Can you be a positional chess genius?

Angus Dunnington

EVERYMAN CHESS PUZZLES
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We are a group of chess fans who are producing new chess material. We have members from all around the world, belonging to different cultures and speaking different languages, all of us joined by our common love for chess! We hope you will enjoy our work!

Somos un grupo de fanáticos del ajedrez, que estamos tratando de producir nuevo material como este, desarrollando diferentes proyectos e ideas. Tenemos miembros de diferentes partes del mundo, provenientes de diferentes culturas, hablando diferentes lenguas, unidos por nuestra pasión por el ajedrez!. Esperamos que disfruten de esta muestra de nuestro trabajo!.

If you are interested in joining us, or send any comments drop us an email at: caissa_lovers@yahoo.com.
Si alguien estuviese interesado en unirse al grupo nos pueden escribir a: caissa_lovers@yahoo.com.

Best regards!!

Caissa Lovers
can you be a positional chess genius?

Angus Dunnington
First published in 2002 by Everyman Publishers plc, formerly Cadogan Books plc, Gloucester Mansions, 140A Shaftesbury Avenue, London WC2H 8HD

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British Library Cataloguing-in-Publication Data
A catalogue record for this book is available from the British Library.

ISBN 1 85744 264 4

Distributed in North America by The Globe Pequot Press, P.O Box 480, 246 Goose Lane, Guilford, CT 06437-0480.

All other sales enquiries should be directed to Everyman Chess, Gloucester Mansions, 140A Shaftesbury Avenue, London WC2H 8HD
tel: 020 7539 7600 fax: 020 7379 4060
e-mail: chess@everymanbooks.com
website: www.everymanbooks.com

To Mia Simone, my beautiful daughter

Everyman Chess Series (formerly Cadogan Chess)
Chief advisor: Garry Kasparov
Commissioning editor: Byron Jacobs

Production by Book Production Services.
Printed and bound in Great Britain by The Cromwell Press Ltd., Trowbridge, Wiltshire.
Everyman Chess

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The positional aspect of chess is ever-present. In every game at every level there are positional factors to be considered at every turn. There is no avoiding it. Yet so many times at tournaments and in chess clubs we hear someone say ‘I’m a tactician’, ‘I like to play aggressively’ or – the most common – ‘All this positional stuff is too difficult for me’... The irony is, of course, that positional aspects of the game are often easier to understand than most players believe. Given time we can all appreciate the significance of vulnerable squares, isolated pawns, ‘bad’ bishops or even the implications of a piece actually leaving the board, but can we be guaranteed to steer our way through complexities at all times? – no, nobody can. All these are features of the game that can – and should – be considered in any given situation. The context may change but the fundamental points remain the same. As in life there are golden rules and guidelines that remain fairly constant – it is how we deal with them that counts. Most chess players fail to differentiate between thinking and calculating – we all have our limitations when it comes to the rather mechanical process of calculating, but thinking is another issue entirely.

This book is designed to make positional considerations come more naturally so that our thought processes ‘go with the flow’ from one game to another. I wouldn’t suggest that positional play can be easy and automatic, but nor do I believe that it should be categorised as a difficult or obscure part of the game that is just a matter of taste. The more aware we become of the permanency of positional chess the easier the game is to play.

The very nature of chess precludes those somewhat rigid approaches we have to other sports or pastimes that have well defined spheres of possibility and skill. There is no golf grip or tyre selection in chess – ultimately we are our own limitation. We are the most finite factor in the amazingly rich equation that is chess. Indeed, being quite conscious of these limits we should approach the game in a
more realistic manner. It makes no sense reading six books on the Sicilian Dragon when – let’s face it – as soon as the game reaches a certain level of complexity it has a mind of its own. It makes more sense to broaden your horizon by getting acquainted with real chess. And if you still insist on playing the Dragon, you’ll get nowhere without an appreciation of the positional imperatives...

Each set of ten puzzles is intended to be of approximately similar difficulty and the total number of points available in each text is 150. As you progress through the tests you may see if your totals for the later ones are higher than those for the earlier positions, and thereby if your positional strength is developing. If you become completely stuck on a position you may ‘Ask a Grandmaster’ to obtain a hint as to the solution. However, this indulgence will not go unpunished and will cost you points.

Note that a number of the positions are from opening theory or are artificially constructed (i.e. not from real games) in order to illustrate a particular point. These positions obviously have no references in terms of players, date or venue.

