

Universal Chess Training

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Managing Editor: Romain Edouard

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Typesetting: Mark Haast

Proofreading: Chris Tilling

Software: Hub van de Laar

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Universal Chess Training

Wojciech Moranda

Thinkers Publishing 2020



Key to Symbols

!	a good move	±	White stands slightly better
?	a weak move	∓	Black stands slightly better
!!	an excellent move	±	White has a serious advantage
??	a blunder	∓	Black has a serious advantage
!?	an interesting move	+−	White has a decisive advantage
?!	a dubious move	−+	Black has a decisive advantage
□	only move	→	with an attack
N	novelty	↑	with initiative
⊙	lead in development	↔	with counterplay
⊙	zugzwang	Δ	with the idea of
=	equality	△	better is
∞	unclear position	≤	worse is
∞	with compensation for the sacrificed material	+	check
		#	mate

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Introduction

I. What is the purpose of this book?

I have always considered chess to be a difficult game to learn, especially for those of us who are mostly self-taught. The literally endless number of motifs, patterns or variations may seem overwhelming for many players. And then there is the need to apply this knowledge in practice. When confronted with such a vast amount of data, people tend very quickly to start looking for more general points of reference, or maybe even shortcuts intended to put them on the fast-track to mastery.

Before reaching the GM title at the age of 21 I used to be very principled, digesting book after book. I purchased whatever title appeared on the market – this was my method. With little or no access to professional coaching services, I believed that hard work (understood as memorizing idea after idea and maneuver after maneuver) would eventually pay off. There was little or no order within this ‘learning process’, nor was there any understanding of how to apply this knowledge in a tournament game. To give you an example, I knew every single pawn-structure that was ever discussed in textbooks, but I still felt lost like a babe in the woods whenever my games diverged from these studied structures.

Only when I started training others in my early twenties, as probably the youngest coach in the history of the Polish National Youth Chess Academy, did I discover that this ‘learning process’ was not the way. I witnessed some players working as I did in the past – training extremely hard, but only seeing the fruits of their labours after a long period of time. Indeed, so long that they were discouraged from further work. This experience as a young coach taught me one very important lesson: the training regime of every single player needs to be not only organized around whatever might be taking place on the board (plans and ideas in various stages of the game), but should also cover more concrete topics pertaining to thought processes and decision making.

Over time, this prompted me to develop my own training system. It enabled me to guide my students on their path to chess improvement in a systematic manner. Nowadays, and as a coach at my own chess school, I prepare the curricula of my pupils in accordance with the rule of ‘three tiers’:

Exemplary training curriculum		
Tier 1: Core Training	Tier 2: Personalized Program	Tier 3: Universal Chess Training
<i>Basic elements that need to be understood by every single player, irrespective of their playing strength and current knowledge</i>	<i>Targeted exercises, customized to the needs of the specific player and designed to eliminate their particular flaws</i>	<i>Thought processes and decision making in practice, whether this infers the application of knowledge or not</i>

Creating a distinct methodology for Tiers 1 and 2 was child's play, but how about Tier 3? To devise something truly instructive in this area I investigated a few thousand games of my students. My purpose was to seek to establish what type of mental mistakes they made most frequently. The results of my research surprised me. I discovered that whether the given player was rated 1600 or 2500 they were all most likely to experience difficulties when making use of the following five skills:

1. *Anticipation & Prophylaxis*
2. *Attack & Defense*
3. *Coordination*
4. *Statics & Dynamics*
5. *Weakness*

Statistically speaking, the above five skills were involved in more than 80% of the strategic problems my students were facing in their games. I quickly realized that mastering these five skills would mean that only 20%, or every fifth problem, would potentially come as a surprise to them. Taking an important exam and knowing upfront 80% of the material discussed therein sounds like quite a competitive edge to me!

As you can tell by now these skills are not something particularly concrete, but rather a general set of skills. Moreover, they are necessary if you are to learn the skill of handling your pieces properly. It will enable you to apply all the knowledge you have *in practice*. However, calling them 'soft skills' is not sufficient. I, therefore, prefer to speak of them as 'Universal Chess Training', because knowing them will most certainly help you play a good move whether the position seems familiar or not.

And this is exactly what this book is all about. Below you will find a short introduction to the essentials of these five aspects. It presents basic knowledge that will not only enhance your results but also facilitate your ability to negotiate the

rest of this book. The information given below represents merely a quantum of knowledge conveyed herein: every single game is meant to bring you deeper and deeper into the discussed subject matter.

II. Universal Chess Training

1. Anticipation & Prophylaxis

Anticipation is the ability to predict the future, to foresee the consequences of one's actions. Prophylaxis, on the other hand, represents the habit of constantly asking yourself 'What does my opponent want to do?' and/or 'How is the opponent going to respond to these intended actions of mine?'. Those are questions that may (and should!) be asked all the time and paying attention to the answers will very rarely let you down.

Those skills are so valuable because chess as such is all about being able to tell the future. If you can do that you are already halfway prepared for what is about to come. In case you are wondering, the difference between anticipation and prophylaxis is as follows: prophylaxis infers the possibility of preventing the opponent's intentions. Anticipation rather emphasizes the importance of understanding the direction in which the game is going.

Prophylaxis tends to have a negative psychological effect on the opponent, it is very difficult to play if your opponent predicts your actions in advance and prevents whatever you might be up to. At the same time, we must not forget that this is not a purely defensive weapon at all. More often than not, anticipation is going to assure us that it is the right time to attack, or even compel us to do so, otherwise we may face some hardships ourselves.

2. Attack & Defense

Attacking and defending are like reflections in a mirror. The same set of rules applies to both situations, with the only difference being perspective. In other words, when attacking, we are advised to include as many pieces as we can. If we are defending, however, we are doing the exact thing albeit with a slightly alternative goal: namely to exchange pieces to reduce the opponent's attacking potential.

Both approaches stem from the very same principle, known widely in chess literature as the 'Attack-Defense-Ratio'. In plain terms, the Attack-Defense-Ratio represents the difference between the number of pieces taking part in the attack and the number of pieces defending. If the difference is 2 or more the chances for success are relatively high. If it is lower than 2 do not even try! The reason for this is as follows: whenever you start an attack you need to take into consideration that the number of your pieces present on the board might decrease at quite a rapid pace, whether through possible exchanges or sacrifices. The surplus of 2 or more pieces means that, at the end of the day when the opponent's king is left alone and defenseless, you will still have enough forces at your disposal to mate him.

Obviously, this is a very crude rule and a multitude of reservations need to be mentioned. First, the issue is not solely about the *quantity* of the pieces taking part in the attack, but also about their *quality*. For example, you usually would not want to start an onslaught against a black king castled kingside without a knight drifting somewhere around the f5-square. Also, the coordination of your forces cannot be underestimated either. The last thing you want to see is a large number of your pieces failing to storm the barricades of the opponent's inferior position simply because his defensive arrangement happens to be better organized.

