

(Day 4: 10:00-10:45 - Grivas)

Doubled-Backward-Hanging Pawns

Doubled Pawns

Doubled pawns are those pawns of the same army that lie on the same file. These pawns can be classified in four main categories:

1) Flank doubled isolated pawns: their positive aspects are usually short-term and consist of the strengthening of squares, the additional semi-open file they create and active play for the pieces. In the long term these pawns constitute a serious weakness, as they display every single aspect of a weak pawn-structure. Overall, such pawns usually are a liability and one is advised to avoid them. Still, there are some exceptions, most notably in the Sicilian Defence, where the side taking on such pawns obtains other concrete counterbalancing advantages.

2) Flank doubled pawns: these are often beneficial for the owner, as they offer an additional semi-open file and direct their power towards the centre. Moreover, taking into account that they are part of a pawn complex, they are able to support and be supported by other pawns harmoniously.

3) Central doubled isolated pawns: the advantages and disadvantages of flank doubled isolated pawns apply, with one significant difference, that these pawns now control important central squares; this is a short-term benefit but can often prove of decisive importance. In the long term these pawns become weak and are easy targets in an endgame. Just as with flank pawns, the square in front of them becomes an outpost for the opponent, carrying with it all the normal headaches for the owner of the doubled pawns.

4) Central doubled pawns: the most popular form of doubled pawns, as it not only occurs most often but also has significant merits (control of central squares, semi-open file, mutual support between the pawns) while its negative aspects are

minimal and are usually only encountered in the endgame, where these pawns may become vulnerable.

Taking the above into consideration we can reach some conclusions regarding the doubled pawns. The advantages they offer are control of important squares and one additional semi-open file. Their main disadvantage is their vulnerability when they are attacked by the opponent; this vulnerability becomes obvious (as in all cases regarding pawn-structures) in the endgame.

The creation of doubled pawns, with all its advantages and disadvantages, must not be part of an exchange with other positional concessions that could possibly harm our position irreparably. The careful examination and complete evaluation of our possibilities and plans must be the governing factor in making any decisions regarding pawn-structures.

In general, the strategic element of doubled pawns is a very sensitive subject and only experience derived from practice can enable us to understand when to employ it and when to avoid it. Our decisions should be greatly influenced by the examination of the rest of our pawn-structure, as well as the harmonious disposition of our army in its entirety.

□ **Topalov, Veselin**

■ **Grivas, Efstratios**

C68 Kavala tt 1990

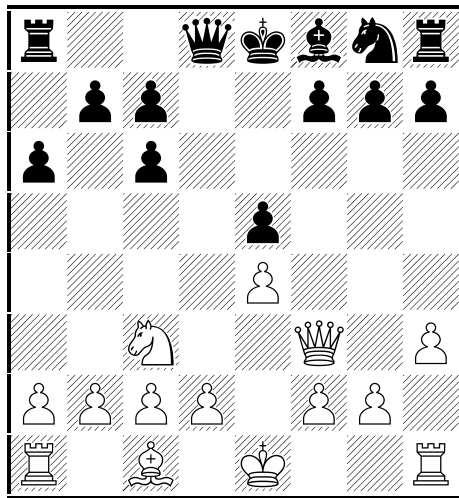
1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Bxc6 dxc6 5.Nc3

Practice has shown that 5.d4 exd4 6.Qxd4 Qxd4 7.Nxd4 Bd7 8.0-0 0-0-0 gives Black a satisfactory game, and consequently White has sought new ways of contesting the initiative.

5...Bg4

5...f6 6.d4 (6.0-0?! c5!) 6...exd4 7.Qxd4

Qxd4 8.Nxd4 Bd7 is also reasonable.
6.h3 Bxf3 7.Qxf3 (D)



Both sides have chances in this position. If White succeeds in playing d4, exchanging off the black e5-pawn, then he will enjoy a clear superiority thanks to his better pawn-structure (a 4:3 majority on the kingside), as Black will be unable to counterbalance this with the standard bishop-pair advantage - he just surrendered it!

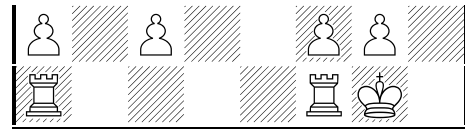
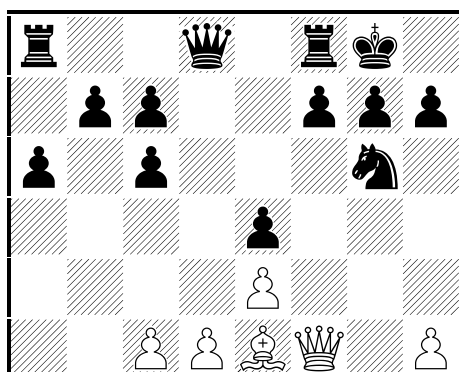
7...Ne7

Georgiev,Kr-Grivas,E Kavala Balkaniad 1990, continued 7...Qf6!? 8.Qxf6 Nxf6 9.d3 Bc5 10.Ne2 Rd8 11.f4 exf4 12.Bxf4 Rd7 13.Be5 Be7 14.Ng3 Bd6 15.Bxd6 cxd6 16.0-0 0-0 17.a4 Re8 18.Rf5 Re5 19.a5 Rxf5 20.Nxf5 g6 21.Nxd6 Rxd6 22.e5 Re6 23.exf6 Rxf6 24.Ra4 Rd6 25.Rb4 Rd7 26.Kf2 f5 27.d4 Kf7 28.Ke3 Ke6 29.c4 Kd6 30.Rb6 Kc7 31.Kd3 g5 32.b4 1/2-1/2.

8.d3 Ng6 9.Be3

I would prefer 9.a3 Bc5! 10.Be3 Qe7 with equal chances.

9...Bb4! 10.0-0 Bxc3 11.bxc3 0-0 (D)



Again both sides have doubled pawns controlling crucial central squares. Black's pawn-structure is again slightly preferable due to the weakness of the white a-pawn, but this pawn cannot be attacked in the near future. The position is balanced, as neither side has any direct, worthwhile plan of improving their position. Finally, it must be mentioned that the relatively closed character of the position means that the e3-bishop is not superior to the g6-knight.

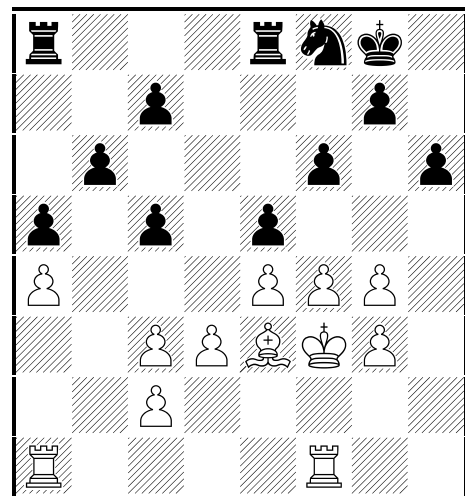
12.g3 Qd7 13.Bc5 Rfe8 14.Qg4!?

White could also continue with 14.Kg2 Nf8! (intending ...Ne6) 15.Bxf8 Rxf8 =.

14...Qxg4 15.hxg4 h6!

Otherwise White would play 16.g5! followed by Kg2 and Rh1, with pressure on the semi-open h-file.

16.f4 Nf8 17.Kg2 b6 18.Be3 c5 19.Kf3 f6 20.a4 a5 (D)



Black has placed all his pawns on the same colour squares as the white bishop, thus violating an important strategic principle. However, this particular position is an exception, as the chosen placement of the black pawns restricts the action of the e3-bishop, while the white pawns may become targets for the f8-knight (particularly the a4-pawn).

21.d4!? cxd4 22.cxd4 exd4 23.Bxd4

The position has opened up, something that theoretically favours the side with the bishop. However, the weak white queenside pawns counterbalance the advantage of the better minor piece, and thus the position remains equal.

23...Rad8 24.Rfd1 Rd7! 25.Rd3 Red8 26.Rad1 Kf7 27.Be3 Ke7 28.Ke2 Ne6 29.c3 Nf8 30.Bc1 Rxd3 31.Rxd3 Rxd3 32.Kxd3 Nd7 33.Kd4

The ending is drawn, as neither side can make significant progress without offering the opponent chances. A relatively calm game where both sides played cautiously.

1/2-1/2

Backward Pawn

A pawn is backward when it lies on a semi-open file and constitutes the last part in a pawn-chain or group, and thus cannot be protected by another pawn. In several cases an isolated pawn can also be a backward pawn, when it is situated deep in its own camp.

The backward pawn is the only strategic element regarding pawn-structures that has only disadvantages and almost no merits, and therefore one is advised to avoid such pawns unless there are considerable compensating factors.

The backward pawn is the cause of multiple problems and disharmony, as it forces one's pieces to occupy passive positions in order to ensure its adequate protection.

The dangers facing the possessor of such a pawn are serious, because its presence usually leads to passivity and inactivity. The side that is attacking the pawn or is generally trying to exploit its presence has several viable plans at its disposal.

The first plan is simple and concerns the pawn itself. The opponent's pieces focus on it and eventually capture it, securing a material advantage.

The second plan revolves around the passivity of the defending pieces, which allows the opponent's army to develop a dangerous initiative on other parts of the board. This is the most common plan in practice, as the defending side usually

succeeds in protecting the pawn.

The third plan consists of exploiting the outpost that is usually created right in front of the backward pawn.

Piece exchanges enhance the weakness of the backward pawn and increase its vulnerability in the endgame, as also happens with all pawn weaknesses in general.

It is also important to understand what exactly the term 'backward pawn' means and when such a pawn really constitutes a weakness for its side in each concrete position. For example, in many variations of the Sicilian Defence the backward black pawn on d6 is not such a serious weakness, as Black enjoys active counterplay as a compensating factor while White finds it very hard to approach the pawn.

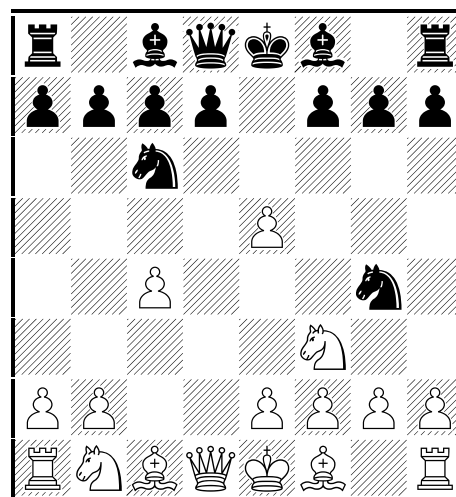
□ Grivas,Efstratios

■ Kokkinos,Leonidas

A52 Thessaloniki 1983

1.d4 Nf6 2.c4 e5 3.dxe5 Ng4 4.Nf3 Nc6?! (D)

This move-order is inaccurate. The correct sequences to reach standard lines are 4...Bc5 5.e3 Nc6 and 4...Bb4+ 5.Nbd2 Nc6. However, at the time of this game, the difference was not widely appreciated.

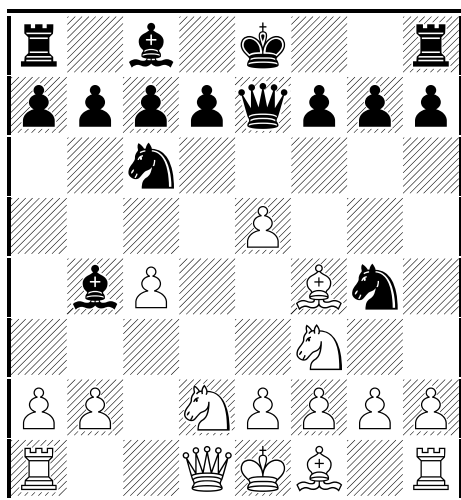


5.Bf4?!

White has at his disposal a strong continuation by which he obtains a clear and permanent edge: 5.Bg5! Be7 6.Bxe7 Qxe7 7.Nc3; e.g., 7...0-0 8.Nd5 Qd8 9.e3 Ngxe5

10.Nxe5 Nxe5 11.Be2 d6 12.0-0 c6 13.Nc3 Be6 14.b3 Qa5 15.Qd2 Rad8 16.f4 Bg4 17.Bd1 Bxd1 18.Raxd1 Ng4 19.h3 Nh6 20.e4 f5 21.Rfe1 Rfe8 22.Kh2 fxe4 23.Rxe4 Rxe4 24.Nxe4 Qh5 25.Ng5 Nf7 26.Nf3 d5 27.Qe3 Qf5 28.cxd5 cxd5 29.g4 Qc2+ 30.Rd2 Qc7 31.Rxd5 Rf8 32.Kg3 Nd8 33.Qe5 Qc8 34.Qe7 Qc1 35.Rf5 Nf7 36.Qxb7 g6 37.Rf6 Qb2 38.Qe7 Qxa2 39.Qe6 Qa1 40.h4 Kg7 41.g5 a5 42.f5 gxf5 43.h5 Qc3 44.Rxf5 Qc7+ 45.Kh3 Qc3 46.h6+ Kg8 47.g6 hxg6 48.Qxg6+ Kh8 49.Rxf7 1-0 Polugaevsky,L-Nunn,J Biel 1986.

5...Bb4+ 6.Nbd2 Qe7 (D)



Both sides have committed one inaccuracy and we have reached by transposition a theoretical position, which has served as the starting point for a great number of games.

7.a3

This move is currently considered premature; instead, 7.e3 Ngxe5 8.Nxe5 Nxe5 9.Be2 0-0 10.0-0 is more accurate.

7...Bxd2+ 8.Qxd2 Ngxe5 9.Nxe5 Nxe5 10.e3 0-0

Another possibility, supported in practice by J.Speelman, is 10...d6 11.Be2 b6 12.e4 Bb7 13.f3 0-0-0 with complex play due to the opposite-side castling.

11.Be2 d6 12.0-0 b6 13.Qc3!

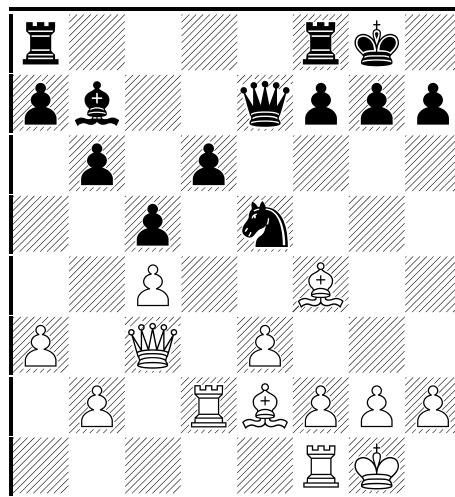
With the idea 13...Bb7?! 14.c5! bxc5 (not 14...Ng6? 15.cxd6! cxd6 16.Bg3 +/-) 15.Bxe5 Qxe5 16.Qxe5 dxe5 17.Rac1 and a slight advantage for White, thanks to his healthier pawn structure.

