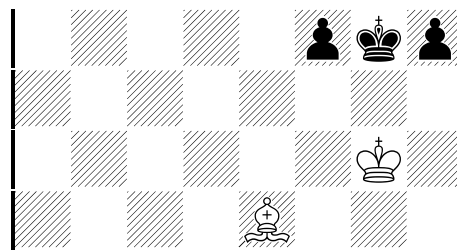


(Day 3: 15:00-15:45 - Grivas)

Bishop Endings

Bishop endings are very rich in possibilities, similarly to knight endings. Their main characteristic is the possible sacrifice of the bishop for the opponent's last pawn, as then the game ends in a draw; this is in contradistinction to queen or rook endings.



Bishop vs Pawn(s)

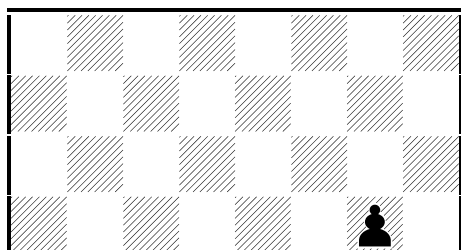
A bishop easily achieves a draw when fighting against a pawn, with few very specific exceptions.

When pitted against two pawns, provided these have not crossed their 4th rank, the bishop can achieve the draw. Otherwise, the result depends on whether its king can stop one of the pawns.

With two pawns on their 5th rank, the placement of the kings is a decisive factor. When the pawns are separated by at least two ranks and are advanced at least up to their 5th rank, the bishop is unable to control their further march. Two connected pawns can be immobilized by the bishop, but not when they have already reached their 6th rank.

Three pawns against a lone bishop win when they have all crossed their 4th rank (there do exist a few exceptions, though). The defence of the side with the bishop consists on the immobilization of the pawns, but this is hard to achieve when the pawns are far advanced.

Example 1 •



1...Kf5

1...f3+ is an inferior attempt: 2.Kg1!! Kf5 (2...Kf4 3.Bd2+) 3.Ba5 g4 4.Bd8 h3 5.Bc7 Ke4 6.Kf2 and Black can make no progress. It is worth noting that if White was to move, then he would be able to draw with 1.Ba5! Kf5 (1...f3+ 2.Kf2) 2.Bd8!. Yes, the bishop is a strong piece!

2.Ba5

2.Kh3 Ke4 3.Kg4 Ke3! also loses.

2...g4 3.Bd8 h3+ 4.Kh2 Ke4 5.Bb6 Kf3 6.Bc7 Ke3 7.Bb8 f3 8.Kg1 Ke2 9.Ba7 h2+ 10.Kxh2 f2 11.Bxf2 Kxf2 12.Kh1 Kg3!

0-1

The basic idea of the defence is to immobilize at least two pawns and prevent them from reaching their 7th rank.

Naturally, against four or more pawns the bishop is unable to defend.

Bishop & Pawn vs King with/without Pawn(s)

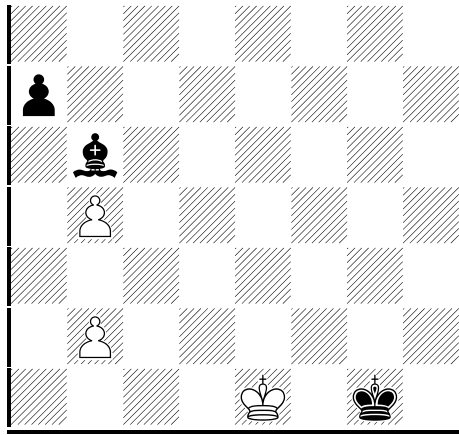
Bishop and pawn against king wins in almost all cases. One typical drawing exception occurs when the pawn is on a rook file, the promotion square is of a different colour than that of the bishop and the defending king controls it.

□ **Short, Nigel**

■ **Kasparov, Garry**

B82 Belgrade 1989





The doubled b-pawns condemn White to defeat. Black's plan is to bring the white king in a stalemate position, so as to force White to push the b4-pawn. The presence of the b2-pawn is necessary to this plan, so that after the capture of the front b-pawn a stalemate doesn't occur. If White had no pawns, or if these were on a different part of the board, the position would be drawn.

93...Kg2 94.Kd1 Kf3 95.Kd2 Ke4 96.Kc3 Ke3 97.Kc2 Ke2 98.Kc1 Bd3! 99.b3 Ke1 100.Kb2 Kd2 101.Ka1 Kc2 102.Ka2 Kc1 103.Ka1

Or 103.Ka3 Kb1 104.Ka4 Kb2.

103...Bb1!

Forcing resignation in view of the forced 104.b5 axb5 105.b4 Bd3.

0-1

Bishop & Pawn vs Bishop

A fundamental ending, which was first researched in depth by L.Centurini who, in the 19th century, formulated the following two very important rules:

1. The game is drawn when the king (of the defending side) is placed or can be placed on one of the squares that the pawn must cross on the path to promotion, and the king cannot be evicted from it.

2. The game is drawn when:

2a. the king (of the defending side) is placed behind the pawn (and its counterpart near its pawn) and is attacking it, having the vertical opposition.

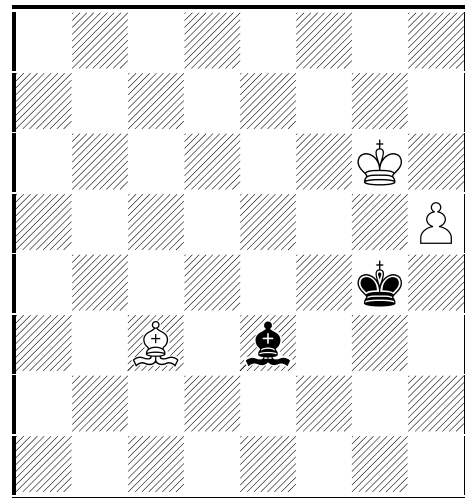
2b. the defending bishop can move without problems in two diagonals, on each of which has two safe squares at his disposal.

Consequently, we conclude that winning

chances increase the closer the pawn is to the edge of the board, as the bishop of the defending side does not have the necessary diagonals at his disposal. With a b-/g-pawn the attacking side wins, with an a-/h- or c-/f-pawn the placement of the kings determines the result, while with an e-/d- pawn the position is drawn.

Naturally, all of the above apply to pawns that have crossed their 5th rank (with the exception of the a- and h-pawns).

Example 2 ◦



A typical win with a rook pawn. The most important factor for such positions is whether the bishop of the attacking side can be placed on the square in front of the pawn.

1.Bg7 Bd2 2.Bh6 Bb4

Or 2...Bxh6 3.Kxh6 Kf5 4.Kg7.

3.Be3 Bf8

Or 3...Bc3 4.h6 Ba1 5.h7 Bb2 6.Bh6 Bc3 7.Bg7.

4.Bd4 Kh4 5.Be5

Trying to force the black king away from its h-pawn.

5...Kg4 6.Bf6!

Zugzwang!

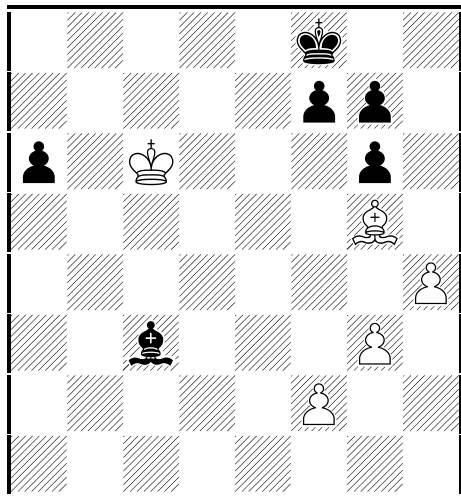
6...Kf4 7.Bg7 Ba3 8.h6

1-0

◻ **Ghinda, Mihail**

■ **Grivas, Efstratios**

C83 Egio Ch-Balkan 1986



Black has an extra outside passed pawn and his victory should be considered 'a matter of technique'.

