

Deer Park Chess Teams

Chess Practice 2004-2005



A Compendium of Lessons

James Stripes

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Introduction

It has been my privilege to coach chess players in six schools this past academic year. Without the enthusiasm of the students and the support of their parents, teachers, and administrators, I would have no cause to develop chess lessons. Seeing those students excel is the reward for my efforts.

Benefits of Chess

Chess is a great game. It has been played longer and in more places than any other comparable game. In addition to its cultural value, chess play and study offers many benefits that go beyond chess.

Academics:

Chess improves mental skills of observation, pattern recognition, memory, analysis, logic, and critical thinking. It stimulates the development of creativity, concentration, and persistence. Studies have demonstrated clear improvement in math and reading skills for students receiving a few hours of chess instruction per week.

Emotional Growth:

Chess competition encourages growth in the personal qualities of

patience, self-control, coping with frustration, self-confidence, and self-esteem.

Social Skills:

Playing chess develops sportsmanship, responsibility, and respect for others.

Global Dimension:

Chess is played on every continent. Its history spans more than a millennium. It probably originated in China or India; it became popular in Europe during the Renaissance. Chess notation and evaluation symbols permit chess players of all languages to communicate games and analysis.

Purpose of this Compendium

This pamphlet contains many of the core lessons I used during chess practice in Deer Park schools during the year 2004-2005. Some lessons were for one-time use with a specified group, while most were developed as part of the week's curriculum—a set of ideas and positions that I used in each school. In some cases I developed certain topics over several weeks. For example, we looked at king and pawn endgames a couple of weeks in the fall, and then again in the spring. I present these lessons here for review

and for further training. I also have created a few additional problems and exercises especially for this pamphlet.

The sequence in this pamphlet reflects principles of chess pedagogy. I begin with endgames, proceed through tactics in middlegame positions, and then consider openings. I believe that players improve faster and more surely when they develop essential endgame skills before they attempt to memorize an opening repertoire.

Success in chess—frequent wins—requires knowledge of how to coordinate pieces for checkmate. Learning checkmate patterns with only the necessary pieces on the board facilitates the ability to see them when there are many pieces. In close fought games, the sequence leading to checkmate often begins after a pawn has promoted to a queen. Thus, pawns are at the core of endgame play; the battle to promote a pawn is the final struggle.

Central to pawn promotion is proper use of the king. The concept of the opposition is a major part of the battle between kings. Without an understanding of this concept, a player will often draw won games, and lose drawn games. A large portion of the endgame section is comprised of drills designed to teach this concept.

Creating a passed pawn that may become a winning advantage also is often the objective in the middlegame. Success results from understanding pawn structure. Understanding these structures

should precede study of opening theory. Strong chess players often seek the endgame they wish to play from the first few moves in a chess game.

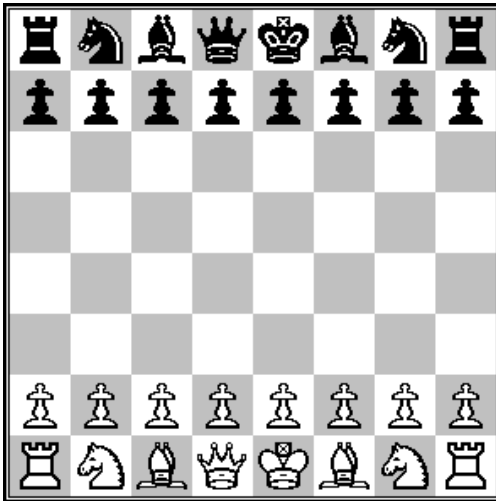
Many players of all ages spend the bulk of their chess study time learning openings, but this study rarely addresses the greatest need for improvement. Dan Heisman's wise comments in his Chess Café column, "Chess Books and Prerequisites," explain:

The first thing to learn about openings are general opening principles. It is of no use to purchase "The XYZ variation of the Caro-Kann" and try to learn it if you can't follow a guideline like "Try to move every piece once before you move any piece twice, unless moving a piece twice is necessary for safety (good for your safety or bad for his!)." While strong players break this guideline all the time, weak players would be better off following it religiously until they can understand better when not to!

Players often want to learn specific openings, when they should concentrate on general principles. In the section on openings below, I concentrate on these general principles through discussion of the Spanish Opening. The Spanish Opening has remained one of the most popular openings through several centuries among players of all skill levels. It is also particularly useful for learning general principles.

A Note on Diagrams

Chess diagrams present the board from the point of view of the player with the white pieces. This diagram shows the pieces in their starting positions for reference. A document explaining how to read and write chess notation is located in the appendices.



In addition to basic chess notation, students of chess have developed several symbols to communicate certain critical ideas across languages. The most common symbols written after a move are as follows:

- ! a good move
- !! an excellent move
- !? a move worth considering
- ? a mistake
- ?? a blunder
- ?! a dubious move
- ? only move
- + = white has a slight edge (also as the plus above the equals)
- = + black has a slight edge (also as

- the plus below the equals)
- +/- white has the upper hand (also as the plus above the minus)
- /+ black has the upper hand (also as the plus below the minus)
- +- white has a decisive advantage
- + black has a decisive advantage
- = position is even
- 8 position is unclear

Endgames

The endgame is the stage in a game of chess when only a few pieces remain. Fewer pieces do not mean that the game is simple, however. Endgames can be terribly complex. Accuracy becomes critical; a single move might be the difference between victory and defeat.

Basic Checkmates

Chess players need to master certain elementary checkmates. These opportunities occur in many games, and they form the building blocks of many other checkmate patterns. Learning how to usher a pawn to promotion will not benefit the player that cannot checkmate a lone king with a queen and king.

When is checkmate possible against a lone king?

A queen and king can force checkmate against a lone king, as can a rook and king. Two bishops or a bishop and a knight can force checkmate against a lone king, as long as these minor pieces have the help of their king. Two knights, however, cannot force checkmate except in certain positions when the defending king has a pawn (allowing this pawn to advance prevents stalemate).

When neither player has more than one minor piece, and no pawns or major pieces remain, the game is drawn due to insufficient material.

Practice Technique

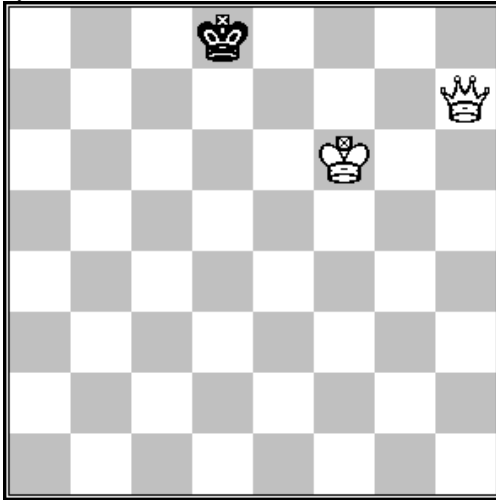
Start with the queen and king against a lone king; then, master a rook and king against a king. The attacking king must be an active part of the effort. Too many children's games end with a queen or rook chasing the opponent's king all over the board: check ... check ... check ... but never checkmate! Instead of a futile chase, the major piece (rook or queen) must work in coordination with its king to secure victory.

Diagnostic Tests: QK vs. K Checkmate Skills

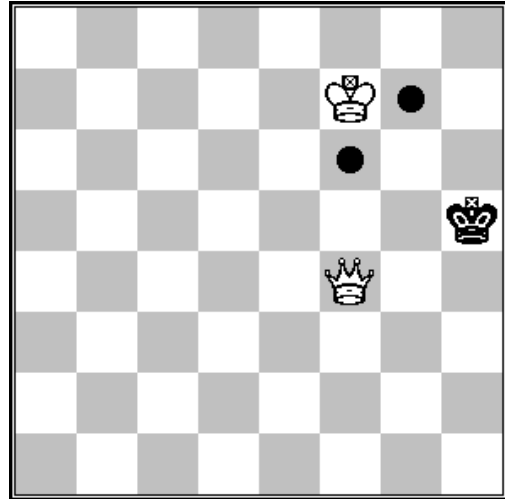
Try these diagnostic tests first. Find the sequence of moves that lead to the fastest checkmate from each position. In these problems, as all problems, do not look for how you might win if the defending player makes errors. Always, seek the best defense against your attack, and develop an unstoppable attack. Chess problems train the disciplined thinking that cultivates chess talent, as well as developing skills through chess that are important in the rest of life.

White moves first in these diagnostic problems. The correct answers are in the section "solutions to exercises" near the back of the pamphlet.

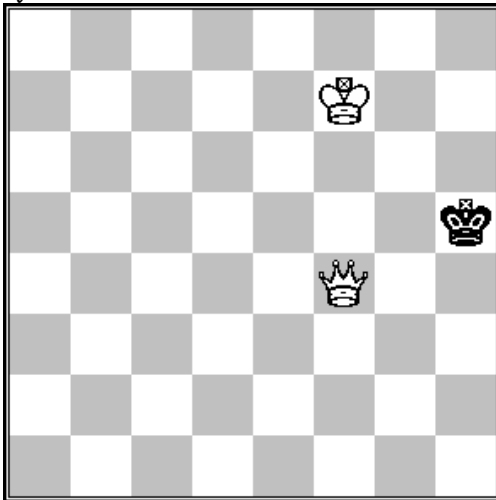
QK vs. K Position 1



Position 2 traps many beginners who move the king to one of the squares indicated with a black dot below. Both moves stalemate the black king.



QK vs. K Position 2



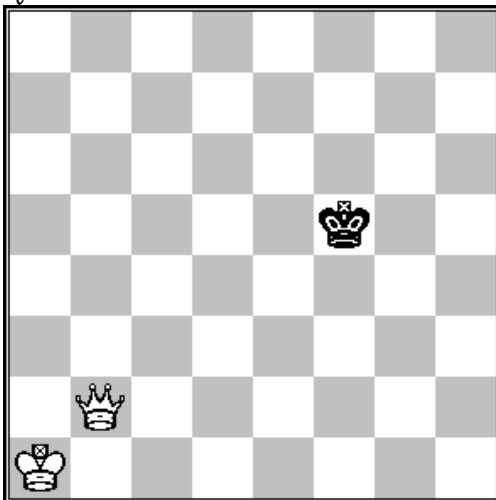
Some players find it easier to visualize the patterns that lead to checkmate with a king and queen against a lone king when the controlled squares are colored or highlighted. The Coloring Exercise in the Appendices serves this purpose.

Elementary Exercises

Queen and King vs. King

One pawn is the decisive difference in many chess games. The pawn becomes a queen and works with its king to checkmate the opponent's king. It takes a little bit of effort to learn how to use the king and queen together effectively. This effort produces a clear benefit: many positions with an extra pawn, or simply a passed pawn that can advance, become certain wins.

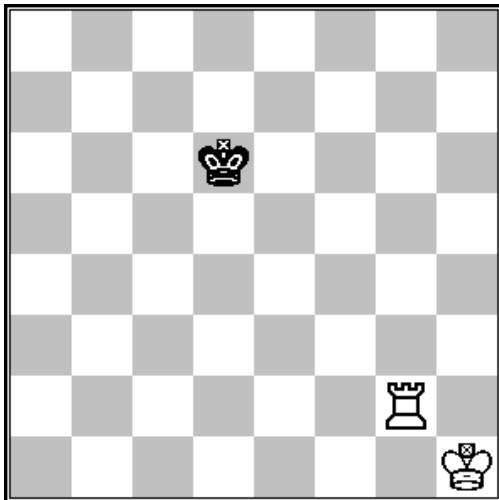
QK vs. K Position 3



Practice checkmates with a queen and king against a king in this way. Place the pieces at random on the board in any legal position. From each position, find the quickest checkmate against the best defense. These are good exercises to play against a computer, as most programs will put up perfect defense. From the hardest position (longest forced win), checkmate with a queen and king against a lone king can be forced in ten moves. Position 3 in the diagnostic exercise above is the hardest position.

Rook and King vs. King

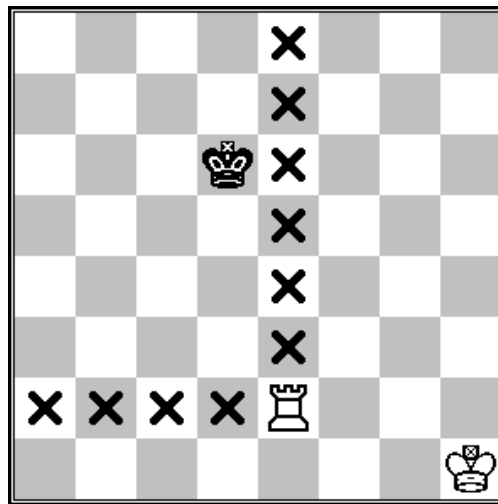
After mastering the QK vs. K, move on to RK vs. K: substitute a rook for the queen. Try this position, as well as others you create by random placement.



From this position, white can force checkmate in fifteen moves against the best defense. Practice such positions until checkmate in less than twenty moves becomes second nature. Use the rook to limit the defending king's mobility. Then, move your king into battle.

It can be a good exercise to forbid check unless it is checkmate. This restriction may take a couple of moves more, but it will reinforce proper technique.

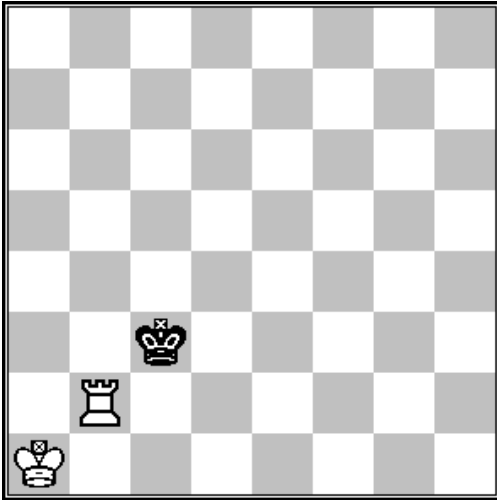
Note how moving the rook to e2 boxes in the black king on less than half the board—the rows of crosses form a corral from which the black king cannot escape.



After the rook moves here, the black king may approach the rook intending capture. However, this capture is four moves distant, while the white king stands two moves from a square where it protects the rook.

The hardest position of RK vs. K requires sixteen moves to force checkmate against the best defense.

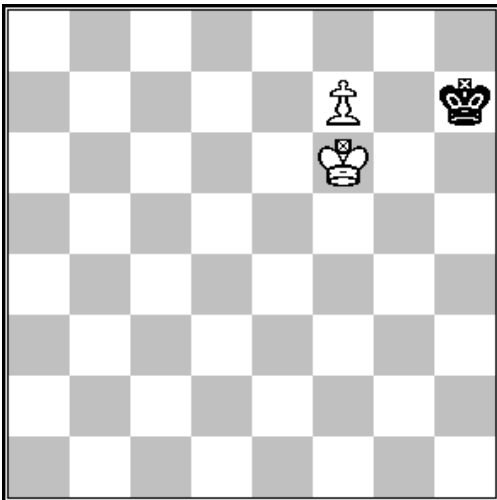
Try it. White to move.



I present one solution in the “solutions to exercises.”

A Related Exercise

Frequently, when I am going through a large number of problem solving exercises with a chess student, I will set up the next position to see how quickly he or she can solve it. Winning for white should be simple, but can white force checkmate in two moves?



The solution is in the back of the pamphlet.

Checkmate Patterns

Tactical ability in chess stems from calculation and pattern recognition. Both improve with practice. Frequently solve tactical problems of varying difficulty, and improvement becomes certain.

Deer Park chess players have become accustomed to finding a problem on the demonstration board at the start of each practice session. Often these are difficult problems intended to teach strategic principles, but sometimes they are simple checkmate exercises.

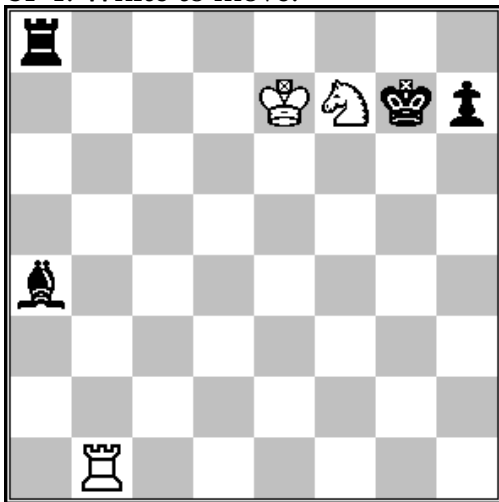
László Polgár’s *Chess Training in 5334 Positions* is a hefty book designed to train readers in pattern recognition. It begins with 306 one-move checkmates, followed by thousands of two-move and then three move checkmates. Repetitious exercises teach pattern recognition, and leads to success in chess. The chess success of the Polgár sisters offers evidence of the benefits of the Polgár training philosophy. All three became Grandmasters while still teenagers. Judit, the youngest, is eighth on the July 2005 FIDE rating list, and the highest rated woman in history. The oldest, Susan, is a former Women’s World Champion. Susan is reputedly the actual author of the book that bears her father’s name; his name was used for legal reasons because she was a minor when she compiled it.

I create flash cards for my own training regimen with positions from Polgár's book, as well as from other books, games I have studied, and my own games. On my cards, the question asks for the best move or the winning plan of the player to move. I avoid specifying checkmate in a set number of moves because in a real game no one tells me when it is checkmate in two.

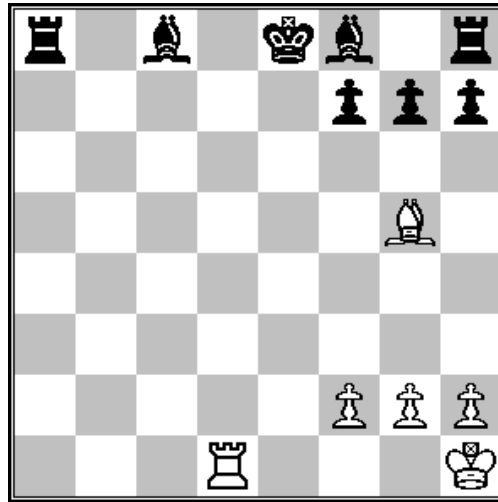
Flash Card Exercises

Below are sixteen exercises from my flash cards. The first eight are checkmate in one. Some of the problems in the next eight require the solver to find a quick checkmate, but others simply lead to a winning advantage. In a few of these problems, the player to move can force a draw. If some of these are too difficult, study the next section, "The Opposition," and try again.

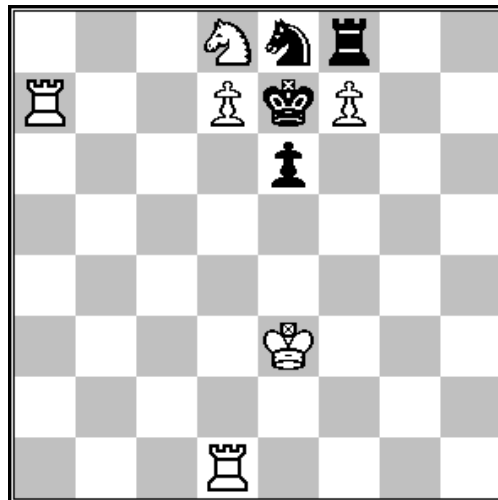
CP 1. White to move.



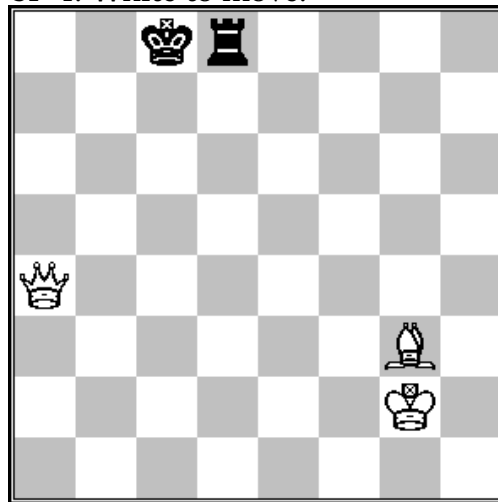
CP 2. White to move.



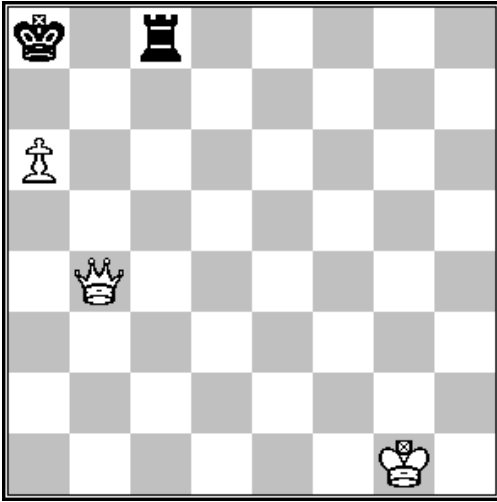
CP 3. White to move.



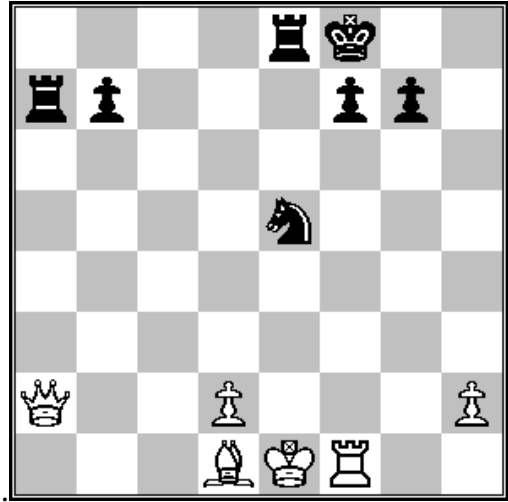
CP 4. White to move.



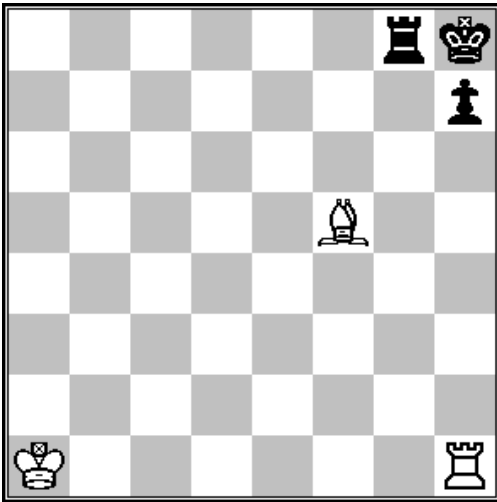
CP 5. White to move.



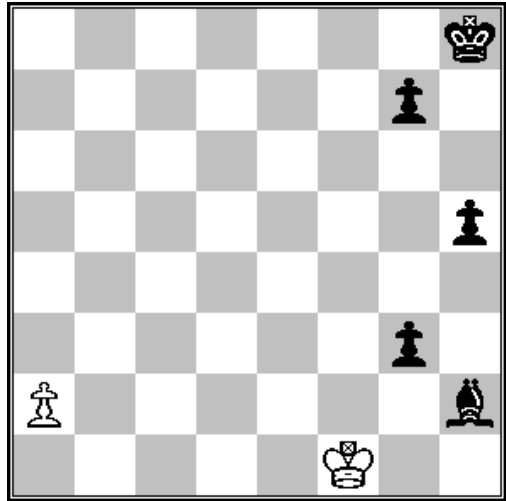
CP 8. Black to move



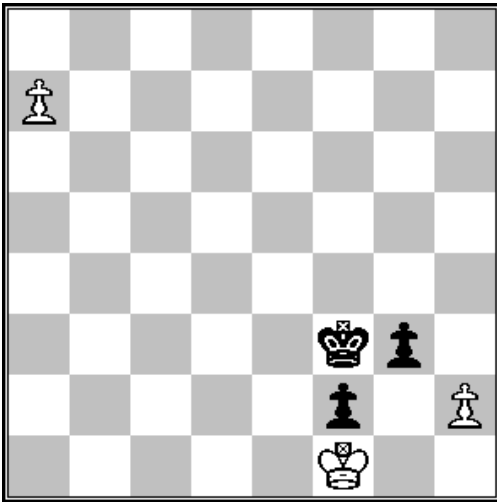
CP 6. White to move.



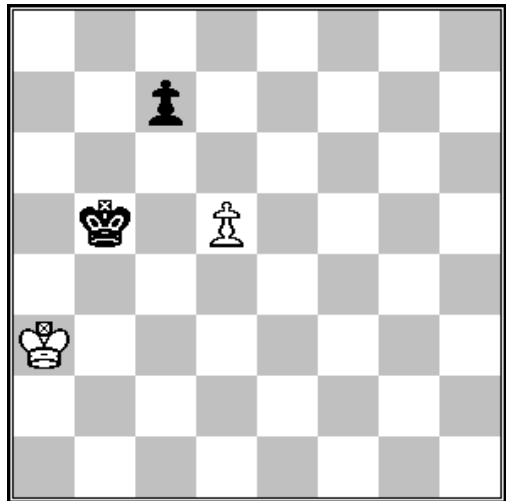
CP 9 White to move



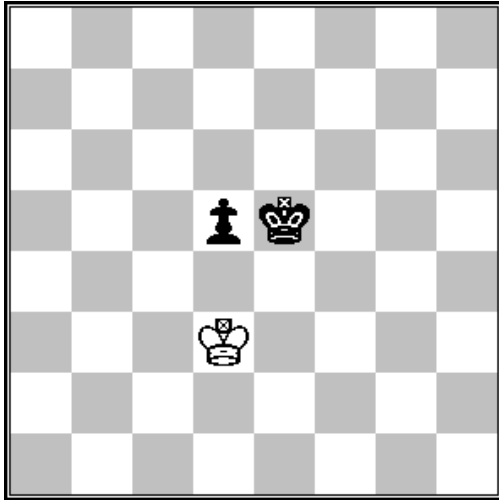
CP 7. Black to move.



