

(Day 2: 15:00-15:45 - Grivas)

Queen Endings

Queen endings are one of the most difficult and at the same time interesting types of endings. The difficulty lies in the usually immense number of variations and moves that occur due to the corresponding mobility of the most powerful chess piece, the queen.

The rules that govern queen endings are many and significant. The side with the advantage, either a material or a positional one, has several ways in which to seek victory, such as a direct attack aiming at checkmate, the exploitation of a passed pawn, the constant pressure on a weak pawn structure or, finally, the conversion of a material plus. The defending side mainly has one single aim, perpetual check, although it is not necessarily unique. In this specific type of ending we encounter certain special characteristics, brought to the fore by the great power of the queen. Thus, the problem of the defending side delivering perpetual check is not the only one facing the attacker.

In an effort to formulate some rules, we arrive at the following:

1. In several cases, there exists (usually for the side with the advantage) the possibility to attack the enemy king, aiming for checkmate, by penetrating deep into the enemy camp with the king, in cooperation with the queen. This is a special case, which can prove useful in endings with few pawns (e.g. Q + 3 pawns vs Q + 2 pawns, with all pawns on the same side). Winning chances are clearly superior to those in any kind of related rook ending.

2. The king is better protected from perpetual check when he penetrates the enemy camp or attacks enemy pawns, than when he passively stays 'at home', inadequately protected by his pawns. In the first case the king has more squares at his disposal, while the task of the checking

enemy queen is complicated by the necessity to also protect squares and pawns. Consequently, an attack on an enemy pawn is the surest way to evade a series of checks, as even the queen is unable to simultaneously deliver constant checks while also protecting the pawn. On the other hand, in certain positions it is simpler not to capture the enemy pawn, intending to use it as a cover from the checks.

3. A stabilized centre greatly favours the attacking side, but even in open positions a centralized queen deprives its counterpart many checking possibilities.

4. A weak complex of squares around the enemy king can be occupied by the king-queen duo, leading to their penetration into the enemy lines.

5. The queen cannot be prevented from escorting a passed pawn all the way to the 8th rank. Possession of a passed pawn usually is the most decisive factor. It can decide an equal ending or save an inferior one, often even while being several pawns down.

6. In most other types of endings, two connected passed pawns would confer upon their possessor a huge advantage, but in queen endings this isn't particularly significant, as even an isolated passed pawn can be efficiently supported and advances. In queen endings, how far is a pawn advanced is more significant than in any other ending.

7. If the king of the defending side has been placed in front of the enemy passed pawn, then the draw is usually simple. Moreover, the king of the attacking side must not be placed in front of its pawn.

8. The attacking side must aim to place its king on the same or neighbouring rank (or file) to the opponent's king (this advice also applies when there is a large number of

pawns on the board).

9. The more advanced a passed pawn is, the less are the opponent's chances to draw the game.

10. When there exists a passed pawn on a rook- or knight-file, the king of the defending side should aim to place itself near the corner diametrically opposed to that of the pawn's queening square. In this way the attacking side has less opportunities of avoiding perpetual check, as the possibilities of giving a check that would force a queen exchange are reduced. For a rook pawn, drawing chances are significantly higher than for any other, as in a large number of cases the defending side can proceed to a queen exchange.

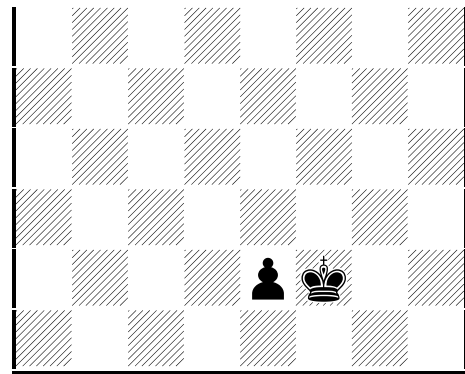
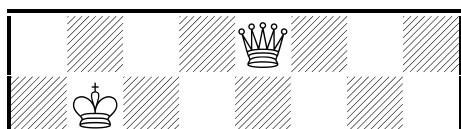
11. The closer the passed pawn is to the edge of the board, the greater the drawing chances. With central pawns, as well as those on the c- or f-file, practically all positions with a remote defending king are lost. With pawns on the b- or g-file many are lost, while with rook pawns, in the majority of cases the draw is within reach, although even here the defence remains difficult.

12. The queen must be placed on central squares (this usually also applies to the queen of the defending side). The closer the attacking queen is to the edge of the board, the tougher the win; in addition, the possibility of the defending side delivering perpetual check is significantly higher.

Queen vs Pawn

In queen vs pawn endings things are simple. The queen wins against any pawn that has not reached its 7th rank. With a pawn on the 7th, the queen is unable to win against an a-, c-, f- or h-pawn. In order to comprehend why, we must be familiar with the winning process against a-, b-, d-, e- or g-pawn that has reached its 7th rank.

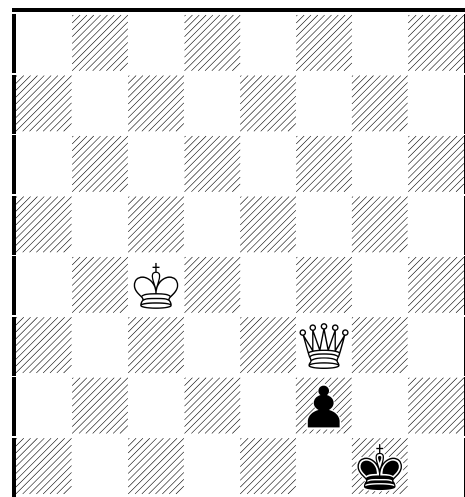
Example 1 ○



The procedure is simple: the black king will be forced onto the square in front of his pawn. Every time this happens, the white king will be able to approach by one square, until in the end the pawn is captured.

1.Qf7+ Kg2 2.Qe6 Kf2 3.Qf5+ Kg2 4.Qe4+ Kf2 5.Qf4+ Kg2 6.Qe3 Kf1 7.Qf3+! Ke1 8.Kc6 Kd2 9.Qf2 Kd1 10.Qd4+ Kc2 11.Qe3 Kd1 12.Qd3+! Ke1 13.Kd5 Kf2 14.Qd2 Kf1 15.Qf4+ Kg2 16.Qe3 Kf1 17.Qf3+! Ke1 18.Ke4 Kd2 19.Qd3+! Ke1 20.Kf3 Kf1 21.Qxe2+ Kg1 22.Qg2#
1-0

Example 2 ○



In accordance with the previous example, Black succeeds to draw.

1.Qg3+ Kh1!

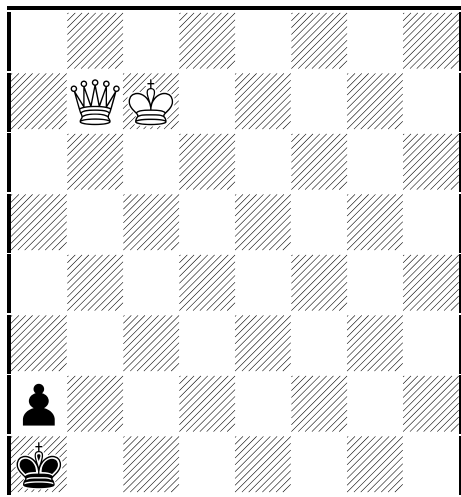
This stalemate idea is the solution to Black's problem. White is unable to gain time for the approach of his king.

1/2-1/2

Consequently, the queen can win only in

cooperation with the king. An important exception occurs in some positions with a rook pawn.

Example 3 ○



White can win this position when his king is on one of the following squares: a7, a6, a5, a4, a3, b6, b5, b4, b3, c7, c6, c5, c4, c3, c2, c1, d5, d4, d3, d2, d1, e4, e3, e2, e1.

1.Kb6! Kb2 2.Kc5+ Kc2

The best (2...Ka1 3.Kb4!).

3.Qe4+ Kb2 4.Qe2+ Kb1

Or 4...Kb3 5.Qe5!.

5.Kc4!! a1Q 6.Kb3! Qd4 7.Qe1+

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Queen vs Pawns

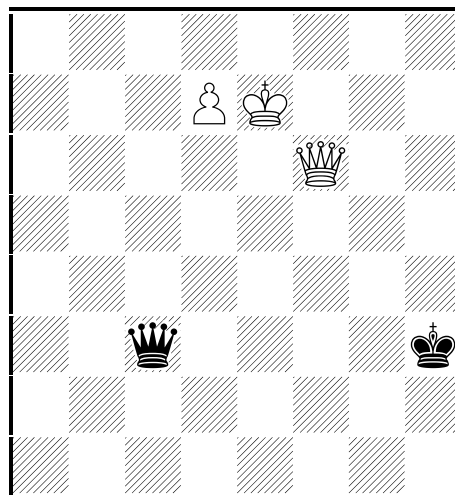
In general, the queen wins more easily against two and three pawns, while against four or more the placement of the pawns is of primary importance, with every result possible. The queen is a powerful piece, but in exceptional cases can be made to look very weak...

Queen & Pawn vs Queen

The outlines of this ending are best described by rule 11 of the introduction to this chapter.

In the following example we can see how a central pawn secures victory, with the placement of the defending king playing no significant role (provided, of course, that he is not placed in front of the pawn).

Example 4 ●



1...Qc5+ 2.Kf7 Qh5+ 3.Qg6 Qf3+ 4.Ke7 Qb7

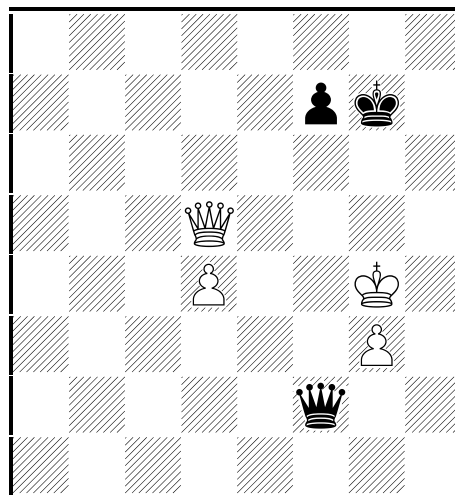
Nothing is changed by 4...Qa3+ 5.Qd6 Qa7 6.Ke8 Qe3+ 7.Qe7.

5.Qd3+ Kg2 6.Qc4 Qa7 7.Qe4+ Kh3 8.Ke8 1-0

□ **Botvinnik, Mikhail**

■ **Tal, Mikhail**

D40 Moscow Wch m (23) 1960



This typical ending occurred in a game of the 1960 match for the World Championship. Black drew without undue effort.

49...f5+! 50.Kg5

The defence would be even easier after 50.Qxf5 Qxd4+, as the black king is situated in front of the enemy pawn. Thus, any queen

exchange would be convenient for Black.

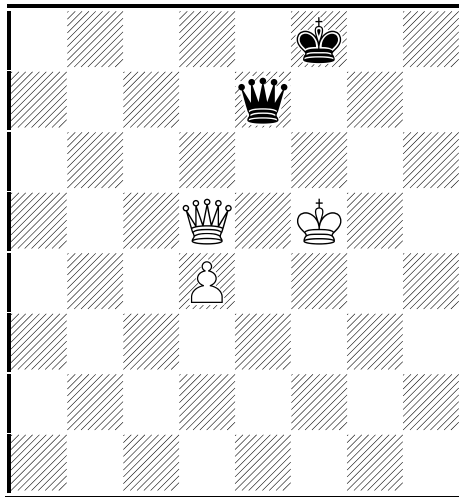
50...Qxg3+ 51.Kxf5 Qg6+ 52.Kf4 Qf6+ 53.Ke3 Kf8 54.Kd3 Qf1+

Although the result is not affected, 54...Ke7 is more accurate.

55.Ke4 Qg2+

55...Ke7 is best again, bringing the king in the path of the white pawn.

56.Ke5 Qg5+ 57.Ke6 Qe7+ 58.Kf5 (D)



58...Qc7!

Clearly inferior would have been 58...Qf7+?! 59.Ke5 Qh5+?! (59...Qe7+!) 60.Kd6 and Black can no longer exchange queens, while the checks are soon bound to run out. Moreover, the black king will be driven away from the white pawn, to the g-file. Mikhail Tal's comment at this point was: 'In a strange way, it is evident that only with this move does Black secure the draw... White's pieces are now optimally placed. So optimally, that any move simply worsens his position'.

