Also by Ludek Pachman

Complete Chess Strategy
1: First Principles of the Middle Game

2: Pawn-Play and the Centre

Complete Chess Strategy
3: Play on the Wings

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Translated by John Littlewood

Contents

Preface

Is it possible to learn how to play the middle game correctly, or must we rely on our own imagination, combinative powers and experience when tackling this complex phase of the game?

There is no doubt that the theory of the middle game is vastly different from that of the opening. The latter has been studied in detail, with theoreticians attempting to supply us with the 'best' moves. We must of course try to grasp the strategic and tactical ideas behind each opening, but there is no escaping the need for a wide knowledge of many concrete variations.

When studying the middle game we cannot learn specific variations off by heart, but are concerned with basic principles and typical positions or manoeuvres. It becomes vitally important to recognize the characteristic features of a position and plan our play accordingly, but how can this be done? My purpose in the present volume is to give the ordinary club player an answer to this question. I am not seeking a new approach to chess strategy, but offering practical guide-lines for the study of the middle game.

It is well-known that the evaluation of many positions and many strategic problems depends on individual style. For this reason no author of a work on chess strategy can escape the criticism that he is bringing in his personal opinion and approach to the game. The objectivity of such a book can only be guaranteed if it is based upon material from master and grandmaster games, and if the advice given represents the views of various outstanding players.

This book is based on games from practical play. Only in a few cases have I restricted myself to quoting a position. Usually the whole game is presented, for the reader must learn above all to view a game as an entity and to recognize the transition stages between one part of the game and another. This has naturally compelled me to limit the number of examples used to illustrate the various strategic ideas.

The present volume is the final one of three which aim to give the reader an insight into the whole field of chess strategy. The structure of the book remains the same as in previous (German-language) editions, but the contents have in part been revised and brought up to date.

Ludek Pachman
West Berlin, 1978

1 Superiority on the Wings

In the second part of Volume 2 we thoroughly discussed the important question of the struggle for central domination. However, the centre is not the only place where effective action can be undertaken. In most games we witness successful action on the wings, as shown by various examples given in the first two volumes. By grouping together the points learnt from these games, we can state that a successful wing action requires either:

(a) a serious weakness in the enemy pawn position on that wing (see games 27 and 40 in Volume 1, and game 52 in Volume 2);

(b) a pawn majority or piece superiority on that wing (see games 7, 29, 41 and 51 in Volume 1, and games 25, 43 and 44 in Volume 2).

We have already pointed out that a successful attack can only be launched when the equilibrium of the position has been disturbed, giving one player an advantage in a certain part of the board. Such an advantage can consist of a weakness in the enemy pawn position, a definite material plus, or more effective piece play.

As we shall consider pawn weaknesses in Chapter 3, we now deal exclusively with the following aspects:

1 Pawn majority on the wing
2 Piece superiority on the wing
3 Space advantage on the wing
4 The fixed pawn chain
5 The wing attack and the centre

1. PAWN MAJORITY ON THE WING

Unsymmetrical pawn positions often arise in the early opening as a result of central pawn exchanges. For example, after 1 P–K4 P–QB4 2 N–K2 N–KB3 3 QN–B3 P–Q4 4 P×P N×P 5 N×N Q×N 6 P–Q4 P×P 7 Q×P Q×Q 8 N×Q, White has a 3–2 pawn majority on the Q-side, and Black a 4–3 majority on the other wing. In volume 2 we saw how such majorities led to the creation of a passed pawn (chapter 1 of that volume), the most important strategic aim when exploiting a pawn majority on the wing.

Assuming that both sides have castled on the K-side, we have to ask ourselves whether it is better to have a pawn majority on this wing or on the Q-side, other things being equal. The reader will often come across an annotation which says: 'White (Black) stands better in view of his *Q-side pawn majority*', and most players are aware of this without fully knowing why.

First of all we must consider those cases where an ending has been reached after the exchange of most pieces, and Black, for example, has a Q-side pawn majority as opposed to White's K side majority, with both kings on KN1. If each side then advances the pawn majority and creates a passed pawn, it is clear that Black's king is well placed for defence against White's passed pawn,

whereas Black's *outside passed pawn* is much more dangerous, for the white king is far away from it.

For this reason, one of the most important strategic principles in the ending is the *centralization of the king*. It is clear that a centrally-posted king is ready to move to either wing and so nullifies the advantage of a Q-side pawn majority.

However, in the middle game the king can only rarely become active and act as a defender against an enemy pawn majority. Nevertheless, a Q-side pawn majority is still an advantage, as it is often extremely difficult if not impossible to create a passed pawn by advancing the pawn majority in front of one's own king. This would normally allow a successful attack against the exposed king. For example, with white pawns on KB2, KN2 and KR2 facing black pawns on KN2 and KR3, White would be forced to advance all three pawns if he wished to create a passed pawn. His king on KN1 or KR1 would then be without any pawn protection and could survive only in exceptional circumstances.

This means that a Q-side pawn majority can be successfully exploited (ie converted into a passed pawn) for the following reasons:
(a) In the middle-game, because the pawns are easier to advance without weakening one's own king position.
(b) In the ending, because the defending king is then far away from the resulting outside passed pawn, assuming that the latter can be created before the king is centralized.

It is important to reiterate that this is only so *when both sides have castled on the K-side*, for obvious reasons. If the players castle on opposite wings, the above-mentioned points have no validity, and if they both castle on the Q-side, it

is the K-side pawn majority which becomes the vital strategic factor.

Now a word of warning! It must by no means be assumed that a Q-side pawn majority is in all circumstances an advantage, without reference to the placing of the pieces. At the moment we are considering such a pawn majority in the abstract, with the forces on each side equally balanced.

Any disturbance of this balance can clearly influence the character of the whole position. Moreover, the player with the K-side pawn majority can often obtain an advantage without advancing his pawns, by exploiting the power of his pieces against a position which has a pawn less on the K-side. For example, with white pawns on KB2, KN2 and KR3, and black pawns on KN2 and KR2, Black's position is not so easy to defend as it would be with the KBP (if White's bishop is on Q3 and his queen on KR5, then ... P-KN3 often fails to B×KNP). On the other hand, with black pawns on K3, KB2, KN2 and KR2, and white pawns on KB2, KN2 and KR2, Black can put pressure on the KBP down his QR2–KN8 diagonal. He can also advance his KBP to KB6, or use both his KP and KBP together in an attack against the enemy king's position.

A Q-side pawn majority shows to best and lasting advantage in positions where the enemy king has not been centralized and the reduced material has cut out the danger of an attack on one's own king. This is usually the case in the transition stage between middle-game and ending (e.g. with queen and minor pieces on the board, or after the exchange of queens with rooks and minor pieces remaining etc.). And now let us illustrate these general principles by examining specific examples.

1 Furman–Holmov

Sverdlovsk 1963, Nimzo–Indian Defence.

1 P-Q4 N-KB3 2 P-QB4 P-K3 3 N-QB3 B-N5 4 P-K3 0-0 5 B-Q3 P-Q4 6 N-B3 N-B3 7 0-0 P-QR3 8 P-KR3 P-R3 9 P-R3 P×P 10 B×BP B-Q3 11 P-K4 P-K4 12 B-K3 R-K1 13 R-K1 P×P 14 N×P? 14 B×QP! 14 ... N×N 15 B×N
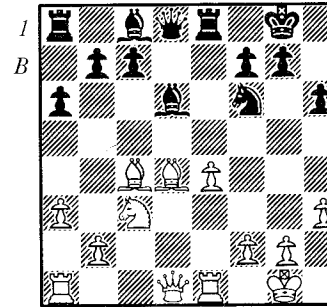
On the surface White's position looks good, as his minor pieces are centralized and 16 P-K5 is a strong threat. However, Black has a Q-side majority which he can immediately utilize.

15 ...   P-B4!
16 B-K3?

The tactical justification of this move lies in the variation 16 ... N×P? 17 B×BP+! K×B 18 N×N R×N? 19 Q-B3+, but White's KP is now stopped (Black's K4 square is overprotected!) whereas Black's Q-side pawns are free to advance. White should play 16 P-K5! (not 16 B×N? Q×B threatening 17 ... Q-K4) 16 ... P×B 17 Q×P B×KP 18 Q×Q R×Q 19 R×B after which Black equalizes comfortably with 19 ... P-QN4 and 20 ... R-R2.

16 ...   P-QN4
17 B-Q5

Even after the somewhat better 17

B-N3 Black gains the advantage with 17 ... B-N2 18 P-B3 P-B5 19 B-QB2 Q-B2 followed by ... B-K4 and ... QR-Q1, when White's central pawns are blockaded, in stark contrast to Black's Q-side pawns.

17 ...   N×B
18 Q×N

The alternative 18 P×N is hardly worth considering, as White's passed pawn is then completely immobilized and Black can build up his game at leisure.

18 ...   B-K3
19 Q-R5   B-QN6!

Indirectly protecting his QBP (20 B×BP? R-K4) whilst at the same time preventing the occupation of the Q-file by a white rook. In fact, after 19 ... Q-B2 20 QR-Q1 B-K4 21 N-Q5! or here 20 ... B-QN6 21 R-Q3! Black's advantage disappears.

20 Q-N4   Q-B1!

Again a dual-purpose move, preventing 21 B×RP and offering the exchange of queens. Note that such simplification is almost always favourable to the side with the Q-side majority, as it reduces the opponent's attacking chances on the K-side in conjunction with his pawn majority there.

21 Q-B3

In this way White at least succeeds in eliminating one of Black's bishops, but the remaining bishop is still superior to the knight.

21 ...   Q-K3
22 B-B4   B×B
23 Q×B   QR-Q1

It is often very difficult to decide which rook to play to an open file. Black would like to keep his QR on the Q-side to support his pawn majority, but at the same time he has to think of defence against a possible advance of White's own majority (after Q-K3 and P-B4,

P–K5 etc.) when the KR will be required 'on K1.

24 P–B3!

Freeing his knight, so that it can go to K2 to drive away the black rook from his Q4 square.

24 ...   R–Q5!?
25 N–K2   R–Q2
26 Q–K3!

Calling into question Black's 24th move, as the threats of Q×BP and N–B4 force the exchange of the bishop.

26 ...   P–B5
27 N–B3 (?)

Only now does Black obtain a clear advantage. White should play 27 N–Q4 Q–K4 28 N×B when 28 ... P×N 28 R–K2! (not of course 29 Q×N? R–Q7 threatening both ... R×QNP and ... Q–N6) 29 ... Q–K3 30 P–B4 gives equality. Black plays instead 28 ... R–Q6! 29 Q–B5 R×N (29 ... Q×NP? 30 QR–N1) 30 Q×Q R×Q 31 R–K2 with the better ending to Black, although a draw is the likely outcome.

27 ...   R–Q6
28 Q–B2   Q–K4

Black prepares to advance his Q-side pawns and is willing to accept exchange of queens after 29 P–B4 Q–Q5 30 Q×Q R×Q 31 R–K2 R–N1 when he stands much better. However, White should play this line, as it would give Black more problems than the game continuation.

29 R–K2   R(K1)–Q1
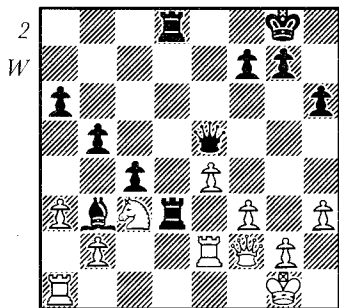
And now White should still try 30 P–B4! Q–Q5 31 Q×Q R1×Q 32 R–KB1! (preventing ... P–B4). Of course, Black is not compelled to exchange queens, but in this way White at least activates his K-side pawns, whereas the passive defence he adopts offers him little or no chances.

30 R1–K1   R1–Q5
31 Q–R4?   P–QR4
32 Q–B2

It is already too late for 32 P–B4 Q–QB4 33 Q–B2 P–N5 etc.

32 ...   P–N5
33 P×P   P×P
34 N–Q5   P–B6!
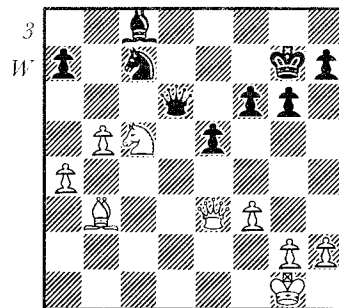**35 P×P   P×P**
36 N–K3   R–Q7

Black has obtained the ideal set-up, with an extremely powerful passed pawn and a complete blockade of White's K-side pawns. The game ended as follows:

37 R–QB1 R(5)–Q6 38 N–B1 R–Q8 39 R–K1 R×R(K1) 40 Q×R Q–Q5+ 41 Q–B2 P–B7 0–1 (42 Q×Q R×Q 43 N–K3 R–Q8+ etc.).

This game contains some interesting moments in which the exchange of queens at times benefits the stronger side and at other times offers the weaker side saving chances. It is well nigh impossible to give a general rule about when it is best to transpose into an ending. On move 20 the exchange of queens was good for Black in view of his queen side pawn majority and two bishops, whereas on moves 27–30 White would have greatly improved his drawing prospects by exchanging queens. At the end of the game Black forced the win by the exchange of queens.

In our next position White could have won by combining the advance of his Q-side pawns with threats against the enemy king. He could first play his king to K2 in order to prevent the penetration of Black's queen to the 7th

rank, then manoeuvre his queen to QB4 to threaten the black king whilst preparing P–QR5 and P–QN6. Black would have been helpless against this plan because any advance of his K-side pawns would only increase the danger to his king. So it is here best to keep queens on the board, thanks to the strongly posted bishop on QN3. However, in the game played in the 16th Soviet Championship, 1949, play continued **30 N–K4? Q–N3! 31 Q×Q** (after 31 K–B2 B–K3! the black king again reaches the Q-side in time) **31 ... P×Q 32 N–Q6 B–Q2 33 B–B4 N–R1!** (not however 33 ... K–B1? 34 P–R5 K–K2 35 P×P K×N 36 P–N7! etc.) **34 B–Q5 N–B2 35 B–B6** (only now does White realize that the win of a piece by 35 B–N7 B–K3! 36 P–R5 P×P 37 P–N6 N–Q4! 38 B×N B×B 39 P–N7 B×NP 40 N×B only leads to a draw after 40 ... P–R5 41 K–B2 P–R6 42 N–B5 P–R7 43 N–N3 etc. At all events Black now has a clear draw, as his king reaches the Q-side in time) **35 ... B–K3 36 N–N7 K–B2 37 P–R5 P×P 38 N×P K–K2 39 K–B2 B–Q2 40 P–N6 N–R3 41 B–N7** (or 41 B×B K×B 42 K–K3 N–B4 43 P–B4 P×P+ 44 K×P K–Q3) ½–½.

2 Botvinnik–Euwe

Leningrad 1934, Ruy Lopez

1 P–K4 P–K4 2 N–KB3 N–QB3 3

B–N5 P–QR3 4 B–R4 N–B3 5 0–0 N×P 6 P–Q4 P–QN4 7 B–N3 P–Q4 8 P×P B–K3 9 P–B3 B–K2 10 QN–Q2 0–0 11 Q–K2 N–B4 12 N–Q4 N×B 13 N2×N Q–Q2 14 N×N Q×N 15 B–K3

In the given situation both sides must strive to activate their own pawn majority whilst hindering the advance of the enemy pawns. With the text-move White intends to make it difficult for Black to play ... P–QB4.

15 ...   B–KB4

Black is not concerned about maintaining the pair of bishops, since 16 N–Q4 Q–KN3 17 N×B Q×N makes it easier for him to play ... P–QB4 and more difficult for White to advance his K-side pawns

16 KR–Q1

After the more exact 16 P–B3 Black would have to guard his bishop by 16 ... KR–K1 when he would again obtain counter-play on the Q-side after 17 Q–KB2 P–QR4 18 B–B5 P–R5!

16 ...   KR–Q1
17 P–B3!

Although 17 P–KB4 may seem more logical, White has no intention of giving Black the use of his K5 square for bishop (or queen after N–Q4×B). Nor could he play 17 N–R5 Q–KN3 18 N–N7 P–Q5 19 N×R P×B 20 N–N7 B–K5 and Black wins. White now threatens 18 Q–KB2 followed by B–QB5 exchanging the black-squared bishops and giving him complete control of the vital QB5 square, thereby fixing Black's Q-side pawns.

17 ...   B–KB1!
18 Q–KB2   P–QR4! (*4*)

Now 19 B–B5 P–R5 20 B×B P×N 21 B–R3 B–B7 and 22 ... R×B gives Black a good game. White should play 19 QR–B1 with a difficult position and equal chances.
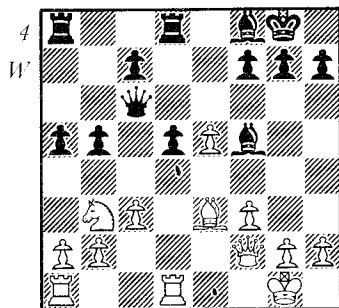
19 R–Q2?

With the intention of doubling rooks on the Q-file after 19 ... P–R5 20

N–Q4 Q–Q2, but in reality only helping Black.

| 19 . . . | P–N5! |
| 20 R–QB1 | Q–R5! |
| 21 N–Q4 | |

The only way to guard his QRP, but he gives up control of his QB5 and allows Black's Q-side pawns to advance rapidly.

21 . . .	B–N3
22 P–QN3	Q–K1
23 P×P	B×P
24 R2–Q1	P–QB4
25 N–B2	B×N
26 R×B	P–Q5
27 B–N5	R–Q4?

Now it is Black's turn to make a tactical error which allows White to gain a vital tempo in his attack. 27 . . . R–Q2! was correct e.g. 28 P–B4 Q–K3 29 Q–B3 Q–Q4, or 28 . . . P–R5 29 Q–B3 P×P 30 P×P R2–QR2 with good chances to Black in both cases.

28 P–B4	P–R5
29 Q–B3	P×P
30 P×P	R–Q2
31 P–B5!	(5)

Black's loss of a tempo has completely changed the position, giving White a strong K-side attack. He threatens both 32 P–K6 and 32 P–B6, and Black's defence is all the more difficult because his bishop is cut off from the K-side. Black's passed QP has little significance, as there is no time to prepare its advance.
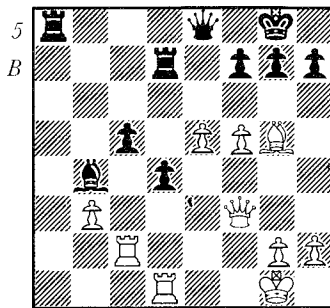
31 . . .	R2–QR2
32 Q–N3	R–R8
33 R2–B1	R×R
34 R×R	K–R1

Preventing 35 B–R6.

| 35 R–B1 | R–R3! |

But not 35 . . . R–R7? 36 P–B6 P–N3 37 P–K6! winning.

| 36 P–R3 | |

Much stronger is 36 P–R4! threatening to advance this pawn to KR6.

36 . . .	Q–R1
37 K–R2	Q–K1
38 R–B3?	

This move allows Black to set up a successful defence. White could still play 38 P–R4, as 38 . . . B–R4? then fails to 39 R–QR1, but the strongest continuation is 38 P–K6! P–B3 (38 . . . P×P 39 P–B6 wins) 39 B–B4 with a powerful protected passed KP.

| 38 . . . | B–R4! |
| 39 B–B4 | B–B2 |

This move completes Black's defence, as P–K6 would now allow the exchange of bishops.

40 R–B1	R–R1
41 R–K1	Q–B3
42 P–K6	B×B
43 Q×B	P×P
44 P×P	R–K1
45 P–K7	P–R3
46 Q–B5	

Or 46 R–KB1 Q–B3 47 Q×Q P×Q 48 R×P R×P drawing.

46 . . .	Q–Q3+
47 K–R1	K–N1
48 R–K6	Q–Q2
49 Q–K5	½–½

In spite of mistakes on both sides, this game is highly instructive because both players pursue their logical strategic plan of advancing their pawn majority and we see what a vital difference one tempo can make in such situations.

When we are trying to exploit a pawn majority, the mobility of the pawns is a very important and often decisive factor, as we mentioned in Volume 2 (chapter 1: 'The passed pawn'). A mobile pawn majority on the K-side is as a rule much more advantageous than a less mobile one on the Q-side. We illustrate this point with two further games, each containing a positional pawn sacrifice. In the first game, the aim of the sacrifice is to blockade the enemy pawns, and in the second game Black's sacrifice increases the mobility of his own pawns.

3 Spielmann–Colle

Dortmund 1928, Alekhine's Defence

1 P–K4 N–KB3 2 P–K5 N–Q4 3 P–QB4 N–N3 4 P–Q4 P–Q3 5 P–B4 B–B4 6 N–QB3 P×P 7 BP×P P–K3 8 B–K2 N–QB3 9 B–K2 B–K2 10 N–B3 0–0 11 0–0 P–B3 12 N–KR4!? (12 P×P!) **12 . . . P×P 13 N×B P×N 14 P–Q5**

The aim of White's pawn sacrifice on move 12 was to create a mobile Q-side pawn majority. If now 14 . . . N–N1 15 P–B5 N–B1 (15 . . . N–Q2 16 P–Q6) 15 Q–N3. Or 14 . . . N–N5 15 Q–N3 N–R3 (If 15 . . . P–B4 16 P×Pep P×P 17 P–QR3 and 18 P–B5+) 16 P–Q6. Or 14 . . . N–R4 15 P–B5! (if 15 B×N RP×B 16 P–QR3 P–QN4) 15 . . . N3–B5 16 B–B2 N×P 17 Q–B2 N7–B5 18 Q–R4. In all cases White stands

better. However, Black can equalize by returning the pawn immediately.

14 . . .	N–Q5
15 B×N	P×B
16 Q×P	N–Q2
17 N–R4?	
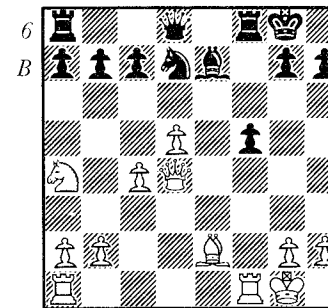
White prevents . . . B–B4 and prepares P–B5, but the text-move represents a serious positional error, as Black's next move reveals. White should have played 17 K–R1 B–B4 18 Q–Q2 Q–R5 with an even game.

| 17 . . . | P–QN4! |

This excellent pawn sacrifice gives White a 4–2 majority on the Q-side, but the resulting pawn formation is weakened with an isolated QP and a doubled QNP, making it extremely difficult for White to create a passed pawn. Black on the other hand obtains an excellent square for his bishop on Q3 and can speedily launch a sharp K-side attack.

18 P×P	B–Q3
19 QR–K1	Q–K2
20 B–Q3	N–K4!

A good illustration of centralization. Now 21 B×P fails to 21 . . . R×B! 22 R×R N–B6+ 23 R×N Q×R+ 24 R–B1 B×P+ etc.

| 21 K–R1 | P–B5! |
| 22 R–K2(?) | |

This hastens the end. White's only chance for counter-play lay in 22 N–B5!

followed by N–K6 or N–K4. Of course 22 R×P?? R×R 23 Q×R N×B loses a piece.

22 ...	QR–K1
23 N–B3	Q–R5
24 N–K4	N–N5
25 P–KR3	

Or 25 P–KN3 Q–R6! or 25 Q–N1 N×P 26 Q×N Q×Q+ 27 K×Q P–B6+ etc.

25 ...	P–B6!
26 R×P	R×R
27 N–B6+	K–B2!
0–1	

4 Pilnik–Geller

Interzonal 1952, Sicilian Defence

1 P–K4 P–QB4 2 N–KB3 N–QB3 3 P–Q4 P×P 4 N×P N–B3 5 N–QB3 P–Q3 6 B–K2 P–K4 7 N–N3 B–K2 8 0–0 0–0 9 B–K3 B–K3 10 B–B3 P–QR4 (10 ... N–QR4!) 11 N–Q5 B×N 12 P×B N–N1
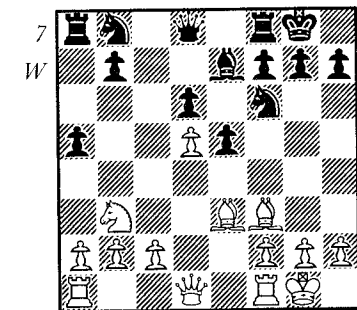
This pawn formation is typical of some modern systems of the Sicilian Defence. White's Q-side majority is difficult to set into motion because Black controls the important squares at his QN5 and QB4. In contrast, Black's K-side majority is mobile. However, White is ahead in development and his bishop on K3 is much more active than Black's bishop on K2.

White's correct plan is to eliminate Black's knights so that he can exploit his Q-side advantage. In a later game against Smyslov (Candidates 1956), Pilnik continued 13 Q–Q3! KN–Q2 14 B–N4! Q–B2 (Black loses a pawn after 14 ... B–N4? 15 B×B Q×B 16 B×N N×B 17 Q–N5) 15 P–QR4 N–N3 16 N–Q2 N1–Q2 17 KB×N N×B 18 N–B4 KR–B1 19 P–QN3 N–B4 20 B×N Q×B and White had a clear advantage with an active knight against a bad bishop.

13 P–B4?

A consequential but inaccurate continuation after which Black obtains an advantage.

13 ...	N–R3
14 B–Q2	

This bishop will hardly stand better on QB3 but White is trying to avoid its exchange by ... N–Q2 and ... B–N4.

14 ...	P–QN3

It is vital for Black to prevent the advance of White's Q-side pawns. For instance, after 14 ... P–R5? 15 N–R5 N–B4 16 P–QN4 P×Pep 17 P×P and 18 P–QN4 White has an immediate advantage.

15 B–B3	N–B4
16 N×N?	

This is the decisive mistake, as it cripples White's Q-side pawn majority for ever. Even if he managed to play P–QN3, P–QR3 and P–QN4 he would be left with a backward QBP after the exchange of pawns! It was essential to play 16 N–Q2 still leaving open the option of a Q-side pawn advance by P–QN3, P–QR3 and P–QN4 (but not of course P–QR3? at once which allows ... P–R5 blockading the whole wing).

16 ...	NP×N
17 Q–K1	

This enables the KB to be placed actively on QB2

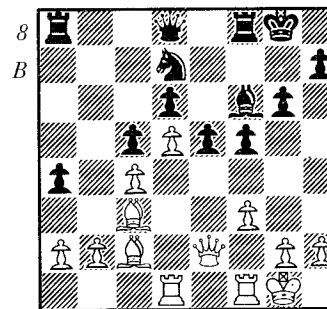|	
17 ...	N–Q2
18 B–Q1	P–R5!

A good move, preventing B–R4–B6.

19 P–QN3 is not dangerous to Black whose K-side pawn advance proceeds much more rapidly than the advance of White's QRP.

19 B–B2	P–B4
20 R–Q1	P–N3

Even more exact was the immediate 20 ... P–K5 21 P–B3 B–B3! gaining a tempo on the game continuation.

21 Q–K2	B–B3
22 P–B3	

It is clear that White has been driven fully on the defensive, with no chance of counter-play. However it is difficult to see how Black can advance his K-side pawns so long as White controls his K4 square. Geller quickly solves this problem by a positional pawn sacrifice.

22 ...	P–K5!
23 B×B	Q×B
24 P×P	P–B5
25 R–B2	N–K4

Not 25 ... Q×P 26 Q–N4 and White has counter-chances. Now, however, the beautifully posted knight not only blockades White's extra pawn but also supports the advance of the black K-side pawns. The game is strategically decided and the win a matter of technique.

26 R1–KB1	Q–R5
27 B–Q1	R–B2
28 Q–QB2	P–N4
29 Q–B3	R1–KB1
30 P–KR3	P–R4
31 B–K2	

Or 31 B×QRP P–N5 32 B–Q1 K–R2! and the threat of ... P–B5 quickly smashes open White's position.

With his next move Pilnik tries a desperate but unsound combination. The game ended: **31 ... P–N5 32 R×P? R×R 33 R×R R×R 34 P–KN3 N–B6+ 35 K–B2 Q×RP 36 P×R P–N6+ 37 K×N P–N7+ 38 K–B2 Q–R7 0–1**

As we saw in Chapter 7 of Volume 2 ('The doubled pawn'), a great disadvantage of the doubled pawn is the fact that it severely restricts the mobility of a pawn formation. The Exchange Variation of the Ruy Lopez is based on this factor. In his time, Lasker achieved many important victories with this set-up and here follows an example showing how Lasker utilized his K-side pawn majority in a precisely played ending.

5 Lasker–Janowski

Match 1909, Ruy Lopez

1 P–K4 P–K4 2 N–KB3 N–QB3 3 B–N5 P–QR3 4 B×N QP×B 5 P–Q4 P×P 6 Q×P

The character of the position is already determined, with a mobile pawn majority for White on the K-side and a much less mobile majority for Black on the Q-side. However, Black has compensation in the two bishops which can prove effective in an open position. White's plan is to bring about further simplification and to create a K-side passed pawn in the ending by exploiting his mobile pawn majority. Black on the other hand must create opportunities for piece play, as Steinitz showed in his match with Lasker in 1894: 6 ... Q×Q 7 N×Q P–QB4 8 N–K2 B–Q2 9 N1–B3 0–0–0 10 B–B4 B–B3 11 P–B3 N–B3 12 0–0 B–K2 with

good play for Black. Alekhine also demonstrated the correct method in some of his games: 6 . . . Q×Q 7 N×Q B-Q2 8 B-K3 0-0-0 9 N-Q2 N-K2 10 0-0-0 R-K1! 11 KR-K1 N-N3 12 N-K2 B-Q3 13 P-KR3 P-KB4 and Black stands better

6 . . .   B-KN5(?)
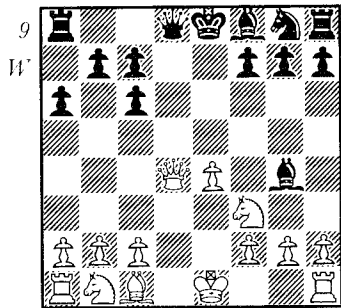
If the point of this move is to give White a doubled pawn too and thereby cripple his K-side pawn majority, it is illogical, since the resulting doubled pawn is much more mobile than Black's doubled QBP. The reason for this is that once White's front KBP reaches KB5, a passed pawn can be easily created by P-KB4 and P-K5, whereas Black cannot imitate this procedure on the Q-side. In other words White's K-side pawn formation is more mobile *because the KP does not have an enemy pawn in front of it*. Of course, White must be careful not to allow Black to blockade this pawn complex by . . . P-KN4 and . . . N-K2-N3, as in the game Podgorny–Pachman (Volume 2, Game 46).

7 N-B3   Q×Q

Black gives up his original plan, which means that he will eventually lose a tempo when his QB has to retreat.

8 N×Q   0-0-0
**9 B-K3   B-N5**
10 N4-K2!

After 10 P-B3 B×N+ 11 P×B B-Q2 12 K-B2 White also stands better, but after a possible exchange of knights the opposite-coloured bishops could give Black drawing chances.

10 . . .   QB×N?

This exchange reveals a complete misunderstanding of the strategic nature of the position. By doubling White's QBP Black in no way increases his Q-side chances, but he thereby gives up his compensating factor of the two bishops! He had to play 10 . . . N-K2 11 P-B3 B-Q2 followed by . . . P-KB4 in an attempt at piece play.

11 K×B   B×N
12 P×B
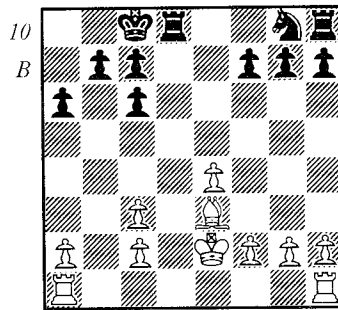
Let us assess this position. Both sides have doubled pawns. White's doubled pawn is even isolated but it is on the wing facing Black's pawn majority, and although it lacks mobility it is just as effective in preventing the creation of a passed pawn as a row of pawns on QR2, QN2 and QB2 would be. In time White will create a passed pawn on the K-side and in addition he has a very active bishop. Summing up, White has a clear positional advantage which Lasker could have exploited even without the following small errors of his opponent.

12 . . .   N-B3

This knight will finally reach QB3

where it will help to prevent the advance of White's pawns. However, Black could have achieved this aim much more rapidly by 12 . . . P-QN3 (12 . . . N-K2 13 B-B5) 13 QR-Q1 N-K2 followed by . . . P-QB4 and . . . N-B3.

13 P-B3   N-Q2
14 QR-Q1   N-K4

This costs two more tempi. 14 . . . P-QN3 followed by . . . P-QB4 and . . . N-N1-B3 was better.

15 R-Q4   P-QN3
16 P-KB4   N-Q2
17 R1-Q1   P-QB4
18 R-Q3   N-N1
19 K-B3   R.Q1-K1

Black believes he can best combat the advance of White's pawns by avoiding the exchange of rooks, but the disadvantage of this idea is that Black's king is cut off for a long time from the K-side where he is required for defence. Black would have done better to play 19 . . . R×R 20 R×R R-Q1; or here 20 P×R K-Q2.

20 P-B5!

This move contradicts the basic rule we gave in Volume 2, Chapter 1 ('The passed pawn'), but every rule has its exceptions. The 'normal' 20 P-K5 would be a mistake here as after . . . R-K2 and . . . N-B3 White would have great difficulty in playing P-B5 because of the resulting weak KP. This advance of the KBP is also strong because it allows White's bishop to come into the game via KB4.

20 . . .   P-KB3

No better is 20 . . . N-B3 21 B-B4 R-K2 22 R-K1 R1-K1 23 R-Q5 N-K4+ 24 B×N R×B 25 R×R R×R 26 K-B4 P-KB3 27 R-Q1 followed by P-N4, P-KR4, P-N5 etc.

21 P-N4   R-K2
22 B-B4   R1-K1
23 R-K3   N-B3
24 P-N5   N-R4

This knight will hardly stand any better on QB5 than on QB3, but Black has no way of improving his position. Alekhine's recommendation of 24 . . . P×P fails to 25 B×NP N-K4+ 26 K-B4 R-Q2 27 R-Q5! and White can play P-K5 because 27 . . . R×R? 28 P×R loses a piece for Black.

25 P-KR4   N-B5
26 R-K2   R-B2
27 R-KN1   K-Q2

After the somewhat better 27 . . . P-N3 White would play 28 P×NP RP×P 29 P×P R×BP 30 R-N5! and 31 P-R5.

28 P-R5   N-Q3?

This only helps the decisive breakthrough.

29 P-R6!   P×NP

Not of course 29 . . . P-N3 30 P×NP RP×P 31 P×P R×BP 32 P-K5 R3-K3 33 R-Q2 etc.

30 R×P   P-N3

This loses a pawn but after 30 . . . P×P 31 R-R5 Black's prospects against the two connected passed pawns would be equally hopeless.

31 P×P P×P 32 R×P R1-KB1 33 R-N7 R×R (33 . . . K-K3 34 R2-KN2) 34 P×R R-KN1 35 R-KN2 N-K1 36 B-K5 K-K3 37 K-B4 K-B2 38 K-B5 1-0.

2 PIECE SUPERIORITY ON THE WING

A concentration of pieces directed against one side of the board represents another type of wing superiority. By this we do not necessarily mean that all these pieces are grouped together on a small section of the board. Some pieces are highly effective at long range, such as a bishop at QN2 or QN1 attacking KN7 or KR7. Open lines for the rooks are also very important in wing attacks. As we saw in Volume 1, Chapter 5 ('The Rooks'), a single open file can bring about a decisive increase in the

effective fire-power of the major pieces. Equally in Chapter 4 of the same volume ('The Minor Pieces') the reader was given examples of bishops exerting their power along open diagonals.

Thus piece superiority on the wing can take on various forms, but our aim is basically the same, to apply so much pressure that it is impossible for the enemy to defend all the threatened points successfully. The following typical examples will serve to illustrate this.

6 Averbach–Fuchs

Dresden 1956, Kings Indian Defence

1 P–QB4 P–KN3 2 N–QB3 B–N2 3 P–Q4 N–KB3 4 P–K4 P–Q3 5 B–K2 0–0 6 B–N5 P–B4 7 P–Q5 P–QR3 8 P–QR4 P–K3 9 Q–Q2 Q–R4 10 R–R3!

This move defends against 10 ... P–QN4 which would now allow 11 RP×P, whilst at the same time White intends to transfer the rook later to the K-side, for he cannot initiate any action on the Q-side or in the centre.

10 ...	**P×P**
11 KP×P	**QN–Q2(?)**

This move hinders Black's development. He should play 11 ... R–K1 and 12 ... B–N5.

12 N–B3	**N–N3**
13 0–0	**B–N5**

After 13 ... Q–N5 (which Black had probably intended when he played his knight to QN3) White can protect his QBP by 14 Q–B1 (14 ... N×BP? 15 N–R2) threatening to trap Black's queen by 15 P–R5 followed by R–R4 and B–Q1.
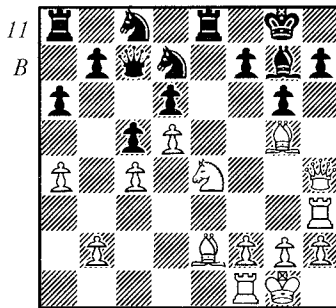
14 Q–B4!	**B×N**
15 Q×B	**KN–Q2?**

Black pursues his fantasy of a Q-side counter-attack but only weakens his K-side further. He should have played the other knight to this square.

16 N–K4!

Suddenly Black is faced with two strong threats, 17 N×QP and 18 B–Q2, so his reply is forced.

16 ...	**N–QB1**
17 Q–R3!	**Q–B2**
18 Q–R4	**R–K1**
19 R–R3	

All White's pieces except his KR are ready for the decisive attack against Black's insufficiently protected K-side.

19 ...   P–KR4

Of course 19 ... N–B1 fails to 20 N–B6+ B×N 21 B×B followed by 22 Q–R6.

20 N–N3!

The final preparation for the decisive sacrifice, as the immediate 20 B×P fails to 20 ... R×N! 21 Q×R P×B 22 R×P N–B1.

20 ...	**N–B1**
21 B×P!	**B×P**

Or 21 ... P×B 22 N×P N–KN3 23 N–B6+! B×N 24 B×B N×Q 25 R×N etc.

22 N–B5!   P×B

Or 22 ... P×N 23 B–B6! B×B 24 Q×B Q–K2 25 B×P+! and 26 R–R8 mate.

23 B–B6	**N–KN3**
24 Q–N5	**N1–K2**
25 N–R6+	**K–B1**
26 B×B	**1–0**

7 Tal–Langeweg

Wijk aan Zee 1973, Sicilian Defence

1 P–K4 P–QB4 2 N–KB3 P–Q3 3 P–Q4 P×P 4 N×P N–QB3 5 N–QB3 Q–B2 6 B–K2 P–QR3 7 0–0 N–B3 8 B–K3 P–K3 9 P–B4 B–K2 10 Q–K1 0–0 11 Q–N3 N×N 12 B×N P–QN4 13 P–QR3 B–N2
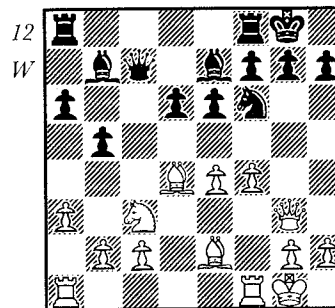
A typical situation in the Sicilian Defence. White has more space in the centre and can easily direct his pieces against the enemy king, whilst Black will operate on the Q-side by preparing ... P–QR4 and ... P–N5.

14 QR–K1!

One might have expected 14 QR–Q1 here, as it is more usual to place a rook on an open file. However, every rule has its exceptions, and it would be less exact to play this rook to Q1 for both strategic and tactical reasons:
(1) If White's bishop goes to Q3, then a rook on K1 is well placed for transfer to the K-side via K3 to KN3 or KR3.
(2) After the continuation 14 QR–Q1 B–B3 15 B–Q3 Black has the interesting possibility 15 ... P–K4! 16 P×P N–R4 17 Q–R3 P×P with equality for White after 18 Q×N P×B 19 N–Q5 B×N, but the worse of it after 18 B–K3 N–B5! etc. If White's rook were on K1 here, he

could continue 19 B×N! P×B 20 P–K5! P–N3 21 R×P with an extra pawn!

14 ...   B–B3(!)

This is more exact than 14 ... KR–Q1, as Black must begin Q-side operations as quickly as possible.

15 B–Q3   QR–Q1?

But this is a positional error, as the QR should be reserved for the QB-file. However, the main point is that Black has no time for such moves. He should play 15 ... Q–N2 followed by ... P–QR4, or even the immediate 15 ... P–QR4 (16 N×P B×B 17 B×B Q×P).

16 K–R1	**Q–N2**
17 Q–R3!	**P–N3?**

White was threatening to win at once with P–K5, and 17 ... P–R3 would be even worse than the text-move e.g. 18 R–K3! (White's QR comes into play!) P–QR4 19 R–N3 K–R1 20 P–K5! P×P 21 P×P N–Q4 (or 21 ... R×B 22 P×N B×BP 23 R×B!) 22 Q–N4 P–N3 23 R×P! R×R 24 Q×NP wins. However, Black has no need to sin against the well-known principle that only in the direst necessity should a defender move his pawns in front of the castled king. He should first play 17 ... N–K1! and only play ... P–KN3 when White commits himself to P–K5, after which, in comparison to the game, the sting is removed from White's P–B5.

18 P–B5	**P–K4**
19 B–K3	**KR–K1**

Black cannot free himself by 19 ... P–Q4 which fails to 20 P×QP B×QP 21 B–R6 and 22 R×P; or here 20 ... N×P 21 N×N B×N 22 P–B6 winning at once.

20 B–N5	**N–R4**
21 P–B6	**B–B1**
22 Q–R4!	

The threats of B–K2 or P–KN4 now tie Black up on the K-side and he has no time for a counter-attack e.g. 22 ... P–R4 23 P–KN4 N–B5 24 R×N! P×R 25 B–R6 R–K3 26 P–N5 P–N5 27 B×B K×B 28 Q×P etc.

22 ...	**P–R3**
23 B–QB1	**P–R4**
24 N–Q5!	**R–Q2**

Because of Black's weakening move ...P–KR3, 24...B×N fails to 25 P×B Q×P 26 B×KNP! P×B 27 P–B7+ etc.

| **25 R–B3!** | **B×N** |

This acceptance of the pawn sacrifice leads to a rapid loss, but Black has no defence to the piling up of White's forces by R–R3, R1–K3, Q–N4 and R×N.

| **26 P×B** | **Q×P** |
| **27 Q–KN4** | **R–K3** |

After 27 ... P–K5 White has amongst other things 28 R×P R×R 29 Q×R Q×Q 30 B×Q P–Q4 31 B–Q3 (threatening 32 P–KN4) R–Q3 32 B×QNP N×P 33 B–Q2 with an easily won ending.

28 B×KNP!	**P×B**
29 Q×NP+	**N–N2**
30 B×P	**1–0**

The worst threat is 31 P–B7+, and 30 ... R–KB2 allows 31 Q×R+!

8. Nimzowitsch–Capablanca

St. Petersburg 1914, Ruy Lopez

1 P–K4 P–K4 2 N–KB3 N–QB3 3 N–B3 N–B3 4 B–N5 P–Q3 5 P–Q4 B–Q2 6 B×N B×B 7 Q–Q3 P×P 8 N×P P–KN3(?) 9 N×B(?)

Black's last move was bad, not because White now has the forced win of a pawn, but because White can quickly obtain a dangerous K-side attack by 9 B–N5! B–N2 10 0–0–0, as Alekhine demonstrated later in his game against Brinckmann (Kecskemet 1927).

9 ...	**P×N**
10 Q–R6	**Q–Q2**
11 Q–N7	**R–B1**
12 Q×RP	**B–N2**
13 0–0	**0–0**
14 Q–R6	

White has won a pawn but lost

several tempi – an excellent illustration of the dynamic balance of position.

| 14 ... | **KR–K1** |
| **15 Q–Q3** | |

The first inexactitude. 15 P–B3 is better, tying Black's queen to the defence of his QBP. Prins gives the following possible continuation: 15 ... P–Q4 16 Q–Q3 P×P 17 Q×Q N×Q 18 N×P B–Q5+ 19 K–R1 B–K4! with an equal game. After 15 Q–B4 Black would obtain a central advantage by 15 ... P–Q4 16 P×P P×P 17 Q–Q3 P–B4, or here 17 Q–B5 B–B1 18 Q–Q4 R–K3 followed by 19 ... P–B4.

| 15 ... | **Q–K3!** |

Not only attacking the KP but making way for the knight manoeuvre ... N–Q2–K4–B5 to apply pressure to Black's Q-side.

| **16 P–B3** | **N–Q2** |

Capablanca could have equalized by 16 ... P–Q4 but strives for more and is proved right by his opponent's next inexactitude.

| **17 B–Q2?** | |

The correct move was 17 P–QN3! threatening to consolidate by B–N2 and forcing Black to settle for the following interesting drawing manoeuvre: 17 ... N–K4! (17 ... N–B4? 18 Q–Q2 N–R5? 19 N×N B×R 20 P–B3 wins) 18 Q–K3 N–B5! 19 Q–Q3 (19 P×N? Q×BP etc.) N–K4 20 Q–Q2 N–B5! 21 Q–Q3 etc., as after 21 P×N? Q×BP 22 B–N2 R–N1 Black has the advantage.

17 ...	**N–K4**
18 Q–K2	**N–B5**
19 QR–N1	

But not 19 P–QN3? B–Q5+ 20 K–R1 N×B 21 Q×N Q–B3 winning. (*13*)

| 19 ... | **R–R1!** |

Beginning the concentration of all Black's forces on the Q-side. This is White's last chance to play 20 P–QN3 when Black would continue 20 ... N×B 21 Q×N R–R6! followed by ... R1–QR1 with a small advantage, as he
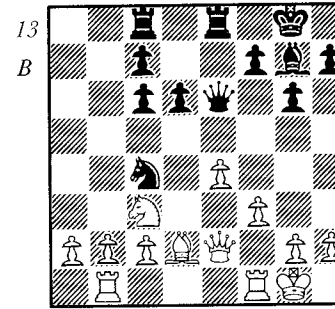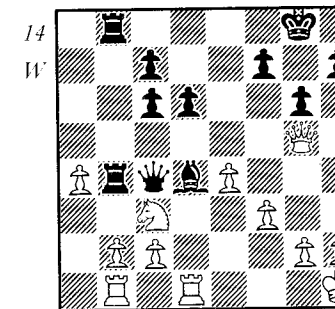

can capture the QRP any time he wishes.

20 P–QR4(?)	**N×B!**
21 Q×N	**Q–B5!**
22 KR–Q1	**KR–N1!**

This continuous pressure is much better than releasing the tension by ... B×N and ... R×P. Black intends to win back his pawn when circumstances favour him the most

| **23 Q–K3** | |

Or 23 Q–Q3 Q–B4+ 24 K–R1 R–N5 transposing to the game.

| 23 ... | **R–N5** |

Threatening ... B–Q5.

| **24 Q–N5** | **B–Q5+** |
| **25 K–R1** | **R1–N1** |

The result of Black's fine play is now clear. All his pieces are directed against White's Q-side and there is no good defence to the threatened ... B×N e.g. 26 QR–B1 R×NP 27 N–N1 R×P etc.

The following desperate exchange sacrifice can of course in no way alter the outcome of the game which ended as follows:

26 R×B Q×R 27 R–Q1 Q–B5 28 P–R4 R×NP 29 Q–Q2 Q–B4 30 R–K1 Q–KR4 31 R–R1 (if 31 Q–B2 R×P!) **31 ... Q×RP+ 32 K–N1 Q–R4 33 P–R5 R–R1 34 P–R6 Q–B4+ 35 K–R1 Q–B5 36 P–R7 Q–B4 37 P–K5 Q×KP 38 R–R4 Q–R4+ 39 K–N1 Q–B4+ 40 K–R2 P–Q4 41 R–R4 R×RP 0–1.**

3 SPACE ADVANTAGE ON THE WING

As we have already shown in our section devoted to 'The Centre' in Volume 2, a certain pawn structure can ensure a player a space advantage in one part of the board. Thus, for example, the so-called 'little centre' gave the white pieces a definite space advantage by the sole presence of a white pawn on K4 or Q4 facing a black pawn on Q3 or K3 respectively. In the same way a given pawn structure can confer a space advantage to a player on either wing and form the prerequisite for an attack on this wing even if material is equally balanced.

The characteristic feature of a space advantage on the wing is *the mobility of the pawns.* For example, in diagram 15, the black pawns on the K-side are restrained by the white pawn on K5.
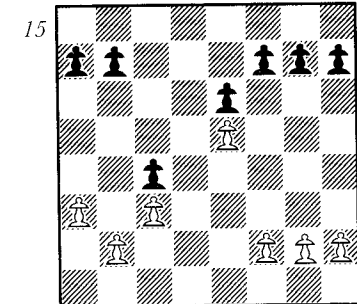
After . . . P–B3 or . . . P–B4 White captures en passant, seriously weakening Black's KP, whereas the advance of the black KNP gives him a dangerous weakness on his KB3 square (see the later chapter on 'Strategic Points'). In the same way, White's Q-side pawns are restricted by Black's advanced QBP.

In such positions there are two ways of exploiting our advantage in space: (1) We can advance our pawns, either opening up attacking lines or restricting the enemy position. For example, in diagram 15, this plan entails the advance of White's K-side pawns by P–KB4, P–KN4, P–KB5 intending either P×KP or P–B6. Black for his part can play . . . P–QN4, . . . P–QR4 and . . . P–QN5 etc. It goes without saying that such pawn advances must be carefully prepared by posting our pieces effectively. The defence will of course try to prevent the advance of the pawns by active piece play, or even encourage a premature advance. For instance, in the above position it would normally be dangerous for White to play P–KN4 with his king on KN1 and a black bishop controlling the long white diagonal, as it opens up White's king position to an attack by queen and bishop.

(2) We can use our spatial advantage to carry out an attack by pieces on this wing. For example, in diagram 15 White's pawn on K5 ensures him manoeuvring space on the K-side, whilst Black's QBP gives him a corresponding advantage on the Q-side.

Let us now examine a few games showing how these ideas are put into practice.

**9 Perlis–Salwe**

Ostend 1906, Vienna Game

1 P–K4 P–K4 2 N–QB3 N–KB3 3

P–B4 P–Q4 4 P×KP N×P 5 N–B3 B–QN5 6 B–K2 N–QB3 7 0–0 0–0 8 Q–K1 B–K3 (8 . . . P–B3!) **9 P–Q3 B–B4+ 10 K–R1 N×N 11 P×N P–Q5**

Preventing 12 P–Q4 which would consolidate White's important pawn on K5.

12 Q–N3 R–K1?

Black intends to play . . . B–KB1 in answer to 13 B–KR6 but misses his last chance of challenging White's KP by 12 . . . P–B3! when he can answer 13 B–KR6 by 13 . . . Q–Q2 14 P×BP R×P.
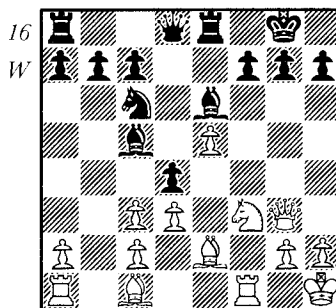
It is surprising to see how quickly Black's position now collapses. White's pawn on K5, which Black could have exchanged on moves 8 and 12, plays a decisive part in all this.

13 N–N5! B–KB1

Black has nothing better in view of the threatened 14 N–K4 e.g. 13 . . . B–K2 14 N×B P×N 15 B–R6 (or 15 B–R5 R–KB1 16 B–R6) 15 . . . B–B1 16 B–R5 etc. Or 13 . . . P×P 14 N–K4 B–K2 15 N–B6+ B×N 16 P×B P–KN3 17 B–R3! (preventing . . . Q–Q3) followed by 18 Q–R4 and a winning attack down the KR-file by Q–R6, R–B4–KR4 etc.

14 P–B4 Q–Q2

The power of White's attack can be clearly seen in two tactical lines after 14 . . . P–KR3 15 N–K4 K–R1 16 B–N5!

and now (1) 16 . . . Q–Q2 17 N–B6! P×N 18 B×P+ K–R2 19 R–B4! B–KB4 20 R×B Q×R 21 B–N4! Q–N3 22 Q–B4 K–N1 23 B–B5 etc., or (2) 16 . . . Q–B1 17 B–R5! P×B 18 N×P B–K2 (to stop 19 Q–R4) 19 B×P B×N 20 Q×B etc.

15 B–B3 N–Q1

Now 15 . . . P–KR3 fails to 16 N×B P×N 17 B×P N×P 18 B–R5 R–K2 19 B–N5, or here 16 . . . Q×N 17 B–Q5.

16 B–K4 P–KR3
17 N–R7! K–R1
18 B×RP! P–KB4

Black loses his queen after 18 . . . P×B 19 N–B6, but at all events there is nothing to be done.
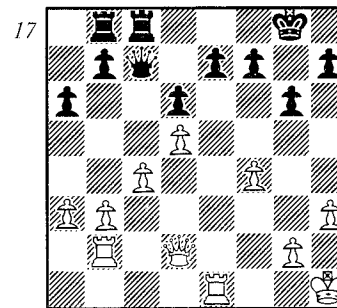
19 P×Pep P×B
20 P–B7! B×KBP
21 N×B R×N
22 R–B6 Q–Q3
23 R×Q P×R
24 Q–B4 K–N2
25 R–KB1 1–0

We stress once again the vital role played by White's pawn on K5, restricting Black's position and allowing White's pieces the necessary space for launching a decisive attack on the king. Sometimes a pawn on Q5 can fulfil the same function, as in our next position. (Tal–Jakobsen, Skopje 1972).

White's QP prevents the advance of Black's KP, thus strengthening the

pressure down the K-file and giving White an opportunity of a direct attack on the black king. Play continued: **24 P–KB5!** (in view of Black's counterplay with . . . P–QN4, White must play energetically and has no time to first double rooks on the K-file!) **24 . . . P–QN4** (After 24 . . . P×P? 25 Q–N5+ K–B1 26 Q×BP K–N1 27 Q–N5+ K–B1 28 R2–K2 R–K1 29 Q–R6+ K–N1 30 R–K4 wins) **25 P×KNP RP×P 26 Q–N5 P×P!** (if 26 . . . R–K1 27 R2–K2 R–N2 28 R–K6! K–N2 29 R×NP+! P×R 30 R–K6 wins) **27 R×P Q–B4** (27 . . . P–B6? 28 R–KB2!) **28 Q–B6! Q×QP 29 P×P! Q×P** (if 29 . . . Q–KB4 30 R×R R×R 31 R×P! wins) **30 R–KB2 R–B1** (not of course 30 . . . R–B2? 31 R–B2!) **31 R–B4! Q–QB8+ 32 K–R2 Q–N7** (interesting play arises after 32 . . . R–N8 33 R–KN4! Q–N8+ 34 K–N3 R–N6+ 35 K–R4, or here 33 . . . Q–R3 34 R×BP! etc.) **33 R×P! Q×Q 34 R7×Q R×R** (Black must accept a rook ending with a pawn down, as after 34 . . . K–N2 35 R×R R×R 36 R×R K×R 37 K–N3 K–B2 38 K–B4 K–B3 39 P–KR4 P–R4 40 P–R4 the pawn ending is lost for him.) **35 R×R K–N2 36 R×QP P–R4 37 R–Q5 R–QR1 38 P–QR4 R–R3 39 K–N3 K–B3 40 K–B4 K–K3 41 R–QN5 K–B3 42 R–QB5 R–N3 43 R×P R–N5+ 44 K–N3 1–0.**

However, it is more usual for a pawn on Q5 to be the prelude for a Q-side attack, as in the following game.

10 Botvinnik–Reshevsky

A.V.R.O. 1938, English Opening

1 P–QB4 P–K4 2 N–QB3 N–QB3 3 P–KN3 P–KN3 4 B–N2 B–N2 5 P–K3 P–Q3 6 KN–K2 KN–K2 (6 . . . B–Q2!) **7 P–Q4 KP×P 8 P×P 0–0 9 0–0 N–B4 10 P–Q5 N–K4** (10 . . . N–Q5!) **11 P–N3 P–QR4 12 B–N2 N–Q2**

18
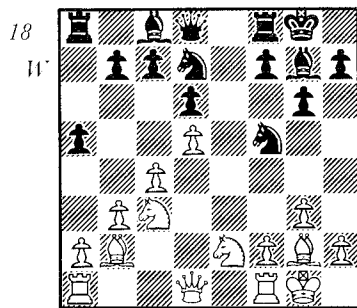
Black's Q-side pawns are completely blockaded, as White's KB increases the effectiveness of his pawn on Q5. White's plan is to advance his Q-side pawns and prepare a break-through by P–QB5 at a suitable moment.

13 P–QR3!   N–B4(?)

There seems little point in provoking P–QN4 which is part of White's plan, so 13 . . . R–K1 is more logical.

14 P–QN4   N–Q2

After 14 . . . P×P 15 P×P R×R 16 B×R N–QR3 17 Q–N3, Black's QN would be badly placed, but this only serves to emphasize the pointlessness of Black's last move.

15 Q–N3   N–Q5
16 N×N   B×N
17 QR–Q1   B–N2
18 KR–K1   P×P
19 P×P   N–B3

Black must develop his QB somehow, but this move gives no control of QB4, making it easier for White to carry out his plan of P–QB5.

20 P–R3!   P–R4

As the immediate 20 . . . B–B4 allows 21 P–N4, Black prepares this move. However, as we shall soon see, the bishop will be badly placed on both KB4 and Q2.

21 P–B5!   B–B4
22 N–N5   B–Q2

Or 22 . . . R–K1 23 N–Q4 B–Q2 24 P–B6 P×P 25 P×P B–QB1 26 P–N5

with a clear advantage to White who is threatening to create a powerful passed pawn by P–N6. This is an instructive example of how a passed pawn can be obtained as a result of a spatial advantage, even without a pawn majority.

23 P–B6!   P×P
24 P×P

White has upset the symmetrical nature of the Q-side pawns and could now proceed with the logical plan of creating a dangerous passed pawn on this wing. However, in such situations, with Black's pieces badly placed, there is usually a tactical solution at hand.

24 . . .   B–B1

Other moves of this bishop are no better e.g. if 24 . . . B–B4 25 N–Q4 Q–B1 26 R–K7, or 24 . . . B–K3 25 R×B! P×R 26 N–Q4 Q–K2 27 N×P Q–B2 28 B×N B×B 29 B–Q5 K–R1 30 N–B4 Q–N2 31 Q–Q3 wins.

19
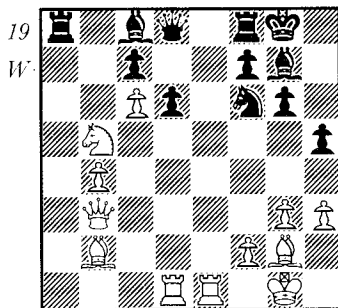
25 N×QP!

An elegant winning combination. Clearly 25 . . . P×N fails to 26 P–B7, but Black is relying on his next zwischenzug.

25 . . .   B–K3
26 R×B!   P×R
27 N–B5!   Q–K1

Or 27 . . . Q×R+ 28 Q×Q KP×N 29 P–N5 QR–N1 30 Q–N3+ K–R2 31 B–R3 followed by 32 Q–B7 wins.

28 N×B   K×N
29 R–Q7+   R–B2
30 B–K5

Winning the QBP (30 . . . R–QB1 fails to 31 Q–KB3) when the two connected passed pawns supported by the bishop pair lead to a rapid decision.

The game ended as follows:

30 . . . K–N1 31 R×P R×R 32 B×R R–R8+ 33 K–R2 R–R2 34 B–K5 R–KB2 35 P–B7 N–Q2 36 Q–B2 R–B1 37 P–B8=Q! 1–0.

Our next game illustrates an important strategic idea. White achieves a clear superiority on the K-side and drives the black pieces into passive defensive positions. He then unexpectedly switches his attack to the opposite wing in a sacrificial break-through against the enemy king which has meanwhile taken 'refuge' there. Such a switching of fronts is a relatively frequent occurrence in chess strategy. The pieces of the defending side are forced into unfavourable positions as they attempt to ward off the tactical threats of the attacker. They can then no longer regroup to defend against a sudden attack on the other side of the board.

11 Keres–Euwe

Match 1939, Nimzo–Indian Defence

1 P–Q4 N–KB3 2 P–QB4 P–K3 3 N–QB3 B–N5 4 Q–B2 N–B3 5 N–B3 0–0 6 B–N5 P–KR3 7 B–R4 P–Q3 8 P–K3 (8 P–QR3!) **Q–K2 9 B–K2 P–K4 10 P–Q5 N–N1 11 N–Q2!**

After 11 0–0 B×N 12 Q×B P–KN4 13 B–N3 N–K5 14 Q–B2 P–KB4 Black would obtain a strong K-side attack, so White tactically prevents this whilst preparing the strategic plan of 0–0 followed by P–B4 with a K-side advantage.

11 . . .   QN–Q2

Not of course 11 . . . R–K1? 12 B×N Q×B 13 Q–R4 winning a piece.

12 0–0   P–QR4!

A typical method of restricting White's spatial advantage on the Q-side (White's QP!), as now 13 P–QR3? B×N 14 Q×B P–R5! would lead to the blockade of White's pawns.

13 QR–K1!

White logically pursues his plan of preparing P–B4 which Black can prevent only by 13 . . . B×N 14 Q×B P–K5. However, White would then play his knight to Q4 with two possible plans:-
(1) to advance his Q-side pawns by P–QN3, P–QR3, P–QN4 and P–QB5
(2) to attack on the K-side by playing P–KB3 at a favourable moment.

13 . . .   R–K1
14 P–B4   B×N

It would be bad to play 14 . . . P×P? 15 P×P as Black would soon lose control of the K-file in view of his lack of development. Nor would 14 . . . B×N 15 Q×B P–K5 be effective, because White continues with N–N3–Q4 as we have indicated above. So Black rightly attempts to reduce White's K-side attacking chances by exchanging pieces.

15 Q×B   N–K5!
16 N×N   Q×B
17 P–KN3   Q–K2
18 B–N4!

A sound positional move, preparing to exchange this bishop, as it will become 'bad' when White increases his advantage in space on the K-side by P–KB5.

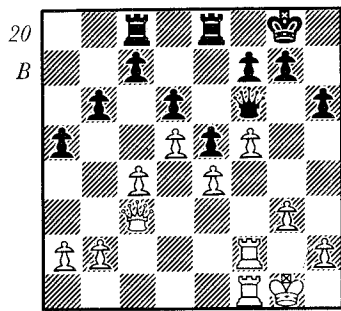**18 . . .   N–B3**
19 N×N+   Q×N
20 B×B   QR×B
21 R–B2

Note that neither here nor on his next move can Black exchange pawns without allowing his K-side pawn position to be shattered e.g. 21 . . . P×P

22 Q×Q P×Q 23 R×P K–N2 24 P–K4 R–K2 25 R1–KB1. So White can delay P–KB5 until he can play it with a gain of tempo. However, Black would stand well after 21 Q×RP P×P and 22 ... Q×NP.

21 ...	P–QN3
22 R1–KB1	Q–N3
23 P–KB5!	Q–B3
24 P–K4	

Thanks to his pawn on KB5, White has a space advantage on the K-side. His logical plan is to prepare P–KN5 by, say, P–KN4, Q–KN3, P–KR4. Black has problems with his queen which is temporarily tied to his KB3 square, not daring to move in view of P–B6 increasing White's K-side attacking chances. Black therefore plans to transfer his king to the Q-side in anticipation of White's coming pawn storm, a strategic idea which we examined in Volume 1, Chapter 7 ('The King'). However, before he can do this, he must take measures against the possible advance of White's Q-side pawns by P–QN3, P–QR3, P–QN4 and P–QB5 which would prove very dangerous to the new haven of the black king! This explains Euwe's next move.

24 ...	P–B3!
25 P×P	R×P
26 P–QR4	

Black was threatening 26 ... P–QN4.

26 ...	K–B1
27 R–Q1	R1–B1
28 P–N3	K–K2
29 Q–B3	K–Q2
30 P–R4!	K–B2
31 K–B1	

The white king heads for the centre so as not to obstruct the action of his major pieces on the K-side.

31 ...	K–N2
32 K–K2	R1–B2
33 R–KR2	Q–Q1

As Black's king has left the K-side, 34 P–B6 now fails to 34 ... P–N3! (not 34 ... Q×P 35 Q×Q P×Q 36 R–B2, or 34 ... P×P 35 R–B2) when White can no longer open a file on the K-side (if 35 P–R5, P–KN4, or 35 P–KN4 and 36 P–N5 P–R4) This means that the black queen can now become active again and a black pawn can occupy KB3, thus making P–KN5 more difficult to achieve.