49.g4 a5

Nothing changes with 49...Be1 50.f3 (50.Be3?! Ke7) 50...a5.

50.Kb5 Be1 51.f3 Ke8 52.h5 gxh5

Pawn exchanges do not favour the superior side, but the alternative 52...Kd7?! (52...f6!? 53.h6? gxh6 54.Bxh6 g5! 55.f4 f5! and wins) 53.hxg6 fxg6 54.Be3 (54.f4 Bd2!) and Bd4 is inferior.

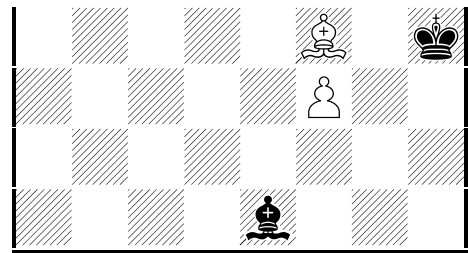
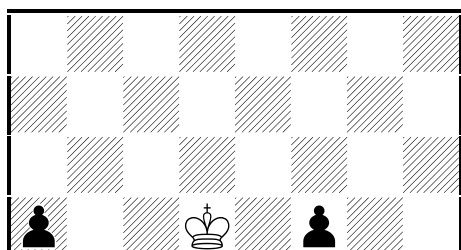
53.gxh5 Kd7 54.h6 gxh6 55.Bxh6 Ke6 56.Bg5 Ke5

Black's position remains won. He will capture the white f-pawn, transposing to a theoretically won ending.

57.Be3 f5 58.Ka4 Kf6 59.Bf4 Kg6 60.Kb5 Kh5 61.Kc4

The white king cannot guard the a5-pawn forever, as its counterpart will invade through the queenside, capturing the f-pawn: 61.Ka4 Kh4 62.Kb5 Kh3 63.Bc7 Kg2 64.f4 Kf3 65.Bd6 Bd2 66.Bc7 Ke4 67.Ka4 Bxf4 68.Bxa5 Be5 69.Bd2 Kd3 70.Bh6 Bd4! 71.Bf4 Ke4.

61...Kh4 62.Kd5 (D)



62...Bg3?

Black could have won quickly with 62...a4! 63.Ke6 (63.Kc4 Kh3) 63...a3 64.Be5 (64.Kxf5 Bc3!) 64...f4! 65.Kf5 Bd2 66.Ke4 Bc1!. Now however, the placement of the black bishop on a spot from which it cannot simultaneously protect his a-pawn and threaten the white f-pawn is undesirable.

63.Bc1 Bc7 64.Kc6! Bd8 65.Kb5 Kg3 66.f4 Kf3 67.Bd2 Ke2 68.Bc3 Kd3 69.Be5 Kc2 70.Ka4 Kd2 71.Kb5 Kd3 72.Bd6 Kc3 73.Ka4 Kc4 74.Be5 Kc5 75.Bb8 Kc6 76.Be5 Bc7 77.Bc3 Kc5

Black has succeeded in switching his bishop to the proper spot and will now head for the f-pawn with his king.

78.Bd2 Kc4 79.Bc1 Kd3 80.Kb3 Ke2 81.Ka4 Kf3 82.Bd2 Ke4 83.Kb3 a4+?

A bad move, giving away the win. Black could have won with 83...Bb6! 84.Ka4 Kd3 85.Be1 Ke3.

84.Kxa4 Bxf4 85.Ba5?

85.Be1! Be5 86.Kb5 f4 87.Kc6! would have held the draw.

85...Be5 86.Kb5

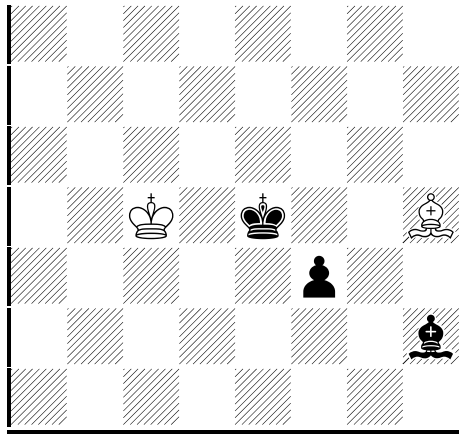
As 86.Bd2 brings no results (see the comment on White's 61st move), White tries to reach a theoretical draw with his king behind the black pawn.

86...f4 87.Kc4 Bd4 88.Bc7 f3 89.Bg3 Bg1! 90.Bh4

White is reduced to moving his bishop, waiting for the opportunity to move his king to d5 when the black king moves away, or, alternatively, reach the promotion square with his king. 90.Be1 Ke3 91.Kd5 Bf2 92.Bb4 Bg3 93.Bc5+ Kd3!! 94.Bb6 Be1 95.Ke5 Bd2 96.Bf2 Ke2! 97.Bh4 Be1 would also fail to save White.

90...Bh2? (D)





Incomprehensible. 90...Ke3 91.Kd5 Bf2 92.Be7 Be1 93.Bc5+ Kd3! would bring about the position referred to in the previous comment.

91.Be1?

Both sides make consecutive mistakes, illustrating the difficulty of conducting this ending. White could have achieved his aim with 91.Bf2!.

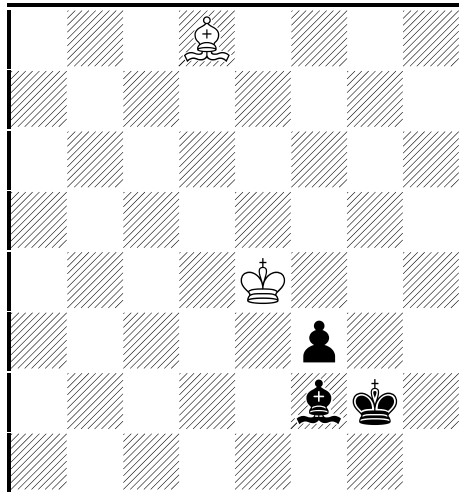
91...Kf4?

91...Bg1! would have sufficed for victory.

92.Bf2 Bg3 93.Bb6 Be1 94.Kd3!

Now White can achieve his aim by reaching a theoretically drawn position.

94...Kg3 95.Ke4 Bf2 96.Bd8 Kg2 (D)



In this ending the diagonal opposition loses. In order to reach the haven of the draw White must quickly take the g3-square under control, placing his king to g4. This is the only correct treatment of the position. If White continues mistakenly (i.e. practically offer Black a tempo) by moving his bishop,

then he will lose after e.g. 97.Be7 Bg1! 98.Bh4 Bh2! 99.Be1 Bg3.

97.Kf5! Bg1 98.Bh4 Bf2

The difference is clear. 98...Bh2 99.Kg4! leads nowhere. White has reached the theoretical draw.

99.Bd8 Bc5 100.Bh4 Be7 101.Be1 Bd6 102.Kg4 Bb4 103.Bh4

1/2-1/2

Bishop & Two Pawns vs Bishop

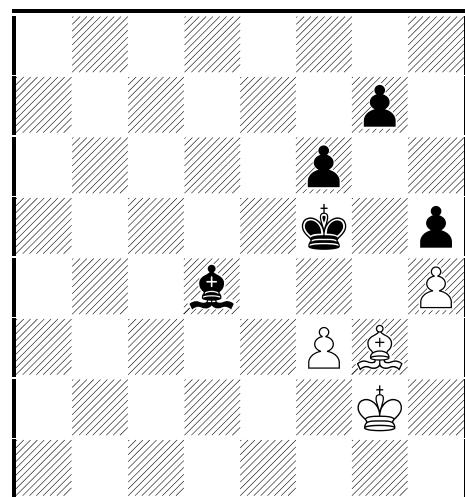
The attacking side wins in all cases, with the exception of doubled pawns (which practically constitute one pawn). Some care is needed when one of the pawn is on a rook file (a or h) and of a wrong promotion square (colour opposite to the bishop). A draw may occur also in positions where the defending king has immobilized the pawns.