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13...c5?!

White would enjoy a slight but permanent edge (two bishops, space advantage) after 13...Ng6 14.Bg3 Bb7 15.b4, but this was in any case preferable to the text-move, which creates new weaknesses.

14.Rad1 Bb7 15.Rd2! (D)

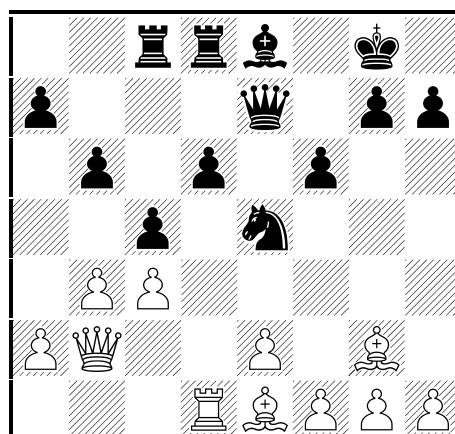


It is very important for White to prevent the advance ...d5, after which Black's problems would mostly disappear.

15...f6 16.Rfd1 Rfd8 17.b4!

White is harmoniously developed and controls events in the centre. However, Black's position is compact and cannot easily be breached. Therefore, White turns his attention to the queenside, where a future open file will allow him to enter Black's ranks. There is plenty of time to employ this plan, as Black lacks concrete counterplay.

17...Rac8 18.Qb3 Bc6 19.Bg3 Be8 (D)





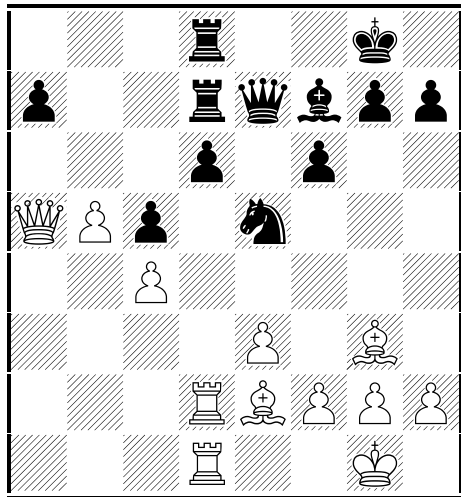
20.b5!

White would almost never play bxc5?, nor would Black opt for ...cxb4?. Thus, the white b-pawn proceeds with its mission, fixing the black queenside pawns and paving the way for White's essential plan, i.e. the advance a4-a5 that will open up the a-file.

20...Bg6 21.a4 Rc7 22.a5 bxa5

A tough decision, as one more backward pawn is created on a7. But Black could hardly wait passively for a timely opening of the a-file. Black instead hopes to achieve ...d5 or otherwise find active play.

23.Qa4 Rcd7 24.Qxa5 Bf7 (D)



25.Bxe5!

This is the right moment to exchange Black's best-placed piece. Black's weaknesses now become fixed, since he can play neither 25...dxe5?? 26.Qxd8+! nor 25...fxe5 26.e4!.

25...Qxe5 26.Bf3!

By use of tactical means (26...Bxc4? is met by 27.Bc6) White exchanges off the last black piece that can control the outpost on d5, an outpost in fact situated in front of the backward d6-pawn.

26...Qe7 27.Bc6 Rc7 28.Bd5 Bxd5 29.Rxd5 Rcd7 30.h3

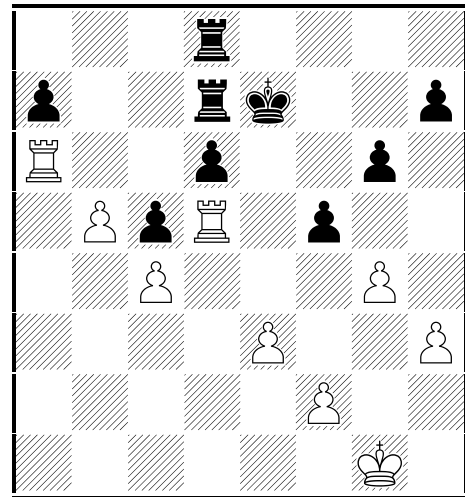
White's superiority is evident as he has clear targets (backward pawns on a7 and d6) and all the time in the world, since Black can do nothing but wait. Even though this superiority may be theoretically inadequate
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to secure victory, in practice the opponent cannot put up stern and accurate defence for 30-40 consecutive moves.

30...Qe4 31.Qc3 f5?!

Creating yet another weakness in Black's pawn-structure. The passive 31...Qe7 should have been preferred.

32.Qd3! Qxd3 33.R1xd3 g6 34.Ra3 Kf7 35.Ra6 Ke7 36.g4! (D)



By exploiting Black's inaccuracy (31...f5?!) White will either create a weak isolated pawn (f5) or one more backward pawn (h7).

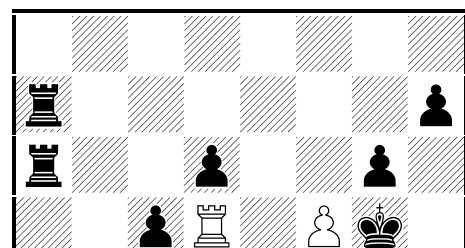
36...fxg4 37.hxg4 Rb8!

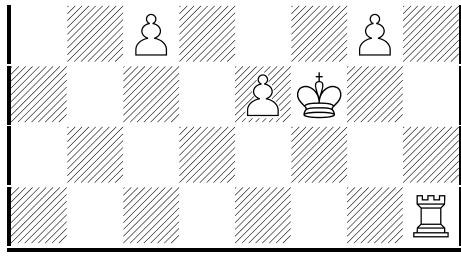
Black must not wait passively any longer and thus, correctly, seeks chances on the queenside.

38.Kg2?!

White should have continued 38.Rd3! Rb6 39.Rda3 (or 39.Ra4) with a clear advantage. Now Black rids himself of one of his three backward pawns and, despite ultimately being unable to avoid defeat, significantly improves his position.

38...Rb6 39.Ra1 a6! 40.bxa6 Ra7 41.Rh1 Ke6 42.f4 Rbxa6 43.f5+ Kf6 44.Kf3 Kg5! (D)





White was threatening 45.Kf4! g5+ 46.Kf3 with an easy win, thanks to his protected passed pawn on f5 and the threat of Rh6+.

45.fxg6+ Kxg6 46.Rdh5!

White wins the backward h7-pawn, thereby freeing the path of the g4-pawn; this pawn will prove lethal.

46...Rf7+ 47.Ke4 Re7+ 48.Kf4 Rf7+ 49.Kg3 Ra3 50.Rh6+ Kg7 51.Rxh7+ Kf8 52.Rxf7+ Kxf7 53.Kf4 Rc3 54.e4! Rxc4 55.Kf5 (D)

Despite the fact that material equality remains, the much better placement of the white pieces and the 'fast' g4-pawn give him a decisive advantage.

55...Rd4 56.Rh7+ Kg8 57.Rd7 Rd1 58.g5 c4 59.Rc7 d5 60.Kg6! Kf8 61.exd5 Rc1

61...Rxd5 62.Rxc4 was also easy.

62.d6 Ke8 63.Kh7 c3 64.g6 c2 65.g7 Rh1+ 66.Kg6 Rg1+ 67.Kf6 Rf1+ 68.Ke6 Re1+ 69.Kf5 Rf1+ 70.Ke4 Rg1 71.Rxc2 Kd7

Or 71...Rxg7 72.Rc8+! Kf7 73.Rc7+ Kf6 74.Rxg7 Kxg7 75.d7.

72.Ke5 Kd8 73.Kf6 Rf1+ 74.Kg6 Rg1+ 75.Kf7 Rf1+ 76.Kg8 Rh1 77.Rf2 Ke8 78.d7+ Ke7 79.d8Q+ Kxd8 80.Kf8

1-0

Hanging Pawns

When we refer to hanging pawns we mean a pair of pawns on neighbouring files, cut off from the rest of that side's pawn-structure.

Note that I shall use this term a little more broadly than did the great Aron Nimzowitsch, who reserved the label 'hanging pawns' for two such pawns abreast of one another, both on their fourth rank, and referred to them as an 'isolated pawn-couple' when one of them lagged behind on its third rank.

Hanging pawns usually occur on semi-open (for the opponent) files, thus receiving

the enemy fire without the possibility of being protected by fellow pawns. Thus, they constitute a kind of static weakness.

If they are situated on the same rank, then both pawns will receive pressure from the opponent's pieces, with the ultimate aim of either winning one of them or forcing its advance. Then, the other pawn will become backward and isolated, while the square right in front of that pawn will become a 'hole', and consequently an outpost for the opponent. As a result of the above, the opponent's targets are clarified and his plans made easier.

On the other hand, the hanging pawns, especially when on the same rank, control the centre and are a permanently threatening dynamic force, usually through the advance of one of them - or both.

The exploitation of the advantages and disadvantages of an isolated pawn is clear-cut. In the case of hanging pawns, their dynamic potential lies beneath the surface and is much more difficult to evaluate. As a consequence, they lead to dynamic positions where combinative play is of primary importance.

As mentioned above, possession of hanging pawns creates possibilities of assuming the initiative, usually culminating in an attack against the opponent's king. Therefore, piece exchanges do not favour the side with the hanging pawns, as they decrease their potential.

As is the case in all cases of pawn weaknesses, the negative aspects of hanging pawns become especially evident in the endgame, where the reduced material makes them more vulnerable, precisely because of the lack of defensive pieces, or pieces in general, that could counterbalance the pawns' weakness with a strong initiative.

As a result of this examination we can conclude the following:

1) Hanging pawns 'crave' to be on the same rank, while at the same time strongly 'dislike' piece exchanges. In cooperation with the other pieces they contribute in the fight for the initiative.

2) The hanging pawns may become a serious weakness when one of them is

forced to advance or when they become vulnerable targets of the opponent's pieces in general.

□ **Grivas,Efstratios**

■ **Needham,Teresa**

D60 Oakham jr 1984

1.d4 d5 2.c4 e6 3.Nf3 Nf6 4.Nc3 Be7 5.Bg5 0-0 6.e3 Nbd7 7.cxd5 Nxd5

The natural 7...exd5 was preferable.

8.Bxe7 Qxe7 9.Bd3 b6

White is better after 9...Nxc3 10.bxc3 e5 11.Qc2!.

10.Nxd5 exd5 11.0-0 Nf6 12.Qa4 Bd7

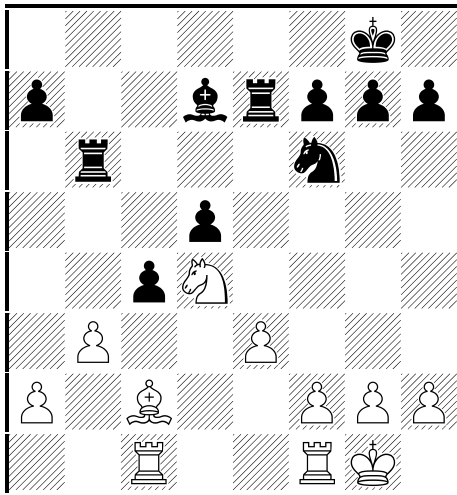
12...Be6 is more natural.

13.Qa6 c5 14.Qa3 Rfe8?!

A more appropriate idea is 14...Rfc8 15.Rac1 Kf8.

15.dxc5 bxc5 16.Rac1 c4 17.Qxe7 Rxe7

18.Bc2 Rb8 19.b3 Rb6 20.Nd4 (D)



The outpost on d4 as well as the better bishop promise White a slight but permanent advantage and more pleasant prospects in general, without any danger of defeat. That is exactly Black's main problem. Of course, a lot of work is still required in order to bring the point home.

20...Be6 21.Rfd1 g6 22.f3!

Controlling more squares and opening a path for the white king, who wishes to join the proceedings.

22...Ra6 23.Bb1 Nd7 24.Kf2 Kg7 25.Rd2 Rb6 26.Rc3 Ne5 27.h3 cxb3?

Black should have continued with 27...a5! 28.f4 Nc6 29.Nxc6 (29.Nxe6+ fxe6 30.e4

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a4!) 29...Rxc6 30.bxc4! dxc4 31.e4 +=. With the text-move Black leaves herself with an isolated pawn on d5, at the same time also opening the c-file, which White can immediately put to good use.

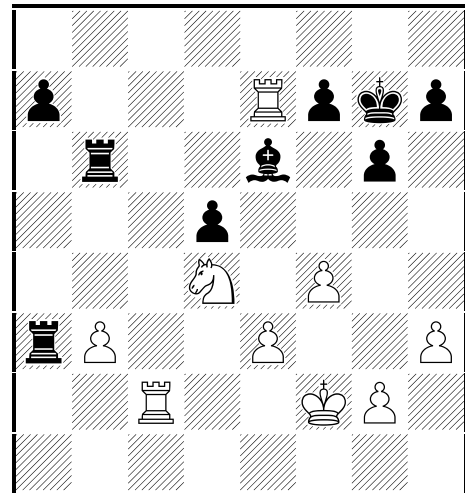
28.axb3 Ra6 29.Bd3!

The exchange of the white bishop for the black knight will increase White's superiority, as the remaining pair of minor pieces is definitely in his favour (good knight vs bad bishop).

29...Ra1 30.Bb5! Rb7 31.f4 Nd7 32.Bxd7 Bxd7 33.Rc5 Be6 34.Rc6 Bd7 35.Rc5 Be6 36.Rdc2 Ra3 37.Rc7! Rb6

Black's problems increase as the alternative 37...Rxc7 38.Rxc7 Kf6 39.g4! h6 40.Kf3! Ra1 41.h4! is hardly pleasant.

38.Re7! (D)



The threatened 39.Rcc7 and 40.Nxe6+ is decisive. Thus Black resorts to an exchange sacrifice, without however being able to change the outcome of the game.

38...Raxb3 39.Nxb3 Rxb3 40.Rcc7 Kf6 41.Rxa7 Rb2+ 42.Kf3 h5 43.g4 hxg4+ 44.hxg4 Rb6 45.g5+ Kg7 46.Re8 Rd6 47.Raa8 f6 48.Re7+ Bf7 49.Raa7 1-0

(Day 4: 11:00-11:45 - Grivas)

Pawn Majority - Pawn Minority

Pawn Majority

By the term 'pawn-majority' we mean a numerical superiority in pawns of each side in one of the three sectors of the chessboard (kingside, centre, queenside). The value of a pawn-majority as a strategic element lies in its potential mobility; by its advance it can create multiple problems for the opponent.

