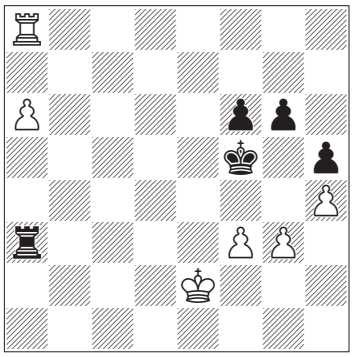
Contents

Symbols	5
Introduction	6
1 The Opening	7
Advantage in Development	7
Bits and Pieces	9
2 The Middlegame	11
The Greek Gift	11
Attack and Defence	12
3 The Endgame	15
Pawn Endings	15
Opposite-Coloured Bishops	17
Rook Endings	19
How Good is Your Technique?	20
4 Solutions for Chapters 1-3	22
The Opening	22
The Middlegame	29
The Endgame	40
Score Tables	56
5 How Good is Your Chess?	58
Game 1: Shapovalov-Sanakoev, corr. 1963-5	61
Game 2: Tal-Flesch, Lvov 1981	68
Game 3: Karpov-Sax, Linares 1983	74
Game 4: Korchnoi-Spassky, Clermont-Ferrand 1989	80

Game 5: Jasnikowski-S.Pedersen, Assens 1990 88
Game 6: Isaev-A.Timoshenko, corr. 1989-91 94
Game 7: Topalov-Kramnik, Belgrade 1995 101
Game 8: Karpov-Cu.Hansen, Groningen 1995 107
Game 9: Lautier-Karpov, Biel 1997 119
Game 10: Illescas-Arizmendi Martinez, Pamplona 1997/8 123
Game 11: Khenkin-Shabalov, Koszalin 1999 127
Game 12: Gligorić-Nevednichy, Novi Sad tt 1999 131
Game 13: S.B.Hansen-Cu.Hansen, Helsingør 1999 139
Game 14: Hraček-Yusupov, Bundesliga 1999/00 144
Game 15: Illescas-Short, Pamplona 1999/00 148
Game 16: P.Nikolić-Leko, Wijk aan Zee 2000 152

Index of Players 159
Index of Composers 160
Index of Openings 160

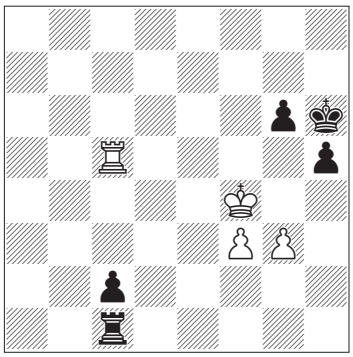
Test 3.14



White to move.

This is a typical 4 vs 3 endgame with a passed a-pawn. Is this one just a dead draw?

Test 3.15



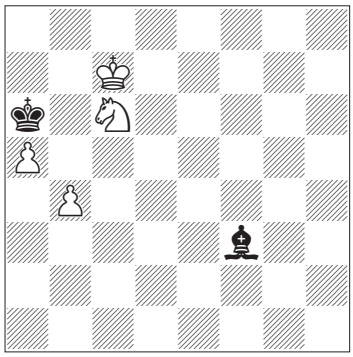
White to move.

White's rook is actively placed to cope with Black's c-pawn but White's king must stay sheltered from rook checks. How should White defend?

How Good is Your Technique?

Nothing is more annoying than having a material advantage and failing to convert it into victory. I have selected three exercises, where the common theme is that the superior side can win, but there are some technical difficulties that must be overcome.

Test 3.16



White to move.

With two extra pawns the win does not appear to be a problem, but watch out, as sometimes Black can even sacrifice his bishop to reach a theoretically drawn position with knight and pawn vs bare king where White is unable to win a tempo with his knight.

that event Black should have his rook on the 5th rank: **41...♔g7 42 ♔h3 ♖b8 43 ♔h4 ♖b6 44 ♔g5 ♖b5 45 ♖c7** (if 45 ♖e2, then 45...f6+ 46 ♔h4 ♔f7 draws) **45...♖a5 46 ♖e7 ♖b5 47 f5** (White has to try this sooner or later) **47...gxf5** and after 48 e6 f4+ 49 ♔xf4 ♔f6! 50 ♖xf7+ ♔xe6 the ending is easily drawn. White can try other moves: while 48 ♔xh5 ♔f8 is simple, 48 ♔xf5 offers better chances, though Black still draws by simply keeping his rook on the 5th rank: 48...♖a5 49 ♖b7 ♖c5 50 ♖b2 ♖a5 51 ♖e2 (planning ♔g5) 51...f6, with a draw.