***Bishop & Pawns vs Bishop & Pawns
Material Advantage***

In order for the material advantage to be exploitable, other requirements must also be met, such as an active king, a well-placed bishop, a healthy pawn structure. Naturally, the defender also has his chances, which cannot be considered negligible.

□ **Grivas,Efstratios**

■ **Arakhamia,Ketevan**



Despite his material disadvantage, White's position is defensible, as the remaining pawns are few and on one flank. If we consider that White has two weaknesses

(one being less material and the other being the bad placement of the pawn on h4) we understand that Black has the advantage, but he must seek a third weakness in order to win the game. Thus, it is imperative for White to determine where to place his pieces, so as to provide maximum security to his camp.

53.Bd6?

White fails to comprehend the requirements of the position and decides to keep his king on g2. However, the proper square for the king is e2, as he will have to prevent the arrival of the black king on this square. If Black at some point exchanges his g-pawn with the white h-pawn, then the white king must return to g2. In view of the above, 53.Be1! Ke5 54.Bg3+ Kd5 55.Kf1! Kc4 56.Ke2 Be5 57.Be1 Bf4 58.Bf2 Kc3 59.Be1+ Kc2 60.Bf2 g5 61.hxg5 Bxg5 (61...fxg5 62.Bh4!!) 62.Kf1! Kd3 63.Kg2 Ke2 64.Bb6 would have led to a draw.

53...Ke6 54.Bf8 f5!

Moving the g-pawn would have been a serious mistake, as after the black king moves away Black would lack the option of...Bf6.

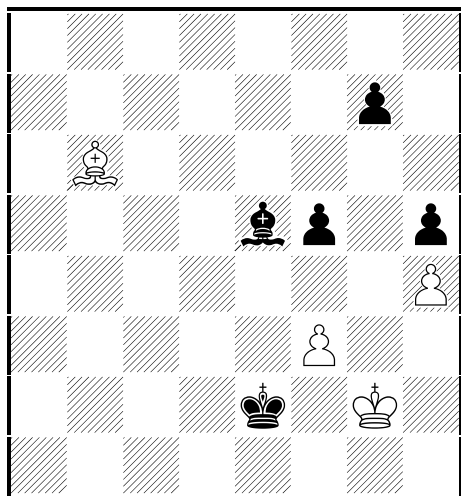
55.Bb4

After 55.Kf1? Bf6 56.Ke2 g6 White loses a second pawn.

55...Kd5 56.Kg3

56.Kf1 Kc4! 57.Be1 Kd3 does not change much.

56...Be5+ 57.Kg2 Kd4 58.Ba5 Ke3 59.Bb6+ Ke2 (D)



Black has successfully transferred his king to the excellent e2-square. His next aim is to wrest control of f1 as well, further restricting the white king.

60.Bc5

60.Bd8 Bf6 61.Bxf6 gxf6 62.Kg3 Ke3 leads to a won pawn ending and shows the significance of keeping the pawn on g7.

60...Bf6 61.Kg3 Bc3!?

Black could go straight with 61...Kf1.

62.Kg2

62.Be7 Be5+! 63.Kg2 Bf6 would not help either.

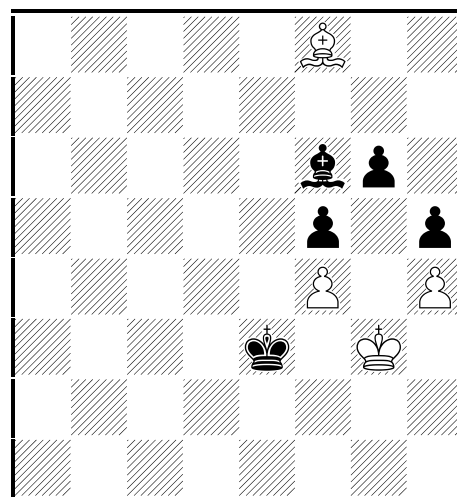
62...Bf6 63.Kg3 Kf1!

White is now defenceless, as he is running out of 'good' moves.

64.Bd6 g6 65.f4

White's two other options would also bring no positive result: 65.Bc5 Be5+ 66.Kh3 Bf4 67.Bb6 Bd2 68.Bc5 Be1 69.Bb6 Bf2 70.Bc7 Be3, when the threat of 71...Kf2/e2 decides (71.Kg3 Bc5 [71...f4+ 72.Kh3 Kf2 73.Bxf4!!] 72.Be5 Bf2+ 73.Kh3 Ke2) and 65.Bb8 Bc3! 66.Kf4 (66.Bc7 Be1+ 67.Kh3 Ke2) 66...Kg2 67.Kg5 Kxf3 68.Kxg6 Kg4, when Black would have achieved the optimal position. Anyway, now White has taken on a third weakness (f4) and Black rushes to exploit it.

65...Ke2 66.Bb4 Ke3 67.Bf8 (D)



67...Bc3!

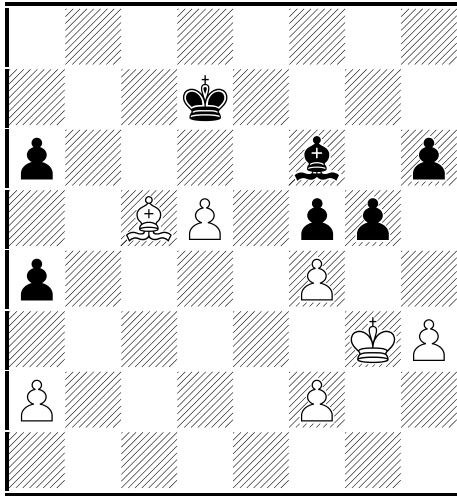
Black's threatened 68.Bd6 Be1+ 69.Kh3 Kf3 70.Bc7 Bg3 cannot be countered, and thus White resigned.

0-1

□ Grivas,Efstratios

■ Georgiev,Kiril

D91 Plovdiv Balkaniad 1982



The ending is favourable for White, as he is effectively a pawn up, due to the doubled black a-pawns. When this game took place, the adjournment system was still employed and the games were adjourned after the 40th move; this allowed the possibility of carefully analyzing the adjourned position at home. This was the last game of the Junior section of the 14th Balkaniad. My team needed a victory in this game in order to win the gold medals, a fact that made the adjourned position particularly significant.

41.Bf8

In principle the black pawns must be weakened, but 41.fxg5! hxg5 (41...Bxg5 42.Be3 Bd8 43.Kf4) 42.f4 Bd8 43.fxg5 Bxg5 44.h4 giving White two passed pawns, seems stronger.

41...h5 42.fxg5 Bxg5 43.Bc5 a5

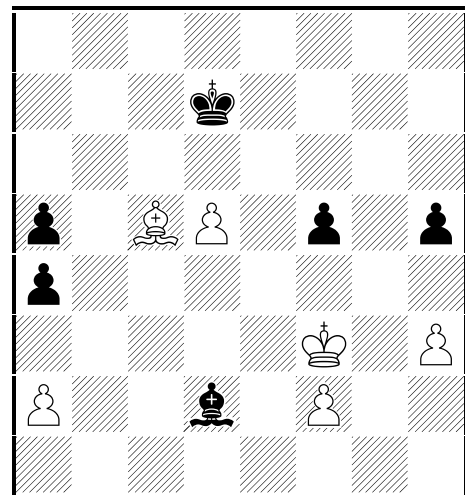
Black does not have many alternatives. His bishop must prevent the advance of the white king via h4, while the f5- and h5-pawns will be lost if they advance. King moves also fail to bring the desired result: 43...Kd8 44.Be3! or 43...Kc7 44.Be3 Be7

(44...Bxe3 45.fxe3 Kd6 46.Kf4 with a win) 45.Kf4 Kd6 46.Kxf5 Kxd5 47.Bg5 Bc5 48.f4 a3 49.Kg6 Kc4 50.f5 Kc3 51.Bd8 Kb2 52.f6 Kxa2 53.Be7.