It must be clarified that this term does not refer to a material advantage in pawns. Instead, it refers to the asymmetrical distribution of the two sides' pawns. It follows naturally that when one side has a pawn-majority in one area of the board, the opponent also has a majority in one of the others.

There is effectively an exception to the rule, namely that of a deformed pawn-structure, the weaknesses of which (usually doubled pawns) denies it the status of a usable majority. In this case the advantage of the other side becomes more pronounced, as there is no counterpart to its majority.

What is the power of a flexible and mobile pawn-majority? In which ways can we reap the benefits of its advance?

An active pawn-majority first of all offers more space, controls important squares and guarantees the initiative, as the opponent is (usually) obliged to confine himself to defensive duties. Moreover, it also provides one important prospect, that of creating a passed pawn. In this case the advantage is transformed from a pawn-majority into a passed pawn, a significant strategic element examined in another chapter of this book. These elements may assist aggressive actions on that part of the board where our majority lies and in general give our plans the necessary boost.

But what happens to the defending side? What shall its actions be so as to avoid defeat? As a rule there are two plans against a mobile pawn-majority.

The first one is passive, though not necessarily disadvantageous, because the prevention of the majority's further advance and its eventual destruction is in itself enough for success.

The second plan consists of the mobilization of the opposing pawn-majority, in order to counterbalance the dangers posed by its counterpart.

In every type of position with structural imbalances the chess-player is obliged to examine the pros and cons of the structure, determine its requirements and act accordingly.

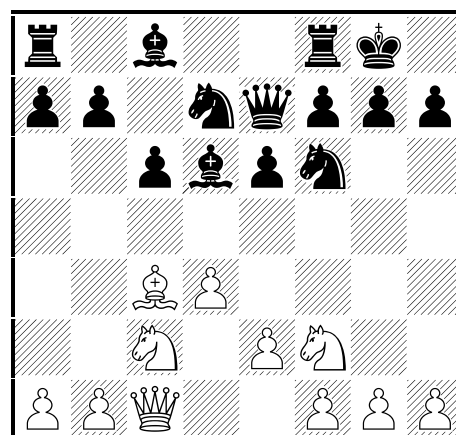
□ Grivas, Efstratios

■ Nikolaidis, Konstantinos

D46 Athens 1992

1.d4 Nf6 2.Nf3 c6 3.c4 d5 4.Nc3 e6 5.e3 Nbd7 6.Qc2 Bd6 7.Be2 0-0 8.0-0 dxc4 9.Bxc4 Qe7!? (D)

Black develops, awaiting White's next move so as then to decide which of the two available breaks (...e5 or ...c5) to employ. Another interesting option is 9...a6 10.Rd1 Qe7 11.h3 b5 12.Bd3 c5 13.Ne4 c4! 14.Nxd6 Qxd6 15.Be2 Bb7 with unclear play, Karpov, A-Anand, V Brussels Ct m (2) 1991.





10.a3

Best from a practical viewpoint at least, as 10.h3 c5! 11.dxc5 Bxc5 12.e4 Bd6 is satisfactory for Black, Karpov,A-Anand,V Brussels Ct m (6) 1991.

10...Bc7?!

10...Bb8!? proved more accurate in the game Grivas,E-Atalik,S Karditsa 1994.

11.Ba2 e5 12.h3 h6 13.Bd2!?

In another Karpov,A-Anand,V game, Brussels Ct m (8) 1991, White obtained the advantage following 13.Nh4 Re8 14.Nf5 Qf8 15.Nb5! Bb8 16.Bd2! a5 17.dxe5 Bxe5? (17...Rxe5!) 18.f4! Bb8 19.Nc3.

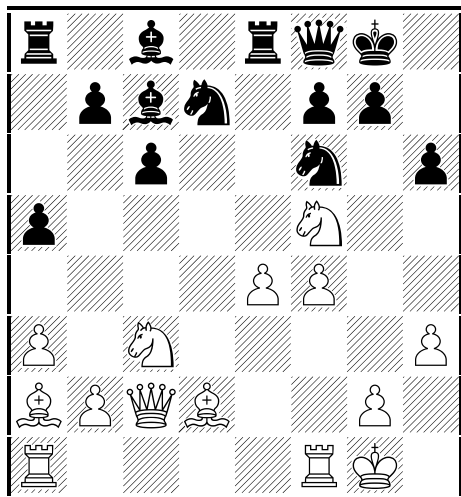
13...a5 14.Nh4 Re8 15.Nf5 Qf8 16.dxe5!

Better than 16.Nb5 Bb8 17.dxe5, which transposes to the aforementioned game Karpov,A-Anand,V Brussels Ct m (6) 1991.

16...Rxe5

Black also faces serious difficulties after 16...Bxe5 17.f4! (17...Bxc3? 18.Bxc3 with a winning advantage for White).

17.f4 Re8 18.e4! (D)



White's superiority is indisputable and is mainly owed to his mobile kingside pawn-majority. In sharp contrast, Black's queenside pawn-majority cannot advance without creating weak squares and cannot become threatening. The qualitative difference of the white e4-pawn compared to Black's c6-pawn is immense and effectively determines the outcome of the game.

FIDE Trainers' Course – Antalya 2009

18...Nb6 19.e5 Nh5?!

Black's position hardly inspires confidence, but in any case 19...Nh7 was necessary.

20.Nxh6+!

White's great strategic plus creates the preconditions for successful combinations.

20...gxh6 21.Qg6+ Ng7 22.Ne4! Qe7?

White wins after 22...Nd7 23.Bc3! and 23.Nf6+ as well, but Black had to play 22...Bd8! 23.Nf6+ Bxf6 24.exf6 Be6 25.Bxe6 Rxe6 26.Qxg7+ Qxg7 27.fxg7 with advantage for White. Black now loses simply, as his pieces are suffocating.

23.Nf6+ Kf8 24.Nh7+ Kg8 25.Nf6+ Kf8 26.Qxh6 Qc5+ 27.Kh1

Black loses too much material.

1-0

Pawn Minority

As a strategic element, the pawn-minority can offer an alternative active plan when our majority on the other wing cannot readily be exploited. Using our pawn-minority we can attack an immobile majority, aiming to create (after exchanges) a weak pawn in the opponent's camp. This particular action is called the 'Minority Attack'. With this term we imply the activity a side can develop on a flank where this side has fewer pawns than the opponent.

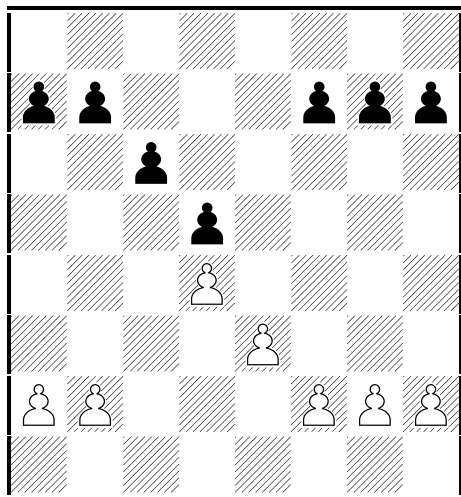
The minority attack is a positional plan aiming to create weaknesses for the opponent and eventually exploit them. Naturally, just as with all positional plans we develop during a game, the minority attack does not guarantee victory on its own, but creates the conditions to develop an initiative and provides the side that employs it with clear targets. It is a very sensitive strategic concept that can easily backfire, leaving the opponent with a passed pawn.

The strategic element of the pawn-minority and the ways of exploiting it can be split into two categories:

1) The first category concerns the asymmetrical but not fixed pawn-skeleton. In this case a minority attack is more difficult to employ, as the opponent's defensive options, active or passive, are several and cannot be accurately described. General principles are in effect here as well,

but the dynamics that may result due to the mobility of the respective pawn-structures cannot be effectively classified.

2) The second category concerns fixed pawn-structures. Here things are simpler, as practice has determined the recommended actions for both sides. To understand the play of both the side employing the minority attack and the defending side, we shall use the following typical and educational example:



The above diagram is essential for our training in minority attacks:

White will plan the b4-b5 advance, aiming to leave Black with a weak (backward) pawn on c6. But which details should both sides take into account? What are the sensitive points they must be aware of (and which basically concern the defending side)?

2a) Black can and should seek the initiative in the other sectors of the board (centre and kingside). On the other hand, he must also take care over his defensive task. If he can successfully accomplish both these tasks, then he will be able to assume the initiative, thus rendering White's plan unsuccessful.

2b) After White's b4-b5 advance, which will weaken the c4-square, Black can exchange the light-squared bishops and occupy c4 with a knight (via b6 or d6).

2c) He can physically prevent White's b4-b5 advance with ...b5. The resulting weakness on c6 can be covered by ...Nc4.

2d) He may reply to White's b4-b5 with

...c5, ignoring the resulting isolated pawn on d5 and creating a powerful initiative in the centre.

In the application of methods '2b'-'2d' the defending side must consider whether possession of an open a-file is beneficial, and so whether he should play ...a6 (or ...a5) before b4-b5 comes, thereby forcing White to play a4 (or a3).

This dissection of our example is valid for every similar pawn-structure (fixed or not) and for both sides, on either flank.

□ Giddins, Stephen

■ Grivas, Efstratios

A13 Gausdal 1993

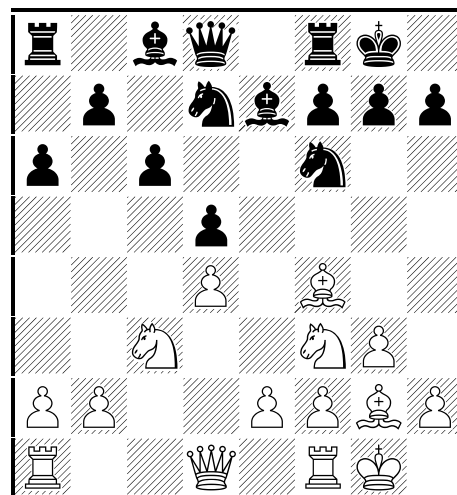
1.Nf3 Nf6 2.c4 e6 3.g3 a6!?

An interesting line, aiming for the pawn sacrifice 4.Bg2 b5 5.cxb5 axb5 6.Nd4 d5 7.Nxb5 c5, when Black has a strong centre and more harmonious development as compensation.

4.Nc3 d5 5.cxd5

White feared 5.Bg2 dxc4, but now a future e4 advance is hard to contemplate as it will leave the d4-pawn isolated.

5...exd5 6.d4 Be7 7.Bg2 0-0 8.0-0 c6 9.Bf4 Nbd7 (D)



10.Rc1?! Re8

Black has developed comfortably while, on the other hand, White has failed to contest the initiative arising from the benefit of moving first. Instead of the colourless 10.Rc1?! White should have tried 10.Rb1, planning a minority attack by b4-b5. That is,

after all, White's only suitable plan in such pawn-structures.

11.Ne5 Bf8 12.Qb3 Nxe5 13.Bxe5 Nd7 14.Bf4 Nb6!

Preventing 15.Na4 and planning to regroup the knight with ...Nc4-d6.

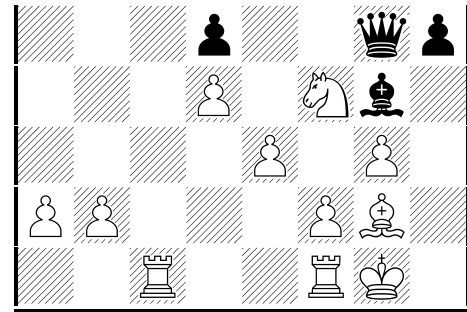
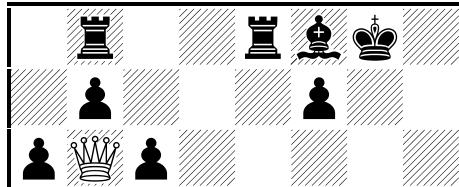
15.Bg5!? Qxg5! 16.Qxb6 Rb8

Black now has the bishop pair and attacking chances on the kingside. By comparison, White is too late with his plan, the minority attack.

17.e3 h5 18.h4?

Although this move seems to halt Black's attack, in fact it only creates weaknesses around the white king. The immediate 18.b4 is better.

18...Qe7 19.Ne2 Bg4 20.Nf4 g5! 21.hxg5 Qxg5 (D)



White 'refused' to adopt the standard minority attack plan on the queenside and has therefore failed to react to Black's kingside initiative. His position is inferior and under fire from Black's pieces. This is a good example of punishment for the side that doesn't achieve any plans, a concept of great significance in modern chess.

22.Qb3 Bd6 23.Rfe1 h4

The negative aspects of 18.h4? are constantly highlighted.

24.gxh4 Qxh4 25.Nd3 Qh2+ 26.Kf1 Re6!

Black's attack now crashes through.

27.f3 Rf6 28.f4 Rg6 29.Rc2 Bh3

0-1

(Day 4: 12:00-12:45 - Mikhalchishin)

Attacking the King

Uncastled King

Despite the significant advances made in defensive technique over the years, the phenomenon of the unprotected king is still quite common. By this we mean a king that has come under enemy fire and that is not readily repulsed. There are two basic motivations behind castling:

1) The king is transferred to a safe place, away from immediate danger, waiting for an endgame to arise, in which the king can play an important role.

2) By its departure from the central files the king enables all the other pieces - particularly the rooks - to cooperate.

Around the start of the 20th century, attacks against an uncastled king were very common and often crowned with success, mostly due to complete ignorance of the defensive potential inherent in a position and the techniques to make use of it. Today, every chess-player is aware of and makes full use of such concepts, thus refuting aggressive ventures that do not fulfil 'basic requirements'. But what are these basic requirements necessary for an attack to succeed?

1) Superiority, either material or positional, on the sector of the board where the attack is to be carried out. By the term 'material superiority' we imply the more active placement and easy access of attacking forces to that sector and not necessarily an overall material advantage that has come about after capturing enemy pieces. This principle is of a very dynamic nature, as the material balance in one part of the board can easily be disturbed in the defender's favour by the successful transfer of defensive forces to that sector.

2) Lack of defensive pieces or pawns around the king to come under attack.

3) Control of the centre, or at least increased stability in that area. In most cases

where this requirement is not met, the attack is doomed to fail.

An attack against an uncastled king can be carried out in several different ways. As a rule, the main attacking methods are:

1) Attack down the file where the target is temporarily situated; this is usually the e-file.

2) Attack via neighbouring squares protected only by the king; the most common such square is f7 (f2).

3) Prevention of castling, either permanent or temporary, so that the attack acquires a more or less permanent nature.

Naturally, meeting all the basic requirements is alone not enough to bring the desired result. The side attacking an uncastled king also faces some other obligations:

1) To open lines.

2) To transfer more forces to the relevant area in order to strengthen the attack.

3) To cause further a weakening of the opponent's defensive shield.

4) To avoid the exchange of potentially useful attacking pieces.