3. Coordination

Coordination means the number of possibilities your pieces happen to enjoy in a given position. This can pertain to a single piece or many pieces altogether. The most famous derivative of this rule is the principle of the weakest piece. According to this principal it takes only one piece of yours to be 'bad' to spoil your entire position. For this reason, the principle of the weakest piece should be considered as a practical guideline. Whenever you have time during a game, you may want to consider how to improve your weakest piece. Examples of 'bad' pieces include the light-squared bishop in the French Defense and knights on the edge of the board. But make sure that you do not follow this rule blindly. After all, some hypermodern openings like the King's Indian Defense may surprise you in this respect more than once.

In this book we divide the means required to improve the coordination of pieces into two groups: static and dynamic. Static means bringing one of your pieces to greener pastures. For example, re-routing White's dark-squared bishop in the Winawer to the splendid a3-square. Such endeavors clearly improve the situation on the board, but usually affect only the coordination of the piece involved.

Dynamic means, on the other hand, imply a drastic change to the character of the position, leading to a global modification of the capabilities of all of your pieces. This can happen in the form of a pawn-lever (e.g. the ...e6-e5 push in the French Defense), or after the material balance becomes disturbed (e.g. after a positional exchange-sacrifice on c3 in the Sicilian Defense).

Because chess involves two players, it is not only the coordination of your own pieces that need to be taken care of. You may also need to dedicate some time to spoiling the efforts of your opponent. If you can kill two birds with one stone, that would be even better!

4. Statics & Dynamics

To speak of things 'static' in chess means everything that is stable and subject to changes only under a considerable amount of force, e.g. the pawn-structure or the material balance in an otherwise calm position. Enjoying a static edge usually implies that if nothing changes this type of advantage is going to allow us to bring the full point home without any undue adventures. By comparison 'dynamics' take place in a game of chess when the balance is disturbed, e.g. when one of the players sacrifices material for something intangible be it an attack or initiative. The nature of a dynamic edge tends to be ephemeral – it can be raging at a given moment only to disappear completely two moves later if mishandled.

The above distinction is not only of theoretical importance as we must be able to grasp what kind of position we have in front of us. It means that we will know when we need to change the nature of the position. Suppose we are being dominated by our opponent and we need to break his progress. When doing so, however, there are two guidelines that need to be followed:

- a. If our opponent has a strategically superior position (e.g. due to a smaller amount of pawn-weaknesses in his camp), you would usually be advised to 'wiggle', that is to destabilize the position by seeking tactical/dynamic opportunities.
- b. However, when finding yourself under dynamic pressure (e.g. when under attack or when the opponent has the initiative), the best way of countering this will be to drain the activity out of the opponent's position. If successful, whatever remains of the position afterwards should favor us, especially if it was positionally advantageous for us from the start.

5. Weakness

In general, a ‘weakness’ represents an element of the position which is not defended well enough. Moreover, this weakness should be defended due to its importance for the assessment of the position as a whole. There can be as many types of weaknesses as there are elements in chess: pawns, pieces, files, ranks, diagonals, even a whole color complex of squares can be a weakness. What is even more interesting, there are elements in chess that are considered weak or strong relative to the stage of the game (an IQP in the middlegame/endgame) or the nature of the pawn-structure (bishop-pair in open/closed positions).

There is one more thing that needs to be mentioned in the context of weaknesses. Namely, if you are ever struggling to find a plan during the game, focus your attention on the weaknesses in the position. It is not a coincidence that more experienced players repeatedly say that ‘If you see a weakness, you already have a plan!’. The weaknesses of your opponent may represent some kind of inducement for you to start active action. However, in the absence of such weaknesses, there is nothing wrong in fixing whatever holes you see in your position before embarking on actions directed strictly at your foe.

III. How to work with this book?

I am a huge fan of the science of life optimization, in ‘maxing out’ whatever I can achieve in every aspect of life to which I turn my attention. Because of that, the book that you have in your hands is constructed in a very specific manner. Here are a few principles that I followed while writing it in order to make sure that you profit from it the most:

1. Original content: One specific difficulty related to studying chess as a whole is the lack of high-quality material on the market. There are, in fact, some very good publishing houses out there but if you are serious about chess you will soon notice the limited number of books that have actually enriched you as a player. What is even worse, after a while you will notice that examples tend endlessly to repeat themselves. For some strange reason, many authors seem to love repeating games from the past, despite them having been commented on in other sources numerous times before. Another typical ‘sin’ of chess-authors is to give their workbook a concrete title (e.g., ‘Prophylaxis’), when perhaps only 25% of their material is

strictly relevant to their topic. They offer valuable training material, but the remaining 75% function merely as padding. Additionally, even today many examples cited in books are not checked with engines, which means that they are objectively incorrect or feature two or three alternative solutions. Given all of this, you might sometimes feel demotivated before even starting.

Why anyone would produce books like that beats me. But I do know that working with such books is not going to profit you as much as analyzing original, well-annotated content. Hence, I decided that this book is going to be different. The 90 games selected for this book have been cherry-picked out of thousands, without resorting to other books or commentaries available online. Most of them come from the years 2018-2019; only a handful are slightly older. Simply put what you are getting here is value for what you paid.

2. Three levels of difficulty: This book is aimed to benefit a very wide chess audience starting from 1600 upwards. The first part, titled 'What every Russian schoolboy solves' is aimed at players rated 1600-1900. It also includes the highest number of motifs considered 'typical' in modern chess-literature. The second part ('Enter at your own risk: Puzzles may bite') is designed for 1900-2200 players. They are, therefore, more complex in nature. The third and last section is titled 'Grandmasters wept solving these'... and there is a reason for this. The only thing I can say about them without spoiling the fun is that they require the highest level of abstract thinking to be solved.

Although I did my best to sort these games in an order based on their complexity, this division remains very subjective. Some of the exercises from the first part are not necessarily much easier than the ones designed for more experienced players. At the same time aspiring amateurs stand a chance at solving the entirety of the puzzles in every chapter. That said, some of the finer points here and there will likely remain harder to grasp. Knowledge is surely going to help you out sometimes, but because the majority of examples are, in a certain sense, innovative, what will matter most is how good a chess-thinker you are.

3. Mixed exercises with no hints: To further advance your learning curve I decided that the puzzles should not be sorted according to themes. They are only sorted according to difficulty. In my view offering a hint about the topic of a given exercise will bias the person solving them, and in so doing neutralize the learning effect. As a result, you will not know beforehand what the given exercise is all about and which of the skills mentioned above will be useful in solving it. It follows that

training with this book will resemble a practical game as much as possible. The solutions, however, will not only indicate the underlying idea behind each puzzle, but will also elaborate in detail upon both the suggested continuation and, very often, on additional problems of practical value that could also be meaningful in the given case.