44.Kf3!

White could of course go again for 44.Be3 Be7 45.Kf4 Kd6 46.Kxf5 Kxd5 47.Bg5 Bc5 48.f4. However, with 43...a5 Black has weakened the b5-square, which the white king rushes to exploit.

44...Bd2!? (D)



45.a3!

Avoiding yet another trap set by Black. The careless 45.Ke2? Bb4! would have allowed Black to draw.

45...Bc1 46.Ke2 Bf4 47.Kd3 Kc7 48.Kc4 Kb7 49.Kb5!

The black pawns now fall. The end was:

49...Bd2!? 50.Bb6! Bc1 51.d6 Bxa3 52.d7 Be7 53.d8Q Bxd8 54.Bxd8 Kc8 55.Bxa5 Kd7 56.Kc5! Ke6 57.f4

And Black resigned, giving the Greek Junior Team the golden medal of the 14th Balkaniad (1982). From 1971 until 1994, when the Balkaniads ceased to be held, this remained the only one for the Greek Junior National Squad.

1-0

(Day 3: 16:00-16:45 - Grivas)

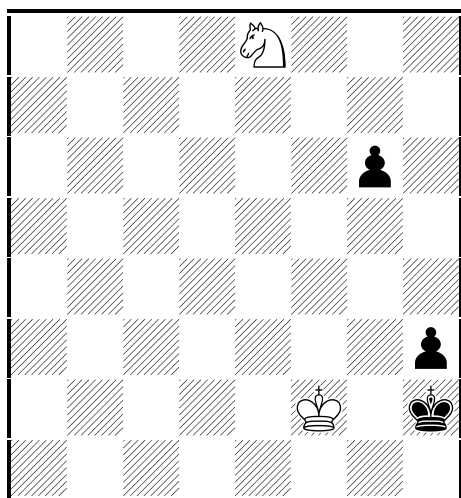
Knight Endings

Knight endings are very similar to pawn endings. This comparison is based on the fact that the knight, by nature, is unable to win or lose a tempo; this factor must always be taken into account. On the other hand, the knight's supporters are compensated by its ability to exert influence on every square of the board, in contrast to the bishop, that can control only half of them.

Knight vs Pawn(s)

A lone knight is sometimes able even to win against a pawn, when that is in the way of its king.

Example 1 •



If White is to move, then he wins with 1.Nf6 Kh1 2.Ng4 h2 3.Kf1 g5 4.Nf2#. With Black to move there is not much difference:

1...Kh1

1...g5 2.Nf6 g4 3.Nxg4+ Kh1 4.Kf1.

2.Nf6 Kh2 3.Ng4+ Kh1 4.Kf1 g5 5.Kf2 h2

6.Ne3 g4 7.Nf1 g3+ 8.Nxg3#

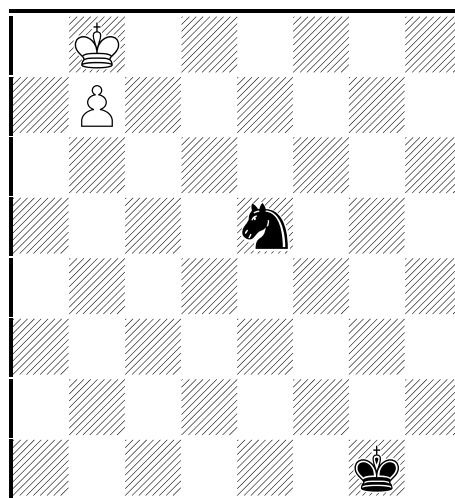
1-0

With a knight against a pawn, the knight can secure the draw when it can control any of the squares on the pawn's path, with the

exception of the promotion squares of rook pawns (a1 and h1).

When the pawn has reached its 7th rank, then an a-, b-, g- or h-pawn offers good winning chances, while a c-, d-, e- or f-pawn minimal ones - or none at all.

Example 2 •



The black knight cannot stop the pawn, even when on the move.

1...Nd7+ 2.Kc8!

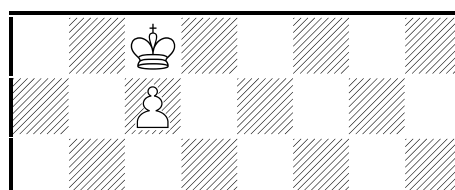
Certainly not 2.Kc7? Nc5!.

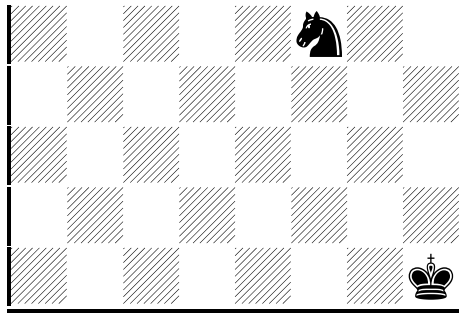
2...Nb6+ 3.Kd8

1-0

Moving the entire construction one file to the right, with the pawn now on the c-file, the position is drawn.

Example 3 •





1...Ne7+!

Wrong is 1...Nd6+? 2.Kd7 Nc4 3.Kc6 Ne5+ 4.Kc5 Nd7+ 5.Kb5.

2.Kd8 Nc6+ 3.Ke8 Na7!

The black knight has an additional file at its disposal (the a-file), which is not available in the case of an a-, b-, g- or h-pawn.

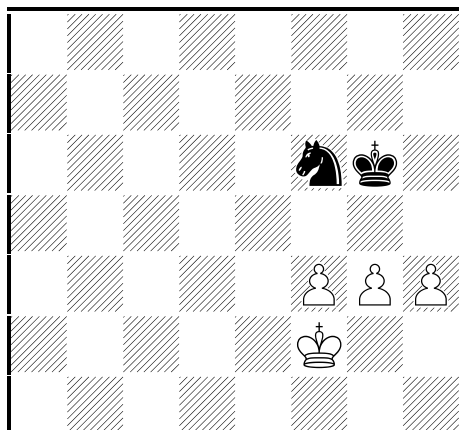
1/2-1/2

The knight vs two pawns ending is generally drawn, as the knight can stop two connected pawns.

When the pawns are separated, the knight is able to defend only when there are a maximum of three files between them. In the case of greater remoteness, all depends on the placement of the kings.

The case of knight vs three pawns is a very difficult one. The knight is usually fighting a lost cause. In general, three connected pawns win the game if at least two of them have reached their 5th rank or beyond. If two of the three are connected and the third separated from them, the defending idea consists of the knight immobilizing two of them and the king capturing the third one.

Example 4 ○



White can win only if he is to move! If however Black was to move, then he would save the draw, as he would be able to prevent at least two pawns reaching their 5th rank: 1...Nd5! 2.h5+ (or 2.f5+ Kf6 3.Ke4 Nc3+ 4.Kd4 Ne2+! 5.Ke3 Ng3) 2...Kh6! (2...Kf6? 3.h6! Kg6 4.g5 Ne7 5.Kg4 Nf5 6.h7! would lose) 3.Ke4 Nf6+ 4.Kf5 Nd5 5.Ke5 Ne3 6.g5+ Kxh5 7.Kf6 Nd5+.

1.f5+!

1.g5? Nd5 2.Ke4 Ne7! 3.Ke5 Kh5! 4.f5 Kxh4 5.Kf6 (5.g6 Kg5! 6.g7 Ng8 7.Ke6 Nf6) 5...Nd5+ 6.Ke6 Kxg5 7.Kxd5 Kxf5 leads to a draw.

1...Kg7 2.g5 Nd5 3.h5 Nc3

Black also loses after 3...Kf7 4.h6 Nc3 5.h7 Kg7 6.g6.

