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# **FIDE Trainers' Commission**

## **Advanced Chess School**

### **Volume 4**

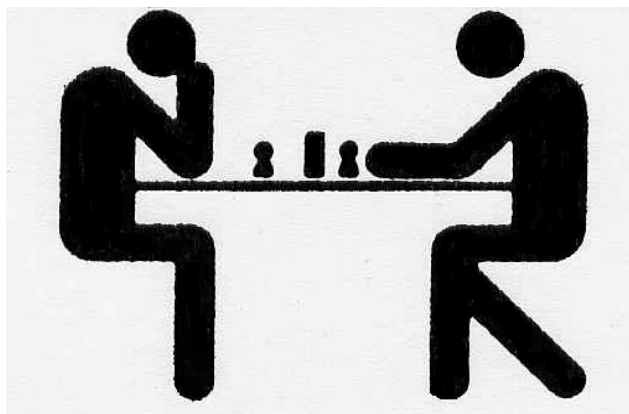
# **Imbalances of Bishops & Knights**

## **Efstratios Grivas**

First Edition in PDF - 2014

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ISBN-13: 978-618-81200-5-1

ISSN-13: 978-618-81200-2-0

Cover and drawings by Nicolas Sphicas

*Playing Blind, 2007, oil on canvas, 70x100 cm.*

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10 9 8 7 6 5 4 3 2 1

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*Advanced Chess School - Volume 4 - Imbalances of Bishops & Knights - Efstratios Grivas*

# Foreword

## FIDE President Kirsan Ilyumzhinov

Chess has existed as a sport played at a competitive level for centuries. The common code governing the Laws of Chess is relatively recent, and the foundation of *Fédération Internationale des Échecs* (FIDE), in Paris in 1924, is even more modern. FIDE currently has 181 member federations spread across all continents. Titles for players were introduced by FIDE in 1950, and titles for Arbiters and Organizers followed. From 2005 we are moving to a new phase, with titles for Trainers.

Chess is on the increase in schools across the world. It is part of the mainstream curriculum in many countries. It is a goal of FIDE to make chess an educational tool, and generate worldwide popularity for the game. Examples of the many educational advantages of chess are: shows the need to make people realize the importance of advance planning; develops analytic and accurate thinking; shows the necessity for a combative spirit; teaches fair play and emphasizes the need for preparation and hard work for success. However, with the increasing population of chess players, comes the need for trainers to assist with their development.

This is a new concept of the ever-active FIDE Trainers' Commission. This series is dedicated to advanced subjects, consisting of 80-page books. We do hope that we will be able to deliver 3-4 such books annually, increasing the level and the education of our trainers worldwide. This series will provide excellent manuals for trainers and fulfils a considerable need in modern chess literature, concentrating on the technical side of the game, but also covering various other topics and providing information. The best trainers will contribute to this series, which will be an essential tool in the preparation of trainers at all levels for the future. It will ensure that the next generation of players will be at a great advantage over those that have gone before.



## Symbols

+	check	=	equal position
++	double check	∞	unclear position
#	checkmate	∞	with compensation
!!	brilliant move	⚭	Black is slightly better
!	good move	⚭	Black has a large advantage
!?	interesting move	—+	Black is winning
?!	dubious move	1-0	the game ends in a win for White
?	bad move	½-½	the game ends in a draw
??	blunder	0-1	the game ends in a win for Black
+—	White is winning	(D)	see next diagram
±	White has a large advantage	○	White to play
±	White is slightly better	●	Black to play

# Imbalances - Good Bishop v. Bad Knight

## Concept Description

The strategic advantage of a good bishop v. an inferior knight is determined by the pawn structure. More specifically, the bishop is superior to the knight when no pawns exist in the centre but, at the same time, there are pawns on both flanks.

It is also beneficial to the bishop if the opponent's pawns are placed on squares of the same colour as that on which it moves, since it can then attack them. Accordingly, it is preferable that fellow pawns are placed on squares of the opposite colour.

In some cases (exceptions) it is possible to demonstrate the superiority of the bishop also in positions with central pawns, provided that these pawns do not obstruct the bishop; i.e. that the bishop's own pawns are placed on squares of the opposite colour and the enemy pawns on squares of the same colour as the bishop.

The superiority of the bishop over the knight can be utilized in two main situations:

1. In the middle game: the bishop can support an attack against the opponent's king or on any other part of the board.

2. In the endgame: the bishop - thanks to its ability to control a lot of squares from a distance - proves powerful, particularly when both sides have passed pawns. The bishop is also able to 'gain' (or 'lose') a tempo, i.e. to force the enemy knight into zugzwang; this aspect is decisive in most endgames.

In most positions that are favourable for the bishop, the possession of the prelate does not guarantee victory, but is a useful weapon in the fight for it.

The bishop is a long-range piece and likes to play on both wings and open positions. Its main disadvantage is that it can only visit half of the squares on the board. The side with the bishop should therefore generally place his pawns on squares of the opposite colour.

So, it is entirely logical that in open positions the superiority of the bishop over the knight will be conclusively proven.

Endings without central and blocked pawns and with pawns on both flanks favour the bishop, as it controls more squares than the knight.

The power of the bishop becomes evident in the following cases:

1. Pawns on both flanks. The bishop can control more squares from afar.

2. Enemy pawns on squares of the opposite colour than that on which the bishop moves. The bishop has increased mobility.

3. Weak pawn structure. The bishop can attack the pawns or assist his king to invade.

4. Mobile pawn structure or centre. The bishop can increase its activity and has the possibility of attacking multiple targets all over the board.

Also, we must keep in mind that, when fighting against a knight, the bishop can use zugzwang and the corralling motif.

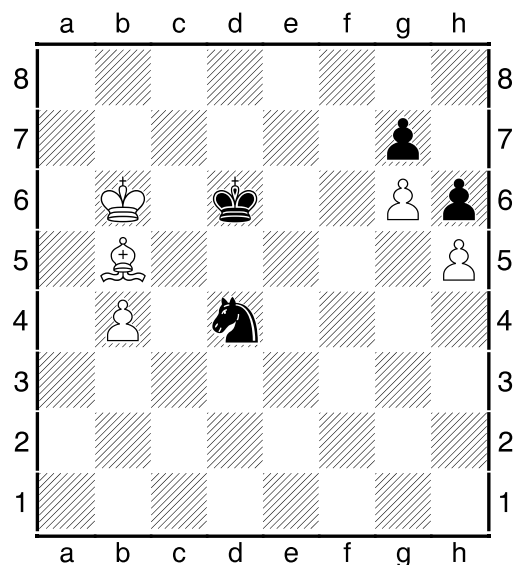
## Face to Face

Before we examine endings with a bare bishop v. a knight with equal pawns, it will be useful to take a close look at the following game. Although White is a healthy pawn up, a lot of difficulties and drawing possibilities are hanging in the air:

□ **Radjabov Teimour**

■ **Mecking Henrique**

Buenos Aires 2001 ○



White is a pawn up and shouldn't face too many problems in converting his material advantage to a win, keeping in mind the strong weapon of zugzwang. But, if Black could sacrifice his knight for the b-pawn, he would reach a theoretical fortress, despite being a bishop down! White must manoeuvre cleverly and can prevent that.

## 62. ♖a4 ♜e6

62... ♜f5 is a very interesting alternative:

a) 63.b5? ♜d4 64.♖a6 ♜xb5 65.♙xb5 ♜e7 =.

b) 63.♖a7? ♜e7 (63...♖c7 64.b5 ♜d6 65.b6+ ♖d8 =) 64.b5 ♜c8+ 65.♖b7 ♖d7 66.♖b8 ♖d8 67.♙d1 ♜d6 68.b6 ♜c8 69.b7 ♜d6 70.♖a7 ♜xb7 71.♙xb7 ♖e7 72.♖c7 ♖f8 =.

c) 63. ♙c2? ♜d4 64. ♙e4 ♖d7 65.♖c5 (65.♖b7 ♖d8 66.♙c6 ♜c2 67.b5 ♜a3 68.b6 ♜c4 =) 65...♜e6+ 66.♖d5 ♜f4+ 67.♖e5 ♜xh5 68.b5 ♜f6 69. ♙f3 ♖e7 70.♙g2 h5 71.♖f5 ♖d6 72.b6 h4 73.b7 ♖c7 74.♙e6 h3 =.

d) 63.♙e8? ♜e7 64.b5 ♜d5+ 65.♖a7 ♖c7 = as White cannot break Black's dark-squared blockade.

e) 63.♖b7? ♜e3! (63...♜e7? 64.b5 ♜d5 [64...♖c5 65.♖c7 ♜d5+ 66.♖d8 +–] 65.♙b3 ♜f6 66.♖c8 ♖c5 [66...♜xh5 67.b6 ♜f6 68.♙a4 +–] 67.♙d1 ♖xb5 68.♖d8 +–) 64.♙b3 (64.♖c8 ♜d5 65.♖d8 ♜xb4 66.♙b3 ♜d3 67.♖e8 ♜f4 = or 64.b5 ♜c4 65.♖b8 ♖d7 66.b6+ [66.♙b3 ♜d6 67.b6 ♖c6 =] 66...♖d8 =) 64...♖d7 65.b5 (65.♖b8 ♖d8 66.b5 ♜f5 67.b6 ♜d6 = or 65.♖b6 ♖d6 66.b5 ♜f5 67.♖a7 ♖d7 68.b6 ♜d6 =) 65...♜f5 66.b6 ♜d6+ 67.♖a6 ♖d8 and the powerful knight hinders White's king from leaving the edge, so White can't win.

f) 63.♖a6? ♜e7 (63...♜e3? 64.♙b3! ♜f5 65.♖b7 ♜d4 66.♙a4 ♜e2 67.♖c8 +–) 64.b5 ♜c8 65.♖b7 ♖d7 =.

g) 63.♙d1! - this is the only winning move, the start of a manoeuvre to lose a tempo and to bring Black into zugzwang. Now Black can opt for:

g1) 63...♜e3 64.♙b3 ♜f5 65.♖b7 ♜d4 (65...♜e7 66.b5 ♖d7 67.b6 ♜f5 68.♙a4+ ♖d8 69.♖c6 +–) 66.♙a4 ♜e2 67.♖c8

♜f4 (67...♖e7 68.♖c7 ♜c3 69.♙c6 +–) 68.♙d1 ♜d5 69.b5 +–.

g2) 63...♜d4 64.♖b7 ♖d7 65.♙a4+ ♖d8 66.♖b6 +–.

g3) 63...♜e7 64.♙f3 (64.b5? ♜d5+ 65.♖b7 ♜c3 66.b6 ♜d5! =) 64...♜f5 65.♖b7 ♜d4 (65...♜e3 66.♖c8 ♜c2 67.b5 ♜d4 68.b6 +– or 65...♜e7 66.b5 +–) 66.♙d1! (66.♙g4? ♜c2 67.b5 ♜a3 68.b6 ♜c4 69.♖c8 ♜xb6+ 70.♖d8 ♜d5 = or 66.♙g2? ♜c2 [66...♖d7? 67.♙h3+ ♖d6 68.♖c8 ♜c6 69.b5 ♜a7+ 70.♖d8 ♜xb5 71.♖e8 +–] 67.b5 ♜a3 68.b6 ♜c4 =) 66...♖d7 (66...♜c6 67.b5 ♜e7 68.♙f3 +–) 67.♙a4+ ♖d8 (67...♖d6 68.♖c8 ♖e7 69.♖c7 +– - see the game continuation) 68.♖b6 ♜f5 69.♖c6 +–.

## 63. ♖b7 ♜d4

The alternative is 63...♜f4 64.b5 ♖c5 (64...♜d5 65.♙b3 +–) 65.♖c7 ♜d5+ 66.♖d8 ♜f6 67.♙d1 +–.

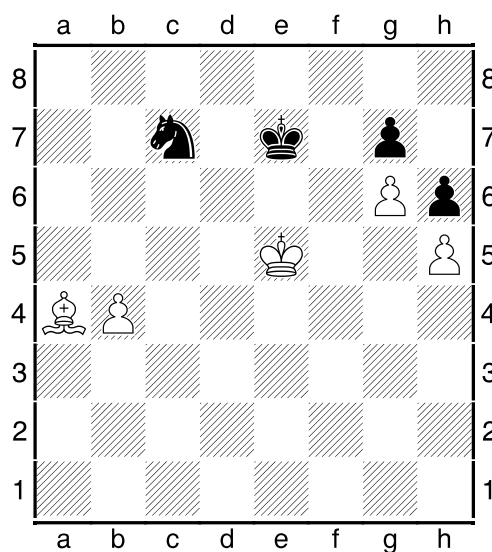
## 64. ♖c8 ♖e7

64...♜e6 65.♙d7 ♜f8 66.♙h3 +–.

## 65. ♖c7 ♜e6+

Black cannot save himself anymore: 65...♜e2 66.♙d7 ♜f4 (66...♜c3 67.♙c6 +–) 67.b5 ♜d5+ 68.♖c6 ♜b4+ 69.♖c5 ♜d3+ 70.♖d4 ♜f4 (70...♜b4 71.♙f5 ♖d6 72.♙e4 +– or 70...♜f2 71.♙f5 ♖d6 72.b6 ♖c6 73.♖e5 +–) 71.♙g4 ♖d6 72.b6 ♜g2 73.b7 ♖c7 74.♖e5 ♖xb7 75.♖e6 +–.

66.♖c6 ♜d4+ 67.♖d5 ♜e6 68.♖e5 ♜c7 (D)



## 69. ♙c6!

Black is in zugzwang and has to make a concession.

**69...♖e6**

69...♔d8 70.♔d6 ♖a6 71.b5 ♖c7 72.b6 ♖a6 73.♙b5 ♖b8 74.b7 ♖d7 75.♔c6! ♖b8+ 76.♔b6 ♔e7 77.♔c7 +-.  
**70.b5 ♖d8 71.♙d5 ♔d7 72.b6 ♔e7 73.♙e4**

73.b7? ♖xb7 74.♙xb7 ♔f8 =.  
**73...♔d7 74.♙g2 ♔e7 75.♙h3 ♖b7**

75...♖c6+ 76.♔d5 ♖a5 77.♙g4 ♖b7 78.♔c6 ♖a5+ 79.♔b5 ♖b7 80.♙c8 ♖d6+ (80...♖d8 81.♔c5 +-)  
**76.♔d5 ♖d8 77.♙c8**

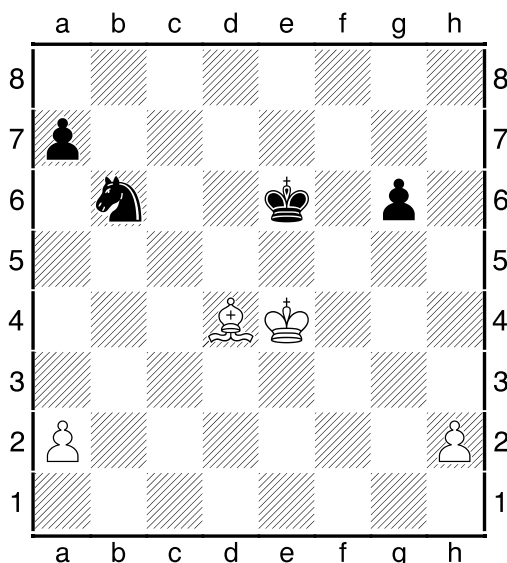
**1-0**

Reduced material can have a negative effect on the advantage, but it is still possible to cash in the full point. You only need to be careful and to have knowledge of certain positions - see next game!

□ **Krnic Zdenko**

■ **Flear Glenn**

Wijk aan Zee 1988 ○



Here the players agreed to a draw. White most likely was simply unaware that the bishop completely dominates the knight here, and that therefore he could justifiably have expected to win. His only problem lies in the fact that his is the 'wrong' bishop with regard to the a-pawn, but this does not prove so troublesome:

**41.♔f4 ♖c8**

Or 41...♔f7 42.♙xb6 (42.♔e5 ±) 42...axb6

43.♔e5 ♔e7 44.a4 +-.  
**42.♔g5 ♔f7 43.a4!**

The only move to win. 43.♔h6 would be

wrong, as after 43...a5! 44.♙c5 (44.a4 ♖d6 45.♔g5 ♖c4 =) 44...a4! 45.h3 (45.♔h7 ♔f6 46.♔g8 g5 =) 45...♔f6 46.h4 ♔f5 47.♔g7 ♔g4 48.♔xg6 (48.♔f6 ♔xh4 49.♔e6 ♔g4 50.♔d7 ♔f5 51.♔xc8 ♔e6 =) 48...♔xh4 49.♔f5 ♔g3! 50.♔e6 ♔f4 51.♔d7 ♔e4 52.♔xc8 ♔d3! 53.♔d7 ♔c2 54.a3 (54.♔c6 a3!) 54...♔d3 55.♔e6 ♔e4! Black reaches a theoretical draw!

**43...a5**

White's task is easier after 43...♖b6 44.a5 or 43...a6 44.♙c5 ♔g7 45.a5.

**44.♙c5**

A standard technique - the knight is cut off at the edge of the board.

**44...♔g7 45.h3!**

Wilhelm Steinitz, the first World Champion, expressed the paradoxical thought that pawns stand best on their initial squares. The explanation: in the endgame it's useful to have a choice between advancing a pawn one or two squares. Here we see the application of the 'Steinitz rule'! After 45.h4? ♔f7 46.♔h6 ♔f6, it would be White who finds himself in zugzwang!

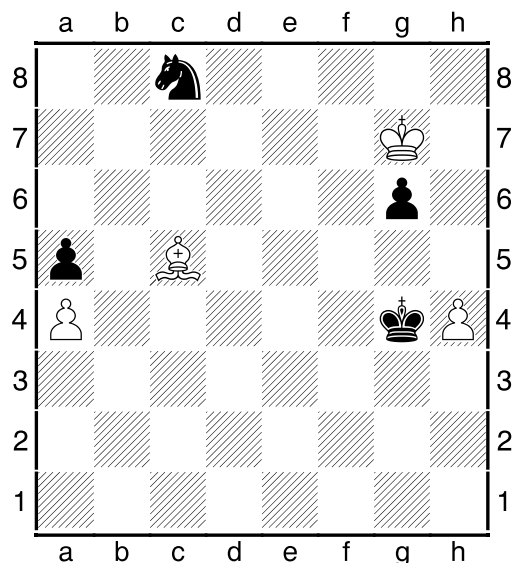
**45...♔f7 46.♔h6 ♔f6 47.h4**

And now the opposition belongs to White.

**47...♔f5**

Or 47...♔f7 48.♔h7 ♔f6 49.♔g8 +-.  
**48.♔g7 ♔g4 (D)**

48...g5 49.h5.



#### 49. ♖f6!

After the incorrect 49. ♖xg6? ♖xh4, Black's king has enough time to return to the queenside: 50. ♖f5 ♖g3 51. ♖e6 ♖f4 52. ♖d7 ♖e5 53. ♖xc8 ♖d5 54. ♖b6 ♖c4 =.

49... ♖xh4 50. ♖e6 ♖g4 51. ♖d7 ♖f5 52. ♖xc8 ♖e6 53. ♖c7 ♖d5 54. ♖b6

And White wins.

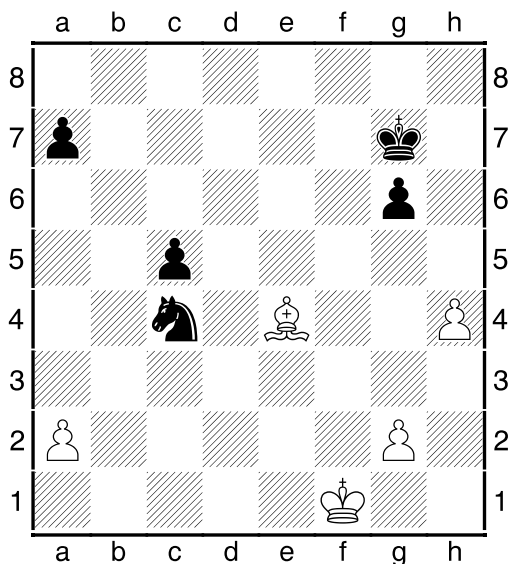
[½-½]

A famous game between two ex-World Champions follows. It's face-to-face with just three pawns for each side:

□ Spassky Boris

■ Fischer Robert

Santa Monica 1966 ○



This is a famous ending between two great players. White stands better, as his bishop is better than Black's knight (open centre, pawns on both flanks) but the reduced material is not helpful to the stronger side.

36. ♖e2 ♖e5

White stands clearly better after 36... ♖d6 37. ♖d3 (planning g4) 37... ♖f5 (37... ♖xe4 38. ♖xe4 +-) 38. h5.

37. ♖e3 ♖f6 38. ♖f4?!

Repeating moves is not what White should do. Better is 38. ♖c2 ♖e6 39. ♖e4 ±.

38... ♖f7 39. ♖e3

Again, 39. ♖d5 g5+ 40. hxg5+ ♖xg5 41. ♖c4 is preferable.

39... g5?

A bad mistake, giving White a valuable passed pawn. Black can hold, as there are

very few pawns left, which increases the chances of the weaker side. 39... ♖e5? is not good: 40. ♖c2! a6 41. ♖e4 ♖e6 42. ♖f4 ♖f6 43. g4 ± but Black could play 39... ♖h6! 40. ♖d3 (40. ♖f4 ♖f7! 41. g4 g5+ =) 40... ♖f5 41. ♖c4 ♖xh4 (41... ♖d6+? 42. ♖d5 ♖xe4 43. ♖xe4 c4 44. g4 and the outside passed pawn carries the day) 42. ♖xc5 ♖e5 43. ♖b7 ♖f5! (43... ♖f4? 44. ♖b5 ♖g3 45. ♖a6 ♖xg2 46. ♖xa7 and White wins as the knight is usually helpless against a rook pawn) 44. a4 (44. ♖b5 ♖d6 45. ♖a6 ♖c5 46. ♖xa7 ♖b4 with a draw, as, after the black king gets to a3, the knight can be given up for the white g-pawn) 44... ♖e3 45. ♖b5 ♖d6 46. a5 (46. ♖a6 ♖c5 47. ♖xa7 ♖b4 48. ♖c6 ♖xg2 =) 46... g5 47. ♖e4 g4 48. ♖a6 g3 49. ♖xa7 ♖c7 50. ♖a6 ♖c4 51. ♖f3 ♖e3 52. ♖b5 ♖b8 53. ♖c5 (53. ♖b6 ♖c4+) 53... ♖a7 54. ♖d4 ♖xg2 =.

40. h5! ♖h6

Or 40... ♖d6 41. h6 ♖c4+ 42. ♖d3 ♖e5+ 43. ♖c3 ♖f7 44. h7 ♖g7 45. ♖b3 +-.

41. ♖d3 ♖e5 42. ♖a8 ♖d6

Not of a help is 42... ♖f4 43. ♖c4 ♖g4 44. ♖f3+ ♖h4 45. ♖xc5 g4 46. ♖e4 ♖xh5 47. a4 and Black's king is too far away from the queenside.

43. ♖c4 g4 44. a4 ♖g8 45. a5 ♖h6

45... ♖f6 46. h6 ♖d7 (46... g3 47. ♖e4) 47. h7 ♖e5+ 48. ♖b5 ♖g6 49. g3 +-.

46. ♖e4 g3

Black is lost anyway, as can be seen in the alternatives: 46... ♖g8 47. g3 ♖h6 48. ♖d3 ♖g8 49. ♖e2 ♖h6 50. ♖b5 +- or 46... ♖e5 47. ♖d3 ♖d6 48. g3 +-.

47. ♖b5 ♖g8 48. ♖b1 ♖h6 49. ♖a6 ♖c6 50. ♖a2

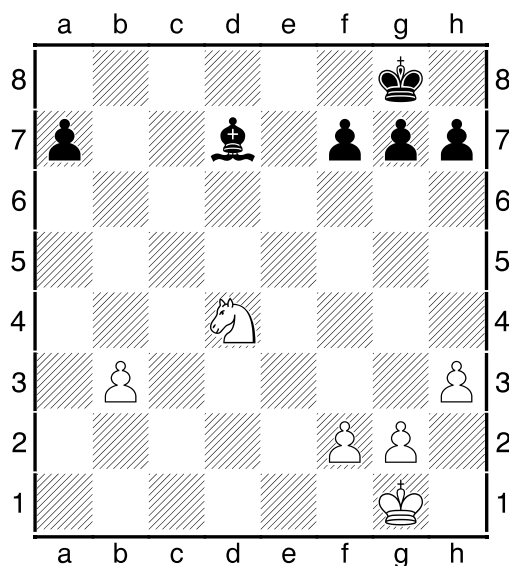
Accurate, but 50. ♖xa7 also wins: 50... c4 51. ♖e4+! (51. a6? ♖c7=) 51... ♖c7 52. ♖a6!. Black had nothing left to play for, so he resigned!

1-0

When there are many pawns on the board, it may seem that winning chances are greater. But be careful: there should not be too many; otherwise the position could favour the knight! Four pawns for each side looks like a good deal for the bishop:



□ Stoltz Goesta  
 ■ Kashdan Isaac  
 The Hague 1928 ●



Despite the reduced material, the superiority of the bishop is clear, but of course there is a long way to go. Anyway, the first step must be the centralization of the black king.

1...♔f8 2.♔f1 ♕e7 3.♔e2 ♕d6 4.♔d3 ♕d5

First step is completed. Next, Black will force the retreat of the white king from the centre.

5.h4 ♖c8!

Black plans to check with the bishop, forcing White's king away from d3, so that he can penetrate on the other wing with his own king.

6.♖f3?!

The best defence was 6.f3! ♖a6+ 7.♔e3 ♕c5 8.♖c2 ♖f1 9.g3 ♖a6 10.♖d4 ♖b7 11.♔d3 ♕b4 12.♔c2 ♖d5 13.♔b2 g6 14.♔c2 a6 15.♔b2 and Black is still far away from victory.

6...♖a6+ 7.♔c3

After the alternative 7.♔e3? ♕c5! 8.♖g5 ♕b4 9.♖xf7 ♕xb3, the black a-pawn will prove powerful.

7...h6 8.♖d4 g6 9.♖c2?

A weak move. White could put up a satisfactory defence with 9.f3!, in order to create a barrier against Black's king. Of course, Black can still try to use zugzwang and an advance of his pawns to probe White's fortress, but there is no clear way to prove his superiority: 9...h5 10.g3 ♖b7

11.♔d3 a5 12.♔c3 f6 13.♔d3 ♖a6+ 14.♔c3 ♕c5 (14...g5 15.♖f5!) 15.g4 ♖b7 16.gxh5 gxh5 17.♔d3 ♕b4 18.♔d2.

9...♖e4!

The black king consistently invades White's camp, at the same time restricting the white knight by taking away important squares, from which the knight could create counterplay by attacking the black pawns.

10.♖e3 f5 11.♔d2

The pawn ending after 11.♖c4?! ♖xc4! is lost: 12.♔xc4 (12.bxc4 a5 →) 12...f4 13.b4 g5 14.hxg5 hxg5 15.♔b5 ♕d4 16.f3 ♕c3 17.♔a5 ♕c4 18.♔a4 a6 19.♔a5 ♕b3 →.

11...f4 12.♖g4

12.f3+ ♕d4 and the g2-pawn is a new target for the black bishop.

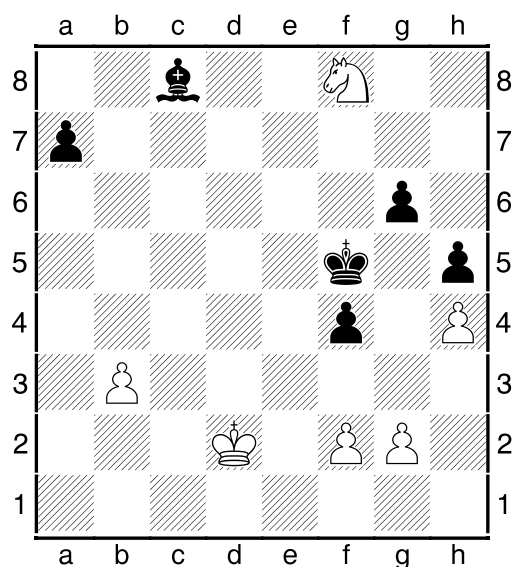
12...h5 13.♖f6+

13.f3+ ♕f5 14.♖f2 g5! 15.hxg5 ♖f1! →.

13...♖f5 14.♖d7?!

The alternative 14.♖d5 ♖b7 15.♖e7+ ♕f6 16.♖g8+ ♕f7 17.♖h6+ ♕g7 is also losing, but White could put up more resistance with: 14.♖h7!? ♕g4! (14...♖f1? 15.f3! ♖xg2 16.♔e2) 15.♖f8 ♕xh4 16.♖xg6+ ♕g5 17.♖e5 ♕f5 (17...♖b7? 18.g3 ♕f5 19.♖d3 fxf3 20.fxf3 ♕g4 21.♖f4 h4 22.gxh4! =) 18.♖f3 (18.♖d3 ♖xd3! 19.♔xd3 ♕g4 20.♔e2 h4! [20...a5? 21.♔d3 h4 22.♔e4 = or 20...f3+? 21.gxf3+ ♕f4 22.b4! =] 21.b4 a6 22.♔f1 ♕f5 23.♔e1 ♕e5! →) 18...♖b7 19.♔e2 (19.♖e1 ♕g4 20.♔e2 ♖xg2! →) 19...a5 20.♖d4+ ♕e4 21.♖f3 ♖d5 →.

14...♖c8! 15.♖f8 (D)



**15...g5! 16.g3**

Or 16.hxg5?! ♔xg5 17.♔e2 ♕g4+ 18.f3 ♕f5 and the knight will be lost!

**16...gxh4 17.gxh4 ♔g4 18.♖g6 ♕f5 19.♗e7 ♕e6 20.b4 ♔xh4**

Black wins. The end was:

**21.♔d3 ♔g4 22.♔e4 h4 23.♗c6 ♕f5+ 24.♔d5 f3 25.b5 h3 26.♗xa7 h2 27.b6 h1♔ 28.♗c6 ♔b1 29.♔c5 ♕e4**

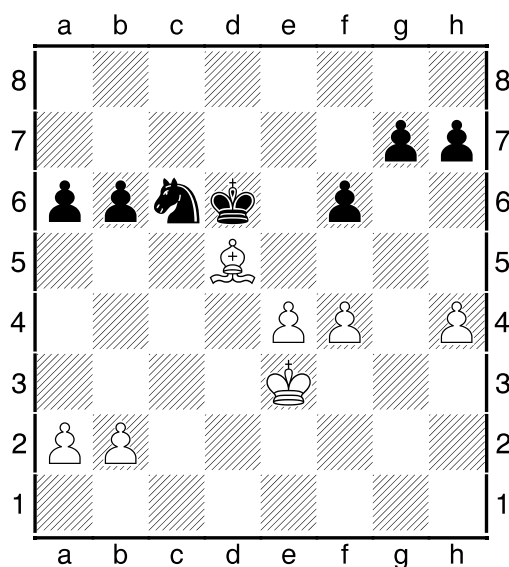
**0-1**

In general, the pawn structure which we will examine in the next three examples looks ideal for the bishop. But of course, such endings need a good eye and good technique in order to transform the advantage into a full point.

□ **Salov Valery**

■ **Waitzkin Joshua**

New York 1996 ○



White's pawn structure seems somewhat worse compared to the previous examples, as there is a weak h-pawn and 3:2 pawn islands. But, on the other hand, it must be noted that he can create a passed pawn more easily than in the other examples (by pushing e5), which can be considered an important plus.

**37.♕g8!**

Creating more weaknesses in Black's camp.

**37...h6 38.h5**

And fixing them. Now the white h-pawn has blocked two opposing pawns (h and g).

**38...♔c5 39.♕f7 a5 40.a3 ♗e7 41.♔d3 a4**

Not an ideal pawn placement, but White was threatening ♔c3, b4+ and ♔d4, dominating the position.

**42.e5!**

A passed pawn is created!

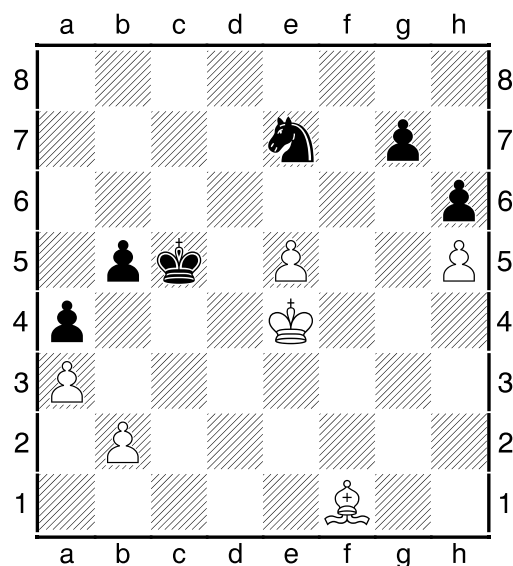
**42...fxe5 43.fxe5 b5 44.♔e4 ♔c6**

A try to exchange more pawns with 44...b4 fails to 45.axb4+ ♔xb4 46.♔d4 a3 47.bxa3+ ♔xa3 48.♔c5 +-. .

**45.♔d4 ♗f5+ 46.♔d3 ♔c5 47.♔e4 ♗e7 48.♕e8 ♔c4 49.♕f7+ ♔c5 50.♕e6!**

Triangulation and zugzwang, two of the mightiest weapons, were also correctly used in this example!

**50...♗c6 51.♕g4 ♗e7 52.♕e2 ♔c6 53.♕f1 ♔c5 (D)**



**54.♕d3!**

If White hurries to advance his passed pawn with 54.e6? he will find out that Black can build a fortress with 54...♗c6 55.♔f4! ♗e7 56.♕d3 ♗d5+ 57.♔e5 ♗e7 58.♕e4 ♗c8.

**54...g6**

The alternatives were 54...♔c6 55.♔d4 ♔b6 56.♕e4 ♗c8 57.♔d5 +- and 54...♗c6 55.♔f5 +-. .

**55.hxg6 ♗xg6 56.♔f5?**

A bad mistake, which allows Black to reach the draw. 56.♕e2 ♗e7 57.e6 was good and White will prevail.

**56...♗e7+ 57.♔e6 ♗c8?**

Black could make good use of White's previous mistake with 57...♗c6! 58.♕e4 ♗d4+ 59.♔d7 b4 60.axb4+ ♔xb4 =.

**58.♕e2 b4 59.axb4+ ♔xb4 60.♔d7**

Even better is 60. ♖a6 ♜b6 61. ♔d6 ♔a5 62. ♙d3 h5 63. ♔c6 ♜c8 64. ♔c7 ♜e7 65. ♙e4 +–.

**60... ♜b6+ 61. ♔c6 ♜c8 62. ♙g4?**

Returning the favour. White could have crowned his efforts with 62.e6! ♔b3 63. ♔d7 ♜b6+ 64. ♔c7 ♜d5+ 65. ♔d6 ♜f6 66. ♙d1+ ♔xb2 67. ♙xa4 ♜g8 (67... ♔c3 68.e7 ♔d4 69. ♙c6 +–) 68. ♙e8 +–.

**62... ♜e7+ 63. ♔d6 h5!**

Securing the draw!

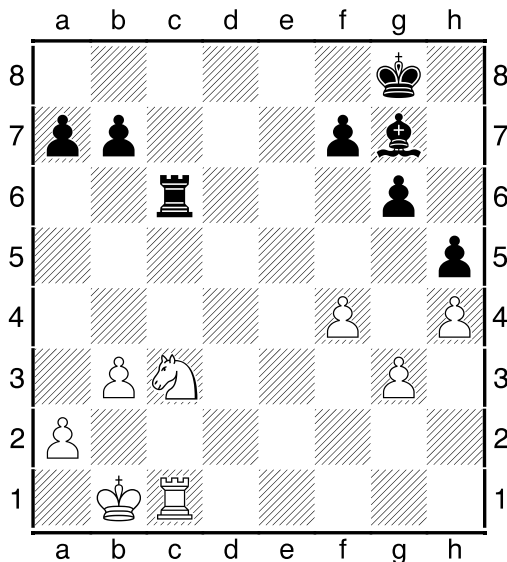
**64. ♙d7 ♜g8 65. ♙e8 h4 66. ♙f7 ♜h6 67. ♙e6 h3! 68. ♙xh3 ♜f7+ 69. ♔d5 ♜xe5 70. ♙xe5**

½-½

□ **Korchnoi Viktor**

■ **McShane Luke**

Igualada 2005 ○



So, by great efforts White has managed to liquidate into an endgame. However, Black keeps a serious advantage as the bishop (in principle) is stronger than the knight in such open positions, with pawns on both sides; besides, White's kingside pawns, fixed on the squares of the black bishop, are a serious weakness - a consequence of the wise 19... h5 move!

**35. ♜d5**

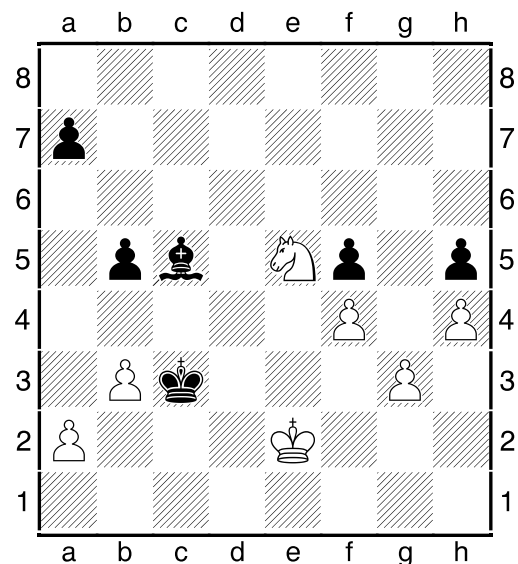
The other option was 35. ♜e4 ♖xc1+ 36. ♔xc1 f5.

**35... ♖xc1+ 36. ♔xc1 ♙d4 37. ♔d2 ♔f8**

37... ♙f2 is premature due to 38. ♜f6+ ♔f8 39. ♜e4.

**38. ♜e3?**

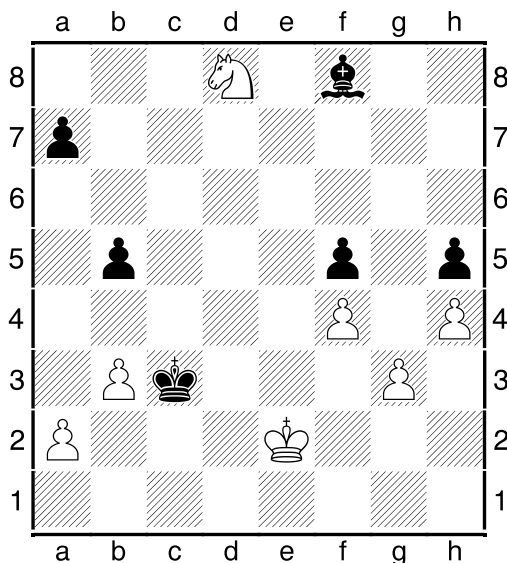
Going into a pawn endgame is risky business for White, as Black has three pawns on the 7<sup>th</sup> rank (and can choose between a single and double move, to set up a zugzwang for White) - as pointed out by William Steinitz in the 19th century! However, a centralized king secures him a draw in this case. But still, the text move is a mistake anyway, as White had a better solution at his disposal: 38. ♔e2! f5 (38... ♔e8 39.f5 gxf5 40. ♜f4 =) 39. ♜e3 ♔f7 40. ♜c2 ♙c5 41. ♜e1 ♔e6 42. ♜f3 ♔d5 (42... ♙d6 43. ♜g5+ ♔d5 44. ♜f7, with the idea ♜h8xg6, is also far from clear) 43. ♜e5 ♔d4 44. ♜xg6 ♔c3 45. ♜e5 b5 (D) (45... a5 46. ♜c4!)



and White must make a difficult choice:

a) 46. ♜c6?! b4! (46... a6 47. ♜b8 a5 48. ♜c6 ♙b6 [48... a4 49.bxa4 bxa4 50. ♜d8 ♔b2 51. ♜e6 ♙b4 52. ♔d3 ♔xa2 53. ♔c2 ♙e1 54. ♜g7 = or 48... ♔b2 49. ♜xa5 ♔xa2 50. ♔d3 ♙f2 51.b4 ♙xg3 52. ♜c6 ♙xh4 53. ♜d4 =] 49. ♜e7 ♔b2 50. ♜xf5 ♔xa2 51.g4 hxg4 52.h5 ♙c7 53. ♔e3 ♔xb3 54.h6 ♙d8 55. ♜d6 =) 47. ♜e5 a5 48. ♜c6 ♙b6 (48... a4 49.bxa4 ♔b2 50. ♔d3 ♔xa2 51. ♜xb4+! ♙xb4 52. ♔d4 =) 49.g4!! (49. ♜e7? ♔b2 50. ♜xf5 ♔xa2 51.g4 a4 52.g5 axb3 53.g6 b2 54.g7 b1 ♖ 55.g8 ♖+ b3 →) 49...fxg4 50.f5 ♔b2 51.f6 ♔xa2 52.f7 ♙c5 53. ♜xa5 ♔b2 54. ♔d3! g3 55. ♔e2 g2 56.f8 ♖ g1 ♖ 57. ♖f4 and White should be able to hold.

b) 46. ♖d3?! ♙f8 → is quite bad for White.  
 c) 46.g4? fxg4 47.f5 ♙e7 48. ♖c6 (48. ♖g6 ♙f6 49. ♖f4 ♙xh4 50. ♖xh5 ♙b2 51.f6 ♙xa2 52.f7 ♙e7 53. ♖f6 ♙xb3 54. ♖xg4 a5 →) 48... ♙xh4 49. ♖xa7 b4 50. ♖c6 ♙f6 51. ♖b8 h4 52. ♖d7 ♙d4 53.f6 h3 54.f7 h2 55.f8 ♙h1 ♙ →.  
 d) 46. ♖f7! (best) 46... ♙f8 (46... ♙b2 47. ♖h6 ♙xa2 48. ♖xf5 ♙xb3 [48...a5 49.g4 hxg4 50.h5 a4 51.bxa4 b4 52.h6 b3 53.h7 b2 54.h8 ♙b1 ♙ 55. ♙g8+ =] 49.g4 hxg4 50.h5 =) 47. ♖d8 (D)



and White gets counterplay in any case:

d1) 47... ♙b2 48. ♖e6 ♙e7 49. ♖d4 ♙xa2 50. ♖xf5 ♙b4 51. ♖d4 a5 52. ♙d3 ♙e1 53.f5 ♙xg3 54. ♖xb5 ♙xb3 55.f6 ♙xh4 56. ♖d4+ ♙a4 57.f7 ♙e7 58. ♖c6 ♙f8 59. ♙e4 =.

d2) 47...b4 48. ♖e6 ♙h6 49. ♙e3 a5 50. ♖d4 ♙f8 51. ♖xf5 ♙b2 52. ♖d4 ♙xa2 53. ♙d3 =.

d3) 47... ♙a3 48. ♖e6 a5 49. ♖c7 b4 50. ♖b5+ ♙b2 51. ♖xa3 bxa3 52. ♙d3 ♙xa2 53. ♙c2 =.

d4) 47...a5 48. ♖e6 ♙h6 49. ♙e3 ♙b2 50. ♖d4 ♙xa2 51. ♖xf5 ♙f8 52. ♖d4 a4 53.bxa4 bxa4 54. ♙d3 ♙b2 55. ♖b5 =, as the h-pawn's promotion square is of the wrong colour.

**38... ♙e7 39. ♙d3 ♙c5**

39... ♙xe3 is equal after 40. ♙xe3 ♙f6 (40... ♙e6 41. ♙e4 b5 42.b4 a6?! 43.f5+ gxf5+ 44. ♙f4 ♙f6 45.a3 =) 41. ♙e4 ♙e6 42.b4 b5 (otherwise 43.a4) 43. ♙d4 ♙f5

44. ♙c5! ♙g4 45. ♙xb5 ♙xg3 46. ♙a6.

**40. ♙e4?!**

Again, 40.b4 ♙d6 (40... ♙xe3? 41. ♙xe3 ♙e6 42. ♙e4 b5 43. ♙d4 ♙f5 44. ♙c5 ♙g4 45. ♙xb5 ♙xg3 46. ♙a6 ♙xh4 47. ♙xa7 ♙g4 48.b5 h4 49.b6 h3 50.b7 h2 51.b8 ♙h1 ♙ 52.a4 =) 41.a4 seems best. The idea to keep Black's king and bishop locked out is not easy to counter. Again there remain doubts as to whether Black is winning.

**40... ♙f6 41. ♖c4**

Now it is too late for 41.b4 ♙xe3 42. ♙xe3 ♙f5, although it is not that easy: 43.b5 ♙g4 44. ♙f2 a6! (44... ♙h3?! 45. ♙f3 a6 46.b6 a5 47.a4 f5 48. ♙f2 ♙h2 49. ♙f3 ♙g1 50. ♙e3 ♙g2 51. ♙d4 ♙xg3 52. ♙e5 ♙xh4 53. ♙d6 ♙g4 54. ♙c7 h4 55. ♙xb7 h3 56. ♙a6 h2 57.b7 h1 ♙ 58.b8 ♙ ♙f1+ 59. ♙xa5 ♙xf4 [this may suffice, but it is very complicated. One sample line runs:] 60. ♙b4 g5 61. ♙b5 ♙h5 62.a5 ♙e5+ 63. ♙a4 f4 64.a6 f3 65.a7 f2 66.a8 ♙f1 ♙ →) 45.a4 axb5 46.axb5 ♙h3 47. ♙f3 f6 48. ♙f2 b6 49. ♙f3 f5 50. ♙f2 ♙h2 51. ♙f3 ♙g1 52. ♙e3 ♙g2 53. ♙d4 ♙xg3 54. ♙d5 ♙xh4 55. ♙c6 g5 56.fxg5 ♙xg5 57. ♙xb6 h4 58. ♙c5 h3 59.b6 h2 60.b7 h1 ♙ 61.b8 ♙ ♙c1+ 62. ♙d5 ♙d2+ 63. ♙c6 ♙c3+ 64. ♙d5 ♙d3+ 65. ♙c5 f4 →.

**41... ♙e6 42. ♖a5**

42. ♖e3 ♙xe3 43. ♙xe3 ♙f5 (43... ♙d5? 44.f5!) 44. ♙f3 a5 45.a4 b6 46. ♙e3 ♙g4 47. ♙f2 ♙h3 48. ♙f3 f5 → or 42.a4 f5+ 43. ♙f3 ♙d5 →.

**42...f5+**

White's king can't both control the centre and protect his kingside pawns.

**43. ♙f3 b5**

Good enough was 43... ♙d5 44. ♖xb7 ♙b6 45.b4 ♙c6 46. ♖a5+ ♙b5 →.

**44. ♖c6 ♙d5!**

The right decision. The black king goes to the queenside to collect the white pawns. White captures the g6-pawn but has neither time nor possibility to create his own passed pawn.

**45. ♖e5 ♙d4 46. ♖xg6 ♙c3 47. ♖e5 a5 48. ♙e2**

48. ♖c6 was more tenacious, although it should not save the game: 48...a4 49.bxa4

bxa4 50.♔e2 (50.♞e5 ♚d4 51.♞c6 ♚f6  
 52.♔e3 ♚b2 53.♞b4 ♚a3 54.♞d5 ♚xa2  
 55.♞xf6 a3 56.♞d5 ♚b3 57.♞d4 a2  
 58.♔e5 a1 ♚+ 59.♞xf5 ♚e1 →) 50...♚b2  
 51.♞d3 ♚xa2 52.♞c2 ♚a3 (52...♚f2?  
 53.♞e7 ♚xg3 54.♞xf5 ♚xf4 55.♞e7 =)  
 53.♞c3 ♚f2 54.♞e7 ♚e1+ 55.♞c2 ♚xg3  
 56.♞xf5 ♚xf4 57.♞e7 ♚g3 58.♞d5  
 ♚xh4 59.♞c3 ♚f6 60.♞xa4 h4! 61.♞c5  
 h3 62.♞e4 ♚h4 →.

**48...♚b6 49.♞c6**

Or 49.♞d3 ♚a7 →. An amazing position; White is a pawn up but totally lost!

**49...♚b2 50.b4 a4 51.♞d3 ♚xa2 52.♞c2**

This defence is equally unsuccessful.

**52...♚a3 53.♞e7**

53.♞c3 ♚f2 →.

**53...♚xb4 54.♞xf5 a3 55.g4**

55.♞e7 ♚a4 56.♞d5 ♚d4 57.♞c3+ ♚xc3  
 58.♞xc3 b4+ 59.♞c2 b3+ 60.♞c3 b2  
 61.♞c2 ♚b4 →.