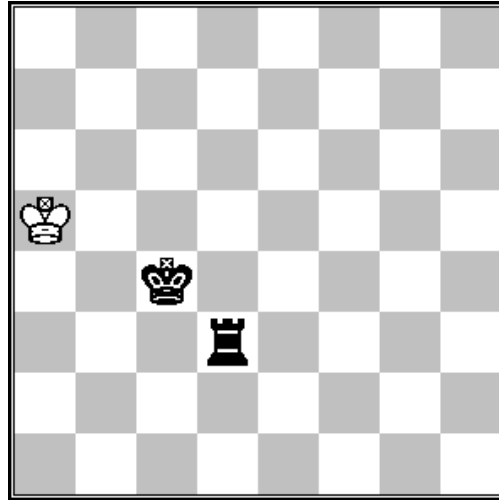
CP 10 White to move



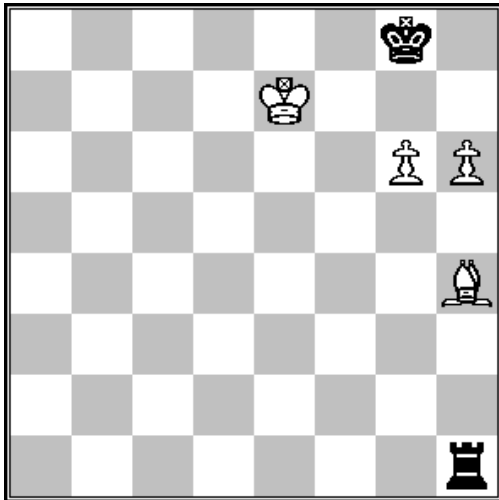
CP 11 White to move



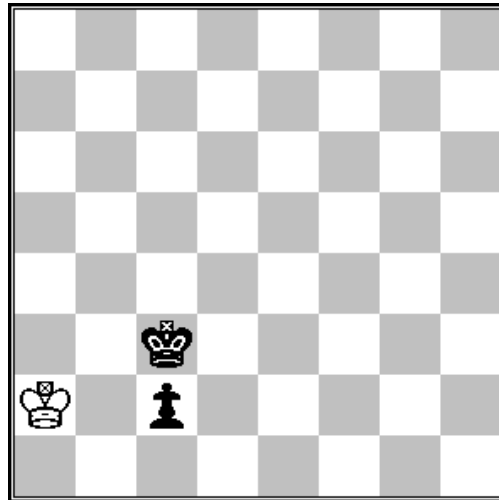
CP 14 Black to move



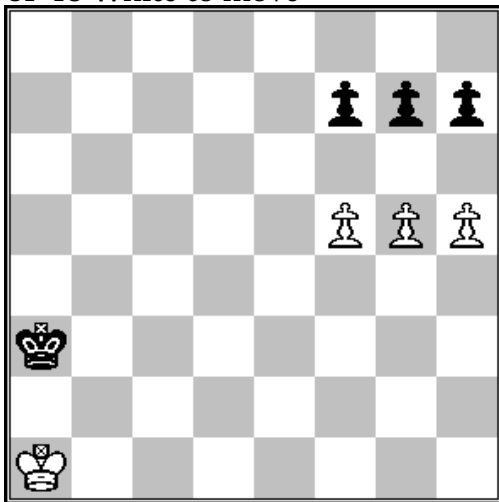
CP 12 White to move



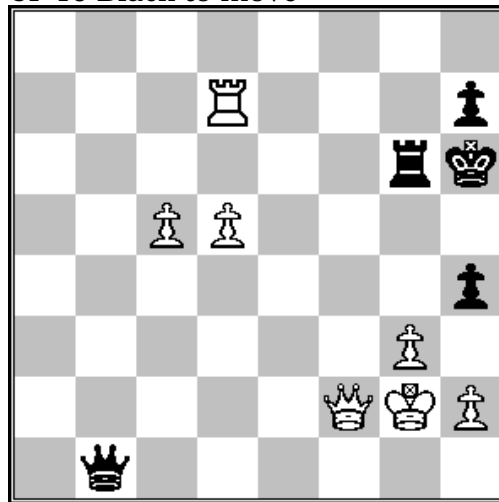
CP 15 Black to move



CP 13 White to move

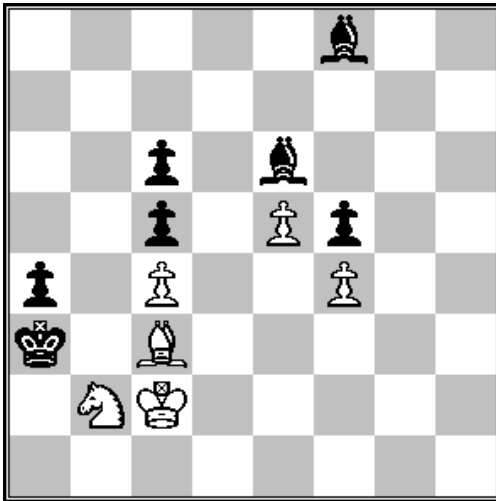


CP 16 Black to move



Bishop and Knight

The position below was one of the many tactics exercises I put before the chess players at the start of team practice. Their task was to find the best move for white.



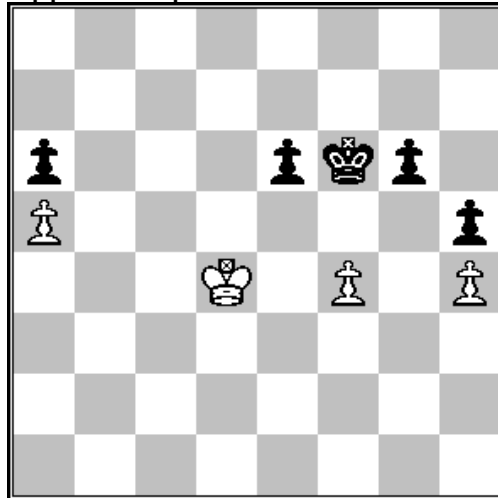
The position comes from a game between Viswanathan Anand and Veselin Topalov at the Melody Amber Rapid tournament in Monte Carlo in March 2005. Anand played **46.Nd3** and Topalov resigned because checkmate is imminent in two moves more. Work out these moves, and then check your answer in the “solutions to exercises.”

The Opposition

I began the first Arcadia chess practice of the 2004-2005 season with a position from a game I played on the internet. Months later, in the last practice before the Washington State Elementary Chess

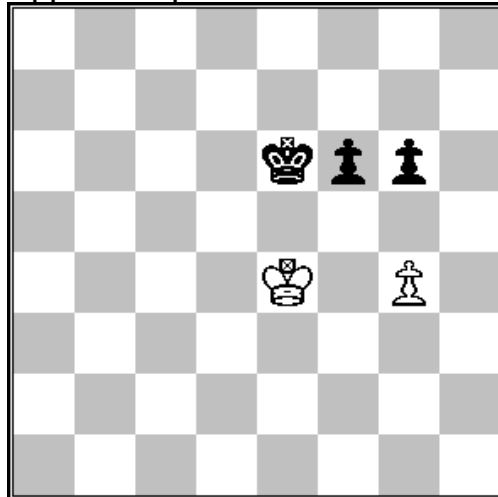
Championships, the day’s problem came from a game I had watched the previous week at the Spokane Chess Club. Both positions are relatively simple for players with a keen understanding of the opposition. Nevertheless, in each position an experienced player erred, missing a draw in the first case, and a win in the other.

Opposition position 1 White to move.



White played **1.Kc5** and resigned several moves later. How can white hold the position, despite the one pawn deficit?

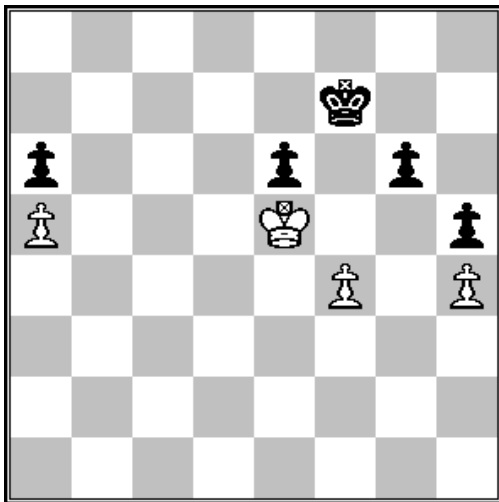
Opposition position 2 Black to move.



Black played **1. ... f5+** and the players agreed to a draw after many senseless moves intended to exploit white's time trouble. What winning plan did black miss?

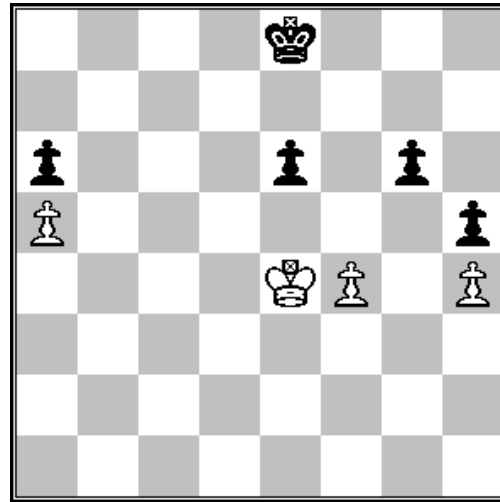
Returning now to position 1, we first notice that black has an advantage of one pawn. This extra pawn creates a majority of three against two on the kingside. Black's plan, thus, is to create a passed pawn from the extra pawn, and then to usher the passed pawn to its promotion square. In order to prevent black's plan from success, white must protect the pawn on f4 by keeping the black king off f5. The only move that meets these criteria is **1.Ke4**.

Then after **1. ... Ke7 2.Ke5 Kf7** we reach another critical position.



If white plays **3.Ke4**, black will play **3. ... Kf6**, and white will no longer be able to protect f5. Therefore, the correct move is **3.Kd4!** Now **3. ...** can be met with **4.Ke4**.

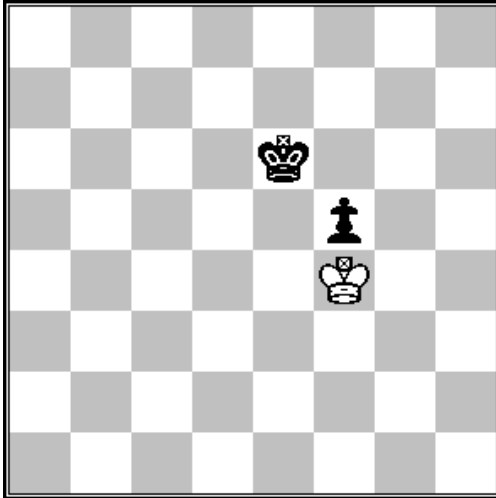
Against Fritz 8, my training game continued **3. ... Ke8 4.Ke4** (see diagram).



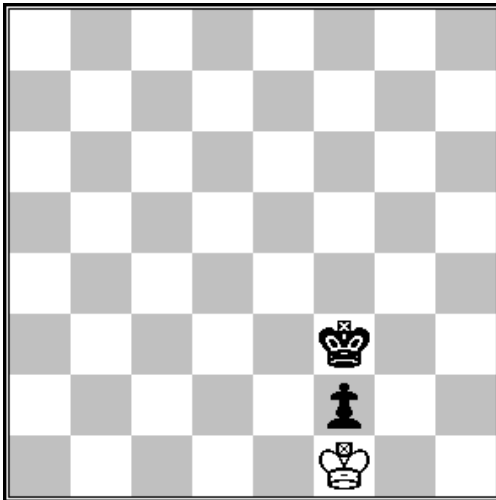
Note there are an odd number of squares between the kings with black to move. *White has the opposition.* When there are an odd number of squares between the kings, the player to move does not have the opposition. If only one square stands between the kings, the player to move either must cede ground with the king, or must move another piece. In this position, any pawn that moves is subject to capture.

Fritz played **4. ... Kd7** and I replied with **5.Kd3** maintaining the distant opposition. After **5. ... Kc6 6.Kc4 Kd6 7.Kd4** Fritz offered a draw. Mission accomplished!

Now, consider position 2. Again, black has a kingside pawn majority. This time, however, creating a passed pawn is a simple matter. After **1. ... f5+ 2.gxf5+ gxf5+**, black has a passed pawn. However, the white king can step in front of the passed pawn with **3.Kf4**. How can black then proceed?

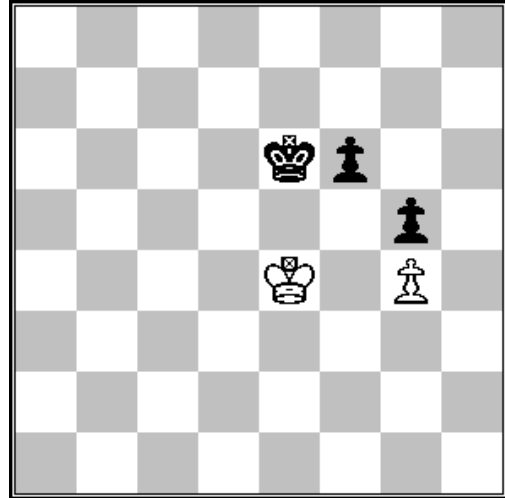


Play might continue **3. ... Kf6 4.Kf3 Ke5 5.Ke3 f4+ 6.Kf3 Kf5**. Note that black can force the advance of the pawn. But, after **7.Kf2 Ke4 8.Ke2 f3+ 9.Kf2 Kf4 10.Kf1 Ke3 11.Ke1 f2+ 12.Kf1**, black must either move the king away from the pawn, losing it, or play **12. ... Kf3** stalemate.

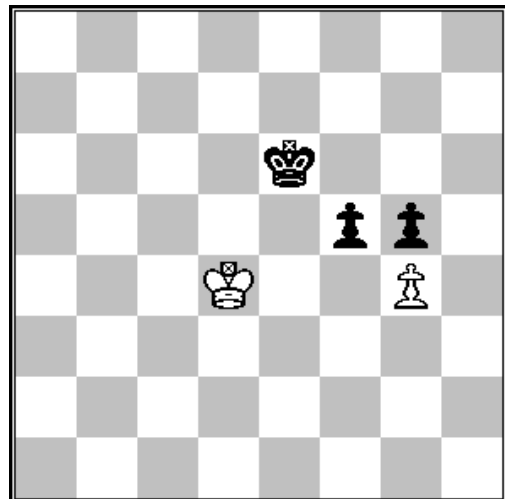


Black must have a better plan.

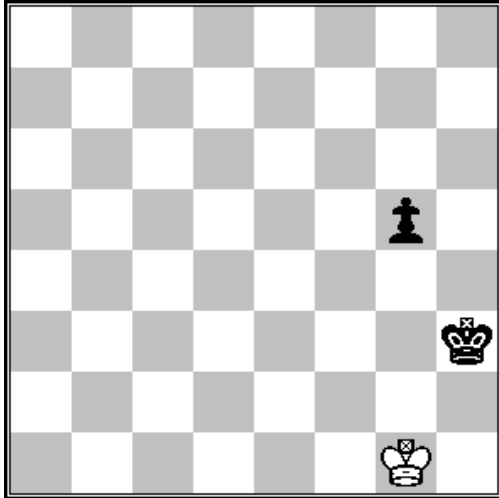
Black might have tried **1. ... g5!**



Here white's most stubborn defense attempts to prevent the advance of the black king. **2.Kd4**. Then black advances the f-pawn, **2. ... f5**.



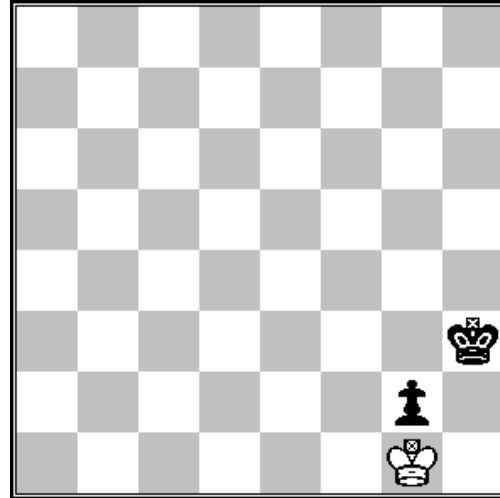
After **3.gxf5+ Kxf5 4.Ke3 Kg4 5.Kf2 Kh3 6.Kg1**, it appears that white can find security in the corner.



After watching the end of the game, I showed this plan to a stronger player who had watched it also. We agreed that black could not root white out of the corner. We were wrong! The white king will shuffle back and forth between g1 and h1. Otherwise, the black king would advance to h2, where it controls the promotion square.

Where will the white king stand when the g-pawn reaches g2? If the white king is on h1, then the black pawn advances to g2 with check, and after the defending king moves in front of the pawn, black must either stalemate white or give up the pawn. Either case results in a draw.

Let us play it out: **6. ... g4 7.Kh1 g3 8.Kg1 g2.**



The pawn has reached g2, but the white king is on g1, not h1. One square makes all the difference. The white king cannot move back to h1. In fact, there is only one legal move. **9.Kf2**. Black then plays **9. ... Kh2**, seizing control of the promotion square. Black can force checkmate in eight more moves.

Opposition Exercises

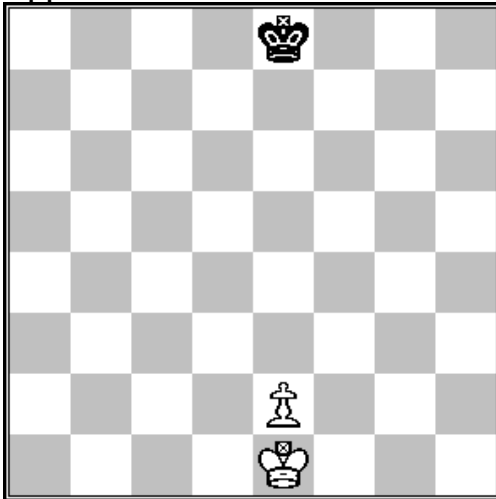
The exercises below offer a training regimen for mastering the fundamentals of the opposition in practical play. Most of the problems are well-known training exercises that have proven useful to several generations of masters, as well as chess players of lower levels. A few others are particularly instructive exercises that I found in the excellent endgame training text, *Dvoretsky's Endgame Manual* by Mark Dvoretsky. I have also taken a few from my own games.

In "solutions to exercises" near the back of the pamphlet, I have listed

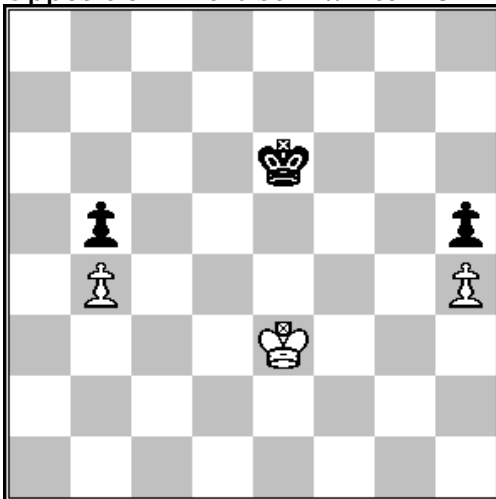
the scores from my training against Fritz 8 from each position. Because Fritz 8 uses Nalimov endgame tablebases, every move it makes in these positions is correct. My play, on the other hand, is less than perfect. After playing through each position, Fritz analyzed the game. Fritz's suggested improvements are presented as variations (in brackets).

Each problem indicates the side to move and the result sought. 1-0 indicates a white win, 0-1 a black win, and $\frac{1}{2}$ - $\frac{1}{2}$ a draw.

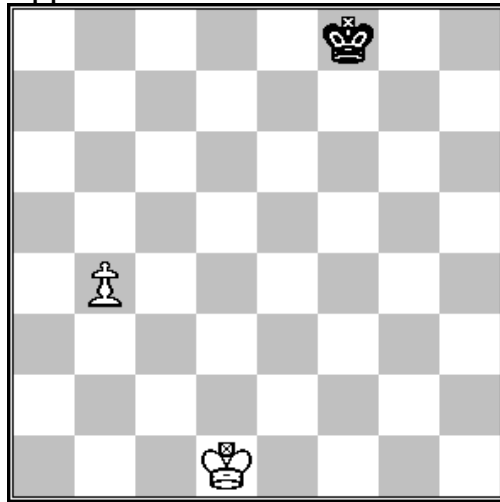
Opposition Exercise 1 white 1-0



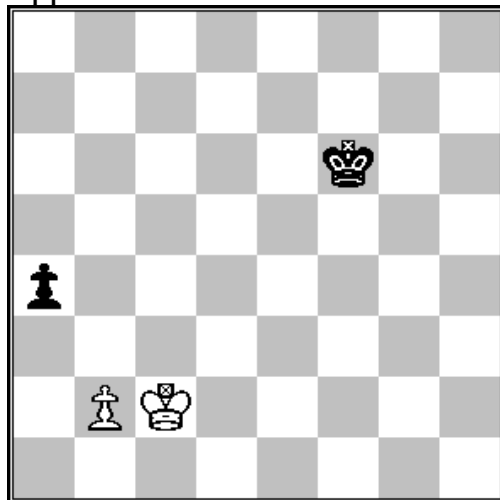
Opposition Exercise 2 white 1-0



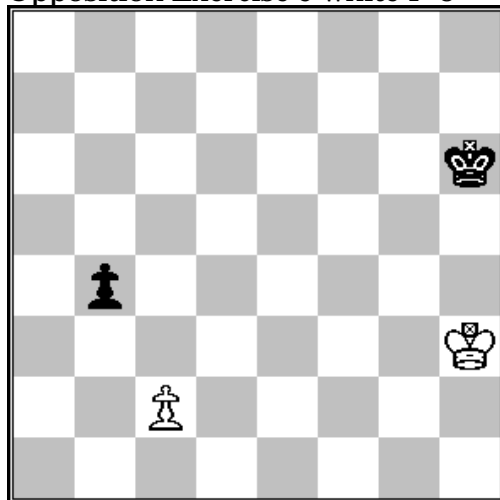
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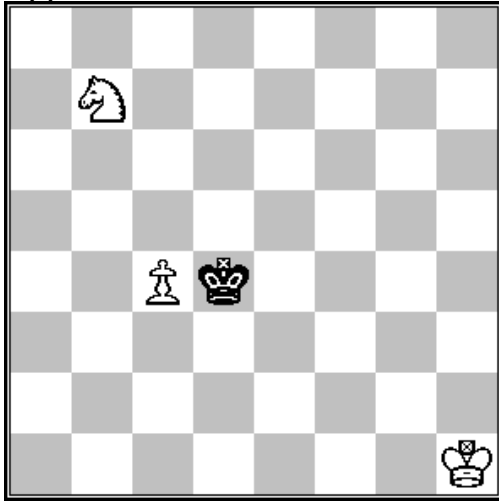
Opposition Exercise 4 white 1-0