4.Kf4 Ne2+ 5.Ke5 Ng3 6.f6+ Kg8 7.h6! Nh5 8.g6 Ng3 9.h7+ Kh8 10.f7

1-0

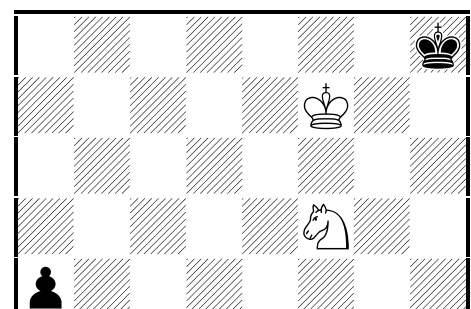
Two Knights vs Pawn

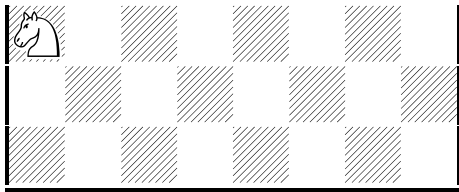
It is well known that two knights cannot force mate on a lone king. However, in certain positions, two knights against king & pawn(s) are able to do this! While in the first case mate could be 'enforced' only if the black king goes through a stalemate (clearly illegal!), with additional pawns on the defending side this is not a problem.

The winning idea consists of three parts:

1. Immobilize the pawn.
2. Direct the enemy king to a corner, restricting him to maximum two available squares.
3. At the appropriate moment, 'release' the pawn and deliver mate.

Example 5 ●





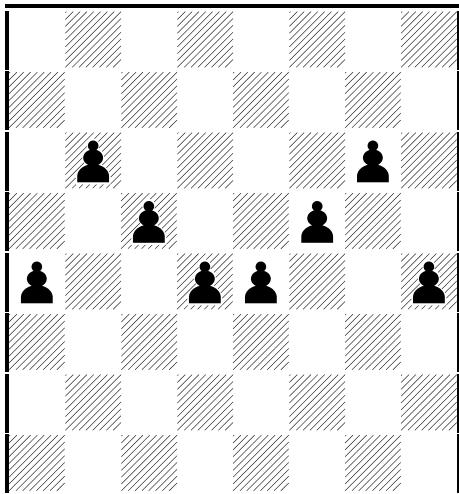
1...Kh7 2.Kf6 Kg8 3.Ke7! Kh8 4.Kf8 Kh7 5.Kf7 Kh8

White has 'lost' the necessary tempo to bring about the same position and have the move.

6.Nc4! a3 7.Ne5 a2 8.Ng6+ Kh7 9.Nf8+ Kh8 10.Ne7 a1Q 11.Neg6#

1-0

The position is won only when the pawn has not crossed the imaginary line created by the squares a4-b6-c4-d4-e4-f4-g6-h4.



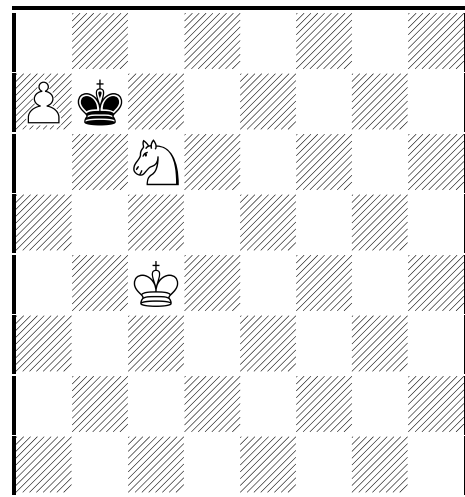
This is also called the 'Troitsky Line' (Alexei Alexeievich Troitsky). But there is one caveat: This rule does not take the 50-move-rule into account. So over the board you may even with optimal play not be able to win some of the won positions, e.g., many positions with Black's pawn on d4 are not won with respect to the 50-move rule like W: Kh8, Nd3, Nc7; B: Kg6, d4 with Black to move is won in 82 moves. It would be interesting to find a 'second Troitsky line', which takes the 50-move-rule into account. I guess that all the pawns should be one square farther back in order to always be able to win with respect to the 50-move-rule. By the way: the longest win in this ending

lasts an amazing number of 115 moves! And a last remark: in *Nalimov's Databases* (www.k4it.de) it is stated that there is also a win when the bishop's pawns (c and f) are blockaded in c4 and f4 squares.

Knight & Pawn vs King

Such positions almost always win. There do exist a few exceptions though:

Example 6 ○●

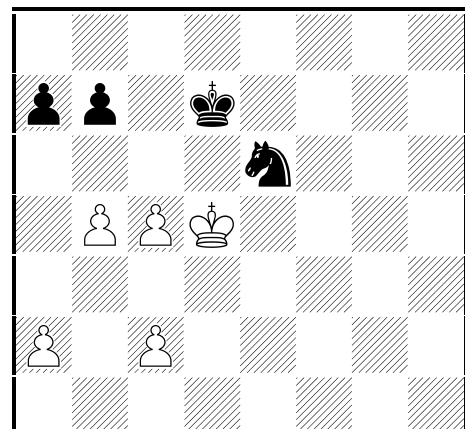


White cannot win. The black king does not leave the b7- and a8-squares, while any attempt by White to evict it from the corner leads either to stalemate or to loss of the pawn.

1/2-1/2

Knight & Pawns vs Pawns

In general, the knight wins such positions, as it can immobilize and capture the enemy pawns.





The position is more difficult than it seems at first sight. White has many drawing chances and, as the knight cannot win a tempo, Black must be very careful.

64...Nc7+ 65.Kc4 a6!

Forcing White to advance (and consequently weaken) his a-pawn.

66.a4

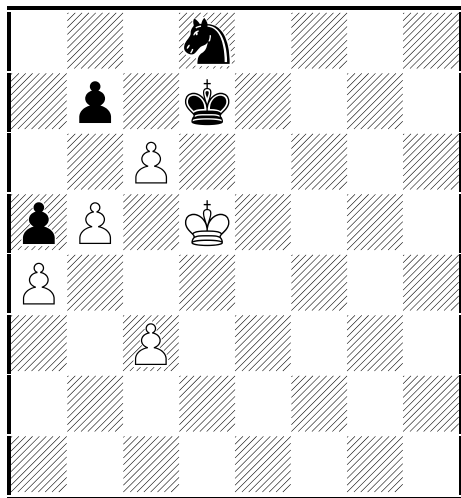
The alternative 66.bxa6 bxa6 67.Kb4 Kc6 is easy.

66...a5! 67.Kd4

After 67.b6 Na6 68.Kb5 Nb8! the immobilized white pawns will be captured.

67...Ne6+ 68.Kd5 Nd8! 69.c6+ (D)

The alternative 69.c4 Kc7 70.Ke5 (70.Kd4 Nc6+!! 71.Kd5 [71.bxc6 Kxc6 72.Kc3 Kxc5] 71...Nb8 72.Kd4 Nd7 73.Kd5 b6!, winning the white a4-pawn) 70...b6 71.c6 Nf7+ 72.Kd5 Nd6 73.c5 (73.Kd4 Nf5+ 74.Kd5 Ne3+ 75.Kd4 Nd1) 73...Nc8! does not save White either.



69...Kc7!

The careless 69...bxc6+? 70.bxc6+ Kc7 71.Kc5! would lead to a theoretical draw. The b5-square is critical and must be controlled by Black in order to achieve victory.

70.c4

Or 70.cxb7 Nxb7 71.c4 Kb6!.

70...bxc6+ 71.bxc6 Nxc6 72.Kc5

If White was to move, he could reach the theoretical draw with 73.Kb5!.

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72...Na7! 73.Kd5 Kb6 74.Kd6 Nc6 75.c5+ Kb7 76.Kd7 Na7 77.Kd6 Kc8! 78.c6

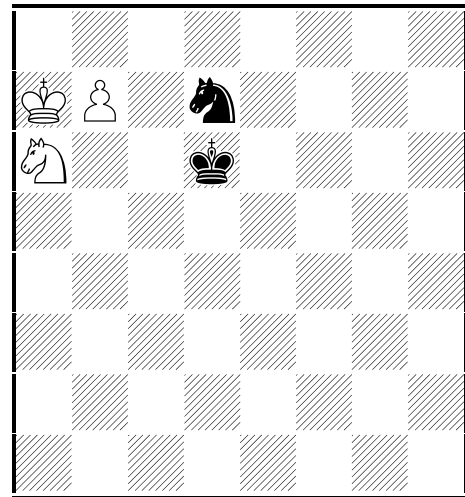
And White resigned before Black played the relatively simple 78...Kd8!.