34 P–KN4	P–B3
35 R–N2	R–B1
36 R–N3	

White is careful not to rush with P–N5, for he wishes to be sure that he can control the open KR file that will result from this. For example, after 36 P–N5 R×P 37 P×P Q–KR1 Black has defensive chances.

| 36 ... | Q–Q2 |

And now Black plans to occupy the KR-file with a rook after 37 P–N5 RP×P 38 P×P.

37 Q–Q3	Q–KB2
38 R–KR1	R–KR1
39 R1–R3!	R3–B1
40 P–N5!	

But not 40 Q×P? R.QB1–Q1 41 Q–R3 R–Q5 followed by doubling rooks on the Q-file with strong counterplay.
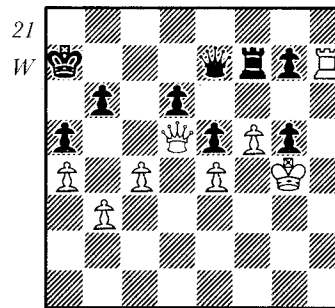
| 40 ... | RP×P |
| 41 P×P | Q–B2 |

| 42 Q–Q5+ | K–R2 |
| 43 R–Q3 | R×R(?) |

Black hastens his defeat by giving up the KR-file in this way. He would have had drawing chances in the rook ending after 43 ... P×P 44 R×R R×R 45 Q×QP Q×Q 46 R×Q R–R5 (47 K–B3 R–R6+ 48 K–N4 R×P 49 R–Q7+ K–R3! etc.).

44 R×R	P×P
45 R–R7	Q–K2
46 K–B3	R–B1
47 K–N4	R–B2

White was threatening 48 Q–K6! Q×Q 49 P×Q which would now allow 49 ... R–K2.

| 48 P–N4! | |

The decisive change of front we have already mentioned. Note the power exerted by White's centralized queen.

| 48 ... | P×P |
| 49 P–R5 | Q–N2 |

This loses two pawns but Black would be mated after 49 .. P×P 50 Q×RP+ K–N2 51 Q×NP+ K–B2 52 Q–R5+ e.g. 52 ... K–Q2 53 Q–R7+ K–K1 54 Q–N8+ K–Q2 55 Q–N7+ K–K1 56 Q–B8+ Q–Q1 57 R–R8+ etc., or here 52 ... K–B3 53 Q–R6+ K–B2 54 R–R8 R–B1 55 Q–R7+ etc.

50 P×P+	K×P
51 Q×QP+	K–R2
52 Q×KP	P–N6
53 R–R3!	R–B3

Not 53 ... P–N7? 54 R–R3+ winning.

| 54 Q–Q4+ | R–N3 |

White also wins after 54 ... Q–N3 55 Q–Q7+ K–R3 (55 ... K–R1' 56 R–R8+) 56 Q–R4+, or 54 ... K–N1 55 R–R8+ K–B2 56 R–Q8 etc.

| 55 R×P | 1–0 |

In similar positions, when a pawn on KB5 restricts the enemy position, it is usually best to open up lines for the major pieces by advancing the KNP and KRP as we have seen. An attempt to exploit the spatial advantage by queen and minor pieces only is rarely as effective. Our next game is an interesting example of these points.

12 Chigorin–Tarrasch

Match 1893, French Defence

1 P–K4 P–K3 2 Q–K2 P–QB4 3 P–KN3 N–QB3 4 N–KB3 B–K2 5 B–N2 P–Q4 6 P–Q3 N–B3 7 0–0 0–0 8 N–B3 P–QR3 9 B–N5 P–R3(?) 10 B–B4 P–QN4 11 KR–K1 P–Q5 (11 ... P–N5!) 12 N–Q1 N–Q2 13 K–R1 R–K1 14 R–KN1!

This vacates K1 for the knight, thus preparing a pawn advance on the K-side by P–KB4–5 and P–KN4–5. Black's careless ... P–KR3 and premature release of tension in the centre by P–Q5 have given his opponent a clear-cut plan on the K-side. Nevertheless, White has problems in carrying out this pawn storm, as Black can begin a Q-side counter-attack by advancing his own pawns which are far more mobile than White's.

14 ...	P–K4
15 B–Q2	N–B1
16 N–K1	N–K3
17 P–KB4	B–N2
18 P–B5	N–N4

22
W
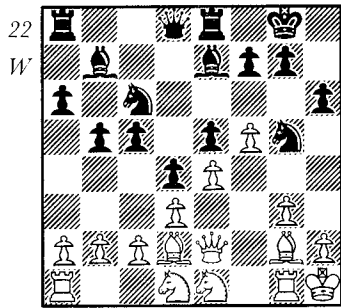
Black's K-side position is just as unfavourable as in the previous game, and White's threats may prove even more dangerous because no pieces have been exchanged as yet. However, the possibility of ... P–QB5 gives Black chances of active play on the Q-side.

Tarrasch himself later expressed the opinion that White could obtain a decisive advantage by P–KR4, N–KB3, Q–B2 and P–KN4, but (unusual for him!) he thereby underestimated his own chances. After 19 P–KR4 N–KR2 20 N–KB3 R–QB1 21 B–R3 R–B2 22 Q–B2 Black can initiate a good counter-attack with 22 ... N–N5! (e.g. 23 B×N P×B, or 23 B–QB1 P–B5 24 P–R3? P×P!) and if White interpolates the move 22 P–R3 Black has 22 ... P–B5 23 Q–B2 P×P 24 P×P P–N5 etc.

19 N–B2   R–QB1
20 Q–R5

White could still carry out a pawn advance by 20 P–KR4 N–KR2 21 N–R3 followed by Q–B2, N–B3 and P–KN4, but Black has definite counterplay on the Q-side. At best White will have to exchange his QB for Black's knight when it reaches QN5, but this will greatly reduce his K-side attacking chances. For this reason, White plans to carry out a piece attack against Black's KRP, banking on the tactical possibilities based on a later P–KB6 with his knight on KN4.

20 ...   N–KR2

Threatening to exchange White's important QB by 21 ... B–N4!

21 N–B3   P–B5
22 B–KB1

After 22 N–N4 Black has 22 ... B–B1 but according to Tarrasch the more active 22 ... B–N4 was also playable.

22 ...   P×P
23 P×P   N–N4
24 B×N

After 24 N×N? B×N 25 B×B Q×B Black has freed himself completely.

24 ...   B×B
25 N–N4

Threatening the powerful 26 P–KR4 B–B3 27 N×B+ Q×N 28 P–KN4 followed by P–N5. Black's only defence is to move his king towards the centre.

25 ...   K–B1!
26 B–K2

Now 26 P–KR4 B–B3 27 N×B Q×N 28 P–N4 K–K2! 29 P–N5 P×P 30 P×P Q–Q3 is no longer dangerous for Black.

26 ...   B–B3
27 P–KR4   Q–Q3
28 N3–R2

Threatening 29 N×B Q×N 30 N–N4 and 31 P–B6.

28 ...   N–K2!

A neat reply, as now 29 N×B Q×N 30 N–N4 fails to 30 ... Q×BP. The piece sacrifice 29 N×RP is very tempting but Black can reply 29 ... P×N 30 Q×RP+ K–N1 31 P–KN4 QR–Q1 etc. or here 31 N–N4 R–B3 32 QR–QB1 B–N2 33 R×R Q×R 34 Q–R5 (threatening 35 P–B6!) P–B3 35 N–R6+ B×N 36 Q×B Q–B7 etc.

29 QR–KB1   N–N1!
30 B–Q1   R–B2
31 B–N3   R1–B1
32 N–B2!

White's piece attack has been contained so he now prepares P–KN4–5.

32 ...   B–Q1

33 Q–K2!

Not of course 33 P–KN4?? N–B3.

33 ...   P–QR4
34 N–B3   P–R5
35 B–Q1   B–QB3
36 P–KN4!   P–B3
37 N–R3   B–K1
38 Q–R2   B–B2

Black must counter White's K-side pawn advance by play down the QB-file, so it is vital to eliminate White's bishop.

39 P–R3   B–N6
40 N–B2   B×B
41 N×B   R–B7
42 Q–N3   P–N5!
43 P×P   Q–R3!
44 N–B2

The passive N–K1 would mean giving up all chances of a K-side attack and allow Black to increase his pressure by 44 ... R–Q7 25 Q–B3 R–B8.

44 ...   R×P

23
W
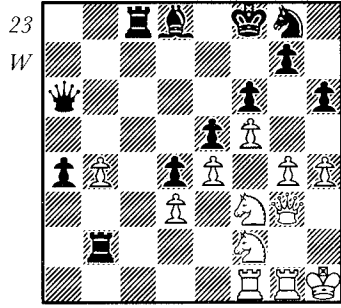
Black not only threatens to advance his passed pawn but can also double rooks on the seventh rank, so White must proceed at once with his K-side break-through.

46 P–KN5!   RP×P
46 P×P   R1–B7
47 N–N4

Not 47 P×P B×P! when 48 N×KP? fails to 48 ... B×N 29 Q×B Q–R3+.

47 ...   Q–Q3
48 P×P?

Stronger was 48 Q–R3! (threatening 49 Q–R8 and 50 N–R6!) when Black has the subtle defensive resource 48 ... Q–B2! 49 P×P (49 Q–R8 Q–B2) 49 ... B×P 50 N×B P×N 51 R×N+ (51 Q–R8 Q–B2 52 R–N6 R–B2 53 N–R2 R2–B7 54 N–N4 P–R6) 51 ... K×R 52 R–N1+ Q–N2! 53 R×Q+ K×R and White must take the draw by perpetual check.

48 ...   B×P
49 Q–R3   P–R6
50 N×B   Q×N
51 R–N6   P–R7!

The only good defence, as White wins after 51 ... Q–K2? 52 P–B6 P×P 53 R1–KN1. After the text move White could still hold the game with 52 N–N5! K–K2! 53 R×Q P×R 54 Q–R7+ K–Q3 55 N–B7+ K–B3 56 N–Q8+ K–N4 57 Q–Q7+ K×P 58 Q–Q6+ K–B6 59 Q–R3+ etc. e.g. 59 ... R–N6 60 Q–R5+ K–N7 61 Q–K1, or 59 ... K–Q7 60 R–B2+ K–B8! (60 ... K–K6 61 R×R R×R 62 N–B6!) 61 R×R+ K×R 62 Q–R4+.

52 R×Q+?   P×R
53 R–Q1

Or 53 R–KN1 R–N8 54 N–K1 P=Q 55 Q–N3 R×N; and Black's king escapes to the Q-side.

The game now ended: **53 ... R–N8 54 Q–B1 R7–QN7! 55 N–Q2 R×R 56 Q×R R×N! 57 Q–QB1 R×P 58 K–N2 R–QB6 59 Q–QR1 R–B7+ 60 K–B3 P–Q6 61 Q–Q1 R–QN7 62 Q–R4 P–Q7 0–1.**

The above games have shown us the effectiveness of a pawn advance to exploit a space advantage by opening lines, creating points of attack in the enemy camp (Black's KNP in game 11, for example), exposing the enemy king (P–QN4! in the same game) or obtaining a passed pawn (P–QB5–6 in game 10). We can distinguish between: (1) a positional break-through prepared by favourable placing of

pieces and pawns, and (2) a combinational breakthrough, usually involving sacrifice of material and based on tactical possibilities arising out of a space advantage.

Let us examine these two types more closely.

13 Petrosian–Pilnik

Candidates 1956, Benoni Defence

1 P–Q4 N–KB3 2 P–QB4 P–B4 3 P–Q5 P–K4 4 N–QB3 P–Q3 5 P–K4 P–KN3 6 N–B3 B–N2 7 B–N5 N–R3 8 B–K2 N–B2 9 N–Q2 B–Q2?

Better is 9 . . . P–QR3! 10 P–QR4 P–N3 followed by . . . R–QN1 and . . . B–Q2 preparing . . . P–QN4.
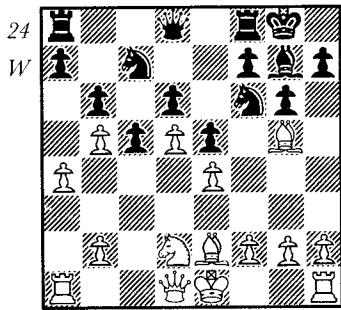
10 P–QR4   P–N3

Now 10 . . . P–QR3 allows 11 P–R5!

11 N–QN5!   B×N

Taking with the knight is preferable.

12 BP×B   0–0

Black has mishandled the opening, in particular cutting out the chance of Q-side counterplay by . . . P–QN4 and in fact giving White a clear space advantage on that wing. A purposeful break-through is called for.

13 P–QN4!

We cannot term this a combinational break-through, as White can recover his pawn at once after 13 . . . P×P 14 Q–N3. However, the advance of the QNP only forms part of White's plan, as Black's QB4 square is well protected at the moment. Black will answer P×P with . . . QP×P! (. . . NP×P would give White a strong potential passed pawn on the Q-side), then obtain a good blockading position by . . . QN–K1–Q3.
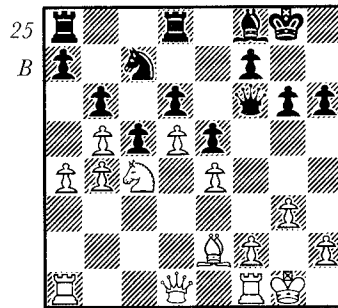
13 . . .   P–KR3
14 B×N!

It is a pity to exchange this 'good' bishop but 14 B–K3 P×P! 15 Q–N3 N–Q2 16 Q×P N–B4 would end White's chances of exploiting the QB-file.

14 . . .   Q×B
15 0–0   KR–Q1
16 N–B4   B–B1
17 P–N3!

It seems that with this move, preparing P–B4, White has switched operations to the K-side, but in reality it is a logical complement to his Q-side break-through. White already threatens 18 P×P QP×P 19 P–B4! preventing the blockade of his QP. It is worth noting that it is doubtful whether White could achieve the same aim by a pawn sacrifice, for after 17 P×P QP×P 18 P–B4 P×P 19 P–K5 Q–N4 20 B–B3 N–K3! the black knight reaches a strong outpost on Q5. Black now has the difficult choice between falling in with White's plan by opening the QB-

file, or seriously weakening his K-side by . . . P–KN4. In the latter case White would change plans and play his bishop to KB5 followed by P–KB4 with an attack on the black king. It is difficult to say which is the lesser evil.

17 . . .   P×P
18 Q–N3   K–N2

Setting a trap, as 19 Q×P would allow Black to free his game by 19 . . . N–K3! 20 P×N P–Q4 when 21 P×BP is not check!

19 KR–B1   P–KR4
20 N–K3   N–K1
21 Q×P   KR–B1
22 R–B6!

The usual method of exploiting an open file – White's rook occupies an outpost on the file. Black's only hope is to block the file by manoeuvring his knight to QB4, but he never manages to do this.

22 . . .   Q–Q1
23 R1–QB1   N–B3
24 B–B1!   KR–N1

Black's intended 24 . . . N–Q2 now fails to 25 B–R3 R×R 26 QP×R N–B4 27 N–Q5 and the passed pawn costs him the exchange at least.

25 B–R3   P–R3

Black must obtain some space but now his QNP is weakened and will sooner or later fall.

26 R–K1

Preparing 27 N–B4.

26 . . .   P×P
27 P×P   N–R2
28 N–B4   R–R7
29 B–N2   Q–B3
30 R–KB1   N–N4
31 Q–N3

Black's QNP is now lost and with it the game. As both players were in time-trouble, the rest of the play lacks precision, but our theme has already been well illustrated.

The game ended: **31 . . . R1–R1 32 P–R4 N–R2 33 R×NP R–R8 34 R–B6**

R1–R7 35 Q–K3 Q–Q1 36 R×R (36 P–N6!) **R×R+ 37 K–R2 N–B3 38 P–B3** (38 B–R3!) **Q–QN1 39 Q–N3 N–Q2 40 P–N6 N–B4 41 Q–N2 R⁻R5 42 Q–N5 R–R7 43 R–B7 P–N4?! 44 N–K3 P×P 45 N–B5+ K–N1 46 P×P R–R3 47 P–N7 R–R2 48 R–B8 Q×P 49 Q–K8 N–Q2 50 N×P 1–0.**

Our next game is a most impressive example of a positional attack based upon the space created by a pawn on K5 which restrains the enemy K-side.

14 Petrosian–Larsen

Santa Monica 1966, King's Indian Defence

1 P–QB4 N–KB3 2 N–QB3 P–KN3 3 P–KN3 B–N2 4 B–N2 0–0 5 P–Q4 P–Q3 6 P–K3 P–B3 7 KN–K2 P–QR4 8 P–N3 N–R3 9 0–0 P–K4 10 B–N2 R–K1 11 P–QR3 R–N1 12 P–R3 P–R4! 13 Q–B2 B–K3 14 K–R2 Q–B2 15 QR–B1 P–QN4 16 P×NP P×NP 17 Q–Q1? (according to Larsen, the ending would be equal after 17 N–K4! Q×Q 18 N×N+ B×N 19 R×Q B×NP 20 R–B6) **17 . . . Q–K2 18 N–N1 B–Q2 19 N–Q2 P–K5! 20 N–KB4 P–Q4**
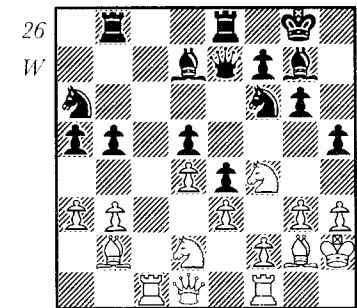
This kind of position often arises from various modern systems involving fianchettoed bishops, but White is at a clear disadvantage here because he has no Q-side counterplay. Black's

blockading pawns on K5 and Q4 restrain the whole of White's K-side and condemn his KB to passivity. P–B3 would weaken the KP and if the bishop tries to become active via KB1, White's king position is left with insufficient protection.

21 Q–K2

This takes away the retreat square for the knight on KB4, thus facilitating the strategically important . . . P–KR5. However, it would also be risky to transfer the queen to the Q-side (e.g. 21 Q–B2 KR–QB1 22 Q–N1) because Black can still play . . . P–KR5 and sacrifice a piece after P–KN4.

21 . . .	Q–Q3
22 R–B2	

Or 22 K–N1 P–KR5! 23 P–KN4 P–N4, or here 23 P×P B–R3.

22 . . .	KR–QB1
23 KR–B1	R×R
24 R×R	P–KR5!

It is even easier now, as 25 P–KN4? P–N4 wins a piece, and 25 P×P N–R4 wins a pawn.

25 N–B1	P×P+
26 P×P	P–N5

Not only does this allow Black to challenge rooks without losing his QNP, but it also closes in White's QB and prepares to activate Black's QB via QR3.

27 P–QR4	R–QB1

Black is not afraid of simplification because his favourable pawn structure guarantees him the better game even without rooks.
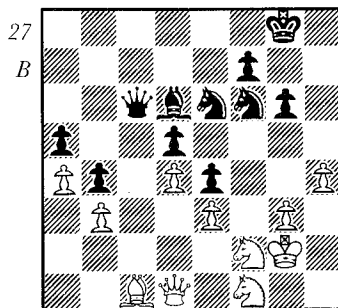
28 R×R+	B×R
29 P–R4	

White wishes to prevent the advance of Black's KNP (. . . P–KN4 and . . . P–KB4 etc.) and intends to exchange his passive KB. However, his troubles still remain, for he is left with a 'bad' QB and a hole on KN4.

29 . . .	N–B2
30 B–KR3	B×B

31 N×B	B–B1
32 K–N2	Q–B3
33 Q–Q1	B–Q3
34 N–B2	N–K3
35 B–B1	

White guards all the weak points in his position and appears to have set up an impregnable defence. However, Larsen uses his spatial advantage to evolve a subtle plan: first he will pile up his pieces in an attack on White's weak KNP, forcing the enemy pieces into passive defensive positions; then he will advance his KNP to KN5 (. . . P–B3 and . . . P–KN4 and, after the exchange of pawns, . . . P–N5) giving his queen a strong entry point at KR6. Almost 30 moves will be required for the full execution of this plan!

35 . . .	N–N2!
36 B–Q2	N–B4
37 K–R3	Q–B1!

Promptly preventing 38 P–N4 as then 38 . . . N–R3 would pin White's NP, and the manoeuvre . . . N–R2 and . . . P–B4! would follow.

38 K–N2	K–N2
39 N–R1	N–R3

Time-trouble! Larsen can afford to be patient.

40 B–K1	Q–R3
41 N–B2	N–B4
42 Q–Q2	

But not 42 B–Q2 N–R4! when

White's KNP is suddenly vulnerable, for if 43 N–R1 Q–Q6 and if 43 P–N4 N×RP+ 44 K–R3 N–B6 45 P×N Q–B1+ 46 K–N2 Q–KB4 with a decisive attack. Note that Black was threatening 42 . . . Q×N+!
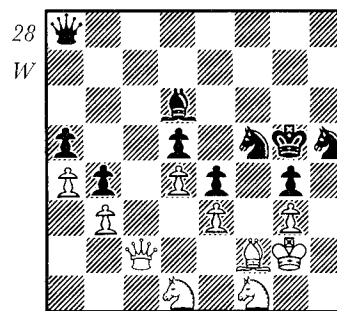
42 . . .	B–N1
43 N–Q1	N–N5
44 K–N1	P–B3!
45 K–N2	P–N4
46 N–B2	N5–R3
47 P×P	P×P
48 N–Q1	K–N3!
49 N–R2	P–N5
50 Q–QB2	B–Q3
51 N–B1	N–N1!

The king will take over the defence of the NP while the knight is used once again to exert pressure on White's KNP.

52 N–R2	N–B3
53 N–B1	K–R4
54 N–R2	K–N4!
55 N–B1	N–R4!
56 B–B2	N–B3

Time-trouble again!

57 B–K1	N–R4
58 B–B2	Q–R1!

Black heads for the final stage of his plan: transfer of his queen to KR1 followed by a sacrifice on KN6, against which there is no defence.

59 B–K1	Q–R1!

Only at the last moment is the white

queen allowed an entry point at QB6 which is no use to him, as Black's king is splendidly protected by the knights.

60 Q–B6	B×P
61 B×B	N.R4×B
	0–1

After 62 N×N Q–R6+ 63 K–B2 Q×N+ 64 K–K2 Q×P+ 65 N×Q N×P+ it is all over. The way in which Larsen increased and exploited his spatial advantage is highly instructive.

The attacker often has tactical problems to solve as regards the best way to exploit an advanced pawn on K5, because the defender usually prevents a pawn break-through by P–B5. In this situation a pawn sacrifice on KB5 is often the answer, in order to open lines for our pieces. Here is a classic example of the idea, taken from the game Pillsbury–Lasker (Nuremberg 1896):
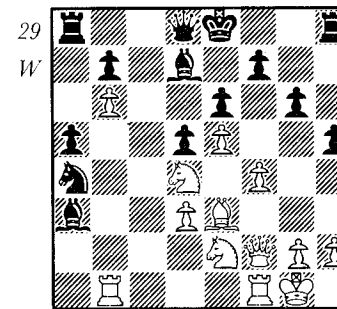
On his last move Black had played . . . B×QRP, allowing a pretty combinational finish with **21 P–B5!!** NP×P (after 21 . . . KP×P 22 N–B4 Black's QP falls, as both 22 . . . B–B3 23 R–R1 Q–K2 24 N×B P×N 25 Q–R2 and 22 . . . N×P 23 N–B2 lose a piece) **22 N–B4** (threatening simply Q–N3 followed by Q–N7 and N×RP, but with another subtle idea in mind, as we shall see) **22 . . . P–R5 23 R–R1 B–K2 26**

R×N! B×R 25 N.Q4×KP! P×N 26 N×KP B–Q2 (after 26 ... Q–B1 27 Q×BP White has a mating attack e.g. 27 ... B–QB3 28 B–N5! B–B4+ 29 K–R1, or 27 ... Q–B3 28 B–N5! Q×P+ 29 P–Q4 Q–N5 30 Q–B7+ K–Q2 31 B×B Q×B 32 N–B5+ K–Q1 33 N×P+ K–Q2 34 N–B5+ K–Q1 35 Q×P+ etc. Of course, the queen sacrifice does not save Lasker either) **27 N×Q R×N 28 B–B5 R–QB1 29 B×B K×B 30 Q–K3 R–B3 31 Q–N5+ K–B2 32 R–B1 R×R+ 33 Q×R R–QB1 34 Q–K1 P–R6 35 P×P R–N1+ 36 K–B2 P–R5 37 Q–N4 R–N3 38 K–B3 P–R6 39 Q×P R×P 40 Q–B5 R–K3 41 Q–B7 K–K2 42 K–B4 P–N3 43 P–R4 R–QB3 44 Q–N8 B–K1 45 K×P R–KR3 46 Q–B7+ K–B1 47 Q–Q8 P–N4 48 P–K6 R–R2 49 K–K5 P–N5 50 Q–Q6+ 1–0.**

Here is a more recent game illustrating the same theme.

15 Karpov–Uddenfeldt

Skopje 1972, Sicilian Defence

1 P–K4 P–QB4 2 N–KB3 P–Q3 3 P–Q4 P×P 4 N×P N–KB3 5 N–QB3 P–QR3 6 P–B4 Q–B2 7 B–Q3 P–K3 8 0–0 B–K2 9 N–B3 QN–Q2 10 Q–K1 N–B4 11 P–K5 KN–Q2 12 Q–N3 P–KN3? (12 ... 0–0! 13 P–B5!? P×KP 14 B–R6 B–B3 15 B–K3 P–QN4 16 QR–Q1) **13 B–K3** (13 P–B5!? N×B!) **13 ... P–QN4 14 B–Q4 N×B 15 P×N** (15 P×P B×P 16 B×R N×BP) **15 ... P–Q4?** (30)

It was essential to play ... P×P, as now Black has an untenable position.

16 QR–B1 Q–N2

Black could prevent the following attack by playing 16 ... B–B4, but the exchange of his black-squared bishop would give him a strategically lost game (see Volume 1, Chapter 4 'The Good and Bad Bishop').

17 P–B5!
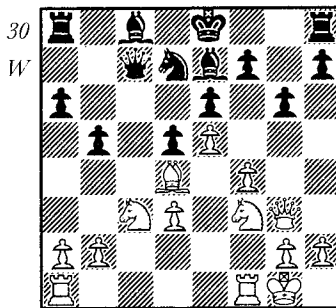
A simpler combination than in the previous game but just as impressive. Now 17 ... KP×P fails to 18 P–K6 N–B3 19 P×P+ K×P 20 N–N5+ K–N2 21 KR–K1 (threatening 22 R×B+ Q×R 23 N×QP) and White wins after both 21 ... R–K1 22 R×B! R×R 23 Q–Q6 and 21 ... B–Q1 22 Q–Q6 at once. Even if Black refuses the sacrifice he is still lost e.g. 17 ... 0–0 18 P–B6 B–N5 19 P–QR3 (or 19 Q–R4 R–K1 20 N–N5 P–KR4 21 P–N4) B×N 20 R×B followed by 21 Q–R4, or 17 ... B–N5 18 P×KP P×P 19 N–N5 etc.

17 ... NP×P
18 Q–N7 R–B1
19 N–N5!

Ignoring the unimportant KRP, White eliminates the vital black-squared bishop.

19 ... B×N
20 Q×B Q–N1
21 N–K2!

Another piece is brought into the attack without any loss of time, as 21 ... N×P? fails to 22 R×B+! Q×R 23 B×N etc.

21 ... B–N2
22 N–B4 Q–Q1

And now after 22 ... N×P 23 N–R5 is decisive.

23 Q–R5!

Threatening 24 N×KP. Black's exposed king stops him consolidating his position.

23 ... K–K2
24 Q×RP K–K1

Both 24 ... R–R1 25 N–N6+ and 24 ... R–KN1 25 N×KP! K×N 26 Q×P.5+ K–K2 27 Q×P mate, are clearly no better.

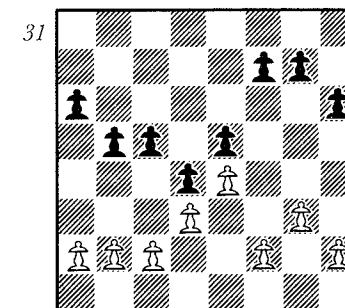**25 N–R5 Q–N4**
26 R–B7! R–QN1

Or 26 ... R–KN1 27 N–B6+. Or 26 ... B–B1 27 KR–B1.

27 N–N7+ 1–0

White mates after 27 ... K–K2 28 B–B5+ K–Q1 29 N×P+! etc.

4. THE FIXED PAWN CHAIN

In game 12 we saw a pawn formation which we quote again here.

This formation is characterized by the fixed nature of the QP and KP on both sides which we can therefore term a fixed pawn chain. Many writers just use the term 'pawn chain' for such positions but clearly that could mean any string of pawns, fixed or not. In Volume 2, Chapter 11 ('Tension in the Centre'), we showed how a fixed pawn chain always arises when tension is released in the centre after openings such as 1 P–K4 P–K3 2 P–Q4 P–Q4 3 P–K5. In game 12, the original tension of White's pawns on Q3 and K4 facing Black's pawns on Q4 and K3 was released by Black who continued with

... P–Q5 and ... P–K4. Similarly White could have released the tension by playing his KP to K5, and if then he continued with P–Q4 we would have the same formation as in diagram 31 but one rank higher.

Let us consider the possibilities open to both sides in such a position. As we saw in the previous section. Black's advanced QP gives him a space superiority on the Q-side whilst constricting White on that wing. White's KP fulfils a similar function on the K-side but not so effectively because it is only on the fourth rank. Black's Q-side pawns are more mobile than White's on that wing, whereas the situation is reversed on the K-side (... P–KB4 would weaken Black's KP after P×BP).

Thus the fixed pawn chain often determines the character of the position by giving each side a space advantage on one part of the board. To a certain extent this represents a 'qualitative pawn majority' because the superior mobility of the pawns constitutes a definite plus factor. Returning to diagram 31, we have seen that Black's chances lie on the Q-side, his plan being to prepare ... P–QB5 followed by ... P×QP opening the QB-file or sometimes by ... P–B6 (see game 10). Note that it usually is best to maintain the tension after ... P–QB5 until liquidation is either forced upon us or likely to give us a concrete advantage. In the same way White will prepare P–KB4 with two possibilities open to him if Black guards his KP with ... P–B3: he can either open the KB-file by P×KP or increase his spatial advantage by P–B5. In the latter case our fixed pawn chain becomes longer, with three pawns facing three, and White's plan will be to advance his KNP to N5 etc.

Such an increase in the number of pawns forming the pawn chain is a

common occurrence, because the possessor of a space advantage can always temporarily release the tension by advancing the leading pawn and transferring his attack to the next pawn in the chain. In the present case White can play P-KB5, thus taking the pressure from Black's KP but intending P-KN4-5 with pressure on Black's KBP. In the French Defence, after 1 P-K4 P-K3 2 P-Q4 P-Q4 3 P-K5 P-QB4 4 P-QB3 Black sometimes plays . . . P-QB5 later in the game, then continues with . . . P-QN4-5 with an attack on White's QBP. Such changes of attack must not be undertaken lightly, as there are disadvantages as well as advantages. On the one hand this pawn advance gives us a greater command of space, but on the other hand it releases the tension for a while on one side of the board, giving our opponent time to proceed with his counter-plans on the opposite wing. It is clear that such a loss of time can be highly dangerous when we are operating on the Q-side whilst our opponent is attacking our king. We may be unable to create counter-threats before our king is mated. However, this temporary release of tension and transfer of the point of attack is a regular feature of play on the K-side.

The French Defence is a good opening for illustrating some of these points. After 1 P-K4 P-K3 2 P-Q4 P-Q4 3 P-K5 P-QB4, theory offers us two completely different plans for White who can defend the base of his fixed pawn chain by 4 P-QB3 or give up this base by 4 P×P. After 4 P×P N-QB3! 5 N-KB3 B×P we have a new situation. White must strive to maintain his pawn on K5 and exploit his extra space on the K-side. However, the disappearance of White's QP has greatly reduced his control of K5, as

shown by the continuation 6 B-Q3 P-B4! when 7 P×Pep N×P is hardly good for White who will find it difficult to stop Black setting up a strong pawn centre with . . . P-K4.

After the alternative **4 P-QB3** Black will apply pressure to White's QP. A typical continuation is **4 . . . N-QB3 5 N-B3** (White is behind in development so has no time for 5 P-KB4 Q-N3 6 N-B3 N-R3! when . . . N-B4 will put the question to the QP) **5 . . . Q-N3 6 B-Q3 P×P! 7 P×P B-Q2 8 B-K2 KN-K2 9 P-QN3 N-B4 10 B-N2 B-N5+ 11 K-B1 0-0 12 P-N4 N-R3 13 R-KN1 P-B3! 14 P×P R×P 15 P-N5 R×N! 16 B×R N-B4** with advantage to Black. By an exchange sacrifice, Black has completely isolated White's fixed pawn chain and will now capture its base pawn (17 R-N4 B-K1 threatening . . . B-R4) against which his entire attack has been directed. So, as in all pawn attacks against a fixed pawn chain, the move 3 . . . P-QB4 has a dual purpose:

(1) It begins operations on the wing where Black has a space superiority, either leading to an open-file after . . . P×QP or an increase in space after . . . P-QB5.

(2) It attacks the base of the pawn chain which can be subjected to further pressure by pieces (. . . N-QB3 and . . . Q-N3). This may in certain circumstances force White to play P×BP, thereby reducing his control of his K5 square.

Chess praxis so far has confirmed the importance of attacking the pawn at the base of the chain which supports the whole structure. In diagram 31, it is White's pawn on Q3 and Black's on K4, and in the above-quoted French Defence variation White's pawn on Q4 and Black's on K3. However, in some cases the front pawn of the chain can be successfully liquidated (e.g. 13 . . .

P-B3! in the French Defence line above) A good example of this is seen in the Ruy Lopez after the moves 1 P-K4 P-K4 2 N-KB3 N-QB3 3 B-N5 P-QR3 4 B-R4 N-B3 5 0-0 B-K2 6 R-K1 P-QN4 7 B-N3 P-Q3 8 P-B3 0-0 9 P-Q4 B-N5 10 P-Q5 N-QR4 11 B-B2 when it is tactically difficult for Black to carry out . . . P-KB4 whereas 11 . . . P-QB3! gives him a good game at once.

Of course, such a freeing advance on the side where the opponent has a spatial advantage must always be well prepared by effective placing of the pieces. In particular, great care must be taken to ensure that the resulting backward pawn (i.e. Black's KP after . . . P-KB3 in the French Defence) is not a serious weakness, or that there is at least sufficient compensation in the form of active piece-play, open lines etc. As a general rule it is best to advance one's pawns on the wing where there is a space advantage, with pressure against the base of the pawn chain. To attack the front pawn of the chain is exceptional and requires a tactically favourable posting of our pieces.

Let us now examine some games which illustrate these important principles of play against a fixed pawn chain.

16 Forgacs–Tartakower

St. Petersburg 1909, French Defence

1 P-K4 P-K3 2 P-Q4 P-Q4 3 N-QB3 N-KB3 4 B-KN5 B-K2 5 P-K5 N-K5(?) 6 N×N B×B 7 N×B Q×N 8 P-KN3!

Although it is tempting to gain a tempo with 8 N-B3, this would only make it more difficult for White to carry out his strategic plan of advancing his K-side pawns.

| 8 . . . | P-QB4 |
| 9 P-QB3 | N-B3 |

| 10 P-KB4 | Q-K2 |
| 11 Q-Q2 | |

After 11 N-B3 B-Q2 12 B-Q3? (hoping for 12 . . . 0-0 13 B×P+!) 12 . . . P×P 13 P×P N×QP! Black wins a pawn.

11 . . .	B-Q2
12 N-B3	0-0
13 B-Q3	P-B5?

A good example of a faulty transfer of the point of attack, making it impossible for Black to obtain sufficient counterplay on the Q-side before White's attack breaks through on the other wing. After the correct 13 . . . P×P 14 P×P Q-N5, or here 14 N×P N×N 15 P×N QR-B1. White would only have the slight advantage of his 'good' bishop.

14 B-B2	P-QN4
15 0-0	P-N5
16 QR-K1	P-QR4

32
W
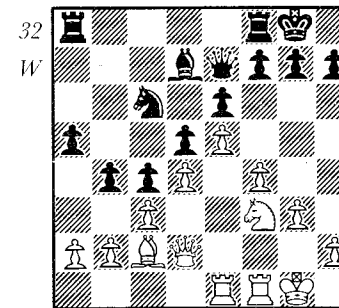
Clearly Black underestimates White's coming attack on the K-side and plans to advance his QRP to R6. He was probably expecting the line 17 P-KN4 P-B3! 18 P×BP Q×P with an equal game, as his own weak KP is offset by White's weak KBP (which is why Black could not play 16 . . . P-B3, when White's KBP is guarded). However, White can advance his pawns in reverse order, sacrificing two pawns and obtaining an irresistible attack.

| 17 P-B5! | KP×P |

It was essential to stop 18 P–B6!

18 P–N4!   **P×NP**

Or 18 ... P–B5 19 Q×P P–B3 20 P–K6! B×P 21 B–B5 N–Q1 22 B×B+ N×B 23 Q–B5 KR–K1 24 Q×QP winning a pawn (QR–B1 25 Q×RP R–R1 26 Q–N6 threatening 27 P–Q5).

19 N–N5   **P–N3**

After 19 ... P–R3 20 N–R7 Black must concede the exchange, as 20 ... KR–Q1 loses at once to 21 N–B6+! P×N 22 Q×P P–B4 23 B×P B×B 24 R×B P–B3 25 R×P etc., a pretty line which is the main point of White's attack beginning with 17 P–B5! After the text move, White exploits the weakened black squares by building up pressure down the KB-file.

20 R–B6!   **K–N2**

Or 20 ... P–R3 21 B×P! P×B 22 R×NP+ K–R1 23 R×RP+ K–N1 24 R–N6+ K–R1 25 P–K6 B–K1 26 N–B7+! R×N 27 P×R Q×P 28 Q–R6+ and mate in two moves.

21 R1–KB1   **B–K1**

Other defences are equally unsatisfactory:

(1) 21 ... B–K3 22 Q–B2 N–Q1 23 Q–R4 P–R3 24 N×B+ N×N 25 R×NP+ etc.

(2) 21 ... N–Q1 22 Q–K1! P–R3 23 N×P R×N 24 B×P B–K3 25 Q–R4 R–KB1 26 B–K8! or here 23 ... N×N 24 R×P+ K–R1 25 P–K6 QR–K1 26 P×N! Q×Q 27 R×RP+ K–N2 28 R–R7 mate.

22 Q–B4   **N–Q1**
23 P–K6   **R–R3**
24 Q–K5   **K–R3**
25 R1–B5!   **P×KP**
26 N–B7+!   **Q×N**
27 R–R5+   **K–N2**
28 R×NP mate

17 Reshevsky–Najdorf

Match 1953, Kings Indian Defence

1 P–Q4 N–KB3 2 P–QB4 P–KN3 3 N–QB3 B–N2 4 P–K4 P–Q3 5 B–K2 0–0 6 N–B3 P–K4 7 0–0 N–B3 8 B–K3 N–KN5 9 B–N5 P–B3 10 B–B1 K–R1? (10 ... P–B4!) **11 P–Q5!**

This advance is now stronger than it would have been on move 8, because Black's KN is badly placed as we shall soon see.

11 ...   **N–K2**
12 N–K1!   **P–KB4**

This allows White to stabilize the position on the K-side when he can proceed unhindered with his attack on the other wing. However, even after 12 ... N–R3 13 B–K3 P–KB4 14 P–B3, although Black can play 14 ... P–B5 followed by ... P–KN4, his badly placed knight on KR3 makes it difficult to carry out a successful K-side attack.

13 B×N   **P×B**
14 P–B4!   **P×Pep**

Not 14 ... KP×P 15 B×P when Black still has his doubled pawn and White achieves control of his K5 square.

15 N×P   **P–KR3**

Preventing 16 N–KN5.

16 B–K3   **N–N1**
17 Q–K1   **B–N5**

This apparently 'good' bishop has only the modest developing square Q2 at his disposal, so Black decides to exchange it for the knight which could be used effectively in support of White's Q-side play.
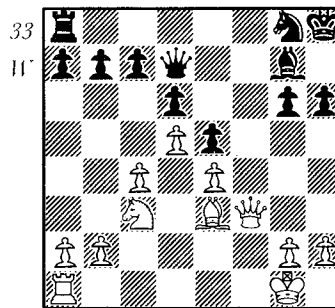
18 Q–N3   **B×N**
19 R×B   **R×R**
20 Q×R   **Q–Q2**

White has the better position for two reasons:

(1) He has a 'good' bishop on K3 whereas Black's KB, hemmed in by his own pawns, has little scope.

(2) Whereas White can advance his Q-side pawns and keep open his options on that wing, it is as though Black has played ... P–KB4 on the K-side, answered by P–B3 on White's part,

then captured the KP, thus losing the possibility of playing ... P–KB5 creating space on the wing and building up pressure against White's KBP by ... P–KN4–5.

21 P–B5!   **P–R3**

To free the rook from the defence of this pawn. If Black tries to simplify by 21 ... P×P 22 B×BP P–B3 23 R–Q1, White's pieces are by far the most active.

22 P–QN4   **K–R2**

The immediate 22 ... N–B3 fails to 23 B×P!

23 R–QB1   **N–B3**
24 P–B6!

This well-known pawn breakthrough is White's sole effective attacking method here, as 24 P×QP P×P would allow Black's rook to occupy the QB-file when White cannot increase his pressure on the QP.

24 ...   **P×P**

This gives White a Q-side pawn majority, but after 24 ... Q–B1 25 P×P Q×P Black's backward QBP is a serious weakness.

25 P×P   **Q–K3**

Of course Black loses a piece after 25 ... Q×P 26 N–Q5. He now hopes to penetrate to the Q-side with his queen but this proves ineffective.

26 P–QR4   **Q–N6**
27 P–N5   **P×P**

28 P×P   **R–QN1**
29 P–R3!

Before launching his final attack, White ensures the safety of his king and frees his pieces from having to defend the back rank. The value of this is seen in the line 29 B–R7 R–QR1 30 P–N6? P×P 31 P–B7 Q–R6! 32 B–N8 Q×R+ 33 K–B2 N×P+! 34 Q×N Q×N 35 Q×R Q–Q7+ with perpetual check.

29 ...   **Q–N5**
30 K–R2   **R–KB1**

Sacrificing the exchange by 30 ... R×P would only postpone the inevitable end.

31 Q–K2

White could play 31 P–N6 at once, but Black has no way of preventing this thematic advance.

31 ...   **R–QR1**
32 P–N6   **P×P**
33 P–B7   **R–QB1**
34 Q–N5   **Q–R6**

Or 34 ... Q×Q 35 N×Q N–K1 36 B×NP followed by 37 N–R7 winning.

35 Q×NP   **Q–R1**
36 N–N5   **N–K1**
37 Q–B6!

This is stronger than 37 N–R7 R×P 38 R×R N×R 39 Q×N Q×P.

37 ...   **Q–R7**
38 Q–N7   **Q–K3**
39 N–R7   **R×P**
40 R×R   **N×R**
41 Q×N   **1–0**

So far we have been examining situations in which the fixed pawn chain consisted of the two central pawns, but in some cases the whole pawn chain is situated on one of the wings. For example, after 1 P–Q4 N–KB3 2 P–QB4 P–B4 3 P–Q5 P–Q3 the fixed pawn chain consists of the QBP and QP of both sides. White has a central space advantage so will aim for the P–K5 break-through, whilst Black will prepare ... P–QN4. Similar positions occur also in some variations

of the Queen's Gambit when White has played P–QB5, with pawns on QB5 and Q4 facing Black's pawns on QB3 and Q4. Roles are then reversed, with White advancing on the Q-side by P–QN4–5 and Black aiming for the central counter . . . P–K4. As the following game shows, if White can prevent Black's counterplay, then his Q-side attack can prove decisive.

18 Maroczy–Suchting

Barmen 1905, Queen's Gambit

1 P–Q4 P–Q4 2 P–QB4 P–K3 3 N–QB3 N–KB3 4 B–N5 QN–Q2 5 P–K3 B–K2 6 N–B3 0–0 7 Q–B2 P–B3 8 P–QR3 N–R4(?) 9 P–KR4 P–KB4 (9 . . . P–B3 10 B–Q3) 10 B–K2 QN–B3 11 N–K5! B–Q2 12 Q–Q1 B–K1 13 P–B5!

A very strong move in this position, since White controls his K5 square and Black has no compensation for his restricted position on the Q-side.

13 . . .	**Q–B2**
14 P–QN4	**P–R4(?)**

A trappy move, as now 15 P–N5 fails to 15 . . . B×P, but it sins against the principle of never opening lines on the side where your opponent is strongest. In the present case, the open QR-file will only serve to increase the effectiveness of White's P–QN5
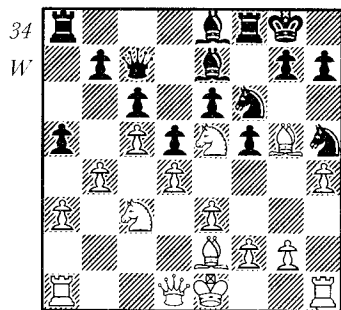
Maroczy's strategic plan is clear from what we have said above, so his next few moves may seem surprising because he begins manoeuvres on the K-side. However, these are prophylactic measures aimed at denying Black any counterplay by . . . P–KB5 or P–K4. Only then does White turn back to his action on the Q-side which can proceed unhindered.

15 P–N3!	**P×P**
16 P×P	**R×R**
17 Q×R	**N–K5**
18 P–N4!	**N×N**
19 Q×N	**N–B3**

He cannot play 19 . . . P×P 20 B×P, when White wins the KP.

20 B–KB4!

The threat of 21 N–N6 gives White the tempo required to play P–KN5 blocking the position on the K-side.

20 . . .	**Q–B1**
21 P–KN5	**N–Q2**
22 N–Q3!	

With his tremendous advantage in space, White naturally avoids exchanges. In any case, his knight will play a decisive role in the Q-side attack.
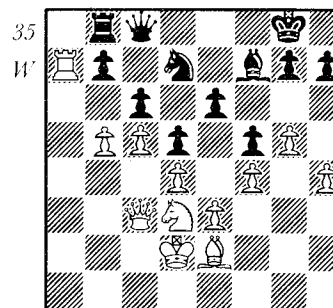
| **22 . . .** | **B–B2** |
| **23 K–Q2** | |

The king would also be safe after 23 0–0, but it stands better on Q2 where it is ready to penetrate to the Q-side in an ending.

23 . . .	**B–Q1**
24 R–R1	**B–B2**
25 R–R7	**R–K1**

Black still hopes to carry out the freeing move . . . P–K4 but White prevents this once and for all.

26 B×B	**Q×B**
27 P–B4	**R–N1**
28 P–N5	**Q–B1**

Or 28 . . . P×P 29 N–N4 B–K1 30 P–B6! (not 30 B×P? N×P) 30 . . . N–N3 31 P×P etc.

29 P–QN6!

A very strong move in these circumstances, transferring White's attack from the QBP to the QNP and planning N–B1–N3–R5 followed by N×NP (and B–R6 if . . . R×N) Black has no real defence to this threat, as his pieces have no space in which to manoeuvre.

29 . . .	**B–K1**
30 N–B1	**N–B1**
31 N–N3	**P–K4**

This pawn sacrifice is the only way Black can defend his QNP.

32 QP×P	**N–K3**
33 B–Q3	**P–N3**
34 P–R5	**B–B2**
35 N–R5	**N–Q1**
36 P–K6!	**Q×P**
37 P–R6	

Black can defend against this mate, but only by giving up his QNP. The game ended: **37 . . . P–Q5 38 Q×P Q–R7+ 39 K–K1 N–K3 40 Q–K5 R–K1 41 N×NP Q–N6 42 B–K2 Q–N8+ 43 K–B2 Q–KR8 44 N–Q6 Q–R5+ 45 K–N2 N×BP+ 46 Q×N B–Q4+ 47 B–B3 B×B+ 48 K×B 1–0.**

However, there are many variations in the Queen's Gambit when it is wrong for White to release the pressure on the centre by P–QB5, as this allows the strong counter . . . P–K4 (e.g. 1 P–Q4 P–Q4 2 P–QB4 P–K3 3 N–QB3 P–QR3 4 P–B5? P–K4! 5 P×P B–K3 6

B–K3 N–K2 followed by . . . N–B4 and . . . N–QB3). We can thus draw the following important conclusion: **In positions with a fixed pawn chain the mobility of the pawns alongside the front pawn of the chain is a vital and sometimes even decisive factor.**

For example, with white pawns on Q4 and K5 facing black pawns on Q4 and K3, it is the mobility of White's K-side pawns and Black's Q-side pawns which is significant, whilst the opposite would be the case with white pawns on QB5 and Q4 facing black pawns on QB3 and Q4. If the mobility of these pawns is restricted in any way (blockade, doubled pawns etc.) it means that the main strategic plan of pressure against the base of the pawn chain cannot be carried out successfully. For instance, with white pawns on Q5 and K4 facing black pawns on Q3 and K4, White would be seriously hampered with doubled pawns on QB2 and QB3. Similarly after the moves 1 P–K4 P–K4 2 N–KB3 N–QB3 3 B–B4 B–K2 4 P–Q4 P–Q3 5 P–Q5 N–N1 6 B–Q3 N–KB3 7 P–B4 0–0, then 8 P–QN4? would be a serious strategic error, as 8 . . . P–QR4! 9 P–N5 (or 9 P×P R×P and 10 . . . QN–Q2) 9 QN–Q2 would make it permanently impossible for White to carry out the logical plan of P–QB5 with pressure on Black's QP. It is a general rule in such positions to play P–QN4 only when . . . P–QR4 can be answered by P–QR3. Of course, even this rule has its exceptions, as for example in the well-known variation of the King's Indian Defence beginning 1 P–Q4 N–KB3 2 P–QB4 P–KN3 3 N–QB3 B–N2 4 P–K4 P–Q3 5 N–B3 0–0 6 B–K2 P–K4 7 0–0 N–B3 8 P–Q5 N–K2 9 P–QN4!? when the logical 9 . . . P–QR4 does not work well for Black. White continues 10 P×P R×P 11 N–Q2! in order to answer

... P–QN3 with 12 N–N3 R–R1 13 P–QR4 followed by P–R5 with immediate pressure on Black's Q-side. So Black's best chance in this line is to play 9 ... N–R4! 10 P–N3 (to prevent ... N–B5) 10 ... P–KB4 with a logical build-up of counterplay on the K-side.

All our previous examples have shown the active side (both players in game No. 16) carrying out a pawn attack against the base of the enemy pawn chain, and indeed this is normally the most effective plan. However, in some cases this logical pawn attack is tactically impossible to carry out. For instance, in Game No. 12 we saw how difficult it was for White to break through with P–KN4–5. Similarly, in some variations of the French Defence (white pawns on Q4 and K5 facing black pawns on Q4 and K3) Black's counter with ... P–QB4 often forces White to play N–KB3 before P–KB4, thus making a K-side pawn advance very difficult to carry out. It is in such cases that we see the second method of exploiting a space advantage on the wing: an attack by pieces. In the above French Defence position, White can pursue this plan with moves such as Q–KN4, N–KB3, B–Q3 creating various tactical threats on the K-side (sacrifice on KR7, attack on KN7 with B–Q3, weakening the enemy position with P–KR4–5–6 etc.)

In the following game, only Black succeeds in mobilizing his pawns against White's pawn chain, but Enevoldsen manages to concentrate his pieces on the K-side and win the game in splendid combinational fashion.

19 Enevoldsen–Nimzowitsch

Copenhagen 1935, Colle system

1 P–Q4 N–KB3 2 N–KB3 P–K3 3 P–K3 P–B4 4 B–Q3 N–B3 5 P–B3

P–QN3 6 0–0 B–K2 7 P–QR3 0–0 8 P–K4 P–Q4 9 P–K5 N–Q2 10 Q–K2

If White tries to prepare a K-side pawn advance by 10 B–K3 and 11 N–K1, then Black can free himself with ... P–KB3. So White develops his pieces in such a way that he can prevent this freeing manoeuvre by controlling his K5 square, whilst at the same time building up a K-side attack without using his pawns.

| 10 ... | R–K1 |
| 11 B–KB4! | P–QR4 |

After 11 ... P–B3 12 KP×P B×P 13 N–K5! N(3)×N 14 P×N B–K2 15 Q–N4 N–B1 16 B–KR6 P–N3 17 N–Q2, or here 14 ... B–N4 15 B×B Q×B 16 P–KB4 Q–K2 17 N–Q2 B–N2 18 N–B3 White has the better game in view of his K-side attacking chances.

| 12 QN–Q2 | P–B5 |

Black switches his attack to White's QBP, relying on the defensive possibilities of his unweakened K-side. Another possible plan was to play ... N–N1 and ... B–QR3 in order to eliminate White's dangerous KB.

| 13 B–B2 | P–QN4 |
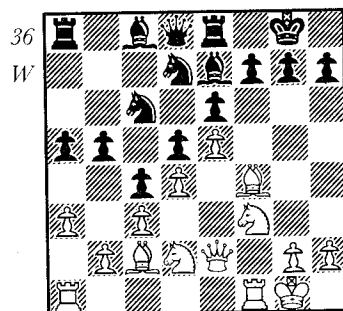
Black is already poised for a Q-side break-through by ... P–N5. It is essential for White to coordinate his pieces in a K-side attack as quickly as possible.

14 N–K4!

White quickly transfers his knight to the K-side by exploiting Black's loose QN, as 14 ... P×N 15 Q×P followed by 16 Q×N wins a pawn.

14 ...	N–B1
15 N–N3	B–Q2
16 P–R3	R–R2
17 N–R2	P–N5
18 RP×P	P×P
19 R×R	N×R
20 R–R1	N–N4
21 B–Q2	Q–N3?

An inexact move which leads to a forced loss. It was vital to drive White's KB away from the QN1–KR7 diagonal without further delay, so 21 ... P×P 22 P×P N–R6 had to be played at once, as after 23 R×R B×R 24 N–N4 B–K2 Black could surely hold the game. White would still stand better after 23 B–Q1 Q–N3 24 B–B1 N–N4 25 Q–B3 but Black would have better defensive chances than in the game.

| 22 N–N4 | P×P |
| 23 P×P | N–R6 |
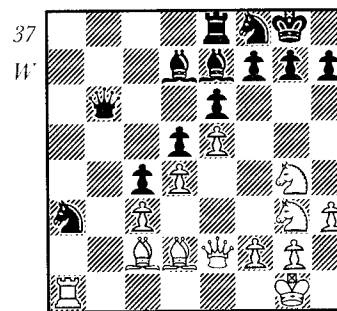
Black is too late in realizing the danger, because now White can unleash the full power of his pieces concentrated on the K-side.

| 24 R×N! | B×R |
| 25 N–R5 | N–N3 |

There would be a pretty finish after 25 ... B–K2 26 B–R6! P×B 27 N×P+ K–R1 28 N×P+ K–N1 29 Q–N4+ N–N3 30 B×N etc.

| 26 N(4)–B6+ | K–R1 |

Or 26 ... P×N 27 N×P+ K–R1 28 Q–R5 etc.

27 N×NP!

After 27 N×B Q–B2 Black could still set up a defence, whereas now 27 ... K×N 28 Q–R5 leads to a rapid mate.

| 27 ... | R–KN1 |
| 28 N×RP! | K×N(N2) |

The other two captures of the knights are even worse:

(a) 28 ... K×N(R2) 29 Q–R5+ K×N 30 Q–R6 mate.

(b) 28 ... R×N 29 N–B6 R–R2! 30 N×R K×N 31 Q–R5+ K–N2 32 Q–R6+ K–N1 33 B×N P×B 34 Q×P+ K–B1 (34 ... K–R1 35 B–N5) 35 B–R6+ K–K2 36 Q–B6+ K–K1 37 Q–R8+ K–B2 38 Q–N7+ K–K1 39 Q–N8+ and mate next move.

29 Q–R5	P–B4
30 P×Pep+	K–B2
31 N–N5+	K×P
32 Q–B3+	K–K2
33 Q–B7+	K–Q1
34 Q×R+	N–B1
35 N–R7	Q–N7
36 N×N	Q×B
37 N×P+	K–K2
38 B–N5+	K–Q3
39 Q–B8+!	K–B3
40 Q×B	1–0

(40 ... B×N 41 Q–R6+ K–Q2 42 Q–N7+ etc.)

5. THE WING ATTACK AND THE CENTRE

In the final chapter of Part 2 we pointed out that a strong centre can usually form the basis of an effective attack on the wing. Central superiority increases the power of the pieces and the mobility of the pawns, both essential prerequisites for an attack. Admittedly, there have been many examples of a wing attack being successful when the attacker has no central advantage or even stands worse there. However, the

attack almost always fails if our opponent can open up the centre and obtain lines and strong-points for his pieces, or if he can drive back our pieces by means of a central break-through. Let us sum this up as follows:

The conditions for a successful wing attack are either an advantage in the centre or at least a solid, albeit passive central position.

It is no easy matter to evaluate our central position with a view to a wing attack, and many a good player has made mistakes in this area. It is instructive to compare the following two games from this point of view.

20 Tarrasch–Charousek

Nuremburg 1896, Pirc Defence

1 P–Q4 P–Q3 2 P–K4 N–KB3 3 N–QB3 P–KN3 4 P–B4 B–N2 5 N–B3 0–0 6 B–K2 P–Q4? (6 . . . P–B4!) **7 P–K5 N–K1 8 B–K3 P–K3**
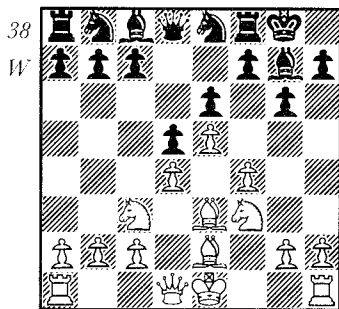
Black has allowed the creation of a fixed pawn chain in the centre under unfavourable conditions and with loss of time. He cannot counter at once with . . . P–QB4 which means that White has a free hand to carry out a decisive K-side attack.

9 P–KR4!   N–QB3

Or 9 . . . P–KR4 10 P–KN4! P×P 11 N–KN5 followed by B×P and P–R5.

10	**P–R5**	**N–K2**
11	**P–KN4**	**P–KB4**
12	**P×NP**	**N×P**

After 12 . . . RP×P 13 N–KN5 White's queen reaches the KR-file.

13	**B–Q3**	**P–KR3**
14	**P–N5**	**K–R2**
15	**Q–K2**	**R–R1**
16	**Q–N2**	**P–B4**
17	**P×RP**	**1–0**

After 17 . . . B×RP 18 Q–N5 Black loses at least a piece, or White may even prefer to play for mate by 18 0–0–0 and 19 QR–N1.

21 Schlechter–Pillsbury

Monte Carlo 1903, Pirc Defence

1 P–K4 P–Q3 2 P–Q4 P–KN3 3 P–KB4 B–N2 4 N–KB3 B–N5 5 P–B3 N–Q2 6 B–B4(?) P–K3 7 B–K3 KN–B3 8 QN–Q2 (8 B–Q3!) **8 . . . P–Q4 9 B–Q3 P×P 10 N×P N–Q4 11 B–Q2 Q–K2 12 P–KR3 B×N 13 Q×B 0–0**
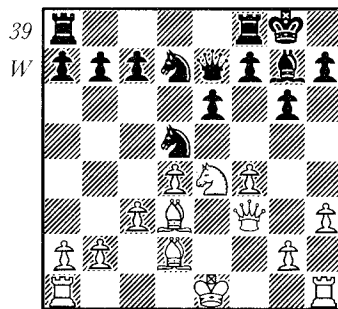
Black has the same K-side pawn position as in the previous game which means that White must consider the possibility of opening the KR-file by advancing the KRP. The key question is whether the central situation justifies such an advance.

White is in possession of the 'little

centre' which usually guarantees him a small advantage in space. However, the centre consists of pieces as well as pawns, and it is important to note that all Black's minor pieces are contributing to the fight for the central squares, whereas White's bishop on Q2 is passively placed. In addition, a speedy . . . P–QB4 will force P×BP, as White's isolated QP would otherwise be vulnerable. This will not only eliminate White's 'little centre' but also open the Q-file for Black's major pieces to exert pressure against White's bishops on Q3 and Q2. In short, White's central position hardly justifies a wing attack and he should simply castle on the K-side and play his rooks to Q1 and K1.

14 P–KR4?

The punishment for this strategic error is not long in coming.

14	. . .	**P–QB4!**
15	**N×P**	**N×N**
16	**P×N**	**Q×BP**
17	**P–R5**	**KR–Q1!**
18	**P×P**	**RP×P**
19	**P–KN4**	

White dare not castle long because his king would be too vulnerable on the Q-side e.g. 19 0–0–0 P–QN4 20 K–N1 P–N5 21 P×P Q–Q5! 22 B–QB1 N–B6+! 23 P×N Q×QBP etc., or here 21 P–B4 Q–Q5! 22 B–QB1 N–B6+ 23 P×N Q×QBP 24 R–Q2 P–N6 winning.

19 . . .   QR–B1

The immediate . . . R–Q3 was more exact, but this loss of a tempo has little significance.

20	**K–B1**	**R–Q3**
21	**R–K1**	**R/1–Q1**
22	**B–N1?**	

This oversight loses at once but even the better 22 B–K2 could not save the game e.g. 22 . . . P–K4! 23 P–B5 P–K5! 24 Q–R3 (24 Q×P? N–B3) 24 . . . P–K6 25 B–B1 P×P 26 Q–R7+ (if 26 P×P R–KR3 27 Q–B3 R–KB3) 26 . . .

K–B1 27 P×P N–B3 28 Q–R3 R–K1 followed by . . . R–Q4 or . . . R–K4.

|		
22	. . .	**Q–N4+**
23	**K–N1**	**Q×P**
	0–1	

Thus an insecure centre is a poor basis for a successful wing attack. If the defender manages to break through in the centre, he can open up the game and expose weaknesses in the camp of the attacker. In fact, a central break-through represents one of the most effective counters to an attack on the wing.

22 Vajda–Kotov

Moscow – Budapest match 1949, Sicilian Defence

1 P–K4 P–QB4 2 N–KB3 P–Q3 3 P–Q4 P×P 4 N×P N–KB3 5 N–QB3 P–QR3 6 B–K2 Q–B2 7 0–0 P–K3 8 P–B4 N–B3 9 K–R1 (9 B–K3!) **B–K2 10 B–B3 B–Q2 11 N–N3 0–0 12 B–K3 KR–Q1 13 Q–K1** (13 P–QR4!) **P–QN4**
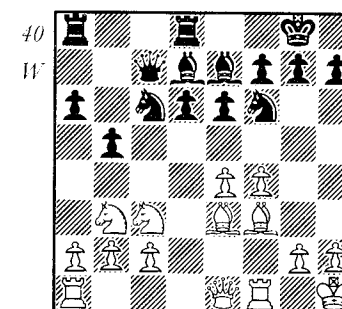
This position is typical of the Sicilian Defence, with White attacking on the K-side (P–KN4–5, B–N2, R–B3–KR3, Q–R4 etc.) and Black using the open QB-file to exert pressure on the Q-side. However, before he can launch a wing attack, White must maintain sufficient control of the centre in order to prevent

a possible break-through by Black. In this plan his knight on QB3 and bishop on KB3 play a vital part by controlling Q5, and for this reason he must not allow Black to drive the knight away by ... P–QN5. Having missed the chance of playing 13 P–QR4! White should now settle for 14 P–QR3, without which his wing attack must be deemed premature.

14 P–N4?	**P–N5**
15 N–K2	**P–K4!**

Perhaps White was expecting 15 ... P–Q4? when 16 P–K5 gives him good attacking chances as in the game Maroczy–Euwe which we annotated in Volume 2 (Game No. 85).

16 P–B5

Or 16 P–N5 N–KN5 17 B×N B×B 18 P–B5 B×N 19 Q×B P–Q4! etc.

16 ...   **P–Q4!**

A very strong counter, involving a pawn sacrifice. After the best reply 17 P×P P–K5! 18 P×N P×B 19 P×B P×N 20 Q×KP R×P Black would have a clear advantage in view of White's weak pawns and his exposed K-side. White's attack also fails if he sacrifices the KP as in the game, because Black has complete control of the centre.

