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□ **Chigorin**

■ **Burn**

[chanu]

LESSON 1: Catching the king in the centre Dear players welcome to the wonderful world of chess. In order to improve your chess undersanding I have compiled a series of lectures that will aim at providing the different chess themes every chess player must know. Catching the king in the centre ----- The most important aspect of the game is the KING. The basic motif of a chess player is to mate the opponent's king. Hence in the opening every player must attempt to make his king safe by CASTLING before embarking on any other middle game plan. Failing to do so results in disaster and we will see in the forthcoming examples how to catch our opponent's king in the center when he has not castled. The initial position of the king before it castles contains two main weaknesses. The first is the e-file as that's the initial file where the king stands. The king becomes exposed if the e-file is opened up. The second is the square F7 for Black and square F2 for white as this square is protected only by the king. No other pieces support this pawn initially. **1.e4** Diagram [#] **e5 2.f4** Diagram [#] This is known as Kings Gambit which was extremely popular 100 years ago. These days it is not considered a good opening the main reason being that whites king becomes exposed too early in the game. **Bc5** Preventing white from castling king side **3.Nf3** Diagram [#] **d6 4.Bc4** Diagram [#] **Nf6 5.d3** Diagram [#] **0-0 6.c3?** Diagram [#] White should have played 6.Nc3 followed by Qe2, Bd2 and 0-0-0

C30

Nc6 7.Qe2 Diagram [#] **Re8!** Preparing to open the e-file by ef4 and d5 catching the king in the centre **8.f5** Diagram [#] **d5 9.Bb3?** Diagram [#] **Bxf5!!** Diagram [#] **10.Bg5**

[10.exf5 e4 11.Kd1 exf3 12.Qxf3 Ne5 followed by 13...Ng4 and blacks advantage is overwhelming]

10...dxe4 11.dxe4 Diagram [#] **Bxe4 12.Qc4?** Diagram [#]

[12.Bxf6 Bxf3 13.Qxf3 Qxf6 14.Qxf6 gxf6-+ Black is totally winning as he is two pawns up]

12...Qd5 13.Qb5?? Diagram [#] **Bf2+** Diagram [#] and White loses his queen. So White resigned

0-1

C36

□ **O Hansen**

■ **Erik Ruben Lundin**

Oslo Norway (2)

1928

[chanu]

1.e4 e5 2.f4 exf4 3.Nf3 d5 4.exd5 Nf6 5.Nc3 Nxd5 6.Nxd5 Qxd5 7.d4 Bg4 8.Bxf4 Nc6 9.Be2 0-0-0 10.c3 Qe4 11.Qd2 Black needs to act immediately as whites next move would be castles. Black comes up with an incredible combination which wins material by force **Rxd4!!** Diagram [#] **12.Nxd4** Diagram [#]

[12.cxd4?? Bb4 Wins the White queen!]

12...Nxd4 Diagram [#] **13.cxd4**

[13.Rd1 Diagram [#] Qxe2+ Diagram [#] 14.Qxe2 Diagram [#] Nxe2 Diagram [#] 15.Be3 Diagram [#] Bd6 Diagram [#] 16.Kf2 Diagram [#] Nxc3 Diagram [#] 17.Rd4 Diagram [#] Nd1+ Diagram [#] 18.Rhxd1 Diagram [#] Bxd1 19.Rxd1 Rd8-+ And black is

completely winning as he is two pawns up 0-1]

13...Bb4! White is forced to give up his queen as Qb4 is not possible due to Qe2 mate **14.Kf2 Bxd2 15.Bxg4+ f5 16.Bxd2 fxc4 17.Rhe1 Qxd4+ 18.Be3 Qxb2+ 19.Kf1 Re8 0-1**

A03

□ **Emanuel Lasker**

■ **Johann Hermann Bauer**

Amsterdam Amsterdam, NED (3)

[chanu]

LESSON 2: Typical Attacks. In the lesson 2 you will have brilliant combinations and sacrifices to view. The central theme is TYPICAL ATTACKS. When same side castling. In this lecture we would see a few ideas to attack when castling is done by both sides on the same side. In general it is very difficult to create an attack on the king castled on the same sides as one has to attack mainly with pieces. **1.f4 d5 2.e3 Nf6 3.b3 e6 4.Bb2 Be7 5.Bd3 b6 6.Nc3** White is playing the reversed Dutch defense **Bb7 7.Nf3 Nbd7 8.0-0 0-0** Both sides have castled and developed their minor pieces. Now one has to plan as to how he is going to proceed in the middle game **9.Ne2!** with the idea of Ng3. White starts a plan of attacking the enemy king by moving all his pieces towards the kingside. Whites both bishops are menacing Bb2, Bd3 aiming at the squares g7 and h7 **c5?** Black is just playing generally and trying to gain space. He is not giving any attention to whites plan and soon he would pay for this. It was necessary for black to play Nc5 and eliminate

dangerous Bishop on d3. **10.Ng3 Qc7 11.Ne5 Nxe5 12.Bxe5 Qc6 13.Qe2** Preventing ideas of d4 or c4 from black **a6? 14.Nh5! Nxe5??**

[14...Ne8 15.Bxg7 The theme we already know by now very well Nxg7 16.Qg4+-]

15.Bxh7+!! A very important chess theme every chess player must know. **Kxh7 16.Qxh5+ Kg8 17.Bxg7!!** The second bishop sacrifice completely destroys Blacks kingside pawn cover. **Kxg7 18.Qg4+ Kh7 19.Rf3** with the idea of giving check mate with Rf3-h3+ **e5 20.Rh3+ Qh6 21.Rxh6+ Kxh6 22.Qd7** and black loses more material. So here we see how quickly one can loose in a seemingly simple position if does not take measures of the opponents plan. The double bishop sacrifice theme has become very popular after this brilliant game 1-0 (White won the game soon) **Bf6 23.Qxb7 Kg7 24.Rf1 Rab8 25.Qd7 Rfd8 26.Qg4+ Kf8 27.fxe5 Bg7 28.e6 Rb7 29.Qg6 f6 30.Rxf6+ Bxf6 31.Qxf6+ Ke8 32.Qh8+ Ke7 33.Qg7+ Kxe6 34.Qxb7 Rd6 35.Qxa6 d4 36.exd4 cxd4 37.h4 d3 38.Qxd3 1-0**

C41

□ **Theodore Tylor**

■ **Georges Koltanowski**

Hastings it (4)

1929

[chanu]

1.d4 Nf6 2.Nf3 d6 3.Nc3 Nbd7 4.e4 e5 The game has transposed to phildor defense **5.Bc4 Be7 6.0-0 0-0 7.Qe2 exd4 8.Nxd4 Re8??** A seemingly normal developing move, forgetting that he is leaving his f7 pawn vulnerable. **9.Bxf7+!!** Another typical theme of

attack in chess **Kxf7 10.Ne6!!**
 Another brilliant move. The capture of knight is forced. Otherwise Black will lose his queen **Kxe6 11.Qc4+ d5 12.exd5+ Kf7**

[12...Kd6 13.Nb5+ Ke5 14.Re1+ Kf5 15.Qd3+ Kg4 16.Qh3#]

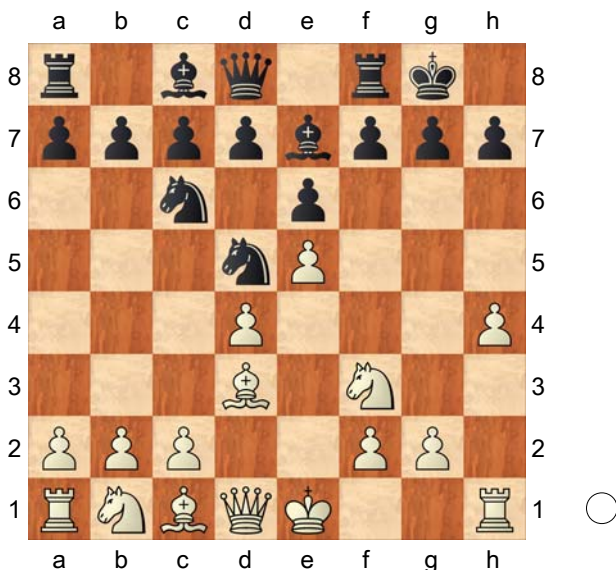
13.d6+ Nd5

[13...Kf8 14.dxc7 Nb6 15.cxd8Q Nxc4 16.Qd4+-]

14.dxe7 Rxe7 15.Nxd5 1-0 Now loss of further material is forced in view of discovered check (once knight moves there will be a check). With this we will conclude the 2nd lesson. **Ne5 16.Qf4+ Kg8 17.Nxe7+ Qxe7 18.Bd2 Ng6 19.Qg3 Be6 20.Rfe1 Qf7 21.Bc3 Rf8 22.Re3 Bd5 23.Rae1 h5 24.h4 c5 25.f3 b5 26.b3 a5 27.Qg5 b4 28.Ba1 Qf5 29.Re7**
1-0

Basic

[chanu]



LESSON 3: Greek Gift! Bh7 Sacrifice!
 Today's lecture is dedicated to Bh7 sacrifice which is one of the oldest and the most explored sacrifice in chess.

We would be seeing the different ways to continue the attack after sacrificing the bishop. White has to be very accurate in the continuations following the sacrifice or he will just be a piece down. Let's start with the basic position where all the pieces for white and black are ideally placed for the sacrifice to be successful **1.Bxh7+! Kxh7 2.Ng5+ Kg8**

[2...Bxg5 3.hxg5+ Kg8 4.Qh5 f6 5.g6+-]

[2...Kh6 3.Nxe6+-]

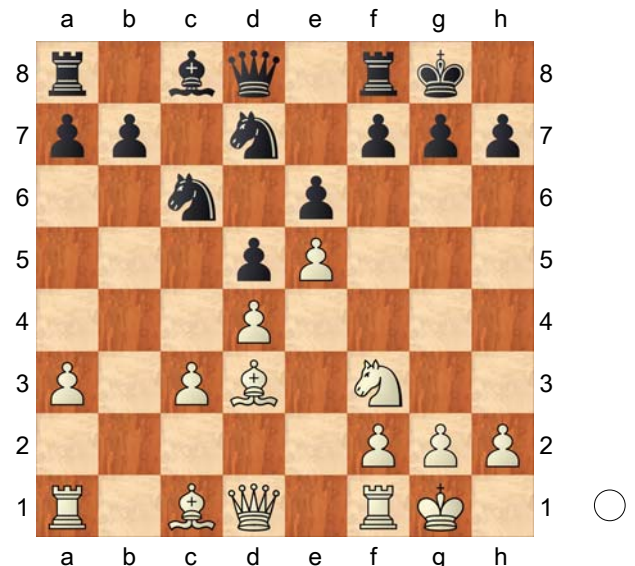
[2...Kg6 3.h5+ Kf5 4.g4#]

3.Qh5 Re8 4.Qh7+ Kf8 5.Qh8#
1-0

□ Crouch

■ Menzed

[chanu]



1.Bxh7+! Kxh7 2.Ng5+ Kg8

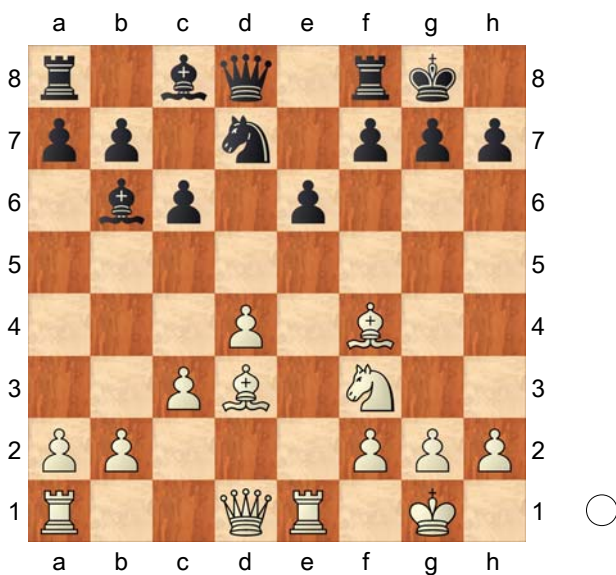
[2...Kg8 3.Qh5 Re8 4.Qxf7+ Kh8 5.Qh5+ Kg8 6.Qh7+ Kf8 7.Qh8+ Ke7 8.Qxg7#]

3.h4!

Even after sacrificing a piece white is playing very coolly. White's threat is h5+ forcing the king to h6. Moves like h4 are very easy to find

once you know the basic ideas and follow up for the sacrifice Bh7 Rh8
4.h5+ Rxh5 5.Qd3+ f5 6.exf6+ Kxf6 7.Qf3+ Ke7 8.Qf7+ Kd6 9.Qxh5+-
 and wins
1-0

□ **Firman**
 ■ **Holle**
[chanu]



Previously we saw positions where the white pawn is on e5 and black cannot defend the h7 square with Nf6. In this case black can defend the mate with Nf6 but even then he cannot save his position **1.Bxh7+ Kxh7 2.Ng5+ Kg8**

[2...Kg6 3.Qd3+ Kf6 (3...f5 4.Qg3 Kf6 5.Rxe6#) 4.Qe4 and black has no defence for threats of Nh7+ and Ne6 Ke7 5.Qxe6+ fxe6 6.Rxe6#]

3.Qh5 Nf6 4.Qh4! It seems black has defended himself from the h7 mate and that too with tempo. But black cannot defend against whites idea of Be5 followed by Re3, Rh3 **Re8**

[4...g6 5.Qh6! followed by Be5, Re3, Rh3]

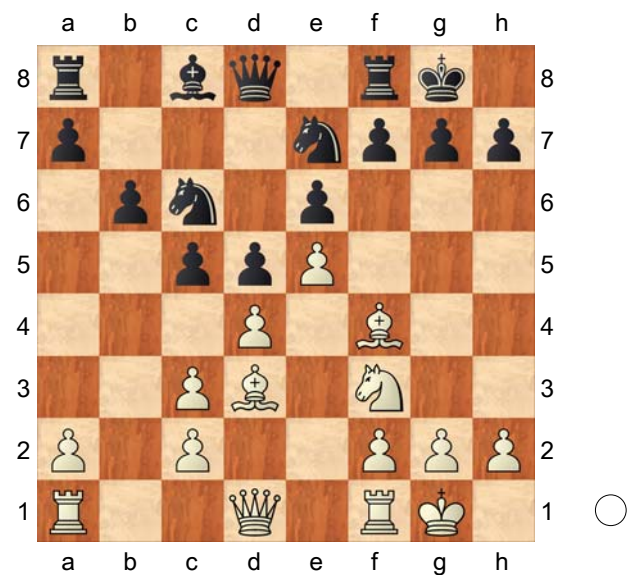
[4...Bc7 5.Be5]

5.Be5 Qe7

[5...Kf8 6.Qh8+ Ke7 7.Qxg7+-]

6.Re3 Bd8 7.Rh3 and mates. This is one of the classic ways of following the attack after Bh7 sacrifice
1-0

□ **Pomzer**
 ■ **Hamer**
[chanu]



Apparently this position seems very easy at first but on deep thoughts white will have to play very accurately in order to win **1.Bxh7+ Kxh7 2.Ng5+ Kg6**

[2...Kg8 3.Qh5 Re8 4.Qh7+! (4.Qxf7+? this does not work here Kh8 5.Qh5+ Kg8 6.Qh7+ Kf8 7.Qh8+ Ng8 8.Nh7+ Kf7 and black survives) 4...Kf8 5.Qh8+ Ng8 6.Nh7+ Ke7 7.Bg5+ and wins]

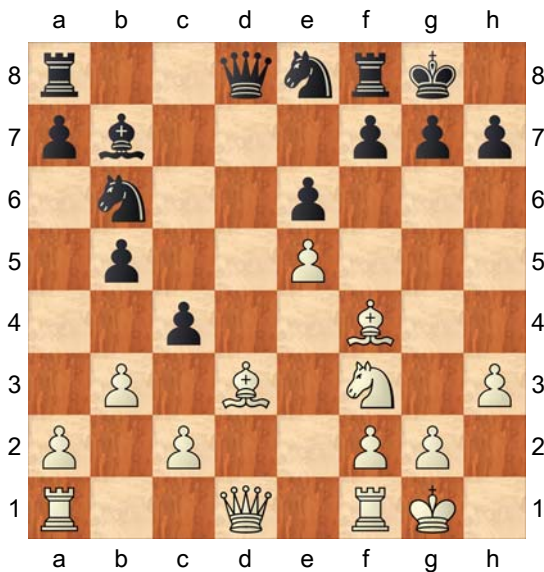
3.Qg4! f5 4.Qg3! Qe8 5.h4!!

A cool move. The ideas of the attack remain the same **Rh8 6.Nxe6+ Kf7 7.Qxg7+ Kxe6 8.Qf6+ Kd7 9.Qd6#**

In these examples i have tried to cover the most important ideas required to know while carrying out the sacrifice

Bh7. Hope these examples have enriched your chess attacking skills and you would be able to use them in practical play
1-0

□ **Dyer**
■ **Batistuta**
[chanu]



The most important factor for the success of Bh7 sacrifice is that the opponent should not be able to decline it. That's why before sacrificing one should always consider the move 1... Kh8 **1.Bxh7+?**

[1.Be2]

1...Kh8!

[1...Kxh7 2.Ng5+-]

2.Ng5

[2.Qe2 Bxf3! eliminating the dangerous knight 3.Qxf3 Kxh7 and black is just a piece up]

2...Qxd1 3.Raxd1 g6 followed by Rh8 and Rh7 with a winning position for black

0-1

B25

□ **Spassky, Boris**
■ **Geller, Efim**
[chanu]

LESSON 4: Pawn Storms The pawn storm is one of the most effective attacking weapons in chess. This has to be done very carefully as pawns once advanced cannot be moved backwards. Moreover pawn pushes creates weaknesses in one's own camp. When successful the advancing pawns help to breach the enemy king position. In Today's lecture we will see how the ex world champion used the pawn advances to great effect **1.e4 c5 2.Nc3 d6 3.g3** Spassky was one of the players to have popularised closed sicilian setups **Nc6 4.Bg2 g6 5.d3 Bg7 6.f4** Generally in closed sicilian whites idea is to play on the kingside with his pawns. Blacks idea is to create counterplay on the queenside with pawn advances or break in the centre. If Black fails to create any counterplay then he is murdered on the kingside in majority of the cases. **Nf6 7.Nf3 0-0 8.0-0 Rb8 9.h3 b5 10.a3 a5 11.Be3 b4 12.axb4 axb4 13.Ne2 Bb7 14.b3!** A brilliant move played by the world champion. White prevents any possible play on the queenside by black and now he will embark upon the kingside attack with his pawns **Ra8 15.Rc1 Ra2 16.g4!** The start of kingside attack with pawns **Qa5 17.Qe1 Qa6 18.Qf2 Na7 19.f5 Nb5 20.fxg6 hxg6 21.Ng5 Na3 22.Qh4 Rc8** Black cannot take on c2 due to **Rf6 23.Rxf6 exf6 24.Qh7+ Kf8 25.Nxf7!!** White had foreseen this sacrifice before playing **Rf6 Rxc2** [25...Kxf7 26.Bh6 Rg8 27.Nf4 Rxc2 28.Rf1 with a winning attack] **26.Bh6! Rxc1+ 27.Nxc1 Kxf7**

28.Qxg7+ Ke8 29.g5 f5 30.Qxg6+ Kd7 31.Qf7+ Kc6 32.exf5+ Black resigned as after Kb6 33.Bxb7 Qxb7 34.Qxb7+ and white will queen his kingside pawns 1-0

E80

□ **Spassky,Boris**

■ **Evans,Larry Melvyn**

[chanu]

The most ideal scenario for pawn storms is when the players have castled on the opposite sides. In such cases throwing pawns forward against opponents king no longer weakens your own kings protection. The best way to counter pawn storm is by some central break. If this does not work mostly the player who first takes the initiative by creating threats against the enemy king wins **1.d4 Nf6 2.c4 g6 3.Nc3 Bg7 4.e4 d6 5.f3** This is the Samisch variation of the Kings Indian defence. Generally the position tends out to be very sharp in this variation **c6 6.Be3 a6 7.Qd2** White is preparing for queenside castling and then he just wants to attack with h4, g4 etc **b5** Meanwhile black is starting to attack on the queenside **8.0-0-0 bxc4 9.Bxc4 0-0 10.h4!** The storm begins **d5 11.Bb3 dxe4 12.h5!!** Wasting absolutely no time for opening the h-file for attacking the king **exf3 13.hxg6 hxg6 14.Bh6 fxc2 15.Rh4!** Not at all worrying about the no. of pawns and just going for the king **Ng4 16.Bxg7 Kxg7 17.Qxg2 Nh6 18.Nf3!** One of the startling aspects of world champions when they are attacking is that they never forget to play with all their pieces **Nf5 19.Rh2 Qd6 20.Ne5**

Nd7 21.Ne4 Qc7 22.Rdh1 Now each and every piece of white is attacking and it is impossible for black to save himself **Rg8**

[22...Nf6 23.Bxf7+-]

23.Rh7+ Kf8 24.Rxf7+ Ke8 25.Qxg6 Nxe5 26.Rf8+ Kxf8 27.Qxg8# 1-0

B47

□ **Tejas,Bakre**

■ **Prasad,D**

Abu Dhabi (3)

2002

[chanu]

Now i will show you couple of my games where i used the pawn storm ideas with great effect **1.e4 c5 2.Nf3 e6 3.d4 cxd4 4.Nxd4 Nc6 5.Nc3 Qc7 6.g3 a6 7.Bg2 Nf6 8.0-0 Be7 9.Re1 0-0 10.Nxc6 dxc6 11.e5 Rd8 12.Qf3 Nd5 13.h4!** Starting the pawn advances in order to attack the enemy king **h6 14.Qg4 Kh8 15.Qh5! Nxc3 16.bxc3** White allows his queenside structure to collapse as he is confident that his attack on the kingside will be successful. Ofcourse white needs to be very accurate in all his next moves **Bf8 17.Qf3!** The queen has done its job on h5 and i come back to prevent black from developing his kingside and makes way for the pawn storm with **g4 Rb8 18.g4 g6 19.h5 g5 20.Qe4!** Thanks to the pawn storm by white black had to take preventive measures. In doing so he has weakened the b1-h7 diagonal and white uses this to great effect **Qe7 21.Bf1 Bg7 22.Bd3 Kg8 23.f4!** Totally breaking down blacks barriers and making his defense weak **gxf4 24.Bxf4 Qc5+ 25.Re3 Qxc3 26.Rf1** Now all of the white pieces are attacking like we saw in the previous

game. Blacks position is about to crumble **Kf8 27.Qh7 Rd4 28.Be4** And Black resigned in view of 29.Bh6 1-0

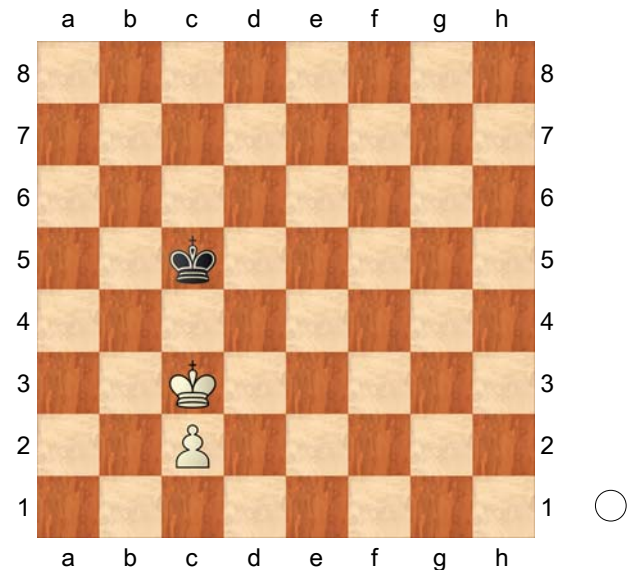
B82

□ **Tejas,Bakre**
 ■ **Boonsueb,Saeheng**
[chanu]

1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 a6 This is the najdorf variation of sicilian defense and it is one of the most extensively researched and played in todays time **6.Be3 e6 7.f4 Be7 8.Qf3 Qc7 9.Bd3 Nc6 10.Nb3** White has got space advantage and so he avoids exchange of pieces **b5 11.g4** Starting the pawn march **h6 12.0-0-0 e5? 13.g5!** Marching ahead **hxf6 14.fxf6 Rh3 15.gxf6!!** And ahead! **Rxf3 16.fxf6** Further ahead!! The promotion to a queen is unstoppable **Rxe3 17.g8Q+** Finally reaching its destination and queening!! What great pleasure it is to make a queen on 17th move **Bf8 18.Nd5 Qa7 19.Nf6+ Ke7 20.Nd5+ Ke8** Making black lose the right to castle **21.h4 Be6 22.Nxe3 Qxe3+ 23.Kb1+-** And white won the game comfortably 1-0

Position 1
[chanu]

(Diagram)



and pawns are the only pieces at the board. Despite the simple composition of material this type of endgame requires a precise play. Pawns endgames often occur in tournaments and you should therefore gain a very good basic knowledge of these endgames. In addition, this knowledge is very important for other endgames. Rule of Opposition ----- Opposition is characterised by kings facing each other one square apart. The king which has not to move is in opposition which - generally speaking - is favourable **1.Kb3** A typical feature is the king's fight for the squares next to pawns: one side aims to advance his pawn to a queen, whereas the other side looks for ways to prevent this. The king's perfect method to stop an advance is to blockade a square in front of the pawn. However, he can not stay there forever. Duty to move forces him to retreat, to leave the square and give space for the pawn. With the support of his king the pawn will advance **Kb5!** The black king prevents the advance of the white king

[1...Kd5?? 2.Kb4+-]
2.c4+

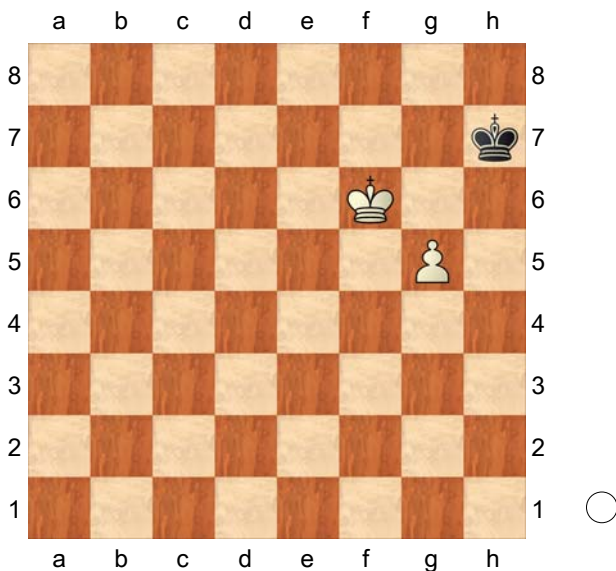
LESSON 5: King & Pawn Basic Endgames: In pawn endgames kings

[2.c3 Kc5= does not change anything]

2...Kc5 3.Kc3 Kc6 4.Kd4 Kd6 5.c5+ Kd7 6.Kd5 Kc7 7.c6 Kc8 8.Kd6 Kd8 9.c7+ Kc8 finally the critical position has arisen. The situation is characterised by mutual zugzwang. The right to move is a disadvantage for both sides. If White has to move he must play 1.Kc6 leading to stalemate and a draw. If Black has to move he has to play 1...Kb7 which is answered by 2.Kd7 and the pawn will promote to a queen. White has therefore to aim for this position with Black to move, whereas Black will strive for this position with White to move 1/2-1/2

Position 2

[chanu]



In an endgame with a knight pawn there is a great danger of stalemate if the stronger side plays carelessly **1.Kf7** White intends to keep his king in front of the pawn

[1.g6+? would be a blunder Kh8 2.g7+ Kg8 3.Kg6 Stalemate]

1...Kh8 2.Kg6!