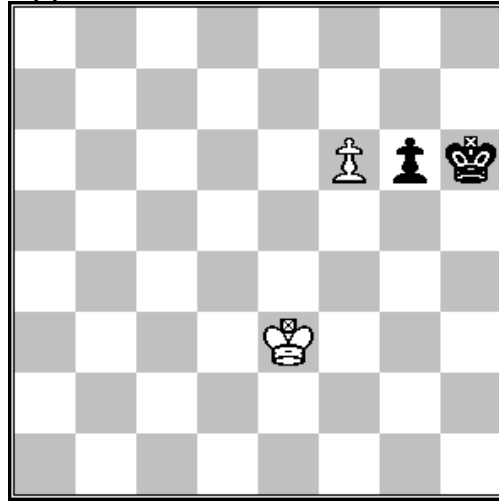
Opposition Exercise 5 white 1-0



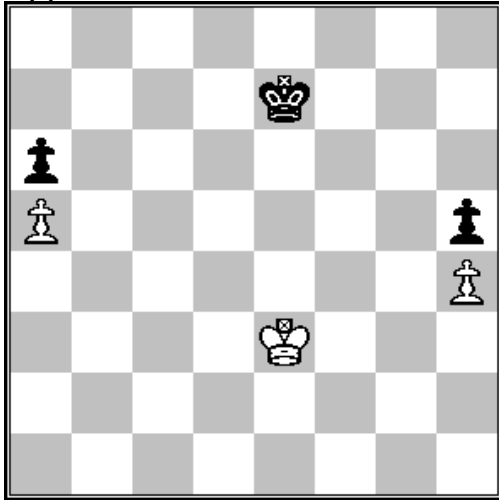
Opposition Exercise 6 white 1-0



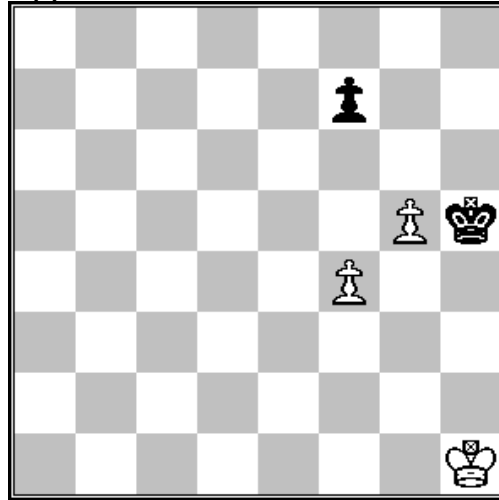
Opposition Exercise 9 white 1-0



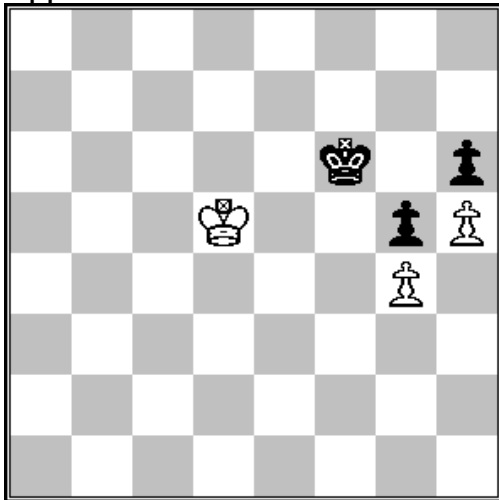
Opposition Exercise 7 black 1/2-1/2



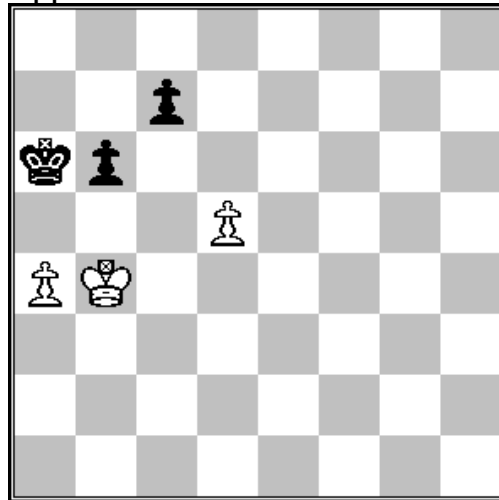
Opposition Exercise 10 white 1/2-1/2



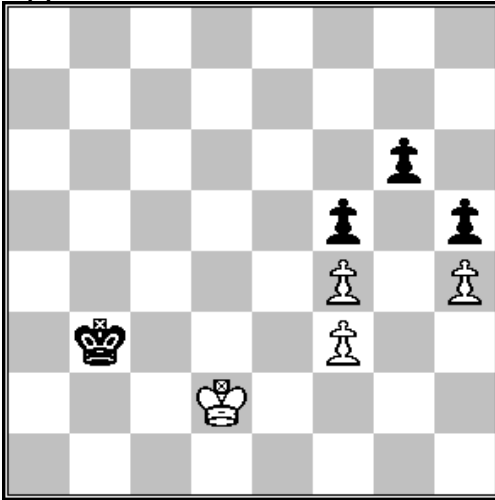
Opposition Exercise 8 black 1/2-1/2



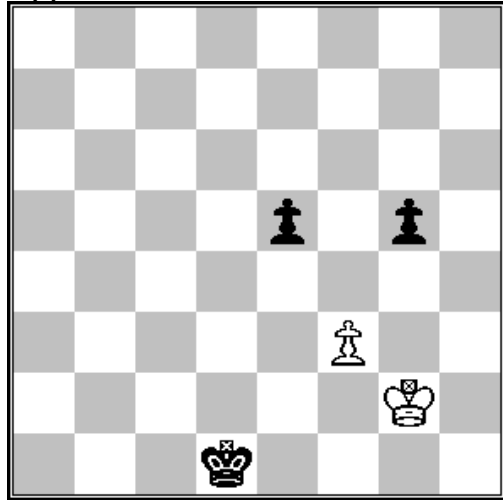
Opposition Exercise 11 white 1/2-1/2



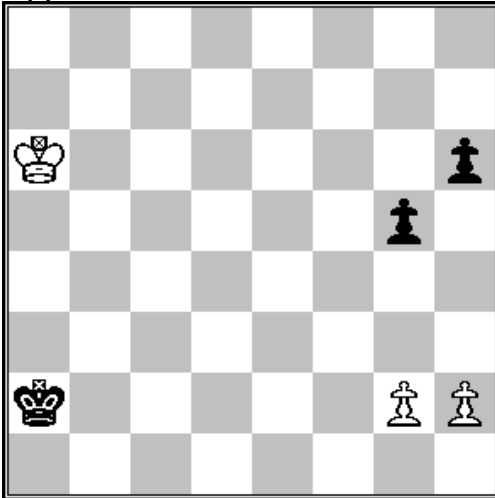
Opposition Exercise 12 black 0-1



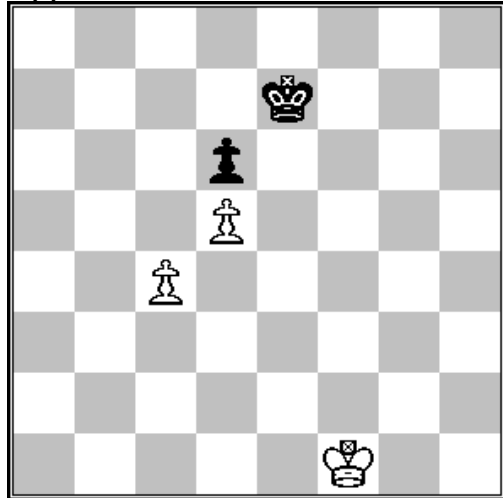
Opposition Exercise 15 white 1/2-1/2



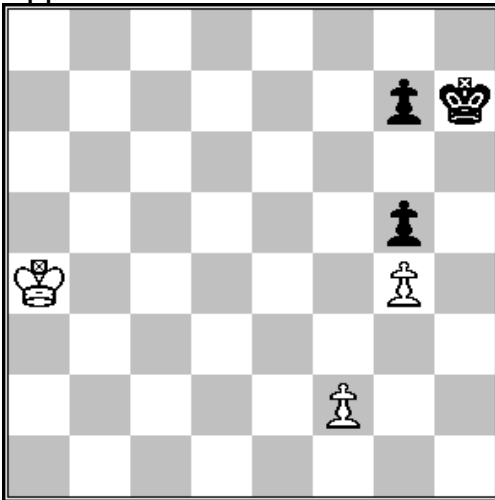
Opposition Exercise 13 white 1-0



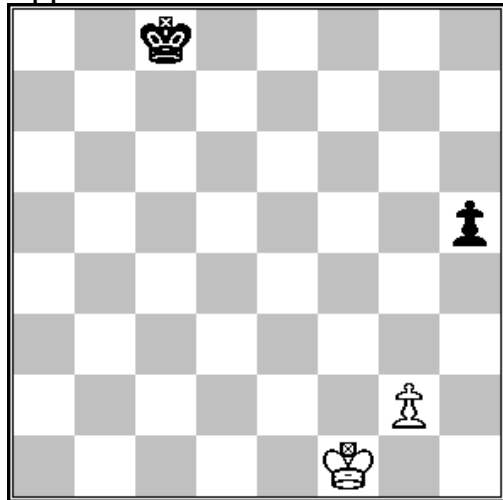
Opposition Exercise 16 white 1-0



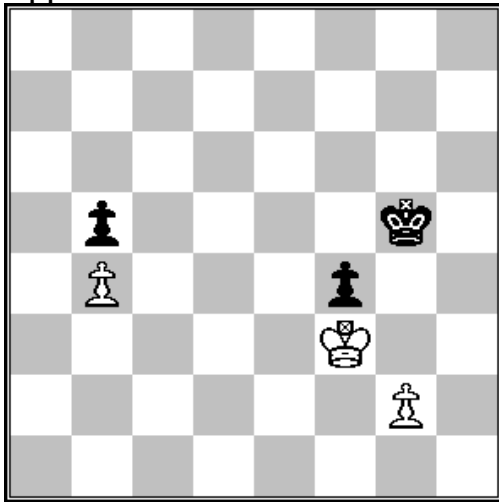
Opposition Exercise 14 white 1-0



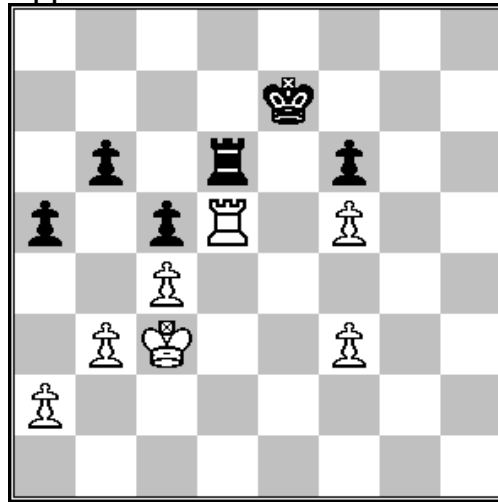
Opposition Exercise 17 white 1-0



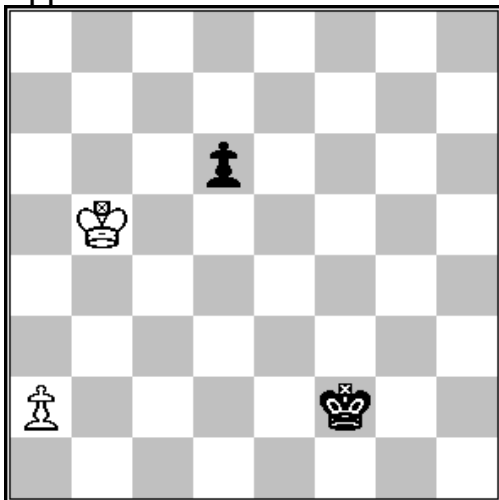
Opposition Exercise 18 white 1-0



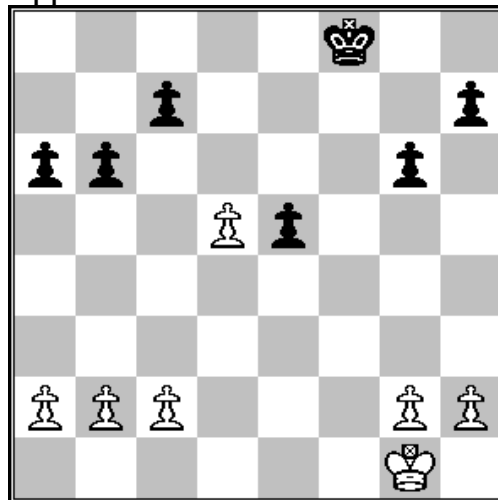
Opposition Exercise 21 white 1-0



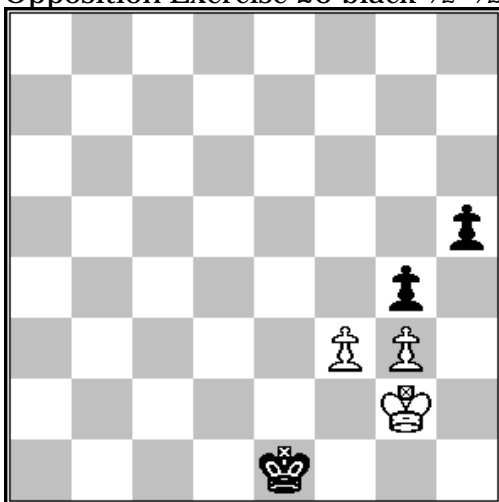
Opposition Exercise 19 black 1/2-1/2



Opposition Exercise 22 white 1-0



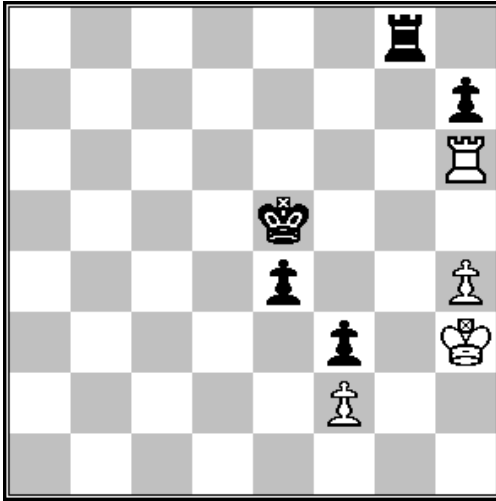
Opposition Exercise 20 black 1/2-1/2



Power of the Passed Pawn

CP 13 in the Flash Card Exercises above is a classic training position demonstrating how sacrifice of one or more pawns can lead to promotion of another pawn. The idea of a sacrificial breakthrough often appears in actual games, too. The position below is from the strong grandmaster tournament at Wijk aan Zee, Netherlands in January 2005. Peter Leko had the black pieces

against Viswanathan Anand. It is black's move.



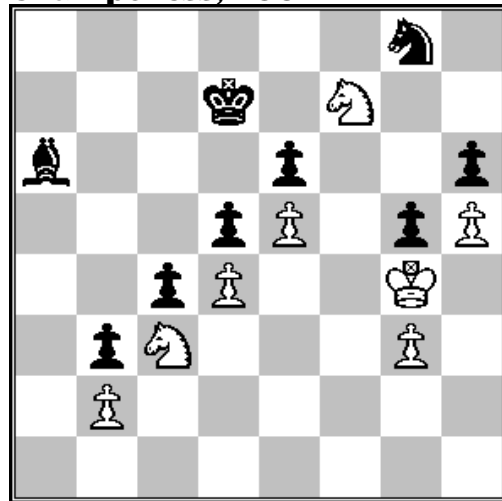
Leko played **57. ... e3** and Anand resigned. If white played **58.fxe3**, then black pushes the f-pawn and it will queen. The alternative is to harass the black king with the rook. Eventually, however, white runs out of checks, and one of the black pawns will promote.

Anand and Leko are two of the strongest chess players in the world. They both understand this position well, and they each respect the other's knowledge and skill. However, there is still a lot of play in this position if it were between two lesser players. Scholastic players should not resign in such positions, but play them out. Often when a grandmaster resigns, the final position merits further study. Playing the above position against another player of equal or stronger ability, or against a computer, is a good way to learn how to force promotion of the pawn. "Solutions to exercises" contains the score from my play against Hiarcs 9 from this position.

Leko's pawn push, provoking resignation by Anand, is a complex example of breakthrough. He offers the sacrifice of one pawn in order to promote the other. Accepting the sacrifice in that case would have caused white's position to collapse immediately, so harassment by the rook is in order.

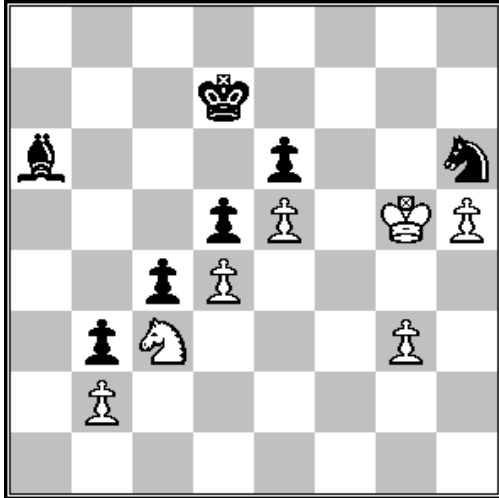
It may be a little easier to see how a sacrificial breakthrough becomes decisive in a game between lesser players. This position comes from a game I played on the US Chess Federation's online chess server, www.chesshall.org.

Position from Wulebgr-Champchess, 2004



Black has a one-pawn advantage but the black bishop is locked out of the game. Here white sacrificed a knight for two pawns and an active king.

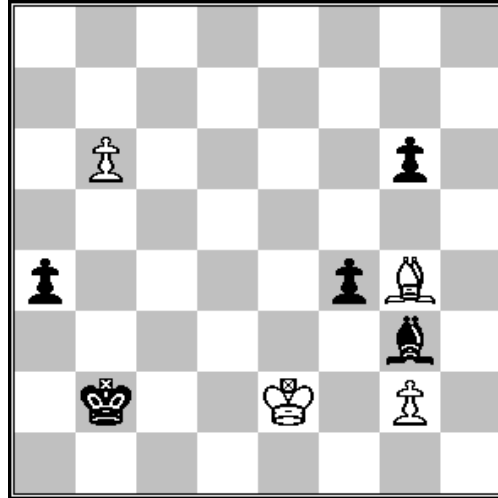
43.Nxh6 Nxh6 44.Kxg5.



Both players failed to find the best moves, but the result was no longer in doubt after this breakthrough. The game score from move 43 to the end is in “solutions to exercises.”

The next illustration is also from one of my internet games. I showed it to the chess classes because over a series of a half dozen moves both players missed the best continuation repeatedly. I called it my comedy of errors. My opponent needed only to sacrifice the f-pawn to eliminate my threats; after my opponent failed to find this sacrifice, I could have prevented it with the correct move. Instead, we both chased futile plans.

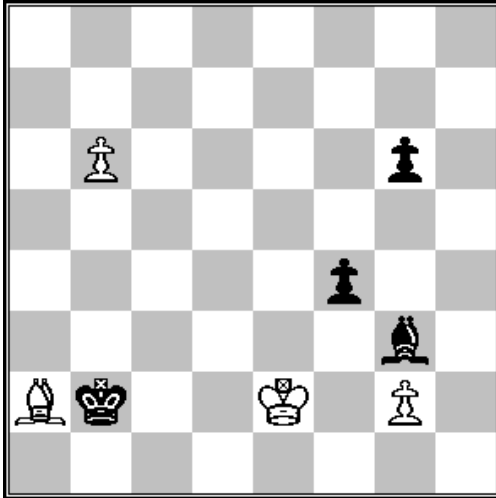
In the diagram, it is black to move.



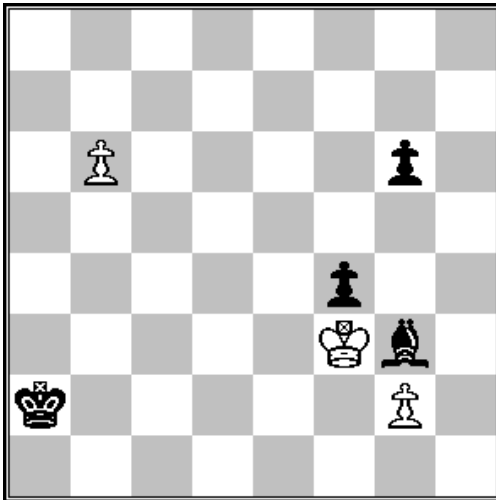
Despite black’s extra pawn, this game should end as a draw with correct play. Black should have played 45. ... f3+ because this sacrifice permits the bishop to guard the promotion square of white’s b-pawn.

Instead, black blundered with **45. ...a3**, racing the a-pawn to promotion. Now, white could win with 46.Bf3, as his pawn becomes unstoppable. Both players will promote a pawn in the ensuing race, but white’s pawn queens with check. The white queen and bishop can then keep black in check until it is checkmate, or until the black queen falls to a skewer. I failed to calculate these variations, and made a desperate effort to stop black’s a-pawn, **46.Be6** to which black replied **46. ... a2**. Perhaps my next move was my best of the game, sacrificing my bishop for the pawn, **47.Bxa2**.

Here, as before, and in the next move, black should have freed the bishop along the b8-h2 diagonal with the sacrifice of the f-pawn.

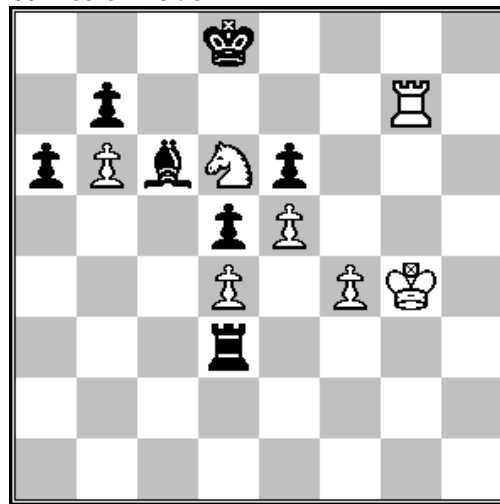


After 47. ... f3+ 48.Kxf3 Bb8 49.Bf7 g5, black has good practical chances for a draw. Instead, the game continued **47. ... Kxa2 48.Kf3**, and the white pawn will queen (see diagram).



Kramnik won, he would draw the match and retain the title of World Champion. Peter Leko would have earned the title with a draw or win in the final game, as he had a one point lead after thirteen games. Kramnik played aggressively and reached a favorable position in the endgame. At the end of 36 moves, the game reached the position in the diagram below.

White's move

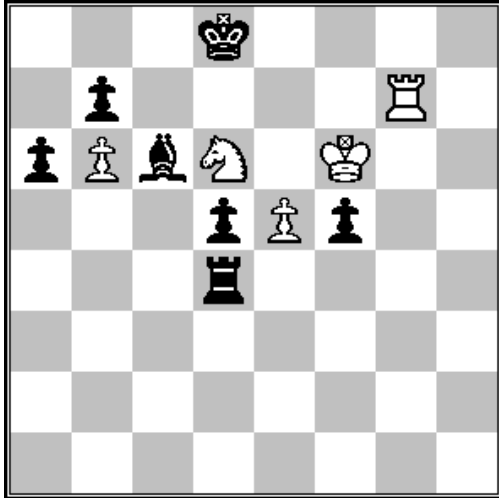


Kramnik played **37.f5!** This move allows Leko to gain a pawn with check, **37. ... Rxd4+**. After **38.Kg5 exf5 39.Kf6**, Leko has gained two pawns, but the white king has entered the territory of the black king, the location of the battle.

The King in Battle

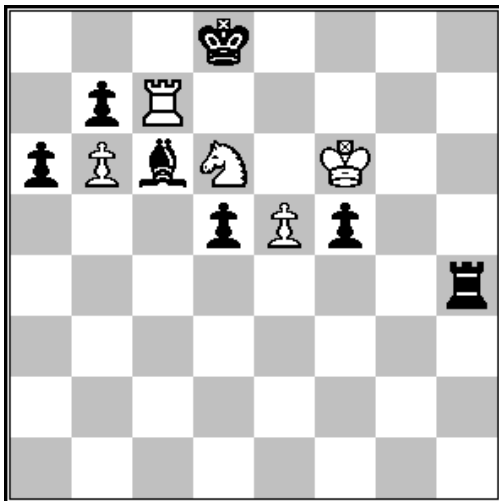
Kramnik vs. Leko

In the final game of the 2004 World Championship match, the defending champion needed a win. If Vladimir



Notice how the black pawn on f5 shields the white king. With two extra pawns, and those passed, Leko would win if the rooks came off the board, **39. ... Rg4 40.Rf7.**

Kramnik's rook moved to a protected square. Leko's next move is not the most stubborn defense, but it threatens the white king. **40. ... Rh4.**



Now, however, white has a forced checkmate in three moves. Kramnik made the first of these and Leko resigned. Can you find the checkmate? The answer is in the "solutions to exercises" in the back of the pamphlet.

Great chess players cultivate their skill through study. Grandmasters remember entire games that they have played, as well as many instructive games played by others. I am confident that Kramnik's study has included a game played in 1924 by then World Champion Jose R. Capablanca. Two features from that game became decisive elements in Kramnik's victory over Leko. In both games, the black king is confined to the back rank by a white rook. In both games, white sacrificed two pawns in order to maneuver the king into battle.

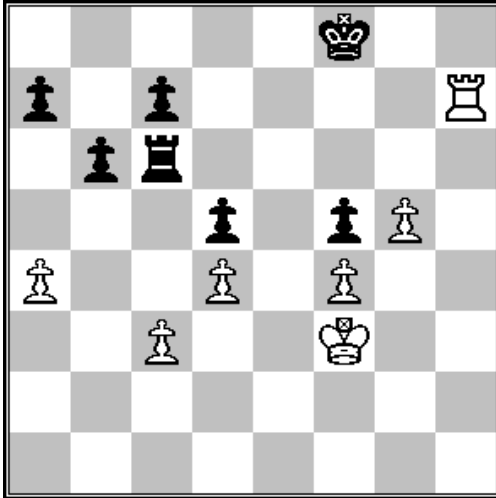
Capablanca vs. Tartakower

Irving Chernev presents the game Capablanca-Tartakower as the first of 62 in his book, *The Most Instructive Games of Chess Ever Played*. The critical lesson begins after black's move 34.

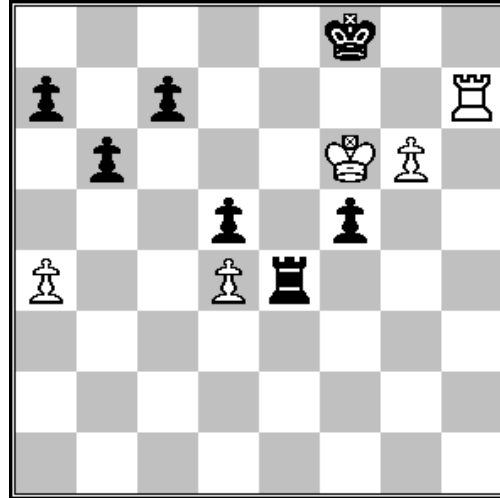
Capablanca, J - Tartakower, S [A80]

New York, 1924

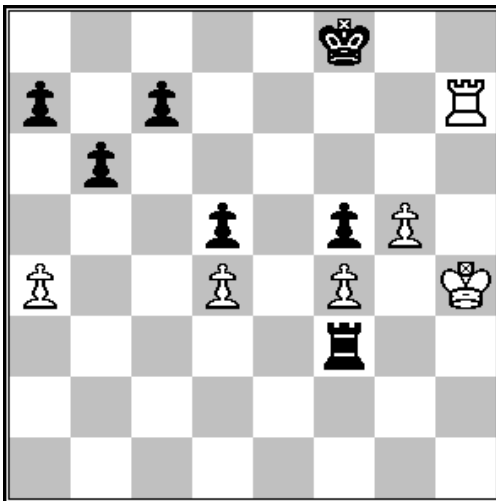
1.d4 e6 2.Nf3 f5 3.c4 Nf6 4.Bg5 Be7 5.Nc3 0-0 6.e3 b6 7.Bd3 Bb7 8.0-0 Qe8 9.Qe2 Ne4 10.Bxe7 Nxc3 11.bxc3 Qxe7 12.a4 Bxf3 13.Qxf3 Nc6 14.Rfb1 Rae8 15.Qh3 Rf6 16.f4 Na5 17.Qf3 d6 18.Re1 Qd7 19.e4 fxe4 20.Qxe4 g6 21.g3 Kf8 22.Kg2 Rf7 23.h4 d5 24.cxd5 exd5 25.Qxe8+ Qxe8 26.Rxe8+ Kxe8 27.h5 Rf6 28.hxg6 hxg6 29.Rh1 Kf8 30.Rh7 Rc6 31.g4 Nc4 32.g5 Ne3+ 33.Kf3 Nf5 34.Bxf5 gxf5



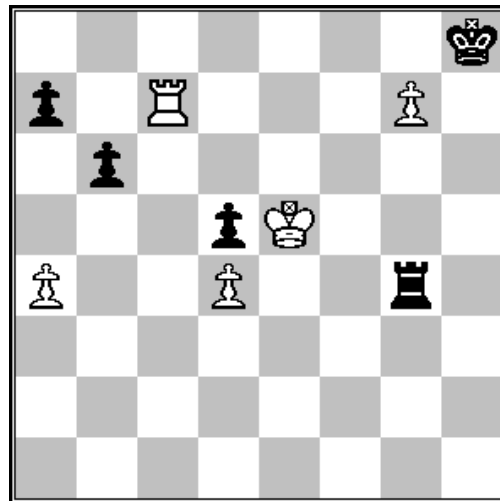
In this position, Capablanca played **35.Kg3**, which allowed Tartakower to capture a pawn with check, **35...Rxc3+**. Capablanca continued the march of his king around the pawns **36.Kh4**, while Tartakower attacked another pawn, **Rf3**.



39. ... Kg8 40.Rg7+ Kh8 (40. ... Kf8 is worse) **41.Rxc7** Now white gets to gobble some pawns. **Re8** Black must prevent checkmate again. **42.Kxf5** White gets another pawn. **Re4 43.Kf6 Rf4+ 44.Ke5 Rg4 45.g7+**

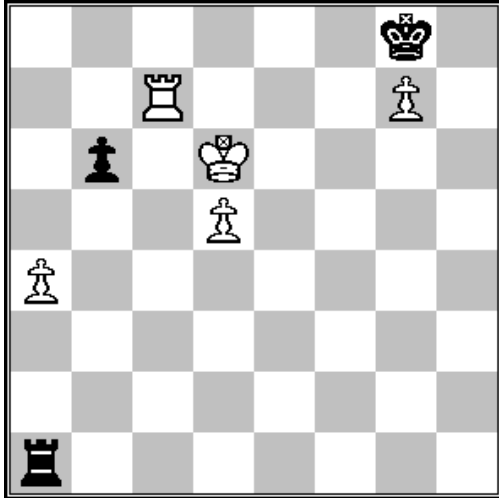


White's pawns appear helpless. However, Capablanca has a powerful rook on the seventh rank and a more active king. His next move clears the way for the king's march into the realm of battle and protects his rook. **37.g6!** Play continued **Rxf4+ 38.Kg5 Re4 39.Kf6**. Now white threatens checkmate, so black's move is forced.



If black captures the pawn, exchanging rooks, then white easily wins the king and pawn endgame.