17 P–N5(?)	**N×P**
18 B×N	**P×B**
19 P–B6	**B–KB1**
20 P×P	**B×P**
21 Q–R4	

White now threatens to sacrifice powerfully with 22 R×P K×R 23 Q×P, but once this is parried he has nothing left.

21 ...	**N–K2**
22 N–N3	**N–N3**
23 Q–R5	**Q–B1!**

This threat to win the queen by ... B–N5 is the beginning of the end. White's weakening pawn advance has given Black a winning attack on that wing. The game ended: **24 Q–K2 B–N5 25 Q–B2 B–B6+ 26 K–N1 N–B5 27**

B×N P×B 28 N×P B×N 29 Q×P B–N3 0–1.

It is often possible to counter in the centre even before a wing attack is launched, because the very fact that our opponent's pawns and pieces are geared for a wing attack means that the centre is usually neglected.

23 Pachman–Filip

Championship of Czechoslovakia 1954, Nimzo–Indian Defence

1 P–Q4 N–KB3 2 P–QB4 P–K3 3 N–KB3 P–QN3 4 P–K3 B–N2 5 N–B3 B–N5 6 B–Q3 0–0 7 0–0 P–B4 8 N–QR4! P×P 9 P–QR3 B–K2 10 P×P N–K5! 11 P–QN3 P–B4?

41
W
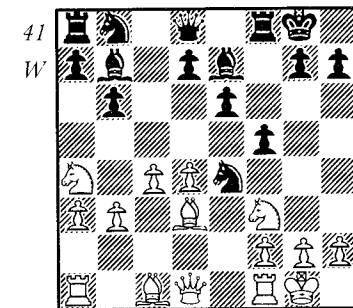
This game was the final, decisive encounter in the match for the championship of Czechoslovakia, which is why Black is striving for active play on the K-side. The piece configuration reminds one of certain lines in the Dutch Defence. However, there is an important difference: the exchange 8 ... P×P has given White an open K-file and the possibility of a central break-through with P–Q5. Even in the Dutch Defence proper, this latter move can be dangerous e.g. 1 P–Q4 P–KB4 2 P–KN3 P–K3 3 B–N2 N–KB3 4 N–KB3 B–K2 5 0–0 0–0 6 P–B4 N–K5 (Alekhine) 7 P–Q5! etc.

Instead of 11 ... P–B4 Filip should have played 11 ... P–Q4 with equality.

12 B–N2   **B–KB3**

This bishop is not well placed here for an attack on the king, but Black is now primarily concerned about preventing P–Q5.

13 N–B3	**N×N**
14 B×N	**Q–K1**

After 14 ... N–B3 15 P–Q5 N–K2 16 R–K1 Black would have no good square for his queen, because both the K-file and QB-file are unhealthy in view of P–Q5.

15 R–K1   **Q–N3**
16 B–B1!

On K2 the bishop would block the important K-file. If now 16 ... Q–N5 then 17 R–K3 P–B5 18 R–Q3 B–K5 19 N–K5 Q×Q 20 R(Q3)×Q P–Q3 21 R–K1 B–B7 22 N–N4 gives White the advantage.

16 ...	**N–B3**
17 R–QB1	**N–K2**

This only apparently prevents White's next move, but a temporary pawn sacrifice makes the move playable.

18 P–Q5!   **P×P**
19 N–K5!

The point. After 19 P×P B×P 20 B×B B×N 21 Q×P N–Q4 or 19 B×B Q×B 20 P×P Q–Q3! Black would stand well. The text move forces Black to concede the two bishops to White, as 19 ... Q–K1 fails to 20 P×P B×P 21 B–N5! with a decisive attack.

19 ...	**B×N**
20 R×B	**Q–Q3**
21 R–K3!	

The hardest move to find in the whole game! After 21 P×P K–R1! Black could answer 22 R–K3 with 22 ... N×P e.g. 23 B–N4 Q–KB3 or 23 B–B4 Q–QB3.

**21 ...**   **R–B2**

The only defence against the

threatened 22 B–N4, as 21 ... Q×QRP? fails to 22 P–QN4 threatening both 23 R×N and 23 B×P.

22 P×P   **P–QR4**

White's QP is immune to capture, as the following variations show:
(a) 22 ... B×P? 23 R×N etc.
(b) 22 ... N×P 23 B–N2 with an irresistible attack e.g. 23 ... Q–N3 24 R–N3, or 23 ... Q–B1 24 R–Q3 N–B3 25 R–Q6! etc.
(c) 22 ... Q×QP 23 R–Q3 followed by 24 R×P with a decisive positional plus.

23 B–B4	**N–N3**
24 Q–Q4	**P–B5?**

42
W
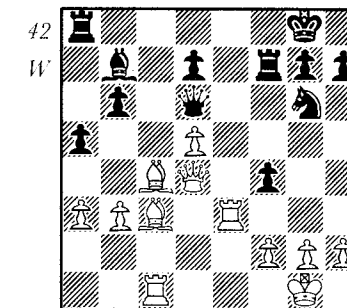
Black has clearly lost the battle for the centre and White controls both the K-file and the long black diagonal. Filip now reverts to his initial plan of a K-side attack, hoping to continue with ... P–B6 and N–B5, but he overlooks White's hidden threat. However, the same threat comes into operation after 24 ... Q×QRP 25 R1–K1 Q–Q3 26 R–K6! and Black is also lost after 24 ... K–R1 25 R1–K1

25 R–K6!   **Q×RP**

Not of course 25 ... P×R 26 P×P Q×Q 27 P×R+ when White's strong KBP gives him a decisive advantage.

26 B–N2	**Q–B1**
27 R×P	**P–Q3**
28 B–R3	**R–Q1**
29 R–K1	

This rook threatens to penetrate to K6 with devastating effect, even after Black's next move, and 29 ... N–K4? fails to 30 Q×N! P×Q 31 B×Q K×B 32 R×P with an easy win.

29 ...   B–B1
30 R–K6!

The second rook is sacrificed on the same square! After 30 ... B×R 31 P×B R–K2 32 R×QP R–B1 33 R–Q7 etc. wins for White.

30 ...   R/2–Q2
31 Q–K4!   Q–B2

Black has no defence against the threat of 32 B×P R×B 33 R/N6×R R×R 34 R–K8.

32 P–R3

The QP will not run away, so White safeguards his position in view of the imminent time-trouble.

32 ...   P–B6
33 B×P   P×P
34 B–N3   K–R1
35 R×N!

This third exchange sacrifice cannot be declined!

35 ...   P×R
36 Q–R4+   1–0

It is important to note that a passive yet solid central position can form an excellent basis for a successful wing attack, as Steinitz demonstrated in many of his games. Here is one of the most famous examples of this strategic idea in action, with Steinitz facing Chigorin in a match for the World Championship.

24 Steinitz–Chigorin

Match 1892, Ruy Lopez

1 P–K4 P–K4 2 N–KB3 N–QB3 3 B–N5 N–B3 4 P–Q3 P–Q3 5 P–B3 P–KN3 6 QN–Q2 B–N2 7 N–B1 0–0 8 B–R4 N–Q2 (8 ... N–K1 and 9 ... P–B4!) **9 N–K3 N–B4 10 B–B2 N–K3.**
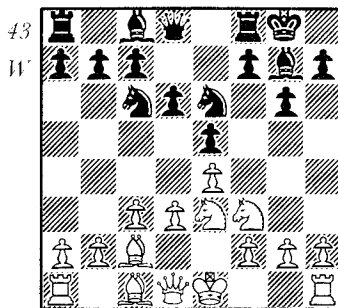
The Steinitz system of the Ruy Lopez is characterized by the moves P–QB3 and P–Q3 in conjunction with the transfer of the Lopez bishop to QB2. White's idea is to renounce immediate action in the centre by P–Q4, and in fact to allow Black to take the initiative in the centre, whilst White advances his KRP to open the KR-file and gradually build up a K-side attack.

11 P–KR4!   N–K2

Black plans to counter the wing attack by a central advance, but White's pieces are well placed for this eventuality. The alternative counter 11 ... P–KB4 would allow White to open up lines for a dangerous attack on Black's king e.g. 12 P×P P×P 13 P–Q4 P–K5 (if 13 ... P–B5 14 Q–Q3!) 14 N–N5 N×N 15 P×N Q×P 16 N–Q5 Q×P (16 ... Q–Q1 allows 17 Q–R5) 17 Q–R5 Q–N3 18 Q×Q P×Q 19 N×P R–N1 20 B–N3+ winning.

12 P–R5   P–Q4
13 P×NP   BP×P(?)

This move unnecessarily weakens the long white diagonal bearing down onto his king. It is only after the better 13 ... RP×P that we can really test the Steinitz system of holding the centre whilst attacking on the wing. White would then continue with Q–K2 followed by B–Q2 and 0–0–0, gradually building up his pressure on the K-side. It was in this way that

Steinitz won the following game in his 1894 match against Lasker: 1 P–K4 P–K4 2 N–KB3 N–QB3 3 B–N5 N–B3 4 P–Q3 P–Q3 5 P–B3 B–Q2 6 B–R4 P–KN3 7 QN–Q2 B–N2 8 N–B4 0–0 9 N–K3 N–K2 10 B–N3 P–B3 11 P–KR4 Q–B2 12 N–N5 P–Q4 13 P–B3 QR–Q1 14 P–N4 P×P 15 BP×P P–KR3 16 Q–B3! B–K1 (16 ... P×N 17 P×P N–R2 18 N–N2 or even 18 N–B5) 17 B–B2 N–Q2 18 N–R3 N–QB4 19 N–B2 P–QN4 (19 ... P–B3!) 20 P–N5 P–KR4 21 N–B5! P×N 22 P×P P–B3 23 P–N6 N×NP 24 P×N B×P 25 R–KN1 P–K5 26 P×P K–R2 27 R×B! K×R 28 Q–B5+ K–B2 29 Q×RP+ K–N1 30 Q×N and Black resigned on move 42.

14 P×P!

Because of Black's mistake, White need no longer maintain his pawn on K4 since Black's isolated KP is not mobile enough to make ... P–K5 a serious threat. White now exerts pressure down the QR2–KN8 diagonal and will later break in the centre himself.

14 ...   N×P
15 N×N   Q×N
16 B–N3   Q–B3
17 Q–K2

Cutting out a possible ... P–K5 and preparing to complete his development by castling long.

17 ...   B–Q2
18 B–K3   K–R1
19 0–0–0   QR–K1
20 Q–B1!

This move not only prepares P–Q4 abut also is the prelude to the final attack down the KR-file. Even with the best defence, Black's position is now untenable, but the following attempt at a counter-attack only hastens the end.
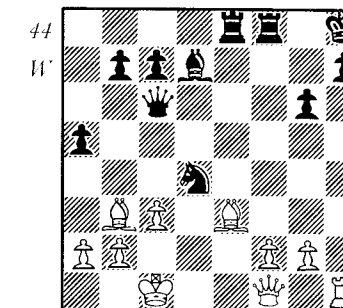
20 ...   P–QR4
21 P–Q4!   P×P
22 N×P   B×N

Black loses even more quickly after 22 ... N×N 23 R×P+.

23 R×B!   N×R

Black hopes for 24 B×N+ R–B3 with further resistance, but Steinitz now produces the combination he prepared with his subtle 20 Q–B1!

24 R×P+!   K×R
25 Q–R1+   K–N2
26 Q–R6+   K–B3
27 Q–R4+   K–K4

Or 27 ... K–N2 28 B–R6+ followed by 29 B×R mate.

28 Q×N+   1–0

The mate after 28 ... K–B4 29 Q–KB4 is 'pure' enough, even for a problemist.

From the defender's point of view it is usually very risky to remain passive in the centre when being attacked on the wing. The very opening of the K or Q-file almost always increases the chances of a successful defence. As our final illustration of the important relationship between operations on the wing and in the centre, we give two games in which the pawn structure is similar (with colours reversed). In the first game the defender triumphs because he opens a central file in time, and in the second game Black is drastically punished for failing to counter in the centre.

25 Pachman–Ciric

Athens 1968, English Opening

1 N–KB3 P–QB4 2 P–QN3 P–Q3(!) 3 P–B4 P–K4 4 N–B3 P–KN3 5 P–N3 B–N2 6 B–KN2 N–K2 7 0–0 0–0 8 N–K1 P–B4
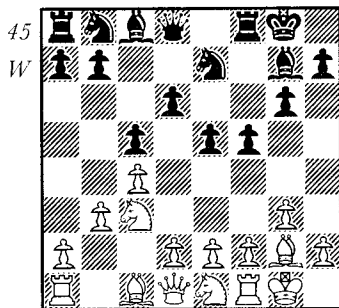
Black has set up a strong central position with active chances, but his last move is a little too ambitious and he would have done better to continue his development with . . . QN–B3 and . . . B–K3.

9 R–N1!

It is vital to begin a counter-attack on the Q-side.

9 . . .	**QN–B3**
10 N–B2	**P–B5**
11 P–QN4	**P×QNP**
12 N×P	**N–Q5**

Black is seemingly on top and already threatens . . . B–N5 followed by . . . P–B6. However, White's pressure down the QN-file will soon slow down the attack.

13 N /4–Q5	**N×N**
14 B×N+	**K–R1**
15 P–K3!	

It is rarely an easy decision to make such a move, weakening the KB3 square still further, but White must both drive away the strongly posted knight and at the same time prepare to open a central file. It would have been

suicidal of course to play 15 B×P? B×B 16 R×B Q–B1 followed by 17 . . . P–B6.

15 . . .   N–K3

Now Black has powerful threats such as . . . N–N4 followed by . . . P–B6 and then either . . . B–R6–N7 or . . . Q–Q2–R6. White must strive for active counterplay, not only down the QN-file but also in the centre!

16 B–R3!

A fairly complicated manoeuvre, since White had to calculate the variations arising after his 18th move.

16 . . .	**N–N4**
17 N–K4	**N×N**

Not of course 17 . . . N–R6+ 18 K–R1 P–B6 when Black would have no concrete attacking chances and would be unable to defend his QP. If 17 . . . B–R6 then 18 N×N followed by 19 B×QP would be very strong.

18 B×N   Q–B2

After the apparently dangerous 18 . . . B–B4 White had planned 19 B×B R×B 20 R×P! Q–QB1 21 Q–N3 R–R4 22 KR–N1 Q–R6 23 R–N8+ B–B1 24 R×R Q×RP+ 25 K–B1 Q–R8+ (not 25 . . . P–B6? 26 R×B+ and 27 R×P) 26 K–K2 Q×R (R1) 27 Q–N8! and after the forced exchange of queens White wins the QRP with excellent prospects in the ending.

19 P–Q3	**QR–N1**
20 Q–K2	**B–R6**
21 KR–K1	**P–N3?**

After 21 . . . P×KP 22 P×P White has a positional advantage but Black's game is probably tenable. Once again Ciric overestimates his position and is loathe to give up his attacking chances based on . . . P–B6.

22 KP×P!   P×P
23 B–Q5!(46)

The open K-file now proves to be the decisive factor, as Black cannot neutralize it by 23 . . . B–K4 24 B–QN2 (24 . . . R–K1? 25 P–Q4). Similarly 23 . . . B–Q5 is answered by 24 B–QN2.
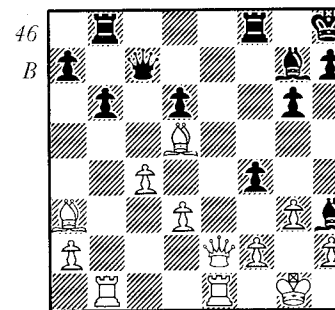
23 . . .   R /N1–Q1

Preparing his next error which allows a neat combinational finish.

24 Q–K7	**R–Q2?**
25 Q×KR+!	**B×Q**
26 B–QN2+	**R–N2**
27 R–K8	**Q–B1**

There was nothing better. Now 28 R×Q B×R 29 R–K1 B–Q2 would prolong the game a little.

28 R1–K1!	**Q–KB4**
29 B–K6	**Q×B**
30 R×B+	**Q–N1**
31 R1–K8	**1–0**

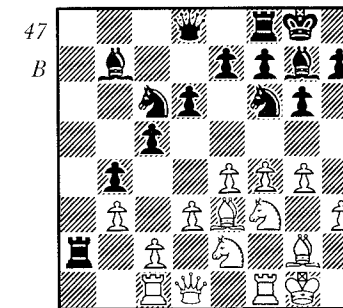**26 Spassky–Geller**

Match 1968, Sicilian Defence.

1 P–K4 P–QB4 2 N–QB3 P–Q3 3 P–KN3 N–QB3 4 B–N2 P–KN3 5 P–Q3 B–N2 6 P–B4 N–B3 7 N–B3 0–0 8 0–0 R–N1 9 P–KR3 P–QN4

The strategic plans of both sides are already clearly defined. White prepares a K-side pawn advance whilst Black seeks counter-chances on the other wing.

10 P–R3!?

This move (or the earlier 9 P–QR4 when Black continues with . . . P–QR3 and . . . P–QN4) is open to question, as the resulting QR-file usually benefits Black despite its temporary control by White.

10 . . .   P–QR4

11 B–K3	**P–N5**
12 P×P	**RP×P**
13 N–K2	**B–N2**

He reserves the Q2 square for his KN.

14 P–N3   R–R1
15 R–B1!

As White may later need his QR for his K-side attack, he voluntarily relinquishes the QR-file to his opponent.

15 . . .   R–R7
16 P–N4

16 . . .   Q–R1?

A routine and poor move. The queen is decentralized and can do little on the QR-file. Black should instead play 16 . . . P–K3! making it difficult for White to strengthen his attack, as 17 P–B5? KP×P would open the K-file for Black, with pressure on White's awkwardly placed minor pieces, and 17 P–K5? N–Q4 is good for Black.

17 Q–K1   Q–R3
18 Q–B2!

The point of Black's queen manoeuvre is seen in the variation 18 Q–R4? R×P! 19 R×R Q×P, but it is rarely good chess to set traps by playing strategically bad moves!

18 . . .   N–R2?

Bkack misses his last chance of playing 18 . . . P–K3! when he has no need to fear the complications arising

from 19 P–K5 e.g. 19 ... N–Q4! 20
P×P N×B 21 Q×N N–Q5! 22 N/3×N
P×N when 23 N×P? fails to 23 ... B×B
24 K×B Q–R2! winning a piece.

19 P–B5!

Now ... P–K3 is no longer possible
in view of P–N5 and P–B6. Black's
counterplay against the QBP is not
good enough to prevent the coming
attack on his king.

   19 ...   **N–N4**
   20 P×P!

The KB-file is opened and if Black
recaptures with the BP his K3 square is
weak (20 ... BP×P 21 Q–R4 etc.)

   20 ...   **RP×P**
   21 N–N5   **N–R6**
   22 Q–R4

Threatening 23 R×N and 24 Q–R7
mate, but the exchange sacrifice is also
on when Black moves his KR.

   22 ...   **R–B1**
   23 R×N!   **P×R**
   24 Q–R7+   **K–B1**(*48*)
   25 N×P!!

The splendid point of his last few
moves, the main variation being 25 ...
K×N 26 B–R6 R–KN1 27 N–B4 P–Q4!
28 P×P P–B4 29 N–K6 winning.

   25 ...   **R×P**
   26 B–R6!

Not however, 26 R×R? N×R 27
B–R6 when Black's queen can join in
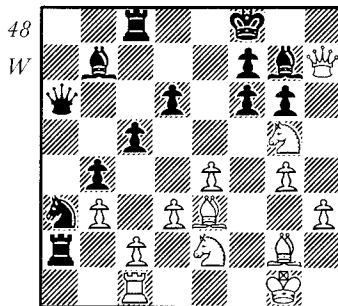
the defence by 27 ... Q–R8+ and 28
... P–B4.

   26 ...   **R×R+**
   27 N×R   **K×N**

After 27 ... B×B 28 N×B mate is
forced (28 ... K–K1 29 N–N8! etc.)

   28 Q×B+   **K–K1**
   29 P–N5!

Much stronger than 29 P–K5 P–Q4!
(not 29 ... B×B? 30 P–K6), as now 29
... P×P 30 B×P forces mate.

   29 ...   **P–B4**
   30 Q×P+   **K–Q2**
   31 Q–B7+   **K–B3**

Or 31 ... K–Q1 32 P–N6 etc.

   32 P×P+   **1–0**

After 32 ... K–N3 33 Q×B+ Q×Q
34 B×Q K×B 35 P–B6 there is no mate,
but the outcome is just as clear.

2   The Minority Attack

It is a basic strategic principle in chess
that one can only attack successfully
where one is strongest, just as in warfare
we must have superior attacking forces
in order to break down the enemy's
defensive position. However, Napoleon
pointed out that this superiority must
not be assessed from a mere quanti-
tative point of view. There are
important qualitative factors such as
the concentration, mobility and co-
operation of our forces, and this applies
equally well to chess.

We saw in the previous chapter that
our superiority on one side of the board
can be of a permanent or a transitory
nature, depending upon a temporary
concentration of our pieces, a pawn
majority or the greater mobility of our
pawns. Until the twenties it was the
purely quantitative aspects which
formed the basis of a strategic plan,
and in this context the following game
played in the 1921 World Champion-
ship match between Capablanca and
Lasker is of great historic value.

27 Capablanca–Lasker

Match 1921, Queen's Gambit

**1 P–Q4 P–Q4 2 N–KB3 P–K3 3 P–B4
N–KB3 4 B–N5 QN–Q2 5 P–K3 B–K2
6 N–B3 0–0 7 R–B1 R–K1 8 Q–B2
P–B3 9 B–Q3 P×P 10 B×BP N–Q4 11
B×B R×B 12 0–0 N–B1 13 KR–Q1
B–Q2 14 P–K4 N–QN3 15 B–B1 R–B1**

**16 P–QN4! B–K1 17 Q–N3 R2–B2 18
P–QR4 N–N3 19 P–R5 N–Q2 20
P–K5 P–N3 21 N–K4 R–N1 22 Q–B3
N–B5 23 N–Q6 N–Q4 24 Q–R3 P–B3
25 N×B Q×N 26 P×BP P×BP**
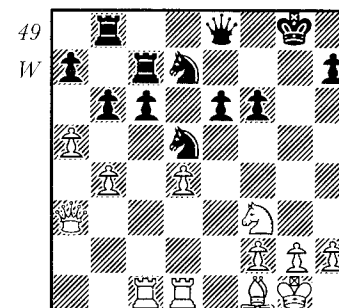
**27 P–N5! R1–B1 28 P×BP R×P 29
R×R R×R 30 P×P P×P**

It may surprise many readers to see
that we have given exclamation marks
to the moves beginning and ending
White's plan from moves 16–27. White
has apparently merely helped Black to
achieve his strategic aim of obtaining a
passed pawn from his Q-side pawn
majority, so what is the point
of Capablanca's play? An exact analysis
of the position reveals that Black's QNP
must be viewed as a weakness rather
than a strength. White has opened the
QR-file for his major pieces and created
a strong-point for his bishop on QN5,
while Black's pawns, split into three

groups, are ideal objects of attack. In short, Black's position is very difficult at the least.

We shall not spend time dwelling on Lasker's further mistakes which made the task easier for his opponent. The game ended: **31 R–K1 Q–B1 32 N–Q2 N–B1(?) 33 N–K4 Q–Q1 34 P–R4 R–B2 35 Q–N3 R–KN2 36 P–N3 R–R2 37 B–B4 R–R4 38 N–B3 N×N 39 Q×N K–B2 40 Q–K3 Q–Q3 41 Q–K4 R–R5? 42 Q–N7+ K–N3 43 Q–B8 Q–N5? 44 R–QB1 Q–K2 45 B–Q3+ K–R3 46 R–B7 R–R8+ 47 K–N2 Q–Q3 48 Q×N+! 1–0.**

In the above game White used his two Q-side pawns to attack the three pawns of his opponent, eventually creating a passed pawn for him which was amply compensated by the weaknesses in Black's position. For obvious reasons we term such strategy a 'minority attack'. The following two diagrams will demonstrate more clearly the mechanics of this attack.
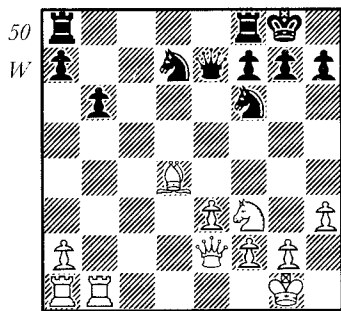
White can play 1 P–QR4! followed by 2P–R5 when after both 2 . . . P×P or 3 P×P Black obtains a passed but weak pawn. White can combine an attack on this pawn with a pawn advance on the K-side. This is a simple example of a 'minority attack' but nowadays we use this term to refer mainly to the strategic attack used in various lines of the

Queen's Gambit and illustrated in the next diagram.
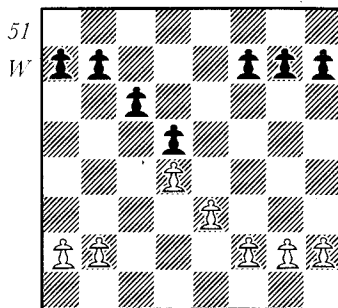
White has a pawn majority on the K-side, whilst Black's majority is on the other wing. This latter majority is hampered by White's QP, as . . . P–QB4 allows P×P when the pawn majority disappears and Black is left with a weak QP. On the other hand, . . . P–QN3 or . . . P–QN4 would weaken the QBP. White's K-side pawn majority is equally difficult to utilize.

The correct strategic plan for White in almost all positions with this pawn structure is to advance his QNP to N5. This either leads to a weak black QP after . . . P×NP or else results in a backward QBP if Black recaptures with the NP after P×BP. Both QRP's usually disappear after 1 P–QN4 P–QR3 2 P–QR4 followed by 3P–N5 RP×P 4 P×P P×P when both Black's QNP and QP represent serious weaknesses. Black for his part can begin his own minority attack with . . . P–KB4–5, although there are greater problems associated with this, as we shall see. Let us first examine a game with both sides pursuing their minority attack.

28 Foltys–Podgorny

Prague 1943, Nimzo–Indian Defence

1 P–Q4 N–KB3 2 P–QB4 P–K3 3 N–QB3 B–N5 4 Q–B2 P–Q4 5 P×P P×P 6 B–N5 P–KR3 7 B×N Q×B 8 P–QR3 B×N+ 9 Q×B P–B3 10 P–K3 (a typical situation has arisen and Black first exchanges the remaining minor pieces eliminating in particular his 'bad' bishop) **10 . . . 0–0 11 N–B3 B–B4! 12 N–K5** (12 B–K2 N–Q2! 13 R–QB1 B–K5) **12 . . . N–Q2 13 N×N B×N 14 B–K2 Q–N3 15 0–0 B•R6! 16 B–B3 B–N5 17 B×B Q×B**
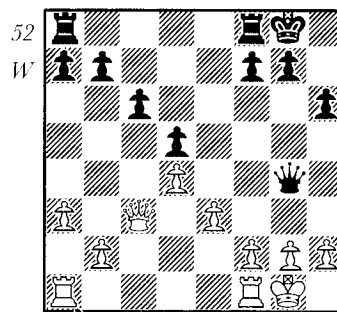
White can begin his 'minority attack' at once, but Black can achieve equality by doing the same on the other wing.

    18 P–N4!   **P–KB4!**
    19 P–N5

and now in the actual game Black chose the wrong plan and lost after **19 . . . R–B3?** (19 . . . P×P 20 Q–N3 would be just as bad) **20 P×P R–N3 21 P–N3 R×P? 22 Q–N3 Q–B6 23 Q×NP QR–QB1 24 Q×RP P–R4 25 Q–K7 R1–B2 26 Q–N5 P–N3 27 P–QR4 Q–K5 28 P–R5 Q–K1 29 KR–N1 R–R2 30 Q–B4 K–B2 31 R–N8 1–0.**

The logical continuation would have been:

    19 . . .   **P–B5!**
    20 KP×P   **Q×BP**

Or 20 . . . P×P 21 Q–QN3 Q–Q2 with equality.

    21 P×P   **Q–QB2**

Now Black's weak QBP, although

backward, will be compensated to a certain extent by White's isolated QP, so Black should draw in view of the reduced material.

This example shows us that the most logical counter to the Q-side 'minority attack' is for Black to advance his KBP, yet we rarely see this weapon used. It is important to understand the reason for this. As we have already stated, the 'minority attack' usually occurs in variations of the Queen's Gambit such as:

(a) 1 P–Q4 P–Q4 2 P–QB4 P–K3 3 N–QB3 N–KB3 4 B–N5 QN–Q2 5 P×P P×P 6 P–K3 P–B3 etc.

(b) 1 P–Q4 P–Q4 2 P–QB4 P–K3 3 N–QB3 N–KB3 4 P×P P×P 5 B–N5 P–B3 6 P–K3 B–K2 (not 6 . . . B–KB4 7 Q–B3!) 7 Q–B2 etc.

(c) 1 P–Q4 P–Q4 2 P–QB4 P–K3 3 N–QB3 N–KB3 4 B–N5 B–K2 5 N–B3 0–0 6 P–K3 QN–Q2 7 R–B1 P–QR3 8 P×P P×P etc.

In all these cases it is clear that White has little difficulty in preparing the advance of his QNP, whereas it is not at all easy for Black to achieve the . . . P–KB4 advance. In addition, the presence of minor pieces usually means that the resulting weakness of Black's K4 square is more serious than the corresponding weakness of White's QB4 square.

Let us then examine Black's other defensive possibilities against this 'minority attack'. In most pre-war games Black aimed for piece play in order to counter White's Q-side advance with tactical threats on the K-side. For example, in the third opening example given above, Tartakower's early analysis ran: 9 Q–B2 P–B3 10 B–Q3 R–K1 11 0–0 N–B1 12 R–N1 N–R4 13 B×B Q×B 14 P–QN4 P–KN4?! 15 P–QR4 P–N5 16 N–Q2 Q–N4, a continuation based entirely on tactical possibilities and bearing little

relevance to the respective pawn chains. Long tournament practice clearly pointed to the inadequacy of such counterplay, which is why the 'minority attack' became such a feared weapon. One of the last examples of this method of play in grandmaster chess can be seen in the following encounter.

29 Smyslov–Keres

World Championship 1948, Queen's Gambit

1 P–Q4 P–Q4 2 P–QB4 P–K3 3 N–QB3 N–KB3 4 B–N5 P–B3 5 P–K3 QN–Q2 6 P×P KP×P 7 B–Q3 B–K2 8 N–B3 0–0 9 Q–B2 R–K1 10 0–0 N–B1 11 QR–N1 N–N3 12 P–QN4 B–Q3.

Black's last two moves are unusual, as he does nothing to counter White's Q-side pawn advance. He intends to obtain the bishop pair by ... P–KR3 with a view to a piece attack against the enemy king.
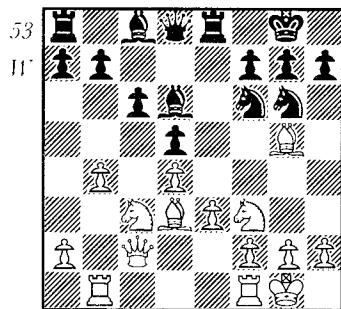
13 P–N5   B–Q2(?)

It seems more in the spirit of Black's opening to play 13 ... P–KR3 14 QB×N Q×B at once, as 15 P–K4 N–B5! 16 P–K5 Q–K3 17 P×B Q–N5 gives White nothing.

14 P×P   B×BP?

And this is a clear mistake. In almost all similar positions it is wrong to recapture on QB3 with a piece, since a weak QBP is easier to defend than a weak QNP plus a weak QP. Indeed, after 14 ... P×P 15 B–N5 Q–B1 16 B×B N×B Black would have better defensive prospects than in the game.

15 Q–N3!

White immediately fastens on to the isolated QP and compels Black to retreat his KB from its active position, thus losing two tempi.

15 ...   B–K2
16 QB×N!

This exchange of bishop for knight often forms part of White's plan in the 'minority attack'. Here the timing is correct, as Black was threatening (e.g. after 16 B–N5) to continue 16 ... N–Q2 17 B×B N×B when his knights defend his weak points on the Q-side. Now, however, Black's KB remains a mere spectator for a long time.

16 ...   B×B
17 B–N5   Q–Q3
18 KR–B1   P–KR4
19 N–K2   P–R5
20 B×B

The pressure against the QP has already paid dividends in the passive set-up of Black's pieces, so White now transfers his attack to the resulting QBP.

20 ...   P×B
21 Q–R4   N–K2

The position is strategically lost for Black, since in the long run his weaknesses on the Q-side cannot be defended. White should now play 22 Q–R6! when there is nothing to be done about 23 R–N7, and 22 ... P–R6 23 P–N3 would only weaken the KRP whilst giving Black no attacking chances.

22 R–N7?   P–R4!

Now, suddenly, Black has good defensive chances. After 23 KR–N1 KR–N1! 24 R×R+ R×R 25 R×R+

Q×R 26 Q×RP Q–N8+ 27 N–K1 N–B4 28 K–B1 N–Q3 Black would have active piece play for the pawn.

23 P–KR3   KR–N1
24 KR–N1   R×R
25 R×R   P–B4!

He could also play 25 ... R–N1.

26 R–N5

Not 26 P×P Q×P 27 N×P? P–Q5.

26 ...   P×P
27 N3×QP   R–QB1?

Much better was 27 ... Q–B2! when Black could most likely hold the position. The game now ended: **28 N–QN3 B–B6 29 Q×KRP R–B5 30 P–N4! P–R5 31 N3–Q4 B×N 32 N×B Q–K4? (**32 ... N–B3 is better**) 33 N–B3 Q–Q3 34 R–R5 R–QB1 35 R×RP N–N3 36 Q–R5 Q–KB3 37 Q–B5 Q–B3 38 R–R7 R–B1 39 R–Q7 P–Q5 40 R×QP R–R1 41 P–QR4 1–0.**

Although this game contained some tactical errors, it is still a clear indication of the difficulties Black has to face if he tries to counter the 'minority attack' with piece play on the K-side. To be successful he must choose a plan that corresponds to the strategic demands of the position. Apart from the most logical method of advancing his KBP, which comes up against tactical difficulties as we have seen, Black can choose from the following more complicated ideas:

(1) Utilization of White's weakened QB4 square (and sometimes his K4 square also).

(2) Prevention of P–QN5 by playing ... P–QN4 whilst neutralizing the weak QBP by manoeuvring a knight to QB5.

(3) Changing the pawn structure by playing a knight to K5 and recapturing with the QP after the forced exchange on that square.

Let us now examine these three methods in turn.

1. THE STRUGGLE TO CONTROL WHITE'S QB4 SQUARE (WITHOUT ... P–QN4)

The advance of White's QNP in the 'minority attack' has the one disadvantage of weakening his QB4 square, so it is clearly good strategy for Black to occupy this square with a knight, thus protecting his possible weaknesses from a frontal attack by White's major pieces. In order to carry out this plan it is essential to exchange White's white-squared bishop, although many players pursue this idea, as an end in itself, without reference to the occupation of White's QB4 square. For example, after the moves **1 P–Q4 N–KB3 2 P–QB4 P–K3 3 N–QB3 P–Q4 4 B–N5 B–K2 5 P–K3 0–0 6 N–B3 QN–Q2 7 R–B1 P–QR3 8 P×P P×P 9 Q–B2 P–QB3 10 B–Q3 R–K1 11 0–0 N–B1 12 R–QN1** Black often plays **12 ... B–KN5** in order to exchange bishops by ... B–R4–N3. In my game against Kottnauer (1944) I continued as follows with the white pieces: **13 N–Q2!** (better than 13 N–K5 B–R4 14 KR–B1 N–N5 and Black simplifies the position.) **13 ... B–R4 14 P–QN4 B–N3 15 B×B N×B 16 B×N! B×B 17 P–QR4** and Black was already in difficulties, as his knight is too far away from the scene of battle to be able to occupy ... QB5 or ... K5 in time, whilst his bishop requires two moves to reach an active position on Q3. The game proceeded: **17 ... B–K2 18 KR–B1** (not 18 P–N5? RP×P 19 P×P P–QB4! with active play for Black, a useful tactical point well worth noting.) **18 ... R–QB1 19 Q–N3!** (preventing the above mentioned possibility) **19 ... B–Q3 20 P–N5 RP×P 21 P×P**

This is a good time to discuss the pros and cons of Black's ... P–QR3 in such situations. In this game the move was

played earlier, but Black is often faced with the difficult choice of whether to delay White's attack by this move or leave the pawn on its original square. The advantage of the move is that it leads to further simplification after P–QR4 and P–N5. However, it also entails disadvantages: it gives White the use of the open QR-file and the QN6 square in his attack against the resulting QBP, and increases indirectly the weakness of Black's QB4 square (. . . P–QN3 weakens the QRP). **21 . . . Q–N4! 22 N–B3 Q–B3 23 N–QR4!**

It is worth mentioning here that in such situations White does best not to exchange pawns too quickly, as this simplifies Black's defence. The threat is usually stronger than the execution and White can combine it with further pressure from a knight on QB5 or a rook on QR7. The game now ended: **23 . . . N–B1 24 R–B3 P–N4 25 Q–B2!** (Black was threatening 25 . . . P–N5 26 N–Q2 B×P+! 27 K×B Q×BP followed by . . . R–K3) **25 . . . P–N5 26 N–Q2 R–K3 27 N–B1 N–N3 28 R–B1 N–K2 29 Q–N3 Q–R5** (threatening . . . B×P+ and . . . . R–R3) **30 P–N3 Q–N4 31 N–N6! R–N1 32 Q–R4 Q–B4 33 Q–B2 Q–N4 34 R–R1! P–R4 35 R–R7 P–R5 36 N–Q7 R–Q1 37 R×NP P×P 38 N–B5 R–KR3 39 R×NP Q–B3 40 N–N7 R–Q2** and now **41 N×B R×N 42 Q–K2** gave White a clearly won position.

We can conclude that the exchange of white-squared bishops does not solve Black's problems unless it is linked with occupation of White's QB4 square. The following game is a good example of the correct strategy.

30 Trifunovic–Pirc

Saltsjobaden 1948, Queen's Gambit

1 P–Q4 N–KB3 2 P–QB4 P–K3 3 N–QB3 P–Q4 4 B–N5 B–K2 5 P–K3

0–0 6 R–B1 QN–Q2 7 N–B3 P–B3 8 Q–B2 R–K1 9 P–QR3 P–QR3 10 P×P KP×P 11 B–Q3 N–B1 12 0–0 P–KN3! 13 N–QR4 N–K3 14 B–R4 N–N2

A typical knight manoeuvre in this variation, enabling both the exchange of white-squared bishops and the centralization of the knight via KB4 and Q3.

15 N–B5	**N–Q2!**

And now the other knight heads for QN3 in order to control QB5.

16 B×B	**R×B**
17 P–QN4	**N–N3!**
18 P–QR4	**B–B4**
19 N–Q2	**B×B**
20 Q×B	**N–B4**
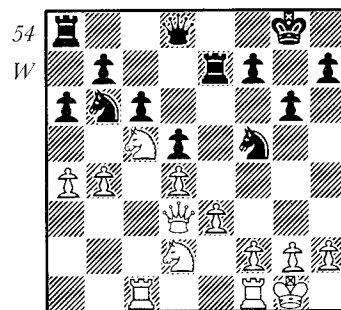
Black's plan has proved entirely successful, as . . . N–Q3 will give him complete control of White's QB4 square whilst making P–N5 more difficult to carry out. The immediate 21 P–N5 can be answered by the quiet 21 . . . RP×P 22 P×P N–Q3 or by the stronger 21 . . . BP×P! 22 P×P P–QR4. Black has the better of it.

Black's task is usually far more difficult than this example would lead us to believe, as White can strengthen his Q-side attack by playing B×KN at an appropriate moment, as we have already seen. Here is another example of this powerful plan which poses Black new problems.

31 Kotov–Pachman

Venice 1950, Queen's Gambit

1 P–Q4 P–K3 2 P–QB4 N–KB3 3 N–QB3 P–Q4 4 B–N5 B–K2 5 P–K3 0–0 6 N–B3 QN–Q2 7 R–B1 P–QR3 8 P×P P×P 9 B–Q3 R–K1 10 0–0 P–B3 11 Q–B2 N–B1 12 P–QR3

White prepares to advance his QNP without having to move his rook from the QB-file.

12 . . .	**P–KN3**
13 P–QN4	**N–K3**
14 B×N!	

An exchange which refutes once and for all the dogmatic assumption that the bishop pair is an advantage in any position.

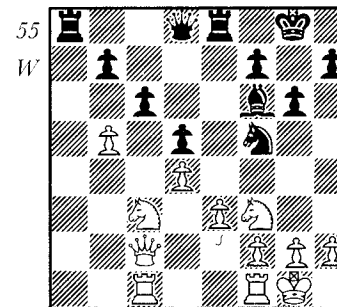|	
14 . . .	**B×B**
15 P–QR4	**N–N2**
16 P–N5	**RP×P**
17 P×P	**B–B4**
18 B×B	**N×B**

White had the advantage because Black does not have two knights with which to control White's QB4 square. Nevertheless, Black has better defensive chances than in Game 29, as his knight will be well placed on Q3. White's next move is inexact, as we have already mentioned. He should play 19 N–QR4.

19 P×P(?)	**P×P**
20 N–QR4	**R–QB1**
21 Q–B5	**N–Q3**
22 N–Q2	

White must defend his QB4 square, but this cuts out the possibility of N–K5.

22 . . .	**R–K2**
23 R–N1	**R–N2**
24 R×R	**N×R**
25 Q–R7	**N–Q3**
26 Q–R6	**Q–B2**
27 R–B1	**B–Q1!**
28 N–B5	**Q–R4!**
29 Q–Q3	**Q–N4**
30 P–N3	**B–N3**
31 R–N1	**Q×Q**
32 N×Q	**B–R4!**
33 N–N3	**B–Q1**
34 N/N3–B5	**B–K2**
35 N–Q7	**R–B2**
36 N–N8	**N–B5**

After twenty moves Black can finally carry out his main strategic idea.

37 R–R1	**R–B1**
38 N–Q7	**R–B2**
39 R–R8+	**K–N2**
40 N/7–K5	**N×N**
41 N×N	**B–Q3**
42 N–Q3	

Already Black has reached a drawn position which he could now demonstrate by . . . P–KB4, or even . . . P–KR4. However, he underestimated White's chances and lost an interesting end-game as follows: **42 . . . K–B3 43 P–N4! K–K3?** (43 . . . K–N4 44 P–R3 K–R5 and 45 . . . P–R4 was better) **44 K–N2 R–N2 45 R–K8+ K–K2 46 R–KR8! P–B3 47 P–R4! R–QN2 48 K–B3 R–KB2 49 R–K8+ K–K2 50 R–Q8 R–R2 51 N–B5+!** (a well prepared and carefully calculated move, after which the rook ending is easily won) **51 . . . K–K2 52 R–QB8 B×N 53 P×B K–Q2 54 R–KR8 K–K3 55 R–Q8! K–K2 56 R–Q6 R–R3 57 P–N5! P×P 58 P×P K–B2 59 K–N3 K–K2 60 P–B3 R–R6 61 K–B4 R–R5+ 62 K–K5 R–R6 63 R×QBP R×P+ 64 K×P R–Q6+(?) 65 K–K4 R–B6 66 P–B4 R–B8 67 R–B7+**
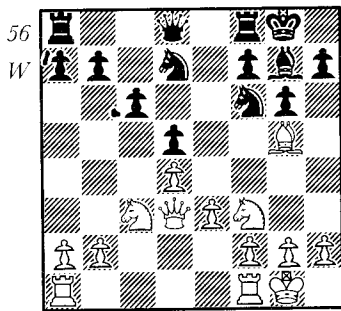
K–Q1 68 R×P R×P 69 R–KB7 1–0.

As an improvement, Black can sometimes exchange white-squared bishops more quickly, as in the following game.

32 Pachman–Ragozin

Saltsjobaden 1948, Queen's Gambit

1 P–Q4 P–Q4 2 N–KB3 N–KB3 3 P–B4 P–K3 4 N–B3 P–B3 5 P×P KP×P 6 Q–B2 P–KN3 7 B–N5 B–N2 (but not at once 7 . . . B–B4 8 Q–N3) **8 P–K3 B–B4 9 B–Q3 B×B 10 Q×B QN–Q2 11 0–0 0–0**

It is clear from the diagram what Black has achieved as a result of his timely . . . P–KN3 and . . . B–B4. His QN can go to QN3 and his KN to K5 (or K1) and Q3, controlling White's QB4 if P–QN4 should be played. In the game Botvinnik–Euwe (World Championship 1948) the continuation was 12 N–K5 Q–K1! 13 N×N Q×N 14 P–QN4 KR–K1 when a draw was agreed. If 15 P–N5 N–K5 and if 15 B×N B×B 16 P–N5 P–B4! etc.

12 QR–N1	**Q–K2**
13 KR–B1	**Q–K3!**

Threatening . . . N–K5.

14 N–Q2	**KR–K1**
15 B×N!	**B×B**
16 P–QN4	**QR–B1**

17 P–N5?	**P–B4!**
18 P×P	**N×P**

Suddenly it is Black who has the advantage, as 19 Q×QP? fails to 19 . . . B×N 20 Q×Q N×Q etc. This means that 17 P–N5? was premature, and we shall see later how White can prepare this move more effectively. In the actual game White only just managed to save himself by an unusual defensive manoeuvre. **19 Q–B1! P–Q5! 20 P×P B×P 21 R–K1! Q–B4 22 N–K2!** (this comical shut-out of White's queen is the only defence) **22 . . . B–B3 23 N–QB4! N–K5** (23 . . . N–Q6 24 N–N3) **24 N–N3 N×N 25 R×R+ R×R 26 RP×N B–Q5 27 R–Q1** (27 N–Q6? B×P+) **27 . . . Q–B4 28 N–R5 R–Q1 29 R–Q2 Q–B2 30 N–N3 B–N3 31 R×R+ Q×R 32 Q–K2** and the game was drawn on move 60.

This accelerated exchange of the white-squared bishops is only possible, however, after a certain move order. In other variations Black must look for other ways to achieve control of White's QB4 square. One such attempt is seen in the following game.

33 Filip–Fichtl

Match 1951, Queen's Gambit

1 P–QB4 P–K3 2 P–Q4 P–Q4 3 N–QB3 N–KB3 4 B–N5 B–K2 5 N–B3 0–0 6 P–K3 QN–Q2 7 R–B1 P–QR3 8 P×P P×P 9 B–Q3 R–K1

Black wastes no time playing . . . P–B3, and immediately begins regrouping both his knights.

10 Q–B2	**P–KN3**
11 0–0	**N–N3**(*57*)
12 N–Q2	

The apparently strong continuation 12 N–K2 P–B3 13 N–N3 can be countered by 13 . . . N–K5! e.g. 14 B–KB4 B–Q3! 15 B×N P×B 16 N×P B×B 17 P×B when White's extra pawn

is offset by his weak pawns on Q4 and KB4.

12 . . .	**N–R4!**
13 B×B	**R×B**
14 N–N3	**N–N2**
15 N–B5	**P–QB3**

White has no prospects of carrying out a minority attack because he cannot prevent the manoeuvre . . . B–B4 in conjunction with . . . N–(N2)–B4–Q3.

16 QR–K1

So White switches plans, but his intended break-through in the centre is rarely effective in such positions.

16 . . .	**B–B4**
17 B×B	**N×B**
18 Q–Q3	**Q–Q3**
19 P–K4?	**P×P**
20 N3×P	**Q–B2**

White's QP is now a serious weakness and Black managed to exploit this advantage by accurate play as follows: **21 N–B6+ K–N2 22 R×R Q×R 23 N–R5+ K–B1 24 N–KN3 N×N 25 RP×N N–Q4 26 Q–N3 P–N3 27 N–Q3 P–QR4 28 R–QB1 R–QB1 29 N–K5 Q–Q3 30 P–R3 K–N2 31 Q–B4 R–B2 32 Q–R6 P–QB4 33 N–B4 Q–K3 34 R–Q1 Q–K7 35 R–KB1 P×P 36 P–N3 P–Q6 37 N×NP? N×N?** (37 . . . Q×R+! won at once) **38 Q×N R–Q2 39 Q–QB6 Q–K2 40 Q–B3+ P–B3 41 R–Q1 P–Q7 42 K–B1 Q–Q3 43 P–KN4 Q–R7 33 Q–R3 Q–K4 45 Q–K3 Q×Q 46 P×Q R–Q6 47 P–N4**

R×KP 48 P×P R×P 49 R×P R×P and Black won on move 84.

Once again in this game White committed the strategic error of refusing to exchange his QB for Black's KN at the appropriate moment. Black's task was much harder in the next game.

34 Pachman–Podgorny

Prague 1950, Queen's Gambit

(The first eleven moves as in the previous games)

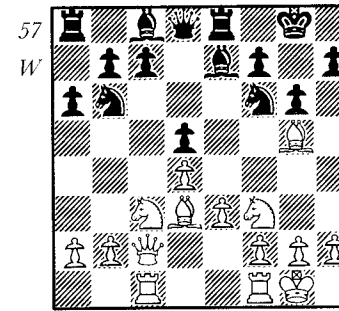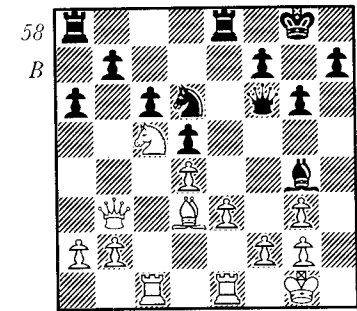**12 B×N! B×B 13 N–K2 P–B3 14 N–Q2 B–N5 15 N–KN3 N–B1 16 N–N3 N–Q3 17 N–QB5 B–R5!**

Correctly recognizing that the two bishops have no significance here, as the 'good' bishop in particular has no scope.

18 KR–K1	**B×N**
19 RP×B	**Q–B3**

Threatening 20 . . . B–B4.

20 Q–N3

White's last move prevents 20 . . . B–B4 which would be answered by 21 B×B Q×B 22 N×NP! R–N1? 23 N×N. Nevertheless, the minority attack is now out of the question and White has only a slight pressure on the Q-side. After the correct 20 . . . QR–N1 Black would certainly be able to hold the position, but instead he makes an instructive mistake.

20 . . .	**P–QN4?**

We shall see in the next section that such a move may well be considered when White has played P–QN4 himself, but so long as White is in a position to guard his QB4 square with P–QN3, then the move only leads to a serious weakening of the QBP. The rest of the game is just a matter of technique and ended as follows: **21 Q–B2 K–N2 22 Q–B3 N–K5 23 B×N P×B 24 N–N7! B–Q2!** (if 24 . . . QR–B1 25 P–Q5 P×P 26 Q×Q+ K×Q 27 N–Q6 wins) **25 Q–N4 P–KR4 26 Q–Q6 Q×Q 27 N×Q R–K2 28 N–N7 P–R4** (if 28 . . . B–K3 29 N–R5) **29 N–B5 B–K3 30 N×B! R×N 31 R–B5 R–R3 32 R1–QB1 R–N3 33 K–B1 K–B3 34 K–K2 K–K2 35 P–B3 P×P+ 36 P×P P–B4 37 K–Q3 K–Q2 38 R/1–B2 R–Q3 39 P–N3** (to have the pawn break P–QR4 available) **39 . . . R–N1 40 P–K4 P×P+ 41 P×P R–B3?** (even the better 41 . . . R–KB1 would lose after 42 P–K5 R–K3 43 K–K4! e.g. 43 . . . R–B4 44 P–R4 P×P 45 P×P R–N4 46 R×RP R–N5+ 47 K–Q3 R×P+ 48 K–B4 and White wins in view of his actively placed pieces; or here 43 . . . R–B8 44 R–K2! followed by 45 P–Q5) **42 P–K5 R–K3 43 K–K4 P–N4 44 P–Q5 P×P+ 45 R×P+ K–K1 46 K–B5 R–K2 47 R–R2 R–B2+ 48 K×P K–K2 49 R×RP R–N1+ 50 K–R4 R–B7 51 R–N5 R–R1+ 52 K–N4** and White won on move 75. Despite White's success in this game, the system adopted by Black is enough for equality. In other words, it is a sound defensive idea in minority attack situations to fight for control of White's QB4 square.

2. THE . . . P–QN4 COUNTER

The second way that Black can combat the minority attack is to play . . . P–QN4 at an appropriate moment. As we saw from the last game, however,

Black must at least wait until White himself has played P–QN4, giving us the pawn structure of our next diagram.

59
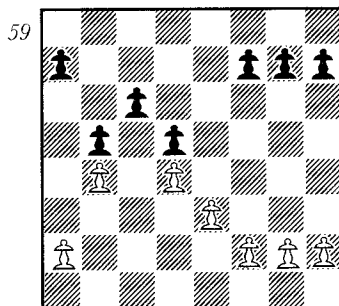
Black's main aim, of course, is to occupy his QB5 with a knight, his main weakness being the QBP which can be attacked by a knight on K5 or by a rook down the QB-file, or even in some circumstances, after a possible pawn break in the centre by P–K4, the QBP may be under fire from a bishop on K4 or KB3. White can also utilize the weakness of Black's own QB4 square and plant a knight there. A further strategic possibility for White is to open the QR-file by a timely P–QR4 (sometimes played before Black's . . . P–QN4) giving us our next pawn structure.

60
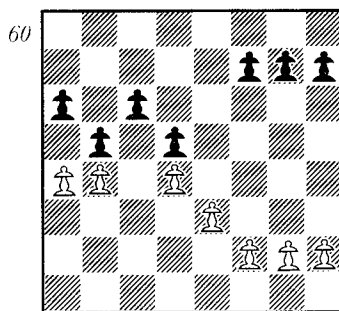
Black's QRP is on QR3 in order to recapture with this pawn if necessary, yielding White the open QR-file. However, the weakness of White's QNP is an important factor here, as Black can easily attack it by moves such as . . . B–Q3, . . . Q–K2 and . . . R–QN1. It is clear from all this that in view of White's various possibilities, Black must examine the resulting situation very carefully before he decides to play such a committal move as . . . P–QN4.

Our first example shows us Black choosing the wrong moment to play the move.

35 Filip–Jezek

Marianske Lazne 1951, Queen's Gambit

1 P–Q4 P–Q4 2 P–QB4 P–K3 3 N–QB3 N–KB3 4 P×P P×P 5 B–N5 B–K2 6 P–K3 P–B3 7 Q–B2 QN–Q2 8 B–Q3 N–B1

This move is occasionally played before castling but has its disadvantages.

9 N–B3	**N–K3**
10 B×N!	

This exchange is advantageous in almost all positions, but surprisingly enough until recent times the automatic B–R4 was invariably played.

10 . . .	**B×B**
11 0–0	**P–KN3**
12 P–QN4	**0–0**
13 N–Q4	**P–QR3**
14 N–B5	**Q–K2**
15 QR–N1	**N–N2**

Although it is difficult for Black to choose a move like . . . P–N3, it is probably his best chance here. The routine move in the game turns out to be too slow.

16 P–QR4	**P–QN4?** *(61)*

Black is following the correct strategic plan of occupying his QB5 with a knight, but tactical circum-

61
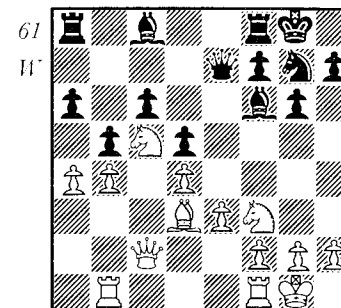
stances are against it because White's pressure down the QR-file gives him a winning Q-side attack. The white knight on QB5 plays a vital part in all this.

17 N–Q2	**N–B4**
18 N2–N3	**N–Q3**
19 R–R1	**B–Q2**
20 R–R2!	**N–B5**
21 KR–R1	**QR–N1**
22 P×P	**RP×P**
23 R–R7	**KR–Q1**
24 R1–R6	

The infiltrating rooks completely cripple Black's position. The game ended: **24 . . . Q–K1 25 R–B7 B–K2 26 R6–R7 B×N 27 N×B N–N3 28 N×B R×N 29 R×R N×R 30 Q×BP N–N3 31 Q×Q+ R×Q 32 N–N7 N–B5 33 R×NP R–R1 34 P–N3** and White won on move 53.

Now let us see a correct use of the P–QN4 plan.

36 Pachman–Averbach

Saltsjobaden 1952, Queen's Gambit

1 P–Q4 N–KB3 2 P–QB4 P–K3 3 N–KB3 P–Q4 4 B–N5 B–N5+ 5 N–B3 P–KR3 6 B×N Q×B 7 P×P P×P 8 R–B1 (8 Q–R4+ seems best) **0–0 9 P–QR3 B×N+ 10 R×B P–B3 11 P–K3 R–K1 12 B–K2 P–QR4!**

An important tactical point which often occurs in such positions. When

White now plays P–QN4, Black will be able to open the QR-file and at the same time isolate White's QNP, all ideal preparation for . . . P–QN4

13 0–0   B–N5

After 13 . . . P–R5 the weakness of this pawn would sooner or later force Black to play . . . P–QN4, when it is not certain that Black could manoeuvre his knight to QB5 in time.

14 P–QN4   P×P
15 P×P   N–Q2
16 Q–N3
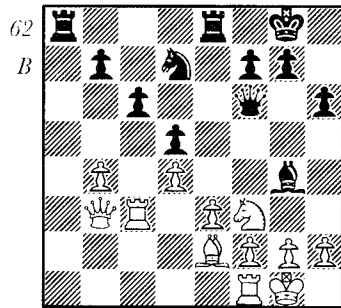
The immediate 16 P–N5? fails to 16 . . . P–B4, but 16 Q–B2 offered more prospects, as after 16 . . . B–B4 17 Q–N3 White would avoid the exchange of his knight which could then come into play later via K5 if Black played . . . P–QN4.

16 . . .   P–QN4!

This well-timed advance gives Black immediate equality.

17 KR–B1   R–K3
18 Q–N2

After 18 N–K5 B×B 19 N×N Q–K2 20 N–K5 B–B5! we would have the rare case of a bishop occupying QB5 instead of a knight. The text move leads to the exchange of the major pieces on the QR-file, essential if White is to avoid disadvantage. The game ended: **18 . . . B×N! 19 B×B N–N3 20 R–R3 R/3–K1**

21 R×R R×R 22 R–R1 Q–Q1 23 P–R3 ½–½.

We can now summarize the conditions for the successful use of . . . P–QN4 against the minority attack:

(1) active protection of the weak QBP (move 17 of the above game)
(2) occupation of the QR-file or at least the ability to neutralize White's pressure down this file.
(3) rapid transfer of a knight (or exceptionally a bishop, as mentioned in the note to move 18 of the above game) to White's QB4 square.

Returning, as promised, to game 32, let us examine the position when White made the mistake of playing 17 P–QN5? too early. Suppose White were to prepare this advance by the better **17 Q–B2 B–N2 18 Q–N3,** then Black could well reply **18 . . . P–QN4!** giving us our next diagram.
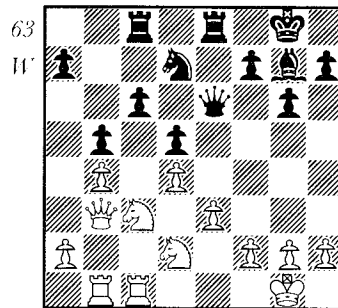

Black stands well. His knight can go to QB5 via QN3, his bishop can attack the QNP from KB1 and his KBP is ready to advance to KB5 as the prelude to a K-side attack.

In short, the move . . . P–QN4 is extremely committal but under certain circumstances is the most promising defence available to Black in his fight against the minority attack.

3. THE TRANSFER OF BLACK'S QP TO K5

One of the most common ideas used against the minority attack is for Black to play his knight to K5, when White is practically forced to exchange this strongly centralized piece. Black recaptures with the QP, giving us the following pawn structure:
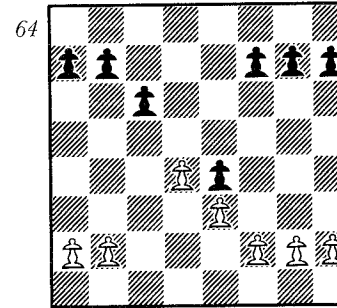

This transfer of the QP to K5 increases Black's K-side attacking chances by creating more space and restraining the white pawns, as well as freeing the Q4 square for Black's pieces. However, he loses control of White's QB4 square. White's strategic plan is to play P–QN4–5 when . . . P×P yields him a protected passed QP.

Here is a simple example of this plan, with Black playing the minority attack.

37 Ivkov–Fischer

Santa Monica 1966, Queen's Pawn

1 P–Q4 N–KB3 2 N–KB3 P–KN3 3 P–KN3 B–N2 4 B–N2 0–0 5 0–0 P–Q3 6 N–B3 P–Q4 7 N–K5 P–B3 8 P–K4 B–K3 9 P×P P×P 10 N–K2 N–B3 11 N–KB4 B–B4 12 P–B3 B–K5 13 B–R3 Q–B2 14 N4–Q3 B×N 15 N×B P–K3 16 B–B4 Q–Q1 17 R–K1 R–K1 18 B–N2 N–Q2 19 P–KR4 P–KR4 20 B–B3? (better 20 P–R4) **20 . . . P–QN4! 21 P–R3 P–R4 22 Q–K2 R–QB1**
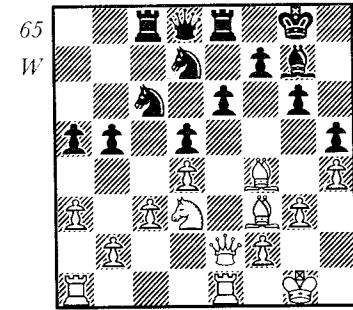
As the attentive reader will realize, White could now kill the minority attack by 23 P–QN4! with an equal game, but instead decided to alter the pawn structure by playing **23 B–Q6 Q–N3 24 B–K5 N2×B 25 N×N N×N 26 P×N.** However, despite the opposite-coloured bishops, Fischer now gained a decisive advantage with **26 . . . P–N5! 27 RP×P P×P 28 Q–K3** (28 P×P is not much better, as 28 . . . Q×NP leaves both the QNP and KP weak) **28 . . . Q×Q 29 R×Q P×P 30 P×P R–B4 31 B–K2 R1–QB1 32 R–R3 B–B1 33 R–N3 B–K2 34 K–N2 B–Q1!** (aiming for QR4 when the QBP falls) **35 B–R6 R–R1 36 R–B3 B–B2!** (if 36 . . . R×B 37 R–N8) **37 R–N5 R–B5 38 B–N7 R–R6 39 R–K3 K–N2 40 B–B8 R6×P 41 R–K1 R–B7 42 B–Q7 0–1.**

White resigned without resuming play.

Naturally such an advance is not always easy to carry out, as the changed pawn structure gives Black more manoeuvring room in the centre. Consider the following game.

38 Ragozin–Kotov

Moscow 1947, Queen's Gambit

1 P–Q4 P–Q4 2 P–QB4 P–K3 3 N–QB3 N–KB3 4 B–N5 B–K2 5 P–K3 QN–Q2 6 N–B3 0–0 7 R–B1 P–QR3 8 P×P P×P 9 B–Q3 P–B3 10 0–0(?)

A tactical mistake which allows Black to free his game at once. After 10 Q–B2 R–K1 11 0–0 Black could not play 11 . . . N–K5? because of 12 B×N winning a pawn.

10 . . .   N–K5!
11 B–KB4

Or 11 B×B Q×B 12 B×N P×B 13 N–Q2 N–B3 when again White has lost his advantage, as Black can play his QB to KB4 or play . . . P–QN3 and . . . B–QN2 in some cases.

11 . . .   N2–B3
12 N–K5   B–Q3
13 N×N   P×N
14 B–N1   B–K3!
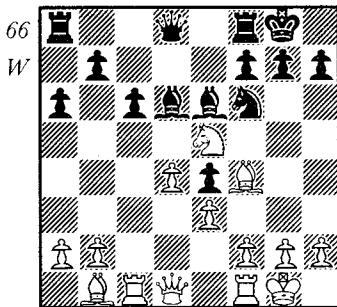
Now Black can obtain a good game by posting his problem bishop on Q4, because White has no time to carry out a Q-side pawn advance.

15 B–N3   B–Q4
16 B–R4   B–K2
17 B–N3   N–K1!
18 Q–B2   N–Q3

Already Black is threatening to win the knight by . . . P–B3, so White must quickly attack the centre.