**55...hxg4 56.h5 g3!**

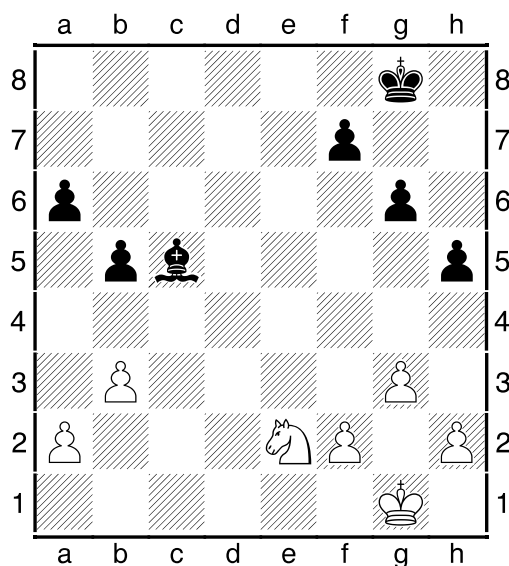
Black resigned due to 57.♞xg3 ♚d4 or 57.h6 a2 58.♚b2 g2 59.h7 a1 ♚+ 60.♞xa1 ♚b3 61.h8 ♚ g1 ♚ #. An instructive end-game.

**0-1**

□ **Lesiege Alexandre**

■ **Andersson Ulf**

Elista 1998 •



As the pawn structures are ideal for the bishop, Black holds the advantage. The first step should be the centralization of the king, but how to proceed?

**33...♚f8!**

Accurate. 33...♚g7?! would be worse:  
 34.♚f1! (34.♚g2? ♚f6 35.f4 [35.♚f3 ♚e5  
 36.h4 b4 37.♞f4 ♚d4 38.♔e2 ♚c3  
 39.♞d3 ♚d6 →] 35...♔e6 36.♚f3 ♚d5  
 37.h3 b4 38.g4 hxg4+ 39.hxg4 a5 40.g5  
 ♚b6 41.♞g3 [41.f5 gxf5 42.♚f4 ♚e6 →]  
 41...♚d4 42.♞e4 ♚c7 43.♞f6 ♚d3  
 44.♞d5 ♚d8 45.♞e3 ♚c3 46.♞g4 ♚b2  
 47.♞e5 ♚xa2 48.♞xf7 a4 49.f5 ♚xg5! →)  
 34...♚f6 35.f3 ♚e5 36.♚e1 ♚.

**34.♚f1 ♚e7 35.f3 ♚d6 36.♚e1 ♚e3!  
 37.♚d1 ♚c5 38.♚c2**

The other option with 38.a3 blocks the path of the black king but puts the pawn on the 'wrong' colour: 38...♚d5 39.♞c2 ♚c5 40.b4 ♚d4 41.♞d3 ♚e5 42.♞c3+ ♚e6 (42...♚xc3? 43.♚xc3 g5 44.♚d3 =) 43.♞e2 ♚b2! (43...h4? 44.f4 ♚b2 45.gxh4 ♚xa3 [45...♚d5 46.f5! ♚xa3 47.fxg6 fxg6 48.♞f4+ ♚e5 49.♞xg6+ ♚f6 {49...♚f5 50.♞e7+ ♚g4 51.♞d5 =} 50.♞f4 ♚xb4 51.♞d5+ ♚g6 52.♞xb4 ♚h5 53.♞c6 ♚xh4 54.♞e5 ♚h3 55.♞f3 a5 56.♞c3 ♚g4 57.h4 b4+ 58.♞c4 ♚h5 =] 46.♞c3 ☹) 44.♞d4+ ♚d5 45.♞c2 g5 46.♞e3+ ♚e5 47.♞c2 (47.a4 bxa4 48.♞c4+ ♚f6 49.♞xb2 a3 →) 47...f5 48.♚e3 ♚c1+ 49.♚e2 ♚d5 50.♚d1 ♚b2 51.♚d2 ♚c4 52.♞e3+ ♚b3 →.

**38...♚f2 39.♚c3 h4 40.g4**

It is very difficult to decide if this position is lost or White just played badly. Anyway, Black's king is more active and White is always in danger of falling into zugzwang. The other options were 40.b4+ ♚d5 41.a3 ♚ and 40.gxh4 ♚xh4 ♚.

**40...♚e1+ 41.♚d3 ♚a5 42.h3**

42.a3 ♚c7 43.h3 ♚e5 ♚.

**42...♚c7 43.♞d4 ♚d5 44.♞e2**

44.a3 ♚e5 45.♞e2 ♚b2 46.a4 bxa4 47.bxa4 ♚c5 and Black is on the right track.

**44...♚e5 45.♚e3 a5 46.♚d3 ♚c5 47.♚e4 ♚g7 48.♚d3**

Active defence with 48.g5 ♚b4 49.♚d5 also fails: 49...♚a3 50.♚c5 b4 51.♚b5 ♚xa2 52.♚a4 ♚b2 53.♞f4 ♚c3 54.♞g2 ♚d4 55.♞xh4 ♚e3 56.f4 ♚xf4 57.♞f3 ♚c7 →.

48...♖b4 49.♗c2 ♕a3 50.♗b1 a4 51.bxa4 bxa4 52.♘f4 ♗b4 53.♗c2

After 53.♘g2 Black must choose carefully:

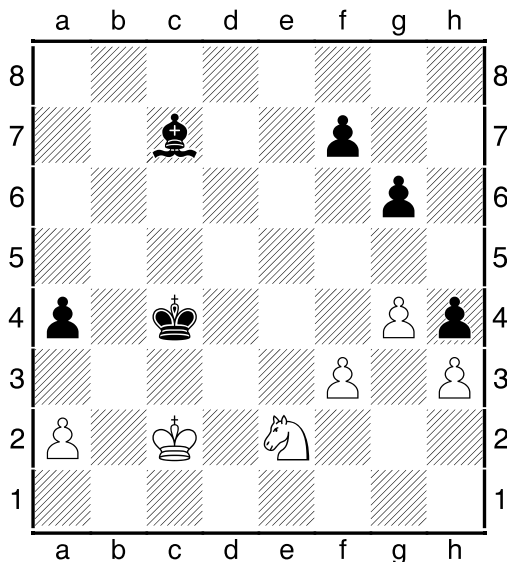
a) 53...♗c3? 54.♘xh4 ♕d2 55.f4 ♗e3 56.f5 g5 57.f6 ♗xf6 58.♘f5+ ♕f3 59.♘d6 ♗g2 60.♘xf7 ♕xh3 61.♘g5+ ♗xg5 62.♗b2 ♗e7 63.g5 =.

b) 53...g5! 54.f4 f5! (54...f6 55.♗c2 ♗f8 56.fxg5 fxg5 57.♘e3 ♗g7 58.♘f5 ♗f6 59.♘d6 ♗e7 60.♘f5 ♗c5 61.♗b2 ♕c4 62.♗c2 ♗f8 63.♗d2 ♗b4+ 64.♗c2 ♗a3 [64...♗a5? 65.♘d6+ ♕d4 66.♘f7 ±] 65.♗d2 ♕d5 66.♗d3 ♕e5 67.♗c4 ♗f8 68.♗b5 [68.♘d4 ♕e4 69.♘e6 ♗e7 70.♘d4 ♗f6 71.♘f5 ♕f3 72.♗b4 ♕g2 →] 68...a3 69.♗c4 ♕f4 70.♗d5 ♕f3 71.♗e5 ♗b4 72.♗f6 ♗d2 73.♘d6 ♕g2 74.♘e4 ♕xh3 75.♘xd2 ♕g2 →) 55.fxg5 (55.gxf5 g4 56.hxg4 h3 57.♘e1 h2 58.♘d3+ ♕c3 59.♘f2 ♕d2 →) 55...fxg4 56.♘f4 gxh3 57.♘xh3 ♕c3 →.

53...♗c4 54.♘e2 ♗e5 55.♗d2

Or 55.f4 ♗a1 56.♗d2 ♗d4 57.♗c2 f5 58.gxf5 gxf5 59.♗d2 ♗c5 60.♗c2 ♗e7 61.♘c3 a3 62.♘e2 ♗c5 63.♗d2 ♗b6 64.♗c2 ♗e3 →.

55...♗c7 56.♗c2 (D)



56...♗a5!

Placing White in zugzwang.

57.f4 ♗b4 58.♘g1 ♕d4 59.♘f3+ ♕e4 60.♘g5+

Alternatives like 60.♘xh4 ♕xf4 61.♘g2+ ♕f3 62.♘h4+ (62.a3 ♗a5) 62...♕g3 → or 60.♘e5 ♕xf4 (60...♗e7 61.♘xf7 ♕xf4

62.♘h8 g5 63.♘g6+ ♕g3 64.♘xe7 ♕xh3 65.♕d2 ♕g2 →) 61.♘d3+ ♕g3 62.♘xb4 ♕xh3 63.♕d2 ♕xg4 64.♕e2 ♕g3 65.♕f1 h3 66.♕g1 f5 67.♘d5 f4 68.♘c3 g5 69.♘e2+ ♕f3 70.♘c3 g4 → are a piece of cake for Black.

60...♗xf4 61.♘xf7 ♕g3

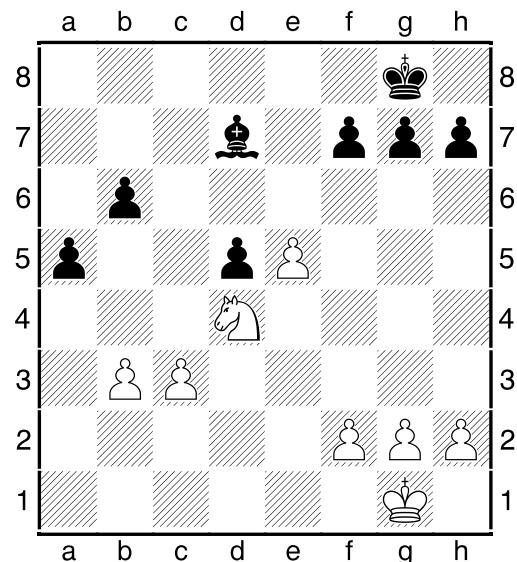
0-1

It is possible that a position could misinform us and we might get the wrong impressions about our chances. A typical example can be the following game, where the pawns are 6:6:

□ Ivanchuk Vassily

■ Nakamura Hikaru

Cap d'Agde 2008 ○



The first impression is that Black holds the advantage, as he can create an outside passed pawn. But White's well-placed knight can help to hold the balance.

28.♗f1!

The king must come quickly to offer help. The main alternative was 28.f4 b5 29.♗f2 a4 and now:

a) 30.bxa4? bxa4 and Black wins: 31.♘c2 f6 32.exf6 gxf6 33.♗e3 ♕f7 34.♗d4 ♕e6 35.♗c5 h5 36.g3 ♕f5! 37.♗d6 ♗c8 38.♗xd5 ♕g4 39.f5 ♕h3 40.♗e4 ♕xh2 41.♗f4 ♗xf5! 42.♗xf5 ♕xg3 →.

b) 30.b4! a3 31.♗e3 f6 32.exf6 gxf6 33.♗d2 a2 34.♘b3 ♗e6 35.♘a1 (35.♗c2? d4 36.♘a1 dxc3 37.♗xc3 ♕f7 →) 35...♕f7 36.♕c1 ♕g6 37.♗b2 ♕f5 38.♘c2 ♕xf4

39. ♖d4 ♙d7 40. ♖c2 ♙f5 41. ♖d4 ♙d3  
 42. ♙xa2 ♙e3 43. ♙b2 ♙f2 44. g4 ♙g2  
 and, although White seems to be in trouble,  
 he should be able to draw: 45. ♖e6! ♙xh2  
 46. ♖c7 ♙g3 (46... ♙c4 47. ♖e8 ♙g3  
 48. ♖xf6 h6 49. ♖g8 ♙xg4 50. ♖xh6+ ♙f3  
 =>) 47. ♖xd5 ♙xg4 48. ♖xf6+ ♙f4 49. c4!  
 bxc4 50. ♙c3 h6 51. b5 ♙e5 52. ♖g4+ ♙d5  
 =.

### 28... ♙f8

This move creates more problems for White  
 than 28... b5 29. ♙e2 a4 30. ♙d2 g5 31. ♙c2  
 ♙f8 32. ♙b2 ♙e7 33. ♙a3 f6 34. e6 ♙e8  
 35. ♖f5+ =.

29. f4 ♙e7 30. f5 h5 31. ♙e2 f6! 32. e6 ♙e8  
 33. h3!?

Threatening to support the pawn chain,  
 though it's not clear that he couldn't just  
 wait.

### 33... h4 34. ♙e3

The alternative was 34. ♖f3 ♙h5 35. ♙d3  
 g5! (35... ♙xf3? 36. gxf3 b5 37. f4 ♙d6  
 38. ♙d4 ♙c6 [38... a4 39. bxa4 bxa4 40. ♙d3  
 +−] 39. e7 +−) 36. ♖d4 ♙e8 =.

### 34... g6 35. ♖f3 gxf5

Both players are cooperating in defusing this  
 very unbalanced ending. Instead 35... g5 was  
 a risky winning attempt.

### 36. ♖xh4 ♙xe6 37. g3 ♙h5

37... b5 38. ♖f3 a4 39. ♖d4+ ♙d6 40. b4 is  
 similar to the game.

38. ♖g2 ♙d1 39. ♖f4+ ♙d6 40. b4 a4  
 41. ♙d2 a3 42. ♙c1 ♙b3

After 43. h4 ♙e7 44. ♙b1 ♙f7 45. ♙a1 both  
 sides can just wait.

½-½

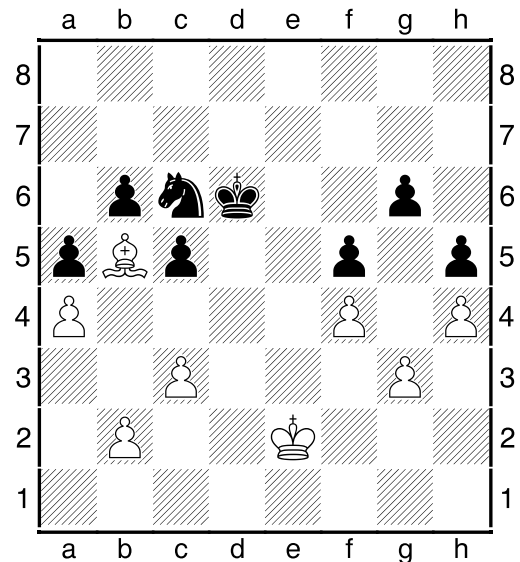


A closed or semi-closed position does not  
 automatically favour the knight, especially if  
 there are weak pawns for the bishop to target  
 and the king can become active. The famous  
 example that follows is good proof of this.

### □ Fischer Robert

### ■ Taimanov Mark

Vancouver 1971 ○



A famous position from a famous game/  
 match (6:0) for the Candidates of the FIDE  
 World Championship. White demonstrated  
 his superb technique:

### 45. ♙d3 ♖e7

After 45... ♙c7?! White can win immediately  
 with 46. ♙xc6! ♙xc6 47. ♙c4 ♙d6 48. ♙b5  
 ♙c7 49. ♙a6 ♙c6 50. c4 ♙c7 51. ♙a7 ♙c6  
 52. ♙b8.

### 46. ♙e8!

Tying the knight down to passive defence.

### 46... ♙d5 47. ♙f7+ ♙d6 48. ♙c4

Slow but sure; the white king gains more  
 space by using the zugzwang motif.

### 48... ♙c6 49. ♙e8+ ♙b7 50. ♙b5 ♖c8

50... ♙c7 51. ♙a6 ♙d8 52. ♙xg6! ♖xg6  
 53. ♙xb6 +−.

### 51. ♙c6+

History would be differently written after the  
 naive 51. ♙xg6? ♖d6 #!

### 51... ♙c7 52. ♙d5 ♖e7

Also lost was 52... ♖d6+ 53. ♙a6 ♖e4  
 54. ♙f7 ♖xg3 55. ♙xg6 ♙c6 56. ♙e8+  
 ♙c7 57. ♙a7 ♖e2 58. ♙xh5 ♖xf4 59. ♙f7  
 +−, as the bishop dominates the knight.

53. ♙f7 ♙b7 54. ♙b3 ♙a7 55. ♙d1 ♙b7  
 56. ♙f3+ ♙c7

Or 56... ♙a7 57. ♙g2! (zugzwang!) 57... ♖g8  
 58. ♙c6 ♖f6 59. ♙d5 ♖e4 60. ♙f7 ♖xg3  
 61. ♙xg6 ♖e2 62. ♙xh5 ♖xf4 63. ♙e8 +−.

57. ♙a6 ♖c8 58. ♙d5 ♖e7 59. ♙c4 ♖c6  
 60. ♙f7 ♖e7 61. ♙e8!

This puts Black in a decisive zugzwang.

61... ♙d8 62. ♙xg6!

This decisive follow-up provides a radical solution.

**62...♟xg6 63.♞xb6 ♟d7 64.♞xc5 ♟e7 65.b4! axb4**

**65...♞c7 66.bxa5 ♟g8 67.♞d5 +–.**

**66.cxb4 ♟c8 67.a5 ♟d6 68.b5 ♟e4+ 69.♞b6 ♟c8 70.♞c6 ♟b8 71.b6 1-0**

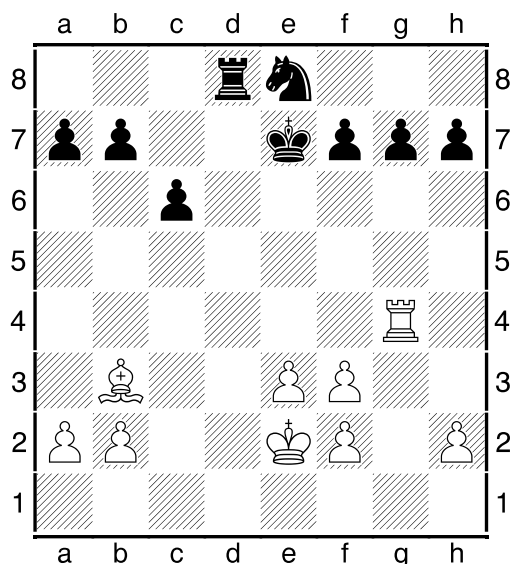
### *Playing With a Partner*

Adding another piece to the distribution we are examining can be heaven or hell, depending on the cooperation and the pawn structure (as always). One very well-known and two less famous games will help us understand the subject in detail:

□ **Najdorf Miguel**

■ **Stahlberg Gideon**

Zuerich 1953 ○



Black has no weaknesses and White does (doubled and isolated pawns on the kingside), but the presence of pawns on both wings gives the better prospects to the side with the bishop.

**26.♞e4+ ♟f8 27.♞a4 a6 28.♞f4 f6?!**

This kind of move, that increases the power of the bishop and might give White a passed pawn (f4, e4-e5), should be avoided. Preferable was 28...♞d7 or, even better, 28...♟d6.

**29.♞h4 h6 30.♞h5!**

Now White is ready to advance his kingside majority.

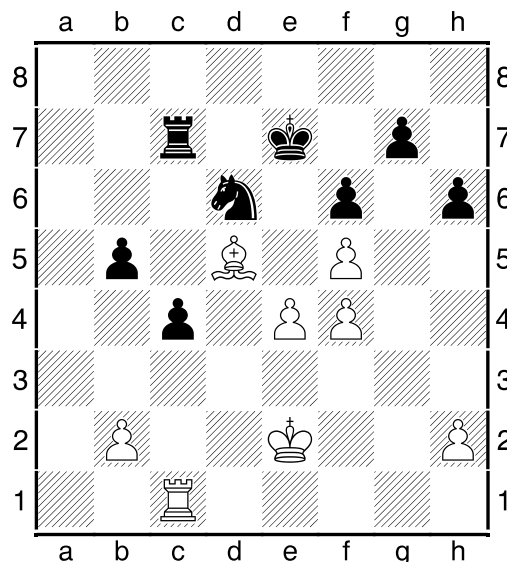
**30...♟c7 31.f4 ♟e7 32.♞c5 ♞d6 33.♞c1?! b6?! 1-0**

Both sides should have played f5 on their 33<sup>rd</sup> move.

**34.f5! c5 35.f4 ♞c6 36.a4!**

As Black plans to mobilize his pawn majority on the queenside, it is useful to open the a-file, as White might need it at a certain point.

**36...b5 37.♞c2 ♟e8 38.♞e4 ♞c7 39.♞d5 c4 40.e4 ♟d6 41.axb5 axb5 (D)**



White has maximized the potential of his bishop, which is now clearly superior to the knight. Also, the advance e5 is in the air (remember 28...f6?!).

**42.♞e3 ♞a7 43.♞g1 ♟f8 44.♞d4 ♞c7 45.♞c1! ♟b7**

White was threatening 46.b3, which can now be answered by 46...♟c5!. But this gives White time to take over the a-file.

**46.♞a1 ♟c5 47.♞a8+ ♟e7 48.e5! ♟b3+ 49.♞c3 ♟c1**

There is no salvation anymore, as two sample variations demonstrate: 49...♞c5 50.♞a7+ ♟d8 51.♞e4 fxe5 52.♞xg7 exf4 53.f6 +– and 49...fxe5 50.fxe5 ♞c5 51.♞a7+ ♟e8 52.♞f7+ ♟f8 53.e6 ♞xf5 54.♞g6 ♞e5 55.e7+ ♞xe7 56.♞a8+ with mate to follow.

**50.♞g8 ♟e2+ 51.♞d2 ♟xf4 52.♞xg7+ ♟d8 53.exf6 ♞d7**

**53...♟xd5 loses to 54.♞g8+ ♟d7 55.f7.**

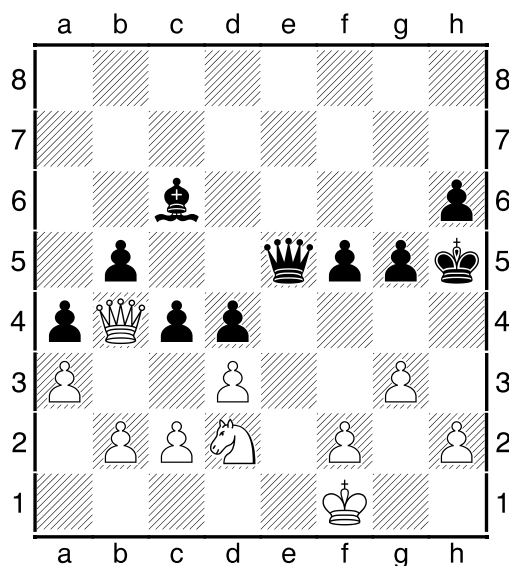
**54.♞xd7+ ♟xd7 55.♞c6+!**

Black resigned. After 55...♟d6 (55...♟xc6? 56.f7) 56.♞xb5 the black pawns are falling.

**1-0**

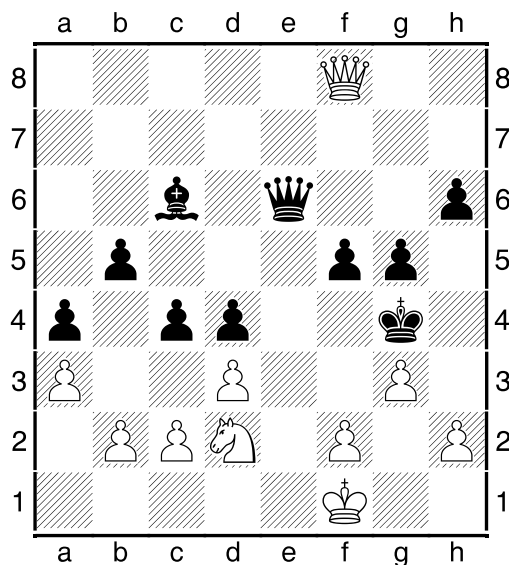


□ Mateu Palau Xavier  
 ■ Dolmatov Sergey  
 Groningen 1978 ●



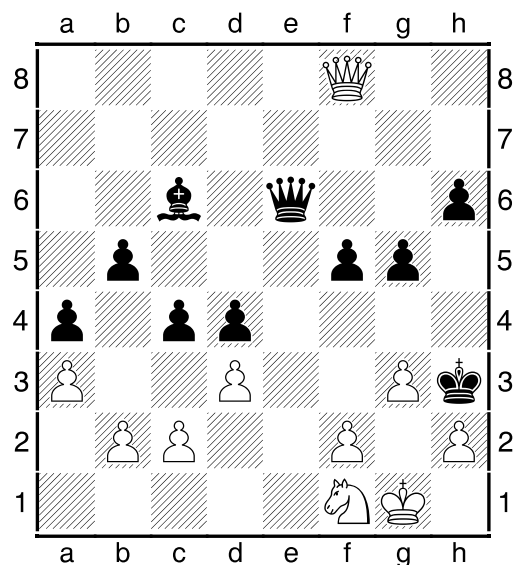
### 39...f4?!

After the text move Black lost his winning chances. No better was 39...c3?! 40.bxc3 dxc3 41.♖b1, but Black could have tried 39...♙d5!? 40.♔e2 (40.dxc4? bxc4 41.♘xc4 d3 →) 40...♙e6+ 41.♔d1 ♕d5 ♞. But Black's best chance lay in 39...♔g4!? when White has two main options at his disposal:  
 a) 40.♙f8? looks like the best defence (40.dxc4? ♔h3! 41.♔g1 ♕g2 42.♘f1 ♙e2 →), but Black is on the right track with 40...♙e6 (D)



White's position is critical, owing to the threat of 41...♔h3 and he can choose among:

a1) 41.♙c5 ♔h3! (41...♙d5 42.f3+ ♔h3? [42...♔h5 43.♙xd5 ♕xd5 44.♔e2 =] 43.♙e7 +→) 42.f3 cxd3 43.cxd3 ♙e3! 44.♙xc6 (44.♙xf5+ ♔xh2) 44...♙xd3+ 45.♔e1 ♙e3+ 46.♔f1 (46.♔d1 d3 47.♙xh6+ ♔g2 →) 46...♔xh2 47.♙xh6+ ♔xg3 48.♙d6+ f4 49.♘e4+ ♔xf3 50.♘xg5+ ♔g3 →.  
 a2) 41.♔g1 ♔h3 (41...c3!? 42.bxc3 dxc3 43.♘f1 f4! 44.gxf4 gxf4 45.♙g7+ ♔h5 [45...♔h3 46.♘e3 b4! 47.axb4 a3 48.♘g2 ♕xg2 49.♙xg2+ ♔h4 →] 46.♙xc3 ♙g6+ →) 42.♘f1 (D)



White has managed to beat off the immediate threats to his king. In order to breathe new life into his attack, in line with the 'two weaknesses principle', Black must undertake decoying activity on the queenside, where the pawn configuration allows him to make a breakthrough: 42...b4! (42...♕g2? is not good: 43.♙g7 b4 44.axb4! [44.dxc4? b3 45.cxb3 ♕xf1 46.♔xf1 d3 →] 44...c3 45.bxc3 a3 46.cxd4 ♕xf1 [46...a2 47.d5!] 47.♔xf1 a2 48.♙a7! [48.d5? ♙a6! 49.♙a1 ♙a4 →] 48...♙d5 49.♔e2 ♔g2 50.♔d2 =) 43.axb4 (43.dxc4 h5! [threatening 44...♙e4 - 43...b3 44.cxb3 ♕g2 is also possible] 44.f3 [44.♙h8 ♙e2!] 44...bxa3 45.bxa3 ♕xf3 →) 43...c3 44.bxc3 a3 45.cxd4 a2 46.d5 ♕xd5 47.♙g7 ♕a8! (threatening 47...♙c6) 48.b5 (48.♘e3 f4) 48...a1♙! 49.♙xa1 ♙d5 →. By coordinating his king with the rest of his army and with the help of the breakthrough on the queenside, Black is able

to win the game.

b) 40.f3+! An unexpected resource, which allows White to save the game: 40...♔h3 (40...♙xf3? 41.♘xf3 ♖xf3 42.♙d2 ♔g4 43.♙d1+ ♔h3 44.♙h5 ♔) 41.♙f8 ♙e6 42.♙g7!.

**40.♙f8! ♙d5 41.♘f3!**

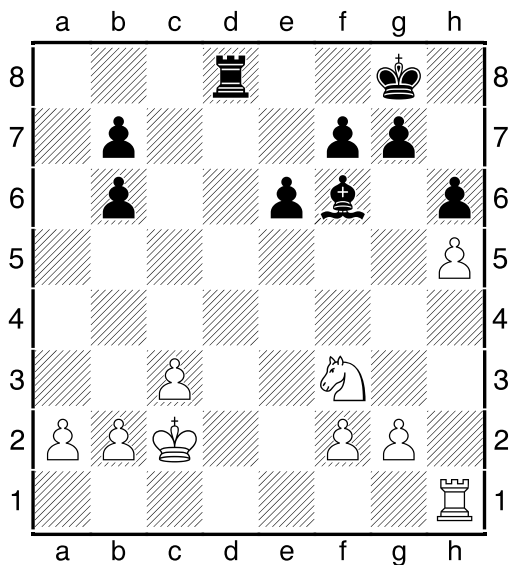
And the game was agreed drawn due to 41...♙xf3 42.♙f7+ ♔g4 43.♙d7+.

½-½

□ Middelburg Tom

■ Van Delft Merijn

Leiden 2003 ●



A sharp ending is on the cards, as the duel between the white knight and the black bishop is very interesting. White has the better pawn structure, while Black has the better minor piece, as there are pawns on both wings of the board.

**22...♖d5**

The active rook compensates for the weak queenside.

**23.♖d1!?**

White keeps the game sharp. The alternative was 23.g4 ♖a5 24.a3 (24.♔b3 ♖b5+ 25.♔c2 ♖a5 =) 24...♖a4! 25.♘h2 ♖f4 26.f3 ♔f8 ∞.

**23...♖xh5 24.♖d7 ♖f5!**

The move missed by White. 24...♖h1?! is less good.

**25.♖xb7**

25.♔d3!? is an interesting alternative, although after 25...g5! (and not the naive 25...♖d5+? 26.♖xd5 exd5 27.♘d4 ♔f8

28.♘f5 ♔e7 29.b4 ♔g5 30.a4 h5 31.♘d6 where White even stands better) 26.♖xb7 (26.♔e2? ♖b5 ♔) 26...b5 we transpose to a line examined below.

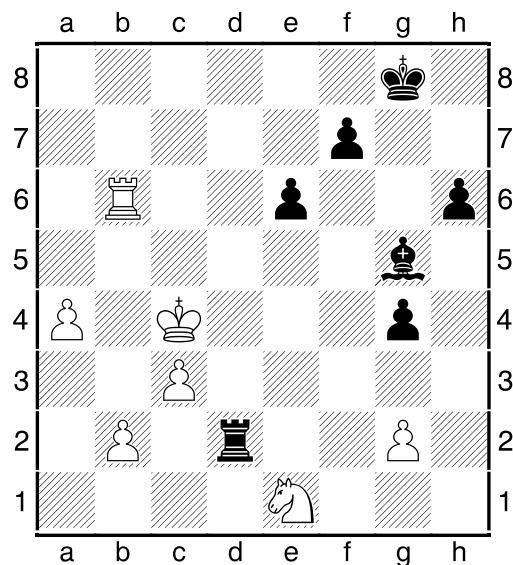
**25...g5 26.♖xb6?**

A mistake. White had to go for 26.♔d3 (as in the previous note) 26...b5 27.♘d2! with about equal chances: 27...♔g7 (27...♖xf2 28.♘e4 ♖f5 29.♘xf6+ ♖xf6 30.♖xb5 ♖f2 31.a4 ♖xg2 32.a5 ♖g1 33.b4 ♖a1 leads to a very complex ending) 28.♘e4 ♖d5+ 29.♔e3 ♔g6.

**26...g4 27.♘e1 ♖xf2+ 28.♔d3 ♔g5!**

Now the black rook and bishop form a powerful team.

**29.a4 ♖d2+ 30.♔c4 (D)**



**30...♔e3?**

Black missed a very good chance, as 30...♖e2! 31.♘d3 ♖xg2 32.a5 ♖g1! was not that difficult: 33.a6 ♖a1, and the g-pawn is quite strong.

**31.♖b5 h5?**

Another consecutive bad move. Black had to go for 31...♖e2 32.♘c2!? (32.♘d3 ♖xg2 33.♖e5 ♔g1 ∞) 32...♔a7 (32...♖xc2 33.♔d3 ♖xg2 34.♔xe3 ∞) 33.♖b7 ♖xg2!, when he was still standing better.

**32.♖xh5?**

Returning the favour. White had to go for 32.♖e5! ♔f4 (32...♔g1 33.b4 ♔f8 34.a5 ♔e7 35.b5 h4 36.b6 ♔d6 37.♖b5 ♖e2 38.♖b1 h3 39.gxh3 gxh3 40.♘f3 h2 41.♘h2 ♔xh2 42.a6 ♖a2 43.♔b5 ♔d7 44.a7 +-) 33.♖xh5 f5 (33...♖xb2 34.♘d3

♖e2 35. ♘xf4 ♖e4+ 36. ♗b5 ♖xf4 37. a5 +-) 34. a5 ♖e2 35. ♘d3 ♙e3 36. g3 ♖g2 37. a6 ♖xg3 38. ♖h6! ±.

**32... ♖xb2 33. ♖e5 ♙d2?**

Again leading to problems. Black had to play 33... ♙f4 34. ♖b5 (34. ♘d3 ♖a2 35. ♗b3 ♙xe5 36. ♗xa2 ♙xc3 37. ♗b3 ♙a5 38. ♗c4 ♙b6 39. ♗b5 ♙a7 =) 34... ♖a2! 35. ♗b3 ♖e2! 36. ♘d3 (36. ♖b4 e5 37. ♘d3 ♖xg2 38. ♘xf4 exf4 39. ♖xf4 ♖g1 40. a5 g3 41. a6 ♖a1 42. ♖a4 ♖xa4 43. ♗xa4 g2 44. a7 g1 ♖ 45. a8 ♖+ ♗g7 =) 36... ♙h6 37. a5 ♖xg2 38. a6 ♙e3 39. ♖a5 ♙a7 40. ♘e5 g3 41. ♘c6 ♙b6 42. ♗c4 f5 43. a7 ♙xa7 44. ♖xa7 ♖f2 45. ♖a1 f4 46. ♘e5 f3 47. ♖g1 g2 48. ♘xf3 ♖xf3 49. ♖xg2+ =.

**34. ♖e2!**

After the exchange of rooks, the a-pawn becomes very strong. And this is quite paradoxical, as it is the white knight that is working on both wings.

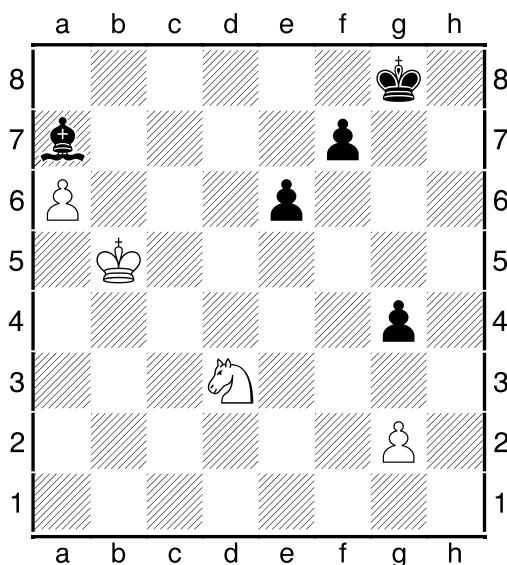
**34... ♙xc3 35. ♖xb2 ♙xb2 36. ♘d3**

36. a5 ♙e5 is not much different.

**36... ♙f6 37. a5 ♙d8 38. a6!**

After the obvious 38. ♗b5? ♙xa5 39. ♗xa5 ♗g7 40. ♗b5 ♗f6 41. ♗c5 ♗f5 42. ♗d4 e5+! 43. ♗e3 (43. ♘xe5 ♗f4 44. ♘c4 ♗g3 45. ♘e3 f5 =) 43... ♗e6 44. ♘f2 f5 a positional draw will appear on the board!

**38... ♙b6 39. ♗b5 ♙a7 (D)**



**40. ♘e5?**

In time-trouble White did not find the correct move. There was an amazing win starting with 40. ♗c6! ♗g7 (40... f5 41. ♗b7

♙d4 42. a7 ♙xa7 43. ♗xa7 ♗g7 44. ♗b6 ♗f6 45. ♗c5 e5 46. ♗d5 +-) 41. ♗d6!! (41. ♗b7 ♙d4 42. a7 ♙xa7 43. ♗xa7 ♗f6 =) 41... ♗f6 42. ♘e5 g3 (42... ♙b8+ 43. ♗c6 ♗xe5 44. ♗b7! +-) 43. ♘c4 ♗g5 (43... ♗f5 44. ♗c6 ♗e4 45. ♗b7 ♙d4 46. ♘b6 +-) 44. ♗e5!! (44. ♗c6? f5 45. ♗b7 ♙c5!! 46. ♘b6 f4 47. a7 f3 48. a8 ♖ fxg2 =) 44... ♙b8+ 45. ♗e4 f5+ 46. ♗f3 and White wins: 46... ♗f6 (46... f4 47. ♘e5 ♙a7 48. ♘c6 ♙f2 49. a7 ♙xa7 50. ♘xa7 ♗f5 51. ♘b5 e5 52. ♘c3 ♗g5 53. ♗e4 ♗f6 54. ♘e2 ♗e6 55. ♘g1 or 46... e5 47. ♘xe5) 47. ♘a5 ♙a7 48. ♘c6 ♙f2 49. a7 ♙xa7 50. ♘xa7 e5 51. ♗xg3 ♗g5 52. ♘b5 ♗f6 (52... f4+ 53. ♗f2! ♗f5 54. ♘d6+ ♗e6 55. ♘e4 ♗d5 56. ♗f3 ♗e6 57. ♗g4 ♗d5 58. ♘f6+ ♗e6 59. ♘h5 +- or 52... ♗h5 53. ♘d6 ♗g5 54. ♘c4 ♗f6 55. ♗h4 +-) 53. ♗h4 ♗g6 (53... e4 54. g3 ♗e5 55. ♗g5 e3 56. ♘c3 ♗d4 57. ♗f4! ♗d3 58. ♗f3 ♗xc3 59. ♗xe3 +-) 54. ♘c3 ♗f6 (54... ♗h6 55. ♘d1 ♗g6 56. ♘f2 e4 57. ♘h3 +-) 55. ♗h5 e4 (55... ♗e6 56. ♗g5 +-) 56. ♘e2 ♗e5 57. ♗g5 +- . Well, I am sure that nobody could find this win over the board!

**40... f5 41. ♘c6 f4 42. ♘e5!**

This forces the draw by one tempo. 42. ♘xa7? was losing: 42... f3 43. gxf3 gxf3 44. ♘c6 f2 45. a7 f1 ♖+ 46. ♗b6 ♖b1+! 47. ♗c7 ♖a2 48. ♗b7 ♖b3+ 49. ♗c7 ♖a4 50. ♗b7 ♖b5+ 51. ♗c7 ♖a6 -+.

**42... f3! 43. ♘xf3**

Another positional draw arises after the alternative 43. gxf3 g3! 44. f4 g2 (44... ♗g7 45. ♗c6 ♗f6 46. ♗b7 g2 47. ♘f3 g1 ♖ 48. ♘xg1 ♙xg1 49. ♗c6 ♗f5 50. ♗d6 =) 45. ♘f3 ♗g7 (45... g1 ♖ 46. ♘xg1 ♙xg1 47. ♗c6 ♗f7 48. ♗d6 =) 46. ♗c6 ♗f6 (46... ♗h6 47. ♗b7 ♙f2 48. a7 ♙xa7 49. ♗xa7 ♗h5 50. ♗b6 ♗g4 51. ♘g1 ♗xf4 52. ♗c5 e5 53. ♗d5 =) 47. ♗d6.

**43... gxf3 44. gxf3**

Now it's an easy draw.

**44... ♗f7 45. ♗c6 ♗f6 46. ♗b7 ♙e3 47. a7 ♙xa7 48. ♗xa7 ♗f5 49. ♗b6 ♗f4 50. ♗c6 e5**

Or 50... ♗xf3 51. ♗d6 =.

**51. ♗d6 ♗xf3 52. ♗xe5**

½-½

### Adding a Third Piece

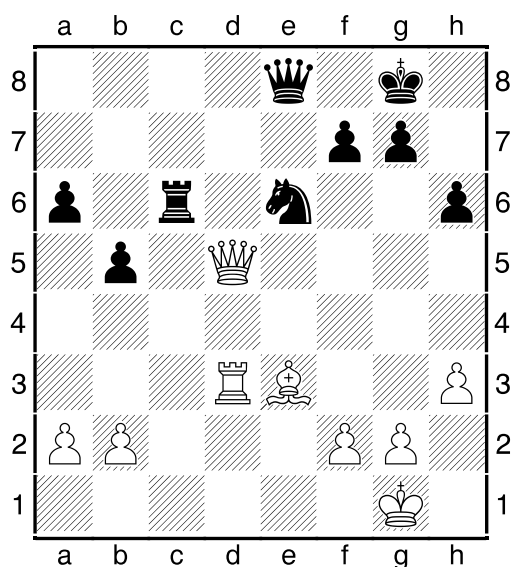
Here we actually have what I call a late middle game, a phase that we could place in-between the middle game and the endgame. Of course, as many pieces exist on the board, it is more of a middle game than an endgame, but still the objective is obvious: to get into favourable endgames!

Good handling of 3:3 pieces and 5:5 or 6:6 pawns can be seen in the next three examples:

□ Ivanchuk Vassily

■ Kramnik Vladimir

Dortmund 2008 ○



White has the smallest possible advantage of a bishop v. knight, which isn't worth much as long as the major pieces are on the board.

**26. ♖d2 ♜c8 27. b3 ♜c3 28. h4 a5**

Black wants to swap pawns on the queenside, but maybe he could wait for his opponent to advance his a-pawn before starting to swap. After the text he is stuck with at least one vulnerable pawn.

**29. ♖d1**

29. ♜xb5? ♜xe3 30. fxe3 ♜c1+ →.

**29... ♜c2!**

White stands clearly better after the queen swap with 29... ♜c6? 30. ♜xc6 ♜xc6 31. ♜d5 ♜c2 32. a4.

**30. ♜xb5 ♜xa2 31. h5**

Fixing the black pawns on the kingside; this might come in handy in the ending. At the same time, White has created a 'Luftventil' for his own king. But, on the other hand, he

weakens his king position, as some perpetual check ideas might come into play.

**31... ♞f8!**

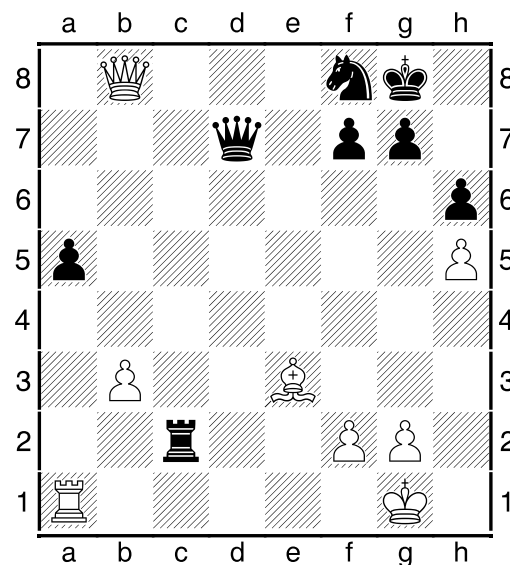
Black withdraws the knight in order to give his queen more elbow room.

**32. ♜d4 ♜c7 33. ♜d1 ♜b2**

Black repeats moves. Possible is 33... ♜c8 34. ♜c1 as in the game.

**34. ♜c1 ♜d7 35. ♜b8 ♜c2! 36. ♜a1 (D)**

Of course, White cannot fall for 36. ♜xc2 ♜d1+ 37. ♜h2 ♜xh5+! 38. ♜g3 ♜g6+ 39. ♜h2 ♜xc2 40. ♜f4 ♜xf2 41. ♜d6 ♜h4+ =.



**36... ♜f5?**

A critical mistake. Black should have centralized his queen with 36... ♜d5! and it seems that his problems would then be over: 37. ♜b6 ♜b2 (37... ♜xh5 38. ♜xa5 (38. ♜xa5 ♜d1+ 39. ♜h2 ♜b2 ∞) 38... ♜xa5 39. ♜xa5 ♞e6 40. b4 ±) 38. ♜xa5 ♜d1+ 39. ♜h2 ♜xb3 =.

**37. ♜d8!**

This extra possibility gives White excellent winning chances. It is essential that White keeps control of the d1-square.

**37... ♜xh5 38. ♜xa5 ♜g4 39. ♜a4**

39. ♜a8 ♜h7! 40. ♜xf8 ♜d1+ 41. ♜h2 ♜h5+ = was not dangerous.

**39... ♜d7 40. ♜d4**

40. ♜a8 ♜h7! is no improvement.

**40... ♜b7 41. b4 ♜b2 42. ♜d2 ♜b1+**

**43. ♜h2 ♜b5 44. ♜d5 ♜e2**

Black could accept the queen swap with 44... ♜xd5 45. ♜xd5 ♞e6 46. b5 ♞c7 47. ♜d8+

♔h7 48.b6! ♖xb6! (48...♘e6 49.♖b8 ±) 49.♙a5 ♗b2! (49...♖c6 50.♖c8 or 49...♗b7 50.♖d7) 50.♙xc7 ♗xf2. Objectively speaking, this ending should be drawn, but it is not a pleasant position to play.

**45.♙e3 ♘g6 46.♗f5 ♗f1 47.♔g3**

The king advances voluntarily in order to nip a possible black attack in the bud.

**47...♖b3 48.♖e4 ♘f8?**

A blunder under pressure. Correct was 48...♗h1 49.b5 (49.♖e8+ ♔h7 50.♗xf7 ♗h4+ is good for Black) 49...♔h7!, but White retains good winning chances after 50.♖d4! (50.b6 h5!) 50...♖b1 (50...h5 51.♖d5 ± or 50...♗c1 51.♖d5±) 51.♔f3! ♖g1 52.♗h3 ♗xh3+ 53.gxh3 ♖b1 54.♖d5 due to his passed pawn, better minor piece and more harmonious cooperation between his pieces. But still there would be a long way to go.

**49.♖f4!**

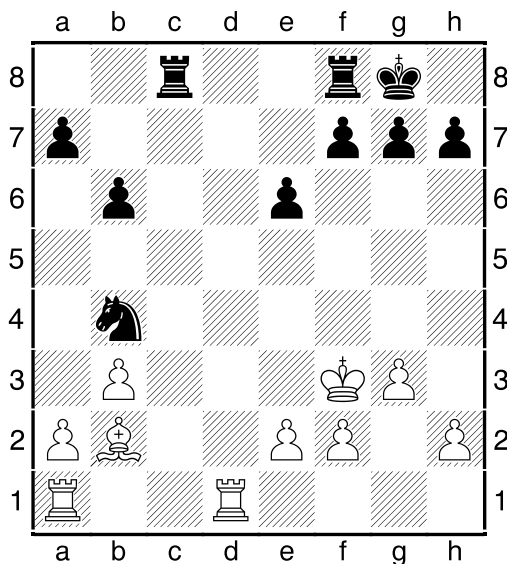
Black resigned as he loses too much material: 49...f6 50.♗d5+.

**1-0**

□ **Grivas Efstratios**

■ **Khetsuriani Besarion**

Athens 2003 ●



White has gladly accepted the exchanges offered by Black, ending up in a pleasant endgame where he has four basic assets on which to build:

1. Better minor piece (bishop v. knight), taking the pawn structure into account.

2. Better-placed king (centralized), in contrast to the enemy monarch, who will have difficulties in occupying a satisfactory position, either active or passive.

3. Possibility of a white rook invading Black's camp.

4. Good prospects of further improving his position, while Black can only sit and wait.

**20...♘d5!?**

An interesting idea. Two other moves were unsatisfactory: 20...♖c2? 21.♙a3! a5 22.♙xb4 axb4 23.♖d4 with material gain, and 20...♖fd8 21.♖ac1! ♘xa2 22.♖xd8+ ♖xd8 23.♖a1 ♘b4 24.♖xa7 ±.

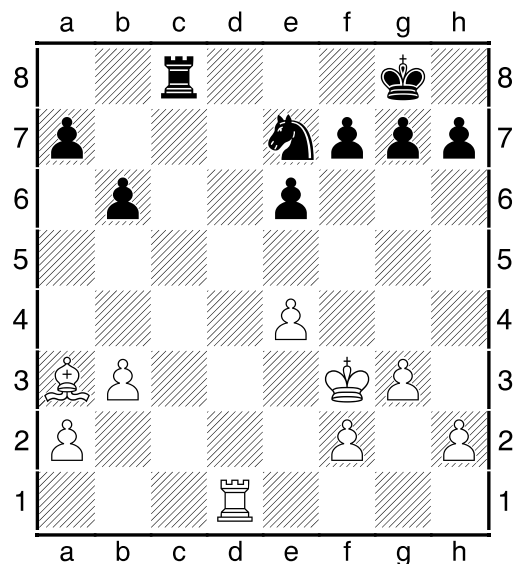
**21.e4 ♘e7 22.♙a3**

22.♖d7 ♘c6 23.♔e3 (23.♖c1?? ♘e5+!) 23...♖fd8 is interesting and similar to the game.