59.Qa8+ Ke7 60.Qe4+ Kd8 61.Qh4+ Kc8 62.Qh8+ Kb7 63.Qe5 Qf7+ 64.Ke4 Qg6+ 65.Qf5 Qd6 66.Qf7+ Kc8 67.Qf5+ Kd8 68.Qa5+ Ke8 69.d5 Ke7 70.Qa7+ Kd8 71.Qa8+ Kd7 72.Kf5 Ke7

½-½

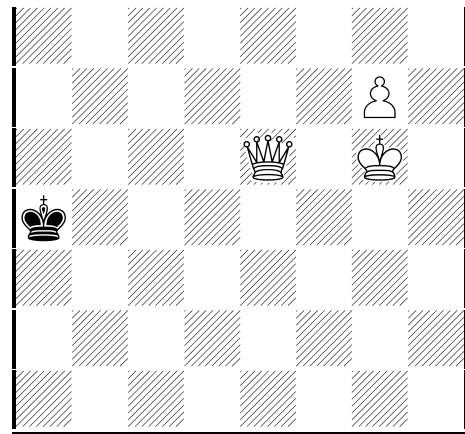
□ Botvinnik, Mikhail

■ Minev, Nikolay

D47 Amsterdam OL 1954



FIDE Trainers' Course – Antalya 2009



74.Qf6?!

Bad is 74.Kh6? Qh4+ 75.Kg7, as the white king ends up in front of his pawn. The move in the game also fails to satisfy, especially since 74.Kf5! Qc8+ 75.Kf4! Qc1+ 76.Qe3 Qc7+ 77.Kg4 Qd7+ (77...Qg7 78.Kg5!) 78.Kh4 Qd8+ 79.Kg3 would have won without problems (79...Qd6+ 80.Qf4+).

74...Qd5+ 75.Qf5 Qd8+ 76.Kh5

Trying to exploit the placement of the black king to enforce a queen exchange. It is evident that the black king is misplaced and should head diametrically opposite the pawn, to the corner of the board (a1). However, Black was basing his play on a faulty analysis by Paul Keres, which claimed that the black king should remain on the a4- and a5-squares.

76...Qe8

No better is 76...Qd1+ 77.Qg4+! or 76...Qh8+ 77.Kg4 Qg7 (77...Qd4+ 78.Qf4) 78.Qf7! Qc3 79.g7.

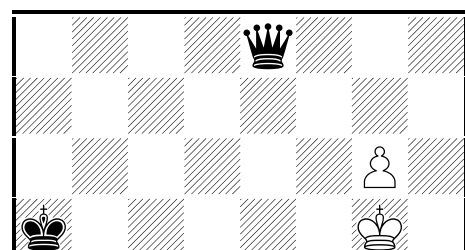
77.Qf4+?

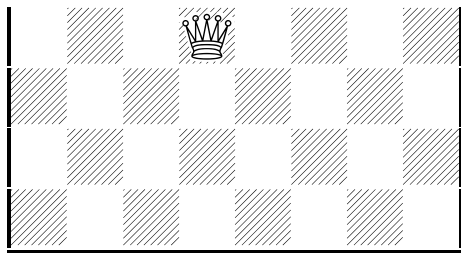
77.Kg4! Qe2+ 78.Kf4 Qd2+ 79.Ke5 Qb2+ 80.Kd6 Qb8+ 81.Ke7 Qb4+ 82.Kf7 Qb7+ 83.Kf6 Qb6+ 84.Qe6 would bring victory.

77...Ka5?

As explained above, 77...Ka3! would offer excellent drawing chances.

78.Qd2+ Ka4 79.Qd4+ Ka5 80.Kg5 (D)





It is now easy to explain why White's 74th move (74.Qf6?!) was less accurate than 74.Kf5!. The queen should not abandon the central squares without a specific reason.

80...Qe7+ 81.Kf5 Qf8+ 82.Ke4 Qh6 83.Qe5+ Ka4 84.g7

The white pawn has managed to advance and the result now becomes clear. The following moves are also instructive. The last act consists of a direct 'attack' by the white king on his black counterpart, under the necessary precautions, in order to achieve a queen exchange. This procedure, 'king against king', is standard in queen endings.

84...Qh1+ 85.Kd4 Qd1+ 86.Kc5 Qc1+ 87.Kd6 Qd2+ 88.Ke6 Qa2+ 89.Qd5 Qe2+ 90.Kd6 Qh2+ 91.Kc5!

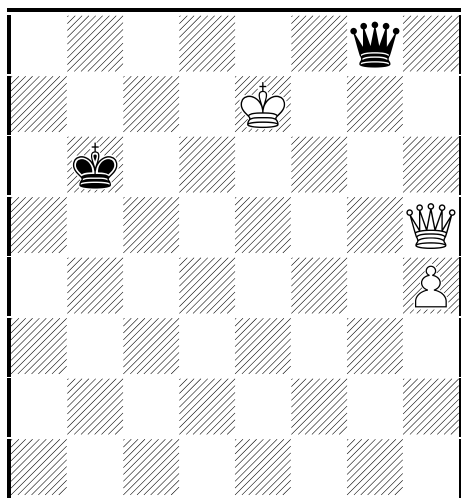
As now White is either queening or exchanging queens, Black had to resign.

1-0

□ **Shamkovich,Leonid**

■ **Wirthensohn,Heinz**

B83 Biel 1980



A difficult ending that should objectively end in a draw. In any case, neither opponent

honoured his title!

79...Qg7+?

A serious error, helping only White. After 79...Qg3 or 79...Qc4 the game would remain within the boundaries of the draw.

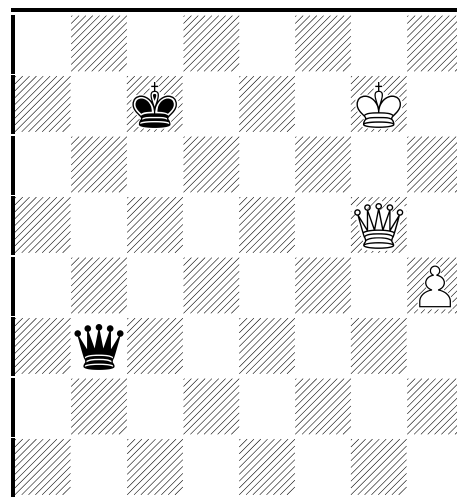
80.Qf7! Qg3

Compulsory (80...Qe5+? 81.Qe6+).

81.Qf6+ Kc7 82.Qg5?

The queen must occupy central squares. 82.h5 was natural and would have led to victory, several moves later.

82...Qa3+ 83.Kf7 Qb3+ 84.Kg7 (D)



84...Qc3+?

An equal (but certainly not yet drawn; to achieve this result a lot of hard work is necessary) would occur after 84...Qb2+. There is no deep philosophical explanation; the king now keeps getting in the queen's way in some lines.

85.Qf6 Qg3+ 86.Kh7?

A fundamental mistake (the king in front of the pawn). Any of 86.Qg5, 86.Kf7 or 86.Kf8 would have won.

86...Qh3 87.Qg5 Kb6?

Since the black king has no time to move towards the appropriate corner, diametrically opposite the pawn, he should approach it with 87...Kd7/d6, with a draw.

88.h5 Qd7+ 89.Qg7?

White worsens the placement of his queen. Any king move would have led to victory.

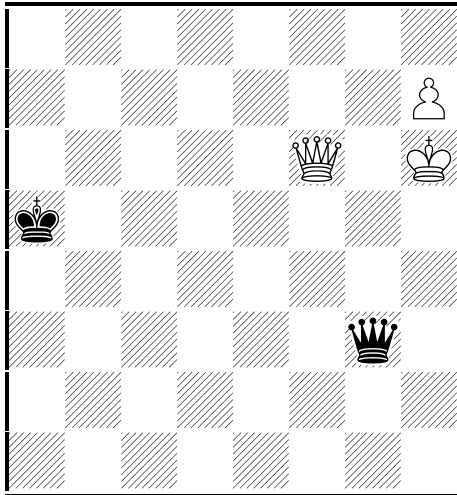
89...Qh3?

The black queen 'forgets' about control of the central squares. 89...Qd5! would have drawn.

90.Qe5!

The white queen finally assumes a centralized position and the black king is misplaced (neither too near nor too far from the pawn). The position is now won and, most importantly, White finally stopped producing mistakes!

90...Qd7+ 91.Kg6 Qd3+ 92.Qf5 Qg3+ 93.Kf7 Qc7+ 94.Kg8 Qb8+ 95.Kg7 Qc7+ 96.Qf7 Qh2 97.h6 Ka5 98.h7 Qe5+ 99.Qf6 Qg3+ 100.Kh6! (D)



Black resigned in view of 100...Qh2+ 101.Kg6!, when he runs out of checks thanks to the correct placement of the white king (on a neighbouring rank to that of its counterpart).

1-0

Conclusion

In general, we can say that the queen & pawn vs queen ending is won when the pawn is on the c-, d-, e- or f-file and has reached the 7th rank, while with edge pawns (a-, b-, g-, h-) there are good drawing chances. The defending king, when unable to place himself in front of the pawn, must move as far away as possible. A badly

placed defending king is of great help to the attacking side.

(Day 2: 16:00-16:45 - Grivas)

Rooks Endings

Rook endings are, in my personal opinion, the most fascinating element of chess. Rich in both tactical and strategical possibilities, they offer us the opportunity to marvel at their endless creative potential and unique ideas.

Of all chess endings (pawn, queen, rook, bishop and knight), rook endings are the ones encountered most frequently. Like all aspects of chess technique, rook endings encompass a significant amount of theoretical knowledge, which we have to be aware of - just like our openings. In this way we will be able to make correct decisions at important junctures of the game, decisions that will either promise us victory or allow us to secure the draw.

This part of the present book endeavours to cover this theoretical field and help the reader assimilate this knowledge and understand in depth the proper handling of rook endings. This certain part itself is too small to cover all aspects of this subject, but is a good start!

There are five basic principles that must be followed faithfully, in order to be sure that we have obeyed our 'duty', so to speak:

1. *Rook behind the pawn*: The placement of the rooks in relation to the pawns is very significant. The rook must be placed behind the pawn, whether the pawn is ours or the opponent's. With every move the pawn makes, the radius of our rook will increase and that of the opponent's will decrease.

2. *Active rook*: In all rook endings, the active handling of the rook is almost always the indicated course of action. The initiative and attacking possibilities must always figure in our plans and moves.

3. *Active king*: As in all endings, the active king has the first say, as the endgame is its finest hour. Particularly when it can cooperate harmoniously with the rook, it can dynamically help us solve the problems posed by the position.

4. *Planning*: Our moves must be part of one or more plans. Active plans must be directed towards the sector of the board where we are superior and, correspondingly, defensive plans must be directed towards the area where we are inferior.

5. *Combination of all the above*: When we are able to combine all of the above-mentioned elements, then we will be able to extract the maximum from our position!

Rook vs Pawn

This ending usually arises as a result of a mutual effort for promotion of a pawn, after one of the two sides has been forced (or will soon be forced) to sacrifice its rook for the enemy pawn. The basic principles that apply are:

1. For victory, the king and rook must both succeed in controlling one of the squares that the enemy pawn must cross.

2. For the side with the pawn, in order to have drawing chances the king must have reached at least his fourth rank. Otherwise, the rook is able to single-handedly prevent

the king from assisting the pawn's advance.

3. In general, the pawn must advance before its king does.

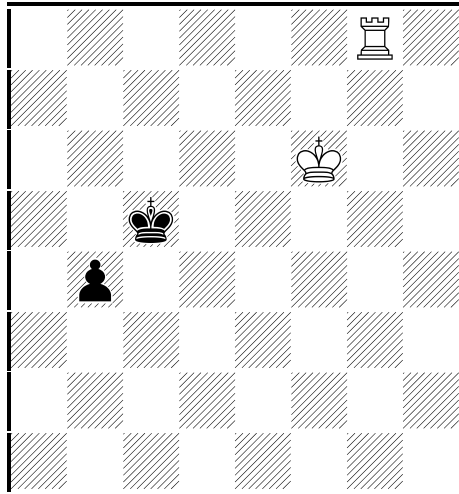
4. The rook must usually be placed on its 7th or 8th rank, acting from behind the pawn and thus retaining a large radius of action.

5. In order to achieve the draw, the defending side must support the advance of its pawn with the king and simultaneously prevent the enemy king from approaching the pawn.

By abiding to the above guidelines we will be, in most cases, able to achieve our goal. The positions that occur in these endings can

hardly be calculated through to the end, while another negative factor is that these endings usually arise at a moment when the thinking time remaining is minimal.

Example 1 ○



A characteristic position, where the result depends on which side is to move. If White is to move, then he wins. Black to move can achieve a draw.

1.Ke5!

The only correct move. Since the black king is already on its 4th rank, the white rook cannot prevent him from supporting the pawn's advance. 1.Rg4? b3! and 2...b2 doesn't help, while 1.Rb8? Kc4! is also erroneous. In order to win, White must bring his king to the b-file as quickly as possible.