[2.g6? Stalemate]

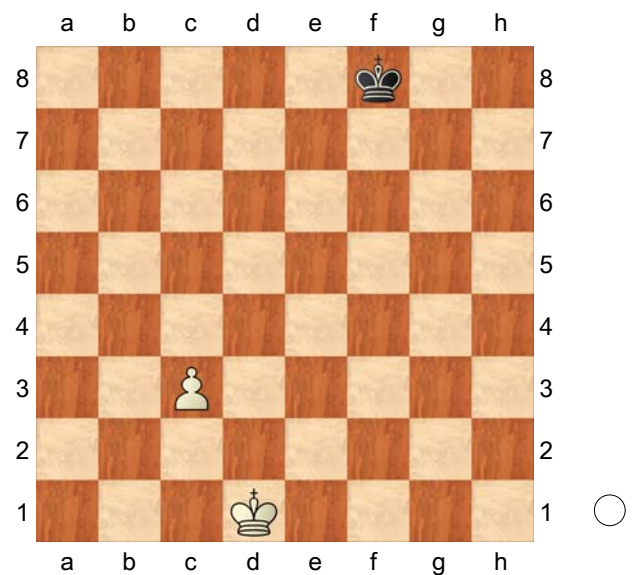
2...Kg8 3.Kh6

[3.Kf6?! does not spoil anything, but is the wrong method. Kh7 4.Kf7 Kh8 now he got it 5.Kg6 Kg8 6.Kh6+-]

3...Kh8 4.g6 The pawn advance forces the black king to give up opposition **Kg8 5.g7 Kf7 6.Kh7** The white king controls the promotion square g8 and his pawn will promote to a queen in the next move 1-0

Position 3

[chanu]



The Rule of critical squares ----- In front of a passed pawn there are three squares, so-called critical squares. Occupation of one of these squares guarantees promotion of the pawn and win. In endgames like this the method is basically characterised by the king's fight for the critical squares **1.Kc2!** The only method to achieve a win

[1.c4? Ke8 2.Kc2 Kd7 3.Kc3 Kc6 4.Kb4 Kb6 5.c5+ Kc6=]

[1.Kd2? Ke7 2.Kd3 Kd7! Black has the so-called 'distant

opposition' 3.Kc4 Kc6! 4.Kd4 Kd6
5.c4 Kc6 6.c5=]

1...Ke7 2.Kb3!

[2.Kd3? would be a blunder Kd7
The black king takes the distant
opposition 3.Kd4 (3.Kc4 Kc6
1/2-1/2) 3...Kd6 4.c4 Kc6 5.c5 Kd7
6.Kd5 Kc7 7.c6 Kc8 8.Kd6 Kd8
1/2-1/2]

2...Kd6

[2...Kd7 3.Kb4 (3.c4?? Kc6 4.Kb4
Kb6 5.c5+ Kc6 6.Kc4=) 3...Kc7
4.Kc5+- does not change anything]

3.Kb4 Kc6 4.Kc4

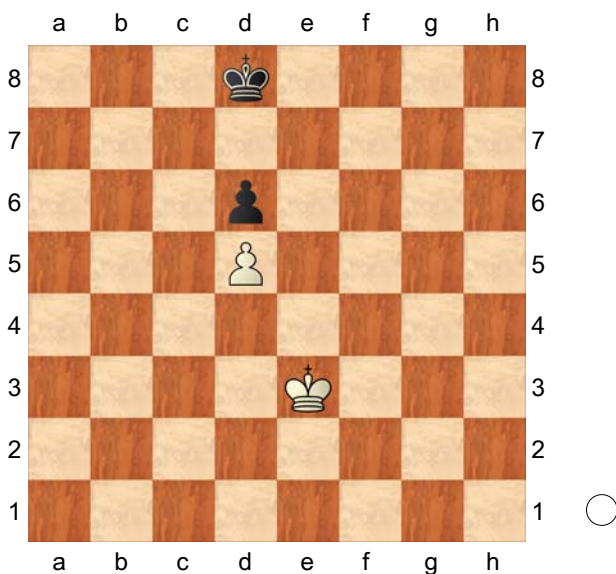
Now Black is in zugzwang Kb6 5.Kd4 Kc7 6.Kc5 Kb7 7.Kd6 Kb6

[7...Kc8 8.c4 Kd8 9.c5 Kc8 10.Kc6
Kd8 11.Kb7+-]

8.c4 Kb7 9.c5 Kc8 10.Kc6 Kb8 11.Kd7 Kb7 12.c6+ Kb8 13.c7+ 1-0

Position 4

[chanu]



1.Kf4!

[1.Ke4? is a blunder Ke7 2.Kf5
Kf7=]

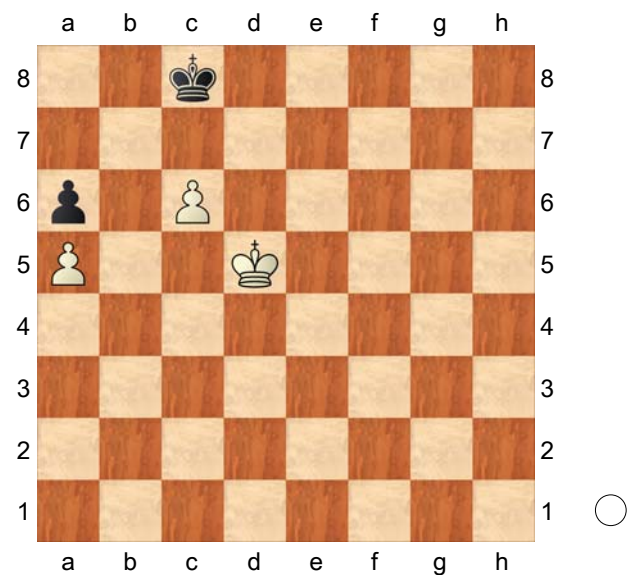
1...Ke7 2.Kg5!

[2.Kf5? Kf7= Black is in opposition]

2...Kf7 3.Kf5 Now Black has to move
and loses control of critical squares
Ke7 4.Kg6 The black king is forced
away and the d6-pawn will be captured
Ke8 5.Kf6 Kd7 6.Kf7 Kd8 7.Ke6
Kc7 8.Ke7 Kc8 9.Kxd6 Kd8 10.Ke6
Ke8 11.d6 Kd8 12.d7 1-0

Position 5

[chanu]



White benefits from his advantage if his
king accomplishes a triangulation
manoeuvre. The black king cannot
correspond to this as has no squares.
The key to triangulation is to achieve
the same position with the opponent to
move 1.Kd4

[1.Kd6 Kd8 now 2.c7+? would be a
blunder Kc8=]

1...Kd8

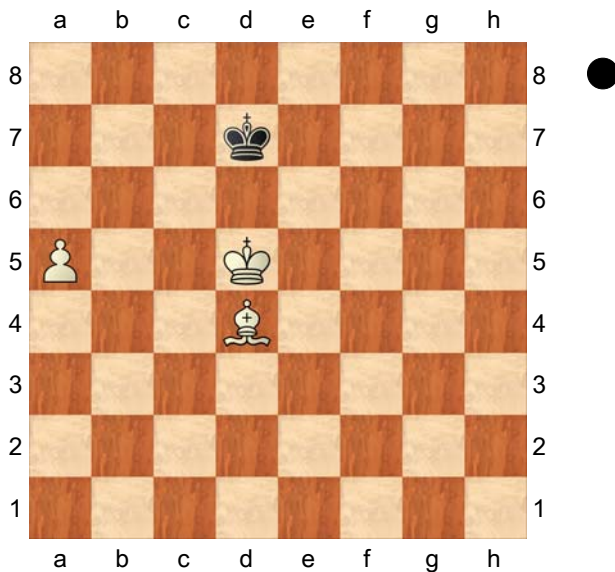
[1...Kc7 2.Kc5+-]

2.Kc4 Kc8

[2...Kc7 3.Kc5+-]

3.Kd5 Kd8 4.Kd6 Kc8 5.c7 Kb7 6.Kd7 1-0

[chanu]

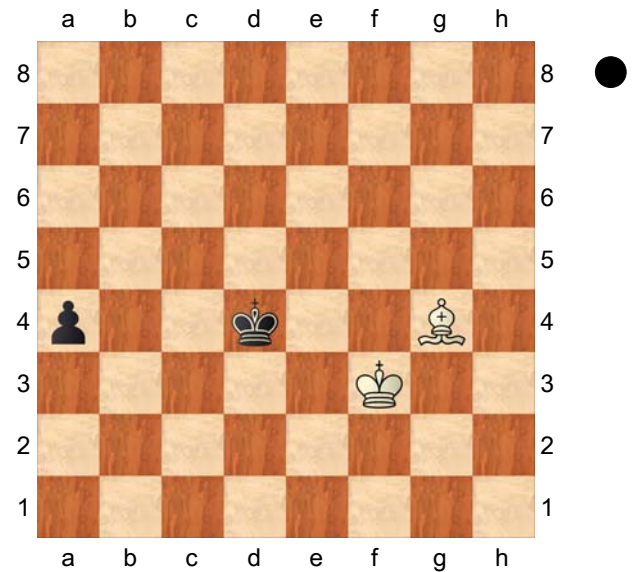


LESSON 6: Bishop & Pawn vs King
 Normally this type of endgame is an elementary win, but there is one exception, which of course you need to know: this is when the pawn is an outside pawn and the bishop is not in control of the promotion square **1...Kc7**. White bishop has no CONTROL of the PROMOTION SQUARE of the passed pawn. The black king's only task is to move to the corner. However, if White is to move he can play **1.Be5 Kc8 2.Kc6** which stops this and wins the game. **2.a6 Kb8 3.Kc6 Ka8** White cannot win 1/2-1/2

[chanu]

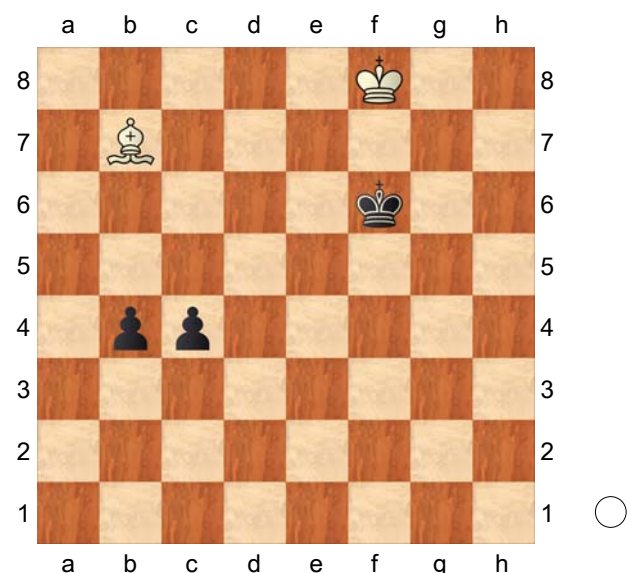
(Diagram)

The bishop is a long-range piece. If he is not stopped by the enemy king or your own king then he is able to stop a pawn via 'his diagonal'. The following example is an exception in which black king is able to prevent the bishop from



controlling the important diagonal stopping the pawn **1...Ke5!** White only has to bring the bishop to the diagonal a2-g8 in order to stop the pawn. However, the black king prevents this. **2.Bh5 Kf6 0-1**

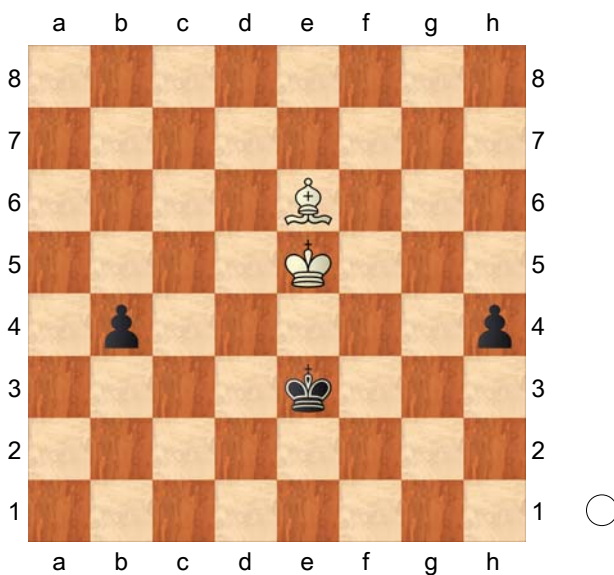
[chanu]



The endgame of king & bishop vs king & two pawns is more difficult again, because both pieces have to be well coordinated **1.Bd5!** This move should reduce the black pawns mobility **c3**

2.Bb3 Ke5 Black moves his king to d3 in order to play Pc3-c2 which wins the bishop **3.Ke7** The white king is heading for c5 in order to attack the black backward pawn. **Kd4 4.Kd6 Kd3 5.Kc5** White reaches c5 in time to keep an equal game **c2 6.Bxc2+ Kxc2 7.Kxb4 1/2-1/2**

[chanu]



120m/40+60m/20+(15m+30s)

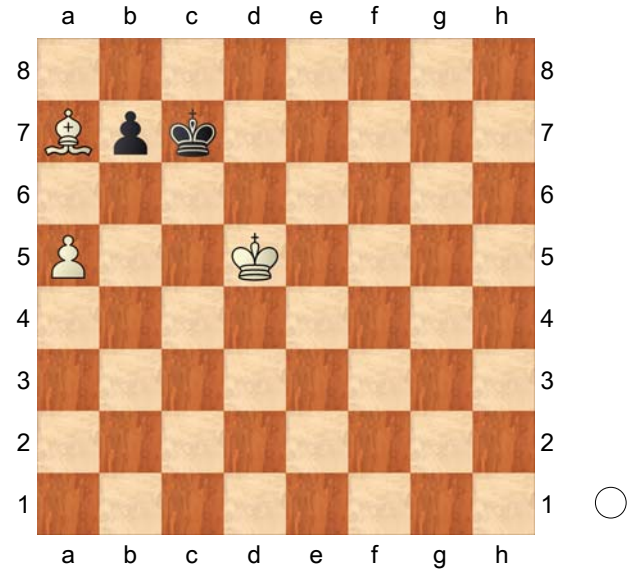
500MB, UMARENUKA **1.Kd6!**

[1.Kf6 Kf4 2.Kg6 Kg3 3.Kf5 h3 4.Ke4 Here the white king stands in the way of his bishop (4.Ke5 h2 5.Bd5 b3+ The white king no longer reaches the b3-pawn square) 4...h2-+]

1...Kd4 2.Kc6 Kc3 3.Kd5 b3 4.Ke4 b2 5.Ba2 The white king is within the h4 pawn square 1/2-1/2

[chanu]

1.Kd4!! There are not many problems involved in winning this type of endgame. However, a bishop that is not



in control of the promotion square is little bit difficult and one has to be very precise. White has to exercise the following tasks: to move his king to b6, to win the pawn on b7 and to keep the enemy king away from a8

[1.Kc4 b5+!= The black king will get to a8]

[1.Kc5 b6+! 2.axb6+ Kb7=]

1...Kc6

[1...b5 2.a6 This move still keeps the black king away Kc6 3.Kc3 Kd6 4.Kb4 Kc6 5.Ka5+- The loss of the pawn is unavoidable]

[1...b6 2.a6 Kc6 3.Kc4 Kd6 4.Kb4 Kc6 5.Bb8 b5 6.Ba7! Now Black loses his pawn Kc7 7.Kxb5+-]

2.Bb6

[2.Kc3 b6 3.a6 Other moves also do not lead to a white win Kb5= The white pawn is lost 4.Kb2]

2...Kd6

[2...Kb5 3.Kd5 Ka6 4.Kd6 Kb5 5.Kc7 Ka6 6.Kb8+-]

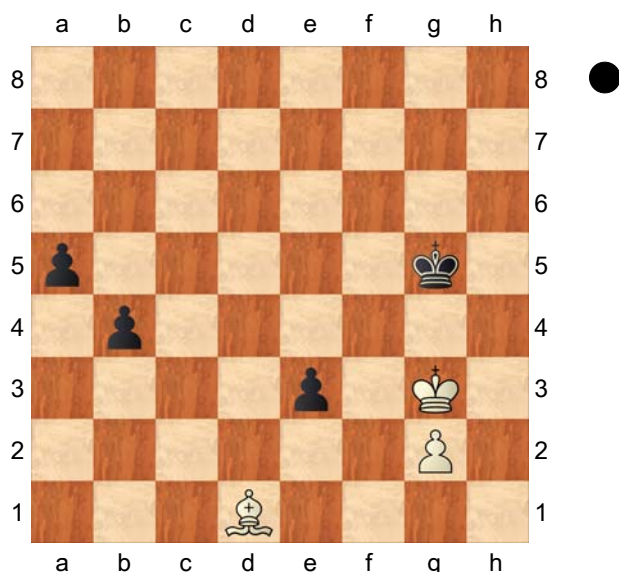
3.Kc4 Kc6 4.Kb4 Kd6 5.Kb5 Kd7

6.Kc5 Kc8 7.Ba7 Kc7 8.Kb5 Kd7

9.Bb8 Kc8 10.Bf4 Kd7 11.Kb6 Kc8

12.Bg3 Black loses his pawn 1-0

[chanu]



If you take a look at the next position you will realise that the extra bishop does not automatically guarantee a win, although in most practical cases he is stronger than three pawns if the same side also has a pawn **1...e2!** The sacrifice is Black's only chance to draw. Thereafter Black gets an opportunity to advance his connected queenside pawns

[1...Kf5 2.Kf3

A) 2...e2 3.Kxe2! Ke4 4.Ba4! Kd4 5.g3! (5.Kd2 Ke4 6.Kc2? Kf4 7.Kb3 Kg3 8.Bc6 Kf4 9.Ka4 Kg4 10.Bd5 Kg3= White cannot make any progress) 5...Ke4 6.Bc2+ Kd4 7.g4 Kc3 8.Ba4 b3 9.Bxb3 Kxb3 10.g5 a4 11.g6 a3 12.g7 a2 13.g8Q+ White wins due to the favourable position of his king Kb2 14.Kd2!+- ;

B) 2...Ke5 3.Kxe3 Kd5 4.g4 Kc4 5.g5 b3 6.g6 Kc3 7.Bxb3 Kxb3 8.g7 a4 9.g8Q+ 1-0]

2.Bxe2 a4! Only this move guarantees the draw

[2...b3?? 3.Bb5! Stops the advance of the a-pawn Kf5 (3...b2 4.Bd3 a4

5.Bb1 a3 6.Kf3+- The black king has to retreat and the g-pawn will advance) 4.Kf3 Ke5 5.Ke3 Kd5 (5...b2 6.Bd3 a4 7.Bb1 a3 8.g3! Kd5 9.Ba2+ Ke5 10.g4 Kf6 11.Kf4+- ; 5...Kf5 6.Kd3 Kf4 7.Kc3 Kg3 8.Bc6 a4 9.Kb2+- Black is in zugzwang) 6.Kd3 Kc5 7.g4! The most simple way Kxb5 8.g5 Kb4 9.g6 Ka3 10.g7 b2 11.Kc2 Ka2 12.g8Q+ 1-0]

3.Bc4

[3.Bb5 a3 4.Bc4 Kf5 5.Kf3 Ke5 6.Ke3 Kf5 7.g3 Kg5 8.Kf2 Kf5 9.Kf3 Ke5 Black's king tries to support his own pawns or to attack the enemy pawn

A) 10.Ke3 Kf5

A1) 11.Bg8 Kg4 12.Kf2 Kf5 13.Kf3 Ke5 14.g4 Kd4 15.g5 Kc3 16.g6 b3 17.Bxb3 Kxb3 18.g7 a2 19.g8Q+ Kb2= ;

A2) 11.Bf7 Kg4 12.Kf2 Kf5 13.Kf3 Kf6!= Co-ordination of white pieces is disrupted (13...Ke5? After this move Black comes off worst 14.g4! Kd4 15.g5 Kc3 16.g6 b3 17.g7 a2 18.g8Q a1Q 19.Qg7+ 1-0);

A3) 11.Ba2 Kg5 12.Kf2 Kf5 13.Kf3 Ke5 14.g4 Kd4 15.g5 Kc3 16.g6 b3 17.Bxb3 (17.g7 bxa2 18.g8Q Kb2=) 17...Kxb3 18.g7 a2 19.g8Q+ Kb2= ;

B) 10.g4 Kd4! Now the black king is in a hurry to support his pawns 11.Ba2 Kc3 12.g5 b3 13.Bxb3 Kxb3 14.g6 a2 15.g7 a1Q 16.g8Q+ 1/2-1/2]

3...b3!

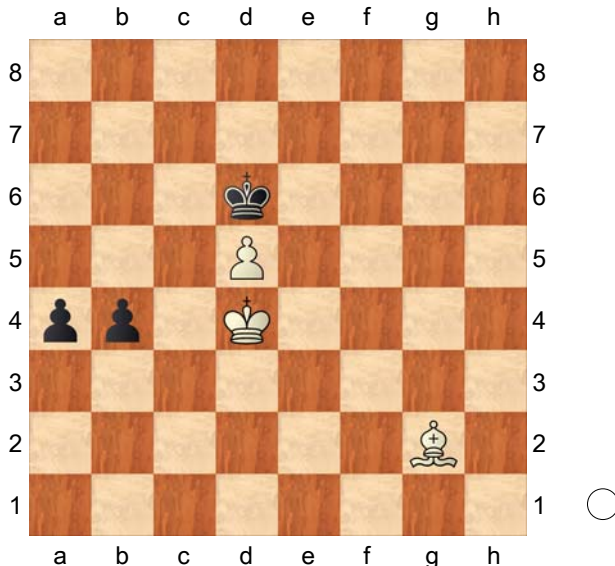
[3...a3?? The direct way to lose the game 4.Kf3 Kf5 5.g4+ Ke5 6.Ke3+-]

4.Kf3 Kf5 5.g4+

[5.g3 Ke5 6.Ke3 Kf5 7.Bf7 Kf6!=]

5...Ke5 6.Ke3 b2 7.Ba2 a3 8.Kf3
Kd4 9.g5 Kc3 10.g6 Kc2 11.g7 b1Q
12.Bxb1+ Kxb1 13.g8Q a2 1/2-1/2

[chanu]



1.Bf1!

[1.Kc4? a3 2.Kb3 Kc5= The white king cannot support his pawns]

1...b3

[1...a3 2.Bc4+-]

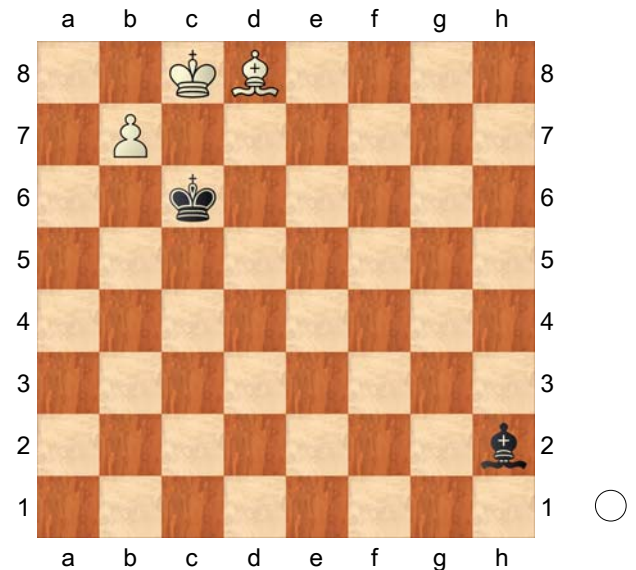
2.Bc4! In order to prevent 2...a3. **b2**

3.Ba2 Now the black pawns are safely blocked **a3** **4.Bb1** After this move Black has to give up blocking the pawn **Kd7** **5.Kc5** **Kc7** **6.d6+** **Kd7** **7.Kd5** **Kd8** **8.Kc6** **Kc8** **9.d7+** **Kd8** **10.Ba2** 1-0

[chanu]

(Diagram)

Bishop and pawn vs bishop ----- If the king of the weaker side is placed on a square that is not the same colour as the bishop a draw is guaranteed.