**22...♖fe8 23.♖ac1!**

The exchange of one pair of rooks will enable the white king to breathe more freely and will further highlight the weak points in Black's position, as the remaining black pieces will have to take on greater defensive duties. Naturally, 23.♖d7?! ♘c6! 24.♔e3 ♘e5! would only help Black.

**23...♖xc1 24.♖xc1 ♖c8 25.♖d1! (D)**



The exchange of rooks would now be in Black's favour, as then White would surrender one of his aforementioned advantages, the possibility of invading Black's lines with his rook.

**25...♘c6 26.♔e3 ♖c7 27.e5!**

An apparently illogical move, placing the

pawn on a square of the same colour as the bishop. However, this move essentially prevents the activation of the black king, who now cannot approach the centre unless Black decides to accept further pawn weaknesses. If Black waits passively, then White will continue with f4, g4, ♖d6, ♔e4 and f5, gaining even more space and developing substantial pressure on Black's position.

**27...f5 28.exf6 gxf6 29.♖c1 ♔f7 30.♖c4!**

Now the white rook can swing to either side of the board. Working together with the strong bishop, it will create multiple problems for Black. The black king has improved its placement but Black's pawn structure has deteriorated with the emergence of weak pawns.

**30...e5?!**

Black should have stayed passive, without exposing himself with pointless pawn moves that, although seemingly strong, actually create new targets.

**31.f4!**

With the idea to isolate one more black pawn (apart from h7) on e5 or f6. Black wisely opts for the latter, since if he were left with a pawn on e5, then all pawn endings would be lost, due to the possibility of White creating an outside passed pawn.

**31...exf4+ 32.♔xf4 ♔e6 33.♗b2 ♖c8 34.♗a3 ♖c7 35.♔e4 ♖c8 36.♔e3**

White has played some waiting moves to gain time and now prepares to increase the pressure with ♖h4-h6 and ♗b2. After the black pieces are tied to the protection of the kingside pawns, the white king will invade the queenside. A simple plan, but one that is very difficult for Black to oppose.

**36...♔d5 37.♗b2 ♖e8+ 38.♔d3 ♖e6?**

Black's position was difficult, but with this move he loses material. He should objectively have preferred the passive 38...♖f8 39.♖h4 ♖f7 40.♔e3 ♖e5 41.♖h5 with advantage for White. It should be noted that Black cannot play 38...♖e5+? 39.♗xe5 ♖xe5 (39...fxe5 40.♖c7 e4+ 41.♔e3) 40.♖c7 ♖h5 41.h4 a5 42.♖b7 ♔c6 43.♖f7 ♖h6 44.♔e4, when White's superiority is more than obvious and Black's

chances of survival minimal.

**39.♖h4 a5 40.a3! ♖e5+ 41.♗xe5 fxe5 42.♖xh7 ♖f6 43.♔e3 ♖c6 44.♖d7+!**

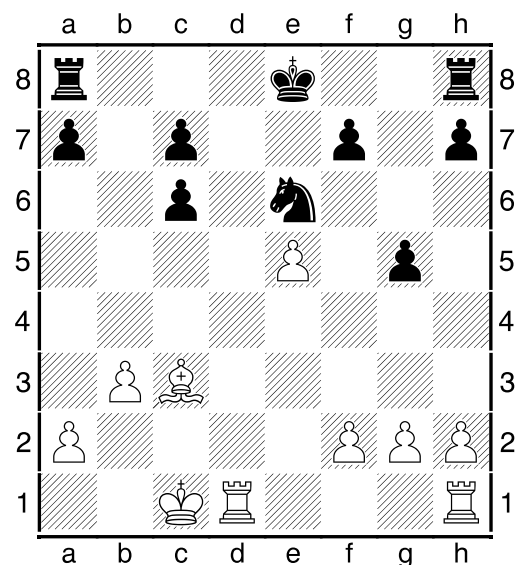
The game is practically over, as White has won material and is able to protect his position.

**44...♔e6 45.♖d3 ♔f5 46.h3 ♖h6 47.g4+ ♔e6 48.♔e4 ♖f6 49.♖f3 1-0**

□ **Kasparov Garry**

■ **Timman Jan**

Wijk aan Zee 2000 ●



Despite the reduced material White still has the better prospects in the endgame, thanks to his better minor piece and pawn structure (black weaknesses on the queenside). White's plan should be the creation of an attack against the weak pawns on the queenside by means of ♖he1-e4-c4/a4.

**20...♔e7**

The alternative was 20...a5 21.a4! (fixing the enemy pawn on the same colour square as his bishop) 21...♔e7 22.♔c2 ♖hb8 23.♗b2 and White stands better.

**21.♖he1! ♖hd8 22.♖xd8!**

Of course! Less material left on board, less protection of the weaknesses.

**22...♖xd8 23.♖e4 ♖d5**

Black could try 23...♖f4 (24.♗d2!? ♖d3+ 25.♔c2 h6 26.f3 ♖d5 27.h4 ±), but after 24.♖a4! White is much better: 24...♖e2+ 25.♔c2 ♖xc3 26.♔xc3.

**24.♔c2**

The immediate 24. ♖a4 deserved attention, but White preferred to keep his pieces in full harmony, as after 24... ♟f4 25. ♖xa7 ♟e2+ 26. ♔b2 ♟xc3 27. ♔xc3 ♔d7 it is not clear if White's advantage is sufficient for a win.

#### 24...c5

An attempt to look for chances in a rook endgame. Unfortunately for Black, not all rook endgames are drawish! 24... ♟f4 was another option and the one that Black (probably) should have gone for: 25. h4 h6 26. g3 ♟d3 27. f4 ±. It must be mentioned that 24...a6 is not helpful either: 25. ♖a4 ♟c5 26. ♖a5 ♟e4 27. ♙b4+ ♔d7 (27...c5 28. f3! ±) 28. f3 ♖xa5 29. ♙xa5 ♟c5 30. ♙d2 h6 31. ♙e3 ♟e6 32. ♔d3 ±.

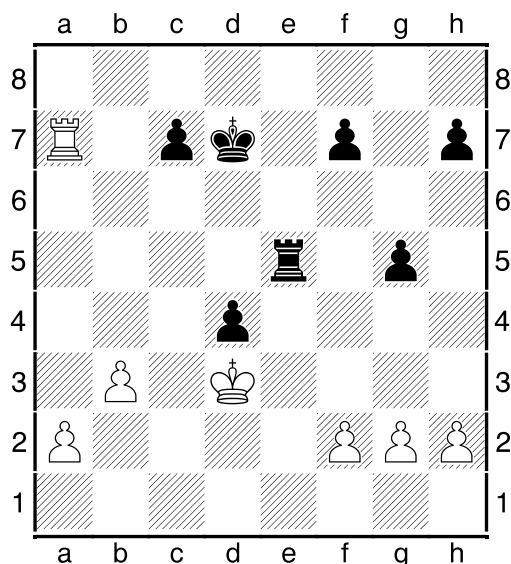
#### 25. ♖a4 ♟d4+

There was no other way for Black to avoid losing material.

#### 26. ♙xd4!

One of the main advantages of having a good bishop v. a bad (or inferior) knight is that (at the right moment) the minor pieces can be exchanged, in order to increase (or obtain) the advantage!

26...cxd4 27. ♖xa7 ♔d7 28. ♔d3 ♖xe5 (D)



#### 29. ♖a4! c5 30.b4!

This is the position White was striving for. He wins a central pawn or obtains two dangerous passed pawns. Both options are highly unpleasant for Black.

#### 30...♔e6

30... ♔c6 31. bxc5 ♖xc5 32. ♖c4! +- is bad, but this was Black's last chance to play

30...c4+!? in order to get some counterplay. White is still on top after 31. ♔xd4 (31. ♔xc4 ♖e2 32. ♖a5!? [32. ♖a7+!? ♔e6 33. ♖a6+ ♔e7 34. ♖a5] 32... ♖xf2 33. ♖xg5 ♖xa2 34. ♔xd4 with good chances for a win) 31... ♖e2 32. ♖a7+ ♔e6 33. ♖a6+ ♔d7 34. ♖f6 ♔e7 35. ♖f5 ♖xa2 36. ♔xc4. Another option for Black was 30... ♖f5 31. f3 g4 32. fxg4 ♖f2 33. bxc5 ♖xg2 34. h3 ♖g3+ (34... ♔c6 35. ♔xd4 ♖d2+ 36. ♔c4 +-) 35. ♔xd4 ♖xh3 36. ♔d5! ♖d3+ 37. ♖d4 ♖a3 38. ♖f4 +- and 30...cxb4 31. ♖xb4 ♖a5 32. a4 ♔e6 33. ♔xd4 +-.

#### 31. ♖a6+ ♔f5

Or 31... ♔d5 32. ♖a5 ♔d6 33. ♖xc5 ♖xc5 34. bxc5+ ♔xc5 35. g4 and White wins.

#### 32.b5

White's pawns are unstoppable.

#### 32... ♖d5

Or 32... ♖e1 33. ♖c6 +-.

#### 33. ♖c6 c4+ 34. ♔xc4 d3 35. ♔xd5! d2 36.g4+!

With the help of this elegant move White stops the d2-pawn and wins the game: 36... ♔xg4 37. ♖c4+ ♔f3 38. ♖d4.

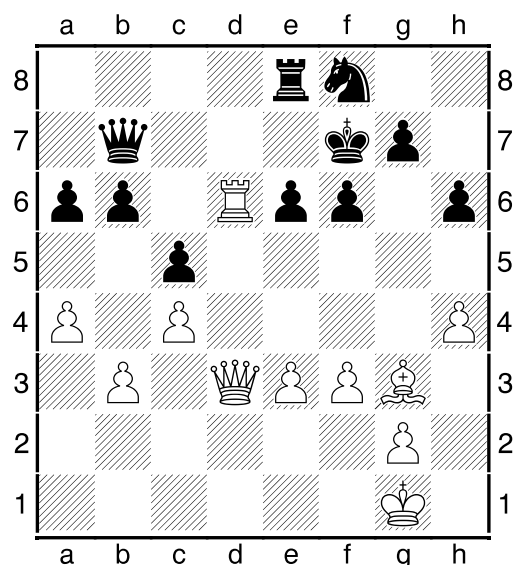
1-0

As known, too many pawns can be a disaster for the bishop. Well, not always, as a lot depends on the placement of these pawns and of the pieces on the board.

□ Miles Anthony

■ Dzindzichashvili Roman

Tilburg 1978 ●



White holds the advantage due to his better minor piece and the possession of the only open file. But the question is if this advantage is sufficient for a win.

**37...♖e7?**

An instructive technical error. Hastening to neutralize White's pressure on the d-file, Black loses sight of another element of the position: the placement of the kingside pawns. 37...h5! was necessary, fixing White's pawn on h4, a square of the same colour as his bishop. Maybe then White's advantage would not be enough for a win.

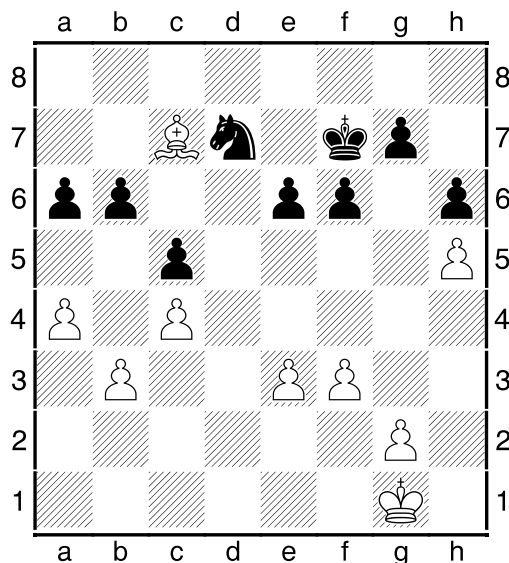
**38.h5!**

White immediately takes advantage of Black's inaccuracy. Of course his h5-pawn can always be traded off by Black with ...g6, but then new pawn weaknesses will be created on the kingside.

**38...♖d7 39.♖xd7+ ♜xd7**

39...♘xd7? loses immediately: 40.♜g6+ ♔f8 41.♙d6+ ♔g8 42.♜e8+ ♔h7 43.♜xe6 +-.

**40.♜xd7+ ♘xd7 41.♙c7! (D)**



The bishop is clearly better than the knight, which is tied to the b6-pawn.

**41...a5?!**

Clearly afraid of the a4-a5 break, but this is an illusion. The alternatives were also unattractive for Black:

a) 41...♙e7 42.♙f2 ♔f7 43.♙g3 ♔e7 44.♙f4 ♔f7 45.g4 ♔e7 46.♙e4 ♔f7 47.f4 ♔e7 48.f5! ♔f7 49.♙d8! ♔e8 (49...a5 50.♙c7 ♔e7 51.♙f4 ♔f7 52.♙d6!)

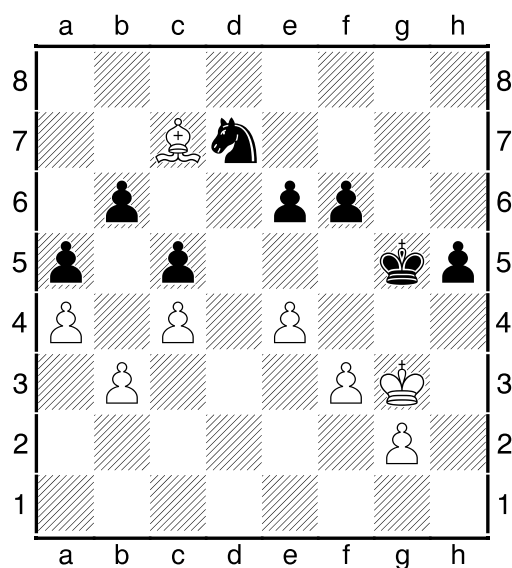
50.fxe6 +-.

b) 41...f5 42.♙f2 ♔f6 43.♙d8+ ♔e5 44.♙g3 (44.♙e7!? a5? 45.♙e1 ♔f6 46.f4+ ♔e4 47.♙xf6 gxf6 48.♙e2 e5 49.g3 exf4 50.gxf4 +-) 44...♙d6 (44...f4+ 45.♙f2 fxe3+ 46.♙xe3 ♔f5 47.g4+ ♔e5 48.♙e7 and mate in two!) 45.♙f4 ♔f6 46.g4 (46.♙xb6?? ♔xh5 #) 46...fxg4 47.fxg4 ♔d7 48.g5 ±.

**42.♙f2 g5**

Perhaps Black should have refrained from the text, but such advice is easier to give than follow, when he is so cramped.

**43.hxg6+ ♔xg6 44.♙g3 ♙g5 45.e4 h5 (D)**



**46.♙h3!**

The hasty 46.f4+? would be wrong, as after 46...♙g6 47.♙d8 f5, fixing the white f-pawn on the same colour square as the white bishop, there would be no winning chances left.

**46...♙h6 47.♙h4 ♔g6 48.♙d8 ♙h6 49.♙g3 ♙g7**

49...♙g5?! 50.e5! is nice.

**50.♙h4 ♙h6 51.♙c7 ♙g6 52.g3**

White refrained from the immediate 52.g4 due to 52...hxg4 53.fxg4 f5. However, after 54.exf5+ exf5 55.g5 he still wins. On the other hand, he can play this advance anytime.

**52...♙h6 53.g4!**

Another typical endgame technique, which the respected author and trainer Mark Dvoretsky called 'enlarging the playing field'. The point is to exchange pawns, with



the goal of clearing the king's path to the opposite wing. This technique is also quite important for our 'twin' subject; 'good knight v. bad bishop'.

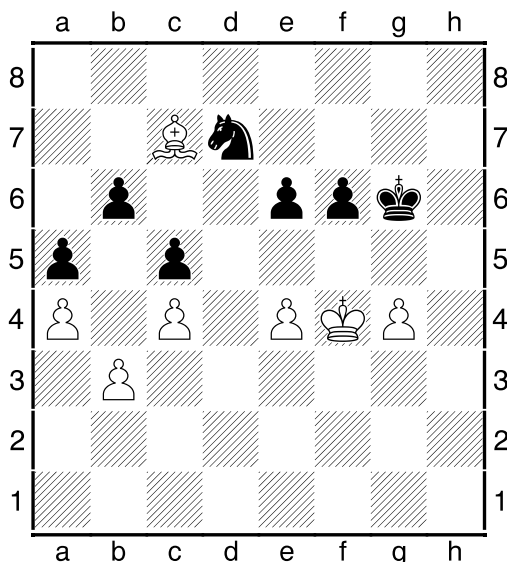
**53...hxg4 54.fxg4! ♔g6 55.♔g3 ♔g5**

Or 55...f5 56.gxf5+ exf5 57.♔f4! +—.

**56.♔f3 ♔h6**

The alternative 56...e5 (56...f5 57.♔d8+ ♔g6 58.gxf5+ exf5 59.♔f4! +—) does not help in view of 57.♔g3 ♔g6 58.♔h4 ♔h6 59.♔d8 ♔g6 60.g5! (60.♔e7 ♔f7) 60...fxg5+ (60...f5 61.exf5+ ♔xf5 62.♔h5! e4 63.g6 e3 [63...♔f6+ 64.♔xf6 ♔xf6 65.♔h6 e3 66.g7 e2 67.g8♔ +—] 64.g7 e2 65.g8♔ e1♔ 66.♔f7+ +—) 61.♔xg5 ♔b8 62.♔d8 ♔d7 63.♔g4 +— and zugzwang!

**57.♔f4 ♔g6 (D)**



**58.e5! fxe5+**

Or 58...f5 59.gxf5+ exf5 60.e6 +—.

**59.♔xe5 ♔f7 60.♔c7 ♔f6 61.g5+ ♔f7 62.♔g4 ♔g6 63.♔d6**

Black resigned. He will have to fall in numerous zugzwangs, since his knight cannot move at all. A typical variation is: 63...e5 64.♔c7 e4 65.♔f4 e3 66.♔xe3 ♔xg5 67.♔e4 +— or 63...♔f7 64.♔h5 ♔g7 65.♔c7 ♔h7 (65...e5 66.♔g4 +—) 66.g6+ ♔g7 67.♔g5 +—.

**1-0**

### The 4 v. 4 Concept

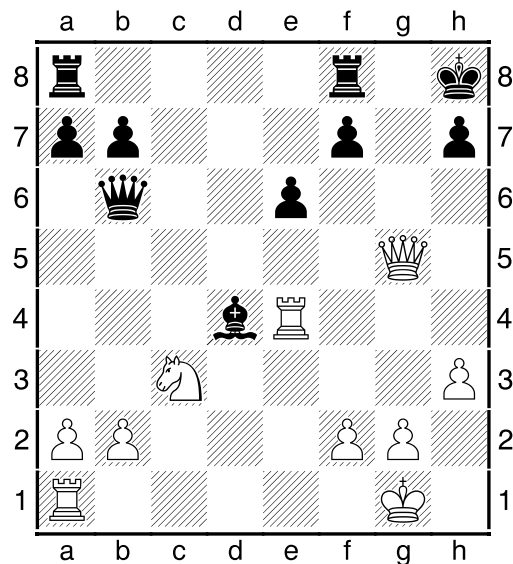
With four pieces for each side we clearly have a middle game on the board, but one that could easily turn into an endgame. The

bishop can prove its strength, taking advantage of the 'correct' pawn structure.

□ **De la Riva Aguado Oscar**

■ **Morozevich Alexander**

Pamplona 1999 ●



Black's position seems to be quite nice, as his bishop is strong and his possibilities for an attack via the g-file are great.

**20...f5!**

Cleverly avoiding the greedy 20...♔xb2 21.♔xd4! ♔xa1+ 22.♔h2 f6 (22...♔g8 23.♔f6+ ♔g7 24.♔g4 ♔ag8 25.♔xg7 ♔xg7 26.♔d8+ =) 23.♔e3 ♔ where White would have sufficient compensation for the sacrificed exchange. Indeed a difficult decision, as human beings are in general quite greedy! So is the other option with 20...♔xf2+ 21.♔h1 ♔d4 22.♔f1 ♔.

**21.♔e2 ♔g8**

Black's position provides too many options to follow, as 21...♔f7 or 21...e5 22.♔d5 ♔e6 are fine alternatives.

**22.♔f4 ♔ad8 23.♔f3 e5!?**

23...♔g5! with ...e5 to follow, is my preference.

**24.♔xf5 ♔df8 25.♔e4 ♔xf2+ 26.♔h1 ♔d4**

While White's gaining control over the e4-square must be rated as a victory, it really is Black who has increased his advantage. Nearly all of his pieces are better placed than their counterparts and his king is safer too!

**27.♔d1 ♔f4 28.♔d3 ♔f6 29.♔c2 ♔h4?!**

Too risky. Black should have gone for 29...♖d8.

**30.♘d5**

30.♘e2! allows White to retain an equal game: 30...♖e4 31.♖f1!.

**30...♖ff8!**

30...♖g3? 31.♘xf4! ♖xd3 32.♘xd3 or 30...♖f7 31.♘c7 would not give much.

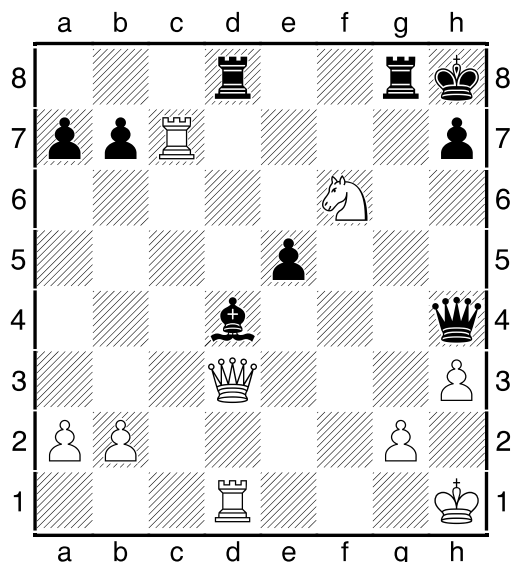
**31.♖c7?!**

Waiting with 31.♘c3 would have been the right policy.

**31...♖d8?!**

Wisely avoiding 31...♖g3? 32.♖xh7+ but 31...♖f2 looks fine: 32.♖g1 b5! (32...♖fxg2?! 33.♖xh7+ ♖xh7 34.♖xh7+ ♘xh7 35.♘f6+ ♙h8 36.♖xg2 ♖f8 37.♘e4 =) 33.b4 ♖gf8.

**32.♘f6? (D)**



A blunder. White should also avoid 32.♘c3? ♘xc3 or 32.♖b3? ♖xg2! 33.♙xg2 ♖g8+ 34.♙h1 ♖e4+ but should have chosen 32.♖f1! ♖xd5 33.♖ff7 ♖e1+ (33...♖g7 34.♖f8+ ♖g8 35.♖ff7) 34.♖f1 e4 35.♖xd4+ ♖xd4 36.♖xe1 ♖d2 37.♖xe4 ♖xb2 (37...♖dxg2 38.♖xh7+! ♙xh7 39.♖h4+ ♙g6 40.♙xg2) 38.♖ee7 ♖gxc2 39.♖xh7+ ♙g8 40.♖xb7 ♖xa2 41.♖xa7 ♖h2+ 42.♙g1 ♖xa7 43.♖xa7 ♖xh3 =.

**32...e4! 33.♖xe4?!**

33.♘xe4 ♘e5 34.♖xh7+ ♖xh7 35.♖xd8 ♖xe4! (35...♖xd8? 36.♖xd8+ ♙g7 37.♖d7+ +-) 36.♖d2 ♙h7 ♖ was not really helpful but nevertheless it was a better try, as Black would still have to work for his

win.

**33...♘xf6 34.♖xd8 ♖xe4**

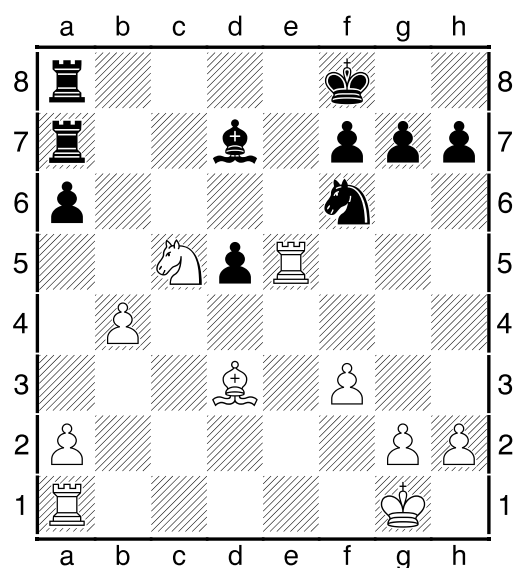
**0-1**

The ex-World Champion Bobby Fischer was an expert in handling the bishop. He has played many beautiful games and his contribution to the 'handling theory' is enormous. But you have to keep in mind that, although he was fond of bishops, he also knew what to do with the knights! The next example is a good proof:

□ **Fischer Robert**

■ **Petrosian Tigran**

Buenos Aires 1971 ○



This is another well-known position from a game of the great Robert Fischer.

**22.♘xd7+!**

'Exchanging' (transforming) advantages is a quite common feature in modern chess games. It is true that White had a powerful knight on c5 and the decision to exchange it for the d7-bishop was not easy at all, but nevertheless it was the correct one, as now White's minor piece is much stronger than Black's. White has a much healthier pawn structure (Black has weak and isolated a- and d-pawns) and the presence of pawns on both flanks nearly always favours the bishop. One should not forget that the black a-pawn will be a permanent target of the white bishop, as Black cannot push it to a5; White's reply then with b5 (if he can not play bxa5 winning a pawn) will give him a

strong passed pawn.

**22... ♖xd7 23. ♖c1**

Adding the occupation of the c-file to his advantages.

**23... ♖d6**

Or 23...d4 24. ♖c4 ♖ad8 25.a3 ±.

**24. ♖c7**

Penetrating to the 7<sup>th</sup> rank is also nearly always correct.

**24... ♘d7**

The alternative was 24... ♘e8 25. ♖b7 ♖c8 26. ♔f2 ♘c7 27. ♔e3 ±.

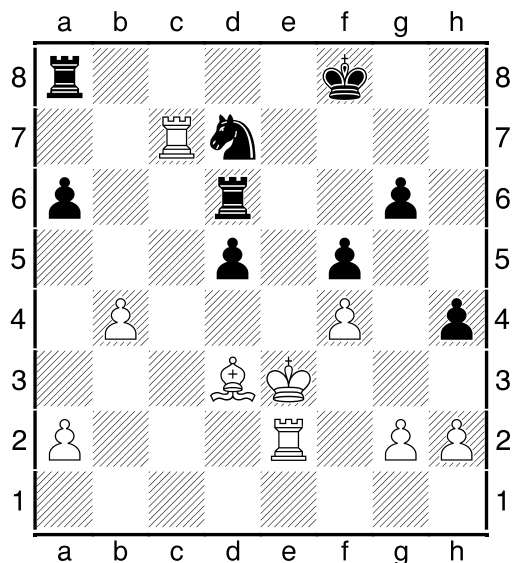
**25. ♖e2 g6 26. ♔f2!**

White needs all his pieces for the final assault! The king is an important piece and we should always think about how to make it work more effectively.

**26...h5 27.f4 h4**

27... ♘b6 28. ♖ee7 ♖f6 29.g3 ± is not an improvement.

**28. ♔f3 f5 29. ♔e3 (D)**



**29...d4+**

What else? If 29... ♘f6 30. ♔d4 ♘e4 31. ♖ec2 and White is in full control over the entire board.

**30. ♔d2 ♘b6**

Or 30... ♘f6 31. ♔c4! ♘e4+ 32. ♔d3 ♖ad8 33.a3 and Black has run out of useful moves. The harmonious coordination of the white forces is extraordinary.

**31. ♖ee7 ♘d5 32. ♖f7+ ♔e8 33. ♖b7 ♘xb4 34. ♔c4**

The text move was enough to force Black to resign, but there was also a mate starting

with 34. ♖h7!.

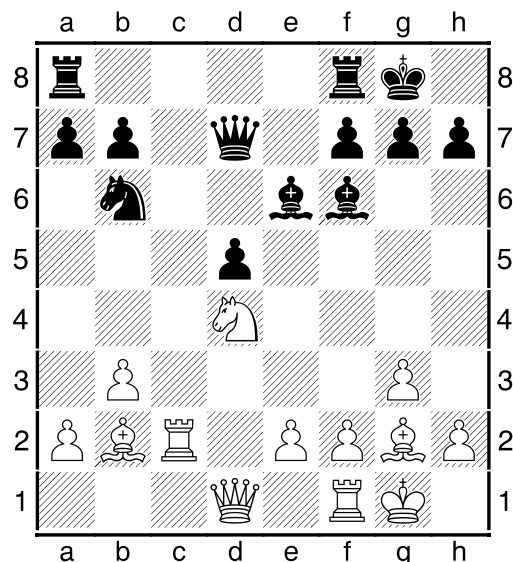
**1-0**

When inspired by games such as the previous one, you can easily play games like the following:

□ **Grivas Efstratios**

■ **Sideris Theodoros**

Athens 2009 ○



White holds the advantage, due to his healthier pawn structure and the somewhat offside b6-knight. But choosing a plan is easier said than done!

**17. ♘xe6!?**

White could also play 17. ♖d2 ♔h3 18. ♔xh3 ♖xh3 19. ♖c7 ♔d8 20. ♖c2 ♔f6 21. ♖fc1 ♖ac8 22.a4, but the desire to play a bishop v. knight ending was too great!

**17...fxe6 18. ♔xf6 ♖xf6**

After 18...gxf6 19.e4 d4 (19...dxe4 20. ♖xd7 ♘xd7 21. ♔xe4 ±) 20.e5! White's position is also preferable.

**19. ♖d4**

Possible was 19.e4 ♖d8 (19...d4 20.e5 ♖f5 21.f4 ±) 20. ♖d4 ±.

**19... ♖e8 20.f4 e5?!**

Based on a miscalculation. But even 20... ♖d6 21.a4! was rather unpleasant.

**21.fxe5 ♖xf1+ 22. ♔xf1 ♖f5 23. ♖c3!**

Best. Now all endings are lost for Black, due to his weak d5-pawn and his offside knight.

**23... ♖e7**

Alternatives were not helpful: 23... ♖xe5 24. ♖xe5 ♖xe5 25. ♖c7 +— or 23... ♖xe5

24. ♖c7 +– or, finally, 23... ♜b1 24. ♖f3 ± ♜xa2? 25. ♜f4 +–.

**24.a4!**

The 'usual' assault on the knight, 'targeting' the d5-pawn!

**24... ♜e4 25. ♜xe4 dxe4 26. ♖e3**

26. ♙h3 ♜xe5 27. ♖c7 was also possible, but winning a central pawn cannot be such a bad move!

**26... ♖xe5 27. ♙g2 ♘d7 28. ♙xe4 ♙f8 29. ♙f2 ♘f6 30. ♙f3**

30. ♙xb7? ♘g4+ would be rather naive for White.

**30... ♖c5 31. ♙e1 b6 32. ♙d2 ♙f7 33. ♖c3!**

Exchanging the rook and transposing to an easily won ending. The game concluded:

**33... ♘d7 34. ♙c6 ♘e5 35. ♙e4 ♖xc3**

**36. ♙xc3 h6 37. ♙b4 ♙e6 38. ♙b5 ♘d7**

**39. ♙c6 ♘c5 40. ♙d5+ ♙e5 41. a5! ♙d4**

41... ♘a6 42. axb6 ♘b4+ 43. ♙b5 ♘xd5 44. b7 +–.

**42. axb6 axb6 43. ♙c4**

43. e4 ♘xb3 44. ♙xb3 ♙xe4 45. ♙xb6 ♙f3

46. ♙d5+ ♙g4 47. ♙e6+ ♙f3 48. g4 +–.

**43... ♘e4 44. ♙d3 ♘d2 45. b4 ♘f1**

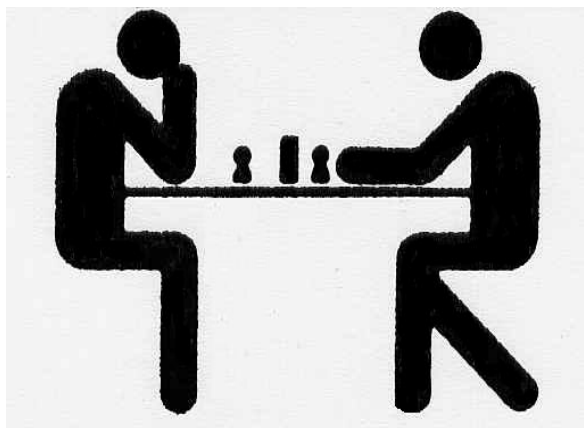
**46. ♙xb6 ♘h2 47. b5 ♘g4 48. ♙c6 ♘e5+**

**49. ♙c7 ♙c5 50. b6**

**1-0**

### Five And More

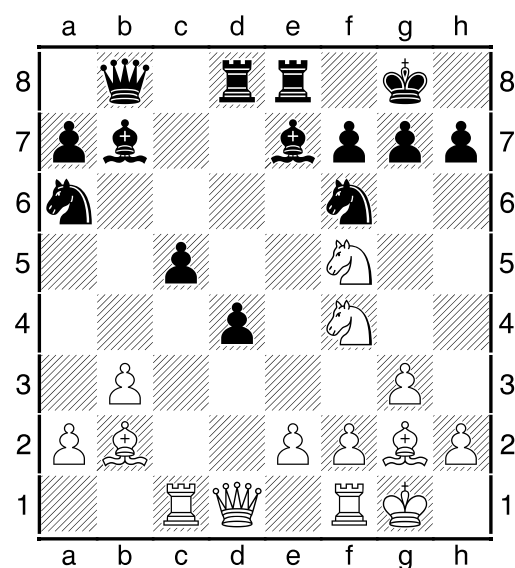
When many pieces and pawns are on the board, it becomes quite difficult to determine the pros and cons of bishops and knights. Good chess players know how to 'create' future 'suitable' positions for their bishops (or knights) and how to drive their opponents straight into unfavourable situations.



### □ Grivas Efstratios

### ■ Melia Salome

Athens 2007 ○



It seems that White stands slightly better due to his healthier pawn structure, but of course Black is also not without chances, due to his active piece play.

**19. ♘xe7+! ♖xe7 20. ♙xb7 ♜xb7**

After 20... ♖xb7 21. e3! dxe3 22. ♜f3! White already has a clear advantage, as his b2-bishop is quite strong, helping to create a lethal attack on the kingside.

**21.e3!**

Now, White's plan (to free his bishop) comes into force.

**21... ♖ed7 22. exd4 cxd4 23. ♖e1**

The exchange of the e- (white) with the c- (black) pawns allowed the bishop to find targets on the long diagonal. White stands slightly better.

**23... ♘b4 24. a3**

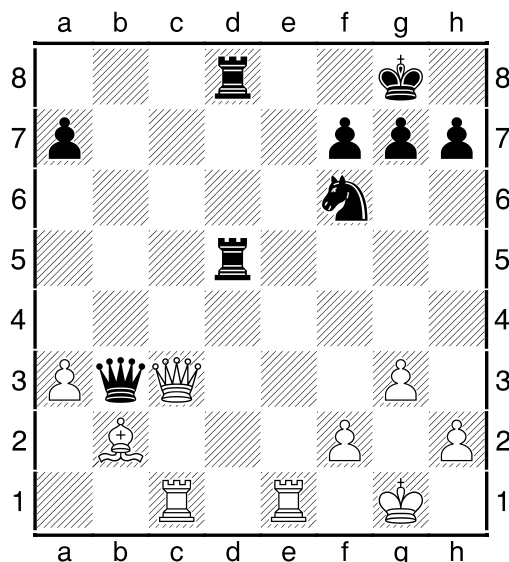
24. ♘d3!? ♘xd3 (24... ♘xa2? 25. ♘c5 +–) 25. ♜xd3 would preserve White's slight but secure advantage (better minor piece and pawn structure).

**24... ♘bd5 25. ♜xd4**

Another pleasant continuation could be 25. ♘xd5 ♖xd5 26. ♜d3 ♘g4! 27. ♜f3! ±, but White decided to go for a well-known slightly better endgame.

**25... ♜xb3 26. ♘xd5 ♖xd5 27. ♜c3 (D)**

White could not get more than a draw after 27. ♜b4?! ♜xb4 28. axb4 a5! 29. bxa5 ♖xa5 30. ♙xf6 gxf6.



**27...xc3?!**

I do not like this exchange. In this kind of position it is important for Black to keep the queens on the board, in order to try to create counterplay. Without the queens White will have a slight, secure and permanent advantage, practically with no danger at all.

**28.♙xc3 ♖c8?**

Black bites the decoy in no time! She had to play the prophylactic 28...h6 ± and suffer! A sample variation could go 29.♙g2 ♙h7 30.♙xf6!? gxf6 31.♖c6 ♙g6 32.♖e7 ♖8d7 33.♖e8 ♖d8 34.♖xd8 ♖xd8 35.♖c7 a5 36.♖c5 a4 37.♖c4 ♖a8 38.♙f3 ±.

**29.♙d4! ♖xc1**

Black loses a pawn anyway: 29...♖a8 30.♙xa7 h6 31.♙c5.

**30.♖xc1 h6 31.♙xa7 ♖a5 32.♙c5**

White has won a pawn and now comes the difficult phase of the game: the technical one!

**32...♘d5 33.♙f1 ♖b5 34.♙d4 ♖b3 35.♖c5 ♘e7 36.♖c3 ♖b1+ 37.♙e2 ♘f5 38.♙c5 g5 39.g4 ♘g7 40.♙d4 ♘e6 41.♖c8+ ♙h7 42.♙c3 ♖b3 43.a4! ♖a3 44.a5 ♘f4+ 45.♙d2 ♘d5 46.♙b2! ♖a2 46...♖xa5 47.♖h8+ ♙g6 48.♖g8+ ♙h7 49.♖g7+ ♙h8 50.♖xg5+ ♙h7 51.♖g7+ ♙h8 52.♖xf7+ was not that difficult for White.**

**47.♙c2 ♖xa5**

Or 47...f6 48.♖c5 ♘b4+ 49.♙c3! (49.♙b3? ♖xb2+ 50.♙xb2 ♘d3+ 51.♙b3

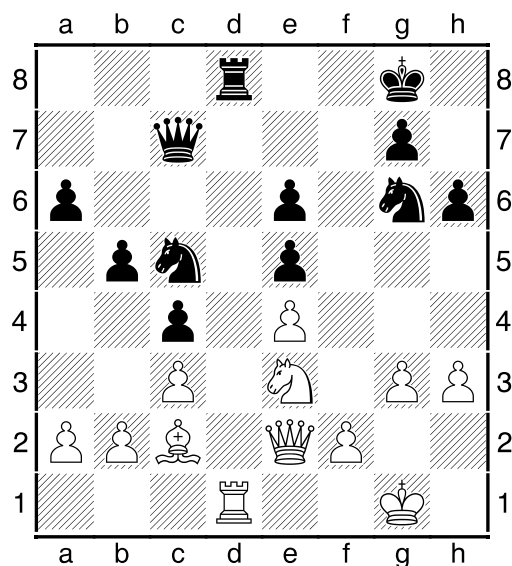
♘xc5+ 52.♙b4 ♘a6+ 53.♙b5 ♘b8 54.♙b6 =) 49...♙g6 50.♙xb4 +-.  
**48.♖h8+ ♙g6 49.♖g8+ ♙h7 50.♖g7+ ♙h8 51.♖xg5+ ♙h7 52.♖g7+ ♙h8 53.♖xf7+ ♙g8 54.♖g7+ ♙f8 55.♖g6**  
 Game over. White's material advantage of two pawns is too great (although some 'minimum' technique is required!).  
**55...♖a4 56.♖d6 ♘e7 57.♖f6+ ♙e8 58.h3 h5 59.f3 hxc4 60.hxc4 ♘d5 61.♖d6 ♘e3+ 62.♙b3 ♖a7 63.♙d4 ♖e7 64.♙c3 ♘g2 65.♖f6 ♖b7 66.♙d3 ♘h4 67.♙e4 ♖b4 68.f4 ♖a4 69.f5 ♘g2 70.g5 ♘e1 71.♖c6 ♖a2 72.g6 ♖e2+ 73.♙d5 1-0**

Much has been written about White's 'Ruy Lopez' bishop and its importance. A characteristic game is the following:

□ **Reshevsky Samuel**

■ **Smyslov Vassily**

Belgrade 1970 ○



White is in full control of the position, although he might not have enough for a win. First, he must improve the placement of his pieces and especially of his bishop, and then he should put pressure on Black's weak doubled central e-pawns.

**26.b4**

I think that 26.b3! was more forceful, as then Black would be forced to play 26...cxb3 27.axb3, transposing to the game.

**26...cxb3?!**

Now the bishop will end up on the a2-g8

diagonal. Black should think seriously about 26...♘b7 27.a4 ♖xd1+ 28.♚xd1 ♘d6 29.♚h5 ± or of 26...♖xd1+ 27.♚xd1 ♘d7 28.a4 ±.

**27.♖xd8+ ♚xd8 28.axb3**

White's advantage will increase, as his plan of b4 and ♙b3 is hard to meet.

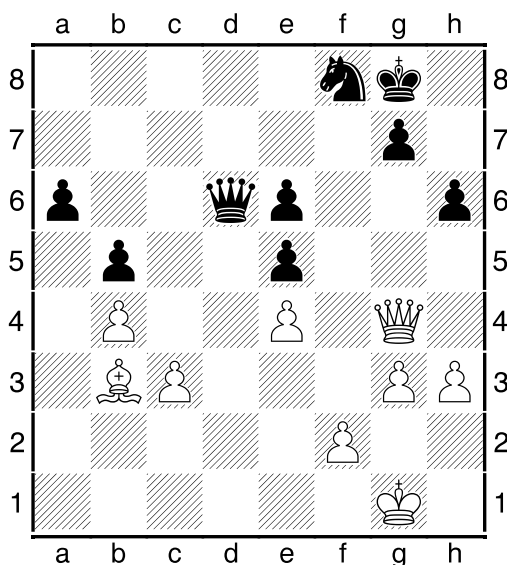
**28...♚d6 29.b4 ♘d7?!**

A passive continuation. As Black is suffering on positional grounds (weak pawn structure), he should try to obtain active piece play, so 29...♘a4 was essential, although after 30.♚g4 ♘f8 31.♙b3! ♚d7 (31...♘xc3 32.♘f5 ♚d7 33.♘xh6+ ♙h7 34.♘f5!) 32.♚h5 ♘xc3 33.♚xe5 White holds the advantage.

**30.♙b3 ♘f6 31.♘g4! ♘xg4?!**

The text makes White's task easier. 31...♘f8 was more tenacious: 32.♘xf6+ (32.♚f3 ♘xg4 33.♚xg4 ♙f7) 32...gxf6 33.♚e3 ♚c7! 34.♚d2 ±.

**32.♚xg4 ♘f8 (D)**



**33.♚f5!**

An excellent move, which drives Black into zugzwang. White's bishop is excellently placed and cooperates in harmony with his queen.

**33...♚c7**

Black decided to immediately give up a pawn, seeking salvation in a queen ending. The alternative was 33...♙h8 34.♚f7! ♙h7 35.♙g2 ♙h8 36.♙d1! ♚xd1 (36...♙h7 37.♙h5 ♙h8 38.♚e8 ♙g8 39.♙f7+ ♙h7 40.♚c8 ♚e7 41.♙e8 ♚d6 42.♚c5! +-)

37.♚xf8+ ♙h7 38.♚c5 ♚h5 39.♚d6 +-.

**34.♙xe6+ ♘xe6 35.♚xe6+ ♙f8 36.♚xa6 ♚xc3 37.♚xb5**

37.♚d6+ ♙f7 38.♙g2 looks even better.

**37...♚e1+ 38.♙g2 ♚xe4+ 39.♙h2 ♙e7 40.♚c5+**

White is a healthy pawn up and, as his king can protect the f2-pawn and help with the advance of the b-pawn, it seems that there is no hope left for Black.

**40...♙e6 41.♚c8+ ♙f7**

Or 41...♙e7 42.♚g4! ♚xg4 43.hxg4 ♙d6 44.g5! +-.

**42.♚d7+ ♙g8 43.b5 ♚c2 44.♚d5+ ♙h7 45.♙g2 e4 46.♚d4 ♙g8 47.b6 ♚b3 48.♚c5 ♚b2 49.♚c6!**

49.♚c8+? ♙h7 50.b7 e3 51.♚f5+ ♙g8.

**49...♙f7 50.h4**

50.♚d7+ ♙f6 51.b7 e3 52.♚d6+ ♙f7 53.♚f4+ ♙g6 54.b8♚.

**50...g6 51.♚c7+ ♙e6**

51...♙f6 52.b7 e3 53.♚f4+ ♙g7 54.b8♚.

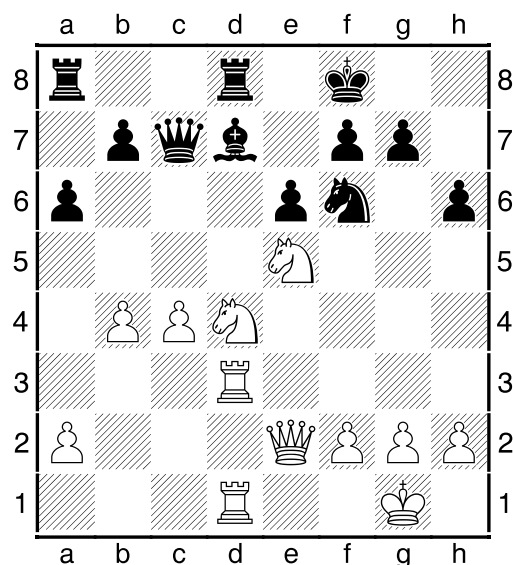
**52.♚h7 ♚f6 53.♚xh6 ♚f3+ 54.♙g1 1-0**

Sometimes you have to detect the possibility of a better endgame at quite an early stage of the game and you have to fight for it, starting with the middle game. The following two examples illustrate precisely this concept.

□ **Leko Peter**

■ **Bologan Viktor**

Dortmund 2003 ●



White has built up an initiative in the centre, but Black's position is quite solid and a good plan would be to exchange some pieces, in order to defuse the pressure.

**24...♙e8!**

But first of all the bishop has to be preserved, as his future can be bright.

**25.h3 ♘d7!?**

Sharpening the game, but maybe 25...♙g8 is alright: 26.♖g3 (26.g4 ♙e7 27.a3 ♘d7) 26...♙b6! ∞.

**26.♘g4!?**

26.♘xd7+ ♖xd7 (26...♙xd7!? 27.c5 ♙a4 ∞) is harmless: 27.c5 ♖ad8 =.

**26...♙xc4! 27.♙d2?!**

White had to opt for 27.♙e4!? h5! (27...e5? 28.♘e3! ♘f6 [28...♙c8 29.♙h7 +−] 29.♘xc4 ♘xe4 30.♘e6+ or 27...♙g8? 28.♘h6+! [28.♖g3 ♙h8 29.♘h6 ♘f6 30.♙h4 ♘h7 ∞] 28...gxh6 29.♖g3+ ♙f8 30.♙f4 f6 31.♖e1 e5 32.♙xh6+ ♙e7 33.♖g7+ ♙f7 34.♘f5+ ♙e6 35.♖xf7 ♙xf7 36.♙g7+ ♙e6 37.♙e7+ ♙d5 38.♙d6 #) 28.♘e3 ♙c7 29.♙h7 (29.♙xe6 ♘f6 30.♙c4 ♙xc4 31.♘xc4 b5) 29...♘f6 30.♙h8+ ♘g8 31.♘ef5 exf5 32.♘xf5 ♙e5! 33.♖xd8 ♖xd8 34.♖xd8 ♙xf5 35.♖xe8+ ♙xe8 36.♙xg8+ ♙e7 37.♙xg7 ♙b1+ 38.♙h2 ♙xb4 =.

**27...♖ac8?!**

Played on general grounds, but now the black d7-knight will be pinned for a substantial part of the game. Better was 27...a5 28.♘h6 (28.♘b3 ♙xb4 29.♙xb4+ axb4 30.♘c5 ♙e7 +− or 28.bxa5 ♘c5 29.♖c3 ♙b4 ∞ or, finally, 28.a3 axb4 29.♘e3 ♙c5 30.axb4 ♙c7 31.♘b3 ∞) 28...♙xb4 29.♙e3 ♙e7 30.♘g4 ∞.

**28.♘b3!**

28.♙f4?! e5! 29.♘xe5 ♘xe5 30.♙xe5 ♖d5 +, as the bishop is ready to make his mark!

**28...♙c7 29.♖c1 ♙b8 30.♖xc8 ♙xc8 31.b5!**

That's what Black probably missed! White plans to penetrate to e7, from where his queen can create many threats.