4. Focus on what remained behind the scenes: The average playing strength of the chess populace may, indeed, be rising globally. But it has still been an arduous task to find suitable training material. The book that you are holding represents the result of approximately 400 hours of hard work with a quarter of these hours dedicated exclusively to the selection of games. It became apparent at the beginning of the process that full games, as played even by strong grandmasters, are marred by bad mistakes, and therefore seldom represent solid training material. Although some model games played at the board are still going to be included, the vast majority of the examples in this book start only the moment one of the players missed a great resource. There will be a particular focus on explaining what went wrong and how this mistake could have been avoided or the play improved upon. As most of the games constitute high-profile encounters, every puzzle you solve is simultaneously going to mean that you did better than a strong grandmaster!

IV. Acknowledgements

This book would not have been published had it not been for the invaluable help of a few people that I would like to mention.

First of all, I would like to thank my parents for their love and never-ending support. Without them I would never have been able to pursue my chess passion.

A special thanks also goes to my dear wife who was kind enough to take over most of the duties relating to the care of our infant daughter when I was writing – you are a real hero!

Furthermore, I cannot help but mention students of my chess school, most notably Phillip Eltakchi, Kyron Griffith, Daniel Maxwell and Sebastian Mueer. I cordially thank them for all the invaluable advice and comments, which inspired me to go the extra mile more than once.

Lastly, I would like to thank you for purchasing this book to spend some quality time herein – may you find it both instructive and entertaining.

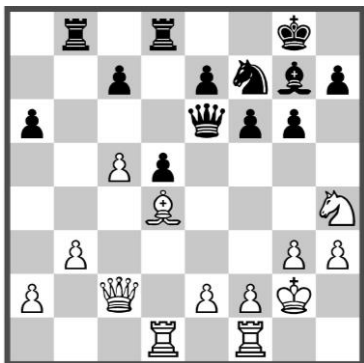
GM Wojciech Moranda
Wroclaw, September 2020

Chapter One

**What every Russian
schoolboy solves**

📖 1

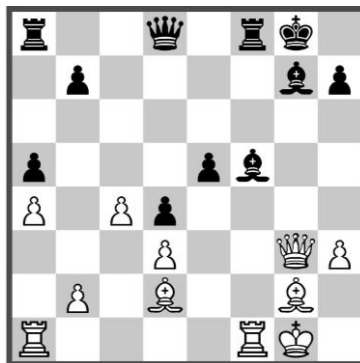
Winterberg – Lubbe
Magdeburg 2019



□ 22.?

📖 2

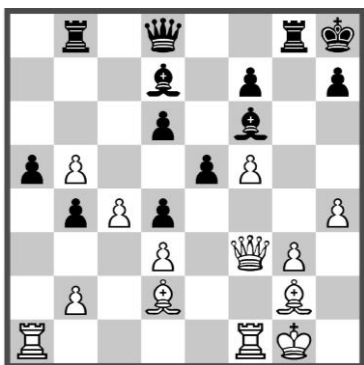
Shahinyan – Minasian
Yerevan 2019



■ 23...?

📖 3

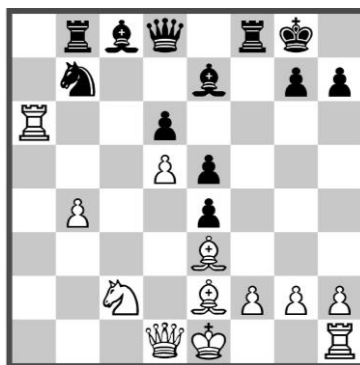
Demchenko – Jones
St Petersburg 2018



■ 23...?

📖 4

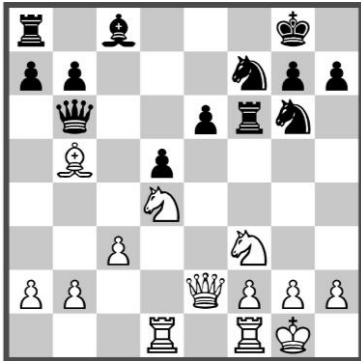
Lagarde – Colin
Brest 2019



■ 19...?

📖 5

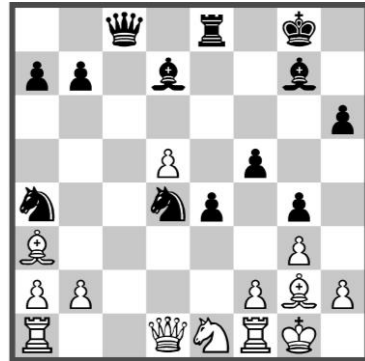
Zanan – Boruchovsky
Israel 2019



□ 17.?

📖 6

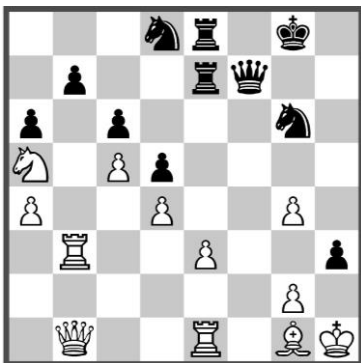
Nguyen – Yip
Saint Louis 2019



□ 25.?

📖 7

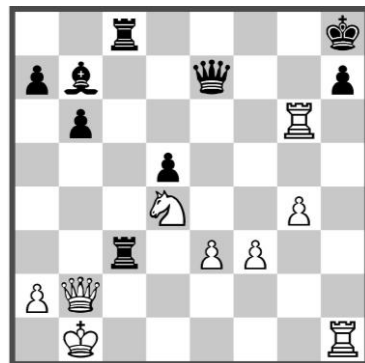
Guseva – Styazhkina
Sochi 2019



□ 40.?

📖 8

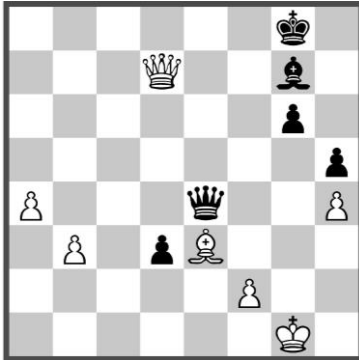
Moranda – Robson
chess.com 2019



■ 29...?

📖 9

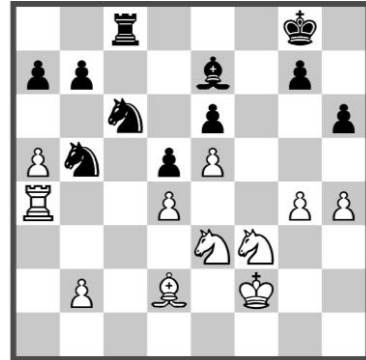
Gasanov – Melkumyan
St Petersburg 2018



■ 40...?