19 P–B3   P–B3
20 N–N4   R–K1
21 N–B2   P–KB4
22 P×P   N×P
23 B–K5   B–N4!

Black's pieces are now so actively placed that White is compelled to seek

safety in exchanges. The game ended: **24 N×N P×N 25 Q–K2 Q–Q2 26 P–KN3 Q–K3 27 P–KR4 B–K2 28 R–KB4 B–Q3 29 B×B Q×B 30 R/1–B1** ½–½.

Finally, one more example of this type of pawn structure.

39 Stahlberg–Gligoric

Match 1949, Queen's Gambit

1 P–Q4 P–Q4 2 P–QB4 P–K3 3 N–QB3 N–KB3 4 B–N5 B–K2 5 P–K3 QN–Q2 6 N–B3 0–0 7 R–B1 P–B3 8 B–Q3 P×P 9 B×BP N–Q4 10 B×B Q×B 11 0–0 N×N 12 R×N P–K4 13 Q–B2 P–K5 14 N–Q2 N–B3 15 KR–QB1

A casual move. 15 R–N1! was more exact, preparing at once the advance of the Q-side pawns.
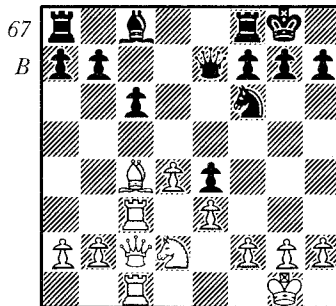
15 . . .   K–R1!

The tactical idea of this move is to play 16 . . . B–K3 when 17 N×P B–B4 cannot be answered by 18 N×N giving check. White has the better game after 15 . . . B–B4 16 P–QR3 QR–Q1 17 P–QN4 P–QR3 18 B–N3! KR–K1 19 R–B5 (Pirc–Germek, 1947).

16 P–QR3?

This slow preparation for P–QN4 gives Black excellent counterplay. White should advance the QNP at once, as 16 . . . Q×P 17 N×P B–B4 18

B–Q3 N×N 19 B×N B×B 20 Q×B ensures him a small but lasting initiative, with open lines on the Q-side and a strong central position.

16 . . .   B–K3
17 B×B   Q×B

Black has simplified the position to his advantage, and his threat of . . . N–Q4 followed by . . . P–KB4 with good play on the K-side forces White to change his plans on the Q-side.

18 R–N3   KR–N1!

The best defence! After 18 . . . QR–N1? 19 Q–B5! P–QR3 20 R×P! wins, and after 18 . . . Q–K2 19 Q–B5 is unpleasant for Black.
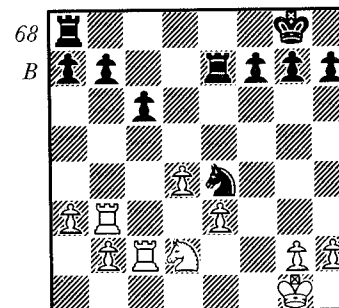
19 P–B3

It is essential for White to improve the placing of his pieces before Black's QR becomes active by . . . P–QR4–5 and . . . R–R4.

19 . . .   P×P
20 N×P   N–K5
21 Q–B4   Q×Q
22 R×Q   R–K1
23 R–B2

Not of course 23 R×NP? N–Q3

23 . . .   R–K2
24 N–Q2

Black is faced with an interesting strategic decision of whether or not to exchange knights.

24 . . .   N×N?

The wrong choice! This allows White

a free hand to carry out a delayed Q-side action, because his only weakness, the KP, can be protected by his king. The alternative 24 . . . N–Q3! would on the other hand hold up White's Q-side advance whilst at the same time offering various tactical threats on the opposite side (. . . N–KB4). In the actual game Black finally managed to draw, but only with difficulty, as follows: **25 R×N R–Q1 26 K–B2 P–KN3 27 R–B3 K–N2 28 P–QN4 P–KB4 29 P–N3 K–B3 30 P–QR4 R–Q4 31 R–N2 K–K3 32 P–N5 K–Q3** (after the exchange of pawns Black's QRP would be weak) **33 P×P P×P 34 R–N8 R–R4 35 R–B4 K–Q4 36 R4–N4 K–Q3 37 R–Q8+ K–B2 38 R–QR8 K–Q3 39 R–QB8 R–QB2 40 R–Q8+ K–K2 41 R–KR8 K–Q3 42 K–B3 K–K3 43 R–K8+ K–Q3 44 R–B4 R–Q4** (44 . . . P–B4? 45 R–Q8+ K–K3 46 P–Q5+, or here 45 . . . K–K2 46 R–Q5 etc.) **45 R–Q8+ R–Q2 46 R–KR8 P–B4 47 P×P+ R×P 48 R–Q4+ R–Q4 49 R–KR4 K–K4!** (49 . . . P–R4? 50 R–KN8) **50 R4×P R×R 51 R×R R–QR4 52 R–R4 P–N4 53 R–QB4 P–N5+ 54 K–K2 R–R3 55 R–B4** (or 55 K–Q3 R–Q3 56 R–Q4 R–R3 57 R–Q7 R–R3) **55 . . . R–QN3!** (better than 55 . . . R–R3 56 P–K4 R×P 57 K–K3) **56 R–B4** ½–½.

We may draw the following conclusions from the above games: The transfer of Black's QP to K5 is usually advantageous when several pieces remain on the board, as in Game 38, giving Black attacking chances on the K-side. White on the other hand has good prospects with Q+2R's+N versus Q+2R's+B (white-squared), or Q+2R's+B+N on both sides (again white-squared bishops). With the major pieces and one knight on each side, White's chances are reduced, even if he manages to eliminate the major pieces. On the other hand, the presence

of major pieces alone makes Black's defence more difficult, as we saw in the last game. Of course we must emphasize once again that these general principles, whilst valid in most cases, should not be applied blindly without reference to the individual characteristics of each position. As with all chess strategy, concrete analysis of specific variations is indispensable.

To conclude our treatment of this theme, let us consider the case when the defence leaves the QBP on its original square. Usually such a pawn is weaker here, as the open QB-file can be used by the attacker to exert strong pressure on it. In the following game it is Black who has the minority attack which he pursues in the usual way, despite the fact that White's QBP remains on QB2 until the very end.

40 Platonov–Petrosian

USSR 1970, Pirc Defence

1 P–K4 P–KN3 2 P–Q4 B–N2 3 N–QB3 P–Q3 4 B–QB4 P–QB3 5 N–B3 N–B3 6 0–0 P–Q4 7 P×P P×P 8 B–K2 0–0 9 R–K1 B–B4 10 N–K5 QN–Q2 11 B–KB4 R–B1 12 B–Q3 B×B 13 Q×B P–K3 14 QR–Q1 Q–N3 15 N×N N×N 16 B–B1
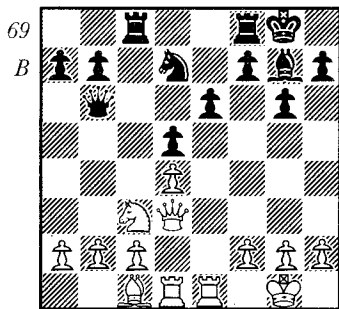
| 16 ... | Q–B3! |

Black prepares to play . . . P–QN4 without having to precede this with . . . P–QR3 because of the pressure down the QB-file. White should try to prevent this advance by playing 17 R–K2 P–QR3 18 P–QR4, but he goes in for an imaginary attack on the K-side.

17 Q–R3?	P–QN4
18 P–R3	P–QR4
19 R–Q2	

Now 19 R–K2 would have the serious disadvantage of blocking a retreat square for his knight which would have to go to QN1 after . . . P–N5. So Platonov elects to block in his bishop, so that the knight can go to K3 via Q1.

19 ...	P–N5
20 P×P	P×P
21 N–Q1	R–R1!

It is remarkable to see how quickly White's position now collapses. Note that . . . N–N3 would have been less effective, as this knight is required on K5.

22 N–K3	N–B3!
23 R–Q3	N–K5
24 R1–Q1	

The alternative 24 P–KB3 would shut off White's queen from the Q-side, and 24 . . . N–Q3 followed by 25 . . . N–N4 is a strong reply.

| 24 ... | R–R8 |
| 25 Q–R4 | Q–N3 |

There is no defence now. Black threatens 26 . . . B×P! 27 R×B R×B winning. If 26 P–QB3 R–QB1 and if 26 P–KB3 B×P! 27 P×N R×B wins.

| 26 N–N4 | P–R4 |
| | 0–1 |

White loses material after 27 N–K5 B–B3! e.g. 28 Q–B4 B–N4 or 28 Q–R3 B×N.

3 Strategic Points

We devoted the bulk of Volume 1 to an examination of the pieces, showing how the effectiveness or otherwise of a single piece can often influence the character of the whole position. In practical play it frequently happens that a seemingly less important factor, namely the control of one or more squares on the board, can prove decisive in determining our strategic plan. We call such important squares 'strategic points.' In our chapter on the minor pieces in Volume 1, we have already pointed out how vital it is to have a strategic point for a knight. In some cases the possession of a single strategic point ('operation base') was enough to win the game, as we saw in Botvinnik–Donner (Game 30, Volume 1). We have also seen the importance of strategic points in the centre from where our pieces can dominate the board (Chapters 12 and 13, Volume 2).

In the present chapter we divide our material into three parts:
(1) Forward posts
(2) Advanced pawns
(3) Weak squares

1. FORWARD POSTS

One of the most important ways of achieving an advantage is to penetrate into the enemy position with our pieces, winning material or restricting the effectiveness of our opponent's pieces. It is well known, for example, that one of the major aims of controlling an open-file is to penetrate with our rooks to the seventh or eighth rank, usually resulting in a decisive advantage. The infiltration of a minor piece may have little significance if it is of a temporary nature and the piece can be driven away. However, a strongly posted piece can often exert a decisive influence, preventing the free movement of the enemy pieces (in particular the rooks), attacking weak points, increasing the positional pressure and sometimes bringing about a combinative finish.

It is difficult to give general rules about how to create strategic points and occupy them with pieces. It seems best to give examples illustrating the possibilities open to the attacker.

41 Lasker–Capablanca

St. Petersburg 1914, Ruy Lopez

1 P–K4 P–K4 2 N–KB3 N–QB3 3 B–N5 P–QR3 4 B×N QP×B 5 P–Q4 P×P 6 Q×P Q×Q 7 N×Q B–Q3 8 N–QB3 N–K2 9 0–0 0–0 10 N–N3 R–K1 11 P–B4 P–B3(?) 12 P–B5!?(70)

A surprising move by which White gives himself a backward KP, crippling his own K-side pawn majority, and yields Black a strong-point on K4. Lasker's idea is to limit the activity of Black's QB and to prepare the development of his own bishop. At the same time he has his eye on the K6
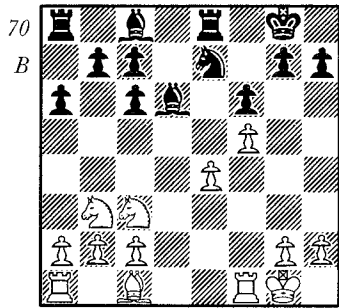
square which he hopes to control later by moves such as N–Q4 and N/3–K2–B4.

12 ...   P–QN3(?)

Capablanca fixes his sights on White's KP which he intends to attack by ... B–QN2. However, this only weakens his K3 square further. He should play 12 ... B–Q2 with an even game, or he could try Reti's interesting idea 12 ... P–KN4 e.g. 13 P×P ep N×P 14 R×P B–K4 15 R–B1 B×N 16 P×B R×P etc.

13 B–B4   B–N2?

He could still change plans and play 13 ... B×B! 14 R×B B–Q2 followed by ... QR–Q1 and ... N–B1.

14 B×B   P×B

It seems that Black has improved his pawn position but in reality his QP will become a serious weakness.

15 N–Q4	QR–Q1
16 N–K6	R–Q2
17 QR–Q1	N–B1
18 R–B2	P–QN4
19 R2–Q2	R2–K2
20 P–QN4	K–B2
21 P–QR3	B–R1
22 K–B2	R–R2(71)

White's strongly posted knight is blocking Black's pressure down the K-file and also aiming at various points in Black's camp, such as the KNP, However, White must open up the
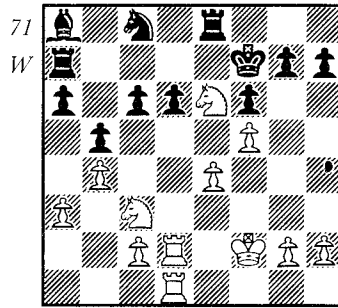
position on the K-side if he is to exploit this advantage.

| 23 P–N4! | P–R3 |
| 24 R–Q3 | P–QR4(?) |

Black can do nothing with the open QR-file which in fact is later used by White. However, if necessary White could always open the file himself with P–QR4.

25 P–KR4	P×P
26 P×P	R2–K2
27 K–B3	

Lasker could play 27 R–KN1 threatening 28 P–N5, but wishes to activate his king first.

27 ...	R–N1
28 K–B4	P–N3
29 R–KN3	P–N4+

White would also have a clear advantage after 29 ... P×P 30 KP×P followed by N–K2–Q4 and R–KN1, when his K-side pawn majority becomes mobile, Nevertheless, even this line was better than the text continuation which gives Black a hopeless game.

30 K–B3!

Following the well-known principle of occupying a file (here the KR-file) before opening it. Of course, 30 P×P RP×P+ 31 K–B3 R–R1 would be weaker.

30 ...	N–N3!
31 P×P	RP×P
32 R–R3!	

Lasker will not be diverted from his logical plan by capturing an unimportant pawn. Indeed after 32 R×P N–B5 and 33 ... R–R1 Black would have counterplay.

32 ...   R–Q2

Not 32 ... N–B5 33 R–R7+ K–K1 34 R–QR1! B–N2 35 N–B7+ K–Q2 36 R×R+ K×R 37 R–R7 R–QN1 38 N–R6 and White wins by exploiting the QR-file which Black opened up for him.

33 K–N3!

Preparing the central break-through by P–K5 which decides the game in a few moves.

33 ...	K–K1
34 R1–KR1	B–N2
35 P–K5!	QP×P
36 N–K4	N–Q4
37 N6–B5	B–B1

The rook dare not move, as White then wins a piece by 38 N×B (38 ... R×N 39 N–Q6+).

38 N×R	B×N
39 R–R7	R–B1
40 R–QR1	K–Q1
41 R–QR8+	B–B1
42 N–B5	1–0

42 E. Richter–Paoli

Trencianske Teplice 1949, Queen's Gambit

1 P–Q4 P–Q4 2 P–QB4 P–K3 3 N–QB3 P–QB3 4 N–B3 N–B3 5 P–K3 P×P! 6 B×P P–QN4 7 B–Q3 P–QR3 8 0–0 P–B4 9 Q–K2

We have reached a position in the Queen's Gambit accepted with Black a tempo down.

| 9 ... | B–N2 |
| 10 P×P | Q–R4 |

Not 10 ... B×P? 11 B×NP+ etc.
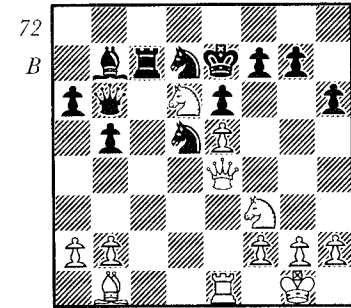
| 11 P–K4 | B×P |
| 12 P–K5 | N–Q4 |

| 13 N–K4 | B–K2 |
| 14 B–KN5! | |

A typical move in such positions, removing the piece guarding Black's Q3. If now 14 ... 0–0 15 B×B N×B 16 N3–N5! gives White a winning K-side attack.

14 ...	Q–N3
15 B×B	K×B
16 QR–B1	N–Q2
17 B–N1	P–R3
18 KR–K1!	

As we shall see later, this move too is a vital part of the occupation of the Q6 square.

18 ...	QR–QB1
19 R×R	R×R
20 N–Q6	R–B2
21 Q–K4!	

By simple moves White has obtained a decisive advantage. His knight on Q6 restricts Black's pieces and now his queen threatens to enter the attack via KR7 or KR4.

21 ...   Q–B4

We can see the point of White's 18 KR–K1 in the line 21 ... N×P? 22 N–B5+! P×N 23 Q×N+ etc. After 21 ... N–B1 White wins quickly by 22 Q–KR4+ P–B3 23 P×P+! N×P (23 ... K×N 24 Q–N3+ and 25 P×P) 24 N–B5+ K–B2 (24 ... K–Q1 25 N×NP) 25 N–K5+ etc.

22 N×B

The simplest way to win material, but 22 Q–KR4+! P–B3 23 P×P+! would also win quickly.

22 ...	R×N
23 Q–R7	Q–N5
24 Q×NP	Q–KB5
25 B–K4!	

Suddenly Black's queen is in difficulties, as White threatens both 26 P–KN3 and 26 B×N.

25 ...	P–KR4
26 B×N	R–B2

Or 26 ... P×B 27 P–K6 wins.

27 P–KN3	Q–KN5
28 N–N5	1–0

43 Reti–Rubinstein

Carlsbad 1923, Reti System

1 N–KB3 P–Q4 2 P–KN3 N–KB3 3 B–N2 P–KN3 4 P–B4 P–Q5 5 P–Q3 B–N2 6 P–QN4! 0–0 7 QN–Q2 P–B4 8 N–N3 P×P 9 B–N2! (if 9 QN×P P–K4!) 9 ... N–B3 10 QN×P N×N 11 B×N P–N3 12 P–QR3 (12 N–Q2? Q×B 13 B×R N–N5) 12 ... B–N2 13 B–N2 P×P 14 R×P Q–B2 15 Q–R1 N–K1 16 B×B N×B 17 0–0 N–K3 18 KR–N1

White now threatens to capture the QRP.

18 ...	B–B3
19 P–Q4!	

The first step in the creation of a strategic point on QB6.

19 ...	B–K5
20 R–Q1	P–QR4(?)

In his desire to guard his QRP, Black weakens his QNP. Not of course 20 ... Q×BP 21 N–Q2 winning.

21 P–Q5	N–B4
22 N–Q4	B×B
23 K×B	KR–Q1
24 N–B6	R–Q3(73)

As is often the case in such positions, White must exploit his space advantage without loss of time before Black can equalize by ... N–N2–Q1 driving the
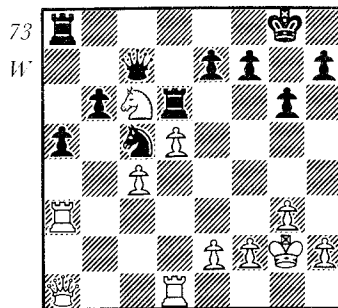
knight away. Note that the direct advance of the KP by 25 P–B3 P–B3 26 P–K4 would be answered by 26 ... P–K4!

25 R–K3!	R–K1

The variation 25 ... P–K3 26 N–K5! P×P 27 N–N4 shows us how quickly White's knight can switch from one side to the other.

26 Q–K5	P–B3
27 Q–N2	P–K4
28 Q–N5	K–B2
29 R–QN1	N–Q2
30 P–B3	R–QB1

Threatening ... N–N1.

31 R–Q3!	P–K5!?

Black sacrifices a pawn for counterplay. 31 ... N–N1? would fail to 32 P–B5! and after 31 ... R–K1 32 P–K4 R–QB1 33 P–R4 P–R4 34 P–B4 White would break through on the K-side.

32 P×P	N–K4
33 Q×P!	N×N
34 P–B5!	

Not of course 34 P×N? R×P drawing.

34 ...	R–Q2
35 P×N	R×R
36 Q×Q+	R×Q
37 P×R	

and White won on move 50.

Sometimes a forward-posted bishop can be just as effective as a knight, as our next two games show. In the first

one the bishop takes part in an attack on the king whilst helping with the central break-through, whereas in the second one the bishop hinders the co-operation of White's pieces and creates tactical threats in conjunction with the QNP.

44 Filip–Euwe

Rotterdam 1955, English Opening

1 P–QB4 N–KB3 2 P–KN3 P–K3 3 B–N2 P–Q4 4 N–KB3 P×P 5 Q–R4+ B–Q2(?) 6 Q×BP B–B3 7 0–0 QN–Q2 8 Q–B2 B–K2 9 N–B3 0–0 10 R–Q1 N–N3 11 P–K4 Q–B1 12 P–Q4 R–Q1 13 B–B4 B–K1 14 P–QR4! P–QR4 15 N–QN5 B×N 16 P×B N–K1 17 QR–B1 B–Q3 18 B–N5! P–KB3 19 B–K3 Q–Q2 20 B–R3!

Thus White forces the win of the KP for his QNP, because ... Q–K2 or ... Q–B2 are both answered by the strong Q–N3 e.g. 20 ... Q–K2 21 Q–N3 K–B2 22 P–Q5 P–K4 23 B–K6+ K–B1 24 N–R4 etc.

20 ...	Q×P
21 B×P+	K–R1
22 P–Q5!	
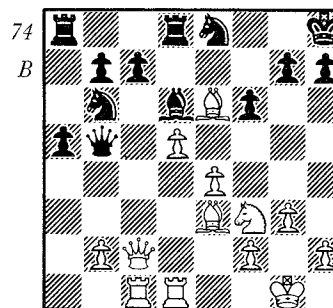
At first sight this move appears to weaken White's central pawn position, but in reality Black still cannot prevent a break-through by P–K5. This will open up lines against Black's king

which is already hemmed in by White's KB.

22 ...	N–Q2
23 B–Q4	P–R5

The attempt to drive away the powerful bishop by 23 ... N–B1 fails to 24 P–K5! N×B 25 P×N B×P 26 B×B P×B 27 N–N5 winning.

24 R–K1	P–R6
25 P–K5!	B–K2

The *zwischenzug* 25 ... P×NP 26 R–N1 does not alter the situation much, and after 25 ... N×P 26 B×N B×B 27 R×B! P×R 28 N×P. Black cannot avoid heavy material loss e.g. 28 ... P–KN3 29 N–B7+ K–N2 30 Q–B3+ N–B3 31 N×R R×N 32 Q×P+.

26 P×BP	B×P
27 B×B	N2×B
28 P×P	R×RP
29 N–K5	N–Q3
30 Q×BP	
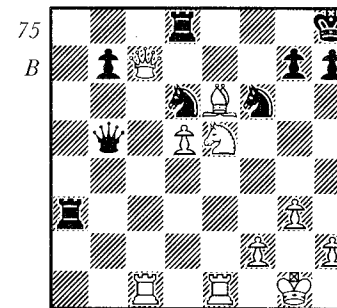
White's powerfully posted minor pieces give him the opportunity for an elegant finish. If now 30 ... R6–R1 then White replies 31 Q×N! R×Q 32 N–B7+ K–N1 33 N×R+ and 34 N×Q, whilst 30 ... Q–R4 fails to 31 Q×N! R×Q 32 R–B8+ R–Q1 33 R×R+ Q×R 34 N–B7+ etc. Black's move in the game leads to an even prettier finish.

30 ...	Q–K1

31 B–Q7!   **Q–B1**

Or 31 ... N×B 32 N×N Q×N 33 Q×Q R×Q 34 R–B8+ N×R 35 R–K8 mate.

32 Q×N!   **Q×Q**
33 N–B7+   **K–N1**
34 N×Q   **N×B**

Not of course 34 ... R×B 35 R–B8+, but now a second pawn falls.

35 N×P   **R–N1**
36 R–B7   **R–R2**
37 R×N   **R2×N**
38 R1–K7   **R×R**
39 R×R   **1–0**

45 Reshevsky–Smyslov

Radio Match USSR – USA, Queen's Gambit

1 P–Q4 P–Q4 2 P–QB4 P–QB3 3 N–KB3 N–KB3 4 N–B3 P×P 5 P–K3 P–QN4 6 P–QR4 P–N5 7 N–R2 P–K3 8 B×P B–K2 9 0–0 0–0 10 Q–K2 B–N2 11 R–Q1 P–QR4 12 B–Q2 QN–Q2 13 N–B1 Q–N3 14 N–N3 P–B4 15 B–K1 KR–Q1 16 B–N5

Better was 16 QR–B1. At first sight QN5 seems a good square for the bishop, but it proves to be out on a limb here for almost 30 moves, whereas Black's QB comes into active play at once via Q4.

16 ...   **B–Q4!**
17 N/N3–Q2   **Q–N2**
18 N–B4   **N–N3**
19 N4–K5?

White overestimates his position, led astray perhaps by the threat of N–N5 which is easily parried by Black. He should take the opportunity to simplify by 19 N×N Q×N 20 P×P when he would not stand too badly despite his passively placed QB.

19 ...   **N–K5**
20 P×P   **N×QBP**
21 N–Q4!

An essential defence against the threat of ... B–N6 winning the QRP.

Black cannot reply 21 ... B×P? 22 P–B3 B–R6 23 B–B6, so White gains time to eliminate the pressure down the long white diagonal.

21 ...   **R/Q1–QB1!**
22 P–B3   **N–N6**
23 N×N   **B×N**
24 R–Q3

After 24 R–Q2 Black would comfortably strengthen his position by doubling rooks on the QB-file, whilst his QB restrains White's rooks. The text move forces the bishop to block the file but it now occupies an even stronger strategic point.

24 ...   **B–B7!**
25 R–Q2   **P–N6**
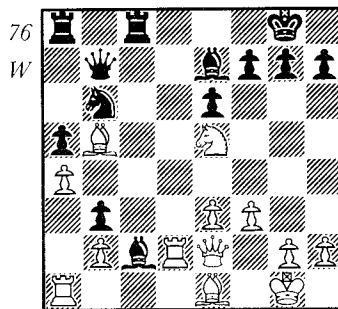
Black reveals his plan. White's QNP now becomes an object of attack, deprived as it is of its natural defence by a rook on QN1 or along the second rank.

26 B–B2   **B–N5**

There was a good alternative in 26 ... B–B3 27 B–N3 R–B4 wh⁀n White must play the weakening move 28 P–B4 to avoid the loss of a pawn. However, Smyslov's manoeuvre is even more effective; he intends to attack the QNP in tactical fashion, once again making use of his beautifully posted QB.

27 R–Q4   **N–Q4!**

The immediate 27 ... B–B6? would be premature in view of 28 P×B P–N7

29 R–K1 P–N8 = Q 30 R×Q B×R 31 Q–Q1! B–N3 32 B–B6! with advantage to White, whereas now there is no defence to this powerful threat.

28 N–Q3   **P–K4!**
29 N×P

White decides to give up the exchange, as 29 R–R4 would put the rook out of play.

29 ...   **B–B6!**
30 N–B4!

Black wins easily after 30 P×B N×BP 31 Q–B1 P–N7 32 R–K1 P–N8 = Q 33 R×Q B×R 34 B–B4 B–R7.

30 ...   **B×R**
31 P×B   **Q–B2**

It is not easy to convert Black's advantage into a win because White has two active bishops. The game continued: **32 B–N3 Q–R2 33 Q–K5 N–N5 34 N–Q6 R–B1 35 Q–K3 QR–Q1 36 Q–B3 Q–K2 37 R–K1 Q–N4 38 Q–K3 Q–N3 39 N–K4?** (39 N–N7! offered better chances) **39 ... B×N 40 Q×B N–B7 41 Q×Q RP×Q 42 R–QB1 N×P 43 B–B7 R–Q4 44 B–QB4 R–B1! 45 B–R6 R–K1 46 K–B1 N–B7 47 K–N1 R–K8+ 48 R×R N×R** and Black won on move 71.

There are not so many examples of a major piece occupying a strategic point with advantage, but here is an interesting exception taken from the game Tarrasch–Walbrodt, Nuremburg 1896.
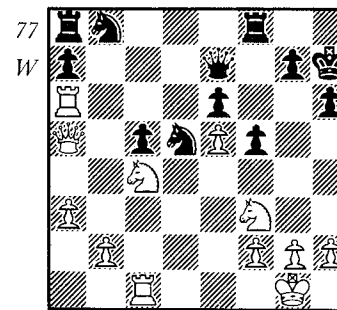
White played **31 R–Q6! N–Q2 32 Q–N5! QR–Q1.** Now Black threatens 33 ... N×P 34 R×R N×N+ which White could easily parry with 33 K–R1, when Black has no defence to the threats of N–R5–B6 or 34 P–QN4 P×P 35 N–Q4. However, White played the weaker **33 Q–B6? KR–K1 34 R–Q1? N2–N3! 35 R×R** (not of course 35 Q×P? R–QB1) **35 ... R×R 36 N–Q6** when it was seen that the knight on Q6 was by no means as effective as the rook. Play continued **36 ... Q–QB2 37 Q×Q N×Q 38 R–QB1 N–R3 39 K–B1 P–N4 40 P–R3 K–N3** and the game was drawn on move 55.

The reason for the rook's effectiveness on Q6 was because it maintained pressure on the KP, whereas although a knight on Q6 restricts Black's pieces it does not threaten anything and has little or no co-ordination with the remaining white pieces.

So far we have been considering examples in which the piece occupying the strategic point is supported by a pawn. Naturally this is an excellent state of affairs, as a pawn offers the most reliable protection, but a strategic point can well be controlled by pieces alone. The next game illustrates such a control, Black's Q6 being the vital strategic point.
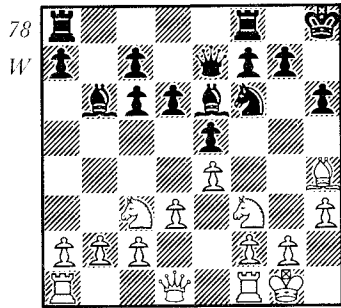
46 Bogoljubow–Reti

Goteborg 1920, Giuoco Piano

1 P–K4 P–K4 2 N–KB3 N–QB3 3 B–B4 B–B4 4 P–Q3 N–B3 5 N–B3 P–Q3 6 B–K3 B–N3 7 P–KR3 B–K3 8 B–QN5 0–0 9 B×N(?) ℗×B 10 B–N5 Q–K2 11 0–0 P–KR3 12 B–R4 K–R1! (*78*)

13 P–Q4!

Black's last move revealed his intention of playing ... R–KN1 followed by ... P–N4 with a K–side attack, as the immediate 12 ... P–N4?

78
W

would have given White a decisive pin after 13 N×NP P×N 14 B×P etc. This means that White must strive at once for central counterplay. However, at the same time the opening up of the centre favours the mobility of Black's bishop pair and the exchange of pawns on K5 will give Black use of the Q-file.

13 ...	B–B5
14 R–K1	R–KN1
15 P×P	P×P
16 B–N3	QR–Q1
17 Q–B1	N–Q2
18 N–Q1	P–B3
19 N–K3	B–B2!

This is better than 19 ... B–K3, as it protects the KN3 square against a possible N–KR4. Black gives White the KB5 square for his knight, relying on his two bishops for active play.

| 20 N–B5 | Q–B1 |
| 21 P–B3? | |

It is surprising how quickly White's game goes down-hill after this error. Even after the better 21 P–QN4! P–QR4! (21 ... Q×P? 22 N×RP) 22 P–B3 Black would have the advantage but would have to find a way of exploiting it. Now his knight heads for the 'hole' at Q6, giving him an immediate plus.

| 21 ... | N–B4 |
| 22 Q–B2 | |

Tartakower gives the following interesting continuation: 22 N×KP?!

P×N 23 B×P (threatening 24 Q×P mate) when 23 ... K–R2? fails to 24 B×NP! R×B 25 Q×P+ K–N1 26 Q–R4! and White has at least a draw (26 ... R–N3! 27 N–K7+ K–N2 28 N–B5+ etc.) However, 23 ... B–N3! 24 Q×P+ B–R2 would allow Black to exploit his material advantage.

| 22 ... | B–B5! |

Threatening 22 ... B–Q6 winning the KP.

23 N–Q2	B–Q6
24 Q–B1	P–N3
25 N–R4	B–R3

Making way for the knight and threatening to win the exchange.

| 26 Q–B2 | N–Q6 |
| 27 KR–Q1 | |

79
B
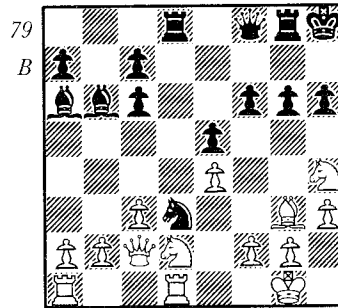
White is completely tied up and it only remains for Black to proceed to the final attack.

| 27 ... | P–KB4! |
| 28 P–R4 | |

Accepting the inevitable, because there is no defence to the threat of ... P–B5 followed by ... N×BP e.g. 28 R–KB1 P–B5 29 B–R2 N×BP 30 R×N B×R+ 31 K×B Q–B4+ 32 K–K1 Q–K6+ 33 K–Q1 Q–B7 etc. The game now continued **28 ... P–B5 29 P–R5 B–B4 30 K–R2** (30 P–QN4 B–K2) **30 ... P×B+ 31 P×P Q–B7 32 R–KB1 N–K8! 33 QR×N B×R 34 R×B Q×N** and White resigned on move 54.

2. ADVANCED PAWNS

An advanced pawn can fulfil the same role as a piece. The most common type of advanced pawn is shown in the next diagram.

80
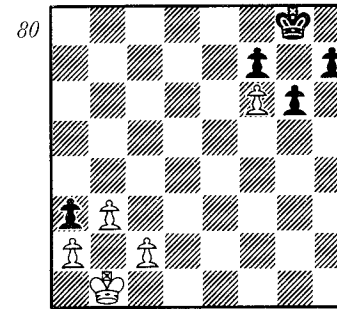
White's pawn on KB6 and Black's pawn on QR6 can help in a back rank mate or Q–N7 mate for either side. Such a pawn can be so dangerous that the defender must do his utmost to remove it. There are countless examples in chess literature of mating attacks made possible by advanced pawns, but we restrict ourselves to one illustration of the theme, a mating attack carried out in subtle fashion with greatly reduced material.

47 Thomas–Rubinstein

Hastings 1922, Ruy Lopez

1 P–K4 P–K4 2 N–KB3 N–QB3 3 B–N5 P–QR3 4 B–R4 N–B3 5 Q–K2 P–QN4 6 B–N3 B–B4 7 P–B3 0–0 8 0–0 P–Q3 9 P–Q3 N–K2? 10 B–N5? (10 P–Q4!) **N–N3 11 N–R4 N×N 12 B×N(4) P–R3 13 K–R1 P–N4 14 B–N3 K–N2 15 N–Q2 Q–K2 16 B–B2 B–Q2 17 KR–K1?** (17 N–N3! followed by P–Q4) **QR–K1 18 P–QR4(?)** (18 N–N3!) **R–KR1 19 P×P P×P 20 N–B1 P–R4!**

With his last move White missed his

last chance of obtaining counter-chances in the centre, so Black can now proceed calmly with his K-side attack.

21 P–B3	P–R5
22 B–B2	B×B
23 Q×B	P–KN5!

After 23 ... N–R4 24 N–K3 N–B5 25 P–Q4 the game would be even, whereas now the threat of ... P–N6! forces the following exchange.

24 P×P	N×NP
25 Q–B3	P–R6!
26 P–KN3	

Or 26 P×P R×P! with a quick attack down the KR-file. However, Black's KRP is now a thorn in White's side, even though he manages to exchange knights.

26 ...	Q–N4
27 N–K3	R–R1
28 N×N	B×N
29 Q–B2	R×R
30 R×R	R–R1!

81
W
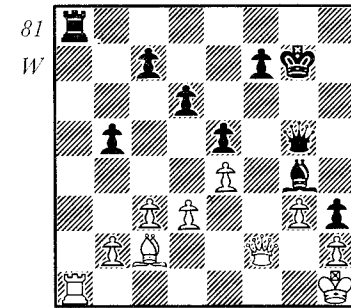
Black's KRP immediately makes its presence felt, allowing him to seize the QR-file. Clearly 31 R×R? allows 31 ... Q–B8+ 32 Q–N1 B–B6 mate.

| 31 R–QN1? | |

A mistake which simplifies Black's task. White should play 31 R–KB1 P–KB3! but not here 31 ... P–KB4? 32 P×P (32 P–Q4 P–B5!) Q×P 33 Q–K1 B–B6+ 34 K–N1 etc.

| 31 ... | P–N5! |

Black has insufficient material to

mate White's king directly. However his KRP ties White's rook to the first rank, whilst White's queen must prevent ... Q-K6. Black must therefore force an entry point for his rook on the Q-side. A typical variation might run: 32 B-Q1 B×B 33 R×B P×P 34 P×P R-R6 35 P-B4 (35 Q-QN2 Q-K6!) 35 ... Q-B3! 36 Q×Q+ (36 Q-K2 R-R7!) 36 ... K×Q with an easily won ending, since White's king is decentralized. If now 32 P×P R-QN1 and 32 ... R×P Black can attack White's weak QNP and QP.

32 B-N3   P-KB3
33 P-B4

In his attempt to keep the Q-side blocked. White condemns his bishop to passivity, but after 33 B-Q5 Black has 33 ... P×P!! 34 B×R (34 P×P! R-R6 wins a pawn) 34 ... P-B7 35 Q×QBP Q-K6! 36 R-KB1 B-B6+ 37 R×B Q-K8+ followed by mate.

33 ...   P-KB4
34 K-N1   P×P
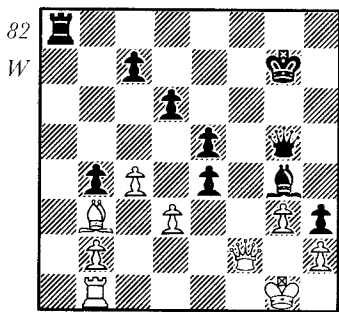
The open KB-file decides matters at once. After 35 P×P R-KB1 36 Q-K1 B-B6 White has no defence to the threat of ... B-N7 e.g. 37 B-B2 B-N7 38 Q-K2 R-B6! 39 R-K1 R×P! 40 P×R Q×P etc. So White takes over the KB-file himself, but the weakness of his back rank persists. The game ended: **35 R-KB1 P-K6 36 Q-B7+ K-R1 37 Q-Q5 P-B3!** (winning a vital tempo

38 Q×BP R-QB1 39 Q-K4 P-K7 40 R-K1 P-Q4! 41 P×P R-B8 0-1.

An advanced central pawn is not usually involved in direct tactical threats against the king but is a means of blocking the opponent's development, hindering the co-ordination of his pieces and cramping his position. Our next two games illustrate the effectiveness of such a pawn, and in the second game it is also used to guard a piece in a forward post, a common occurrence (see game 44)

48 Euwe-Najdorf

Candidates 1953, King's Indian Defence

1 P-Q4 N-KB3 2 P-QB4 P-KN3 3 P-KN3 B-N2 4 B-N2 0-0 5 N-QB3 P-B4 6 P-Q5 P-K4!
7 B-N5!

A very good move. White anticipates that after P-Q6 his QB will be less important than Black's KN which controls Q5 and can attack the advanced pawn by ... N-K1. Black could now prevent the pawn advance with 7 ... P-Q3 (the best move) but after 8 Q-Q2 he could not drive away the bishop by ... P-KR3, and White could advance his KRP to R5 with unpleasant threats.

7 ...   P-KR3
8 B×N   Q×B
9 P-Q6!
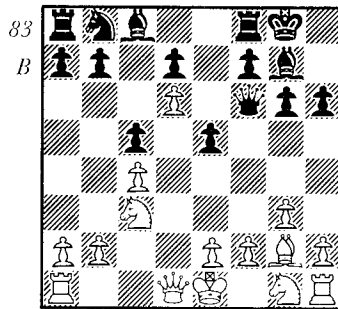
There are three points in favour of this advanced pawn:
(1) it makes it difficult for Black to develop his queen's side pieces.
(2) it restricts the manoeuvrability of Black's pieces, and in particular their transfer from one wing to the other.
(3) it frees the Q5 square for the use of White's pieces.
However such a move always involves an element of risk, because sooner or later Black's pieces will attack the pawn (e.g. ... R-K1-K3, ... B-KB1 etc.) and win it. In the game White develops attacking chances on the K-side before the weakness of the pawn becomes evident.

9 ...   N-B3
10 P-K3   P-N3
11 B-Q5   K-R1

Not only threatening to capture the QP which at the moment fails to 12 B×P+, but also preparing to play ... P-B4.

12 N-K4   Q-Q1
13 P-KR4!   P-B4
14 N-N5   B-N2!

A pretty exchange sacrifice, as 15 N-B7+? R×N 16 B×R N-N5 17 P-B3 P-K5 would give Black a clear advantage.

15 P-KN4!   P-K5

Opening the long black diagonal for an active defence, but the disadvantage is that it frees White's KB4 for his pieces. After 15 ... Q-B3 White has two good continuations, 16 N-B7+ R×N 17 P-N5! or 16 P×P Q×BP (16 ... P×P 17 Q-R5) 17 R-R2.

16 N-K2   B×P
17 N-B4!

White must throw everything into the attack. After 17 ... B×R he would continue 18 P×P! (not 18 Q×B+ Q-B3 19 N×P+ K-N2 etc.) 18 ... B-B6+ 19 K-B1 with an irresistible attack despite his rook minus, as in the game. If then

19 ... P×N? 20 RP×P+ K-N2 21 N-R5+! P×N 22 Q×P wins.

17 ...   Q-B3
18 P×P!   B×R
19 N×P+   K-N2
20 N×P?

White understandably settles for recapturing a piece at least whilst maintaining his attack. However, this gives Black better defensive chances, according to Bronstein, who suggests 20 N-B4! Q-B6+ 21 K-B1 P×N 22 P×P R×P 23 R-R7+!! or here 21 ... R×P 22 Q-N4!
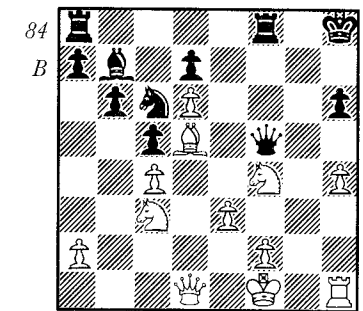
20 ...   B-B6+!

Forced, as Black loses the queen after 20 ... Q×P? 21 Q×B+ K×N 22 R-N1+.

21 K-B1   Q×P
22 N-B4!   K-R1!

The best defence. Once again the queen is lost if the KB retreats or is protected e.g. 22 ... B-K4 23 N-N3! Q-R2 24 Q-N4+, or 22 ... B-B3 23 N-N3! Q-K4 24 Q-N4+, or 22 ... Q-K4 23 Q-N4+ as given by Euwe.

23 N×B

23 ...   QR-K1?

Black prevents 24 N-K4 and prepares to give back the exchange, but he has a better defence with 23 ... N-Q1 24 R-N1 K-R2! 25 B×B N×B 26 N3-Q5, when the position is unclear despite White's dangerous attack.

24 N3–K2   R–KN1!
25 P–R5!

After 25 B×R R×B Black's strong bishop would compensate for the pawn.

25 . . .   R–N4
26 N–N3   R×N

The exchange must go (26 . . . Q–B3 27 N–K4 or 26 . . . Q–K4 27 N–N6+) and Black now wins the KP at least. However, White's active pieces bring about the decision within a few moves, and the game ended: **27 P×R R×P 28 K–B2 R–K1 29 R–K1! R×R 30 Q×R K–N2 31 Q–K8 Q–B7+ 32 K–N1 Q–Q8+ 33 K–R2 Q–B7+ 34 N–N2 Q–B4 35 Q–N8+ K–B3 36 Q–KR8+ K–N4 37 Q–N7+ 1–0.**

49 Mikenas–Hasin

Semi-final of the 23rd USSR Championship, English Opening

1 P–QB4 P–K3 2 N–KB3 N–KB3 3 P–QN3 P–B4 4 B–N2 N–B3 5 N–B3? (5 P–K3) **P–Q4 6 P×P P×P 7 P–K3** (if 7 P–Q4 B–KN5!) **P–Q5**

8 N–QN1   P–Q6!?

Otherwise White would put pressure on the QP by 9 B–N5. This move hinders the normal development of White's K-side pieces, but of course the advanced pawn could later become weak.

9 P–N3   B–K2
10 B–N2   B–B4
11 N–R3   0–0
12 0–0   Q–B1

The immediate 12 . . . B–N5 is answered by 13 P–R3. After the text move White should try 13 N–R4! B–N5 14 P–B3 e.g. 14 . . . B–K3 15 P–K4 P–KN4 16 N–B5 B×N 17 P×B Q×P 18 P–B4 P–N5 19 B×N P×B 20 N–B4 P–KR4 21 R–K1 with counterplay for the pawn. White's next move allows Black to strengthen his QP.

13 N–B4?   B–N5!
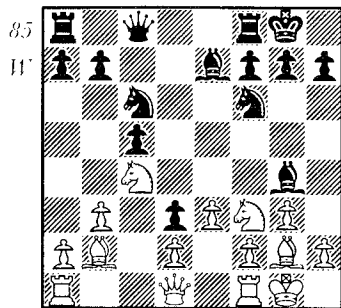
White's position is already very difficult. Sooner or later (after moving his queen) White will have to move his KN, when Black's QB will penetrate to K7 unless White plays the time-consuming K–R1 followed by N–KN1 and P–B3.

14 Q–N1   R–Q1
15 QN–K5(?)

As pointed out already, White should play K–R1 and N–KN1. Once Black's QB reaches K7, he can launch a powerful K-side attack.

15 . . .   N×N
16 N×N   B–K7
17 R–K1   N–KN5!
18 N×N

After 18 B–KR3 Hasin's suggested 18 . . . N×N(?) 19 B×Q N–B6+ 20 K–N2 QR×B fails to 21 R×B! P×R 22 K×N R×P 23 B–B3! R–Q8 24 Q–N2, or here 20 . . . N×R+ 21 Q×N QR×B 22 R–B1. However, the simple 18 . . . P–B4 maintains Black's advantage.

18 . . .   Q×N
19 Q–B1   P–B5!

A neat pawn sacrifice, opening up a line for his KB. If now 20 Q×P Q×Q 21 P×Q B–QN5! 22 B–QB1 (22 B–QB3 B×B 23 P×B P–Q7) 22 . . . QR–B1 White is helpless against the pressure of Black's pieces (23 B–Q5 P–QN4!).

20 P×P   QR–B1
21 B–Q4?

Missing the following pretty

exchange sacrifice. It was essential to play 21 P–KR3 Q×BP! (21 . . . Q–K3 22 Q–B3 B–B3 23 Q–N3 B×B 24 Q×B R×P 25 KR–QB1 etc.) 22 Q×Q R×Q 23 KR–QB1 R–B7! or here 23 QR–B1 R–QR5 24 P–R3 P–QN4 etc., with advantage to Black in both cases.
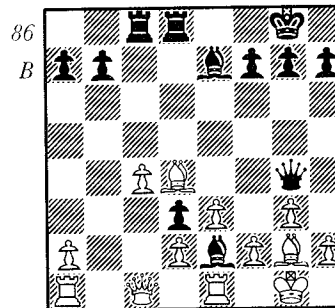
21 . . .   R×B!

This sacrifice shows up clearly the restricting effect of Black's advanced QP. He now obtains a devastating attack against White's KB2 square.

22 P×R   Q×QP
23 R–N1

After 23 Q–B3 Q×KBP+! 24 K–R1 B–B3 wins, the mate after 24 K×Q B–B4 being most attractive.

23 . . .   R×P

Stronger than the immediate queen sacrifice.

24 Q–N2   Q×KBP+!
25 K–R1   B–B6
26 R–KN1   R–B7
27 Q×P

There is no other defence against . . . R×QP but White could just as well resign.

27 . . .   B×Q
28 R×B   Q×R+!
0–1

29 K×R B–B4+ 30 K–R1 R–B8+ 31 B–B1 R×B+ 32 K–N2 R–B7+ etc.

We have already stated that an advanced pawn can easily become

weak, especially in the end-game. In the following game Black has insufficient tactical threats to justify the advance of his QRP, and White wins comfortably after the forced exchange of queens.

50 Pachman–Louma

Championship of Czechoslovakia 1946, King's Indian Defence

1 P–Q4 N–KB3 2 P–QB4 P–Q3 3 N–QB3 P–K4 4 P–Q5 P–KN3 (4 . . . B–K2!) **5 P–K4 B–N2 6 P–B3 0–0 7 B–KN5!** (a new move at the time, inviting Black to weaken his K-side pawns) **P–KR3(?) 8 B–K3 N–R2 9 P–KR4! P–KB4 10 P–R5 P–B5 11 P×P N–N4** (11 : . . . P×B 12 P×N+ K×P 13 Q–Q3 Q–N4 14 K–K2 winning a pawn) **12 B–B2 B–Q2 13 Q–Q2 B–K1 14 0–0–0 B×P 15 P–B5(?)**

A premature advance which should be prepared methodically by B–Q3 KN–K2, K–N1 and P–QN4. Black has no counterplay, as his bishops are inactive and he cannot attack the base of White's pawn chain (KB3).
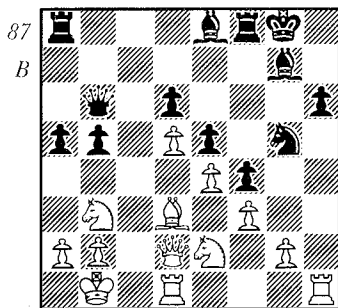
15 . . .   N–Q2
16 P×P

After 16 P–B6 P×P 17 P×P N–N3 Black's pieces are given a new lease of life (. . . B–B2 and . . . N–K3).

16 . . .   P×P
17 K–N1   P–QR3!
18 KN–K2   P–N4!
19 N–B1   N–N3
20 B×N!

It is a pity to lose the 'good' bishop but Black's knight must be eliminated before it reaches QB5. Unfortunately for Black his minor pieces are too badly placed to support his Q-side attack.

20 . . .   Q×B
21 B–Q3   B–K1
22 N3–K2   P–QR4
23 N–QN3!

87
B

White's last move seems pointless as it allows Black's pawns to advance with gain of time. However, this pawn advance by itself is insufficient to endanger White's well-protected king, so the main result is to concede important squares to White's pieces. Indeed, it is highly instructive to see in the subsequent play how White is able to exploit his QB4 and (later) his QN4 squares.

23 ...   **P–R5?**

Black cannot resist the temptation. He should play 23 ... R–B2! 24 N–R1 R–B2 25 N–B2 (followed by R–QB1) with an even game.

24 N3–B1   **P–N5**

Inevitable now, as White threatens P–R3 and N–R2–N4.

25 B–B4   **R–B2**

Or 25 ... R–QB1 26 P–QN3 and White's pressure on the QNP is more effective than Black's possible attack down the QR-file.

26 N–Q3   **R–N2**
27 R–QB1   **R1–N1**
28 K–R1!

Now White threatens to weaken Black's QRP and obtain QN4 for his knight (N–N4–B6!) by 29 P–R3! when his pressure down the QB-file is intensified. Black is therefore compelled to push on regardless.

28 ...   **P–R6**
29 P×P   **P×P**
30 B–N3

Note the contrast between this position and the one obtained in game 47. Black has no serious threats and is already at a disadvantage in view of his weak QRP and White's control of the QB-file.

30 ...   **B–N4?**

A tactical error which is far from obvious. He should bring his knight into play via KB2, when White doubles rooks on the QB-file with a clear positional plus.

88
W
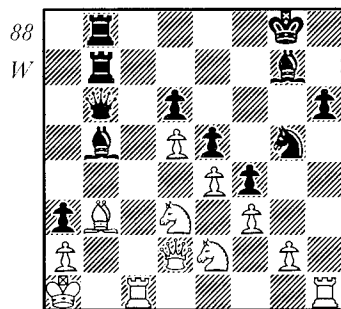
31 R–B6!

A combination which is not so simple as it first appears. After 31 ... B×R 32 P×B+ R–B2 White must not continue 33 B×R+? when Black can later break in the centre with ... P–Q4. Instead he plays 33 Q–N4! Q–B2 (33 ... Q×Q 34 N×Q R×N 25 B×R+ and 36 P–B7) 34 Q×RP with a decisive advantage. As 31 ... Q–Q1 32 R1–QB1 is also bad for Black, he is forced to go into an unfavourable ending by exchanging queens.

31 ...   **Q–K6**
32 Q×Q   **P×Q**

Another weak pawn is created, adding to Black's worries.

33 R–B3   **N–B2!**

The only possible defence of the KP, as now 34 N3–B1 is answered by 34 ... B–KB3! 35 R×KP R–QB1! when Black's KB comes into good play via

KN4. Nor is 34 B–B4? good in view of 34 ... B–R5! 35 R×QRP B–B7! etc.

34 B–B2!   **B–KB3**

Black's QRP cannot be protected because of 35 R–QN1, and White wins easily after 34 ... B×N 35 B×B R–N7 36 R–QN1! R×R+ 37 B×R R–N7 38 B–Q3 and 39 R×P.

35 R×QRP   **B–Q1**
36 R–QN1   **B–Q2**
37 R×R   **R×R**
38 R–N3   **R×R**
39 P×R!

The distant passed pawn would not win after 39 B×R as White's knight would not be supported by a pawn when it reached QB4.

39 ...   **P–R4**
40 K–N2   **P–R5**
41 K–B3!   **N–N4**
42 N–N2!

Any other move would allow Black to draw by advancing his pawn to KR6.

42 ...   **P–R6**
43 P×P   **N×BP**
44 N–QB4   **N–K8**

Or 44 ... B–QN4 45 B–Q3 B×N 46 K×B N–N4 47 K–N5 winning.

45 N×P/3   **N×B**
46 K×N   **B×P**
47 N–N3   **B–R4**
48 N/N3–B5   **B–QN5**
49 K–Q3!

Not 49 N–B4 B×N 50 P×B P–K5 drawing.

49 ...   **K–B2**
50 N–B4?

There was a much quicker win with 50 K–B4 B–B4 51 P–N4 B×N/3 52 N×B K–K2 53 K–N5 K–Q2 54 K–N6 etc.

50 ...   **B–B8+**
51 K–K3   **B×N**
52 P×B   **K–K1**
53 K–Q3?

Again the wrong plan. The king will have to penetrate via the K-side.

53 ...   **K–B2**

54 K–B2   **K–B3**
55 K–Q3

Realizing that he is one tempo short in the line 55 K–N3? B–B4 56 K–R4 K–N4 57 K–N5 K–B5 58 K–B6 K×P 59 N×P B×N drawing.

55 ...   **K–B2**
56 K–K3   **K–B3**
57 K–B3   **B–B4**
**58 K–N4**   **B–R6**
59 K–R5   **B–N5**
60 N–R6   **B–B4**

If 60 ... B–Q7 61 N–N4+ and 62 P–B5. The win is now clear and the game ended: **61 N–N4+ K–B2 62 K–N5 B–N8 63 K–B5 B–Q5 64 N–B6 K–K2 65 K–N6 K–B1 66 N–R5 B–B7 67 K–B6 K–K1 68 K–K6 B–B4 69 N–N7+ K–Q1 70 N–B5 K–B2 71 K–K7 B–N5 72 N–N7 K–N3 73 N–K8 K–B4 74 N×P K–Q5 75 K–K6 B–B4 76 N–N7 1–0.**

3. WEAK SQUARES

The pawn is peculiar in the sense that it can never move backwards, unlike the other pieces. This makes it all the more vital to weigh every pawn advance with care. Steinitz gave as a basic principle that the pawn is strongest on its original square, referring mainly of course to the wing where one can be attacked. We have already seen that we must advance our pawns on the wing where we have a space advantage or a pawn majority and that a well-prepared pawn advance is an important attacking method. The opposite is the case when we are defending, and beginners are advised never to touch the pawns on the wing where they are on the defensive, unless they are forced to do so by an enemy threat. The point is that pawn moves can create serious weaknesses in our camp, as we can see in the next diagram.

89
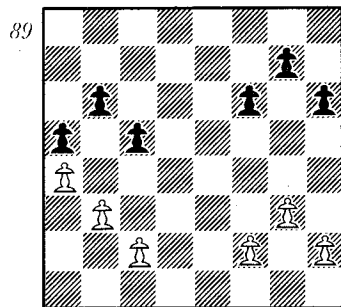
Both sides have created weak squares by advancing their pawns. On the K-side, White's KB3 and KR3 are weak, whereas Black has a 'hole' at KN3, allowing enemy pieces to settle there unless they can be successfully defended by pieces. Such weaknesses are of course relative e.g. a white bishop on KN2 immediately reduces the seriousness of the weak squares KB3 and KR3, unless Black can achieve a concentration of his pieces against them (bishop on KN5, queen on QB1, knight on K4 etc.) On the Q-side the weak squares are Black's QN4 (his QNP has also been weakened by the advance of the QRP and QBP) and White's QN4 and QB3 (P–QB3 would weaken the pawn position further or may be impossible if an enemy knight occupies QB3).

It is an important part of chess strategy to create and exploit weak squares in our opponent's position, and such squares can have a decisive influence on the outcome of a game. However, we must stress once again that these weaknesses are relative, depending upon the placing of the pieces on either side. A well-known Prague chess-player has the reputation of being unable to sit in front of a chess board without seeing weak squares in the position. Every pawn move he makes brings with it the fear of thereby creating a weakness, and he would be happy to see the rules changed so that he could always retreat a pawn to its original square if need be! Such fears are exaggerated, as the weakness of a square is not an absolute factor. Sometimes the weakness is all-important, but at other times it has no bearing on the play. Every good chess-player must learn to recognize real weaknesses (i.e. those that can be exploited) by cultivating with practice a feeling for positional factors.

Now for some examples of our theme:

51 Fischer–Panno

Buenos Aires 1970, Sicilian Defence

1 P–K4 P–QB4 2 N–KB3 P–K3 3 P–Q3 N–QB3 4 P–KN3 P–KN3 5 B–N2 B–N2 6 0–0 KN–K2 7 R–K1 P–Q3 8 P–B3 0–0 9 P–Q4 P×P 10 P×P P–Q4 11 P–K5 B–Q2 12 N–B3 R–B1 13 B–B4 N–R4 14 R–QB1 P–QN4 15 P–N3 P–N5 16 N–K2 B–N4

After 16 . . . R×R 17 N×R and 18 N–Q3 follows.

17 Q–Q2

White has an appreciable space advantage on the K-side which he must try to exploit by launching an attack on Black's King. He is naturally helped by the fact that Black's KB3 and KR3 squares are weak, especially if he can eliminate the black KB at an appropriate moment.

17 . . .	**N4–B3**
18 P–N4!	

A dual-purpose move, preventing . . . N–B4 and clearing the KN3 square for his knight.

18 . . .	**P–QR4**
19 N–N3	**Q–N3**
20 P–KR4	**N–N1**

It is often possible to preserve the KB in such positions, but here 20 . . . KR–K1 21 B–R6 B–R1 fails to 22 N–N5 threatening 23 Q–B4.
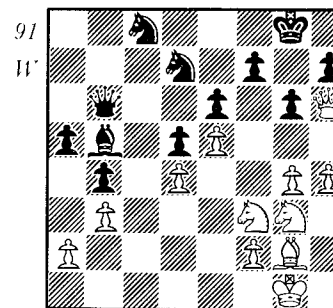
90
W
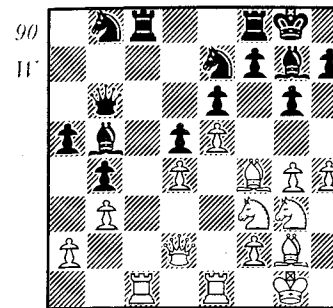
21 B–R6!	**N–Q2**
22 Q–N5!	

Threatening 23 B×B K×B 24 N–R5+, so compelling Black to exchange bishops.

22 . . .	**R×R**
23 R×R	**B×B**
24 Q×B	**R–B1**
25 R×R+	**N×R**

91
W

White has attained his strategic goal but the position has meanwhile become simplified, making it difficult for White to strengthen his attack. However, Fischer finds a combinative solution.

26 P–R5	**Q–Q1**
27 N–N5	**N–B1**

This forced defensive move weakens his KB3 square and this proves a decisive factor.

28 B–K4!

If this is captured, then 29 N3×P

followed by 30 N–B6+ wins, but even after the best defensive move White's next sacrifice clinches matters.

28 . . .	**Q–Q2**
29 N×RP!	**N×N**
30 P×P	**P×P**
31 B×NP	

Threatening 32 B×N+ Q×B 33 Q×P+. If now 31 . . . N–B1 32 N–R5! wins. The latter move is so strong that White can even ignore the offer of a piece which Black now makes in desperation.

31 . . .	**N–N4**
32 N–R5!	**N–B6+**
33 K–N2	**N–R5+**
34 K–N3	**N×B**
35 N–B6+	**K–B2**
36 Q–R7+	**1–0**

The above exchange of bishops by B–R6 is the standard method of attacking positions guarded by a bishop on KN2. In many variations this is backed up by a rook on KR1 working along the KR-file which is often opened by sacrificial means. Here is a typical example of this kind of attack.

52 Karpov–Korchnoi

Match 1974, Sicilian Defence

1 P–K4 P–QB4 2 N–KB3 P–Q3 3 P–Q4 P×P 4 N×P N–KB3 5 N–QB3 P–KN3 6 B–K3 B–N2 7 P–B3 N–B3 8 Q–Q2 0–0 9 B–QB4 B–Q2 10 P–KR4! R–B1 11 B–N3 N–K4 12 0–0–0 N–B5 13 B×N R×B 14 P–R5!

There is no time for slow preparation, since Black can launch a counter-attack by . . . Q–R4 and . . . KR–B1.
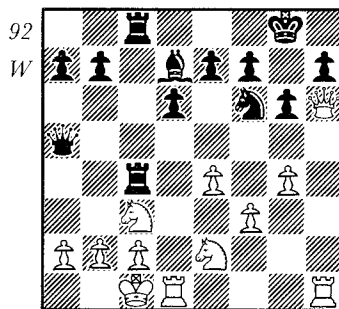
14 . . .	**N×RP**
15 P–KN4	**N–B3**
16 N4–K2!	

Before this game 16 B–R6 was the main move tried, but 16 . . . N×KP! is a good counter e.g. 17 Q–K3 R×N/3 18 P×R N–B3 19 B×B K×B 20 R–R2

R–KN1! and Black can defend his K-side and stands better despite his material deficit. After the text-move, White's knight on K2 stands well placed for re-deployment via KB4 or KN3.

16 ...	Q–R4
17 B–R6	B×B
18 Q×B	KR–B1

White's queen is threateningly posted on KR6 but he cannot immediately proceed with P–N5 followed by N–N3 or N–B4, because of ... R×N. Nor is it good enough to play 19 P–N5 N–R4 20 R×N!? P×R 21 N–Q5 in view of 21 ... R×P+ 22 K–N1 K–R1! e.g. 23 P–N6 P×P 24 N×P R×P+! 25 K×R Q–K4+ etc.

19 R–Q3!?
Strengthening the guard of his QN and threatening 20 P–N5 N–R4 21 N–B4 (or N3) with a winning attack. Another interesting possibility is 19 R–Q5!? Q–B2 20 K–N1! but not here 20 P–N5? N–R4 21 N–B4 R×N! etc. So Black would have to try 19 ... R1–B4.

19 ...   R5–B4?
This move seems logical, preventing P–N5, but allows Karpov to finish the game elegantly by playing this very move! There was still a defence by 19 ... Q–Q1! when 20 P–K5!? fails to 20 ... P×P 21 P–N5 N–R4 22 N–N3

R–Q5! etc. After 20 P–N5 N–R4 21 N–B4 Q–B1! 22 Q×Q+ K×Q 23 N×N P×N 24 R×RP K–N2 25 R–Q2, then 25 ... R×N! 26 P×R R×P gives Black equality.

20 P–N5!	R×P
21 R–Q5!	R×R
22 N×R	R–K1

The fatal results of Black's weakened K-side are now apparent. If 22 ... Q–Q1 23 N2–B4 threatening 24 N×N+ P×N 25 N–R5! forces the win, and if 22 ... Q×P White ignores the win of the exchange and still plays 23 N2–B4.

23 N2–B4!
Threatening 24 N×N+ P×N 25 Q×RP+ K–B1 26 N–Q5 followed by mate. If 23 ... B–K3, then 24 N×B P×N 25 N×N+ P×N 26 Q×RP+ K–B1 27 Q×QNP R–K2 28 Q–N8+ wins.

| 23 ... | B–B3 |
| 24 P–K5! | |

Not of course 24 N×N+ P×N 25 N–R5 Q–KN4+ 26 Q×Q P×Q 27 N–B6+ K–N2 28 N×R+ B×N when Black has the better of it.

24 ...	B×N
25 P×N	P×P
26 Q×RP+	K–B1
27 Q–R8+	1–0

It is fairly easy to understand the significance of weak squares in a castled king's position, but more difficult to exploit weakened squares on the other wing. Here is an instructive example of the correct method demonstrated by Capablanca.