5) To exchange the opponent's potentially useful defensive pieces.

6) To focus on the attack against the opponent's king and not to be distracted by some irrelevant material gain.

On the other hand, the defender must also follow certain guidelines in order to fight successfully for survival:

1) To strengthen his king's defence.

2) To transfer the king to a safe place.

3) To switch, when appropriate, between active and passive defence.

4) To counterattack.

5) To evaluate the opponent's threats calmly and objectively.

Launching an attack involves certain concessions. These can be material (sacrifices) or positional (creation of

permanent weaknesses, etc.). Thus, the attacking side must strike a balance between fuelling the attack and making as few such concessions as possible, so that a possible failure of the attack will not leave his position devastated. Naturally, this applies only while the final outcome of the attack is unclear; once it becomes clear that the opponent cannot defend successfully, further restraint is unnecessary.

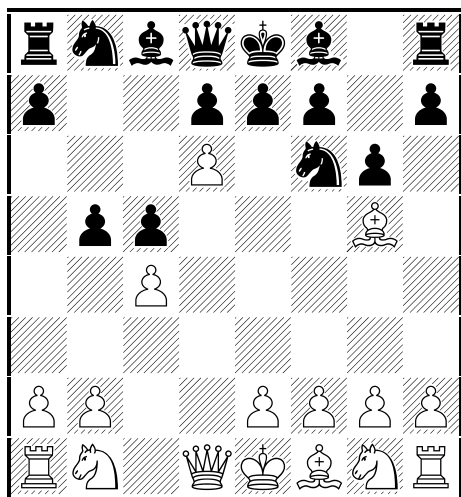
Generally, every attack causes a more or less serious disturbance of the equilibrium, which is very rarely restored because the attacker often chooses to burn his bridges behind him.

□ **Grivas,Efstratios**

■ **Kjeldsen,Jens**

A57 Cannes 1995

1.d4 Nf6 2.c4 c5 3.d5 b5 4.Bg5 g6 5.d6!? (D)



5...bxc4!

Other moves have fared worse: 5...exd6? 6.Nc3! Be7 7.Nxb5 0-0 8.Nf3 Bb7 9.Nxd6 Bxf3 10.gxf3 Qb6 11.Qd2! +/- Grivas,E-Lputian,S Athens 1983; 5...Bb7 6.Bxf6 exf6 7.Nc3 a6 8.Qd2 Nc6 9.cxb5 axb5 10.Nxb5 +/- Miles,A-Bellon,J Surakarta/Denpansar 1983.

6.Nc3

White ends up in a suspect position after the over-ambitious 6.Bxf6?! exf6 7.Qd5? Qb6!!.

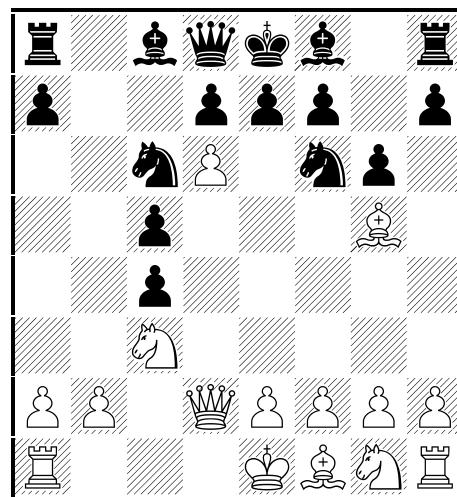
6...Nc6

Black's best option. Again the alternatives are unsatisfactory: 6...exd6?! (6...Bb7?

7.Qd2! Ne4 8.Nxe4 Bxe4 9.f3 Bb7 10.e4 +/-) 7.Ne4 Be7 (7...Qa5+? 8.Bd2 Qd8 9.Nxf6+ Qxf6 10.Bc3) 8.Nxd6+ Kf8 (8...Bxd6? 9.Qxd6 Ne4 10.Qe5+) 9.Bxf6 Bxf6 10.Qd5 Kg7! (10...Qa5+? 11.Kd1 Ke7 12.Qxf7+! Kxd6 13.Qxf6+) 11.0-0-0! (Black is better after both 11.Qxa8? Qa5+ 12.Kd1 Qa4 and 11.Qxf7+? Kh6 12.Nf3 Rf8! [12...Bxb2? 13.g4!! Qa5+ 14.Nd2 c3 15.g5+!] 13.0-0-0 Bxb2+ 14.Kc2 Qf6!) 11...Qe7 (11...Nc6? 12.Qxf7+ Kh6 13.Nf3) 12.e3!? (12.Qxa8? Nc6 13.Nxc8 Qe5! leaves Black better, but 12.Nxc8! Rxc8 13.Qxa8 Bxb2+ 14.Kxb2 Qf6+ 15.Kb1 [not 15.Kc2? Nc6!! 16.Qxc8 Nb4+] 15...Nc6 16.Qxc8 Qf5+ 17.e4 Qxe4+ 18.Bd3 cxd3 19.Qb7 also wins) 12...c3!? (other moves also leave White clearly better: 12...Nc6 13.Bxc4!; 12...Ba6 13.Bxc4 Bxc4 14.Nxc4) 13.Qxa8 (not 13.Nxc8? Rxc8 14.Qxa8 c4!! 15.Qb7 Nc6!) 13...Nc6 14.Nf3 c2 15.Kxc2 Ba6 (15...Qd8? 16.Nf5+!?! gxf5 17.Qxc6) 16.Qxc6!! and White's superiority is significant.

7.Qd2 (D)

Another interesting continuation is 7.e4!? h6 8.Be3! exd6 9.Bxc4, with a slight advantage for White.



7...Bg7

Not, of course, 7...exd6? 8.Qe3+!.

8.e4

8.dxe7?! Qxe7! 9.Nd5?! Qe5! is good for Black.

8...h6!

If Black attempted to continue with 8...0-0?! 9.Nf3 exd6 (9...Nd4 10.e5!) 10.Bxc4 Re8

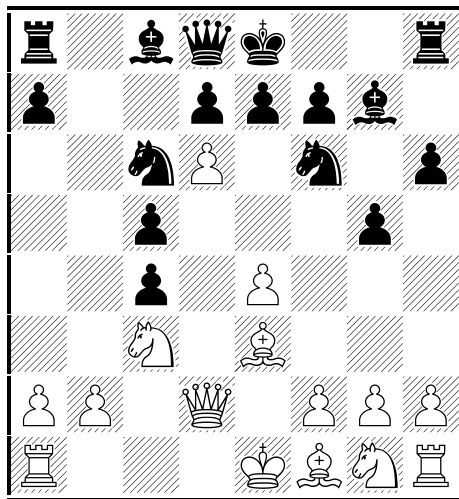
11.0-0 White would retain a pleasant initiative. Note that Black cannot relieve the pressure with 11...h6? due to 12.Bxh6 Nxe4 13.Nxe4 Rxe4 14.Bxf7+!

9.Bf4!? g5!

Black consistently fights for the advantage. Another possibility was 9...e5!? 10.Be3 Nd4 11.Bxc4 Bb7 12.f3 0-0 (after 12...h5?! 13.Bg5! White dominates the d5-square) 13.Bxh6! Nc2+ 14.Qxc2 Bxh6 15.Qd3 with an unclear position.

10.Be3 (D)

Once again the capture on e7 is unsatisfactory: 10.dxe7? Qxe7 11.Bd6 Nxe4!



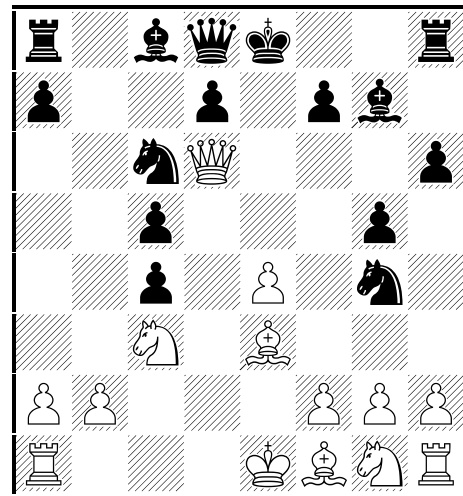
10...exd6?!

Up to this point Black has avoided all pitfalls but here, driven by the desire to extinguish White's initiative, he 'forgot' about the importance of castling - or assumed that he will be able to accomplish it soon! It is true that 10...Ng4?! 11.Bxc5 Qa5 12.Ba3 would also not equalize, but Black should have played 10...Qa5! 11.Bxc4 Ng4 12.dxe7 (12.Nf3? Nxe3 13.fxe3 e6!) 12...Nxe3 13.fxe3 Bxc3! 14.Qxc3 (14.bxc3? Ne5 15.Bd5 Rb8 16.Nf3?! Rb2!) 14...Qxc3+ 15.bxc3 Ne5 16.Bd5 Rb8 17.Nf3 Nd3+ (17...f6? 18.Nxe5 fxe5 19.0-0 is good for White) 18.Kd2 Ba6 19.Rab1 Kxe7 with balanced chances.

11.Qxd6 Ng4? (D)

The decisive mistake! Black was compelled to play 11...Nd4! 12.Rc1! (12.Bxd4? cxd4

13.Qxd4 0-0 is great for Black) 12...Qb6 13.Qxb6 axb6 14.Bxc4 +=.



12.Bxc4!

Instead, 12.Bxc5? Qa5 13.Nge2 Bf8 14.Qg3 Bxc5 15.Qxg4 Ne5 would be equivalent to resignation.

12...Nxe3 13.fxe3 Qa5

White retains his superiority after 13...Bxc3+ 14.bxc3 Qe7 15.Qd5 intending Ne2-g3.

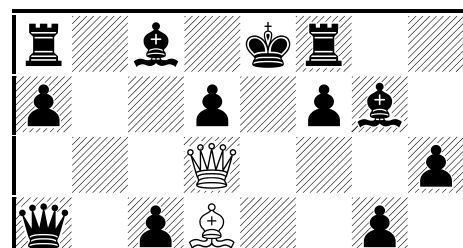
14.Nge2 Ne5

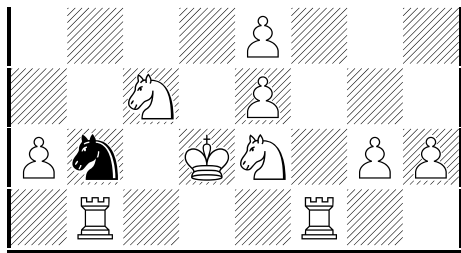
14...Be5 is no improvement: 15.Qd5 0-0 16.0-0 +/-

15.Bd5! Nd3+ 16.Kd2 Nxb2?!

This eases White's task. Black should have tried 16...Be5!?, when after 17.Bxf7+ Kxf7 18.Qxd3 d6! 19.Qd5+ Be6 20.Rhf1+ Ke7 21.Qb7+ Bd7 White would have to find the spectacular 22.b4!! (22.Rf7+? is just a draw) 22...cxb4 (or 22...Qxb4 23.Rf7+! Kxf7 24.Qxd7+ Kg6 25.Rb1! with an easy win for White; 22...Qd8 23.Nd5+ Ke6 24.Nc7+) 23.Nd5+ Ke6 24.Nd4+! (and not 24.Rf7? b3+! 25.Kd1 Kxf7 => 24...Bxd4 25.exd4 Raf8 26.Qxb4 +/-.

17.Rhf1 Rf8 18.Rab1! (D)





All of White's pieces occupy very active positions, while their black counterparts are unable to create any serious threats.

18...Na4

White had no reason to worry about 18...Qa3 19.Kc2 Na4 20.Rb3! or 18...Qb4 19.Kc2 Rb8 20.a3!, with a winning position in both cases.

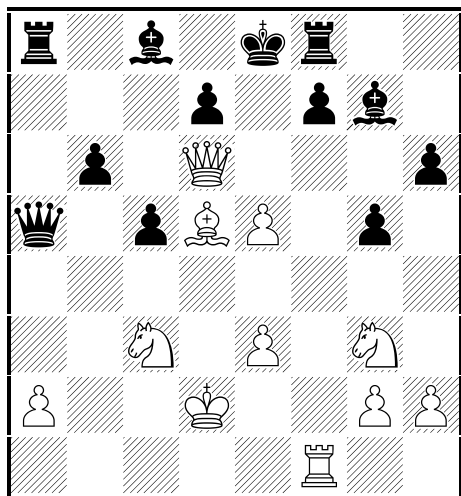
19.e5!

The black a8-rook is of relatively minimal value. Indeed, 19.Bxa8? Bxc3+! 20.Nxc3 Qxc3+! would only be unclear at best.

19...Nb6 20.Rxb6!

Eliminating Black's only active piece.

20...axb6 21.Ng3! (D)



The complications have obviously ended in White's favour. In a quantitative assessment of the position Black is currently ahead in material. But in terms of a qualitative assessment White's pieces are much better placed and directed against a specific target (the black king on e8). This game is a characteristic case where Black ignored the necessity of safeguarding his king in favour of other priorities. As a result, the king has ended up surrounded by the white forces,

while all of Black's active pieces have left the board!

21...f5

Desperation, but other moves also bring no salvation: 21...Rh8 22.Nf5 Bf8 23.Qf6 Rh7 24.Bxf7+ Rxf7 25.Nd6+ Bxd6 26.Qxf7+ Kd8 27.exd6; 21...Qa3 22.Nf5 c4 23.Nxg7+ Kd8 24.Qxb6+ Ke7 25.Qf6#.

22.exf6 Rxf6 23.Rxf6 Qb4 24.Nf5 Qb2+ 25.Kd1

1-0

Naturally, things do not always need to be as disastrous as in the previous examples. To every action there is a reaction, to every attack there is a defence: sometimes obvious, sometimes hidden deep beneath the surface. The truth is: he who searches, finds!

□ **Wells, Peter**

■ **Grivas, Efstratios**

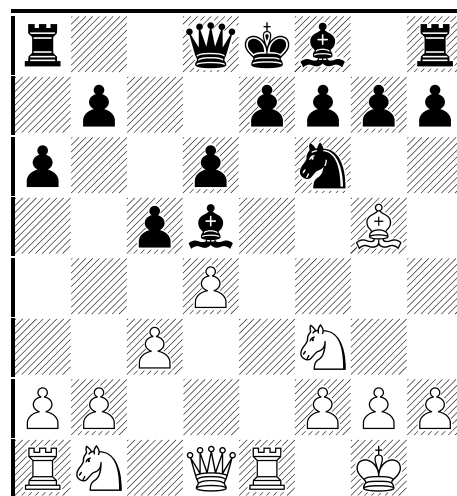
B51 Reykjavik 1994

1.e4 c5 2.Nf3 Nc6 3.Bb5 d6 4.0-0 Bd7 5.Re1 Nf6 6.c3 a6 7.Bxc6

A very sharp line, where White sacrifices material in the fight for the initiative. The alternatives 7.Bf1 (Psakhis, L-Grivas, E Tel-Aviv 1991) and 7.Ba4 (Zhang Zhong-Grivas, E Elista OL 1998) lead to quieter positions.