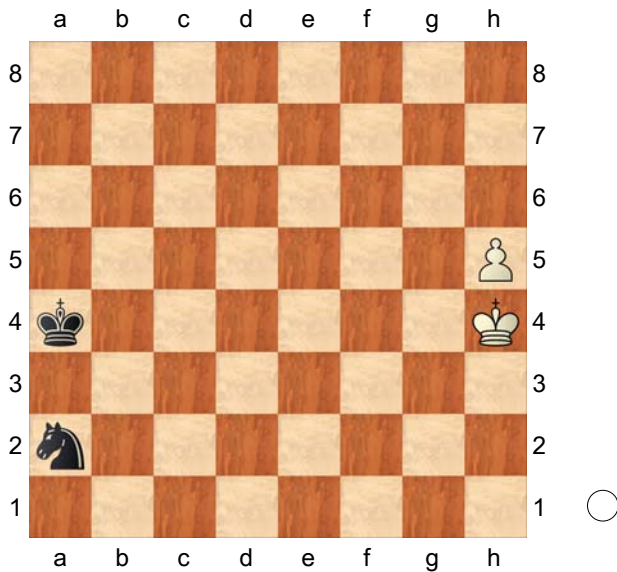
However, if the king does not manage to reach this square the position becomes a difficult one. The weaker side can only draw if the bishop on this side controls three difficult squares of the diagonal from which he aims to stop the pawn **1.Bh4** **Kb5!** **2.Bf2** **Ka6!** Black aims to prevent the enemy bishop's access to a7 **3.Bc5!** This move takes control of the important d6 square

[3.Be3 Bd6 4.Bg5 Kb5 5.Bd8 Kc6 The black king has reached c6 just in time 6.Be7 Bh2 White has achieved nothing]

3...Bf4 **4.Be7** **Kb5** **5.Bd8** **Kc6** **6.Bg5!** Decisive win of tempo **Bh2** **7.Be3** **Bg3** **8.Ba7** **Bh2** **9.Bb8** **Bg1** **10.Bg3** **Ba7** **11.Bf2** Now there is no square left for the black bishop 1-0

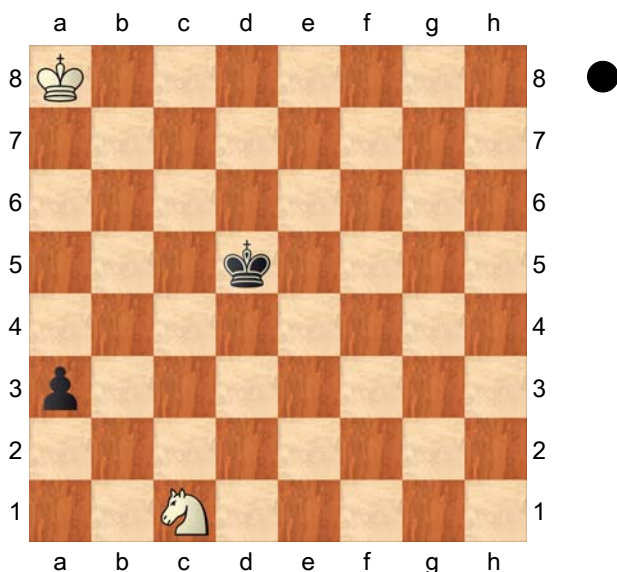
[chanu]

LESSON 7: Knight Endings Knight Endings ----- Against a pawn the knight can only fight for a draw. This is particularly difficult against an outside



pawn. Have a look at the following model position **1.h6** Regardless of what Black answers, the moves will be **Nc3 2.h7 Ne4 3.h8Q** The set-up of pawn and knight forms a pattern which will occur in other positions and therefore should be remembered 1-0

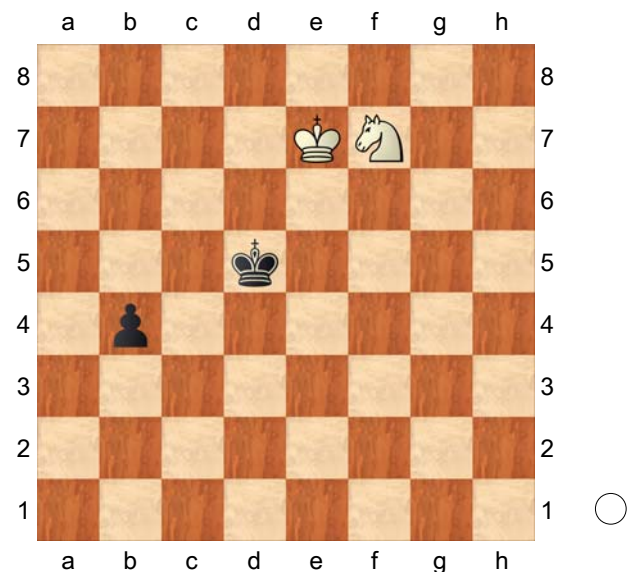
[chanu]



This example illustrates a successful method of stopping the pawn. The white king cannot join the action; the knight has to cope with the pawn on his

own **1...Kc4 2.Na2 Kb3 3.Nc1+ Kb2 4.Nd3+ Kc2 5.Nb4+ Kb3 6.Nd3!** The knight moves along the RECTANGLE a2-c1&d3-b4. Black can make no progress **a2 7.Nc1+ Kb2 8.Nxa2 1/2-1/2**

[chanu]



1.Nd6! The knight cannot approach the pawn from the right side as the enemy king prevents this. He therefore has to take the other side **b3**

[1...Kd4 2.Kf6 Kd5 3.Nf5 b3 4.Ne3+ Kd4 5.Nd1 Kd3 6.Nb2+ Kc3 7.Na4+ Kb4 8.Nb2 Black can make no progress]

2.Nb5 b2 3.Na3 1/2-1/2

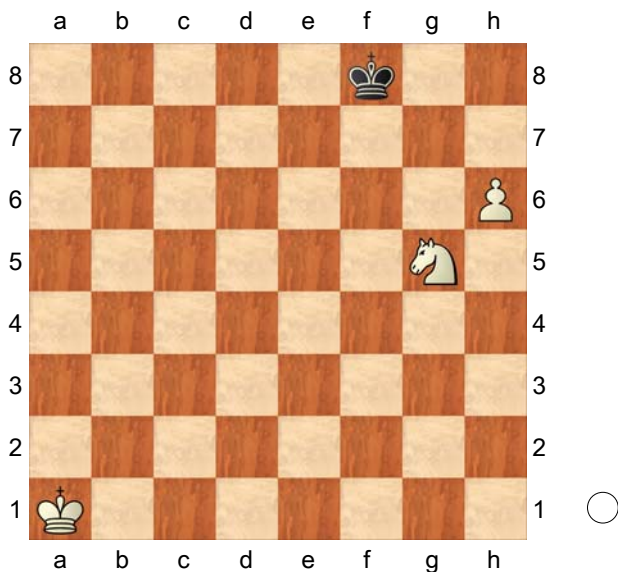
[chanu]

(Diagram)

Which blunder should not take place? **1.h7??**

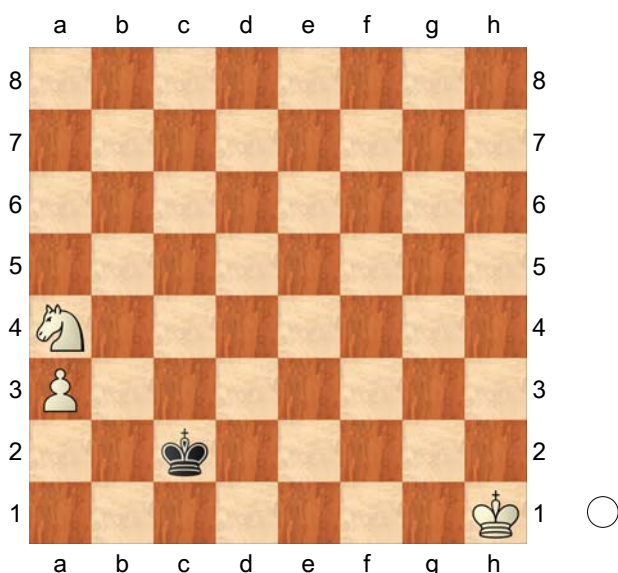
[1.Kb2+-]

1...Kg7 Similar to the example of a rook



pawn and a wrong-coloured bishop (impotent pair), one can not force the black king out of the corner and it would be stalemate at best **2.Kb2 Kh8 3.Kc3 Kg7 4.Kd4 Kh8 5.Ke5 Kg7 6.Kf5 Kh8 7.Kg6 1/2-1/2**

[chanu]



The white king is too far away - the knight alone has to defend the pawn. There is only one winning move **1.Nb2!**
[1.Nc5? Kc3 2.Kg2 Kc4 3.Nb7 Kb3=]

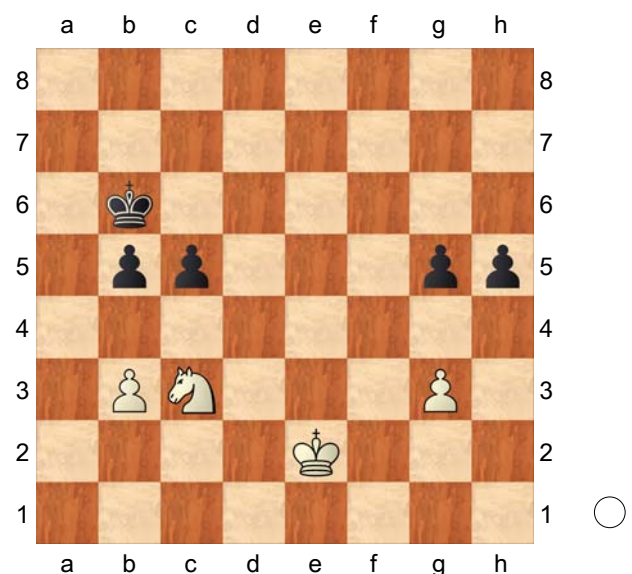
[1.Nb6? Kb3 2.a4 Kb4 3.Kg2 Ka5=]

1...Kb3

[1...Kxb2 2.a4 and the pawn advances Kb1]

2.a4 Now the pawn is well protected by the knight from the BACK. The king has the time to cross over and, with the help of the knight, co-ordinate advance and promotion of the pawn to a queen **Kb4 3.Kg2 Ka5 4.Kf3 Kb4 5.Ke4 Ka5 6.Kd5 Kb4 7.Kc6 Ka5 8.Kb7 Kb4 9.Kb6 1-0**

[chanu]



If your opponent has a pawn majority you should create a passed pawn and the enemy pawn should be attacked and stopped with the help of king and knight. Exploitation of material advantage is shown in the following example **1.Ne4 h4 2.g4!** This pawn is to become a queen and therefore has to stay alive **h3 3.Kf3 b4**

[3...c4 4.b4 Kc6 5.Nc3!+- White can collect the h-pawn after proper blocking of Black's passed pawn and engaging the black king

with the task of protecting the b5-pawn]

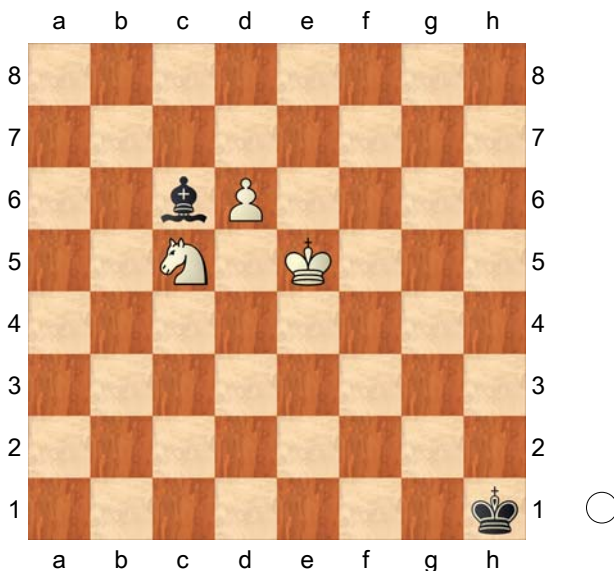
4.Nxg5 c4 5.Ne4! cxb3 6.g5 b2 7.Nd2 Kc5 8.g6 h2 9.Kg2 Kd4 10.g7 Kd3 11.g8Q Kxd2 12.Qa2 Kc2 13.Qc4+ White will pick up all black pawns 1-0

□ N

■ B

Position 1 (1)

[chanu]



LESSON 8: Bishop vs Knight Endings
In this lecture we will see the most important positions concerning knight and bishop. Students should carefully examine and remember these positions as they would be occurring very frequently in their games **1.Ke6 Bb5 2.Ke7 Bc6 3.Kd8** The white king has to move to the other side in order to support his knight in his efforts to cut off the bishop's diagonal **Bb5 4.Kc7 Kg1 5.Nd3 Kh1 6.Ne5 Be8!** White threatens to close the diagonal with **7.Nc6 7.Nd7 Kg1 8.Kd8 Bg6 9.Ke7 Bf5 10.Nc5 Bc8 11.Nd7 Kh1 12.Kd8 Ba6 13.Kc7 Bb5 14.Nf8**

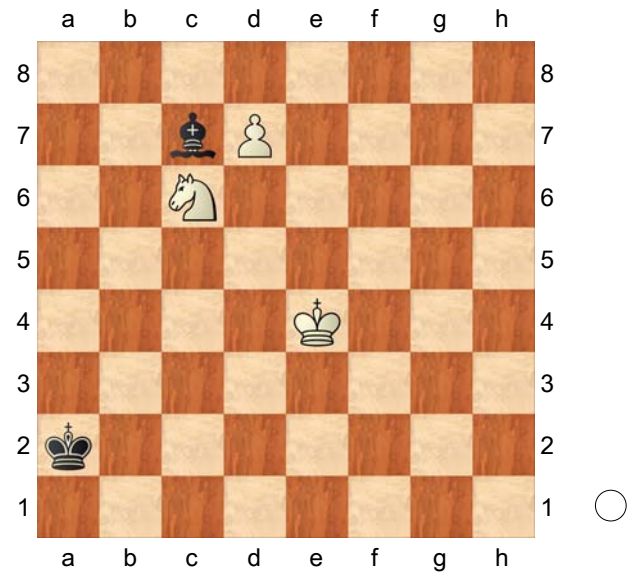
Be8! In this position white can make no progress 1/2-1/2

□ N

■ B

Position 2 (2)

[chanu]



1.Kd5 Ka3

[1...Kb3 2.Nd4+ Now White succeeds in cutting off the bishop's diagonal **Ka4 3.Ne6 Ba5 4.Kc6 Kb4 5.Nc7+-]**

2.Kc4!

[2.Kc5 Ka4 3.Nd4 Bd8! 4.Ne6 Bh4=]

2...Ka4 3.Kc5! After this move Black gets into zugzwang **Ka3 4.Kb5 Kb2 5.Ka6 1-0**

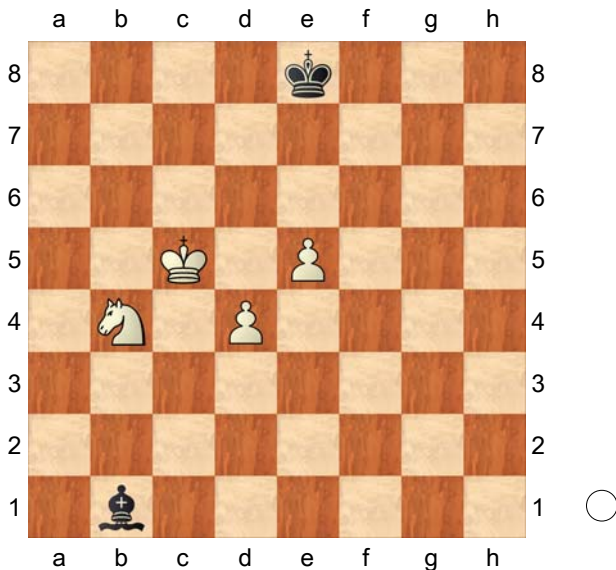
□ N

■ B

Position 3 (3)

[chanu]

1.Na6 Ba2 2.Nc7+ Kd7 3.Nd5 Ke6 4.Ne3! Bb1 5.Kc4! White aims to bring his king f4 and to advance Pd4-d5



Be4 6.Kc3 Bf3 7.Kd2 Bc6!

[7...Be4 8.Ke2 Kf7! 9.Kf2 Kg6
Black tries to deny the white king
access to f4 10.Nc4! Bd5 11.Nd6!
This move limits the black king's
control over important squares Kg5
12.Ke3 Kg4 13.Kd3 Kf4 (13...Kg5
14.Kc3 Kf4 15.Kb4 Ke3 16.Kc5+-)
14.Kc3 Ke3 15.Nb5 Ke4 16.Nc7+-
followed by e5-e6-e7-e8]

8.Ke2 Kf7! 9.Nc2! White has found a
favourable manoeuvre to re-group his
pieces

[9.d5? Bxd5 10.Nxd5 Ke6=]

9...Ke6 10.Ke3 Kf5 11.Nb4 Bh1!

[11...Ba4 12.Nd3! ^13.Nc5]

[11...Bb5 12.Nd5! ^13.Nc7]

[11...Ba8 12.Na6 ^13. Nc7]

12.Nd3! ^13.Nc5 Ke6 13.Kf4! Kd5

14.Nb4+!! An effective winning move
occurs as a consequence of the black
bishop's unfavourable position **Kc4**

[14...Kxd4 15.e6 Be4 16.Kg5!+-

The pawn cannot be stopped Bb1]

15.d5! The only way to win

[15.e6 Kxb4 16.Ke5 Kc4 17.Kd6
Bf3 18.e7 Bh5 19.d5 Be8 20.Ke6
Kc5 21.d6 Kc6= 1/2-1/2; The black
king reaches c6 in time in order to
prevent 22.d7]

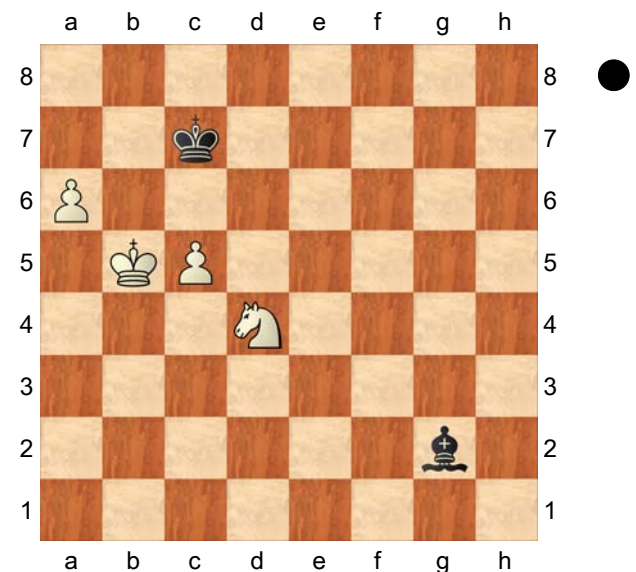
15...Kxb4 16.d6 Bc6 17.e6
The d-pawn will advance and promote
to a queen 1-0

□ N

■ B

Position 4 (4)

[chanu]



1...Bf1+

[1...Bd5 2.c6+- ^3.Kc5, 4.Nb5+]

2.Ka5 Bg2! 3.Kb4!! It is difficult to
identify this 'silent' move which wins by
force **Be4**

[3...Bf1 4.Nb5+ Kc6 5.a7! Kb7
6.c6+! Ka8 7.Ka5 Bxb5 (7...Bg2
8.Kb6 ^ 9.Nc7#) 8.Kxb5 Kxa7
9.Kc5+-]

[3...Bd5 4.Kb5 Be4 5.Ne6+ (5.c6?
Bd3+ 6.Ka5 Be4! 7.a7 Bxc6!
8.Nxc6 Kb7= 1/2-1/2 Stalemate
saves Black) 5...Kb8 6.Ng5! Bd5
7.Kb6+-]

4.Nb5+ Kd7!

[4...Kc6 5.a7 Kd7 6.Ka5+- ^7.Kb6]

5.Nd6! Ba8!

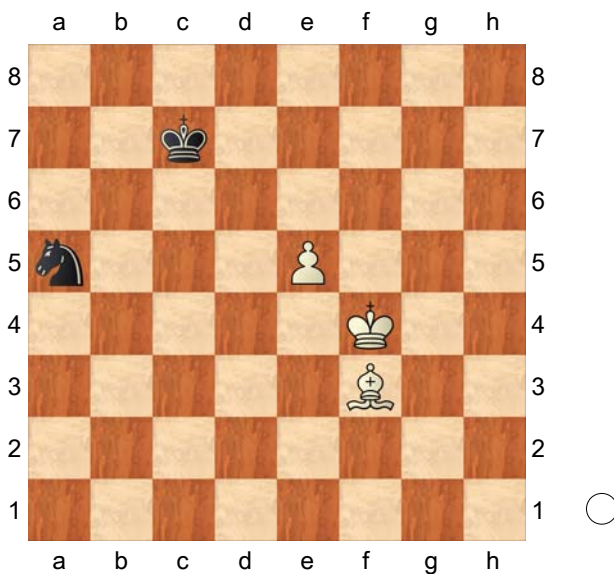
[5...Bf3 6.Kb5 Kc7 7.Ne8+ Kd7
8.Kb6! Kxe8 9.c6+-]

[5...Bc6 6.Ka5 Kc7 7.Nb5+ Kb8

8.Kb6+-]
6.Nc4! Kc7 7.Nb6 Bg2 8.a7
 The next move will be Pa7-a8Q 1-0

□ B
 ■ N

Position 1 (5)
[chanu]



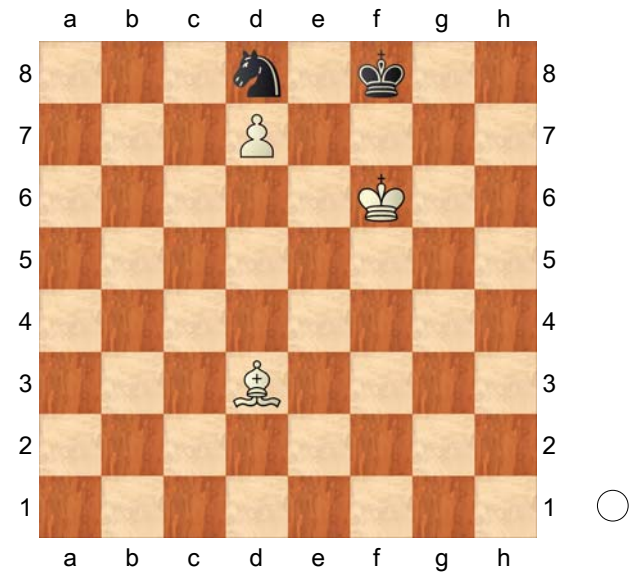
1.Bd5! Thus the bishop gains control of all knight's squares and Black is completely helpless. Trapping the knight like this only works if the piece is placed at the rim **Kd7 2.Kf5 Ke7 3.e6**

[3.Kg6? Nc6! 4.Bxc6 Ke6=]
3...Ke8
 [3...Kd6 4.Kf6 Kxd5 5.e7+-]
4.Kf6 Kf8 5.e7+ Ke8 6.Bf7+ Kd7 7.e8Q+ 1-0

□ B
 ■ N

Position 2 (6)
[chanu]

1.Be4 Takes away important squares from the knight **Nf7 2.Bf3 Nd8 3.Bd5**
 The bishop totally dominates the knight



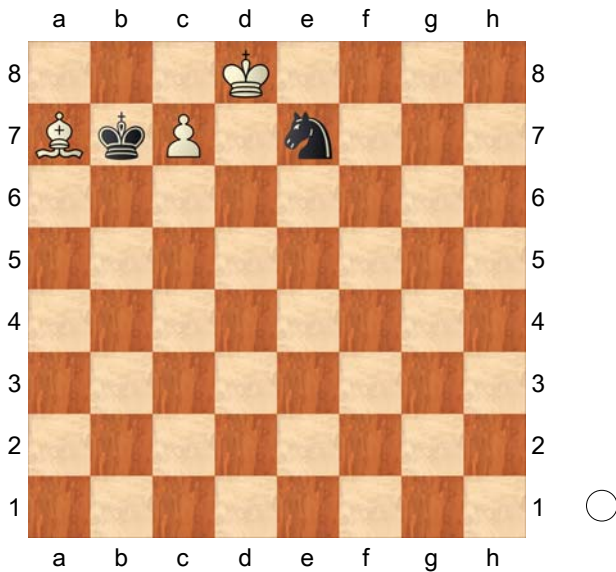
Nf7! 4.Ke6 Of course the knight cannot be captured because of stalemate **Nd8+ 5.Kd6** Now the knight has no alternative but to move **Kg7 6.Ke7 1-0**

□ B
 ■ N

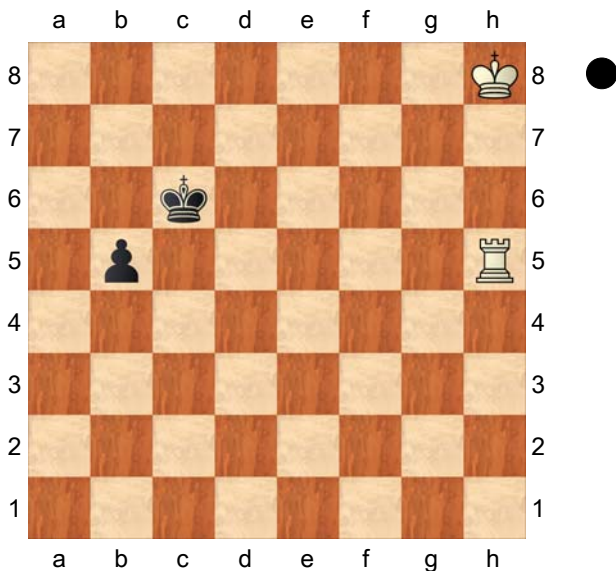
Position 6 (10)
[chanu]

(Diagram)

1.Kd7 Nc8 2.Bd4 Ne7 3.Be3 Nc8 4.Bc5 Ka8! Black saves the game with a tricky stalemate manoeuvre **5.Kc6 Nb6!!** The knight is under taboo 1/2-1/2



R1 [chanu]



LESSON 9: Rook Endings -----
Rook endings are one of the most important and the most difficult of all endings. Rook endgames occur in practice more often than any other endgames. There are a lot of important positions and techniques every player must remember in order to play them well. Mastering rook endings would significantly improve your results. Rook

vs Pawn ----- **1...Kb6**
With the support of his pawn black king intends to break the rook blockade on the 5th rank

[1...b4 2.Kg7 The black king is cut off b3 3.Rh3 b2 4.Rb3+-
Winning the pawn]

2.Kg7 Ka5 3.Kf6 Ka4 4.Ke5 b4

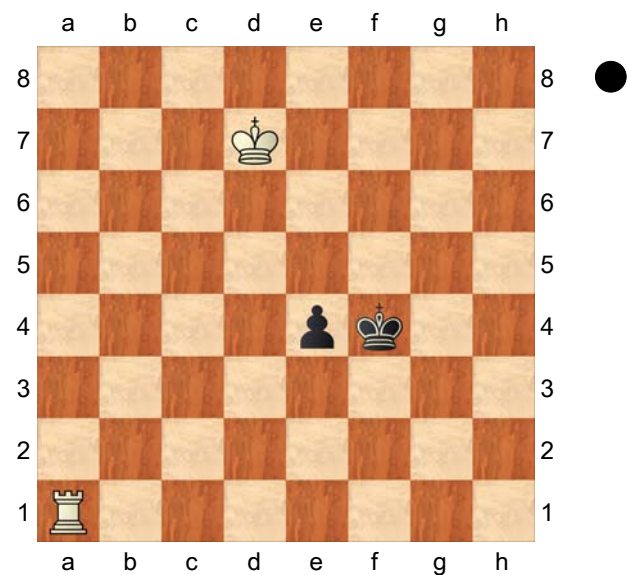
5.Kd4 b3 6.Kc3 b2

[6...Ka3 7.Ra5#]

7.Kxb2 1-0

0-1

R2 [chanu]



If whites king was on 6th rank then white would be able to bring his king in time **1...e3 2.Kd6 e2 3.Kd5 Ke3 4.Kc4 Kf2 5.Kd3 e1Q 6.Rxe1 Kxe1**
1/2-1/2

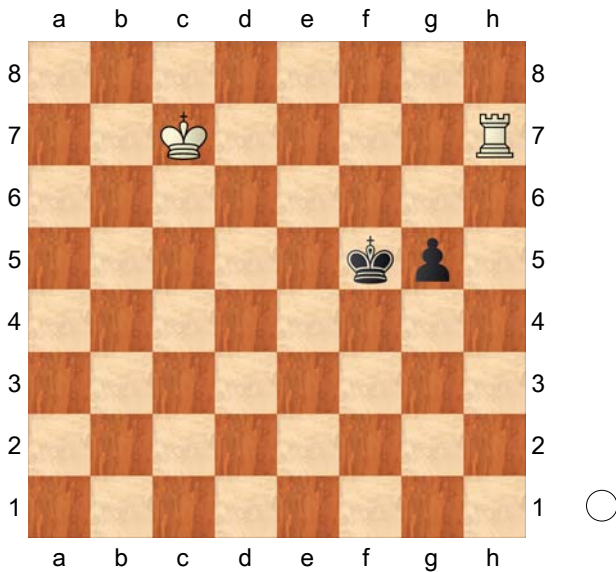
0-1

R3 [chanu]

1.Kd6! g4

[1...Ke4

Trying to cut the king off



from advancing towards the pawn doesn't work here because white's rook attacks the pawn from behind and black is forced to remove the cut off 2.Rg7! Kf4 3.Kd5 g4 4.Kd4 Kf3 5.Kd3 g3 6.Rf7+! Important check Kg2 7.Ke2+-]

2.Kd5 Kf4 3.Kd4 Kf3

[3...g3 4.Rf7+!+-]

4.Kd3 g3 5.Rf7+ Kg2 6.Ke2 Kg1

7.Rg7 g2 8.Rg8

[8.Kf3 Kh1 A small trap 9.Kf2 (9.Rxg2??= Stalemate)]

8...Kh2 9.Kf2 Kh3

[9...Kh1 10.Rh8#]

10.Rxg2 1-0

0-1

R4

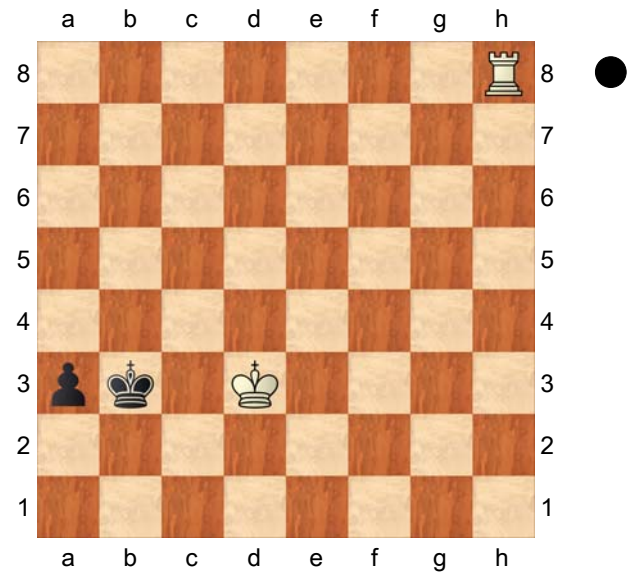
[chanu]

(Diagram)

1...Kb2!