📖 10

Solozhenkina – Korneev
Sochi 2019



■ 30...?

📖 11

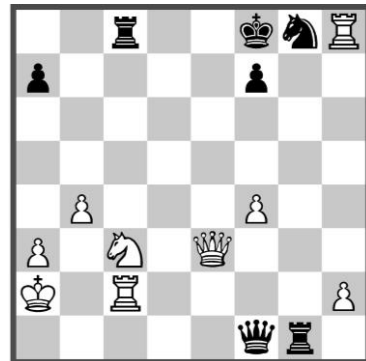
Van Foreest – Stevic
Skopje 2018




□ 36.?

📖 12

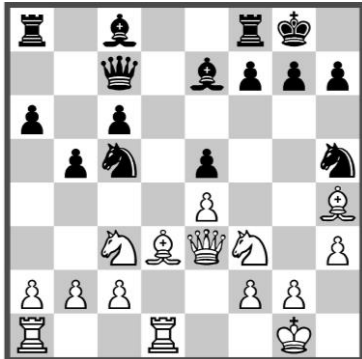
Kaspi – Rozentalis
Israel 2019



■ 39...?

 13

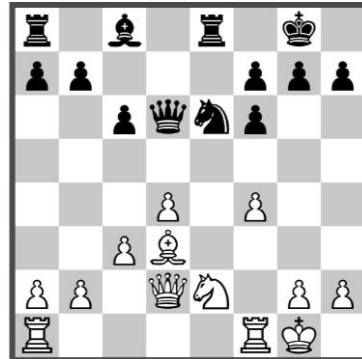
Lewicki – Delchev
Skopje 2018




■ 14...?

 14

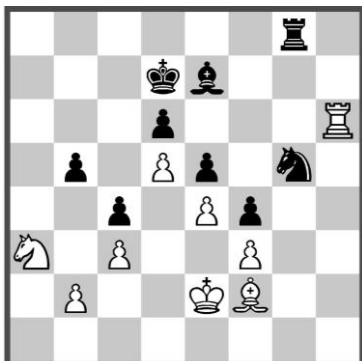
Simacek – Michalik
Ostrava 2019



■ 13...?

 15

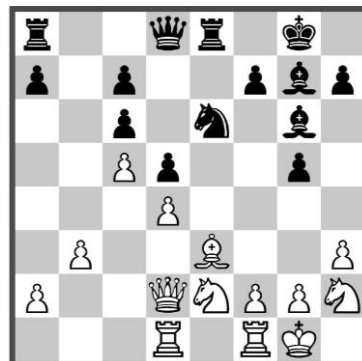
Abdusattorov – Zvjaginsev
St Petersburg 2018



□ 42.?

 16

Srinath – Markus
Budapest 2019



■ 21...?

17

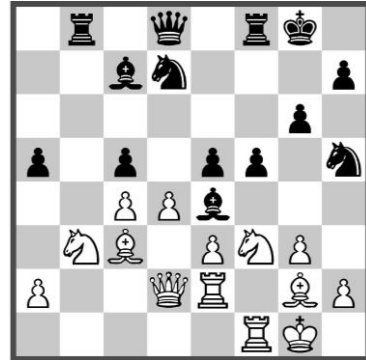
Sebag – Rakhmangulova
Antalya 2019



□ 22.?

18

Gaal – Froewis
Radenci 2019



■ 25...?

19

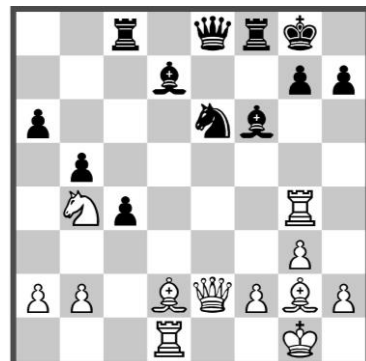
Zickus – Sakalauskas
Lithuania 2019




■ 19...?

20

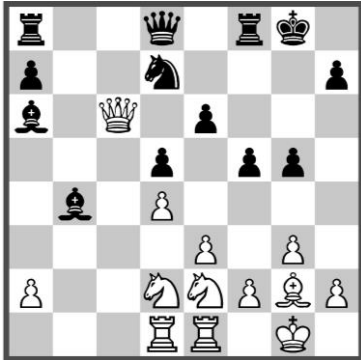
Tabatabaei – Sethuraman
Makati 2018



□ 26.?

 21

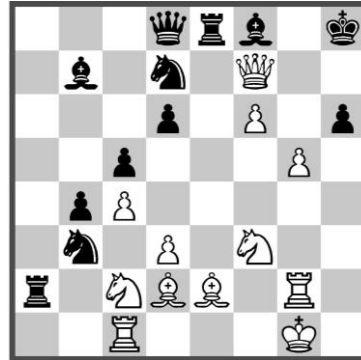
Antonsen – Ochsner
Svendborg 2019




■ 18...?

 22

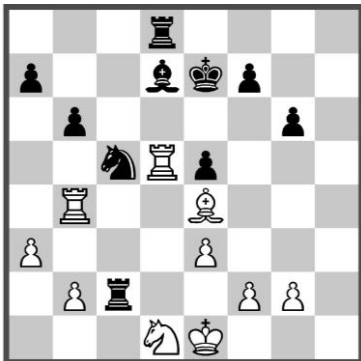
Bodnaruk – Mikadze
Antalya 2019



■ 29...?

 23

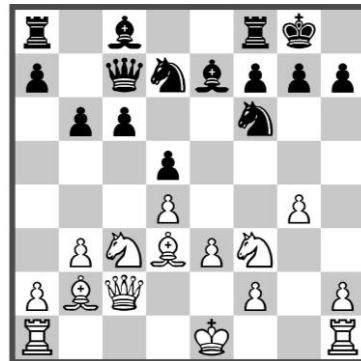
Krejci – Michalik
Prague 2019



■ 29...?

 24

Pasko – Abdulla
Batumi 2019



■ 11...?

📖 25

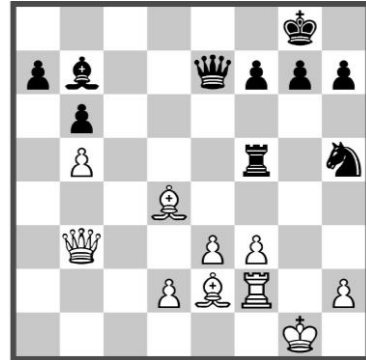
Bernadskiy – Gschnitzer
Budapest 2019



■ 31...?