7...Bxc6 8.d4 Bxe4 9.Bg5 Bd5!? (D)

Black has other options here, such as 9...Bxb1, 9...d5, and 9...Bxf3.



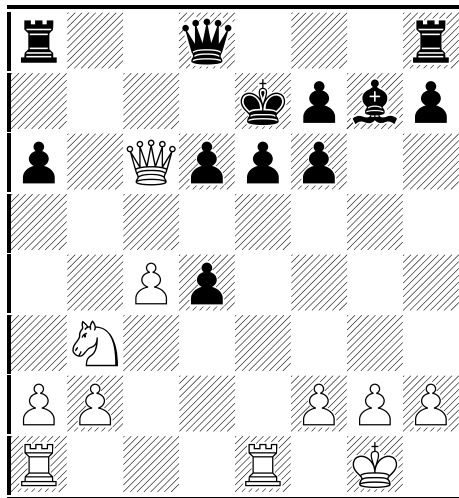
10.Nbd2

10.c4!? is the sharpest move here, but sacrificing two pawns in just ten moves constitutes a very heavy commitment.

10...e6 11.c4 Bxf3 12.Qxf3 cxd4! 13.Bxf6
 White can also try 13.Qxb7 Qc8! 14.Qb6 (or 14.Qf3 Be7 15.Nb3 h6! 16.Bh4 0-0 17.Qd3! with equality) 14...Qc5 = Timoshchenko,G-Kupreichik,V Ashkhabad 1978.

13...gxf6 14.Qxb7 Bg7! 15.Qc6+
 15.Rxe6+?! fxe6 16.Qxg7 Rf8 17.Qxh7 Rc8, as in Buchal,S-Ribli,Z Hofheim tt 1989, is not good for White.

15...Ke7! 16.Nb3 (D)



The black king has been 'self-imprisoned' in the centre, but White's attack has run out of steam. Thanks to the central pawn mass the black king is adequately protected, while the reduced material does not help White. Moreover, Black's minor piece (bishop vs knight) will prove superior in any endgame. White will most likely capture Black's temporary extra pawn. In view of all this, the position is unclear and dynamically balanced, though I tend to prefer Black.

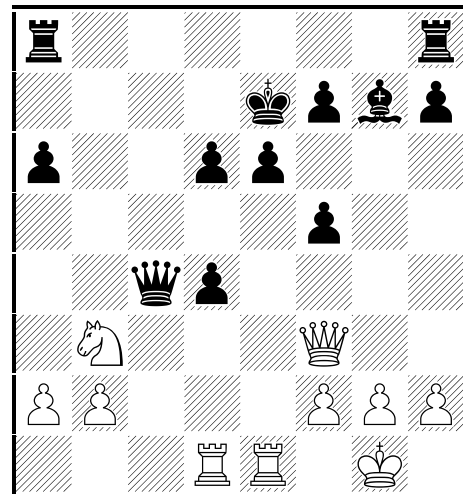
16...f5 17.Rad1 Qc8!

Black always welcomes a transition to an ending. If now 18.Qxc8?! Rhxc8 19.Nxd4 Kd7! 20.b3 Rc5 Black has a small but permanent plus.

18.Qf3?!

Best was 18.Qd5! Be5!? 19.Rxe5 dxe5 20.Qxe5 Qb8! 21.Qxd4 Rd8 22.Qh4+ Ke8, with White retaining compensation for the sacrificed material.

18...Qxc4! (D)



Brave, but at the same time also compulsory! Without this move Black's position would be very unpleasant.

19.Rc1?

An 'easy' but ineffective move. I believe that White should have gone down the following line: 19.Qxf5 Rac8 20.Qg4 Rhg8 21.Nxd4 Bxd4 22.Qxd4 Qxd4 23.Rxd4 Rc2 24.Rb4 Rg5! =+. Of course, when viewed from a practical angle, it is hardly easy for White to admit the error of his ways and accept transition to an inferior ending!

19...Qb4! 20.Rc7+

Equally bad was 20.a3 Qb8, when the b3-knight has lost its firm support.

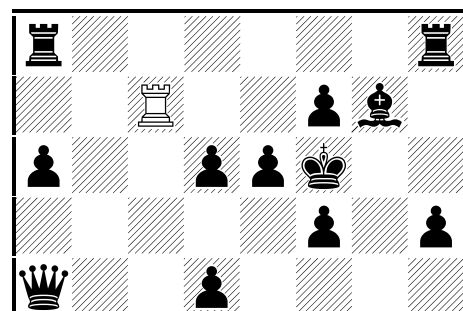
20...Kf6! 21.Rf1

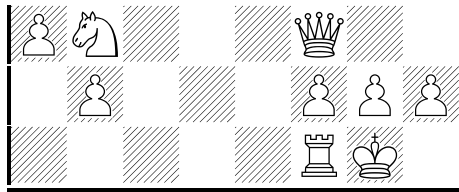
A sad square for the rook, but the alternative 21.Rc1 Rac8! (exploiting the weakness of White's back rank) 22.a3 (22.Rxc8 Rxc8 23.Rxc8 Qe1#; 22.g3 Rxc7 23.Rxc7 Qe1+ 24.Kg2 Qe4) 22...Qb8 would not improve White's critical situation.

21...h5

Defending against White's threat of 22.Qh5.

22.a3 Qa4 (D)





Preventing the activation of the white knight, while at the same time preparing ...Rab8. White's position is desperate because he has failed to coordinate his pieces, while Black is utilizing his extra material to defend his king. The position does not offer White any hope for survival any more and all that is required from Black is some care and accuracy!

23.Nd2 d5! 24.Qf4?

A blunder in a lost position.

24...Bh6! 25.Qd6 Bxd2 26.Qe7+ Ke5!

The black king is perfectly safe in the centre of the board.

27.Rd7

27.Qxf7 Qe8 28.Qg7+ (or 28.f4+ Ke4!)

28...Kd6 would not change anything.

27...Rh7 28.Qd6+ Kf6

0-1

Castling on the Same Side

In the present chapter, the second revolving around an attack on the king, we shall examine cases where both players have castled on the same side, i.e. they have - theoretically speaking - safeguarded their king.

The evaluation of one's potential for an attack against the king will play a significant role in this case.

When the opponent's king is stuck in the centre or when the two players have castled on opposite sides things are somewhat easier, at least where evaluation and calculation are concerned.

In the present case however, things are hardly clear since, in order to succeed in an attack, we often have to neglect the safety of our own king - though this is not always the case.

First of all we have to mention that the set of rules, requirements and conditions mentioned in the previous chapter also

applies, almost in its entirety, to this chapter as well.

However, the relative importance of these guidelines changes somewhat. More specifically, the most significant elements in this particular case are:

- 1) Space advantage, in general, and more specifically on the flank on which we intend to attack.
- 2) Ability to transfer forces to the flank on which we will attack.
- 3) Material superiority in that flank.
- 4) Presence of pawns and/or targets in the opposing king's defensive cover.
- 5) Absence (permanent or temporary) of the opponent's defensive forces.

Naturally, an attack of any kind does not necessarily aim at checkmating the king; it can also lead to significant material or positional gains.

The defending side must organize its defence always keeping in mind the possibility of counterattacking. The weaknesses possibly created by the opponent during the prosecution of the attack can serve as targets. Moreover, the player on the receiving end of the attack often seeks activity on the other flank or the centre. This leads to very interesting games, where the winner is determined by the correct realization of each side's plans.

To quote one fundamental principle of chess: 'a weakness is a liability (positional or tactical) that can be attacked; otherwise it is not considered a weakness'.

Consequently, if we are compelled to move the pawns protecting our king we have to judge whether this makes our king accessible to the opponent's forces and to what extent. This will help us determine whether by acting so we are really creating a weakness.

The reader should note that while there are be rules and generalities, there will always be exceptions, and in chess the specific considerations will always trump the general ones.

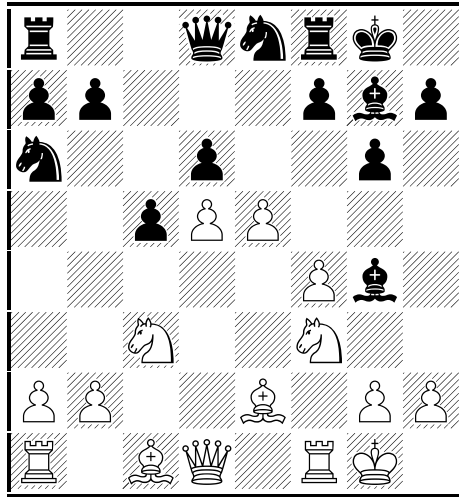
□ **Grivas,Efstratios**

■ **Stipic,Arian**

A68 Bela Crkva 1987

1.d4 Nf6 2.c4 g6 3.Nc3 Bg7 4.e4 d6 5.f4 c5
6.d5 0-0 7.Nf3 e6 8.Be2 exd5 9.cxd5 Na6
10.e5 Ne8 11.0-0 Bg4?! (D)

An unsuccessful novelty. The theoretical continuation is 11...Nac7 with White enjoying the better chances.



12.Ng5! Bxe2 13.Qxe2 Nac7 14.Be3!

The only move, completing White's development and supporting his central initiative. The direct 14.e6? fxe6 15.Nxe6 Nxe6 16.dxe6 Qf6 17.Bd2 Nc7 would leave Black better, while 14.Qf3? h6! is totally useless.

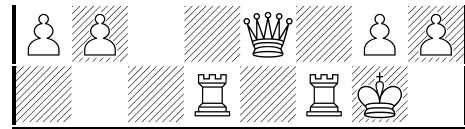
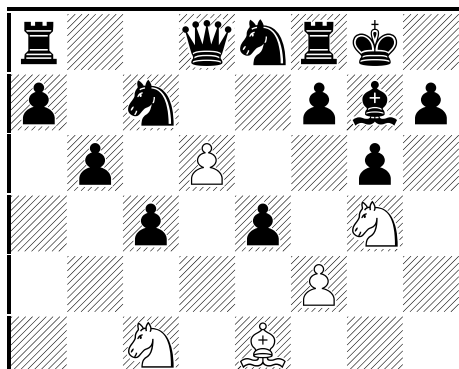
14...b6 15.Rad1

All white pieces are actively placed and support White's space advantage and central control, as well as a dangerous initiative. A combination of these elements will usually suffice to bring victory.

15...dxe5

Black accepts the challenge as 15...Qe7 16.Nf3 dxe5 17.fxe5 Bxe5? 18.Bh6 is hopeless.

16.d6! (D)



16...Ne6

The alternative was 16...Nxd6 17.Nge4 Nce8 18.Nb5! Qe7 (18...Nxe4 19.Rxd8 Rxd8 20.fxe5) 19.Nbxd6 Nxd6 20.Nxd6 exf4 21.Rxf4 Be5 22.Re4 f5 23.Bg5! with a significant advantage for White.

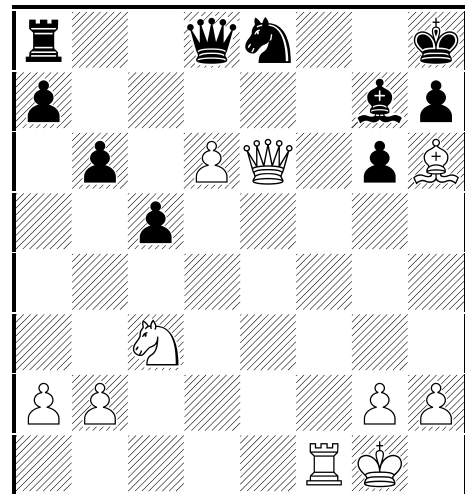
17.Nxe6 fxe6 18.fxe5 Bxe5

White's task would have been more complicated after 18...Rxf1+ 19.Rxf1 Bxe5 20.Bh6 Bxd6 (20...Bxh2+ 21.Kxh2 Qh4+ 22.Kg1 Qxh6 23.Qxe6+ Kh8 24.d7!) 21.Qxe6+ Kh8 22.Ne4, but with the same positive result for White.

19.Rxf8+ Kxf8 20.Bh6+ Bg7 21.Rf1+ Kg8

21...Nf6 22.Bxg7+ Kxg7 23.Qe5 is also losing for Black.

22.Qxe6+ Kh8 (D)



White's advantage is crystal clear, but it is of a purely dynamic nature. Consequently, it needs to be transformed to material gain or some other kind of stable advantage. The black pieces are totally uncoordinated and restricted to their back two ranks, while the unfortunate placement of the e8-knight cuts Black's camp in two. As a result, Black's defensive capability is greatly hampered. It should come as no surprise that White has a decisive tactical shot that immediately converts his great advantage into victory.

23.Qe5!!

With the threat of 24.Rf8#.

23...Kg8

There is no better answer: 23...Nxd6 24.Qxg7# or 23...Qxd6 24.Bxg7+.

24.Nd5!

White threatens 25.Ne7+ Kh8 26.Rf8#, and there is no satisfactory defence: 24...Qxd6 (24...Bxe5 25.Rf8#; 24...Bxh6 25.Ne7+) 25.Ne7+ Kh8 26.Rf8#. An unusual position, where Black can choose to capture one of three white pieces, but none of these moves will ensure his survival!

1-0

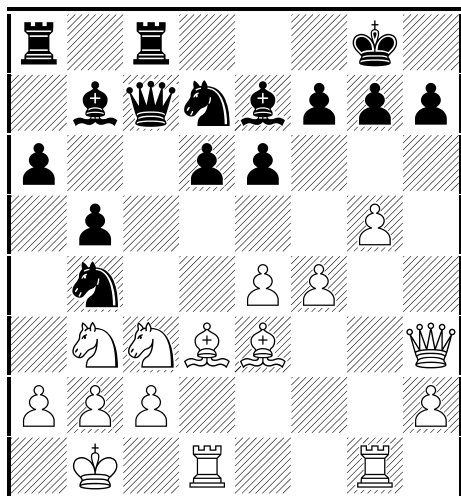
Castling on Opposite Sides

□ **Minasian, Artashes**

■ **Grivas, Efstratios**

B33 Ankara Zonal 1995

1.e4 c5 2.Nf3 Nc6 3.d4 cxd4 4.Nxd4 Qb6 5.Nb3 Nf6 6.Nc3 e6 7.Bd3 d6 8.Be3 Qc7 9.f4 a6 10.Qf3 Be7 11.0-0-0 b5 12.Kb1 Nb4 13.g4 Bb7 14.g5 Nd7 15.Qh3 0-0 16.Rhg1 Rfc8! (D)



The only good move in this position, and a novelty at the time. Only this move can guarantee the viability of Black's position. All other tries in this position have led to disaster.