[1...a2? 2.Rb8+ Ka3 3.Kc2!! a1N+ 4.Kc3 Ka2 5.Rb7! And white wins the knight on the next move]

2.Rb8+



[2.Rh2+ Kb3!= (2...Kb1? 3.Kc3 Ka1 4.Kb3 a2 5.Rh1#)]

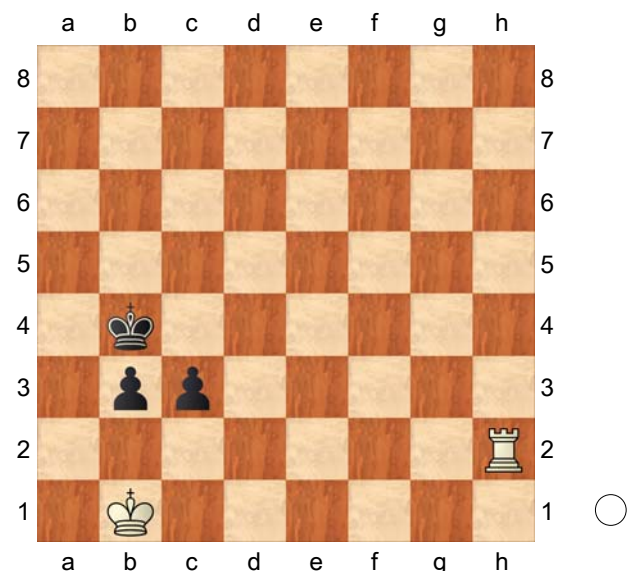
2...Kc1! 3.Ra8 Kb2 4.Kd2 a2

5.Rb8+ Ka1! 6.Ra8 Kb2= 1/2-1/2

0-1

R5

[chanu]



1.Rh1 Kc4

[1...Ka3?? 2.Rh4 The immediate way to win (2.Rg1? c2+ 3.Kc1 Ka2 4.Rh1 Ka1!! 5.Kd2+ Kb2 6.Rg1 Ka2 7.Kc3?? c1Q+!! 8.Rxc1 b2

9.Rc2 Ka1!= 10.Rxb2
 And the stalemate we saw previously
 saves black; 2.Rh8 This move also
 wins Kb4 3.Rc8 c2+ 4.Kb2 Ka4
 5.Rb8+- And the pawns will fall)
 2...c2+ 3.Kc1 b2+ (3...Ka2
 4.Ra4#) 4.Kxc2+-]

2.Rh8 Kd4 3.Rb8 Kd3! 4.Kc1!

[4.Rxb3? Kd2=]

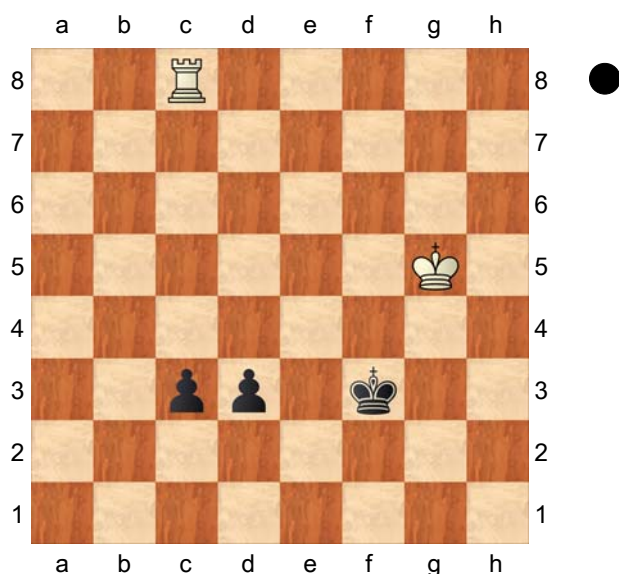
4...Kc4 5.Rb7 b2+ 6.Kc2 Kd4 7.Rc7

Collecting both the pawns 1-0

0-1

R6

[chanu]



1...c2!

[1...d2 2.Rxc3+ Ke2 3.Rc2 Ke1
 4.Rxd2 Kxd2]

2.Kf5!

[2.Rc3 Ke2 3.Kf4 Kd2 4.Rc8 c1Q
 5.Rxc1 Kxc1 6.Ke3 d2+]

2...Kg3!

[2...d2 3.Rc3+!! The intermediate
 check saves white. Ke2 4.Rxc2=]

3.Rc3!

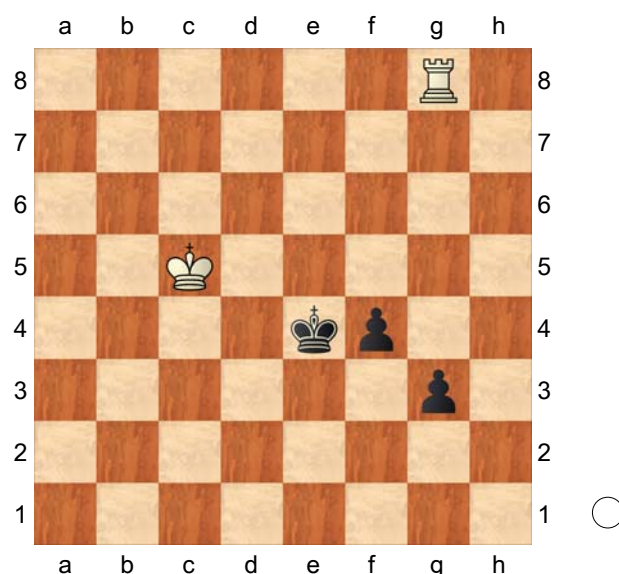
[3.Kg5 Kf2 4.Kf4 Ke1 5.Ke3 d2
 6.Rxc2 (6.Rh8 d1N+ 7.Kd3
 c1Q-+) 6...d1Q+]

**3...Kf2 4.Ke4 Ke2 5.Kd4 c1Q
 6.Rxc1 d2 7.Rc2 Ke1 8.Rxd2 Kxd2
 1/2-1/2**

0-1

R7

[chanu]



This endgame clearly demonstrates
 how the tasks of king and rook are
 shared out in an endgame of rook vs
 connected pawns. The rook controls
 the promotion square of the far
 advanced pawn and the king attacks
 the backward pawn. However, you
 have to take care that this cooperation
 is not spoiled by the opponent **1.Kc4!**
 The king is trying to move closer to the
 pawns **Kf3**

[1...f3 2.Rg4+!= By now you would
 have mastered the idea of the
 intermezzo check]

2.Kd4 Kf2

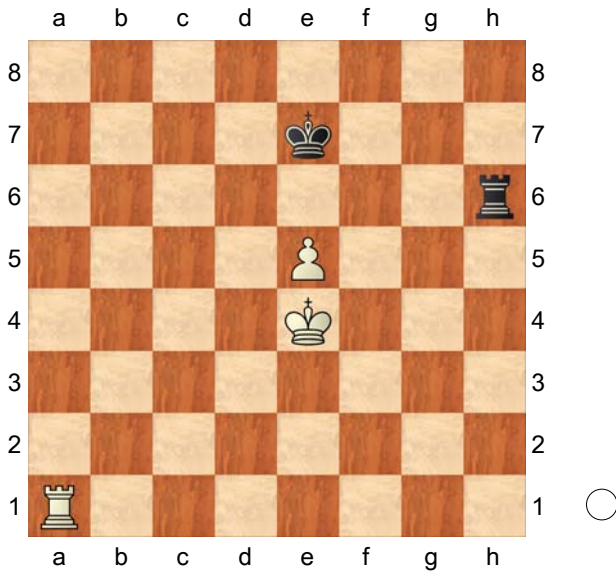
[2...g2 3.Ke5=]

[2...Kg2 3.Ke4 f3 4.Kf4 f2
 5.Rxg3+=]

3.Ke4 f3 4.Rf8 g2 5.Rxf3+= 1/2-1/2

0-1

□ RP
 ■ R1
 [chanu]



LESSON 10: Essential Rook Endings Rook & Pawn vs Rook -----

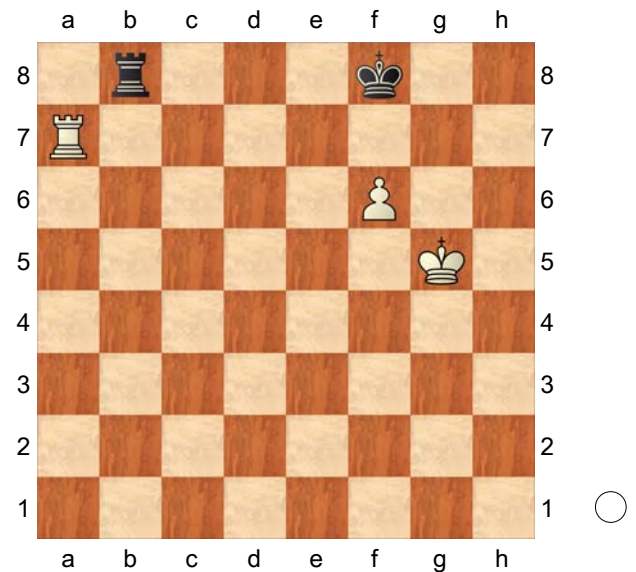
Many chess players find it dull to study these kind of basic positions. But the knowledge you by learning these positions is indispensable and you would understand its value in the future when you get points against your opponents than to the knowledge you possess by learning these endings. We can usually talk of a win in these type of endings only when the defending king is not in front of the pawn and the attacking king is near the pawn. Apart from this it is very difficult to give any general statements about win or draw, as each position is so different that one move can change the evaluation of the position. This makes all the more important for the students to learn and understand the rook endings throughly

1.Kd5 If the defending king is in the zone marked yellow he easily will achieve the draw. This is particularly the case if the king is not far advanced.
Rg6 2.Ra7+ Ke8 3.e6 Rg1 4.Kd6

Rd1+ 5.Ke5 Re1+ 6.Kf6 Rf1+
 White cannot make any progress as his king will permanently be attacked by checks 1/2-1/2

0-1

□ RP
 ■ R2
 [chanu]



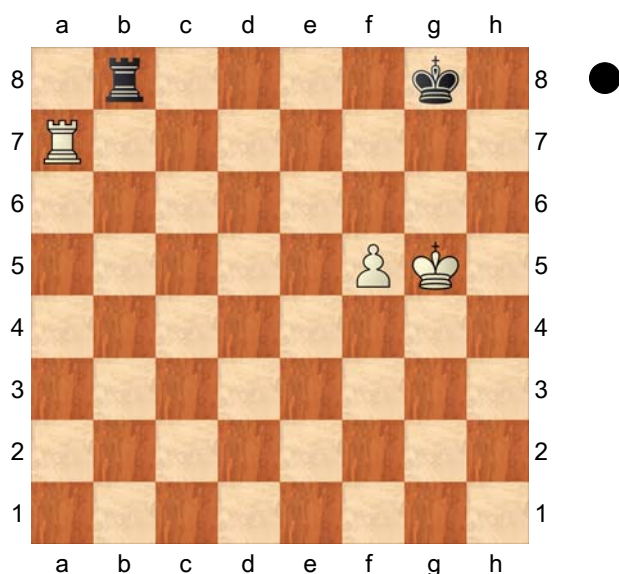
With black to play 1...Rb1 would easily guarantee a draw as white king cannot shelter against the checks **1.Kg6 Rd8** Now the black rook cannot leave the back rank because of **Ra8# 2.Rh7 Kg8 3.f7+ Kf8 4.Rh8+ Ke7 5.Rxd8 Kxd8 6.f8Q+ 1-0**

0-1

Philidor
 [chanu]

(Diagram)

White threatens to play **Kg6 1...Rb6!**
 [1...Rb1 This move also achieves the draw but black has to play very



accurately. By Rb6 black simply stops the king from advancing and the technique to draw is very easy]

2.f6

[2.Rc7 Ra6 doesnt change anything]

2...Rb1! 3.Kg6 Rg1+ 1/2-1/2

0-1

Lucena pos

[chanu]

(Diagram)

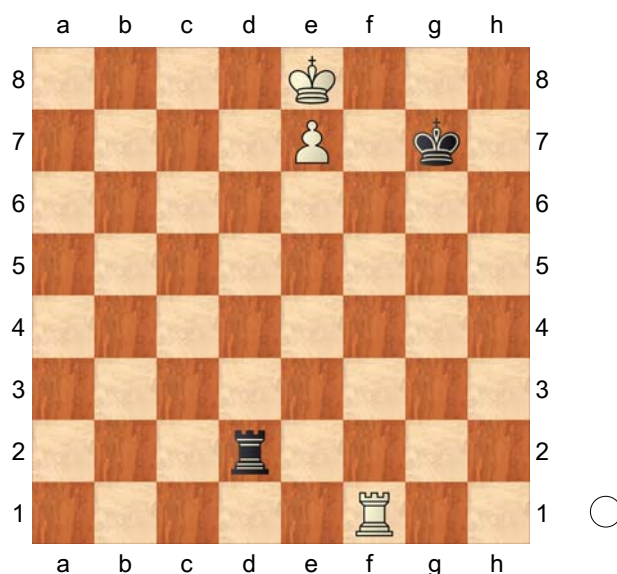
Let us now see the most classic example in endgame known as the LUCENA position, known almost 500 years ago. This is a typical position where the pawn is on the 7th rank with its own king in front of it and the enemy king is cut off **1.Rg1+ Kh7**

[1...Kf6 2.Kf8+-]

2.Rg4! preparing escape of the king from checks.

[2.Kf7 Rf2+ 3.Ke6 Re2+ 4.Kd7 Rd2+ 5.Kc7 Re2 6.Kd8 Rd2+ 7.Ke8 achieves nothing]

2...Rd1 3.Kf7 Rf1+ 4.Ke6 Re1+

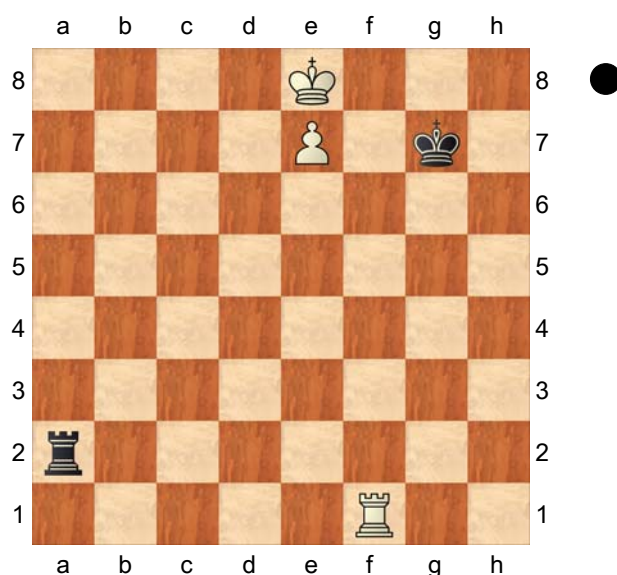


5.Kf6 Rf1+ 6.Ke5 Re1+ 7.Re4+- 1-0

□ **RP**

■ **R3**

[chanu]

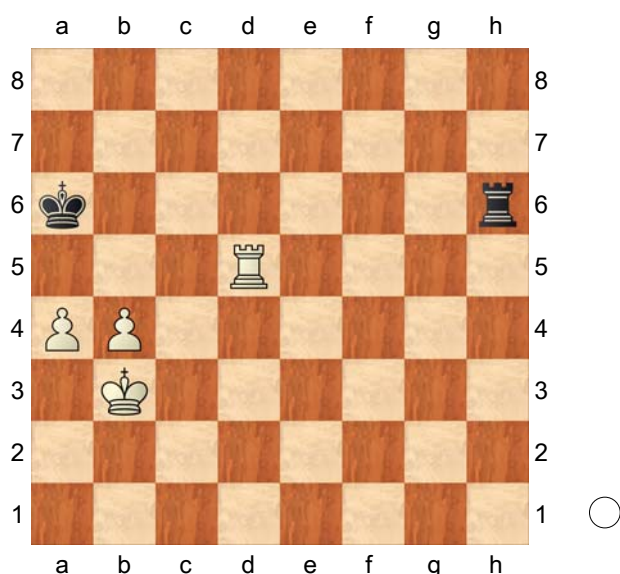


1...Ra8+ Black saves the game from checking from the sides **2.Kd7 Ra7+**

3.Kd6 Ra6+ 4.Kd5 Ra5+ 5.Kc6 Ra6+ 6.Kb7 Re6 1/2-1/2

0-1

□ RPP
 ■ R1
 [chanu]



1.a5 White advances his outside passed pawn as the b-pawn will shelter his king against checks from the side
Rg6

[1...Rh1 2.Rd6+ Ka7 (2...Kb5 3.Rb6#) 3.Kc4± The course of the game will be similar to that in the main line with 1...Rg6]

2.Ka4 Rg7

[2...Rg4 3.Rd6+ Kb7 4.a6+ Ka7 5.Ka5 Rg5+ 6.b5+-]

3.b5+ Ka7 4.a6 Kb6 5.Rd6+ Ka7

6.Ka5 Rg8 7.b6+ Ka8 8.a7! Kb7

[8...Rh8 9.Ka6+-]

[8...Rg5+ 9.Ka6 Ra5+ 10.Kxa5+-]

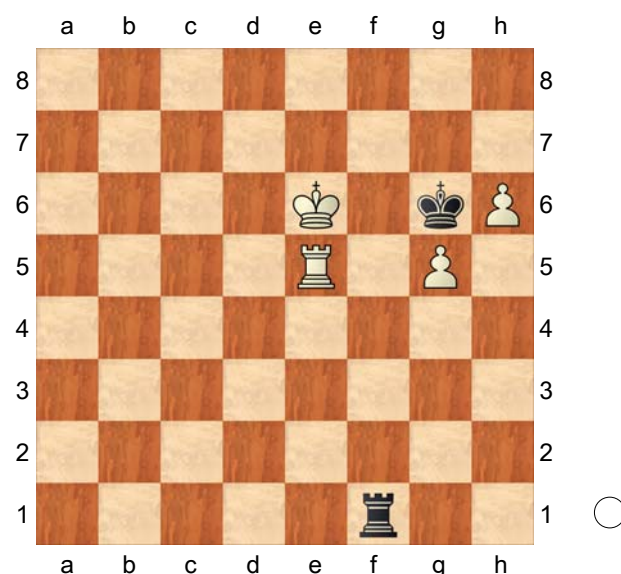
9.Rd7+ Ka8

[9...Kc6 10.b7+-]

10.Ka6 1-0

0-1

□ RPP
 ■ R2
 [chanu]



If whites king cannot support the pawns and the pawns are blocked by the black king then white is unable to make any progress and black defends successfully **1.Kd7 Rf2 2.Ke8 Ra2!** The only chance to survive is with the help of attack from the side

[2...Rf1 3.Re7! Kxg5 4.h7 Rh1 5.Kf8 Kg6 6.Kg8+-]

3.Kf8 Ra8+ 4.Re8 Ra7 5.Kg8 Rb7 6.Re6+

[6.Rd8 Ra7 7.Rd6+ Kxg5 8.h7 Ra8+ 9.Kg7 Ra7+=]

6...Kf5!

[6...Kxg5 7.h7 Rb8+ 8.Kf7 Rb7+ 9.Re7 Rb8 10.Kg7+-]

7.g6 only try to win **Kxe6 8.h7**

[8.g7 Rb8+ 9.Kh7 Kf7 10.g8Q+ Rxg8]

8...Kf5 9.h8Q

[9.g7 Kg6 10.h8N+ (10.h8Q Rb8#) 10...Kf6 11.Kh7 (11.Nf7 Rb8+ 12.Kh7 Kxf7+-) 11...Rxg7+-+]

9...Rb8+ 10.Kg7 Rxh8 11.Kxh8

Kxg6 1/2-1/2
0-1

B01

□ **Carlson**
■ **Keler,Hermann**
Dresden (1)
[chanu]

1950

LESSON 11: Opening Traps - Part 1
Opening Traps - Part One -----
----- Now this would be some
real entertainer for you all. Lets see the
amazing opening traps with which you
can win your games extremely quickly.
The pleasure of winning a chess game
quickly is just incredible!! I have tried to
cover almost all the major opening
variations where the traps are very
common. Knowing them would not only
give you immense pleasure but also will
help you not to get into them. **1.e4 d5**
This is known as Centre-counter
defense **2.exd5 Nf6 3.c4 c6 4.dxc6**
Nxc6 5.d3 e5 6.Nc3 Bc5 7.Bg5 0-0
8.Ne4?? Nxe4!! 9.Bxd8 Bxf2+
10.Ke2 Nd4#
0-1

B01

□ **Kupreichik**
■ **Atakichiba**
Berlin (2)
[chanu]

1998

1.e4 d5 2.exd5 Qxd5 3.Nc3 Qa5
4.d4 Nc6?

[4...Nf6 This is the main line of centre
counter defense]

5.d5 Nb4? 6.a3 Nf6 7.Bb5+ Bd7
8.Bxd7+ Nxd7 9.Be3 Na6 10.b4
Winning the piece **Nxb4 11.axb4**

Qxb4 12.Nge2+-
1-0

B05

□ **Andersson,G**
■ **Svenson,O**
Corr, Sweden (3)
[chanu]

1971

1.e4 Nf6 This defense is known as
Alekhine defense named after the world
champion Alexander Alekhine **2.e5**
Nd5 3.d4 d6 4.Nf3 Bg4 5.Be2 g6
6.Ng5 Bxe2 7.Qxe2 dxe5?? 8.Qf3
f6?? 9.Ne6 Qd7 10.Qxd5 Qxd5
11.Nxc7+ Kd7 12.Nxd5+-
1-0

B06

□ **Gitos**
■ **Gillarp**
Korintos (4)
[chanu]

1988

1.e4 g6 known as Pirc defense **2.d4**
Bg7 3.Nc3 d6 4.Bd3 c6 5.Be3 Qb6
6.Na4 Qa5+ 7.c3?? b5 And white
loses the piece
0-1

B07

□ **Lusgin**
■ **Joffe**
Minsk (5)
[chanu]

1968

1.e4 d6 2.Nf3 g6 3.Bc4 Nd7??
4.Bxf7+ Kxf7 5.Ng5+ Ke8
[5...Kf6?? 6.Qf3+ Kxg5 7.d4+ Kh4
8.Qh3#]
6.Ne6+- And the queen is trapped
1-0

<div> <div></div> <div>Dainauskas</div> <div>Blecher</div> <div>Siauliai (6)</div> <div>[chanu]</div> </div> <div> <div>B11</div> <div>1980</div> </div>	<div> <div></div> <div>Sukhin</div> <div>Mirosnitsenko</div> <div>Moscow (9)</div> <div>[chanu]</div> </div> <div> <div>B22</div> <div>1979</div> </div>
<div> <div>1.e4 c6</div> <div>This is known as the Carro-Kan defense which was the favourite of world champion Anatoly Karpov</div> <div>2.Nc3 d5 3.Qf3 d4 4.Bc4 Nf6 5.e5 dxc3 6.exf6 g6?</div> <div>[6...exf6]</div> <div>7.dxc3 Nd7?? 8.Bxf7+ Kxf7 9.fxe7+ Kxe7 10.Bg5+-</div> <div>1-0</div> </div>	<div> <div>1.e4 c5 2.c3</div> <div>Known as Alapin Variation in Sicilian defense</div> <div>d6 3.d4 Nf6 4.dxc5 Nxe4?? 5.Qa4+-</div> <div>1-0</div> </div>
<div> <div></div> <div>Alekhine</div> <div>Moner</div> <div>Palma di Mallorca (7)</div> <div>[chanu]</div> </div> <div> <div>B17</div> <div>1935</div> </div> <div> <div>1.e4 c6 2.d4 d5 3.Nc3 dxe4 4.Nxe4 Nd7 5.Qe2 Ngf6?? 6.Nd6#</div> <div>1-0</div> </div>	<div> <div></div> <div>Marjanovic</div> <div>Zjivanov</div> <div>Panchevo (10)</div> <div>[chanu]</div> </div> <div> <div>B23</div> <div>1946</div> </div> <div> <div>1.e4 c5 2.Nc3</div> <div>Closed Sicilian</div> <div>Nc6 3.Nge2 g6 4.d3 Bg7 5.Be3 Nd4 6.g3?? Nf3#</div> <div>0-1</div> </div>
<div> <div></div> <div>Schnitzler</div> <div>Eberle</div> <div>Dusseldorf (8)</div> <div>[chanu]</div> </div> <div> <div>B21</div> <div>1861</div> </div>	<div> <div></div> <div>Buckley, Graeme</div> <div>NN</div> <div>London (11)</div> <div>[chanu]</div> </div> <div> <div>B30</div> <div>1840</div> </div> <div> <div>1.e4 c5 2.Nf3 d6 3.Nc3 e5 4.Bc4 Nc6 5.d3 Nge7?? 6.Bg5? Bg4 7.Nd5 Nd4?? 8.Nxe5!! Bxd1 9.Nf6+ gxf6 10.Bxf7#</div> <div>1-0</div> </div>
<div> <div>1.e4 c5</div> <div>The Sicilian defense is the most popular analysed and dynamic opening</div> <div>2.d4 cxd4 3.Bc4 e5?</div> <div>[3...Nc6]</div> <div>4.f4 d6 5.Nf3 Nc6 6.fxe5 dxe5 7.0-0 Be7?? 8.Bxf7+ Kxf7 9.Nxe5+ Ke6?? 10.Nf7 Qb6 11.Qg4#</div> <div>1-0</div> </div>	<div> <div></div> <div>Priemov</div> <div>Chernjavsky</div> <div>Kiev (1)</div> <div>[chanu]</div> </div> <div> <div>B33</div> <div>2000</div> </div>

c5 2.Nf3 Nc6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 e5 Sveshnikov Variation of the Sicilian defense. This variation became extremely fashionable since last few years and almost every top player in the world has used it with great results **6.Ndb5 d6 7.Bg5 Be7?**

[7...a6 is the main line]

8.Bxf6 gxf6 9.Nd5 Qa5+?? 10.c3 Bd8?? 11.b4 Oops the queen is lost **Qa6 12.Nbc7+ Bxc7 13.Nxc7+ Kd7 14.Nxa6 1-0**

B46

□ **Tseitlin**
 ■ **Taimanov**

Leningrad (2) 1981
[chanu]

1.e4 c5 2.Nf3 Nc6 3.d4 cxd4 4.Nxd4 e6 Known as Taimanov variation after the famous GM Mark Taimanov of Russia **5.Nc3 a6 6.Bf4 Nge7?? 7.Ndb5!! axb5 8.Nxb5 d5?? 9.Bc7 Qd7 10.Nd6+ Qxd6 11.Bxd6 1-0**

B57

□ **Shestakov, Sergey**
 ■ **Guseinov**

Dubna (3) 1967
[chanu]

1.e4 c5 2.Nf3 Nc6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 d6 Known as the Four Knights Sicilian **6.Bc4** With Bc4 white employs the Sozin variation of the Four knights **g6?! 7.Nxc6 bxc6 8.e5 dxe5?? 9.Bxf7+ Kxf7 10.Qxd8 1-0**

C02

□ **Estrin**
 ■ **Neishtadt**

Moscow (4) 1938
[chanu]

1.e4 e6 French defense 2.d4 d5 3.e5 Known as Advance variation of French defense **c5 4.c3 Nc6 5.f4?! [5.Nf3]**

5...Qb6 6.Nf3 Nh6 7.Bd3 Bd7 8.Bc2 Rc8 9.b3?? cxd4 10.cxd4?? Nb4 11.Na3 Qc7! And white loses his piece on c2 or the rook on a1 as Qc3+ is also threatened

0-1

C03

□ **Efremova**
 ■ **Mirkhanov**

Kazan (5) 1980
[chanu]

1.e4 e6 2.d4 d5 3.Nc3 dxe4 4.Nxe4 b6 5.Nf3 Bb7 6.Bb5+ Nd7??