📖 26

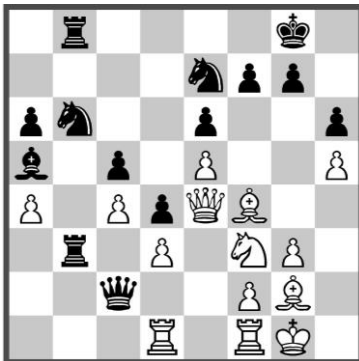
Strikovic – Mannion
Dublin 2019



■ 26...?

📖 27

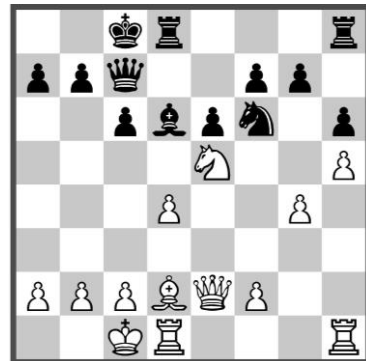
Adams – Kuzubov
Wolfhagen 2019



□ 28.?

📖 28

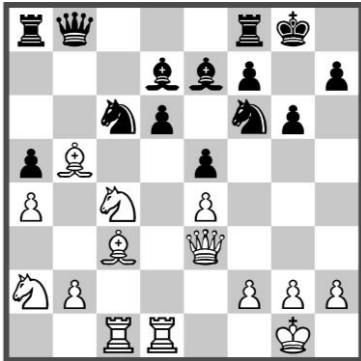
Muzychuk – Gunina
Hengshui 2019



■ 17...?

📖 29

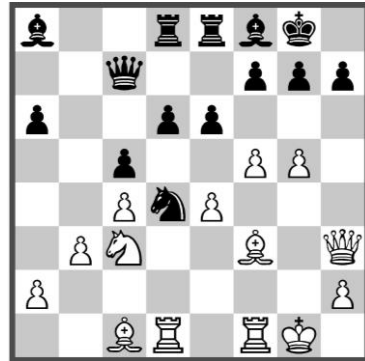
Buksa – Gevorgyan
Astana 2019



■ 21...?

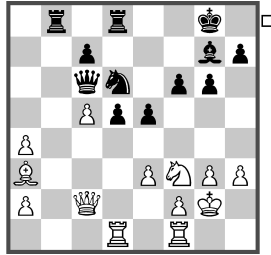
📖 30

Hovhannisyan – Petrosyan
Yerevan 2019



□ 24.?

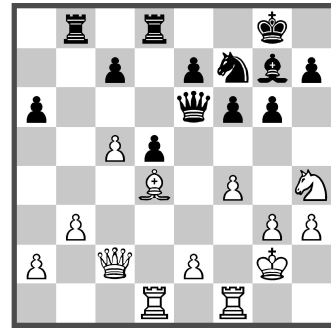
a5 25. ♔a3 a4 with strong pressure against the white b3-pawn. If it stays on that square it will fall the moment Black arranges a rook battery along the b-file. If he loses his temper, however, and takes with 26. bxa4 Black is going to be more than pleased to take control over c4 by means of the tactical 26... ♖d6!♣



Position after: 26... ♖d6!♣

The resultant position already looks out of control for White. His queenside pawns are falling, one after the other.

B) 22. ♔b2?! , on the other hand, allows Black to strike on the other side of the board: 22... ♖g5! and now, after 23. g4, Black could try to trade chances of a kingside attack for hopes of gobbling up the c5-pawn with 23... ♕e4+ 24. ♕xe4 ♖xe4 25. ♖c1 ♖b5!♣. Quite unexpectedly, the said pawn would be in serious trouble again. An interim solution for White would be to move this pawn one square farther. But without any more support out there, capturing it would most probably represent delayed gratification for Black.



Position after: 22. f4!

22... ♕e4+

Black's best chance to retain at least a shadow of counterplay is probably to exchange queens on e4 in a way that would help him contest the d-file.

A) 22... ♖h6 leads to a comparable position after 23. f5 gxf5 24. ♖xf5 ♖xf5 25. ♖xf5 ♕e4+ 26. ♕xe4 dxe4 27. ♖ff1↔ whereas, in this scenario, the black central pawns are less menacing. If I were Black, I would hurry to make sure that the e4-pawn does not get entangled and captured any time soon, should the white king approach it from the kingside.

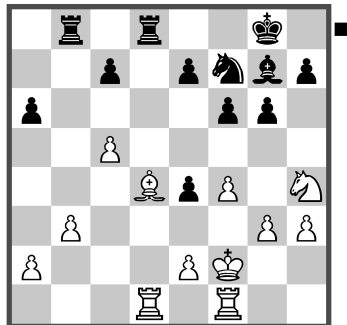
B) 22... f5?! rules out any f4-f5 pushes from White's side but is strategically faulty. This not only undermines a possible ...e7-e5 thrust, but White is even in a position to prevent that e5 push from coming at all with something like 23. ♖f3 ♔xd4 24. ♖xd4 c6 25. ♖a4 ♕c8 26. ♕c3± when White would have control of the situation on both

wings, and must, therefore, be judged to be at least a tad better in general.

23. ♖xe4 dxe4

Now if White simply brings the king closer to the queenside and reactivates his hitherto dormant knight, his position should be easily defensible, e.g.

24. ♔f2



Position after: 24. ♔f2

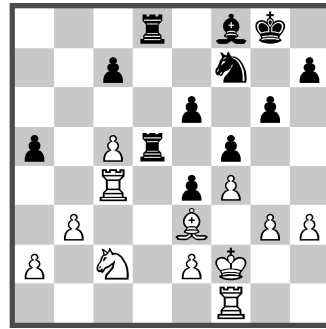
24... ♖d5

24... f5 25. ♙xg7 ♖xg7 26. ♘g2= and the idle white knight is brought to new, greener pastures on the queenside via e3.

25. ♙e3 ♖bd8 26. ♖c1 f5 27. ♘g2 a5
28. ♘e1 ♙f8 29. ♖c4 e6 30. ♘c2=

(see diagram next column)

With everything defended and Black still far from activating his f7-knight, White would be able to claim equality here.

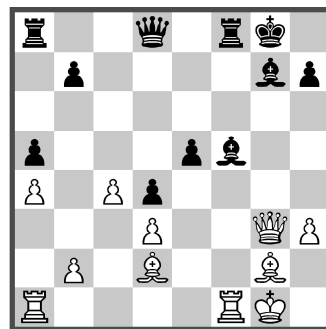


Position after: 30. ♘c2=

What is quite important is that Black cannot freely infiltrate along the d-file, as this could cost him the a5-pawn later on.