**31...♙c4**

The alternatives were not helpful:

a) 31...h5? 32.♘e5 f6 33.bxa6 fxe5 (33...bxa6? 34.♖c3 +−) 34.♙b4+ ♙f7 35.axb7 ♙c6 (35...♙c7 36.♙a5 ♙b8 37.♘d2! ±) 36.♖f3+ ♙g8 37.♖c3 +−.

b) 31...axb5? 32.♙b4+ ♙g8 33.♘h6+ ♙h7 (33...♙h8 34.♙h4 +−) 34.♙e4+ g6 35.♙h4 ♙g7 36.♙d4+ f6 37.♘g4 +−.

**32.bxa6 bxa6 33.♖d6?**

A blunder. White could have obtained an advantage with 33.♘e5 ♙c7 (33...♙b5 34.♙a5!) 34.♙b4+ ♙g8 35.♙e7 ♙xe5 36.♙xd8 ♙e1+ 37.♙h2 ♘f6 +.

**33...♙b5 34.♘d4 ♙b1+ 35.♙h2 ♖c8 36.♘b3 ♘c5**

36...h5 37.♖xd7 hxg4 38.♙d6+ ♙g8 39.♖d8 ♙c2 40.hxg4 would be equal.

**37.♘xc5 ♖xc5 38.♖xa6**

The power of the bishop can be seen after 38.♖xe6 ♙b8+! 39.♙d6+ ♙xd6+ 40.♖xd6 ♖a5 41.♖d2 f6 (41...f5 42.♘e3 ♙f7 +) 42.♖b2 ♙d7 43.♘e3 ♙e6 +. Now the material is equal, but Black can create some nasty threats.

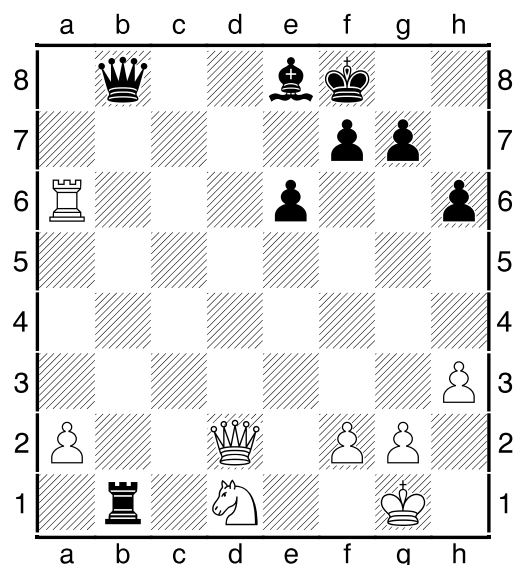
**38...♙b8+ 39.♙g1**

Other options are 39.f4 ♖b5 + and 39.♙d6+ ♙xd6+ 40.♖xd6 ♖c2 41.♙g3 ♖xa2 +. Maybe White should go for the latter, but he will be under pressure for many, many moves.

**39...♖b5 40.♘e3?**

The losing move. White's last chance was to go for 40.♙d6+ ♙xd6 41.♖xd6 ♖b1+ 42.♙h2 ♖b2 +.

**40...♖b1+ 41.♘d1 (D)**



**41...♙e5!**

Just like that! Black threatens 42...♙d5!  
43.♖d6 ♙xd2 44.♖xd2 ♖a4, winning a piece, the poor d1-knight!

**42.♖a3**

42.♖a8 ♙d5 or 42.♖d6 ♖a4 43.♖d8+ ♙e7 –+.

**42...♙g5!**

The only good move: 42...♙d5? 43.♖d3.

**43.♖e3**

White is lost in all cases: 43.♙d4 ♙d5 44.♖d3 ♙xd4 45.♖xd4 e5 46.♖d8 ♙e7 –+ or 43.♙d6+ ♙e7! 44.♙d3 ♖xd1+ 45.♙xd1 ♙xa3 or 43.♙xg5 ♖xd1+ or, finally, 43.♙d3 ♙c1.

**43...♖a4 44.♙h2 ♙f4+**

44...♖xd1 is possible, but not 44...♖xd1? 45.♙b4+.

**45.g3 ♖xd1! 46.♙d8+**

A sign of desperation!

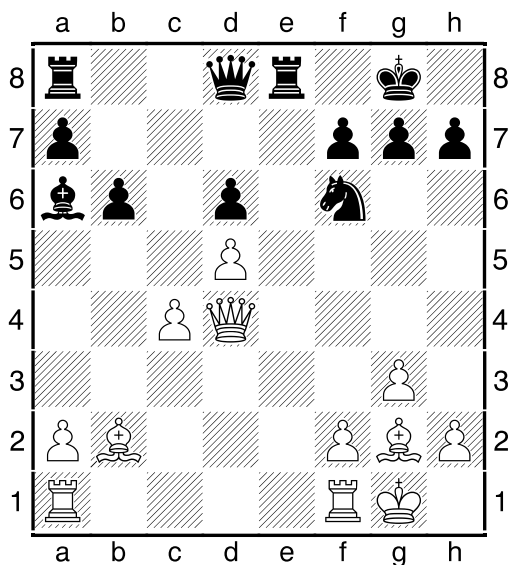
**46...♖xd8**

**0-1**

□ **Lautier Joel**

■ **Sokolov Andrei**

Aix les Bains 2003 ○



White's b2-bishop is clearly a better minor piece than the f6-knight, as it actively controls the long diagonal. One must add to this the spatial advantage and will then understand why White holds the advantage.

**21.a4!**

Black's bishop is quite vulnerable on a6. 21.♖h3? is strongly met by 21...♖e4.

**21...♖c8 22.♖fc1 h6**

Black's counterplay on the c4-pawn is an illusion: 22...♙c7 23.♖h3 (23.♙h4 ♖d7 24.♖h3 ♖cd8 25.♖f5 h6 26.♖a3 ±) 23...♖e4 24.♙d3 ♖ce8 (24...♖xc4 25.♖xc4 ♖xc4 [25...♙xc4? 26.♙xc4 ♖xc4 27.♖xf6 gxf6 28.♖f1 +–) 26.♙d1! or 24...♖xc4? 25.♖xc8 +–) 25.♖d4 ♖4e7 26.a5 ±.

**23.h3**

The reason for the text lies in 23.a5 bxa5 24.c5 dxc5 25.♖xc5 ♖xc5 26.♙xc5 ♖b7 and the recapture on a5 is impossible, due to the weakness of the first rank.

**23...♖e7?!**

23...♙c7, preventing a4-a5 followed by c5, was a must.

**24.a5! bxa5**

What else? 24...♖b7 25.axb6 axb6 26.♙f4 ±.

**25.c5! dxc5 26.♖xc5 ♖xc5 27.♙xc5**

Now the passed d-pawn, supported by two strong bishops (especially the b2-bishop with no counterpart), will decide the game.

**27...♖b7 28.♖d4 ♖b5 29.♙c6!**

A centralized queen is more important than any useless a-pawn, of course. 29.♙xa7 ♖b7 would allow Black to prolong the fight.

**29...♙c8 30.♖xf6!**

When a good bishop is exchanged for a poor knight, a win should not be far away!

**30...♙xc6**

30...gxf6 31.♙xf6 ♖b6 32.d6 is curtains.

**31.dxc6 gxf6 32.♖f1! ♖b6 33.♖xa6**

Black had to resign due to 33...♖xa6 34.♖c1! and the c-pawn promotes.

**1-0**

### *The Usefulness of the 'Bad' Bishop*

Normally, a 'bad bishop' is a serious drawback in one's position; but not always. In fact, possession of the initiative or other assets sometimes can outweigh the presence of a bad bishop; this bishop can sometimes take an active part in an attack.

Moreover, when defending, as GM Mihai Suba once noted, sometimes 'a bad bishop defends good pawns' (although it would be more accurate to say 'important' or 'necessary' pawns), and thus becomes a valuable piece, which the stronger side is forced to exchange in order to break through the defence.



The great deep-thinking researcher and Master Isaac Lipnitsky commented in his book *Questions of Modern Chess Theory* (Kiev 1956): 'It would be wrong to say that a creatively concrete approach to the position lessens the influence of the rules of chess or contradicts them. The whole point is that in any given position, the contradiction of any rules (or generalities) occurs only at the price of the reaffirmation and victory of other (rules)... Chess dogmatism does not occur only when:

1. Established rules are followed without regard for circumstances of the position; it also occurs when:

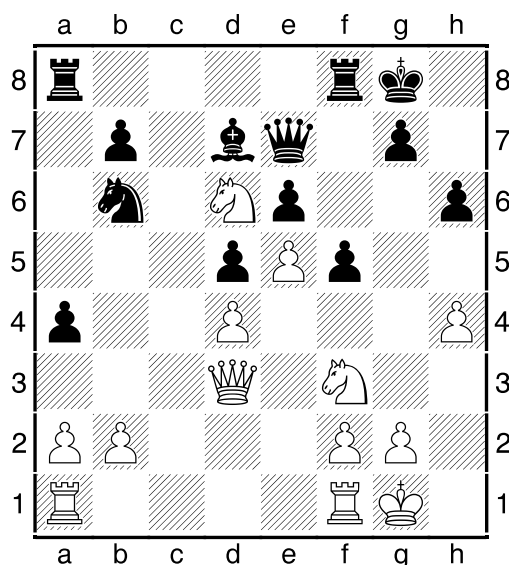
2. The evaluation of a particular position is made primarily on the basis of only the obvious, the already known and established rules and generalizations.'

Keep in mind that the dynamic approach characteristic of modern chess has in effect made general rules and principles 'useless' for the purpose of making decisions in the majority of concrete positions. Of course, a thorough acquaintance with the general principles, techniques and methods, enriches and sharpens our intuition, but still every position is rather unique and it should be examined like that.

□ Sznepik Aleksander

■ Bukal Vladimir

Zagreb 1979 ●



Black seems to be in dire straights. He has not only to exchange the strong white knight

on d6, but also to activate his bad d7-bishop.

**19...♖c4!**

A pawn sacrifice can do the job!

**20.♗xc4?!**

White should not have taken the pawn. 20.♗xb7 ♖fb8 21.♗d6 (21.b3? ♗b5! ♖ or 21.♗c5 ♖xb2 22.a3 ♖ab8 ♖) 21...♗xd6 (21...♖xb2!? 22.♗xc4 dxc4 23.♖xc4 ♖c8 24.♖a6 ♖cc2 ♖) 22.exd6 ♖xd6 23.♖c3 ♖b4 = was better, proving that Black's position is not bad at all!

**20...dxc4 21.♖xc4 ♗c6**

For a mere pawn, Black has solved all his problems and he even holds the initiative, due to his powerful bishop!

**22.♖d3 ♖fd8 23.♖fd1 ♖d7 24.♖e3 ♖ad8 25.g3 ♖f7**

White would be happy to return the pawn after 25...♗xf3? 26.♖xf3 ♖xd4 27.♖xd4 ♖xd4 28.♖d1 =.

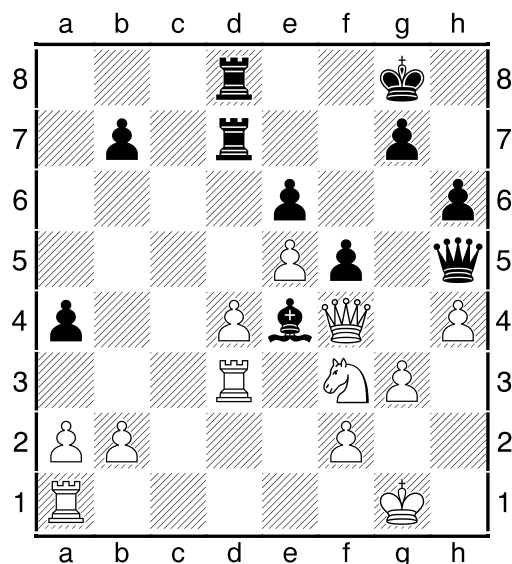
**26.♖d3**

26.♗e1 is also not an option: 26...f4 27.♖xf4 (27.gxf4 ♖g6+ 28.♖g3 ♖e4 ♖) 27...♖xf4 28.gxf4 ♖xd4 ♖.

**26...♖h5 27.♖f4**

Or 27.♖ad1 f4! 28.gxf4 (28.♖xf4? ♖f7 →) 28...♖f7 ♖.

**27...♗e4 (D)**



**28.♖ad1**

White is forced to give up the exchange, as after 28.♖c3 g5 29.hxg5 ♖xd4! 30.♖e1 ♗c6 he can resign. What a future for the formerly bad lightsquared bishop!

**28...♗xd3 29.♖xd3 ♖g4 30.♖c3?!**

30.♔e3 ♕e4 31.b3 axb3 32.♖xb3 ♖c8 ± was a bit 'better'.

30...♕xf4 31.gxf4 ♖d5 32.♔f1 ♖b5 33.♖c2 ♔f7 34.h5 ♔e7 35.♔e2 ♔d7 36.♔d1 ♖a8! 37.♕d2

White was lost anyway: 37.♔d2 a3 38.b3 (38.bxa3 ♖xa3 39.♔e2 ♖ba5 -+) 38... ♖xb3 39.axb3 a2 -+.

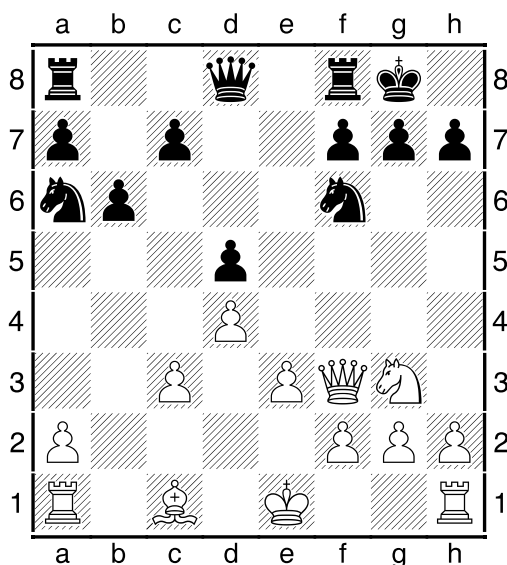
37...♖b4 38.♕f3 a3 39.b3 ♖xb3 40.♕d2 ♖b4 0-1

□ Knaak Rainer

■ Plachetka Jan

E45 Bratislava 1983

1.d4 ♕f6 2.c4 e6 3.♕c3 ♖b4 4.e3 b6 5.♕ge2 ♖a6 6.♕g3 ♖xc3+ 7.bxc3 d5 8.♕f3 0-0 9.cxd5 exd5 10.♖xa6 ♕xa6 (D)



White's bishop does not look like the 'best piece' in this particular position, as his central pawns are placed on his bishop's colour. So, it is important for White to 'liberate' the piece by opening up the centre.

11.♕e2!

Freeing his f-pawn by gain of tempo.

11...♕b8

The other option is 11...♕c8 12.0-0 c5 13.f3! ±.

12.0-0 c5 13.f3!

Beginning a central pawn-roller, made possible by ...♖a6.

13...♕c6 14.♖b2

White's 'bad' bishop proves to be a good protector of his central pawns.

14...♕d7

After 14...c4 15.e4 White's b2-bishop will

return to the c1-h6 diagonal with powerful threats.

15.e4! cxd4 16.cxd4 ♕e6

The white d-pawn is protected by a small combination: 16...dxe4? 17.fxe4 ♕xd4 18.♕f2! ♕e6 19.♖xf6 gxf6 20.♕f5 ♔h8 21.♕b2 ♕g7 22.♕xf6 ♖g8 23.♕d6 +-.

17.e5

White makes his bishop even 'worse', a quite irrelevant consideration!

17...♕d7 18.♕h5

It is too early for 18.f4?! f5!.

18...♖fd8 19.♖ad1 ♕f8 20.f4!

After some preparations White's kingside pawns are operating.

20...f5

What else? If White is allowed to play 21.f5, his attack would be lethal.

21.g4! ♕g6

Or 21...fxg4 22.f5 ♕h6 23.♕xg4 +-.

22.gxf5 ♕xf5 23.♖c1!

A 'bad' bishop that protects 'good' pawns (d4, f4)!

23...♖f8 24.♕g3 ♕h3 25.f5

White's position is already won, as his pawn mass is unstoppable.

25...♕h4 26.♖d3 ♖ae8 27.♖b2! ♕b4

28.♖b3 ♕xa2 29.♖a3 ♖c8

Or 29...♕b4 30.♕h5 +-.

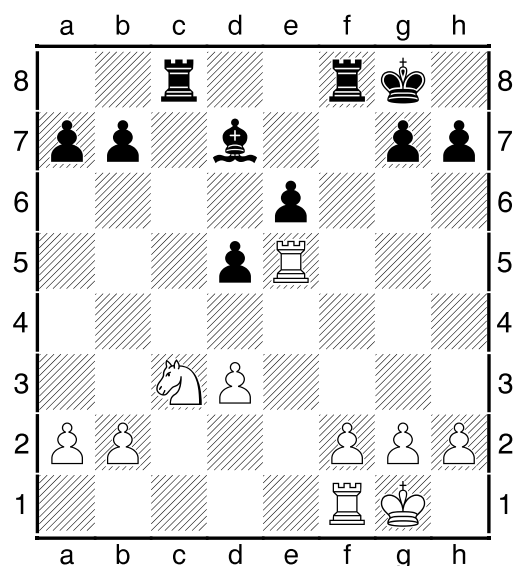
30.♖xa2 ♕xf5 31.♖a3 ♕h4 32.♕f5

1-0

□ Kimelfeld Rudolf

■ Dvoretsky Mark

Moscow 1972 •



Black's bishop is bad and if White manages to get his knight to the d4-square (with a pawn on f4 too), Black's position would become strategically critical. On the other hand, his bad bishop is protecting an important pawn, which keeps his centre intact, and the point is that White can never realize his intentions! Actually Black is threatening ...d4 (or ...b5-b4), penetrating into White's camp through c2!

### 19.f4

White could think about:

a) 19.d4 ♖c4 (19...b5 ♞) 20.♖d1 b5 21.♖d2 b4 22.♘e2 ♖fc8 23.♙f1 ♖c2 24.♙e1 ♙f7 25.♘f4 (25.♙d1 ♙a4! 26.♖xc2 [26.b3? ♖xa2! →] 26...♙xc2+ 27.♙e1 ♙f5 ♞) 25...♖c1+ 26.♖d1 ♖8c4 27.♘e2 ♖1c2 ♞.

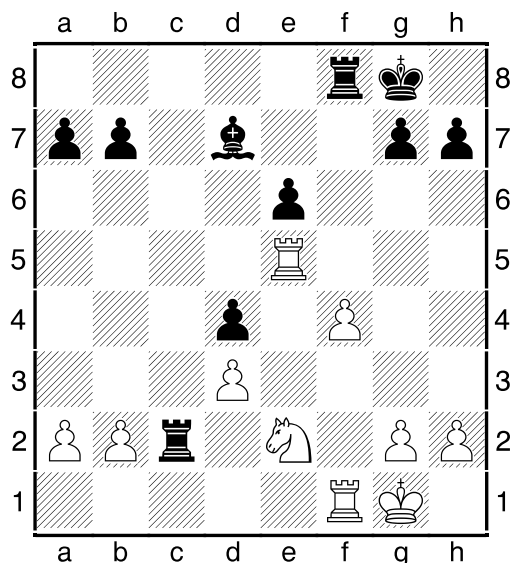
b) 19.♖e2 b5 20.a3 (20.♖fe1 b4 21.♘d1 ♖c1 22.f3 ♖fc8 ♞) 20...a5 21.f4 b4 22.axb4 axb4 23.♘a2 b3 24.♘b4 ♖a8 ♞.

These variations prove the viability of Black's position (and of the bad bishop too!).

### 19...d4! 20.♘e2

Endings arising after 20.♘b5 ♖c2 (20...♙xb5!? 21.♖xb5 b6 22.♖b4 ♖c2 23.a3 ♖d2 ♞) 21.♘d4 ♖xb2 22.♘xe6 (22.♖a5!? ♖b4 23.♘c2 ♖a4 24.♖xa4 ♙xa4 25.♘d4 ♖d8 26.♘xe6 ♖xd3 27.♘c5 ♖a3 ♞) 22...♙xe6 23.♖xe6 ♖xa2 are difficult to defend, as the two black passed pawns on the queenside are always more dangerous than the white d-pawn.

### 20...♖c2 (D)



### 21.f5?!

White had to go for the line mentioned above, starting with 21.♘d4.

### 21...exf5 22.♘xd4 ♖xb2 23.♖c1

Black holds a pleasant advantage after 23.♖e7 ♖f7 24.♘xf5 ♙xf5 (24...♙f8 25.♖xf7+ ♙xf7 ♞) 25.♖e8+ ♖f8 26.♖xf8+ ♙xf8 27.♖xf5+ ♙e7 ♞.

### 23...g6! 24.♖c7

24.♖d5 ♖f7 25.♖c7 ♙e8 ♞.

### 24...♖e8! 25.♘f3

I think that White should seek salvation in 25.♖xe8+ ♙xe8 26.♘e6 ♙c6 27.♖g7+ ♙h8 28.♖c7 h5 29.♘f4 ♙g8 30.g3 ♞.

### 25...♖xe5 26.♘xe5 ♙e6 ♞

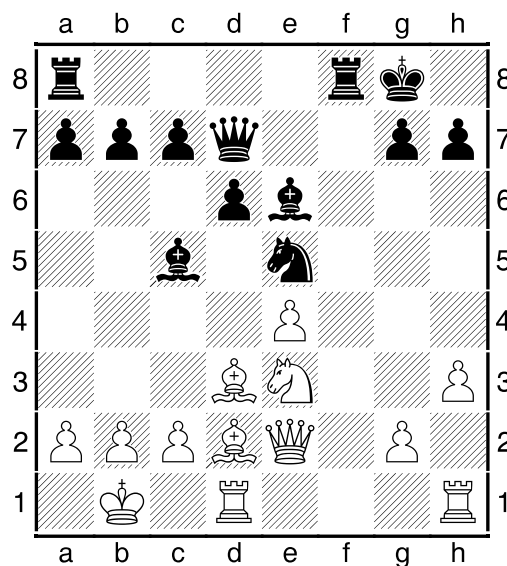
The rest of the moves are unavailable. Black holds a clear advantage and has every reason to be happy with his formerly bad bishop!

0-1

□ Goetsche Frank

■ Grivas Efstratios

Dortmund 1991 ●



### 17...♘xd3!

A seemingly irrational exchange of the excellently placed e5-knight for the restricted d3-bishop. Black simplifies the position by exchanging pieces, obtains the advantage of the bishop pair and prepares to launch an attack (by ...♖a4 and ...♙d4) in case of the inferior 18.cxd3. Thus the e4-pawn is further weakened.

18.♖xd3 ♖ae8 19.♖hf1 ♖xf1 20.♖xf1 ♖a4! 21.b3 ♖d4!

Offering another exchange. White must play with great care so as not to lose material.

**22. ♖c1 ♗f7!**

More black pieces will contribute to the pressure on e4 (rook on e8, bishop on g6).

**23. ♖f4 ♗g6 24. ♘f5 ♗xf5! 25. ♙xd4 ♗xd4 26. exf5 ♗f6**

With his last few moves Black exchanged two clear strategic advantages (bishop pair, isolated e-pawn) for a more decisive one, the possession of the open e-file, through which he will invade the enemy lines. The limited material complicates White's defensive task, as he cannot control all possible entry points (e2, e1). The position can be considered won for Black.

Such instances of transformation of advantages are quite common in modern chess. Knowledge of all strategic elements and their correct application in practice allow for several such operations. Naturally, experience also has its say!

**27. ♖f1 ♖e2 28. g3**

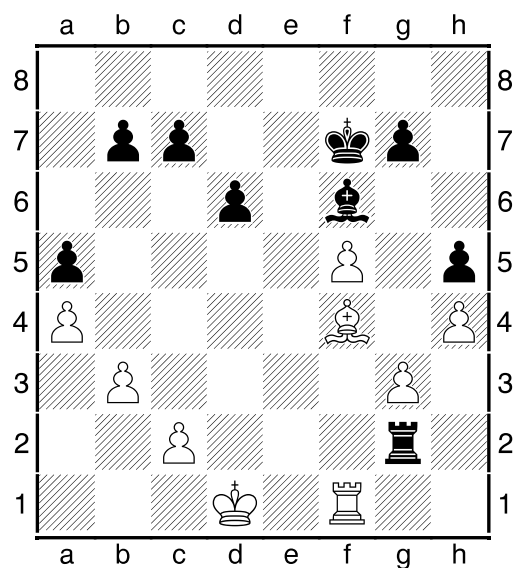
No salvation was offered by 28. g4 ♖h2 29. g5 ♗e5 30. f6 gxf6 31. gxf6 ♗f7 32. ♖f3 ♖h1!

**28... ♖h2 29. h4 ♖g2 30. ♗f4 h5!**

Immobilizing the white kingside pawns. The activation of the black king will prove

decisive.

**31. a4 a5 32. ♖c1 ♗f7 33. ♖d1 (D)**



**33... ♗e5!**

The last detail. White will either lose material or allow Black a passed e-pawn, a much more active king and possession of the 2<sup>nd</sup> rank; these are obvious advantages that suffice for victory.

**34. ♗xe5 dxe5 35. ♖f3 b6**

White resigned in view of 36. ♖c3 c5 37. ♖d3 ♗f6 38. ♖d6+ ♗xf5 39. ♖xb6 ♖xg3 40. ♖b5 g5! 41. hxg5 h4.

**0-1**

# Imbalances - Good Knight v. Bad Bishop

## Concept Description

Just like the previous strategic element examined (bishop v. knight), the concept of good knight v. bad bishop imbalance, is based upon the two sides' pawn structures.

The presence of central pawns (especially when they are placed on the squares of the same colour as the bishop) generally favours the knight, as it decreases the scope of the bishop.

When, moreover, the pawn structure is relatively fixed and strong (or weak) squares exist, the superiority of the knight increases further, since the knight is a more efficient piece in the fight for occupation of outposts.

The knight is a very flexible piece that can move to any square of the board, but the control it exerts is restricted to only a few squares at a time.

Consequently, a closed centre or the presence of pawns on only one side of the board significantly favour the knight and make it preferable to the bishop, as the latter does have a great radius of action but is confined to only half the squares of the chessboard.

In view of the above, we may define the superiority of the knight over the bishop as a consequence of the pawn structure and especially when the centre is closed, when there is a fixed structure (on squares of the colour on which the bishop moves) or when there are pawns only on one wing.

Although the knight's superiority usually becomes evident in the endgame, there are many examples that display this superiority in the middle game as well (always under the conditions mentioned above).

The secret to determining which of the minor pieces is superior is the overall examination of the pawn structure.

## Endgame Strategy

The theme of a good knight v. a bad bishop in the endgame occurs quite frequently and is one of the more interesting elements of modern chess; one of the most important imbalances.

Once again, the main reference point is the pawn structure and the knight's superiority becomes evident in the following cases:

1. All the pawns on one flank: the knight does not have to move all over the board and at the same time the superiority of the bishop is nullified.

2. Pawns on squares of the same colour as that on which the bishop moves: the bishop loses its mobility, being restricted by its own pawns.

3. A weak colour complex: because the bishop can control only half of the squares on the board, the remaining half are accessible to the opponent's king.

4. A weak pawn structure: the knight can move to any square on the board, but the bishop can only control half of them. Thus if the king and knight can combine in an attack against a pawn placed on a square of opposite colour to that of the bishop, they can force its capture.

5. A blocked pawn structure or centre: this favours the knight as the bishop lacks mobility.

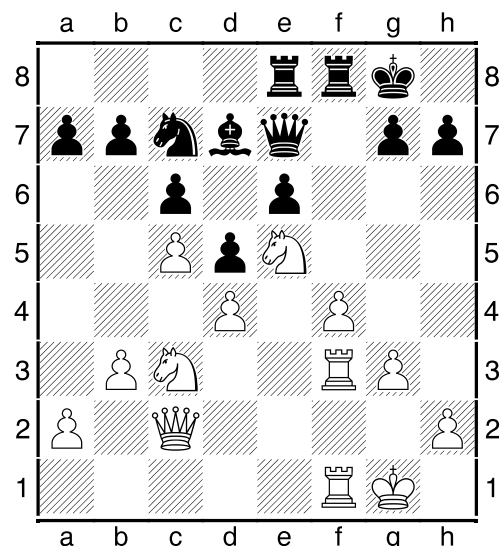
## Domination

Starting our tour regarding the middle game, we should focus on examples where the knight dominates the position:

□ Schlechter Carl

■ John Walter

Barmen 1905 ○



White's knight on e5 looks like a monster compared to the poor d7-bishop. Actually, if we wanted to compare the power of those two pieces in numerical values, we would easily assign four pawns to the knight and two to the bishop. In a way, White has won material with just the presence of his powerful knight! Other important advantages on White's side that we shouldn't ignore are his spatial plus and his better pawn structure.

**24.g4 ♖c8 25. ♖h3**

White forces ...g7-g6 and thus a further weakening of the dark squares around the king (f6 and h6).

**25...g6 26.b4!**

This procedure on the queenside looks unexpected and surprising. But it is the correct approach, as White's space advantage allows him to seek the initiative over the whole board. In this game, White prepares to break through on both wings and finally carries out his attack on the flank which seems most profitable to him in reaction to Black's defensive measures.

**26... ♖f6 27. ♖hf3 ♖e7 28.a4 a6 29. ♖d1**

White wants to play g4-g5 to strengthen his already strong outposts on f6 and h6. In preparation, the knight is brought to e3. From there it can get to the aforementioned squares at once via g4. The immediate 29.g5 would be met by 29... ♖f5.

**29... ♖g7 30. ♖e3 ♖e7 31.g5 ♖d7 32. ♖3g4 ♖e8 33. ♖h6+ ♖h8 34. ♖e2**

The e5-square will be monopolized by White - his ♖e5 wants to get to f6 via g4.

**34... ♖d8 35. ♖eg4 ♖d7 36. ♖e5 ♖e8 37. ♖h3 ♖c7**

After 37... ♖e7 the simplest is 38. ♖b8: 38... e5 39. ♖xe5 ♖xg4 40. ♖xg4 ♖d7 41.f5! gxf5 42. ♖hf3 +.

**38. ♖f6!**

White's strategy has reached its apogee. Now the white pieces are occupying all the weak dark squares in Black's camp.

**38... ♖xe5**

Black cannot avoid the exchange of queens. After 38... ♖d8, 39. ♖xh7! wins: 39... ♖xh7 (39... ♖e7 40. ♖xf8 ♖xf8 41.f5! exf5 [41... gxf5 42.g6 ♖f6 43. ♖f7+ ♖g8 44. ♖h8 #]

42. ♖xf5+ ♖g8 43. ♖h6+) 40. ♖f7+ +.

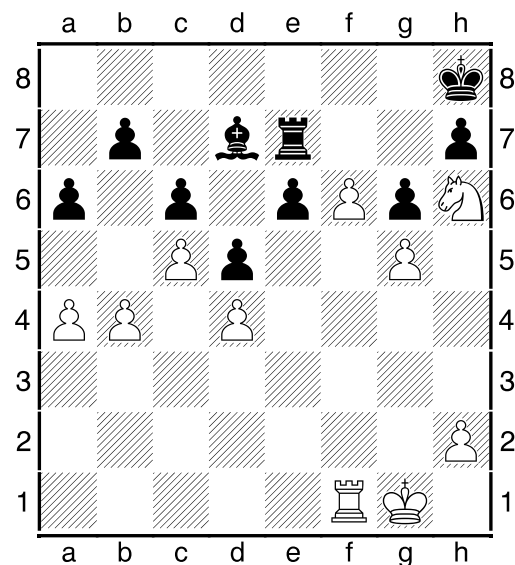
**39.fxg5 ♖e7 40. ♖hf3**

Black must now exchange on f6, since otherwise White himself will exchange and force mate by ♖f8+ and then ♖g8.

**40... ♖xf6**

Or 40... ♖c8 41. ♖xe8 ♖xf3 (41... ♖fxe8 42. ♖f8+ ♖g7 43. ♖1f7+ ♖xf7 44. ♖xe8 ♖f8 45. ♖e7+ ♖h8 46. ♖f7+ ♖g8 47. ♖d6 +) 42. ♖xf3 ♖xe8 43. ♖f7 ♖d8 44. ♖c7 ♖f8 45. ♖g4 ♖d8 46. ♖f6 +.

**41. ♖xf6 ♖xf6 42.exf6 (D)**



And White has now won back the e5-square, where first the knight and, towards the end of the endgame, the king itself can settle. Actually, in this game White proved that chess is a game of exchanges, as he was constantly improving his position just by exchanging pieces!

**42... ♖e8 43. ♖f7+ ♖g8 44. ♖e5 ♖d8 45. ♖g2**

Before the decisive breakthrough White first brings up his king as close as he can, to be sure of winning the endgame. This procedure is a typical way of exploiting a space advantage in games that cannot be decided by a middle game attack.

**45... ♖f8 46.h4 ♖e8**

Black brings his bishop to the kingside to defend against a breakthrough by h4-h5. In view of this, White makes use of the preparations he had made in the middle game for a decisive breakthrough on the queenside.

47.♔f3 ♕f7 48.♔f4 ♔e8 49.♖b1 ♔f8  
50.b5

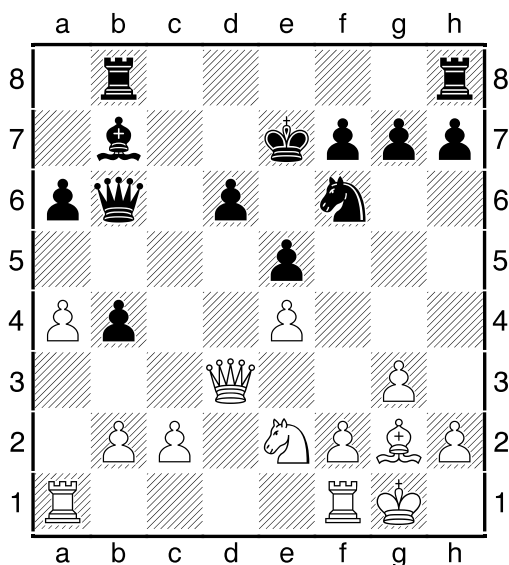
Here Black recognized the hopeless situation he was in and resigned. Things might have concluded as follows, with the white king penetrating via e5, as had so many other pieces beforehand: 50...axb5 51.axb5 ♕e8 52.bxc6 ♕xc6 53.♖xc6 bxc6 54.♔e5 +-.  
1-0

Robert James Fischer was not just an excellent handler of the bishops; he knew exactly what to do with the knights too!:

□ Matulovic Milan

■ Fischer Robert

Vinkovci 1968 •



Black's position is very comfortable, due to his better placed minor pieces and his potential pressure along the c-file.

17...a5!

Securing the b4-pawn and intending to switch his bishop to another diagonal.

18.♖fd1 ♕a6 19.♗d2 ♖hc8 20.h3! h5!

Avoiding traps like 20...♗c6? 21.♘d4! ∞ or 20...♖c4?! 21.g4! ♘xe4?! 22.♕xe4 ♖xe4 23.♘g3 ∞.

21.b3?!

White decided to stop ...♖c4 once and for all, but he thereby created a new weakness on c3, which was immediately exploited by Black. 21.♖ac1 was a must.

21...♕xe2!

Fine judgment - Black trades his powerful

bishop for the poor knight, that has nowhere to go, in the belief that the grass down the c-file is greener and the knight will prove itself to be a better piece than the lightsquared bishop.

22.♗xe2 ♖c3!

Also gaining an important tempo, as the g3-pawn is hanging.

23.♖d3 ♖bc8 24.♖xc3 ♖xc3 25.♔h2 ♗c5! 26.♖a2

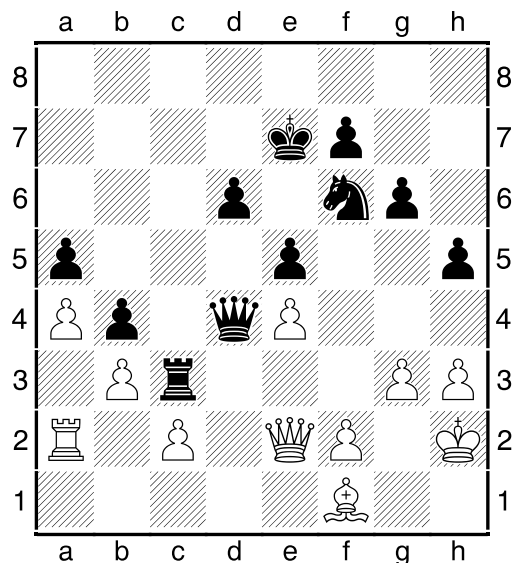
This very ugly move is forced as a direct result of Black's 21<sup>st</sup> move. White can already resign with a clear conscience (26.♖c1? ♖xb3!).

26...g6!

A quiet consolidating move, which defends the h-pawn, in anticipation of rerouting the knight. Black's control on the dark squares is impressive.

27.♕f1 ♗d4 (D)

Forcing White to retract his last move.



28.f3?!

There is no satisfactory answer for White, but he should have gone for 28.♕g2 h4! 29.gxh4 (29.g4 ♘h7 and ...♘g5-e6-f4) 29...♘h5 ♚. Now he is swiftly executed!

28...♖e3! 29.♗g2 ♗d1! 30.♕c4

Or 30.♕d3 d5! 31.exd5 ♘xd5 +-. White is losing material and the end was:

30...♗xf3 31.♗xf3 ♖xf3 32.♔g2 ♖e3 33.♕d3 ♘xe4 34.♕xe4 ♖xe4 35.♔f2 d5 36.♖a1 d4 37.♖d1 ♖e3 38.h4 ♖c3 39.♖d2 ♔e6 40.♔g2 f5

0-1

### Strong Outposts

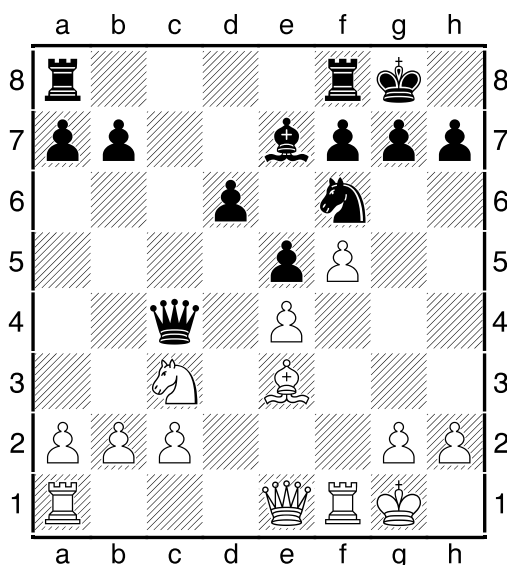
Knights love outposts - they just sit there and don't bother moving at all, as they are able to control a fair amount of squares from behind and from a distance! The most usual case is the weak d5-square; its exploitation we can see in the next three examples:

□ Smyslov Vassily

■ Rudakovsky Iosif

B83 Moscow 1945

1.e4 c5 2.♘f3 e6 3.d4 cxd4 4.♘xd4 ♘f6  
5.♘c3 d6 6.♙e2 ♙e7 7.0-0 0-0 8.♙e3  
♘c6 9.f4 ♖c7 10.♗e1 ♘xd4 11.♙xd4 e5  
12.♙e3 ♙e6 13.f5 ♙c4 14.♙xc4 ♗xc4  
(D)



15.♙g5!

White prepares an ideal position for his knight. After the exchange on f6, it will be placed on the excellent d5-square, from where it will guide White's forces to action all over the board. This is a typical method of creating a good knight v. bad bishop theme.

15...♗fe8 16.♙xf6 ♙xf6 17.♘d5 ♙d8

Black could think of giving up the exchange with 17...♗xc2 18.♗f2 ♗c5 (18...♗c6 19.♗c1 ♗a4 20.b3 ±) 19.♗c1 ♗d4 20.♘c7 ±. Although material is lost, I do not see what else he can do...

18.c3

White's knight is ideally placed on the strong d5-outpost and dominates the whole board. If we add to this White's superior pawn structure (the d6-pawn is backward and

weak), we can easily understand that he should be holding a large plus. Strategically, Black's position is very difficult and, in general, we should avoid such positions if we cannot compensate the strategic defects in a specific way.

18...b5 19.b3 ♗c5+ 20.♙h1 ♗c8 21.♗f3

Preparing a kingside assault.

21...♙h8?!

Good or bad, Black had to play 21...f6. After 22.a4 (yes, White can play on both sides!) 22...a6 23.axb5 axb5 24.♗h3 White's position is superior but Black is not losing yet.

22.f6!

Now White will quickly achieve victory by attacking the black monarch.

22...gxf6

22...g6 23.♗d2 ♗g8 24.♗h6 g5 25.♗h3

+– or 22...♗g8 23.♗h4 +–.

23.♗h4 ♗g8 24.♘xf6 ♗g7

24...♙xf6 25.♗xf6+ ♗g7 26.♗g3 is only a transposition.

25.♗g3! ♙xf6

Or 25...♙e7 26.♗xg7 ♙xg7 27.♗xh7+ ♙xf6 28.♗h6 #.

26.♗xf6 ♗cg8 27.♗d1!

Black has no defence to White's idea: ♗xd6, ♗xg7 and ♗d8+.

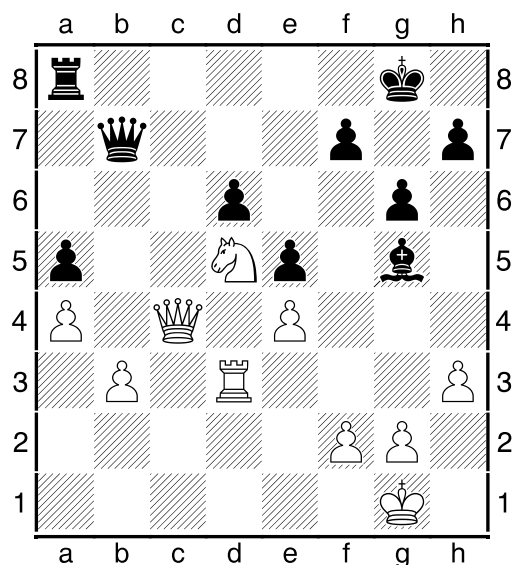
27...d5 28.♗xg7

1-0

□ Anand Viswanathan

■ Kamsky Gata

Sanghi Nagar 1994 ○





White enjoys the advantage of the better minor piece (knight v. bishop) and the better pawn structure, as Black's d6-pawn cannot be considered ideally placed. As a plan, White can consider combining his excellently placed knight with the creation of a passed pawn on the queenside, and generally play on both sides of the board. Black has no active counterplay and he is doomed to passivity.

### 36. ♖c3 ♜b8 37. ♗d3 ♕g7

White also stands better after 37... ♗d8 38. ♖c4 ♖c8 (38... ♕g7 39. b4 axb4 40. ♖xb4 ♗a7 41. ♖xb8 ♗xb8 ±) 39. b4.

### 38. g3?!

Following the principle of 'not hurrying', White gradually 'improves' his position. But 38. b4! axb4 39. ♖c7 ♗a8 was critical, as now White has the pleasant choice between two good moves:

a) 40. ♗b3 (40. ♗f3 ♖f8 oo) 40... ♗a5! 41. g3! (41. ♖b6 ♖f8 42. ♖c6 h5 ∞ 43. ♖c4? ♗a8 44. ♖xd6 ♗xe4 45. ♖d1 ♖d8 ±) 41... ♖f8 (41... ♗d2? 42. ♗f3 ♖f8 43. ♗f6+ ♕h6 44. ♖e7! or 41... ♗d8 42. ♖d7 are excellent for White, but maybe Black's best practical chance lay in 41... ♖a8!? 42. h4 ♗d8 43. ♖d7 ♗xa4 44. ♗xa4 ♖xa4 45. ♖xd8 b3 46. ♖b8 ♖xe4 47. ♖xb3 ±) 42. ♖b7 ♗d2 43. ♗f3 ♗g5 (43... ♗d8 44. a5!) 44. h4 ♗d8 45. ♗b3 ±, but still this position looks quite unpleasant for him.

b) 40. ♗c4!? and now another split:

b1) 40... ♗xa4? 41. ♖xf7+! ♕h6 (41... ♕xf7 42. ♖b6+) 42. ♖xh7+! ♕xh7 43. ♗c7+ ♕h6 44. ♗xb8 ±.

b2) 40... ♗d8 41. ♖d7 b3 (41... ♗xa4 42. ♖xf7+! ♕h8 43. ♖f8+ ♕g7 44. ♖g8+ ♕h6 45. ♖e3! +-) 42. ♖b4 ♕h6 43. ♗xf7 ♗xe4 44. ♗xh7+ ♕g5 45. ♖xd6 +-.

b3) 40... ♗a5 41. ♖f4 d5 42. ♖xd5 b3 43. ♖c3 ♖f8 44. ♖b7 ±.

b4) 40... b3 41. ♖b6 d5! 42. ♖xf7+! ♕xf7 43. ♗c7+ ♗e7 44. ♖xa8 ♖b4! 45. ♖b6! b2 46. ♖c8 b1 ♗+ 47. ♕h2 ♖b7! 48. ♖d6+ ♕f6 49. ♗xb7 ♗c1 50. ♗c7!! ♗xc7 51. ♖e8+ ♕f7 52. ♖xc7 dxe4 53. a5 ♗c5 54. ♖b5 ♗xf2 55. g3! +-.  
38... ♗d8!

### 38... ♗d8!

Of course Black covers the c7-square!

### 39. ♗f3 ♗d7

Also possible is 39... ♖c8 40. ♕g2 ♖xc3 41. ♗xc3 f5 42. f3.

### 40. ♕g2

40. ♗g4? is out of the question: 40... ♗xg4 (40... ♗e6!?) 41. hxg4 ♗b6! 42. ♖d3 ♗c5 =. White not only lost the 'Capablanca Theorem' option (♗+♖ v. ♗+♗ - see the relevant section) but also the chance for a passed queenside pawn.

### 40... h5

Taking away the g4-square is useful and also, under some circumstances, the pawn might advance to h4.

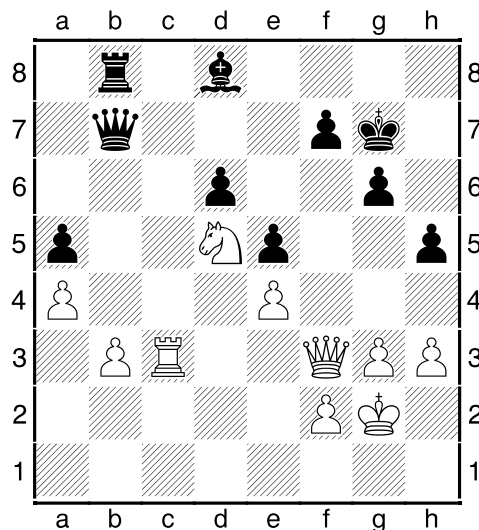
### 41. ♖c4 ♗b7 42. ♖c3

It is too early for 42. b4 axb4 43. ♖xb4 as Black can sacrifice his queen with 43... ♗xb4! (43... ♗a8 44. ♖b5! ±) 44. ♖xb4 ♖xb4, retaining decent chances to survive: 45. ♗d1 ♖d4 46. ♗c2 h4. But the other option with 42. h4! ♖c8 (42... ♗xb3 43. ♗xb3 ♖xb3 44. ♖c8 ♗f6 45. ♖a8 g5 46. hxg5 ♗xg5 47. ♖xa5 ♖a3 48. ♖a6 ♗d2 49. ♖xd6 ♖xa4 50. ♖f6 ±) 43. ♗c3 ♖xc4 44. ♗xc4 ♗a7 45. b4 ± is good enough.

### 42... ♗d7 43. ♗e2 ♗b6 44. ♗d2! ♗d8!

44... ♗c5? looks attractive, but fails tactically to 45. ♖f3 (45. ♗g5 ♗d8 46. ♖e7! ±) 45... ♗d8 46. ♖f6 ♖b7 47. ♗g5 as the c5-bishop is far away from the defence. Black's fate is also similar after 44... f5? 45. exf5 ♗xf5 46. ♖xb6 ♖xb6 47. ♖c7+ ♕f6 48. ♗d5 ♗e6 49. ♗f3+ ♗f5 50. ♗a8 +-.  
45. ♗c2 ♗b7 46. ♗d3 ♗b6 47. ♗f3 ♗d8

(D)



#### 48.g4?!

I do not like the text, as it weakens the dark squares on the kingside without offering anything positive. 48.h4 is more natural, preserving White's advantage: 48... ♖c8 (48... f5 49.exf5 gxf5 50. ♖c4! ♜xb3 51. ♘e3 ±) 49. ♖xc8 (49. ♜d3 ♖xc3 50. ♜xc3 f5 51. f3 [51. ♙f3 ♜b6!]) 51... fxe4 52. fxe4 ♜a6 53. ♜c2 ♜b6 ∞) 49... ♜xc8 50. ♜d3.