10 points if you worked out one of the drawing methods.

Maximum: 10 points.

Test 3.13

Tondivar – Lutz

Leeuwarden 1994

White's task is simple in the event of 45...a5 46 ♖xb5 a4 47 ♖a5 a3 48 c7 or 45...b4 46 ♖xa6 b3 47 ♖b6 followed by c7. A further try is 45...♖a3 but 46 ♖b8, intending c7-c8♕, forces Black to repeat the position with 46...♖c3 47 ♖b6.

Is it only a draw then? No! As so often in rook endings, activity is the number one priority. With Black being unable to resolve the problems on the queenside, attention turns towards the kingside...

45...♔g6! 46 ♖xa6 ♔h5

Black goes for the h3-pawn. 5 points if you discovered this plan, which is the only way to win.

47 ♖b6

47 ♖a7 ♖xc6 48 ♖xg7 is well countered by 48...♖g6+.

47...♔h4 48 ♖xb5 ♖c2+! 49 ♔g1 ♔xh3

This is the important pawn. 2 further points if you had worked all this out. Black rightly avoids 49...♖xc6??, after which White can defend his h-pawn with 50 ♖b3.

50 ♖b7

50 ♖b3+ ♔h4 51 ♖b4+ ♔h5 52 ♖b6 is only slightly more resilient. Black slowly makes progress with 52...g5 followed by ...g4, ...♔g5, ...h5, etc.

50...g5 51 c7 g4 52 ♖b6 h5 0-1

White is effectively playing a ♖ vs ♖+2♙ ending, as the c-pawn is not worth anything in itself. This is a good illustration of the power of a rook behind the passed pawn. Here, the rook on c2 can simultaneously defend against White's c-pawn and assist in the attack on the kingside.

Maximum: 7 points.

Test 3.14

Unzicker – Lundin

Amsterdam OL 1954

It is certainly not. The win is very instructive:

49 a7!

In such endgames we are often told to keep the pawn on the sixth rank so as to have a hiding square for the king when it hurries to assist the pawn. With the pawn on a7 there is no hiding for White's king on the queenside, so Black can simply keep checking from behind, if White begins running towards

the pawn. However, and this is where it becomes instructive, here Black's 'active' position makes it the only winning plan. Indeed, if Black's pawn formation were f7+g6+h5 the position would be a draw, because the king could then creep backwards to g7 if required. By advancing the a-pawn to a7 in the given position, White makes sure that Black will not have time to capture a pawn on the kingside when the king runs up the board, and, equally important, White has spotted a hiding place – on the kingside!

49...♖a2+

There is no better defence than just to wait.

50 ♔d3 ♖a1 51 ♔d4 ♖a5 52 ♔c4 ♖a3 53 ♔c5 ♖a1

53...♖xf3 is too slow: 54 ♖f8 ♖a3 55 a8♕ ♖xa8 56 ♖xa8 ♔g4 57 ♖a3 g5 and now, e.g., simply 58 ♔d5 wins.

54 ♔d6 ♖a3?

This is actually an error. 54...♖a6+ is more resilient, and leads to the same type of position as occurs in the game.

55 ♔e7?

This is winning but White could have ended the game instantly with 55 ♖c8!, which threatens 56 ♖c5#.

55...♖a6 56 ♔f7 ♖a3 57 ♔g7 ♖a1

57...g5 also loses: 58 hxg5 ♔xg5 59 ♔f7 ♔f5 60 g4+ hxg4 61 fxg4+ ♔f4 62 ♔xf6, etc.

58 ♔h6!

This is it. The g6-pawn is vulnerable and the white king hides from the checks.

58...♖a6 59 ♖b8 ♖xa7 60 ♖b5+ ♔e6 61 ♔xg6 ♖a8 62 ♔xh5 ♖g8 63 g4 ♖h8+ 64 ♔g6 1-0

10 points if you found 49 a7! and had discovered the h6-square as a safe hiding place for White's king.

Maximum: 10 points.

Test 3.15

Ilivitsky – Vasiukov

Erevan 1955

Actually, if it were Black to move, he would win with ...♔g7. White should prevent this, and hence 44 ♖c7! (5 points) is correct. However, we shall first take a look at how the game developed:

44 ♖c6?

This is a fatal error, which does nothing to counter Black's idea of improving his position.