♙ Shahinyan, David (2429)
♚ Minasian, Artashes (2472)
🌐 Yerevan 2019



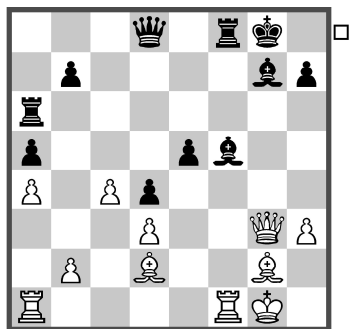
Attack & Defense

Include all your forces into the attack

Material is equal here, but both sides have at least one thing to complain

about. In White's case it is probably the backward d3-pawn that bothers him as it is already under attack. Black, on the other hand, is probably not too euphoric about his own b7-pawn as it could be captured any day now. At the same time, if we ask ourselves what type of position we have in front of us we will quickly reach the conclusion that it is very dynamic in nature. The main reason for this is that both kings are actually quite vulnerable along the g-file. Hence, and notwithstanding some small material casualties along the way, the player who can first launch an attack against the opponent's king should be the one emerging victorious at the end of the day. If you know this, you already know everything that you need...

23... ♖a6!

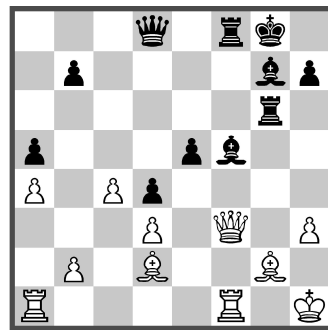


Position after: 23... ♖a6!

Well played! Black does not need to care about the pawn on b7 because it cannot be taken for the time being. However, even if the pawn falls in a move or two, the attack coming against

the white king on the kingside is going to compensate for that with interest. Small material investments are inherent to attacks and this game is no exception to the rule.

24. ♔h1 ♜g6 25. ♚f3



Position after: 25. ♚f3

25... ♔h8!

Black is carrying out his attack in a textbook manner - before bringing the rest of his forces towards the kingside, he makes sure that his own monarch is perfectly safe. In particular, he ensures that there are no nasty surprises awaiting him should White give a check on d5. Black would also prefer to make sure that the arrival of the white queen to d5 is not going to result in any exchanges as these represent a natural defensive method, reducing the attacking potential of the opponent. Although attacking chess is based hugely on agility, this little investment of time will certainly not hinder Black from continuing his attack in a smooth manner very soon. As they say - if you want

to change the world, make sure to start off by making your own bed.

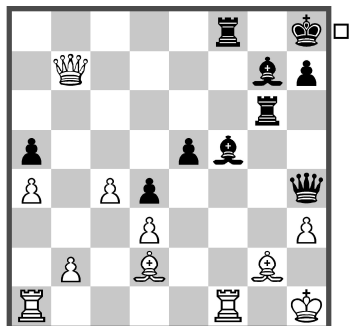
25... ♖h4?! would have been too hasty in view of 26. ♗d5+ ♕e6 27. ♖xf8+ ♕xf8 and now after the mind-boggling 28. ♜f1!= quite unexpectedly, Black would not be allowed to take on d5 due to the resulting perpetual check. Furthermore, if the black bishop cannot move from e6 anymore, White's king immediately becomes much more secure.

Here White faltered and quickly went down for the count; still, even the logical looking

26. ♖xb7

leaves White on the edge of defeat after

26... ♗h4



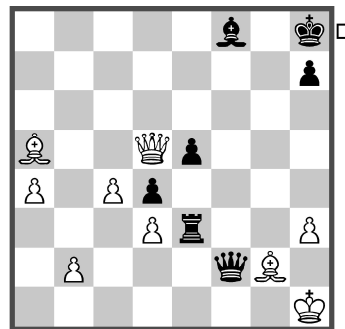
Position after: 26... ♗h4

27. ♜xf5

27. ♕e1?! ♗h5 28. ♜f3 ♜g8→ changes nothing.

It is pleasing to witness how all of Black's pieces are taking part in the attack while White is getting the short end of the stick due to his misplaced pieces. It is not only that the Attack/Defense Ratio speaks in his favor very strongly (>2), but also the pace with which he managed to include all of his pieces into the attack. It makes a dazzling impression.

27... ♜xf5 28. ♜f1 ♜xf1+ 29. ♕xf1 ♗f2 30. ♕g2 ♕f8 31. ♕xa5 ♜g3! 32. ♗d5 ♜e3!⚡

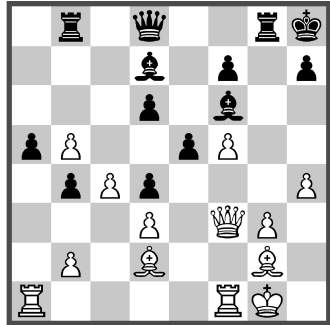


Position after: 32... ♜e3!⚡

Due to the multitude of threats along the first and second rank, White would need to rely on some miracle if he were to stay in the game.

3

Demchenko, Anton (2679)
 Jones, Gawain (2682)
 St Petersburg 2018



Coordination

*Principle of the weakest piece –
inclusion into the attack*

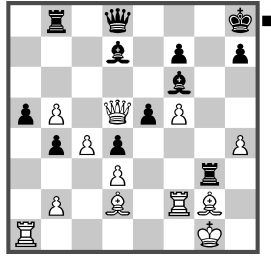
With equal material on board, the second thing that draws one's attention in this position is the highly original pawn structure. White has two pawn islands compared to Black's three, which should, in general, favor White. At the same time the viability of the pawn structure cannot be assessed in isolation from the pieces surrounding it as pieces are like muscles entwining the spine (the pawns). A bad pawn structure (let's call it a 'hunchback') will severely obstruct even the strongest pieces, whereas even the healthiest of spines completely deprived of muscles (piece support) is inevitably going to fall. Translating this into plain chess

language we can say that with a slightly worse pawn structure Black must try hard to maintain equality unless the activity of his pieces can compensate for his structural inferiority. For the moment, however, only the black g8-rook may brag about its placement, occupying a semi-open file and exerting pressure against a backward white pawn. Black's other pieces not only seem to be uncoordinated, but their general usability leaves a lot to be desired. What is even worse, White may wish to execute a g3-g4-g5 push in the coming future. This might take some time and preparation (♗d2-e1 & ♕d1-h5), but if it comes, Black's fate would be more or less sealed. What is your best chance here?

23... ♗c8!

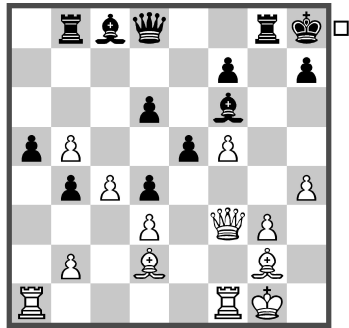
A splendid bishop transfer! The principle of the weakest piece is applicable here as the sad bishop was simply terrible on d7. It does nothing but look at the white b5-pawn. Now it is being rerouted via c8 to b7, it will not only neutralize the white light-squared counterpart, but also weaken the position of the white king.