45. ... Kg8 46.Rxa7 Rg1 47.Kxd5 Rc1 48.Kd6 Rc2 49.d5 Rc1 50.Rc7 Ra1

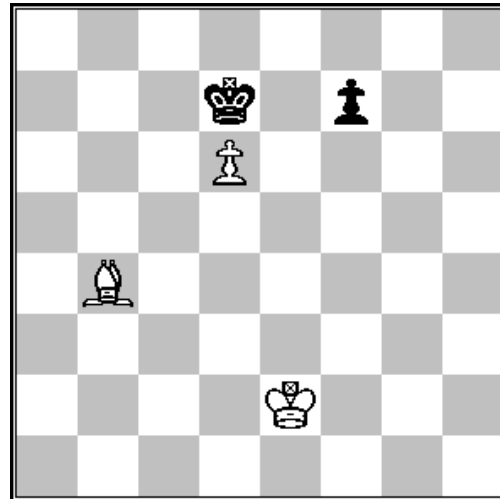
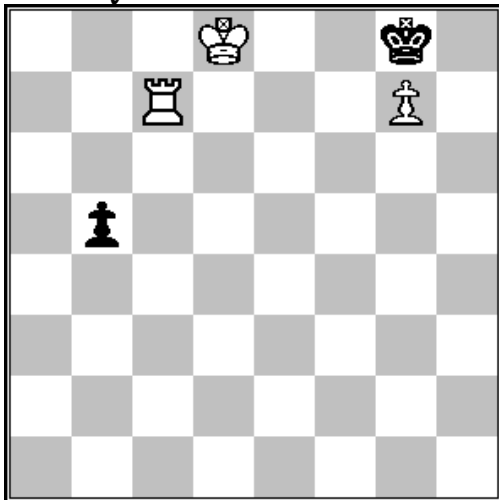


An Elementary Training Exercise

The position below results at the end of the analysis of problem #5 in Lev Alburt's Chess Training Pocket Book. Alburt expects readers of that book to understand how to finish such positions. He explains this technique in earlier volumes in his "Comprehensive Chess Course."

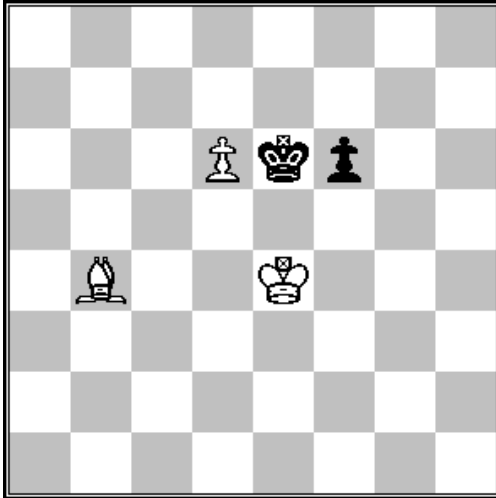
Here white gives up another pawn in order to assure advance of his d-pawn. When it promotes the black rook must give itself up for the queen.

51.Kc6 Rxa4 52.d6 Rd4 53.d7 Rc4+ 54.Kb7 Rd4 55.Kc8 b5 56.d8Q+ Rxd8+ 57.Kxd8 1-0

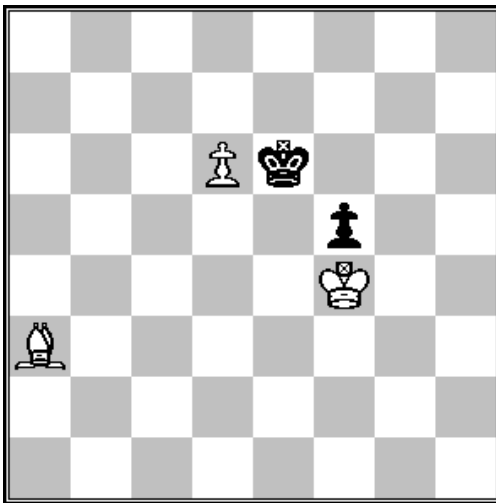


Notice that the white pawn is protected, and that the black king must stay close to prevent its promotion. These circumstances provide all the time white needs to bring the king into the battle.

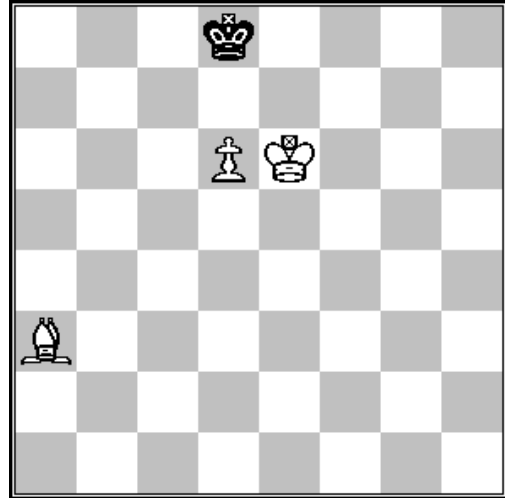
1.Ke3 Ke6 2.Ke4 f6.



Black has no good moves. The white king has gained the opposition, but it is white's move. White maintains the opposition with a move that makes no change in the structure of the position, **3. Ba3**. The black king can retreat, or try **3. ... f5+**. White replies, **4. Kf4**, and now black must give up the pawn or deal with a white queen.



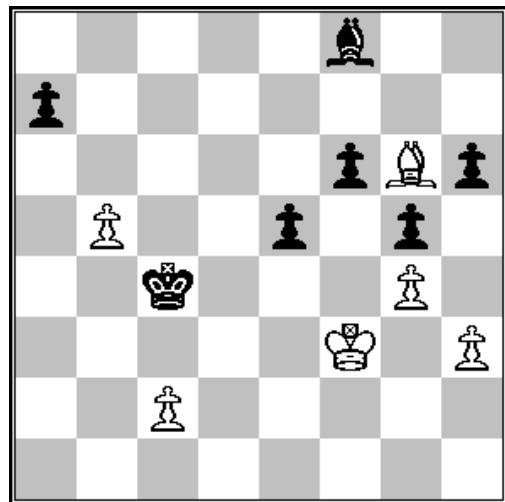
The struggle continues **4. ... Kd7**
 Black tries to stay in front of the pawn. **5. Kxf5 Kd8 6. Kf6** Keeping the opposition. **6. ... Kd7 7. Kf7 Kd8 8. Ke6.**



8. ... Ke8 Black is stubborn. **9. d7+ Kd8 10. Be7+**. Now the pawn will queen with the bishop's protection.

Opposite Colored Bishops

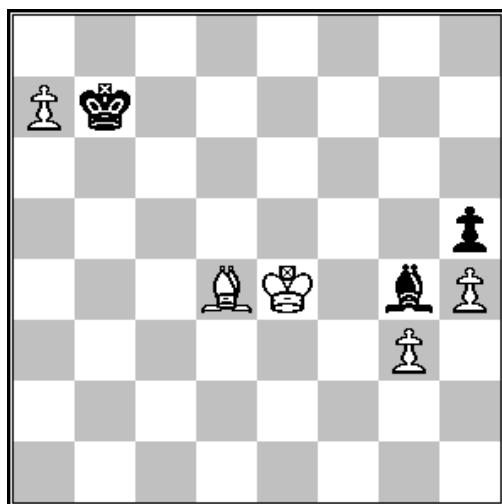
The term "opposite colored bishops" refers to a light squared bishop for one player and a dark-squared bishop for the other. It refers not to the colors of the pieces, but the squares on which they operate. Frequently, these positions are drawn. Consider this position between two chess engines, Aldebaran and Alfil.



Black made the last pawn on move 40, and now it is white's move 77. If no pawns move and no captures are made by move 90, then either player may claim a draw by the 50-move rule. The players have been shuffling their kings and bishops back and forth, and are close to repeating the position for the third time. In fact, the correct move here would repeat a position with the same player to move for the third time, drawing the game. Due to some quirk in its programming, however, Aldebaran avoided the draw despite the disadvantage of a pawn. Its move, **77.Ke4**, gave up a second pawn, and resulted in a losing position.

I used this position for instruction at Arcadia and Deer Park Middle School in November 2004, then posted it as a problem on the school district's website in March 2005. No one submitted the correct solution.

Wrong Colored Bishop



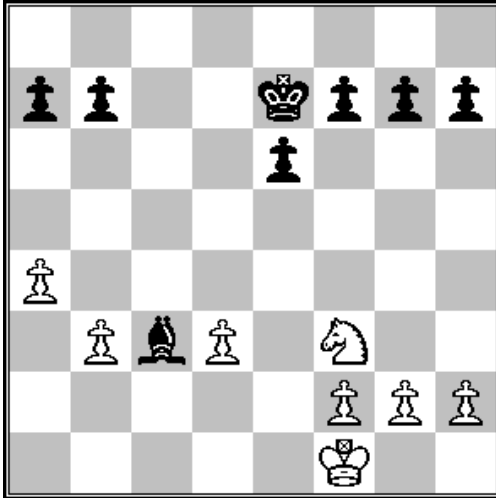
In the position above, white has a

two-pawn advantage that does him no good. The g-pawn cannot advance due to the black bishop. Although the a-pawn is one square from promotion, it cannot move safely. White's bishop could help the pawn if it operated on the same color squares as the promotion square. The position is from Stripes-Yunker, 1996. The game ended in a draw as soon as I realized I had no hope of progress. My opponent, Gary Yunker, was an active chess promoter in Spokane. Today, the Gary Yunker Foundation continues some of the work he began. See <http://www.spokanechessclub.org/foundation.htm> for more information.

Bishop vs. Knight

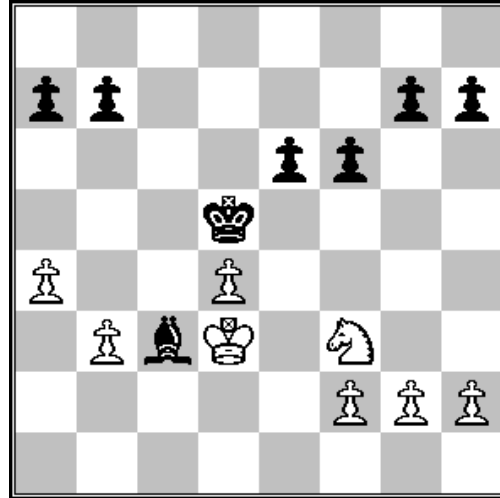
According to the material values that most players assign to the pieces, bishops and knights are of equal value. However, they are not equal in all positions. In the game Wulebgr-Champchess in the "Power of the Passed Pawn" section above, black's bishop is locked out of the game by its own pawns. In an open board with pawns on both flanks, the bishop's speed makes it much more effective than the knight.

It is black's move in the position below from willyke-Wulebgr, a game played over more than six months at <http://www.slowchess.com/>. White offered a draw after **33.cxd3**. The players exchanged a black knight for a white bishop on d3. Should black accept the draw?



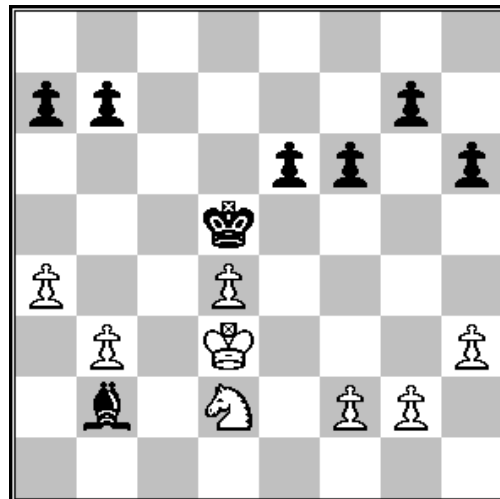
Recall from the previous section that opposite colored bishops often lead to drawn endgames. If the players had exchanged knights, instead of bishop for knight, it would have resulted in an opposite colored bishop endgame. However, in the bishop versus knight endgame here, black has two advantages. First, the bishop can play on both sides of the board more effectively than the knight because it can cross the board in one move. Second, white's isolated d-pawn is a target.

Black declined the draw offer, and played **33. ... f6**. This move deprived the knight of the d5 and g5 squares, limiting its mobility. Then, both players activated their kings—the strongest pieces on the board. After **34.Ke2 Kd6 35.d4 Kd5 36.Kd3**, the players reached the position in the next diagram.



Black's bishop is under attack by the white king. Black's move, **36. ...Bb2**, places the bishop on a safe square where it maintains pressure on the isolated queen pawn. One capability bishops enjoy that knights lack is this ability to retreat to safety, while maintaining an attack on a particular target.

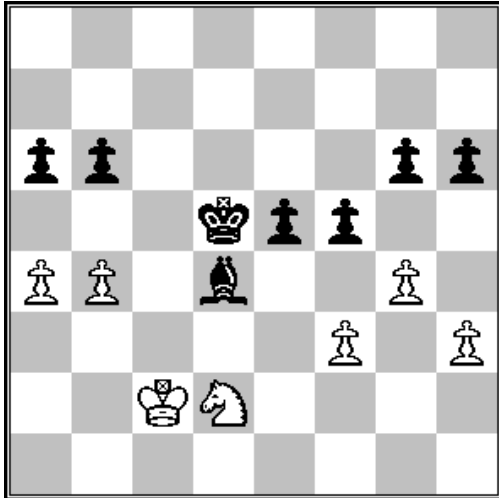
Play continued **37.h3 h6 38.Nd2**. White chose to give up the weak pawn, rather than passively defend with the knight.



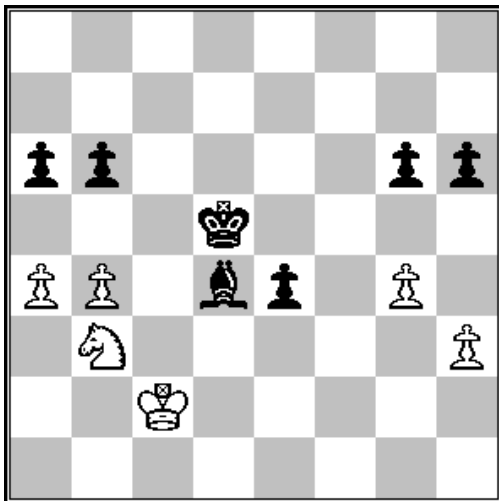
38. ... Bxd4. The d-pawn has fallen, transforming black's advantage from the ability to attack a weak pawn into

a kingside pawn majority. Black might be able to trade the bishop for the knight and create a passed pawn with the pawn majority. White will struggle to prevent this exchange.

Play continued **39.f3 f5 40.Nc4 b6 41.b4 e5 42.Nd2 a6 43.g4 g6 44.Kc2.**



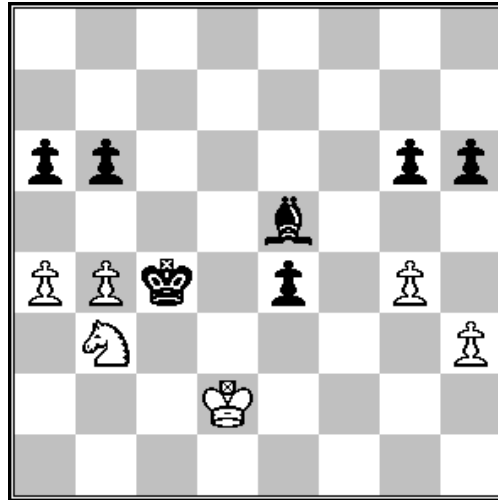
Now, black created a passed pawn with **44. ... e4 45.fxe5 fxe5**. White attacks the bishop with the knight, **46.Nb3.**



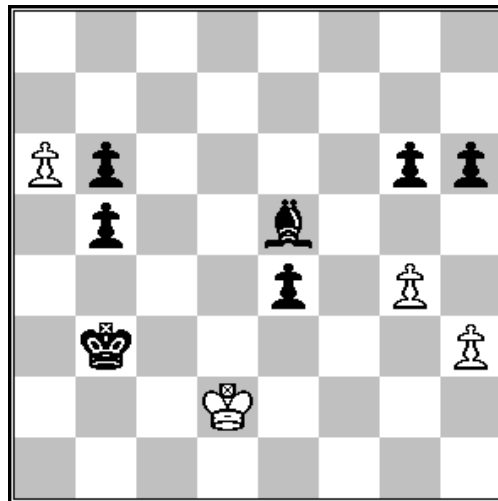
Black now realized the exchange of knight for bishop leads to a draw because the white king can stay in

front of the passed pawn (see the lesson on the opposition above). Thus, the bishop retreated, **46. ... Be5.**

After **47.Kd2 Kc4** the white position deteriorates rapidly.

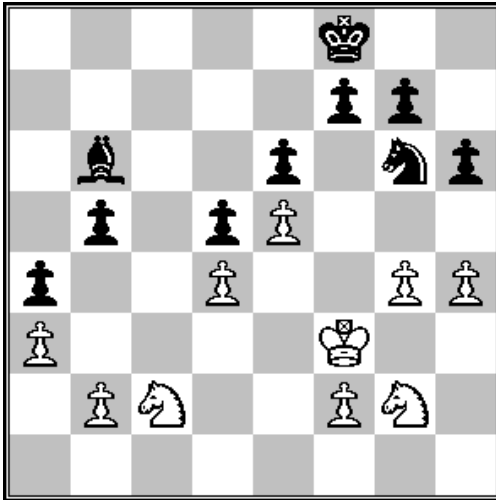


White must lose material—the pawns or the knight. Faced with such discomfort, white opted for a desperate gamble, sacrificing the knight for a passed pawn, **48.b5 axb5 49.a5 Kxb3 50.a6.**



Black's bishop stops the knight: **50. ... Bb8**. After one more move, white resigned.

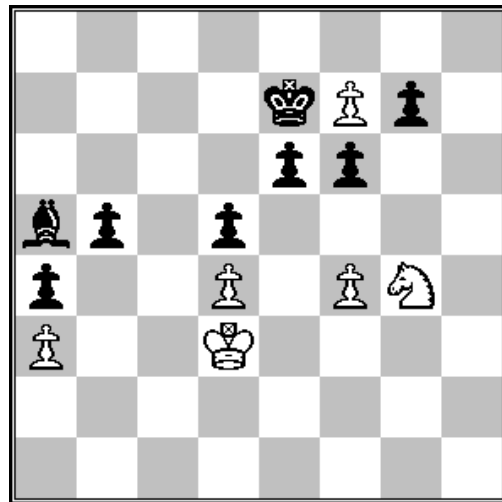
The next lesson originated from one of my failures. Having played well with the white pieces, I reached the position below against a much higher rated player, Romie Carpenter, a Montana player who frequently plays in Spokane tournaments.



White is no worse, and may be slightly better. Although there are pawns on both sides of the board, the central pawn structure restricts the black bishop. The backwards pawn on d4 remains a target, but the knight has it defended. From this position, I developed the plan to maneuver my king to the queenside in order to attack the weak pawn on b5. Of course, the black king can also move over to defend it. However, after h4-h5 attacks the knight and it retreats, my knight on g2 can join the attack. Perhaps it can get to b5 faster than black's knight. I believe this was the correct plan, although it may lead to no more than a draw. There was still a lot of play in the position. I also had the advantage of more than thirty minutes remaining on my clock, while my opponent was under five minutes.

Based on this plan, I played **40.Ke3??** This blunder cost me the game. Moving into the pin gave black a free pawn, **40. ... Nxe5**. Either 40.Ke2 or 40.h5 would have kept the game alive. The course e2-d3-c3-b4 is just as fast as moving to e3 first, and it avoids the game losing pin. After 40.h5 Nd7, the king could safely move to e3. I had two ways of following my plan that were better than the move I chose.

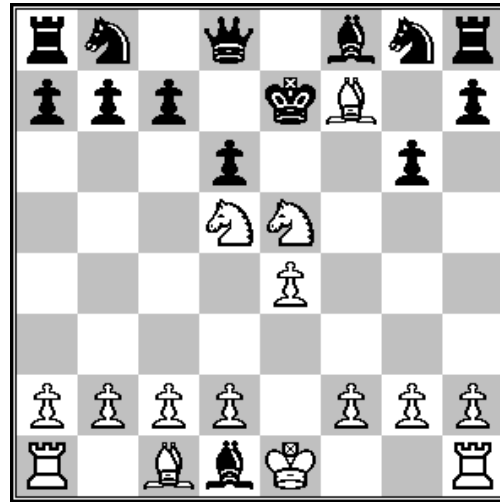
After my blunder, I played on, and even managed to get a pawn through black's pawns on the kingside, but the black king stopped my passes pawn. I resigned in the position below. I was down three pawns and Carpenter's bishop had become much better than my knight.



Tactics

"Chess is 99% tactics." Richard Teichmann

Tactics are the possibilities in a game of chess. How well you see these possibilities depends on your tactical abilities. You can improve your tactics. As you improve, you will win more games.



Legall's Pseudo Sacrifice

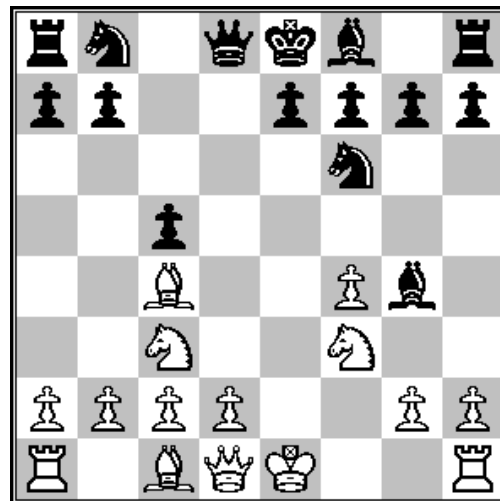
Legall de Kermeur was a strong chess player in the eighteenth century. Chess historians remember him because he was Andre Philidor's teacher—Philidor may have been the strongest player in Europe in the eighteenth century. He is also remembered for his one recorded game.

de Kermeur, L - St Brie [C23]
Paris, 1750

**1.e4 e5 2.Bc4 d6 3.Nf3 Bg4
4.Nc3 g6 5.Nxe5 Bxd1 6.Bxf7+
Ke7 7.Nd5# 1-0**

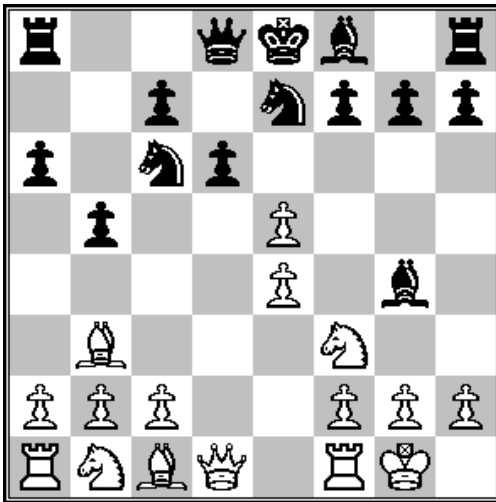
Remember the checkmate pattern in the final position. It may pay off. I have won several games this way. For example, I played the following game online in November 2003.

**1.e4 c5 2.f4 d5 3.exd5 Qxd5
4.Nc3 Qd8 5.Nf3 Nf6 6.Bc4 Bg4.**



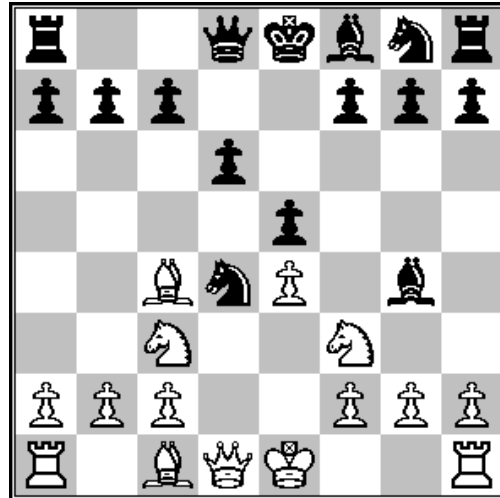
Here I played **7.Ne5**, expecting that my opponent would retreat the bishop to e6. Instead, my opponent captured my queen, **7. ... Bxd1??**, so **8.Bxf7#**. The final position is not identical to Legall's checkmate, but it is similar.

Then, on one remarkable day in October 2004, I won two games with Legall's trap. I played the first of these on the Chessmaster X server. The game began **1.e4 e5 2.Nf3 Nc6 3.Bb5 Nge7** (an unusual, and not particularly good move against the Spanish Opening) **4.0-0 a6 5.Ba4 d6 6.d4 7.Bb3 Bg4 8.dxe5.**



White already has a better position, but black is not lost yet. Here black should have played **8. ... Bxf6**, followed by **9. ... Nxe5**. Instead, black played **8. ... Nxe5??** My reply set the trap, **9.Nxe5**. After **9. ... Be6 10.Nd3** white would be ahead a piece with a better position. Instead, the game concluded **9. ... Bxd1 10.Bxf7#**.

In the next game, my offer of the queen was a grave error. The game began **1.e4 e5 2.Nf3 d6 3.d4 Bg4 4.Nc3 Nc6 5.Bc4 Nxd4.**

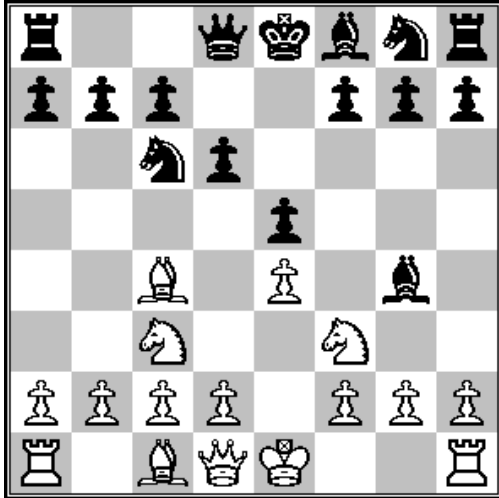


My next move here set the trap, as in the previous game, **6.Nxe5??**. However, after **6. ... dxe5** black is ahead a piece. **7.Qxg4** would not regain the lost material because black has **7. ... Nxc2+**, winning even more material by forking king and rook. My trap worked only because my opponent answered my blunder with another blunder, **6. ... Bxd1??** After this greedy capture of the queen, the conclusion was simple: **7.Bxf7+ Ke7 8.Nd5#**. Although I deserved to lose, I was lucky.

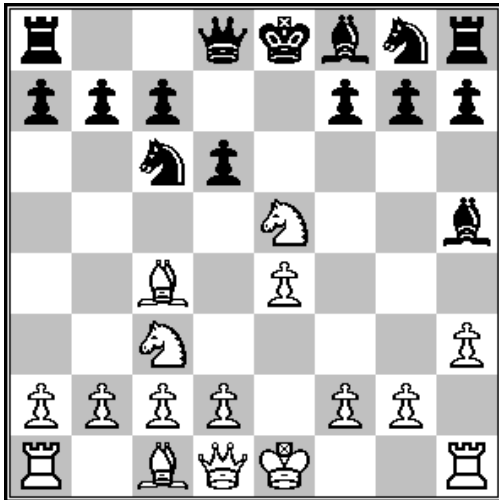
As with many checkmate ideas, sometimes the threat offers prospects for gaining a material or positional advantage. An trap still may be effective when the opponent does not fall for the bait. Consider this game played in 2002 in the World Junior Olympiad in Kuala Lumpur, Malaysia.