I hope you enjoy reading this book as much as I did writing it and, more importantly, I hope you will always enjoy playing chess, and thinking.

As ever I am indebted to my wife, Mioto, for being as patient as any Belgian could be while I struggled (and failed) to finish this book on time. As indeed was Byron Jacobs, who was far more understanding and considerate than the rules of publishing dictate. However, since the recent arrival of our daughter, Mia Simone, the rules have changed, although it is how we deal with them that matters – and life is so much more enjoyable for positional players...

Angus Dunnington,
Castleford,
June 2002
Test 1: Puzzle 1
Maximum score: 5 Points

☐ Liublinsky
☒ Botvinnik

Moscow Championship 1943

Black to Play

Black has weak pawns on the queenside and White threatens to trade off the rooks. How did Botvinnik kill two birds with one stone?

See page 89 to Ask A Grandmaster, which will cost you 2 points.

Test 1: Puzzle 2
Maximum score: 5 Points

☐ Hodgson
☒ Speelman

British Championship 1984

White to Play

A typical case of ‘over-protection’ – White hopes to accentuate the weakness of the backward e6-pawn by maintaining absolute control of the e5-square. How did he further improve his position?

See page 89 to Ask A Grandmaster, which will cost you 2 points.
Can You be a Positional Chess Genius?

Test 1: Puzzle 3
Maximum score: 5 Points

☐ Shirov
■ Miladinovic
Belgrade 1995

White to Play

Black has scattered pawns but these are accompanied by the bishop pair. Time to clamp down?

See page 89 to Ask A Grandmaster, which will cost you 2 points.

Test 1: Puzzle 4
Maximum score: 5 Points

☐ McDonald
■ Lukacs
Budapest 1995

White to Play

The knight is fine on c4 but there is a better outpost that would enable White to tie his opponent down a little before launching the minority attack. How did White step up the pressure?

See page 89 to Ask A Grandmaster, which will cost you 2 points.
Test 1: Puzzle 5
Maximum score: 5 Points

☐ M.Gurevich
☐ Piket
Antwerp 1998

Black to Play

How did Black guarantee a level game by undermining his opponent’s control of the dark squares?

See page 89 to Ask A Grandmaster, which will cost you 2 points.

Test 1: Puzzle 6
Maximum score: 10 Points

☐ Richardson
☐ Sadler
England 1995

Black to Play

White is on the defensive, under pressure on the d-file, b-file, the a5-e1 diagonal and from Black’s unwelcome queen. However, in order to exploit his initiative Black must step up the pace. How did he do this using positionally oriented means?

See page 89 to Ask A Grandmaster, which will cost you 4 points.
Test 1: Puzzle 7
Maximum score: 10 Points

☐ Kasparov
■ Kramnik
Moscow (blitz playoff) 1996

Black to Play

In order to avoid a repetition White’s last was \( \text{Qd4-b4}\). This led to difficulties for Kasparov – how?

See page 89 to Ask A Grandmaster, which will cost you 4 points.

---

Test 1: Puzzle 8
Maximum score: 10 Points

☐ Petrosian
■ Morelos
Lugano Olympiad 1968

White to Play

How did White justify his early knight jaunt?

See page 89 to Ask A Grandmaster, which will cost you 4 points.
Test 1: Puzzle 9
Maximum score: 10 Points

☐ Botvinnik
■ Konstantinopolsky
Sverdlovsk 1943

White to Play

Black might occupy the e-file for the moment but it is the ‘bad’ bishop – hampered by its own pawns – that is the most important factor in the position. How did White add to his opponent’s problems?

See page 89 to Ask A Grandmaster, which will cost you 4 points.

Test 1: Puzzle 10
Maximum score: 10 Points

☐ Baburin
■ Tseitlin
Cappelle la Grande 1994

Black to Play

With a trade of bishops on the a1–h8 diagonal White had hoped to reduce his opponent’s influence on the dark squares. However, in doing so his own bishop has left the arena, inviting Black to assume the initiative by concentrating on this very colour complex.

See page 89 to Ask A Grandmaster, which will cost you 4 points.
Test 1: Puzzle 11
Maximum score: 15 Points

☐ Tal
■ Dvoretsky
USSR Championship 1972

White to Play

Given time Black will complete his development with a reasonable game... So don’t give Black time! What was Tal’s positional strike?