#### 48...hxc4 49.hxc4

It would be preferable to recapture with the queen (intending h4-h5) but here 49. ♜xc4 fails to 49...f5! with an unclear game.

#### 49...♖c8!

Now that White has weakened his kingside, Black willingly trades off the rooks, in order to invade and harass the white monarch. Also possible was 49... ♜d7 50. ♜g3 (50. ♖c1 ♜b7 51. b4 axb4 52. ♜h3 ♜g5!) 50... ♜g5 51. ♖c7 ♜e6 ∞.

#### 50. ♜e3 ♖xc3 51. ♜xc3 ♜a6 52. ♜c2

After 52. b4 axb4 53. ♜xb4 ♜e2 54. ♙g3 ♜h4+! 55. ♙xh4 ♜xf2+ 56. ♙h3 ♜f3+ Black gets a draw (remember 48.g4?!).

#### 52...♜a7

And now Black's queen threatens to infiltrate via d4.

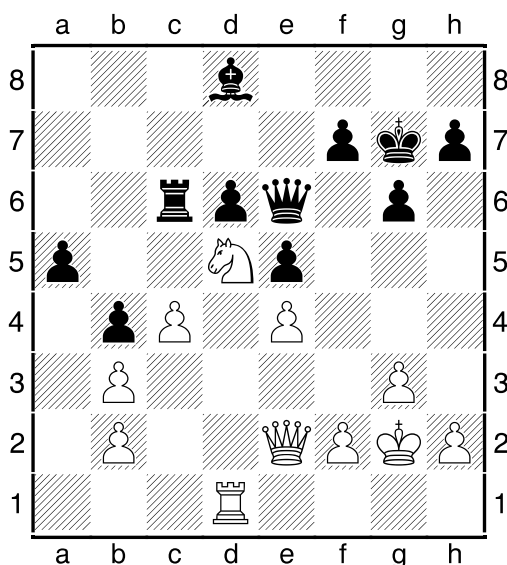
#### 53. ♜d2 ♜b7 54. ♜d3

White still stands slightly better with 54. b4 axb4 55. ♜xb4 ±.  
½-½

#### □ Polgar Judit

#### ■ Anand Viswanathan

Wijk aan Zee 1998 ●



With precise play, White has achieved her strategic goal - the 'eternal' knight on d5 v. Black's rather poor bishop. As the knight should not just sit on d5 and watch, White needs to organize an attack in which it can take part.

#### 30... ♖c5 31. ♜e3 ♜e7 32. ♖d3 ♜d8 33. ♜d2 ♖c6 34. ♜d1 ♙g8 35. h4!

White understands that she will not win by working only on the central file. So, she opens a 'second front' on the kingside - in complete accordance with the well-known method of realizing one's advantage, the 'two weaknesses' principle.

#### 35...♙g7?!

This 'sit & wait' policy is faulty, as White will always find ways to get through. Black should have stopped the further advance of White's h-pawn by playing 35...h5. Then White can try to penetrate through the queenside: 36. ♜a1 ♜g4 37. f3 ♜c8 38. ♜a4 ♜b7 39. ♘e3 ±.

#### 36.h5

Now there is tension on the kingside.

#### 36...♙g5 37. ♜f3 ♖c8 38. ♖d1

White prepares to transfer her major pieces to the h-file, creating threats against the enemy king.

#### 38... ♖c6 39. ♜e2 ♖c8 40. ♖h1 ♙g8 41. f3!

White vacates the f2-square, from where her queen will threaten both flanks (♜f2-a7 and ♜f2-g1-h2). Keep in mind that, in order to make the opponent's defence as difficult as possible, it is necessary to create problems for him over the entire board.

#### 41... ♖b8 42. ♜f2 ♖b7

Black has defended against the white queen's invasion on the diagonal, but White now has the additional possibility of c4-c5!

#### 43.hxc6!

A good move, as the alternative 43.c5?! dxc5 44. ♜xc5 ♖b8! (44... ♜a6? 45. ♘f6+!! ♙g7 [45... ♜xf6 46. ♜c8+ ♙g7 47. h6 # or 45... ♜xf6 46. ♜c8+ ♜d8 47. ♜xb7 ♜d2+ 48. ♙h3 +—] 46. ♘e8+ ♙g8 47. ♜xe5 ±) 45. ♜xa5 ♖c8 would give Black too much counterplay.

#### 43...fxg6

Alas, recapturing with 43...hxc6 is prohibited, as after 44. ♜g1 f5 (or 44... ♙f6 45. ♜h2

♙g7 46.♚h4) 45.♚h2 ♙f6 46.♚h3!  
 (46.♚h6 ♙g7 47.♚g5 [47.♚h7+ ♔f7  
 48.♚a1 ♚a7] 47...♚f7! is not so clear:  
 48.♚d8+ ♙f8 49.♚xa5? fxe4 50.fxe4?  
 ♚g4! -+) 46...♚f7 47.g4 fxe4 48.fxe4  
 White wins: 48...♚b7 49.♔g3 ♚f7 50.♚h6  
 ♙g7 51.♚h7+ ♔f8 52.g5! ♚a7 53.♘f6  
 ♚f7 54.♚f1 ♙xf6 55.♚h6+ ♚g7  
 56.♚xf6+ ♚f7 57.♚xg6 +-.

**44.c5!**

Once the position of the black king has been weakened, White does not mind opening the c-file.

**44...dxc5 45.♚xc5 ♙d8 46.♚c1!**

The rook no longer has any business on the h-file, so White transfers it to the opened c-file.

**46...♔f7?!**

A loss of time. 46...♔g7 was more accurate.

**47.♚e3 ♔g7 48.♚c4 ♚d7 49.♚c1**

This regrouping (rook in front - queen behind it) is a typical method of open file domination.

**49...h5 50.♚c6 ♚d6 51.♚c8 ♚d7 52.♚c5 ♙h6 53.♚b8**

White had no reason to avoid the immediate 53.♚a8 (threatening ♚a7) 53...♙b6 54.♚c1+ ♔g7 55.♚g5.

**53...♙f6**

53...g5 only weakens the f5-square: 54.♚a8! ♚e6 (54...g4 55.fxg4 hxg4 56.♚f2! ♔g6 57.♚f8) 55.♘e3 ♚d2+ 56.♔f1 +- (56.♔g1? ♙b6), but Black might have tried 53...♔g7 54.♚b7 (54.♚a8!? ♙b6 55.♚c1 ♙d8 56.♚e3 ♙b6 57.♚g5 ±) 54...♚xb7 55.♚xd6 ±.

**54.♚e3+ ♙g5?!**

Also bad is 54...♔h7?! 55.♚a8 +- but Black had to play 54...♔g7 55.♚a8 ♚b5 56.♚a7+! (56.♘c7 ♚d3 57.♚e2 ±) 56...♚d7 (56...♔g8 57.♘xf6+ ♚xf6 58.♚h6 ♚e2+ 59.♔h3 ♚f1+ 60.♔h4 +-) 57.♚xd7+ ♚xd7 58.♚b6 ♙d8 (58...♚d8 59.♚e6) 59.♚b8 ±.

White's position is obviously much better, thanks to the strong d5-knight and the weak black king, so it's not so strange that a winning combination does exist!

**55.f4! exf4**

Black had to try 55...♙xf4, although his

survival chances after 56.gxf4 ♚g4+ 57.♚g3 ♚e2+ 58.♔h3 ♚f1+ 59.♚g2 ♚xg2+ 60.♔xg2 exf4 61.♚h8+ ♔g7 62.♚a8 would be slim.

**56.♚h8+!**

And Black resigned, as he 'felt' the coming combination after the forced 56...♔g7 57.♚d4+ ♙f6 58.♚xf6+! ♚xf6 59.♚h7+ ♔xh7 60.♘xf6+ ♔g7 61.♘xd7 +-.

**1-0**

### *The Fianchettoed Bishop*

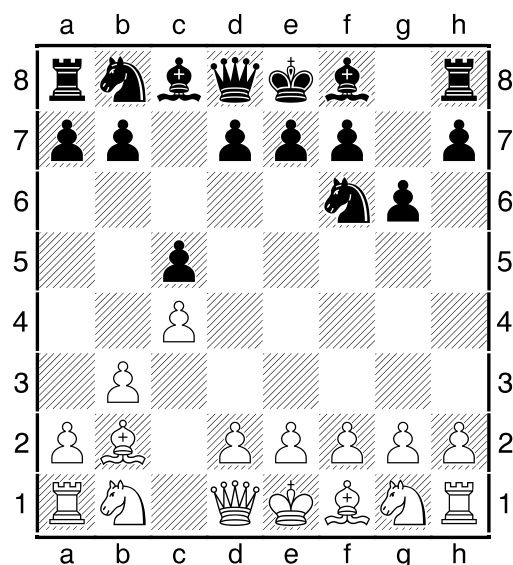
How easy is it to give up your just developed fianchettoed bishop? In general, I have noticed that psychologically it is quite difficult and not often given consideration. Well, there are certain cases that we must keep in mind, when it might be suitable for our plans to put this method into practice.

□ **Karpov Anatoly**

■ **Browne Walter**

A30 San Antonio 1972

**1.c4 c5 2.b3 ♘f6 3.♙b2 g6 (D)**



**4.♙xf6!?**

A quite early but justified decision. White takes control over the d5-square but, on the other hand, he surrenders the bishop pair.

**4...exf6 5.♘c3 ♙g7**

Maybe Black should go for a mirror variation with 5...b6 6.♘f3 ♙b7 7.g3 ♙xf3! 8.exf3 ♘c6 =.

**6.g3 ♘c6 7.♙g2 f5 8.e3 0-0 9.♘ge2 a6**

Expanding on the queenside might help White. 9...d6 or 9...b6 is natural.

**10. ♖c1 b5 11.d3**

White's full control over the d5-square gives him at least a slight edge. This is surely not an ideal position for the bishop pair!

**11... ♗b7 12.0-0 d6 13. ♖d2 ♖a5?!**

Black should avoid exchanges in general, as then White's advantage might increase. 13...b4 14. ♖d5 a5, seeking counterplay along the a-file, is natural.

**14. ♖fd1 ♖ab8 15. ♖d5! ♖xd2**

Black could think of 15...b4 or even 15...♖d8.

**16. ♖xd2 b4**

Alternatives like 16... ♖fe8 17.cxb5 axb5 18. ♖c7 or 16... ♖bc8 17.cxb5 (17. ♖e7+ ♖xe7 18. ♖xb7) 17...axb5 18.d4 or, finally, 16... ♖fd8 17.cxb5 axb5 18.d4 hardly improve Black's position.

**17.d4 ♖fd8?!**

Maybe Black could consider 17...cxd4 18. ♖xd4 (18.exd4!? a5 19.c5) 18... ♖xd4 19.exd4 (19. ♖e7+ ♖h8 20.exd4 ♖fe8! 21. ♖xb7 ♖xe7 22. ♖xa6 ♖h6 23.f4 g5 ☹) 19... ♖xd5 20. ♖xd5 f4 21. ♖cd1 ±. In an opposite-coloured bishop ending he would have more chances to save the game.

**18. ♖cd1?!**

18.dxc5 dxc5 19. ♖cd1 ♖f8 20. ♖b6 is preferable and White's pressure is significant.

**18...cxd4 19.exd4**

19. ♖xd4 transposes to earlier comments.

**19... ♖f8 20.c5!?**

20. ♖ef4 a5 21. ♖e3 is not bad either.

**20... ♖a7**

White would stand better after 20...dxc5 21.dxc5 ♖bc8 22. ♖b6 ♖xd2 23. ♖xd2 ♖c7 24. ♖f4 but maybe Black should go for 20...a5 21. ♖e3 dxc5 22.dxc5 ♖xd2 23. ♖xd2 ♖c8 ±.

**21. ♖e3! ♖xg2 22. ♖xg2 dxc5 23.dxc5 ♖xd2 24. ♖xd2**

After the exchanges, White has emerged with an 'extra' queenside pawn and he is firmly in the driving seat.

**24... ♖c8 25. ♖d5 ♖xc5**

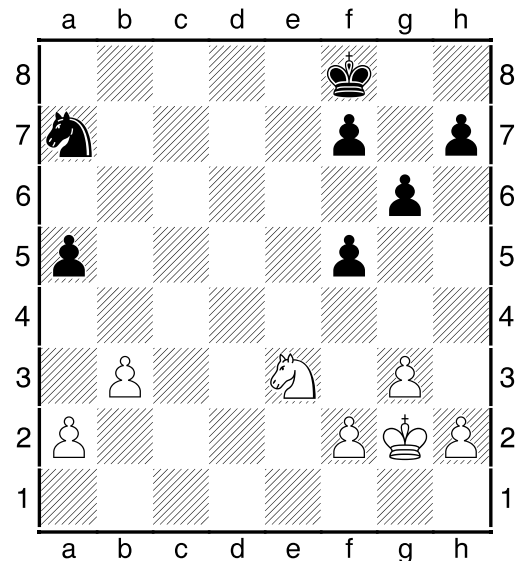
25...a5?! 26. ♖b6! only helps White.

**26. ♖xb4 a5 27. ♖d5 ♖c6 28. ♖e3 ♖c5**

28... ♖h6 29.f4 ♖e6 30. ♖f3 ♖c6 31. ♖d5 ±.

**29. ♖f4 ♖h6?!**

29... ♖b5 is more tenacious.

**30. ♖d5! ♖xd5 31. ♖fxd5 ♖xe3 32. ♖xe3 (D)**

This ending is very difficult for Black, White practically is a clear pawn up on the queenside, due to the doubled black f-pawns. As knight endings are considered to be very similar to pawn endings, Black is facing some tough moments and some lengthy suffering.

**32... ♖e7 33. ♖c4 ♖c6 34. ♖f3 ♖e6 35. ♖e3 ♖d5 36.a3 ♖e6 37. ♖d3 ♖d5 38.f3 h6 39. ♖c3 h5 40. ♖d3 f6 41.f4 g5**

41... ♖c5 42. ♖xa5! +- or 41... ♖d4 42. ♖e3+ ♖c5 43.b4+ +-.

**42. ♖e3+ ♖e6 43.h4! gxh4 44.gxh4 ♖e7 45. ♖c4 ♖g6 46. ♖g2 ♖d6 47. ♖b5! ♖d5 48. ♖xa5 ♖e4 49.b4 ♖f3 50.b5! ♖xg2 51.b6 ♖f8 52. ♖b5 ♖d7 53.a4 ♖xb6 54. ♖xb6 ♖f3 55.a5 ♖xf4 56.a6 ♖e3 57.a7 f4 58.a8 ♖f3 59. ♖e8+**

By exploiting the thematic structural advantage offered by Black's doubled kingside pawns (a problem that couldn't be solved), Karpov played in the style of Capablanca - the entire game was one long endgame! He first built his play around the key d5-square and then he liquidated into a favourable ending.

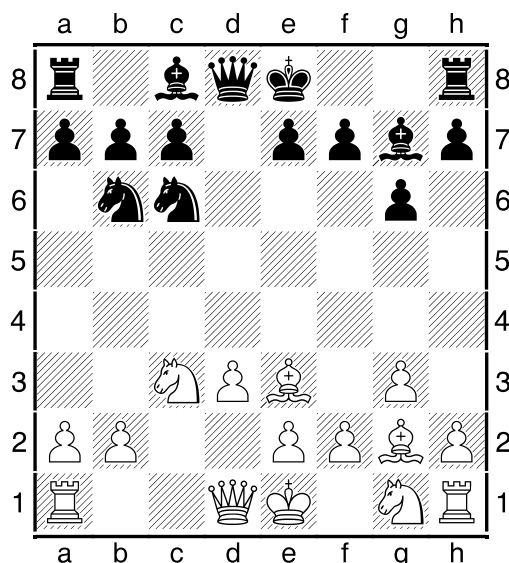
**1-0**

□ Petrosian Tigran

■ Schmidt Włodzimierz

A16 Skopje 1972

1.c4 ♘f6 2.♘c3 d5 3.cxd5 ♘xd5 4.g3 g6  
5.♙g2 ♘b6 6.d3 ♙g7 7.♙e3 ♘c6 (D)



8.♙xc6+!?

This was considered quite radical when it was first seen. White gives up his powerful g2-bishop and leaves himself with weak light squares, but he has succeeded in doubling and isolating the black pawns.

8...bxc6 9.♙c1!

Pressurizing the pawns down the c-file, and intending ♙h6, as without the g7-bishop Black's activity would be rather reduced.

9...h6

A logical move, preventing the aforementioned plan, but now Black cannot castle.

10.♘f3 ♙h3 11.♖g1! ♙g4

White was threatening g4, but 11...h5 12.♘g5 or 11...f5 12.♘a4! were positionally undesirable.

12.♘d2 ♘d5

At first this seems to solve Black's problems, as the powerful centralized knight must be exchanged, and then the pawns will be undoubled.

13.♘xd5! cxd5 14.♘b3

But the resulting c-file weaknesses are just as serious.

14...♙d6 15.f3 ♙d7 16.d4 ♖b8 17.♙f2!

White is now perfectly safe and ready to exploit the queenside.

17...h5 18.♙f4 e5 19.dxe5 ♙xe5 20.♙e3 f6 21.♙xa7

Complications ensue, but objectively White

should and does win.

21...0-0 22.♖ac1 ♖fe8 23.♙xe5 ♙xe5 24.♖ge1 ♖a8

24...♙xb2 25.♖xc7 ♖a8 26.♙c5 ♙e6 27.♖b7 ±.

25.♙xc7 ♙e3+ 26.♙g2 ♖a7 27.♙d6 h4

27...♙e6 28.♖a1 ±.

28.gxh4

28.♙xf6 h3+ 29.♙f1 ♙b5 30.♘d4 ♖f7 31.♙xg6+ ♙f8 32.♙xf7+! ♙xf7 33.♘xb5 +- was also good.

28...♙e6 29.♖c3 ♙h6 30.a3 ♖d7

31.♙g3+- d4 32.♖d3 ♙xb3 33.♖xb3

♙d2 34.♙f1 ♙h7 35.♖b8

35.♙g4 ♖de7 36.h5 gxh5 37.♙xh5+ ♙g7

38.♖b4! +-.

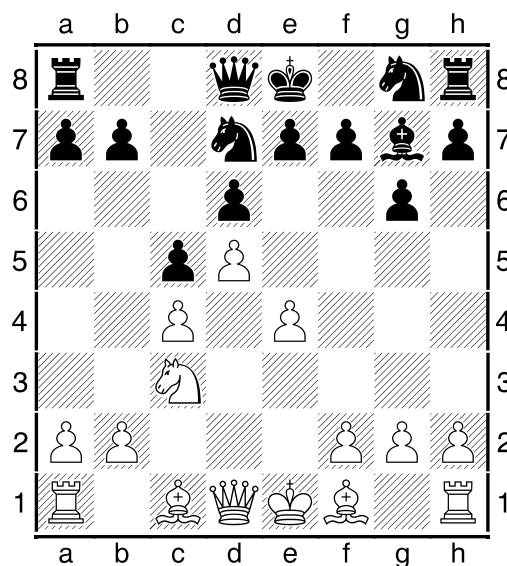
35...♖e5 36.♙g4 f5 37.♙g5 ♖e3 38.♙f6 1-0

□ Topalov Veselin

■ Adams Michael

A41 Dortmund 1996

1.♘f3 d6 2.d4 ♙g4 3.c4 ♘d7 4.e4 ♙xf3 5.♙xf3 g6 6.♘c3 ♙g7 7.♙d1 c5 8.d5 (D)



8...♙xc3+

Another good example of this strategic idea! Black has taken an extra move compared to a 'Nimzo-Indian Defence', but his pawns are already in excellent positions to prevent any activity on White's part.

9.bxc3 ♘gf6 10.f3 ♙a5 11.♙b3 0-0-0

The black king is perfectly safe on the queenside and the text enables him to play on the opposite wing and in the centre.

12. ♖e2 ♜dg8!

Black does have a plan: ...g5, to win the e5-square, and then to launch a kingside attack.

13. ♜b1 ♛c7 14. ♖e3 ♙b8 15. ♛c2 g5! 16. 0-0 ♜g6 17. ♜b2 ♙a8! 18. ♜fb1 ♜b8

Black already stands slightly better. Computers however fail to understand the correct evaluation of the position!

19. ♙h1 h5 20. ♛d2?!

This allows Black to open the g-file and improve his position. But it must be noted that White chose this solution on 'purpose', as he could not find any decent plan.

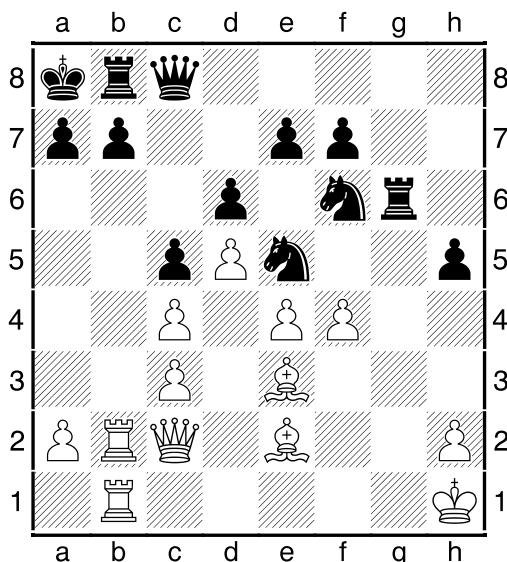
20...g4! 21. ♛c2

21. ♖f4 h4!, threatening ...h3.

21...gxf3 22. gxf3

After 22. ♖xf3 ♘g4! it is curtains.

22...♘e5 23. f4!? ♛c8! (D)



24. ♖f1?

After 24. fxe5 ♛h3 Black wins: 25. ♖d3 ♛f3+ or 25. ♖d1 ♛f1+ or 25. ♜g1 ♜bg8 26. ♜xg6 (26. ♜bb1 ♛xe3 27. ♜xg6 ♜xg6 28. exf6 ♛f2 29. ♖d3 ♛f3+) 26... ♜xg6 or, finally, 25. ♖f1 ♛xe3, but 24. ♜e1 ♘eg4 25. ♖f3 ♘xe3 26. ♜xe3 ♛h3 27. ♛e2 ♜bg8 28. ♜b1 ♘g4 ♢ was forced.

24...♘xc4!

Wins a valuable pawn and the game.

25. ♖xc4 ♛h3 26. ♜f1

26. ♛e2 ♘xe4 +-.

26... ♛xe3 27. ♛d3 ♛xe4+ 28. ♛xe4 ♘xe4

Black won a second pawn but he will have to return it in a few moves.

29. ♖d3 f5 30. ♖xe4 fxe4 31. ♜e2 a6

Black could even lose if he is too greedy:

31...e6?! 32. dxe6 ♜xe6 33. f5 ♜e5? (33... ♜f6 34. ♜xe4 ♜bf8 35. ♙g2 b5 36. ♜ef4 ♙b7 ♢) 34. f6 d5 35. f7 ♜f8 36. ♜g2 +-.

32. ♜xe4 ♜g7 33. a4 ♙a7 34. ♜fe1 ♜f8 35. a5 ♜ff7 36. ♜1e3 ♜g4

36...b6 37. axb6+ ♙xb6 38. c4 a5 ♢.

37. ♜xe7 ♜xe7 38. ♜xe7 ♜xf4 39. ♜e6 ♜c4 40. ♜xd6 ♜xc3 41. ♜h6 ♜d3

42. ♜xh5 c4 43. ♜h4 c3 44. ♜c4 ♜xd5

45. ♜xc3 ♜xa5 46. h4 ♜h5 47. ♜h3 b5

48. ♙g2 ♙b6 49. ♙f3 a5 50. ♙e2

50. ♙g4 ♜h8 51. h5 a4 52. h6 a3 53. ♙g5 b4

54. ♙g6 a2 55. ♜h1 b3 +-.

50...b4 51. ♙d2 ♙b5 52. ♙c2 a4 53. ♙b2 ♜f5 54. h5

54. ♜h2 a3+ 55. ♙b3 ♜f3+ 56. ♙a2 ♙a4 +-.

54...a3+ 55. ♙b1 ♜f1+ 56. ♙a2 ♙a4 57. ♜h4 ♜f2+ 58. ♙a1 a2 59. h6 ♙a3 0-1

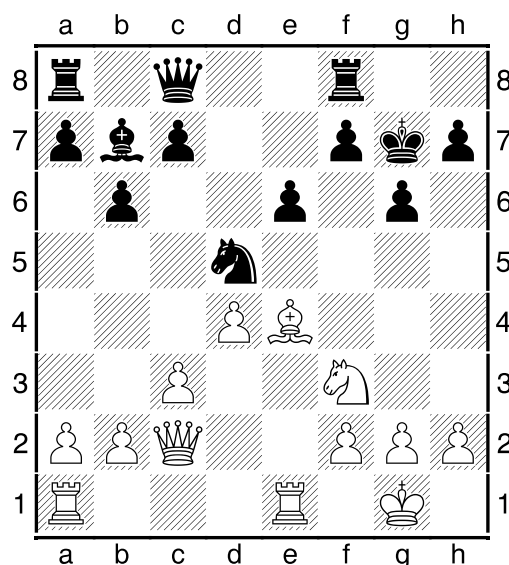
### Keeping Control

Most chess players are a bit afraid to give up a bishop in the middle game, when pawn structures are not fixed. Well, the next two games might change your viewpoint. In every position we should, naturally, keep general ideas and rules in mind, but each specific position must be judged separately and with objectivity.

□ Adams Michael

■ Seirawan Yasser

Bermuda 2000 ○



**17. ♖xd5!**

The text has a very concrete idea: play on the dark squares. It's easy to imagine White's pieces buzzing about with ♖c2-d2, ♜e5-g4 and a rook lift.

**17... ♖xd5 18. ♜e5 f6**

Not a happy decision, but the alternative 18... ♖d8 19. ♖e3 ♖b7 20. ♖ae1 ♖d5 21. ♖g3 ♖xa2 22. h4 ± looks quite bad for Black.

**19. ♜d3 ♖d7 20. ♖e3 ♖ae8 21. ♖ae1 ♖d6**

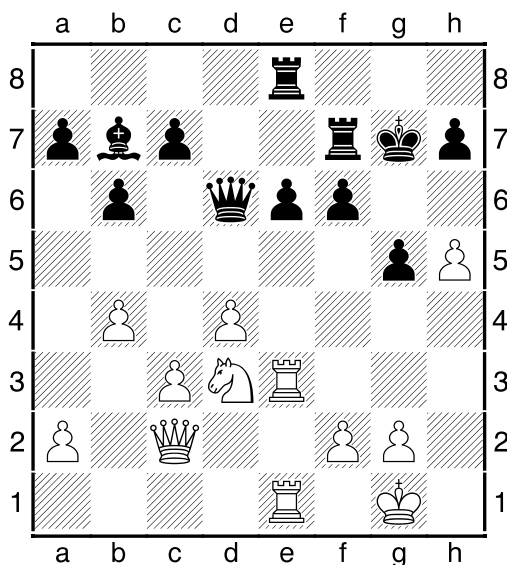
An attempt to keep the d3-knight under guard. White would have a promising advantage after 21... a5 22. ♜f4 g5 23. ♜h5+ (23. ♜xd5 exd5 24. ♖e2 ♖xe3 25. ♖xe3 ±) 23... ♜h8 24. f4.

**22. b4! ♖b7**

Too passive. Black could go for 22... ♖c4 23. h4 ♖e7 (23... ♖xd3?! 24. ♖xd3 ±) 24. a3 ±.

**23. h4!**

Expanding on the other flank as well. White is unable to win the game by targeting only one weakness (the e6-pawn), therefore he aims with the text to loosen up the kingside, in order to create a second front.

**23... ♖f7 24. h5 g5 (D)****25. h6+!**

An unpleasant surprise!

**25... ♜f8**

Black cannot pick up the pawn: 25... ♜xh6?! 26. ♜e5! (26. ♖h3+ ♜g7 27. ♖xh7+ ♜xh7 28. ♜e5+ f5 29. ♜xf7 ♖e7 30. ♜e5 ♜g7 ±) 26... fxe5 27. ♖h3+ ♜g7 28. ♖xh7+ ♜f8

29. ♖xf7+ ♜xf7 30. ♖h7+ ♜f8 31. ♖xe5 with a strong attack.

**26. ♖e2 ♖a6**

The knight must be eliminated.

**27. a4 ♖c4?!**

Losing a tempo. The knight should have been taken immediately.

**28. ♖g4 ♖xd3 29. ♖xd3 ♖f4?!**

Black should have tried 29... e5!?, although after 30. ♖de3 White's position would be preferable.

**30. ♖h5 ♖f5 31. ♖de3 c5?!**

In general, Black must find counterplay and this advance is his only chance, but it fails tactically. He should have waited with 31... ♜g8.

**32. dxc5 bxc5 33. b5?!**

33. ♖d1! cxb4 34. ♖d6+ ♜g8 35. ♖xe6 ±.

**33... e5 34. ♖e2 ♖e6 35. ♖d1 e4!**

Now, after White missed a nice chance, things are far from clear, as Black's kingside pawn majority can prove dangerous.

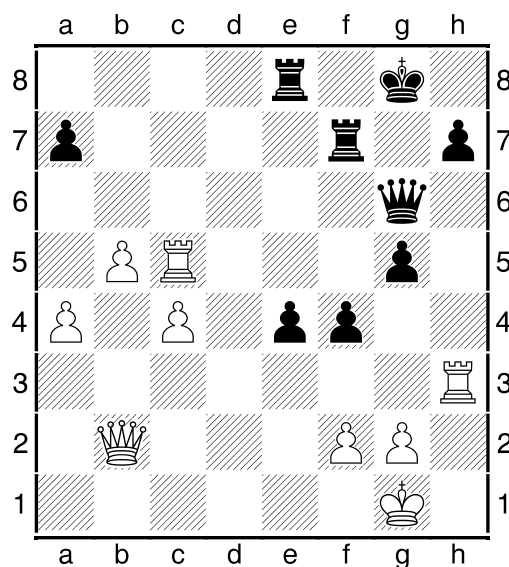
**36. c4 f5 37. ♖b2**

The alternative is 37. ♖d5 ♖xh6 38. ♖xc5 ♖f6 39. ♖d5 ♖d8 40. ♖d1 ♖xd5 41. ♖xd5 ♖a1+ 42. ♜h2 g4 ∞.

**37... ♜g8**

Black could not play 37... ♖xc4 38. ♖h8+ ♜e7 39. ♖a1! ♜f8 40. ♖c3 ♖e6 41. ♖xc5 ±.

**38. ♖d5 ♖xh6 39. ♖xc5 f4 40. ♖h3 ♖g6 (D)**

**41. ♖e5?!**

White should have chosen 41. ♖d4 ±.

**41...♖fe7?!**

Maybe Black could have played the more 'ambitious' 41...♖d8! 42.♗c2 g4 43.♖hh5 h6 44.♖d5 ♖xd5 45.♖xd5 g3 46.f3 ♗f6! ∞.

**42.♖xe7 ♖xe7 43.♗d4! ♗e6!**

Best. Black is losing after 43...e3? 44.fxe3 g4 45.♖h4 ♗b1+ (45...♖xe3 46.♗d5+ ♔f8 47.♖h5 +-) 46.♔h2 g3+ 47.♔h3 ♗f5+ 48.♖g4+ +- or 43...g4? 44.♗d5+! ♔h8 45.♖h5 e3 46.fxe3 +-.

**44.♗c5 e3?**

A losing continuation. 44...g4? was also bad 45.♗g5+ ♔h8 46.♖h5 e3 47.♗xf4 ± or 44...♗e5? 45.♗xe5 ♖xe5 46.♖h6 g4 47.♖a6 ± but Black should have played 44...♖g7! 45.a5 f3 46.b6 axb6 47.axb6 h6! ∞.

**45.♗xg5+ ♖g7**

Probably Black missed that after 45...♔h8 White can play 46.♗xf4! +-.

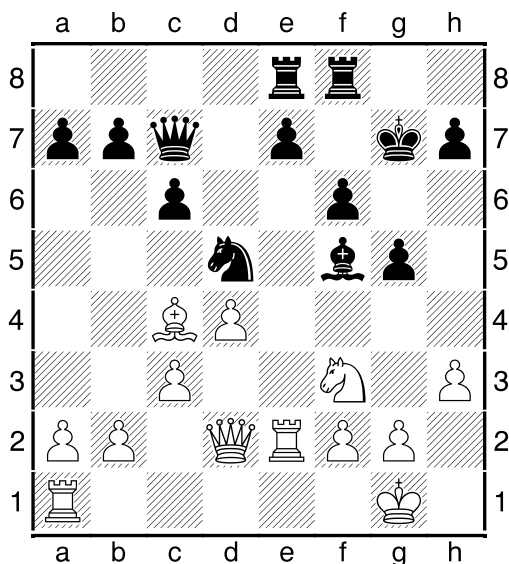
**46.♗d8+ ♔f7 47.♗c7+ ♔e8 48.♗xg7 e2 49.♗h8+**

**1-0**

□ **Haznedaroglu Kivanc**

■ **Warakomski Tomasz**

Pardubice 2007 ○



**19.♙xd5!**

Reflections of the previous game, which we had studied with Haznedaroglu some time earlier! 19.♖ae1 ♘f4 20.♖e3 e6 is unclear.

**19...cxd5 20.♖ae1 ±**

The pawn structure is very similar to a Catalan with reversed colours. White enjoys

a slight advantage due to his pressure on the e-file and perhaps even on the kingside, while Black cannot easily employ the most standard plan for counterplay in this structure: the minority attack with ...b5-b4.

**20...e6**

20...♙e4 21.♘h2 e6 22.♘f1 ♗d6 23.♘g3 ♙g6 24.♖e3 ±.

**21.♘h2 h5**

Although this further weakens his king, Black must win some vital space and squares for his bishop.

**22.♘f1 ♗d6 23.♖e3 h4 24.♗e2 ♔f7**

**25.♘h2?!**

25.♘d2 was more accurate, as White can also create play on the queenside, with ideas like ♘b3 and a4-a5.

**25...♗a6!**

By exchanging queens Black reduces White's pressure on his king and he can even get some play on the semi-open b- and c-files.

**26.♗d2!?**

White had to play for a win and, at this critical moment, he bravely sacrifices a pawn. Equal play arises after the objectively correct 26.♗h5+ ♙g6 27.♗g4 ♙f5 or 26.♗xa6 bxa6 27.♖3e2 (27.b3 ♖c8 28.♖c1 ♖c6 29.c4 ♖fc8 30.c5 e5 31.♘f3 ♙e4 32.dxe5 ♖xc5 ♢) 27...♔g6 28.♘g4 ♖c8 29.♘e3.

**26...♗xa2**

26...♗d6 is safer, but Black takes up the challenge.

**27.f4!**

White's main idea. While the opponent's queen is misplaced on the queenside, he will create an attack against the opponent's king.

**27...gxf4**

After 27...♖g8?! 28.fxg5 ♖xg5 (28...fxg5? 29.♘f3 ♖g7 30.♖e5 ±) 29.♘f3 ♖g7 30.♘h4 ♙e4 31.♖3e2 White has won back his sacrificed pawn and also stands well.

**28.♖3e2 ♖g8 29.♔h1**

The alternative 29.♗xf4 ♙xh3 30.♘f3 ♙f5 31.♘h4 ♙e4 32.♖f1 is not sufficient for more than a draw: 32...f5 33.♖xe4 dxe4 34.♗xe4 ♗xb2! 35.♘xf5 ♗xg2+ 36.♗xg2 ♖xg2+ 37.♔xg2 exf5 38.♖xf5+ ♔e6.



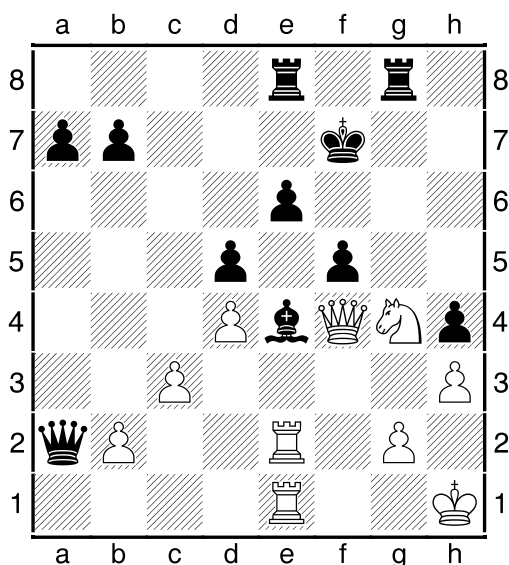
**29...♙e4?**

And Black slips! After the correct 29...♖a5!  
30.♖xf4 ♖d8 31.♖xh4 ♖h8 32.♖f2  
(32.♖f4 ♖b8 33.♖xb8 ♖xb8 34.♘f1  
♖be8 ♞) 32...♖eg8 33.♖e3 ♖d6 Black's  
position seems preferable, as he appears to  
have everything under control, although  
White has his chances due to the weak black  
king.

**30.♖xf4 f5**

Better than 30...♙f5 31.♖f2 ♖g5 32.♖xh4  
♙g7 33.♘f3 ±.

**31.♘g4! (D)**



**31...♖xg4?**

Black panicked, but he should have kept his  
composure and headed for an inferior  
endgame with 31...♖g7 32.♘e5+ ♙g8 33.  
♖xh4 ♖a5 34.♙h2 ♖d8 35.♖xd8 ♖xd8  
36.♖a1 a6 37.g3 ±.

**32.hxg4 h3 33.gxf5 hxg2+ 34.♙g1 ±**

White is nearly winning! Just take a look at  
the lonely queen on a2!

**34...exf5**

34...♖h8 35.fxe6+ ♙xe6 36.♖e5+.

**35.♖xg2!**

35.♖xe4? ♖xe4 36.♖xf5+ ♙g7 37.♖xe4  
dxe4 38.♖f2 =.

**35...♖a6**

Too late!

**36.♖c7+! ♖e7 37.♖g7+! ♙xg7 38.♖xe7+  
♙h6 39.♙f2**

Allowing the rook to come to help his queen.  
Black resigned, as there is no salvation  
anymore, in view of the threats ♖h4+ and

♖g1+. In this way, Haznedaroglu achieved  
his first GM-norm.

**1-0**

### ***Knight Enviroment***

As said beforehand, it is the pawn structures  
of both sides that determine the relative  
values of the two minor pieces. So, if a  
player plans to fight with a knight v. a  
bishop, he should create the ideal environment  
for his chosen minor piece. Usually, these  
actions should be taken early.

□ **Gligoric Svetozar**

■ **Huebner Robert**

**E41 Bugojno 1982**

**1.d4 ♘f6 2.c4 e6 3.♘c3 ♙b4 4.e3 c5  
5.♙d3 ♘c6 6.♘f3**

This is a well-known position from the  
'Nimzo-Indian Defence'.

**6...♙xc3+ 7.bxc3**

White has got the bishop pair but he had to  
pay the price of doubled pawns. So, both  
sides have something they can hope to  
exploit in the near or distant future.

**7...d6 8.e4 e5 9.d5 ♘e7**

Black's idea is that the d3-bishop and  
White's static pawn structure are real  
liabilities.

**10.♖b1**

Another line is 10.0-0 ♘g6 11.♘e1 0-0  
12.g3 (going for the f4 advance) 12...♙h3  
13.♘g2 ♘e8 14.♖e1 f5! 15.exf5 ♙xf5  
16.f4 ♙xd3 17.♖xd3 ♖d7 18.♖b1 ♘f6 ♞.

**10...h6 11.♘g1 ♖c7 12.g3**

Going for the active f4-advance.

**12...♙d7 13.f4 exf4 14.gxf4 0-0-0**

So, White has achieved f4, but he is way  
behind in development, and his pawn  
structure is still too static to afford a break  
that would free his bishops.

**15.♘f3 ♙g4 16.0-0 ♘d7**

By regrouping his pieces, Black keeps the  
e5-advance under control.

**17.♖b3 b6 18.♖c2?!**

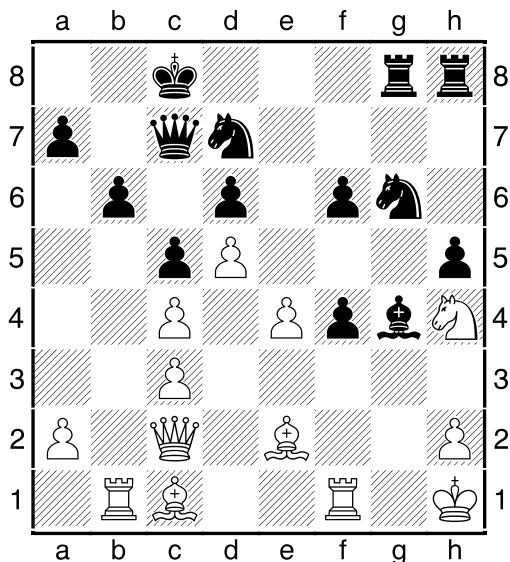
18.a4 g5 (18...a5 19.e5! or 18...f5 19.e5!)  
19.fxg5 hxg5 20.a5 ♖dg8 ∞ would be more  
interesting.

**18...f6 19.♙h1 g5!**

Black's last moves have been aimed at  
keeping the position closed and restraining

any pawn breaks by White. Now he secures the e5-outpost for his knights.

20. ♖g1 ♜dg8 21. ♙e2 h5 22. ♖f3 gxf4  
23. ♖h4  
23. ♙xf4 ♘e5 24. ♖h4 ♘7g6 ♞.  
23... ♖g6 (D)



Of course this variation is still being disputed and White can play much better than he did. Nevertheless, the whole concept of a bishop capture on c3, followed by exploiting the structural advantage in a locked position, is fairly popular.

24. ♖f5?!

24. ♖xg6 ♜xg6 25. ♙xf4 ♘e5 26. ♙xe5 fxe5 27. ♜f2 ♞ was a must.

24... ♖de5

Positionally, this is superb for Black. Now White simplifies to a lost position:

25. ♙xg4 hxg4 26. ♙xf4 ♖xf4 27. ♜xf4 ♖f3! 28. ♜b2 ♜h3!

Even better than 28... ♜xh2+ 29. ♜xh2 ♖xh2 30. ♜xh2 ♞.

29. ♜g2 ♜h7 30. ♖e3 ♖xh2 31. ♜xh2 g3! 32. ♖f1

32. ♜xh3+ ♜xh3+ 33. ♙g1 ♜h8.

32... gxf4

0-1

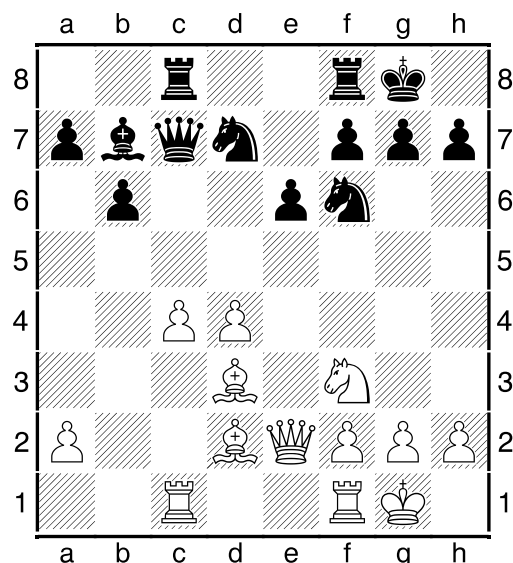
□ Ogaard Leif

■ Flesch Janos

E54 Oslo 1974

1.d4 ♖f6 2.c4 e6 3. ♖c3 ♙b4 4.e3 c5  
5. ♙d3 0-0 6. ♖f3 d5 7.0-0 cxd4 8.exd4  
dxc4 9. ♙xc4 ♙xc3 10.bxc3 ♜c7 11. ♜e2

♘bd7 12. ♙d2 b6 13. ♙d3 ♙b7 14.c4  
♜ac8 15. ♜ac1 (D)



A typical position with hanging pawns has arisen, where each side has his own pros and cons.

15... ♙xf3!?

Black takes the opportunity to 'speed up' his knights.

16. ♜xf3 e5!

A well-known mechanism to attack White's hanging pawns.

17. ♙e3

After 17.dxe5?! ♖xe5 18. ♜g3 ♖xd3 19. ♜xd3 ♜fd8 Black would obviously stand better due to White's shattered pawn structure, but 17.d5!? ♖e8! (17...e4? 18. ♙xe4 ♖e5 19. ♜f5 ♖xe4 [19... ♖xc4 20. ♙d3 ♜e5 21. ♜fe1!] 20. ♙f4 [20. ♜xe4 ♖xc4 21. ♙f4 ♜c5 22. ♜d3 ♜fd8 ∞] 20... ♖f3+ 21.gxf3 ♖d6 22. ♜e5 ♜fd8 23. ♙h1 ±) 18. ♙c3 ♖d6 19. ♜fe1 ♜ce8, intending ...f5, would be unclear and had to be preferred. By the way, a famous example of almost exactly the same ... ♙xf3 and ...e5 theme is Lajos Portisch - Anatoly Karpov, Bugojno 1978.

17...exd4 18. ♙xd4 ♖e5 19. ♜f5 ♖xd3 20. ♜xd3?!

I think that White should choose the drawing line 20. ♙xf6 ♜f4! (20... ♖xc1? 21. ♜g5!) 21. ♜xd3 ♜xf6 22. ♜a3 ♜c7 23.c5 bxc5 24. ♜xc5 ♜d6 25. ♜a5 =.

20... ♜fd8 21. ♜c3 ♖e4! 22. ♜b2 ♖c5! 23. ♜c3

23. ♖xg7 ♘d3 24. ♔a1 ♘xc1 25. ♖xc1  
 ♔f4 ♢ (25... ♖e8 26. ♖c3 ♖e6 ♢).

23... ♘e6 24. ♖e3 ♖d6 25. ♖c2 ♔d7  
 26. ♔b4 ♖d3

Now it is obvious that the knight is much better than the bishop and, also, Black is very active.

27. a4 f5!

White's bishop feels 'uncomfortable'.

28. g3?!

28. c5 bxc5 29. ♔c4 ♔d5 30. g3 ♢ was a better chance for White.

28... f4 29. gxf4

29. ♖xf4 ♘xf4 30. gxf4 ♔g4+ 31. ♔h1  
 ♔f3+ 32. ♔g1 ♖c6 33. f5 ♖d4 is also curtains.

29... ♘d4! 30. ♖xd4 ♔g4+ 31. ♔h1 ♔f3+  
 32. ♔g1 ♖c6! 33. f5 ♖xd4

The same position arises as in the previous note.

34. h3 ♖g4+!

A nice finish. Now: 35. hxg4 ♔xg4+  
 36. ♔h2 ♖h6 #.

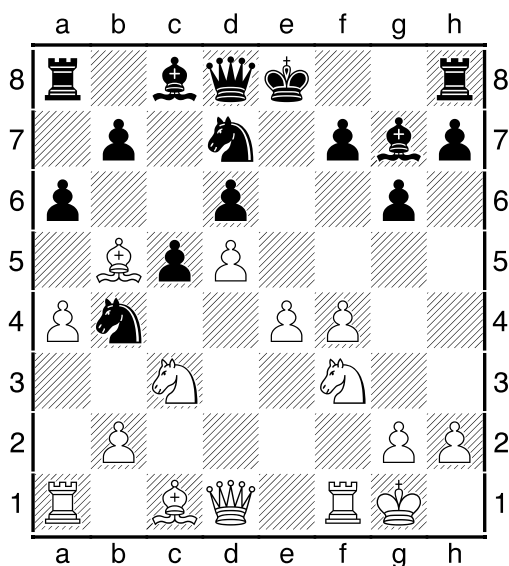
0-1

□ Kasparov Garry

■ Nunn John

A67 Luzern 1982

1. d4 ♘f6 2. c4 e6 3. ♘c3 c5 4. d5 exd5  
 5. cxd5 d6 6. e4 g6 7. f4 ♖g7 8. ♖b5+ ♘fd7  
 9. a4 ♘a6 10. ♘f3 ♘b4 11. 0-0 a6 (D)



12. ♖xd7+!

White believes that he can create a fine 'knight environment'. Not much was 12. ♖c4

0-0 13. ♖e3 ♘b6.

12... ♖xd7 13. f5!

Only in this way! 13. ♖e3?! would be wrong: 13... ♖g4! and Black has solved his problems. Note that the e5-square is not that weak for White, as he has previously exchanged the d7-knight.

13... 0-0

Best. Black's alternatives are:

a) 13... gxf5 14. ♖g5 ♖f6 (14... f6 15. ♖f4  
 ♔c7 16. ♘d2! ♢ ♘d3?! 17. ♖xd6! ♔xd6  
 18. ♘c4 ±) 15. ♖f4 0-0 16. ♖xd6 (16. e5  
 dxe5 17. ♘xe5 ♢) 16... ♖xa4 17. ♔e1! ±.

b) 13... c4 14. ♖g5 ♔b6+ 15. ♔h1 ♘d3  
 16. f6 ♖f8 17. a5! ♘f2+ 18. ♖xf2 ♔xf2  
 19. ♘a4! ±.