Lee,M - Zhang Kaichen [C50]
World ol U16 Kuala Lumpur (3),
21.08.2002

1.e4 e5 2.Nf3 Nc6 3.Bc4 d6 4.Nc3 Bg4

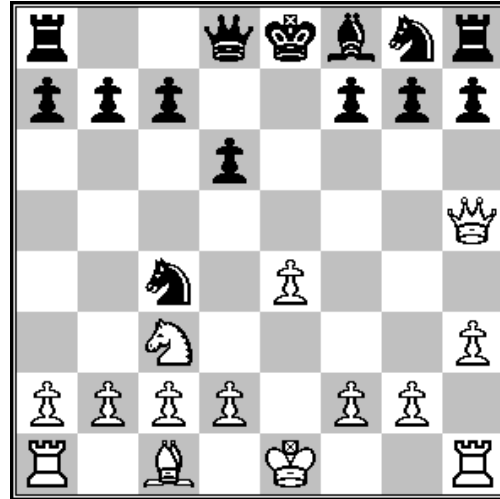


Here the position resembles the others, but 5.Nxe5?? loses a piece to 5. ... Nxe5. However, white played **5.h3**. This move tests black's plans with the bishop. Does black intend to exchange the bishop for the knight, or is the pin a bluff? After 5. ... **Bh5**, white can offer the sacrifice, and should, **6.Nxe5**.



We know what happens if black captures the queen, but black has a better move, **6. ... Nxe5**. White can then capture the bishop, **7.Qxh5**. So far white has gained a pawn, but the white bishop on c4 is under attack by the knight. After 7. ... **Nxc4**, black is

temporarily ahead a minor piece for the pawn.



Now, white wins back the piece with a fork, **8.Qb5+ Qd7 9.Qxc4**. White has gained a pawn and has a slightly better position.

The game concluded, **9. ... 0-0-0 10.d3 Kb8 11.Be3 b6 12.a4 f5 13.a5 Ne7 14.axb6 cxb6 15.Nb5 Nc8 16.Nd4 Ne7 17.exf5 Rc8 18.Qa4 Qb7 19.Nb5 Nc6 20.0-0 Rg8 21.Bf4 Rd8 22.d4 Rd7 23.Rfe1 Be7 24.d5 Nd8 25.Rxe7 Rxe7 26.Bxd6+ Ka8 27.Bxe7 Qxe7 28.Nxa7 Kb7 29.Nc6 1-0**

The opening trap gave white a slight edge that eventually led to the win.

Learning from the Masters: Corus C 2005

The annual Corus Chess Tournament at Wijk aan Zee, Netherlands ran January 14-30, 2005. The main event consisted of three fourteen player round-robin master events. The problems below are from games

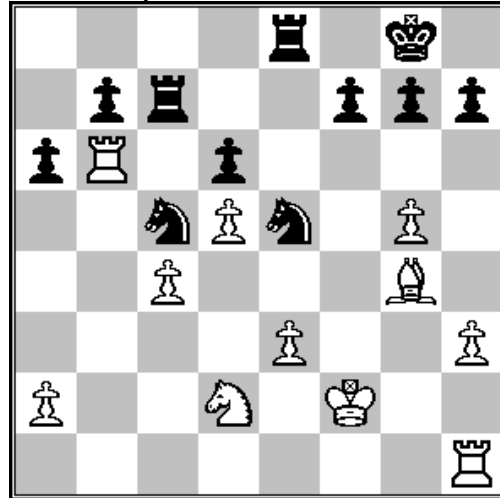
played during the first two rounds in the C group.

When I created a training sheet with five problems from these games, I included the following notes on the players:

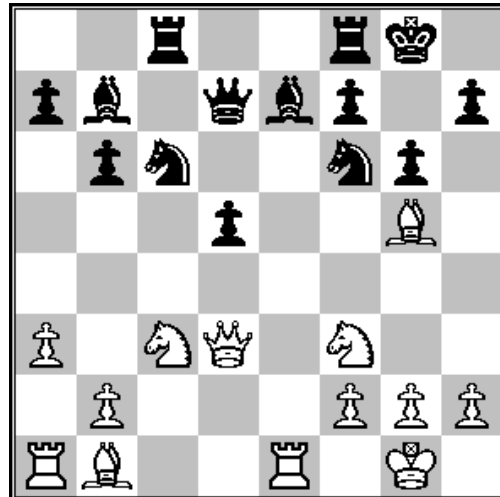
- Wouter Spoelman, Netherlands, born 1990
- Leon Pliester, Netherlands, born 1954, International Master
- Natalia Zhukova, Ukraine, born 1979, Women’s Grandmaster
- Bianca Muhren, Netherlands, born 1986, Women’s International Master
- Evgeny Alekseev, Russia, born 1985, Grandmaster
- Parimarjan Negi, India, born 1993
- Tea Lanchava, Netherlands, born 1974, Women’s Grandmaster
- Vladimir Georgiev, Macedonia, born 1975, Grandmaster.

Find the best move from each position. One of the positions did not occur in the actual game, but was possible if a different prior move had been played. The solutions are in the “Solutions to Exercises” at the back of the pamphlet. With each solution, I have appended the complete game score in PGN (portable game notation) format. Playing through master games is an excellent way to improve. Offering this opportunity was part of my intent with the original lesson.

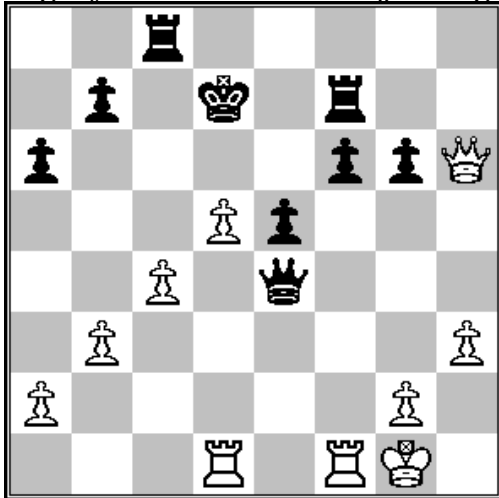
1. Black’s move (actual position)
Wouter Spoelman—Leon Pliester



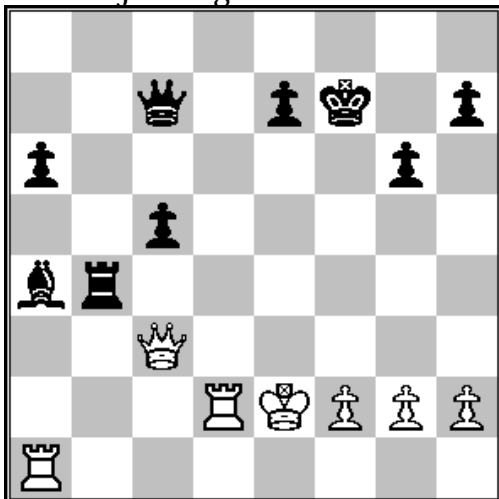
2. White’s move (actual position)
Natalia Zhukova—Bianca Muhren



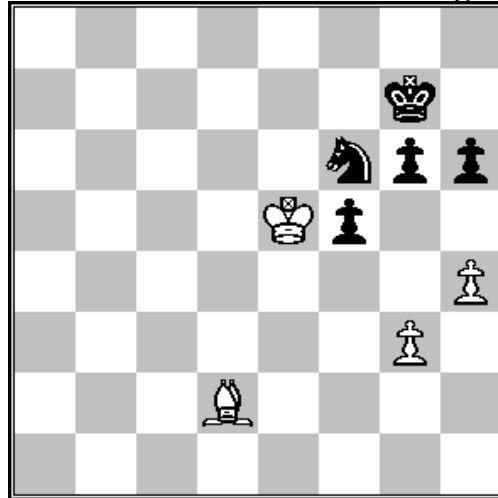
3. White's move (actual position)
Evgeny Alekseev—Parimarjan Negi



4. White's move (theoretical position)
Parimarjan Negi—Tea Lanchava



5. White's move (actual position)
Bianca Muhren—Vladimir Georgiev



Kasparov's Attacking Technique

Following the Super Grandmaster tournament in Linares, Spain in March 2005, Garry Kasparov announced his retirement. He had been World Champion 1985-2000, and remained the highest rated player, and the only player rated over 2800. Kasparov tied for first with Veselin Topalov, to whom he lost his final professional game in the final round. In an earlier round, he demonstrated superb attacking skills in a game against Michael Adams. I used the conclusion of this game as a tactics lesson shortly after it was played.

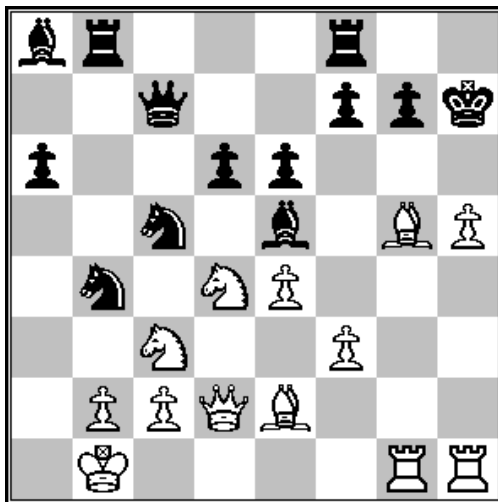
Adams, M (2741) - Kasparov, G (2804) [B84]

XXII SuperGM Linares ESP (12),
08.03.2005

**1.e4 c5 2.Nf3 d6 3.d4 cxd4
4.Nxd4 Nf6 5.Nc3 a6 6.Be3 e6**

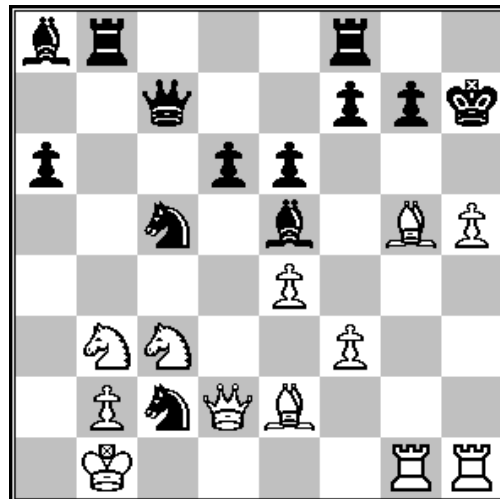
7.Be2 Qc7 8.Qd2 b5 9.a3 Bb7
 10.f3 Nc6 11.0–0–0 b4 12.axb4
 Nxb4 13.g4 Be7 14.g5 Nd7 15.h4
 Nc5 16.Kb1 Rb8 17.h5 0–0 18.g6
 Bf6 19.Rdg1 Ba8 20.Bg5 Be5
 21.gxh7+ Kxh7

We reach the position that I put on the demonstration board. Then I showed Michael Adams's next move.

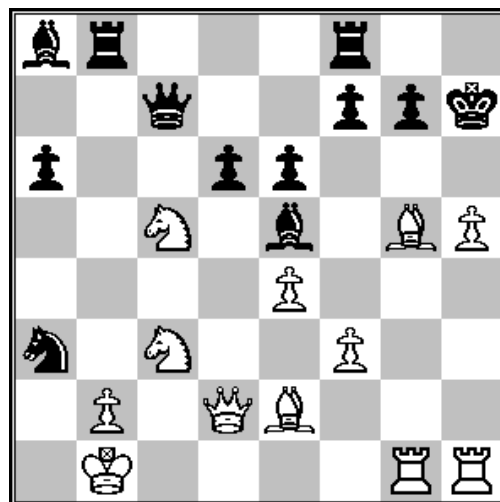


Adams played **22.Nb3**, a mistake. It would have been better to play 22.h6, which Kasparov could meet with g6. However, black's king would then be safe, and white's problems in the center and around his king would still need attention. After more than an hour of analysis, Hiarcs 9 suggests 22.Be3 as Adams's best choice, anticipating the continuation 22. ... Qa5 23.Nb3 Nxb3 24.cxb3 Rfc8 25.Bd4 Bxd4 26.h6 g6 27.Qxd4 e5 with a slight advantage for black. The position is complicated, and Kasparov's attack may have been hard to anticipate.

Kasparov replied **22. ... Nxc2!**, ripping open the position of the white king.

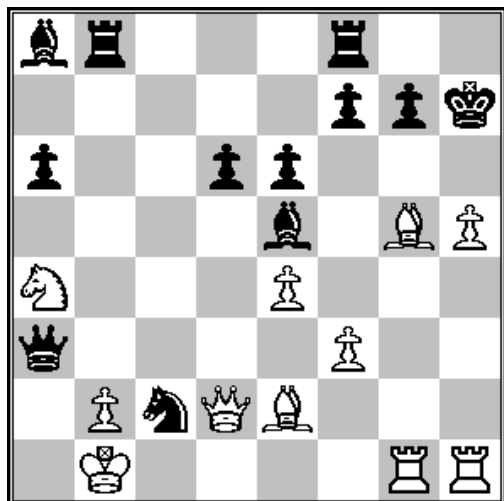


The game continued **23.Nxc5**
 23.Qxc2 fails to 23. ... Nxb3,
 unleashing an attack by bishop and
 queen on the knight on c3—the pawn
 on b2 fails to support this knight
 because of the pin by the rook. **23. ...**
Na3+



Adams must decide whether to move the king to a1, a2, or c1. He played **24.Ka2**, which was probably best. If he had played 24.Ka1, the game might have continued 24. If he played 24.Kc1, Kasparov could have tried 24. ... Qxc5 25.h6 g6 26.Be3 Qa5 27.Bd4 Rxb2! with a crushing attack.

The game continued **24. ...Qxc5**
25.Na4 Nc2 **26.Kb1 Qa3**, taking
 advantage of the pin and threatening
 the knight.



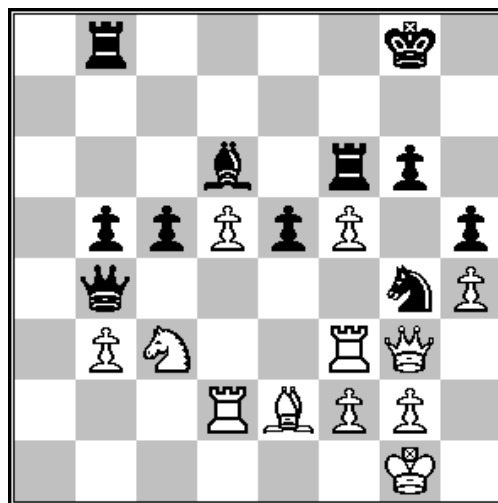
The game finished **27.Qxc2 Rfc8**,
 and white resigned. All black's pieces
 aim at the white queen, the knight on
 a4 is doomed, which will leave black
 ahead a pawn, and the black will
 secure behind a fortress after h6 g6.
 Kasparov's attack resulted in a
 position where he will be able to
 grind down white's position without
 facing any threats against his own
 position.

Adams resigned because he
 understands that all Grandmasters
 have mastered the technique needed
 to convert such advantages to a win.
 Scholastic players, on the other
 hand, can learn a lot playing such
 "won" positions against a computer
 or a friend.

Engine vs. Engine

For my entertainment and
 instruction, I often let my computer

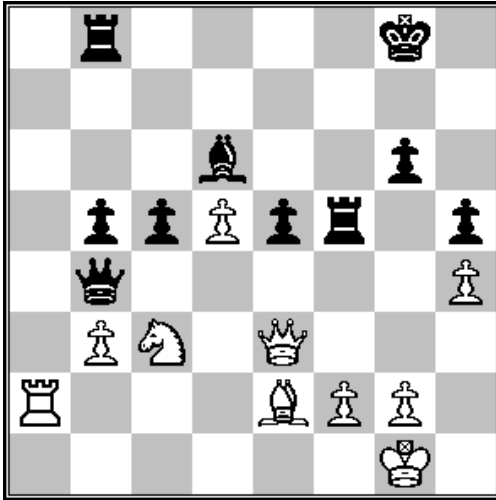
run automated tournaments while I
 sleep. As I have installed nearly
 ninety chess analysis and playing
 engines, there are more possible
 match-ups than I have time
 available. Many of these engine vs.
 engine games have become a source
 for instructive lessons. I noted the
 failure of Aldebaran to draw an
 opposite colored bishop endgame
 above. One of the most interesting
 tactical problems I employed in
 Spring 2005 was from a game
 between the engines LambChop,
 programmed by Peter McKenzie of
 New Zealand, and Bestia,
 programmed by George Lyapko of
 the Ukraine. In the position below, it
 is LambChop's (white's) move.



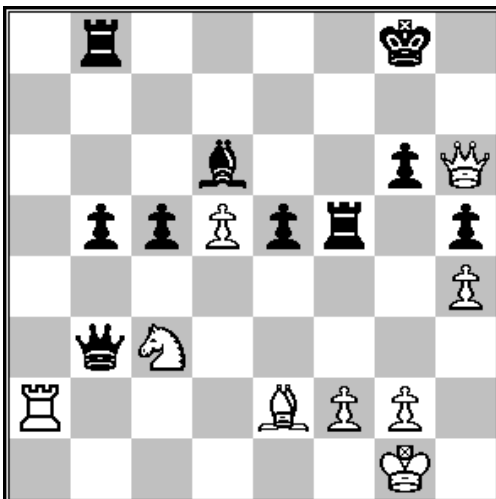
Down a pawn, LambChop played
33.Re3, offering a rook for a knight.
 Bestia accepted the win of the
 exchange, **33. ... Nxe3**, and soon
 lost. According to Fritz 8, Bestia
 would have prevailed after 33. ... e4
 34.Rxe4 Bxg3 35.Rxb4 (trading
 queens) Bxf2+! (a nice in-between
 move, snagging a pawn before
 capturing the rook on b4.) 36.Kf1
 Be3 (attacking the other rook)

37.Bxg4 cxb4 38.Ne4 Rff8 with a substantial advantage for black.

The game continued **34.Qxe3 Rxf5 35.Ra2.**



Here Bestia made a fatal mistake, **35. ... Qxb3??** The engine might have tried 35. ... Rb6, where the rook might defend the sixth rank. After black grabbed the pawn, the white queen moved in to trap the black king, **36.Qh6.**



Black might hang on a little longer with a good defensive move such as 36. ... Rf7, but played **36. ... Qxc3.** Now ahead a rook and pawn, black is

hopelessly lost. White's few remaining pieces all aim at the black king. The conclusion offers an instructive lesson regarding the failures of materialism, and the benefits of piece coordination.

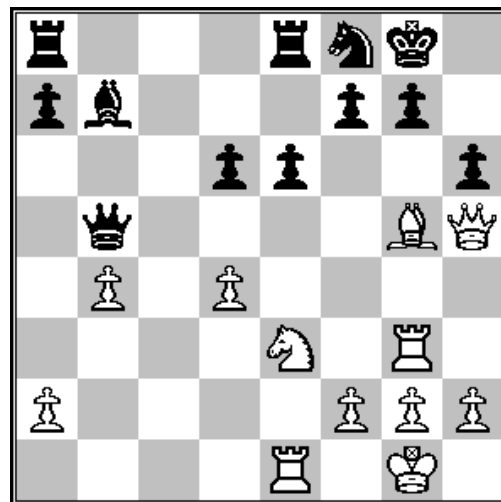
37.Qxg6+ Kf8 (37. ... Kh8 loses to 38.Ra7) **38.Qxf5+ Kg8 39.Qg6+** with 40.Ra7 to follow. Black resigned.

The Windmill

Mexican champion Carlos Torre defeated former World Champion Emmanuel Lasker in 1925 with a beautiful combination that has become known as the windmill.

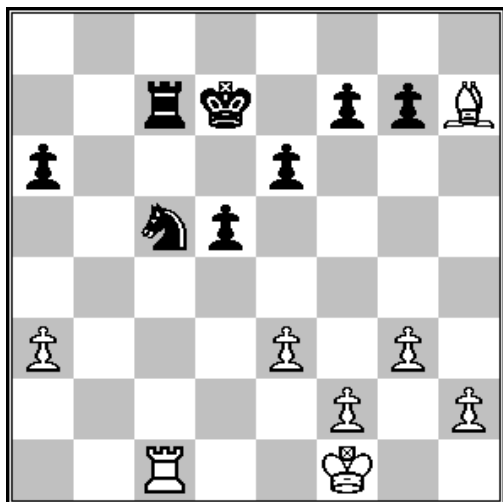
Using the vulnerability of Lasker's king, he sacrificed material only to forcibly win it back with interest.

See if you can work out white's winning sequence from the diagram below. The answer will be found in "solutions to exercises."

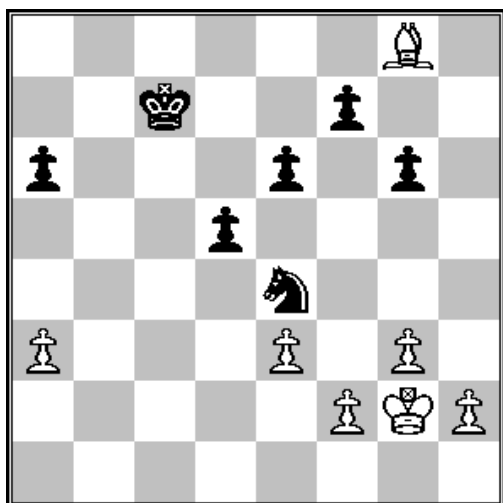


Endgame Tactics

In the position below, the white bishop has just snagged an undefended pawn on h7.

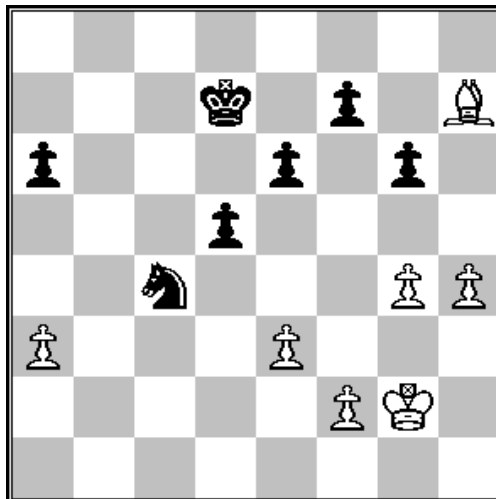


Black replied **27. ...g6**, trapping the bishop. Play continued **28.Kg2 Ne4 29.Rxc7+** (drawing the black king as far from the bishop as possible.) **29. ...Kxc7 30.Bg8**. White avoids losing the bishop to 30. ... Nf6.

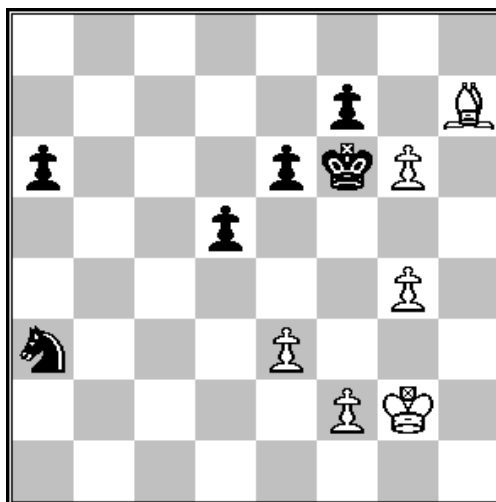


30. Nd6. Black protects the f-pawn, and now intends to march his king over to capture the trapped piece. The game continued **31.h4**

Kd7 32.Bh7 Nc4 (better for black is 32...Ke7 33.h5 Kf6 34.hxg6 fxg6+). After **33.g4**, black retains a slight advantage, but missed a clear win.



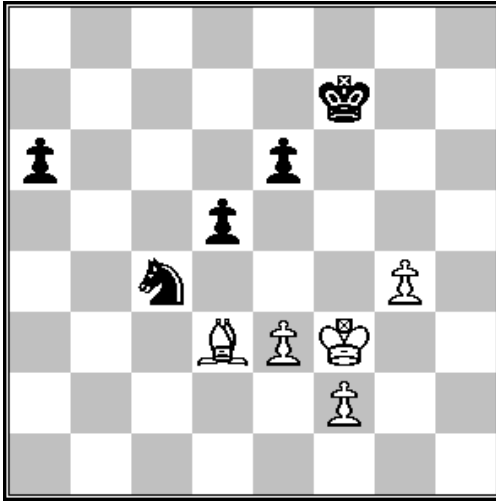
Play continued **33...Nxa3 34.h5 Ke7 35.hxg6 Kf6**.



Here white has the opportunity for equality with a tactical combination. Work it out yourself and then check the "solutions to exercises."

White played **36.Kf3?**, which black answered with a mistake of his own, **36...Nc4?**. What move should black have played? See "solutions to exercises" for the answer.

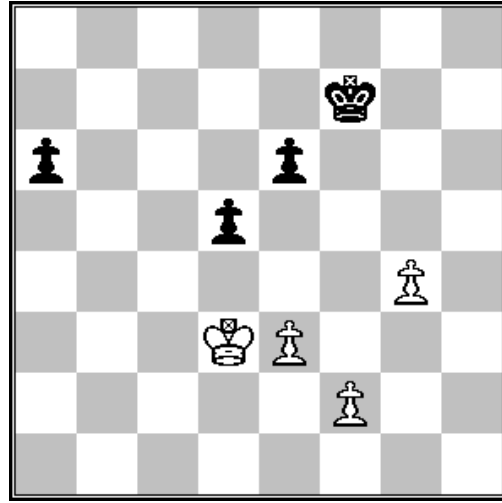
The game continued **37.gxf7 Kxf7** **38.Bd3** and the trapped bishop has escaped. This was a correspondence game played on the website <http://www.slowchess.com/>. I had black and spent more time on my next move than any other in the game.



I recognized that I could force the trade of my knight for my opponent's bishop with a fork, but needed to analyze the subsequent king and pawn endgame to determine whether this plan was best. I also had to consider the possible consequences of letting this opportunity pass, combating the bishop with a knight. With all my opponent's pawns in a group, the knight can be an effective defensive piece. Exchanging pieces, on the other hand means that the white king must stop my a-pawn. The time my opponent must spend in that endeavor would allow my king and two other pawns to get something going against the three white pawns. I thought the game was likely a draw, but required a fight to the finish.

As it turns out, Hiarcs 9 finds a substantial advantage for black after the fork, but sees equality after the second best move, 38. ... a5.

I played **38. ...Ne5+**, and my opponent made the obvious reply **39.Ke2**. Then I followed with my plan. **39. ... Nxd3** **40.Kxd3**.



As it turns out, Hiarcs 9 finds this position equal. However, after 39.Ke2 a5! 40.Bc2 (40.f3 Nxd3 41.Kxd3 e5 is much worse for white) 40. ... Nxg4, I would have had good winning chances.

The game went on **40. ... Kf6** **41.f4 e5** **42.f5**.



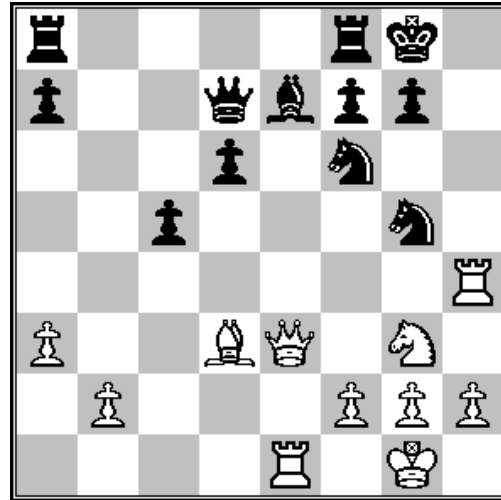
18. Bxh6! If black captures the bishop with 18. ... g6, white gets a winning advantage after 19. Rxe7 Qxe7 20. Nf5 Qe6 21. Qd2 Ne4 22. Qf4 Rfe8 23. Rxh6. Black is ahead a rook, but must give up more than that to protect the vulnerable king.