See page 89 to Ask A Grandmaster, which will cost you 6 points.

Test 1: Puzzle 12
Maximum score: 15 Points

☐ Karpov
■ Adams
Dos Hermanas 1993

White to Play

White not only has the advantage of having two pawn islands to his opponent’s three, but his rooks have the d- and e-pawns in their sights. How did Karpov use tactical means to practically force a series of exchanges that results in a decisive structural advantage in an ending?

See page 89 to Ask A Grandmaster, which will cost you 6 points.

14
Test One

Test 1: Puzzle 13
Maximum score: 15 Points

☐ Oll
■ Hodgson
Groningen 1993

Black to Play

In order to have any chance of converting his positional pluses Black needs the help of the rook which, at the moment, plays a defensive role. How did Hodgson, one of the world’s most imaginative players, successfully address this problem? You will either get it, or you won’t...

See page 89 to Ask A Grandmaster, which will cost you 6 points.

Test 1: Puzzle 14
Maximum score: 15 Points

☐ Skembris
■ Nenashev
Komotini 1993

White to Play

White’s aggressively posted forces are primed for a positional breakthrough that leaves Black’s king wide open.

See page 89 to Ask A Grandmaster, which will cost you 6 points.
Test 1: Puzzle 15
Maximum score: 15 Points

☐ Shliperman
■ Yermolinsky
Philadelphia 1997

Black to Play

White would like to combine his territorial advantage with the bishop pair, while Black needs to find a role for his bishop and outposts for his knights. Yermolinsky’s next move facilitated the achievement of both these goals and, consequently, earned Black decent prospects.

See page 89 to Ask A Grandmaster, which will cost you 6 points.

Scorechart for Test 1

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Test 2: Puzzle 1
Maximum score: 5 Points

☐ Kamsky
■ Kasparov
Manila Olympiad 1992

Black to Play

What should Black play?

See page 90 to Ask A Grandmaster, which will cost you 2 points.

Test 2: Puzzle 2
Maximum score: 5 Points

☐ Capablanca
■ Marshall
New York 1909

White to Play

White’s positional lead is clear, but how did he improve his position further?

See page 90 to Ask A Grandmaster, which will cost you 2 points.
Test 2: Puzzle 3
Maximum score: 5 Points

☐ Petrosian
☒ Lutikov

USSR Team Championship 1981

White to Play

How did White reduce his opponent’s activity while simultaneously adding to Black’s positional woes?

See page 90 to Ask A Grandmaster, which will cost you 2 points.

Test 2: Puzzle 4
Maximum score: 5 Points

☐ Korchnoi
☒ Rogers

Novi Sad Olympiad 1990

White to Play

When there is only one open file on the board in an otherwise level position we should sometimes be satisfied with a modest but definite advantage. How did White secure such a lead in the diagram position?

See page 90 to Ask A Grandmaster, which will cost you 2 points.
Test Two

Test 2: Puzzle 5
Maximum score: 5 Points

White to Play

Black has recently played ...\texttt{\textsection}e6x\texttt{\textsection}d5 and White recaptured with the c4-pawn. How can White now secure a clear advantage?

See page 90 to Ask A Grandmaster, which will cost you 2 points.

---

Test 2: Puzzle 6
Maximum score: 10 Points

\texttt{\textsquare} Volzhin
\texttt{\textblacksquare} Rewitz
Aarhus 1997

White to Play

1 \texttt{\textsquare}xe7+ \texttt{\textblacksquare}xe7 2 a4 favours White but Volzhin did not want to part with his great knight. Consequently he went for a decisive positional bind that left his opponent tied up. How did he do this?

See page 90 to Ask A Grandmaster, which will cost you 4 points.
Test 2: Puzzle 7  
Maximum score: 10 Points

☐ Karpov  
■ Kramnik  
Monte Carlo (blindfold) 1995

Black to Play

Despite the fact that this is a blindfold game Kramnik managed to make the most of his chances by forcing a serious positional concession in enemy territory. How did he engineer the creation of a hole which he eventually occupied with decisive effect?

See page 90 to Ask A Grandmaster, which will cost you 4 points.