But if Black is to move, then he can draw: 1...b3 (1...Kc4 also achieves a draw) 2.Ke5 Kc4 3.Ke4 (or 3.Rc8+ Kd3! and Black saves the game) 3...b2 4.Rb8 Kc3 5.Ke3 Kc2. The evaluation of the position proves simpler, as Black, having an important extra tempo, is not forced to interfere with the pawn's path after 6.Rc8+ Kb3! (or 6...Kd1!, but note that 6...Kb1? loses).

1...Kc4 2.Ke4!

White brings his king as close to the black pawn as possible, while at the same time restricting the black king to the maximum.

2...Kc3 3.Ke3! b3 4.Rc8+!

This particular check on the c-file is the basic method of forcing the black king out of the white king's way to the pawn, when the

two kings are facing each other (opposition).

4...Kb2 5.Kd2! Ka2 6.Rb8!

The most reliable method. 6.Kc3 b2 7.Ra8+ Kb1 8.Rb8 Ka1!? 9.Kc2! also wins.

6...b2

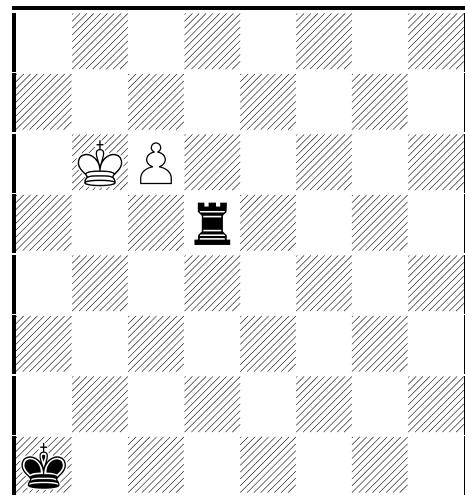
Or 6...Kb2 7.Rb7! Ka2 8.Kc3.

7.Kc2

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Before closing this chapter we have to remember that there will always be exceptions to the rules, and thus we must always be very attentive. The following example stems from a study by J.Barbier & F.Saavedra (1895).

Example 2 ○



White to play and win!

1.c7 Rd6+! 2.Kb5

2.Kc5 Rd1! leads to a draw.

2...Rd5+ 3.Kb4 Rd4+ 4.Kb3 Rd3+ 5.Kc2

Black has run out of checks and there seems to be no salvation for him.

5...Rd4!!

Intending 6.c8Q? Rc4+ 7.Qxc4 stalemate!

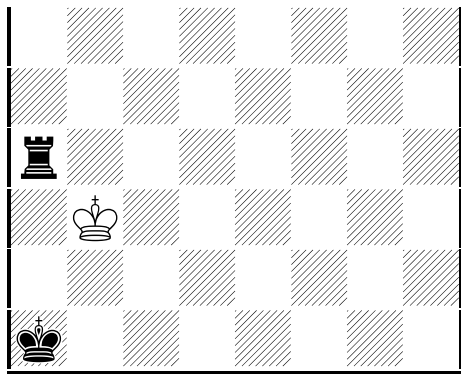
However, White has one more hidden ace.

6.c8R!

Threatening 7.Ra8 mate.

6...Ra4 7.Kb3!





And Black either loses his rook or is mated by 8.Rc1!

An impressive study, clearly illustrating the hidden possibilities that can exist in a seemingly simple ending.

1-0

Rook vs Pawns

Just like the Rook vs Pawn ending, this one also usually arises from a mutual promotion effort, where one side has been forced (or will be forced) to give up its rook for the opponent's pawn.

When the rook must face two or more pawns, things become quite complicated. For the exact evaluation of each position one must pay great attention to the placement of the kings, the pawn structure and the placement of the rook.

The multiple possible cases make generalizations unlikely, although one eventually has to resort to them in order to clarify our subject. Thus, the following principles can be of help in evaluating the relevant positions:

1. In very general terms, if the king of the superior side (the side with the rook) is close to the pawns, then the superior side wins against two pawns and draws against three or four.

2. Two or more pawns win if they are sufficiently advanced, provided that their king can support them and the enemy king is remote.

3. Two connected passed pawns, in the absence of kings, win if they have both reached their 6th rank; otherwise, in most cases the rook wins.

4. Against three connected pawns, the rook wins if his king is near and the pawns have

not advanced further than their 4th rank. If one of the pawns has reached the 6th rank then it offers good drawing chances, while a pawn on the 7th actually forces the side with the rook to fight for the draw.

5. Connected passed pawns are much stronger than isolated ones.

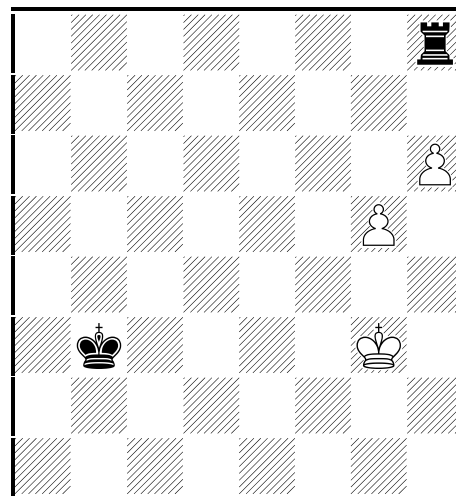
6. When facing isolated pawns, the rook must first act against the pawn that is supported by its king.

7. In all cases both kings aim to approach the pawns. The pawns need the support of their king in order to advance, while the enemy king aims to block their advance by placing himself in front of them.

8. The rook usually stops the pawns more effectively from its 1st rank.

9. If the side with the rook also has a pawn, then its chances increase dramatically, as the pawn can usually become a passed one.

Example 3 ○



Our first example is instructive for the potential of connected pawns. The white pawns are sufficiently advanced and can be supported by their king, while the black king is far away. It is thus simple to deduce that White has good winning chances. But how can he actually win? With principle #3 in mind, the aim is to achieve the advance of the g-pawn to the 6th rank.

1.Kh4!

White cannot win with 1.Kf4? Kc4 2.Ke5 (2.Kf5 Rf8+! [2...Kd5? 3.g6! Rxf6 4.g7]

3.Ke6 [3.Kg4 Kd5! 4.g6 Ke6] 3...Rh8! and Black holds the draw) 2...Kd3! (2...Kc5!? 3.Kf6 Kd6 4.Kg7 Ra8 5.h7 Ke6 6.h8Q [6.g6 Kf5!] 6...Rxb8 7.Kxb8 Kf5 is also drawn) 3.Kf6 (3.Kf5 Ke3 4.g6 Rxb6 5.g7 Rh5+! 6.Kg6 Rh1) 3...Ke4 4.Kg7 Ra8 5.h7 Kf5 6.g6 Kg5 7.h8Q Rxb8 8.Kxb8 Kxg6.

1...Kc4 2.Kh5 Kd5 3.g6 Ke6 4.g7 Ra8 5.h7
The presence of the white king helped release the power of his connected passed pawns.

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Returning to principle #4 (three connected pawns), we have to examine some specific rules that they might be helpful:

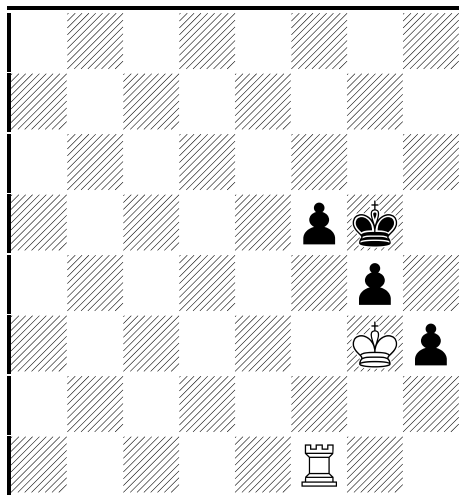
4a. Three pawns on the fifth or beyond win against the rook in the absence of the kings.

4b. Three pawns on the fourth, supported by their king and in the absence of the opponent king, may also win.

4c. Three pawns that they are not all on the fifth, in the absence of their king loses.

With the enemy king directly in front of the pawns, the critical position can be seen in the next example:

Example 4 ○



This is a draw position. Pawns on sixth, fifth and fourth rank, lose. Pawns on fourth, third and second rank, win.

1.Rf2 Kg6 2.Kf4 Kf6

2...Kh5 3.Rd2 Kh4? 4.Rd6 Kh5 5.Re6 h2 6.Re8 +-.

3.Re2 Kf7 4.Re5

4.Kxf5? g3 -+.

4...Kg6

Black must avoid squares h5 and h7, and prevent the capture of the f-pawn with check.

5.Re6+

5.Rxf5? h2 6.Rg5+ Kh6 -+.

5...Kg7

5...Kh7? 6.Kg5 Kg7 7.Rg6+ Kh7 8.Rh6+ Kg7 9.Rh5 +-.

6.Rd6 Kf7 7.Rh6 Kg7 8.Rh5

8.Kg5 f4! =.

8...Kg6 9.Rg5+ Kh6 10.Rg8 Kh7 11.Rd8 Kg7

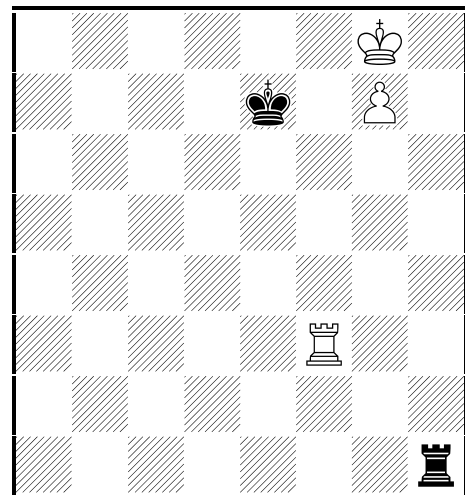
1/2-1/2

Rook & Pawn vs Rook

Lucena Position

The most important theoretical position for the conversion of an extra pawn to a win in a rook ending is the so called 'Lucena Position'. The superior side must always seek to bring about this position and, accordingly, the defender must always seek to prevent it.

Example 5 ●



The main characteristics of the Lucena position are: The king of the superior side is placed on the 8th rank, in front of his pawn, where he cannot be harassed by some important check. The defending king is cut off from the pawn by only one rank (otherwise the win is even simpler). The

Lucena position is won for all pawns except the rook pawns (a and h), regardless of which side is to move. From the diagram position, and giving Black the move, one possible continuation could be the following:

1...Rh2

The black rook must stay on the h-file. After 1...Ra1 2.Rh3! and 3.Kh7 White wins.

2.Rf4!

The first step of the basic winning method, called the 'bridge'.

2...Rh1 3.Re4+! Kd7

Also hopeless is 3...Kf6 4.Kf8!.

4.Kf7 Rf1+ 5.Kg6 Rg1+ 6.Kf6 Rf1+

There are no defensive resources in waiting either. After 6...Rg2 7.Re5! and 8.Rg5 White completes the 'bridge'. Likewise, after 6...Kd6 7.Rd4+! Kc6 (7...Kc7 8.Rd5! and 9.Rg5) 8.Rd8! White wins.

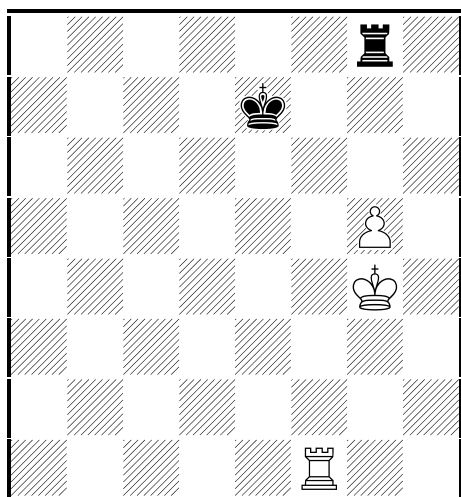
7.Kg5! Rg1+ 8.Rg4!

The bridge is complete and the white pawn will promote.

1-0

How the Lucena position can arise will be examined in the next example. White wins if he is to move.

Example 6 ◦



1.Kh5!

If Black is to move, he would be able to achieve a draw with 1...Rf8!. White has no satisfactory continuation, as both 2.Rxf8 Kxf8 and 2.Rf5 Rxf5! 3.Kxf5 Kf7 lead to a

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drawn pawn ending. If White retains the rooks with 2.Ra1 Kf7!, Black would succeed in bringing about the Philidor position and draw. Now White is ready to advance his g-pawn. Since passive defence does not bring any results, Black has nothing better than to start checking.

1...Rh8+ 2.Kg6 Rg8+ 3.Kh6 Rh8+ 4.Kg7 Rh2 5.g6 Rg2

Black is trying to avoid the Lucena position (King on g8, pawn on g7) but all he can achieve is to slightly delay its appearance.