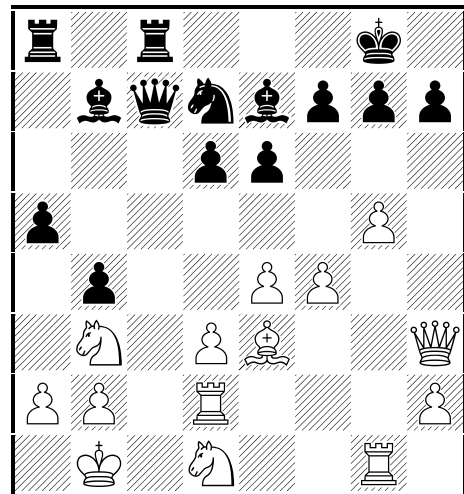
17.Rd2!?

White defends against the threat of 17...Nxd3 18.cxd3 b4 while at the same time preparing to double his rooks on the g-file. This, along with the idea Nd1-f2-g4-h6+, will be the main theme of White's attack.

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Another possibility is 17.Nd4 e5! 18.Nf5 Bf8! with unclear consequences.

17...Nxd3 18.cxd3 b4 19.Nd1 a5! (D)

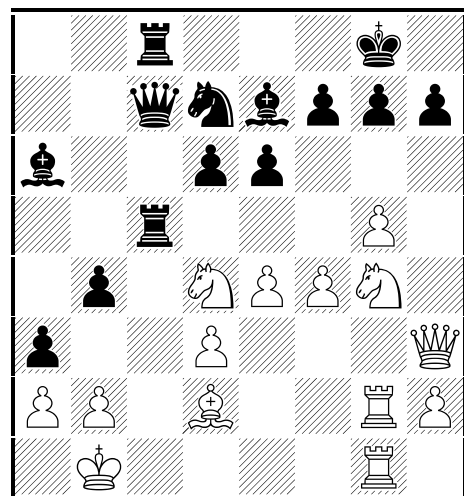


The point behind Black's 16th move. If the attack is going to succeed then all black pieces must participate. It now becomes clear why Black chose the f-rook: the a8-rook participates both in attack and in defence (it will soon appear on a5), creating dangerous threats, while the advance of the a-pawn will weaken White's king.

20.Nf2 a4 21.Nd4 Ra5! 22.Ng4 Rc5 23.Rdg2 Ba6!

All of Black's pieces are active and create multiple threats, denying White a respite to further his own aims.

24.Bd2 a3! (D)



White's position becomes critical. He now decides to complicate matters, hoping for salvation in an attack against the black king.

25.Nh6+!?

Naturally, 25.bxa3? bxa3 leaves the king very exposed, while 25.b3 Rc3!! is also very troublesome.

25...gxh6 26.g6

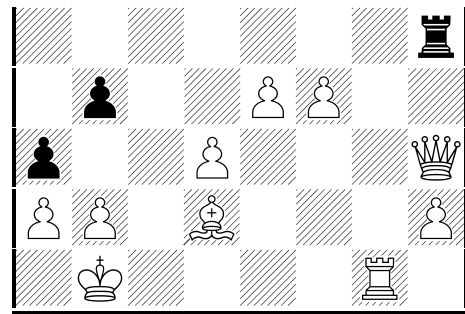
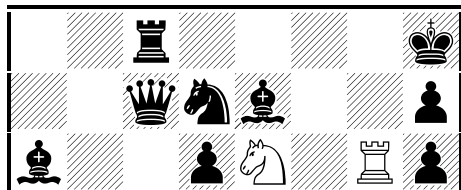
After 26.gxh6+ Kh8 27.Qg3 Bg5!! (the star rook again comes in handy!) 28.fxg5 Ne5 White is dead lost.

26...fxg6! 27.Rxg6+

If 27.Nxe6 then 27...Qb7. Also, 27.Qxe6+ Kh8 28.Qxe7 Bxd3+ 29.Ka1 Rc1+! is decisive as well.

27...Kh8! 28.Nxe6? (D)

28.Qxh6?? Bxd3+ 29.Ka1 Rc1+! leads to checkmate, but White had to try 28.Rxh6 Nf6! with enormous complications, though Black's chances ought to be rated higher. One nice variation goes 29.Nxe6 Rg5! 30.Nxc7 (30.Rc1 Qxc1+! 31.Bxc1 Rg1!) 30...Rxg1+ 31.Kc2 Rxc7+ 32.Kb3 Rb1!.



28...Rh5!!

A brilliant tactical shot, clearing the way for the queen to reach c2. White is lost in all variations.

29.Rg8+

The last - but inadequate - try. Otherwise: 29.Qxh5 Qc2+ 30.Ka1 Qxb2#; or 29.Nxc7 Rxh3 30.Re6 Bxd3+ 31.Ka1 Bf6.

29...Rxg8 30.Rxg8+ Kxg8 31.Qg3+ Rg5!

Another easy but nice tactical shot!

32.fxg5 Qb6 33.g6

White prolongs the game only because of the mutual time-trouble, but the result never comes into doubt. 33.gxh6+ Kf7 was also winning for Black.

33...Bf6! 34.gxh7+ Kxh7 35.Qh3 Kg8 36.Qg4+ Kf7 37.Nf4 Nf8 38.Qh5+ Kg8 39.Qd5+ Kh8 40.Qf7 Bg7 41.Qe8 Qg1+ 42.Kc2 axb2 43.Be1 b1Q+

0-1

(Day 4: 13:00-13:45 – Mikhalchishin)

Mixed Endings

Rook vs Bishop

The material advantage of the exchange (rook vs bishop or knight) is quite significant and usually decisive. The outcome of the game (win or draw) is determined by the presence and placement of pawns. In most cases, the greater the number of pawns, the easier the victory.

Rook & Pawn(s) vs Bishop & Pawn(s)

The four basic rules for the utilisation of the material advantage by the attacking side are as follows:

1. The main winning idea is the invasion of the attacking side's king into the enemy camp and, in particular, among the opponent's pawns, so as to capture them.
2. As many opposing pawns as possible must be forced onto squares of the same colour as that on which the bishop moves.
3. Some pawns may be exchanged in order to pave the way for the king's invasion, but pawns must be retained on both sides of the board.
4. It is favourable to have an asymmetrical pawn structure, as a passed pawn usually cooperates with the rook very favourably.

The sub-categories in this type of ending are several, and thus we shall restrict ourselves to the following categorization:

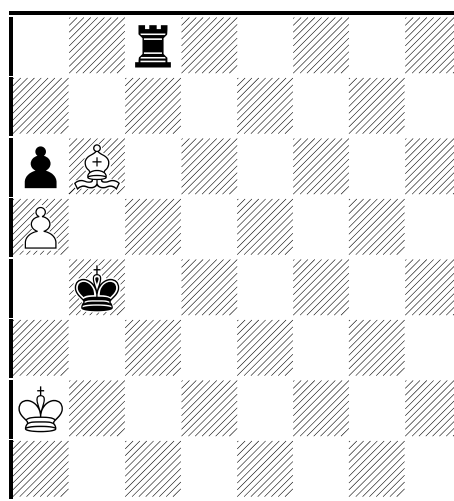
a) **Same number of pawns:** An easy win for the side with the rook, particularly when there are several pawns on the board. However, the more the material decreases, the more careful the attacking side must be, avoiding certain exceptional cases that lead to a draw.

Rook pawns (a and h) require the utmost attention. As here the concepts that apply to all other pawns are not in force, the king and the rook must cooperate in order to force and cut off the enemy king as far as necessary, to

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a file from which he will be unable to return to the battlefield in time to secure the draw. As there are a lot of drawing possibilities, the theoretical understanding of this particular ending is needed.

Example 1 •



1...Rc2+ 2.Kb1 Kb3 3.Ba7

The only way not to lose the bishop. Black proceeds with his plan (3.Bd8? Rd2).

3...Rh2! 4.Kc1 Kc3?

Black should not allow the white king to escape in the opposite flank of his pawn. A simple win is on the cards with 4...Rh5! 5.Bb6 Rd5!.

5.Kd1!

Or 5.Kb1? Rb2+ 6.Ka1 (6.Kc1 Ra2!) 6...Kb3! 7.Bb6 Rh2!.

5...Rd2+ 6.Ke1

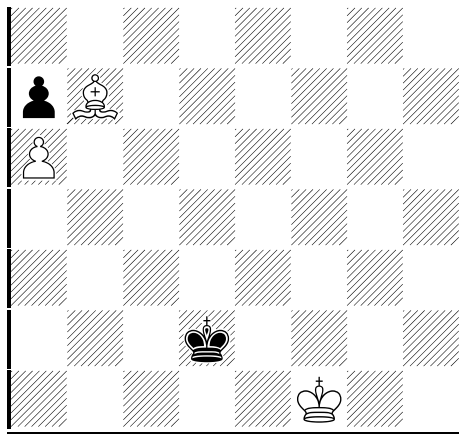
6.Kc1 Ra2! with a double threat.

6...Kd3 7.Bb6 Rh2! 8.Bd8 Rh1+ 9.Kf2 Rh8 10.Bb6 Re8 11.Kf1

Wrong is 11.Kg1? Ke2! and the white king will cut-off in the undesired h-file.

11...Kd2 (D)





12.Bc5?

White could hold the draw with 12.Kf2! (or 12.Kg2) 12...Rf8+ 13.Kg2 Ke2 14.Kg3! as Black cannot force the white king to move to the h-file.

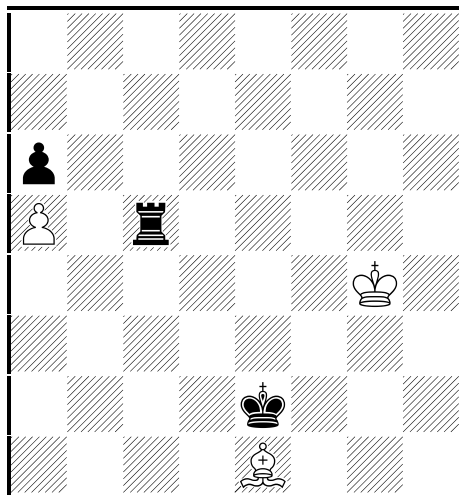
12...Re5! 13.Bb4+

The alternative effort 13.Bb6 Rf5+ 14.Kg2 Kc3! 15.Kg3 Kb4 16.Kg4 Rxa5 17.Bxa5+ Kxa5 18.Kf3 Kb4 19.Ke2 Kb3 20.Kd2 Kb2 would also be in vain.

13...Kd3 14.Kf2 Rb5! 15.Be1 Rf5+ 16.Kg3 Ke2! 17.Kg4

Or 17.Bb4 (17.Bc3 Rf3+) 17...Rb5 18.Bc3 Rb3!.

17...Rc5! (D)



Winning either the bishop (18.Bb4 Rc4+) or the pawn (18.Bg3 Rxa5).

0-1

We can create a table showing us the file on which the defending king must be cut off in order to employ the winning plan,

according to the placement of his fellow pawn. Naturally, in several cases the win can be achieved by cutting the king off even in a file nearer to the pawns.

Edge Pawn

a2 / h2

a3 / h3

a4 / h4

a5 / h5

a6 / h6

Cut-off File

e / d

f / c

g / b

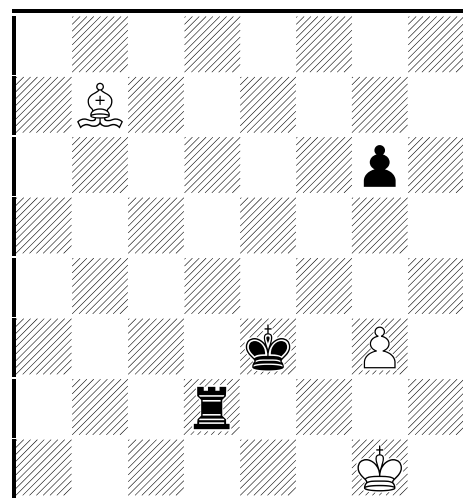
h / a

h / a

In general, we should know that when the pawns are placed in a4/h4, a5/h5 and a6/h6, then the defending side's king cannot be forced to cut-off in the desirable for the opponent file. And if he has escaped to the opposite flank of his pawn, then the position should be characterised as a draw.

One exception to the rule is the position of the following example.

Example 2 •



White, fully in accordance with the principle of economic defence, has maximized the efficiency of his pieces, keeping the black king away from the pawn. The white king controls f1 and f2, the bishop controls f3, g2, g4, h3 and the pawn covers f4 and h4.

1...g5 2.Bc6 Rf2 3.Bb7 g4 4.Bc6

The careless 4.Bc8? Kf3! 5.Bxg4+ Kxg3 would lose, as the white king is in the wrong corner.

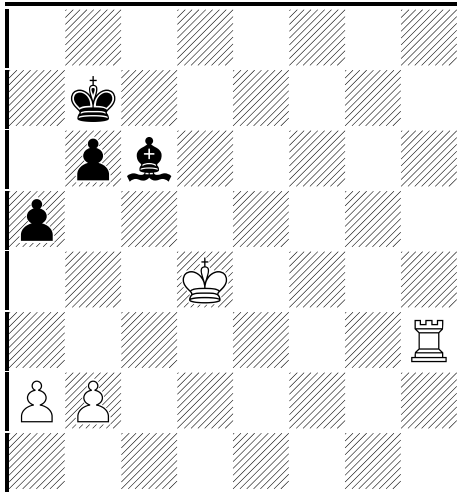
4...Rf3 5.Kg2!

Of course not 5.Bxf3? Kxf3 6.Kh2 Kf2 with a won pawn ending.

5...Rf6 6.Bb7 Rb6 7.Ba8

1/2-1/2

Example 3 ○

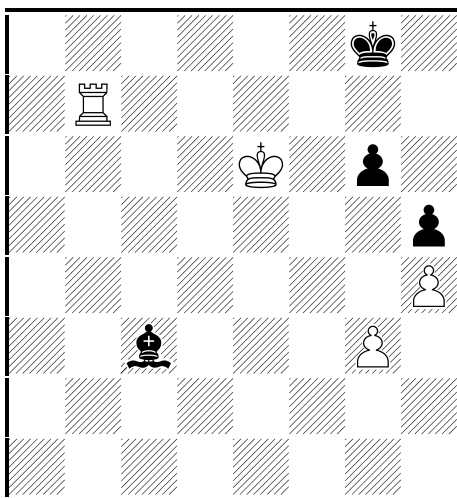


The principle of economical defence is also evident in this example. White cannot win, as Black controls all the vital entry squares of the white king (b5, c5, c6, c7, c8).