Test 2: Puzzle 8  
Maximum score: 10 Points

☐ Capablanca  
■ Alekhine  
St. Petersburg 1913

White to Play

White’s prospects of a kingside attack have just about disappeared (along with the trade of bishops) and Black has a decent grip on the centre. However, it is on the queenside that White can make significant progress. How did ‘Capa’ secure a clear advantage?

See page 90 to Ask A Grandmaster, which will cost you 4 points.
Test 2: Puzzle 9
Maximum score: 10 Points

☐ Bykhovsky
◼ Smirin
Beijing 1991

Black to Play

A fairly even position; Black’s isolated e5-pawn and White’s control of the e4-square suggesting an edge for the first player. How should Black proceed?

See page 90 to Ask A Grandmaster, which will cost you 4 points.

Test 2: Puzzle 10
Maximum score: 10 Points

☐ Lutz
◼ Karpov
Dortmund 1993

Black to Play

Black’s all-seeing bishop faces eviction from e5, where White would like to push his pawn in order to clear the b1–h7 diagonal. How did Karpov secure a lasting positional advantage?

See page 90 to Ask A Grandmaster, which will cost you 4 points.
Can You be a Positional Chess Genius?

Test 2: Puzzle 11
Maximum score: 15 Points

☐ Razuvaev
■ Honfi
Cienfuegos 1976

White to Play

White has just traded queens on b6, safe in the knowledge that the significance of his space advantage is greater as the ending approaches. In fact Black’s minor pieces are rather awkwardly placed, allowing White to practically force the creation of a passed pawn. How?

See page 90 to Ask A Grandmaster, which will cost you 6 points.

Test 2: Puzzle 12
Maximum score: 15 Points

☐ Spielmann
■ Maroczy
Gothenburg 1920

White to Play

White clearly has the enemy king in his sights. How did he use direct threats to induce serious structural weaknesses in Black’s camp?

See page 90 to Ask A Grandmaster, which will cost you 6 points.
Test 2: Puzzle 13
Maximum score: 15 Points

Gulko
Kramnik
Novgorod 1995

Black to Play

White’s bishop is not good and his pawns have seen better times. How did Black transfer his knight to attack the enemy c-pawns?

See page 90 to Ask A Grandmaster, which will cost you 6 points.

Test 2: Puzzle 14
Maximum score: 15 Points

Khalifman
Lautier
Biel Interzonal 1993

White to Play

If only Black had a knight on d6. Can you find a plan, aimed at dislodging the blockading queen, that forces a concession?

See page 90 to Ask A Grandmaster, which will cost you 6 points.
Test 2: Puzzle 15  
Maximum score: 15 Points

☐ Kasparov
■ Shirov
Horgen 1994

White to Play

White has a good knight on d5 but Black’s is also useful. How did Kasparov reduce his dangerous young opponent to passivity?

See page 90 to Ask A Grandmaster, which will cost you 6 points.

Scorechart for Test 2

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Test 3: Puzzle 1
Maximum score: 5 Points

☐ Botvinnik
■ Pomar
Varna Olympiad 1962

White to Play

White has a standard pawn sacrifice that creates an excellent outpost for one piece and increases the scope of another...

See page 90 to Ask A Grandmaster, which will cost you 2 points.

Test 3: Puzzle 2
Maximum score: 5 Points

☐ Geller
■ P. Littlewood
Plovdiv 1983

White to Play

White offered a pawn sacrifice which secured a long-term positional advantage. What was it?

See page 90 to Ask A Grandmaster, which will cost you 2 points.
Test 3: Puzzle 3
Maximum score: 5 Points

☐ Khalifman
■ Knaak
Hamburg 1991

White to Play

How did White favourably change the pace?

See page 90 to Ask A Grandmaster, which will cost you 2 points.

Test 3: Puzzle 4
Maximum score: 5 Points

☐ Ilincic
■ Leko
Belgrade 1996

Black to Play

White is already slightly worse thanks to the ugly d4-e3-f4 complex, the accompanying hole on e4 and generally poorer pieces. How did Black make the situation even more unpleasant for his opponent?

See page 90 to Ask A Grandmaster, which will cost you 2 points.
Test 3: Puzzle 5
Maximum score: 5 Points

□ Sliwa
■ Szabo
Budapest 1954

Black to Play

Black can win material by force. How?

See page 90 to Ask A Grandmaster, which will cost you 2 points.