53 Bogoljubow–Capablanca

New York 1924, Colle–Zukertort System

1 P–Q4 N–KB3 2 N–KB3 P–Q4 3 P–K3 P–K3 4 B–Q3 P–B4 5 P–QN3 N–B3 6 0–0 B–Q3 7 B–N2 0–0 8

QN–Q2? (8 P–QR3!) **Q–K2! 9 N–K5 P×P 10 P×P B–R6!**
After all we have said about weak squares, the purpose of this move should be clear, White's QR3 and QB3 are further weakened by the exchange of his QB.

| 11 B×B | Q×B |
| 12 N2–B3 | |

Black would also stand better after 12 N×N P×N 13 P–QB4 e.g. 13 ... B–R3 14 N–B3 P×P 15 P×P R–Q1 16 Q–K2 P–B4!

12 ...   B–Q2
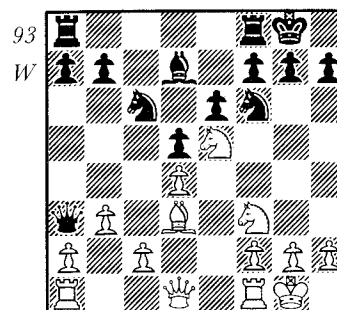
Black's plan is now clear. By pressure down the QB-file he will sooner or later force White to play P–QB3 when the pawn will be attacked by Black's pieces. It must be stressed that all this has come about because White allowed the exchange of his QB. Note that this exchange has also made 13 P–QB4 P×P 14 P×P KR–Q1 unfavourable for White, since the hanging pawns are not offset by attacking chances on the K-side. These comments point to the subtlety of Capablanca's conception beginning 8 ... Q–K2!

| 13 N×N | B×N |
| 14 Q–Q2(?) | |

14 Q–B1 was a little better, as the exchange of queens would make White's defensive task less onerous, and the retreat of Black's queen would relieve the pressure somewhat.

| 14 ... | QR–B1 |
| 15 P–B3 | P–QR3! |
| 16 N–K5 | B–N4! |

Not only does this eliminate Black's 'bad' bishop, but it cuts down White's attacking chances even further (e.g. P–KB4–5), opens up the QB-file and forces White to take measures against ... N–K5, all in one move!

17 P–B3
There would be little improvement in 17 B×B P×B 18 P–B3 R–B2 19 KR–B1 KR–B1 20 R–B2 N–K1 followed by 21 ... N–Q3 as in the game.

17 ...	B×B
18 N×B	R–B2
19 QR–B1	KR–B1
20 R–B2	N–K1
21 KR–B1	N–Q3
22 N–K5?	

A mistake which makes it easier for Black. The correct move is 22 N–B5! aiming to neutralize the pressure down the QB-file. Black would then have to play very accurately to maintain his advantage i.e. 22 ... P–QN3 23 N–R4 R–B3 (not 23 ... P–QN4? 24 N–B5 N–N2 25 P–QN4) 24 Q–Q3 R–R1! followed by ... N–N2 and only then ... P–QN4 driving White's knight back.
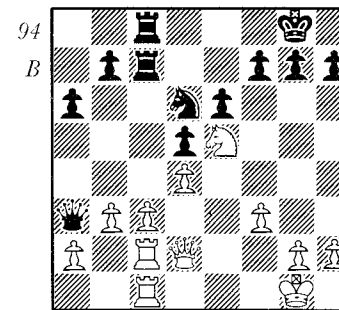
| 22 ... | Q–R4! |
| 23 P–QR4 | |

Preventing 23 ... N–N4 but weakening his QN3. After 23 N–Q3 N–N4 24 N–B5 P–QN3 25 N–R4 R–B3! (25 ... N–Q3 26 P–QB4!) followed by ... N–Q3 can be played, as given above.

23 ...   Q–N3!
24 N–Q3

There is no way to avoid the loss of a pawn e.g. 24 P–QN4 P–QR4! 25 P–N5 N–B5 26 N×N R×N 27 R–R2 P–K4! or here 25 R–N1 P×P 26 R×P Q×R! etc. White's attempt at counter-play is foiled by Capablanca's exact defence which he crowns with a neat tactical finish. The game ended:

24 ... Q×NP 25 N–B5 Q–N3 26 R–N2 Q–R2 27 Q–K1 P–QN3 28 N–Q3 R–B5 29 P–R5 P×P 30 N–B5 N–N4 31 R–K2(?) N×QP! 32 P×N R1×N! 0–1.

In the games we have given so far, the weak squares were the result of inferior play in the opening, with the task of the attacking side being to find a way of exploiting these weaknesses. However, our opponents are not usually so willing to co-operate in this way, so that weak points have to be created by our own efforts. There are two ways of doing this:

(1) by an attack with pieces forcing pawn advances which weaken the enemy position, or

(2) by advancing our own pawns when our opponent must weaken squares rather than open attacking lines for us.

The first method is the most common one e.g. placing a knight on KB5 facing the castled king when Q–KN4 may force ... P–KN3, and similar manoeuvres on both wings. In our next game, after an opening pawn sacrifice, White takes early measures to weaken Black's KB3 square, and it is this very square which finally decides the fate of the game.

54 Geller–Unzicker

Interzonal 1952, Queen's Gambit

1 P–Q4 P–Q4 2 P–QB4 P–QB3 3 N–KB3 N–KB3 4 N–B3 P×P 5 P–K4 P–QN4 6 P–K5 N–Q4 7 P–QR4 P–K3 8 P×P N×N 9 P×N P×P 10 N–N5! B–N2 11 Q–R5

This move forces ... P–KN3, but the battle over Black's KB3 square has only just begun. White must now strive to eliminate the minor pieces guarding this square, in particular Black's KB.

11 ...   P–N3
12 Q–N4   B–K2
13 B–K2   N–Q2
14 B–B3   Q–B2(?)

White would also have a strong attack after 14 ... B×B 15 Q×B 0–0 16 P–R4, but Black's best defence was seen in the game Szabo–Petrosian (Moscow v. Budapest 1955) which continued: 14 ... Q–B1! 15 N–K4 P–B4! 16 P×Pep N×P 17 N×N+ B×N 18 B×B Q×B 19 Q×KP+ Q–K2 and Black had the better of the end-game.
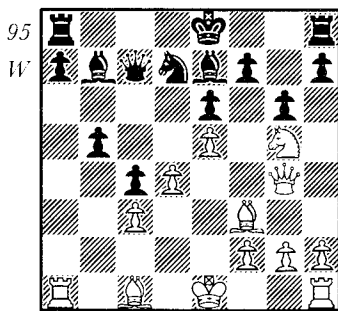
15 N–K4

The knight's task on KN5 is over, so it is now used in the fight for the KB6 square.

15 ...   N–N3

Some annotators have recommended 15 ... P–KR4 instead, preventing 16 B–R6, but after 16 Q–N3 White's

prospects are just as good as in the game, since Black can hardly castle K-side.

16 B–R6!   R–KN1

The threat was 17 B–N7 followed by 18 N–B6+. After 16 ... N–Q4 White can play 17 0–0 P–R3 18 B–N7 R–KN1 19 B–B6 B×B 20 P×B followed by Q–R4 and N–B5 (Stahlberg). The alternative suggestion of 16 ... B×N 17 B×B 0–0–0!? is equally unattractive after 18 Q–B3 B–B1 19 B–N5 B–K2 20 B–Q2 B–B1 21 0–0 N–Q4 22 R–R6 and 23 KR–R1.

17 B–N5!

Having stopped Black castling K-side and thus hindered the coordination of his major pieces, White has now no need to fear the exchange of all the minor pieces. He is in fact a rook up at the moment for all practical purposes.

17 ...   B×N
18 B×QB   N–Q4

After 18 ... 0–0–0 White has a decisive attack with 19 R–R5 P–N5 20 0–0 P–N6 21 B×B Q×B 22 P–Q5 etc. Euwe recommended 18 ... R–QB1 19 0–0 N–R5 when White's strongest line is 20 B×B Q×B 21 Q–B3 Q–B2 (21 ... Q–Q2 22 P–Q5) 22 B–N7 R–N1 23 B–B6+ K–K2 24 Q–B6+ K–B1 25 P–Q5, or if here 23 ... K–B1 24 KR–K1 followed by P–Q5.

19 B×N   P×B
20 B×B   Q×B
21 0–0   K–B1
22 KR–N1   P–QR3

Apparently Black has overcome all his difficulties and would even stand better after 23 R×NP P×R 24 R×R+ K–N2, as he would be threatening to obtain a passed pawn by ... P–N5. However, his weak KB3 square causes his downfall.

23 Q–B3!   Q–K3?

This leads to a forced loss. Black's only chance is to give back the pawn with 23 ... K–N2! 24 Q×QP

KR–QN1 when 25 R×NP? P×R 26 R×R R×R 27 Q×R P–N5! gives him excellent counter-chances. White does best to continue his K-side attack with 25 P–B4!
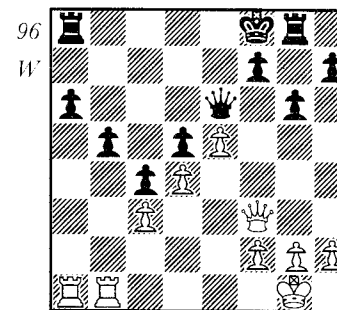
24 Q–B6!

The decisive move, tying the black king to the back rank. After 24 ... Q×Q 25 P×Q K–K1 26 R×NP and 27 R×QP, the rook ending is hopeless for Black.

24 ...   Q–B1
25 P–B4   Q–N2
26 R–R5   K–K1
27 R1–R1   P–N5

Or 27 ... K–Q2 28 Q–Q6+ K–B1 29 R×RP.

28 P×P   Q×P
29 R×QP   Q–N2
30 P–K6   1–0

Another common way of forcing weaknesses in the enemy camp is to advance the KRP to R6 when there is a weakness at Black's KB3 after ... P–KN3.
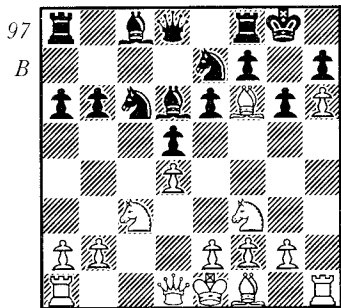
55 Alekhine–Rubinstein

The Hague 1921, Queen's Gambit

1 P–Q4 P–Q4 2 N–KB3 P–K3 3 P–B4 P–QR3(?) 4 P–B5 N–QB3 5 B–B4 KN–K2 6 N–B3 N–N3 7 B–K3! P–N3 8 P×P P×P 9 P–KR4! B–Q3

After 9 ... P–R3 10 P–R5 KN–K2

11 B–B4, Black has difficulty completing his development.

10 P–R5	KN–K2
11 P–R6	P–KN3
12 B–N5	0–0
13 B–B6	

Black is now ahead in development, but White's QB ties up his K-side completely and is a constant threat to the king (e.g. with the bishop on KN7 and knight on KB6, it is mate!)

|	
13 ...	P–QN4

It is understandable that Black is impatient to obtain Q-side counter-play, but this move weakens his QB4 square which is later exploited in masterly fashion by Alekhine.

14 P–K3	B–Q2
15 B–Q3	R–B1
16 P–R4!	

Beginning a well-planned manoeuvre at the end of which his QN settles on QB5.

16 ...	P–N5
17 N–K2	Q–N3
18 N–B1	R–B2
19 N–N3	N–R4
20 N–B5!(98)	

It is incredible how quickly White has managed to exploit this second weakness in Black's camp. The tactical justification lies in the variation 20 ... B×N 21 P×B Q×P 22 B–Q4 Q–B3 23 N–K5 Q–N2 24 N–N4 followed by an
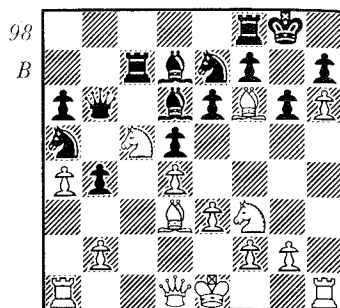
invasion of KB6. Note that Black could stand the weakness of QB4 in isolation, as his pieces were controlling that square, but in conjunction with his other weak square on KB3 it proved fatal.

20 ...	N–B5
21 B×N/4	P×B
22 N–K5(?)	

A completely thematic move, occupying another strategic point, but there is an even better tactical solution with 22 N–K4 N–Q4 (the threat was 23 B–N7 and 24 N–B6 mate) 23 B–N7 followed by N×B and B–K5 winning the exchange.

22 ...	B×N(K4)
23 B×N	B–Q3

As 23 ... R–K1 24 P×B R×B 25 N–K4 threatening Q–B3 and Q–Q6 would offer Black no prospects he gives up the exchange but maintains his KB.

It is now a matter of technique and Alekhine won the game as follows: **24 B×R B×B 25 N×B R×N 26 P–R5! Q–B3 27 Q–B3 R–Q4 28 R–QB1 Q–B2 29 Q–K2 P–B6 30 P×P P×P 31 Q×P R×RP 32 Q–Q3 B–R6 33 R–B2 B–N7 34 K–K2! Q–B3 35 P–B3 P–B4 36 R–QN1 Q–Q3 37 Q–B4 K–B2 38 Q–B8 Q–R3+ 39 Q×Q R×Q 40 P–K4 P–N4 41 K–Q3 K–N3 42 P–Q5! P×P+ 43 P×P P×P 44 P×P R–R5 45 R–Q1! K×P 46 P–Q6 K–R4 47 P–Q7**

R–R1 48 K–K4 R–Q1 49 K–B5 K–R5 50 R–KR1+ K–N6 51 R–R3 mate.

The KRP can sometimes be advanced in this way even when both sides have castled on the K-side. The next diagram shows a typical position for such an advance and it occurred in the game Evans–Sherwin from the New York Christmas tournament, 1954.
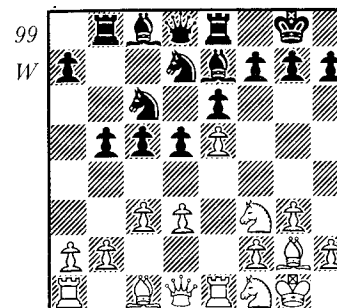
White has a clear space advantage on the K-side, but the weakness of his KP stops him from breaking with the usual P–KB4, P–KN4, P–KB5 etc. Moreover, it is important to create weaknesses in the enemy position before launching a successful piece attack.

The game continued: **12 P–KR4! P–QR4 13 B–B4 B–R3 14 N1–R2 Q–B2 15 P–R5 P–N5 16 N–N4 P–R5** (threatening 17 ... P–R6!) **17 P–B4! P×P 18 P×P B×P 19 Q×P N–N3 20 Q–B2 P–N6!? 21 P×P N–N5 22 Q–B3 N5–Q4 23 Q–B1 B×P 24 B–N5! N–N5? 25 R–K3 B–Q4 26 P–R6!** and now after the forced **26 ... P–N3** White quickly exploited the weakness of Black's KB3 square by **27 R3–R3! N–B5 28 B×B R×B 29 Q–B4!** (threatening 30 Q–B6) **Q–Q1 30 N–B6+ K–R1 31 N×P! R–B2** (if 31 ... K×N 32 N–N5+) **32 N7–N5 Q–K2 33 R–R7! R×R 34 R×R R–N2** (or 34 ... B–N2 35 N×BP+) **35 R–R8+ 1–0.**

In game 55 we witnessed not just one

weak square but a whole complex of weak black squares on Black's QB4, K4 and KB3. We also saw examples of this in our chapter on the minor pieces in Volume 1 under the heading 'The good and the bad bishop'. The bad bishop was in fact so named because it could not control the squares which were unprotected by his own pawns. Our next game is a drastic example of such a complex of weak squares of the same colour.

56 Schlechter–John

Barmen 1905, Queen's Gambit

1 P–Q4 P–Q4 2 P–QB4 P–K3 3 N–QB3 P–KB4(?)

This so-called 'Stonewall' variation contains the basic idea of controlling White's K4 square with a view to building up a K-side attack. However, as it results in a glaring weakness of Black's own K4 square, it should only be tried when White cannot fully exploit this factor e.g. when his QB is already shut in. This is not the case here and White's whole strategy is based on the weak square at Black's K4.

4 N–B3	P–B3
5 B–B4	B–Q3
6 P–K3!	

This is even better than 6 B×B which is also quite good. Sooner or later Black will be forced to exchange bishops himself when KP×B will not only open the K-file on to the backward KP but will also permanently fix the latter as a weak pawn in view of White's complete domination of K5.

6 ...	N–B3
7 B–Q3	Q–B2
8 P–KN3!	0–0
9 0–0	N–K5

The placing of this knight is the positive factor in the 'stonewall' set-up, but it is important to note that White's

K4 is not weak as the knight can always be driven away by P–B3.

10 Q–N3   K–R1

As the QP will be pinned along the diagonal, White was threatening 11 P×P KP×P 12 N×N P×N 13 B×P winning a pawn.

11 QR–B1   B×B

The natural continuation 11 . . . N–Q2 fails to 12 P×P KP×P 13 N–QN5 or here 12 . . . N×N 13 P×KP etc. so we can readily understand why Black exchanges his KB. After 11 . . . Q–K2 his queen would be tied down to the defence of this piece.
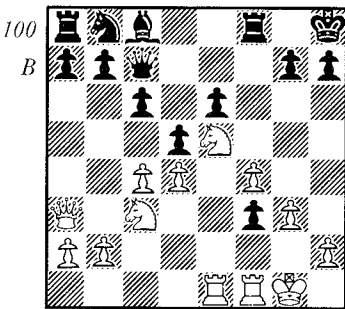
12 KP×B   Q–B2(?)
13 N–K5   Q–K2
14 B×N!

In connection with his next move, this is White's best way of dealing with Black's knight which is his sole really effective piece.

14 . . .   BP×B
15 P–B3!   P×P
16 QR–K1   Q–QB2
17 Q–R3!

Gradually White stamps a whole complex of dark squares in Black's camp as weak. Now or on the next move . . . N–Q2 is answered by Q–K7.

17 . . .   K–N1
18 R×P   N–R3
19 P–N3   Q–Q1
20 P–QB5!

Not only preventing a possible break by . . . P–QB4 but gaining more space on the Q-side, so that he can now operate on both wings whilst maintaining complete control of K5 and giving Black no counterplay whatsoever.

20 . . .   N–B2
21 Q–N2   B–Q2
22 Q–QB2

Before beginning operations on the Q-side, Schlechter rightly plans to tie Black down to the defence of his K-side.

22 . . .   Q–K2
23 R/1–KB1   QR–K1
24 P–KN4!   B–B1
25 R–R3!

Forcing . . . P–KN3 and thus weakening two more black squares in his opponent's K-side.

25 . . .   P–KN3
26 P–N4

Not yet intending a Q-side breakthrough but preparing the ground for P–QN5 if it should be required later.

26 . . .   Q–B3
27 R/3–B3   R–K2
28 P–QR4   P–QR3
29 N–Q1!

The knight is needed on K3 to penetrate to the weak squares in Black's camp after P–KN5 and N/3–N4.

29 . . .   R–N2
30 N–K3   Q–K2
31 P–KN5   B–Q2
32 N/3–N4   B–K1
33 N–R6+   K–R1
34 Q–K2   Q–Q1
35 N/5–N4!   B–Q2
36 Q–K5   N–K1
37 R–KR3   Q–B2

Not 37 . . . Q–K2? 38 Q–N8 etc., yet another sign of White's domination of the black squares, along which he can move at will.

38 N–B6!

The culmination of Schlechter's fine 'black square strategy'. Black is

compelled to exchange on K5 and will soon have to do the same on KB6, when White's king can penetrate via KB4 and K5.
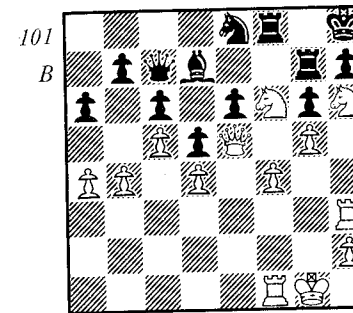
38 . . .   Q×Q
39 BP×Q   R–K2
40 R/3–KB3!

Threatening 41 N×B R×R 42 R×R R×N 43 R–B8+ K–N2 44 R–N8 mate. The game now ended:

40 . . . N×N 41 R×N R×R 42 KP×R R–K1 43 N–B7+ K–N1 44 N–K5 R–Q1 45 K–N2 K–B1 46 P–R4 B–K1 47 K–B3 B–B2 48 K–B4 K–K1 49 R–QN1 K–B1 50 P–N5! 1–0.

A complex of weak squares of one colour also arises often in positions with knight versus bishop or with opposite-coloured bishops, as we shall see in our next two games.

57 Tartakower–Lasker

St. Petersburg 1909, English Opening

1 P–QB4 P–K4 2 N–QB3 N–KB3 3 P–KN3 B–K2 4 B–N2 0–0 5 N–B3 P–Q3 6 0–0 QN–Q2 7 P–Q3 P–B3 8 N–K1 N–N3 9 P–K4 P–Q4 10 BP×P P×P 11 P×P KN×P 12 N×N N×N 13 P–Q4 P×P 14 Q×P B–K3 15 N–B2 B–B3 16 Q–K4 Q–R4 17 N–Q4 B×N 18 Q×B KR–Q1 19 B–N5(?) (19 B–Q2!) R–Q2 20 P–QR3 N–N3! 21 Q–KR4 N–B5 22 P–QN4 Q–N3

Black has now forced White to weaken his QB4 square and will soon exchange the white-square bishops producing further weaknesses on the light squares.

23 KR–K1   P–KR3
24 B–K7   Q–B2
25 B–B5   N–K4!
26 B–K3   N–Q6!

The knight is very strongly posted here, ready for action on either wing and restricting the activity of White's rooks.

27 KR–Q1   B–N6
28 R–KB1

If 28 R–Q2 Q–B6! is unpleasant. Now Black can exchange the white-square bishops, when his knight proves the stronger minor piece precisely because White's bishop cannot control the white squares.
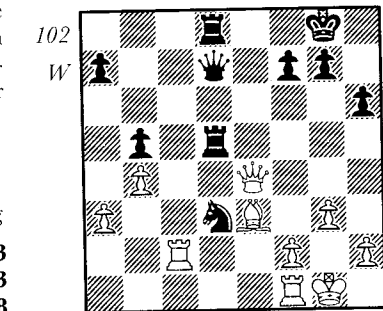
28 . . .   B–Q4
29 B×B   R×B
30 Q–K4   Q–Q2
31 R–R2   R–K1
32 Q–N2   P–QN3
33 R–B2   R–Q1
34 Q–K4   P–QN4!

Lasker's excellent play (centralization!.) has led to the blockade of White's Q-side, domination on the white squares and a prospective K-side attack by . . . P–B4–5. However, his opponent's next move is

a serious error, weakening two squares on the K-file which Black quickly exploits.

35 P–B4?	R–K1
36 Q–B3	Q–K3!
37 B–B2	

Not 37 B×P? N–K8.

37 ...	R–Q2
38 K–N2	Q–N6!

This invasion of the Q-side compels White to transfer his queen there to defend the QRP, thus deserting the long white diagonal.

39 Q–B6	R/1–Q1
40 Q–QB3	

Or 40 R–QB3 Q–N7 41 K–N1 N×B 42 R×N R–Q8+ 43 K–N2 Q–R8 etc.

40 ...	Q–Q4+
41 K–N1	Q–K5!
42 Q–N3	P–N4!

Exposing the weakness of White's KB3 square, as 43 P×P N–K4 wins. The game now ended:

43 Q–R2 P×P R–K2 Q–N3 45 Q–B2 K–R2 46 Q–B3 R–KN1 47 K–R1 Q–R4 48 R–Q2 P×P 49 B×NP R×B 50 Q–B6 N–K4 51 Q–K4+ K–N1 52 R/2–KB2 R–N4 54 R–B2 Q–Q8! 0–1.

58 Kotov–Botvinnik

USSR Championship 1939, Nimzo–Indian Defence

1 P–Q4 N–KB3 2 P–QB4 P–K3 3 N–QB3 B–N5 4 Q–B2 N–B3 5 N–B3 P–Q4 6 P–K3 0–0 7 P–QR3 B×N+ 8 Q×B B–Q2 9 P–QN3!

Black's main aim in this line is to obtain white square control on the Q-side by advancing his QRP to R5, so this 'overprotection' of White's QB4 is better than 9 P–QN4 P–QR4! 10 P–N5 N–R2 11 P–QR4 P–B3! when White's Q-side is seriously weakened.

9 ...	P–QR4!
10 B–Q3(?)	

Nowadays the system adopted by Black is no longer considered viable

because after 10 B–N2! P–R5 11 P–QN4 P×P 12 B×P N–R2! 13 N–K5! B–N4 14 B–R2 N–B1 15 P–KR4! White's space advantage on the K-side is more important than a possible control of QB4 by Black's pieces.

10 ...	P–R5
11 N–Q2(?)	

Even now White should play 11 P–QN4, although Black would gain a tempo on the above-mentioned variation and would have full equality.

11 ...	KR–K1!

White's knight has relinquished control of K5, so Black can advantageously change plans and aim for ... P–K4. If White prevents this by 12 P–KB4 he weakens his K4 square and Black can return to his plan of white square domination by 12 ... N–QR4 13 0–0 P×NP 14 N×P N×P 15 B×N P×B 16 Q×BP B–B3 etc.

12 0–0	P–K4
13 P×KP	

Botvinnik questions this move, but even after 13 B–N2 P–K5 14 B–K2 N–QR4 15 P–QN4 N×P 16 N×N P×N 17 B×P B–K3 18 B–K2 N–Q4 White's position is not very attractive.

13 ...	N×P
14 B–N2	

After 14 B–K2 N–K5! 15 N×N P×N 16 B–N2 Q–N4 17 K–R1 R–K3 Black would have dangerous threats on the K-side, as the pawn on K5 restricts White's position.

14 ...	P×NP
15 N×P?	

15 Q×P was essential, maintaining control of K4.

15 ...	N–K5!
16 Q–B2	N×QBP
17 B×N/B4	P×B
18 Q×P	Q–N4!

With the dual threats of ... B–N4 and ... B–R6.

19 P–B4	Q–N3

Black now controls the white squares

103
W

and can soon launch an attack against White's KN2. His immediate threat is 20 ... B–K3 followed by ... B×N and ... N–Q7. If White plays 20 Q×QBP then 20 ... B–R6 21 Q–B2 QR–B1 22 Q–K2 N–Q3! gives Black a strong attack as the following variations by Botvinnik show:
(a) 23 QR–B1 R×P 23 R×R+ N×R 25 Q–Q2 R–Q6 26 Q–K2 Q×P+! etc.
(b) 23 N–Q4 R×P 24 Q–KB2 N–K5 25 P–B5 Q–N5.
(c) 23 R–B2 B–N5 24 Q–K1 N–K5 25 R–KB1 R–B7 26 Q–N1 R–K7 (or 26 ... R×P+)
(d) 23 B–Q4 R–B7 etc.

20 KR–Q1	N–Q3
21 Q–Q3	

Or 21 Q×QBP B–B3 22 R–Q2 N–B5 etc.

21 ...	B–B4
22 Q–B3	B–K5
23 R–Q2	B–B3

Better than 23 ... N–B4 24 N–B5 B–B3 25 R–K1.

24 Q–Q3	N–B4
25 B–K5	P–B3
26 B×QBP	R×P
27 Q–B4+	K–R1
28 B–N6	R/6–K1
29 Q–KB1	

In order to answer 29 ... N–R5 with 30 K–R1.

29 ...	P–R4
30 N–Q4	N×N

31 B×N

This loses a pawn but White also stands badly after 31 R×N R–K6 32 R–Q8+ R×R 33 B×R/3 R–Q6 etc.

31 ...	R–K5
32 R–K1	

Forced, as Black was threatening to double rooks on the K-file followed by ... Q–N5 and ... R–K7 when White's KN2 cannot be defended.

32 ...	R×R
33 Q×R	R×P

Our theme has been illustrated. The remainder of the game was played in time-trouble, resulting in mistakes on both sides: 34 K–R1? R–R1? (34 ... R–KB6!) 35 R–K2 K–R2 36 P–R3 R–K1 37 Q–KB2? Q×P+! 38 Q×Q R×R 0–1.

## 59 Alekhine–Lasker

New York 1924, Queen's Gambit

1 P–Q4 P–Q4 2 P–QB4 P–K3 3 N–KB3 N–KB3 4 N–B3 QN–Q2 5 P×P P×P 6 B–B4 P–B3 7 P–K3 (7 P–KR3!) N–R4 8 B–Q3? (8 B–K5 or 8 B–N3 are better) N×B 9 P×N B–Q3 10 P–KN3 (10 N–K5!? Q–R5 11 P–KN3 Q–R6 12 Q–B2) 0–0 11 0–0 R–K1 12 Q–B2 N–B1 13 N–Q1? (Better is 13 N–KN5! P–KN3 14 P–KR4! P–B3 15 N–B3 with K-side attacking chances) P–B3 14 N–K3 B–K3 15 N–R4? (better is 15 B–B5) B–QB2 16 P–QN4 B–N3 17 N–B3 B–KB2! 18 P–N5? (104).

White's last move is the decisive error. It was essential to 'over-protect' his QP in order not to be compelled to advance his KNP after ... B–KR4 e.g. 18 KR–Q1 B–KR4 19 B–K2; or 18 Q–N2 B–KR4 19 N–Q2. However, Tartakower's recommendation of 18 B–B5 B–KR4 19 B–N4 fails to 19 ... R×N 20 B×B R–K5 21 B–N4 P–N3 followed by ... P–KB4 and ... N–K3.

104

B

[chess diagram]
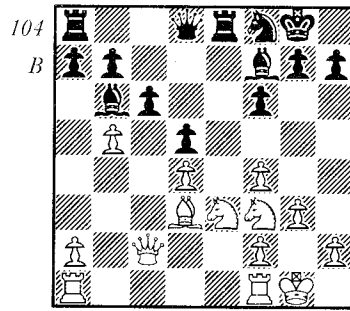
18 ...   B–KR4!

A subtle manoeuvre. So far Black has been unable to profit from the white square weaknesses of White's K-side (KB3 and KR3), so he now forces White to advance his K-side pawns, thus creating black square weaknesses which give him a winning attack!

19	P–N4	B–KB2
20	P×P	R–B1
21	Q–N2	P×P
22	P–B5	

Otherwise Black plays . . . N–K3.

22 ...   Q–Q3

Threatening to go to KB5, the weakened square.

23	N–N2	B–B2
24	KR–K1	P–KR4!
25	P–KR3	

White's only way to stop the coming attack would be to give up two pawns by 25 P–N5 P×P 26 N–K5 N–Q2 27 P–B4 P×P 28 N–B3 etc.

25	...	N–R2!
26	R×R+	R×R
27	R–K1	R–N1
28	Q–B1	N–N4
29	N–K5	

Or 29 N×N Q–R7+ 30 K–B1 P×N 31 N–K3 (if 31 P–B3 B–N6) Q×RP+ etc. wins.

The game ended: **29 ... P×N 30 Q×N P–K5 31 P–B6 P–N3 32 P–B4 P×NP! 33 B–K2 P×P 34 B–R5 R–N7! 35 N–R4 Q×P /5 36 Q×Q B×Q 0–1.**

4 Dynamic Elements

The character of a position is determined by various factors, some more lasting than others. Permanent features such as material advantage, pawn structure, weak squares etc. can be termed 'static' elements. However, there are other elements of a more temporary nature such as a lead in development, a concentration of pieces on one section of the board etc., which only apply during part of the game. Each tempo decides whether the active side will manage to convert his momentary superiority into material advantage or finish the game with a mating attack, or whether the defender will ward off the direct threats, improve the placing of his pieces or in time equalize the position.

So the time factor is the most important of these, because none of the players can afford to undertake lengthy manoeuvres in such situations and a single tempo or unnecessary move may well swing the game either way. We refer to these elements as 'dynamic,' dividing them into four thematic groups for the purpose of this chapter:
(1) Lead in development.
(2) Gain in time at the cost of material.
(3) Coordination of pieces and pawns.
(4) The positional sacrifice.

1. LEAD IN DEVELOPMENT

Chess moves have varying aims; some help to develop the pieces or improve their effectiveness, some lead to an improvement in the pawn structure, some deal with enemy threats and secure our position, and others are unnecessary moves or moves which even accelerate the enemy's plans. Economy of time is particularly important in the opening stage of the game, when both sides are undeveloped. Superfluous moves such as pushing forward the RP's indiscriminately, like beginners do, are fatal in the opening. Waiting moves are often seen in the ending and middlegame, but in the opening it is vital to use each move to further the deployment of our forces.

In the introduction to my work on opening theory I stated the basic principles governing opening play. To summarize them briefly: in the opening stage we must complete the development of our pieces as quickly as possible whilst taking care to secure our position in the centre. Particular points to bear in mind are:–
(a) to place our pieces without loss of time on their most effective square;
(b) to avoid moving a piece twice unless it is necessary to do so;
(c) to avoid putting pieces on squares where they can be driven away by moves which help the development of our opponent's pieces and pawns;
(d) to make only those pawn moves

essential for developing our pieces and establishing central control.

Of course, these principles must not be applied dogmatically without reference to the individual characteristics of each position. For example, in game No. 55 Alekhine moved the same piece four times in the first thirteen moves against Rubinstein and obtained a clear advantage. His play was in fact based on restricting the power of the enemy pieces and creating weak points in Black's position. From a pure quantitative assessment, after 1 P–Q4 P–Q4 2 N–KB3 P–K3 3 P–B4 P–QR3 4 P–B5! N–QB3 5 B–B4 KN–K2 6 N–B3 N–N3 7 B–K3! P–QN3 8 P×P P×P 9 P–KR4! B–Q3 10 P–R5 KN–K2 11 P–R6 P–N3 12 B–N5 0–0 13 B–B6, Rubinstein was ahead in development. In reality, however, a qualitative evaluation reveals a totally different picture, with Black's pieces lacking mobility and his K-side seriously weakened. In other words, the mere counting of tempi is insufficient without taking into account the effectiveness of our developed pieces.

Usually, however, neglect of the above principles entails giving our opponent a lead in development or better placed pieces. The side with a lead in development, other things being equal, has the initiative which can be temporary or decisive. It may result in a direct mating attack, gain of material or a lasting positional plus in the form of weak pawns, inferior pieces etc. In this way the dynamic element is converted into a static one.

A common cause of lost tempi in the opening is a vulnerable queen which can be attacked with gain of time. The simplest example of this is seen in the Centre Counter Defence 1 P–K4 P–Q4 2 P×P Q×P 3 N–QB3, and the following game illustrates the same theme.

60 Tolush–Alatortsev

16th USSR Championship, King's Gambit.

1 P–K4 P–K4 2 P–KB4 P–Q4 3 P×QP Q×P?

The idea of the Falkbeer Counter Gambit is to hinder the development of White's pieces by 3 . . . P–K5! whereas the text-move leads by force to the loss of two tempi.

4 N–QB3	**Q–K3**
5 P×P	**Q×P+**
6 B–K2	

White can also play 6 Q–K2 Q×Q+ 7 B×Q or here 6 . . . N–QB3! 7 N–N5! etc. but it seems more logical to avoid exchange of queens which would reduce the tactical chances resulting from the gain of time.

6 . . .	**B–KN5**
7 P–Q4	**Q–K3**
8 Q–Q3!	

Preparing to castle long.

8 . . .	**P–QB3?**

Stopping a possible N–KB3 but losing yet another tempo. It was essential to play 8 . . . N–KB3.

9 B–B4	**N–B3**
10 0–0–0	**B×B**
11 KN×B	
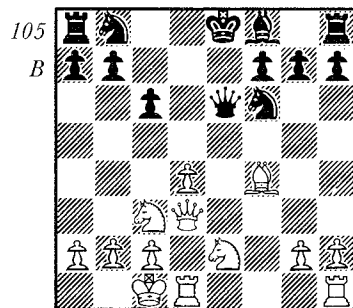
After only 11 moves Black's position is extremely difficult to defend, even

though it has few serious weaknesses. The fact is that the loss of three tempi has placed him behind in development, and this is aggravated by his next move. Here are some alternatives:

(a) 11 . . . B–K2 12 KR–K1 0–0 13 N–N3 Q–Q2 14 N–B5 R–K1 15 B–N5, or here 14 . . . B–N5 15 B–R6 etc.

(b) 11 . . . B–N5 12 B×N R×B 13 P–Q5 Q–Q2 (if 13 . . . N×P 14 N×N Q×N 15 Q–KN3 wins) 14 Q–K3+ Q–K2 15 Q×P 0–0 16 P×P B–B4 17 Q–R4 and White is a good pawn up at least.

[Even better seems the immediate 12 P–Q5! N×P 13 N×N Q×N 14 Q–KN3 Q×RP 15 N–B3! B×N 16 KR–K1+ B×R 17 R×B+ K–Q1 (17 . . . K–Q2 18 Q–N4+ K–Q1 19 R–Q1+ with a quick mate) 18 Q×P! R–K1 19 Q–B6+ K–Q2 20 Q–Q6+ and mate next move. Or 12 . . . Q–Q2! 13 B–N5! N×P (13 . . . B–K2 14 B×N B×B 15 N–K4!) 14 Q–K4+ Q–K3 15 N×N! Q×Q 16 N–B7+ followed by mate in 2. Translator's note.]

(c) 11 . . . QN–Q2(!) 12 KR–K1 0–0–0 13 N–N3 Q–N5 14 Q–B5! (14 Q–K3 N–N3) B–N5 15 N–K4! with a clear advantage after the exchange of queens.

11 . . .	**B–Q3?**
12 P–Q5!	

A typical move in such positions. Lines are opened up before Black can complete his development. There is a beautiful variation after 12 . . . Q–Q2 when White continues 13 B×B Q×B 14 P×P Q×Q 15 P×P! winning.

12 . . .	**N×P**
13 N×N	**P×N**
14 Q–KN3	**B×B+**
15 N×B	**Q–KR3**

Otherwise White plays 16 Q×P.

16 KR–K1+	**K–B1**
17 Q–QR3+	**1–0**

Often time is lost in the opening as a result of premature attacking moves before development is complete. The

game Meek–Morphy (Volume 1) was an excellent example of time-wasting attacking moves only helping the opponent's development. Here is another illustration:

## 61 Botvinnik–Denker

USSR–USA Radio Match 1945, Queen's Gambit

1 P–Q4 P–Q4 2 N–KB3 N–KB3 3 P–B4 P–B3 4 P×P P×P 5 N–B3 N–B3 6 B–B4 Q–R4(?)

Black intends to launch an attack on White's QB3 square by playing his knight to K5 and his KB to QN5. However, this is a bad plan which loses time, because White can easily defend this square with natural developing moves.

7 P–K3	**N–K5**
8 Q–N3	**P–K3**
9 B–Q3	**B–N5**
10 R–QB1	**N×N**
11 P×N	**B–R6(?)**

This move in conjunction with Black's next is highly dubious, but even after the better 11 . . . B–K2 12 0–0 (threatening 13 P–B4) Q–Q1 White obtains a dangerous initiative in the centre and on the K-side by 13 P–K4.

12 R–QN1	**P–QN3**
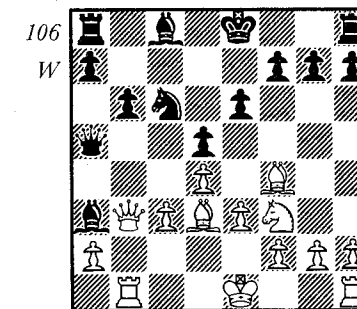
Black intends to exchange White's 'good' bishop by . . . B–R3 but the plan

is far too slow, as he has already lost two or three tempi (his queen can hardly be called developed and is in fact a tactical weakness). It comes as no surprise that Botvinnik can open up the game in the centre by simple means and thus obtain a winning position.

13 P–K4!   **P×P**

Annotators have criticized this move, but Black cannot hold the position in view of his badly placed queen and KB e.g.
(a) 13 . . . B–R3 14 B×B Q×B 15 P×P winning a pawn.
(b) 13 . . . B–N2 14 P×P P×P 15 0–0 0–0 16 Q–B2 threatening both B×P+ and R–N5.
(c) 13 . . . B–K2 14 B–QN5 B–Q2 15 P×P again winning a pawn.

14 B–QN5!   **B–Q2**
15 N–Q2   **P–QR3**

Otherwise 16 N–B4 wins.

16 B×N   **B×B**
17 N–B4   **Q–KB4**
18 B–Q6   **P–K6!**

He could not play 18 . . . B–Q4 19 B×B P–QN4 20 N–Q6+ winning, so his only chance of prolonging the game is the following queen sacrifice.

The game now ended: **19 N×KP Q×R+ 20 Q×Q B×B 21 Q×NP K–Q2 22 Q–N3 QR–QN1 23 Q–B2 R–N4 24 0–0 R–KR4 25 P–KR3 R–QN1 26 P–QB4 P–N3 27 N–N4 R–KB4 29 N–K5+ B×N 29 P×B R×KP 30 Q–Q2+ 1–0** (after 30 . . K–B2 or 30 . . . K–K2 31 R–Q1 wins).

Lack of development is not always due to loss of time. Sometimes a badly placed piece can hinder one's own development as in our next game.

62 Petrosian–Taimanov

USSR Championship 1955, Queen's Gambit

1 P–Q4 N–KB3 2 P–QB4′ P–K3 3 N–KB3 P–Q4 4 N–B3 P–B3 5 P–K3

QN–Q2 6 B–Q3 B–N5 7 0–0 0–0 8 Q–B2 B–Q3

A deliberate loss of a tempo, but in this relatively closed position it is more important to find the best square for Black's pieces. He could not play 6 . . . B–Q3 because of 7 P–K4, whereas now 9 P–K4 P×BP 10 B×P P–K4 is good for Black.

9 P–QN3!   **P×P?**

A serious error after which Black has difficulty completing his development. The correct plan was 9 . . . P–K4! 10 BP×P BP×P 11 N–QN5 B–N1 12 P×P N×P 13 N×N B×N 14 B–N2 B×B 15 Q×B B–Q2 when many games have shown that White has insufficient advantage to win against the best defence.

10 P×P   **P–K4**
11 B–N2
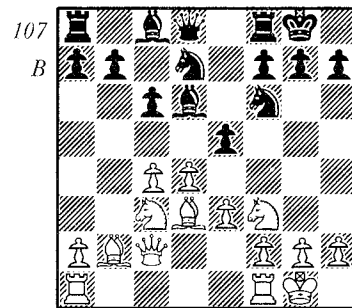
It is now easy to see why Black's 9th move was a mistake. He no longer threatens . . . P–K5 which means that White has no need to capture on K5, and this in turn ties down Black's QN which blocks the QB, making Black's development difficult. The best defence is now 11 . . . P×P 12 P×P R–K1 13 KR–K1 R×R+ 14 R×R N–B1, though White has the advantage with control of the open K-file and a strong centre. By delaying the exchange of pawns Black only makes matters worse as we shall see.

11 . . .   **R–K1(?)**
12 N–K4   **N×N**
13 B×N   **P–KR3**

Despite the weakening of the long black diagonal, 13 . . . P–KN3 gave better defensive chances.

14 QR–Q1   **P×P**

After 14 . . . Q–K2 (14 . . . Q–B2? 15 P–B5) 15 KR–K1 P×P 16 P×P Black would again lose time moving his queen away.

15 B–R7+!

As 15 R×P N–B3! (16 P–B5? N×B) allows Black to free his game.

White plays this neat *zwischenzug*.

15 . . .   **K–R1**
16 R×P!
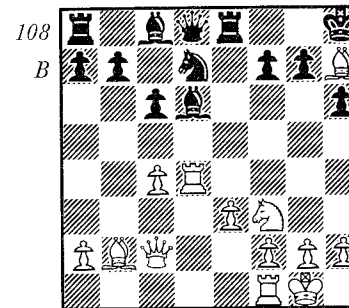
Now 16 . . . N–B3?? fails to 17 P–B5 N×B 18 R×B Q–K2 19 R×RP winning. So White remains ahead in development and can launch a K-side attack with his well-placed pieces.

16 . . .   **B–B4**

Even worse is 16 . . . B–B2 17 KR–Q1 Q–K2 18 R–K4 Q–B1 19 R–R4 etc.

17 R–B4   **Q–K2**
18 R–K4

More exact is 18 N–R4! threatening 19 B×P+. After the best defence 18 . . . N–B3 (18 . . . N–B1 19 Q–B3 P–B3 20 B–N6 R–Q1 21 R×P! etc.) 19 B×N P×B 20 B–B5 with a winning game in view of Black's weakened K-side (White's dynamic advantage would be

thus changed into a static one!). Perhaps Taimanov saw that this line was possible after 18 . . . Q–Q1 19 R–B4! Q–K2, because now in his efforts to prevent it, he allows an even quicker finish.

18 . . .   **Q–B1**
19 R–R4!

Not 19 R–N4? N–B3 20 B×N B×R.

19 . . .   **P–B3**

The threat was 20 R×P, even after 19 . . . N–B3.

20 B–N6   **R–K2**
21 R–R5!   **B–Q3**

Intending . . . N–K4, but it is too late and Black never in fact completes his development.

22 R–Q1   **B–K4**
23 B–R3   **P–QB4**
24 N–R4!   **1–0**

There is no defence to the retreat of White's KB followed by N–N6+ e.g. 24 . . . Q–Q1 25 B–K4 K–N1 26 B–Q5+, or 24 . . . Q–N1 25 B–R7! Q×B 26 N–N6+ etc.

A lead in development is at its most useful in open positions or in situations where the active side can achieve a central break-through. It is less important, however, in closed positions where more weight must be given to the pawn structure and the placing of the pieces developed than to the number of pieces developed. Thus the strategy for the player with a lead in development is to open up the position as quickly as possible by a central break-through or the clearing of files and diagonals. For the defence the opposite holds true, of course. This principle is so self-evident and logical that it is valid for all cases. Violation of it always constitutes a serious strategic error.

2. GAIN IN TIME AT THE COST OF MATERIAL

So far we have examined the simplest cases of a lead in development, when

one side makes the mistake of neglecting to bring his pieces out effectively. However, this type of error rarely occurs nowadays in master play in view of the vast improvement in the knowledge of opening theory. It is much more common to find situations in which one side's lead in development is balanced by material advantage to the other side. We then have the interesting case of two totally different elements in conflict with each other, one static (material) and one dynamic (time). The result is usually a sharp struggle between two strategic concepts, the materially weaker side trying to exploit his temporary superiority in the effectiveness of his pieces, whilst his opponent attempts to counter the threats, complete his development and simplify the position in order to profit from his material advantage.

Most of the classical gambits are based on this idea of sacrificing material to obtain a lead in development e.g. the Danish Gambit: 1 P–K4 P–K4 2 P–Q4 P×P 3 P–QB3 P×P 4 B–QB4 P×P 5 B×P and White has gained 3 tempi at the cost of two pawns. Similar gambits were highly successful at a time when the technique of defensive play was of a low standard because the defending side almost invariably held on blindly to the sacrificed material, being unprepared to give it back in exchange for other advantages. Almost all these gambits were refuted, or at least neutralized, as soon as proper defensive methods were applied. The two main methods are:
(1) to give back the sacrificed material at an opportune moment whilst at the same time obtaining some positional advantage if possible.
(2) to decline the gambit and exploit any resulting weaknesses in the opponent's position.

The Danish Gambit is typical of the gambits offered during the Classical Era in that it gives Black a chance to use both of the above methods.

63 Mieses–Maroczy

Monte Carlo 1902, Danish Gambit

1 P–K4 P–K4 2 P–Q4 P×P 3 P–B3 P×P

Maroczy opts for the first method. Nowadays many players would settle for the second method, declining the gambit by 3 . . . P–Q4 4 KP×P N–KB3! e.g. 5 P×P N×P (or the equally good 5 . . . Q×P) 6 B–QB4 B–K3 followed by 7 . . . N–QB3.

4 B–QB4	**P×P**
5 B×NP	**P–Q3**

According to theory Black can comfortably equalize by 5 . . . P–Q4 giving back both pawns e.g. 6 B×QP N–KB3 7 B×P+ K×B 8 Q×Q B–N5+ etc. However, this does not mean that Maroczy intends to cling to his extra material, as the rest of the game shows. He instead delays the return of material until he can obtain an advantage from it.

6 N–K2

Most opening books, my own included, give 6 P–B4 here as leading to a dangerous attack. However, from a purely theoretical point of view, this line hardly justifies the Danish Gambit e.g. 6 . . . N–QB3 (better than 6 . . . B–K3 7 B×B P×B 8 Q–N3 Q–B1 9 N–KB3) 7 N–KB3 B–K3 8 B×B P×B 9 Q–N3 Q–Q2 (9 . . . P–Q4 is good too) 10 N–N5 0–0–0! 11 N×KP R–K1, or here 11 Q×KP N–B3! etc.

6 . . .	**N–QB3**
7 0–0	**B–K3**
8 B–Q5	**N–B3**
9 Q–N3	**Q–B1**
10 N–B4	**B×B**
11 P×B	**N–K4**
12 R–K1	
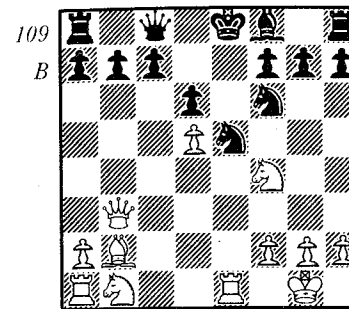
White has a clear lead in development for his two sacrificed pawns. Indeed if Black now tried to hold on to his material by 12 . . . N–Q2 he would be in serious trouble after 13 Q–N3. However, by giving back his extra material Maroczy obtains a winning position.

12 . . .	**B–K2!**
13 B×N	**P×B**
14 R×P	**Q–Q2!**
15 Q–N3	

Black's position holds against any attack. 15 Q×P fails to 15 . . . 0–0 e.g. 16 Q–B6 Q–N5 17 N–K2 B–Q3 or 16 R–K1 B–Q3 17 N–Q3 N×P etc.

15 . . .	**0–0–0!**

Suddenly it is Black who is ahead in development! White attempts to establish material equality but Black's better coordinated pieces lead to the win of the exchange and the game ended quickly as follows: **16 Q×P Q–Q3! 17 Q–N5 KR–K1! 18 N–Q2 N–Q2 19 R×B Q×R 20 Q–N3 Q–N5 21 N–B3 R–N1 22 Q–R4 Q–B6 23 R–N1 Q×N 0–1.**
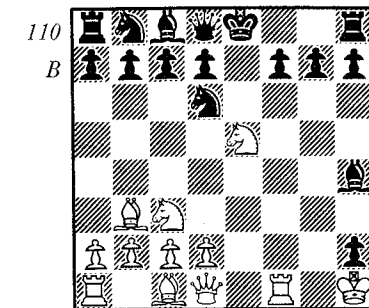
In our next game the loss of one tempo disturbs the dynamic balance of the position, giving White a brilliant win.

64 Podgorny–Stulik

Semi-final of the Czechoslovakian Championship 1956, King's Gambit

1 P–K4 P–K4 2 P–KB4 P×P 3 N–KB3

B–K2 4 B–B4 N–KB3 5 N–B3!? N×P 6 N–K5 N–Q3 7 B–N3 B–R5+ 8 P–N3 P×P 9 0–0 P×P+ 10 K–R1

Not counting the pawn on KR7 (which White does not capture at once because it temporarily protects his king) Black is three pawns up. However, he has to face a most dangerous attack, with only two pieces in play, so must take rapid and energetic measures if he is to survive. After 10 . . . 0–0! 11 Q–R5 P–QN3! 12 N×P N×N 13 R×N R×R 14 B×R+ K–R1 15 B–N6 P–KR3 16 P–Q4 B–N2+ 17 K×P B–N4 Black can hold the position, so White does best to play here 12 R×P! R×R 13 B×R+! N×B (not 13 . . . K–B1? 14 Q×P! B–N2+ 15 N–Q5 etc.) 14 Q×N+ K–R1 15 Q–R5! B–N2+ 16 K×P K–N1 17 Q–B7+ with a draw by repetition of moves. This variation is an excellent illustration of what we mean by dynamic balance (material v. time). However, Black now loses a vital tempo by attempting to hold on to his KBP and this tips the balance in White's favour.

|	
10 . . .	**B–B3?**
11 P–Q4	

He could also play 11 Q–R5 0–0 12 P–Q4 N–B3 13 B–K3, or here 11 . . . P–KN3 12 Q–K2 0–0 13 P–Q4, but the text-move is more logical, mobilizing his remaining pieces before launching the final attack.

11 ...	P–QN3
12 Q–R5	B–N2+
13 K×P	P–N3

A cunning defence which however fails to a beautiful queen sacrifice on move 15. His game is equally lost after 13 ... 0–0 14 N–N4! with a winning attack e.g.

(a) 14 ... B×P 15 B–N5 Q–B1 (15 ... Q–K1 16 QR–K1 N–K5 17 N×N B×N 18 R×P R×R 19 R×B etc.) 16 B–B6! P×B 17 N×P+ B×N 18 R×B and there is no defence to R–KN1 followed by R–R6.

(b) 14 ... N–K1 15 B–N5! B×B 16 B×P+ K–R1 17 B–N6 N–B3 18 N×N P–KR3 19 N–R7 R–KN1 20 N×B Q×N 21 Q×Q P×Q 22 K–N3 R–Q1 23 P–Q5 N–R3 24 R–R1+ K–N1 25 R–R7 N–N5 26 R/1–R1 K–B1 27 R–K1 K–N1 28 R–K7 etc.

14 Q–R6	B–N2!
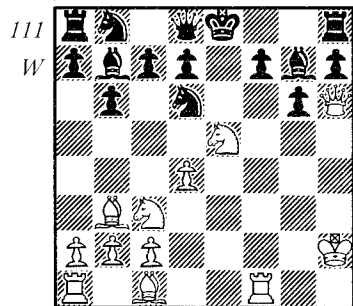
It seems at first sight that Black has warded off the attack, since 15 Q×B?? Q–R5+ wins for Black, and after 15 Q–B4 0–0 his position is solid.

15 N×BP!!	B×Q
16 N×N+	P×N

Or 16 ... K–K2 17 B×B K×N 18 B–B4+ K–B3 19 B–Q5 mate.

17 B–B7+	K–K2
18 B×B	Q–N1

Black cannot prevent mate even by giving back the queen! Other possibilities are:

(a) 18 ... P–Q4 19 QR–K1+ K–Q3 20 B–B4+ K–B3 21 B×QP mate.
(b) 18 ... Q–B2 19 B–N5+ K–B1 20 B–Q5+ K–N2 21 R–B7+ K–N1 22 B–R6 and 23 R–B8 mate.
(c) 18 ... Q–QB1 19 B–N5+ K–B1 20 B–Q5+ K–N2 21 B–B6+ K–B1 (21 ... K–R3 22 K–N3 P–KN4 23 B–B7 Q–B3 24 P–Q5) 22 B×R+ K–K2 23 QR–K1+ K–Q1 24 B–B6+ K–B2 25 N–N5 mate.

19 B×Q	1–0

After 19 ... R×B 20 B–N5+ K–K1 21 QR–K1+ it is mate next move.

It is always a difficult strategic problem whether a pawn can safely be won at the expense of development. As we have seen in the above game, undeveloped positions are difficult to defend against sudden attacks, and there are hundreds of similar brevities in chess literature stemming from the misguided capture of a pawn in the opening.

It is scarcely possible to give all-embracing rules about whether or not a pawn can be captured with impunity in the opening stages. In each particular case we must carefully assess defensive and attacking possibilities. In a number of variations over the years even theoreticians have been unable to weigh up the relative importance of time and material. A good example of this is seen in the 'Poisoned Pawn' variation of the Najdorf Sicilian (1 P–K4 P–QB4 2 N–KB3 P–Q3 3 P–Q4 P×P 4 N×P N–KB3 5 N–QB3 P–QR3 6 B–KN5 P–K3 7 P–B4 Q–N3!? 8 Q–Q2 Q×P) about which no definitive conclusions have yet been reached.

Usually it is sounder to snatch a central pawn rather than a RP or a NP, mainly because the capture of a central pawn normally means that we improve our control of the centre at the same time as winning material. In the first chapter of his famous book *My System*,

Nimzowitsch states 'A central pawn should always be captured if this can be done without too much danger.' Of course, the whole problem lies in that little word 'if'!

Our next game shows Black capturing the QP with an apparently solid position. Nevertheless, White manages to put to good use the two tempi gained as a result of the pawn-snatch and launches a dangerous attack.

65 Boleslavsky–Flohr

Moscow 1950, Caro–Kann Defence

1 P–K4 P–QB3 2 N–QB3 P–Q4 3 N–B3 B–N5 4 P–KR3 B×N 5 Q×B P–K3 6 P–Q4 N–B3 7 B–Q3

After 7 P–K5 we have a pawn structure similar to the one in the French Defence, but the important difference (in Black's favour) is that his QB which usually plays a passive role, has been exchanged, giving him an easier development. The move in the text involves the sacrifice of a central pawn for two tempi and has been proved viable in a number of games.

7 ...	P×P
8 N×P	Q×P
9 B–K3!	Q–Q1

It would be dangerous to accept the second pawn e.g. 9 ... Q×P 10 0–0 (threatening 11 R–QN1 and 12 R×P) and Black has difficulty developing his pieces as a result of his exposed queen, as the following lines show:

(a) 10 ... Q–K4 11 B–KB4 Q–QR4 12 QR–N1 and the QNP can hardly be protected (12 ... P–K4 13 B–Q2).
(b) 10 ... N×N 11 Q×N Q–B3 12 QR–N1 Q–K2 (12 ... P–QN3 13 B–KB4) 13 KR–Q1 and Black has no time to complete his development.
(c) 10 ... N×N 11 Q×N B–Q3 12 QR–N1 Q–K4 13 Q×Q B×Q 14 R×P P–QR4 15 B–QB5 etc.

In the game Boleslavsky–Makagonov (12th USSR Championship) Black defended with 9 ... B–N5+ 10 K–K2 Q–Q1 11 KR–Q1 N×N 12 B×N Q–K2 13 K–B1 0–0 14 Q–N3 N–R3 when he managed to complete his development, but still had to suffer a K-side attack with strong pressure from White's bishop pair.
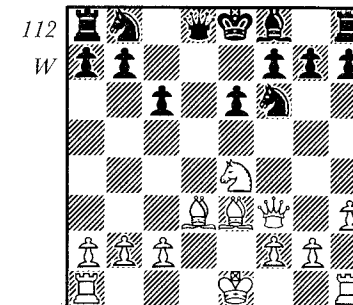
White has almost completed his development, whereas Black has only one piece in play. Still, the latter's position is very solid and not easy to break down. White should now continue 10 N×N+ Q×N 11 Q–N3 (threatening 12 Q–B7) Q–Q1 12 0–0–0 with an excellent attacking position. The game continuation is less exact.

10 0–0–0(?)	QN–Q2
11 B–QB4	

Opening the Q-file and planning a possible sacrifice on K6 later. If now 11 ... N–Q4 12 B–KN5 Q–N3 13 KR–K1 with a good game to White.

11 ...	Q–R4
12 B–Q2	Q–N3(?)

It was preferable to prepare to castle Q-side without loss of time by 12 ... Q–R5 13 N×N+ N×N 14 B–N3 Q–K5 15 Q–N3 0–0–0 although White would have good attacking chances after 16 B–K3.

13 KR–K1	N×N?

Losing a vital tempo. The correct

move was 13 ... B–K2! (not 13 ...
0–0–0? 14 N–N5) 14 N–N5 0–0 15
N×KP? P×N 16 R×P N–Q4! etc. as
Black is threatening ... N–K4 after 13
...B–K2 White has nothing better than
14 B–B3 0–0 15 Q–N3 with attacking
chances against the enemy king.

14 R×N   N–B3

Black is already lost, the main
variation running: 14...B–K2 (14...
N–B4 15 R–K2 B–K2 16 B–B3 0–0 17
Q–N3 P–KN3 18 Q–K5 wins) 15 B–K3
Q–B2 16 B–B4 Q–B1 17 B×P! P×B 18
R×P and now:
(a) 18 ... N–B4 19 R×B+! K×R 20
B–Q6+ etc.
(b) 18 ... N–B1 19 Q–R5+! P–N3 20
R×B+ K×R 21 Q–K5+ N–K3 22
B–N5+ K–B2 23 Q–B6+ K–N1 24
B–R6 Q–K1 25 R–K1 Q–B2 26 R×N
Q×Q 27 R×Q wins.
(c) 18 ... K–B2 19 R×B+ K×R 20
B–Q6+ K–Q1 21 Q–B7 R–K1 22 Q×P
wins.
(d) 18 ... R–B1 19 Q–K3 R–B2 20
R–K1 Q–Q1 21 B–Q6 wins.

All these lines and the following play
are well worth careful examination, as
they offer good examples of how to
exploit an advantage in development.
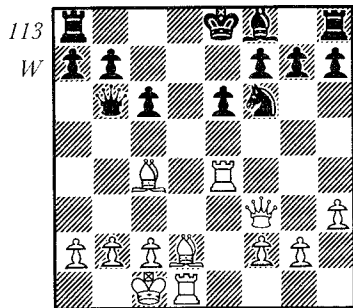
15 B×P!   P×B
16 R×P+   B–K2

After 16 ... K–B2 White continues
in sacrificial vein 17 R×N+! P×R 18

Q–R5+ K–N1 (if 18 ... K–N2 19
B–R6+ K–N1 20 R–Q7 wins; or 18...
K–K2 19 R–K1+ K–Q3 20 B–B4+
wins) 19 Q–N4+ K–B2 (19 ... B–N2
20 Q–K6+ K–B1 21 B–B4 etc.) 20
Q–QB4+ K–N2 21 B–K3 Q–N5 22
R–Q7+ K–N3 23 Q–B7+ K–B4 25
P–N4+ K–K5 25 P–QB3 followed by
26 Q×BP; or here 20 ... K–N3 21
Q–K4+ K–B2 22 B–R5! B–R3+ 23
K–N1 QR–Q1 24 Q–QB4+ K–N2 25
Q–KN4+ K–B2 26 B×Q winning.

17 R/1–K1   N–Q4

After the apparently stronger 17...
0–0 18 R×B N–Q4 White has the neat
refutation 19 R×KNP+! K×R 20
B–B3+ N×B 21 R–K7+ K–R3 22
Q×N and Black is helpless against the
threat of Q–N7+ (22 ... R–KN1 23
Q–B6+ wins).

18 B–N5

White regains the sacrificed piece
and wins easily with his extra pawn.
The game ended: **18 ... 0–0–0 19 B×B
N×B 20 R×N KR–B1 21 Q–N4+
K–N1 22 Q×P Q×BP (22 ... R×P 23
R–K8) 23 P–QN3 (23 R×P+? K–R1)
R–N1 24 Q×P R×P 25 R×P+ K–R1
26 R/7–K7 Q–QB4 27 P–KR4 P–R4
28 R–K8 Q–Q5 29 K–N1 R–Q7 30
R×R+ Q×R 31 Q–K4 Q–B3 32 P–R5
1–0.**

It is almost always bad and
extremely risky to snatch a pawn when
it not only loses time but also opens up
lines for the enemy pieces as in our next
example.

66 Fuderer–Milic

Agram 1955, Queen's Gambit

**1 P–QB4 P–K3 2 N–QB3 P–Q4 3
P–Q4 N–KB3 4 B–N5 B–K2 5 P–K3
0–0 6 R–B1 P–KR3 7 B–R4 N–K5 8
B×B Q×B 9 Q–B2(?) P–QB3 10 B–Q3
N×N 11 Q×N Q–N4?**

A completely unjustified attempt to
win a pawn. After White's inexact

opening play Black could quickly
equalize by 11 ... N–Q2 12 N–B3 P×P
13 B×P P–QN3.

12 N–B3!   Q×NP
13 K–K2

114
B
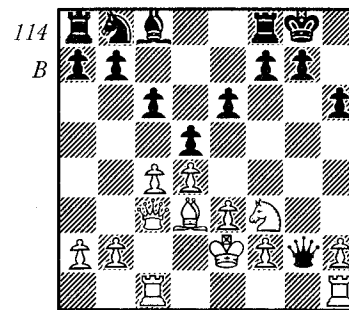
Suddenly Black has a losing game.
His only active piece, the queen, is
exposed to attack which means that
further tempi will be given to White
who can now proceed to use the file, so
carelessly opened by Black.

13 ...   Q–R6
14 QR–N1   P–KB4

Forced, as he needs the KR to guard
his KNP. After 14 ... N–Q2 comes 15
R–N3 Q–R4 16 R/1–KN1 P–KN3 17
K–K1! threatening 18 R×P+ P×R 19
B×P and if 17 ... K–R1 18 Q–R3
threatening both 19 Q–K7 and 19
N–K5.