1.Ke5 Kc7 2.Rh7+ Kb8 3.Kd6 Bf3 4.a4 Be4 5.Rf7 Bg2 6.b4 axb4 7.Rf4 Kb7 8.Rxb4 Ka6 9.Kc7 Ka5

1/2-1/2

Example 4 ●



As we already know, this is a drawn position. But still some accuracy is needed.

1...Bd4?

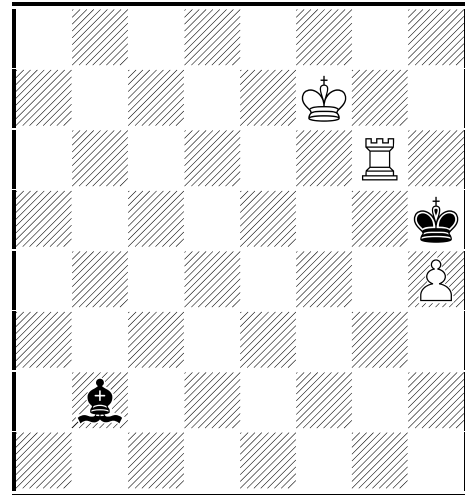
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1...Ba1! is the correct square for the bishop. The text move allows Black to win a critical tempo.

2.Rb4! Bc3 3.Rc4 Bb2

Or 3...Be1 4.Kf6 Kh7 5.Rc6 Bxg3 6.Kg5 +-.

4.g4! hxg4 5.Rxg4 Kh7 6.Kf7 Kh6 7.Rxg6+ Kh5 (D)



8.Rg2!

And White wins, although it is far from easy:

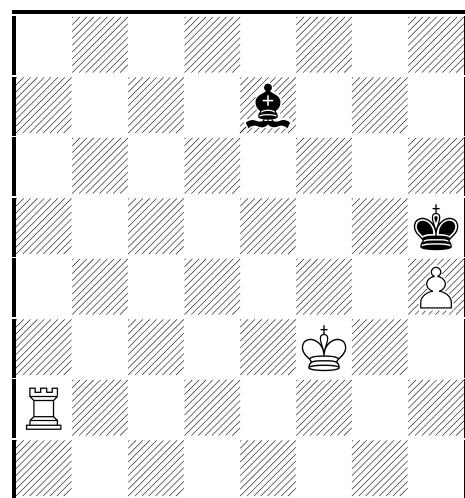
8...Bc3 9.Rh2 Be1 10.Kf6 Bg3

10...Bxh4+ 11.Kf5 +-.

11.Rh1 Bf2 12.Kf5 Be3 13.Rh2 Ba7 14.Ra2 Bb6 15.Rb2 Bc5 16.Rc2 Be3

Or 16...Bd6 17.Rd2 Bc5 18.Kf4 Be7 19.Rd7 Bf8 20.Kg3 Bd6+ 21.Kh3 Bf4 22.Rd5+.

17.Ke4 Bh6 18.Rh2 Bg7 19.Kf4 Bf8 20.Kf3 Ba3 21.Ra2 Be7 (D)



And now White shows his point, which is

based on a beautiful zugzwang position:

22.Re2 Bf6

22...Bxh4 23.Rh2 Kg5 24.Rh1 Kh5 25.Kf4.

23.Kf4 Bd8 24.Rc2! Be7 25.Rd2 Bb4

26.Rd8 Bc3 27.Kg3 Be5+ 28.Kh3 Bf4

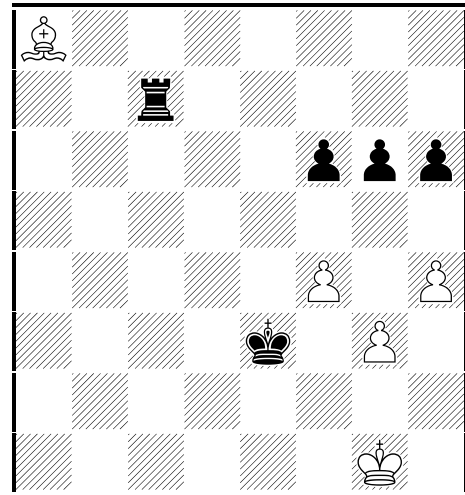
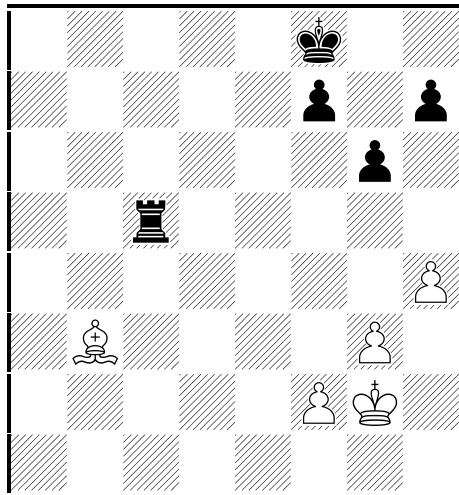
29.Rd5+ Kg6 30.Kg4

1-0

□ **Speelman,Jonathan**

■ **Kasparov,Garry**

A30 Graz tt 1981

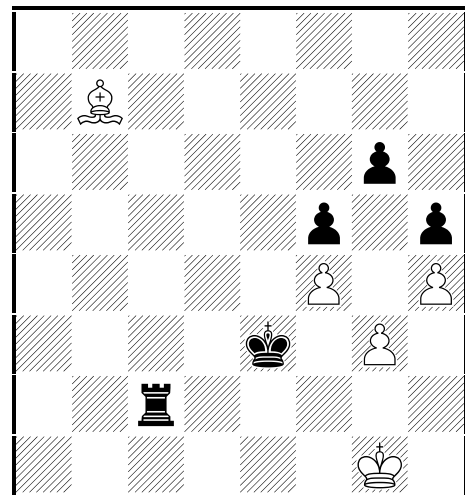


67...Rg7! 68.Kg2 g5 69.hxg5 hxg5 70.fxg5 Rxg5!

White resigned in view of 71.Bc6 f5 72.Kh3 Kf2.

0-1

Example 5 •



Such endings are easily won for the side with the rook. If the bishop was a dark-squared one, then the black king would head for e4 and then, with the help of the ...f5-f4 advance at the appropriate moment, the position would win itself. The presence of a light-squared bishop implies a weakening of the f2-square. Therefore, Black must bring his king to e1, forcing White to push the f-pawn to f4 in view of the threat of ...Rb2. Then, Black will prepare the ...g5 advance by placing his rook on g7.

46...Ke7 47.Ba2 h6 48.Bb3 Rc7 49.Ba2 Kd6 50.Kh3 Ke5 51.Kg4 Ra7 52.Bb3 Rb7 53.Bd1

53.Ba2 Ke4! is even simpler.

53...Rb2 54.Kf3 Kd4 55.Be2 Rb3+ 56.Kg2 Kc3 57.Bf3 Rb5 58.Bc6 Rc5 59.Be8 Rc7 60.Kf1 Kd2 61.Ba4 Rc1+ 62.Kg2 Ke1 63.Bb3 Rc7 64.f4 Ke2

Commencing the second stage of the plan.

65.Bd5 Ke3 66.Ba8 f6! 67.Kg1 (D)

Had Black placed his h-pawn to h5 at some earlier stage, he would then be compelled to employ an alternative winning plan, one containing numerous tactical nuances and complicated lines.

1...g5!!

The only way, as the pawn ending resulting from 1...Rc7 2.Ba8 Ra7 3.Bc6 Kd4 4.Kf2 Kc5 5.Bf3 Ra2+ 6.Kf1 Ra3 7.Kf2 Rxf3+ 8.Kxf3 Kd4 9.Kf2! is drawn. If we move the entire starting position (all pieces and pawns) one square to the left, then Black

would have an additional winning plan at his disposal (transition to a pawn ending), as the bishop would lack a sufficient number of squares available on the g1-a7 diagonal and thus the black king would not have to move away from the theatre of action.

2.hxg5

No help is offered by 2.fxg5 f4 3.gxf4 (3.g6 f3 4.g7 Rg2+ 5.Kf1 Rxf3) 3...Kxf4, when the white pawns will be lost.

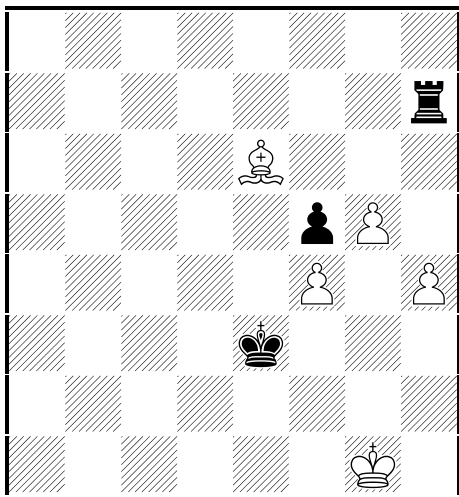
2...h4 3.gxh4

Not 3.g6? Rc7!.

3...Rc7!

A very accurate move. 3...Rf2? seems to lead to a draw after 4.Bg2!! (4.Bc8 Rxf4 5.Kg2) 4...Rxf4 5.Bh3! Rxf4 6.Bxf5 Rh5 7.Bd7 Rxf5+, despite the fact that the white king is near the wrong corner. 3...Kxf4? also fails to achieve the aim: 4.g6 Rc7 5.h5! (5.Bd5? Kg3 6.Kf1 f4!).

4.Bd5 Rh7! 5.Be6 (D)



5...Ke4!

5...Kxf4 6.g6 Rxf4 7.Kf2 Rg4 8.Bf7 Ke4 9.Be8 Ke5 10.Kf3 is also fine, but the text-move is more accurate.

6.g6 Rxf4 7.Bf7 Rxf4 8.Kg2 Ke3 9.Kh3 Rg4 10.Be6 Kf4 11.Bf7 Rg3+ 12.Kh4 Rg1 13.Kh3 Ke3

0-1

Rook vs Knight

For this ending the same applies as for the rook vs bishop one. The knight is inferior to the bishop in this case, because it is by nature unable to gain a tempo and thus the FIDE Trainers' Course – Antalya 2009

side with the knight can more easily end up in zugzwang.

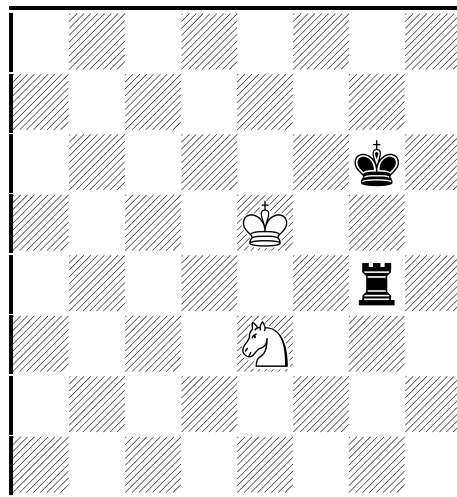
Without Pawns

This ending is drawn. It is best for the defending king to remain in the centre; all exceptions to the rule occur when the king is restricted to the edge of the board. In order to win, the attacking side must either create mating threats (forcing the capture of the knight) or force the knight away from its king and then enforce its capture.

□ Kuczynski,Robert

■ Grivas,Efstratios

C83 Sharjah Wch-jr 1985



Black is unable to win, as White keeps his king centralized and the knight remains near its king. Black kept trying, without success of course.

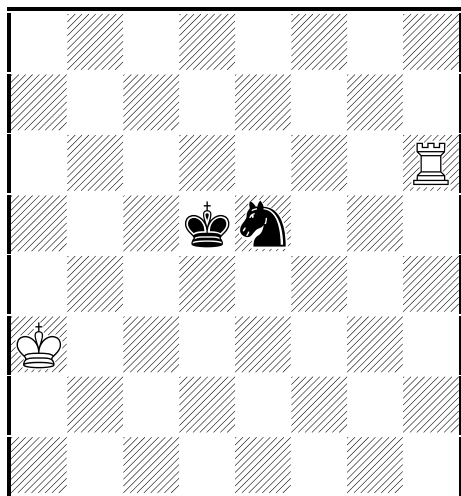
62...Ra4 63.Nd5 Ra5 64.Ke4 Kf7 65.Ke5 Ra1 66.Nc3 Rh1 67.Nd5 Re1+ 68.Kf5 Ke8 69.Nf6+ Ke7 70.Ne4 Kd7 71.Ke5 Kc6 72.Kd4 Ra1 73.Nc3 Rh1 74.Ne2 Kd6 75.Nf4 Ra1 76.Ke4 Ra5 77.Ng6 Ke6 78.Nf4+ Kf6 79.Nd5+ Rxd5 80.Kxd5

An important game for my competitive career, as a victory would win me 2nd place in the World Junior Championship of 1985, while the draw left me 4th.

1/2-1/2

In the next example the knight again succeeds to draw.

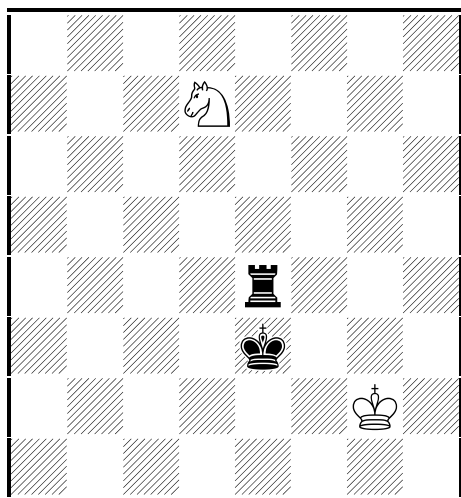
□ Grivas,Efstratios
 ■ Stefanopoulos,Orestis
 A72 Athens Ch-GRE rpd 1998



67.Kb4 Kd4 68.Rd6+ Ke3 69.Kc3 Ke4
 70.Rd4+ Kf5 71.Rh4 Ke6 72.Rf4 Kd6
 73.Kd4 Nc6+ 74.Ke4 Ne7 75.Rf6+ Kd7
 76.Kd4 Nc6+ 77.Kc5 Ne7 78.Ra6 Ke8
 79.Rh6 Kd7 80.Rf6 Ke8 81.Kd4 Kd7
 82.Ra6 Nc6+ 83.Rxc6 Kxc6
 1/2-1/2

In the following two examples, the attacking side has succeeded in restricting the opponent's king to the edge of the board.

Example 6 •



The white knight has been forced away from its king and will be lost.
1...Kf4 2.Nc5 Re2+!

And now White has two options:

a) **3.Kf1 Rc2 4.Ne6+**

The alternatives are not of any help: 4.Nd3+ Ke3 5.Ne5 Rc5 6.Nd7 (6.Ng4+ Kf3 7.Nh2+ Kg3) 6...Rg5! 7.Nb6 Kd4 8.Ke2 Rg7!; 4.Nb3 Ke3 5.Na5 Rc5 6.Nb7 Rd5; 4.Na6 Ke4 5.Nb8 Kd5 6.Nd7 Rc6!.