6.Kh7! Rh2+ 7.Kg8! Rg2 8.g7

White has reached the Lucena position and wins, as described in the previous example.

1-0

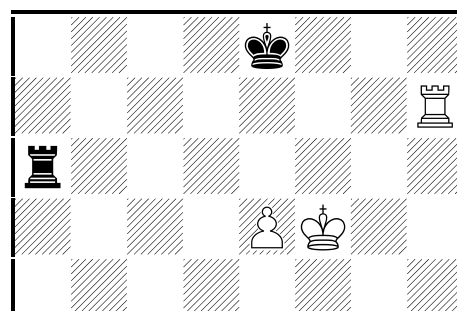
Like in almost all endings, the rook pawns (a and h) are the least desirable for the attacker in rook endings as well. Even in the favourable case that a Lucena position has been reached, the defending king must be cut off for at least three files. Thus, if White has an a-pawn and the black rook controls the b-file, the black king must be not nearer than on the f-file in order for White to win.

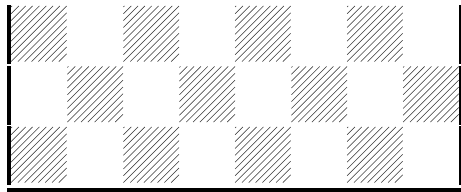
1-0

Philidor Position

Just as the superior side is always aiming for the Lucena position, the defending side has a similar haven in the Philidor position. Its main characteristics are that the defending king is placed in front of the pawn and the defending rook controls its 3rd rank, preventing the attacking king from reaching his 6th rank. The Philidor position is drawn for all 8 pawns, regardless of which side is to move.

Example 7 ◦





1.Rb7

Essentially a waiting move, hoping for a mistake by Black.

1...Rc6! 2.e6

White threatens 3.Kf6, winning. But since the pawn has advanced, Black must leave his 3rd rank and activate his rook.

2...Rc1! 3.Kf6 Rf1+ 4.Ke5 Re1+ 5.Kd6 Rd1+

The position is drawn, as White practically has no way of escaping from the checks. The pawn on the 6th rank denies the white king a safe shelter.

1/2-1/2

Conclusion

The irrefutable technique for defending the rook & pawn vs rook endings is:

1. Aiming for the Philidor position, placing the rook on its 3rd rank.
2. Maintaining the rook on its 3rd rank until the enemy pawn advances to its 6th rank.
3. At this point the rook moves to its 8th rank and starts checking from behind.

The defending king is in front of the pawn

The Philidor position cannot be reached

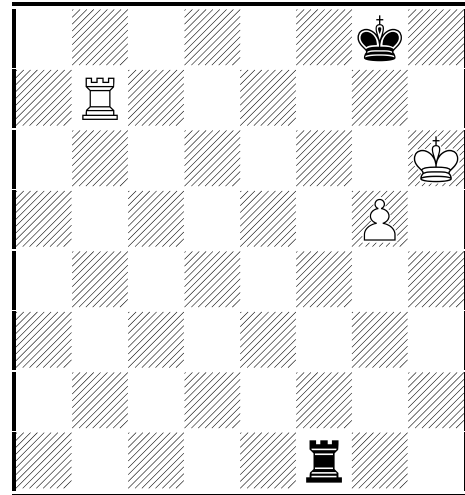
In practice it often happens that the defending side cannot reach the Philidor position. The superior side will try to extract as much as possible from the position and will not allow simplification, until it can enforce a position with better winning chances than the Philidor one. It is therefore very important to know how to defend against pawns on various files, when our king is in front of them but our rook cannot reach its 3rd rank. It is evident that there are fundamental differences in the defensive measures against pawns on different files.

1. Rook Pawns (a and h): Rook pawns offer no winning chances. As long as the

defending king and rook remain on their 1st rank, the draw is secured.

2. Knight Pawns (b and g): For these pawns the drawing method consists of passive defence with the rook.

Example 8 •



1...Rf8!

The only way! It may seem strange, but active defence (apart, of course, from the always effective Philidor position) loses! The active 1...Rg1? 2.Kg6! Kf8 (2...Rf1 3.Rb8+ Rf8 4.Rxf8+ Kxf8 5.Kh7) 3.Rb8+ Ke7 4.Rg8! (by keeping the g-pawn protected White will be able to advance it and soon reach the Lucena position) 4...Rg2 5.Kh7! Kf7 6.g6+ Kf6 7.Rf8+ Ke7 8.g7 Rh2+ 9.Kg8 would lose!

2.g6 Ra8 3.Rg7+ Kh8

3...Kf8? 4.Kh7! would have been very bad.

4.Rh7+ Kg8

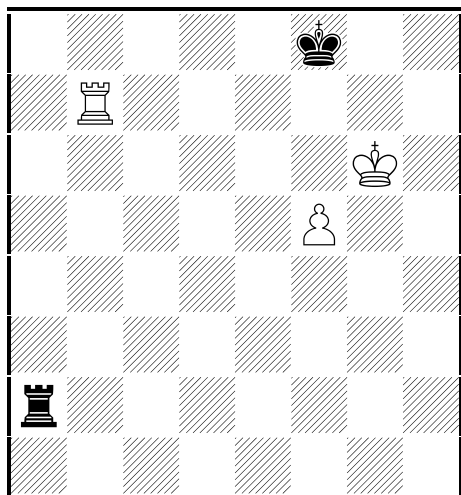
White can never proceed with the g6-g7 advance (with the rook on h7) in view of ...Ra6+!. Passive defence works in this case because the superior side cannot efficiently make use of both sides of the pawn.

1/2-1/2

3. Central Pawns (c, d, e, f): Passive defence with the rook loses against the four central pawns. This happens because the attacking side can manoeuvre on both sides of the pawn. However, active defence can save the draw. The defensive treatment of all four central pawns is similar. The rook of

the defending side must be used actively. In all kinds of endings with rooks and a central pawn, the defending rook must be placed behind the enemy pawn, on its 7th or 8th rank, or in a distant corner, again on its 7th or 8th rank.

Example 9 •



1...Rf2!

The passive 1...Ra8? 2.f6 Kg8 3.Rg7+! (3.f7+? Kf8 with a draw) 3...Kf8 4.Rh7! Kg8 5.f7+ Kf8 6.Rh8+ would lose simply.

2.Kf6! Kg8!

The correct direction of defence, in the face of the threatened 3.Rb8+. The rule is simple: the defending king must always head for the shorter side of the pawn. For the f- and e-pawns, the g-h side is clearly shorter than the e-a one. The opposite is true for the d- and c-pawns. 2...Ke8? 3.Rb8+ Kd7 4.Rf8 with a won position for White.

3.Rb8+ Kh7 4.Rf8

The immediate 4.Ke6 Kg7! would not help. White is now ready to start advancing his pawn with Ke7, f6 and Rd8, aiming - as usual - for the Lucena position.

4...Ra2!

Activating the rook to check the white king from the side. It now becomes clear why the defending king must be on the shorter side. The rook has a large radius for the required checks, as his king does not stand in the way.

5.Re8

Preparing cover from the side checks. 5.Ke7

Ra7+ or 5.Kf7 Ra7+ does not improve the situation.

5...Rf2!

Again preventing the white king (and thus the f-pawn) from advancing.

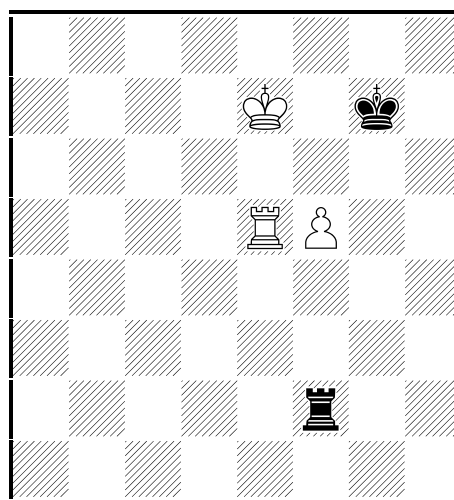
6.Re5

With the f-pawn protected by the rook, White is threatening to win with 7.Kf7 and 8.f6.

6...Kg8! 7.Ke7

Again threatening 8.f6.

7...Kg7! (D)



Black has set up a fully defensible position. After

8.Ke6 Ra2 9.f6+ Kf8

we reach an evolved version of the Philidor position. Every chess-player should know this elementary example (and not only this of course!) by hart.

½-½

The defending king is cut off from the pawn

Positions where the defending king is cut off on a file occur often and are of great importance. Principles similar to those that will be mentioned also apply when the king is cut off on a rank. A useful rule for such cases was expressed by the famous endgame researcher and World Championship Candidate GM Reuben Fine:

‘If the pawn is on the 5th rank with its king near and the enemy king cut off from the promotion square, then it wins. The only exception is when the defender can oppose

his rook so as to drive the attacking rook away, and thus enable the defending king to enter the pawn's path and stop it'.

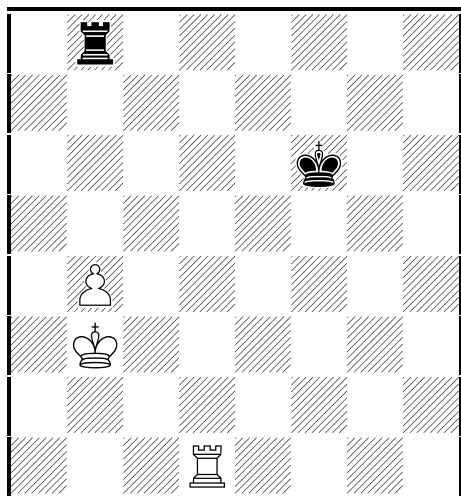
As we have already analyzed in previous examples, if the defending side is to move it can save its skin by a rook exchange, a fact that fully matches the above-mentioned exception. For other placements of the pawns the following rules apply:

1. With a pawn on the 3rd or 4th rank and the king near it, the superior side wins only if the defending king is cut off by three files from a b- or g-pawn, or two files from the central pawns (c, d, e and f).

2. With a pawn still on the 2nd rank and the attacking king on the 4th or 5th rank, the superior side wins only if the enemy king is cut off from the pawn by five files.

All these endings require precision and many manoeuvres in accordance with the rules, in order to achieve the theoretical result.

Example 10 ○



The white pawn is on the b-file and the 4th rank. The black king is, for the moment, cut off from the pawn by two files. By analyzing the position and in accordance with the rules, if White is to move then he wins.

1.Re1!

Now the black king is cut off by three files. With Black to move, the position would be drawn after 1...Ke6!, because the black king would be placed on its 3rd rank and only two files away from the enemy pawn.

1...Kf5 2.Kc4 Rc8+

There is nothing better, as White is threatening to make progress with 3.b5, 4.Kc5 and 5.b6.

3.Kd5 Rb8

More checks would only entice the white king to the direction he is seeking anyway (3...Rd8+ 4.Kc6 Rc8+ 5.Kb7).

4.Rb1!

The rook must protect the b-pawn, resigning its duty of keeping the black king in 'check', thus freeing his king. The black king is still too far away and the well placed white rook, in cooperation with his active king (and in contradistinction with the clumsily placed black rook) leads to an easy win for White.

4...Kf6 5.b5 Ke7 6.Kc6! Kd8 7.b6 Kc8

After 7...Rc8+ comes 8.Kb7 or 8.Kd6.

8.Rh1

1-0

(Day 2: 17:00-17:45 – Mikhalchishin)

The Role of Classics

Classical games are used to study most important ideas in each part of the game. In these games all ideas are represented in the clearest way.

1 Planning. Plan is based on spotting (creation) of weakness. The follows –attack of the weakness, opponents defence of own weakness. Next step is creation of the second weakness; opponent tries to defend it either. But activity of attacking pieces are much more visible than that of defending. In one moment opponent will not be able to defend both weaknesses.

Classical example.

(1) Botvinnik, Mikhail – Zagoriansky, Evgeny [A13]

Sverdlovsk Sverdlovsk (6), 1943

1.Nf3 d5 2.c4 e6 3.b3 Nf6 4.Bb2 Be7 5.e3 0-0 6.Nc3 c5 7.cxd5 Nxd5 8.Nxd5 exd5 9.d4 cxd4 10.Qxd4 Bf6 11.Qd2 Nc6 12.Be2 Be6 13.0-0 Bxb2 14.Qxb2 Qa5 15.Rfd1 Rad8 16.Rd2 Rd7 17.Rad1 Rfd8 18.h3 h6 19.Ne5 Nxe5 20.Qxe5 Qc5 21.Bf3 b6 22.Qb2 Rc8 23.Qe5 Rcd8 24.Rd4 a5 25.g4 Qc6 26.g5 hxg5 27.Qxg5 f6 28.Qg6 Bf7 29.Qg3 f5 30.Qg5 Qe6 31.Kh1 Qe5 32.Rg1 Rf8 33.Qh6 Rb8 34.Rh4 Kf8 35.Qh8+ Bg8 36.Rf4 Rbb7 37.Rg5 Rf7 38.Qh5 Qa1+ 39.Kg2 g6 40.Qxg6 Bh7 41.Qd6+ Rfe7 42.Qd8+ 1-0

Much more complicated modern plan.