The only real alternative for Black would have been 23... d5!? pursuing another central breakthrough with ...e5-e4 and massive complications thereafter, but after the accurate 24. ♕xd5 ♖xg3 25. ♗f2!!±



Position after: 25. ♖f2!!±

White would have remained in the driver's seat, especially as the greedy 25... ♜xd3? loses to 26. ♙g5! ♜g3 27. ♚d6!+ with Black conceding at least an exchange.



Position after: 23... ♙c8!

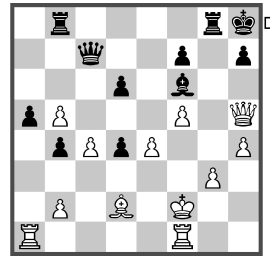
24. ♚f2

White's safest try is to remove the queen in advance from any possible attacks.

A) 24. ♚h2? Stumbles, quite unexpectedly, into 24... ♙xh4!→ when the bishop is taboo because of the powerful black g8-rook hitting the white g2-bishop as a result of the g-file opening up. It is fascinating to observe the so-called 'synergy effect' of the principle

of the weakest piece. With the imminent threat of ...♙c8-b7 Black's other pieces have improved. Remember, the f6-bishop was shut in behind a barrier of pawns and it was difficult to find any occupation whatsoever for the black c8-bishop.

B) On the other hand, 24. ♚f2 is best met by 24... ♙b7 25. ♚h5 e4! when after [But not 25... ♙xg2 26. ♚xg2 ♙xh4? which loses on the spot to 27. ♜h1 ♜xg3+ 28. ♚f1+→] 26. ♙xe4 ♙xe4 27. dxe4 ♚c7!↗



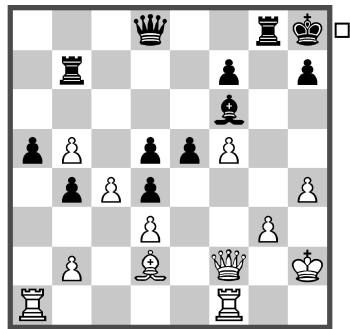
Position after: 27... ♚c7!↗

Black is not only threatening to recapture material on c4, but also thinking about carrying out the dynamic ...d6-d5! Push, with an attack against both g3 and c4. In my opinion, it would be best for White to now settle for a draw by repetition with 28. b3 ♙e5= 29. ♚h6 ♙g7 30. ♚h5 ♙e5=

24... ♙b7 25. ♙xb7 ♜xb7 26. ♚h2

and now Black equalized with the very strong

26... d5!



Position after: 26... d5!

which not only eliminates the problem of the backward d6-pawn, but also aims to create a pair of passed pawns in the center, after a possible ...e5-e4 push. White should now handle his position with caution and, as a first step, immobilize Black's central pawn mass. But after

27. ♖fe1

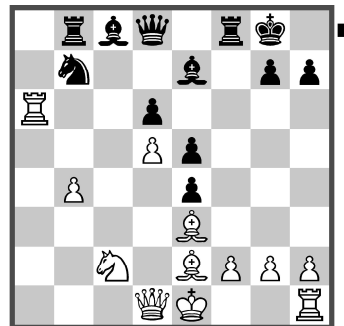
sadly, here Anton faltered with 27. cxd5?! and quickly ended up in a lost position after 27... ♜xb5 28. ♔h3 ♚xd5 29. ♚f3 ♚xf3 30. ♜xf3 ♜c8+-. Voluntarily demolishing one's own pawn chain, especially one that prevented the opponent from infiltrating your camp, could not simply go unpunished.

27... ♜c7 28. ♜ac1 ♜c5 29. b3 ♚d6↔

The game is very much on, with all three results still possible.

4

♟ Lagarde, Maxime (2600)
 ♟ Colin, Vincent (2383)
 🌐 Brest 2019



Statics & Dynamics

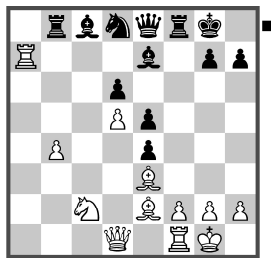
Sacrifice for initiative along the squares of a color-complex

Black is not enjoying himself in this position, one that arose out of the Sicilian Kalashnikov. White has already made significant progress on the queenside - only castling short separates him from being able to throw everything he has got to that flank. In the meantime, Black may have managed to open up the f-file, but the list of his pros ends here. The knight on b7 is dominated by the white b4-pawn, and the e7-bishop is typically 'bad' in this structure. Having said all of this, we are in a position to understand that Black needs to be highly creative here if he wants to obtain some chances.

19... ♖c5!

An absolute must as the knight on b7 was not only Black's worst piece, it also negatively affected the prospects of the b8 rook.

A) In the game, Colin went for 19... ♖e8? 20. 0-0 ♘d8 21. ♖a7±

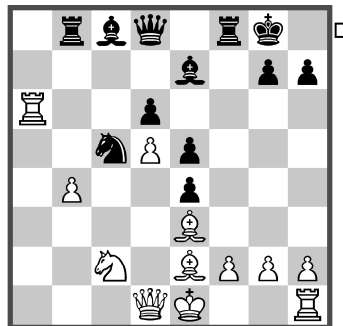


Position after: 21. ♖a7±

which is close to losing for more than one reason. First of all, White's b-pawn will advance ultra-quickly and will find itself on b6 in no time. Also, White's c2-knight will soon be redirected via a3 to c4, from where it will exert annoying pressure against the backward d6-pawn. In the meantime, Black is going to find it impossible to create reasonable counterplay on the kingside as the knight still needs a few moves to start threatening anything. Besides, Black cannot even bring his queen into play via g6 as the e7-bishop would be hanging.

B) On the contrary, 19... ♗g5 is not a bad move by itself (Black tries to trade off his 'bad' bishop), but much too slow in comparison with White's incoming

activity on the queenside, e.g. 20. 0-0 ♗xe3 21. ♘xe3 ♖g5 and now 22. ♖c1! ♗d7 23. ♖c7+ would have left Black's queenside pieces defenseless because of the white queen's infiltration.



Position after: 19... ♖c5!

20. ♖a7

20. bxc5? is naturally not advised as, after 20... ♗xa6 21. ♗xa6 ♖a5+ 22. ♗d2 ♖xa6+ White would lose material and, together with that, the game.

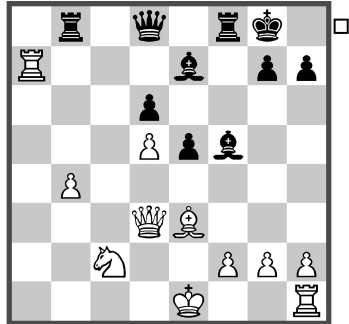
20... ♘d3+!

The only logical follow-up. If you have seen this far but refrained from jumping with the knight straight into the abyss you cannot count this one as solved.