14. ♖g5 f6 15. ♖f4 gxf5!?

This looks like a better try than 15... ♔e7  
 16. fxc6 hxc6 17. ♘h4 ♔h7 18. ♔f3 ±,  
 where Black's king will suffer.

16. ♖xd6 ♖xa4?

But this is a mistake. Black had to try  
 16... ♖e8 17. exf5 ♖xa4 18. ♔xa4 ♔xd6  
 19. ♖ae1 ± where White stands preferably,  
 but things are far from clear.

17. ♖xa4 ♔xd6 18. ♘h4! fxe4 19. ♘f5  
 ♔d7

Or 19... ♔e5 20. ♔g4 ♖f7 21. ♘h6+ ♔f8  
 22. ♘xf7 ♔xf7 23. ♘xe4 +-.

20. ♘xe4 ♔h8 21. ♘xc5

And Black resigned due to 21... ♔xd5  
 22. ♔xd5 ♘xd5 23. ♘e6.

1-0

### Endgame Theory

Before we move on to investigating various interesting endings, we should keep in mind some important guidelines (which have more or less been described already):

1. The knight can visit every square of the board and so, in inferior positions, the player with the knight can try to construct a fortress on squares of colour opposite to that of the bishop. However, the player has to be careful not to fall into zugzwang.

2. The knight is a short-range piece and likes play on one wing.

3. If in closed positions many enemy pawns are blocked on the same colour as the bishop, the knight can, together with its

king, use the weak colour complex to infiltrate the enemy position.

4. In some favourable positions it might be useful to arrange mobile pawn chains on the enemy bishop's colour, so as to restrict its movement. In unfavourable positions this is unlikely to be correct, as these pawn chains can be attacked.

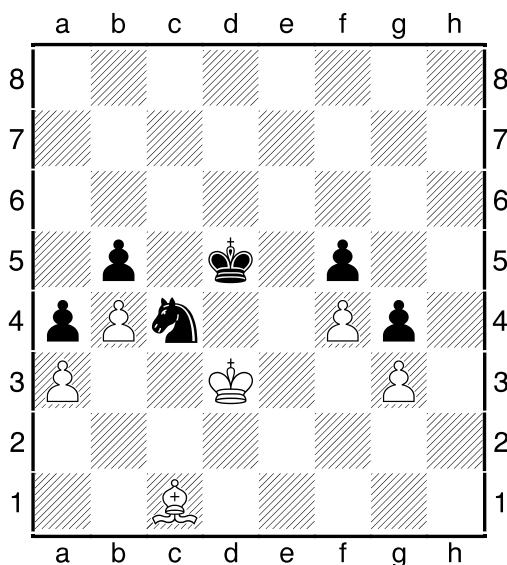
5. Zugzwang: according to the famous ex-World Champion Emanuel Lasker, zugzwang is, along with the altered role of the king and the relative increase in the pawns' value, the most important distinguishing feature of the endgame phase. Zugzwang (as well as mutual zugzwang) is widely employed in endgames with almost every possible material distribution; it's unthinkable that you could play them well without taking it into account.

6. Don't rush! One of the main principles of endgame technique. Before forcing matters and undertaking decisive action (especially when pawn exchanges are involved), you should first strengthen your position as much as possible.

### Face to Face

In this section we will examine pure (good) knight v. (bad) bishop endings with the help of some very famous games and examples.

#### Example 1 •



Black has all the advantages that his position can offer: better pawn structure, better minor piece, more active king. Still, the position is

not easy to handle because he is to move! This example showcases a fundamental weakness of the knight, the fact that it cannot win or lose a tempo when opposed to a bishop. The solution is given by the black king, who can lose that tempo by means of triangulation (so as to bring about the same position but with White to move). Note that the additional presence of c-pawns on the board would suffice for an easy victory.

**1...♔d6!**

1...♖d6 2.♙d2 ♖e4 3.♙e1 leads nowhere.

**2.♙d4**

Or 2.♙c3 ♔d7 3.♙d4 (3.♙d3 ♙c7 4.♙c3 ♖d6) 3...♙c6 4.♙c3 ♖d6 5.♙d4 ♖e4 6.♙e5 ♖xg3 (see game) or 2.♙c2 ♙c6 3.♙c3 ♖d6 → or, finally, 2.♙e2 ♙e6 3.♙d3 ♙d5 and in all cases Black comes out on top.

**2...♙c6 3.♙c3**

3.♙d3 ♙d5 and it is White's turn to move.

**3...♖d6 4.♙d4 ♖e4 5.♙e5 ♖xg3 6.♙e2 ♖e2**

6...♖f1 is good as well.

**7.♙xf5 g3 8.♙e6**

White's alternatives are:

a) 8.♙e5 g2 9.f5 g1♗ 10.♙xg1 ♖xg1 11.♙e6 ♖f3 12.f6 ♖g5+ →.

b) 8.♙e4 g2 9.♙f3 g1♗ 10.♙xg1 ♖xg1+ 11.♙f2 ♖h3+ 12.♙g3 ♖xf4 13.♙xf4 ♙d5 →.

c) 8.♙g5 ♙d5! (8...g2?! also wins but it is more complicated: 9.f5 ♙d5 [9...g1♗+ 10.♙xg1 ♖xg1 11.f6 ♖h3+ {11...♙d6? 12.♙h6! →} 12.♙g4 ♖f2+ 13.♙f3 ♖d3 14.♙e4 =] 10.f6 [10.♙f6 ♙e4 11.♙f2 ♖d4 →] 10...♙e6 [10...♙e4? 11.♙f2 ♙f3 12.♙c5 ♙e4 13.♙f2 =] 11.♙g6 ♖f4+ 12.♙g5 ♖d5! [12...♖h3+ 13.♙g6 g1♗+ 14.♙xg1 ♖f4+ 15.♙g5 ♖h3+ 16.♙g6 =] 13.♙d4 ♖xf6 14.♙f4 ♖d5+ 15.♙f3 ♖xb4! →) 9.f5 ♙e4 10.♙c5 (10.f6 ♙xe3 11.f7 g2 →) 10...♖d4 →.

**8...g2 9.f5 g1♗ 10.♙xg1 ♖xg1 11.f6 ♖f3 12.♙f5**

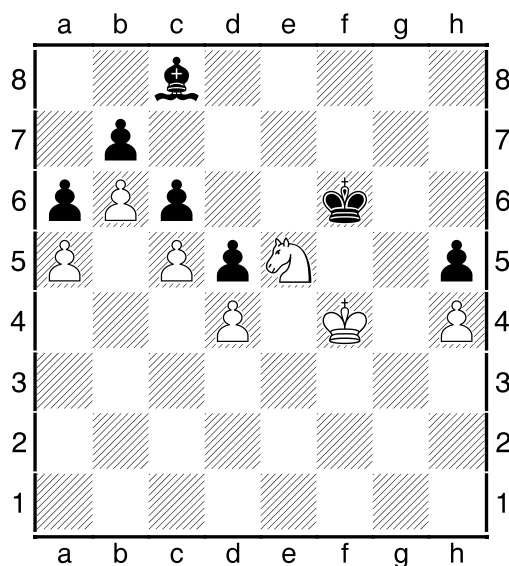
12.f7 ♖g5+ 13.♙e7 ♖xf7 14.♙xf7 ♙d5 is a well-known motif.

**12...♙d6 13.♙f4 ♖d2 14.♙f5 ♖c4**

And the rest is easy.

**0-1**

□ Schlechter Carl  
 ■ Walbrodt Carl  
 Vienna 1898 ○



White's superiority is evident, thanks to his better pawn structure, better minor piece and more active king. His only problem is - once again - that he is to move! In this case however, according to the analysis of GM Yuri Averbakh, there is a way to lose a tempo. In the game White employed the wrong idea, and not only once!

**56. ♖e3**

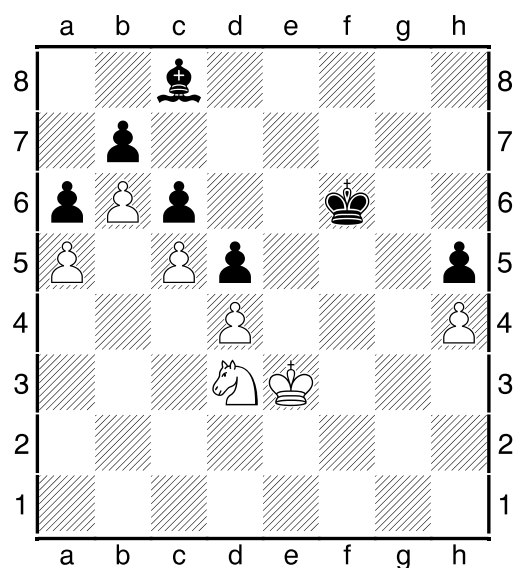
56. ♖g3 ♖e6 57. ♖g2! ♖f6 58. ♖f2 ♖e7 59. ♖f3 ♖e6 60. ♘d3 ♖f6 61. ♖e3 and Black is in zugzwang: 61... ♗f5 (or any other move by the bishop or, finally, 61... ♖f5 62. ♘f4 ♖g4 63. ♘h5! ♖xh5 64. ♖f4 also wins. The presence of the a-pawns is significant, as otherwise Black would have the possibility of ... ♗g4-e2-a6, winning! The triangulation idea can be effective in other ways too, but the retreat of the white king to the second rank in order to obtain the distant opposition is the main idea. In the game White failed to discover this winning process and succumbed to a draw) 62. ♘e5 ♗c8 63. ♖f4 brings about the diagram position but with Black to move.

**56... ♗e6 57. ♘g6**

57. ♖f2 with the same idea is winning again, but White probably never thought of it.

**57... ♖f6 58. ♖f4 ♗d7 59. ♘e5 ♗c8 60. ♘f3 ♗f5 61. ♖e3 ♗c8 62. ♘e5 ♖e6 63. ♖f3 ♖e7 64. ♘d3 ♗f5 65. ♘f4 ♗g4+**

**66. ♖e3 ♖f7 67. ♘d3 ♖e7 68. ♘e5 ♗c8 69. ♖f3 ♖e6 70. ♘d3 ♖f6 71. ♖e3 (D)**



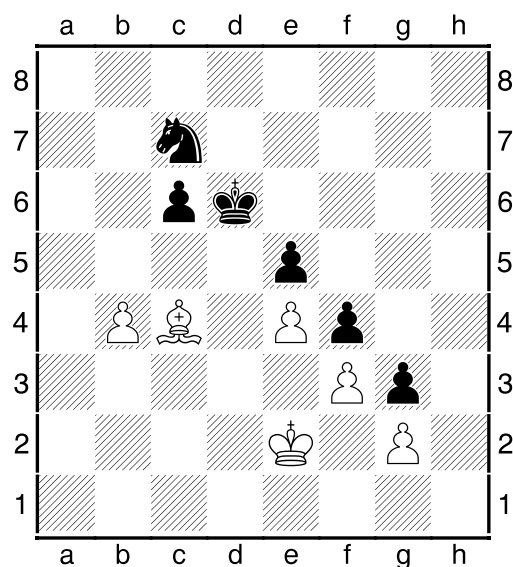
White probably forgot about 71... ♖f5 72. ♘f4 ♖g4 73. ♘h5! ♖xh5 74. ♖f4, winning, and he agreed to a draw! ½-½

The next example is very important. Especially players who use the 'King's Indian Defence' or the 'Pirc Defence' should definitely keep it in mind!

□ Torre Eugenio

■ Jakobsen Ole

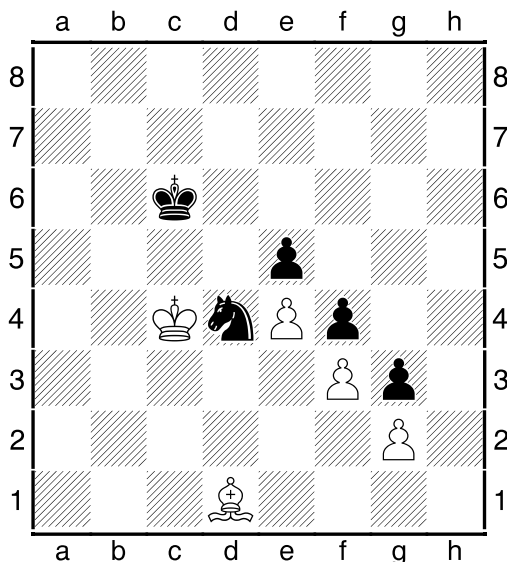
Amsterdam 1973 ●



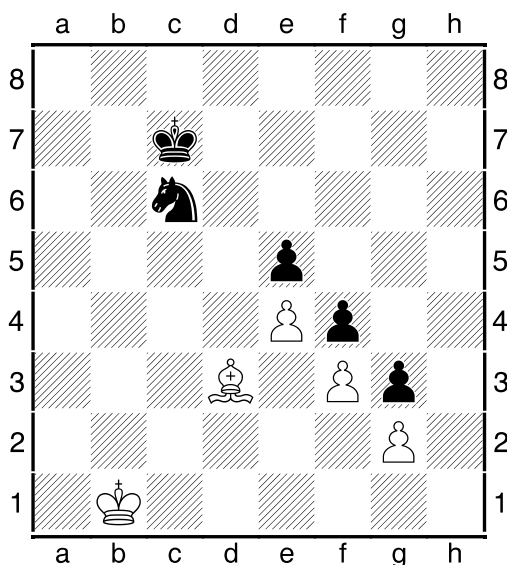
Black's pluses are significant and sufficient for victory. White's pawn structure is weak (the g2-pawn in particular) while his bishop lacks targets. Analysis of this position must

focus on plans and not on their move-by-move implementation. At a given moment Black will have to offer the exchange of the queenside pawns, so as to be able to advance with his king. But which is the most favourable position in which to employ the ...c5 advance?

Let's study the following two diagrams:



(D1) In the first diagram Black cannot win. The white bishop has maximum defensive power, in accordance with the principle of economy of defence. It monitors all threats posed by the black knight (...Nxf3 or ...Nc2-e3), allowing its king to prevent the invasion of his counterpart. It doesn't matter which side is to move.



(D2) In the second diagram however, the right of the move is of decisive importance. If White is to move, by means of 1. Bc2!

Nd4 2. Bc2 he secures the draw. If however the side to move is Black, then after 1... Nd4 (threatening 2... Nxf3) 2. Bc2 Bb6, he wins by means of his king's invasion through the centre or the queenside. The white king cannot simultaneously prevent this invasion and keep the critical c2-square (in view of ...Nc2-e3) under control. Thus, Black must proceed with the ...c5 advance when the white bishop will be forced to the f1-square and not d1.

67... Bc2 68. Bc3 Bc8 69. Bc3 Bb7 70. Bb3 Bb6 71. Bc3 Nf6 72. Bc2 Nf6 72... Nd6 73. Bc2 c5? is wrong, as Black can't make progress after 74. Bc2 cxb4+ 75. Bxb4 Nf7 76. Bc4 Bc6 77. Bc2. 73. Bc3 Nf7 74. Bc2 Nf6 75. Bc4 Nf6 76. Bc3 Nf6

Here Black has achieved his first aim: the bishop can't move due to ...Nxf3 and the king must guard the c2-square in order to keep the knight out of e3 (...Nc2-e3).

77. Bc2 c5

The appropriate moment. The first stage of Black's plan has been successfully completed, but the win is still a long way ahead.

78. bxc5+

78. Bc3?! cxb4+ 79. Bxb4 Nc2+ 80. Bc3 Nf6 +.

78... Bxc5 79. Bc3 Bb6

By means of triangulation Black succeeds in invading White's camp.

80. Bc2 Ba5?!

The black king heads in the wrong direction. Completing the triangulation was of course better, especially to avoid problems with the fifty-move rule.

81. Bc3 Bb6

A certain care is required, as 81... Ba4? 82. Bc4! Nc2 83. Bc5 Nf6+ 84. Bxe5 Nxf1 85. Bxf4 is hardly optimal for Black.

82. Bc2 Bc6 83. Bc2

Or 83. Bc3 Bb5! 84. Bc3+ Bc5.

83... Bc5 84. Bc2 Bc4 85. Bc2+ Bb3 86. Bc2+ Bb2

Next White's king has to be driven to g1.

87. Bc1

87. Bc2?! Nc2 +.

87... Bc3 88. Bc2 Ba4 Bc3 89. Bc2 Bc3

**90. ♖f1**

Bishop moves allow the decisive blow on f3.

**90... ♗d2 91. ♖a4 ♗e2 92. ♖d1!?**

A nice stalemate joke!

**92... ♗c3!**

The careless capture of the bishop would bring about a stalemate!

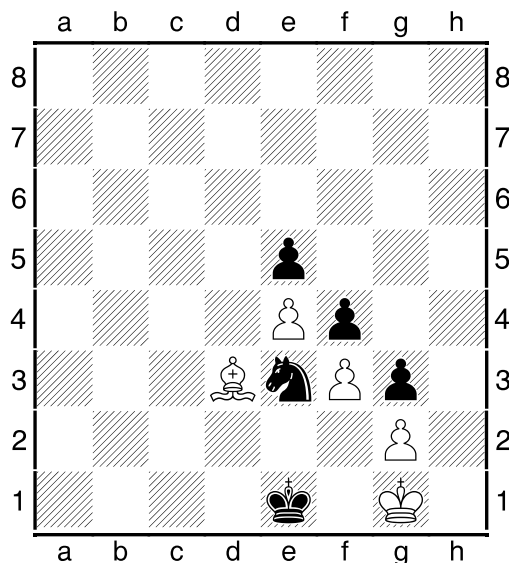
**93. ♖e2 ♗b1!**

Intending ... ♗a3, from where the knight will be transferred to the critical e3-square via c4 or c2.

**94. ♖c4 ♗a3 95. ♖b3 ♖c3 96. ♖a4 ♗c4**

**97. ♖b5 ♗e3+ 98. ♖g1 ♖d2 99. ♖a6 ♖e1**

**100. ♖d3 (D)**



Black has succeeded in invading with his king and placing his knight on the critical e3-square, but the win is still not in sight! The winning process requires one further step: Black will transfer his knight to d4 or d2 and his king to the e2- or e3-square, and then he will sacrifice his knight on f3, winning thanks to his pawn mass. This procedure is anything but easy as, although the knight is superior to the bishop in this position, it has difficulties crossing certain squares, exactly because of the bishop's ability to control several squares at the same time. In any case, the critical square now is b7 (!), the only one from which the black knight can achieve its aim.

**100... ♗d1 101. ♖a6 ♗c3 102. ♖d3 ♗a4 103. ♖b5**

A tougher defence was provided by 103. ♖c4 ♗b6 (103... ♗c5 104. ♖d5, controlling b7

and c6) 104. ♖a6 ♗a8! 105. ♖b5 ♗c7 106. ♖c4 ♗e8 107. ♖b5 ♗d6 108. ♖a6 ♗f7 109. ♖b7 ♗g5 110. ♖c8 ♖e2 111. ♖g4 ♗f7 112. ♖c8 ♗d6 113. ♖a6+ ♖e1 and White is in zugzwang.

**103... ♗c5 104. ♖c4 ♗b7 105. ♖b5**

Or 105. ♖g8 ♗a5 106. ♖d5 ♖e2 107. ♖e6 ♗c6 108. ♖c4+ ♖e1 109. ♖d5 ♗d4 110. ♖c4 ♖d2 111. ♖f1 ♖e3 112. ♖g1 ♗xf3+ →.

**105... ♗a5 106. ♖a4**

In case the bishop remained on the f1-a6 diagonal, the black king would reach the e3-square via d1.

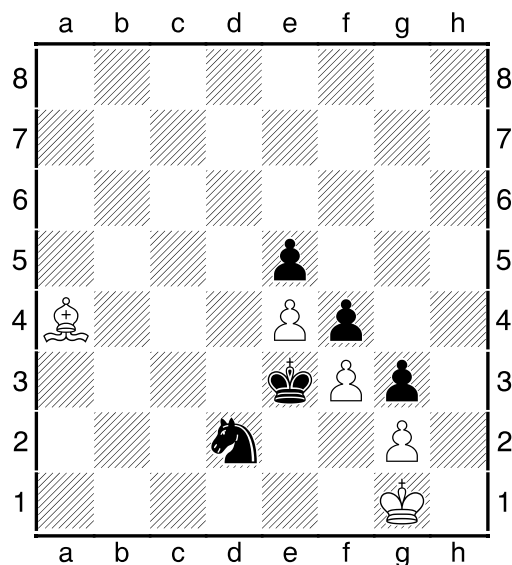
**106... ♗c4 107. ♖b5 ♗d2 108. ♖a4**

Or:

a) 108. ♖a6 ♖d1 109. ♖d3 ♖c1 110. ♖b5 ♖c2 111. ♖a6 ♖c3 112. ♖b5 ♖d4 113. ♖a6 ♖e3 →.

b) 108. ♖d7 ♖e2 109. ♖g4 ♗f1 110. ♖h5 ♗h2 111. ♖h1 (111. ♖g4 ♖d2 112. ♖e6 ♖e3 113. ♖g4 ♗xg4 114. fxf4 ♖xe4 →) 111... ♖f2 112. ♖g4 ♗xg4 113. fxf4 f3 →.

**108... ♖e2 109. ♖b5+ ♖e3 110. ♖a4 (D)**



**110... ♗xf3+!**

And thus Black's plan has been completed, reaching victory. Although the game lasted for several more moves, Black's effort was hardly tiring, as he was practically playing 'on his own'!

**111. gxf3 ♖xf3 112. ♖c6 g2**

**0-1**

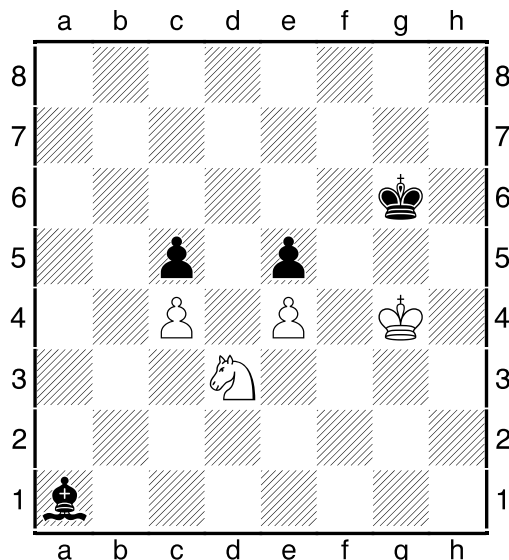
<http://trainers.fide.com>

Positions that appear to be easily won should not be treated naively. In chess there are many hidden possibilities; one just has to think about active counterplay.

□ Pachman Ludek

■ Hromadka Karel

Prague 1944 ○



This ending comes from a game between Pachman and Hromadka, but I was unable to track down the entire game.

1. ♖e1

Keeping the position closed is the best try.

1. ♖xc5 was played in the game, but White was unable to make progress after 1... ♗f6 2. ♖d3 ♗e6 3. ♗g5 ♗d6 4. ♗f5 ♗d4 5. ♖xe5 (5.c5+ ♗c6 6. ♗e6 ♗a1 =) 5... ♗c5 as he can't retain both pawns.

1... ♗d4 2. ♖f3 ♗c3 3. ♖h4+ ♗f6 4. ♗h5

It was thought that White can win with this well-known plan, but unfortunately the position is drawish! This is because the defensive side can become active on the other part of the board, activating his king.

4... ♗d4 5. ♖f5 ♗c3 6. ♖e3 ♗d4 7. ♖g4+ ♗e6 8. ♗g6 ♗c3 9. ♖f6 ♗b2 10. ♖h7 ♗e7 11. ♗f5 ♗c3 12. ♖g5 ♗d4 13. ♖f3 ♗d6 14. ♗f6 ♖d7 15. ♖g5

15. ♖xe5+? ♗d6 → sometimes can happen! So, so far so good for White. His 'standard' plan has worked efficiently but, at the end of the day, counterplay is what matters!

15... ♗c7!

Black activates his king through the queenside, in order to attack White's pawns

from behind. An easy but effective plan, which guarantees a draw.

16. ♖f7 ♗b6 17. ♖xe5

17. ♗e6 ♗a5 18. ♗d5 ♗b4 19. ♖d8 ♗c3 20. ♖c6 ♗d3 21. ♖b8 ♗c3 22. ♖d7 ♗d4 =.

17... ♗a5 18. ♗e6 ♗b4 19. ♗d5 ♗xe5!

20. ♗xe5 ♗xc4 21. ♗d6 ♗d3 22. e5 c4

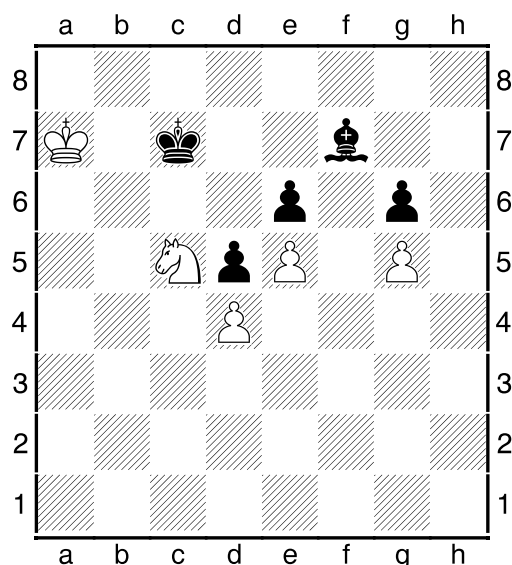
½-½

It is quite typical to use the king in order to penetrate into the opponent's camp. For this purpose some pawns have to be exchanged, creating the necessary space to move ahead into the opponent's camp. This is a well-known method that one should keep in mind when having to face blocked pawn structures.

□ Dolmatov Sergey

■ Drasko Milan

Sochi 1988 ●



Black's position looks quite bad, but activity is again his only chance.

62... ♗g8?!

62... ♗c6! offered much greater resistance and should have been tried:

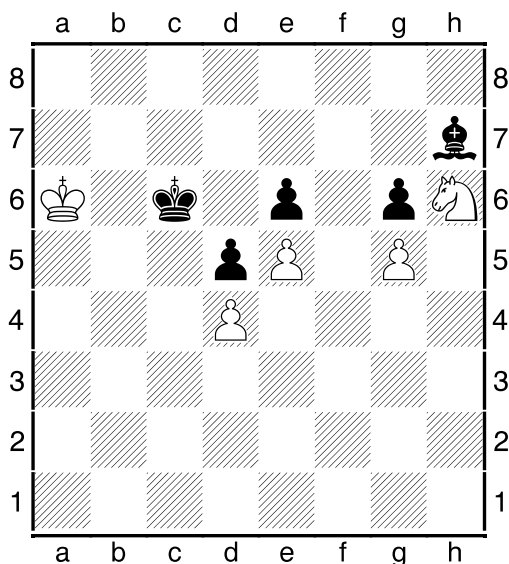
a) 63. ♖b7? ♗b5! 64. ♖d6+ ♗b4 65. ♖xf7 ♗c4 66. ♗b6 (66. ♖h8 ♗xd4 67. ♖xg6 ♗e4 =) 66... ♗xd4 67. ♗c6 (67. ♗b5 ♗e3 68. ♗c5 ♗e4! [68...d4? 69. ♖d6 d3 70. ♖c4+ +] 69. ♗b4 ♗e3 =) 67... ♗e3 68. ♗d6 (68. ♗c5 ♗e4 69. ♗b4 ♗e3 70. ♖d8 ♗e4! 71. ♖c6 d4 72. ♗c4 d3 73. ♗c3 ♗d5 74. ♖d8 ♗xe5 75. ♗xd3 ♗f4 76. ♖f7 e5 =) 68...d4 69. ♗xe6 d3 70. ♖d6



♔d4 71.♙f6 d2 72.e6 d1♚ 73.e7 ♚f3+ 74.♙xg6 ♚c6 75.e8♚ ♚xd6+ 76.♙g7 ♙c3! 77.g6 ♙b2 = as Black's king is inside the drawing zone.

b) 63.♙a6! ♙c7 64.♘b7 ♙e8 65.♙a7 ♙f7 66.♘d6 ♙g8 67.♙a6 ♙c6 68.♙a5 ♙h7 69.♘f7 ♙g8 70.♘h6 ♙h7 71.♙a6 +–.

63.♘b7 ♙f7 64.♘d6 ♙g8 65.♙a6 ♙c6 66.♙a5 ♙h7 67.♘f7 ♙g8 68.♘h6 ♙h7 69.♙a6! (D)



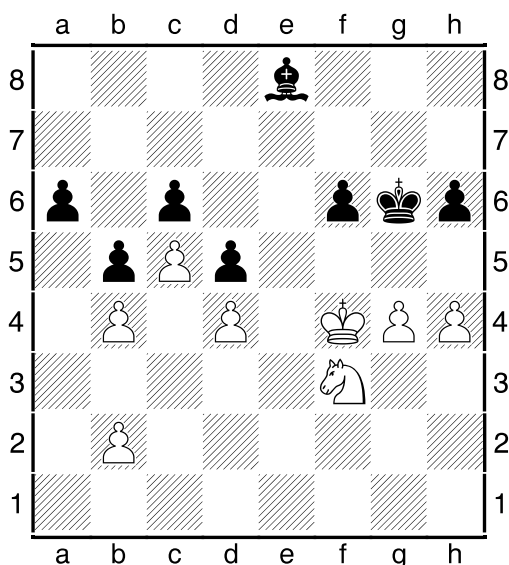
Zugzwang! Black's king has to withdraw.

69...♙c7 70.♙b5 ♙b7 71.♙c5 ♙c7 72.♘f7 ♙g8 73.♘d6 ♙h7 74.♘e8+ 1-0

□ Gdanski Jacek

■ Volzhin Alexander

Oakham 1992 ○



As explained, White should try to penetrate into Black's camp, so the kingside pawns

should be eliminated in order to create enough entry room for the white king.

46.g5 hxg5+ 47.hxg5 fxg5+ 48.♘xg5 ♙f6 49.♘f3 ♙h5 50.♘e5 ♙e8

The next step for White is to break through to the fifth rank, as Black's king cannot maintain the opposition because the knight controls the g6-square.

51.♙g4! ♙e6 52.♙g5 ♙e7 53.♙f5! ♙d8 54.♙e6 ♙c7 55.♙e7 ♙h5

Now White's knight heads for the e6-square in order to force Black's king away, so as to penetrate with the king.

56.♘f7 ♙g6

56...♙xf7 57.♙xf7 ♙d7 58.♙f6 +–.

57.♘g5 ♙h5 58.♘e6+ ♙c8 59.♙d6 ♙e8

59...♙g4 60.♘f4 ♙b7 61.♘g6 ♙h5 62.♘e5 ♙e8 63.♙e7 ♙h5 64.♙d7 +–.

60.♘c7 ♙d7 61.♘xa6 ♙e8 62.♘c7 ♙d7 63.♘e6 ♙e8 64.♘f4

The knight goes to e5 and then, after b3, Black has no moves: 64...♙d7 (64...♙b7 65.♙e7 +–) 65.♘d3 ♙e8 66.♘e5 ♙b7 67.b3.

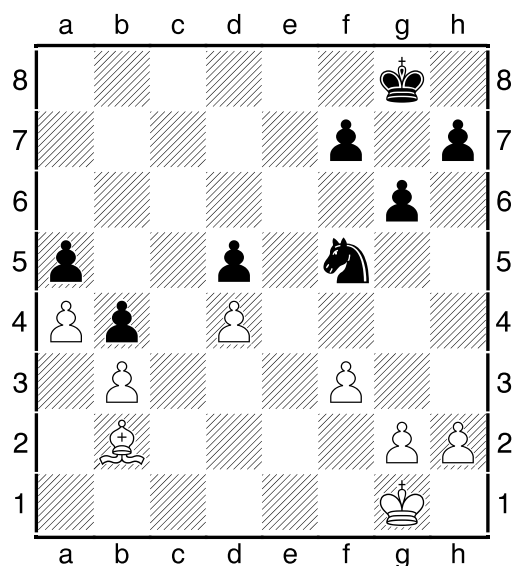
1-0

Of course nothing is as easy as it seems. Many times we will have to face stubborn and correct defence, preventing the realization of our plans. This is the nature of the beast; where there is action there must be reaction! The next three examples showcase this!

□ Fairhurst William

■ Keres Paul

Hastings 1954 ●



As 'usual', Black seems to hold the advantage, although the black queenside pawns can easily become targets for the white bishop. But how to continue?

**36...♖e3!?**

It does not require much thought to realize that White is quite out of danger once he gets 37.♔f2 in. In that event, there is no way Black can penetrate with his knight, and advancing his kingside pawns does not help matters. If Black wants to play for a win, then only one move comes into consideration, but on the other hand the knight could be trapped. If Black goes for the natural 36...h5 37.♔f2 ♕f8 38.♔e2 ♕e7 39.♔d3 ♕e6 after 40.♙c1 with the idea ♙f4-c7, White would be fine: 40...♞h4 41.♙g5 ♞xg2 42.♙d8.

**37.♙c1**

Forced: 37.♔f2? ♞d1+ →.

**37...♞c2 38.♙b2 f5! 39.♔f2!**

39.f4? looks OK, as Black does not have an entry route and neither can he place his knight on the e4-square: 39...♞e3 40.h3 (40.♙c1 ♞g4 41.h3 ♞f6 →), but Black can play 40...♔f7 (40...h6 41.♙c1 ♞c2 42.♙b2 ♞e1 43.♙c1 ♔f7 44.♙e3 ♔f6 45.♔f2 ♞c2 46.♔e2 ♞xe3 [46...g5 47.fxg5+ hxg5 48.♙f2 ♞a1 49.♔d2 →] 47.♔xe3 =) 41.♙c1 ♞c2 42.♙b2 g5! 43.fxg5 (43.♔f2 gxf4 44.♔e2 ♔g6 →) 43...♔g6 44.h4 (44.♔f2 ♔xg5 45.g3 f4) 44...♔h5 45.g3 ♞e1! →.

**39...f4 40.g4**

A good move, as the natural 40.♔e2 does not seem to be satisfactory: 40...h5 41.h3 ♔f7 42.♔d2 ♞e3 43.g4 ♔f6 44.♙c1 ♔g5 45.♔d3 ♞g2! 46.♙d2 ♔h4 47.gxh5 gxh5 48.♙xb4 (48.♔e2 ♔xh3 49.♙xb4 ♔g3! 50.♙xa5 h4 51.♔f1 ♔xf3 52.♙c7 h3 53.♔g1 ♔g3 →) 48...axb4 49.♔d2 ♔xh3 50.a5 ♞h4 51.a6 ♞xf3+ 52.♔d1 ♞h2 53.a7 f3 54.a8♖ f2 55.♖c8+ ♔g2 56.♖g8+ ♞g4 57.♖xd5+ ♔g1 →.

**40...fxg3+?**

Too optimistic. The correct 40...♔f7 41.♔e2 ♔f6 42.♔d3 ♞e3 43.♙c1 ♞g2 44.♙d2 g5 (44...h5? 45.♔e2 hxg4 46.fxg4 g5 47.♔f2 ♞h4 48.♙xb4 →) 45.h3 ♔e6 is a draw.

**41.hxg3 h5**

Or 41...♔f7 42.♔e2 ♔e6 43.♔d2 ♞a3 44.♙xa3 bxa3 45.♔c2 →.

**42.♔e2?**

Returning the favour. After the natural 42.f4! ♔f7 43.♔e2 ♔e6 44.♔d2 ♔f5 (44...♞a3 45.♙xa3 [45.♔e3? ♔f5 46.♔f3 ♞c2 →] 45...bxa3 46.♔c2 →) 45.♔xc2 ♔g4 White has at his disposal the fantastic move 46.♙c3! (46.♔d3? ♔xg3 47.♔e2 h4 48.♔f1 h3 49.♔g1 ♔xf4 50.♙c1+ ♔e4 →) 46...♔xg3 (46...bxc3 47.b4 ♔xg3 48.f5! gxf5 49.b5 and White wins) 47.♙e1+ ♔xf4 48.♔d3 →.

**42...g5!**

The creation of an outside passed pawn carries the day.

**43.♔d2 h4 44.gxh4 gxh4 45.♔e2 ♔f7**

Now Black is easily winning.

**46.♔f2 ♔g6 47.♔f1**

47.♔g2 ♞e1+ 48.♔f2 ♞d3+ →.

**47...♔g5 48.♔g1 ♞e1 49.♙c1+ ♔f5**

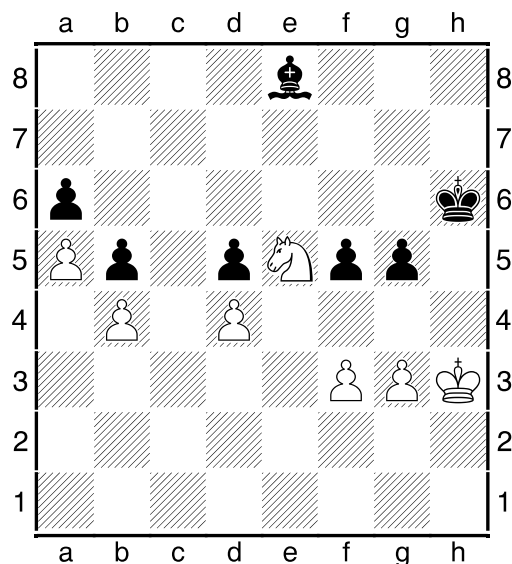
**50.♙e3 ♞xf3+ 51.♔f2 ♔e4**

**0-1**

□ **Mednis Edmar**

■ **Schandorff Lars**

Silkeborg 1988 ○



Of course, White's knight is superior to the black bishop, but it seems that there is no progress to be made, as there is no entrance to Black's camp. Although this is true, White has the luxury to try for a while!

**62.f4! gxf4**

62...g4+? 63.♔h4 loses immediately, while

62...♔h5? also does, but more slowly:  
 63.fxg5 (63.g4+? fxg4+ 64.♔g3 gxf4+  
 65.♔xf4 g3 66.♔xg3 ♕g5 =) 63...♔xg5  
 64.♔g2! (64.♔d3? ♕d7 65.♔f4 ♕c8  
 66.♔xd5 f4+ 67.♔h2 fxg3+ 68.♔xg3 ♕b7  
 69.♔c3 ♕f5 =) 64...♔h5 (64...f4 65.g4 +—  
 or 64...♔f6 65.♔f3 ♕g7 66.♔e3! ♕f7  
 67.♔f4 ♕e6 68.♔g5 +—) 65.♔f3 ♕g5  
 66.♔e3 f4+ (66...♕g6 67.♔d7 ♕g4  
 68.♔f2 f4 69.♔e5+ ♕f5 70.g4+ ♕g5  
 71.♔d7 ♕xg4 72.♔c5 +—) 67.gxf4+ ♕f5  
 68.♔d3 ♕d7 69.♔f3 ♕c8 (69...♕e6  
 70.♔e5 ♕c8 71.♔g4 ♕e6 72.♔e3+ ♕f6  
 73.f5 ♕xf5 74.♔xd5+ ♕e6 75.♔c7+ ♕d6  
 76.♔xa6 ♕d5 77.♔c5 ♕xd4 78.a6 +—)  
 70.♔f2 ♕g6 71.♔g4 ♕b7 72.♔e3 ♕h5  
 73.♔g3 ♕c6 74.♔f5 ♕b7 75.♔d6 ♕a8  
 (75...♕c6 76.♔f7 ♕d7 77.f5 ♕xf5 78.♔f4  
 ♕g6 79.♔e5 +—) 76.♔e8 ♕c6 77.♔c7  
 ♕b7 78.♔e6 ♕g6 79.♔g4 ♕f6 80.f5 ♕c8  
 81.♔f4 ♕xe6 82.fxe6 ♕xe6 83.♔g5 +—.

### 63.♔d3!

The point behind White's 62<sup>nd</sup> move. Nothing is gained by 63.gxf4 ♕g7 64.♔g3 ♕h7 65.♔h4 ♕h6.

### 63...f3?

63...fxg3 was called for: 64.♔xg3 ♕d7  
 65.♔f4 ♕c8 66.♔e5 (66.♔e5 ♕g7  
 67.♔g5 f4! 68.♔xf4 ♕f6 69.♔d3 ♕f5  
 70.♔c5 ♕c8 =) 66...♔g5 67.♔d6  
 (67.♔xd5 f4 68.♔c6 ♕f5 69.♔f2 f3 70.d5  
 ♕f4 71.♔c7 ♕f5 72.d6 ♕e3 73.♔h1 and  
 now Black must turn his attention to the  
 queenside: 73...♔d4 74.♔b7 ♕d5 75.♔xa6  
 ♕c6 76.♔a7 ♕xd6 77.♔b6 ♕d7 78.♔f2  
 ♕e8 79.♔e4+ [79.a6 ♕c6 80.a7 ♕d5  
 81.♔c7 ♕a8 =] 79...♔e5 80.♔d2 f2 81.a6  
 ♕d5 =) 67...f4 68.♔c7 ♕f5 69.♔e5 ♕e6  
 70.♔b7 ♕f5 71.♔xa6 ♕e4 72.♔b6  
 (72.♔xb5 ♕xd4 73.a6 ♕c8 74.♔g4 ♕d3  
 75.a7 [75.♔b6 ♕xa6 76.♔xa6 d4 =]  
 75...♕b7 76.♔b6 ♕a8 77.♔c7 d4 78.♔b8  
 ♕g2 79.b5 ♕e2 =) 72...♕c8 73.♔c5.  
 Black's position seems difficult but he is  
 able to hold:

a) 73...f3? 74.♔xf3 ♕xf3 75.♔xb5 +—.

b) 73...♕e6? 74.a6 ♕c8 75.a7 ♕b7 76.♔g4  
 ♕f3 77.♔f6 ♕g2 78.♔xd5 f3 79.♔c3 f2  
 80.♔d1 f1 ♔ 81.d5 +—.

c) 73...♕b7? 74.♔g4 ♕f3 75.♔f6 ♕g2  
 (75...♔e3 76.♔xb5 ♕xd4 77.a6 ♕c8  
 [77...♕a8 78.♔g4 ♕e4 79.♔c5 d4 80.b5  
 d3 81.b6 d2 82.♔f2+ ♕f3 83.♔d1 ♕e2  
 84.♔c3+ ♕d3 85.♔b4 +—] 78.a7 ♕b7  
 79.♔b6 ♕a8 80.♔c7 f3 81.♔g4 ♕c4  
 82.♔b8 ♕c6 83.♔e5+ +—) 76.♔d7 f3  
 77.♔e5 f2 78.♔g4 f1N 79.♔xb5 ♔d2  
 80.♔e5 ♕a8 (80...♔b3 81.♔b6 +—) 81.a6  
 ♔b3 82.♔c6 +—.

d) 73...♕a6! 74.♔g4 f3 75.♔f2+ (75.♔h2  
 f2 76.♔b6 ♕c8 77.a6 ♕xa6 78.♔xa6  
 ♕xd4 79.♔xb5 ♕c3 =) 75...♔e3 76.♔h1  
 ♕e2 77.♔xd5 ♕b7+ 78.♔c5 ♕f1 79.d5  
 ♕g2 80.d6 ♕xh1 81.d7 f2 82.d8 ♔ f1 ♔ =.

Going back, we must note that 63...♕d7 may defend as well: 64.♔xf4 ♕g5! 65.♔g2 (65.♔h2 ♕c6) 65...♔g4 66.♔f2 ♕c6 67.♔d3 ♕b7 68.♔e5+ ♕g5 69.♔f3 ♕a8 70.♔d3 ♕b7 71.♔f2 ♕c8 72.♔h3+ ♕f6 73.♔f4 ♕b7 74.♔f2 ♕c8! (74...♕c6? 75.g4! fxg4 76.♔xg4+ ♕e6 77.♔g5 +—) 75.♔d3 ♕d7 76.♔c5 ♕c8, and it seems that there is no way to break through. Of course, all these lines are difficult for the defending side to find and follow; in a practical game the knight usually prevails, but the objective evaluation of the position remains 'equal'.

### 64.♔c5 ♕g5 65.♔xa6 f4 66.g4! ♕g6?!

Black's counterplay comes too late. 66...f2 67.♔g2 loses simply, but he should have tried 66...♕d7 67.♔c5 ♕xg4+ 68.♔h2 ♕h4 69.a6 ♕h3, when White would have to find 70.♔b3! (70.♔d3? ♕c8 71.a7 ♕b7 72.♔c5 ♕c6 73.♔d7 f2 74.♔g2 f1 ♔+! 75.♔xf1 ♕g3 76.♔b6 ♕f3 77.a8 ♔ ♕xa8 78.♔xa8 ♕e3 = or 70.a7? f2 71.a8 ♔ f1 ♔) 70...♕c8 (70...f2 71.♔d2 f1 ♔ 72.♔xf1 ♕c8 73.a7 ♕b7 74.♔g2 ♕g4 75.♔f2 f3 [75...♔f5 76.♔f3 +—] 76.♔e3 f2 77.♔xf2 ♕f4 78.♔d2 +—) 71.a7 ♕b7 72.♔d2 ♕g4 73.♔g1 ♕g3 74.♔f1+ ♕g4 75.♔f2 ♕f5 76.♔d2 ♕g4 77.♔b3 ♕f5 78.♔xf3 +—.

### 67.♔c5 ♕e4 68.a6 ♕g6

68...f2 69.♔xe4+ dxe4 70.♔g2 +—.

### 69.♔xe4

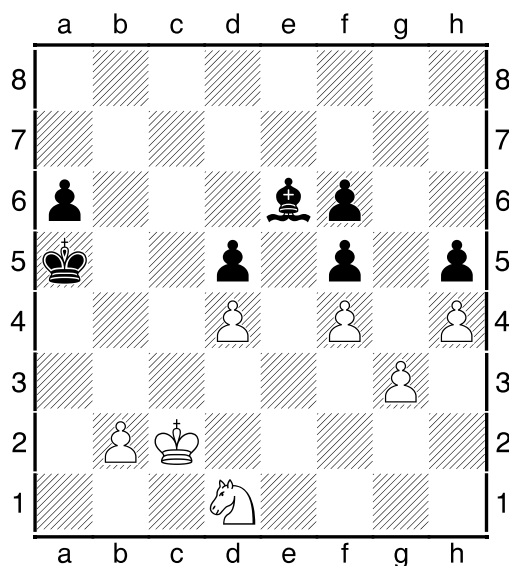
69...dxe4 70.a7 f2 71.♔g2 e3 72.a8 ♔ +—.

1-0

□ Nakamura Hikaru

■ Hillarp Persson Tiger

Malmö/Copenhagen 2005 ○



The black bishop is very bad, but the closed character of the position makes it very difficult for White to make progress. Still, White has every reason to feel happy.

**41. ♖b3 ♜b6 42. ♛c3 a5?**

Black should avoid helping White to exchange the queenside pawns. By waiting with 42... ♖a5 43. ♛a4 ♜d7 44. ♛c5 ♜c8 45. ♖c3 ♜b5 46. b4 ♜c6 47. ♖b3 ♜b5, he could probably achieve a draw, as I cannot find a way for White to penetrate with his king.

**43. ♖a4 ♜d7+ 44. ♖a3 ♜c6 45. ♛a4+ ♜b5 46. ♖b3 ♜b7 47. ♛c3+ ♜b6 48. ♖a3 ♜c6 49. b4!**

After some manoeuvring, White opens the queenside with this swap.

**49... ♖a6 50. ♖b3 ♜b6 51. ♛a4+ ♜b5**

**51... ♜xa4 52. ♖xa4 axb4 53. ♖xb4 +.**

**52. bxa5 ♖xa5 53. ♛c5 ♜e8 54. ♛e6 ♜f7 55. ♛d8 ♜e8 56. ♛b7+ ♜b6 57. ♛d6 ♜d7 58. ♖b4**

Slowly but surely White's king and knight are pushing back the opponent's monarch.

**58... ♜c6 59. ♛b5 ♜b6 60. ♛c3**

After rambling all over the board, the knight has returned to its post.

**60... ♜c6 61. ♛b1**

The start of new peregrinations.

**61... ♜d7 62. ♛d2 ♜b5 63. ♛b3 ♜d7 64. ♛c5 ♜e8 65. ♛e6 ♜f7 66. ♛f8 ♜c6**

**67. ♛h7!**

White has finally achieved a concrete result. The text is the start of a knight sacrifice that will eventually yield dividends.

**67... ♜d6 68. ♛xf6 ♜g6 69. ♛g8 ♜f7 70. ♛f6 ♜g6 71. ♛g8 ♜f7 72. ♛h6 ♜e6**

Now the knight is locked in. But there's no way that Black can prevent the white king from penetrating.

**73. ♖b5! ♜d7+ 74. ♖a5 ♜e6 75. ♖b6 ♜d7 76. ♖c5 ♜c7 77. ♛xf5!**

Three pawns for a bishop is a good investment and White does not miss his chance!