(2) Karpov, Anatoly (2705) – Spassky, Boris V (2640) [D37]

Montreal Montreal (4), 14.04.1979

[ChessBase]

1.d4 Nf6 2.c4 e6 3.Nf3 d5 4.Nc3 Be7 5.Bf4 0-0 6.e3 c5 7.dxc5 Nc6 8.Qc2 Qa5 9.a3 Bxc5 10.Rd1 Be7 11.Nd2 Bd7 [11...e5[∞] main line] 12.Be2 [12.Nb3

Qb6 13.cxd5 Nxd5 14.Nxd5 exd5 15.Rxd5 Be6 (15...Bb4+ 16.Nd2 (16.axb4 Nxb4 17.Qd2 Nxd5 18.Qxd5 Be6+) 16...Rac8[∞]) 16.Rb5] 12...Rfc8 13.0-0 [13.Nb3 Qb6 14.c5?! Bxc5 15.Na4 Nb4! (15...Bb4+ 16.Kf1! (16.axb4 Nxb4 17.Nxb6 Nxc2+ 18.Kd2 axb6[⌘])) 16.axb4 (16.Qxc5 Bxa4; 16.Nxb6 Nxc2+ 17.Kd2 axb6 18.Kxc2 Ba4! 19.Rd3 Ne4[⌘]) 16...Bxa4[⌘]] 13...Qd8 14.cxd5 exd5 [14...Nxd5 15.Nxd5 exd5 16.Qb3 Qb6?! 17.Qxd5 Be6 18.Qb5] 15.Nf3! h6 16.Ne5 Be6 [16...Qe8 17.Nxc6 Bxc6 18.Qb3 Rd8 19.Bf3 Ne4 20.Nxd5 ? Tal 20...Ba4 -+ Tal 21.Nxe7+ Kf8 22.Rxd8 Bxb3 23.Rxe8+ Rxe8 24.Bxe4+-] 17.Nxc6 Rxc6 18.Bf3 Qb6 19.Be5! Ne4 20.Qe2 [20.Bd4 Bc5 21.Bxc5 Rxc5 22.Bxe4 dxe4 23.Qxe4 Qxb2 24.Na4 Re5 25.Qf4 Qb5; 20.Bxe4 dxe4 21.Qxe4 Qxb2 22.Nd5 Bxd5] 20...Nxc3 21.Bxc3 Rd8 [21...Bxa3 22.Bxg7!; 21...Rxc3!? 22.bxc3 Qa5] 22.Rd3! Rcd6 23.Rfd1 R6d7 24.R1d2 Qb5 25.Qd1 b6 26.g3 Bf8 27.Bg2 Be7 28.Qh5! a6 29.h3 Qc6 30.Kh2 Qb5 31.f4 f6 [31...f5 32.Qg6 Bf8 33.Be5 Δg3-g4] 32.Qd1 Qc6 33.g4 g5 34.Kh1 a5 35.f5 Bf7 36.e4 Kg7 37.exd5 Qc7 38.Re2 b5 39.Rxe7 Rxe7 40.d6 Qc4 41.b3 1-0

Development of tactical ideas.

Classical example.

(3) Kotov, Alexander – Smyslov, Vassily [E86]

URS-ch12 Moscow, 1940

[Ftacnik]

1.d4 Nf6 2.c4 g6 3.Nc3 Bg7 4.e4 0-0 5.Nge2 d6 6.f3 e5 7.Be3 [7.d5] 7...exd4 8.Nxd4 c6 Δd5 9.Qd2 [Δ9.Nc2] 9...d5! 10.cxd5 cxd5 11.e5 Ne8 12.f4 f6 13.exf6 [13.e6 Nc6 14.Nxc6 bxc6

15.Bc5 Nd6 16.Nxd5 cxd5 17.Qxd5 Nb7
 18.Qc4 Re8 19.e7+ Kh8] **13...Nxf6**
14.Be2 Nc6 15.0-0 Re8 16.Kh1 Bg4
17.Bxg4? [17.Bg1 Ne4 18.Nxe4 Bxe2
 19.Nxe2 dxe4 20.Rad1 Qxd2 21.Rxd2
 Rad8 22.Rfd1 Rd3] **17...Nxg4 18.Bg1**
 [18.Nxc6 bxc6 19.Bg1 d4 20.Na4 Qd5
 21.Rfe1 Ne3] **18...Nxb2! 19.Bxb2**
 [19.Kxb2 Qh4#; 19.Nxc6 Nxf1 20.Nxd8
 Nxd2] **19...Nxd4 20.Rae1 Qd7 21.Qd3**
Rad8 22.Rxe8+ Rxe8 23.Bg1 Qf5!
24.Qd1 [24.Qxf5 Nxf5 25.Rd1 (25.Nxd5
 Ng3+) 25...d4 26.Nb5 a6 27.Na3
 (27.Nxd4 Rd8)] **24...Ne2! 25.Nxe2**
Qh5+ 26.Bh2 Rxe2 27.Re1 Re4 28.Qc1
Rxe1+ 29.Qxe1 h6 30.Qd2 Qf5 31.Bg1
Qh5+ 32.Bh2 Δ33.g4 Dg4 34.Dd5
 Δ35.Db7 **32...Kh7 33.b3 d4 34.Qd3 Qf5**
35.Qd2 [35.Qxf5 gxf5 36.Kg1 d3 37.Kf2
 Bd4+ 38.Kf3 d2 39.Ke2 Be3 ΔKg4-+]
35...Qe4 36.Bg1 b5 Δ37... d3 38.Le3 b4
37.b4 a6 38.Kh2 g5 39.g3 [39.fxg5
 Qh4#] **39...gxf4 40.gxf4 Kg6 41.Bf2 Bf6**
42.a4 bxa4 43.Qa2 d3 44.Qxa4
 [44.Qg8+ Bg7] **44...Qe2 45.Kg3 h5**
 Δ46... Lh4! **46.Qxa6 h4+ 47.Kg2 Qe4+**
48.Kf1 Qh1+ 49.Bg1 Qf3+ 50.Bf2 d2
51.f5+ Kh5! 0-1

Complicated modern game.

(4) Sigurjonsson,Gudmundur – Stein,Leonid [B82]

Reykjavik Reykjavik, 1972

1.e4 c5 2.Nf3 d6 3.Nc3 a6 4.d4 cxd4
 5.Nxd4 Nf6 6.f4 Nbd7 7.Nf3 e6 8.Bd3
 Nc5 9.0-0 Be7 10.a4 0-0 11.Kh1 b6
 12.b4 Nxd3 13.cxd3 Bb7 14.Qb3 Rc8
 15.Be3 d5 16.e5 d4 17.Nxd4 Ng4
 18.Bg1 Nxb2 19.Rfc1 Ng4 20.Ne4 Bxb4
 21.Ng5 Qd5 22.Ngf3 Qxb3 23.Nxb3 Bd5
 24.Nfd2 Bc3 25.Rab1 b5 26.axb5 axb5
 27.Ne4 Bxe4 28.dxe4 Rc4 29.g3 h5
 30.Kg2 Rd8 31.Rc2 Bxe5 32.Rxc4 bxc4
 33.Na5 Rd2+ 34.Kf3 Bd4 35.Bxd4 Rd3+
 36.Ke2 Rxd4 37.e5 c3 38.Rc1 Rd2+
 39.Kf3 Rd3+ 40.Kg2 Ne3+ 41.Kf2 Nf5 0-1

Opening tactical refutation.

(5) Geller,Efim P – Petrosian,Tigran V [C16]

URS Spartakiad Moscow, 1963

1.e4 e6 2.d4 d5 3.Nc3 Bb4 4.e5 b6
 5.Nf3 Qd7 6.Bd2 Bf8 7.a4 Nc6 8.Be2
 Nge7 9.0-0 f6 ? [9...Bb7 10.Re1] **10.Re1**
fxe5 ? 11.Bb5 ! 11...Ng6 [11...e4
 12.Ne5 Qd6 13.Bf4±; 11...exd4 12.Nxd4
 Qd6 13.Nxc6 Nxc6 14.Bf4 Qd7
 15.Qxd5±] **12.Nxe5 Ngxe5 13.Rxe5 a6**
 [13...Be7 14.Qf3 Bd6 15.Nxd5 Bxe5
 16.Nf6+] **14.Bxc6 Qxc6 15.Nxd5 Bd7**
16.Bg5 Bd6 17.Qh5+ Kf8 [17...g6
 18.Qe2 Bxe5 19.Qxe5+–] **18.Qf3+ Kg8**
19.Rxe6 Rf8 20.Ne7+ Bxe7 21.Qxc6
Bxc6 22.Rxe7 Rf7 23.Rae1 Bxa4 24.b3
Bc6 25.R1e6 Bd5 26.Re8+ Rf8
27.R6e7 h6 28.Rxf8+ Kxf8 29.Rxc7
Kg8 30.Bf4 g5 31.Be5 Rh7 32.Rc8+
Kf7 33.c4 Bb7 34.Rd8 Ke6 35.Rd6+
Kf5 36.f3 g4 37.Rf6+ Kg5 38.f4+ Kh5
39.Rxb6 Be4 40.Kf2 Rb7 41.Rxb7
Bxb7 42.d5 1-0

Exploitation of classical knowledge by the player.

(6) Mikhalchishin,Adrian (2490) – Bronstein,David I (2535) [C16]

Tbilisi Tbilisi (6), 1980

1.e4 e6 2.d4 d5 3.Nc3 Bb4 4.e5 b6
 5.Bd2 Nc6 6.Nf3 Bb7 7.Bd3 Qd7 8.Ne2
 Bf8 9.0-0 f6 10.a3 fxe5 11.Bb5 Bd6
 12.dxe5 Be7 13.Nfd4 a6 14.Bxc6 Bxc6
 15.Nf4 g6 16.Ndxe6 Bb7 17.Bc3 c6
 18.Qd2 h5 19.Ng7+ Kd8 20.e6 Qc7
 21.Nxg6 Rh6 22.Nxe7 Qxe7 23.Nf5 1-0

Modern examples of classic from N 13

(7) Mikhalchishin,Adrian (2520) – Krizsany,Laszlo (2445) [B03]

Kecskemet Szechenyi Kecskemet (8), 1991

[Blatny,P]

1.e4 Nf6 2.e5 Nd5 3.d4 d6 4.c4 Nb6
 5.exd6 cxd6 6.Nc3 g6 7.Bd3 [7.h4 h6
 8.h5 g5 9.Bd3 Nc6 10.Nge2 Bg7 11.Be3
 d5! (11...e5 12.d5 Ne7 13.c5↑) 12.c5
 Nd7 (12...Nc4 13.Bxc4 dxc4 14.Qa4 Be6
 15.Rd1 ΔXd5) 13.Rc1 Nxc5 14.dxc5