[6...c6]

7.Ne5 Bc8??

[7...Ngf6?? 8.Nxf6++- wins the piece on d7]

8.Bg5! Ngf6 9.Nc6+- Winning the queen **1-0**

C08

□ **Seppelt**
 ■ **Leganski**

Berlin (6) 1950
[chanu]

1.e4 e6 2.d4 d5 3.Nd2 c5 4.exd5 exd5 5.dxc5 Bxc5 6.Ne2?? Qb6 And white loses the f2 pawn and the

right to castle after that
0-1

C10

□ **Kotkov**

■ **Akopjan**

Krasnodar (7)

1966

[chanu]

1.e4 e6 2.d4 d5 3.Nd2 dxe4 4.Nxe4 Bd7 5.Nf3 Bc6 6.Bd3 Nf6 7.Nxf6+ Qxf6?? 8.Bg5 Bxf3 9.Qd2!
Supporting the g5 bishop and queen has no escape
1-0

C11

□ **Ansberry**

■ **Williams**

Montreal (8)

1999

[chanu]

1.e4 e6 2.d4 d5 3.Nc3 Nf6 4.e5 Ne4 5.Nce2 f6 6.Nf4 Qe7 7.Qh5+! Qf7 8.Qxf7+ Kxf7 9.Nd3 Nd7?? 10.f3 Ng5 11.h4 And the black knight has no escape
1-0

C15

□ **Szily**

■ **Wloch**

Budapest (9)

1943

[chanu]

1.e4 e6 2.d4 d5 3.Nc3 Bb4
Known as the Winawer variation of the French defense and one of the most popular variations **4.Bd3 c5 5.exd5 Qxd5 6.Nf3 cxd4 7.a3 Qa5?? 8.axb4 Qxa1 9.Nxd4!** And whatever move black plays whites next move is

going to be Nb3 trapping the black queen
1-0

B00

□ **Rusakov**

■ **Verlinsky**

Moscow (10)

1947

[chanu]

1.e4 e5 2.c3 Nc6 3.d4 Nf6 4.Bg5 h6 5.Bh4 g5 6.Bg3 exd4 7.e5 dxc3 8.exf6?? cxb2!! 9.Qe2+ Qe7!!
An extraordinary move **10.fxe7 Bg7!! 11.Qxb2 Bxb2-- 0-1**

C21

□ **Komkova**

■ **Shirobjakina**

Rjazan (11)

1996

[chanu]

1.e4 e5 2.d4 exd4 3.c3 dxc3 4.Bc4 d6 5.Nf3 Qf6? Never bring your queen out early in the opening **6.Nxc3 Be6? 7.e5!! dxe5?? 8.Bg5+-**
Winning the queen as if black plays Qg6 then he is mated by Qd8
1-0

C22

□ **Bronstein,David**

■ **N.N**

Sochi simul (1)

1950

[chanu]

LESSON 13: Opening Traps Part-3
1.e4 e5 2.d4 exd4 3.Qxd4 Nc6 4.Qa4 Nf6 5.Nc3 d5 6.Bg5 dxe4 7.Nxe4 Qe7? 8.0-0-0! Qxe4?? 9.Rd8+!! A brilliant idea **Kxd8 10.Qxe4**

And black cannot take back the queen as the knight on f6 is pinned. This is one of the most beautiful ideas i have seen in chess

1-0

□ **Kennedy**

■ **Barrett**

Bridgetown (2)

[chanu]

C24

1.e4 e5 2.Bc4 Known as the Bishops Opening **Nf6 3.d4 Nxe4 4.dxe5 Nxf2? 5.Qf3!**

[5.Kxf2? Qh4+ 6.g3 Qxc4+]

5...Qh4?? 6.Qxf7+ Kd8 7.Nf3!! Nd3+

8.Kd2! and white wins the piece on d3

1-0

C31

□ **Rigaud**

■ **Cooper**

Nice ol (3)

[chanu]

1974

1.e4 e5 2.f4 d5 3.fxe5?? Qh4+ 4.g3

[4.Ke2 Qxe4+ 5.Kf2 Bc5+]

4...Qxe4+ 5.Kf2?? Bc5+

0-1

C35

□ **Ershov**

■ **Iljanok**

corr, URSS (4)

[chanu]

1957

1.e4 e5 2.f4 exf4 3.Nf3 Be7 4.Bc4 Bh4+ 5.Kf1 d5! 6.Bxd5 Nf6? 7.Nxh4 Nxd5 8.Nf3?? Ne3+ 9.dxe3?? Qxd1+

0-1

C36

□ **Mayet**

■ **Krantzl**

Berlin (5)

[chanu]

1867

1.e4 e5 2.f4 exf4 3.Nf3 d5 4.Nc3

dxe4 5.Nxe4 Bg4 6.Qe2 Bxf3??

7.Nf6#

1-0

C41

□ **Fischer,R**

■ **Fine,Rueben**

New York blitz (6)

[chanu]

1963

1.e4 e5 2.Nf3 d6 Philidor defense

3.d4 Nd7 4.Bc4 c6 5.0-0 Be7

6.dxe5 dxe5 7.Qe2 Ngf6 8.Rd1

Qc7?? 9.Ng5 0-0?? 10.Bxf7+ Kh8??

[10...Rxf7 11.Qc4 And black cannot support the rook on f7]

11.Ne6 Qb6 12.Nxf8

1-0

C41

□ **Karaklajic**

■ **Fuderer**

Belgrad (7)

[chanu]

1955

1.e4 e5 2.Nf3 d6 3.d4 Nd7 4.Bc4

Be7?? 5.dxe5! Nxe5

[5...dxe5 6.Qd5! And the f7 is in serious trouble. Nh6 7.Bxh6+-]

6.Nxe5 dxe5 7.Qh5 g6 8.Qxe5

Winning a pawn

1-0

<div> <div> <div>□ Grecco</div> <div>■ N.N</div> </div> <div> <div>Roma (8)</div> <div>[chanu]</div> </div> </div> <div> <div>1.e4 e5 2.Nf3 Nf6</div> <div>Known as the Petroff defense</div> <div>3.Nxe5 Nxe4? 4.Qe2 Nf6?? 5.Nc6+</div> <div>I remember in my first year when i started playing chess i used this trap in many of my games</div> <div>1-0</div> </div>	<div> <div> <div>□ Reti,R</div> <div>■ Dunkelblum</div> </div> <div> <div>Wien (11)</div> <div>[chanu]</div> </div> </div> <div> <div>1.e4 e5 2.Nf3 Nc6 3.Nc3 Bc5 4.Nxe5 Nxe5 5.d4 Bxd4? 6.Qxd4 Qf6??</div> <div>Black is trying to be smart and is threatening to win whites queen with Nf3+</div> <div>7.Nb5! supporting the queen and threatening Nc7+ Kd8?? 8.Qc5!!</div> <div>Black cannot save the mate on f8 and the c7 pawn both at the same time</div> <div>1-0</div> </div>
<div> <div> <div>□ Lowens</div> <div>■ Stafford</div> </div> <div> <div>Wien cr (9)</div> <div>[chanu]</div> </div> </div> <div> <div>1.e4 e5 2.Nf3 Nf6 3.Nxe5 Nc6 4.Nxc6 dxc6 5.e5 Ne4 6.d3?? Bc5!! 7.dxe4</div> <div>[7.Be3 Bxe3 8.fxe3 Qh4+ 9.g3 (9.Ke2 Qf2#) 9...Nxc3 10.hxc3 Qxh1+]</div> <div>7...Bxf2+ 8.Kxf2</div> <div>[8.Ke2 Bg4+]</div> <div>8...Qxd1</div> <div>0-1</div> </div>	<div> <div> <div>□ Gerschwieler</div> <div>■ Salzmann</div> </div> <div> <div>Suise (1)</div> <div>[chanu]</div> </div> </div> <div> <div>LESSON 14: Opening Traps - Part 4</div> <div>Opening Traps - Part Four -----</div> <div>----- Apart from remembering these traps it is also important for you to know the ideas used in the position. These ideas you can keep in mind and you can utilise it in other positions</div> <div>1.e4 e5 2.Nf3 Nc6 3.Nc3 Nf6 4.d4 exd4 5.Nd5 h6</div> <div>Black wants to prevent the pin Bg5 as well as stop the knight from coming to g5. But such pawn moves in opening are a real waste of time</div> <div>6.Bf4 d6 7.Nxd4 Ne5? 8.Bxe5 dxe5 9.Bb5+ Nd7?? 10.Ne6!! Qh4</div> <div>[10...fxe6?? 11.Qh5+ g6 12.Qxg6#]</div> <div>11.Nexd7+ Kd8 12.Nxa8+-</div> <div>1-0</div> </div>
<div> <div> <div>□ Frazer</div> <div>■ Taubenhaus</div> </div> <div> <div>Paris (10)</div> <div>[chanu]</div> </div> </div> <div> <div>1.e4 e5 2.Nf3 Nc6 3.d4 exd4 4.Nxd4 Qh4 5.Nc3 Nf6? 6.Nf5 Qh5?? 7.Be2 Qg6 8.Nh4</div> <div>And no where else for the queen to go</div> <div>1-0</div> </div>	

<div> <div></div> <div>Legal</div> <div></div> <div>Saint,Brie</div> <div>Paris (2)</div> <div>[chanu]</div> </div>	C50	<div> <div></div> <div>Bobkov</div> <div></div> <div>Khodor</div> <div>Mogilev (5)</div> <div>[chanu]</div> </div>	C72
<div> <div>1.e4 e5 2.Nf3 d6 3.Bc4 Nc6 4.Nc3 Bg4 5.Nxe5?? Bxd1?? 6.Bxf7+ Ke7 7.Nd5#</div> <div>1-0</div> </div>		<div> <div>1.e4 e5 2.Nf3 Nc6 3.Bb5 known as Ruy lopez or Spanish variation and has been employed by most of the world champions with both colors Nge7 4.0-0 d6 5.d4 a6 6.Ba4 b5 7.Bb3 Bg4? 8.dxe5 Nxe5?? 9.Nxe5</div> <div>1-0</div> </div>	
<div> <div></div> <div>Muhlock</div> <div></div> <div>Kostics</div> <div>Koln (3)</div> <div>[chanu]</div> </div>	C50	<div> <div></div> <div>Ball</div> <div></div> <div>Ritzen</div> <div>corr-S (6)</div> <div>[chanu]</div> </div>	C64
<div> <div>1.e4 e5 2.Nf3 Nc6 3.Bc4 Nd4 4.Nxe5? Qg5 5.Nxf7??</div> <div>[5.Bxf7+ Ke7+]</div> <div>5...Qxg2 6.Rf1 Qxe4+ 7.Be2 Nf3#</div> <div>0-1</div> </div>		<div> <div>1.e4 e5 2.Nf3 Nc6 3.Bb5 Bc5 4.0-0 Nge7 5.c3 f5 6.d4 Bb6 7.d5 fxe4 8.Ng5 Nb8?? 9.Ne6</div> <div>1-0</div> </div>	
<div> <div></div> <div>Schwarz</div> <div></div> <div>Dueren</div> <div>Frankfurt (4)</div> <div>[chanu]</div> </div>	C50	<div> <div></div> <div>Padewsky</div> <div></div> <div>Pantschev</div> <div>Sofia (7)</div> <div>[chanu]</div> </div>	C84
<div> <div>1.e4 e5 2.Nf3 Nc6 3.d4</div> <div>This is known as the Scotch Game</div> <div>exd4 4.Bc4 Be7 5.c3 dxc3?? 6.Qd5 Nh6 7.Bxh6 0-0 8.Bxg7 Kxg7 9.Nxc3±</div> <div>1-0</div> </div>		<div> <div>1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 Nf6 5.0-0 b5 6.Bb3 Be7 7.d4 Nxd4?? 8.Nxd4 exd4 9.e5 Ne4??</div> <div>10.Qf3 0-0</div> <div>[10...Ng5 11.Bxg5 0-0 12.Bxe7 Qxe7 13.Qxa8+-]</div> <div>11.Qxe4</div> <div>1-0</div> </div>	

<div> <div> <div></div> <div>Bartsch</div> </div> <div> <div></div> <div>Jennen</div> </div> </div> <div> Wien (8) [chanu] </div> <div> 1.d4 d5 2.e4 dxe4 3.Nc3 Nf6 4.f3 exf3 5.Qxf3? Qxd4? 6.Be3 Qb4 7.0-0-0! Bg4?? 8.Nb5!! e5 [8...Bxf3 9.Nxc7#] [8...Na6 9.Qxb7+-] 9.Nxc7+ Ke7 10.Qxb7!! Qxb7 11.Bc5# 1-0 </div>	<div> <div> <div></div> <div>Guinari</div> </div> <div> <div></div> <div>Rastrelli</div> </div> </div> <div> Bologna (1) [chanu] </div> <div> LESSON 15: Opening Traps Part 5 Opening traps - Part Five ----- This is the last chapter on this theme and it will cover the remaining well known traps in famous openings 1.d4 d5 2.c4 Nf6 3.cxd5 Nxd5 4.e4 Nf6 5.Bd3 e5 6.dxe5 Ng4 7.Nf3 Nc6 8.Bf4? Nb4 9.Bc2?? Qxd1+ 10.Bxd1 [10.Kxd1 Nxf2+ 11.Kc1 Nxh1+] 10...Nd3+ 11.Kf1 Nxf4 0-1 </div>
<div> <div> <div></div> <div>Fromov</div> </div> <div> <div></div> <div>Ledin</div> </div> </div> <div> Kliazma (9) [chanu] </div> <div> 1.d4 d5 2.e4 dxe4 3.Nc3 Nf6 4.f3 e3 5.Bxe3 Bf5 6.h4 e6?? 7.g4 Bg6 8.h5 And white wins a piece 1-0 </div>	<div> <div> <div></div> <div>Dudkin</div> </div> <div> <div></div> <div>Sorokin</div> </div> </div> <div> Dubna (2) [chanu] </div> <div> 1.d4 d5 2.c4 e5 This is known as the Albin counter gambit and it has been popularised at the highest level by Alexander Morozevich who keeps employing it now and then with good success 3.dxe5 d4 4.Nf3 Nc6 5.Nbd2 Qe7 6.a3 Nxe5 7.Nxd4?? Nd3# 0-1 </div>
<div> <div> <div></div> <div>Bernstein</div> </div> <div> <div></div> <div>N.N.</div> </div> </div> <div> Berlin (10) [chanu] </div> <div> 1.d4 d5 2.Nf3 Bg4 3.c4 e6 4.Ne5! Bf5 5.cxd5 exd5 6.Qb3! b6?? 7.e4!! Bxe4 [7...dxe4 8.Qxf7#] 8.Bb5+ Ke7 9.Bc6! And black cannot save the rook as Nc6 loses to Nc6+ winning the black queen 1-0 </div>	<div> <div> <div></div> <div>Schlechter,Carl</div> </div> <div> <div></div> <div>Perlis,Julius</div> </div> </div> <div> Karlsbad, Variante (3) [chanu] </div> <div> 1.d4 d5 2.c4 c6 Slav defense 3.Nf3 Bf5 4.Qb3 Qb6 5.cxd5 Qxb3 [5...cxd5 6.Qxd5] </div>

6.axb3 Bxb1? 7.dxc6 Be4?? 8.Rxa7 Rxa7 9.c7 And black cannot stop white from queening next move. A fantastic idea which normally is employed in endings
1-0

□ **Atkins, Henry**
 ■ **Gunsberg, Isidor**
 Hanover (4)
[chanu]

D21

1.d4 d5 2.c4 dxc4 3.Nf3 c5 4.e3 Bg4 5.Bxc4 e6 6.Qa4+ Nd7 7.Ne5 Bf5?? 8.Nxd7 Qxd7 9.Bb5
1-0

□ **Kovar**
 ■ **Novak**
 Brno (5)
[chanu]

D32

1.d4 d5 2.c4 e6 Queens gambit declined **3.Nc3 c5 4.Bf4? cxd4 5.Bxb8?? dxc3! 6.Be5?? cxb2 7.Bxb2**
 [7.Rb1 Bb4+ 8.Qd2 Bxd2+ 9.Kxd2 dxc4+]
 [7.Qa4+ Bd7 8.Qb3 Qa5+ 9.Kd1 (9.Bc3 bxa1Q+) 9...bxa1Q+ 10.Bxa1 Ba4]
0-1

□ **Mayet**
 ■ **Harrwitz**
 Berlin (6)
[chanu]

D35

1848

1.d4 d5 2.c4 e6 3.Nc3 Nf6 4.Bg5 Nbd7 Kown as the Cambridge Springs variation **5.cxd5 exd5 6.Nxd5?? Nxd5 7.Bxd8 Bb4+ 8.Qd2 Kxd8**
 And Black is a piece up
0-1

□ **Poljak**
 ■ **Kan**
 Moscow (7)
[chanu]

E10

1928

1.d4 Nf6 2.c4 e6 3.Nf3 Ne4 4.Nfd2?! Bb4 5.a3?? Qf6 6.f3?? Qh4+ 7.g3 Nxg3 8.hxg3 Qxg3#
0-1

□ **Uhlmann, W**
 ■ **Andersen, B**
 Tel-Aviv (8)
[chanu]

E13

1964

1.d4 Nf6 2.c4 e6 3.Nf3 b6 Queens Indian Defense **4.Nc3 Bb4 5.Qc2 Bb7 6.Bg5 h6 7.Bh4 d6?? 8.Qa4+ Nc6 9.d5** And black loses a piece
1-0

□ **Lein**
 ■ **Zweig**

Rejkjavik (9)
[chanu]

1.d4 Nf6 2.c4 e6 3.Nc3 Bb4
 Nimzo Indian Defense **4.Bg5**
 Leningrad variation of nimzo which was
 popularised by the world champion
 Boriss Spassky **c5 5.e3 Qa5 6.Rc1?**
Ne4 7.Nf3?? Nxg5 8.Nxg5 cxd4
 Winning a piece
0-1

□ **Stone**
 ■ **Neybur**

Hastings (10)
[chanu]

1.d4 Nf6 2.c4 g6 3.Nc3 Bg7 4.e4
d6 The Kings Indian Defense used by
 none other than the greatest player of
 all times Garry Kasparov **5.Be2 0-0**
6.Nf3 e5 7.0-0 Na6 8.Rb1 exd4
9.Nxd4 Re8 10.f3 c6 11.Bg5 h6
12.Bh4 Nc5 13.Qd2?? Nfxe4
14.Nxe4
 [14.Bxd8 Nxd2+]
14...Qxh4+
0-1

□ **Vladimirov,Evgeny**
 ■ **Chekhov,Valery**

Sochi jr (11)
[chanu]

1.d4 Nf6 2.c4 g6 3.Nc3 Bg7 4.e4
d6 5.Be2 0-0 6.Nf3 e5 7.d5 Nbd7
8.0-0 Nc5 9.Qc2 a5 10.Ne1 b6
11.Rb1?? Ncxe4!! A very typical

E30

1975

combination exploiting the fact that the
 rook and queen are on the same
 diagonal and that the rook on b1 is
 unprotected **12.Nxe4 Nxe4**
13.Qxe4?? Bf5 14.Qe3 Bxb1+
 So these were the most common traps
 which have covered mainly all the
 major opening variations. The ideas
 used in these traps can be used in
 various middlegame and endgame
 combinations
0-1

E94

2000

□ **Capablanca,Jose Raul**
 ■ **Tartajiwier,Saviely**

New York
[chanu]

A85

1924

LESSON 16: Capablanca, Jose Raul
 Chess masters play to win. In doing so
 they would like to create masterpieces.
 They would like to conjure up brilliant
 combinations that leave everybody
 gasping with wonder and admiration.
 They know which positions are
 favourable, which squares are best for
 their pieces from which they can be of
 utmost importance. Lets look in the
 forthcoming lectures masterpieces by
 these great masters. **1.d4**
 Capablanca's play in this game
 provides us with a magic formula for
 conducting rook endings. Seize the
 seventh rank with your rook and
 advance your king to the sixth!! Capa
 gives up a couple of pawns to get his
 king and rook in the key squares. His
 clear cut methodical paly is so easy to
 understand that the whole ending is
 marvellous piece of instruction and a
 thing of beauty as well **e6 2.Nf3 f5**
3.c4 Nf6 4.Bg5 Be7 5.Nc3 0-0 6.e3
b6 7.Bd3 Bb7 8.0-0 Qe8 with the

idea Qh5 and Ng4 **9.Qe2! Ne4**
 [9...Qh5 10.e4± White has a good center and is ahead in development]
10.Bxe7 Nxc3 11.bxc3 Qxe7 12.a4! Bxf3
 [>= 12...Nc6]
13.Qxf3 Nc6 14.Rfb1 Rae8 15.Qh3!
 Stopping black from playing e5 **Rf6**
 [15...e5 16.Bxf5+-]
16.f4! Na5 17.Qf3 d6 18.Re1
 intending to play e4 **Qd7 19.e4 fxe4 20.Qxe4 g6 21.g3!** A prophylactic move supporting the weak pawn **Kf8 22.Kg2 Rf7 23.h4 d5 24.cxd5 exd5 25.Qxe8+! Qxe8 26.Rxe8+ Kxe8 27.h5! Rf6**
 [27...gxh5 28.Rh1 Kf8 29.Rxh5+- And black will lose one pawn]
28.hxg6 hxg6 29.Rh1 Kf8 30.Rh7!
 Rook on the seventh rank cutting the king. The dream place in rook and pawn endings **Rc6 31.g4 Nc4**
 Black tries to bring the knight into play [31...Rxc3 32.Bxg6+-]
32.g5 Ne3+ 33.Kf3 Nf5 34.Bxf5 gxf5 35.Kg3!! Now comes a brilliant combination Capa must have seen many moves before. In a simplifies ending where pawns are worth their weight in gold he gives away two pawns **Rxc3+ 36.Kh4 Rf3**
 [36...Rc1 37.Kh5 Rh1+ 38.Kg6 Rxh7 39.Kxh7 c5 40.g6+-]
37.g6 Rxf4+ 38.Kg5 Re4
 [38...Rxd4 39.Kf6 Kg8 40.Rd7 Re4 41.Rd8+ Re8 42.Rxe8#]
39.Kf6! Kg8 40.Rg7+ Kh8 41.Rxc7 Re8 42.Kxf5 Re4 43.Kf6 Rf4+ 44.Ke5 Rg4 45.g7+ Kg8
 [45...Rxg7 46.Rxg7 Kxg7 47.Kxd5+-]
46.Rxa7 Rg1 47.Kxd5 Rc1 48.Kd6 Rc2 49.d5 Rc1 50.Rc7 Ra1 51.Kc6 Rxa4 52.d6 Black resigns **Rd4 53.d7**

Rc4+ 54.Kb7 Rd4 55.Kc8+- 1-0

A47

□ **Menchik,Vera**

■ **Capablanca,Jose Raul**

Hastings 3031 (9)

1930

[chanu]

Nothing exciting seems to happen in this game, yet it is a joy to watch. We see an interesting aspect of Capas great technique - his inimitable flair for extracting an advantage from most simplest procedure. One extra pawn is all what Capa needs and he makes endings look so easy **1.d4 Nf6 2.Nf3 b6 3.e3 Bb7 4.Bd3 c5 5.0-0 Nc6 6.c3 e6 7.Ne5 d6 8.Nxc6 Bxc6 9.Qe2 Be7 10.Bb5?** White is trying to exchange all pieces in hoping for a draw. A very bad strategy **Qd7 11.Bxc6 Qxc6 12.Nd2 0-0 13.dxc5 dxc5 14.e4 Rad8 15.e5 Nd5 16.Nf3 Rd7 17.Rd1 Rfd8 18.Bd2 b5!**
 All black pieces are best placed in the centre and so he tries to gain space advantage on the queenside **19.Kf1?** White has no clue what to do in this position **Nb6 20.Bf4 h6!**
 Before proceeding on the queen side black clears his back rank problems and takes away g5 square from bishop and knight **21.Rxd7 Rxd7 22.Rd1?? Rxd1+ 23.Qxd1 Qe4!** Winning pawn by force **24.Bg3 Qc4+ 25.Qe2 Qxe2+ 26.Kxe2 Na4 27.Kd2**
 [27.b3 Nxc3+]
27...Nxb2 28.Kc2 Nc4 29.Nd2 Nxd2 30.Kxd2 c4! In Bishop endings the pawns should not occupy squares of the color of the bishop. If they do then it restricts the squares of its own bishop **31.Bf4 a6**

[31...Bg5 32.Bxg5 hxc5 33.Ke3 Kf8 34.Kd4 Ke7 35.Kc5 a6 36.a3! And white gets his pawn back (36.Kb6 b4!)]
32.Be3 Kf8 33.Bb6 Ke8 34.Ke3 Kd7 35.Kd4 Kc6 36.Ba7 f5! 37.a4
 [37.exf6 Bxf6+ 38.Ke4 Bxc3]
37...g6 38.f4 h5 39.axb5+ Kxb5!
 Making the a-pawn a passed pawn
40.g3 a5 41.Ke3 Bc5+ 42.Bxc5 Kxc5 White resigned **43.Kd2 Kd5 44.Ke3 a4 45.Kd2 a3 46.Kc2 Ke4**
0-1

A43

□ **Alekhine, Alexander**

■ **Levenfish, Grigory**

St Petersburg Winter-B

1912

[chanu]

LESSON 17: Alekhine, Alexander
 Alexander Alekhine was one of the most attacking players in the history of chess. His sense of initiative was extremely high. In any position he could conjure up an attack with some brilliant and magnificent ideas. **1.d4 c5 2.d5 Nf6 3.Nc3 d6 4.e4 g6 5.f4 Nbd7 6.Nf3 a6**

[6...Bg7 7.e5 dxe5 8.fxe5 Ng4 9.e6! Nde5 10.Bb5+ And black loses the right to castle]