**77... ♜xf5 78. ♖xd5 ♜d7 79. ♖e5 ♜g4 80. ♖f6 ♜d6 81. f5 ♜d7 82. ♖g6 ♜f3 83. d5**

**83. ♖f7 ♜e4 84. f6 ♜d5+ 85. ♖g6 ♜e8 86. ♖xh5** also wins and should have been preferred, as four pawns are better than three!

**83... ♜xd5 84. ♖xh5**

A poor bishop is no match for three connected passed pawns. But it must be noted that, if the black king was placed on any of the squares e7, e8, f7, f8, g7, g8, h7 and h8, this position would be a draw!

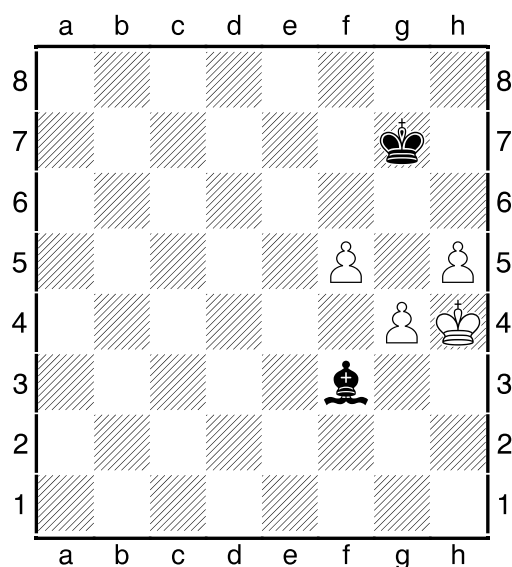
**84... ♖e7 85. ♖g5?**

85. ♖g6 is the trivial win.

**85... ♖f7! 86. g4 ♜f3 87. h5 ♖g7**

Again the only move to achieve the draw.

**88. ♖h4 (D)**



**88... ♜d1?**

Black loses his way. The only path to the

draw was 88...♙e4!, not allowing all the white pawns to advance to the fifth rank.

**89.g5!**

A theoretically winning position has been achieved by White.

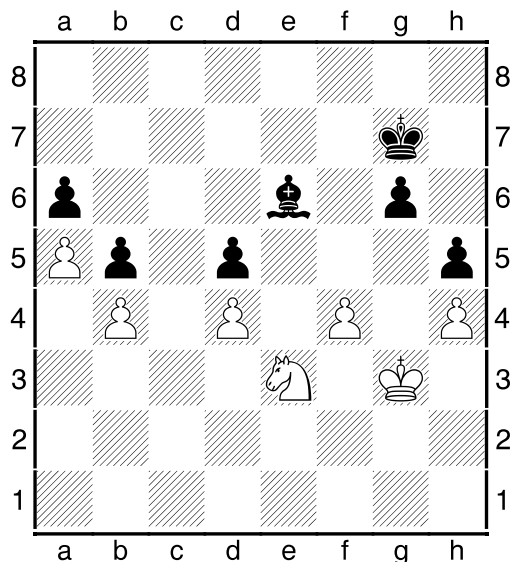
**89...♙c2 90.h6+ ♖h7 91.♙g4 ♙b1 92.♙f4 ♙c2 93.♙e5 ♙d3 94.♙e6 ♙c4+ 95.♙e7 ♙b3 96.f6 ♙g6 97.f7 ♙xf7 98.h7 ♙xh7 99.♙xf7 ♙h8 100.♙g6 1-0**

In the next example we can observe the method of breakthrough and how strong a good knight can be against a bad bishop, even with a pawn less!

□ **Khalifman Alexander**

■ **Barua Dibyendu**

Las Vegas 1999 ○



White did not make any real progress during the last moves, but here is his chance to improve his position:

**69.f5! gxf5**

After 69...♙xf5 70.♘xd5 ♙f7 71.♘c7 ♙c8 72.♙f4 ♙e7 73.♙e5 g5 74.hxg5 h4 75.g6 h3 76.♘d5+! ♙e8 77.♙f6 ♙f5 78.♙xf5 h2 79.g7 ♙f7 80.♘f6 ♙xg7 81.♘h5+ ♙f7 82.♘g3 White wins as well.

**70.♙f4 ♙f6 71.♘c2**

Although Black is a pawn up, his saving resources are limited.

**71...♙d7 72.♘e1 ♙c8 73.♘d3 ♙e6**

Or 73...♙b7 74.♙e3 ♙g7 75.♘f4 ♙h6 76.♘e2 ♙g6 77.♙f4 ♙f6 78.♘g3 ♙c8 79.♘h5+ +-.

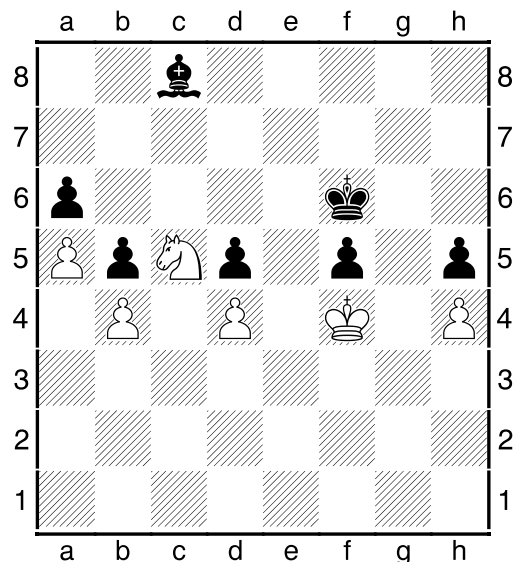
**74.♙f3!**

Time for the king's triangulation.

**74...♙e7**

74...♙g7 75.♙e3 ♙f6 (75...♙f7 76.♘f4 +-) 76.♘c5 ♙c8 77.♙f4 +-.

**75.♙g3 ♙f6 76.♘c5 ♙c8 77.♙f4 (D)**



Zugzwang! Black is forced to allow the white king to penetrate.

**77...♙g6 78.♙e5 f4**

After 78...♙f7 79.♘d3! White wins as well.

**79.♙xf4 ♙f6**

White won his sacrificed pawn back, but Black got the opposition.

**80.♙g3!**

Looks strange at first sight, but White's king has to retreat in order to win the fight for the opposition, as the knight cannot lose the necessary tempo!

**80...♙g7 81.♙f3 ♙g6**

After 81...♙f7 82.♘d3 ♙g4+ 83.♙f2 ♙f6 (83...♙e7 84.♘c5 ♙c8 85.♙e3 ♙f7 86.♘d3 ♙f6 87.♘f4 +-) 84.♘f4 ♙f5 85.♘xd5 ♙e4 86.♘f6+ ♙xd4 87.♘xg4 hxg4 (87...♙c3 88.♘f6 ♙xb4 89.♘h5 ♙xa5 90.♘f4 +-) 88.♙g3 +- or 81...♙f6 82.♙f4 +- White has managed to lose a tempo by the triangulation of his king.

**82.♘d3 ♙g4+**

82...♙b7 83.♘f4+ ♙h6 84.♙e3 ♙a8 85.♘d3 ♙g6 86.♙f4 ♙f6 87.♘c5 +-.

**83.♙e3! ♙e6 84.♘f4+ ♙f5 85.♘h5**

Of course not 85.♘xe6? ♙xe6 86.♙f4 ♙f6 =. Now White has eliminated all the kingside pawns and victory is near, as his

king will penetrate.

**85...♔g4 86.♖f4 ♜f7 87.♖d3 ♜e6  
88.♖c5 ♜c8 89.h5!**

Black resigned, as after 89...♔xh5 90.♔f4 and ♔e5-d6 the end is near.

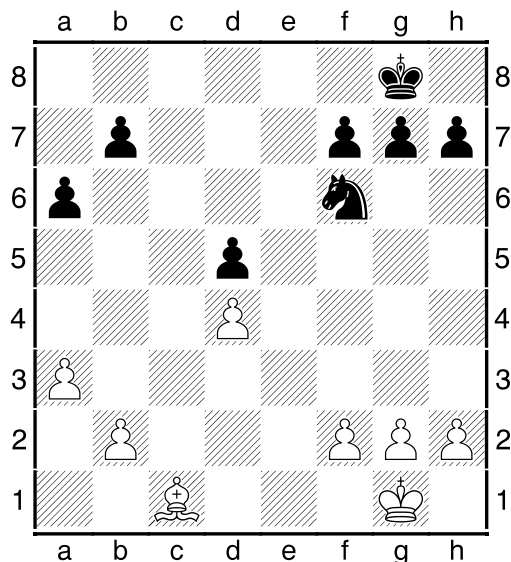
**1-0**

Famous players of the past knew exactly what to do in the types of endgame we have examined up until now. The following two examples are among the most famous in chess literature, but still, even today we discover new ways to handle them.

□ **Saidy Anthony**

■ **Fischer Robert**

New York 1964 •



Both players were happy with the position that has resulted from the early middle game skirmish! White, because he believed that he will hold the draw; Black, because he had faith in his technique. The truth lies somewhere in-between: Black stands better, as the pawn structure (the blocked d-pawns in particular) favours the knight. His plan must be to invade White's camp with his king (in general) and to attack the d4-pawn (more specifically). In order to achieve this however, some or all of the kingside pawns must be exchanged in order to clear a path for the king. Black's advantage may not be sufficient for victory, but, on the other hand, the road to the drawing haven is long and arduous.

**23...♖d7 24.♔f1 ♖f8 25.♔e2**

25.g4 ♖e6 26.♔e3 seems like a better defensive set-up, as it prevents Black from building a broad pawn front.

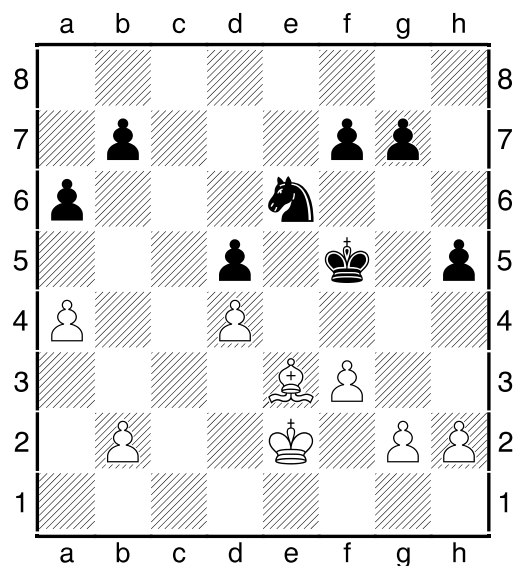
**25...♖e6 26.♔d3 h5!**

The correct way of advancing the black kingside pawns commences with the h-pawn, aiming to 'dissolve' the kingside.

**27.♔e3**

White waits, as the 'active' 27.h3 ♔h7 28.g4 ♔g6 29.f4 (29.♔e3 ♖g5!) 29...hxg4 30.hxg4 f5! favours Black.

**27...♔h7 28.f3 ♔g6 29.a4 ♔f5 30.♔e2 (D)**



Now it's time for the black kingside pawns to advance.

**30...g5 31.♔f2 ♖d8 32.♔d2 ♔g6 33.♔e3  
♖e6 34.♔d3 ♔f5 35.♔e3 f6 36.♔e2 ♔g6  
37.♔d3**

Black has not rushed, as he has all the time in the world at his disposal. At this point, the advance 37.g4 f5 38.h3 ♖f8 39.♔f2 ♖d7 40.b3 ♖f6 is again a mistake, as White would end up with weak pawns.

**37...f5 38.♔e2**

38.g3 f4 39.gxf4 g4 40.fxf4 hxg4 41.♔f2 ♖xf4+ 42.♔e3 ♔f5 43.♔g3 = was more accurate. It must be noted that the presence of White's h-pawn on its initial square is helpful to him.

**38...f4! 39.♔f2 ♖g7!**

The knight is heading for the better outpost on f5.

**40.h3**

A necessary move. 40.g4? fxf3 41.hxf3 g4! can only help Black.

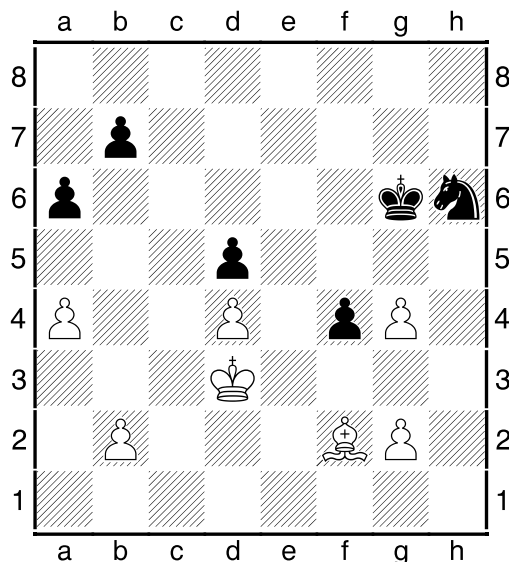
40...♞f5 41.♔d3 g4 42.hxg4

Compulsory. Black has an easy win after 42.♙e2? g3! 43.♙g1 ♞h4 44.♙f1 ♙f6.

42...hxg4 43.fxg4

43.♙e2? g3 44.♙g1 ♞h4 45.♙f1 a5 46.b3 ♙f5 leads to a tragicomic zugzwang situation!

43...♞h6 (D)



44.♙e1?

The decisive mistake, as it allows Black's king to penetrate on the kingside. White was forced to play 44.♙e2 ♞xg4 45.♙g1 (45.♙e1 ♙f5 46.♔d3 ♞e3 47.g3 ♞c4 48.b3 ♞d6 49.gxf4 ♙xf4 50.♙a5 ♙f3 ♢) 45...♙f5 46.♙f3 ♞f6 47.♙h2 ♞h5 48.a5! ♙g5 49.g4 fxg3 50.♙xg3 ♞f6 ♢. Interesting is the fact that, were the b-pawns on b4 (white) and b5 (black), the position would be an easy win for Black, as the white king would be unable to invade the queenside in search of counterplay.

44...♞xg4 45.♙d2 ♙f5 46.♙e1 ♞f6

47.♙h4 ♞h5 48.♙e1 ♙g4 49.♙e2

49.b3 ♞g3 50.a5 ♞f5 51.♙f2 ♞h4 →.

49...♞g3+ 50.♙d3

The pawn ending after 50.♙xg3 ♙xg3 51.♙f1 f3! is an easy win for Black.

50...♞f5 51.♙f2 ♞h4!

There is no longer any salvation for White.

52.a5

52.♙xh4 ♙xh4 53.♙e2 ♙g3 54.♙f1 f3

→.

52...♞xg2 53.♙c3 ♙f3 54.♙g1 ♙e2

55.♙h2 f3 56.♙g3 ♞e3

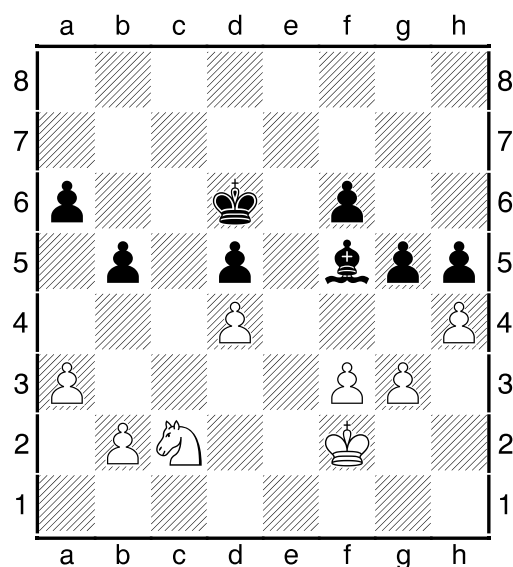
Now, after ...♞f5, the f-pawn will finally promote.

0-1

□ Karpov Anatoly

■ Kasparov Garry

Moscow 1984 ○



In the 9<sup>th</sup> game of the World Championship match in 1984 a position similar to that of the previous example occurred.

45.♞e3 ♙b1!

White has excellent winning chances after either 45...♙e6?! 46.hxg5! (46.g4 hxg4 47.hxg5 fxg5 48.♞xg4 ♙xg4 49.fxg4 a5 =) 46...fxg5 47.f4 gxf4 (47...g4 48.f5 ♙d7 49.♞g2 ♙xf5 50.♞f4 ♙e4 51.♞xh5) 48.gxf4 ♙e7 49.f5 ♙f7 50.♙g3 ♙f6 51.♙f4 ♙g8 52.b3! ♙f7 53.♞c2 ♙g8 (53...h4 54.♞e3 or 53...a5 54.b4 intending ♞e3) 54.♞b4 ♙f7 (after 54...h4 or 54...a5 there follows 55.♞c2) 55.♞xa6 h4 56.♞c5 h3 57.♙g3 ♙xf5 58.a4 or 45...♙g6?! 46.hxg5 fxg5 47.f4 ♙e4 (47...g4 48.f5 ♙h7 49.b4 ♙c6 50.♞g2! ♙xf5 51.♙e3 and the king enters the kingside) 48.fxg5 ♙e6 49.g4!! hxg4 (49...h4 50.♞g2!) 50.♙g3.

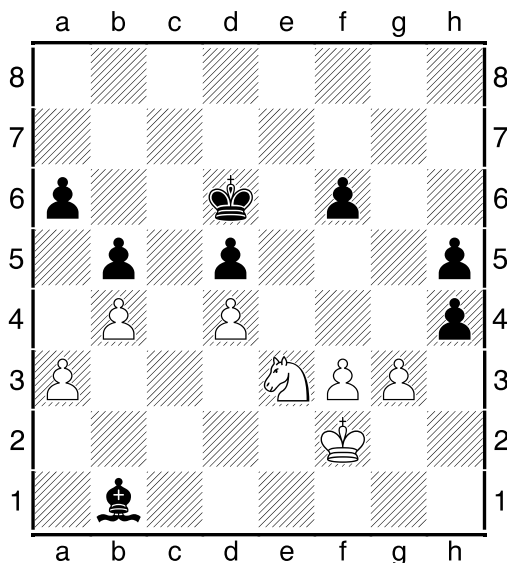
46.b4!

An important move, directly connected to the comments to the previous example regarding the b-pawns. If White now manages to invade Black's camp, the position will be won.

46...gxh4? (D)

A fatal error. After 46...♙e6! 47.g4!?

(47.hxg5 fxg5 48.f4 g4 holds the draw. Equally good is 48...gxf4 49.gxf4 ♖e4! [but not 49...h4?? 50.♔g2 ♖f5 51.♔h2! and White wins] 50.♔g3 ♖f6 with a draw) 47...hxg4 48.hxg5 gxf3 (48...fxg5 49.♘xg4 ♖a2 [49...♖f5 50.♔g3 ♖d6 51.f4 gxf4+ 52.♔xf4 ♖b1 53.♔g5 ♖e6 54.♘e5] 50.♘e3 ♖f6 51.♔g3 ♖b3 52.♔g4 ♖c4 53.f4 ♖e2+ 54.♔g3 ♖c4 55.♔f3 ♖g6 56.♔g4 ♖e2+ 57.♔g3 ♖c4 58.♔f3 ♖f6 59.♘g4+! ♖f5 60.♘h6+ ♖g6 61.fxg5 ♖xg5 62.♘f7+) 49.gxf6 ♖e4 50.♘g4 ♖f7 51.♔g3 ♖e6 52.♔f4 ♖f7 53.♔e5 ♖g6! 54.♔xd5 ♖h5 Black is on the right track.



#### 47.♘g2!!

A brilliant move, creating an entry point for White's king - as we have already seen, the key to this ending. 47.gxh4? ♖g6 48.♔g3 ♖e6 49.♘g2 ♖d6 50.♘f4 ♖f7 51.♘d3 ♖e6 52.♘c5 ♖c8 leads nowhere, as the white king is unable to penetrate. This variation makes clear why it is necessary to exchange two pairs of pawns on the kingside.

#### 47...hxg3+

Compulsory. 47...h3 48.♘f4 wins both h-pawns.

#### 48.♔xg3 ♖e6

White also wins after 48...♖g6 49.♘f4 ♖f7 50.♔h4.

#### 49.♘f4+ ♖f5 50.♘xh5

Threatening ♘g7-e8-c7, therefore the black king must retreat.

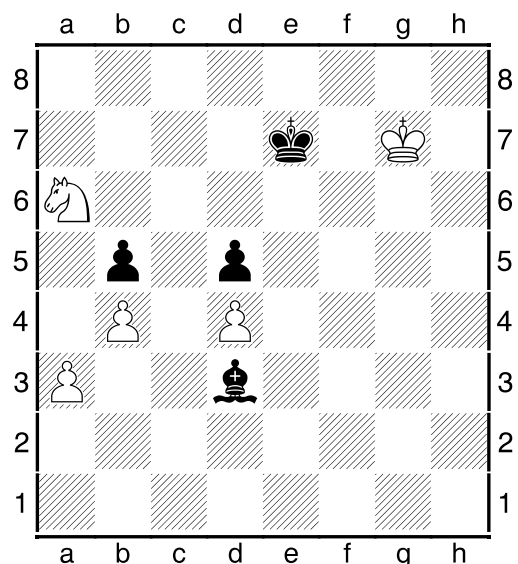
50...♔e6 51.♘f4+ ♖d6 52.♔g4 ♖c2

#### 53.♔h5 ♖d1 54.♔g6 ♖e7!

A very good defensive move, as the d-pawn is not important; it even hinders Black. After 54...♖xf3 55.♔xf6 White's position wins even without the a-pawns. The placement of the b-pawns is of particular importance, as described in the previous example, since these pawns prevent possible counterplay by the black king on the queenside.

#### 55.♘xd5+?

A serious error, despite capturing a pawn with check! White could not resist the temptation to win the d-pawn, but this is wrong in principle as it opens a path for Black's king, which must be guarded. Correct is 55.♘h5! ♖xf3 56.♘xf6 and White will slowly force the black king away from the squares e7 and d6, winning the black d5-pawn under favourable circumstances: 56...♖e4+ 57.♔g5 ♖d3! 58.♘g4! ♖f1 59.♘e5 ♖h3 60.♔g6! (60.♘d3 ♖f7) 60...♔e6 61.♘c6 ♖d6 62.♘a5 ♖e7 63.♘b3 ♖d7 64.♘c5 ♖c8 65.♔g7 (Black is in zugzwang and loses the a6-pawn but can still offer resistance, though White should eventually prevail) 65...♖f5 66.♘xa6 ♖d3 (D)



Some preliminary remarks before we go on:

1. White always wins if his king reaches one of the key-squares f6, e5 or f5 and Black's king is passive.

2. In that case, White even wins without his a3-pawn.

3. Furthermore, White prevails if he wins one of Black's pawns.



4. Winning the d5-pawn is sufficient in this case, as White's knight can jump back to c3, when White always wins.

First White transfers the knight to the kingside or enters with his king via f8: 67. ♖b8 ♖c2 (67... ♖e6 68. ♖f8 ♖g6 [68... ♖f5 69. ♖e7 ♖e4 70. ♖c6 ♖c4 71. ♖d6 ♖d3 72. ♖c5 ♖c3 73. ♖e7 ♖b3 74. ♖xd5 ♖xa3 75. ♖c3 +—] 69. ♖c6 ♖h5 70. ♖e7 ♖f3 [70... ♖d6 71. ♖f5+ ♖d7 72. ♖g3 ♖g6 73. ♖g7 ♖d3 74. ♖f6 +—] 71. ♖e8 ♖g4 72. ♖d8 ♖d6 73. ♖g6 ♖h3 [73... ♖f5 74. ♖e5 ♖h3 75. ♖f7+ ♖c6 76. ♖e7 +—] 74. ♖e5 ♖f5 75.a4 bxa4 76.b5 a3 77.b6 ♖c8 78. ♖xc8 a2 79.b7 a1 ♖ 80.b8 ♖+ ♖e6 81. ♖c6 +—) 68. ♖c6+ ♖d7 (68... ♖e6 69. ♖f8+— ♖g6 70. ♖a7 ♖d3 [70... ♖f5 71. ♖e7 ♖e4 72. ♖xb5 ♖d3 73. ♖f6 ♖e4 74. ♖e5 +—] 71. ♖e8 ♖e2 72. ♖c6 ♖d6 73. ♖e7 ♖e6 74. ♖d8 ♖d6 75. ♖c8+ ♖c6 76. ♖e7+—) 69. ♖e5+ ♖e7 (69... ♖e6 70. ♖f8 [70. ♖g4 ♖e4 71. ♖e3 ♖e7 leads to the main line and wins as well] 70... ♖f5 71. ♖e7 ♖e4 72. ♖c6 ♖d3 73. ♖d6 ♖c4 74. ♖e5 ♖e4 75. ♖a5+ ♖c3 76. ♖b7 ♖b2 77. ♖d6 ♖xa3 78. ♖xe4 dxe4 79. ♖xe4 ♖xb4 80.d5 ♖c5 81. ♖e5 +—) 70. ♖g4 ♖f5 (70... ♖d1 71. ♖e5 ♖c2 72. ♖h6 ♖f6 73. ♖g4+ ♖e6 74. ♖g5 +—) 71. ♖e3 ♖e4 72. ♖h6 ♖f6 73. ♖h5 ♖e6 (73... ♖d3 74. ♖g4 ♖e4 75. ♖f4 ♖e6 76. ♖g4 ♖f5 77. ♖g5 or 73... ♖g6+ 74. ♖g4 ♖f7 75. ♖d1 ♖e6+ [75... ♖e8 76. ♖c3 ♖d7+ 77. ♖g3 ♖c6 78. ♖f4 +—] 76. ♖g3 ♖g5 [76... ♖d7 77. ♖f4 ♖e8 78. ♖e3 ♖f7 79. ♖g4+ ♖e6 80. ♖g5 +—] 77. ♖c3 ♖d7 [77... ♖f5 78. ♖f2 ♖d7 79. ♖xd5] 78. ♖xd5 ♖e6 79. ♖c3 ♖f5 80. ♖f2 ♖f4 81. ♖e2 +—) 74. ♖g5 ♖d3 75. ♖g4 ♖e4 76. ♖e5 ♖c2 77. ♖c6 ♖e4 78. ♖b8 ♖d3 79. ♖a6 ♖e7 and now White begins the triangulation: 80. ♖g4 ♖f6 (80... ♖d6 81. ♖f4 ♖c2 82. ♖g5 ♖e7 83. ♖c7 +—) 81. ♖c7 ♖e2+ 82. ♖g3! (the second triangulation puts Black in fatal zugzwang) 82... ♖f5 (82... ♖c4 83. ♖f4 +— as Black either loses one of his pawns or has to allow White's king to enter one of the key-squares e5 or f5) 83. ♖xd5 ♖h5 (83... ♖d3 84. ♖c3 ♖f1

[84... ♖e6 85. ♖f4 ♖d6 86. ♖e3 ♖f1 87.a4 bxa4 88. ♖xa4 ♖d5 89.b5 ♖h3 {89... ♖xb5 90. ♖c3+ ♖c4 91. ♖xb5 ♖xb5 92. ♖e4 ♖c6 93. ♖e5 ♖d7 94. ♖d5 +—} 90.b6 ♖c6 91.d5+ ♖b7 92. ♖d4 ♖g2 93. ♖c5 ♖f3 94. ♖c3 +—] 85. ♖f2 ♖c4 86. ♖e3 ♖f1 87.a4 bxa4 88. ♖xa4+—) 84. ♖c3. With the knight on c3 this constellation is always winning for White, but some care is still required: 84... ♖e8 85. ♖f3 ♖c6+ 86. ♖e3 (86.d5? ♖d7 87. ♖e3 ♖e5 =) 86... ♖e8 (86... ♖e6 87.d5+! ♖xd5 88. ♖d4 ♖c4 89. ♖c5 +—) 87. ♖e4 (as the board is too small for Black's bishop, the knight forks are everywhere!) 87... ♖d7 (87... ♖c6 88.d5 ♖xd5 89. ♖d6+ ♖e5 90. ♖xb5 +— or 87... ♖e6 88. ♖f4 [88.d5+? ♖e5!] 88... ♖c6 89. ♖c3 ♖e8 90.d5+ ♖d6 91. ♖e4 +—) 88. ♖c5 ♖e8 89. ♖a6 ♖f7 90.d5 ♖e5 91. ♖c7 ♖d6 92. ♖xb5+ ♖xd5 93. ♖d3 +—. **55... ♖e6?!**

More precise is 55... ♖d6! 56. ♖c3 ♖xf3 57. ♖xf6, retaining decent chances of salvation. This is because the capture of the d5-pawn has freed a path for the black king to the queenside, offering him excellent counterplay.

**56. ♖c7+ ♖d7?!**

56... ♖d6 is again necessary. But the text move does surprisingly draw, despite losing another pawn!

**57. ♖xa6 ♖xf3 58. ♖xf6 ♖d6 59. ♖f5 ♖d5 60. ♖f4 ♖h1 61. ♖e3 ♖c4 62. ♖c5 ♖c6 63. ♖d3 ♖g2 64. ♖e5+ ♖c3 65. ♖g6 ♖c4 66. ♖e7 ♖b7?**

According to many sources this is Black's final mistake. Instead, with 66... ♖h1! he could have drawn (although this is easier said than done!): 67. ♖f5 (67. ♖c8 ♖d5 =) 67... ♖d5 (67... ♖c6? 68. ♖f4! ♖b3 69. ♖e5 ♖xa3 70. ♖d6 ♖e4 71. ♖g3 ♖f3 72. ♖c5 +—) 68. ♖g3 (68. ♖f4 ♖e4 69. ♖d6 ♖d3 70. ♖e3 ♖f1 71. ♖e4 ♖g2 72. ♖d2 ♖h3 =) 68... ♖g2 69. ♖d3 (69. ♖f2 ♖h3 70. ♖e2 ♖g4 71. ♖e3 ♖xe2 72. ♖xe2 ♖xd4 =) 69... ♖f3 (69... ♖h3? 70. ♖h5! [70. ♖c3? ♖d7 71. ♖h5 ♖f5 72. ♖f4+ ♖e4 73. ♖d3 ♖d5 74. ♖c5 {74. ♖e1!? ♖g4! {74... ♖e4? 75.a4! bxa4 76. ♖c2 ♖d7 /76... ♖e6 77.b5 ♖d5 78. ♖e3+ ♖d6 79. ♖b4 ♖b3 80. ♖f5+

♖d5 81. ♜e7+ ♗d6 82. b6 ♜c2 83. ♖c3  
 ♜d1 84. d5! ♙g4 85. ♖b4 ♜d7 86. ♖a3  
 ♜b5 87. ♜f5+ ♗d7 88. ♖b4 ♜d3 89. ♜e3  
 ♜a6 90. ♖xa4 +- or 76... ♖d5 77. ♜e3+  
 ♖e4 78. ♜xf5+- or 76... ♜c8 77. ♖c4 ♖f5  
 78. b5 ♖e6 79. ♖c5 ♜b7 80. ♖b4 ♖d5  
 81. ♖c3 ♖e4 82. ♜a3 ♖d5 83. ♜c4 ♖e6  
 84. ♜e3 +- or, finally, 76... ♙g4 77. ♖c4  
 ♜d1 78. ♜a3 ♖f5 79. ♖d5 ♜f3+ 80. ♖d6  
 ♖e4 81. ♖c5 ♖f5 82. d5 +- / 77. ♖c4 ♜e6+  
 78. ♖c5 ♖d3 / 78... ♜d5 79. b5 ♜a8 80. ♜a3  
 ♖f5 81. ♜c4 ♖e6 82. ♖b4 ♜d5 83. ♜e3  
 ♜b3 84. d5+ ♖d6 85. b6 ♖d7 86. ♜c4 +-/  
 79. ♜a3 ♖c3 80. b5 ♖b3 81. b6 ♜c8  
 82. ♜c4 +-} 75. ♜c2 ♜d7 76. ♜e3+ ♖e4  
 77. ♜c4 ♜c6! {77... bxc4? 78. ♖xc4 ♖f5  
 79. b5 ♖e6 80. ♖c5 ♖e7 81. a4 ♖d8 82. a5  
 ♖c8 83. d5 ♖b7 84. a6+ ♖b8 85. b6 +- or  
 77... ♖f5? 78. ♜b6 ♜e8 79. ♜d5 ♜d7  
 / 79... ♜h5 80. ♜c7 ♜e2 81. a4 bxa4 82. b5  
 +- / 80. ♖d3 ♖e6 81. ♜c3 +-} 78. ♜e5 ♜e8  
 {78... ♜b7? 79. a4! bxa4 80. ♜c4 ♖d5 81. b5  
 +-} 79. ♜g4 ♖f5 80. ♜f2 ♖e6 81. ♜e4  
 ♙g6 82. ♜c5+ ♖d5 =} 74... ♙g4 75. a4  
 bxa4 76. ♜xa4 ♖c6 =] 70... ♜f5+ 71. ♖e3  
 ♜c8 [71... ♖c4 72. ♜f6 ♖b3 73. ♖d2 ♖xa3  
 74. ♖c3 +- or 71... ♜c2 72. ♜f4+ ♖c4  
 73. d5 +-] 72. ♜f4+ ♖d6 [now it seems that  
 White can't win since he can't transfer his  
 knight to c3:] 73. ♖e4 ♜b7+ 74. ♖f5  
 [74. ♖d3 ♜c8 75. ♜g2 ♜f5+ 76. ♖d2 ♜g6]  
 74... ♜f3 75. ♖f6 ♙g4 76. ♖f7 ♜f5 77. ♖e8  
 ♜d7+! [77... ♜g4? 78. ♖d8 ♜f5 79. ♜e2  
 ♖d5 {79... ♜h3 80. ♜c3 ♜d7 81. ♜e4+  
 ♖c6 82. d5+ +-} 80. ♜c3+ ♖c4 {80... ♖xd4  
 81. ♜xb5+ ♖d3 82. ♜d6 +-} 81. ♜xb5  
 ♖xb5 82. d5 ♖b6 83. d6 +-] 78. ♖d8 ♙g4  
 79. ♜g2 ♜h3 80. ♜e3 ♜e6 81. d5 [81. ♜d1  
 ♖d5 82. ♜c3+ ♖xd4 83. ♜xb5+ ♖c4 =]  
 81... ♜h3 82. ♖e8 ♜d7+ 83. ♖f7 ♜h3  
 84. ♖f6 ♜c8 85. ♖g5 ♖e5 =) 70. ♜f1  
 ♜e4+ 71. ♖c3 ♜f3 72. ♜e3+ ♖e4 73. ♜c4  
 ♖d5! (73... bxc4? 74. ♖xc4 +-) 74. ♜b2  
 ♜h5 75. a4 (75. ♜d3 ♜e8! [75... ♜f7  
 76. ♜f4+ ♖e4 77. ♜d3 ♜e8 78. ♜f2+ ♖f4?  
 79. d5! ♖e5 {79... ♖f3 80. ♖d4 ♖xf2  
 81. ♖e5 ♖e3 82. d6 ♖d3 83. ♖e6 ♖c4  
 84. d7 ♜xd7+ 85. ♖xd7 ♖b3 86. ♖c6 ♖a4  
 87. ♖c5 +-} 80. ♜g4+ ♖f5 {80... ♖d6

81. ♖d4 ♜f7 82. ♜f6 ♙g6 83. ♜e4+ +- or  
 80... ♖xd5 81. ♜f6+ +-} 81. ♖d4! ♖xg4  
 82. ♖e5+-]) 75... bxa4 76. ♜xa4 ♖c6 =.  
 This is a drawn position, as proven by the  
 Nalimov Tablebases, and is the basis on  
 which the whole analysis is built.

### 67. ♜f5 ♙g2?!

More tenacious was 67... ♖d5, but White  
 wins after 68. ♖d3 ♖e6 69. ♜g7+! (the most  
 precise, although 69. ♜e3 ♜f3 70. ♖d2  
 wins, as White's monarch will march all the  
 way to the f8-square and prevail) 69... ♖d7  
 (69... ♖d6 70. ♜e8+ ♖e7 71. ♜c7 ♜c6  
 72. d5 +- or 69... ♖d5 70. ♜e8+- or, finally,  
 69... ♖e7 70. ♜h5 +-) 70. ♜h5 ♙g2 71. ♜f4  
 ♜f1+ 72. ♖e4 ♖d6 73. ♖e3 ♜c4 (73... ♖c6  
 74. d5+ ♖d6 75. ♖d4 ♜c4 76. a4 +-)  
 74. ♜e2 +-.

### 68. ♜d6+ ♖b3 69. ♜xb5 ♖a4 70. ♜d6

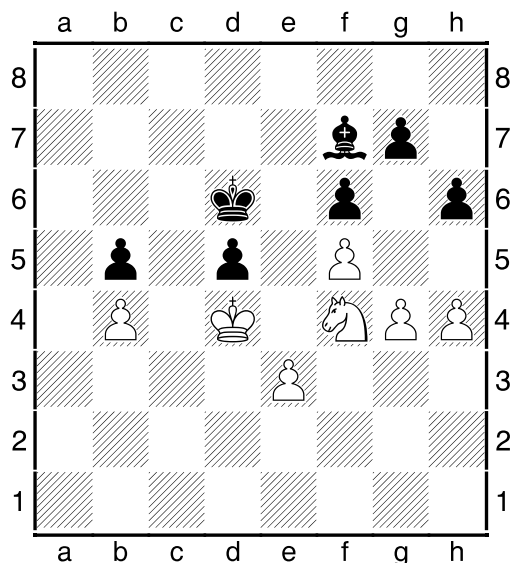
A difficult ending, where great accuracy was  
 required and, in a practical game, I would  
 say that the odds of White winning are  
 greater than those of Black drawing. If a  
 (youthful) Kasparov can blunder, then so  
 can anyone. One thing is clear: having the  
 pawn on h5 makes life more difficult for  
 Black than if it were on its starting square.

1-0



Good training in every aspect of the game  
 is essential for every chess player's  
 improvement. Knowing what to do and how  
 to handle certain endgame positions can  
 make the difference between success and  
 failure. A typical example of endgame  
 technique/knowledge can be seen in the next  
 example:

## Example 2 ○ / ●



A standard position, very important for the endgame of knight v. bishop with an isolated central pawn; this type of ending can arise from many different openings. Black has three weaknesses (b5, d5, g7) and thus it is not surprising that his position is lost.

a) White to move:

**1.h5**

1. ♖h3 ♗e8 2.g5 hxg5 3.hxg5 ♗d7!.

**1...♗g8 2.♖e6 ♗xe6**

Avoiding the forced variation that now ensues at the cost of the g-pawn is also not sufficient: 2...♗f7 3.♖xg7 ♖c6 4.♖e6 (4.g5? fxg5 5.♗e5 g4 6.♗f6 g3 7.♖xf7 g2 8.♗g8 g1 ♖ 9.f6 d4 10.f7 ♖f2 11.exd4 ♖a2 12.♖f5 ♖d7 =) 4...♖d6 5.♖f4 ♗g8 6.♖e2 ♗f7 7.♖g3 ♗g8 8.e4 ♗f7 (D) (8...dxe4 9.♖xe4+ ♖e7 10.♖c5 ♗c4 11.♖c3 +-) 9.g5! fxg5 (9...hxg5 10.h6 ♗g8 11.exd5 ♗h7 12.♖e4+ ♖e7 13.d6+ ♖f7 14.d7 ♖e7 15.♖xf6 ♗xf5 16.h7) 10.e5+ ♖e7 11.♖c5 +.

**3.fxe6 ♖xe6 4.♖c5 f5 5.gxf5+ ♖xf5 6.♖xb5**

6.♖xd5? g5 7.e4+ ♖f6 8.♖d6 ♖f7 9.♖d7 ♖f6 with a draw.

**6...g5 7.hxg6 ♖xg6 8.♖c5 h5 9.♖xd5**

9.b5? h4 10.b6 h3 11.b7 h2 12.b8 ♖ h1 ♖ 13.♖g8+ ♖f6 14.♖xd5 ♖c1+ 15.♖d4 ♖d2+ with a draw.

**9...♖g5 10.♖e4!**

The careless 10.b5? h4 11.b6 h3 12.b7 h2 13.b8 ♖ h1 ♖+ 14.e4 ♖d1+ 15.♖e5 ♖a1+

16.♖e6 ♖f6+ 17.♖d5 ♖f7+ 18.♖c5 ♖f2+ allows Black to save the draw.

**10...♖g4 11.♖d3!!**

**1-0**

b) Black to move:

**1...♖c6**

1...♗e8 2.♖e6 or 1...♗g8 2.♖h5.

**2.♖e6 ♗xe6 3.fxe6 ♖d6 4.e7! ♖xe7**

**5.♖xd5**

**1-0**

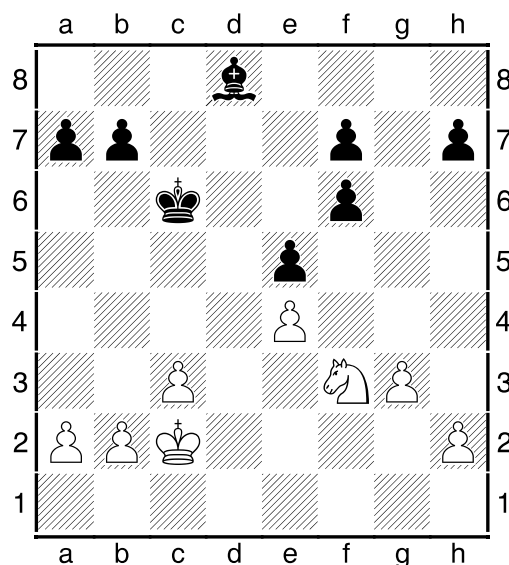
An excellent example of the connection between middle game and endgame theory: knowledge of this particular ending (and not only) allows us to identify our indicated actions on both sides.

Also important is the way that White handled his advantage in the following example:

□ **Salov Valery**

■ **Ljubojevic Ljubomir**

Buenos Aires 1994 ○



This is a classic example, where the superiority of the knight versus the bishop is evident. This superiority is based on:

1. Better pawn structure (doubled and isolated black pawns on the kingside).
2. Strong outposts on the d5- and f5-squares.
3. Potential passed pawn on the queenside, where White's majority is active.

**22.♖h4**

The knight is heading for the important outpost.

**22...♗e7 23.♖f5 ♗f8 24.b4!**

Then the procedure for the creation of a passed pawn starts.

24...♔d7

24...b5 can only help White: 25.♔b3 a6 26.c4 ♕d7 27.a4.

25.♔b3 ♕c6 26.♔c4 a6 27.a4 b6

27...b5+ 28.axb5+ axb5+ 29.♔b3 ♔b6 30.c4 bxc4+ 31.♔xc4 +–.

28.g4 b5+ 29.♔b3 ♔d7 30.♕e3

30.axb5 axb5 31.c4 +– is equally fine.

30...♕h6 31.♕d5 ♕g5 32.c4 ♔c6 33.♕c3

Forcing Black's hand.

33...bxc4+ 34.♔xc4 ♕h4 35.♕d5 ♕g5 36.h3 ♕h4

Black is deprived of any counterplay, passively waiting for the end. Such a situation must clearly be avoided.

37.♕e7+ ♔d7 38.♕f5 ♕e1 39.b5 axb5+ 40.♔xb5!

In general, a passed pawn should be created as distantly as possible.

40...♕d2 41.♔b6 ♕e1 42.a5 ♕f2+

43.♔b7 ♕e6 44.♔c6

Black resigned due to 44...♕g1 45.a6 ♕f2 46.♕d6 ♕g1 47.♕c8 ♕f2 48.♕b6. A clear-cut technical win.

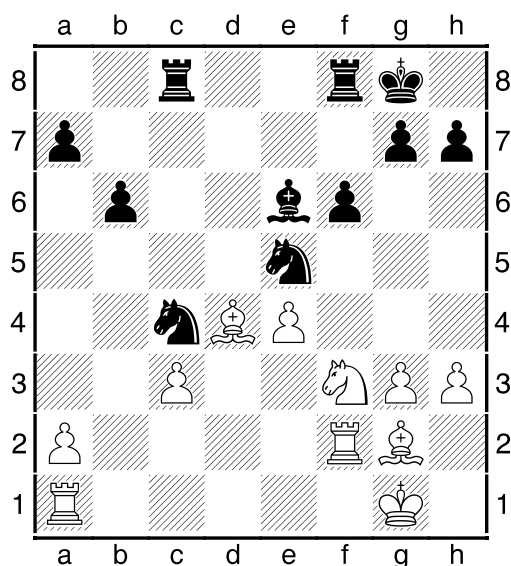
1-0

The next two examples, although including some major mistakes, are of important instructional value:

□ Zhu Chen

■ Korchnoi Viktor

Marbella 1999 ●



Black's excellently placed knights give him the advantage. On the other hand, White has

several strongholds in the centre and her pieces provide continuous protection for her pawn weaknesses, so things are far from easy.

23...♕c6 24.♕f1 ♔fe8 25.♔e1 ♕d6 26.♔d2 ♕xd4!?

Interesting play by Black, who tries to improve the coordination of his pieces.

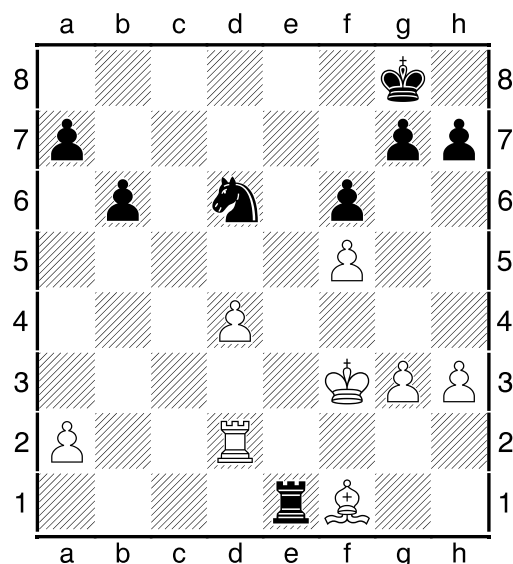
27.cxd4 ♔c3 28.♔f2

Probably best was 28.♔f2 ♕f7 29.e5 fxe5 30.dxe5 ♕c4 ♞.

28...♕f5!

Black did not fall for 28...♕xe4+? 29.♔xe4 ♔xf3+ 30.♔xf3 ♕d5 as White could win with 31.♕c4! +–.

29.exf5 ♔xf3+ 30.♔xf3 ♔xe1 (D)



Now Black's knight can prove better than White's bishop. This is made possible because it can provide an effective blockade of White's passed d-pawn, allowing its fellow queenside pawns to advance without hindrance.

31.♕d3 ♔f8 32.♔c2 ♔e8 33.♔c7 ♔e7 34.♔xe7+?

White shows very poor endgame technique. She should avoid the rooks' exchange, as now she loses any chances for counterplay. White should have played 34.♔c1 ♔d8 35.♔f4 ♔c7 ♞.

34...♔xe7 35.♔e3 ♔d7

Black has an obvious plan, which can be broken down to the following steps:

1. Take the king to the queenside.
2. Create a passed pawn on the a-file.

3. Divert the white pieces from the centre and the kingside.

4. Move the king through the centre to the kingside.

5. Win some white pawns and the game!

**36.d5?**

A very bad move. White had to wait with 36.♔d2, hoping that Black would go wrong with 36...♕c6 37.♕c3 b5?! 38.g4 a5 39.♖f1 b4+?! 40.♔b3 ♕d5 41.♔a4 ♕xd4 42.♔xa5 ♕c5 43.♔a4 h5. If in this position White swaps her a-pawn with a3, she loses the game. Otherwise, with the white king remaining on a4 or b3, the game is drawn. So, ...b5-b4 was wrong. Black must first activate his knight, take it to b4 or, better still, to f4!, and then start active operations on the queenside.

**36...b5 37.♕d4 ♕c7 38.♕c5 a6 39.g4 ♖b7+ 40.♕d4 ♕d6 41.♖f1 ♖c5 42.♖e2 ♖d7 43.♖d1 ♖b6 44.♖b3 ♖a8! 45.a3 ♖c7 46.♖a2 a5 47.♖b3 a4!**

47...b4? 48.axb4 axb4 49.♖c4. Remember: Black wants to create a passed pawn on the a-file, not on the b-file!

**48.♖a2 h6!**

After this move White could resign with a clear conscience, as she is in zugzwang.

**49.h4 ♖a6! 50.♖b1 b4 51.♕c4**

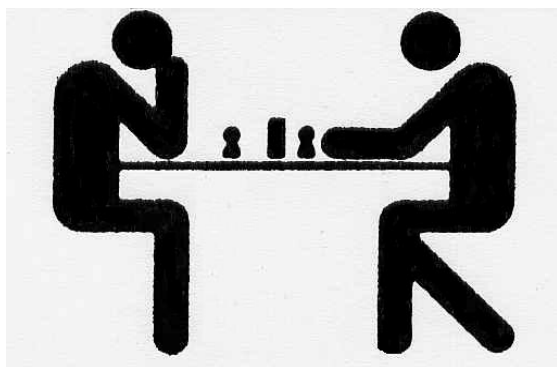
51.axb4 ♖xb4 52.♕c4 ♖xd5 +-.

**51...bxa3 52.♖a2 ♖c7 53.♕d4 ♖a8!**

The final knight manoeuvre to e5, from where it will attack the weak white kingside pawns.