d4[∞] Meier–Bagirov, Berlin 1991] **7...Bg7**
8.Nge2 [8.Be3 Nc6 9.Nge2 Bg4 10.f3
 Bf5 11.b3 Bxd3 12.Qxd3 d5 13.c5 Nc8
 14.h4 e6 15.h5 b6[∞] Palatnik–Kamsky,
 Philadelphia 1991] **8...Nc6 9.d5!? Ne5**
10.b3 Bg4 11.Bb2 Qc8 12.h3 Nxd3+
13.Qxd3 Bxe2 [13...Bf5?! 14.Qd2 Δ0-
 0, ♖fe1, ♗d4; Δ♗b5, ♕x♕ Xg7, h6]
14.Qxe2 0-0 15.0-0 Re8 16.Rad1± Nd7
17.Nb5 a6 18.Nd4 Nc5 19.Rfe1 Qd7
20.Bc3 Δ♗b2 20...e5?! [20...Rac8!?
 20...Rad8!?] **21.dxe6 Nxe6 [21...fxe6**
 22.Ba1! Δb4 X♗e6] **22.Qd2± Xd6 ⊥**
22...Nc5! [22...Nxd4 23.Bxd4 Rxe1+
 24.Rxe1± Δ♗d1, ♕x♕, ♗d5, c5 +- ⊥]
23.Qc2! Rxe1+ 24.Bxe1 [24.Rxe1? d5=]
24...Qe7 [24...d5 25.cxd5 Qxd5 26.Nf3
 Qc6□ 27.Bb4! b6 a) 27...Rc8? 28.Bxc5
 b6 (28...Qxc5? 29.Rd8+!+-) 29.Qc4!
 bxc5 30.Ng5 Δ♗e4, ♗d5 +- ⊥ Xc5, a6; b)
 27...Ne4 28.Qxc6 bxc6 29.Rc1± ⊥
 Xc6, a6; 28.Bxc5± ⊥] **25.Bc3 Qe4**
26.Qd2 [26.Qxe4? Nxe4 27.Ba1 Rd8
 Δd5=] **26...Re8?! [26...d5 27.f3+-;**
 ⊔26...Rd8] **27.Nf3! Bxc3□ 28.Qxc3**
Ne6 [28...Qe2?? 29.Re1+-; 28...Rd8
 29.Qf6 Ne6 30.Ng5+-] **29.Rxd6 Qb1+**
30.Kh2 Qxa2 31.Rd2! Qb1 [⊔31...Qa3
 32.Ne5 Qf8!? 33.Nd7 (33.Rd7 Re7
 (33...Nc5? 34.Rxf7 Qd6 35.f4!□ Ne4
 36.Qb2 Δ♗xb7+-) 34.Ng4! Rxd7□
 35.Nf6+ Kh8 36.Nxd7+ Qg7 37.Qf3 ±/±
 X♗b7, ♕h8) 33...Qg7□ 34.Qf3!±
 X♗b7, ♕g8(34.Nf6+ Kh8 Δ♗d8±)]
32.Ne5! Nc5? [32...Qf5? 33.Ng4 Kf8
 34.Rd7! Ng7 35.Qb4+-; 32...Rd8
 33.Rxd8+ Nxd8 34.Ng4→
 Xg7, h6, f6, ♗d8; ⊔32...h5!? Xg4 33.Nd7
 (33.Rd7 Nd8±) 33...Rd8 (33...Re7?
 34.Nf6+ Kf8 35.Nd5+-) 34.Nf6+ Kf8
 35.Nd5! Kg8□ 36.Qf6→ Δf4-f5, ♗e7xf5
 +-; Δ♗e2, (♗e7+), ♗xe6 +-] **33.Ng4+-**
Ne4 [33...Qxb3 34.Nh6+ Kf8 35.Rd7!+-]
34.Nh6+ Kf8 35.Rd7! [35.Rd7 Nxc3
 (35...Re7 36.Qh8#) 36.Rxf7#] **1-0**

(8) Mikhalchishin, Adrian (2520) – Polgar, Sofia (2430) [A35]

Brno Morava–B Brno (9), 1991

1.Nf3 c5 2.c4 Nc6 3.e3 g6 4.d4 cxd4
 5.exd4 Bg7 6.d5 Ne5 7.Nxe5 Bxe5
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8.Be2 d6 9.Nc3 Bg7 10.Be3 Nf6 11.0-0
 0-0 12.Qd2 Re8 13.Bd4 b6 14.Rfe1 Bb7
 15.Bf1 Qd7 16.Rad1 Rad8 17.b3 e5
 18.dxe6 Rxe6 19.a4 Rxe1 20.Qxe1 Bc6
 21.f3 Qf5 22.Qd2 d5 23.cxd5 Bb7
 24.Bc4 Ne8 25.Nb5 a6 26.Nc3 Bxd4+
 27.Qxd4 Qf6 28.Qe3 Nd6 29.Qxb6 Re8
 30.Qd4 Qe7 31.Ne4 Nxe4 32.fxe4 Qxe4
 33.Qxe4 Rxe4 34.d6 Re8 35.Rf1 1-0

Modern way .To N 10

(9) Mikhalchishin – Beliavskij [D34]

Lviv, 1981

1.d4 d5 2.c4 e6 3.Nc3 c5 4.cxd5 exd5
 5.Nf3 Nc6 6.g3 Nf6 7.Bg2 Be7 8.0-0 0-0
 9.Bg5 Be6 10.Rc1 c4 11.b3 Ba3 12.bxc4
 Bxc1 13.Qxc1 Rc8 14.Qd2 b5 15.cxb5
 Ne7 16.Ne5 Qb6 17.Rb1 Bf5 18.Rb3
 Rfd8 19.h3 h6 20.Bxf6 Qxf6 21.Ra3 Qb6
 22.Ra6 Qb8 23.g4 Be6 24.f4 Rd6
 25.Ra3 f6 26.Nd3 h5 27.f5 Bf7 28.Nc5
 hxg4 29.hxg4 Rdd8 30.Qe3 Rxc5
 31.dxc5 d4 32.Qxe7 dxc3 33.Rxc3 Rd1+
 34.Kf2 Qf4+ 35.Rf3 Qb4 36.Qc7 Qd4+
 37.Re3 Rc1 38.Qb8+ Kh7 39.Qh2+ Kg8
 40.Qb8+ Kh7 41.Qd6 Qxc5 42.Qxc5
 Rxc5 43.a4 1-0

Classical satrategical tactical idea.

(10) Olafsson, Fridrik – Fischer, Robert James [D38]

Portoroz Interzonal Portoroz (11), 1958

1.c4 Nf6 2.Nc3 e6 3.Nf3 d5 4.d4 Bb4
 5.cxd5 exd5 6.Bg5 h6 7.Bh4 c5 8.e3
 Nc6 9.Rc1 c4 10.Be2 Be6 11.0-0 0-0
 12.Nd2 Be7 13.b3 g5 14.Bg3 Ba3
 15.Rc2 Nb4 16.bxc4 Nxc2 17.Qxc2 dxc4
 18.Nb5 Bb4 19.Nc7 Bxd2 20.Nxe6 fxe6
 21.Bxc4 Qe8 22.Qxd2 Ne4 23.Qd3
 Nxc3 24.hxg3 Rf6 25.Qe4 Rc8 26.Bb3
 Qd7 27.Rd1 Re8 28.f4 Qh7 29.Qe5 Qf5
 30.g4 Qxe5 31.dxe5 Rf7 32.f5 Rc7
 33.Rd6 Rc5 34.Bxe6+ Kf8 35.Bb3
 Rxe5 36.Rxh6 Rxe3 37.Rg6 R8e4
 38.Rxg5 Rg3 39.Rg8+ Ke7 40.g5 Re2
 41.Bd5 Kd6 42.Bf3 Rxa2 43.f6 Ke6
 44.Re8+ 1-0

Classical example of instructional

opposite colour Bishop play.

(11) Von Gottschall, Hermann – Nimzowitsch, Aaron [C01]

Hannover Hannover (2), 1926

[Huebner, R]

1.e4 e6 2.d4 d5 3.Bd3 c5 4.c3 dxe4
5.Bxe4 Nf6 6.Bf3 Nbd7 7.Ne2 Be7 8.0-0
0-0 9.Be3 cxd4 10.cxd4 Nb6 11.Nbc3 Qd7
12.Rc1 Rd8 13.Qb3 Nfd5 14.Nxd5 Nxd5
15.Bxd5 Qxd5 16.Qxd5 Rxd5 17.Nc3 Ra5
18.Rfd1 Bb4 19.a3 Bxc3 20.Rxc3 Bd7
21.Rc5 Rxc5 22.dxc5 Bc6 23.f3 f6
24.Kf2 Kf7 25.Rd4 a5 26.g3 a4 27.f4
h5 28.h3 Rh8 29.Rd1 Kg6 30.Rd4 Kf5
31.Bd2 Rf8 32.Be1 e5 33.fxe5 fxe5
34.Rh4 g5 35.Rb4 Ke6+ 36.Ke2 e4
37.Bf2 Rf3 38.Rb6 Ke5 39.Rb4 Kd5
40.h4 gxh4 41.gxh4 Rh3 42.Rd4+ Ke5
43.Rd8 Bd5 44.Re8+ Be6 45.Rd8 'Es
drohte 45...Bb3' (Nimzowitsch) 45...Kf4
[45...Bg4+! Gewinnt ein Tempo 46.Kd2 Kf4
47.Rf8+ Bf5 48.Ke2 Rh2 a) 48...e3 49.Bg1=
Die Figuren des Schwarzen stehen unglücklich;
er kann den Verlust des Bauern auf e3 nicht
vermeiden.; b) 48...Rb3 49.Bd4 Rd3 50.Bf2
e3 51.Bg3+ Kxg3 (51...Kg4 52.Rg8+ Kh3 53.Be1=
Weiß läuft keinerlei Gefahr; 51...Ke4 52.Re8+
Kd4 53.Rd8+= usw.) 52.Rxf5 Rb3 53.Rxh5
Kf4 Die Fortsetzung 53...Bxb2+ 54.Ke3
Bb3+ 55.Ke2 Bxa3 56.c6 ist auch nicht
gewinnträchtig 54.Rh7 Rxb2+ 55.Ke1=
Weiß hält remis.; 49.Kf1 Kg4 (49...Rh3=
50.Ke2 Zugwiederholung.; 49...e3 50.Bxe3+
Kxe3 51.Rxf5 Rxh4 52.Kg2 Rc4 53.Rxh5
Rc2+ 54.Kg3 Rxb2 55.Rh4=) 50.Rg8+ Kf3
51.Rg3+ Kf4 52.Rc3 Rh1+ Nach 52...Rh3
53.Bxh3 ist die Stellung klar remis. 53.Kg2
Rb1 54.Bg3+ Kg4 55.Rc2 Bd7 55...e3
scheitert an 56.Bc4+ 56.Rf2 Rg1+ 57.Kxg1
Kxg3 58.Rf7 Es ist klar, daß Schwarz nur
verlieren kann.] 46.Rf8+ Bf5 47.Rf7 Rh2
'Nicht 47...e3 wegen 48.Ke1!' (Nimzowitsch)
48.Re7? [48.Ke1? e3 49.Bxe3+ Kxe3 50.Rxf5
Rh1+ 51.Rf1 Rxh4+ Schwarz gewinnt mühelos.;
48.Kf1 Kg4 (48...Rh3 49.Ke2 Zugwiederholung;
48...e3

49.Bxe3+ Kxe3 50.Rxf5 Rxh4 51.Kg2=
Jacoby; vgl. Anm zu 45...Ke4, III B) 49.Rg7+
(49.Bd4? Rd2 49...Bxh4 50.Ke2 Ke4 51.Bxb7
ist unattraktiv für Schwarz. 50.Bc3 Rc2
51.Rxb7 Kf3 52.Kg1 Kg3 53.Be5+ Auch nach
53.Ke1+ Ke3 54.Bg7 Bg4 schwebt Weiß in
akuter Lebensgefahr. 53...Kh3 54.Bd4 e3
55.Bxe3 Rg2+ 56.Kf1 Nach 56.Ke1 57.Ke4
57.Be7 Bg4+ gewinnt Schwarz mühelos.
56...Bd3+ 57.Ke1 Re2+ 58.Kd1 Rxe3 59.Kd2
Rg3 60.c6 Nach 60.Bb4 Ke4 61.Bxa4 Bg2+
gewinnt Schwarz ohne besondere Schwierigkeiten.
60...Bf5 61.Rb5 Rg2+ 62.Ke3 Bg4 63.Rc5
Kxh4 64.c7 Bc8+ Der technische Gewinnprozeß
ist nicht mehr schwierig für Schwarz.; 49.Ke2=
Jacoby; Weiß nutzt aus, daß Schwarz die
Kontrolle einiger schwarzer Felder aufgegeben
hat; nach 49...Ke6 50.Bxb7 Ke4 ist sowohl
51.Bb4 als auch 51.Ke7 zur Verteidigung
ausreichend.) 49...Kf3 50.Rg3+ Kf4 51.Rc3
Rh1+ 52.Kg2 Rb1 53.Bg3+ Jacoby; 53...Kg4
54.Rc2 mit der Drohung 55.Bf2, die nicht ohne
Materialverlust zu parieren ist; Weiß steht
nicht schlechter (vgl. die Anmerkung zu
45...Ke4, III C).] 48...Bg4+ 49.Ke1 '49.Ke1?
Rh1 50.Ke1 Ke3 usw.' (Nimzowitsch) 49...Kf3?
[49...Rh1+ 50.Kd2 Rd1+ 51.Kc3 (51.Kc2 Rd3
52.Rf7+ Nach 52.Bxb7 Ke4+ 53.Ke1 Ke3
zappelt der weiße König in einem Mattnetz.
52...Bf5 (52...Ke5? 53.Re7+ Kf5 54.Rf7+ Ke6?
55.Rxb7 Bd1+ 56.Kc1 Bb3 57.Rb6+ nebst 58.
Bd6, und Weiß rettet sich.) 53.Bg1 (53.Be1
Rd5 54.Rxb7 e3+ 55.Kc1 55.Ke3 Bd1 -+
55...e2 56.Bd2+ Kf3 57.Rc7 Kf2 und die
Drohung 58...Bxd2 ist nicht befriedigend zu
parieren.) 53...Rd5 54.Rxb7 e3+ 55.Kc3 Rxc5+
56.Kb4 (56.Kd4 e2 57.Re7 Rc2+) 56...Rc1
57.Bh2+ Kf3 58.Rf7 e2 59.Rxf5+ Kg2
60.Re5 e1Q+ 61.Rxe1 Rxe1+ gefolgt von
62...Bxe4+) 51...Rd3+ 52.Kc4 (52.Kb4 e3
53.Bg1 Nach 53.Ke1 Bb3+ 54.Ke4 Bxb2
siegte Schwarz mühelos, weil der weiße
König völlig vom Geschehen abgeschnitten
ist.