15 R–N3   Q–R4
16 R/1–KN1   R–B2
17 Q–R3!   N–Q2
18 K–K1

Now threatening 19 Q–Q6 followed
by 20 N–K5. Black is defenceless, as his
pieces are tied up (18 ... N–N3 19
N–K5).

18 ...   P×P
19 B×P   P–B5

Black tries to create space for his
queen. After 19 ... N–N3 White can
win elegantly by 20 Q–Q6! N×B 21

Q–Q8+ K–R2 22 Q–K8 (threatening
23 R×P+!) P–KN4 23 R×P! P×R 24
R×P etc.

20 R×P+!   R×R
21 B×P+   K–R1
22 R×R   K×R
23 Q–K7+   K–R1
24 N–K5!   P×P

Not of course 24 ... N×N 25
Q–B8+. Although Black is a rook to the
good, he cannot free his Q-side pieces.

25 P–B4!   1–0

A neat finish. Also possible was 25
N–B7+ K–N2 26 N–N5+ K–N3 27
B–B7+ winning the queen, but now
there is no defence to the even stronger
threat 26 N–B7+ K–N2 27 N–N5+
K–N3 28 Q–R7 mate.

The following game contains an
interesting idea on the same lines as
game 63. White captures an enemy
pawn with distinct loss of time, but then
frees himself by giving back the pawn at
a suitable moment. He then not only
catches up in development but even
obtains a dangerous attack himself.

67 Lisitsin–Estrin

Semi-final of the 17th USSR
Championship, Queen's Gambit

**1 P–Q4 P–Q4 2 P–QB4 P–K3 3
N–QB3 P–QB4 4 P×QP BP×P 5
Q–R4+ B–Q2 6 Q×QP P×P 7 Q×QP
N–KB3!**

More exact than 7 ... N–QB3, as
White dare not take the second pawn
e.g. 8 Q×NP N–B3 9 Q–N3 N–Q5 10
Q–Q1 B–KB4 11 P–K4 N×P 12
Q–R4+ K–K2! etc.
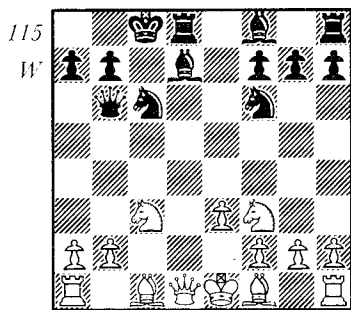
8 Q–Q1   N–B3
9 P–K3

Even more accurate is 9 N–B3 when
White can continue with P–KN3 and
B–N2.

9 ...   Q–N3

The simple development of his pieces
by ... B–QB4 followed by ... Q–K2

and . . . 0–0 would put Black ahead in development without giving him any real attacking chances, so he prepares to castle long with pressure down the Q-file.

10 N–B3   0–0–0

White now seems in trouble since 11 Q–N3 fails to 11 . . . Q×Q 12 P×Q N–QN5! 13 R×P K–N1 14 R–R5 P–QN3 and White's QR has no retreat square (if 15 R–KN5 P–R3 16 R–N3 N–R4 or 15 R–K5 N–N5 16 R–K4 B–KB4 etc.).

11 B–Q2!

By giving up the QNP White catches up in development and obtains the QN-file for his attack.

11 . . .   Q×NP
12 R–QN1   Q–R6
13 B–K2(?)

Stronger is 13 B–B4! to prevent . . . B–K3. After 13 . . . B–KN5 14 0–0 N–K4 15 B–K2 N×N+ 16 B×N B×B 17 Q×B! R×B? 18 Q×NP+ K–Q1 19 Q–N8+ K–K2 20 R–N7+ K–K3 21 N–N5 White has a decisive attack, and if here 14 . . . B–QN5 15 R–N3 etc. After the text-move there is complex play giving Black equal chances.

13 . . .   B–K3
14 0–0   B–QN5(*116*)

Black is threatening both B×N and R×B, seemingly forcing 15 Q–B1 when
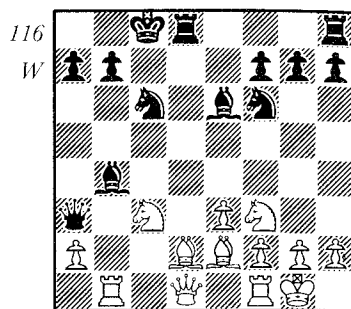
the exchange of queens gives Black at least an even game. However, Black's vulnerable Q-side allows White to begin an interesting attack.

15 N–QN5!   Q×RP

Not 15 . . . Q–R4 16 B×B N×B 17 Q–K1, or here 16 . . . R×Q 17 B×Q R×R+ 18 K×R N×B 19 N×P+ winning a pawn.

16 R×B!   N×R
17 Q–B1+   N–B3
18 N/3–Q4   K–Q2?

The decisive mistake. The correct move was 18 . . . B–Q4! which Black may have rejected because of the reply 19 P–K4(?) N×P 20 B–N4+ although he can then defend by 20 . . . R–Q2! giving back the exchange. So White's best move is 19 P–B3! K–N1! (not 19 . . . P–QR3? 20 N–R7+ K–N1 21 N×N+ B×N 22 B–B4 Q–R5 23 B–N3) 20 P–K4 N×N 21 B–KB4+ K–R1 22 N–B7+ K–N1 23 N×B+ K–R1 and White must take the perpetual check, as the interesting winning attempt 24 Q–R1 fails to the queen sacrifice 24 . . . N×B+ 25 K–R1 N×N! (not 25 . . . Q×Q 26 N–N6+ P×N 27 R×Q mate) 26 Q×Q N/4×B 27 P–N3 N–B6 with advantage to Black.

19 R–Q1   R–QB1
20 N×B   P×N

If 20 . . . Q×N 21 B–B4 and 22 B–N4+ wins.

21 B–B4   Q–R5

22 B–N4+   N–Q4

Forced, as 22 . . . K–K1 loses to 23 N–Q6+ K–B1 24 B–R3! R–Q1 25 B×P etc.

23 B×N   Q×B
24 B×N+   K–K2
25 Q–R1!   K–B1

White has obtained a clear material and positional advantage and could win at once by 26 R–Q7 P–K4 27 B×P R–K1 28 N–Q6 etc. However, with both sides in time-trouble the finish was played inaccurately as follows: **26 B×P R–B4 27 N–Q4 K–B2 28 B–B3?** (28 Q×RP!) **28 . . . P–QR4?** (28 . . . R–QR4 offered sturdier resistance) **29 N×P! R–B6** (if 29 . . . K×N 30 Q×NP R–Q1 31 B–N4+ etc.) **30 N–N5+ K–N3 31 N–K4 R–B7 32 Q–K5 P–R3 33 Q–K6+ K–R2 34 Q–B5+ 1–0.**

Of course, a pawn sacrifice to gain time can occur in the middle-game as well as the opening. Important tempi are gained in order to open up the enemy position. Normally such sacrifices are based on concrete tactical variations, as one must clearly be more careful in the middle-game when the enemy has usually completed his development.

In many cases not only pawns but pieces are sacrificed to win vital tempi, once again entailing exact calculation of forcing variations. In modern chess the sacrifice of the exchange is a common feature of many openings (e.g. the move . . . R×QN in the Dragon variation of the Sicilian Defence) to gain a lead in development or increase the effectiveness of one's pieces. Our next game contains an interesting example of such a sacrifice, with White not only giving back his extra pawn but also sacrificing the exchange in order to complete his development and launch an attack against the enemy king.

68 Bondarevsky–Mikenas

18th USSR Championship, Queen's Gambit

1 P–Q4 P–Q4 2 P–QB4 P–K4 3 P×KP P–Q5 4 N–KB3 N–QB3 5 P–KN3 B–KN5 6 QN–Q2 Q–Q2 7 B–N2 0–0–0 8 P–KR3 B–KB4 9 P–R3 P–B3 10 P×P N×P 11 P–QN4 R–K1
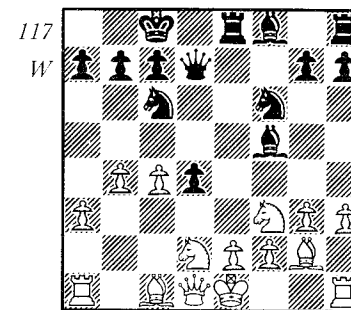
A position has arisen which is typical of the defence adopted by Black, the Albin Counter-gambit. For his pawn Black has a lead in development and it looks as though the threat of . . . B–Q6 will force White to delay his development even more by 12 K–B1. However, Bondarevsky reveals the weakness of Black's Q-side by giving back the pawn and sacrificing the exchange.

12 B–N2!!   B–Q6

White was threatening to win the QP by 13 P–N5. Black's best is 12 . . . P–Q6 but after 13 P–K3 White has a very good game because of his powerfully placed bishops.

13 0–0   B×KP
14 Q–R4   B×R
15 R×B

Suddenly the picture has changed dramatically and it is White who is ahead in development, with Black already threatened by P–QN5. His material advantage plays no part in the

proceedings, as his rooks cannot become active.

15 ...	K–N1
16 P–N5	N–Q1
17 N×P	B–B4
18 N/2–N3	B×N
19 B×B	P–QN3

Even worse is 19 ... P–QR3 20 Q–R5 etc. White's bishops are stronger than Black's rooks.

| 20 P–B5 | R–K2? |

Black could resist longer by giving back the exchange e.g.
(a) 20 ... R–K5 21 B×R N×B 22 P×P RP×P 23 B×QNP P×B 24 Q×N Q×P.
(b) 20 ... R–K3 21 P×P BP×P 22 B–K3 (threatening B–B4+ and N–Q4) 22 ... R×B 23 P×R R–K1.

In both cases, however, Black is a pawn down and the situation of his king leaves much to be desired.

21 P×P	BP×P
22 B×P!	P×B
23 Q–R8+	K–B2
24 Q–R7+	K–Q3
25 R–Q1+	K–K4
26 R×Q	N×R

White has a queen and two pawns against two rooks, and Black's king is so vulnerable that he can set up no defence. The game ended: **27 Q–B7+ K–K3 28 N–Q4+ K–B2 29 N–B5 R–K8+** (a 'spite' check) **30 K–R2 R–Q8 31 Q–B2 1–0.**

3. CO-ORDINATION OF PIECES AND PAWNS

Pieces and pawns are interdependent, as we have seen so many times already. To achieve their maximum effectiveness they need to be co-ordinated, and of course without such co-ordination their value is reduced, as for example in the case of the 'bad' bishop hampered by its own pawns.

Well co-ordinated forces may even be a match for materially superior

forces, as can be seen in the following surprising study by Sakhodyakin.

118
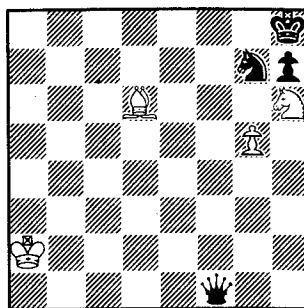
Black to move cannot win despite his great advantage of queen v. knight. The reason for this lies in the superb co-ordination of White's pieces. His pawn guards the knight which in turn indirectly protects the bishop and the pawn (N–B7+). Black's knight cannot move without allowing B–K5+ and if Black plays 1 ... Q–K7+ he still cannot capture the bishop when it goes to K5 because of N–B7+ once again. In other words, White's pieces have attained their maximum efficiency whilst posing a constant threat to Black's king, whereas Black can only use his queen against White's king because his other pieces are permanently pinned down on the K-side.

Now for another example, this time from end-game theory, being the only case of a draw with queen versus bishop and knight.(*119*)

White's king protects the bishop which in turn guards the knight. The latter co-operates with the bishop to form a permanent barrier preventing the approach of Black's king. Again Black cannot co-ordinate his king and queen to mate or win a piece, so must accept the draw.

We can distinguish between two
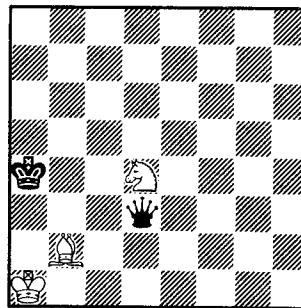
kinds of co-ordination. On the one hand we have 'tactical co-ordination' in which pieces (and pawns) are directed at a specific point in the enemy position or defend a specific point in our position. On the other hand we have 'strategic co-ordination' in which our forces co-operate in carrying out a definite strategic plan, such as supporting the advance of a passed pawn or exploiting a quantitative or qualitative pawn superiority or blockading then destroying an enemy isolated pawn. Many combinations depend on the first type of co-ordination. For example, in the following position from my game against Fuderer (Interzonal 1955) I managed to achieve maximum co-ordination of pieces and pawns, beginning with a rook sacrifice and ending in mate.

119

120
B
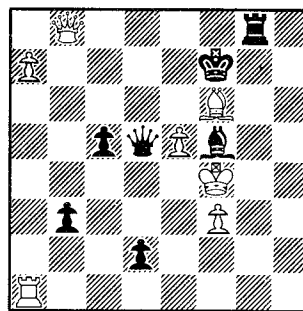
45 ... R–N5+! 46 P×R Q–K5+ 47 K–N3 Q×NP+ 48 K–B2 Q–KB5+ 49 K–N2 B–K5+ 50 K–R3 Q–B6+ 51 K–R4 Q–B7+! 52 K–N4 B–B6+ 53 K–B4 B–K7+ 54 K–N5 Q–N6+ 0–1.

It is mate next move. Note how all of Black's pawns co-operate in the mating sequence: 49 K–K2 B–N5+ 50 K–Q3 Q–Q5 mate. In fact, without the QNP and QBP no mate was possible here, just as the final mating position depended upon the presence of Black's king.

In the famous game Rotlewi–Rubinstein (Lodz 1907/8) the game ended from diagram 121 with a brilliant combination depending upon the effective co-ordination of all Black's pieces in an attack on the enemy king.


121
B
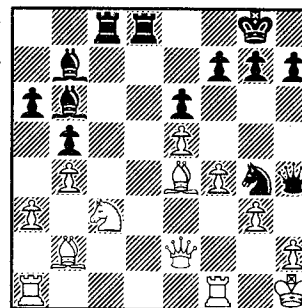
22 ... R×N!! 23 P×Q (if 23 B×B R×NP 24 R–B3 R×R 25 B×R N–B7+ 26 K–N1 N–K5+ 27 K–B1 N–Q7+ 28 K–N2 N×B 29 Q×N R–Q7+, or if 23 B×R? B×B+ 24 Q×B Q×RP mate) **23 ... R–Q7!! 24 Q×R B×B+ 25 Q–N2 R–R6! 0–1.** Here is the final position: (*122*)

As the reader can see, there is no way of preventing mate.

The following game is a more complex example of the same theme, with all White's pieces directed against Black's K-side in a beautifully co-ordinated attack.
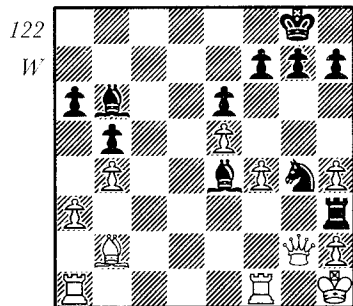
69 Geller–Kotov

22nd USSR Championship, Ruy Lopez

1 P–K4 P–K4 2 N–KB3 N–QB3 3 B–N5 P–QR3 4 B–R4 N–B3 5 0–0 B–K2 6 R–K1 P–QN4 7 B–N3 0–0 8 P–Q3 P–Q3 9 P–B3 N–QR4 10 B–B2 P–B4 11 QN–Q2 Q–B2 (11 ... N–B3 and 12 ... R–K1 is more exact.) 12 N–B1 N–B3 13 N–K3 R–K1 14 P–Q4! KP×P 15 P×P B–B1
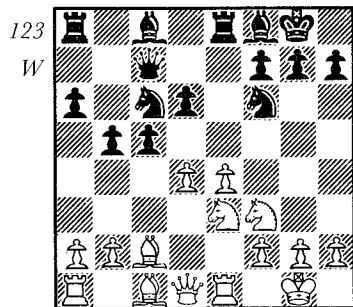
16 P–QN3!

White must have already calculated the consequences of this pawn sacrifice on move 14. In compensation for the important centre pawn White wins time to post his pieces in preparation for a K-side attack.

16 ...   N–QN5

Not of course the immediate 16 ... N×KP? 17 N–Q5 winning a piece.

17 B–N1!

White cannot save his pawn by 17 P–K5 P×QP 18 P×N P×N 19 B×P+? K×B 20 N–N5+ K–N3!

17 ...   N×KP

18 B–N2

The beauty of White's pawn sacrifice lies in the quiet follow-up with White developing his pieces before beginning active operations. 18 P–QR3 fails to 18 ... N–B6.

18 ...   B–N2

19 P–Q5!

Only now does White threaten 20 P–QR3 (not 19 P–QR3? N–Q4), and indeed after the natural continuation 19 ... P–QR4 20 P–QR3 N–R3 21 B×N! R×B 22 N–N5 he would have a stronger attack than in the game. Kotov finds the best defence.

19 ...   P–B5!

20 P×P   P×P

21 B×N!

Not, however, 21 P–QR3 P–B6! 22 B×N P×B 23 B×P+ K×B 24 N–N5+ K–R3! winning.

21 ...   R×B

22 N–N5   R–K2?

Here, however, Black presumably underestimates the power of White's pieces working together in an attack on his king. Nor would 22 ... R–K1 be sufficient after 23 Q–N4! e.g.
(a) 23 ... N–Q6 24 N–B5 (threatening 25 N–R6+) 24 ... P–N3 25 N×RP! N×B 26 N–B6+ etc.
(b) 23 ... B–B1 24 N–B5 B×N (if 24 ... R×R+ 25 R×R P–B6 26 N–R6+!) 25 Q×B P–N3 26 Q–B6 winning.
(c) 23 ... P–R3 24 N–K4 (threatening N–B6+ which is the reason why Black's rook goes to K2 in the game) 24 ... K–R1 25 N–B5 P–B3 26 N×BP! P×N 27 B×P+ K–R2 28 R–K7+! R×R 29 N×R winning.

Black's best chance is to sacrifice the exchange for the second pawn by 22 ... R×N, although after 23 R×R N×QP

24 Q–B2 P–N3 25 R–KR3 or here 23 ... P–R3 24 N–K4 N×QP 25 R–KN3 White's active pieces guarantee him the advantage.

23 Q–R5   P–R3

24 N–B5!   R×R+

25 R×R
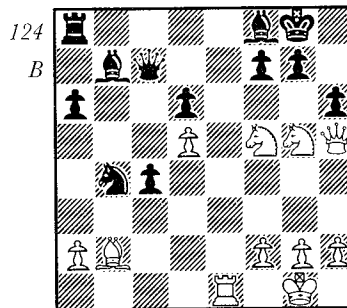
Black is helpless against the attack, because White is threatening both R–K7! and R–K3–KN3 (or KR3) e.g.
(a) 25 ... N–Q6 26 R–K7 B×R 27 Q×BP+ and mate next move.
(b) 25 ... B×P 26 R–K3 (threatening N×RP+ and R–KN3) P×N 27 R–KR3 P–B3 28 Q–N6 wins.
(c) 25 ... P–B6 26 B×P! Q×B 27 N×RP+ P×N 28 Q×BP+ followed by 29 Q–R7 mate.

25 ...   P×N

26 R–K3   B–B1

Preventing 27 R–KR3 but allowing another quick finish via his unguarded back rank. There is no defence e.g.
(a) 26 ... P–B3 27 Q–N6 (threatening 28 R–KR3 and 29 N–R6+) B–B1 28 N–R6+ K–R1 29 B×P followed by 30 N–B7+ and 31 N×NP, or by 30 R–K8.
(b) 26 ... P–N5 27 N–R6+! P×N (27 ... K–R2 28 N×NP+ K–N1 29 R–KR3 etc.) 28 Q×NP+ K–R2 29 Q–B5+ K–N1 30 R–N3+ wins.

27 B×P!   B×B

28 R–K8+   1–0

28 ... B–B1 29 R×B+! K×R 30 Q–R8 mate.

In this game White sacrificed a pawn in order to gain time to co-ordinate his pieces in an attack on the enemy king. This co-ordination was the result of a manoeuvre and allowed White to conclude the game with a sacrificial combination. Such co-ordination is therefore referred to as 'tactical.'

In our next game White also won by a K-side attack with his pieces. However, in this case his co-ordinated queen and two minor pieces were so placed because of the opening, being the starting point rather than the result of his whole strategic plan. So we are dealing with 'strategic' co-ordination here.

70 Gligoric–Rabar

Yugoslav Championship 1955, Nimzo–Indian Defence

1 P–Q4 N–KB3 2 P–QB4 P–K3 3 N–QB3 B–N5 4 P–K3 0–0 5 B–Q3 N–QB3 6 N–B3 P–QN3 7 0–0 B–N2 8 P–QR4 6 N–B3 P–QN3 7 0–0 B–N2 8 P–QR4 (8 N–QR4!) P×P 9 P×P P–Q4 B–Q2 (9 ... B–K2 10 B–N5 P–Q4) 10 P×P B×N 11 P×B P×P (Better is 11 ... Q×P! as in the game Reshevsky–Smyslov, Candidates 1953.) 12 B–KN5 Q–Q3

13 B×N!   Q×B

14 N–K5   Q–Q3

Essential if he is to develop his knight. It is clear that White's 13th move has made it difficult for Black to complete his development.
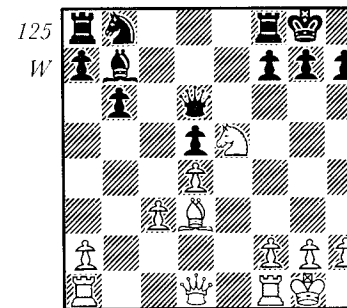
Black's inexact opening play has not only given White a lead in development, but his pieces are also placed more actively. White now uses this advantage to weaken Black's K-side as a prelude to an attack.

15 Q–R5!   P–N3

Even weaker is 15 ... P–KR3 16 Q–B5 P–N3 17 Q–R3, but after the text-move Black has weak squares at KB3 and KR3.

16 Q–R6   B–R3

It is essential to exchange bishops. After 16 ... N–Q2 17 P–KB4, threatening R–B3–R3, White wins easily e.g. 17 ... KR–B1 (preparing ... N–B1) 18 N×BP! K×N 19 Q×RP+ wins; or 17 ... N×N 18 BP×N Q–K2 (18 ... Q–R6 19 R–B4 Q×BP 20 R–Q1 followed by R–R4) 19 R–B3 P–B3 (19 ... QR–B1 20 R1–KB1 R×P 21 R–R3) 20 B×P! P×B 21 R–N3 P–KN4 (21 ... R–B2 22 R×P+ R–N2 23 P×P etc.) 22 P×P Q×P 23 R×P+ K–B2 24 R–KB1 wins.

17 B×B   N×B
18 QR–K1

White brings in reserves for the decisive attack. His strongly posted knight cannot be driven away, as 18 ... P–B3 fails to 19 N×P P×N 20 Q×P+ K–R1 21 R–K3 etc. Black must first guard against the threatened transfer of White's rook to KR3, but this gives him no time to improve the position of his knight.

18 ...   QR–B1
19 R–K3   R–B2
20 KR–K1   P–B3
21 N–N4

Although Black has managed to defend his KR2 square and drive the knight away, he still stands badly. White's main threat is 22 R–K6 Q–Q1 23 N×P+ R×N 24 R–K8+. Black's best defence is 21 ... R2–B2 22 R–K6 Q–R6 23 Q–B4 K–N2, although White has a winning attack; if here 23 ... Q×BP 24 R–QB1 and 25 R1–B6 etc.

21 ...   Q–Q1?
22 R–K8!   R×R
23 R×R+   Q×R
24 N×P+   K–B2
25 N×Q   K×N
26 P–KR4   R–B2
27 P–R5   P×P
28 Q–K6+   1–0

The co-ordination of pieces and pawns is an extremely important strategic factor. We have already seen that any pawn advance needs effective support from the pieces, whether we are dealing with a passed pawn, a pawn majority or a minority attack. Our next game illustrates how the power of a passed pawn is greatly enhanced by the support of well-placed pieces.

71 Geller–Sokolsky

18th USSR Championship, French Defence

1 P–K4 P–K3 2 P–Q4 P–Q4 3 N–QB3 B–N5 4 P–K5 P–QB4 5 P–QR3 B×N+ 6 P×B N–K2 7 Q–N4 P×P 8 B–Q3 Q–B2 9 N–K2 P×P 10 Q×NP R–N1 11 Q×RP Q×P?

This capture seems logical at first sight, as Black apparently obtains a strong central position with little to fear. However, White needs only two moves to achieve excellent co-ordination of his pieces, after which the advance of his KRP quickly decides the game. The correct defence was 11 ... QN–B3! 12 P–B4 B–Q2 followed by 13 ... 0–0–0, or even 12 ... R×P!? here.

12 B–KB4   Q–B3

Black cannot make his defence easier even if he exchanges queens e.g. 12 ... Q–R1 13 Q×Q R×Q 14 B–K5 R–B1 15 B×P QN–B3 16 P–B4 followed by 17 P–KR4 when the KRP, supported by the rook and two bishops, wins easily.

13 P–KR4!

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126 B
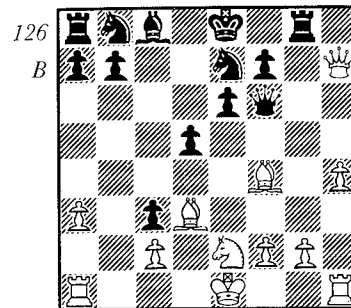
Despite his solid position and extra pawn, Black has no defence against the advance of White's KRP which is beautifully supported by the pieces. The only problem is the placing of White's queen, but there is a tactical solution to this as we shall soon see.

13 ...   QN–B3

After 13 ... R–R1 14 B–KN5 Q–K4 15 P–B4 R×Q 16 P×Q R–R1 17 P–R5 QN–B3 18 B–B6 and again the KRP cannot be stopped. Or 13 ... P–K4 14 B–KN5 Q–N2 15 Q×Q R×Q 16 B–B6 etc.

14 B–KN5   Q–K4
15 Q–R6!   B–Q2
16 Q–B6   R–QB1(?)

This move only hastens defeat. Black had better chances with the exchange sacrifice 16 ... Q×Q 17 B×Q P–K4 18 B–R7 P–Q5!

17 P–B4!   Q–K6
18 P–R5   P–K4
19 P–R6   P–K5
20 B–N5   R×B
21 P–R7!   B–N5

Or 21 ... R×P 22 Q–R8+ wins.

**22 Q×R   Q–Q7+**
23 K–B1   B×N+
24 B×B   N–Q5
25 P–R8=Q+   1–0

In this example of co-operation between pawns and pieces, it is the pawn which plays the main part. In an

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earlier chapter we saw the pawns playing the opposite role of supporting pieces in advanced posts. This is a passive role normally but pawns can also be used actively to create strongpoints in the position. In his book 'Co-operation of Pieces and Pawns in Chess' Alatortsev quotes the following interesting example:–

127
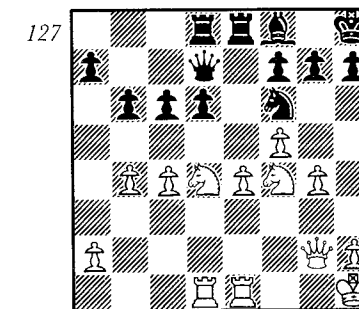
By **1 P–KN5 N–N1 2 P–N5! P×P 3 P×P N–K2 4 P–B6 P×P 5 P×P N–N3 6 N–Q5** White obtains the important Q5 square, having used his QNP, QBP, KBP and KNP in the process, whilst his KP guards the key square. The latter pawn has a static effect, whereas the other pawns fight for the Q5 square by using their mobility and dynamic power. It is an important strategic concept to increase the co-ordination of our own pieces and pawns, whilst making every effort to prevent the co-ordination of our opponent's pieces. Here are three examples illustrating these points. In the first one Black's pieces do not work together effectively, as a result of faulty development. In the second, White throws a spanner in the works to disturb the co-ordination of Black's pieces. Finally, in the third example, we see the relationship between piece co-ordination and the manoeuvring space available to them.

72 Reshevsky–Evans

New York 1955, Barcza system

1 N–KB3 N–KB3 2 P–KN3 P–Q4 3 B–N2 B–B4 4 0–0 P–B3 5 P–Q3 P–K3 6 QN–Q2 N–R3

For some time this move was considered the best, the idea being to answer 7 Q–K1 with 7 ... N–QN5. Nevertheless, the move has its disadvantages, as the knight has no influence on the centre from here, nor can it link up easily with the other pieces.

7 P–QR3!   B–K2

Not 7 ... N–B4 8 P–QN4 N–R5 9 P–B4 etc. (9 ... N–B6 10 Q–K1).

8 P–QN4   0–0
9 B–N2   P–R3
10 R–K1   N–Q2?

With this move Black neglects the centre, allowing White a free hand. He should at least play 10 ... N–B2 controlling his Q4 square and aiming for Q-side counterplay with ... P–QR4.

11 P–K4   B–R2
12 P–B4   P×BP(?)

This gives White a central pawn majority, plus an excellent square for his QN. Better were both 12 ... P×KP and 12 ... N–B2.

13 N×P!   P–QB4

Otherwise White will set up the 'classical' centre with 14 P–Q4. However, this means a further weakening of Black's Q-side.

14 P–N5   N–B2
15 P–QR4

It is now clear that Black stands badly, with all his pieces on the first two ranks and unco-ordinated. (*128*)

15 ...   B–B3
16 P–Q4   P×P
17 B×P   B×B
18 Q×B   P–QN3

This move is practically forced, as it would be easy for White to put pressure
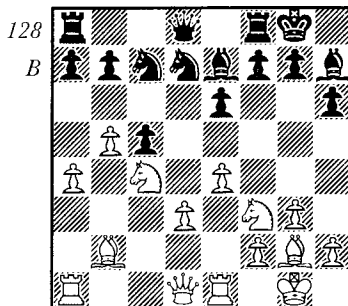
on the pawn on QN2 by N–Q6 and P–K5, and at the same time Black wishes to create a good square for his knight at QB4. Nevertheless, White now obtains a splendid post for his knight at QB6.

19 KR–Q1   N–B4
20 Q–K3   Q–K2
21 KN–K5   KR–Q1
22 N–B6   R×R+
23 R×R   Q–B1
24 Q–B4!   N–K1
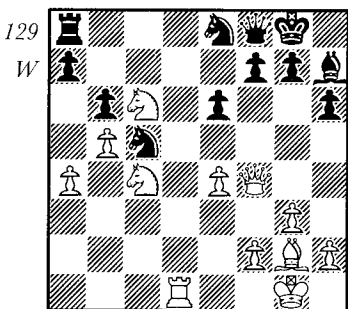
Black's pieces are now thoroughly disorganized, allowing White to break through on the Q-side with a neat series of tactics which illustrates convincingly the effectiveness of his own pieces. The black rook is to be the first victim:

25 P–R5!   P×P
26 P–N6!   P×P
27 N×NP   P–N4

28 Q–K5   R–R3

After 28 ... P–B3? 29 Q–N2 R–R3 30 B–B1 Black loses the exchange at once.

29 Q–N8!

Threatening both 30 B–B1 and 31 R–Q8. If now 29 ... B×P 30 B×B N×B 31 N–Q7 Black loses his queen or is speedily mated.

29 ...   B–N3
30 R–Q8   P–B3
31 B–B1   R×N
32 Q×R   N×P

Although all the pawns are now on the same wing, the weakness of Black's king means that White's material advantage can be easily exploited. The game finished: **33 Q×P N/5–Q3 34 Q–R7 B–B2 35 R–N8 P–K4 36 Q–Q7 K–N2 37 N–K7 Q–R1 38 B–Q3 P–R4 39 N–B5+ N×N 40 B×N K–B1 41 R–N7 Q–N2 42 Q–K7+ K–N1 43 B–K6 1–0.**

73 Keres–Unzicker

Match 1956, Ruy Lopez

1 P–K4 P–K4 2 N–KB3 N–QB3 3 B–N5 N–B3 4 0–0 N×P 5 P–Q4 B–K2 6 Q–K2 N–Q3 7 B×N NP×B 8 P×P N–N2 9 N–B3 0–0 10 N–Q4 B–B4 11 R–Q1 B×N 12 R×B P–Q4 13 P×Pep P×P 14 P–QN4!

The strongest continuation, cutting the black knight out of play for a long time (14 ... P–QB4? 15 P×P N×P 16 B–B4 N–N2 17 QR–Q1 etc.) and at the same time blockading Black's pawns (14 ... P–Q4? 15 P–N5! P×P 16 R×P etc.).

14 ...   R–K1
15 B–K3   B–K3
16 Q–B3!

Again preventing 16 ... P–Q4 in view of 17 P–N5! P×P (17 ... P–QB4? 18 R–Q2 winning a pawn) 18 N×QP when Black stands badly e.g.
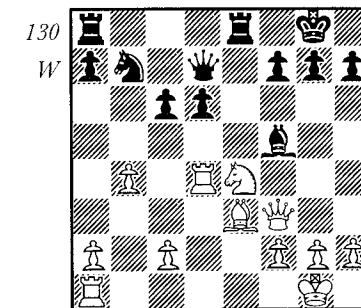
(a) 18 ... B×N(?) 19 R×B Q–R4? 20 R–Q7 wins.
(b) 18 ... R–QB1 19 QR–Q1 followed by 20 B–B4 (19 ... R×P? 20 N–N4).
(c) 18 ... N–B4 19 QR–Q1 R–QB1 20 R–KB4 B×N 21 R×B Q–K2 (21 ... Q–R4 22 P–KR3) 22 P–KN3 N–K3 23 R–KR4 with a strong attack.

16 ...   Q–Q2
17 N–K4   B–B4(?)

Black could just about equalize with 17 ... B–Q4! 18 P–B4 (18 N–B6+? P×N 19 R–N4+ K–B1!) 18 ... B×N 19 R×B P–QR4, whereas now he gets into serious difficulties.

18 N–N3!

A pawn sacrifice with the object of disturbing the co-ordination of Black's pieces.

18 ...   B×P
19 R–QB1   B–R5?

This move loses quickly, as both Black's minor pieces are now out of play, allowing White a winning concentration of pieces on the K-side. It was essential to give back the pawn by 19 ... B–N3! although after 20 P–KR4 P–KR3 21 R×BP White would still stand far better in view of Black's badly posted knight.

20 N–R5

White has an even simpler win with 20 N–B5 threatening 21 B–R6! e.g. 20

... R–K3 21 Q–N4 P–N3 (21 ...
R–N3? 22 N–R6+, or 21 ... P–B3? 22
N×NP) 22 R–KB4 etc. After the text
move White threatens both 21 R–N4
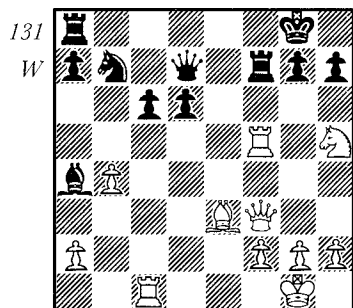and 21 N–B6+ P×N 22 B–R6! etc.

| 20 ... | P–KB4! |
| 21 R–KB4! | |

Not 21 B–R6 Q–K3! White's pres-
sure on KN7 now decides the game
quickly, as Q4 is made available for the
bishop.

| 21 ... | R–K2 |
| 22 R×P5 | R–B2 |

23 N×P!

White's beautifully co-ordinated
pieces lead inevitably to a winning
combination. If now 23 ... K×N 24
B–R6+! K×B 25 R×R wins, or 23 ...
QR–KB1 24 N–K6!! Q×N (24 ...
R×R 25 Q–N4+ K–R1 26 N×R and
27 B–Q4+) 25 Q–N4+ K–R1 26
B–Q4+ R–B3 27 R×R! Q×Q 28 R×R
mate.

| 23 ... | R×N |
| 24 B–R6 | Q–K2 |

Or 24 ... R–K1 25 P–KR4! and
Black is helpless against the threat of 26
B×R followed by 27 R–KN5, clearly
illustrating the uselessness of Black's
minor pieces.

| 25 B×R | Q×B |
| 26 P–KR4 | P–KR3 |

Or 26 ... R–KB1 27 R×R+ Q×R
28 Q–N4+ K–R1 29 Q–Q4+ Q–N2

30 Q×RP B–N4 31 Q–N8+ winning a
piece.

| 27 R–QB4 | 1–0 |

27 ... K–R1 28 R–N4 Q–R8+ 29
K–R2 followed by 30 R–B8+.

74 Spielmann–Rubinstein

Carlsbad 1911, Four Knights Game

**1 P–K4 P–K4 2 N–KB3 N–QB3 3
N–B3 N–B3 4 B–N5 B–N5 5 0–0 0–0 6
P–Q3 P–Q3 7 B–N5 B×N 8 P×B
Q–K2 9 R–K1 N–Q1 10 P–Q4 N–K3
11 B–QB1 P–B3 12 B–B1 R–Q1 13
P–N3 Q–B2 14 N–R4 P–Q4 15 P–KB4
P×BP?** (15 ... N×KP! 16 BP×P
N×BP 17 Q–B3 N–K5) **16 P–K5
N–K5 17 P×P P–KB4**

It is already too risky to capture the
QBP, as after 17 ... N×BP 18 Q–Q3
N–K5 19 P–B5 White has a dangerous
attack for the pawn.

18 P×Pep

Black would have a strong attack
after 18 N×P R–KB1 19 N–N3
N×KBP 20 N×N P×N 21 R×P
N–R6+ 22 B×N B×B 23 R–B4 Q–Q2
etc. The text-move admittedly gives
White an isolated KBP but the advance
of this pawn restricts Black's pieces and
promises White an active position in
view of the open KN-file and the strong
K5 square.

18 ...	N/5×KBP
19 P–B5!	N–B1
20 Q–B3	Q–B2

Not 20 ... N–K5 21 B–Q3 N×P 22
B–KN5 etc.

21 B–Q3	B–Q2
22 B–KB4	R–K1
23 B–K5	

White's well co-ordinated pieces
amply compensate for the weaknesses
in his pawn position, whereas despite
Black's solid position he has no room in
which to manoeuvre his pieces, a factor
which becomes even more apparent as
the game progresses.
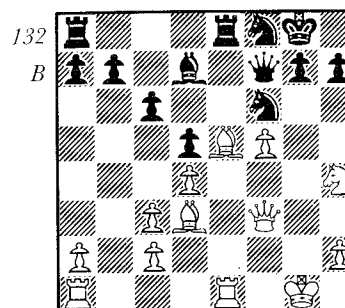
| 23 ... | P–B4 |

In an attempt to co-ordinate his
pieces, Black aims for ... B–B3 and ...
N–K5. He cannot exchange queens by
23 ... Q–R4, as White answers 24
Q–B2 N–N5 25 Q–N3.

24 K–R1!

Every tempo is vital, so it would be
pointless to capture the QBP.

| 24 ... | P–B5 |
| 25 B–K2 | B–B3 |

Threatening 26 ... R×B! 27 P×R
P–Q5 winning the queen.

| 26 Q–B4 | N/1–Q2 |
| 27 B–B3 | R–K2(?) |

This passive set-up offers no chances
of defence. It was essential to
complicate by 27 ... N–K5 28 R–KN1
N×B (28 ... N–B7+ 29 K–N2 N–K5
30 B×N P×B 31 K–B2) 29 P×N K–R1
when White's advanced pawns are
strong but Black's well-posted knight
gives him counter-chances.

28 R–K2	R–KB1
29 R–KN1	Q–K1
30 R/2–N2	R/1–B2(*133*)
31 Q–R6!	

The beginning of the final
combination which has many elegant
points but which is the logical
culmination of White's superior
mobility. Lack of space is the main
cause of Black's downfall, since as a
result his pieces are restricted in their
movement.
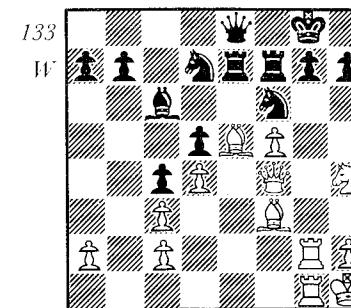
31 ...	K–B1
32 N–N6+!	P×N
33 Q–R8+	N–N1
34 B–Q6!	

The neat point of the combination,
taking advantage of the congested
enemy position. There is no defence to
the penetration of White's rooks down
the KN-file.

| 34 ... | Q–Q1 |
35 R×P	N–B3
36 R×N!	R×R
37 R×P	1–0

4. THE POSITIONAL SACRIFICE

From an aesthetic point of view, the
sacrifice of material is one of the most
effective elements in the game of chess,
and beautiful combinations remain a
permanent feature in our chess
heritage. Perhaps the beauty of the
sacrificial concept lies in the fact that
accepted values are often drastically
reversed, if only for a moment, in
pursuit of a higher goal. In Volume 1,
Chapter 2 we saw examples of the
combination in chess, when a tactical
sacrifice leads to mate or to the recovery
of our material with interest. However,
there are also sacrifices which are based
purely upon strategic factors and in
which calculation of specific variations
gives way to critical judgement in
evaluating positions. We then speak of

the 'positional sacrifice', examples of which were given in Chapter 3 of Volume 1 ('The value of the pieces') to illustrate the reversal in value that pieces often undergo. Other examples of the positional sacrifice were seen in the last two parts of this chapter, to gain time (games 63–68) and to achieve improved co-ordination of the pieces (games 69, 71 and 73), whilst in the first chapter of this volume there were two interesting illustrations of positional sacrifices to restrict the mobility of enemy pieces in game 3 (17 . . . P–QN4!) and game 4 (22 . . . P–K5!). In fact, it is frequently the pawn which is sacrificed in this way. Here are two typical examples of such a sacrifice.

75 Euwe–Alekhine

Match 1935, Grünfeld Defence

1 P–Q4 N–KB3 2 P–QB4 P–KN3 3 N–QB3 P–Q4 4 Q–N3 P×P 5 Q×BP B–N2 6 B–B4 P–B3 7 R–Q1 Q–R4 8 B–Q2 P–QN4 9 Q–N3 P–N5 10 N–QR4 N–R3 11 P–K3 B–K3 12 Q–B2 0–0 13 P–QN3 QR–N1 14 B–Q3 KR–B1 15 N–K2

134
B
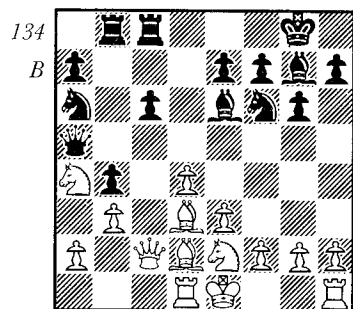
| 15 . . . | **P–B4!** |

A well motivated pawn sacrifice. At the moment Black is ahead in development, but if White is given time to catch up he will put pressure on Black's backward QBP. However, after the text-move Black keeps White's king in the centre and soon manages to open up the position.

16 B×N	**Q×B**
17 N×P	**Q–N4**
18 N–B4?	

As so often happens in such positions White clings to his extra material. He could have obtained an even ending after 18 P–K4! N–Q2 19 B–K3 B×QP 20 N×KB Q×N 21 Q×Q N×Q 22 N×B N×N 23 K–K2 etc.

18 . . .	**B–N5!**
19 P–B3	**P–K4!**
20 N/4–Q3	**P×P!**

This piece sacrifice lays bare the enemy king. It is difficult to judge whether Alekhine had calculated in advance all the following complications or simply relied on his fine positional sense in evaluating the position as won for him.

| **21 P×B** | **P×P** |
| **22 B×KP** | |

There were also very interesting variations after 22 B×NP N–Q4 23 P–QR3 (23 B–R3 Q–R4+) P–QR4 24 Q–B4! P×B 25 Q×N P×P 26 R–KB1 P–R7! 27 R×P B–B6+ followed by 28 R×N winning (Alekhine).

| **22 . . .** | **N×P** |
| **23 B–B4** | |

Black wins easily after 23 B–N1 B–B6+ 24 K–B1 R–N3 followed by . . . R–KB3+, or 23 B–B2 B–B6+ 24 K–B1 R–B3! 25 K–N1 N×B 26 Q×N R–Q1 threatening both . . . B–Q5 and . . . R×N.

23 . . .	**B–B6+**
24 R–Q2	**R×N!**
25 N×R	

Not 25 B×R Q–K1+ and 26 . . . N–K6+. After the text move Black's quickest winning method is 25 . . . R–K1+ 26 N–K4 P–B4, or here 26 K–Q1 B×R etc.

| **25 . . .** | **Q×N** |

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26 B×R	**Q–K2+**
27 K–Q1	**N–K6+**
28 K–B1	**N×Q**
29 R×N	**P–KR4**

Material is now even but Black has a clear positional advantage in view of the weakness of White's king. The game ended: **30 R–Q1 B–N2 31 P–KR3 P–R4 32 B–B4 Q–K5 33 B–B7 Q–K6+ 34 K–N1 P–QR5! 35 P×P P–N6 36 P×P Q×P+ 37 K–B1 B–R3+ 38 R/1–Q2 Q×QRP 39 B–K5 K–R2 40 B–B3 Q–N4! 41 B–Q4 Q–K7 42 P–N4 Q–K8+ 43 K–N2 B×R 44 R–B8 B–B8+! 0–1.**

The above game contained a pawn sacrifice that was mid-way between a tactical and a positional one, since it was based on a general evaluation of the position rather than a detached examination of each variation. In our next game we have a pure positional sacrifice, however, since no subsequent analysis can clearly demonstrate its soundness. Black's sacrifice is based on general principles, the compensation for the pawn residing in the two bishops and the weakness of the white squares in his opponent's camp. This allows Black to build up the pressure until material advantage and a mating attack are achieved.

76 Furman–Lipnitsky

19th USSR Championship,
Nimzo–Indian Defence

1 P–Q4 N–KB3 2 P–QB4 P–K3 3 N–QB3 B–N5 4 P–K3 0–0 5 N–B3 P–Q4 6 B–Q3 N–B3 7 0–0 P×P 8 B×P B–Q3 9 B–N5 P–K4!?

A similar pawn sacrifice occurred in the game Capablanca–Ragosin (Moscow 1936) which went, 1 P–Q4 N–KB3 2 P–QB4 P–K3 3 N–QB3 B–N5 4 Q–N3 N–B3 5 N–B3 P–Q4 6 P–K3 0–0 7 P–QR3 P×P 8 B×P B–Q3 9 B–N5 P–K4! 10 B×N P×P 11 N×P P×B 12

N×P Q–Q2 13 N–Q4 when 13 . . . Q–N5! gave Black a direct K-side attack. In the present game, however, Black does not have this possibility, because White has already castled and his queen stands better on Q1 than on QN3. This means that the pawn sacrifice is based on more subtle positional factors.

| **10 B×N** | **P×P** |
| **11 B×P** | |

The game would take on a similar character after 11 N×P P×B 12 N×P Q–K1 13 N–Q4 B–N2. If White declines the sacrifice by 11 P×P P×B 12 B–N5 B–KB4 13 R–K1 R–K1 14 Q–Q2 Q–Q2 15 B×N P×B we have a sharp position with even chances, Black's pawn weaknesses being balanced by good play for his pieces.

| **11 . . .** | **B×B** |
| **12 N×B** | **Q–Q2** |

Also good is 12 . . . Q–K1 threatening to penetrate to the K-side via K4. The text-move sets an interesting positional trap into which White falls, anxious as he is to eliminate the two bishops. White should instead play 13 P–B3 B–K4 14 N–N3 Q–K2 15 P–K4 with much more chance of active play than in the game.

| **13 N/4–N5?** | **Q–B3** |
| **14 P–B3** | **B–K4!** |

This is much stronger than 14 . . . B–B4 15 N–Q4 Q–Q3 16 N–R4, or here 15 . . . Q–Q2 16 N–N3 B–Q3 17 P–K4.

135
W
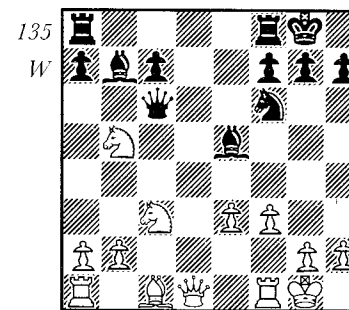
We can now evaluate the results of the pawn sacrifice. Black's pieces are very actively placed and their co-ordination will be even more evident when the black rooks take over the Q-file. White can admittedly force the exchange of one of the bishops by 15 N–Q4 Q–Q3 16 P–B4 but after 16 . . . B×N 17 Q×B Q–B3 18 Q–Q2 QR–Q1 19 Q–KB2 KR–K1 Black would have strong pressure along the white squares. One is reminded of Game No. 58.

15 Q–B2   KR–Q1
16 P–QR4

He would lose the exchange after 16 P–K4 B–R3 17 P–QR4 Q–N3+ 18 K–R1 P–B3, so White elects to 'over-protect' his knight on N5 in order to free his QB by P–K4.

16 . . .   Q–B5!

With gain of time (both . . . B×P+ and Q–R5 are threatened) Black begins play on the weakened white squares in his opponent's position.

17 Q–KB2

White could also counter both threats by 17 P–B4 but after 17 . . . B×N 18 N×B (18 Q×B? Q–K5 etc.) 18 . . . R–Q6 we again have a position in which the opposite coloured bishops favour Black, mainly because of the pressure along the white diagonal.

17 . . .   R–Q6
18 K–R1   QR–Q1

Black's pawn sacrifice has produced excellent results. His pieces dominate the board and White is helpless against their combined pressure, as we shall see in the following play. (*136*)

19 P–K4   P–QR3
20 N–R3   Q–N6
21 N/R3–N1

Far too passive a move. White had better defensive possibilities with 21 B–K3 (21 B–N5 P–R3 22 B×N B×B is no better than the game continuation)
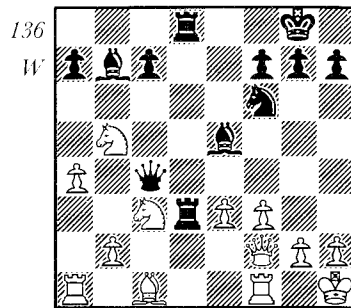
e.g. 21 . . . P–QR4 22 KR–B1 and Black still has to find a way of breaking through.

21 . . .   B–Q5

This bishop is aiming for QB4 where it will stand better whilst also preventing a possible R–R3

22 Q–K2   B–B4
23 R–K1   P–QR4
24 N–Q2

This brings White into a situation where he has no reasonable move left, but Black was already threatening . . . B–R3 with an imposing game.

24 . . .   Q–B7
25 N–B1

After 25 N–B4 R×N! wins at once, and 25 R–Q1 fails to 25 . . . B–R3.

25 . . .   Q×Q
26 R×Q

Or 26 N×Q B–B7 trapping White's rook.

26 . . .   R–Q8!

Winning two minor pieces for the rook whilst launching the final mating attack. The finish was: **27 N×R R×N 28 P–R3 R×N+ 29 K–R2 B–N8+ 30 K–N3 N–R4+ 31 K–N4 P–N3 32 P–N4 B–Q5 33 B–N2 B×B 34 R×R** and Black announced mate in 5 moves by 34 . . . B–B1+ 35 K–N5 B–B3+ 36 K–R6 B–N2+ 37 K–N5 P–R3+ 38 K–R4 B–B3 mate.

It is often worth making a positional sacrifice of a pawn in order to create a

weakness in the enemy king position. We have already seen examples of this, but here is a classical illustration of the theme.

77 Reti–Znosko–Borovsky

London 1922, Queen's Gambit

1 P–Q4 P–Q4 2 P–QB4 P–K3 3 N–QB3 N–KB3 4 B–N5 QN–Q2 5 P–K3 B–K2 6 N–B3 0–0 7 Q–B2 P–B4 8 R–Q1 P×QP (8 . . . Q–R4 is better) **9 KP×P P×P 10 B×BP P–KR3 11 B–R4 N–N3 12 B–QN3 B–Q2 13 0–0 R–B1 14 Q–K2 P–R3**

Intending 15 . . . QN–Q4 16 N×N P×N when 17 B×N B×B 18 B×P fails to 18 . . . B–QN4

15 KR–K1

Preventing the above line and at the same time preparing for the typical 16 P–Q5! break-through.

15 . . .   B–N5

White can refute the normal continuation 15 . . . B–B3 by the piece sacrifice 16 B×P! P×B 17 Q×P+ R–B2 18 N–K5 B–Q4 19 N×B Q×N 20 Q×N etc. No better is 15 . . . KN–Q4 16 N×N N×N 17 B×N B×B 18 B×NP etc., but 15 . . . R–K1 seems better than the text-move.
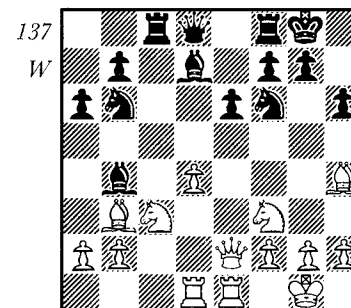
16 N–K5!

The threat of N–N4 now forces the weakening move . . . P–KN4 after

which White obtains a powerful K-side attack for the sacrificial pawn.

16 . . .   B×N
17 P×B   P–N4
18 B–N3   R×P
19 P–KR4!   KN–Q4

The threat was 20 P×P P×P 21 Q–Q2 with a double attack, and after 19 . . . QN–Q4? 20 P×P P×P 21 Q–Q2 the KNP again fails. After the text-move White's queen penetrates to the K-side, but even after 19 . . . R–B1 White can smash open Black's position by 20 P–B4!

20 Q–R5   K–N2
21 B×N!   P×B

Once again the weakness of the KNP restricts Black who cannot play 21 . . . N×B 22 N×B Q×N 23 P×P etc.
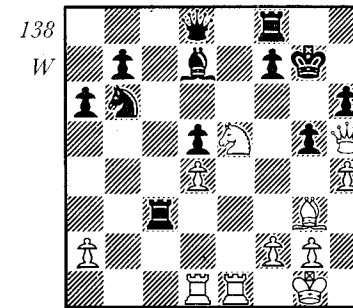
White can now exploit the weakness of Black's K-side by means of a beautiful combination the point of which comes on move 27.

22 N×P!   R×N
23 B–K5+   R–B3

The only defence, which apparently holds everything.

24 P×P   P×P
25 Q×P+   K–B2
26 Q–R5+   K–N1
27 R–N1!

A neat tactical point, forcing Black to allow the rook to reach the K-side via the third rank. The immediate threat is 28 Q–N5+ followed by 29 Q×R, and

27 ... B–N4 allows 28 R×B! P×R 29 B×R Q×B 30 R–K8+.

27 ...	R/6–B3
28 R–N3	B–K1
29 R–N3+	B–N3
30 R×B+!	R×R
31 Q–R8+	K–B2
32 Q×Q	R–B1
33 Q–R4	1–0

A common feature of modern chess is the positional sacrifice of the exchange in order to bring about a weakness in the enemy king position. This often occurs with the minor piece standing on QB3 or KB3, usually a knight. Sometimes the resulting variations are carefully calculated but at other times, as in the following game, the attacker sacrifices in order to obtain lasting pressure against the king.

78 Smyslov–Trifunovic

Agram 1955, English Opening

1 P–QB4 N–KB3 2 N–QB3 P–K3 3 N–B3 P–Q4 4 P–K3 B–K2 5 P–QN3 0–0 6 B–N2 P–B4 7 P×QP N×P 8 N×N Q×N 9 B–B4 Q–Q1 10 N–K5 N–Q2 11 0–0

More exact is 11 P–B4 N×N 12 BP×N.

11 ...	N×N
12 B×N	B–B3
13 P–Q4	

This is the only way for White to gain a small advantage. If Black exchanges bishops White obtains a strong-point on Q6 for his rook.

13 ...	P×P
14 P×P	B–Q2
15 Q–R5	B–B3
16 QR–Q1	B–K5(?)

Black could now equalize with 16 ... B×B 17 P×B Q–R4 followed by ... QR–Q1. The transfer of his bishop to KN3 costs two important tempi, giving White time to prepare a break-through with P–Q5.

17 KR–K1	B–B7

18 R–Q2	B–N3
19 Q–K2	B–K2

White answers 19 ... B×B with 20 Q×B followed by 21 P–KR4 with a strong attack.

20 R/2–Q1	Q–N3?

Perhaps this is the decisive error. He should have played 20 ... B–N5 21 R–KB1 Q–K2.

21 P–Q5!	P×P
22 R×P	

The threat is 23 B×P, and 22 ... KR–K1 fails to 23 B–Q4! Q–B2 24 R–K5 K–B1 25 R×B! R×R 26 B×P+ K–K1 27 B–N5+ K–Q1 28 B–KB6 etc.

22 ...	B–B3
23 R–Q6!	Q–B4
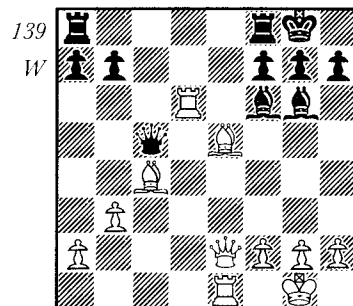
24 R×B!

A sound positional sacrifice. Although Black can ward off direct mating threats, White's strongly posted pieces restrict Black's defensive possibilities.

24 ...	P×R
25 B×P	Q–KR4

Black is compelled to use his strongest piece to defend the K-side. After 25 ... Q–B3 (threatening ... R–K1) Smyslov gives 26 Q–N2! KR–K1 27 R–QB1 P–N4 28 B–R8 K–B1 29 B–N7+ K–N1 30 B–R6 winning.

26 Q–K3	P–KR3
27 P–KR3	Q–KB4
28 B–B3	K–R2
29 P–KN4!	Q–KN4

Other moves allow 30 B–Q2 winning.

30 P–B4	Q–R5
31 K–N2!	

The immediate 31 P–B5 would be over-hasty in view of 31 ... QR–K1! 32 P×B+ P×P 33 B–K5 R×B 34 Q×R Q–B7+ with perpetual check. Or here 32 Q–B2 Q×RP 33 R×R (33 P×B+ P×P 34 R×R Q×P+) 33 ... Q×P+ 34 K–B1 Q–R6+ and White must accept the draw.

After the text move, however, White does threaten 32 P–B5 when 32 ... QR–K1 fails to 33 Q×R! R×Q 34 R×R P–B3 35 R–K7+ K–R1 36 B–K1 winning.

31 ...	R–KN1
32 Q–K7!	

The simplest way to win. After the exchange of queens Black must not only lose pawns but there is a constant threat to his bishop.

The game ended: **32 ... Q×Q 33 R×Q QR–K1 34 R×R R×R 35 P–B5 P–R3 36 K–B3 R–QB1 37 B–Q4 P–N4 38 B–Q3 R–B8 39 P×B+ P×P 40 P–KR4 R–Q8 41 K–K2 R–KR8 42 P–R5 R–R7+ 43 B–B2 K–N2 44 P×P P–KR4 45 P×P R×P 46 B–Q4+ K–N1 47 B–K4 P–R4 48 K–B3 1–0.**

Perhaps the reason for the popularity of the positional exchange sacrifice lies in the fact that from a dynamic point of view the minor pieces develop greater activity than the rooks in many middle-game situations, since the latter need open files which are not always available. When making such positional exchange sacrifices it is vital to assess whether the temporary lead in development, better piece co-ordination and pressure against the enemy position occupy our opponent so much that he cannot utilize his rooks to their full potential. A good example of this can be seen in game 68, when White's Q-side attack was the decisive

factor, giving Black no time to exploit his material superiority.

In one of my games I took advantage of my opponent's lag in development to penetrate with my rook to the seventh, then the eighth rank, giving my opponent various opportunities to win the exchange. My play was based on the general principle that my minor pieces plus queen should be strong enough to mate or win material before Black could co-ordinate his undeveloped pieces to set up a defence. Evaluation rather than calculation is, as we have already stated, the key-note of the positional sacrifice in chess.

79 Pachman–Ujtelky

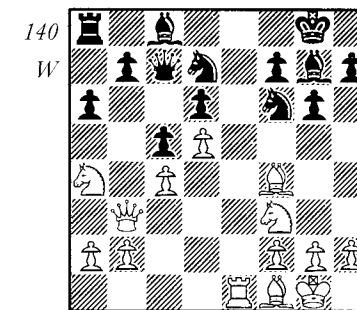Bratislava–Prague 1957, King's Indian Defence

1 P–QB4 N–KB3 2 N–QB3 P–KN3 3 P–K4 P–Q3 4 P–Q4 B–N2 5 B–K2 0–0 6 B–N5 P–B4 7 P–Q5 Q–R4(?) (7 ... P–K3!) 8 B–Q2 P–K3 9 N–B3 P×P 10 KP×P Q–N3 11 0–0 R–K1 12 R–K1 QN–Q2 13 Q–N3! P–QR3

After 13 ... Q×Q 14 P×Q Black cannot avoid the loss of a pawn after 15 N–QN5

14 B–B4	Q–B2
15 B–KB1	R×R
16 R×R	N–B1
17 N–QR4!	

Threatening 18 Q–N6!

17 ...	N/1–Q2

18 R–K7!

Preparing the following positional exchange sacrifice which relies on Black's undeveloped pieces being unable to cope with White's attack.

18 ...   B–B1

Clearly the rook cannot be left where it is, and 18 ... K–B1 19 Q–K3 N–N5 fails to 20 R×P+! K×R 21 Q–K6+ followed by 22 B×P+ winning.

19 Q–K3!

Blocking the retreat of his rook and thus allowing Black to win the exchange in various ways. In all cases White obtains at least a pawn plus a strong attack. If now the immediate 19 ... B×R? 20 Q×B, Black has no defence to the threat of 21 N–KN5 (20 ... P–R3 21 B×RP N–N5 22 Q–K8+ K–R2 23 N–KN5+! K×B 24 P–KR4! etc.) More complex is the defence by 19 ... Q–Q1 20 B×P P–N3! (20 ... B×R 21 B×B followed by 22 N×P with very strong pawns) 21 N–K5! e.g.
(a) 21 ... N×N? 22 Q×N B×R (22 ... N–N5? 23 R–K8!) 23 B×B N–N5 24 B×Q N×Q 25 B×P with three pawns for the exchange.
(b) 21 ... B×R 22 N–B6 Q–K1 23 N×B+ K–R1 24 P–QN4! and White creates two connected passed pawns which must win in conjunction with his strongly posted pieces.

19 ...   N–N5
20 Q–K2   N/5–K4
21 R–K8   P–B3

The third way of winning the exchange by 21 ... N–KB3 also gives White a comfortable win after 22 R×B+! K×R 23 N×N P×N 24 B×P Q–Q1 (24 ... Q–K2 25 P–Q6) 25 N×P etc. So Black decides against winning the exchange and tries instead to keep the position closed.

22 N×N   QP×N

White wins after 22 ... BP×N 23 B–R6 P–N3 (if 23 ... K–B2 24 R×B+! N×R 25 Q–B3+ etc.) 24 Q–N4 B–N2

25 Q–K6+ K–R1 26 B×B N×B 27 Q–B6+ Q–N2 28 Q×Q+ K×Q 29 R×R B×R 30 N×NP etc.

23 B–K3   P–N3

After 23 ... P–QN4 24 P×P P×P 25 Q×P B–QR3 I planned to sacrifice the queen by 26 R×R B×Q 27 B×B Q–N2 28 B–B6 Q–N5 29 P–R4 winning, but 26 Q–B6 is even simpler.

24 P–R4   B–QN2
25 R–K6!
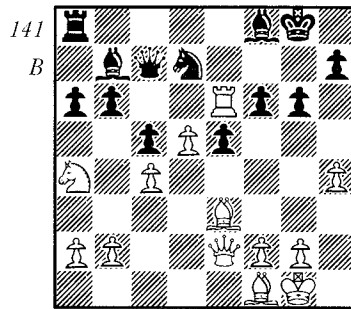
This rook plays a decisive part in the final attack, as it exerts great pressure on the enemy position from its advanced post.

25 ...   B–N2
26 P–R5   P–KN4(?)

This loses quickly but even other moves are insufficient. For instance, 26 ... P–QN4 27 N–B3 and now:
(a) 27 ... P×BP 28 Q×P N–N3 29 Q×BP Q×Q 30 B×Q N×P 31 B–QB4 N×N 32 R–K8 mate.
(b) 27 ... P–N5 28 N–K4 P–B4 29 R–K7! P×N (29 ... Q–Q1 30 B–N5, or 29 ... B–KB1? 30 R×N!) 30 Q–N4 R–Q1 31 Q–K6+ K–R1 32 Q–B7 wins.
(c) 27 ... N–B1 28 P–Q6 Q–B1 (28 ... Q–B3 29 N–Q5) 29 R–K7 etc.