**54.♕c4 ♖b6+ 55.♕d4 ♖d7 56.h5 ♖e5**

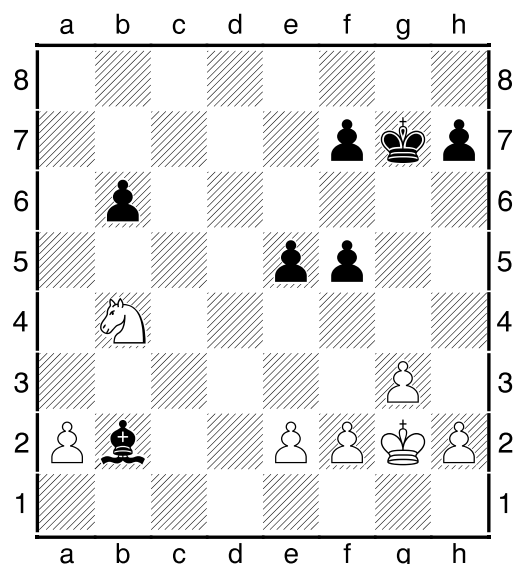
**57.♖b1 ♖xg4 58.♖a2 ♖e5 59.♖b1 ♖d7 0-1**



□ Kramnik Vladimir

■ Comp Deep Fritz

Bonn 2006 ○



White has reached a very promising position against the mighty machine, but unfortunately he could not defeat the computer. And this fact is a bit strange, as humans are still handling endgames much better than the mighty machines!

**29.♖d5?**

The knight has finally landed on its dream square, from where it is attacking the pawn on b6 and limiting the activity of the black king. But the text move is a mistake, as Black always seems to get counterplay. Activating the king immediately was called for: 29.♕f3! b5 (29...♖a3 30.♖d5 ♖c5 31.e3 f6 32.♕e2 e4 33.♕d2 +- or 29...e4+ 30.♕f4 ♕f6 31.♖d5+ ♕e6 32.♖xb6 ♖c1+ 33.e3 +- or, finally, 29...♕g6 30.♖d5 ♖d4 31.e3 ♖c5 32.a4 e4+ 33.♕e2 ♕g5 34.h3! h6 [34...h5 35.h4+ +-] 35.♕d2 h5 36.h4+ ♕g4 37.♕e2 f4 38.♖xf4 ♖e7 39.♖d5 ♖d8 40.♕d2 ♕f3 41.♕e1 ♕g4 42.♕e2 ♕f5 43.f3 exf3+ 44.♕xf3 ♕e5 45.♖f4 +-) 30.♖d5 ♖d4 31.e3 ♖c5 32.♕e2 e4 (32...♖d6 33.♕d3 ♕g6 34.♖c3 e4+ 35.♕d4 b4 36.♖d5 ♕g5 37.h3 h5 38.h4+ ♕g4 39.♖f6+ ♕f3 40.♖xh5 ♕xf2 41.♖g7 f4 42.gxf4 +- or 32...♕g6 33.♖c7 b4 34.♕d3 ♕g5 35.♕c4 ♖d6 36.♖d5 ♕g4 37.♖xb4 ♕f3 38.a4 ♕xf2 39.a5 ♖b8 40.♖c6 ♖c7 41.a6 ♖b6 42.♖xe5 +-) 33.♕d2 ♕g6 34.♕c3 ♕g5 (34...♖d6 35.♕d4 ♕g5 36.h3 +-) 35.♖c7 ♕g4 (35...b4+ 36.♕c4 ♖d6 37.♖b5 ♖e7 38.h3 h5 39.♖d4 ♖d6 40.♕b5 ♕f6 41.h4 +-)

36. ♖xb5 ♕f3 37. ♖c4 (37. ♖d4+? ♕xf2 38. ♖c4 f4!! =) 37... ♗b6 38. ♖d4+ ♕xf2 39. ♖xf5 ♕f3 (39... ♗xe3 40. ♖d5 +- or 39... ♕e2 40. ♖d5 ♖d3 41. ♖d6 ♗xe3 42. ♖xe4 +-) 40. ♖d5 ♗xe3 41. ♖h4+ ♖g4 42. ♖xe4 ♗b6 43. a4 ♖h3 44. ♖f5 ♖xh2 45. g4 ♖h3 46. ♖h6 f6 47. ♖f5 ♖h4 48. ♖xf6 +-.

### 29... ♗d4

Not much different is 29...b5 30. ♖c7 b4 31. ♖d5 ♗a3 (31... ♗c3 32. a3 +-) 32. ♖f3 ±.

### 30.a4?

White again misses his best chance. While it is desirable to fix the weakness on b6, he loses a tempo in parrying Black's key idea. With 30.e3! ♗c5 31. ♖f3 (the white king heads for b5) and now:

a) 31... ♖g6 32. ♖e2 ♖g5 33. h3 h5 34. h4+ ♖g6 35. ♖d3! (35. a4 f4 36. exf4 [36. gxf4 ♖f5 37. f3 exf4 38. ♖xf4 ♗e7 39. ♖xh5 ♗xh4 ±] 36... e4 37. ♖c3 ♖f5 ±) 35... f4 36. gxf4 ♖f5 37. fxe5 ♖xe5 38. ♖c4 +-, as Black's hopes of survival are slim.

b) 31... f6 32. ♖e2 ♖f7 (32... e4 33. ♖d2 ♖f7 34. ♖c3 b5 35. ♖c7 ♗b6 36. ♖xb5 ♗a5+ 37. ♖c4 ♗e1 38. a4 ♗xf2 39. a5 ♗xe3 40. ♖d4 f4 41. gxf4 ♗xf4 42. a6 ♗b8 43. ♖c6 +-) 33. ♖d3 ♖e6 34. ♖c4 and Black is suddenly in zugzwang (and there is the additional threat of a4-a5): 34... h6 35. a4 h5 36. h4 +-.

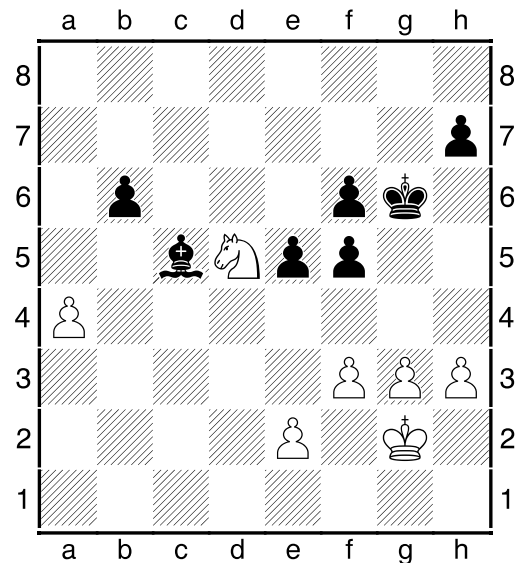
### 30... ♗c5 31.h3?!

The text move again looks wrong. The main problem is that the g3-pawn is vulnerable now and White no longer enjoys such a serious advantage. Nothing is offered by 31. e3 e4 32. f3 ♖g6 33. ♖f2 ♖g5 34. h3, but he should try 31. ♖f3!?, as it is not that difficult for Black to go wrong: 31... f6! (31... ♖g6?! 32. e3! ± or 31... e4+? 32. ♖f4 ♖g6 33. ♖e5 ♗xf2 34. ♖f4+ ♖g7 35. ♖xf5 +-) 32. e4 (32. e3 ♖f7 33. ♖e2 ♖e6) 32... fxe4+ (32... ♖g6?! 33. ♖e3 fxe4+ [33... ♗xe3? 34. ♖xe3 should be a win for White] 34. ♖xe4 ±) 33. ♖xe4 ♗xf2 34. ♖f5 ♗g1! 35. h3 e4! 36. ♖xe4 ♖g6 =.

### 31... f6 32.f3

32. g4 ♖g6 or 32. e3 ♖f7.

### 32... ♖g6 (D)



### 33.e4

White probably did not have many winning chances left anyway, but he should have tried 33. e3 h5 (33... e4!?) 34. ♖f1 (34. ♖f2 h4) 34... ♖f7 35. ♖e2 ♖e6 36. e4 fxe4 37. fxe4 f5 38. ♖f3 and now Black has to be careful: 38... fxe4+ (38... ♗d4 39. ♖e3 fxe4+ 40. ♖xe4 is also possible) 39. ♖xe4 ♗f2 40. g4 hxg4 41. hxg4 ♗c5 42. ♖e3 ♖f6 43. ♖c4 ♖g5 44. ♖xe5 ♗b4 45. ♖d5 ♗a5 46. ♖c6 ♖f4 47. ♖c4 ♗e1 48. ♖xb6 ♖xg4 =.

### 33... h5!

Now White has problems activating his king. The only possibility lies in playing g4, but this leads to a weakness, after which Black obtains sufficient counterplay.

### 34.g4

34. ♖c7 ♗b4 35. ♖f2 ♗c5+ 36. ♖e2 fxe4 37. fxe4 f5 38. ♖f3 fxe4+ 39. ♖xe4 ♗f2 = or 34. ♖f1 fxe4 35. fxe4 f5 =.

### 34... hxg4 35.hxg4 fxe4 36.fxe4 ♖g5 37. ♖f3 ♖g6 38. ♖e2 ♖g5

The material is too limited to allow White any winning chances.

### 39. ♖d3 ♗g1?!

39... ♖xg4 40. ♖xf6+ ♖f3 41. ♖c4 ♗e7 42. ♖d5 ♗c5 also leads to a draw.

### 40. ♖c4 ♗f2 41. ♖b5 ♖xg4 42. ♖xf6+

42. ♖xb6 ♗xb6 43. ♖xb6 f5 44. exf5 ♖xf5 45. ♖c5 e4 46. ♖d4 ♖f4 47. a5 e3 48. ♖d3 ♖f3 49. a6 e2 50. a7 e1 ♖ 51. a8 ♖ +=.

### 42... ♖f3 43. ♖c6 ♗h4 44. ♖d7 ♖xe4

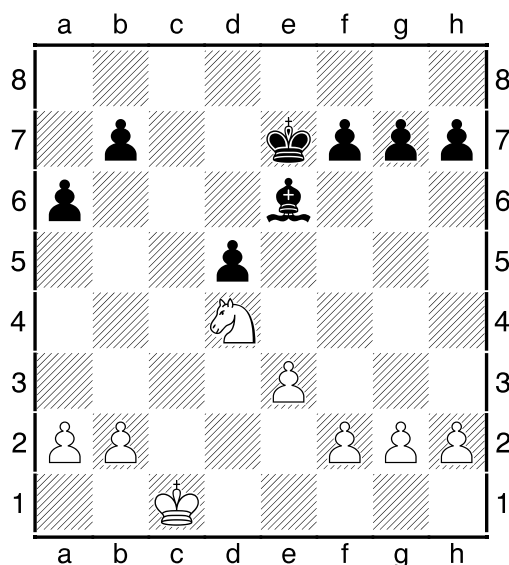
45.♔xb6 ♖e1 46.♔c6 ♔f5 47.♞xe5  
♔xe5  
½-½

Of course, one pawn weakness is not always enough for a win, but still allows the side with the knight to give some hard times to the opponent. As in modern chess, initiative and time are quite important factors; it is rather difficult for the defending side to give correct solutions to a number of specific problems.

□ Flohr Salo

■ Capablanca Jose Raul

Moscow 1935 ○



The ending is drawn. Black has only one weakness, the d-pawn, while the absence of additional pieces is helpful to him.

24.♔d2 ♔d6 25.♔c3 b6 26.f4 ♞d7  
27.♞f3 f6!

Setting up the kingside in accordance with the previous example.

28.♔d4 a5 29.♞d2 ♞c8 30.♞b1 ♞e6  
31.♞c3 ♔c6 32.a3 h6 33.g3 h5?!

Although Black did succeed in obtaining a draw with the text, this advance is erroneous, as it places the pawn on a square of the colour on which the bishop moves. If the black b-pawn was on b5, this push would turn out to be a decisive mistake.

34.b4 axb4 35.axb4 ♔d6 36.b5!?

By gaining space White makes a last try for the win.

36...g6

Forced, due to the inaccurate 33...h5.

Instead, 36...♞f7? 37.f5! and ♞e2-f4 is very pleasant for White.

37.♞a4 ♔c7 38.♞c3 ♔d6 39.f5 gxf5

Again forced, as after 39...♞xf5? 40.♞xd5 ♞d7 41.♞xf6 ♞xb5 42.♞d5 White wins an important pawn: 42...♔c6 43.♞e7+.

40.♞e2 ♞d7 41.♞f4 ♞e8!

The only move, securing the draw.

42.♞xd5 ♞xb5 43.♞xb6 ♞c6 44.♞c4+ ♔e6 45.♞b2 ♞b5 46.♞d1 ♞e2 47.♞f2 ♞f1 48.♞d3 ♞xd3 49.♔xd3 ♔e5!

The simplest path to the draw. Equally possible was 49...♔f7, but not the losing 49...♔d5? 50.♔d2! ♔e5 51.♔e1! (51.♔e2? ♔e4 52.♔f2 h4 53.gxh4 f4 54.h5 fxe3+ =) 51...♔d5 52.♔f2 ♔e4 53.♔e2 ♔d5 (53...h4 54.gxh4 f4 55.h5 ♔f5 56.exf4 +-) 54.♔f3 ♔e5 55.h3.

50.♔e2 ♔e4 51.h3

51.♔f2 h4 52.gxh4 f4 =.

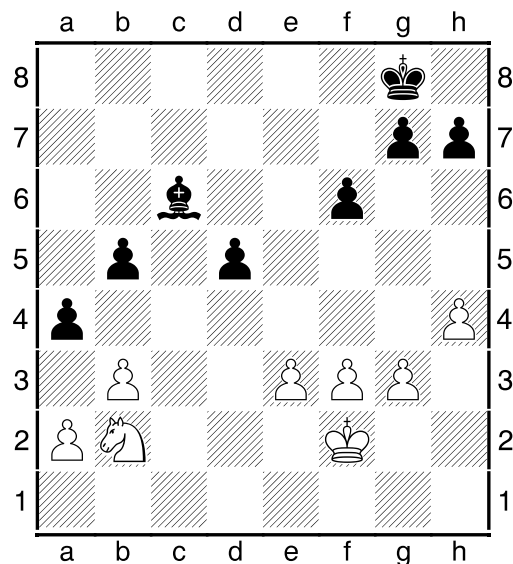
51...♔d5 52.♔f3 ♔e5

½-½

□ Capablanca Jose Raul

■ Reshevsky Samuel

Nottingham 1936 ○



Another typical example. White has a theoretical advantage but Black can hold the draw.

37.♞d3 g5?

A serious error. Black should have waited and acted in accordance with the previous examples.

38.hxg5 fxg5 39.♞b4?

Although White managed to win the game

with the text move, 39.♖e5! ♗e8 40.f4! gxf4 41.exf4 axb3 42.axb3 ♔f8 43.♖e3 ♖e7 44.♖d4 ♖e6 45.♘g4! (45.♖c5? h5 46.b4 ♖f5! 47.♖xd5 h4 48.gxh4 ♖xf4 with a draw) 45...h5 46.♖e3 ♗f7 47.b4 ♖d6 48.f5 ♗g8 49.g4! (49.♘g2 ♗h7 50.♘h4 ♗g8 51.♘g6 ♗h7 52.♖e3! ♗xg6! with a draw) 49...hxc4 50.♘xc4 ♗f7 (50...♗h7 51.♘h6!) 51.♘f6! is clearly preferable and fully in the spirit of the position. The possible variations are many, but, generally speaking, the centralization of the king and the knight, along with the passed f-pawn, should logically bring victory.

**39...axb3 40.axb3 ♗b7 41.g4**

At this point 41.f4 is not that good, as it eases the access of the black king to the g4-square.

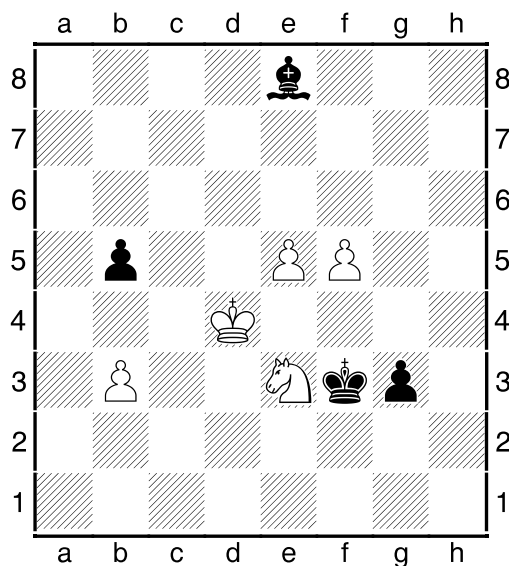
**41...♖g7 42.♖e2 ♖g6?!**

The easiest way to draw is 42...♖f6 43.♖d3 ♖e5 44.♘c2 ♗c6 45.♘d4 ♗e8 46.♖c3 h5 47.gxh5 ♗xh5 48.♖b4 g4 49.fxg4 ♗xg4 50.♖xb5 ♖e4. Material gain has lost much of its significance, as the multiple pawn exchanges are unfavourable for the side with the advantage in nearly all endings.

**43.♖d3 h5 44.gxh5+ ♖xh5 45.♖d4 ♖h4 46.♘xd5 ♖g3 47.f4 g4!**

The only chance for counterplay.

**48.f5 ♗c8 49.♖e5 ♗d7 50.e4 ♗e8 51.♖d4 ♖f3 52.e5 g3 53.♘e3 (D)**



**53...♖f4?**

A tragic error. 53...♖f7!! 54.e6 ♗g8! saves the draw, as White is unable to make

progress. This manoeuvre, aiming to immobilize the pawns, is pretty and, at the same time, standard. But now Black loses:

**54.e6 g2 55.♘xg2+ ♖xf5 56.♖d5 ♖g4 57.♘e3+ ♖f4 58.♖d4 1-0**

### With Additional Pieces

Commencing the discussion, we should first focus on the famous cooperation motifs of Queen + Knight v. Queen + Bishop. This is better described as the ‘Capablanca Theorem’: in the endgame queen and knight are superior to queen and bishop.

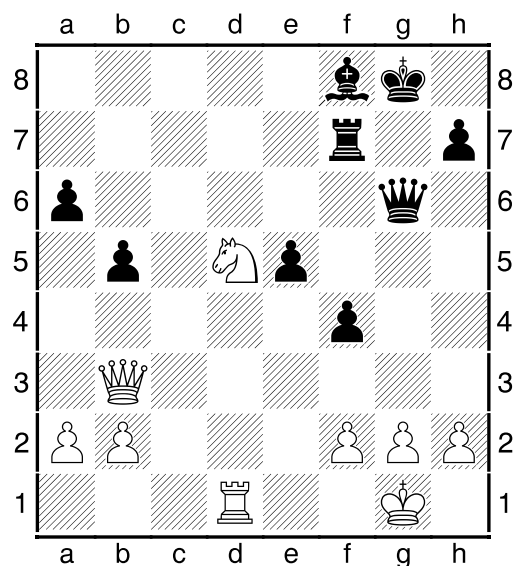
Of course this theorem is a little bit too simplistic. Usually, at least one further advantage is required and a large percentage of these endgames are drawn in the end.

But still, we must accept that ♕+♘ can cooperate more harmoniously than ♕+♗, as they can create a cooperative attack against every square of the board, in contrast to the alternative pair, which can cooperate on only half the board!

□ Anand Viswanathan

■ Radjabov Teimour

Linares 2009 ○



A typical middle game position, where White has a well-placed knight in the centre and also controls the light squares.

**29.f3 ♖h8**

Black wants to use the g-file, but this brings him nowhere. Precise was 29...♗c5+ 30.♖f1 ♖g7 31.♘c3 ♗d4 32.♘e4 ♗c7



and Black is OK, as his pieces are active.

**30. ♖c3 ♜g7?**

But this is too much. 30... ♙c5+ 31. ♔f1 ♙d4 32. ♖e4 ♜c7 was obligatory.

**31. ♜d2 ♙c5+ 32. ♔f1 ♙d4 33. ♖e4 ♜c7 34. ♜c2!**

This is the price for wasting time with 30... ♜g7. The rook exchange favours White, as Black can no longer drum up any kind of counterplay.

**34... ♜c6 35. ♜d3 ♖g7 36. b3 h6 37. g4!**

White's g2-pawn was Black's only chance for counterplay, but now even this is gone!

**37... fxc3**

Obligatory, as otherwise White would also have a 2:1 pawn majority on the kingside.

**38. hxc3 ♜e6 39. ♖g2 ♜c8 40. ♜xc6 ♜xc6**

The smoke has cleared and White dominates the board. This is a clear case where ♜+♙ dominates ♜+♙. Actually, Black's bishop does not seem badly placed, but in fact it attacks nothing and has no targets at all. Moreover, it stands remotely from the defence of its king! White has a clear plan: to attack the opponent's king with g4, followed by ♖g3.

**41. ♜d2 ♜e6**

Black would love to play 41... h5, but this fails to 42. ♜g5+ ♜g6 43. ♜e7+ ♜f7 44. ♜d6 ♜g6 45. ♜d7+ ♜f7 46. ♜c6 ♜g6 47. ♖d6, winning material.

**42. g4 ♜c6**

Black has nothing better than to await his destiny. The centralized bishop on d4 is completely out of play!

**43. ♖g3 ♖h7 44. ♖f5 ♙b6 45. ♜d3 ♖h8 46. ♜e2 ♙c7 47. ♜d2 ♖h7**

47... e4? runs into mate after 48. ♜d4+.

**48. ♖e7! ♜c5**

No salvation was offered by 48... ♜d6 49. ♜c2+ ♖h8 50. ♖f5 ♜b6 51. ♜e4! (51. ♖xh6? ♜xh6 52. ♜xc7 ♜d2+ => 51... ♜f6 52. ♜a8+ +-).

**49. ♜d3+ ♖h8 50. ♜d7!**

Finally, White penetrates with both his pieces, which cooperate to create decisive threats.

**50... e4**

Desperation!

**51. ♜e8+**

The most accurate was 51. ♖h3 exf3 52. ♜e6! ♜g5 53. ♜c8+, but the text move is the natural human decision.

**51... ♖g7 52. ♖f5+ ♖f6 53. ♜xe4 ♙b6 54. ♖h3**

54. ♖g3 ♖f7 55. ♖h3 +- was another good continuation.

**54... h5**

Of course many moves are winning, but from time to time some precise calculation is necessary!

**55. g5+! ♖xg5**

55... ♖f7 56. g6+ ♖f6 57. g7 ♜g1 58. ♜e7+ ♖xf5 59. ♜f7+ ♖e5 60. g8 ♜ +-.

**56. ♖e7**

All four white forces are fully cooperating against the black monarch.

**56... ♖f6**

56... b4 57. ♜h4+ ♖h6 58. ♜f6+ ♖h7 59. ♜g6+ ♖h8 60. ♜g8 #.

**57. ♖d5+ ♖g7**

Or 57... ♖f7 58. ♜f5+ ♖e8 59. ♜e6+ ♖d8 60. ♜xb6+.

**58. ♜e5+ ♖h6 59. ♜f6+ ♖h7 60. ♜f7+! ♖h6 61. ♖e7**

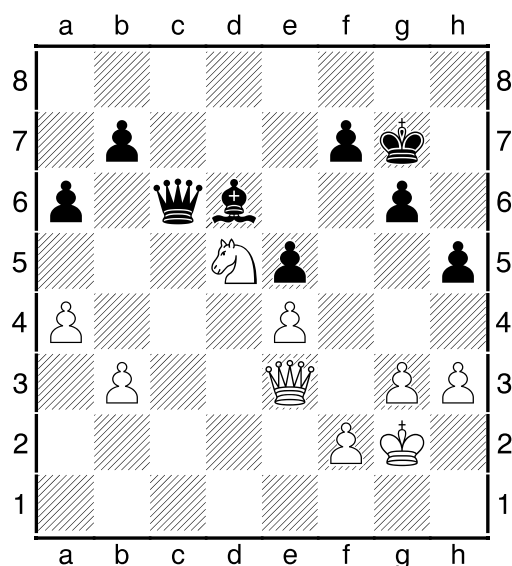
Black resigned as White's threats are unstoppable. A very strong game by Anand.

**1-0**

□ **Speelman Jonathan**

■ **Cramling Pia**

Yerevan 1996 ○



This is a good example of the possibility of attacking on the bishop's own colour

complex.

**42. ♖g5! ♜b8 43. ♚e7! ♜d6**

43...b5? 44.a5 +—.

**44. ♖f6+ ♜g8 45. ♜f3!**

Zugzwang! Black is almost paralyzed.

**45... ♚c5**

The other options are 45... ♚d7 46. ♖xg6+ fxg6 47. ♜f6+ ♜f7 48. ♜xd7 +— or 45...a5!? 46. ♜g2! (46. ♚d8+? ♜g7 47. ♖xa5 ♚c1! ∞) 46... ♚a6 47. ♚d8+ ♜g7 48. ♜e7 ♜xe7 49. ♖xe7 +—.

**46.b4!**

White wants to fix the pawn on b7, in order to apply the principle of the two weaknesses.

**46... ♚c6 47.b5 axb5 48.axb5 ♚c5**

48... ♖xb5? 49. ♖xd6 ♚d3+ 50. ♜g2 ♖xe4+ 51. ♜h2 ♖f3 52. ♜g1 +—.

**49. ♜g2**

Again we see the endgame weapon called zugzwang!

**49... ♚a3 50.g4?!**

Opening up one's own king is risky from a practical point of view. White should choose either 50.b6 ♚c5 51. ♚d8+ ♜g7 (51... ♜f8?! 52. ♜f6+! [52. ♖b8? ♚d4 53. ♖xb7 ♖xe4+ 54. ♜h2 ♖f5 ∞] 52... ♜g7 53. ♜d7 ♖e7 [53... ♚d6 54. ♖c7 ♚d4 55. ♖xb7 ♜b4 56. ♚d5 +— or 53... ♖b4 54. ♖f6+ ♜g8 55. ♖xe5 +—] 54. ♖c7! +—) 52. ♚d7 (zugzwang) 52... ♜f8 (52...h4 53.gxh4 ♜f8 54. ♖xb7 ♚d4 55. ♜e3 ♜c5 56.h5 ♜xb6 57.hxg6 ♜xg6 58.h4 +— or 52... ♚c6 53. ♖xc6 bxc6 54. ♜c7! c5 55. ♜a6 c4 56. ♜f1 +—) 53. ♖xb7 ♚d4 54. ♜c7 ♜g8 55. ♜a6! +— or 50. ♚d8+ ♜g7 (50... ♜f8 51. ♖c7 +—) 51. ♖b6 +—.

**50...hxg4 51.hxg4 ♚c5 52.b6**

52. ♚d8+!? was an alternative try.

**52... ♚c8! 53. ♜g3**

53. ♜f3 is interesting, but equality results from 53. ♖h4 ♜g7 54.g5? ♖h8 55. ♖xh8+ ♜xh8, as White's g5 and b6 pawns are weak.

**53... ♖f8 54. ♜f3 ♖b8 55. ♜e2?**

Allowing Black to activate her bishop. White should instead have chosen 55. ♜e7+ ♜xe7 56. ♖xe7 ♖a8 (56... ♚c8 57. ♖c7) 57. ♖xe5 ±.

**55... ♜c5! 56. ♖h4 ♜g7 57. ♜d3?**

Now White even stands worse, because of his misplaced king!

**57... ♖e8?**

Missing a good chance with 57... ♚d6! 58.g5 ♜xb6 59. ♜e2 ♜d8 ∓.

**58.g5 ♖b5+**

Or 58... ♜e7 59. ♜e3 ♚d8 60.f4 exf4+ 61. ♜xf4 ♚d6+ 62. ♜f3 ♖e5 (62... ♜d8 63. ♖f4) 63. ♖h6+ ♜g8 64. ♖h3 ∞.

**59. ♜d2 ♖b2+**

Best: 59... ♜g8?! 60. ♜f6+ ♜f8 61. ♖h8+ ♜e7 62. ♜d5+ ♜d7 63. ♖xe5 (63. ♜f6+ ♜e7 [63... ♜c6? 64. ♖c8+ ♜xb6 65. ♜d7+] 64. ♜d5+ =) 63... ♖a5+ 64. ♜d1 ±.

**60. ♜e1 ♖c1+ 61. ♜e2 ♖c2+ 62. ♜e1!**

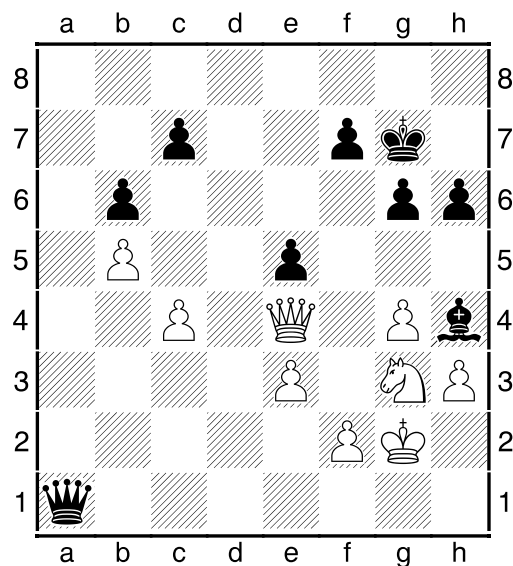
White had to be careful and accept the perpetual check, as after 62. ♜f1? ♚d1+ 63. ♜g2 ♖h5! 64. ♖g3 ♜d4 65. ♜f6 ♖e2!! (65... ♖h8 66. ♜d5 ♖h5 =) 66. ♖h4 ♜f8! 67. ♖h8+ ♜e7 68. ♖e8+ ♜d6 Black is clearly better.

½-½

□ **Miles Anthony**

■ **Makarichev Sergey**

Oslo 1984 ○



The pawn structure seems more 'friendly' to the knight, so it must be preserved intact.

**37. ♜h1! ♖b2**

After 37... ♜e7 38. ♖c6 ♜d6 39. ♜g3 the knight is ready to occupy a central square and cooperate with its queen.

**38. ♖c6 ♖b1?**

Black does not get compensation for the

pawn. Though unpleasant, he should opt for 38...♙g5 39.♔f3 ♚a1 40.♘g3 ♚d1+ 41.♙g2.

**39.♚xc7 ♚e4+ 40.♔h2 h5**

This is Black's only chance: to strip the white king of its cover.

**41.♚c6**

41.gxh5 gxh5 42.♚xb6 ♚xc4 43.♚b8 was also good enough.

**41...♚c2 42.gxh5 ♚f5!?**

42...gxh5 43.♙g2 +-.

**43.♚g2! ♚xh5 44.c5!**

An important breakthrough.

**44...bxc5 45.b6 ♚d1 46.♚c6 ♙e7 47.♘g3!**

The knight joins the battle with effect.

**47...c4**

47...♚d8 48.b7 ♙d6 49.♘e4 ♙b8 50.♘xc5 +-.

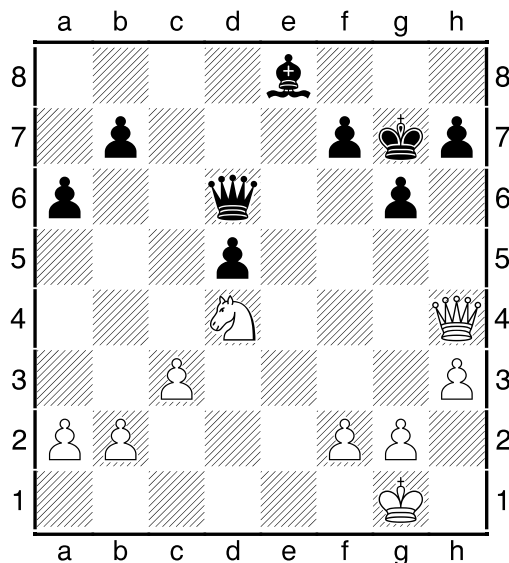
**48.b7 ♙d6 49.♘e4 ♙b8 50.♚c8 ♚f3 51.♚xb8 ♚xe4 52.♚c7 ♚f3 53.♔g1 ♚d1+ 54.♔g2 ♚d5+ 55.♔g3 1-0**

The following example is quite instructive, as I have noticed that it is often met in practice. Although the advantage does not suffice for a win, it is rather difficult for the defending side to hold the balance for a long series of moves.

□ **Cherniaev Alexander**

■ **Frolyanov Dmitry**

Krasnodar 2002 ○



Endings like this one are very difficult to

defend for Black, but, on the other hand, White also doesn't have many resources for winning. As we have already seen, a potential queen exchange leads to drawn endings, as Black has only one weakness; the d5-pawn. So, White must positively combine his forces (queen and knight) in order to achieve his task.

**29.♚g5 ♙d7 30.♚e3 h5?!**

I do not really like this advance. Black just moved another one of his pawns onto a square of the colour of his bishop and, as pawns tend not to move backwards, this is a permanent disadvantage.

**31.h4!**

Making sure that the h5-pawn will go nowhere!

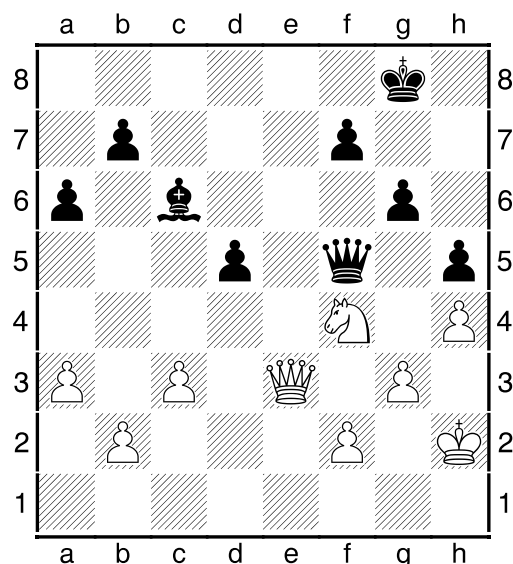
**31...♙e6 32.g3 ♙d7 33.♔g2 ♔g8 34.♚g5**

White is waiting for the end of the first time-control (40 moves) before looking for a concrete plan. This is a sound practical approach, as time is part of the game!

**34...♔g7 35.♚e3 ♔g8 36.♔g1 ♔g7 37.♔h2 ♔g8 38.♘e2 ♚f6 39.♘f4?!**

I do not like this plan. White's knight must stay on d4.

**39...♙c6 40.a3 ♚f5! (D)**



White enjoys the advantages of space, better pawn structure and good knight against bad bishop, but he must be wary of risking too much, since Black has some ideas to disturb his plans. These ideas are connected with advancing his d-pawn and opening up his bishop, creating dangerous threats against the white king.

41. ♖e2 ♜b1 42. ♘g2 ♜c1

Black must stay active. In this way he can keep White's advantage to a minimum.

43. f3

Now White is forced to weaken his king, as otherwise he can make no progress.

43... ♙b5 44. ♖f2 ♜d1 45. ♘e3 ♜d3 46. ♘c2 ♙d7

I don't see any reason to avoid 46... ♖e2, but anyway Black is not in any danger, due to the weak white king.

47. ♘d4 ♜d1 48. ♙g2 ♜c1 49. ♜c2 ♜e1

As we know, Black will suffer a bit after 49... ♖xc2+ 50. ♘xc2 but of course it is a draw.

50. ♖e2 ♜c1 51. ♘b3 ♜b1 52. ♜d2 ♜f5

52... ♙b5 53. ♘d4 ♙d7 = was good enough.

53. ♖f2 ♜b1 54. ♘d4 ♜c1 55. ♖e2 ♜b1

56. ♜d2 ♙c6 57. ♜c2 ♜e1 58. ♖e2 ♜c1

Both sides were doing nothing during the last few moves, but now White found a plan: to involve his king in the action by advancing him via the dark squares! Here we see a good plan in such positions: the inclusion of the king in the attack, directly against the opponent's king or just any other target.

59. ♙f2! ♙d7?!

Black did not see what was coming. He should have played 59... ♙a4!.

60. ♘b3! ♜b1 61. ♙e3 ♙b5

61... ♖f5!? was interesting: 62. ♘d4 ♜h3 63. ♙f4 ♙c6 64. ♖e7 ♖g2, but still White would hold the advantage: 65. b3 ♜d2+ 66. ♖e3 ♜h2 67. a4.

62. ♜d2 ♜g1+

62... ♙g7 63. ♘d4 ♙d7 64. ♙f4.

63. ♙f4

Now White's king participates in the game, advancing through the weak dark squares. Here we see another downside of the bishop; it controls only its own colour squares, allowing the opponent's pieces to get to work on the alternate colour complex of squares.

63... ♖b6 64. ♜d4 ♜c6

White stands better even after 64... ♜d8 65. ♖e5 ♙e8 66. ♙e3.

65. ♖e5 ♜c4+?!

Black completely loses the thread. 65... ♖b6

was forced, although White has 66. ♘d4 ♙c6 67. ♙g5! ♜d8+ 68. ♖f6 ♜f8 69. ♙f4 ±.

66. ♘d4 ♜f1?!

Again, 66... ♙d7 was better: 67. ♜b8+ ♙c8 68. ♜d6 ♙h3 69. ♙g5 ±.

67. ♙g5!

White uses his king in the attack. Actually, it is now three pieces against a lonely king!

67... ♜c1+ 68. f4

A picturesque position. All of White's forces are placed on dark squares and (nearly) all of Black's forces are placed on light squares.

68... ♜xb2

The loss of a pawn is unimportant, as the black monarch will not escape his grave fate.

69. ♜b8+ ♙g7

69... ♙h7 70. ♜xb7 ♙g8 71. ♙f6 +—.

70. ♘e6+!

Strategic superiority gives birth to tactical solutions!

70... fxe6

70... ♙h7 71. ♜f8 fxe6 72. ♜f7+ ♙h8 73. ♙h6.

71. ♜c7+ ♙d7 72. ♜xd7+ ♙f8 73. ♜d8+ ♙f7 74. ♜c7+

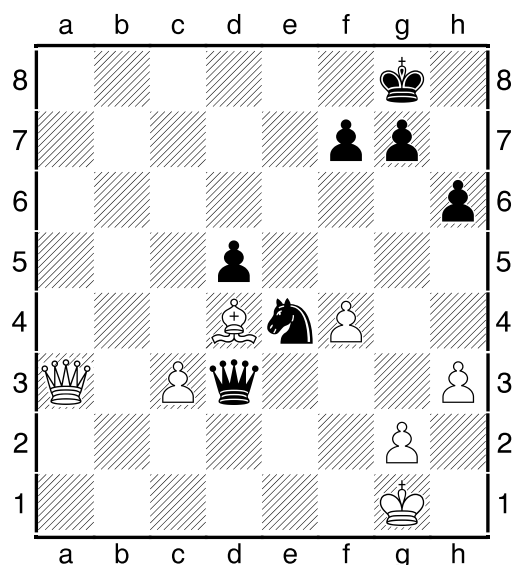
And Black resigned due to 74... ♙e8 75. ♙f6, where he cannot avoid mate!

1-0

□ Polgar Judit

■ Adams Michael

Wijk aan Zee 2005 ●



Black enjoys the advantage of the better

minor piece and control of the light squares. But still a lot of work is needed.

**43...♔h7!**

A useful move, safeguarding the king, which may become active later via the light squares.

**44.♖a5 f6**

A well-known method of restricting the white bishop and simultaneously protecting the f-pawn. The black king is perfectly hidden by the kingside pawns.

**45.♔h2**

45.♖xd5? would be a typical, naive mistake: 45...♖xc3 46.♖d6 ♖xd4+ →.

**45...♖g3+ 46.♔g1 ♖d2 47.♙f2 ♖d3**

47...♖xf4 would be wrong: 48.♖xd5 ♖e4 49.♙d4 ♖xc3 50.♙xc3 ♖e3+ 51.♔h1 ♖xc3 52.♖e4+ =. Black is in no danger at all, so he must continue his efforts to win.

**48.♔h2 ♖e4**

48...♖f1+ 49.♔g1 ♖d1 50.♖b6 ♖g3+ 51.♔h2 ♖e4 ≠ is another good Black try.

**49.♖c7 h5**

Black activates his whole army. On the other hand, if Black is not precise, White could have chances for perpetual check.

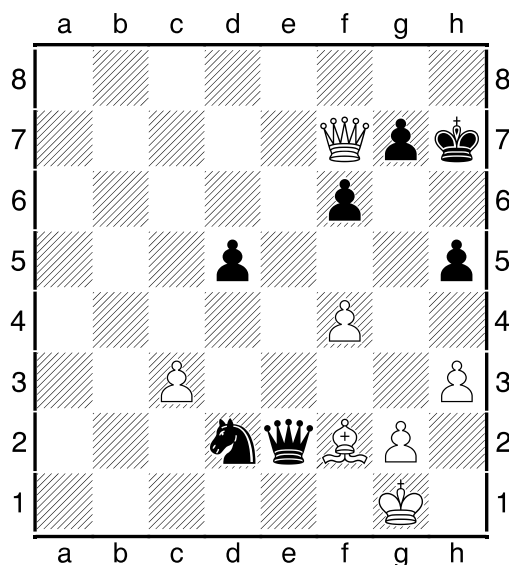
**50.♔g1?!**

50.♔h1 was a must, but it is not sure if White can survive in the long run.

**50...♖e2?!**

50...♖b1+ 51.♔h2 ♖f1+ 52.♔g1 ♖g3+ 53.♔h2 ♖e2 54.♖c5 ♖e4 was probably winning for Black.

**51.♖f7 (D)**



**51...♖e4?**

Black could have crowned his efforts with 51...h4! 52.♔h1 (52.♖xd5? ♖d1+ 53.♔h2 ♖f1+ →) 52...♖e4 53.♙d4 ♖g3+ (53...♖d1+!? 54.♙g1 [54.♔h2? ♖d2 55.♙g1 ♖f3+! 56.gxf3 ♖e2+ 57.♔h1 ♖xf3+ 58.♔h2 ♖g3+ 59.♔h1 ♖xh3+ 60.♙h2 ♖f3+ 61.♔g1 h3 →] 54...♖xc3 55.♔h2 ♖e4 56.f5 ♖d6 57.♖g6+ ♔g8 ≠ or 53...♔h6 54.♖g8 ♖f1+ 55.♙g1 ♖xf4 56.♖xd5 ♖g3+ 57.♔h2 ♖e2+ 58.♔h1 ♖c1 59.♖c5 ♖xg1 60.♖xg1 ♖xc3 ≠ are good options) 54.♔h2 ♖e1 55.♙g1 ♖e4! 56.♙c5 ♖f5! 57.♙f8 (57.♙g1 ♖e2 58.♙e3 ♖xc3 →) 57...♖g6 58.♖xg6+ (58.♖xd5? ♖b1 → or 58.♖e7 ♖e4 ≠) 58...♔xg6 ≠.

**52.♙d4 h4**

One move too late!

**53.♔h2 ♖d2 54.♔h1 ♖d1+ 55.♙g1 ♖e4 56.♔h2 ♖d2 57.♔h1 ♖e4 58.♔h2 ♖g3 59.♖e6 ♖f1+ 60.♔h1 ♖g3+ 61.♔h2 ♖e2 62.♙f2 ♖d2**

62...♖xc3 63.♖f5+ ♔h6 64.♙xh4 ♖e4 65.g4! =.

**63.♖g4 ♖xf4+**

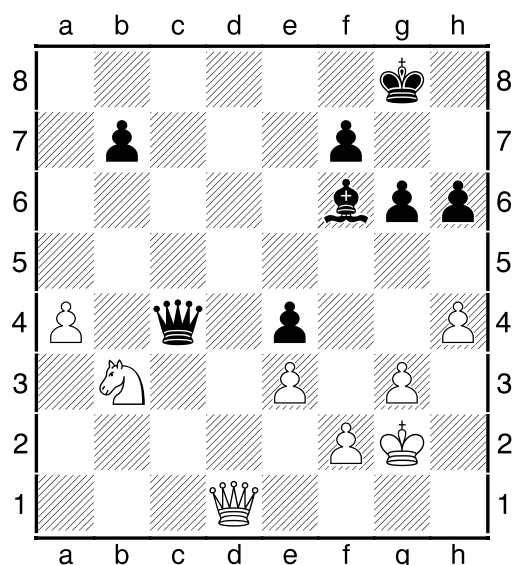
Black acquiesced to the draw, as 63...♖xf4 64.♙d4! was also leading nowhere.

½-½

□ Kupreichik Viktor

■ Gavrikov Viktor

Frunze 1981 ○



This position may look almost equal at first

sight, but this is completely wrong.

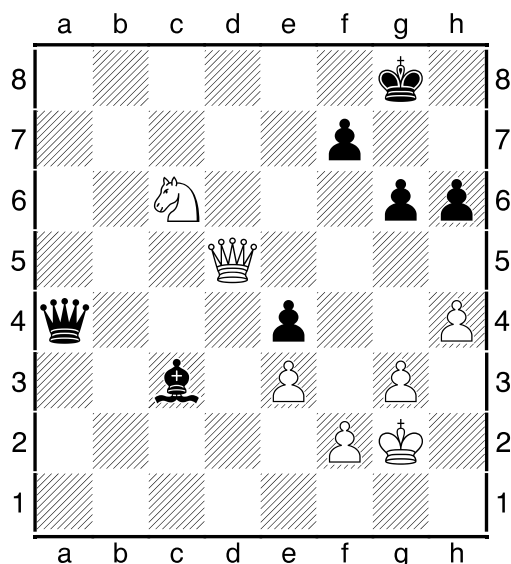
**51. ♖a5! ♜b4**

51... ♜d3? is not an option, as after 52. ♜xd3 exd3 53. ♖f1 +- one of Black's pawns is lost.

**52. ♜d5! ♜xa4 53. ♘xb7 ♙e7 54. ♘a5 ♙b4**

54...h5 loses a pawn: 55. ♘c4 ♙f6 (55... ♜c2? 56. ♘e5 +-) 56. ♜xe4 ±.

**55. ♘c6 ♙c3 (D)**



Now we will witness a case of perfect cooperation between Queen and Knight.

**56.h5!**

Opening up the black king, creating more weaknesses around him.

**56...gxf5**

56... ♖g7 is also losing: 57. hxf6 fxf6 (57... ♖xf6 58. ♘e7+ ♖g7 59. ♘f5+ ♖g6 60. ♘h4+ ♖g7 61. ♜h5 transposes to the game) 58. ♘d4 ♜e8 (58... ♙xd4 59. ♜xe4 +-) 59. ♘e6+ ♖f6 60. ♘c5 +- or 56...g5 57. ♘e7+ ♖g7 58. ♘f5+ +-.

**57. ♘e7+ ♖g7 58. ♘f5+ ♖g6 59. ♘h4+ ♖g7 60. ♜xh5 ♜d7**

Or 60... ♜c6 61. ♘f5+ ♖f8 62. ♜h4! ♜e6 (62... ♜f6 63. ♜xe4) 63. ♜d8+ ♜e8 64. ♜d6+ (64. ♜xe8+ ♖xe8 65. ♘d6+ +-) 64... ♖g8 65. ♘h6+ ♖h7 66. ♜f4 +-.

**61. ♘f5+ ♖f6 62. ♜xh6+! ♖e5**

And not 62... ♖xf5? 63. ♜h3+.

**63.g4 f6**

Black is also lost after 63... ♖d5 64. ♜b6! ♖c4 65. ♜b1 +-.

**64. ♜h8**

A pawn up and a weak black king; what more could White ask? The end was:

**64... ♙a5 65. ♜b8+ ♙c7 66. ♜b2+ ♖e6 67. ♜b3+ ♜d5**

67... ♖e5 68. ♜b7!.

**68. ♘g7+**

**1-0**

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## Curriculum Vitae of Efstratios Grivas



***Efstratios Grivas** (30.03.1966)  
is a highly experienced chess trainer and chess author*

*Has been awarded by the  
International Chess Federation (FIDE) the titles of:*

- *International Chess Grandmaster*
- *FIDE Senior Trainer*
- *International Chess Arbiter*
- *International Chess Organizer*

*What he does/did:*

- *Secretary of the FIDE Trainers' Commission*
- *Head Trainer of the Turkish Men's National Team (2006-2012)*
- *Head Coach of the Greek Men's National Team (2013)*
- *Winner of the FIDE Boleslavsky Medal 2009 (best author)*
- *Winner of the FIDE Euwe Medal 2011 & 2012 (best junior trainer)*
- *Trainer of Various GMs & IMs - In 2009-2011 alone, he formed 5 GMs!*
- *Trainer of the FIDE World Junior Champion U.20 2012 Alex Ipatov*
- *Director of the FIDE Grivas International Chess Academy (Athens)*
- *Worked over 12,000 hours on training!*
- *Official Commentator of the FIDE World Rapid & Blitz Ch 2013*
- *Lecturer at FIDE Seminars for Training & Certifying Trainers*
- *Author of Various Books*
- *Cooperating with the World's Most Important Magazines*