4...Ke3! 5.Ng5

Or 5.Kg1 Rc6 6.Nd8 Rg6+ 7.Kf1 Kf3 8.Ke1 Rf6 9.Nb7 Rf5 10.Kd2 Rb5.

5...Rf2+ 6.Kg1 Rf5 7.Ne6

Also hopeless and relatively quick is 7.Nh3 Kf3 8.Nf2 Rd5 9.Nh3 Rb5! 10.Kh2 Rh5.

7...Re5 8.Nd8

Alternatively, 8.Nc7 Kf3 9.Na6 Rg5+ 10.Kh2 Rg2+ 11.Kh1 Kg3! or 8.Nf8 Re7 9.Kh2 Ke4 10.Ng6 Rh7+ do not help either.

8...Ke4 9.Nc6

Or 9.Nf7 Rd5 10.Kg2 Kf4.

9...Rc5 10.Nb4 Rc4 11.Na6 Kd5 12.Kf2 Kd6 13.Ke3 Ra4 0-1

b) **3.Kh3 Kf5!**

And not 3...Rc2? 4.Ne6+ with a draw.

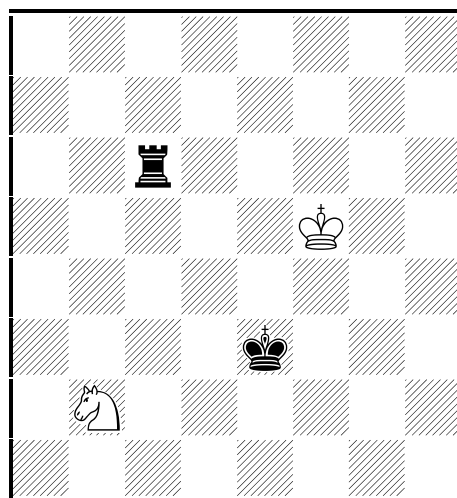
4.Kg3!

Black's task is easier after 4.Nb7 Rc2 5.Nd6+ Kf4! 6.Nb5 Ke5 7.Kg4 Rb2 8.Nc7 Rb7 or 4.Kh4 Rb2! 5.Nd3 Rc2 6.Ne1 Re2 7.Nf3 Kf4.

4...Rc2! 5.Na4 Ke4 6.Kg4 Rc6 7.Nb2 Ke3!

7...Kd4? 8.Nd1 Rc2 9.Kf3 allows White to escape with a draw.

8.Kf5! (D)



8...Kd4!

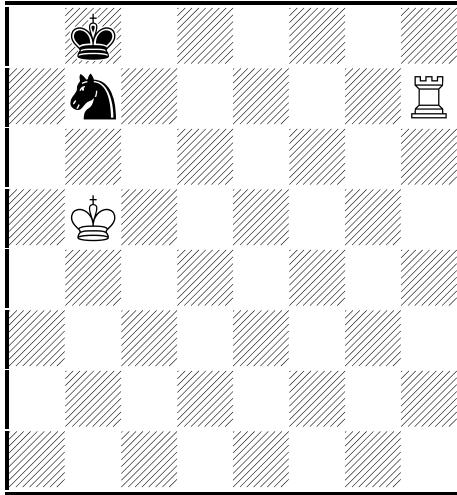
The last accurate move. 8...Kd2? 9.Ke5 Kc3 10.Kd5 Rc8 11.Na4+ Kb4 12.Nb6 would

lead to a draw.

9.Kf4 Rc1! 10.Na4 Rb1

0-1

Example 7 ○



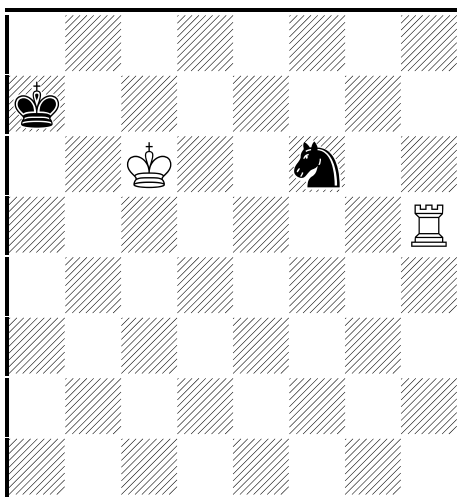
1.Kc6!

1.Kb6? Nd8! would have been a serious mistake, allowing Black to draw! Black now has two possibilities, none of which is however sufficient for a draw:

a) **1...Na5+ 2.Kb6 Nc4+ 3.Kb5 Nd6+ 4.Kc6 Nc4 5.Rb7+ Kc8 6.Rb5 Kd8 7.Rc5 Ne3 8.Rg5 Nc4 9.Kc5 Na5 10.Kb5**

1-0

b) **1...Nd8+ 2.Kd7 Nb7 3.Rh5 Ka7 4.Kc8 Nd6+ 5.Kc7 Ne8+ 6.Kc6 Nf6 (D)**



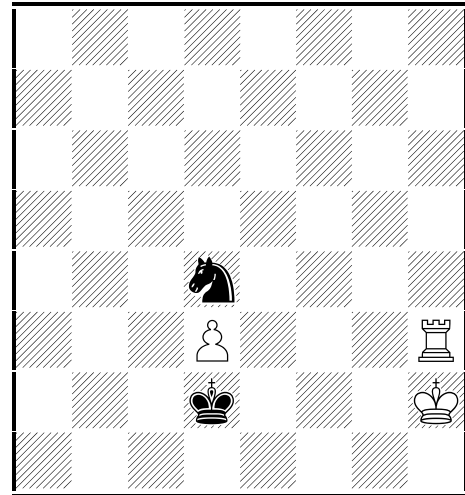
7.Rh4 Kb8 8.Rf4 Nh5 9.Rf7 Ng3 10.Rb7+ Ka8 11.Kc7

1-0

Rook & Pawn vs Knight

Apart from very few exceptions, occurring when the attacking king is too far away from his pawn, this ending is won.

Example 8 ○



An important theoretical draw, as the white king is unable to help his pawn.

1.Kg2 Ke2! 2.Rg3

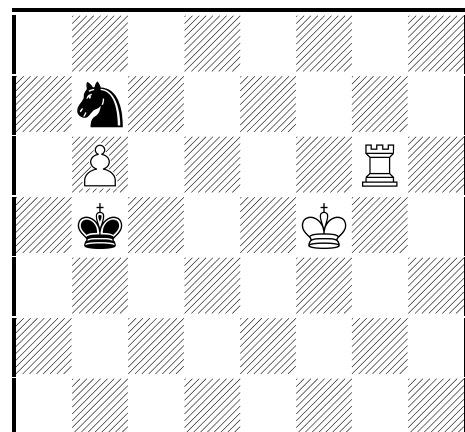
Hoping that the king will be able to approach via h3-g4-f4-e4.

2...Nf5! 3.Rh3 Nd4

1/2-1/2

The following example shows another theoretical draw, as the attacking king is again unable to approach his pawn.

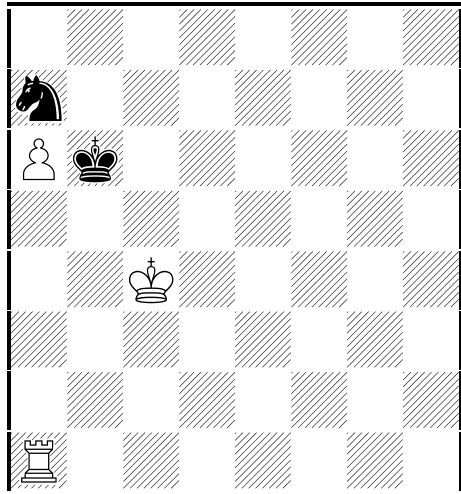
Example 9 ●





1...Nb7 2.Ke5 Na5 3.Kd5 Nb7 4.Rf6 Na5
 5.Re6 Nb7 6.Ke5 Na5 7.Kf6 Ka6! 8.Ke5
 Or 8.Ke7 Kb7 and 9...Nc4.
 8...Kb5 9.Kd5
 1/2-1/2

Example 10 ○



In contrast to other types of endings, here the presence of a pawn on a rook file is in the attacker's favour, as additional mating ideas arise, while also the knight is very restricted in its movements. This ending is won for the attacking side.

1.Ra4! Nc6 2.Kd5 Na7 3.Kd6

The winning idea is the transfer of the white king to b8.

3...Nb5+ 4.Kd7 Ka7

Or 4...Na7 5.Kd8 Nb5 (5...Nc6+ 6.Kc8 Ka7 7.Kc7 Nb8 8.Ra5 Ka8 9.Rb5) 6.Kc8 Ka7 7.Ra5 Nd6+ 8.Kc7 Nc4 9.Ra4 Nb6 10.Rd4 Na8+ 11.Kc6 Nb6 12.Rb4 Nc8 13.Kc7 Ne7 14.Rb5.

5.Kc6 Nc3 6.Rc4 Nb1 7.Rc1 Nd2

Or 7...Na3 8.Kc5!.

8.Kb5

And Black loses, as 9.Rc7+ is next.

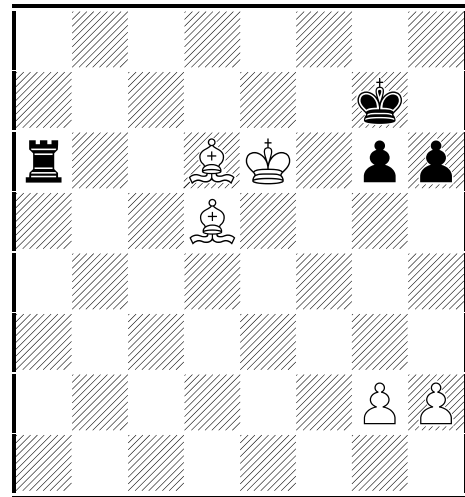
1-0

Rook vs Minor Pieces

According to the material evaluation scale used in first grade, two minor pieces are equal to a rook and a pawn. However, in this FIDE Trainers' Course – Antalya 2009

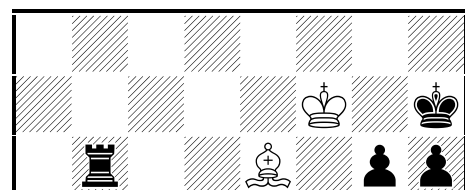
type of ending, the respective pawn structures, the initiative and the collaboration between the pieces are of primary importance. When the pawns of the side with the rook are weak or fixed, then the minor pieces can easily attack them and thus hold the upper hand. Otherwise, the rook is able to hold the balance. If the side with the rook possesses a passed pawn, then the advantage usually passes to this side. A bare ending without pawns is drawn.

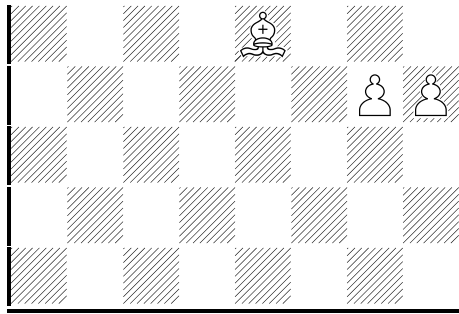
□ **Smyslov, Vassily**
 ■ **Blackstock, Lesly**
 A52 London 1988



The bishop-pair almost always comprise an enviable and powerful force. Still, even in this case, the position is drawn as the material is greatly reduced. Black must seek the exchange of the g-pawns, after which he will be able to sacrifice his rook for the dark-squared bishop, reaching a theoretical draw. White's only good idea is to try mating his opponent!

50.Bb7 Rb6 51.Bc8 Kh7 52.Ke7 Rb2 53.g4 Rf2 54.Be6 Rf1 55.Be5 Rf2 56.Bf6 Rf4 57.Kf7 Ra4 58.Be5 Ra7+ 59.Kf6 Ra6 60.h4 Rb6 61.Kf7 (D)





61...Rb5?

Black had defended excellently up to this point and could have secured the draw with 61...h5! 62.gxh5 (62.g5 Rb7+ 63.Kf8 (63.Kf6 Rb6) 63...Rf7+! 64.Ke8 Re7+!) 62...Rb7+ 63.Kf6 (63.Kf8 Kh6! 64.hxg6 Kxg6 65.Bg3 Kf6 66.Bc4 Rb4 67.Ba6 Kg6 =) 63...gxh5 64.Kg5 Rg7+ 65.Kxh5 Rg5+!.

62.h5!

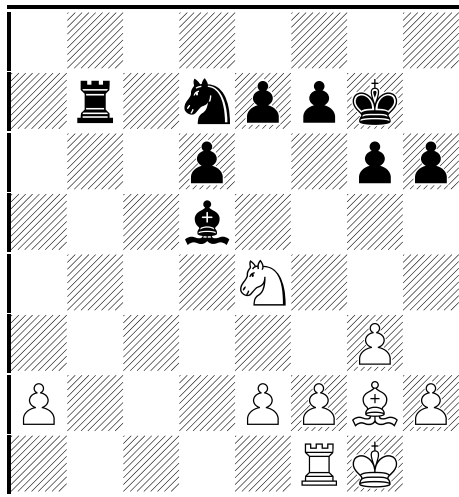
Mate follows, so Black had to resign.

1-0

□ Grivas,Efstratios

■ Wagner,Claude

A58 Cap d' Agde jr 1983



25.Nxd6!

The introduction to a much better ending.

25...Bxg2 26.Nxb7 Bxb7 27.Rc1 Bd5 28.a4!

White has appreciated that his passed pawn will prove of decisive importance, as it will tie down the black pieces to defensive duties. Then, his king and rook will cooperate in an offensive against the kingside. Such positions, where the side with

the rook lacks pawn weaknesses, are very difficult (if not lost) for the side with the minor pieces.

28...Nb6 29.a5 Na8 30.f3 f5 31.Rc5 e6 32.Kf2!

The black pieces no longer cooperate harmoniously. It is time for the white king to emerge.

32...Kf6 33.Ke3 g5 34.a6 Nb6 35.a7 h5 36.Rb5 Na8 37.Kd4 g4! 38.f4! Nc7 39.Rb8 Na8 40.Kc5

Black is now lost, as the invasion of the white king is decisive. The end was:

40...Ke7 41.Rh8 Kf7 42.Kd6 Kg6 43.Kd7 Kf6 44.Rxh5 Nb6+ 45.Kc7 Na8+ 46.Kd6 Nb6 47.Rh8 Na8 48.h4 gxh3 49.Rxh3 Nb6 50.Rh8 Na4 51.Rf8+ Kg7 52.a8Q Bxa8 53.Rxa8 Nc3 54.Kxe6 Nxe2 55.Ra3 Kg6 56.Ke5 Nxe3

1-0