20... ♘d7?! would have sent Black back to the Stone Ages in terms of dynamic counterplay as now after 21. ♖d2 ♘f6 22. b5 ♗d7 23. ♘a3± White will be making serious progress on the queenside, while Black's activity

on the opposite flank does not manage to get started.

21. ♖xd3 exd3 22. ♗xd3 ♕f5

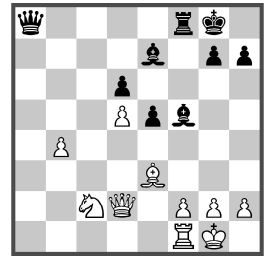


Position after: 22... ♕f5

Only now does the point behind Black's suicidal knight venture reveal itself. For the price of a pawn, Black manages to open up his light-squared bishop with a tempo. What is more, due to the absence of a white counterpart, this piece enjoys superiority across squares of the whole color complex. As a result, this not only makes it tough for White to push the b-pawn, but it also makes it difficult to capture the bishop. The following sample lines confirm that it is White who has to be careful in the ensuing position:

23. ♗b3

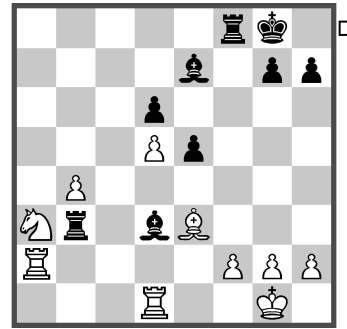
23. ♗d2?! allows Black to take the positional initiative with 23... ♖a8 24. ♖xa8 ♗xa8 25. 0-0



Position after: 25. 0-0

A) But not 25... ♖xc2?! which would have been a bad mistake from the dynamic perspective as after 26. ♗xc2 ♗xd5 27. ♖c1± material equality may have been restored but White's pawn looks much stronger than the black central duo as they still need to be activated. This is a typical misjudgment we sometimes make when sacrificing material by trying to recapture the material at the first opportunity. In reality sacrificing material implies that we are playing for something intangible that cannot be expressed in terms of material. There is nothing wrong with regaining it but only 'along the way', so to speak, as our 'investment', the positional or dynamic advantages for which we offered material, matures. If you have problems understanding this concept imagine you are placing a deposit with a bank for a decent annual percent. How much interest do you think you will get if you come back to the teller the very next day and demand your money back?

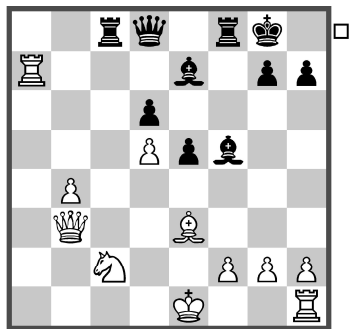
B) 25... ♔a4! 26. ♞e1 ♜c8↑ Black is still a pawn down but apart from that has no reasons to worry. White's pieces are passively placed and enjoy no influence over the position. The b4-pawn is not going anywhere soon, whereas its colleague represents an easy target for our light-squared bishop. It is not that White's position is much worse, rather, that he will likely find it unpleasant to play this position because he has to switch to defense despite having more material.



Position after: 28... ♜b3=

The white b4-pawn gets eliminated, with a draw being the most likely outcome.

23... ♜c8



Position after: 23... ♜c8

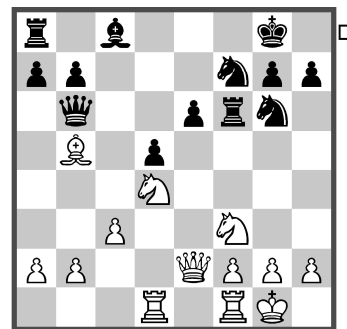
24. ♜a2

24. ♞a3?! is already a little bit too risky for White as after 24... ♔e8 25. 0-0 ♜g6 26. ♔h1 ♞h4→ White will have to be very careful not to allow any counterattack on the kingside, especially as something like ...♞f5-e4 may already be waiting for him.

24... ♔c7 **25.** ♞a3 ♔c3+ **26.** ♔xc3 ♜xc3 **27.** 0-0 ♞d3 **28.** ♜d1 ♜b3=



♟ Zanan, Evgeny (2528)
 ♟ Boruchovsky, Avital (2525)
 ♟ Israel 2019



Weakness

Obtaining full control over the center by eliminating its defender

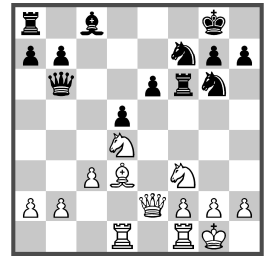
This position arises out of the Advance variation of the Caro-Kann Defense (3.e5 c5), material is equal, but there

are some curious events about to unfold in the center. A few moves before, Black decided to soften up White's e5-pawn by means of ...f7-f6 and is now ready to carry out yet another thematic push in these structures, namely ...e6-e5. White cannot allow this to happen. Not only would his pieces get momentarily pushed back, it would also lead to a raging initiative for Black after ...♗c8-g4 and/or ...♘g6-f4. Given the magnitude of the damage that Black could inflict on White's position in such a case, the time for prevention is obviously now.

17. ♕e8!

A simple, yet amusing resource which eliminates one of the main supporters of the dreaded ...e6-e5 thrust. With the knight out of the way, it will not be possible for Black to carry out this thematic push. What is even worse for Black, White will gain full control over the e5-square very soon, meaning that Black's c8-bishop will likely remain a 'bad' piece till the end of the game. The play now becomes very one-sided. White first immobilizes the e6-pawn, and then slowly increases the pressure against it. Simultaneously, White will try to gain space on both wings to stretch Black's forces until they are unable to defend all of the weaknesses at the same time.

A) By comparison, 17. ♕d3?!

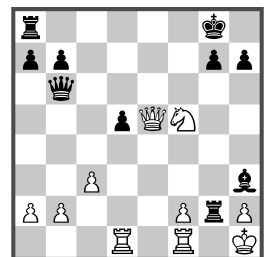


Position after: 17. ♕d3?!

follows the very same ideas as the text but has a drawback.

A1) After 17... ♘f4↑ the white queen is faced with an unpleasant choice. It may stay on the e-file and prevent Black from carrying out the thematic ...e6-e5 push, but this luxury is going to cost him a whole pawn. The other option is to run away horizontally, thus saving the aforementioned pawn allowing his opponent to launch his central pawn duo at once.

A2) But not 17... e5?! even if the position arising after the more or less forced 18. ♕xg6 ♜xg6 19. ♘xe5 ♗xe5 20. ♙xe5 ♕h3 looks tempting at first. After the razor sharp 21. ♘f5 ♜xg2+ 22. ♔h1↖



Position after: 22. ♔h1↖