Play continued **18. ... Ne6 19. Bg5?** This move was a mistake, while 19. Nf5 would have led to a winning advantage after 19. ... g6 20. Bb5! (a decoy that black must refuse) 20. ... Qc7 (20. ... Qxb5 loses quickly to 21. Nxe7+ Kh8 22. Bxf8+ and checkmate in a few moves more.) 21. Nxe7 Qxe7 22. Bxf8 Qxf8 23. Qd3 when white is ahead in material and has threats against the black king.

My opponent, vogel, answered my error with **19. ... Bxf3**, a good move that I had failed to anticipate. I captured the bishop with a blunder, **20. Qxf3??** Better for white was 20. Bxf6 Bxf6 (20. ... Bxd1 leads only to a draw, 21. Bh7+ and white can force repetition of position.) 21. Bh7+ Kh1 22. Qxf3 with an advantage for black.

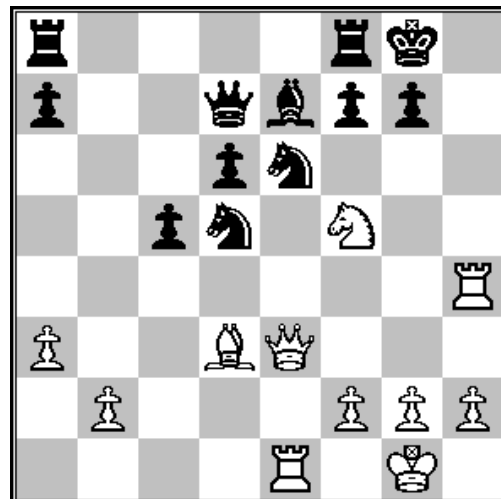
Play continued **20. ... Nxf3**

21. Qe3. Black has a one piece advantage and a secure king. How does black exploit the position now?



Black played **21. ... Ne6??**, handing the game back to white. "Solutions to exercises" offers a better sequence.

The game continued **22. Nf5 Nd5?** (another error, although the better alternative of 22. ... Ne4 does not alter the result), and white's move 23 was?



Here, finally, I found the winning combination. The game's conclusion is presented in the "solutions to exercises."

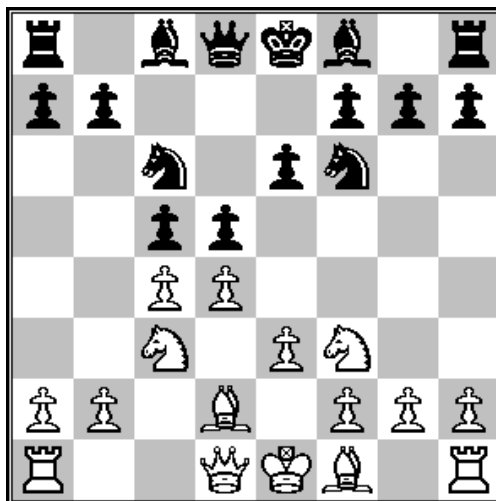
Success!

In the Inland Empire Open in April 2005, I faced Pat Herbers in the first round. Herbers is one of Spokane's strongest players. Notice that his rating at the time of the game was nearly 400 points higher than mine. Furthermore, he has been rated much higher, while I was at my highest ever rating. This was my first game against him. We played a game that developed into an instructive one, so I showed the entire game to several groups of chess players over the course of the next few weeks.

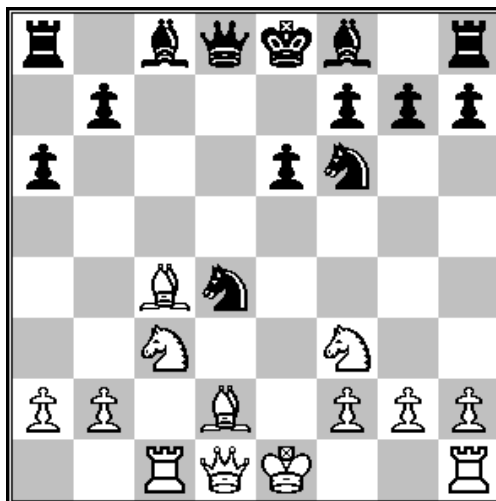
Stripes,J (1586) - Herbers,P (1950) [D40]

Inland Empire Open Spokane (1), 09.04.2005

1.d4 d5 2.c4 e6 3.Nf3 c5 4.e3 Nf6 5.Nc3 Nc6 6.Bd2!? This move loses a pawn, which I realized shortly after making it. Because I made the move before I understood these consequences, it should be considered a mistake. However, I gained positional compensation for the pawn. My opponent told me after the game that he thought I had prepared the line we played during home analysis. I had not, but since this game, I have played the line in a few other games. The sacrifice of this pawn has become an opening strategy that I employ on occasion.



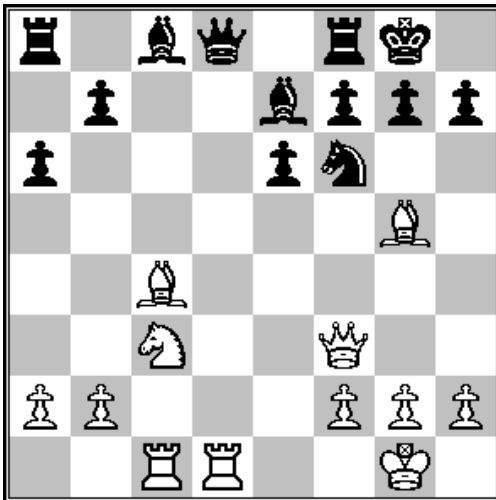
The game continued **6. ... a6 7.Rc1 cxd4 8.exd4 dxc4 9.Bxc4 Nxd4**. Black has gained the pawn made possible by white's sixth move.



While contemplating my next move, I came to terms with the fact that I was down a pawn against a much stronger player. I decided that my best option was to use the slight initiative that I had to play for a draw. I believed that if I could exchange all the minor pieces, and the queens, and perhaps double a pair of his pawns, then I would have drawing chances in the resulting rook and pawn endgame.

I played **10.Bg5**. This discovered attack against the knight presents my opponent with two options, both in accordance with my plan. He chose **10. ... Nxf3+**. The alternative was **10. ... Nc6** **11.Qxd8+ Nxd8** **12.Bxf6 gxf6** with the queens off the board and a pair of black's pawns doubled.

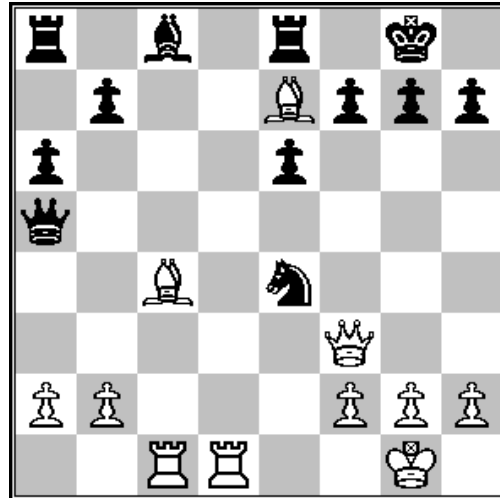
Play continued **11.Qxf3** **Be7** **12.0–0** **0–0** **13.Rfd1**.



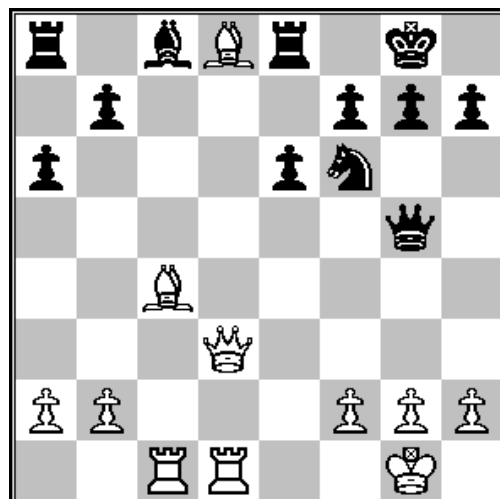
All of my pieces have found squares where they assert control over the center and are mobile. Meanwhile, my last move begins harassment of Herbers's queen.

Herbers played **13. ... Qa5**. Now, **14.Bxf6** might fit within my plan, but I saw some of the tactics that were coming, so I played **14.Ne4**, defending my bishop.

14. ...Nxe4 (black could have tried **14...Nd5!**?) **15.Bxe7** **Re8**.



Here, **16.Qxe4!**? **Rxe7** **17.Qe5** seems simple and according to plans, but I began to enjoy my position and thought I would like to keep the bishop pair. Hence, I played **16.Qd3** **16...Nf6** (Of course, **16. ... Rxe7** loses immediately to a bank rank checkmate combination.) And now further harassment of the queen, **17.Bd8**. I might have been better off after **17.Bxf6 gxf6** **18.Rc3** with positional superiority. **17...Qg5**.

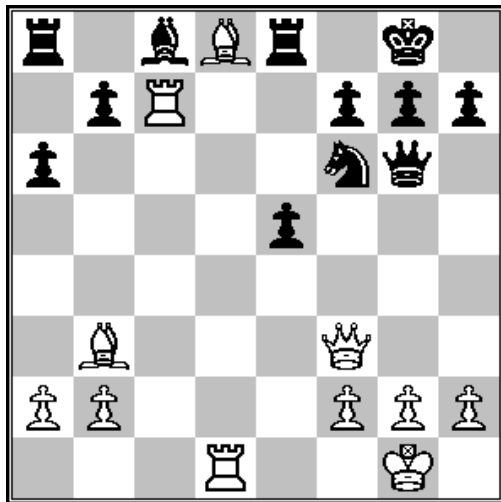


I find a bit of poetry in this position, as the white bishop and black queen have traded squares from the position after my tenth move, and

the knight on f6 is pinned again. However, 17...Qe5 would have led to a slight advantage for black.

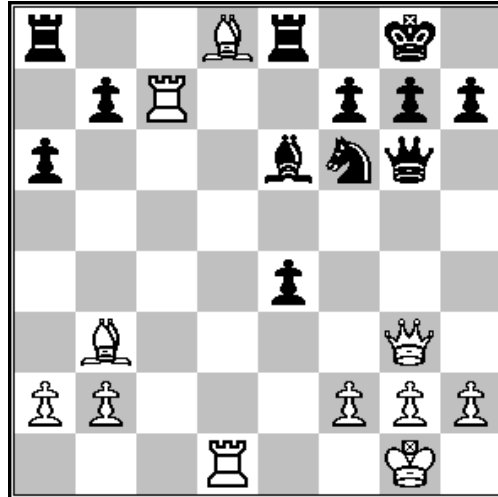
Play continued **18.Bb3** (opening a file for the rook, while also preparing Bc2 with threats against h7. **18. ... Qg6 19.Qf3**. With the opportunity to trade queens, as I had planned, I chose instead to keep up the pressure. By this point, I had the idea that I would be able to win back my pawn, and may be able to inflict some damage that would give me a slight advantage along the way. **19...e5**. Pat Herbers finds a plan for getting his bishop into the game. After the bishop moves, the inactive rook that is observing the game from a8 can join the struggle.

20.Rc7?? This move looked good to me because of the pressure along the seventh rank, but I overlooked some tactics. After 20.Bxf6 gxf6 21.Rc7 Rf8 I would have had the advantage.

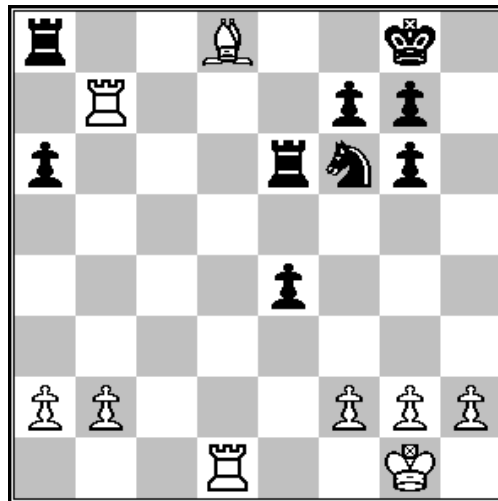


20...e4? My opponent's reply also looked good to me when I had to play against it, as the harassment of my queen forces my unpleasant reply. However, after 20...Bg4 21.Qxb7

Raxd8—+ black is winning. **21.Qg3 Be6**. Now many pieces will come off the board. My task was to find the best sequence.



22.Bxe6 Rxe6. The alternative 22...Raxd8? is no good in view of 23.Rxd8 Rxd8 24.Qd6+-. **23.Qxg6 hxg6 24.Rxb7**, winning back my lost pawn.



24. ... Rc8 25.Ba5 Ng4 26.h3 Ne5 1/2-1/2

In the final position, white has a slight advantage, but I was happy with the draw, so I readily agreed to my opponent's offer. After this draw,

I could have withdrawn from the tournament and achieved a rating over 1600—my goal for the past two years. I aim to earn my rating through play, not through one lucky game, so I continued in the tournament. I finished with a win, two losses, and this draw, and a rating change from 1586 to 1583. After some tough breaks in August, losing several superior positions, I still have a lot of work to get over 1600. I am confident that hard work will get me there, but I must be patient. Improvement takes time.

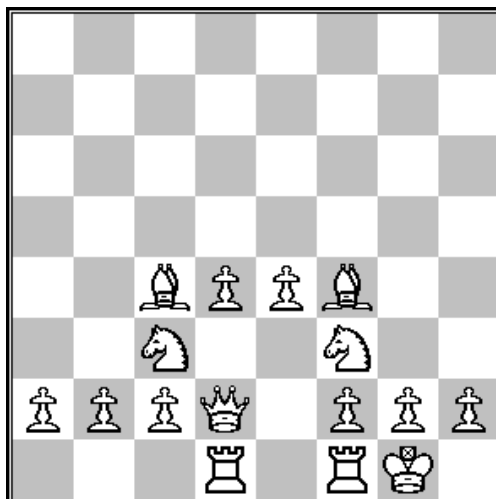
Openings:

There are probably more chess books written about the opening than any other topic. In fact, something close to 30% of my shelf space for my chess library holds books concerned with opening theory. Nevertheless, as I stated at the beginning of this pamphlet, learning openings should not be the focus of a chess player's training regimen. Yet, players must learn certain fundamental principles that generally are gained from opening training. Players need to learn to gain mobility for their pieces, use them in coordination, and control the center. Going for a quick knock-out with Scholar's Mate or the like may work from time to time, but it will cultivate bad habits.

One idea that I frequently present to chess students is the Tarrasch set-up. This set-up, put forth more than a century ago by Seigbert Tarrasch is an ideal rarely achieved in actual games. The principles are the point. These principles are as follows. In the first ten moves, a player should

- seize the center with pawns,
- develop the minor pieces towards the center,
- castle, and
- connect the rooks.

No piece should move more than once. After nine moves, the pieces might be arranged as in the diagram below.



Of course, it is also important to try preventing your opponent from setting up his or her pieces in a similar manner. In addition, you must be flexible and meet needs of the position as it changes.

Opening systems, of which there are hundreds, all aim at harmonious deployment of the pieces and control of the center, where the pieces have the greatest mobility.

Spanish Opening

The Spanish priest, Ruy López de Segura, was one of the first chess players to attempt a systematic study of opening variations. He published some of his work in *Libro del Ajedrez* in 1561. Because of his work, the sequence that begins 1.e4 e5 2.Nf3 Nc6 3.Bg5 is called the Spanish Opening or the Ruy Lopez Opening today.

The Spanish Opening ranks among the most popular systems at all levels of play. It also is an opening system that illustrates well many fundamental opening principles.

In November 2004, I showed a group of students at Arcadia the Spanish Opening, Chigorin variation. The lesson had several components: it was the first effort to write chess notation for some of the students. I wrote each move in notation and then moved the piece on the demonstration board. The students copied the notation onto a “Smart Score Sheet” from Prof. Chester Nuhmentz. Chester Nuhmetz (pronounced chess tournaments) is the pseudonym used by Jim Mitch, who creates some of the best available chess instructional materials for children. His materials are available at <http://www.professorchess.com/> The “Smart Score Sheet” asks a question after every two to three moves. We used these questions to guide a discussion of the principles at work in the opening.

Chigorin Variation

The Chigorin variation bears the name of a great Russian player who advocated the system in the late-nineteenth century. Mikhail Chigorin played two matches for the World Championship against reigning champion Wilhelm Steinitz, but did not win either. In the Hastings Tournament of 1895, one of the strongest tournaments in history, he placed second, ahead of both Steinitz, and the new World Champion Emanuel Lasker, but behind the winner, Harry Nelson Pillsbury. Chigorin was a major inspiration to the Soviet School of Chess, which dominated world

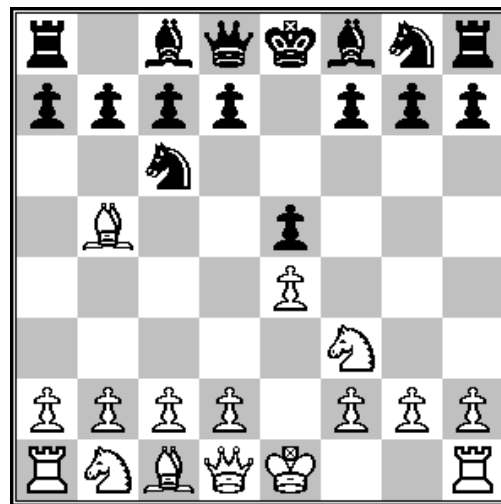
competition through the last half of the twentieth century.

1.e4 White begins with a claim upon the center, and the move that does more to increase piece mobility than the other nineteen possible first moves.

1. ... e5 Black replies with a similar claim to the center.

2.Nf3 White attacks black’s center, and black defends it with **2. ...Nc6**.

3.Bb5 is the characteristic move of the Spanish Opening. Other popular moves here include 3.Bc4, usually leading to the Italian Game, 3.Nc3, keeping open several options, 3.d4, the Scotch Opening, and 3.f4, the King’s Gambit.



By attacking the knight on c6, white aims to undermine black’s center.

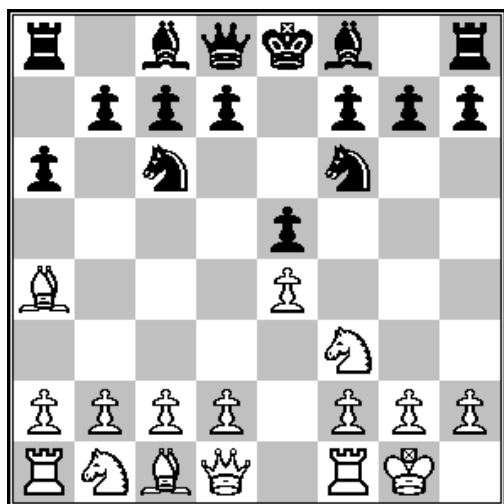
3. ... a6 Black tests white’s intentions with the Bishop. This move has been dubbed the Morphy Defense after Paul Morphy, who played it on several occasions. **3. ... Nf6**, the Berlin Defense, is played

less frequently, but has been played at the highest levels. Vladimir Kramnik used the Berlin Defense with success in his World Championship match against Garry Kasparov in 2000.

4. Ba4 Retreating the bishop to a4 maintains the pressure against the knight, and indirectly the pawn. 4. Bxc6 is the Exchange variation of the Spanish Opening, and was a favorite of Bobby Fischer, World Champion 1972-1978.

4. ... Nf6 Now black attacks white's center pawn. By this point the "Smart Score Sheet" has posed two questions, whether a piece has moved towards the center, and whether a knight has so moved. Both players may answer yes to those questions.

5. O-O



5. ... Be7 5. ... Nxe4 does not win a pawn because of 6. Re1 Nc5 7. Bxc6 dxc6 8. Nxe5 winning back the pawn.

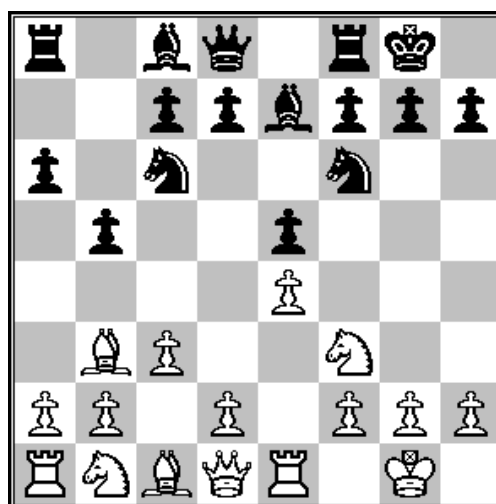
6. Re1 Now that white's e-pawn is defended, Bxc6 threatens to win a

pawn. At this moment, therefore, black ends the pressure against this knight with **6. ... b5** The bishop retreats again, **7. Bb3**.

Now white's light squared bishop pressures f7.

After the sixth move, the "Smart Score Sheet" asks whether the player has a pawn in the center—the four squares d4, d5, e4, and e5. Both players have a pawn in the center.

7. ... O-O **8. c3** White prepares to advance the d-pawn to d4, and also prepares to bring the bishop back to c2, where it can eye h7.



8. ... d6 Black adds protection to the e5 pawn, which frees the knight to maneuver to another post. Here, black sometimes plays 8. ... d5, launching the Marshall Attack. Black sacrifices a pawn for the initiative. Frank Marshall used this sacrifice in a famous game against José Capablanca. Although Capablanca won that game, the Marshall Attack has become a feared weapon, such that many players will play 8. h3 as white, rather than 8. c3, as h3

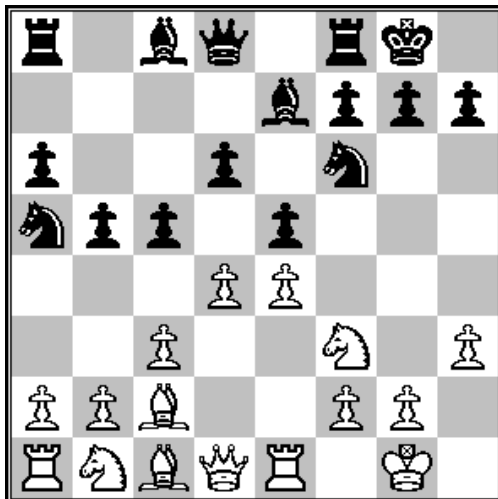
prevents some of the tactics black employs in the Marshall attack. In the 2004 World Championship match, Vladimir Kramnik lost a game to Peter Leko's Marshall.

9.h3 This move controls g4, preventing black from moving the bishop there.

9. ... Na5 This move attacks the bishop, which often becomes an important piece for white. It also allows black to advance the c-pawn in the battle for control of the center. This knight maneuver and pawn advance is the characteristic feature of the Chigorin variation of the Spanish opening. Black aims for queenside expansion and equality in the center to nullify the long-term pressure that white can build against black's kingside.

After the ninth move, the "Smart Score Sheet" asks whether the kingside bishop has moved without blocking the queen's pawn. Again both players can answer yes.

10.Bc2 c5 11.d4



All the pieces remain on the board,

but the tension building in the center will soon result in a series of exchanges. Both players seek to post their pieces on optimal squares, so they will be prepared when the board opens.

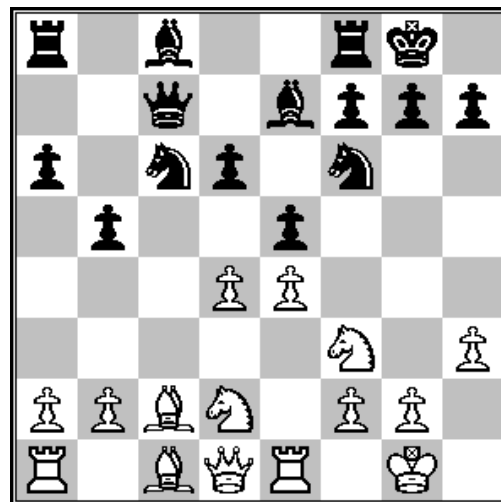
11. ... Qc7 From this square the queen asserts some control along the c-file, and retains the option of redeployment elsewhere as need be.

12.Nbd2 Often white will move this knight to f1, and then to g3 or e3.

12. ... cxd4 Black chooses to open the center.

After move twelve, the "Smart Score Sheet" asks whether both knights have been brought into the game. Both players have brought their knights out.

13.cxd4 Nc6



This was as far as I took this opening, although we could spend more time exploring possibilities and plans. The chess students paired up and played a game from this position.

It is unlikely that a scholastic player will see this position in competition, unless he or she is playing at the highest levels. Most players below A and expert will deviate from the main line of an opening long before the thirteenth move. Opening study should focus on the ideas more than upon learning specific variations.

Bxd4 28.Nxb7 Bxe5 29.Rc8+ Ne8
30.Nc5 Rac6 31.Rxc6 Rxc6 32.Rxe5
Nc7 33.Be4 1-0

I have played one game that reached this position. I present it here.

knightmare - wulebgr [C99]

m1097597509 net-chess.com
15.12.2004

1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4
Nf6 5.0-0 Be7 6.Re1 b5 7.Bb3 0-0
8.c3 d6 9.h3 Na5 10.Bc2 c5 11.d4 Qc7
12.Nbd2 cxd4 13.cxd4 Nc6 14.Nb3
Nb4 15.Bd2 Nxc2 16.Rc1 Bb7 17.Rxc2
Qb8 18.d5 Rc8 19.Qb1 Rxc2 20.Qxc2
Qc8 21.Qd3 Qd7 22.Rc1 h6 23.Na5
Rc8 24.Nxb7 Rxc1+ 25.Bxc1 Qxb7
26.Nd2 Bd8 27.Nb3 Bb6 28.Be3 Nd7
29.Bxb6 Qxb6 30.Qc3 g6 31.Qc6
Draw. ½-½

High level players are more likely to play from this position. This game is the most recent one in my database that did so.