7.e5 dxe5 8.fxe5 Ng4 9.e6!
 Goint for the king right in the opening. Alekhine never wasted time when he was attacking. On the very first opportunity he would force his opponent on the defensive and would try to win as quickly as possible **Nde5 10.Bf4 Nxf3+ 11.gxf3! Nf6 12.Bc4! fxe6 13.dxe6 Qb6**

[13...Qxd1+ 14.Rxd1 Bg7 15.Bc7 0-0 16.Bb6+- Winning the c5 pawn and also having tremendous pressure

on opponents position]

14.Qe2! With the idea of playing a beautiful combination **Qxb2 15.Nb5!!**
 A piece as well as double rook sacrifice!!! **Qxa1+**

[15...axb5 16.Bxb5+ Kd8 17.Rd1+-]

16.Kf2 Qxh1 17.Nc7+ Kd8 18.Qd2+ Bd7 19.exd7 black resigned **e5**

[19...Nxd7 20.Be6 and next move is Qd7#]

20.Ne6+ Ke7 21.d8Q+ Rxd8 22.Qxd8+ Kf7 23.Nxf8+ Kg7 24.Qe7#
1-0

C14

□ **Alekhine, Alexander**

■ **Fahrni, Hans**

DSB-19 Kongress Mannheim (11) 1914

[chanu]

1.e4 e6 2.d4 d5 3.Nc3 Nf6 4.Bg5 Be7 5.e5 Nfd7 6.h4!? The pawn sacrifice line was popularised by Alekhine and is known as the Alekhine attack in the french defense. White sacrifices the pawn for achieving rapid development and attack on the h-file **Bxg5 7.hxcg5 Qxcg5 8.Nh3 Qe7 9.Nf4 Nf8 10.Qg4! f5**

[10...Ng6 11.Ncxd5+-]

11.exf6 gxf6 12.0-0-0 c6 13.Re1 Kd8

[13...Bd7 14.Ncxd5 cxd5 15.Nxd5+-]

14.Rh6 e5 15.Qh4 Nbd7 16.Bd3 e4 17.Qg3! Qf7 18.Bxe4! As all whites pieces are in a very commanding position and blacks king is precariously placed in the centre and hardly any of his pieces are developed white sacrifices his piece in order to open the position and attack the king. **dxex**

19.Nxe4 Rg8
 [19...Qxa2 20.Nxf6! Nxf6
 21.Qg7+-]
20.Qa3! Qg7
 [20...Qe7 21.Qxe7+ Kxe7 22.Nxf6+
 Kf7 23.Nxg8 Kxg8 24.Re7+-]
21.Nd6! Nb6 22.Ne8! Qf7
 [22...Qd7 23.Nxf6]
 [22...Nc4 23.Qc5 Qf7 24.Rxf6+-]
23.Qd6+ Qd7 24.Qxf6+ Qe7
25.Qxe7#
1-0

E16

□ **Alekhine,Alexander**

■ **Bogoljubow,Efim**

Triberg-A (6)

1921

[chanu]

1.d4 Nf6 2.Nf3 e6 3.c4 b6 4.g3 Bb7 5.Bg2 c5 6.dxc5 Bxc5 7.0-0 0-0 8.Nc3 d5 9.Nd4! Now black cannot move its d-pawn as its bishop on b7 is hanging **Bxd4 10.Qxd4** Now white has advantage of two bishops and he exploits it with tremendous skill **Nc6 11.Qh4 dxc4 12.Rd1!** Gaining d-file with a tempo **Qc8 13.Bg5!** Gaining initiative. He is not worried of recovering the pawn back **Nd5 14.Nxd5 exd5 15.Rxd5! Nb4 16.Be4!!** This is what Alekhine had intended when he captured the pawn on d5 with rook **f5**

[16...h6 17.Bxh6 f5 18.Qg5 Qc7 19.Bxg7 Qxg7 20.Qxg7+ Kxg7 21.Rd7+ Rf7 22.Rxf7+ Kxf7 23.Bxb7+-]
 [16...g6 17.Bf6 Nxd5 18.Bxd5 h5 19.Bc3+-]

17.Bxf5 Rxf5 18.Rd8+ Qxd8 19.Bxd8 Rc8 20.Rd1 Rf7 21.Qg4 Nd3 22.exd3 Rxd8 23.dxc4 Rdf8 24.f4 Re7 25.Kf2 h6 26.Re1 Bc8

27.Qf3 Ref7 28.Qd5 g5 29.Re7 gxf4 30.gxf4 1-0

A98

□ **Botvinnik,Mikhail**

■ **Kan,Illia Abramovich**

URS-ch07 Moscow

1931

[chanu]

LESSON 18: Mikhail Botvinnik Mikhail Botvinnik was known for his originality in opening strategy. He was the father of the modern day strategy of home preparation in the opening **1.d4 e6 2.c4 f5 3.g3 Nf6 4.Bg2 Be7 5.Nf3 d6 6.0-0 0-0 7.b3 Qe8**

[7...c6!?]

[7...Ne4!?]

8.Qc2 Qh5 9.Nc3! preventing Ne4 **Nc6 10.Ba3! Bd7 11.d5**

[11.e4?? fxe4 12.Nxe4 Nxe4

13.Qxe4 d5!±]

11...Nd8 12.Ne5! dxe5 13.Bxe7 Rf7 14.Ba3 Getting double bishop

advantage **exd5 15.Nxd5 f4!**

16.Rad1

[16.Nxc7? Bf5±]

16...Nxd5?!

[16...Bh3!? 17.Nxf6+ Rxf6 18.Bf3

Qf7 19.Rfe1±]

17.Bxd5 Be6 18.Qd3! Bxd5

19.Qxd5! Nc6 20.Bc5!

[20.Qe6 Nd4]

20...Re8

[20...Qxe2 21.Qe6 Qh5 22.Rd7 Qf5

23.Qxf5 Rxf5 24.Rxc7 Rf7 25.Rxf7

Kxf7 26.gxf4 exf4 27.Rd1+-]

21.b4 a6?! 22.b5 axb5 23.cxb5 Na5

24.Qe6!!+- Ra8 25.Rd7 Qg6 26.Qd5

h6 27.Rxc7 Re8 28.Bb4 b6 29.Bxa5

bxa5 30.b6 Qe6 31.Qxe6 Rxe6

32.Rb1 Re8 33.Rxf7 Kxf7 34.b7

Rb8 35.gxf4 exf4 36.Kg2 Ke6

37.Kf3 g5 38.Ke4 If black king goes queenside then white wins all the black pawns on the kingside. And white is threatening to take his king to queenside and win the rook so black is helpless and he resigned.

1-0

E01

□ **Botvinnik,Mikhail**

■ **Vidmar,Milan Sr**

Staunton mem Groningen (5) 1946
[chanu]

This is a glorious game by Botvinnik. The game is fascinating throughout its length, from the opening that Botvinnik conducts in original style, through the middlegame where the sacrifice of exchange permits his rook to dominate the board, to the ending where his knight dances rings around the opponents king **1.d4 d5 2.Nf3 Nf6 3.c4 e6 4.g3 dxc4 5.Qa4+ Qd7 6.Qxc4 Qc6 7.Nbd2 Qxc4 8.Nxc4 Bb4+ 9.Bd2 Bxd2+ 10.Nfxd2!**

Making the diagonal clear for his f1 bishop when it goes to g2 **Nc6 11.e3 Nb4 12.Ke2! Bd7 13.Bg2 Bc6 14.f3!** White blocks his bishop in order to create strong pawn centre **Nd7 15.a3 Nd5 16.e4 N5b6 17.Na5! Bb5+ 18.Ke3 0-0-0! 19.Rhc1 Nb8 20.b3 Bd7**

[20...Nc6 21.a4! Nxa5 22.axb5+-]

21.Bf1 Nc6 22.Nxc6 Bxc6 23.a4! Be8 24.a5 Na8!

[24...Nd7 25.a6 b6 26.Rc3 Kb8 27.Rac1 Rc8 28.Nc4 ^Nd6 Rd8 29.Na3 Rc8 30.Nb5+-]

25.a6 b6 26.b4 Kb8

[26...c6 27.Bb5 Kc7 28.Rc3 followed by other rook to c1 winning the pawn]

27.Rc3 c6 28.Rac1 f6 Preventing Nd2-c4-e5

[28...Nc7 29.b5 Nxb5 30.Bxb5 cxb5 31.Rc7!]

29.Nb1! Bd7 30.Na3 Nc7 31.b5!! Nxb5 32.Bxb5 cxb5 33.Rc7 Rc8 34.Rb7+ Ka8 35.Rxd7!! Rxc1 36.Nxb5 Rhc8 37.Rxg7 h6 38.Rxa7+ Kb8 39.Rb7+ Ka8 40.Ra7+ Kb8 41.Rb7+ Ka8 42.g4 e5 43.d5 R1c5 44.Ra7+ Kb8 45.Rb7+ Ka8 46.Rxb6 Rb8 47.Rxb8+ Kxb8 48.a7+ Kb7!

[48...Ka8 49.d6 Rc8 50.Kd3 (50.Nc7+ Kxa7 51.Ne6 Rc3+!) 50...Kb7 (50...Rc1 51.Nc3+-) 51.Nc7 Kxa7 52.Kc4+-]

49.Nd6+

[49.d6? Rc8 50.Kd3 (50.Nc7 Kxa7 51.Ne6 Rc3+ 52.Ke2 Rc2+±) 50...Rc1 51.Nc3 Ra1!]

49...Kxa7 50.Ne8 Kb6 51.Nxf6 Rc3+ 52.Kf2 Rc7 53.h4 Rf7 54.Nh5 Kc7 55.g5! hxg5 56.hxg5 Rh7 57.Nf6 Rh2+ 58.Kg3 Rh1 59.Kg2 Rh8 60.g6 Black resigned Rh6 61.g7 Rg6+ 62.Kf2 Rxg7 63.Ne8+ Kd7 64.Nxg7+-

1-0

C75

□ **Smyslov,Vasily**

■ **Reshevsky,Samuel Herman**

World Championship 18th Den Haag/Moscow (11)
[chanu]

LESSON 19: Vasily Smyslov 7th World Champion The seventh world champion, Vasily Smyslov's universal technique was simply superior to the resistance employed even by the very strongest players of the early and mid fifties. Only Botvinnik's iron character enabled him to stay even with Smyslov after their three matches - the greatest chess

battle until the Karpov-Kasparov saga - in 1954 (12:12), 1957 (12.5:9.5 for Smyslov) and 1958 (12.5-10.5 for Botvinnik). This game is a typical example of Smyslov's purity of style. The victim was one of the strongest western players at the time. **1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 d6 5.c3 Nge7 6.d4 Bd7 7.Bb3 h6** Preventing Ng5 **8.Nbd2 Ng6 9.Nc4** The knight is heading for the d5 square which was inevitably weakened by the overprotection of the stronghold on e5 **Be7 10.0-0 0-0 11.Ne3 Bf6 12.Nd5 Re8?**

[12...exd4 13.Nxd4 Re8 was safer, although white kept the initiative]

13.dxe5! Bxe5 This poor looking move is a sad necessity. Black doesn't want to allow a rapidly unfolding White attack after the obvious

[13...Ngxe5 14.Nxe5 Bxe5 15.f4 Bf6 16.e5! Be7 (16...dxe5? 17.Nxf6+ gxf6 18.Qh5+-) 17.Qh5 Be6 18.Be3! dxe5 19.Rad1 and now for instance Bd6 (19...exf4 20.Nxf4 Bd6 21.Nxe6 fxe6 22.Bxh6!+-) 20.f5 Bxd5 21.Bxd5 Qf6 22.g4! Be7 23.h4! Qxh4 24.Bxf7+ Kf8 25.Qxh4 Bxh4 26.Bxe8 Kxe8+-]

14.Nxe5 dxe5 Now with the pawn structure fixed, Smyslov comfortably converts his advantage into a full point **15.Qf3 Be6**

[15...Na5 16.Bc2 c6 it appears on f5, creating new threats 17.Ne3 Be6 18.Nf5 followed by Qg4, h2-h4-h5]

16.Rd1 Bxd5 17.Rxd5 The centralized rook feels good because it cannot be pushed away **Qe7 18.Qf5! Nf8**

[18...Rad8? 19.Bxh6! (19.Rxd8 Rxd8 20.Qxg6?? Rd1+) 19...gxh6 20.Rxd8 Rxd8 21.Qxg6+-]

19.Be3 Ne6 20.Rad1 Red8 21.g3 Rd6

Black has no useful ideas. Reshevsky hoped to reduce White's pressure on the d-file at first sight it looks as though the new weakness on d6 can be protected **22.Rxd6 cxd6 23.Qg4!** Threatening Bxh6 **Kh8**

[The black king wouldn't feel comfortable on the other side: 23...Kf8 24.Bb6 Re8 25.h4 and what next?]

24.Bb6! preparing a frontal attack on the pawn on d6 **Nb8** Trying to push the bishop from b6, because otherwise the doubling of White's heavy pieces decides:

[24...Rc8 25.Rd2 Nb8 26.Qd1 Rc6 (26...Nc5 27.Bc2 Rc6? 28.Bxc5 dxc5 29.Rd8+-) 27.Ba7 Nd7 28.Bd5 Rc7 29.Bxe6+-]

25.Bxe6! Giving up the strong bishop. White is very effectively using the temporary disconnection of Black's pieces to his advantage **fxe6 26.Qh4!** Now the pawn is lost **Qd7**

[26...Qxh4 27.gxh4 is all the same]

27.Qd8+ Qxd8 28.Bxd8 Nd7 29.Bc7 Nc5 30.Rxd6 Rc8 31.Bb6 Na4 32.Rxe6 Nxb2 33.Rxe5 Nc4

[33...Rxc3 34.Bd4 Rc2 35.Re7+-]

34.Re6 Nxb6 35.Rxb6 Rxc3 36.Rxb7 Rc2 Fighting bravely Reshevsky has avoided an immediate collapse and reached a rook endgame only a pawn down. However the white pawn mass on the kingside puts an end to Black's desperate resistance **37.h4 Rxa2 38.Kg2 a5 39.h5 a4 40.Ra7 Kg8 41.g4 a3 42.Kg3 Re2 43.Kf3** Of course White can't afford the pawn exchange. The a-pawn makes no difference **Ra2 44.Ke3 Kf8 45.f3 Ra1 46.Kf4** Under the protection of his pawns the white king calmly goes into the enemy camp **a2 47.e5 Kg8**

48.Kf5 Rf1 49.Rxa2 Rxf3+ 50.Kg6 Kf8 51.Ra8+ Ke7 52.Ra7+
And white wins both the g7 and h6 pawns
1-0

□ **Smyslov, Vasily**
■ **Rudakovsky, Iosif**
URS-ch14 Moscow 1945
[chanu]

This is a typical game where white exploits the advantage of good knight versus bad bishop **1.e4 c5 2.Nf3 e6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 d6**
The Schevenngen variation of the sicilian defence. This became extremely famous due to Karpov-Kasparov games and is still one of the most popular Sicilian positions **6.Be2**

[6.g4 This is known as the Keres attack and white immediately tries to attack with pawns. Its a very sharp variation needing exact knowledge by both white and black]

6...Be7 7.0-0 0-0 8.Be3 Nc6 9.f4 Qc7 10.Qe1 Clearing the d1 square for the queen rook and preparing to go to g3 **Nxd4 11.Bxd4 e5 12.Be3**

[12.fxe5 dxe5 13.Qg3 trying to pin the pawn and win it Bc5 14.Qxe5?? Qxe5+]

12...Be6 13.f5! Bc4 14.Bxc4 Qxc4 15.Bg5! Not wasting any time. Idea is to exchange this bishop for the knight and then black will be left with backward d6 pawn and a bad bishop against an outpost on d5 for white and a good knight **Rfe8 16.Bxf6 Bxf6 17.Nd5 Bd8 18.c3 b5 19.b3 Qc5+ 20.Kh1 Rc8 21.Rf3!** Now white has complete control over the center and white's knight on d5 is extremely

powerful. Moreover black cannot dislodge the knight **Kh8**

[21...f6 22.Rh3 a5 23.Qh4 h6 24.Qg4 Kh8 25.Rf1 Be7 26.Qg6 Bf8 27.g4+- And Black cannot defend]

22.f6! gxf6

[22...g6 23.Rh3 h5 24.Qg3 Rg8 25.Qg5 Kh7 26.Rxh5+ gxh5 27.Qxh5#]

23.Qh4 Rg8 24.Nxf6 Rg7 25.Rg3! Bxf6 26.Qxf6 Rcg8 27.Rd1
Whites only piece out of action comes into the centre attacking the weak pawns **d5 28.Rxg7** black resigned **Rxg7 29.Rxd5 Qc8 30.Rd8+ 1-0**

D37

□ **Tarrasch, Siegbert**

■ **Von Scheve, Theodor**

DSB-09 Kongress Leipzig (5) 1894
[chanu]

LESSON 20: Tarassch, Nimzowitch games **1.d4 d5 2.c4 e6 3.Nc3 Nf6 4.Nf3 Be7 5.Bf4 c6 6.e3 Nbd7 7.h3 Ne4?** A big error. After the exchange of the knights, Blacks capturing pawn becomes very weak and will need to be protected by f5 creating further weakness in its camp **8.Nxe4 dxe4 9.Nd2 Bb4? 10.a3 Bxd2+ 11.Qxd2 0-0 12.Qc2! f5 13.Bd6!** Getting total control of black squares and preventing black from playing Qe7 and e5 to undouble his pawns **Re8**

[13...Rf7 It was better to place the rook here as it would help in protection of its kingside. But black had not foreseen Whites idea of attack]

14.0-0-0! Nf6 15.Be5 Bd7 16.f3!
Opening up the g-file for attacking the

king. Whites king is very safe as blacks pieces are cramped and have no space to move **exf3 17.gxf3 b5** Trying to get some counterplay **18.Rg1 Rf8** In order to meet Qg2 with Rf7 **19.Rd2!** Bringing the other rook also on the g-file **Rf7 20.Rdg2 a5 21.Qf2!** with the idea of Qh4 & Qh6 adding more pressure on the g7 point **Ne8** Preventing white from Qh4 and also supporting the weak g7 pawn **22.Rg5!** Behind the broad back of this tower, the Queen will manage to get to the square h4, said Tarrasch **Qe7**

[22...g6 23.h4 and h5 next move]

[22...h6 23.Rg6 Kh7 24.Qg3 Qe7 25.Rxh6+ gxh6 (25...Kxh6 26.Qg6#) 26.Qg8#]

23.Qh4 Nf6 24.Qh6 Ra7

[24...g6 25.Rxg6+ hxg6 26.Rxg6+ Rg7 27.Bxf6+-]

[24...Be8 25.Bxf6 Qxf6 26.Qxf6 Rxf6 27.Rxg7+ Kf8 28.Rxh7+-]

25.Bd6!! In a strategically superior positions combinations come automatically! White sacrifices the bishop in order to lure away one of the defenders of the g7 pawn. This theme is known as deflection **Qxd6 26.Rxg7+ Kf8**

[26...Kh8 27.Qxh7+ Nxh7 28.Rg8#]

27.Rxh7+ Ke7 28.Rxf7+ Kxf7 29.Rg7+ Ke8 30.Qxf6 Qf8 31.Qg6+ Kd8 32.Rg8+-
1-0

E21

□ **Matisons,Hermanis**

■ **Nimzowitch,Aaron**

Karlsbad

1929

[chanu]

It is amazing how much instructive strategy Nimzowitch can pack in just 23

moves.His attack on a doubled pawn leads to a weakening of a key square. On this important square Nimzo plans a knight so firmly that it cannot be dislodged. He then forces open a file for his queen rook. With the queenside under control he switches the other knight in the centre of the board. The power generated by this centralised knights is devastating. So great is the effect that his opponent resigned even though he did not lose a single pawn!!

1.d4 Nf6 2.c4 e6 3.Nc3 Bb4

This is known as Nimzo-Indian defense named after the player himself! **4.Nf3 Bxc3+ 5.bxc3 d6 6.Qc2 Qe7 7.Ba3 c5 8.g3 b6 9.Bg2 Bb7 10.0-0 0-0 11.Nh4**

White desperately wants to exchange the bishops as the b7 bishop and the knight on f6 strongly control the central square e4. A better way for white to exchange the bishop was by playing Nd2 from where the knight controls the square e4 **Bxg2 12.Kxg2?**

[12.Nxg2 was better]

12...Qb7+ 13.Kg1 Qa6 14.Qb3 Nc6 15.Rfd1 Na5 16.Qb5 Qxb5 17.cxb5 Nc4!

White has managed to undouble his pawns but the square c4 still remain very weak. With the knight placed on c4 black gets total control over the queenside **18.Bc1 a6!** Making the rooks come into play and also making the a2 pawn as target **19.bxa6 Rxa6 20.dxc5 bxc5 21.Ng2** Too late **Nd5!** The incredible knights **22.Rd3 Rfa8 23.e4 Ne5!** And white resigned even though he hasnt lost a pawn!! **24.Rd1 Nxc3 25.Rf1**

[25.Rd2 Nf3+]

25...Rxa2 26.Rxa2 Nf3+ 27.Kh1 Rxa2 And black wins the e4 pawn also

0-1

□ **Tal, Mikhail** **A30**
 ■ **Velimirovic, Dragoljub** **2615**
 YUG-URS Teslic **2515**
 [chanu] 1979

LESSON 21: Tal, Mikhail (2615) The great Mikhail Tal was one of the most entertaining player in the history of chess. He could calculate incredibly long and brilliant variations in no time. He would always strive for complications and most of his opponents would be completely lost and could not figure out the idea behind Tal's sacrifice even if it was incorrect.

1.c4 c5 2.b3 Nc6 3.Bb2 e5 4.g3 d6 5.Bg2 Be6 6.Nc3 Qd7 7.Nf3 Bh3 8.Bxh3 Qxh3 9.Nd5 Qd7 10.e3 Nce7

[10...Nge7 11.d4! cxd4 12.exd4 e4 13.Nd2 Nxd5 14.cxd5 Nb4 15.Nxe4 Nxd5 16.0-0 Be7 17.Qh5 with attack]

11.Nc3! Tal loves to play with as many pieces as possible on the board. Here white has advantage in development and also the d5 square is supposed to be occupied by a piece and not a pawn **Nf6 12.0-0 e4?** Black is not developed and he is pushing his pawns **13.Ng5! d5**

[13...Qf5 14.Nb5! Rd8 (14...Qxg5 15.Nxd6+ Kd7 16.Nxf7+-) 15.Nc7+ Kd7 16.Nxf7 Kxc7 17.Nxh8+-]

14.cxd5 Qf5 15.Nxf7!! A bolt from the blue. Black was expecting Nb5 to which he would defend with Ned5

[15.Nb5 Nexd5]

15...Kxf7 16.f3! Nexd5

[16...exf3 17.e4!]

17.fxe4 Nxc3 18.Bxc3 Qxe4 19.Qh5+ Ke6

[19...Kg8 20.Bxf6 gxf6 21.Rxf6 Qe7 22.Qd5+ Kg7 23.Qg5#]

20.Qh3+! Kd6

[20...Kf7 21.Rf5 with strong attack]

21.b4!! An unbelievable move. White is a piece down but is attacking as if he has sacrificed nothing.

[21.Bxf6 gxf6 22.Rxf6+ Kc7 23.Rf7+ Be7 And black is hanging on]

21...Kc7 22.Rac1 Rc8 23.Rf5!! Qg4

[23...Kb8 24.Be5+ Ka8 25.Rxf6+-]

24.Be5+ Kd7 25.Qf1 Qe4 26.Rc4 Qc6 27.Qh3 Qe6 28.Bxf6 gxf6

[28...Qxc4 29.Bxg7!!]

29.Re4! Qxa2 30.Rxc5+ black resigns **f5 31.Qxf5+ Kd6 32.Qe5+ Kd7 33.Rd4+** What a magnificent game and a treat to watch

1-0

□ **Tal, Mikhail** **B66**
 ■ **Larsen, Bent** **2615**
 Montreal (5) **2620**
 [chanu] 1979

1.e4 c5 2.Nf3 Nc6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 d6 6.Bg5 e6 7.Qd2 Be7 8.0-0-0 a6 9.f4 Qc7 10.Be2

[10.Bxf6 gxf6 11.f5 is another way of playing this position. But Tal would never exchange pieces just like that]

10...Nxd4

[10...Bd7 11.Nb3 0-0-0 12.Bxf6 gxf6 13.Bh5+-]

11.Qxd4 b5 12.e5! Going for the kill without wasting any more time. His sense of initiative was just amazing **dxe5 13.fxe5 Nd5 14.Bxe7 Nxc3**

[14...Nxe7? 15.Nxb5]

15.Bf3!! Nxd1

[15...Bb7 16.Bd6 Bxf3 17.bxc3!+-]

[15...Kxe7 16.Qh4+ f6 (16...Ke8? 17.Bc6+) 17.exf6+ gxf6 18.Qb4+

Kf7 19.bxc3+- with strong attack]
 [15...Ne2+ 16.Bxe2 Qxe7 17.Bf3
 Bb7 18.Bxb7 Qxb7 19.Qd6 Rc8
 (19...Qxg2 20.Rhg1 Qb7
 21.Rxg7+-) 20.Rd2 Qc6 21.Rhd1
 Qxd6 22.Rxd6 Ra8 23.Rb6+-
 with a winning endgame]

16.Bd6! Qc4

[16...Qa7 17.Bc5+-]

17.Qb6!!

[17.Qxc4 bxc4 18.Bxa8 Ne3
 this too is also winning but Tal loves
 to mate]

17...Nf2 18.Bc6+!