0-1

Knight & Pawn vs Knight

This ending is usually drawn, as the knight can be sacrificed for the pawn. In order to achieve the sacrifice, the cooperation of knight and king is necessary; otherwise, the pawn is able to win the game. If the pawn has reached the 7th rank and is supported by both king and knight, then the position is won.

Example 7 ○



White has a pawn on its 7th rank, supported by both king and knight.

1.Nb4! Ke5

Or 1...Kc7 2.Nd5+ Kc6 3.Nb6.

2.Nd3+ Kd5

No help is offered by 2...Ke4 3.Nc5+ or 2...Kf5 3.Nc5 Ne5 4.Kb6.

3.Nf4+ Kc6 4.Ng6 Kd5

Or 4...Kc5 5.Nf8 Ne5 6.Ka8 Nc6 7.Ne6+ Kd5 8.Nd8!.

5.Nf8 Ne5 6.Kb6 Nc6! 7.Nd7 Kd6 8.Ne5 Nb8 9.Ka7 Kc7 10.Nc4 Nc6+

Or 10...Nd7 11.Nb6 Nb8 12.Nd5+.

11.Ka8 Nb8! 12.Nb6 Na6 13.Nd5+

1-0

Material Advantage

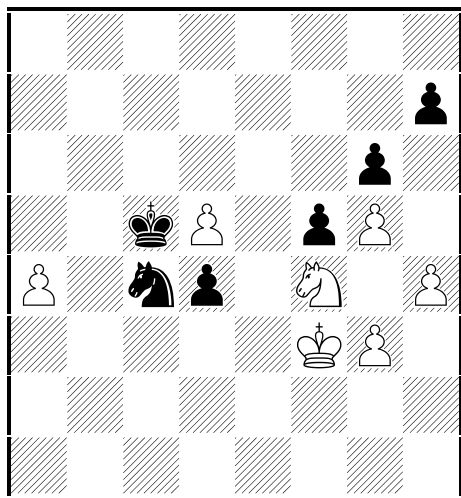
As stated earlier, knight endings resemble

pawn endings, as the knight cannot win or lose a tempo. Consequently, a material advantage is quite significant and, in conjunction with other strategic elements (healthy pawn structure, good king placement), usually brings victory.

□ **Supatashvili, Khvicha**

■ **Grivas, Efstratios**

E62 Ankara Zonal 1995



Black's position seems critical. Apart from the material disadvantage, he must always keep in mind the N_xg6 'sacrifice', which could, under favourable circumstances, end the game immediately.

48.Ke2

Of course, the afore-mentioned sacrifice is not available yet, as the black knight can quickly return to the kingside via e5. On the other hand Black can present centralized well-placed pieces and a passed d-pawn.

48...Na5 49.N_xg6!?

White proves impatient, but 49.Kd2 Nc4+ 50.Kc2 Ne3+ 51.Kd3 Nc4 leads nowhere as well.

49...d3+?

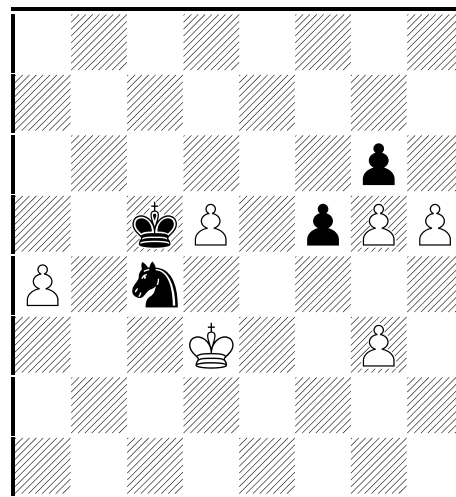
Wrong move order. Black should play 49...hxg6 50.h5 Nc4 51.hxg6 d3+ 52.Kxd3 Ne5+ 53.Ke3 N_xg6 54.a5 with a draw.

50.Kxd3!

A blunder would be 50.Kd1? hxg6 51.h5 Nc4 52.hxg6 Kd4! 53.g7 Kc3! =, illustrating a 'hidden' advantage of Black's position: his superbly placed centralized king.

50...hxg6 51.h5 Nc4 (D)

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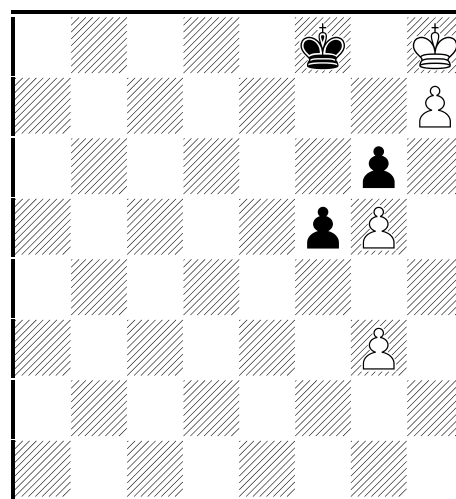


52.h6?

52.hxg6? Ne5+ 53.Ke3 N_xg6 is just a transposition in a line mentioned above, but White could win with 52.a5! Ne5+ 53.Ke3 Kxd5 54.a6.

52...Ne5+ 53.Kc3 Kxd5 54.h7 Nf7 55.Kb4 Kc6 56.a5 Nh8 57.Kc4 Nf7 58.Kb4

Black has created a fortress, denying White any winning chances. 58.Kd4 Kb5 59.Kd5 Kxa5 60.Kc6 (60.Ke6 N_xg5+ 61.Kf6 N_xh7+ 62.K_xg6 f4 63.gxf4 Nf8+) 60...Nh8! 61.Kd6 Kb6 62.Ke6 Kc6 63.Kf6 Kd6 64.Kg7 Ke7 65.K_xh8 Kf8 (D)



is the main variation of the drawing concept.

58...Nh8 59.Kc4 Nf7 60.Kb4 Nh8

1/2-1/2

(Day 3: 17:00-17:45 - Mikhalchishin)

Working with Classical Games

EXPLOITATION OF CLASSICAL GAMES

First step is proper selection of classical game with the clear subject.

These games have to be properly annotated, as it is always better to have original annotations. Our today's subject is centralization against flank play.

(1) Vidmar, Milan Sr –

Nimzowitsch, Aaron [E11]

New York New York (5), 24.02.1927

1.d4 Nf6 2.Nf3 e6 3.c4 Bb4+ 4.Bd2

[Modern chess generally prefers 4.Nbd2]

4...Qe7 5.Nc3 0-0 6.e3 WE cant study

classics and openings–there are two

different stories. Modern approach

6.Rc1; 6.g3] 6...d6 Here as write

Nimcovich there are different attitudes

1Kings Indian way e6–e5 with

exchanged bad Blacksquared Bishop

2Dutch way–Ne4 and f7–f5...b6 7.Bd3

Bb7

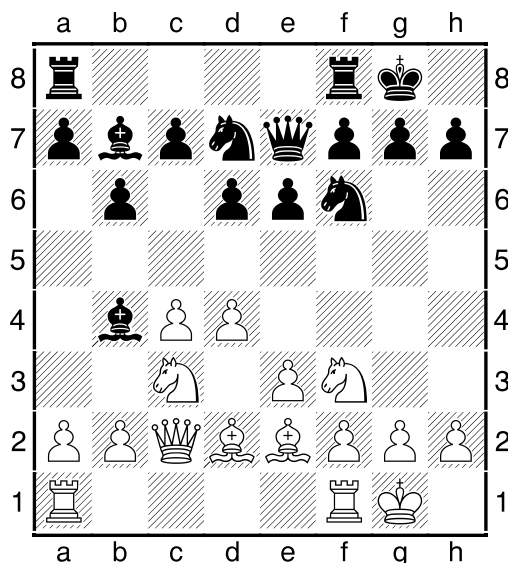
3v.But Modern theory introduced

Kholmovs plan 6...d5 7.Rc1 Rd8; 6...b6

7.Bd3 Bb7] 7.Be2 b6 8.0-0 Bb7

[8...Bxc3 9.Bxc3 Ne4 10.Be1] 9.Qc2

Nbd7 Diagram



10.Rad1 [It is the critical position—it means there are different plans in the position, and it is possible to say many!