53...e2 54.Kxa4 Kg3 55.c6 b5+ 56.Kxb5 Rd1-) 52...Be2 52...♖b3 53.♙d4 ist weniger klar. 53.Kb4 Die Einschaltung von 53.♗f7+ ♘g4 54.♗g7+ ♘f3 55.♗f7+ ♘g2 verbessert die Lage des Weißen nicht. 53...e3 54.Bg1 (54.Be1 Rb3+ 55.Kxa4 Rxb2 56.Bb4 Bf3-+ Mit der Absicht 57...e2 und 58...♗xb4(+).) 54...Bf3 55.Kc4 Nach 55.♙xa4 e2 56.♙f2 ♙e4 gewinnt Schwarz mühelos. 55...Rb3 56.Kd4 e2 57.Bf2 Bg4 58.Rf7+ Bf5-+ Gefolgt von 59...♗xb2.] **50.Rf7+** [50.Bd4 Re2+ 51.Kf1 (51.Kd1 e3-+ Mit der Drohung 52...♗d2+ 52.Bc3 Rh2 53.Rxb7 Rh1+ 54.Kc2 Bf5#) 51...e3 52.Rf7+ (52.Rxb7 Rf2+ **a**) 52...Bh3+ 53.Kg1 Rg2+ 54.Kh1 Rd2 55.Rf7+ Ke4 56.Bc3∞; **b**) 52...Rc2 53.Rf7+ Ke4 54.Bc3 Bf3 55.Re7+ Kf4 56.Rf7+ Kg4 57.Rg7+ Kh3 58.Re7 Rc1+ 59.Be1 e2+ 60.Kf2 Bg4 61.Re3+ Kxh4 62.Rc3 Weiß hat nichts mehr zu befürchten.; **c**) 52...Rd2 53.Rf7+ Ke4 (53...Kg3 54.Be5+ 54.♙c3 scheitert an 54...♗f2+, und Schwarz gewinnt leicht. 54...Kxh4 Auch nach 54...♙h3 55.♙c3 ist die Lage nicht klar. 55.Re7=) 54.Bc3 Bf3 55.Re7+ (55.c6? Rh2 56.Re7+ (56.Rg7 e2+ 57.Kg1 Rh1+ 58.Kf2 Rf1+ 59.Kg3 e1Q+ 60.Bxe1 Rg1+-) 56...Kd3 57.Rd7+ Kc2 58.Rg7 Bxc6-+) 55...Kd3 56.Rd7+ Kc2 57.Re7 Rd1+ 58.Be1 Rd3 59.Rf7 Bg4 60.c6 Kxb2 61.Rf4 Weiß rettet sich dank seines c-Bauern. 61...Kxa3? 62.Rxg4 hxg4 63.c7+-; 53.Kg1 (53.Ke1? Rc2-+) 53...Rg2+ 54.Kh1 (54.Kf1 e2+ 55.Ke1 Rh2 56.Rf7+ Ke4 57.Bg1 Rh1 58.Re7+ (58.Kf2 e1Q+-) 58...Kf3 59.Rf7+ Kg2-+) 54...Rd2 55.Rf7+ (55.Bc3 Kg3-+) 55...Kg3 56.Be5+ (56.Bxe3 Rd1+ 57.Bg1 Bf3+ 58.Rxf3+ Kxf3 59.Kh2 Rd2+-) 56...Kh3 57.Rf1 Rf2 58.Kg1 Rg2+ 59.Kh1 e2 60.Rc1 Bf3-+) 52...Ke4 (52...Kg3 53.Re7 Rf2+ 54.Ke1 Schwarz kommt nicht weiter.) 53.Bc3 Rh2 (53...Bf3? 54.Re7+ (54.Rxb7? Rf2+ 55.Kg1 Rg2+ 56.Kf1 e2+ 57.Ke1 Rg1+ 58.Kf2 Rf1+ 59.Kg3 Ke3 60.Re7+ Be4-+ 61.Re5 Rg1+ 62.Kh2 e1Q 63.Bxe1 Rxe1 64.Rxh5 Kf4) 54...Kd3 (54...Kf4 55.Be5+ Kg4 56.Bd4=) 55.Rd7+ Kc4

56.Rf7 Rf2+ 57.Ke1 Kxc5 58.Rf4 Schwarz kommt nicht mehr los.) 54.Kg1 (54.Rxb7 Bf3 55.Re7+ (55.Rg7? e2+-+ Kostet den Turm, vgl. I Cb11.) 55...Kd3 56.Rg7 Rxh4-+) 54...Rc2 Führt wohl einfacher zum Gewinn als 54...♗d2. **a**) 54...Rxh4 55.Be1 Rh3 56.Kg2 Die schwarzen Figuren sind in häßlichen Klumpen geronnen; Weiß hat gute Rettungsaussichten.; **b**) 54...Rd2 55.Rxb7 Kf3 56.Re7 (56.Rf7+ Kg3-+ 57.Be5+ (57.Kf1 e2+; 57.Rf1 Rg2+ 58.Kh1 Bf3 59.Be5+ Kg4; 57.c6 Be2 58.Rg7+ Kh3) 57...Kh3 58.Rf1 Rg2+ 59.Kh1 e2 60.Rc1 Bf3) 56...Rd1+ 57.Kh2 Kf2 58.Be5 Anders kann Weiß die Drohung 58...♙f3 nicht abwehren. 58...Rd5 59.Bf4 (59.c6 Rxe5 60.Rxe5 e2-+; 59.Bg3+ Kf3 60.Rf7+ Bf5 Schwarz gewinnt den c-Bauern des Weißen, denn 61.c6 usw. führt zum Matt; danach dürfte er eine Gewinnstellung haben. 61.c6 Rd2+ 62.Kg1 Kxg3 63.Rxf5 Rd1+ 64.Rf1 e2) 59...e2 60.Bg3+ (60.c6? Rd3-+) 60...Kf1 61.c6 Rd3-+ Die Drohung 62...♗xg3 ist nicht auf befriedigende Weise abzuwehren.; 55.Rxb7 Bf3 56.Rd7 (56.c6 Kd3 57.Rd7+ Ke2 58.c7 Rc1+ 59.Kh2 Kf2-+) 56...Rg2+ 57.Kf1 Rh2 58.Re7+ (58.Rg7? e2+ Weiß verliert auf bewährte Weise den Turm.) 58...Kd3 Führt zu Ba.] **50...Kg2 51.Kd2?** [51.Be3? Rh1+ 52.Kd2 Rd1+ 53.Kc2 Rd3 Der weiße König ist von einem Mattnetz umstrickt. 54.Bd2 (54.Bg5 Bd1+ 55.Kb1 e3-+) 54...Be6 55.Re7 (55.Rxb7 Bb3+ 56.Kc1 e3-+) 55...Bb3+ 56.Kc1 Kf3-+; 51.Bd4 Rh1+ 52.Kd2 Rd1+ 53.Ke3 Bf3 54.Rg7+ Kf1 55.Bc3 (55.c6? Rd3+ 56.Kf4 Rxd4 57.cxb7 Rd8 58.Rc7 (58.Ke3 Rd3+-+ nebst 59...♗b3.) 58...Rb8 59.Ke3 Kg2-+) 55...Rd3+ 56.Kf4 Kf2 57.Re7 (57.Rxb7 e3 58.Re7 e2-+ es gibt keine befriedigende Verteidigung gegen die Drohung 59...♙g4 nebst 60...♗xc3.) 57...Rd8 **a**) 57...e3? 58.Rxe3 Rxe3 59.Bd4; **b**) 57...Bg2? 58.Re5 Rd8 (58...Rf3+ 59.Kg5 e3 60.Bd4 Ke2 61.Kxh5 Kd3 62.Bc3 Rg3 63.Rg5 Schwarz hat kaum mehr

Gewinnchancen.) 59.Rxh5 e3 60.Re5 e2 61.h5 ist ebensowenig verlockend für Schwarz.; 58.Bg7! Man möge mir verzeihen, wenn ich auf eine weitere Analyse verzichte und mit der kühnen Behauptung schließe, daß Weiß Rettungsaussichten habe, im Stillen hoffend, daß fleißige Leser mich widerlegen werden. (58.Rxb7? e3 59.Be1+ (59.Ra7 Rd3-+; 59.Re7 e2-+) 59...Kxe1 60.Kxf3 e2-+)] **51...Kf1** '!' (Nimzowitsch). **52.Ke3 Bf3** 'Und gewann' (Nimzowitsch). **53.Bg3 Rxb2** 'Jetzt ist die Partie entschieden, der Einbruch gelungen!' (Sämisch) **54.Bd6 Rb3+ 55.Kd4 Kf2 56.Rg7 e3 57.Bg3+ Kf1 58.Rf7 e2 59.Re7 Bc6** 'Diese Partie, die ich zu meinen bestgespielten zähle, ist auch für den Isolani als Endspielschwäche bezeichnend.' (Nimzowitsch) **0-1**

How top player studied classics and exploited it in his game.

(12) Pachman,Ludek – Fischer,Robert James [A32]

Havana ol (Men) fin-A Havana (11), 1966

[Bulletin]

Inf.2/41 **1.d4 Nf6 2.Nf3 c5 3.c4 cxd4 4.Nxd4 e6 5.e3 Nc6 6.Be2 d5 7.Nc3 Bc5! 8.0-0?! Bxd4 9.exd4 dxc4 10.Be3 Na5 11.Bxc4 Nxc4 12.Qa4+ Bd7 13.Qxc4 Bc6 14.Bg5 Qa5 15.Qc5?! [15.Bxf6 gxf6 16.Rad1!?] 15...Qxc5 16.dxc5 a5 17.Rfd1 h5 18.h4 Nd7 19.Be3 Ne5 20.Bd4 Nd7 21.b3 Rg8 22.Be3 Ne5 23.f3 Ng6 24.Bf2 Nf4 25.Be3 Nd5 26.Nxd5 Bxd5 27.Rd4 Kd7 28.Rc1 Kc6 29.Rc3 f6 30.f4 Rgd8 31.Kf2 a4 32.Rxa4 Rxa4 33.bxa4 Bxa2 34.Rc2 Bd5 35.Rb2 Ra8 36.Rb4 Ra5 37.g3 Kc7 38.Bd4 Bc6 39.Be3 Bxa4 40.Rd4 Bd7 41.Rd2 Ra8 42.Rb2 Rb8 43.Rd2 0-1**

Classical example of central structure.

(13) Geller,Efim P – Voltschok,Alexander [B73]

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UKR-ch Kiev (12), 1959

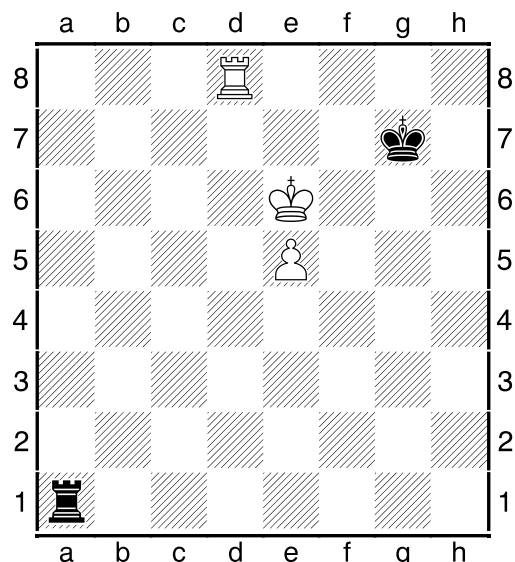
1.e4 c5 2.Nf3 Nc6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 d6 6.Be2 g6 7.0-0 Bg7 8.Be3 0-0 9.Qd2 Ng4 10.Bxg4 Bxg4 11.Nd5 Be6 12.c4 Bxd5 13.exd5 Nxd4 14.Bxd4 Bxd4 15.Qxd4 Qb6 16.Qxb6 axb6 17.Rfe1 Rfe8 18.a4 Kf8 19.Kf1 Rec8 20.b3 Re8 21.Rad1 Rad8 22.Re3 e6 23.dxe6 fxe6 24.Rd4 Ke7 25.Rh4 Rh8 26.Rhe4 e5 27.f4 Rhf8 28.Ke2 Ke6 29.Rd4 h5 30.h3 Kf5 31.Rd5 Kxf4 32.Rb5 h4 33.Rxb6 e4 34.Rxb7 d5 35.Re7 Rde8 36.Rxe8 Rxe8 37.cxd5 Rd8 38.b4 Rxd5 39.Rb3 Rg5 40.Kf1 Rf5 41.b5 1-0

Classical defensive methods in the endgame.