[18.Qxf2 Qf4+ 19.Kb1 Bd7]

**18...Bd7 19.Bxd7+ Kxd7 20.Qb7+
 Kd8 21.Qxa8+ Qc8 22.Qa7 Qd7
 23.Qxf2+-** Black gets absolutely no

chance during the game. And mind you
 all this Tal discovered over the board
 unlike today's games where everything
 is analysed at home with the help of the
 computer

1-0

E93

□ **Petrosian, Tigran V**

■ **Yukhtman, Jacob**

URS-ch26 Tbilisi (3)

1959

[chanu]

LESSON 22: Petrosian, Tigran V Tigran
 Petrosian was known as the
 impregnable wall in the best years of
 his chess life. He would hardly lose a
 game and he was known as the Iron
 Tigran. Petrosian was a great defender.
 He was also very good in tactical play
 but would go into complications only he
 was absolutely sure that the sacrifice is
 100% correct. **1.d4 Nf6 2.c4 g6
 3.Nc3 Bg7 4.e4 d6 5.Be2 0-0 6.Nf3
 e5 7.d5 Na6 8.Bg5** This is known as
 the Petrosian system in the Kings

Indian defense. When he brought this
 system into play he scored a lot of
 victories and Kings Indian was not
 played against him **h6 9.Bh4 g5
 10.Bg3 Nh5 11.Nd2 Nf4 12.0-0 Nc5**

It looks as if black is doing great as his
 both knights are aggressively placed. but
 his light squares are very weak and
 Petrosian was a master at exploiting
 positional advantages like these

13.Bg4! a5?! 14.f3! With the idea of
 moving the bishop of g3 and then
 dislodging the knight with g3 **Ncd3
 15.Qc2 c6 16.Kh1!** Getting away from
 Qb6+ **h5 17.Bxc8 Rxc8 18.a3!**

An extremely deep and strong move
 difficult for anyone to understand. The
 idea is to take the b4 square from the
 black knight. **cxd5 19.cxd5 Nc5
 20.Bf2 g4?** Black is getting desperate
 as he is not finding any counterplay and
 after g3 slowly slowly all his pieces will
 go back and white will keep getting
 more and more space squeezing his
 opponent **21.g3 Ng6 22.fxg4 hxg4
 23.Be3 b5** Trying to be active by

sacrificing the pawn **24.Nxb5 Qb6
 25.a4 Qa6 26.Nc4 f5 27.Rxf5 Rxf5
 28.exf5 Qb7 29.Qg2 Nb3 30.Ncxd6
 Qd7 31.Rf1** Black resigned as he is
 completely lost. Notice by just making
 very simple and harmless moves how
 Petrosian destroys opponents position
1-0

E12

□ **Petrosian, Tigran V**

■ **Smyslov, Vassily**

URS-ch28 Moscow

1961

[chanu]

**1.c4 Nf6 2.Nc3 e6 3.Nf3 b6 4.d4
 Bb7 5.a3** This system is also called
 Petrosian system in the Queens Indian

defense. Petrosian has had quite valuable addition in the opening theory
d5 6.cxd5 Nxd5 7.e3 Be7 8.Bb5+ c6 9.Bd3 c5 10.Nxd5 Qxd5

[10...exd5 better is to capture with the pawn]

11.dxc5 Qxc5 12.Bd2! Nc6 13.Rc1 Qd6 14.Qc2! Preventing black from castling immediately **Rc8 15.0-0! h6**

[15...Ne5 16.Qa4+ Bc6 17.Bb5 Nxf3+ 18.gxf3 Bxb5 19.Rxc8+ Kd7 20.Qxb5+ Kxc8 21.Rc1+ Kb7 22.Bb4 Qd8+-]

[15...g6 16.Bc3 0-0 17.Rfd1 Qb8 18.h4 with strong attack]

16.Rfd1 0-0 17.Bc3 Qb8 18.Qa4! The idea is to transfer the white queen to the kingside and then black will have serious problems defending **Rfd8 19.Qe4!** Creating weakness on

opponents kingside **g6 20.Qg4 h5**
 [20...Kh7? 21.Bxg6+ fxg6 22.Qxe6 Rf8 23.Rd7 Rc7 (23...Rce8 24.Ng5+ hxg5 25.Qh3+ Kg8 26.Qh8+ Kf7 27.Qf6+ Kg8 28.Qg7#) 24.Ne5]

21.Qh3 ^22.g4! f5
 [21...Rd6 22.g4 Rcd8 (22...Rd5 23.Bxg6 ^24.gxh5+ -) 23.gxh5 Rxd3 24.Rxd3 Rxd3 25.hxg6 fxg6 26.Qh8+ Kf7 27.Ne5+-]

22.Bc4 Rxd1+ 23.Rxd1 Kf7 24.e4! Qf4 25.Re1! Qg4 26.exf5 Qxc4 27.fxg6+ Ke8

[27...Kxg6 28.Rxe6+ Kf7 29.Rxc6+- forking the queen with Ne5+]

28.g7! e5
 [28...Kd7 29.Rd1+ Bd6 30.Qg3 Nd4 31.Ne5+ Bxe5 32.Qxe5+-]

29.Qxh5+ Kd7 30.Rd1+ Bd6 31.Bxe5 Nd4 32.Nxd4 Petrosian was known as the master of prophylaxis. He would sense opponents ideas moves ahead and would defend against them in advance. His pieces would be played

in the best squares from where it would insert maximum pressure on the opponent

1-0

D08

□ **Spassky,Boris V**

■ **Mikenas,Vladas**

Riga Riga (6)

12.12.1959

LESSON 23: Spassky, Boris V Boris Spassky was unusually talented. He was exceptional at tactical play and initiative as well as positional play and a master at endgame. He was an all round player and was very dangerous. He never feared anyone and played for win always. He was the only world class player who used to play gambit openings against the best and that too without any fear. **1.d4 d5 2.c4 e5 3.dxe5 d4 4.e4!? Spassky** could not play passively. He always wanted activity for his pieces. **Nc6 5.f4 g5** Black is playing in the hands of his opponent. Spassky just loved these kind of positions and would deliver his best. **6.f5! Nxe5 7.Nf3 Bb4+ 8.Nbd2 Nc6 9.Bd3! g4 10.0-0!! gxf3 11.Nxf3** White has just given up the piece for just a pawn **Bd6 12.e5! Nxe5 13.Re1 f6 14.c5!** Going with all his might **Be7 15.Nxe5 fxe5 16.Rxe5 Nf6 17.Bg5 0-0 18.Qb3+ Kh8**

[18...Kg7 19.Rae1 Re8 20.Bxf6+ Kxf6 21.Qd1! And after Qh5 black is defenseless]

19.Rae1 Bxc5 Black is forced to give the piece back **20.Rxc5**

[20.Re8?! Qd6 21.Qf7 looks as if black is finished, but Ng8!! And black is holding on]

20...Qd6 21.Rce5 Ng4 22.Bf4! Bd7 23.Bg3 Bc6 24.R5e4 And white wins

the piece on g4. What an energetic game

1-0

C36

□ Spassky, Boris

■ Bronstein, David I

URS-ch27 Leningrad

1960

1.e4 e5 2.f4 exf4 3.Nf3 d5 4.exd5
Bd6 5.Nc3 Ne7 6.d4 0-0 7.Bd3
Nd7?!

[7...Bf5!?]

8.0-0 h6 9.Ne4! Nxd5 10.c4 Ne3
11.Bxe3 fxe3 12.c5! Be7

[12...f5 13.cxd6 fxe4 14.Bxe4 cxd6
15.Qb3+ Kh8 16.Qxe3 Nf6 17.Bc2
And white has strong attack on the
weak b1-h7 diagonal;]

[12...Bf4 13.g3 Bg5 (13...f5
14.Nh4! fxe4 15.Qb3+ Rf7 16.Rxf4
Nf6 17.Bc4+-) 14.Nfxg5 hxg5
15.Qh5]

13.Bc2! Re8 14.Qd3 e2? 15.Nd6
Starting the complications Nf8?!

[15...Bxd6!? 16.Qh7+ Kf8 17.cxd6
A) 17...cxd6? 18.Rf2 Nf6 19.Qh8+
Ng8 (19...Ke7 20.Rxe2+ Be6
21.Qxg7+-);

B) 17...exf1Q+ 18.Rxf1 cxd6
19.Qh8+ Ke7 20.Re1+ Ne5
21.Qxg7 Rg8! 22.Qxh6 Qb6!
23.Kh1 Be6 24.dxe5 d5]

16.Nxf7!! exf1Q+ 17.Rxf1 Bf5

[17...Kxf7 18.Ne5+ Kg8 19.Qh7+!
Nhx7 20.Bb3+ Kh8 21.Ng6#]

[17...Qd5!? 18.Bb3! Qxf7! 19.Bxf7+
Kxf7 20.Qc4+ Kg6 21.Qg8! Bf6
(21...Be6 22.Ne5+ Kh5 23.Qxg7
Bg5 24.Rxf8 Kh4 25.Rf4+ Bxf4
26.Qf6+ Kh5 27.Qg6+ Kh4
28.Nf3#) 22.Nh4+ Bxh4 23.Qf7+
Kh7 24.Qxe8+-]

18.Qxf5 Qd7 19.Qf4 Bf6 20.N3e5

Qe7

[20...Bxe5 21.Nxe5 Qe7 22.Qe4 g6
23.Bb3+ Kh8 24.Qd5 Qg7
25.Rf7+-]

21.Bb3 Bxe5 22.Nxe5+ Kh7

23.Qe4+ What a sacrificial masterpiece
1-0

D97

□ Byrne, Donald

■ Fischer, Robert James

New York Rosenwald Memorial, New York (8)

LESSON 24: Robert James Fischer
Robert James Bobby Fischer the
greatest chess player probably ever
born. Chess became popular and
reached to the masses thanks to this
great legend. He was 20 years ahead
of his time. He was a complete
professional and was master at all the
three phases of the game. The energy
levels he possessed and the way he
used to exert pressure on his
opponents in the game left everybody
gasping. 1.Nf3 Nf6 2.c4 g6 3.Nc3
Bg7 4.d4 0-0 5.Bf4 d5 6.Qb3 dxc4
7.Qxc4 c6 8.e4 Nbd7

[8...b5! 9.Qb3 Qa5 10.Bd3 Be6
11.Qd1 c5!=]

9.Rd1 Nb6 10.Qc5 Bg4 11.Bg5
Na4!! What an unbelievable move.

Fischer had a great sense of initiative
too and was extremely dynamic. He
could immediately figure out the
weakness in the opponents position
and used to exploit it with such brilliant
precise moves. 12.Qa3

[12.Nxa4 Nxe4 13.Qc1 (13.Qxe7
Qa5+ 14.b4 Qxa4 15.Qxe4 Rfe8
16.Be7 Bxf3 17.gxf3 Bf8+)
13...Qa5+ 14.Nc3 Bxf3 15.gxf3
Nxc5+]

12...Nxc3 13.bxc3 Nxe4! 14.Bxe7

Qb6! 15.Bc4

[15.Bxf8 Bxf8 16.Qb3 Nxc3!±
And whites position is precarious and
will go down soon]

15...Nxc3! 16.Bc5

[16.Qxc3 Rfe8 17.Bxf7+ (17.Qe3
Qc7±) 17...Kxf7 18.Ng5+ Kxe7
19.0-0 Bxd1 20.Rxd1 Qb5±]

16...Rfe8+ 17.Kf1 Be6!! A lightning
shock !! This move would never even
have occurred in the wildest dreams of
most of the players

[17...Nb5 18.Bxf7+ Kxf7 (18...Kh8
19.Bxb6 Nxa3 20.Bxe8+-) 19.Qb3+
Be6 20.Ng5+-]

18.Bxb6

[18.Bxe6 Qb5+ 19.Kg1 Ne2+
20.Kf1 Ng3+ 21.Kg1 Qf1+! 22.Rxf1
Ne2#]

[18.Qxc3 Qxc5! 19.dxc5 Bxc3
20.Bxe6 Rxe6±]

[18.Bd3 Nb5±]

18...Bxc4+ 19.Kg1 Ne2+ 20.Kf1 Nxd4+ 21.Kg1

[21.Rd3 axb6 22.Qc3 Nxf3--]

**21...Ne2+ 22.Kf1 Nc3+ 23.Kg1 axb6
24.Qb4 Ra4 25.Qxb6 Nxd1--**
With the brilliant combination black
wins a rook and two pieces for the
queen which is more than enough to
win. **26.h3**

[26.Qxb7 Bd5 27.Qd7 Re2±]

**26...Rxa2 27.Kh2 Nxf2 28.Re1 Rxe1
29.Qd8+ Bf8 30.Nxe1 Bd5 31.Nf3
Ne4 32.Qb8 b5 33.h4 h5 34.Ne5
Kg7 35.Kg1 Bc5+ 36.Kf1 Ng3+
37.Ke1 Bb4+ 38.Kd1 Bb3+ 39.Kc1
Ne2+ 40.Kb1 Nc3+ 41.Kc1 Rc2#**

Fischer said that this was the best
game of his career. This game made
Fischer famous all over the world as it
was displayed in all the publications at
that time

0-1

B77

□ **Fischer, Robert James**

■ **Larsen, Bent**

Portoroz Interzonal Portoroz (8) 1958

**1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4
Nf6 5.Nc3 g6** The Dragon variation
6.Be3 Bg7

[6...Ng4? 7.Bb5+-]

**7.f3 0-0 8.Qd2 Nc6 9.Bc4 Nxd4
10.Bxd4 Be6 11.Bb3 Qa5 12.0-0-0
b5**

[12...Bxb3 13.cxb3! ->]

13.Kb1 b4 14.Nd5!

[14.Ne2? Bxb3 15.cxb3 Rfd8]

14...Bxd5

[14...Nxd5 15.Bxg7 Kxg7 16.exd5
Bd7 17.Rde1+- Suetin, A -
Kortschnoj, V/URS-ch/1953]

15.Bxd5 Rac8? 16.Bb3! Rc7 17.h4!
Starting the pawn storm on the king
side **Qb5 18.h5!** A typical pawn
sacrifice in the dragon. White gives up
the pawn in order to open the h-file for
attack **Rfc8**

[18...gxh5 19.g4! hxg4 20.fxg4
Nxe4 21.Qh2 Ng5 22.Bxg7 Kxg7
23.Rd5 Rc5 24.Qh6+ Kg8
25.Rxg5+ Rxg5 26.Qxh7#]

19.hxg6 hxg6 20.g4 a5 21.g5 Nh5

[21...Ne8 Vasiukov, E 22.Bxg7 Nxg7
(22...Kxg7? 23.Qh2 Nf6 24.Qh6+
Kg8 25.Qh8#) 23.Rh6! e6 (23...a4
24.Qh2 Nh5 25.Rxg6+ Kf8
26.Bxf7+-) 24.Qh2 Nh5 25.Bxe6!
fxe6 (25...Qxg5 26.Rxg6+ Qxg6
27.Bxc8+-) 26.Rxg6+ Ng7
27.Rh1+-]

[21...a4? 22.gxf6 axb3 23.fxg7
bxc2+ 24.Qxc2! e5 25.Qh2+-]

**22.Rxh5 gxh5 23.g6 e5 24.gxf7+
Kf8 25.Be3 d5**

[25...a4 26.Qxd6+ Re7 27.Qd8+
Rxd8 28.Rxd8+ Re8 29.Bc5+ Qxc5
30.fxe8Q#]

[25...Rd8 26.Bh6+-]
26.exd5
 [26.Bxd5 Rxc2!]
26...Rxf7
 [26...a4 27.d6 axb3 28.dxc7+-]
27.d6 Rf6
 [27...Rd7 28.Be6+- (28.Bh6+-)]
 [27...Rxf3 28.d7+- ^Qd6+]
28.Bg5 Qb7
 [28...Qd7 29.Qd5! Qf7 (29...Rf7 30.Be7+!) 30.Bxf6+-]
29.Bxf6 Bxf6 30.d7 Rd8 31.Qd6+
 Unfortunately for all the chess fans he did not play chess and that left a big void for sometime in the chess field
1-0

	B92
□ Karpov, Anatoly	2700
■ Polugaevsky, Lev	2630
Candidates qf1 Moscow (8)	1974

LESSON 25: Anatoly Karpov Anatoly Karpov is the most successful tournament player in the history of chess. He has won the maximum no. of international tournaments. Karpov was also an overall brilliant player. He was more renowned though for his endgame and exemplary positional play. His understanding of chess was far superior than those of his times **1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 a6** The popular Najdorf variation **6.Be2 e5 7.Nb3 Be7 8.0-0 Be6 9.f4 Qc7 10.a4! Nbd7 11.Kh1 0-0 12.Be3 exf4 13.Rxf4 Ne5 14.a5! Rfe8 15.Bb6 Qd7 16.Ra4!** A fantastic move. Apart from controlling the c4 square Karpov intends to bring the rook to d4 **Rac8 17.Rd4 Qc6 18.Rd2!** vacating the square d4 for his knight on b3. Karpov was the best judge of where his pieces will be placed the strongest.

It was extremely difficult to play him in his peak **Bxb3 19.cxb3 Nfd7 20.Bg1 Bg5 21.Rxd6 Bxf4 22.Rxc6 Rxc6 23.b4! Nf6 24.b5 Rce6 25.bxa6 bxa6** Creating weakness of a6 pawn **26.g3! Bg5 27.h4! Bh6 28.Bb6 Ned7**

[28...Ra8 29.g4 g5 30.Be3 Ng6 31.hxg5 Nxe4 32.Nxe4 Rxe4 33.Bf3+-]

29.Bc4 Re5

[29...Rc6 30.Bxa6 Nxb6 31.Bb5!]
30.Qb3 Rb8 31.Bxf7+ Kh8 32.Qc4! Bd2

[32...Nxb6 33.axb6 Re7 34.e5! Nd7 35.b7+-]

33.Bc7 Rc5

[33...Rc8 34.Qxa6]
34.Qxc5 Nxc5 35.Bxb8 Bxc3

36.bxc3 Nfxe4 37.c4 Nd7 38.Bc7 g6 39.Be6 Nec5 40.Bxd7 Nxd7 41.Bd6

And black resigned as the c-pawn is unstoppable

1-0

	B78
□ Karpov, Anatoly	2700
■ Kortschnoj, Viktor	2670
Candidates final Moscow (2)	1974

1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 g6 6.Be3 Bg7 7.f3 Nc6 8.Qd2 0-0 9.Bc4 Karpov in his youth was also a very dangerous attacking player. **Bd7 10.h4 Rc8 11.Bb3 Ne5 12.0-0-0 Nc4 13.Bxc4 Rxc4 14.h5** The typical way to attack as we saw in the fischer game **Nxh5 15.g4 Nf6 16.Nde2!** A very cool and calm move. White has just sacrificed a pawn and he is retreating his centralised knight. A very deep positional strategy. **Qa5 17.Bh6 Bxh6**

[17...Rfc8 18.Bxg7 Kxg7 19.Qh6+

Kg8 20.Rd5 Qd8 21.e5 dxe5
22.Rd2 Qe8 23.Nd5 Be6 24.Nxf6+
exf6 25.g5 fxg5 26.Qxh7+ Kf8
27.Qh6+ Ke7 28.Qxg5+ f6 29.Rh7+
Bf7 30.Qxg6+- Prandstetter, E -
Spiridonov, N/Agard/1976/]

18.Qxh6 Rfc8 19.Rd3!! In 90% of the
dragon games black sacrifices the
exchange on c3 in order to create
counterplay. Here Karpov from move
16.Nde2 did not give his opponent a
chance to create any counterplay either
by sacrificing exchange or giving him
any central breaks. This is known as
attacking without giving any counter
chance to your opponent. **R4c5**

20.g5!! A second pawn sac which has
a very brilliant idea behind it. **Rxg5**
21.Rd5!! The point !! now black is
compelled to take the rook on d5 and
white gets a big tempo **Rxd5 22.Nxd5**

Re8 23.Nef4 Bc6
[23...Be6 24.Nxe6 fxe6 25.Nxf6+
exf6 26.Qxh7+ Kf8 27.Qxb7 Re7
28.Qb8+ Re8 29.Qxd6+-]

24.e5!!+- A third pawn sac! **Bxd5**
25.exf6 exf6 26.Qxh7+ Kf8 27.Qh8+
Ke7 28.Nxd5+ Qxd5 29.Re1+

1-0

A30
☐ Smyslov,Vassily **2545**
☒ Kasparov,Garry **2625**
Moscow-4teams Moscow (2.1) 24.02.81

LESSON 26: Kasparov, Garry The
great Garry Kasparov who took chess
to the greatest heights. His energy and
will to win was just extraordinary.
Theres only one who matched this and
that was the great Fischer. Kasparov
would be playing for win with the black
pieces too which is a rarity at the top
level of chess. His opening preparation

was unmatched. **1.Nf3 c5 2.c4 Nf6**
3.g3 b6 4.Bg2 Bb7 5.0-0 e6 6.Nc3
Be7 7.b3 0-0 8.Bb2 d6 9.e3 Nbd7
10.d4 a6 11.Qe2 Ne4 12.Rfd1 Qb8
13.Nxe4 Bxe4 14.Ne5 Bxg2 15.Nxd7
Qb7! Black is sacrificing the exchange
to create an unbalanced position.

Otherwise the game is equal and would
be drawn. But the young Kasparov did
not like draws and he used to take big
risks in order to win. **16.Nxf8 Bf3!**

17.Qd3 Rxf8! 18.Rd2 f5! White is
exchange up but black has got a very

strong bishop on f3 and this will give
him very strong counterplay and good
chances to win. Kasparov goes

immediately for attacking the king.
19.Re1 Qc8 with idea of Qe8-h5-h3

20.Qc3 Rf6! Black intends to bring his
rook to g6 or h6 wherever it is required.

21.a3? Qe8! 22.dxc5 Qh5!!
^Qh2,Rh6,Rh1# **23.h4 Qg4 24.Kh2**

bxg5 25.Rh1 A desperate attempt to
lure the young Kasparov to take the
exchange. But... **Rg6! 26.Kg1 Bxh4**

27.Qa5

[27.Rxd6 Bxg3 28.Rd8+ Kf7+]

27...h6!

[27...Bxg3? 28.Qd8+=]

0-1

E11
☐ Kasparov,Garry **2630**
☒ Petrosian,Tigran **2585**
Bugojno (6) 1982

1.d4 Nf6 2.c4 e6 3.Nf3 Bb4+ 4.Bd2
Qe7 5.g3 Bxd2+ 6.Qxd2 0-0 7.Bg2
d5 8.0-0 dxc4 9.Na3 An excellent
idea because at c4 the knight will be

able to control the key central squares.
c5 10.dxc5 Qxc5 11.Rac1 Nc6

12.Nxc4 Qe7 13.Nfe5! Nxe5

[13...Bd7 14.Nxd7 Qxd7 15.Qxd7

Nxd7 16.Nd6+- And black will lose a pawn by force.]

14.Nxe5 By just making normal developing moves Kasparov has got a completely winning position. His knight in the centre is menacing, his g2 bishop is extremely strong and doesn't allow black to develop easily and he has complete control on the c-file **Nd5 15.Rfd1**

[15.Bxd5 Rd8]

15...Nb6 16.Qa5! Completely cramping all the black pieces. All white pieces are excellently placed. **g6**

[16...f6 17.Nc4 Nxc4 18.Rxc4!

And white will win the queenside pawns.]

17.Rd3! Nd5 Black is trying to give up the pawn in order to complete his development and bring his bishop out

[17...Rd8 18.Qc5! Qxc5 19.Rxd8+ Qf8 20.Rxf8+ Kxf8 21.Rc7!]

18.e4 Nb6

[18...Qb4? 19.Rxd5]

19.Bf1! Now the bishop will go to the other diagonal as now its pawn on e4 block it. Look how Kasparov doesn't like any piece which is not doing anything in the game **Re8**

[19...f6 20.Nc4 Bd7 21.Nxb6 axb6 22.Qxb6 Bc6 23.a3+-]

20.Rdd1! Rf8

[20...f6 21.Nc4 Bd7 22.Nxb6 axb6 23.Qxb6 Bc6 24.Bb5 Bxb5 25.Qxb5+-]

21.a3! Kg7 22.b3! ^a4-a5+- Kg8

23.a4 Rd8 24.Qc5! And in even material black resigned. And black was none other than the great Tigran Petrosian who hardly lost. And never in his long career Petrosian was crushed so quickly and easily **Qxc5**

[24...Qe8 25.Ng4!]

25.Rxd8+ Qf8 26.Rxf8+ Kxf8 27.Rc7 1-0

B33

□ **Ljubojevic,Ljubomir**

2600

■ **Kramnik,Vladimir**

2730

Belgrade Investbank Belgrade (10)

LESSON 27: Kramnik, Vladimir Vladimir Kramnik the current world champion and the only player in history to have been able to defeat the mighty Garry Kasparov in a match. Kramnik is said to have the most deadly combination of having the tactical strength of Kasparov and the positional understanding of Karpov. Kramnik is always regarded as the correct player in the sense who strives to play the best moves in the position. **1.e4 c5 2.Nf3 Nc6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 e5**

The Pelikan or the Sveshnikov variation. Kramnik has had a big influence on openings. Whatever he used to play with black or white was followed by the mass players world wide. He popularized a majority of openings from black and especially as white. **6.Ndb5 d6 7.Bg5 a6 8.Na3 b5 9.Bxf6 gxf6 10.Nd5 Bg7 11.g3 f5 12.exf5 e4 13.f6** White intends to get rid of the strong bishop on g7 **Bxf6 14.Nxf6+ Qxf6 15.Qd5**

[15.c3 Ne5 16.Qd5 Rb8 17.0-0-0 0-0? 18.Qxd6 Be6]

15...0-0!! The refutation of white's active idea, b2P is very weak and white is critically behind in development

[15...Qxb2? 16.Qxc6+ Kd8 17.Rd1+-]

16.c3

[16.Qxc6? Qxb2 17.Qxa8 (17.Rd1 Qxa3 18.Qxa8 Qc3+ 19.Rd2 Qa1+ 20.Rd1 Qxd1+ 21.Kxd1 Bg4+?) 17...Qc3+ 18.Kd1 Bg4+?]

[16.0-0-0 Bg4 17.Qxc6 (17.Qxd6 Rad8?) 17...Bxd1?]

16...b4! 17.Nc4

[17.Qxc6 bxa3 18.Rb1 (18.Qxa8
axb2 19.Rb1 Qxc3+ -+ #5)
18...Rb8+]

17...bxc3 18.Qxd6

[18.Qxc6 cxb2 19.Nxb2 (19.Rb1
Qc3+ 20.Kd1 Bg4+ 21.Be2 Bxe2+
22.Kxe2 Qd3+ 23.Ke1 Qxb1+ #2)
19...Qxb2+]

18...Be6 19.Qf4 White desperately
tries to tame down the flames of black's
activity.

[19.Qxc6 cxb2 20.Nxb2 Qxb2+]

19...Qg7 20.0-0-0

[20.Rb1 cxb2 21.Qd2 Bxc4
22.Bxc4 Ne5+]

20...Nb4! The K have found no safety
on the queenside, black has miriads of
attacking ideas. **21.Qe5**

[21.Qxe4 Qg5+ (21...Rac8+) 22.f4
Nxa2+ 23.Kb1 Bf5 24.fxc5 Bxe4+
25.Kxa2 Bxh1+]

21...Nxa2+ 22.Kb1

[22.Kc2 Qxe5 23.Nxe5 Rfb8+]

22...Qxe5 23.Nxe5 Bb3! A fabulous
game from black giving white
absolutely no chances to survive
0-1

B29

□ **Kramnik, Vladimir**

2775

■ **Seirawan, Yasser**

2630

Amsterdam VSB Euwe mem Amsterdam (1)

**1.Nf3 c5 2.e4 Nf6 3.Nc3 d5 4.exd5
Nxd5 5.Bb5+ Bd7 6.Ne5!**

An unexpected move forcing Black to
give away his Bishops. Kramnik's
exploitation of even the slightest error
from his opponent was exemplary. **Nf6**

[6...Nxc3 7.Qf3!]