110.Rfd1 Bxc3 11.Bxc3 Ne4 12.Be1; 2

Attacking plan 10.Ng5 h6 11.Nh3;

3 Positional exchange of Black squared

Bishops with the idea to control e4

square 10.Nb5 Bxd2 11.Nxd2 c6 12.Nc3;

4 A bit shy approach 10.Ne1 and ten f

2–f3;

5 Direct exchange of opponents Bishop

10.a3] 10...Bxc3 11.Bxc3 Ne4 12.Be1

[12.Nd2=] 12...f5 13.Qb3! [Prophylactic–

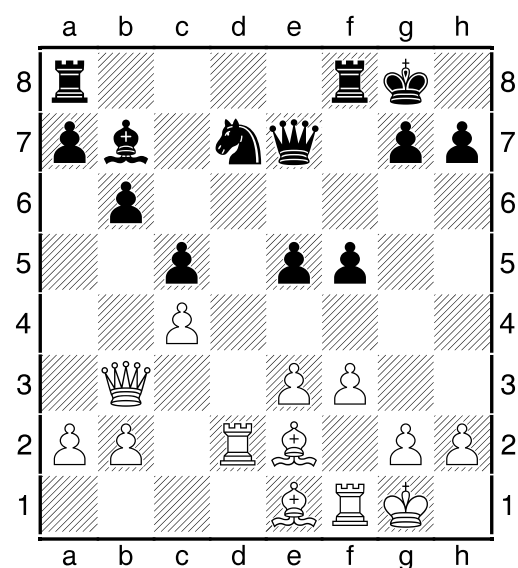
it is necessary to fight against Knight on

e4. Directly it was impossible 13.Nd2

Qg5!] 13...c5 14.Nd2 Nxd2 15.Rxd2!?

[15.Bxd2] 15...e5 16.dxe5 dxe5 17.f3

Diagram



17...g5!? Black believes that central d file is useless and decided to start flank action

18.Bf2?? Technically wrong fight for the file 18 Dd3 Tad8 19 Dd6 only White could pretend for advantage. Nf6

19.Rfd1? To fight for d file would be possible differently 19 Qd3!! Which was correct way. 19.. Rae8 20.Qa4 Ba8

21.Rd6 [Better would be to die like

man!21.Rd7!? Nxd7 22.Rxd7 Qf6
23.Qxa7 e4] 21...Qg7! 22.Bf1? Mistake
which allows Black to breakthrough
in the center e4! 23.Be1 exf3 24.Bc3
Qe7 25.R6d3 fxd2 26.Bxd2 Bxd2
27.Bxf6 Qe4 28.R1d2 Bh3 29.Bc3
Qg4+ 0-1

CONCLUSIONS

1 Opening was played a bit old-fashioned way. But really at that time that did not have enough practice in

such systems.

2 First critical moment was on 10 move and White have chosen very central plan, which is not the best.

3 All fight in such typical structures is around e4 square.

4 Black's decision to start flank attack was very risky, but Vidmar technically wrongly tried to exploit d file.

(Day 3: 18:00-18:45 - Mikhalchishin)

Basic / Typical Plans

Every plan is based on weakness! So -spot the weakness-attack it-it will force opponent to bring his pieces to defence-then create the second weakness and attack it-opponent is generally unable to defend both, as defending pieces are much less mobile as attacking.

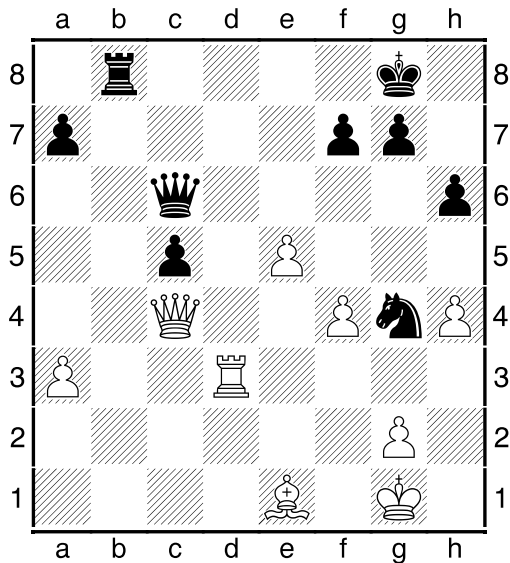
(1) Botvinnik, Mikhail –
Zagoriansky, Evgeny [A13]

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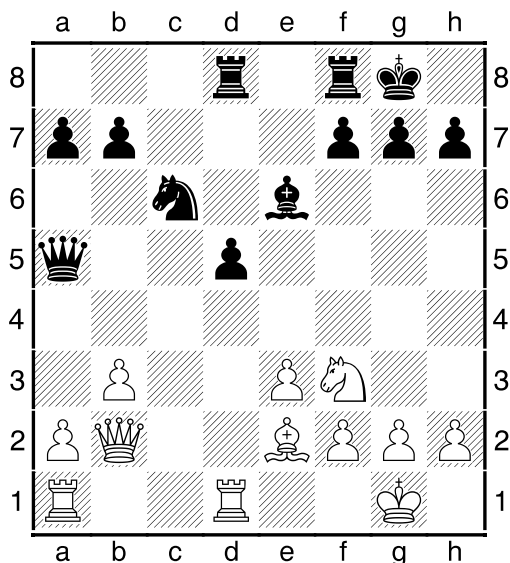
Sverdlovsk Sverdlovsk (6), 1943

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 [9.Be2 Nc6 10.0-0 (10.d4!?
cxd4 11.Nxd4 Bb4+ 12.Kf1 #C5 h4, g3,
#C8g2#D5) 10...d4!= 11.Bb5 dxe3
12.dxe3 Qb6 13.Bd3 Nb4 (13...Bg4!?)
14.Bc4 Be6 15.Qe2 Rad8 16.Ne5 Bf6
17.a3 Nd5 18.f4 Nc7 19.Rad1 Bxe5
20.Bxe5 Bxc4 21.Qxc4 Qc6 22.b4 b6

(22...Nd5? 23.b5±) 23.h4? (23.h3 Ne6 24.f5 Ng5∞) 23...Nd5 24.Rd3 Nf6 25.Rfd1 Rxd3 26.Rxd3 Ng4⌘ 27.Bc3 Re8 28.e4 h6 (⌘28...h5) 29.bxc5 bxc5 30.e5 Rb8 31.Be1 Diagram