Kryvoruchko, Y (2476) -

Zeberski, J (2338) [C99]

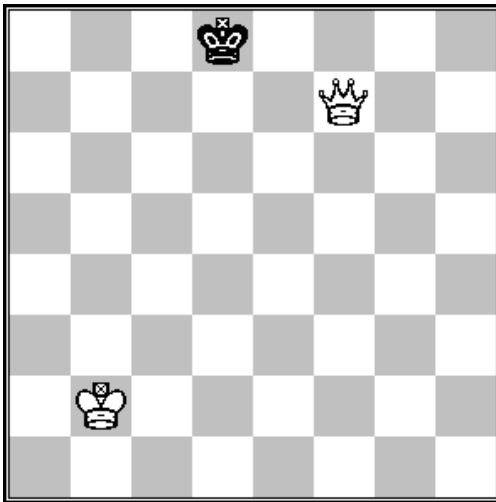
Open Olomouc CZE (9), 11.08.2005

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 Na5 10.Bc2 c5 11.d4
Qc7 12.Nbd2 cxd4 13.cxd4 Nc6
14.Nb3 a5 15.Be3 a4 16.Nbd2 Bd7
17.Rc1 Qb7 18.Bb1 Rfe8 19.Nf1 Bd8
20.Ng3 h6 21.Nh4 Nxd4 22.Bxd4
exd4 23.Nhf5 Ra6 24.Qxd4 Bxf5
25.Nxf5 Re6 26.e5 Bb6 27.Nxd6

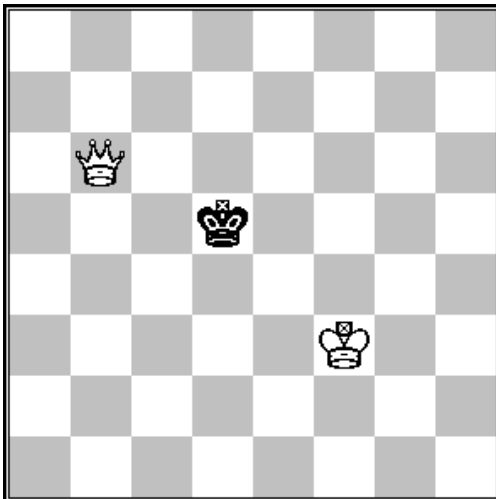
Appendices

Coloring Exercise

1. Color the squares near the black king controlled by the white queen.

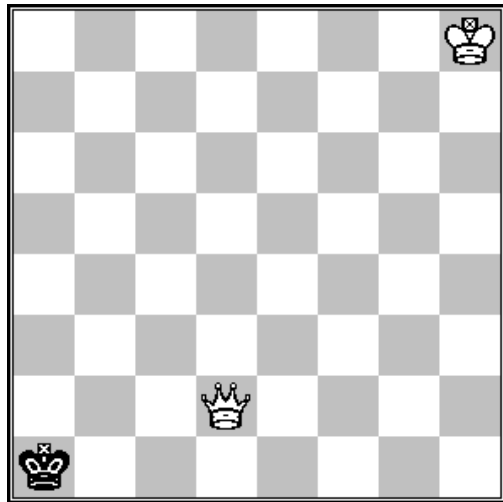


2. Color the squares near the black king controlled by the white queen or the white king.

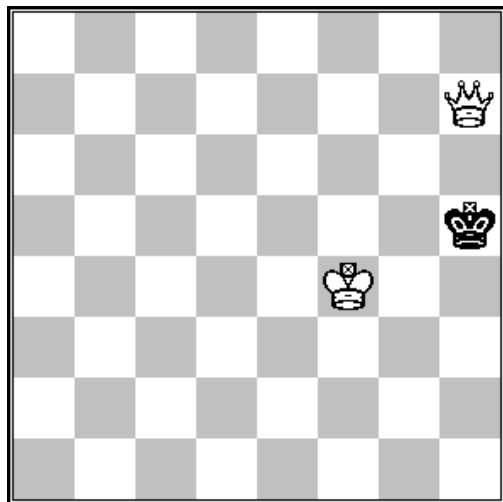


3. Color the squares near the black king not controlled by the white queen.

3a. How can white deliver checkmate in six moves? Draw an arrow showing white's plan.



4. Color the squares controlled by the white pieces to show why this position is checkmate.

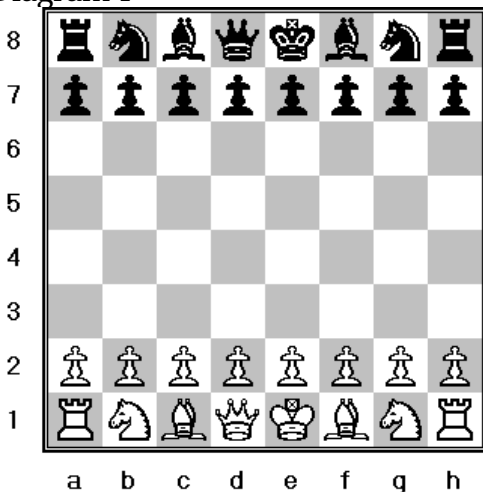


Chess Notation

Chess players communicate across time, space, and language barriers through chess notation. The most common system of chess notation is called algebraic. I explain the algebraic system here.

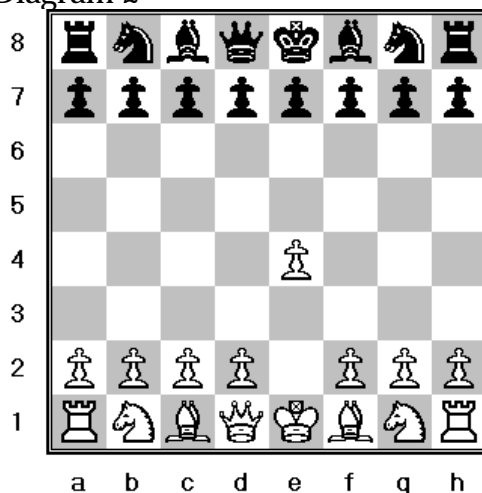
A letter and number, according to the grid shown, identify each square. See *diagram 1*.

Diagram 1



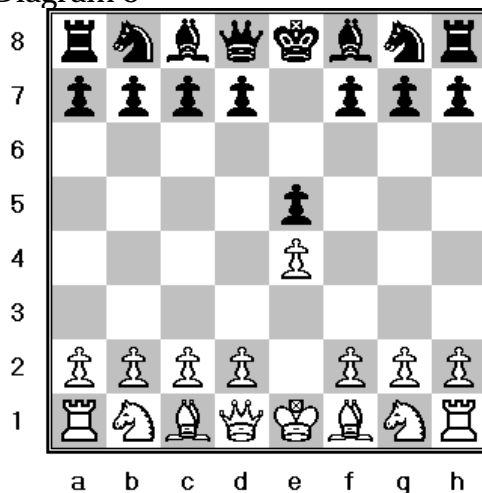
A pawn move is indicated by naming the square to which the pawn moved. For example, **1.e4** means a pawn has moved to the fourth square on the e-file. See *diagram 2*.

Diagram 2



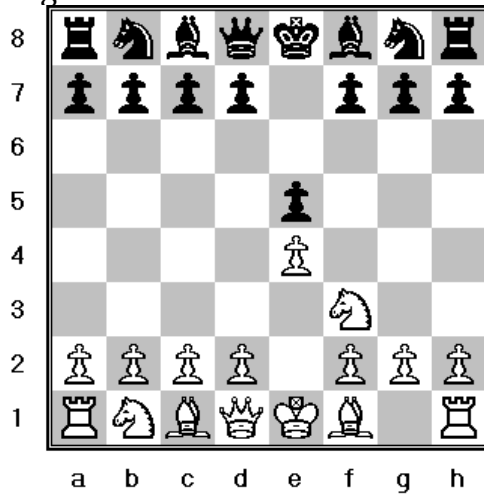
Notation usually employs a move number followed by a period and white's move. A number followed by ellipses and a move indicates that the move is black's. For example, **1. ... e5** leads to *diagram 3*.

Diagram 3



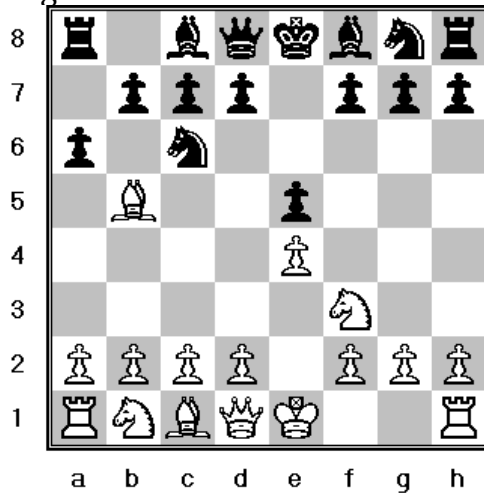
When a piece other than a pawn moves, it is indicated by a capital letter, the first letter in the name of the piece. However, in English, two pieces begin with a k, so the king is indicated by K, and the knight by N. For example, **2.Nf3** gives us *diagram 4*.

Diagram 4



If play continues **2. ... Nc6 3.Bb5 a6**, we have the Spanish Opening, Morphy Defense. See *diagram 5*.

Diagram 5



An x between the name of the piece and the name of the square indicates a capture, thus **4.Bxc6** leads to *diagram 6*.

Black would normally capture the bishop with either the d-pawn or the b-pawn. Which pawn must be specified to prevent ambiguity. Thus, **4. ... dxc6** indicates that the d-pawn made the capture, as seen in *diagram 7*.

Diagram 6

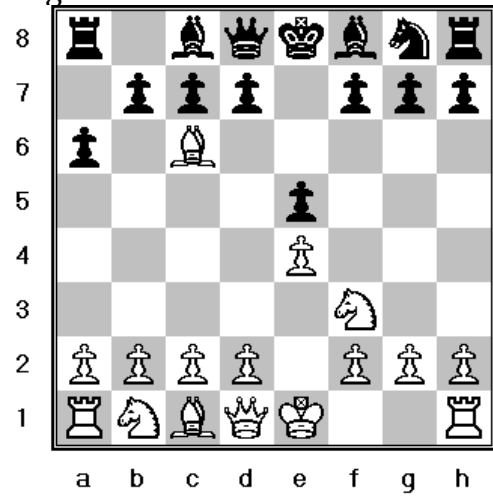
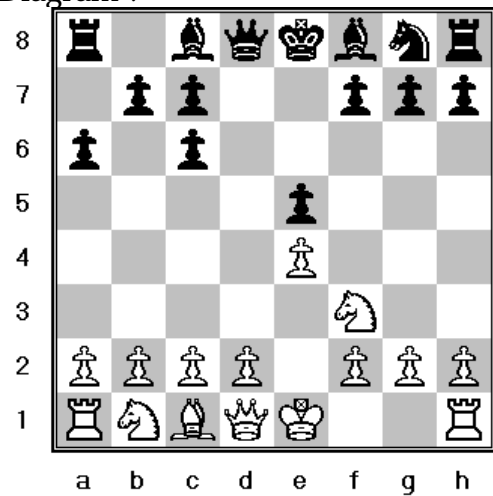


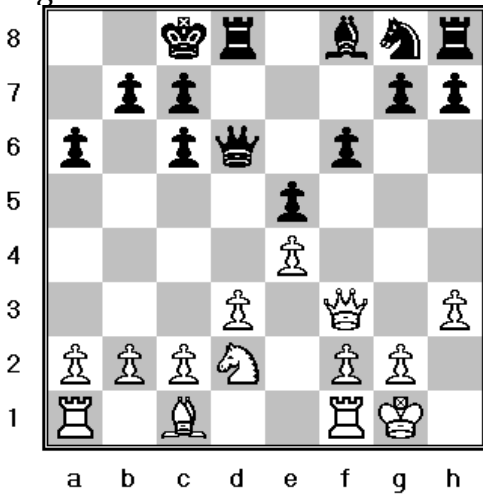
Diagram 7



Many games have begun with these moves. Here we follow a game played in London, England in 1883 between two strong masters in order to illustrate certain essential elements of chess notation.

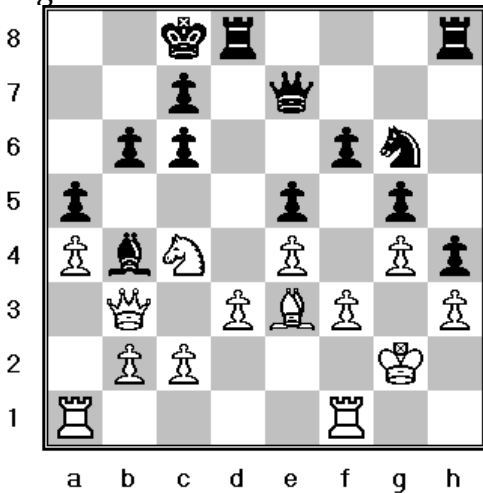
Two capital Os separated by a dash show that a player castled kingside, and three Os indicate queenside castling. Our historic game continued **5.O-O Bg4 6.h3 Bxf3 7.Qxf3 Qd6 8.d3 f6 9.Nd2 O-O-O**. White castled kingside on move 5, and black castled kingside on move 9, leading to *diagram 8*

Diagram 8



. Then, after **10.Nc4 Qe6 11.Qg3 g5 12.a4 b6 13.Be3 Ne7 14.f3 Ng6 15.Qe1 a5 16.Qc3 Bb4 17.Qb3 Qe7 18.g3 h5 19.Kg2 h4 20.g4** we reach *diagram 9*.

Diagram 9

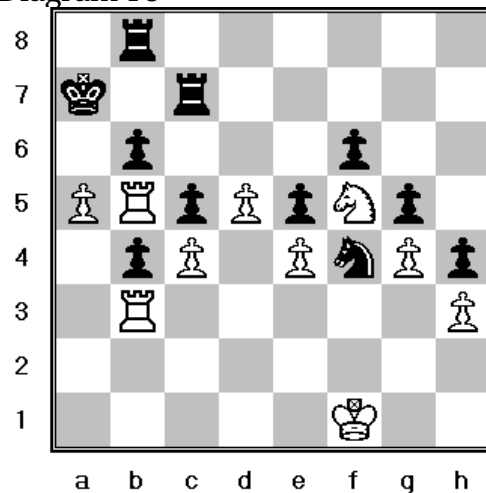


Black's decision to move a rook to e8 creates the next moment of possible ambiguity, as either rook may move there. As with the pawn, naming the file of origin specifies which rook makes the move, thus **20. ... Rhd8**—the rook on the h-file moves to d8.

If two rooks on the same file could

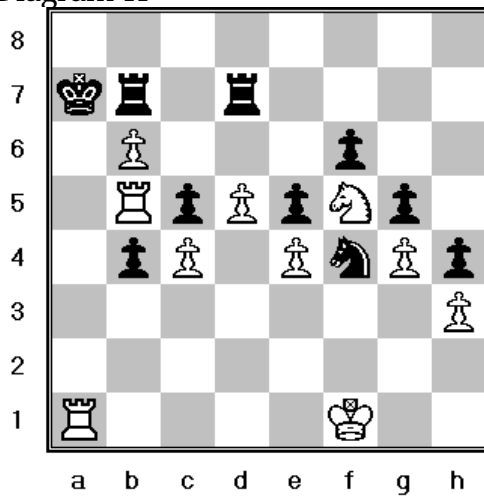
each move to a square between them, the rank must be specified. This possibility occurred after another 29 moves: **21.Kh2 Nf8 22.c3 Bc5 23.Rad1 Ne6 24.Qc2 Bxe3 25.Nxe3 Qc5 26.Nf5 Rd7 27.Rd2 Red8 28.Rfd1 Nf4 29.d4 Qc4 30.d5 cxd5 31.exd5 Kb8 32.Qe4 Qxe4 33.fxe4 Kb7 34.Rf2 c6 35.c4 c5 36.Ne3 Re8 37.Ra1 Rf8 38.Ra3 Rc8 39.Rb3 Rf8 40.Nc2 Ra8 41.Kg1 Re8 42.Kf1 Ra8 43.Rff3 Re8 44.Ne3 Rf8 45.Nf5 Re8 46.Rb5 Ka7 47.b4 axb4 48.a5 Rb8 49.Rb3 Rc7**. See *diagram 10*.

Diagram 10



If white capture the pawn on b4 with a rook, it would be written either **50.R5xb4** or **R3xb4**. These are both bad move that lose a rook to **51. ... cxb4**, and white did not play either. Instead, the game continued **50. Rb1 Rd7 51. Ra1 Rbb7 52. axb6+** (*diagram 11*).

Diagram 11



The small cross, or plus sign, after white's last move indicates that black is in check. A # sign indicates checkmate, which was how this game concluded: **52.... Kb8 53.Ra6 Rd8 54.Rxc5 Nxh3 55.Rca5 Kc8 56.c5 b3 57.c6 b2 58.Ra8+ Rb8 59.Ne7# 1-0**

1-0 indicates a white win, 0-1 a black win, and ½-½ a draw.

Solutions to Exercises

QK vs. K Diagnostic Tests

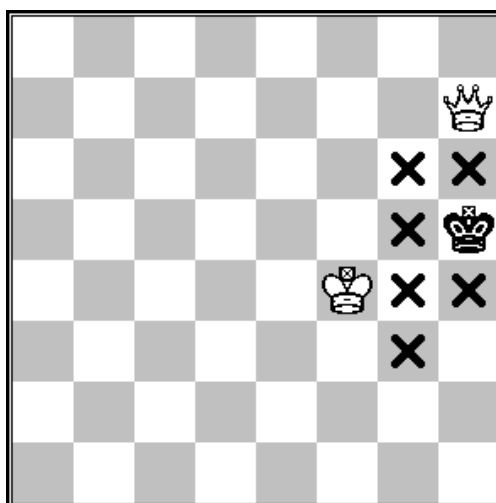
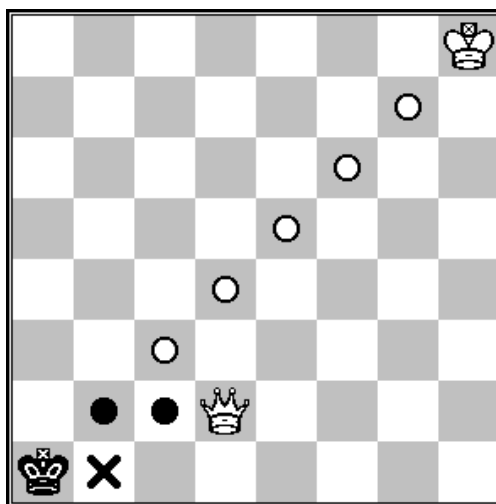
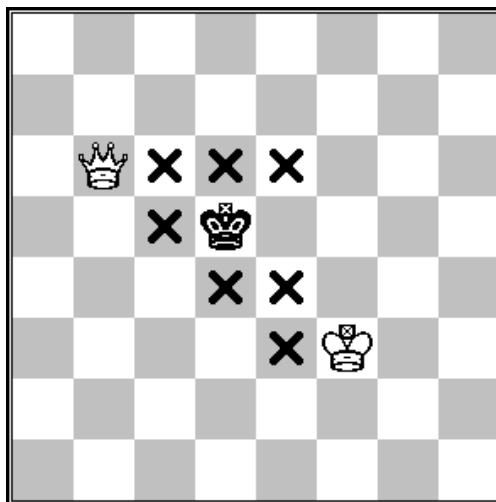
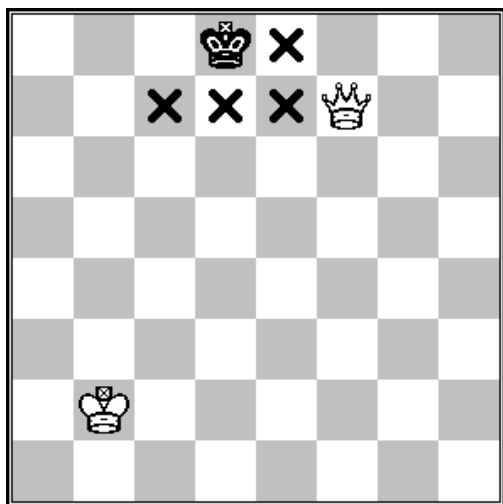
1. QK vs. K Position 1: 1.Qb7 Ke8
2.Qc8# (or Qe7#).

2. QK vs. K Position 2: 1.Qg3 Kh6
2.Qh4# (or Qg6#).

3. QK vs. K Position 3: Several correct solutions force checkmate in ten moves. Here's one. Notice that the white queen moved only four times. 1.Qg7 Ke6 2.Kb2 Kf5 3.Kc3 Ke6 4.Qg5 Kd6 5.Kd4 Ke6 6.Kc5 Kd7 7.Qf5+ Ke7 8.Kc6 Ke8 9.Kd6 Kd8 10.Qf8#.

Coloring Exercise

The squares with black crosses should be colored, as well as the position of the black king in the fourth diagram. In the third diagram, there should be arrows from the king along the row of white dots, and from the queen along the row of black dots.



Elementary Exercises

RK vs. K hardest position: 1.Rg2 Kc4 2.Rd2 Kc3 3.Rd5 Kc4 4.Rd8 Kc5 5.Rd2 Kc6 6.Ka2 Kb5 7.Rc2 Kb4 8.Rc1 Kb5 9.Ka3 Ka6 10.Rb1 Ka7 11.Rb2 Ka8 12.Ka4 Ka7 13.Ka5 Ka8 14.Kb6 Kb8 15.Rc2 Ka8 16.Rc8#.

Checkmate in two? 1. f8=R (promoting to a queen stalemates the black king) Kh6 2. Rh8#.

Checkmate Patterns

CP 1. Rg1#

CP 2. Rd8#

CP 3. dxe8=N#

CP 4. Qc6#

CP 5. Qb7#

CP 6. Rxh7#

CP 7. g2#

CP 8. Nd3#

CP 9. 1.Kg2 h4 2.a4 h3+ 3.Kh1 g5 4.a5 g4 5.a6 g2+ 6.Kxh2 g3+ 7.Kg1 h2+ 8.Kg2+

CP 10. 1.d6 cxd6 2.Kb3 Kc5 3.Kc3 Kd5 4.Kd3 Ke5 5.Ke3 d5 6.Kd3 draw

CP 11. 1.Ke3 d4+ 2.Kd3 Kd5 3.Kd2 Ke4 4.Ke2 d3+ 5.Kd2 Kd4 6.Kd1 Kc3 7.Kc1 d2+ 8.Kd1 Kd3 stalemate

CP 12. 1.h7+ Kg7 2.h8Q+ Kxh8 3.Kf7 Rf1+ 4.Bf6+ Rxf6+ 5.Kxf6 Kg8 6.g7+-

CP 13. 1.g6 fxe6 2.h6 gxe6 3.f6 +- the white pawn queens and will capture each of black's pawns before they promote.

CP 14. 1. ... Rd6 2.Ka4 Ra6#

CP 15. Not 1. ... c1Q stalemate. Rather, 1. ... c1R 2.Ka3 2. Ra1#

CP 16. 1. ... h3+ 2.Kxh3 Qf5+ 3.Qxf5 Rxe3+ 4.Kxe3 stalemate. If white does not capture the rook, the rook

keeps giving check until draw by repetition.

Bishop and Knight

Anand-Topalov, 2005

46. ... Bxc4 (other moves are no more effective) 47.Bb2+ Ka2 48.Nc1#

Opposition Exercises

Opposition Exercise 1

Stripes,J - Fritz 8

1.Kd2 Kd7 2.Kd3 Kd6 3.Kd4 Ke6 4.Ke4 Kd6 5.Kf5 Ke7 6.Ke5 Kd7 7.Kf6 Kc6 8.e4 Kd7 9.e5 Ke8 10.Ke6 Kd8 11.Kf7 Kc7 12.e6 Kc6 13.e7 Kd5 14.e8Q Kd4 15.Qb5 [15.Ke6 Ke3 16.Qd7 Ke2 17.Ke5 Ke3 18.Qd1 Kf2 19.Kf4 Kg2 20.Qe2+ Kg1 21.Kf3 Kh1 22.Qg2#] 15...Ke3 16.Kf6 Kd4 17.Ke6 Ke3 18.Ke5 Kd2 19.Ke4 Kc2 20.Qb4 Kd1 21.Kd3 Kc1 22.Qb8 Kd1 23.Qb1# 1-0

Opposition Exercise 2

Stripes,J - Fritz 8

1.Ke4 Kd6 2.Kd4 Kc6 3.Ke5 Kc7 4.Kd5 Kb6 5.Kd6 Kb7 6.Kc5 Ka6 7.Kc6 Ka7 8.Kxb5 Kb7 9.Kc5 Kc7 10.Kd5 Kb6 11.Ke5 Kb5 12.Kf5 Kxb4 13.Kg5 Kc5 14.Kxh5 Kd6 15.Kg6 Ke7 16.Kg7 Ke6 17.h5 Kd5 18.Kf6 Kc4 19.Ke5 Kc3 20.h6 Kc2 21.Kd4 Kd1 22.h7 Ke1 23.Ke3 [23.h8Q Kf2 24.Qh5 Kg2 25.Ke3 Kg3 26.Qg6+ Kh2 27.Kf2 Kh1 28.Qh5#] 23...Kd1 24.h8Q Kc2 25.Qd4 Kb3 26.Kd3 Ka2 27.Kc2 Ka3 28.Qe4 Ka2 29.Qa4# [29.Qa8#] 1-0

Opposition Exercise 3

Stripes,J - Fritz 8

1.Kc2 Ke7 2.Kb3 Kd6 3.Ka4 Kc6 4.Ka5 Kb7 5.Kb5 Ka7 6.Kc6 Ka6 7.b5+ Ka7 8.Kc7 Ka8 9.Kb6 Kb8

10.Ka6 Kc7 11.Ka7 Kd6 12.b6 Kc6
 13.b7 Kd5 14.Kb6 Kd4 15.Kb5 [
 15.Kc6 Ke5 16.b8Q+ Kd4 17.Qe8 Kd3
 18.Kd5 Kc2 19.Qe2+ Kc3 20.Kc5 Kb3
 21.Qd2 Ka3 22.Kc4 Ka4 23.Qb4#]
 15...Ke3 16.Kc4 Kf3 17.Kd4 Kf4
 18.b8Q+ Kf3 19.Qb2 [19.Qh2 Kg4
 20.Ke4 Kg5 21.Qd6 Kh4 22.Qg6 Kh3
 23.Kf3 Kh2 24.Qg2#] 19...Kf4
 20.Qf2+ Kg5 21.Ke5 Kg6 22.Qf8 [
 22.Qf6+ Kh5 23.Qg7 Kh4 24.Kf4 Kh3
 25.Qg3#] 22...Kh7 23.Ke6 Kg6
 24.Qg8+ Kh5 25.Kf5 Kh4 26.Qg4#
 1-0

Opposition Exercise 4

Stripes,J - Fritz 8

1.Kb1 a3 2.b3 Ke5 3.Ka2 Kd4 4.Kxa3
 Kc5 5.Ka4 Kb6 6.Kb4 Kc6 7.Ka5 Kb7
 8.Kb5 Ka7 9.Kc6 Ka8 10.b4 Kb8
 11.Kb6 Ka8 12.Ka6 Kb8 13.b5 Kc7
 14.Ka7 Kd6 15.b6 Kc6 16.b7 Kd5
 17.b8Q Ke4 18.Qg3 Kd4 19.Qf3 Ke5
 20.Kb6 Kd4 21.Kb5 [21.Kc6 Ke5
 22.Qg4 Kf6 23.Kd6 Kf7 24.Qg5 Kf8
 25.Ke6 Ke8 26.Qe7#] 21...Ke5
 22.Kc5 Ke6 23.Qf4 Ke7 24.Qf5 Kd8
 25.Qf7 Kc8 26.Kc6 Kb8 27.Qb7# 1-0