44...♔g7 45 ♔g5 ♔f7 46 ♔f4

At first sight this is incomprehensible. White retreats immediately, but a closer look reveals that White can actually never capture the g6-pawn. For instance, after 46 ♖c7+ ♔e6 47 ♔xg6, Black replies 47...h4! and creates a second passed pawn, because 48 gxh4 allows 48...♖g1+ followed by ...c1♕. More seriously, perhaps, Black was simply threatening 46...h4!.

46...♔e7 47 ♔e3

How does Black actually improve his position if White just waits? It is worth investigating 47 ♖c3. Black doesn't achieve anything from running forward with his king immediately, as it would only run into checks from behind, and with no obvious shelter it wouldn't be able to assist the c-pawn anyway. However, we may use the ...h4 idea again, only this time by

first sacrificing the g-pawn: 47...g5+ 48 ♔xg5 h4! (Black creates a second passed pawn, or reaches a winning ♖ vs 2♙ ending) 49 g4 ♔d6 50 ♖d3+ ♔c5 51 ♖d2 ♔c4 52 f4 ♔c3 53 ♖xc2+ ♖xc2 54 ♔xh4 ♔d4 and Black wins.

47...g5 48 ♔d2 ♖f1 49 ♔xc2 ♖xf3 50 ♖h6 ♖xg3 51 ♖xh5 ♔f6

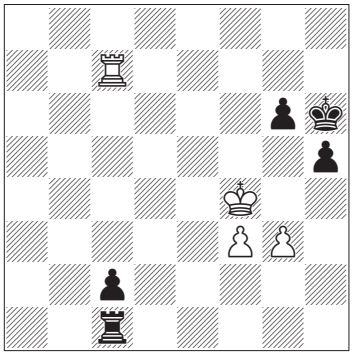
Black has reached a won ♖+♙ vs ♖ ending.

52 ♔d2 ♔f5 53 ♔e2 ♔g4 54 ♖h1 ♖g2+ 0-1

White won't be able to deal with the g-pawn: after 55 ♔f1 ♖c2 56 ♖h6 ♔g3 57 ♖h7 g4 58 ♖g7 ♖c1+ 59 ♔e2 ♖g1 60 ♖g8 ♔h2 61 ♖h8+ ♔g2 62 ♖g8 g3, etc., Black inevitably forces his pawn forward.

Now, back to **44 ♖c7!** *(D)*.

B



If Black wants to win, he has to try...

44...g5+ 45 ♔f5

...but since Black cannot improve the position of his king, White draws easily.

45...h4

The most logical try, although there are others:

a) 45...♖g1 46 ♖xc2 ♖xg3 47 ♖c6+ ♔h7 48 ♖c7+ ♔g8 49 ♔g6 ♖xf3 50 ♖c8+ ♖f8 51 ♖xf8+ ♔xf8 52 ♔xg5 and White draws.

b) 45...g4 46 f4 h4 (or 46...♖g1 47 ♖c6+ ♔g7 48 ♖xc2 ♖xg3 49 ♔g5 ♖h3 50 f5 g3 51 f6+ ♔f7 52 ♔f5 ♖h2 53 ♖c7+ ♔e8 54 f7+ ♔f8 55 ♔g6 ♖f2 56 ♖c8+ ♔e7 57 ♖e8+ ♔d7 58 ♔xh5! g2 59 ♖g8) 47 gxh4 g3 48 ♖c6+ ♔g7 49 ♖c7+ and White draws, because 49...♔f8 can be met by 50 ♔f6 ♔e8 51 ♖e7+ ♔d8 52 ♖e2.

46 f4

The simplest, although 46 g4 h3 47 ♖c6+ ♔g7 48 ♖c7+ ♔f8 49 ♔f6 ♔e8 50 ♖e7+ ♔d8 51 ♖e2 does the job as well.

46...♖f1

Or: 46...gxf4 47 g4 ♖g1 48 ♖xc2 f3 49 ♖f2 ♖g3 50 ♔f4 =; 46...g4 47 ♖c6+ ♔g7 48 ♖c7+ ♔f8 49 ♔f6 ♔e8 50 gxh4 g3 51 ♖e7+ ♔d8 52 ♖e2 and White draws.

47 ♖c6+ ♔g7 48 ♖c7+ ♔f8 49 ♖xc2 hxg3 50 ♔xg5 ♖f2 51 ♖c1 g2 52 ♖g1

followed by ♔g4-g3, with a draw.

Maximum: 5 points.

How Good is Your Technique?

Test 3.16

Horwitz, *1885*

1 ♘b8+!

A difficult decision. Since White is actually sacrificing his b-pawn he has to be completely sure that the ensuing