27 P–R6!   B×RP
28 Q–R5   B–KB1

Or 28 ... B–N2 29 R–K7 R–KB1 30 B–Q3.

29 B–Q3   P–K5
30 B×KP   N–K4
31 N×NP   R–N1
32 R×BP   P–R3
33 P–B4!   N–B2
34 B–R7+!   1–0

In our chapter on the minor pieces in Volume 1, we saw how effective a fianchettoed bishop can be in both attack and defence, sometimes being more powerful than a rook in the middle-game. For this reason it is easy to understand why the possessor of such a bishop is loathe to exchange it. In such cases our opponent plays B–K3 and Q–Q2 in order to force the exchange of bishops after B–KR6, and we can avoid this by moving our KR to, say, K1 then retreating the bishop to KR1.

In the following game Black is so keen to preserve the bishop that he is willing to sacrifice the exchange to that end.

80 Panov–Simagin

Moscow 1943, Sicilian Defence

1 P–K4 P–QB4 2 N–KB3 P–Q3 3 P–Q4 P×P 4 N×P N–KB3 5 N–QB3 P–KN3 6 B–K3 B–N2 7 P–B3 0–0 8 N–N3 B–K3 9 Q–Q2 QN–Q2

Black plays his knight to Q2 rather than the usual QB3 in order not to lose time after 10 N–Q5 B×N 11 P×B. In the game Barcza–Filip from Volume 1 Black also obtained good play after 9 ... N–QB3, showing that the White set-up beginning 8 N–N3 is not particularly effective.

10 0–0–0   N–N3
11 P–N4   R–B1

The usual 11 ... R–K1 would not only lose important time but would also allow White to throw a spanner in the works by 12 B–QN5.

12 B–KR6
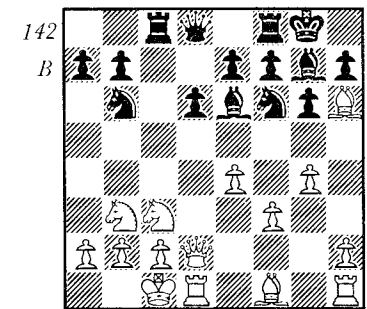
12 ...   B–R1!

A very interesting idea. As we saw in game 52 White usually has good attacking chances after the exchange of bishops. However, Black has another way of sacrificing the exchange by 12 ... B×B 13 Q×B R×N! 14 P×R Q–B2 with good attacking chances in view of White's weakened Q-side. A most unusual position where two positional sacrifices of the exchange are possible!

13 B×R   Q×B
14 N–Q4

White underestimates his opponent's attacking chances. He should play 14 K–N1 in order to answer 14 ... B–B5 with 15 B–Q3. Black has better in 14 ... KN–Q2 when his attack guarantees him at least a dynamic equilibrium.
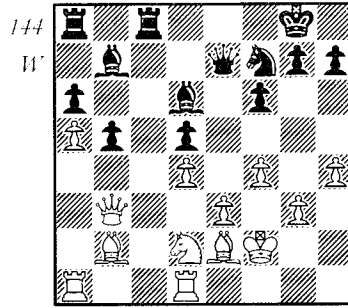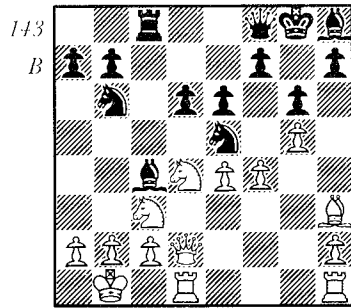
14 ...   B–B5
15 P–N5(?)

Both this and the next move constitute an unsound attacking idea. 15 B–K2 is better.

15 ...   KN–Q2
16 B–R3?   P–K3
17 K–N1   N–K4

Black already stands far better, and after 18 B–N2 B–R3 he would be threatening ... N–B5 followed by ... P–Q4 and ... Q–N5. However, another careless move by White allows Black to produce a beautiful decisive combination.

18 P–B4?

143

B

144

W

18 ...	**N–B6!!**
19 N×N	**B×N!**

At last Black's KB comes into action. Although White has a material advantage his pieces are badly placed and unco-ordinated. If now 20 Q×B! B×P+ 21 K×B R×Q 22 P×P Q–B1! 23 R–Q3 Q–B5+ 24 K–N1 Q–N4+ followed by ... N–B5, or here 23 N–Q4 Q–B5+ 24 K–N1 N–R5 with a very strong attack.

20 P×B	**P–Q4!**
21 Q–B1	**N–R5**
22 P×P	**B×P+!**
23 K–R1	

Or 23 K×B N×P+ 24 K–N3 Q–B4 etc.

23 ...	**Q–B4**
24 P×P	**N×P**
25 R–Q4	**B×P**
26 B×B	**P×B**

There is now no defence to the threat of ... Q–R4+. The game ended: **27 R–R4 N×R 28 P–B4 R–Q1 29 K–R2 Q–N5 30 R–K1 R–Q6 31 R×P N–B6+ 0–1.**

We often see the exchange sacrifice used as a means of opening a diagonal as in the following 'model' situation which arose in the 11th game of the 1969 Spassky–Petrosian match. (*144*)

Play continued: **30 ... R–B5! 31 Q–Q3.** If the rook is captured, then 31 ... QP×N would open up an excellent diagonal for Black's QB supported by

the queen. In addition Black would obtain a Q-side pawn majority whilst White's centre pawns would be immobile. **31 ... R–K1 32 B–KB3 B–N5! 33 B–R3 B×B 34 R×B N–Q3 35 R–K1 P–B4 36 R/3–R1 N–K5+.** Stronger and more logical is 36 ... R/1–QB1. **37 B×N BP×B 38 Q–N1 Q–Q2 39 R–R2 R/1–QB1** and now, in time-trouble, Spassky accepted the sacrifice instead of playing 40 N–N3. After **40 N×R? QP×N 41 P–Q5** (at least to have open lines for his rooks) **41 ... B×P 42 R–Q1 P–B6 43 R–QB2 Q–R6! 44 R–N1 Q–N5 45 K–N2 Q–B6+ 46 K–R2 Q×KP 47 P–B5 Q–B4 48 R–KB1 P–N5 49 P–B6 P–N6 50 R/2–B2 P–B7 51 Q–B1 P–K6 52 P–B7+ K–B1 53 R–B5 P–N7 54 Q×NP P=Q 55 Q×P+ K×Q** Spassky gave up the struggle **0–1.**

It is a fairly common occurrence to see the positional sacrifice of a queen for rook and minor pieces, as we showed in Volume 1, 'The value of the pieces.' However it is relatively rare to see the positional sacrifice of a piece, with the offer of a whole rook being an exceptional case, as in the following game.

81 Maroczy–Tartakower

Teplitz–Schönau 1922, Dutch Defence

1 P–Q4 P–K3 2 P–QB4 P–KB4 3 N–QB3 N–KB3 4 P–QR3(?) B–K2 5 P–K3 0–0 6 B–Q3 P–Q4 7 N–B3 P–B3 8 0–0 N–K5 9 Q–B2 B–Q3 10 P–QN3 N–Q2 11 B–N2 R–B3 12 R–K1

Already White is compelled to defend against the coming attack, and this move frees KB1 for the bishop or the knight.

12 ...	**R–R3**

Threatening 13 ... B×P+ 14 N×B Q–R5.

13 P–N3	**Q–B3**
14 B–KB1	

If White tries to play his knight to KB1, he loses after 14 N–Q2 N×BP! 15 K×N R×P+ 16 K–N1 B×NP etc., a foretaste of what is to come.

14 ...	**P–KN4**
15 QR–Q1?	

This represents a serious loss of time, White should play 15 B–N2 followed by N–Q2–B1 without further ado, when it would be difficult for Black to strengthen his K-side attack. He would have to regroup his pieces by ... Q–N3–R4 and ... QN–B3–N5 forcing P–KR3 when he could prepare a break by ... P–KB5.

15 ...	**P–N5**
16 N×N	

Forced, as Black wins easily after 16 N–Q2? N×BP 17 K×N R×P+ 18 B–N2 B×P+ etc.

16 ...	**BP×N**
17 N–Q2	

145

B
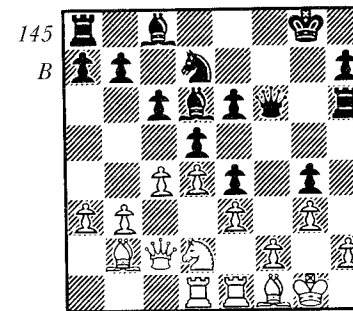
At the moment Black has three pieces directed against the poorly defended enemy king, yet he dare not bring up any reserves immediately, as this would give White time to co-ordinate his pieces more effectively. For example, after 17 ... N–B1 18 B–N2 B–Q2 19 N–B1 N–N3 White can already begin Q-side operations by 20 B–QB3! when 20 ... B×QRP fails to 21 P–QN4.

For this reason Black opts for an ingenious solution: he sacrifices his rook at once, thereby hindering the co-ordination of White's pieces (and in particular B–KN2 followed by N–B1). Only then will he develop his Q-side pieces. An original conception!

17 ...	**R×P!!**
18 K×R	**Q×BP+**
19 K–R1!	

The best defence, as 19 B–N2 N–B3! gives Black a decisive attack. Tartakower offers the following analysis: 20 Q–B3 Q×NP+ 21 K–N1 Q–R7+ 22 K–B1 N–R4 23 N×KP (otherwise Black plays ... B–Q2 and R–KB1+) 23 ... P×N 24 P–Q5 P–K4 25 P×P N–N6+ 26 K–B2 B–K3 winning.

19 ...	**N–B3!**

But not 19 ... Q×NP? 20 N–N1 etc. Black calmly proceeds to develop his remaining pieces.

20 R–K2	**Q×NP**
21 N–N1	

Or 21 Q–B3 N–R4 22 R–N2 Q–R5+ 23 K–N1 N–N6 24 R–R2 Q–N4 25 R–B2 N–B4 with a powerful attack.

21 ...	**N–R4!**
22 Q–Q2	**B–Q2!**
23 R–B2(?)	

Trying to prevent Black's rook occupying the KB-file, but wasting time. However, even after 23 Q–K1 Q–B6+ 24 R–N2 Q–R6+ 25 K–N1 R–KB1 26 N–Q2 B–N6 27 R×B Q×R+ 28 Q×Q N×Q 29 B–B3 N–B4 30 R–K1 P–KR4 Black's dangerous

passed pawns give him a clear advantage.

23 ...	Q–R5+
24 K–N1	B–N6
25 B–B3?	

This eases Black's task considerably. White should play 25 R–R2! B×R+ 26 Q×B Q–N4 when Black has three passed pawns for the piece, with the better game in view of White's insecure king, but with no direct winning method at hand,.

25 ...	B×R+
26 Q×B	P–N6
27 Q–KN2	R–KB1
28 B–K1	

Seemingly providing a successful defence against Black's threat of ... R–B7. (*146*)

28 ...	R×B+!

This allows Black's QB to make its presence felt. Tarrasch thought that the immediate 28 ... P–K4 was preferable, but White could then complicate with 29 R–Q2 P×QP 30 R–KB2! etc.

29 K×R	P–K4
30 K–N1	

There is an unusually pretty variation after 30 K–K2 B–N5+ 31 K–Q2 Q–R7! 32 Q×Q P×Q when

146
B
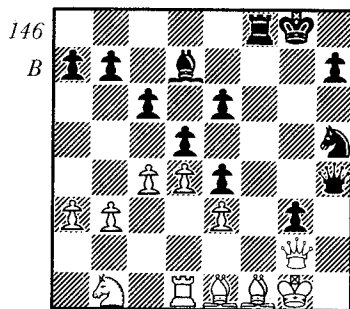
White cannot prevent the pawn queening without great loss of material. The immediate return of a piece by 30 B×P also fails to 30 ... N×B+ 31 K–N1 B–R6 32 Q–KB2 Q–N5 33 R–K1 P×QP 34 KP×P P–K6 etc.

30 ...	B–N5
31 B×P	

Or 31 R–Q2 P×QP 32 KP×P B–B6 etc.

31 ...	N×B
32 R–K1	N–B4!
33 Q–KB2	Q–N4
34 P×KP	B–B6+
35 K–B1	N–N6+
	0–1

5 Methods of Conducting the Fight

1. ATTACK AND DEFENCE

The culmination of an active strategic plan lies in a direct attack against the enemy position, exploiting any weaknesses we have created. The vast majority of games we have examined so far contain examples of such attacks, whether successful or not. As a rule it is only by means of an attack that we can exploit our positional superiority, which is why sound methods of attack form such an important part of chess strategy.

If we attempt to assess what we have learnt from all the games we have seen so far, we arrive at the following basic principles:

(1) In order to carry out a successful attack, we must have some form of superiority such as: better piece co-ordination, greater mobility of pawns, availability of open files and diagonals, superior forces on one particular part of the board (pawn majority, greater concentration of pieces on the wing).

(2) We cannot choose our point of attack at random, being of necessity compelled to direct our efforts against the weaknesses in the enemy position.

(3) To carry out a wing attack we must have either central control or at least a solid (if passive) position in the centre.

(4) The attacking side must strive to open up the position in order to exploit his active pieces to the full.

(5) The attack is based on a definite strategic plan composed of various particular tactical elements such as the double attack, the decoy of enemy pieces, the pin, the sacrifice etc.

At this stage the reader would do well to remind himself of the principles by playing through some of the games quoted so far (in Volume 2, games 61, 62, 67, 68, 76, 82, 85, 89, 92 and 93; and in this volume games 3, 4, 6, 9, 15, 16, 20, 24, 48, 52, 62, 65, 66, 68–70, 73–4, 77, 79–81 all show successful attacks against the enemy king, whilst games 8, 10, 13, 17, 18, 27, 43, 45, and 53 are excellent examples of Q side attacks).

In this chapter we intend to examine the other side of the coin by looking at methods of defence. It is logical and understandable that the aim of the defender is to counter the plans of the attacker. For example, if it is to the attacker's advantage to open up the position for his pieces, then it is the defender's task to maintain the position as closed as possible, there being no exceptions to this general rule. In other words, it is always a mistake for a defender to open up the position unless he plans an effective counter-attack. This is an unusually common error, even in modern chess, but here is an example from the time of Morphy quoted in Reti's *Masters of the Chessboard*.
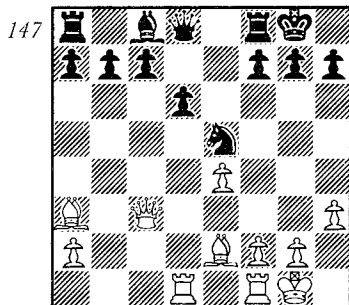
Black has a solid position with two pawns up. White has only slight compensation in the form of the bishop pair and a space advantage (the small centre). Any player familiar with modern positional concepts would find the correct defensive plan here: prevent an eventual P–K5 break by White and keep the position closed. After the correct 15 . . . P–KB3 16 P–B4 N–B3 (or 16 . . . N–N3) Black would in fact have the advantage. However, Morphy's contemporaries were unaware of the theory of cramped positions to be expounded later by Steinitz, and most of them would have committed the same error as Morphy's opponent who tried to free himself immediately by **15 . . . P–KB4? 16 P–B4 N–B3 17 B–B4+ K–R1 18 B–N2! Q–K2 19 QR–K1** when he found himself in great difficulties. After 19 . . . P×P 20 R×P Q–B3 21 R–K8! wins at once. In the game White won in similar fashion but even more elegantly: **19 . . . R–B3 20 P×P Q–B1 21 R–K8!! Q×R 22 Q×R! Q–K2 23 Q×P+ Q×Q 24 P–B6 Q×NP+** (or 24 . . . Q–B1 25 P–B7+ N–K4 26 P×N P–KR4 27 P–K6+ K–R2 28 B–Q3+ K–R3 29 R–B6+ K–N4 30 R–N6+ K–B5 31 K–B2 etc. mating) **25 K×Q B×P+ 26 K×B P–KR4 27 R–KN1 1–0**.

Of course, this does not mean that any attempt to free oneself from a cramped position is basically faulty, but such a freeing attempt should be made only after the enemy pressure has been contained, and our piece co-ordination and manoeuvring space gradually increased. In other words the freeing attempt should be the culmination of our defensive measures rather than a prelude to them.

The following game is a good example of the care required in preparing to free our game, even when our defensive position contains no weaknesses and our opponent has no serious tactical threats.

82 Evans–Rossolimo

USA Open 1955, Ruy Lopez

1 P–K4 P–K4 2 N–KB3 N–QB3 3 B–N5 P–QR3 4 B–R4 N–B3 5 0–0 B–K2 6 R–K1 P–QN4 7 B–N3 P–Q3 8 P–B3 0–0 9 P–KR3 N–QR4 10 B–B2 P–B4 11 P–Q4 Q–B2 12 QN–Q2 N–B3 13 P–Q5(?)

By blocking the centre White plans to carry out the famous Lopez attack on the K side by means of moves such as N–KB1, K–R1, P–KN4, N–N3 and R–KN1. Indeed, in many games Black failed to find a defence against this set-up, which is why this attack was considered a fearsome weapon at the beginning of the century. However, Tartakower was always of the opinion that Black has nothing to fear with correct defence, and that the 'Lopez attack' is both stereotyped and ineffective. (*148*)

13 . . .   N–Q1

At one time 13 . . . N–QR4 was considered a viable alternative, the intention being to use only the minimum amount of force necessary to defend the K side, whilst preparing a Q side counter-attack. The game Penrose–Pachman (Helsinki 1952)
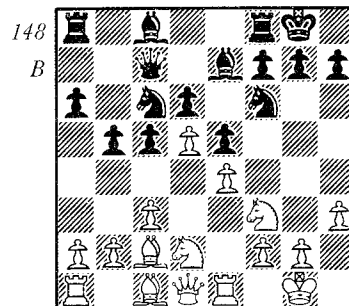
continued 14 N–B1 N–B5! 15 N–K3 (or 15 P–QN3 N–N3 16 N–K3 P–B5!) N×N 16 B×N R–K1 17 N–Q2 N–Q2 18 K–R2 P–B5 19 P–KN3 N–B4 20 P–B4 P–QR4 21 Q–B3 B–R3 22 P–R3 P–N5! 23 RP×P P×NP 24 P×NP N–Q6 with the better game for Black. However, this method has a serious disadvantage, since after 14 P–QN3! Black's knight is badly placed on QR4.

With the knight retreat to Q1, Black plans to restrict his activity to the K-side. As the later course of the game shows, not only does Black have good defensive opportunities here but he can prepare to free his game by . . . P–KB4.

14 P–QR4

If White wishes to become active on the K-side, this move and the next are the most logical, because they lead to the complete closure of the Q-side.

14 . . .   R–N1

But not the premature 14 . . . P–N5? 15 N–B4! threatening 16 KN×P!

15 P–B4

After 15 P×P P×P 16 P–B4 P–N5 White's K-side attack would offer even fewer chances, because Black would then be able to operate down the QR file. It was once thought that Black's best is now 15 . . . B–Q2 but White then obtains good prospects by 16 RP×P P×P 17 P×P B×P 18 B–R4! creating a strong square on QB4 for his knight and eliminating Black's 'good' bishop,

leaving him with a 'bad' one on K2. Indeed, Black has no need to fear the blocking of the Q-side, as he is by no means condemned to passivity on the other wing. For this reason, White has been experimenting of late with 15 P–QN4(!)

15 . . .	P–N5
16 K–R2	N–K1
17 P–N4	P–N3

To those unacquainted with the niceties of this variation, such a weakening pawn move may seem surprising. However, Black thus guards his KB4 square and at the same time prepares to strengthen his K-side by posting his knights on KN2 and KB2.

18 R–KN1	P–B3
19 N–B1	N–B2
20 N–N3	N–N2
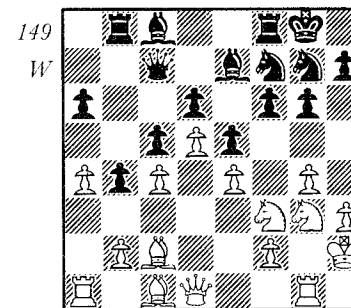
Black has posted his pieces effectively to counter any K-side attack by White. Usually, the attacker has good chances down the KN-file after sacrificing his knight on KB5, but in this position the black knight on KN2 prevents this (21 N–B5? P×N 22 NP×P K–R1 followed by 23 . . . R–KN1 etc.) However, Black has more than defence in mind and can even take over the initiative on the K-side if he carefully prepares the break by . . . P–KB4.

21 P–N3	B–Q2
22 B–K3	K–R1

23 Q–Q2   QR–K1
24 R–N2   Q–B1!
25 QR–R1?

White hopes to be able to play an eventual P–KR4 after K–N1, but it is a pipe-dream. He should instead double rooks on the KN-file, when Black could play . . . R–KN1 in preparation for . . . P–KB4.

25 . . .   P–B4!

Finally, after careful preparation Black manages not only to free himself from his cramped position but also to obtain the superior pawn position.

26 NP×P   P×P
27 P×P   N×P
28 N×N   B×N
29 R/1–KN1   R–KN1

Not of course 29 . . . B×KRP? 30 Q–Q3 winning.

30 N–N5   N×N
31 B×N   KB×B
32 R×B   B×B
33 Q×B   R×R
34 R×R

Thanks to the weakness of White's KBP, Black now has a slight advantage, but perhaps this is not enough to win against best play. However the game proceeded: **34 . . . R–KB1 35 Q–K2 Q–Q1 36 R–N4 Q–B3 37 K–N2 Q–B4 38 Q–K3 Q–B3 39 Q–KN3 Q–B4 40 Q–K3 Q–B2 41 P–R4(?) Q–B4 42 Q–KN3 Q–B2 43 Q–K3 Q–B4 44 K–N3 R–B2 45 P–B3(?) R–B1 46 K–N2 Q–B7+ 47 K–N3 Q–B4 48 R–K4 R–N1+ 49 R–N4 R–KB1 50 K–N2 Q–B2 51 Q–K4 P–QR4 52 K–B2 Q–Q2 53 K–N3 R–B3 54 P–R5? Q–B2 55 R–R4 P–R3 56 K–B2 R–B4 57 Q–N4 Q–B3 58 R–R3 R–N4 59 Q–K4 Q–B2 60 R–R4 (if 60 Q–R4 Q–B4 etc.) 60 . . . R×P 61 Q–N4! R×R 62 Q×R K–N2 63 Q–R3 Q–B1 64 Q–R4 Q–B3 65 Q–K4 Q–B5 66 Q–K1? Q–R5+ 0–1.**

A correctly conducted defence

should place as many obstacles as possible in the way of the attack whilst at the same time carrying out one's own strategic plan such as a counter-attack or transition to the end-game. It is clear that different positions need different defensive methods, so let us examine the most important of these:–

A. Warding off tactical threats

In many cases it is enough for the defence to counter enemy threats. This is particularly so when the attacker has certain threats resulting from a space advantage, superior piece co-ordination or lead in development, whilst at the same time suffering from some positional disadvantage. It is then that the defending side can swing the game in his favour by a timely counter to the direct threats.

83 Spassky–Geller

Candidates 1956, Queen's Gambit

1 P–Q4 P–Q4 2 P–QB4 P–K3 3 N–QB3 P–QB4 4 P–K3 N–KB3 5 N–B3 N–B3 6 P–QR3 P×QP 7 KP×P B–K2 8 B–Q3 P×P 9 B×BP 0–0 10 0–0 P–QR3 11 B–KN5

Play is equal after 11 B–R2 P–QN4 12 P–Q5 P×P 13 N×QP N×N 14 B×N B–N2

11 . . .   P–QN4
12 B–R2   B–N2
13 R–B1   P–N5!
14 P×P   N×NP
15 B–N1

By the clever advance of his QNP Black has obtained control of the vital blockading square in front of the QP. In compensation, White has more space on the K-side, a post for his knight on K5 and active piece play, giving him attacking chances.

15 . . .   Q–R4

After 15 . . . B×N 16 Q×B Q×P White would have good play for his

pieces (17 KR–Q1 or 17 N–K4), with a dynamic balance similar to the game.
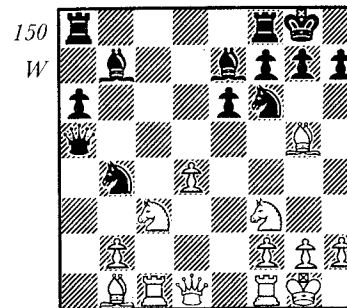
16 N–K5   QR–B1
17 R–K1   N/5–Q4

Both sides have posted their pieces logically with regard to the isolated QP, and White now launches a dangerous attack against the king. His next move threatens N–N4.

18 Q–Q3   P–N3
19 Q–R3!

With the strong threat of B–R6 followed by N×BP

19 . . .   Q–N5!

Defending his KB whilst beginning a counter-attack against the QP.

20 B–R6   KR–Q1
21 B–R2

In assessing Black's defensive set-up it is very important to check on the outcome of the sacrifice by 21 N×BP, a move which was deeply analysed after the game. Here are the main variations: 21 N×BP K×N 22 Q×KP+ K–K1 and now
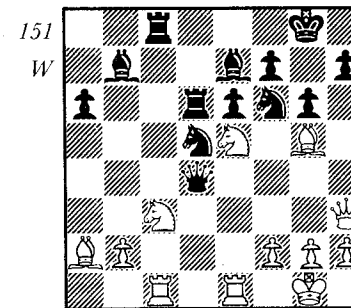(a) 23 N×N B×N 24 Q×N R×R 25 Q–B8+ K–Q2 26 B–B5+ K–B2 27 R×R+ K–N3 etc.
(b) 23 B–R2 Q–Q3 24 N×N Q×Q 25 R×Q R×R+ 26 B×R B×N etc.
(c) 23 B–B2 (threatening B–R4+) N×N 24 P×N Q–Q3 25 B–R4+ B–B3, or here 24 Q×N N–K5! and Black holds out.

(d) 23 B–N5! Q–Q3 24 Q–R3 N×N 25 P×N B–Q4 26 B×N Q×B 27 Q×P B–B2 with a sharp but approximately even position.

21 . . .   R–Q3

A vital defensive move, cutting out the possibility of N×BP for the moment.

22 B–N5   Q×QP

We have reached the critical stage in the attack. White could now achieve equality with 23 N×N N×N 24 N×BP! R×R! 25 N–R6!+ K–N2 26 B×R N–B5 27 B×N Q×B 28 N–N4, but tries instead to strengthen his attack, an attempt which fails to Black's active and precise defence.

23 QR–Q1?   N–B5!
24 B×N   Q×B
25 R×R   B×R
26 N×BP

Spassky had presumably relied upon this move, but he overlooks Geller's neat counter. Naturally after 26 . . . K×N? 27 B×P+ White wins.

26 . . .   R×N!

This move is not just a 'desperado' but it also gives Black control of his K5 square, so that now 27 P×R fails to 27 . . . N–K5! 28 N–R6+ K–N2 29 N–N4 P–KR4 etc.

27 N–R6+   K–N2
28 P×R   B–B4

Or 28 . . . N–K5 as in the above line. The game now ended: **29 Q–N3**

Q×Q 30 P×Q K×N 31 B×P N–K5 32
R–K2 N×QBP 33 R–N2 B–B3 34
K–R2 B–N4 35 P–B3 K–N2 36 R–N3
B–Q5 37 B–B8 P–QR4 38 R–R3 P–R5
39 P–N4 P–N4 40 P–N3 K–B3 41
P–B4 B–B3 42 B–B5 P–R3 0–1.

A characteristic feature of the above
defence is the 'way in which Black
combines the purely defensive move
(protection of weak points and counter
to tactical threats) with active counter-
play (pressure on the QP and finally
tactical threats against White's KB2).
Of course, it is not always possible to do
this, but even if we are forced
completely on to the defensive we must
strive for maximum co-ordination of
our pieces and tie down as few as
possible of them to purely passive
defence. It is a typical mistake of
beginners to go completely over to the
defensive at the first sign of an attack,
protecting themselves against imag-
inary dangers and thus giving up any
chance of active counter-play. A
correctly conducted defence must
always use the least force to defend
against concrete threats, thereby
maintaining the greatest possible
mobility for the pieces.

B. Counter-attack
'Attack is the best form of defence' has
an important application to chess
strategy. There is almost always an
element of risk associated with any plan
of attack. The attacker needs to throw
all his forces into the attack and must
mobilize all his reserves to this end, thus
presenting the defender with an
opportunity to achieve an advantage in
another part of the board. In addition,
the attacker must often use radical
means to strengthen his attack, such as
advancing his pawns, and this
automatically creates weaknesses
which can often be exploited by the
defender. All this means that we must

be constantly on the look-out for
counter-attacking chances if we are to
pursue an active defence.

In the following game Black
advantageously combines the warding
off of tactical threats with the
preparation of a counter-attack based
on weaknesses created by his
opponent's 'bayonet' attack.

84 Bastrikov–Ragozin

Sverdlovsk 1942, English Opening

1 P–QB4 P–K4 2 N–QB3 N–KB3 3
N–B3 N–B3 4 P–Q4 P–K5 5 N–Q2
B–N5 6 P–K3 0–0 7 N–Q5 (7 B–K2 or 7
P–KN3 are better) N×N 8 P×N N–K2
9 Q–R5 P–QB3 (if 9 ... P–KN3 10
Q–R4) 10 P–Q6! B×P 11 N×P B–B2
12 B–Q3 P–KB4 13 N–Q2 (13 N–N5
P–KR3 14 N–B3 is better) P–Q4 14
0–0 P–KN3 15 Q–R4 P–B5!? 16 N–B3
P×P 17 N–N5! P–KR4!

Black must be careful, as after 17 ...
P×P+ 18 R×P P–KR4 19 B×P! N×B
20 Q×P White has a winning attack
e.g. 20 ... R–B3 21 Q–R7+ K–B1 22
Q×N!

| 18 B×KP | B–B4 |
| 19 B–K2 | |
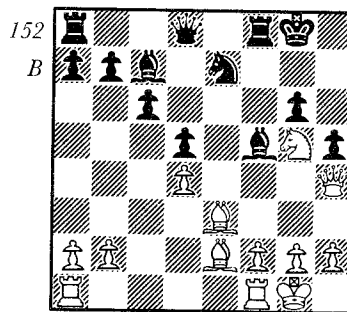
At first sight White appears to have
the advantage, with a dangerous
looking K-side attack in prospect (the
threat is 20 P–KN4). However,

Ragozin manages to swing the game in
his favour by a splendid series of well-
calculated moves.

| 19 ... | Q–Q3! |
| 20 P–KN4 | Q–B3! |

The first surprise, as 21 P×B? N×P 22
Q–R3 N×B 23 Q×N QR–K1 24 Q–Q2
B–B5 wins for Black.

21 P–B4	QR–K1
22 P–KR3	N–B1
23 Q–B2	B–N3!
24 QR–Q1	

And not of course 24 P×B R×B! etc.

| 24 ... | N–Q3! |

And the bishop still cannot be
captured, for after 25 P×B N×P 26
B–B1 N×P White could resign.

| 25 B–B3 | B–Q2 |

White's attack has run its course. If
now 26 P×P? N–B4 White's position
has too many weaknesses.

| 26 P–QR4 | |

In order to prevent a possible ...
N–N4 threatening ... R×B.

| 26 ... | K–N2 |
| 27 P–N3 | |

Admittedly this prevents the knight
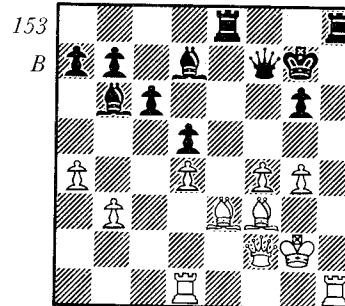coming in at QB4 but it costs a vital
tempo, so 27 K–N2 is better.

| 27 ... | R–KR1 |
| 28 K–N2 | P×P |

Opening up the KR file at a timely
moment.

29 P×P	N–B2
30 N×N	Q×N
31 R–KR1	

31 ...	B–B2!
32 Q–Q2	Q–K2!
33 B–B2	

After 33 R×R R×R followed by 34
... Q–R5 Black has a winning attack
down the KR file. Now White must lose
his KBP.

| 33 ... | Q–Q3! |
| 34 B–K3 | P–KN4 |

With this move Black has finally
achieved his aim of exploiting to the full
the weaknesses of White's K-side. In the
remainder of the game, probably owing
to time-trouble, he allows unnecessary
complications: 35 R×R R×R 36
R–KR1 P×P 37 B–B2 R×R 38 K×R
Q–R3+ 39 K–N2? B×P! 40 Q–K2
Q–R6+ 41 K–N1 B–K3! 42 B–N2
Q–N5 43 K–B1 K–B3 44 B–R3
Q–R6+ 45 K–K1 Q–R2 46 K–Q2
B–B4? 47 Q–K8! B–N8? 48 Q–B8+?
(after Black's errors White could now
draw by 48 B–R4+! Q×B 49 Q–B8+
with perpetual check as neither 49 ...
K–K3 50 B–N4+! nor 49 ... K–N3 50
Q–N8+ K–B4? 51 Q–B7+ Q–B3 52
B–N4+ is possible) 48 ... K–N4 49
K–K1 B–K5 50 B–K2 B–KN3 51
P–N4 Q–R8+ 52 K–Q2 Q–K5 53
Q–KR8 P–B6 54 B–K3+ B–B5 55
Q–Q8+ K–N5 0–1.

In the next game Black exploits in
surprising fashion the weakness of
White's central pawn to launch a
deadly counter-attack.

85 Spielmann–Keres

Noordwijk 1938, French Defence

1 P–K4 P–K3 2 P–Q4 P–Q4 3 N–QB3
N–KB3 4 P–K5 KN–Q2 5 P–B4
P–QB4 6 P×P N–QB3 7 P–QR3 (7
N–B3!) B×P 8 Q–N4 P–KN3 9 N–B3
P–QR3 10 B–Q3 P–QN4 11 P–N4
B–R2 12 P–KR4.

A logical continuation of the attack
begun on White's 8th move, as the text-
move leads to a further weakening of

the Black's KN3 against which further action will be taken.

12 ...   P–KR4
13 Q–N3   Q–K2
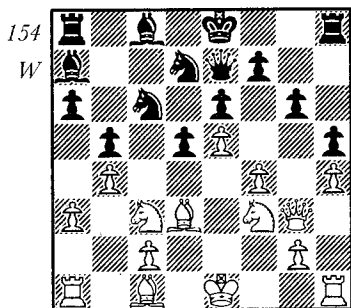
14 P–B5?!

This move deserves an exclamation mark alongside the question mark, because Black's counter was hard to anticipate and after 14 ... NP×P 15 B×BP! P×B 16 N×QP White would have obtained a dangerous attack in typical Spielmann fashion.

14 ...   B–N1!!

A splendid counter in the centre which wins with astonishing rapidity. Black takes advantage of the weak KP.

15 P×NP

After 15 B–KB4 NP×P White can no longer sacrifice a piece (16 B×BP P×B 17 N×QP Q–K3 etc.) and if 15 B–N5 N×KP! 16 N×N B×N Black wins material.

15 ...   N/2×P
16 P×P+   Q×P

Threatening to win the queen. If now 17 N×N B×N White loses a piece.

17 N–N5   Q–B3

Black's superiority is clear. White's best play is now 18 B–Q2 when Black has 18 ... N–Q5 (threatening ... N/4–B6+) and 18 ... N×B+ 19 Q×N N–K4 etc.

18 R–B1?   N–N5!
19 Q–B3   Q×N+

20 K–Q1   Q–N2

This is even simpler than 20 ... Q×R.

The game ended: **21 Q–K2 R–B1 22 R×R+ K×R 23 N×P+ B×N 24 Q×B N–B7+ 25 K–K1 N×B+ 0–1**.

In both these last games the counter-attack was based on tactical play resulting from self-created weaknesses in the enemy position. However, we can also have a strategic counter-attack such as we saw in Game 9 from Volume 1. Here is a similar counter-attack successfully carried out on the Q-side.

86 Bisguier–Fuderer

Interzonal 1955, Sicilian Defence

1 P–K4 P–QB4 2 N–KB3 P–Q3 3 P–KN3 N–KB3 4 P–Q3 P–QN3 5 B–N2 B–N2 6 0–0 P–N3 7 N–R4

Preparing the usual K-side attack by P–KB4, a plan which is seldom effective although frequently played. White should instead devote his attention to the centre by moves such as P–QB3, QN–Q2, R–K1 and P–Q4.

7 ...   N–B3
8 P–KB4   B–N2
9 N–Q2   0–0
10 P–B3
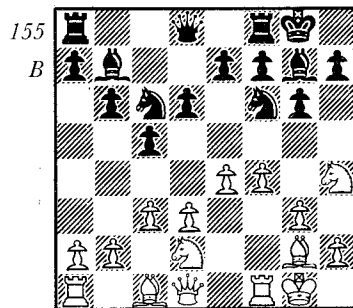
White's position looks good and flexible, but as the course of the game will show his pawns have little dynamic power, with the result that their advance causes Black few problems.

10 ...   N–Q2

An excellent move increasing his control over the central squares. For example, White can hardly play for P–Q4, as after 11 N/2–B3 P–QN4 12 P–Q4? P×P 13 P×P Q–N3 14 B–K3 P–K4 wins a pawn, and if here 12 B–K3 Q–N3 13 Q–Q2 P–N5 14 P–Q4 NP×P 15 NP×P N–R4 with good play for Black. At the same time Black opens up the diagonal for his KB and prepares to advance his QNP to N5.

11 P–R4?

This move does not prevent ... P–QN4 and it allows Black to open up the QR file for his counter-attack. White should play 11 N/2–B3 or 11 P–B5.

11 ...   P–QR3
12 P–B5

This is at least the logical consequence of his 7th move. White intends to open up the KB file and then build up K-side pressure by N/2–B3–N5. Unfortunately this plan has the disadvantage of conceding Black his K4 square which is an important strategic point.

12 ...   P–QN4
13 RP×P   RP×P
14 R×R   Q×R
15 P×P   RP×P
16 N/2–B3   Q–R7!
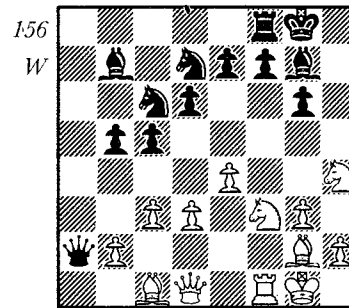
It is now clear what damage has been done by White's careless advance of his QRP. The entry of Black's queen paralyses White's Q-side and increases the effectiveness of the coming ... P–N5. Again 17 P–Q4 fails to 17 ... P×P 18 P×P Q–R2 19 B–K3 P–K4 winning a pawn.

17 R–B2   Q–N8

Putting pressure on the bishop and so once again preventing P–Q4.

18 N–Q2   Q–R8

Not of course 18 ... Q×QP?? 19 R–B3 winning the queen. The retreat of White's knight is tantamount to an admission of failure in his K-side attack, so Black can now calmly pursue his plans on the Q-side.

19 Q–B2   N/2–K4

Threatening 20 ... N×P and driving White completely onto the defensive.

20 B–B1   N–KN5
21 R–K2   P–N5
22 N–N3   Q–R2!
23 P–B4

Some annotators have condemned this move which hands over the Q4 square to Black, but White can hardly allow the tactical possibilities offered by ... P–B5.

23 ...   Q–R5!
24 N–B3

Hoping to free himself from the unpleasant pin by 25 N/N3–Q4 but Black will have none of this.

24 ...   R–R1
25 B–N5   B–QB1

A very useful move not only preparing ... B–N5 later but also preventing the capture of his rook with check in the final combination.

26 R–K1   N/5–K4!
27 N×N

After 27 N/B3–Q2 B–N5! 28 R–R1 Q×R 29 N×Q R×N Black has a decisive advantage.

27 ...   B×N
28 R–R1?

Black was threatening to win a piece by ... N–Q5. The best defence is 28 K–N2 when Black has a choice between a superior ending after 28 . . . N–Q5 29 N×N B×N 30 Q×Q R×Q 31 B×P B×P 32 B×P B–Q5 with a dangerous QNP, or a promising queen sacrifice by 28 . . . B–N5!? 29 R–R1 Q×R 30 N×Q R×N etc. With the text move White falls into a neat trap.

28 . . .   Q×N!
0–1

29 Q×Q R×R 30 Q–B2 B–R6 wins; or here 30 K–N2 N–Q5 winning the queen!

Even if we have a promising attack we must be constantly on the look-out for our opponent's counter-attacking possibilities. In the following example, del Corral–Korchnoi, Palma 1968 White failed to take into account the strength of the counter-attack down the KB file opened by his capture of the KBP.
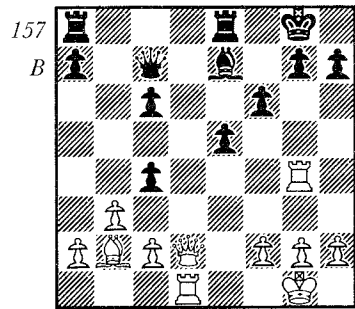
White should play 21 R×BP! but opted instead for the attack by **21 Q–R6? B–B4! 22 Q×BP P×P 23 RP×P R–K2!** (not however 23 . . . R–KB1? 24 Q–K6+ Q–B2 25 R×P+! K×R 26 Q×KP+ and 27 Q×B) **24 Q–N5 R–KB1 25 R–KB1 Q–Q2! 26 R–QB4 B×P+ 27 K–R1 R /2–B2! 28 Q–R5 Q–Q7 29 R×P B–N3! 0–1**.

Summing up, the counter-attack is not only the best method of defence, but also one of the most effective types of chess strategy. Even when warding off the most dangerous enemy threats in extremely critical positions, we must never forget that there are many hidden defensive possibilities waiting to be discovered. Moreover, the counter-attack can have a powerful psychological impact, and the moment when an attacker suddenly has to resort to defence can often decide the fate of the game.

C. Prophylactic defence

Just as in modern medicine there is more and more emphasis on prophylactic measures to prevent rather than have to cure certain illnesses, we see in modern chess strategy many preventive moves played to anticipate an enemy attack well before it has even started. This consists in strengthening the defence of any weak points which the enemy could attack, thus eliminating in advance the possibility of tactical threats which might occur later.

An attentive reader will immediately raise the objection that this method goes against the principle of economic defence we mentioned earlier in this chapter i.e. that we counter concrete threats only and for this use the minimum amount of force necessary. However, this contradiction is more apparent than real, because *prophylactic measures are always correct and effective when they use less force and time than would be necessary to counter a direct attack.* In other words, this comes within our concept of economical defence. Indeed, in many cases a prophylactic defence is indispensable, since our opponent could otherwise build up an attack which cannot be contained. Here are two games to illustrate this point.

87 Rubinstein–Janowski

Marienbad 1925, Queen's Indian Defence

1 P–QB4 N–KB3 2 P–Q4 P–QN3 3 N–QB3 B–N2 4 Q–B2 P–K3 5 P–K4 B–N5 6 B–Q3 P–B4 7 P–Q5 P×P 8 KP×P P–QN4 9 P–QN3 O–O 10 N–K2 P–Q3 11 O–O P×P 12 P×P QN–Q2 13 P–B4 R–K1 14 N–N3.
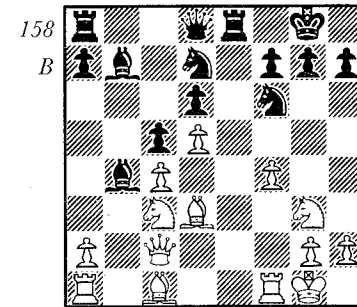
White has a clear space advantage and his pieces are well placed for a K-side attack (his QB will occupy a vital attacking diagonal after B–QN2). For this reason Black should prepare to anticipate the coming attack by playing . . . N–B1 (to overprotect his KR2) followed by B–B1 (controlling KB4 and preventing the possible rook manoeuvre to KR3 via KB3.).

14 . . .   B–R3?

Beginning a faulty plan. By not using this piece to defend the K-side, Black sins against the basic concept of prophylactic defence.

15 N /B3–K4   N×N
16 N×N   N–N3?

It was vital to play 16 . . . N–B1. To remove yet another piece from the K-side is madness and a rapid and severe punishment will be meted out.

17 B–N2

Threatening 18 N–N5 P–R3 19

B–R7+ K–B1 20 N×P! Q–K2 21 B×P+! K×B 22 Q–N6+ K–B1 23 Q–N8 mate.

17 . . .   P–B3
18 R–B3

Black's omission of the two prophylactic moves has cost him dearly and he has no defence to the threats of R–R3, N–N5 or N×BP+,

18 . . .   R–KB1
19 N–N5!   P×N
20 B×RP+   K–R1
21 B×P+!   K×B
22 Q–N6+   K–R1
23 R–R3   Q–Q2
24 B–N8+!   Q×R
25 P×Q   1–0

An elegant finish, with Black's Q-side pieces looking on in tragi-comic fashion.

88 Sämisch–Grünfeld

Carlsbad 1929, Nimzo–Indian Defence

1 P–QB4 N–KB3 2 P–Q4 P–QN3 3 N–QB3 B–N5 4 P–QR3 B×N+ 5 P×B P–Q3 6 P–B3 O–O 7 P–K4 P–K4 8 B–Q3 N–B3 9 N–K2 N–Q2 10 O–O P–QN3 11 B–K3 B–R3 12 N–N3 N–R4 13 Q–K2 Q–K1 14 P–B4 P–KB3 15 R–B3 K–R1 16 QR–KB1

White prepares to open up the KB-file and begin an attack with pieces against the king. However, there seem to be more prospects with N–B1–Q2 followed by P–N4 etc., since he can hardly succeed in his attack against an unweakened K-side without the support of his pawns.
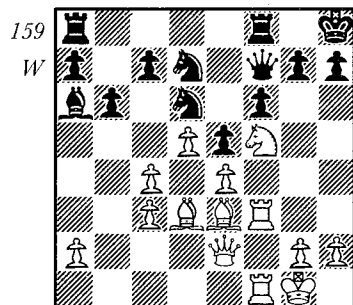
16 . . .   Q–B2
17 BP×P   QP×P
18 P–Q5   N–N2

Black now has good counter-play against the weaknesses in White's position.
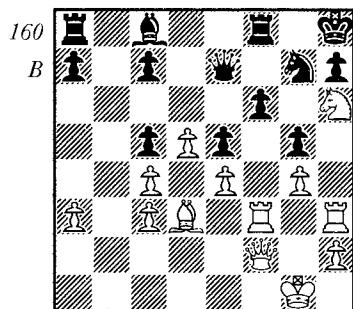
19 N–B5   N–Q3

159
W

20 R–R3	P–N3

Clearly Black cannot leave the knight much longer in its dominant position, but there was another and perhaps simpler defence with the pawn sacrifice 20 . . . N×N 21 P×N P–K5! 22 B×P N–K4 23 B–Q3 KR–K1 with an even game.

21 N–R6	Q–N2
22 P–N4	P–KN4
23 R–R5	N–QB4
24 B×N	P×B
25 R–B3	Q–K2
26 R/3–R3	B–B1
27 Q–KB2	N–K1
28 R–B3	N–N2
29 R/5–R3	

160
B

Black has obtained a solid defensive position and his 'good' bishop gives him chances of gaining an advantage. However, the concentration of White's

pieces on the K-side, with all the attendant threats, demands all Black's attention at the moment. White's main threat is R/R3–N3 followed by P–KR4, so Black should play the prophylactic 29 . . . N–K1! 30 R/R3–N3 (better is 30 R–R5 N–N2 with repetition of moves) 30 . . . K–N2! 31 N–B5+ B×N 32 NP×B P–KR4 when he has the advantage. Neglecting this chance allows White to build up his position decisively.

29 . . .	B–Q2?
30 R/R3–N3	B–K1
31 P–KR4!	P×P
32 R–N2	P–R6
33 R×RP	B–N3
34 R–B3!	QR–N1
35 Q–R4!	

Black is now helpless against the combined attack on his backward KBP.

35 . . .	R–N6
36 R/2–KB2	R×BP
37 P–N5	N–K1

Or 37 . . . R×B 38 P×P! R×R 39 P×Q R×R 40 P×R=Q+ R×Q 41 Q–K7 wins.

38 P×P	Q–Q1

There is a pretty finish after 38 . . . N×P 39 R×N R×R 40 R×R R×B 41 R×B! Q×Q 42 R–N8 mate.

39 N–N4	R×B

A last desperate attempt in a hopeless situation.

40 R×R	B×P
41 R–K3	N–Q3
42 N×P	B–B4
43 R×B!	N×R
44 N–N6+	K–N1
45 R–K7!	

The pretty point of his 43rd move. Three white pieces are attacked but none can be captured.

45 . . .	R–B2
46 R×R	K×R
47 N–K5+	K–B1
48 Q×P	1–0

It is very important to take

prophylactic measures when faced with the advance of an enemy pawn majority. For example, in the game Botvinnik–Euwe from this volume (game 2), White placed his pieces to delay . . . P–QB4 for as long as possible and thus limit the activity of Black's pawn majority whilst endeavouring to advance his own.

In my game against Benko (Budapest 1948) I took even more complex measures against a prospective pawn majority.

161
B
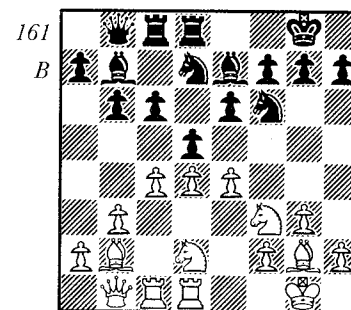
In the diagram Black can free his game by . . . P×KP followed by . . . P–B4, but then White would obtain a mobile pawn majority on the Q-side by P×BP. So I first played **14 . . . P–QR4!** as a prophylactic measure. The game continued **15 N–K5 Q–R1 16 P–QR3 P×KP 17 N×KP P–B4! 18 N×N+** (not 18 N×N/7 R×N 19 P–Q5 N×N 20 B×N P–N3 21 R–K1! P×P 22 B–B5 R/1–Q1 23 B×R R×B and despite being the exchange down Black stands far better) **18 . . . N×N 19 B×B Q×B 20 P×P B×P** and now thanks to his 14th move Black had no need to fear White's Q-side pawn majority. After **21 R×R+ R×R 22 R–Q1 Q–B2 23 R×R+ Q×R 24 Q–Q3 Q–B2 25 Q–KB3 P–R3 26 N–B6 Q–Q3! 27 P–QR4 N–Q2** the game 'ended in a draw after a few

superfluous winning attempts by White.

Our next game is another interesting example of prophylactic defence against a coming pawn advance.

89 Nimzowitsch–Bernstein

Carlsbad 1923, Queen's Gambit

1 N–KB3 N–KB3 2 P–Q4 P–Q4 3 P–QB4 P–K3 4 N–B3 B–K2 5 P–K3 0–0 6 P–QR3 P–QR3(?) 7 P–B5!

Such an advance is usually double-edged in the Queen's gambit, but White can play it here because Black's last move is a loss of time making it more difficult for him to prepare a central counter.

7 . . .	P–B3
8 P–QN4	QN–Q2
9 B–N2	Q–B2
10 Q–B2	P–K4
11 0–0–0	

We pointed out the logical idea behind this move in our chapter on 'The King' from Volume 1. The white king takes refuge on the wing where he is advancing his own pawns. Thanks to his space advantage on this side and despite his lack of pawn protection his king is safer here than on the K-side where Black has the space advantage.

11 . . .	P–K5

162
W
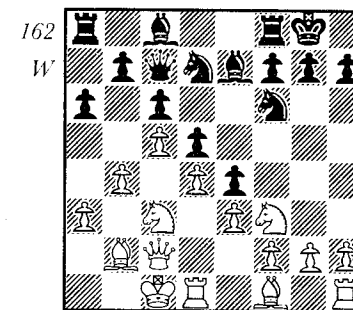
Black's last move extends the pawn

chain and plans to attack White's K3 by . . . P–B4–5. Indeed, if White were now to continue mechanically with 12 N–Q2 N–N5! 13 N–N3 P–B4 14 P–R3 N–R3 he would no longer be able to prevent this break-through. However, Nimzowitsch carries out an excellent four move sequence as a prophylactic measure against the advance of the KBP.

12 N–KR4!	**N–N1**
13 P–N3!	**N–K1**
14 N–N2!	**P–B4**
15 P–KR4!	

This practically cuts out any K-side activity by Black, so that White can turn his attention to the Q-side. Although Black now tries to free himself by . . . P–QN3 he cannot avoid a clear positional disadvantage.

15 . . .	**B–Q1**
16 P–R4	**P–QN3**
17 P–N5!	

This is a very strong counter to Black's last move, since it threatens at once 18 P×BP Q×P 19 N×QP! Q×N? 20 B–B4 winning.

17 . . .	**N–B3**
18 N–B4	**RP×P**
19 RP×P	**Q–B2**
20 B–K2	

But not 20 P×BP N×P 21 N×QP N×N 22 N×N B–K3! followed by . . . B–N6 winning the exchange, or here 21 P×P N–QR4! 22 N–R4 B–Q2. White now maintains the tension on the Q-side because the pawn exchanges would be in his favour.

20 . . .	**B–B2**

Black temporarily gives up a pawn in order to eliminate White's KN and thus alleviate the pressure on his QP. His counter-action is well thought out and finally fails only to a beautiful combination by White.

21 P×NP	**B×N**
22 NP×B	**B–Q2**
23 K–Q2!	

The QB file is uncomfortable and the king is well placed on Q2. After 23 P–N7 R–R2 Black would be out of danger.

23 . . .	**P×P**
24 R–R1	**N–B3**
25 B×P	**N–QR4**
26 B–K2	**KR–N1**
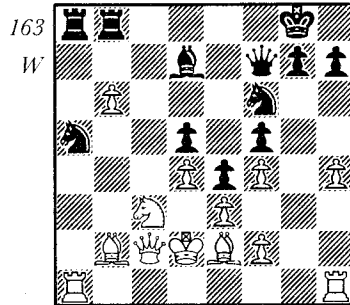
By winning back his pawn Black seems to be equalizing with ease, but Nimzowitsch now gains the initiative by a surprising tactical twist.

27 N–R4!	**B×N?**

Even after the better 27 . . . N–B5+ 28 B×N P×B White maintains his positional plus by 29 B–B3! B×N 30 R×B R×R 31 Q×R R×P 32 Q–R5 N–Q2 (32 . . . N–Q4? 33 Q–R8+) 33 R–KN1 etc.

28 R×B	**R×P**
29 B–QB3!	

But not 29 KR–R1 N–N6+ 30 Q×N R×Q 31 R×R+ N–K1 32 K–B2 R–N2 and Black can ward off the attack.

29 . . .	**N–N6+**

Or 29 . . . N–B5+ 30 B×N R×R 31 B×P! N×B (31 . . . R×P+? 32 B×R Q×B 33 Q–B8+) 32 Q×R N×B 33 Q–R8+ with a won ending.

30 Q×N!	**R×Q**
31 R×R+	**N–K1**
32 B–Q1!	

The point of the queen sacrifice. After 32 . . . R–N3 33 B–R4 R–K3 34

R–QN1 there is no defence to the doubling of rooks on the eighth rank. So Black gives up the exchange, but his queen is no match for the two rooks.

32 . . .	**R×B**
33 K×R	**Q–B2+**
34 K–Q2	**K–B2**
35 B–R5+!	**P–N3**
36 KR–R1	**Q–N3**
37 B–K2	**K–N2**
38 K–K1	**N–B2**
39 R/8–R5	**K–R3**
40 K–B1	**Q–N6**
41 P–R5!	**N–K1**

Or 41 . . . P×P 42 R–QB1 Q–N2 43 R/5–B5 when the attack on Black's king wins quickly.

The game now ended: **42 R–R6 Q–N7 43 P×P P×P 44 R/6–R2 Q–N2 45 R–R7 Q–N7 46 K–N2! N–B3 47 R–R1+ N–R4 48 B×N! P×B 49 R/1–R1 1–0.**

Here is one of my games on the same theme. It is instructive because Black maintains his advantage so long as he pursues a prophylactic defence, but gets into trouble as soon as he neglects these measures.

90 Czerniak–Pachman

Venice 1950, Sicilian Defence

1 P–K4 P–QB4 2 N–KB3 P–Q3 3 P–Q4 P×P 4 N×P N–KB3 5 N–QB3 P–QR3 6 P–KN3 P–K4 7 N/4–K2 B–K2 8 B–N2 0–0 9 0–0 B–K3 10 P–KR3 QN–Q2 11 P–B4 P–QN4 12 P–B5(?) B–B5 13 P–QN3(?) B×N 14 Q×B R–B1 15 N–Q1 Q–B2 16 N–K3 N–B4 17 N–Q5? (17 N–Q1) **N×N 18 P×N** (*164*)

White has handled the opening badly and finds himself at a strong positional disadvantage, mainly because he has a badly weakened Q-side, in particular his QBP, and Black has a powerful passed pawn. The pair of bishops is insufficient compensation
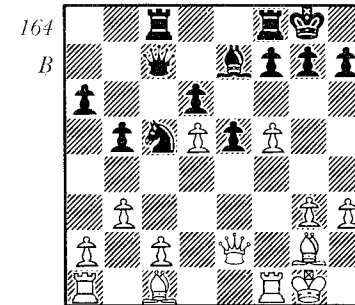
and White's only counter-chance lies in advancing his mobile K-side pawns by P–KN4–5 or in a tactical break-through by 19 P–B6 B×P 20 R×B P×R 22 B–R6. Black's next and 21st moves are designed to prevent these possibilities.

18 . . .	**N–Q2**
19 P–QR4(?)	

After 19 B–K4 Black can play 19 . . . N–B3 20 B–Q3 (20 B–N5 N×P) 20 . . . P–K5! 21 B×KP N×B 22 Q×N B–B3 followed by 23 . . . Q×P. White avoids the obvious R–B2 because this would practically entail giving up the idea of P–KN4 in view of . . . B–R5.

19 . . .	**P–N5**

Not however 19 . . . Q×P 20 Q×Q R×Q 21 P×P P×P 22 R–R7 R–Q1 23 R–N7 with good play for White.

20 R–R2	**P–QR4**
21 P–N4	**Q–Q1!**

From a strategic point of view this move is decisive, as White's pawns are blockaded and the pressure down the QB-file has driven his QR to a poor square.

22 B–K3	**B–N4**
23 B–B2	**R–K1**
24 R/2–R1	**R–B6**
25 B–K1	**R–B2**
26 R–R2	**R–B4**
27 B–B2	**R–B6**

Time-trouble begins to affect matters.

28 B–K1	R–QB1
29 K–R1	P–K5(?)

This seemingly strong move is too hasty. Black's logical plan is to play 29 ... Q–K2, double rooks on the QB-file, then try to exchange black-squared bishops by ... B–R5.

30 B–N3	N–N3
31 R–Q1	

Not of course 21 B×KP N×QP followed by ... N–B6.

31 ...	R–B4
32 B–B2	R×QP
33 R/2–R1	R×R+
34 R×R	P–K6
35 B–B6!	R–K2
36 B–N3	P–Q4
37 P–R4	

The dubiousness of Black's manoeuvre beginning with move 29 is now apparent. He has won a pawn but increased the activity of White's pieces and allowed the advance of his K-side pawns.

37 ...	B–B3
38 P–N5	B–B6

If 38 ... B–K4 39 Q×P Q–B2 White has 40 B×B R×B 41 Q–N3.

39 B–N5	
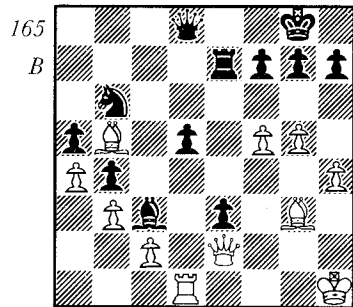
Black is already in some trouble, as White is threatening a strong attack by 40 B–Q3 followed by P–B6. However, Black still had an adequate pro-

phylactic move in 39 ... P–B3! with good chances. Instead, in time-trouble, he commits a grave blunder which allows White to carry out a decisive attack.

39 ...	P–Q5?
40 P–B6!	R–K3
41 P×P	K×P
42 R–KB1	Q–K2
43 B–Q3	N–Q2

Against the threat of 44 Q–R5 there is no other defence than this move which loses the exchange.

44 B–QB4	N–B4
45 B×R	Q×B

White has a won position with the exchange up and the black bishop out of play. However, he plays the rest of the game very inaccurately and could even have lost at one stage.

46 K–N2?	N–K5
47 B–R2?	N–Q7
48 R–B4	Q–Q4+
49 K–N1	N×P!
50 P–R5!	

If 50 P×N P–Q6.

50 ...	N–B8??

Black could win by 50 ... N–B4! as the knight could just stop the mate in time.

51 Q–N4	P–K7
52 P–R6+	K–B1
53 B–N3	P–Q6!

After 53 ... P=Q+? 54 B×Q B×B 55 R–K4 wins.

54 R–K4	Q–QB3
55 P×P	N×P?

There was still a draw with 55 ... P=Q+! 56 B×Q B×B 57 R×B N×P.

56 Q×KP	Q–B4+
57 K–R2	1–0

The prophylactic defences can of course be just as varied as the attacking possibilities of our opponent. Here is another example from a game by Nimzowitsch who considered preventive measures as the corner-stone of positional play.

91 Behting–Nimzowitsch

Riga 1910, Pirc Defence

1 P–K4 P–Q3 2 N–QB3 N–KB3 3 P–KB4 P–K4 4 N–B3 QN–Q2 5 P–Q4 P×QP 6 N×P B–K2 7 B–B4 0–0 8 0–0 P–QR3

Preparing an eventual ... P–QB4 and ... P–QN4 and planning to answer 9 Q–B3 with 9 ... R–K1, as the immediate 8 ... R–K1 allows 9 N–B3 with the threats of N–KN5 and P–K5.

9 N–B5(?)	N–B4
10 N–N3	P–QN4
11 B–Q3	P–N5
12 N–Q5	N×N
13 P×N	

Black's last few moves have greatly improved his position, and he must now defend against White's two positional threats of 14 P–QR3 weakening his Q-side or 14 P–B5 followed by B–KB4 gaining space on the K-side.

13 ...	P–B4(?)

The best prophylactic measure against both threats is 13 ... P–QR4! with the counter-threat of ... N×B followed by ... B–R3

14 P–QR3	P×P
15 R×P	R–N1
16 P–B3	B–R5!
17 Q–B3	B×N
18 Q×B	R–K1

Black's last moves were all aimed at

control of his K5 square and play down the K-file.

19 B–B2	Q–B3
20 P–N4	N–K5
21 Q–Q3	

Black's inexact 13th move has led to a weakening of his Q-side but he has compensation in the open lines in the centre. His main object now is to prevent B–K3–Q4, which he does by playing on the weakness of White's QP.
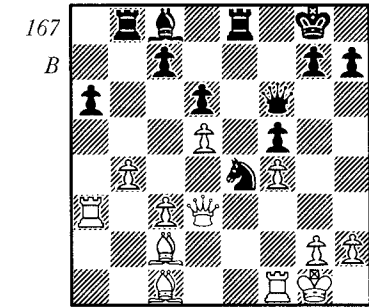
21 ...	Q–B2!
22 B–K3	N–B3
23 B–N3	B–N2

This forces 24 P–B4 with the subtle point that Black then intends 24 ... B–B1! 25 B–Q2 N–K5 26 B–K1 Q–B3 posting his pieces as before with the important difference that the weakness of the QNP stops White occupying the long black diagonal with his bishop. This is a pure prophylactic manoeuvre and termed by Nimzowitsch 'one of my favourite combinations' in his *Chess Praxis*. We can indeed talk about a combination here, since this 6 move manoeuvre, after which the pieces revert to their original position, is an individual concept that does not lend itself to generalization.

24 R–Q1?	

A tactical error (White misses Black's 27th move) after which Black gains the advantage by a forcing series of moves.

24 ...	B×P
25 B×B	Q×B
26 Q×Q	N×Q
27 B–R7	N–K6!

White probably expected 27 ... R–R1 28 R×N with equality.

28 R–Q3	N–N5
29 R–Q1	R–R1
30 B–Q4	

After 30 R×RP White's pieces would temporarily be tied to the Q-side, so 30 ... R–K5 31 P–N3 R–K7, or here 31 R–KB1 N–K6 gives Black the advantage.