(14) Aronian,Levon – Carlsen,Magnus [E15]

Moscow Tal Memorial Moscow, 2006

Magnus knew and adopted before very important defensive method, known as STICKING, so it was necessary to continue it. Simply keeping Rook on e file on e2 ore3. But he decided to change method of defence, going to very precise position... **69...Ra1** Diagram



[69...Re2!] **70.Ke7 Ra5 71.e6 Ra7+ 72.Rd7 Ra8 73.Rd6 Ra7+?** Applying this method it is necessary to keep Rook on the 8 rank. [Only defence was 73...Kg6=] **74.Ke8 1-0**

(15) Sigurjonsson,G – Stein,L [B93]
 Reykjavik 13/507 Reykjavik 13/507,
 1972
 [Stein,L]
 Chess Informant 1.e4 c5 2.Nf3 d6 3.d4
 cxd4 4.Nxd4 Nf6 5.Nc3 a6 6.f4 Nbd7!?
 7.Nf3 [7.Bd3 Qb6!?] 7...e6 8.Bd3 Be7
 9.0-0 Nc5 10.Kh1?! 0-0 11.a4?! b6
 12.b4 Nxd3 13.cxd3 Bb7 [13...d5?
 14.e5 Bxb4 15.Na2] 14.Be3 Rc8 15.Qb3
 d5! 16.e5 d4 17.Nxd4? [17.exf6 Bxf6;
 17.Bxd4!? Bxf3 18.exf6 Bxf6 19.Bxf6

Qxf6 20.Rxf3 Rxc3 17...Ng4 18.Bg1
 Nxb2!-+ 19.Rfc1 [19.Kxh2 Rxc3
 20.Qxc3 Bxb4 Δ21.Qxb4 Qh4# #]
 19...Ng4 20.Ne4 Bxb4 21.Ng5 Qd5
 22.Ne4 Qxb3 23.Nxb3 Bxe4 24.dxe4
 b5 25.axb5 axb5 26.g3 h5 27.Kg2 Bc3
 28.Rab1 Rfd8 29.Rc2 Rc4 30.Kf3 Bxe5
 31.Rxc4 bxc4 32.Na5 Rd3+ 33.Kg2
 Rd2+ 34.Kf3 Bd4 35.Bxd4 [35.Nxc4
 Nh2+ 36.Bxh2 Rf2# #] 35...Rd3+
 36.Kg2 Rxd4 37.e5 Rd2+ 0-1

(Day 2: 18:00-18:45 – Mikhailchishin)

Trainers' Common Mistakes

The Lessons of Great Trainers: The trainer's role can be assessed as tremendous without exaggeration in all kinds of sport—however, in chess the role of trainers for some mysterious reason is somehow ignored, and they continue to lurk in shadows. An outsider might even venture to go as far as to suppose that the single good trainer in the history of chess was Mark Dvoretsky.

The development of chess in Europe was so peculiar that the phenomenon of a trainer was practically absent as such—that is, until relatively recently, when successful grandmasters, such as Illescas, Dorfman and Boensch started to work as professional trainers. The situation in America was drastically different, since there was an understanding that systematic training work is essential for ultimate success—even great Fisher, who pioneered the breakthrough in American chess history, had Collins as his first trainer, who made a significant impact on Fisher's development. The system which evaluates chess trainers in the USA is rather peculiar, since the professional level of a trainer and, consequently, the level of remuneration for his labours is defined not by the results of his students, but rather according to the level of publicity he attains while leading columns in major newspapers and magazines available nationwide. Nowadays Internet publicity is also a major hallmark. GM Yasser Seirawan, who has first-hand knowledge of the subject, once told me that the trade of chess trainer is prospering in America, and that he knows personally a few mediocre trainers who earn more than 50000 USD every year. However, the main line of production of the chess trainers was born in the USSR, even before the chess specialization was introduced at the physical culture institutes in 1970—1980's. In the Soviet Union the role of the chess trainer in the upbringing of the world-class elite was crucial: for instance, without the paternal supervision of Alexander Koblenz the brilliant Mikhail Tal would hardly become the World Champion. The interesting fact is that the founders of two great post-war Soviet chess schools—in Leningrad (Kortchnoi, Spassky and many other players) and in Lviv (Stein, Beliavsky, Romanishin, Mikhailchishin), outstanding trainers V.Zak and V.Kart were born in the same small Ukrainian town of Berdychiv in the same street! The Cheliabinsk chess school (Sveshnikov, Kharlov, and Dvoiris) would not have appeared without Leonid Gratval, as well as the great Georgian school among women was created by the trainer Vahtang Karseladze, featuring such prominent names as Nona Garindashvili and Nana Alexandria. Likewise, the Moldavian chess school, known for its original opening thinking, was founded by the trainer Viacheslav Chebanenko. The role of such trainers, as Boleslavsky, Bondarevsky, Furman, Zaitsev and Nikitin

FIDE Trainers' Course – Antalya 2009

in the fight for world championship by their pupils. Unfortunately, the role played by the trainer of USSR junior team Anatoly Byhovsky, who worked with grandmasters ranging from Karpov to Grishchuk, is, in principle, very little known in the wider circles of chess addicts. Without the training activity of Naum Rashkovsky in Alma-Ata there would be no group of talented Kazakh players led by Vlad Tkachiev.

I would also like to say a couple of words about the forgotten yet great Soviet chess trainer, who worked with the team of Armenia, especially with Vaganian, Petrosian and brought up Vladimir Akopian. That was Master Oleg Dementiev from Kaliningrad, who has passed away already. He was a very strong master, participating in the finals of Russian and USSR championships, a musician by profession, who played the piano wonderfully. Dementiev could work on chess for days, consuming unbelievable quantity of strong tea and smoking countless cigarettes. He had a curious nickname among the chess friends—"babushka" ("Grandma"). Dementiev played in beautiful positional style and played many attacking games, but in training field his main favourite activity was introducing new ideas. It was Dementiev who caused the renaissance of Fisher variation against the Najdorf: 1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 a6 6.Bc4 e6 6.Bb3 b5 8.0-0 Bb7 9.Qf3. Here he had several brilliant ideas. In Petrosian system 1.d4 Nf6 2.C4 e6 3.Nf3 b6 4.Nc3 Bb7 5.a3 d5 6.cxd5 Nxd5 he introduced the solid 7.Bd2!, causing significant difficulties for Black. I would like to tell about another favourite system explored by Dementiev, which was exploited rather not by his pupils, but by the friends of his pupils—myself and Oleg Romanishin.

Romanishin - Petrosian
Riga, 1979

1.e4 c6 2.d4 d5 3.Nc3 dxe4 4.Nxe4 Nd7 5.Ne2 Ngf6 6.N2g3 g6 7.Bc4.

Also not bad was 7.Bg5 8.Qd2, 9.0-0-0, developing initiative on the kingside.

7. ...Bg7 8.c3 0-0 9.0-0 Nd5?

It is rather strange to see the Tiger declining exchange. Better was 9. ...Nb6.
10.Re1 e5 11.Bg5 f6?

Well, the Tiger merely loathes giving up the pawns, whereas correct move was 11. ...Qb6!
12.dxe5 Nxe5 13.Bxd5 cxd5 14.Qxd5 Be6 with serious compensation.

12.Bd2 exd4 13.cxd4 N7b6 14.Bb3 Kh8 15.Qc1 a5 16.a3 Nc7?!

Here 16. ...f5 was worth considering.

17.Nc5! Nbd5 18.Bh6 b6 19.Bxg7 Kxg7 20.Nd3 Bd7 21.Nf4 Rf7.

Another option was the bishop transfer to f7 via e8.

22.h4! Rc8 23.Qd2 Qf8 24.Rac1 Re7 25.Nxd5 Nxd5 26.Bxd5 cxd5 27.Qf4!

Diagram

Given the symmetrical structure in centre, the White's advantage is determined by the activity of the pieces.

27. ...Rxe1 28.Rxe1 Rc6 29.h5 Qd6 30.Qe3 Rc7 31.Qe7!

Leading to unpleasant pin.

31. ...Qxe7 32.Rxe7 Kh6 33.Kh2 a4 34.f4!

White has the winning advantage.

34. ...b5 35.Rf7 f5 36.Re7 Rb7 37.hxg6 Kxg6 38.Ne2 Bc8 39.Re8 Rc7 40.Nc3 Ba6?

Just as hopeless would be 40. ...Kf7 41.Nxb5 Rc6 42.Rxc8!

41.Re6, Black resigned, 1-0.

After five years the idea of "Dema", as Dementiev was also referred to, could be successfully employed by the author of the article.

Mikhalchishin - Short
Lviv, 1984

1.e4 c6 2.d4 d5 3.Nc3 dxe4 4.Nxe4 Nd7 5.Ne2 Ngf6 6.N2g3 Nxe4 7.Nxe4 Nf6!?
8.Nxf6 gxf6.

A very aggressive continuation—more sober was 8. ...exf6.
9.c3 Bf5 10.Bc4 e6 11.Bf4 Bd6 12.Qf3 Bxf4 13.Qxf4 Rg8 14.g3 Qb6 15.0-0-0
0-0-0 16.h3 Qc7 17.Qe3?!

Stronger was 17.Qf3 Qe7 18.g4 with advantage.
17. ...h5 18.b3! Qd6 19.Kb2.

With the idea of Be2, followed by c3-c4,a2-a3, b3-b4 gaining advantage.
19...Rg5!? 20.Be2 Bg6 21.a4 Ra5 22.Bf3 b5 23.Ra1 bxa4 24.b4 Rb5 25.Rxa4 a5 26.Rha1 axb4
27.c4 Rb8?

Clearly better would be 27. ...Rb7.
28.Rd1! e5.

Diagram.
29.Ra6 e4 30.Bxe4 Bxe4 31.Qxe4 Kb7 32.c5! Qe6 33.Rb6 Kc7 34.Qf4 Kd7 35.Rxb8 Qe2 36.Kc1
Rxb8 37.Qxb8 Qc4 38.Kd2 Qc3 39.Ke2 Qc2 40.Ke1! Qe4 41.Kf1 Qh1 42.Ke2 Qe4 43.Kd2 Qf3
44.Qxb4, and the Black resigned, 1-0.

In conclusion I would like to note that every ambitious and hardworking chess-player can become a trainer for himself, namely, by employing the ideas and thoughts of the great players of the past, who had endured all vicissitudes of chess fortune. For example, basing on the chess model he developed, Lasker enquired about the right direction of an attack at the board. His answer is: the object of the attack should be the weakness in the position of the opponent. The position could be compared to a chain comprising many links, and someone trying to break the chain must find the weakest link and direct his forces there. This rule, according to Lasker, applies to wider fields beyond the chessboard, since it is based on the famous ancient expression about the “line of the least resistance”, the generality of which cannot be questioned. The lightning, train or defeated army follow this particular line. But the chess board, being discrete, does not have any lines of the least resistance—instead, there are specific points corresponding to the squares, and that is why Steinitz transformed the idea into the principle of mounting pressure at the weak points. He said that “the logic, which dominates the world, finds expression in chess as well, and because of that the most decisive and successful combinations, just as deeply calculated and thoroughly prepared plans, are associated in the most miraculous way with the weak points”. The pressure at the weak points! How many associations are evoked behind this image...Does it not resemble the testing of a construction for reliability under overload, which may last until the ultimate breakdown? But when the construction has the reserve of durability, and is sufficiently solid, when the reactive forces do not give way to active forces, the construction will endure the pressure; just as well as attack in chess will fail. One cannot break the wall with one’s forehead...The struggle at the chessboard is more complex than the static experiments in physics. In the drive to success there is another option: concentrate all available forces in the decisive point (even at the price of weakening the other points), and then deliver the blow, acting rapidly and resolutely, in order to prevent the opponent from exploiting the weakened points. That is why one should remember that Lasker’s strategy was based on ideas essentially more profound and fruitful than merely on principles of creating pressure against the weak points—namely, on the idea of combinational motive, implying the superiority in mobility, space and communication (as Bonaparte said, “the war is all about communications”), and the idea of superiority in forces, effectively cooperating on the major direction of the attack (as Suvorov said, “making war with skills, not with numbers”).