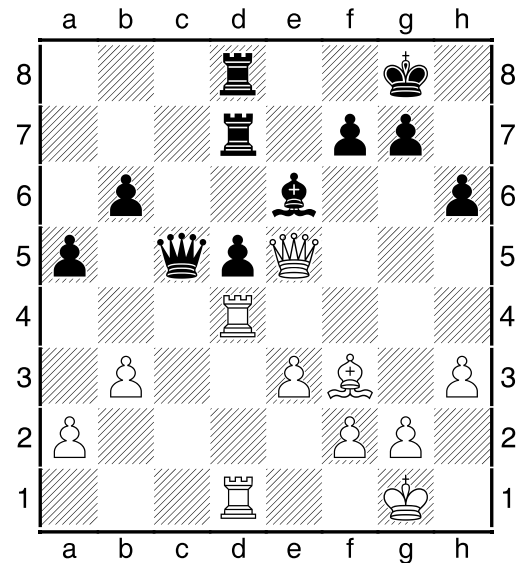
31...Rb2? (31...Rb1 32.Rd8+ Kh7 33.Qd3+ Qg6 34.Kf1 Qxd3+ 35.Rxd3 Kg6⌘) 32.Rd8+ Kh7 33.Qd3+ g6 34.Qf3 Qe6?? (34...Rb1 35.Qxg4 Rxe1+ 36.Kh2 Qe4 37.Rd7 Kg8 38.Rxf7=) 35.Qa8+- g5 36.h5 Rxg2+ 37.Kxg2 Ne3+ 38.Kf2 Qa2+ 39.Bd2 1-0 Larsen,B-Mikhalchishin,A/Kobenhavn 28/32 1979/[Mikhalchishin,A] 9...cxd4 10.Qxd4 Bf6 11.Qd2 Nc6 12.Be2 Be6 13.0-0 Bxb2 14.Qxb2 Qa5 15.Rfd1 Rad8 Diagram



16.Rd2 [16.a3] 16...Rd7 17.Rad1 Rfd8 18.h3 h6 19.Ne5 Nxe5 20.Qxe5 Qc5

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21.Bf3 b6 22.Qb2 [22.Bg4 Qc6 23.Bxe6 fxe6] 22...Rc8 23.Qe5 Rcd8 24.Rd4 a5 Diagram

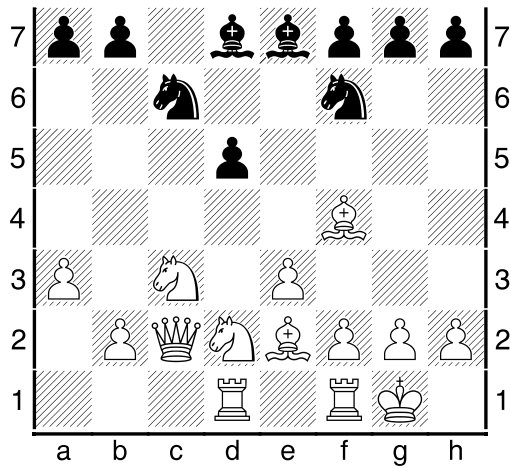


25.g4! Qc6 26.g5 [26.h4] 26...hxg5? [26...Bxh3 27.Rxd5 (27.Rh4 Qe6 28.Qh2 Bf5 29.gxh6⌘) 27...Qe6 28.Rxd7 Qxe5 29.Rxd8+ Kh7∞] 27.Qxg5 f6 28.Qg6 Bf7 29.Qg3 f5 30.Qg5 Qe6 31.Kh1 Qe5 32.Rg1 Rf8 33.Qh6 Rb8 34.Rh4 Kf8 35.Qh8+ Bg8 36.Rf4! Rbb7 37.Rg5 Rf7 38.Qh5 Qa1+ 39.Kg2 g6 40.Qxg6 Bh7 41.Qd6+ Rfe7 42.Qd8+ 1-0

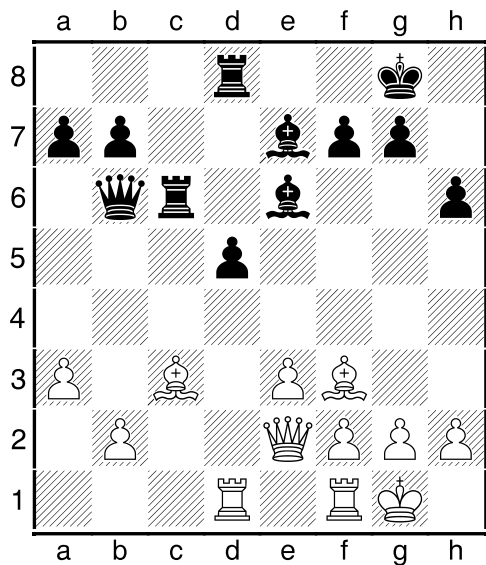
(2) Karpov, Anatoly (2705) – Spassky, Boris V (2640) [D37] Montreal Montreal (4), 14.04.1979 [ChessBase]

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 Diagram

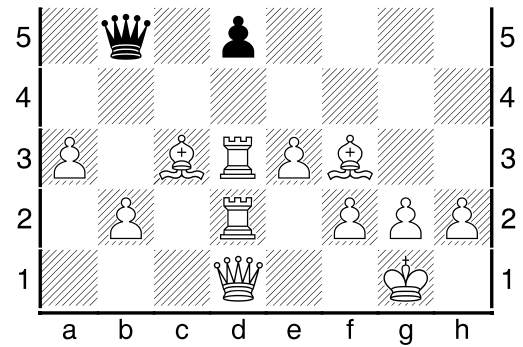
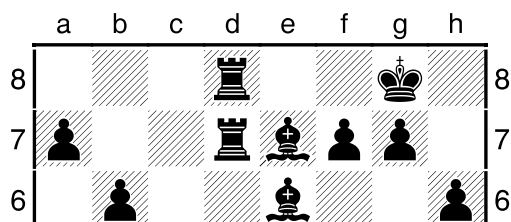




[14...Nxd5 15.Nxd5 exd5 16.Qb3 Qb6?! 17.Qxd5 Be6 18.Qb5] **15.Nf3! h6 16.Ne5 Be6** [16...Qe8 17.Nxc6 Bxc6 18.Qb3 Rd8 19.Bf3 Ne4 20.Nxd5 ? Tal 20...Ba4 -+ Tal 21.Nxe7+ Kf8 22.Rxd8 Bxb3 23.Rxe8+ Rxe8 24.Bxe4+-] **17.Nxc6 Rxc6 18.Bf3 Qb6 19.Be5! Ne4 20.Qe2** [20.Bd4 Bc5 21.Bxc5 Rxc5 22.Bxe4 dxe4 23.Qxe4 Qxb2 24.Na4 Re5 25.Qf4 Qb5; 20.Bxe4 dxe4 21.Qxe4 Qxb2 22.Nd5 Bxd5] **20...Nxc3 21.Bxc3 Rd8** Diagram



[21...Bxa3 22.Bxg7!; 21...Rxc3!? 22.bxc3 Qa5] **22.Rd3! Rcd6 23.Rfd1 R6d7 24.R1d2 Qb5 25.Qd1 b6** Diagram

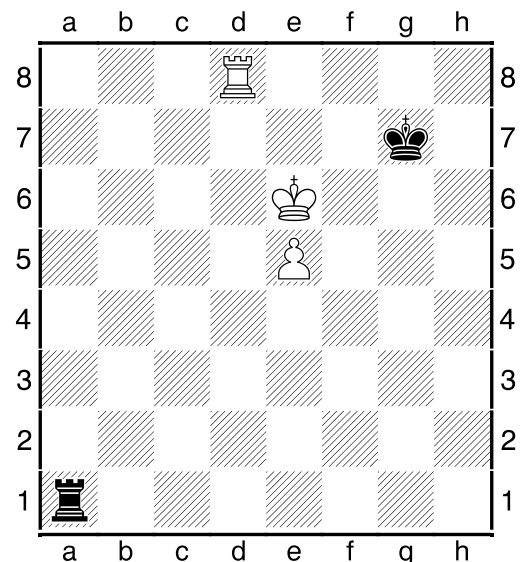


26.g3 Bf8 27.Bg2 Be7 28.Qh5! a6 29.h3 Qc6 30.Kh2 Qb5 31.f4 f6 [31...f5 32.Qg6 Bf8 33.Be5 Δg3-g4] **32.Qd1 Qc6 33.g4 g5 34.Kh1 a5 35.f5 Bf7 36.e4 Kg7 37.exd5 Qc7 38.Re2 b5 39.Rxe7 Rxe7 40.d6 Qc4 41.b3 1-0**

In endgames plans are either typical, and must be conducted precisely.

(3) 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**