The remainder of the games is an example of accurate end-game play: **30 ... R–K5 31 P–R3 N–K6 32 B×N R×B 33 K–B2 R–K5 34 P–N3 K–B2! 35 R/1–QR1 K–K3 36 R×P R×R 37 R×R K–Q4 38 R–R5+ K–B5 39 R×P R–K2 40 P–N5 K×P 41 P–N6 P×P 42 R–Q5 R–Q2 43 R–QN5 R–QN2 44 R–Q5 P–QN4 45 R×QP P–N5 46 K–K2 P–N6 47 R–B6+ K–N7 48 P–B5 K–N8 49 P–N4 P–N7 50 P–N5 K–R7** and Black won after a few moves **0–1**.

From Nimzowitsch we also have the so-called theory of 'over-protection' which is closely linked with the concept of prophylactic defence. In many situations the character of a whole position hinges on or is at least strongly influenced by an important strategic point. In our chapter 'Strategic points' we pointed out that such a point could be occupied by a piece or a pawn. It is clear that our opponent will do his utmost to eliminate or weaken this strong-point in our position. (*168*)

Here for example K5 is a vital strategic point for White, ensuring him a space advantage on the K-side. Black will try to attack this pawn by moves such as ... KN–K2–N3, ... Q–B2, or ... B–N3–B2 and Q–QN1. For this reason White will 'over-protect' this strong-point by moves such as 7R–K1

168
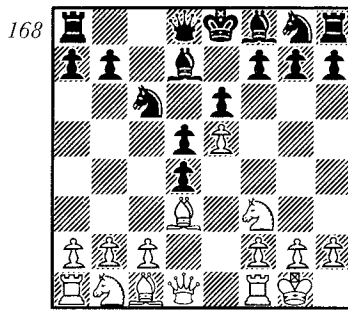
KN–K2 8 B–KB4 N–N3 9 B–N3 followed by Q–K2. Without these prophylactic measures the KP could easily become a weakness when the whole of White's game collapses.

Nimzowitsch also gives an example from his game against Alekhine (Baden-Baden 1925).

169
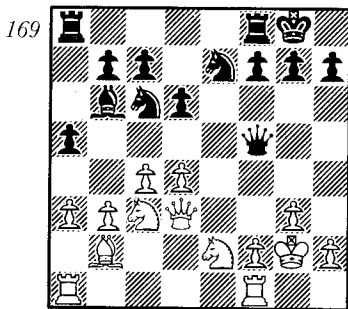
Black has placed his pieces to put pressure on White's QP which in its turn restricts the mobility of Black's bishop. For this reason White must refrain from the obvious P–Q5 and instead over-protect his QP by **15 QR–Q1 QR–K1 16 R–Q2! Q–N4 17 KR–Q1**. This keeps out Black's bishop for some time, and after **17 ... B–R2 18 N–B4 N–B4 19 N–N5 B–N1 20 R–K2** followed by **21 R/1–K1** White managed to maintain his positional plus.

2. MANOEUVRING

This term is used rather loosely in chess literature, referring to any planned action which leads to a gradual improvement in our position or even persuades our opponent to commit a tactical or strategic error. Sometimes annotators even use it when describing a series of aimless moves which characterize certain games! In his *My System*, Nimzowitsch attempted a more precise definition of the term, describing it as a method of play which attacks an enemy weakness, such as a pawn, in at least two different ways in turn (e.g. horizontally and vertically) thus forcing the enemy pieces into awkward defensive positions. As a result of this manoeuvring, the active side will then either exploit this particular weakness or else take advantage of some other weakness induced by the faulty defensive set-up. In my opinion, this excellent definition should be extended to refer to *any positional plan which involves alternating tactical threats against the enemy position*.

We shall now illustrate these points with some examples.

92 E. Cohn–Duras

Barmen 1905, Ruy Lopez

1 P–K4 P–K4 2 N–KB3 N–QB3 3 B–N5 P–QR3 4 B–R4 N–B3 5 0–0 B–K2 6 R–K1 P–QN4 7 B–N3 P–Q3 8 P–B3 B–N5 9 P–Q4? Q–B1 10 B–K3 N–QR4 11 B–B2 N–N5 12 B–B1 P–B4 13 P–Q5 P–R3 14 Q–K2 N–R2 15 P–KR3 B–Q2 16 P–QN3 N–N3 17 P–B4 0–0 18 P–KN4?

This thoughtless weakening of his K-side is unnecessary, as there is no danger after 18 QN–Q2 P–B4(?) 19 KP×P B×P 20 B×B Q×B 21 N–K4 etc.

18 ...	B–N4
19 B×B	N×B
20 N×N	

Forced, as Black was threatening both ... N×RP+ and ... N×N+ followed by ... P×P.

20 ...	P×N

170
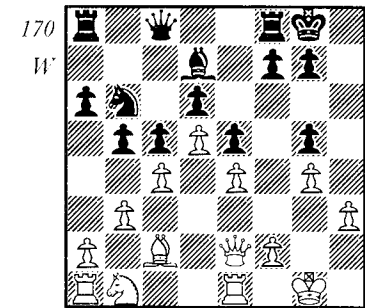
Black has a clear advantage, with the 'better' bishop and chances of active play on both the Q-side (opening up the QN or QR-file at a given moment) and the K-side (the open KR-file). However, neither of these operations in itself will guarantee success, so Duras plans to combine pressure on both wings in a way which is highly instructive for our theme.

21 N–Q2	Q–B2!

A square is vacated for the knight which is heading for KN3, and at the same time the QP is guarded in anticipation of White's knight reaching KB5.

22 N–B1	N–B1
23 N–K3	N–K2
24 P–B3	

If Black's QP were now unguarded, then 24 N–B5! would give White an advantage. As it is, however, he is now driven to a passive defence of his KB4 and KR4 squares.

24 ...	N–N3
25 N–N2	P–B3
26 K–B2	K–B2
27 Q–Q2	R–R1
28 R–R1	R–R3
29 R–R2	

We can now see the results of Black's plan. By placing his knight on KN3 and threatening to double rooks on the KR file, he has forced two white pieces onto the defensive (N–N2 and R–R2) and therefore improved his prospects of a successful attack on the Q-side.

29 ...	Q–N3
30 B–Q3	P–R4!
31 Q–B3	P–R5
32 Q–K2	P–N5
33 Q–K1	Q–R4
34 R–QN1	

After 34 R(2)–R1 Black could continue as in the game or opt for a difficult but winning end-game with 34 ... P×P 35 P×P Q×R 36 Q×Q R×Q 37 R×R R×P.

34 ...	R1–R1
35 Q–R1	R1–R2
36 B–B2	Q–R1!
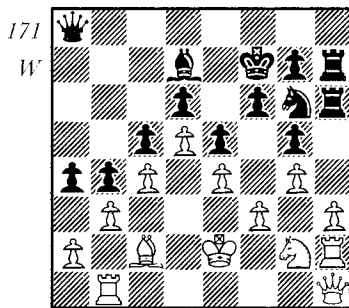
Black's play on both wings has now reached its climax, and White has no defence. If for example he plays 37 K–B2 in order to protect his KRP with the king, he loses to 37 ... P×P 38 B×P (38 P×P Q–R7 39 R–QB1 Q–N7 followed by ... R×P!) 38 ... B–R5 39 K–N3 B×B 40 P×B N–B5! or here 39 R–R1 R×P!! 40 R×R R×R 41 Q×R B×P 42 N–K3 (42 Q–R1 B×RP and 43 ... P–N6) 42 ... Q–R6! 43 Q–B1 B×RP 44 N–B5 N–R5! 45 N×QP+ K–K2 46 N–B5+ N×N 47 NP×N P–N6 etc.

37 R–R1	Q–R1
38 P–R3	R×P
39 R×R	R×R
40 Q–KB1	R–R7
41 K–K3	Q–R6
42 P×RP	R×N
43 P×P	Q–R7
	0–1

In our next game White's manoeuvring strategy is very interesting. He first groups all his pieces for a K-side attack which leads to an unfavourable posting of Black's pieces, especially his queen. Only then does he switch over to a central break-through which decides the game. Even though this latter idea has only remained a potential threat for many moves, we still have a combination of two forms of attack in the true manoeuvring spirit.

93 Steinitz–Showalter

Vienna 1898, French Defence

1 P–K4 P–K3 2 P–Q4 P–Q4 3 P–K5 P–QB4 4 P×P N–QB3 5 N–KB3 B×P 6 B–Q3 KN–K2 7 0–0 N–N3 8 R–K1 B–Q2 9 P–B3 P–QR4 10 P–QR4 Q–N1 (?) 11 Q–K2 B–N3 12 N–R3 0–0 (12 ... B–B2 13 N–QN5 B×P? 14 B×N etc.) 13 N–QN5 N–R2 14 B–K3! B×B 15 Q×B N×N 16 P×N P–N3 17 N–Q4 P–B4 18 P–KB4 N–K2
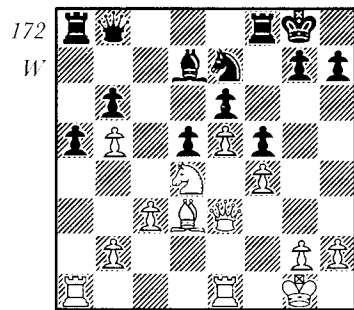
White has an advantage in space emphasized by his powerfully posted knight on Q4. He needs to open lines in order to exploit this advantage, but an immediate 19 P–QB4 would allow Black to guard all the important central points by 19 ... Q–N2 followed by ... QR–B1 and ... KR–Q1, when he can play ... P×P and ... N–Q4 at an appropriate moment, with good play. For this reason Steinitz begins manoeuvring first against Black's K-side so as to drive Black's pieces onto the defensive. He can then play P–QB4 with decisive effect.

19 Q–B2	Q–Q1
20 R–K3!	P–N3
21 R–KR3	R–B2
22 K–R1	K–N2(?)

This makes White's task easier. He should play ... R–N2 followed by ... R–QB1.

23 N–B3	P–R3
24 R–KN1!	

Threatening P–KN4 and thus forcing further weaknesses in Black's position.

24 ...	P–R4
25 Q–N3!	Q–R1
26 N–N5	R/2–B1
27 Q–R4!	

Threatening 27 N×P+! Black's best is now 27 ... R/R1–K1 but White could then prepare P–B4 with 28 R–Q1!

27 ...	N–N1
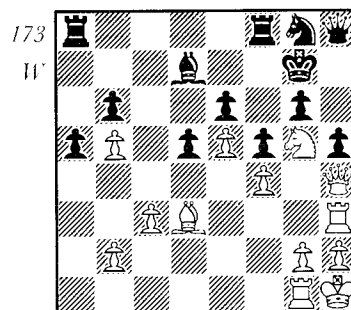
28 P–B4!

Now that Black's pieces are tied down, White can open up the game with unstoppable threats. The game now ended: **28 ... P×P 29 B×QBP R/B1–K1 30 R–Q3 R–R2 31 R–Q6 R–N2 32 R/N1–Q1 B–B1 33 N×P+ B×N 34 B×B Q–R2 35 R–Q7+ R–K2 36 R×R+ N×R 37 Q–B6+ K–R3 38 R–Q8 Q–B2 39 P–R3 1–0**

It is often possible to develop two-fold pressure by combining a K-side attack with an attack against a weak pawn, as in the following game.

94 Lasker–Salwe

St. Petersburg 1909, Ruy Lopez

1 P–K4 P–K4 2 N–KB3 N–QB3 3 B–N5 P–Q3 4 P–Q4 B–Q2 5 N–B3 N–B3 6 0–0 B–K2 7 B–N5 P×P 8 N×P 0–0 9 B×QN P×B 10 Q–Q3 R–K1 11 QR–K1 P–B4 12 N–N3 N–N5 13 B×B R×B 14 P–B4 R–N1 15 P–KR3 N–R3 16 P–B5 P–KB3 17 N–Q5 R–K1 18 P–B4 N–B2 19 Q–QB3 R–K4 20 N–Q2 P–B3 21 N–B4 Q–N3 22 P–QN3 QR–K1 23 Q–N3 K–R1 24 N–R5 R–KN1 25 R–B4 Q–Q1 26 N–B3 R–K2 27 R–R4 Q–K1
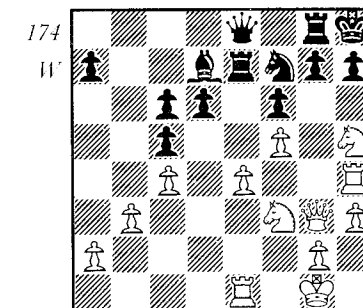
White's pieces on the K-side pose dangerous threats to the Black king, but there is no way of continuing the attack directly without advancing the K-side

pawns, clearly a far too risky procedure in view of the weakness of White's KP. However, Black's QP is also a weakness, so White's aim is to manoeuvre against the K-side and the QP simultaneously, whilst keeping an eye on his own KP.

28 Q–B2!

After 28 N–B4 Black can defend with 28 . . . N–R3, so White's plan is to tie this knight down to the defence of the QP.

28 . . .	R–B1
29 Q–Q2!	Q–N1
30 K–R1	R/1–K1
31 R–N4	R–N1

Black must give up his pressure against the KP, as 31 . . . N–R3 allows 32 N×BP!

32 R–Q1!   **Q–N5?**

This greatly simplifies White's task, as the queen can find no effective points of attack in the enemy camp whereas it is badly needed in defence. Black should play 32 . . . Q–K1! when White will continue his manoeuvring with 33 Q–Q3 followed by 34 R–R4 threatening N–B4.

33 Q–KB2!	Q–B6
34 Q–R4	N–R3
35 R–B4	N–B2
36 K–R2	R/1–K1
37 Q–N3	R–KN1
38 R–R4! (*175*)	

White must be careful not to allow central counter-play. For example, after 38 R–N4 N–R3 39 R–R4 Black has 39 . . . P–Q4! 40 BP×P P×P 41 R×P B–B3, whereas now 38 . . . P–Q4 fails to 39 BP×P P×P 40 N–B4!

Eleven moves ago the pieces were approximately in the same positions with two exceptions: White's rook is now on Q1 attacking the QP and the black queen is misplaced far from the defence. These differences are decisive, as Black can no longer prevent 39 N–B4 N–R3 40 R×P.
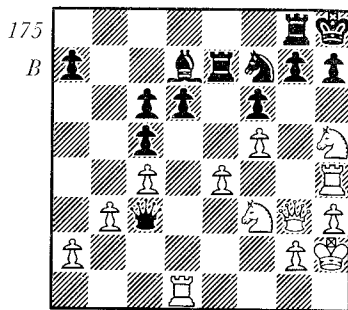
38 . . .	P–N4
39 P×Pep	R×NP
40 Q–B2	P–B4
41 N–B4	R–B3
42 N–K2	Q–N7
43 R–Q2	Q–R8
44 N–N3	

Threatening 45 P×P B×P 46 N×B R×N 47 R×P+! K×R 48 Q–R4+ etc.

44 . . .	K–N1
45 P×P	B×P
46 N–Q4!	

This wins at least a pawn and the game is quickly decided. Play continued: **46 . . . P×N 47 N×B K–B1 48 Q×P Q×Q 49 N×Q N–K4 50 R–R5 R/2–KB2 51 P–B5 P×P 52 R×N P×N 53 R×P R–B7 54 R–Q8+ K–N2 55 R–QR5 R–B7 56 P–R3 P–B4 57 R–QB8 R–N7 58 R–QN5 R/2–B7 59 R–N7+ K–N3 60 R–B6+ R–B3 61 R×BP R–QR3 62 P–QR4 R–KB3 63 R–B3 P–QR3 64 R–N3+ K–R3 65 R/3–N7 1–0.**

3 TECHNICAL EXPLOITATION OF AN ADVANTAGE.

Towards the end of many games one meets a comment such as: 'the rest is a matter of technique.' In such cases the winning side has obtained a material or positional advantage which should lead to a comfortable win. In these volumes

the reader will find many games where the finish is given without notes, purely because it is a matter of converting into a win an advantage already attained.

However, it would be a serious mistake for the reader to conclude from this that such finishes are without interest or difficulty. On numerous occasions, in fact, an advantage is squandered by casual and planless play or by underestimating our opponent's chances. We have continually tried to impress upon the reader the need to formulate an appropriate plan in any given situation, and this applies equally well to those positions in which 'the win is a matter of technique'. When we are trying to exploit a positional advantage, our strategic plan must conform to the nature of the position. In such cases it is important to decide whether our advantage is permanent or only temporary. For example, in positions where our opponent has a shattered pawn structure, or a 'bad' bishop, or pieces permanently cut off from the scene of action, tempi are no longer very important, as we can gradually strengthen our position and cut out any effective counter-play by our opponent. However, the situation is totally different when our pieces are momentarily better co-ordinated or effectively mobile on one section of the board. We must then proceed very carefully and use every tempo judiciously or even prepare a decisive combinational solution before our advantage completely disappears.

Let us examine these two fundamentally different types of positional advantage. (*197*)

Here White has a decisive positional plus in view of Black's isolated QP and shattered K-side pawns, despite the existing material equality. He can exploit this advantage in the middle-game by combining pressure against
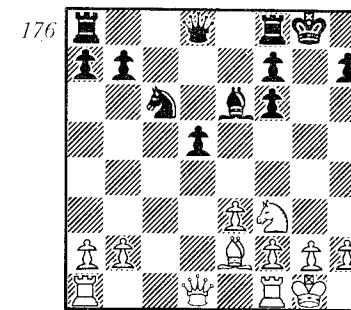
the QP with an attack on the king, or he can play to exploit Black's weaknesses in the ending. His superiority is of such a lasting nature that there is no question of finding one exact sequence of moves to win the game. White has only to stop Black eliminating the weaknesses by . . . P–Q5 or . . P–B4–B5 whilst he prepares a plan of attack e.g. Q–Q2, KR–Q1 N–Q4, B–B3 etc.

Contrast this with our next position.
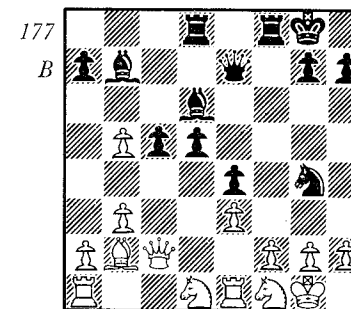
This position occurred in the game Tarrasch–Alekhine (Pistyan 1922). White is a pawn up but Black has a clear positional superiority in view of his strong centre, the bishop pair, the open KB-file and finally the splendid co-ordination of his pieces. The outcome of such a position is clearly dependent upon exactly calculated tactics. For instance, Black must not

allow the exchange of queens which would give White some chances in the end-game. In the event, Alekhine won by an attack on the K-side and in the centre, as follows: **18 ... Q–N4! 19 P–KR3 N–R3 20 K–R1 N–B4 21 N–R2 P–Q5! 22 B–B1** (22 P×P P–K6 23 N×P N×N 24 P×N Q–N6 etc.) **22 ... P–Q6 23 Q–B4+ K–R1 24 B–N2 N–N6+! 25 K–N1 B–Q4 26 Q–R4 N–K7+ 27 K–R1 R–B2 28 Q–R6 P–R4! 29 P–N6 N–N6+ 30 K–N1 P×P 31 Q×NP P–Q7! 32 R–KB1 N×R 33 N×N B–K3! 34 K–R1 B×RP! 35 P×B R–B6 36 N–N3 P–R5 37 B–B6 Q×B 38 N×P R×RP+ 0–1.**

When we come to the exploitation of a material advantage, one of the most typical elements lies in the attempt by the stronger side to simplify into an end-game. We have already examined this aspect in Chapter 8 of Volume 1 ('Exchange of Material'), so two more examples should suffice here.

95 Alekhine–Capablanca

Final game, World Championship 1927, Queen's Gambit

1 P–Q4 P–Q4 2 P–QB4 P–K3 3 N–QB3 N–KB3 4 B–N5 QN–Q2 5 P–K3 P–B3 6 P–QR3 B–K2 7 N–B3 O–O 8 B–Q3 P×P 9 B×BP N–Q4 10 B×B Q×B 11 N–K4 N/4–B3 12 N–N3 P–B4 13 O–O N–N3 14 B–R2 P×P 15 N×P P–N3 16 R–B1 B–Q2 17 Q–K2 QR–QB1 18 P–K4 P–K4 19 N–B3 K–N2(?) 20 P–R3 P–KR3(?) 21 Q–Q2!

Alekhine himself stresses the importance of this key move, threatening to win a pawn by Q–QR5 whilst at the same time aiming at Black's K-side e.g. 21 ... B–B3 22 N–R4! N×P (22 ... B×P 23 Q–K3) 23 N–B5+ P×N 24 N×P+ K–B3 25 Q×P+ K×N 26 P–N4 mate! Black cannot prevent the loss of a pawn even if he exchanges rooks e.g. 21 ... R×R 22 R×R R–B1 23 R×R+

N×R 24 Q–B3, or here 23 ... B×R 24 Q–R5 etc.

However, there was a cunning way to equalize by the counter-move 21 ... N–R5!

21 ...	B–K3?
22 B×B	Q×B
23 Q–R5	N–B5
24 Q×RP	N×NP
25 R×R	R×R
26 Q×P	N–B5
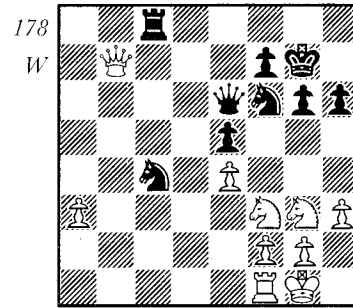
White has emerged from the complications with an extra passed pawn on the Q-side and a 'technical' win. His plan of campaign is in two parts: first he must safe-guard his QRP and KP, then he must gradually simplify into a winning end-game. It is important to examine the kind of ending White must play for. The answer is clear-cut: any ending will suit him with the sole exception of a rook ending with the black rook behind White's QRP. For example, if all pieces were removed from the diagram and the black rook placed on his QR7 with White's rook on QR7 in front of his pawn, the game would be drawn, as Tarrasch demonstrated conclusively. So this is the only ending White has to avoid.

27 Q–N4

It would be premature to advance the QRP at once, in view of ... N–Q3 followed by ... R–B5.

27 ...	R–QR1
28 R–R1	Q–B3

By attacking the KP it seems that Black has now managed to blockade the QRP by ... R–R5, but Alekhine finds a neat tactical solution which both prevents this blockade and forces the exchange of the minor pieces.

29 P–QR4!	N×P
30 N×P!	

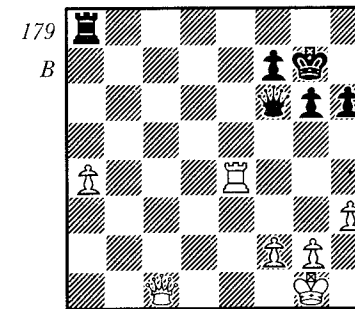But not 30 N×N Q×N 31 R–B1 R–QB1 when 32 N–Q2 allows 32 ... N×N, and 32 N×P? even loses after 32 ... N–K6!!

30 ...	Q–Q3!

Relatively the best reply, as 31 Q×Q N/K5×Q 32 N×N N×N would make it difficult for White to win e.g. 33 K–B1? N–N7 34 P–R5 R–R3 draws, or 33 N–K4! R–R4 34 N–B3 K–B3 etc.

31 Q×N!	Q×N
32 R–K1	N–Q3
33 Q–QB1	

Not of course 33 Q–QN4? R×P!

33 ...	Q–B3
34 N–K4	N×N
35 R×N	

In his notes to this game Alekhine comments: 'The winning plan which involves many tactical problems is to use the passed QRP to tie Black's rook and queen to defence on the Q-side, thus exposing his king to direct threats which will create more space for White.

To begin with, Black's queen will soon be forced to leave the long black diagonal.'

35 ...	R–QN1

Threatening ... R–N7 followed by ... R–R7.

36 R–K2	R–QR1
37 R–R2	R–R4
38 Q–B7!	Q–R3
39 Q–B3+	K–R2
40 R–Q2!	

This move is a clear indication of White's plan. The advance of his QRP can only be forced in conjunction with an attack on the black king. For example, 40 ... R×P? fails to 41 R–Q8 etc.

40 ...	Q–N3
41 R–Q7	Q–N8+
42 K–R2	Q–N1+
43 P–N3	R–KB4
44 Q–Q4	

Threatening 45 P–R5! R×RP? 46 R–Q8 winning.

44 ...	Q–K1
45 R–Q5!	

Once again a typical stratagem in such endings. As the exchange of rooks leads to a hopeless queen ending for Black, White can improve the position of his pieces.

45 ...	R–B6
46 P–R4	Q–KR1!?

After 46 ... P–R4 White could advance his QRP, so Black makes a desperate attempt to reach a drawn ending if White were now to continue 47 Q×Q+? K×Q 48 P–QR5 R–R6 etc.

47 Q–N6	Q–R8
48 K–N2	R–B3

Or 48 ... R–R6 49 P–QR5 and the active position of Black's rook is unavailing in view of White's mating threats.

49 Q–Q4!

But now the exchange of queens is correct policy, since Black's rook can no longer penetrate behind the QRP.

49 ...   Q×Q

The queen ending after 49 ... Q–R7 50 Q×R Q×R+ 51 Q–B3 is equally hopeless.

50 R×Q   K–N2

Or 50 ... R–R3 51 K–B3 and the king marches to Q5.

The game now concluded: **51 P–QR5 R–R3 52 R–Q5 R–KB3 53 R–Q4 R–R3 54 R–R4 K–B3 55 K–B3 K–K4 56 K–K3 P–R4 57 K–Q3 K–Q4 58 K–B3 K–B4 59 R–R2 K–N4 60 K–N3 K–B4 61 K–B3 K–N4 62 K–Q4 R–Q3+ 63 K–K5 R–K3+ 64 K–B4 K–R3 65 K–N5 R–K4+ 66 K–R6 R–KB4 67 P–B4** (there was a quicker win by 67 K–N7 R–B6 68 K–N8 R–B3 69 K–B8 R–B6 70 K–N7 R–B4 71 P–B4 etc.) **67 ... R–B4! 68 R–R3 R–B2 69 K–N7 R–Q2 70 P–B5 P×P 71 K–R6 P–B5 72 P×P R–Q4 73 K–N7 R–KB4 74 R–R4 K–N4 75 R–K4 K–R3 76 K–R6 R×RP 77 R–K5 R–R8 78 K×P R–KN8 79 R–KN5 R–KR8 80 R–KB5 K–N3 81 R×P K–B3 82 R–K7 1–0.**

It is very difficult to exploit material advantage when our opponent has some compensation, even if insufficient, in the more active placing of his pieces.

96 Nezhmetdinov–Chistiakov

Tbilisi 1949, French Defence

1 P–K4 P–K3 2 P–Q4 P–Q4 3 N–QB3 N–KB3 4 B–KN5 P×P 5 N×P B–K2 6 N–N3? P–QN3 7 B–N5+ P–B3 8 B–K2 B–N2 9 N–B3 QN–Q2 10 0–0 P–KR3 11 B×N P×B!? 12 P–Q5!? BP×P 13 N–Q4. (*180*)

White has sacrificed a pawn in order to improve the placing of his pieces and block the diagonal of Black's QB. He is now threatening the unpleasant B–R5 followed by R–K1 with an attack on the weakened K-position. He has not enough for the pawn, but Black must proceed very carefully. Firstly, he
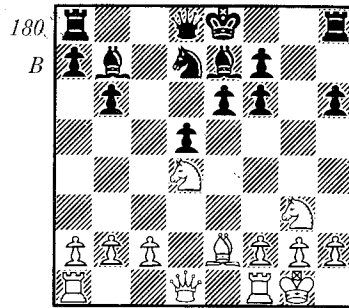
gradually catches up on development whilst co-ordinating his pieces. Then he simplifies into a winning rook end-game.

13 ...   B–B4!

An important move. White's knight is so strong that Black is prepared to give up one of his bishops to eliminate it.

14 B–R5   B×N
15 Q×B   K–B1!

But not 15 ... Q–K2? 16 N–B5! P×N 17 KR–K1 N–K4 18 P–KB4 Q–B4 19 QR–Q1 with a clear advantage to White.

16 KR–K1   R–B1
17 Q–N4+   N–B4

Black cannot exchange queens at once, as 17 ... Q–K2? fails to 18 Q×Q+ K×Q 19 N–B5+ and 20 N–Q6.

18 QR–Q1   Q–B2
19 Q–KR4   P–B4!

Securing a post for his knight on K5, but he had to calculate that White cannot play 20 Q–B6 R–R2 21 B–N6 in view of 21 ... N–Q2! 22 Q–R4 P×B 23 R×KP Q–Q1! and Black keeps his extra piece.

20 P–QB4   P×P
21 Q×BP

Once again 21 Q–B6 R–R2 is insufficient for White e.g. 22 N×P!? P×N 23 B×P Q×B 24 R–Q8+ R×R 25 Q×R+ K–N2 26 R–K7 and although

he wins the queen, he has given up a rook and two minor pieces in the attempt.

21 ...   R–KN1
22 P–B4   Q–K2
23 Q–Q4   N–K5
24 B–B3   N×N
25 B×B   Q×B
26 P×N
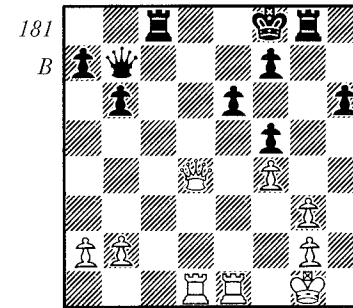
Black has managed to restrict his opponent's tactical possibilities by judicious exchanges, but he must still be careful. For example, he must not play 26 ... R×P 27 Q–R8+ with the following variations:

(a) 27 ... K–K2? 28 R×P+! winning.

(b) 27 ... R–N1 28 Q×P+ R–N2! 29 Q–R8+ R–N1 drawing, but not here 28 ... K–K1? 29 R×P+! P×R 30 Q×P+ K–B1 31 Q×P+ K–K1 32 R–K1+ with a winning attack.

26 ...   R–B7!
27 Q–Q6+   Q–K2
28 Q–N8+   K–N2
29 Q–K5+   Q–B3

Forcing the exchange of queens when the win is fairly easy.

30 R–Q7   Q×Q
31 P×Q

Even worse is 31 R×Q K–B3 32 K–R2 R×QNP 33 R×RP R–QB1 etc.

31 ...   R×QNP
32 R–QB1   K–N3!

The quickest way to win, since Black can now keep both his rooks, answering 33 R/1–B7 with 33 ... K–R4 34 K–R2, P–B5! etc.

33 R×RP   R–Q1!

There is now no defence to the doubling of the rooks on the seventh rank. The game finished: **34 K–R2 R/1–Q7 35 R–KN1 R–K7 36 R–R4 P–N4 37 R–R7 R×KP 38 P–R4 P–N5 39 P–R5 R–R7 40 P–R6 R/4–K7 41 R–N7 R×RP 42 R×NP P–R4 0–1.**

6 Individual Style and the Psychological Approach

In our analysis hitherto of individual strategic elements, we have considered the game of chess as an impersonal process involving 32 pieces moving on a board of 64 squares. This is clearly an over-simplified picture. In reality a game of chess is a struggle between two players conducted under certain specific conditions. However, human beings are far from perfect. They necessarily react to a certain extent to the mood of the moment and have different natures, all of which is mirrored in their approach to the game of chess.

Every chess-player at all levels brings something of himself into his games. His style is not solely the product of his chess knowledge and opinions but is very much an expression of his individual characteristics. If we study the games of a player unknown to us, much of his character is revealed in his play. On the other hand, in the case of a player we know well, we can anticipate fairly accurately the style of play he will adopt in a particular game. A man who is cautious and timid in his life-style will be reluctant to play risky chess, whereas someone with a gambler's instinct or a reckless approach to life will play chess in similar vein, often failing to evaluate correctly the possibilities open to him or his opponent. The optimist is inclined to overestimate his position, whilst the pessimist tends to look for dangers and difficulties in every position. In short,

each player's individual chess-style is a reflection of his own character.

The second important element is the influence of external factors, such as the state of the tournament when a certain game is played. If a player requires only half a point in the final round in order to win first prize, he will naturally tackle the game with this aim in mind, whereas his approach will be very different if he is desperate for the full point to achieve a certain score.

Time-trouble is also an important external factor which can have a decisive influence on a game. Then there is the state of one's health or mind at the time of the game, and the surroundings in which it is played. Each of us knows from personal experience how even a common cold can drastically affect the result of a game. It would indeed be possible to draw conclusions about the importance of physical preparation and the need to control one's nerves etc. However, as these volumes are concerned with the elements of chess strategy, we are primarily interested in the connection between the choice of strategic plan on the one hand and the individual style of players along with various external factors on the other. The late Dr. Lasker, a former world champion, put forward the profound idea that there is no such thing as 'the best move' in many positions, but rather various good moves one of which may be the 'best'

against a specific opponent at a specific time. In other words, in many cases our strategic plan should be determined by the style of our opponent and by the circumstances in which the game is played.
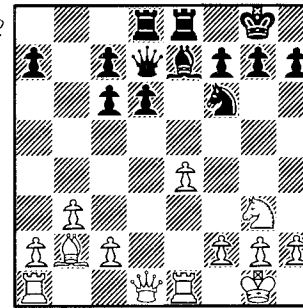
The above position occurred in the game Tarrasch–Lasker played in their 1908 World Championship match. Black has a very cramped position and is faced with the unpleasant prospect of a strong attack on his king. Lasker has a passive defensive plan in 14 . . . Q–K3 15 N–B5 P–B4 followed by . . . B–B1, but in the actual game he chose another plan which is much weaker from an objective point of view. It is interesting to consider his possible reasons for doing so.

Tarrasch was famous for his logical and masterly exploitation of a space advantage when his opponent had no active counter-play. We have already seen an excellent example of this method of play in the game Tarrasch–Schlechter (Game 67, Volume 2). For this reason Lasker wanted to avoid a totally passive set-up and he opted for a very risky continuation giving up a pawn for counter-play. As we shall see, he had judged his opponent's style with uncanny accuracy. Play continued: **14**

. . . N–N5?! 15 B×P N×BP! and we have reached a critical situation in which White has a choice between winning a pawn by 16 K×N K×B 17 Q–Q4+ and 18 Q×RP, and playing for the attack by 16 Q–Q4 N–N5 17 N–B5. Subsequent analysis has shown that this second line gives White excellent winning chances! So was Lasker's 14th move an error? By no means! From a psychological point of view he had correctly assessed Tarrasch's reactions after the 15th move, knowing that Tarrasch always preferred a clear-cut continuation to incalculable complications. The latter remained true to his style, and after **16 K×N K×B 17 N–B5+ K–R1 18 Q–Q4+ P–B3 19 Q×RP B–B1 20 Q–Q4 R–K4!** Black already had pressure against the KP, and in the rest of the game Lasker proceeded most energetically, exploiting his opponent's inaccuracies and even winning, as follows: **22 QR–Q1 R/1–K1 22 Q–B3 Q–B2 23 N–N3 B–R3 24 Q–B3 P–Q4 25 P×P B–K6+ 26 K–B1 P×P 27 R–Q3?** (27 N–B5) **Q–K3 28 R–K2 P–KB4 29 R/3–Q1 P–B5 30 N–R1 P–Q5 31 N–B2 Q–QR3! 32 N–Q3 R–KN4 33 R–R1 Q–R3! 34 K–K1** (if 34 P–KR3 R–N6 35 Q–Q5 R×RP!) **Q×P 35 K–Q1 Q–N8+ 36 N–K1 R/4–K4 37 Q–B6 R/4–K3 38 Q×BP R/1–K2 39 Q–Q8+ K–N2 40 P–R4 P–B6! 41 P×P B–N4 0–1.**

In many positions it is possible to choose between two or more plans which are equally playable but lead to completely different kinds of game. Consider, for example, the following position reached after the moves 1 P–Q4 P–Q4 2 P–QB4 P–K3 3 N–QB3 N–KB3 4 B–N5 B–K2 5 P–K3 0–0 6 N–B3 QN–Q2 7 Q–B2 P–B4.(*183*)

White has two possibilities.
(1) 8 BP×P N×P 9 B×B Q×B 10 N×N P×N 11 B–Q3 P–KN3 12 P×P isolating
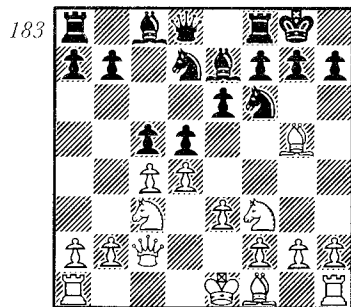
Black's QP and planning to exploit this weakness by simplifying the game.

(2) 8 0-0-0 P-KR3 9 P-KR4! Q-R4 10 P-KN4, or here 8 ... Q-R4 9 K-N1, with a very sharp position, as both sides are committed to launching an energetic attack against the enemy king.

As the experts do not agree on which of these two plans is objectively the stronger, the choice must clearly depend upon psychological factors.

In fact, the very choice of opening system is important from this point of view. When in doubt always select an opening line which suits your own style and is as far removed as possible from your opponent's predilections. It is sometimes even possible to choose an objectively weaker system if in so doing we can set our opponent unpleasant problems.

A classical example of the correct psychological choice of opening is provided by the famous Lasker-Capablanca encounter at St. Petersburg in 1914. Three rounds before the end of the tournament, both players had the same points, but Lasker, had already played one game more. This meant that he had to play for a win against Capablanca, as a draw would have put an end to his hopes of winning first prize. If the reader looks back at game 41, he will see that Lasker made

the seemingly incredible choice of the Exchange variation of the Ruy Lopez: 1 P-K4 P-K4 2 N-KB3 N-QB3 3 B-N5 P-QR3 4 B×N, which was considered a harmless opening system. At the time no one appreciated the profundity of Lasker's conception, although in the book of the tournament Tarrasch states that when he asked Lasker for a win, Lasker replied: 'I had no alternative, as there is nothing to be done against the defence you adopted against Bernstein and me.'

However, Tarrasch failed to see the implicit irony in Lasker's reply. The latter's reason for this unusual choice was in no way due to any fear of the Tarrasch defence (4 B-R4 N-B3 5 0-0 N×P) but had a much deeper basis which we can see more clearly if we continue this opening a few moves: 4 B×N QP×B 5 P-Q4 P×P 6 Q×P Q×Q 7 N×Q.
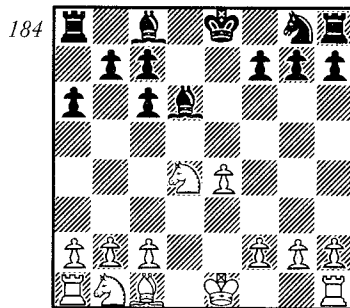
White has the better pawn position, since he has a K-side pawn majority whereas Black's doubled pawn on the Q-side cripples his own majority. White will head for the ending where he has good chances of exploiting this majority. As compensation Black has the two bishops and in fact stands rather better from an objective point of view. However, and here is the crunch, in order to exploit his two bishops advantage Black must play actively and

aggressively! Lasker was counting on the fact that his redoubtable opponent had come to the board with the sole intention of drawing, in order to make sure of first prize. Clearly, however, such an intention does not correspond to the nature of this opening system, and in the event Lasker's psychological reasoning triumphed: Capablanca played passively and finally lost the game along with the first prize. Now let us return to our discussion on the style of a chess-player. In the games of all chess-players there are of course many different positions that arise. However, the run-of-the-mill player usually shows a preference for certain types of position. One strives for quiet positional play, a second prefers complex situations, a third is always looking for an attack, whilst a fourth opts for defensive play, and so on. Styles of play reflect a player's preference for a particular strategic set-up, and as such are unlimited in number, but chess literature distinguishes broadly between the combinative and the positional styles. The combinative players like to solve complex tactical problems and looks for intricate positions allowing razorsharp play and surprising combinations. The positional player is content with the accumulation of small advantages which he will systematically attempt to exploit whilst avoiding unclear combinations and complications.

The truly great players are never one-sided and can always carry out sharp tactical attacks, even if they prefer calm positional play, or vice versa. Their style becomes clear when there is a choice of strategic plans in any given situation. For example, in diagram 183 Smyslov or Petrosian would almost certainly opt for 8 P×QP, whereas Bronstein or Geller

would tend to choose the sharper 8 0-0-0.

It is a very important part of general preparation for tournaments and matches to know the style of one's opponents. A famous example of such psychological preparation was seen in the Alekhine–Capablanca match of 1927. Alekhine subjected his opponent's play to a searching examination, the results of which he quoted in the 'New York' book of the tournament, modelling his play in the match according to the information he had gained. Capablanca on the other hand, flushed with his victory in the New York tournament, saw no need to study his opponent's style in depth, a sin of omission which turned out to be one of the main causes of his defeat in this match of the giants.

There are some psychological elements during a game which are independent of our opponent's style or the prevailing conditions. We can place in this category all traps which we set in the hope of luring our opponent into a tempting gain of material or some other advantage. For example, let us examine a position from the game Nimzowitsch–Leonhardt, San Sebastian 1911.
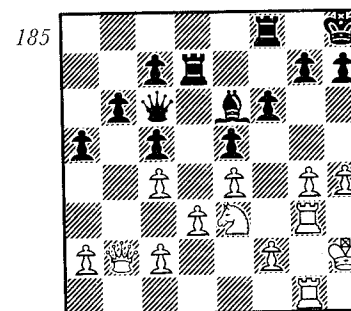
During the last few moves Black had repeatedly tried to encourage White to

play P–QB4, so that he could then play his queen to Q5. Nimzowitsch, however, deliberately allowed all this, as he had planned a neat trap as follows: **27 R/1–N2! Q–Q3 28 Q–B1! Q–Q5? 29 N–Q5!** and Black's queen has been shut in and is now threatened with capture by P–QB3. The game ended: **29 ... R×N 30 P–QB3! Q×QP 31 KP×R Q×P/B5 32 P×B Q×P/K3 33 Q–B2** and White won quickly.

This was a tactical trap. Now let us see an example of a strategic trap in which the opponent is persuaded to fall in with White's plans, unknowingly of course.

97 Thelen–Treybal

Prague 1927, Queen's Gambit

1 P–Q4 P–Q4 2 P–QB4 P–K3 3 N–QB3 N–KB3 4 B–N5 B–K2 5 P–K3 0–0 6 N–B3 QN–Q2 7 R–B1 P–B3 8 B–Q3 P–KR3 9 B–B4 N–R4 10 0–0 N×B 11 P×N P×P 12 B×P N–N3 13 B–N3 N–Q4 14 Q–Q2 B–Q2 15 N–K5 B–K1 16 N×N? (16 KR–K1 is better) **BP×N** (it would be dangerous to play 16 ... KP×N 17 B–B2 and Q–Q3) **17 Q–Q3 Q–N3 18 KR–Q1 P–B4 19 R–Q2 B–KB3 20 Q–K3 P–QR4**

186 W
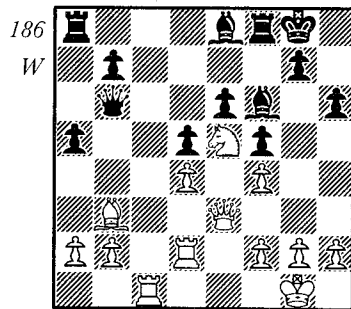
The position is equal, Black being

compensated for his backward KP by a strong bishop on KB3, whilst he can counter White's pressure down the QB-file by launching a K-side action by ... P–KN4.

21 P–QR3!

The first interesting psychological ploy. Up to now Black has not considered ... B×N, as White will recapture with the queen, so White deliberately unguards his bishop, 'allowing' Black to neutralize the pressure on his KP. However, Black is then left with a 'bad' bishop. He should instead play ... K–R1 followed by ... P–KN4.

| 21 ... | B×N? |
| 22 BP×B | B–Q2 |

Black chooses a simple defensive plan. He intends to exchange the major pieces on the QB-file, when White's slight advantage would probably be insufficient to win.

23 K–R1!

This and his next move are part of a subtle plan linked with an interesting psychological trap. Eventually White wishes to control the QB-file with his major pieces but cannot do so at once because of the inevitable exchanges. For this reason White places his pieces as though planning a K-side attack, thereby inveigling his opponent into diverting his forces from the QB-file!

23 ...	QR–B1
24 R–KN1	B–K1
25 P–B4	B–N3
26 B–B2	R–QB2
27 B–Q3	

Not of course 27 P–KN4? R×B! 28 R×R P×P and 29 ... B–K5+. Even after the text move, P–KN4 is no real threat but it keeps Black occupied long enough for White to achieve his aim.

| 27 ... | B–R2 |
| 28 P–R3 | |

187 B
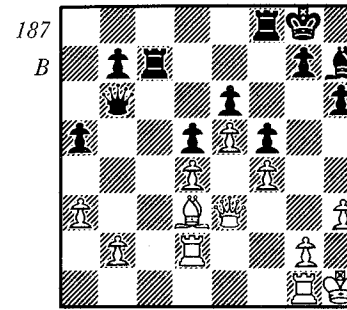
Once again the 'threat' of P–KN4 appears, although in actual fact Black would then capture the pawn and double rooks on the KB-file preventing any break with P–B5. However, Black now overdoes the preventive measures, leaving the way open for White to seize control of the QB-file. Thelen's strategy had a sound psychological basis, since his opponent was well-known for his over-defensive approach.

| 28 ... | R/2–B2? |
| 29 R–QB1! | Q–Q1 |

Black can no longer challenge the file successfully, since 30 ... R–B2 allows 31 R×R Q×R 32 R–QB2 and 33 Q–B1. From now on White logically exploits his positional plus.

| 30 R/2–QB2 | Q–R5 |
| 31 K–R2 | |

In order to answer 31 ... P–KN4 with 32 P–KN3

31 ...	Q–Q1
31 R–B5	R–K2
33 Q–K1	P–QN3
34 R–B6	

Threatening to double rooks on the 6th rank after 35 R–Q6.

34 ...	Q–N1
35 Q–R4	R/1–K1
36 B–N5	K–B1
37 R/1–B3	R–Q1
38 Q–K1	B–N3
39 Q–QB1	B–K1

An error in time-trouble after which

Black quickly runs out of moves, but his game was lost in any case.

| 40 R–B8 | R×R |

Or 40 ... B×B 41 R×Q R×R 42 R–B8+ R×R 43 Q×R+ K–B2 44 Q–QN8 B–K1 45 P–QR4! etc.

41 R×R	Q–N2
42 P–QR4	P–N3
43 Q–B3	P–N4
44 P–KN3	P×P
45 P×P	P–R4
46 K–R1	P–R5
47 K–R2	1–0

Black is in zugzwang. If 47 ... Q–R2 48 Q–B6 wins, and if 47 ... K–B2 48 B×B+ R×B R–B7+ etc wins.

Time-trouble brings very important psychological problems in its train. It often happens that our opponent is in severe time-trouble whilst we have sufficient thinking time. What should our reaction be in such a situation? It is an extremely common mistake for inexperienced players to play as quickly as their opponents in this kind of situation, thereby completely relinquishing their advantage. The correct procedure when our opponent is in time-trouble is to pose him difficult strategic and tactical problems. In no event must we play without a plan. On the contrary we should as far as possible use each move to improve our own position. This kind of purposeful play puts severe psychological pressure on our opponent. In other words, in positions where we already have a clear positional or material advantage, we must calmly ignore our opponent's time-trouble and concentrate on our plans. I can vouch personally for the stupidity of trying to take direct advantage of a time-trouble situation, since it was such play that lost me a place in the 1956 Candidates Tournament. The game Panno–Pachman (Goteberg Interzonal) reached the following position:

188
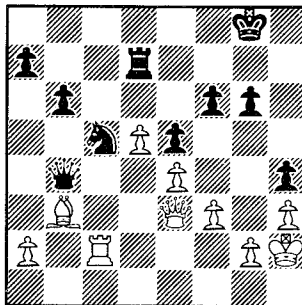
It was clear to me that the superiority of my knight over the 'bad' bishop gave me a positive strategic advantage. The correct plan to exploit this advantage is as follows:

(1) Block the K-side by . . . P–KN4.
(2) Place Black's queen on Q3 and transfer the king to QN1.
(3) Play the rook to the QB-file and force the exchange of one or both major pieces, when the resulting end-game is easily won.

It was my misfortune to glance at my opponent's clock during this thought-process, when I saw that he had only a few seconds for his next three moves. I immediately decided to make a few surprise moves to throw him off balance, and the game continued: **37 . . . P–QR4? 38 B–B4 P–R5? 39 P–R3 Q–N8?? 40 Q–B3!**. My opponent was out of time-trouble and had managed to trap my queen in the process! (40 . . . N–N6 41 B×N followed by R–QN2 is hopeless). The game ended: **40 . . . Q–Q8 41 R–B1 Q–Q5 42 Q×Q P×Q 43 R–Q1 1–0**.

This glaring example should serve to convince the reader that he must not exaggerate the importance of time-trouble. It is best to continue with one's sound strategic plan, and if one has the better position, it is completely illogical to fish in the murky waters of the opponent's time trouble.

On the other hand, it is not without interest to consider another example from my chess experience against Doda in Havana 1965, when I deliberately contrived to get into time-trouble as my only chance of salvation!! Before the reader deduces that I must be mad, let us examine the situation:

189
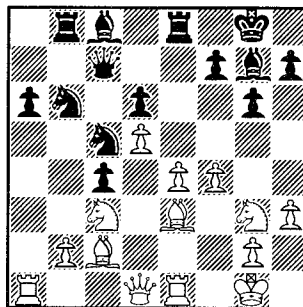
In this position I went into a line involving the positional sacrifice of the exchange beginning **19 B–Q4!?** (there was a safe and sound alternative in 19 R–K2 followed by 20 B–Q4) **N–Q6 20 B×B N×R 21 B–Q4 N×B 22 Q×N N–Q2 23 Q–B2 P–B3 34 R–K1 Q–Q1 25 P–R4 Q–K2 26 P–R5 R–KB1!** when White has good attacking chances in compensation for his material deficit. It is important to note that Black could not bring his knight into action by . . . N–B4 on moves 23 or 24, when White could play B×N obtaining two connected passed pawns in the centre. However, Black's last move sets a trap into which I unfortunately fell with **27 R–K3?** (27 Q–K2 or Q–Q2 is better, maintaining the pressure), and after **27 . . . N–K4!** I was suddenly aware that my position was in ruins.(*190*)

As 28 P×N BP×P is hopeless for me, it means that Black's knight will reach Q6, threatening both the QNP and KBP. Meanwhile Black threatens . . . N–N5 winning yet another exchange.

190
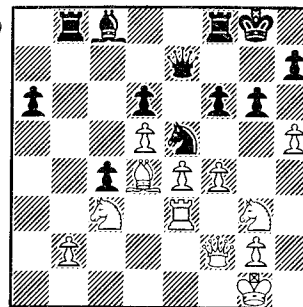
My first reaction was to consider immediate resignation at this point, but I then saw the glimmer of a chance: If I could ward off the immediate threat with Q–Q2 and after . . . N–Q6 guard the QNP by N–Q1, leaving the KBP 'en prise', instead of playing the obvious but passive N–K2, then it would be dangerous for Black to capture the KBP in view of the sudden resurgence of White's attack by N–B5! However, it seemed too slender a prospect that my opponent would readily fall in with my plan. He only had to check that it would be risky to capture the KBP after N–Q1!? and White's position would be hopeless in view of the strongly placed black knight. Was there any way of 'bluffing' my opponent into capturing the pawn? If I were in time-trouble he might imagine that N–Q1 was a blunder on my part, but I had more than one hour for the remaining 13 moves! This meant that, in order to attempt this ploy, I would have to devote most of the remaining time to 'thinking about' 28 Q–Q2, and then play 29 N–Q1 very quickly in my artificially created time-trouble! And so I stayed quietly at the board for a whole hour, thinking of anything but chess and patiently suffering the sight of my fellow competitors gathering around the board to gaze upon the ruins of my position. I allowed myself a mere three minutes for the remaining 13 moves, the absolute minimum required in case my opponent should err. Meanwhile he was walking about on the stage, no doubt pleased with his position and returning to the board occasionally to check the time on my clock.

At three minutes to the hour I played **28 Q–Q2** and after **28 . . . N–Q6** the immediate **29 N–Q1**, whereupon Doda glanced at my clock, thought for no more than thirty seconds, then captured the pawn **29 . . . N×BP?** (of course 29 . . . B–N5 was one of various ways to win). The rest of the game followed at lightning speed, with my opponent in no way short of time but clearly depressed by the piece sacrifice: **30 N–B5! P×N 32 R–N3+ K–R1 32 Q×N R–N6?** (even after the better 32 . . . Q×P White would have a strong attack by 33 Q–Q2 P–B5 34 R–KB3 and 35 R×P) **33 N–B3 R×P 34 P×P P–R4 35 N–K4 R–K7 36 N×BP R×N?** (after 36 . . . R–K4 37 N–N4 R×P 38 N–N6! R–B1 39 R–N5! wins) **37 Q–N5 R–K8+ 38 K–R2 1–0**.

7 Chess and the Computer

For almost 20 years not only chess-players but also scientists have been preoccupied with the problem of knowing at what level a computer can play chess. For chess-players this question is of great interest because it will reveal the extent to which basic principles can be applied to the game of chess and will clarify the real nature of strategic and tactical elements. For scientists, the interest lies in the application of computer programming to the solution of other problems which are more important to them than chess, although closely related. For example, the mathematical formulation of chess strategy closely resembles military strategy in particular. These factors explain why we have seen in the last few years not only individual attempts at playing chess by computer, but even World Championship contests between computers. On a practical level, problem composers can check the soundness of their compositions by feeding them through the computer.

At the beginning of this interesting development there were even gloomy predictions about the demise of chess, either because the computer could ostensibly solve all aspects of chess, or else because any master using the computer would have an unfair advantage over his opponents! Ex-World Champion M. M. Botvinnik went as far as to assert that within 15 years computers would be able to play chess better than the strongest grand-masters. The author challenged this assertion, expressing the opinion that any machines based on hitherto accepted principles could never reach the level of top players. As yet this conflict remains unresolved, because although today's computers naturally play much better than 20 years ago they are still weaker than any good amateur.

It is well known that chess belongs to the category of 'strategic games', the mathematical theory of which was worked out at the beginning of this century by the German mathematician A. Neumann. According to this theory it is possible, in any situation from any 'strategic game', to find the best move (or several equally good moves) by mathematical means, providing that the number of possible permutations has a limit and that the aim of the game is clearly defined.

Both conditions are of course fulfilled in chess, a game played with 32 pieces on 64 squares, the aim being to mate the enemy king. For this reason, there should be a mathematical method of finding the best move and assessing the outcome of the game. However, even with comparatively simple endings this method is so complex that it is hardly possible to formulate basic principles which can be applied to all positions.

The relationship between chess pieces can be expressed fairly easily in mathematical terms, for we are basically dealing with the particular movements of individual pieces and the corresponding effects on the board, such as threats, protection, capturing, checking and mating. Nor is it at all complicated to feed the computer with the rules of the game including exceptions such as castling, the 'en passant' capture, etc. However, in order to play the game there are two possibilities open to the computer:

(1) The computer 'checks' all possible variations and selects the best move by a process of elimination. This method can be used for solving problems involving a relatively small number of possible moves. For example, the following problem was solved by a computer as long ago as 1956 in Moscow:
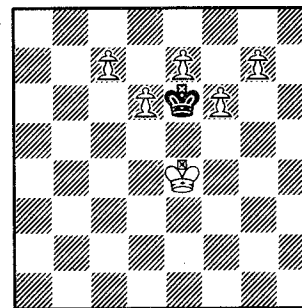
The solution: **1 KP=B! K×QP 2 BP = R** (or here 1 . . . K×BP 2 NP = R!) However, the machine needed 12 minutes to do the problem, whereas my solving time was under a minute. This points to the vital difference between the thought-process of a chess-player and the procedure carried out by a computer. The chess-player does not check every move in the given position. Automatically, and to a certain extent subconsciously, he rejects all clearly bad moves. Furthermore, when solving problems he is looking for an artistic and thematic solution, thereby discarding such crude key-moves as a capture or a check, and therefore inevitably gaining time compared with a machine. The latter is admittedly more reliable and can, for instance, give the key-move of a three move problem with complete accuracy, at the same time testing thoroughly for any 'cooks'. However, it requires a fairly long time for even the simplest problem, having to check out every possible move if the rules permit it. It is clear that such a primitive method cannot be employed in playing a full game. In 1956 I calculated that in order to solve a 6–7 move middle-game combination, the most modern computer available at the time would need 10,000 years 'thinking' time!

(2) The machine tests only a restricted number of moves in any variation (i.e. three moves), then evaluates the resulting position on the basis of strategic principles fed into it in mathematical terms. A well-programmed computer can observe such basic principles without great difficulty. This indeed is the only effective way of programming a computer to play chess, and modern computers are capable of playing a whole game at about the level of a third category player.

We must immediately ask ourselves why it is that computers are relatively unsuccessful at chess, whereas they are capable of solving enormously difficult mathematical and logical problems and controlling with such incredible precision the flight of space-ships to the moon. The reason for this is that the basic principles of chess strategy and tactics are of an empirical nature. In other words, there are no clearly defined mathematical rules which can automatically lay down the correct method of playing a game. The so-called principles are the result of

practical experience gained from the playing and examination of a multitude of games, and as such they can have no absolute validity and must necessarily involve many exceptions. In fact, we can only improve our chess up to a certain point by acquiring the basic principles of tactics and strategy. Beyond this point (approximately the third category level!), which is well below master level, the improvement of playing strength involves a creative process: you no longer learn the rules but their exceptions, and it is precisely these exceptions which cannot be programmed into a computer! This is why, in my opinion, the normal computer can never approach master level, unless it can have a self-correcting programme which enables it to improve. Let us examine this question of exceptions more closely. For example, every beginner learns that a bishop or knight is approximately equivalent to three pawns, yet there are positions in which two pawns are stronger than a minor piece, and others in which not even four pawns compensate for a minor piece. As we saw in Volume 1, it is even difficult to evaluate the relative strengths of two minor pieces with any certainty. A bishop can be equal to a knight, or worse or better, depending on fairly complicated elements such as the nature of the pawn position. This means that a computer cannot even be programmed about the value of each piece with any real exactitude. There are even extreme cases where the weakest of all pieces, the pawn, can prove superior to the strongest piece, the queen. Consider our next example:

Any beginner will of course see White's winning move of **1 P×N=N+** but if the black queen were on Q5 instead of KN2, White would be totally lost. How can such exceptions be

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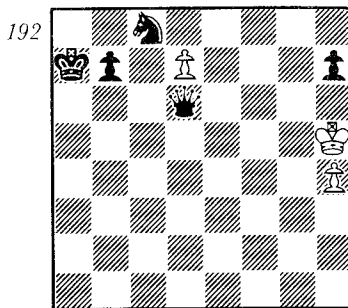
programmed? Or when it comes to the positional sacrifice of the exchange, it is practically impossible even to explain the circumstances in which we can try it!

A beginner tries in every game to gain a material advantage, and indeed it is often emphasized in chess instructions how vitally important the advantage of a single pawn can be. Later, a player learns that material advantage can be off-set by factors such as the placing of his pieces, weaknesses in the enemy position etc. There are even cases when a master can fail to realize that the acquisition of material may well lead to a disadvantage, as in our next example.

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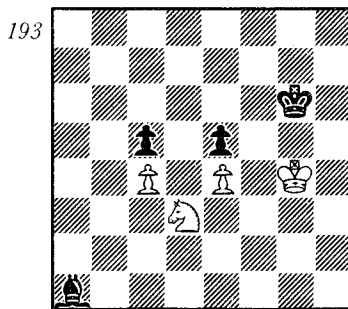
This position arose in Pachman–Hromadka from the 1944

Prague championship, just before the adjournment. If it had been Black to move, after 1 . . . B–Q5 I would have won by the normal method in this kind of ending, continuing 2 N–K1 B–B7 3 N–B3 K–B3 (3 . . . B–Q5 4 N–R4+ K–B3 5 K–R5) 4 K–R5 B–N6 5 N–R4! B–B7 6 N–B5 B–N8 7 N–R6 B–Q5 8 N–N4+ K–K3 9 K–N6 followed by N–B6–R7–N5+ etc. Unfortunately, however, I had the move and so understandably went at once for material advantage with **1 N×BP?** after which there is no win, as I discovered to my great astonishment during the adjournment. In fact, the draw was so clear that I decided not to play on. White's QBP cannot be advanced to the queening square without the help of the king, but this allows Black to counter by attacking the KP. If, on the other hand, White tries to revert to the above-mentioned plan, the best he can do is reach the following position: *White:* king on KB5, knight on KN5, pawns on QB4 and K4 *Black:* king on Q3, bishop on QR8, pawn on K4. Now he can admittedly even win the other pawn by 1 N–B7+ K–B4 2 N×P, but after 2 . . . B–B6! there is no way of avoiding the draw.

Another common exception to the norm is when it is a disadvantage to have to move i.e. to be in *zugzwang*. In general, time is a vital factor, and the right to move is a weapon which is rarely surrendered. However suddenly positions occur in which the compulsion to move represents a serious and often decisive disadvantage. In some endings (e.g. King and pawn versus king), one can even give mathematical rules, the so-called 'related squares', based on zugzwang. In the middle-game such rules are of course impossible, but the two following positions are a clear indication that zugzwang does not only


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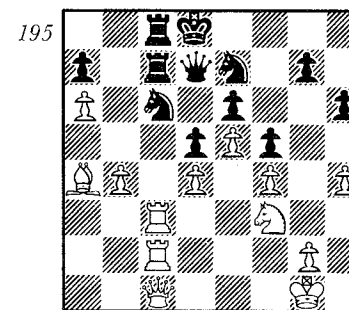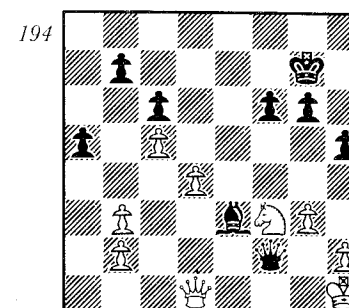
occur in simple end-game situations.

In the first position (Tylor–Lasker) White is in zugzwang, whilst in the second it is Black. In the latter case (Alekhine–Nimzowitsch) Black has two meaningless pawn moves at his disposal (. . . P–N3 and . . . P–R4) but this does not alter the inevitable zugzwang.

Master play involves above all recognizing and even seeking out such exceptions. We must discount the widespread opinion that a master's strength resides principally in his ability to calculate long and complex variations. This is merely the first step towards chess mastery. The next and much more important step is to be capable of discovering unexpected elements and relationships in chess. And perhaps the most important step of all is taken when a player succeeds in evaluating a situation correctly by weighing against each other the various elements in the

position, for example the static and dynamic elements. Consider our final position reached after the moves **1 P–Q4 N–KB3 2 P–QB4 P–K3 3 N–QB3 B–N5 4 P–K3 0–0 5 B–Q3 P–Q4 6 N–B3 N–B3 7 0–0 P×BP 8 B×BP B–Q3 9 B–N5 P–K4 10 B×N P×P 11 B×P B×B 12 N×P Q–Q2**
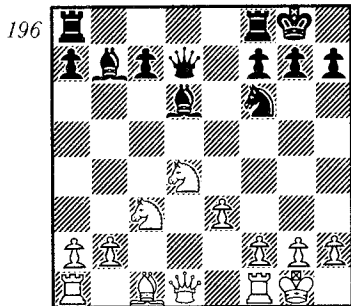
According to the latest opening theory, Black has full compensation for the sacrificial pawn. To make such an evaluation is extremely difficult, because it involves balancing against each other completely different elements in chess. The pawn structure greatly favours White who is not only a pawn up but can exert pressure down the open QB file against the isolated QBP. On the other hand however, the activity of Black's pieces is far superior to that of White's; he has the two bishops, a lead in development, open lines for his rooks and excellent piece co-ordination.

The principles of strategy to which these volumes are devoted have therefore limited validity, because events on the chess-board cannot be confined to hard and fast rules and are full of contradictions. In chess we often have situations which cannot be compared with any 'model' examples or explained by the principles of chess theory. Such situations arise more and more frequently at the higher levels of play, as chess theory becomes more advanced and complicated, and are charactized by their peculiarity and uniqueness.

However, it is precisely here that the beauty and attraction of chess lie. We are not dealing solely with a mathematical problem but with creative imagination at work. In the games of leading players we see, alongside their thorough knowledge of chess theory (which we can compare with a writer's technical skill), an element which we can justifiably term artistic intuition. It is this which helps them discover the hidden possibilities in a position, create the conditions for surprising combinations and produce games of lasting aesthetic value. In this fusion of scientific and artistic elements lies the true greatness of chess, that wonderful product of the human mind.

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