[6...Bxb5 7.Qf3! f6 (7...Nf6
8.Qxb7) 8.Nxb5 fxe5 9.Qxd5 Qxd5
10.Nc7+ Kd7 11.Nxd5 And black
has a horrible position]

7.Nxd7 Nbx7 8.d4! cxd4

[8...a6 9.Bxd7+ Nxd7 10.d5+-]

9.Qxd4 a6 10.Be2 e6 11.Bf4 Bc5

12.Qd3 0-0 13.0-0 b5? A rare move,
that makes easy life for the pair of white
bishops, in their pressure against
queen side. Besides, this move
weakens black solid structure. **14.Bf3**

Ra7 15.Rad1 With the most natural
moves Kramnik obtains a big positional
advantage. **Qa5** After this move,

Seirawan loose the exchange in a
forced way, without any compensation.
Black problems involves to find a nice
place for the queen. For example:

[15...Qe7 16.a3 e5 17.Bg5 h6
18.Bh4 Qe6 19.Rfe1+- (19.b4+-)]

**16.a3! b4 17.Na2!! bxa3 18.b4!!
Bxb4**

[18...Qa4? 19.Rb1 a5 20.Nc3+-]

**19.Nxb4 Qxb4 20.Bd6 Qa5 21.Bxf8
Kxf8 22.Ra1 Nc5 23.Qd6+ Re7**

24.Rfb1 Going for the kill without giving
slightest chance to his opponent.
Kramnik was the best player in
converting advantages into wins. **Ne8**
**25.Rb8 Nd7 26.Ra8 Qc5 27.Qxc5
Nxc5 28.Bc6! f6 29.Rxa3 Kf7
30.Bxe8+ Rxe8 31.Rxe8 Kxe8
32.Ra5**

1-0

C92

□ **Anand, Viswanathan**

2788

■ **Adams, Michael**

2719

FIDE-Wch San Luis (3)

30.09.2005

LESSON 28: Anand, Viswanathan
(2788) The current world no.1 our
Indias own legend V. Anand. The best
moment for all the indian chess lovers.
Anand has been in the top 3 position
for more than a decade now. He is an
exceptional genius and ofcourse the

best rapid player in the history of chess. His attacking capabilities are phenomenal and also he finds miracle defences. **1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 Nf6 5.0-0 Be7 6.Re1 b5 7.Bb3 d6 8.c3 0-0 9.h3 Bb7 10.d4 Re8 11.Nbd2 Bf8 12.a4 h6 13.Bc2** The Zaitsev was thoroughly tested already in the Karpov-Kasparov matches, White chooses the most principled continuation, which is just as sharp, as the most complex Sicilians. **exd4 14.cxd4 Nb4 15.Bb1 c5 16.d5 Nd7 17.Ra3! c4 18.axb5 axb5 19.Nd4 Qb6 20.Nf5 Ne5**

[20...Rxa3? 21.bxa3 Nd3 22.Bxd3 cxd3 23.Nxh6+! gxf6 24.Qg4+±]

21.Rg3 g6

[21...Kh7? 22.Nf3 Nbd3 23.Be3 Qa5 24.Bxd3 Nxd3 25.Bxh6! gxf6 26.Ng5+! Kg6 27.Qh5+!! 1-0, Marcinkiewick, A - Zundel, W/ corr.2002/ Kxh5 28.Nh7! Qxe1+ 29.Kh2 +- (#8)]

22.Nf3 Ned3 23.Qd2!! N This move is a masterpiece. White is just not bothered about material and is just aiming with all his pieces at the opponents king. **Bxd5 24.Nxh6+!**

[24.exd5?! Nxe1 25.Nxe1 Ra1± turns the tables.]

24...Bxh6 25.Qxh6 Qxf2+

[25...Nxe1 26.Nh4! ^Nf5,Ng6+-]

26.Kh2 Nxe1

[26...Re5 27.Nh4! (27.Be3 Qxg3+! 28.Kxg3 Rh5=) 27...Rh5 28.Rxg6+! fxf6 29.Qxg6+ Kf8 30.Qxh5 Nxe1 (30...Qxe1 31.Nf5! Qxc1 32.Qh8+ Kf7 33.Qg7+ Ke6 34.Qe7#) 31.exd5+- ->>>Kf8]

[26...Nxc1 27.exd5 Ncd3 (27...Rxe1 28.Bxg6+-) 28.Re6!+-]

27.Nh4!! White spurns a draw and continues his attack even a R down. **Ned3**

[27...Re6 28.exd5 Rf6 29.Bg5+- ><g6]

28.Nxg6 Qxg3+ 29.Kxg3 fxf6 30.Qxg6+ Kf8

[30...Kh8 31.Bg5+-]

31.Qf6+ Kg8 32.Bh6 What a brilliant game and what a treat to watch and go over the game again and again. 1-0 **Ra7 33.Qg6+ Kh8 34.Qxe8+ Bg8 35.Qg6 Rf7 36.Bg5± 1-0**

C42

□ **Leko,Peter**

2763

■ **Anand,Viswanathan**

2788

FIDE-Wch San Luis (12)

11.10.2005

1.e4 e5 2.Nf3 Nf6 The famous Petroff defense extremely popular in top level chess. **3.Nxe5 d6 4.Nf3 Nxe4 5.d4 d5 6.Bd3 Nc6 7.0-0 Be7 8.c4 Nb4 9.Be2 0-0 10.a3 Nc6 11.cxd5 Qxd5 12.Nc3 Nxc3 13.bxc3 Bf5 14.Re1 Rfe8 15.Bf4 Rac8 16.h3 Be4 17.Nd2 Bxg2 18.Bg4 Bh1 19.f3 Bh4 20.Rf1**

[20.Rxe8+ Rxe8 21.Qb3! Ne7 (21...Bxf3!? 22.Bxf3 Qf5 23.Qxb7 Nd8 24.Qxc7 Bg5 25.Bg4 Qxf4 26.Qxf4 Bxf4 27.Nc4±) 22.Be5 Qxb3 23.Nxb3 f5 (23...f6 24.Bxc7 Nd5 25.Bd6 f5 26.Bxf5 Bxf3 27.Rf1+-) 24.Bh5 g6 25.Kxh1 gxf5=]

[20.Re2 f5 21.Bh5 Rxe2 22.Qxe2 Nxd4 23.cxd4 Qxd4+ 24.Kh2 Qxf4+ 25.Kxh1 Rd8 ^ And white has big initiative and attack despite a piece less]

20...f5 21.Bh5 g6 22.Kxh1 gxf5 23.Rg1+ Kh8 24.Qf1

[Transposition to an equal ending probably was the best choice for White. 24.Qb3 Qxb3 25.Nxb3 Bf6=]

24...Bf6 25.Rb1

[25.Qc4 Ne7]

25...Ne7 26.Bg5

[26.Rb5 c5]

26...Bxg5 27.Rxg5 Rg8! An extremely powerful decision by Anand. Black takes over the initiative now. **28.Rxg8+ Rxg8 29.Qe2 Ng6 30.Rb5?! Qc6 31.Rxf5**

[31.Qc4 Qe8 32.Qf1 (32.Rb1 Qe3) 32...Qe3]

31...Qxc3 32.Rd5 Qxa3 33.Kh2 Qf8! The queen has finished gobbling up the weak white pawns and returns to the kingside. **34.Qe6 Qf4+ 35.Kh1 Rf8 36.Qe2**

[36.Rxh5 Qxd2 37.Qxg6 Qe1+ 38.Qg1 Qxg1+ 39.Kxg1 Rxf3]

36...h4! 37.Rd7 Rf7 38.Rd8+ Kg7 39.Ne4 Qxf3+ 40.Qxf3 Rxf3 41.Nc5 b6 42.Ne6+ Kf6 43.Nxc7 Rxh3+ 44.Kg1 Rd3 45.Nb5 Kg5 46.Nxa7 h3 47.Nc6 Kg4 48.Ra8 Kg3 49.Ra1 h2+ 50.Kh1 Nf4 51.Ne5 Re3 52.Rd1 Kh3 53.Nf7 Rg3 followed by Ne2 and Rg1
0-1

LESSON 29: Punctuation Thursday, 24 May 2007 We have received many letters asking us about Chess punctuation which is used in Chess Notation. Today we offer to give you the following details for the benefit of our readers. Move symbols in increasing effectiveness of the move: ??: Blunder The double question mark "??" indicates a blunder, that is, a move so bad that it is clearly a mistake given the player's skill. Typical moves which receive double question marks are those that overlook that the queen is under attack or overlook a checkmate.

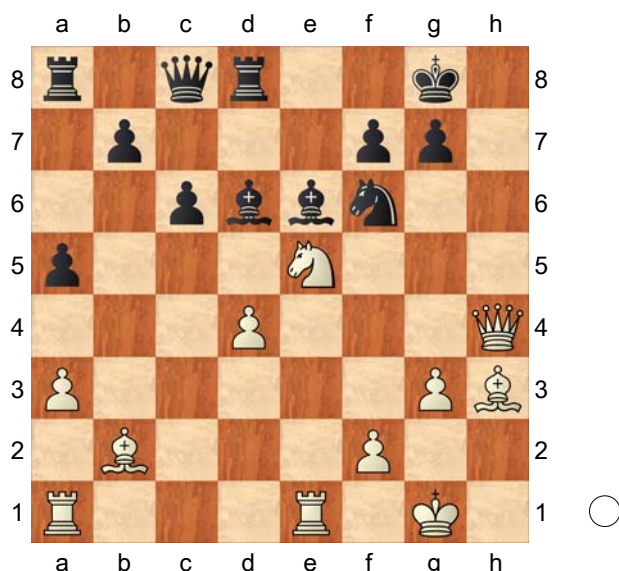
Whether a single or double question mark is used often depends on the player's strength. For instance, if a beginner makes a serious strategic error or overlooks a tactical sequence, this might be explained by the beginner's lack of skill, and the mistake will receive only one question mark to indicate that the mistake is not at all indicative of the player's strength. However, a blunder does not necessarily mean that the move utterly destroys the position; if a player overlooks the fact that he can checkmate his opponent in one move, but instead decides to enter a winning endgame, that move may receive a double question mark, even though the one being played still leads to a win. ? : Mistake A single question mark "?" after a move indicates that the annotator thinks that the move is a poor one that should not be played. However, the nature of the mistake may be more strategic than tactical in nature; or, in some cases, the move receiving a question mark may be one that is difficult to find a refutation for. ?! : Dubious Move This symbol is similar to the "!!" (below) but usually indicates that the annotator believes the move to be objectively bad, albeit hard to refute. The "?!" is also often used instead of a "?" to indicate that the move is not all bad. A sacrifice leading to a dangerous attack which the opponent should be able to defend against if he plays well may receive a "?!". Alternatively, this may denote a move that is truly bad, but contains an attractive trap. !? : Interesting move The "!!" is one of the more controversial symbols. Different books have slightly varying definitions. Among the definitions are "interesting, but perhaps not the best move", "move

deserving attention", "enterprising move" and "risky move". Usually it indicates that the move leads to exciting or wild play and that the move is probably good. It is also often used when a player sets a cunning trap in a lost position. Typical moves receiving a "!" are those involving speculative sacrifices or dangerous attacks which might turn out to be strategically deficient. Andrew Soltis has, in jest, called "!" the symbol of the lazy annotator who finds the move interesting but cannot be bothered to work out whether it is good or bad. = [1] !: Good move While question marks indicate bad moves, exclamation points ("!") indicate good moves. However, annotators are usually somewhat conservative with the use of this symbol, as not all good moves deserve an exclamation point. Usually the move must demonstrate the player's skill. For example, few annotators would comment a game in this way: 1.e4! c5! 2.Nf3! d6!. All the moves of this mainline Sicilian Defence are good ones, but the players have not really demonstrated much skill by playing through well-known opening-theory. Once the players start making good choices when faced with difficult decisions, however, some of the moves may receive exclamation points from annotators. Typical moves receiving exclamation points are good opening-novelties, well-timed breakthroughs, sound sacrifices, and moves which avoid falling into traps. !!: Brilliant move The double exclamation point ("!!") is used to praise a move which the annotator thinks really shows the player's skill. Such moves are usually hard to find. These may include sound sacrifices of large amounts of material

and moves that at first glance seem very counter-intuitive. Position evaluation symbols 8: Unclear It is unclear who (if anyone) has an advantage. This is often used when a position is highly asymmetrical, such as Black having a ruined pawn structure but dangerous active piece-play. = 3D: Even position This symbol indicates that the = annotator=20 believes that White and Black have equal chances. +/- 3D (= 3D / +): Slight advantage This symbol indicates that White (Black) has slightly better chances. +/- (-/+): Advantage This symbol indicates that White (Black) has much better chances. It is usually written as: = B1, and the other similar symbols are written in that style too. + - (-+): Decisive advantage This symbol indicates that White (Black) has a winning advantage. Other symbols Some annotators put together even more question marks and exclamation points. For example "???" or "=????" =20 might indicate an outright horrid move, too horrid to give a mere "??", for example, 1.f3? e5 2.g4??? Qh4# (Fool's Mate). However, use of such symbols is not common. There are some other symbols used in multilingual publications such as the Chess Informant and Encyclopedia of Chess Openings. These include o: Space ? : Time or initiative These symbols indicate an advantage in the given area. ?? : Development Indicates a lead in development. ? ? : Counterplay Indicates that the player has = counterplay. ? : Countering Indicates the opponent's plan this defends against. ? : Idea Indicates the future plan this move supports. if you want to understand a Chess Game Analysis you need to know about these

symbols. Last Updated (Friday, 01 June 2007)

□ Taimanov
■ Kusminich



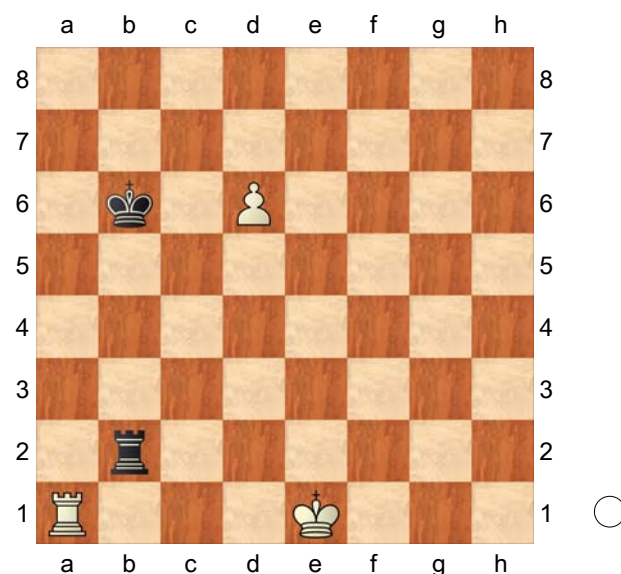
LESSON 30: Solving tactical problems -
----- In order to enhance your tactical skills it is very important to solve combinations. Without it you cannot progress in chess. Even in endgames you have to make accurate calculations in order to win. Even a mistake of one move or one oversight can change the evaluation of the position. Try to solve these examples by yourselves. Only if you cannot solve them see the solutions and remember the ideas and tricks used. 1.Ng6 Nh7 2.Rxe6!! fxe6 3.Qxd8+!! Qxd8 4.Bxe6#

1-0

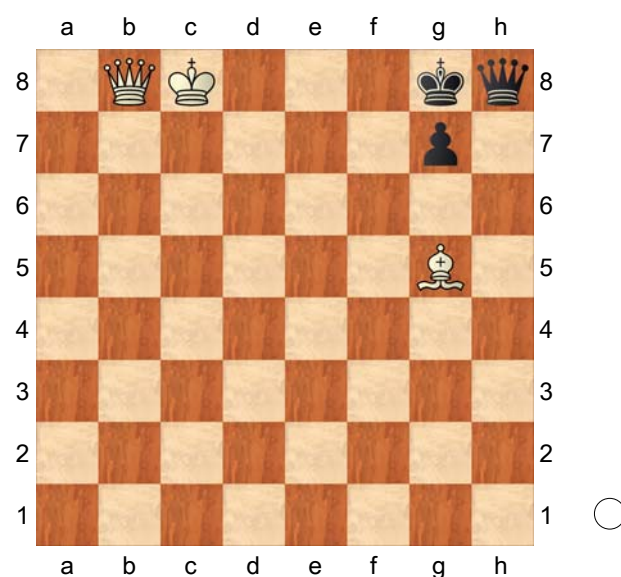
Selesniev

1.d7 Kc7 2.d8Q+! Kxd8 3.0-0-0+!! Kc7 4.Kxb2

1-0



Rtcher



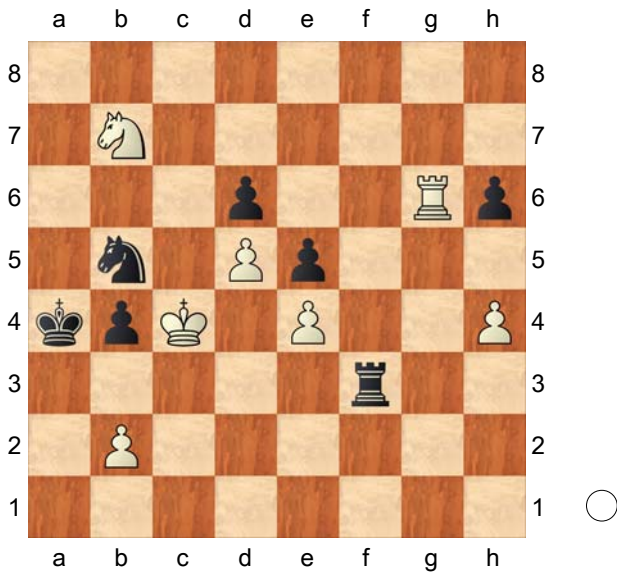
1.Kb7+ This is the only solution that wins in this position. Kh7 2.Qh2+ Kg8 3.Qa2+ Kh7 4.Qf7 Qg8 5.Qh5#

1-0

□ Nedelkovic
■ Udovic

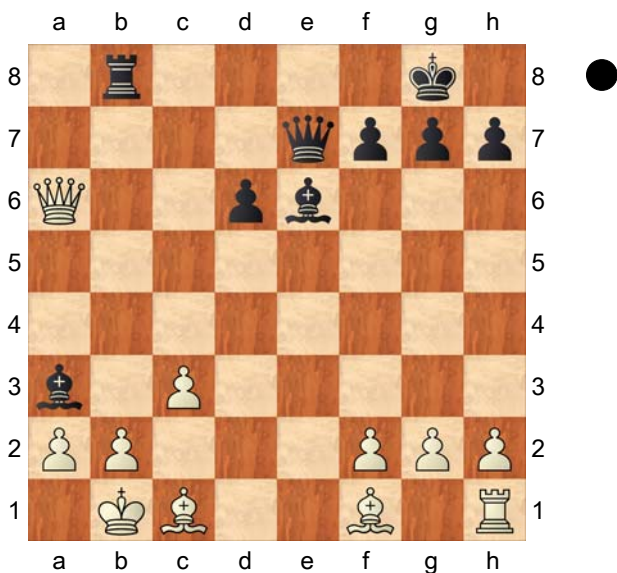
1.b3+!!

[1.Rg8?? Na3+ 2.bxa3 Rc3#



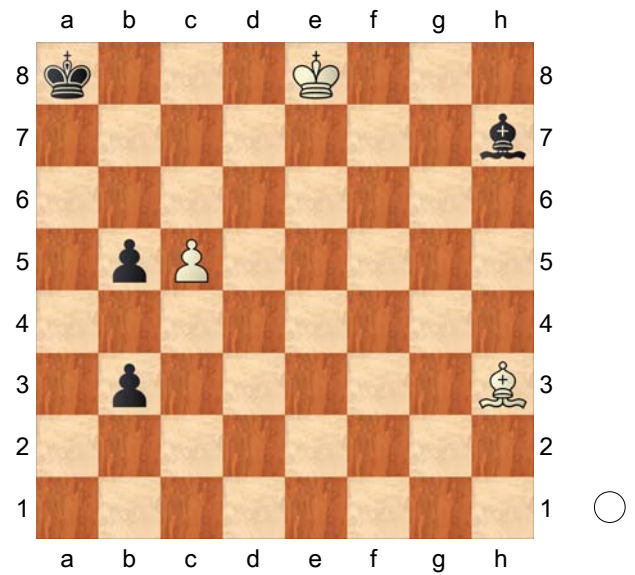
Oopssss whites mated.]
1...Rxb3 2.Nc5+ dxc5 3.Ra6#
1-0

□ Halosar
 ■ Poschauko

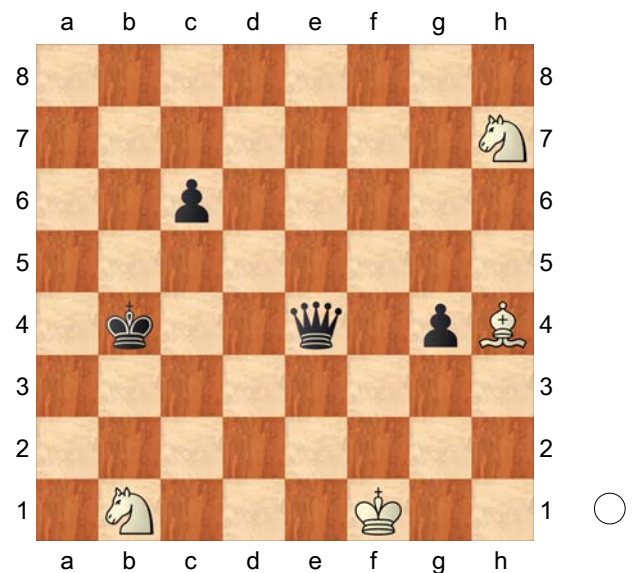


1...Bf5+! 2.Bd3 Qe2!! 3.Qxa3 Qxd3+
4.Ka1 Qb1#
0-1

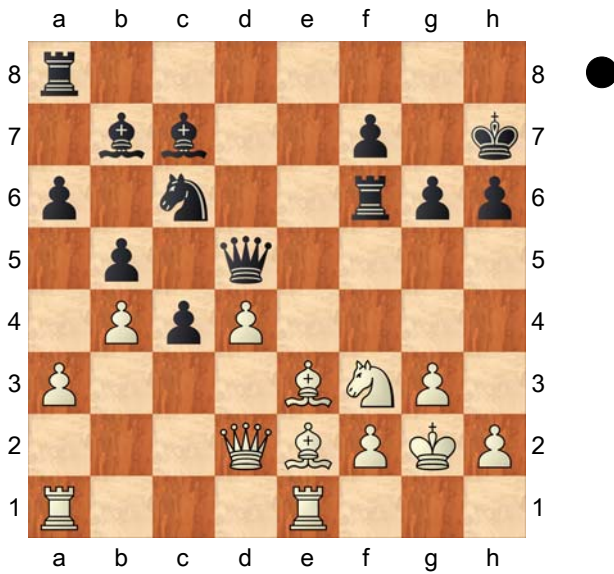
Troitzky



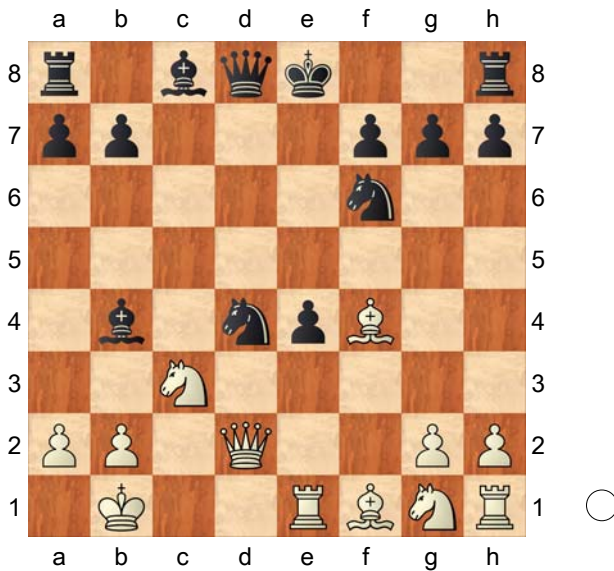
1.c6 b2 2.c7 b1Q 3.c8Q+ Ka7
4.Qc7+ Ka8 5.Bg2+ Be4 6.Qh7!!
1-0



LESSON 31: Solving tactical problems(2)
1.Be1+ Kc5 2.Bf2+ Kd6
3.Bg3+ Ke7 4.Bh4+ Kd6
1/2-1/2

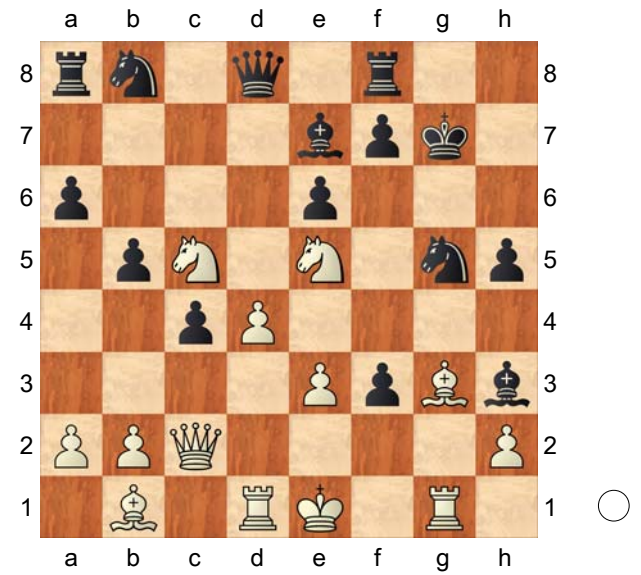


1...Rxf3 2.Bxf3 Qxf3+ 3.Kxf3 Nxd4+
4.Kg4 Bc8+ 5.Kh4 Nf3#
0-1

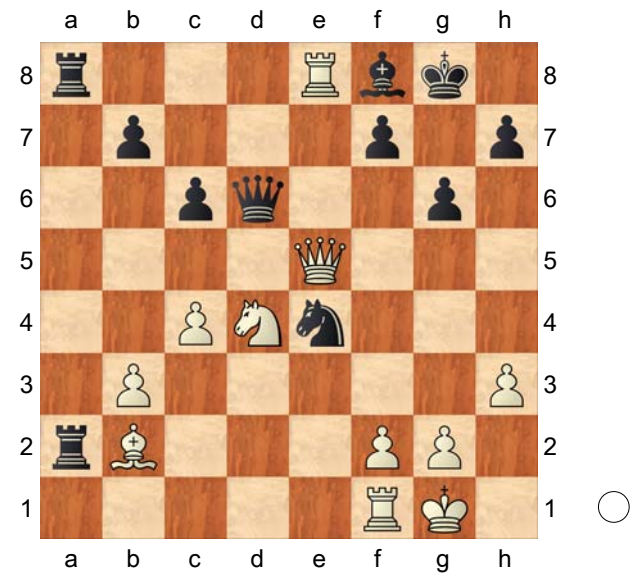


1.Nxe4 Bxd2 2.Nxf6+ Kf8 3.Bd6+
Qxd6 4.Re8#
1-0

1.Nc6 Nxc6 2.Qh7+ Nxh7 3.Be5+



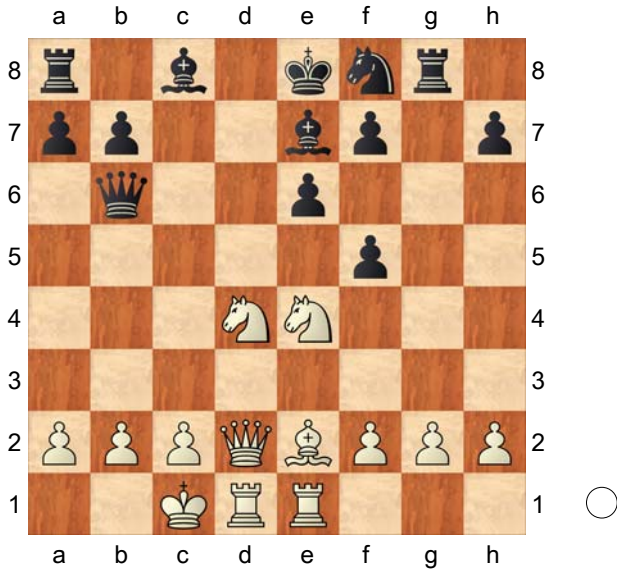
Kh6 4.Bg7#
1-0



1.Qg7+ Kxg7 2.Nf5+ Kg8 3.Nh6#
1-0

(Diagram)

1.Nxf5 exf5 2.Nf6+ Qxf6 3.Qd8+



Bxd8 4.Bb5#
1-0