Opposition Exercise 5

Stripes,J - Fritz 8

1.Kh4 Kg6 2.Kg4 Kf6 3.Kf4 Ke6
 4.Ke4 Kd6 5.Kd4 Kc6 6.Kc4 b3
 7.cxb3 Kb6 8.Kb4 Kc6 9.Ka5 Kb7
 10.Kb5 Ka7 11.Kc6 Ka8 12.b4 Kb8
 13.Kb6 Ka8 14.Ka6 Kb8 15.b5 Kc7
 16.Ka7 Kd6 17.b6 Kc6 18.b7 Kd5
 19.b8Q Ke4 20.Qf8 Kd3 21.Qf2 [
 21.Kb6 Ke3 22.Qf5 Kd2 23.Kc5 Ke1
 24.Kd4 Ke2 25.Qf4 Kd1 26.Kd3 Ke1
 27.Qf5 Kd1 28.Qf1#] 21...Ke4 22.Kb6
 Ke5 23.Kc6 [23.Kc5 Ke4 24.Qh4+
 Kd3 25.Qe1 Kc2 26.Kc4 Kb2 27.Qf2+
 Ka1 28.Kb3 Kb1 29.Qe1#] 23...Ke4
 24.Kc5 Ke5 25.Qe3+ [25.Qf3 Ke6
 26.Qf4 Ke7 27.Qf5 Kd8 28.Kd6 Ke8
 29.Qf4 Kd8 30.Qf8#] 25...Kf5

26.Kd6 Kf6 27.Qf4+ Kg6 28.Ke6 Kh5
 29.Qg3 Kh6 30.Kf6 Kh5 31.Qh3# 1-0

Opposition Exercise 6

Stripes,J - Fritz 8

1.Na5 Kc5 2.Kg2 Kb4 3.Kf3 Kxa5
 4.Ke4 Ka6 5.Kd5 Kb6 6.Kd6 Kb7 7.c5
 Kc8 8.Kc6 Kd8 9.Kb7 Ke7 10.c6 Kd6
 11.c7 Kc5 12.c8Q+ Kd4 13.Kc6 Ke4
 14.Qg4+ Kd3 15.Kc5 Kd2 16.Kd4 [
 16.Qe4 Kd1 17.Kd4 Kc1 18.Kc3 Kd1
 19.Qe5 Kc1 20.Qe1#] 16...Kc2 17.Qf3
 Kb2 18.Qe2+ [18.Qf5 Ka2 19.Kc3
 Ka1 20.Kc2 Ka2 21.Qa5#] 18...Kb3
 19.Qd2 Ka4 20.Kc4 Ka3 21.Qe2 Ka4
 22.Qa2# 1-0

Opposition Exercise 7

Fritz 8 - Stripes,J

1...Kf7 2.Kd4 Kf6 3.Kd5 The white
 king gets dangerous 3...Kf5 4.Kc5
 Ke5 5.Kc6 Ke6 6.Kb6 Kd6 7.Kxa6
 Kc6 8.Ka7 Kc7 9.a6 Kc8 ½-½

Opposition Exercise 8

Fritz 8 - Stripes,J

1...Kf7 2.Kd4 Kf6 3.Kd3 Kf7 4.Ke3
 Ke7 5.Kf3 Kf7 6.Kf2 Kf6 7.Ke2 Ke6
 ½-½

Opposition Exercise 9

Stripes,J - Fritz 8

1.Kf4 g5+ 2.Kf5 g4 3.Ke6 g3 4.f7 Kg7
 5.Ke7 Kg6 6.f8Q Kg5 7.Qf1 g2
 8.Qxg2+ Kf4 9.Qe2 Kf5 10.Qe3 Kg6
 11.Qf4 Kh5 12.Qg3 Kh6 13.Kf6 Kh5
 14.Qh3# 1-0

Opposition Exercise 10

Stripes,J - Fritz 8

1.g6 fxg6 2.f5 gxf5 3.Kg1 f4 4.Kf2 Kg4
 Black activates its king 5.Kg2 f3+
 6.Kf2 Kf4 7.Kf1 ½-½

Opposition Exercise 11

Stripes,J - Fritz 8

1.Kb3 Ka5 2.Ka3 b5 3.axb5 Kxb5
4.d6 cxd6 5.Kb3 Kc5 6.Kc3 d5 7.Kd3
½–½

Opposition Exercise 12

Fritz 8 - Stripes,J

1...Kb2 2.Ke2 Black terminates the
opponent with strong threats 2...Kc2
3.Ke3 Kd1 4.Kd3 Ke1 5.Kd4 Kf2
6.Kd5 Kxf3 7.Ke5 Kg4 [7...Kg4 8.Ke6
Kxh4–+] 0–1

Opposition Exercise 13

Stripes,J - Fritz 8

1.g4 Kb2 2.Kb6 Kb3 3.Kb5 Kc2 4.Kc6
Kc3 5.Kc5 Kd2 6.Kd6 Kd3 7.Kd5 Ke2
8.Ke6 Ke3 9.Ke5 Kf2 10.Kf6 Kf3
11.Kf5 Kg2 12.Kg6 Kf3 13.Kh5 [13.h3
Kg3 14.Kxh6 Kf4 15.Kg6 Ke4 16.Kxg5
Ke5 17.h4 Ke4 18.h5 Ke5 19.h6 Kd4
20.Kf4 Kc4 21.g5 Kd5 22.h7 Ke6
23.Ke4 Ke7 24.h8Q Kd7 25.g6 Kc7
26.g7 Kb7 27.g8Q Kb6 28.Qb8+ Ka5
29.Qa1#] 13...Kf4 14.h3 [14.Kxh6?! is
a bad alternative 14...Kxg4 15.Kg6
Kf4=] 14...Ke5 15.Kxh6 Kf4 16.Kh5
Ke4 17.Kxg5 Ke5 18.h4 Ke4 19.h5
Ke5 20.h6 Kd4 21.h7 Ke4 22.h8Q
Kd3 23.Qb2 Ke4 24.Qd2 Ke5 25.Qd3
Ke6 26.Qd4 Ke7 27.Qd5 Kf8 28.Kf6
Ke8 29.Qd4 Kf8 30.Qd8# 1–0

Opposition Exercise 14

Stripes,J - Fritz 8

1.Kb5 Kh6 2.Kc5 Kg6 3.Kd5 Kf6
4.Kd6 Kf7 5.Ke5 g6 6.Kd6 Kf6 7.f3
Kf7 8.Kd7 Kf6 9.Ke8 Kg7 10.Ke7 Kh7
11.Kf7 Kh6 12.Kf6 Kh7 13.Kxg5 Kg7
14.f4 Kf7 15.Kh6 Kf6 16.g5+ Kf5
17.Kh7 Kxf4 18.Kxg6 Ke5 19.Kf7 Kf4
20.g6 Ke3 21.g7 Kd3 22.g8Q Ke3
23.Kf6 Kd4 24.Kf5 [24.Qb3 Ke4
25.Qc3 Kd5 26.Qb4 Kc6 27.Ke6 Kc7
28.Qb5 Kc8 29.Kd6 Kd8 30.Qd7#]
24...Kd3 25.Qb3+ Kd4 26.Kf4

[26.Qb4+ Kd3 27.Kf4 Ke2 28.Qd4
Kf1 29.Qb2 Ke1 30.Ke3 Kd1 31.Qb1#]
26...Kc5 27.Ke4 [27.Ke5 Kc6
28.Qd5+ Kb6 29.Kd6 Ka7 30.Qb3
Ka6 31.Kc6 Ka5 32.Qa3#] 27...Kc6
28.Kd4 Kd7 29.Kd5 Kc7 30.Qb5 Kd8
31.Kd6 Kc8 32.Qb4 Kd8 33.Qb8# 1–
0

Opposition Exercise 15

Stripes,J - Fritz 8

1.Kh1 Kc2 2.Kg2 Kd3 3.Kh3 e4 4.fxe4
Kd4 5.Kg4 Kxe4 6.Kxg5 Kd3 ½–½

Opposition Exercise 16

Stripes,J - Fritz 8

1.Kg2 Kf6 2.Kf2 Ke7 3.Kg3 Kf7 4.Kf3
Ke7 5.Kg4 Kf6 6.Kf4 Kg6 7.Ke4 Kf6
8.Kd4 Ke7 9.Kc3 Kd7 10.Kb4 Kc7
11.Ka5 Kb7 12.Kb5 Kc7 13.Ka6 Kc8
14.Kb6 Kd7 15.Kb7 Kd8 16.Kc6 Ke7
17.Kc7 Kf6 18.Kxd6 Kf7 19.c5 Ke8
20.c6 [20.Ke6 Kd8 21.d6 Ke8 22.c6
Kd8 23.Kf7 Kc8 24.Ke7 Kb8 25.d7
Kc7 26.d8Q+ Kxc6 27.Qa5 Kb7
28.Kd6 Kb8 29.Kc6 Kc8 30.Qc7#]
20...Kd8 21.Ke6 Kc7 22.Ke7 [22.d6+
Kxc6 23.d7 Kc7 24.Ke7 Kc6 25.d8Q
Kc5 26.Qd3 Kc6 27.Qf5 Kb6 28.Kd6
Ka7 29.Kc6 Ka6 30.Kc7 Ka7
31.Qa5#] 22...Kb6 23.Kd7 Kc5 24.c7
Kxd5 25.c8Q Kd4 26.Qd8 [26.Ke6
Kd3 27.Ke5 Ke2 28.Qc3 Kd1 29.Ke4
Ke2 30.Qb2+ Kd1 31.Kd3 Ke1
32.Qe2#] 26...Kd3 27.Kd6 [27.Ke6+
Ke3 28.Ke5 Kf2 29.Qd2+ Kf3 30.Kf5
Kg3 31.Qe2 Kh3 32.Kf4 Kh4
33.Qg4#] 27...Kd2 28.Kd5 Ke3
29.Qf6 Kd2 30.Kc4 [30.Qf3 Ke1
31.Kd4 Kd2 32.Qg2+ Kc1 33.Kc3 Kb1
34.Qb2#] 30...Ke3 31.Qf5 Ke2
32.Qf4 Kd1 33.Kd3 Ke1 34.Qf5 Kd1
35.Qf1# 1–0

Opposition Exercise 17

Stripes,J - Fritz 8

1.Kf2 h4 2.Kg1 h3 3.g3 Kd7 4.Kh2
Ke6 5.Kxh3 Kf5 6.Kh4 Kg6 7.Kg4 Kf6

8.Kh5 Kg7 9.Kg5 Kh7 10.Kf6 Kh8
 11.g4 Kg8 12.g5 [12.Kg6 Kh8 13.g5
 Kg8 14.Kh6 Kf7 15.g6+ Kf8 16.Kh7
 Ke7 17.g7 Kd6 18.Kg6 Ke5 19.g8Q
 Kd4 20.Kf5 Kd3 21.Ke5 Ke3 22.Qd5
 Kf2 23.Qd2+ Kf3 24.Kf5 Kg3 25.Qe2
 Kh3 26.Kf4 Kh4 27.Qg4#] 12...Kh7
 13.Kf7 Kh8 14.Kg6 Kg8 15.Kh6 Kf7
 16.Kh7 Ke6 17.g6 Kd5 18.g7 Kc4
 19.Kg6 Kc3 20.Kf5 Kd4 21.g8Q Kd3
 22.Qd5+ Kc2 23.Qc4+ Kb1 24.Ke4
 Kb2 25.Kd3 Ka3 26.Qb5 Ka2 27.Kc3
 Ka1 28.Qb2# 1-0

Opposition Exercise 18

Stripes,J - Fritz 8

1.Ke4 Kg4 2.Kd5 Kh5 3.Kc6 Kh4
 4.Kd6 Kg4 5.Ke6 Kg5 6.Ke5 Kg4
 7.Kf6 Kh4 8.Kf5 Kg3 9.Kg5 f3 10.gxf3
 Kxf3 11.Kf5 Ke2 12.Ke5 Kf2 13.Kd5
 Ke3 14.Kc5 Ke4 15.Kxb5 Kd5 16.Ka6
 Kc6 17.b5+ Kd7 18.Ka7 Kd6 19.b6
 Kc6 20.b7 Kd5 21.b8Q Ke4 22.Qg3
 Kd4 23.Qf3 Ke5 24.Kb6 Kd4 25.Kc6
 Ke5 26.Kc5 [26.Qg4 Kf6 27.Kd6 Kf7
 28.Qg5 Kf8 29.Ke6 Ke8 30.Qe7#]
 26...Ke6 27.Qf4 Ke7 28.Qf5 Kd8
 29.Kd6 Ke8 30.Qf1 Kd8 31.Qf8# 1-0

Opposition Exercise 19

Fritz 8 - Stripes,J

1...Ke3 2.Kc6 Ke4 3.Kxd6 Kd4 4.a4
 Kc4 5.a5 Kb5 6.a6 Kxa6 ½-½

Opposition Exercise 20

Fritz 8 - Stripes,J

1...gxf3+ 2.Kxf3 Kf1 3.Kf4 Kf2 4.Kg5
 Kxg3 5.Kxh5 ½-½

Opposition Exercise 21

Stripes,J - Fritz 8

This solution begins with move 37
 because it was taken from an actual
 game of mine. 37.Rxd6 Kxd6 38.f4
 Kc6 39.Kd3 Kc7 40.Ke3 Kd7 41.Kf3
 Ke7 42.Kg4 [42.a3 Kf8 43.Ke4 Ke8+
] 42...Kf7 43.Kh5 Kg7 44.a3 Kh7

45.a4 [45.Kg4+-] 45...Kg7 46.Kh4
 Kf7 47.Kg4 Kg8 48.Kf3 Kf8 49.Ke4
 Ke7 50.Ke3 Ke8 51.Ke2 Kd8 52.Kf2
 Ke7 53.Kg3 Ke8 54.Kg2 Kd7 55.Kh3
 Ke7 56.Kg3 Ke8 57.Kg4 Kf7 58.Kf3
 Kf8 59.Kg4 Kg8 60.Kh4 Kf7 61.Kg3
 Ke8 1-0

Opposition Exercise 22

Stripes,J - Fritz 8

1.Kf2 Ke7 2.Ke3 Kd7 .3.g4 Kd6 4.Ke4
 c6 5.dxc6 a5 6.c7 Kxc7 7.Kxe5 a4
 8.a3 Kd8 9.Kd6 h6 10.h4 1-0

Power of the Passed Pawn

Training from Anand-Leko, 23.05.2005

Hiarcs 9 - Stripes,J

57...e3 58.Rh5+ Ke4 59.Ra5 e2
 60.Ra1 h5 61.Kh2 Rg2+ 62.Kh3 Rxf2
 63.Ra4+ Kd3 64.Ra3+ Kc4 65.Ra4+
 Kb3 66.Re4 Rf1 67.Re3+ Kc2 68.Re5
 e1Q 0-1

Wulebgr - champchess (1984)

43.Nxh6 Nxh6+ 44.Kxg5 Nf7+
 45.Kf6 Ke8 46.Kg7 Bc8 47.h6 Bd7
 48.h7 Ke7 49.g4 Ke8 50.g5 Ke7 51.g6
 Nh6 52.Kxh6 Be8 53.g7 Bg6 54.g8Q
 Bxh7 55.Qxh7+ Kf8 56.Kg6 Ke8
 57.Kf6 Kd8 58.Kxe6 Kc8 59.Qa7 Kd8
 60.Qb8# 1-0

The King in Battle

Kramnik-Leko, 18.10.2004

41.Nf7+ Ke8 42.Rc8+ Kd7 43.Rd8#

Learning from the Masters: Corus C 2005

1. 27. ... Nxc4

[Event "Corus C"]
[Site "Wijk aan Zee NED"]
[Date "2005.01.15"]
[Round "1"]
[White "Spoelman, W."]
[Black "Pliester, L."]
[Result "1/2-1/2"]
[ECO "B90"]
[WhiteElo "2381"]
[BlackElo "2383"]
[EventDate "2005.01.15"]

1. e4 c5 2. Nf3 d6 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 a6 6. Be3 e5 7. Nb3 Be6 8. h3 Be7 9. Nd5 Nbd7 10. Qf3 Bxd5 11. exd5 O-O 12. g4 e4 13. Qd1 Nb6 14. c4 Rc8 15. Qd4 Nfd7 16. Qxe4 Bf6 17. Nd2 Bxb2 18. Rb1 Re8 19. Qd3 Nc5 20. Qf5 Bd4 21. Be2 Bxe3 22. fxe3 Qh4+ 23. Qf2 Qxf2+ 24. Kxf2 Nbd7 25. g5 Rc7 26. Bg4 Ne5 27. Rb6 Nxc4 28. Nxc4 Ne4+ 29. Ke2 Rxc4 30. Rhb1 Rc2+ 31. Kd3 Rxa2 32. Bf5 Ra3+ 33. Kd4 Ra4+ 34. R1b4 Rxb4+ 35. Rxb4 Nc5 36. Rb6 Rd8 37. e4 f6 38. gxf6 gxf6 39. Kc4 h6 40. Rb1 b5+ 41. Kb4 Kf8 42. Rg1 Re8 43. Rg4 Re5 44. Rh4 h5 45. Ka5 Kg7 46. Rxh5 Nxe4 47. Rh7+ Kg8 48. Bg6 f5 49. Rd7 f4 50. h4 Nf6 51. Rxd6 Kg7 52. Bd3 Rxd5 53. Rxd5 Nxd5 54. Be4 Nc7 55. Bf3 Kf6 56. Bd1 Ke5 57. h5 Kf5 58. Be2 Kg5 59. Bd1 Nd5 60. Kxa6 Nc3 61. Bc2 Kxh5 62. Ka5 f3 63. Kb4 Ne2 64. Be4 f2 65. Bf3+ Kg5 1/2-1/2

2. 16. Rxe7

[Event "Corus C"]
[Site "Wijk aan Zee NED"]
[Date "2005.01.15"]

[Round "1"]
[White "Zhukova, N."]
[Black "Muhren, B."]
[Result "1-0"]
[ECO "E57"]
[WhiteElo "2465"]
[BlackElo "2295"]
[EventDate "2005.01.15"]

1. d4 d5 2. c4 dxc4 3. Nf3 c5 4. e3 cxd4 5. Bxc4 e6 6. exd4 Nf6 7. O-O Nc6 8. Nc3 Be7 9. Re1 O-O 10. a3 b6 11. Qd3 Bb7 12. Ba2 Rc8 13. Bg5 Qd7 14. d5 exd5 15. Bb1 g6 16. Rxe7 Nxe7 17. Bxf6 d4 18. Ba2 Nf5 19. Ne4 Qc6 20. Re1 Rfe8 21. Be5 Kf8 22. Qd2 Qc2 23. Qb4+ Re7 24. Ng3 a5 25. Qxb6 Nxc3 26. hxg3 Bxf3 27. gxf3 Qd2 28. Re4 Qd3 29. Qxd4 Rc1+ 30. Kh2 Qxd4 31. Bxd4 Rd7 32. Bc3 Rc2 33. Kg2 Re7 34. Rxe7 Kxe7 35. Bb3 Re2 36. Kf1 1-0

3. 33. Rxf6

[Event "Corus C"]
[Site "Wijk aan Zee NED"]
[Date "2005.01.15"]
[Round "1"]
[White "Alekseev, Evgeny"]
[Black "Negi, P."]
[Result "1-0"]
[ECO "B90"]
[WhiteElo "2605"]
[BlackElo "2316"]
[EventDate "2005.01.15"]

1. e4 c5 2. Nf3 d6 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 a6 6. Be3 e5 7. Nb3 Be6 8. f4 Ng4 9. Bd2 exf4 10. Bxf4 Nc6 11. Be2 Nge5 12. Qd2 Na5 13. Nd5 Nac4 14. Bxc4 Nxc4 15. Qd4 Rc8 16. O-O f6 17. Qf2 Be7 18. Nd4 Bxd5 19. exd5 Qb6 20. b3 Ne5 21. Be3 Qa5 22. Nf5 Kf7 23. Qg3 g6 24. Nxe7 Kxe7 25. c4 Rhf8 26. Bd4 Qd2 27. Rad1 Qg5 28. Qh3 Qg4 29. Qxh7+ Rf7 30. Qh6 Kd7

31. h3 Qe4 32. Bxe5 dxe5 33. Rxf6 Rcf8 34. Rxf7+ Rxf7 35. Qd2 b6 36. Re1 Qf5 37. Qe3 1-0

4. after 27. ... Kxf7, 28. Rxa4

[Event "Corus C"]
[Site "Wijk aan Zee NED"]
[Date "2005.01.16"]
[Round "2"]
[White "Negi, P."]
[Black "Bosboom Lanchava, T."]
[Result "1-0"]
[ECO "B06"]
[WhiteElo "2316"]
[BlackElo "2366"]
[EventDate "2005.01.15"]

1. e4 d6 2. d4 g6 3. Nc3 Bg7 4. Bg5 a6 5. Nf3 Nd7 6. Qd2 b5 7. a4 b4 8. Nd5 c5 9. Bc4 Nb6 10. Nxb6 Qxb6 11. Be3 Bb7 12. dxc5 dxc5 13. O-O-O Nf6 14. e5 O-O 15. exf6 Qxf6 16. c3 bxc3 17. bxc3 Qb6 18. Qc2 Qa5 19. Kd2 Bc6 20. Ke2 Bxc3 21. Bd2 Bxd2 22. Rxd2 Rab8 23. Ra1 Rb4 24. Ne5 Bxa4 25. Qc3 Qc7 26. Nxf7 Rxf7 27. Bxf7+ Kf8 28. Bd5 1-0

5. 63. Bxh6+

[Event "Corus C"]
[Site "Wijk aan Zee NED"]
[Date "2005.01.16"]
[Round "2"]
[White "Muhren, B."]
[Black "Georgiev, VI"]
[Result "1/2-1/2"]
[ECO "C45"]
[WhiteElo "2295"]
[BlackElo "2517"]
[EventDate "2005.01.15"]

1. e4 e5 2. Nf3 Nc6 3. d4 exd4 4. Nxd4 Qf6 5. Be3 Bc5 6. c3 Nge7 7. g3 d5 8. Bg2 dxe4 9. Nd2 Bxd4 10. cxd4 O-O 11. Nxe4 Qg6 12. O-O Be6 13.

Nc3 Rfd8 14. Qa4 Bd5 15. Nxd5 Nxd5 16. Rac1 Nce7 17. Rfe1 c6 18. Bd2 Qd6 19. Re4 Ng6 20. Bc3 h6 21. Qb3 Qc7 22. Rce1 Qd7 23. Bf3 a5 24. Bh5 a4 25. Qc4 Qd6 26. a3 b5 27. Qd3 Nf8 28. Bf3 Nd7 29. R4e2 N7f6 30. Bd2 Re8 31. Be3 Re6 32. Bd2 Rae8 33. Rxe6 Rxe6 34. Rxe6 Qxe6 35. Qe2 Qxe2 36. Bxe2 Nd7 37. Kf1 N7b6 38. Ke1 Nc4 39. Bc1 Kf8 40. Kd1 Ke7 41. Kc2 f5 42. b3 axb3+ 43. Kxb3 Nd6 44. Bd3 Ke6 45. a4 bxa4+ 46. Kxa4 Nc3+ 47. Kb3 Ncb5 48. Bc4+ Kd7 49. d5 Nd4+ 50. Kc3 Nf3 51. dxc6+ Kxc6 52. h4 Ne4+ 53. Kd3 Ne5+ 54. Kd4 Nxc4 55. Kxc4 Nxf2 56. Bf4 Ng4 57. Kd4 g6 58. Kc4 Kd7 59. Kd5 Ke7 60. Bc1 Kf7 61. Bd2 Nf6+ 62. Ke5 Kg7 63. Bxh6+ Kxh6 64. Kxf6 Kh5 65. Kg7 g5 66. hxg5 Kxg5 67. Kf7 Kg4 68. Kf6 1/2-1/2

The Windmill

I have included the entire game score, which began with an opening that bears Torre's name, the Torre Attack.

Torre Repetto, C - Lasker, E [A46]

Moscow Moscow, 1925
1. d4 Nf6 2. Nf3 e6 3. Bg5 c5 4. e3 cxd4 5. exd4 Be7 6. Nbd2 d6 7. c3 Nbd7 8. Bd3 b6 9. Nc4 Bb7 10. Qe2 Qc7 11. O-O O-O 12. Rfe1 Rfe8 13. Rad1 Nf8 14. Bc1 Nd5 15. Ng5 b5 16. Na3 b4 17. cxb4 Nxb4 18. Qh5 Bxg5 19. Bxg5 Nxd3 20. Rxd3 Qa5 21. b4 Qf5 22. Rg3 h6 23. Nc4 Qd5 24. Ne3 Qb5
{diagram position} 25. Bf6 Qxh5 26. Rxc7+ Kh8 27. Rxf7+ Kg8 28. Rg7+ Kh8 29. Rxb7+ (as the rook slides back and forth capturing material, discovered checks by the

bishop keep the black king helpless)
 29. ... Kg8 30.Rg7+ Kh8 31.Rg5+
 Kh7 32.Rxh5 Kg6 (Lasker wins back
 some material with a double attack
 by the king) 33.Rh3 Kxf6 34.Rxh6+
 Kg5 35.Rh3 Reb8 36.Rg3+ Kf6
 37.Rf3+ Kg6 38.a3 a5 39.bxa5 Rxa5
 40.Nc4 Rd5 41.Rf4 Nd7 42.Rxe6+
 Kg5 43.g3 Nf8 44.h4+ Kh5 45.Rxd6
 Rxd6 46.Nxd6 1–0

Endgame Tactics

After 35. ... Kf6, white can achieve
 equality with 36.g5+ Kg7 37.gxf7
 Kxf7=

After 36.Kf3, black should have
 played 36. ... fxc6 37.Bg8 a5–+

After 44.Kb4, 44. ...d4 45.exd4 e4!
 (black sacrificed a pawn to get a
 queen before white does) 46.d5 e3
 47.d6 e2 48.d7 e1Q+ 49.Kb5 Qe7
 white resigned because the black
 queen stops all white's pawns 0–1.

Two Combinations

Haley (1689) - Wulebgr (1518)

[A65]

rated blitz match freechess.org,
 11.11.2004

The winning idea begins with the
 discovered check 28...c4+ 29.Kh1? (a
 more stubborn defense for white
 continues 29.Be3 Qxe3+ 30.Kh1 cxb3
 31.Qe2 Rxc1 32.Nd3 Qxe2 33.Rxc1
 Qxd3 and black still will win easily)
 29...Nf2+ 30.Kg1 Nh3+ 31.Kf1 (white
 can delay one move longer with
 31.Kh1 Qg1+ 32.Rxg1 Nf2#

Recognizing the potential for this
 smother mate prompted me to find
 the correct move that begins the
 combination.) 31...Qf2# Haley
 checkmated 0–1

Wulebgr – vogel

After 21.Qe3, black should have
 played 21. ... Nd5 with the likely
 continuation 22.Qe2 g6 23.Bc4 Ne6
 24.Rg4 Ndc7 and black is secure.

Wulebgr – vogel

After 22. ... Nd5, white played
 23.Rh8+!! Black resigned in view of
 23. ... Kxh8 24.Qh3+Bh4 25.Qxh4+
 Kg8 26.Ne7+ Nxe7 27.Qh7#

References

The books and articles listed below aided me in constructing these lessons.

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