Test 3: Puzzle 6
Maximum score: 10 Points

□ Wahls
■ Ehlvest
New York Open 1994

Black to Play

For the moment White is not able to exploit either the backward d6-pawn or the hole on d5, giving Black time to reduce White’s general influence. How did Ehlvest kill two birds with one stone?

See page 90 to Ask A Grandmaster, which will cost you 4 points.
Test 3: Puzzle 7
Maximum score: 10 Points

☐ Nikolaidis
■ Moskalenko
Agios Nikolaos 1995

Black to Play

An ability to take stock of the positional characteristics of scrappy positions is vital, for then we can pinpoint the most serious weakness and concentrate our efforts on exploiting it, rather than simply launching an attack on the king. Find Black’s best plan.

See page 91 to Ask A Grandmaster, which will cost you 4 points.

Test 3: Puzzle 8
Maximum score: 10 Points

☐ Oll
■ Anand
Biel Interzonal 1993

Black to Play

You will notice, here, that White’s queen is obstructed by the rather awkward presence of the defending bishop on d2. How did Black exploit his opponent’s clumsy-looking set-up to earn himself at least an equal game? (Depending on the accuracy of White’s response).

See page 91 to Ask A Grandmaster, which will cost you 4 points.
Test 3: Puzzle 9
Maximum score: 10 Points

☐ Botvinnik
■ Kan
USSR Championship 1939

White to Play

White has doubled, isolated c-pawns but it is another feature of the position that is more significant. How did White secure an advantage?

See page 91 to Ask A Grandmaster, which will cost you 4 points.

Test 3: Puzzle 10
Maximum score: 10 Points

☐ Eliskases
■ Flohr
Semmering-Baden 1937

Black to Play

With a knight on the rim against a bishop it would seem that Black is worse, but he soon engineered a ‘good’ knight versus ‘bad’ bishop scenario. How did Black force an enduring ending advantage?

See page 91 to Ask A Grandmaster, which will cost you 4 points.
Can You be a Positional Chess Genius?

Test 3: Puzzle 11
Maximum score: 15 Points

☐ Taimanov
■ Botvinnik
USSR Championship 1953
(play-off)

*White to Play*

White has a pawn majority in the centre as well as the two bishops – factors that he would like to combine by opening the position. This is why Black has nudged his rook to the e-file. What is White's best method of playing for e3-e4?

See page 91 to Ask A Grandmaster, which will cost you 6 points.

---

Test 3: Puzzle 12
Maximum score: 15 Points

☐ Van Vliet
■ Znosko-Borovsky
Ostend 1907

*Black to Play*

White’s Stonewall set-up has resulted in the usual hole on e4, but there are also potentially hazardous points on e3, d3 and c2. Black's initial move is not difficult to find but I want you to take your time and to explore the subsequent possibilities.

See page 91 to Ask A Grandmaster, which will cost you 6 points.
Test Three

Test 3: Puzzle 13
Maximum score: 15 Points

☐ Levitt
■ Beaumont
England 1996

Black to Play

It is generally a good rule to complete development before going on the offensive. Here White opts to hit the central knight before castling, allowing Black to generate a dangerous initiative.

See page 91 to Ask A Grandmaster, which will cost you 6 points.

Test 3: Puzzle 14
Maximum score: 15 Points

☐ Timman
■ Hübner
Sarajevo (match) 1991

White to Play

Despite the symmetry it is clear that the bishops are to be developed differently – White prepares a second fianchetto with b2-b4, whereas Black has chosen more traditional means. However, the key factor here is that it is White to move, and there is an uncompromising continuation available.

See page 91 to Ask A Grandmaster, which will cost you 6 points.
Test 3: Puzzle 15
Maximum score: 15 Points

☐ Karpov
■ Cu.Hansen
Wijk aan Zee 1988

White to Play

White has the bishop pair while Black has the d5-square and slightly superior development. Black also has the c-file. How should White continue?

See page 91 to Ask A Grandmaster, which will cost you 6 points.

Scorechart for Test 3

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Test 4: Puzzle 1
Maximum score: 5 Points

White to Play

Is the game drifting towards a draw or does White have something?

See page 91 to Ask A Grandmaster, which will cost you 2 points.

Test 4: Puzzle 2
Maximum score: 5 Points

☐ Karpov
■ Spassky
Montreal 1979

White to Play

Black seems to be coping with the slight inconvenience of looking after his isolated pawn. How did White go about increasing the pressure? The idea is to tie Black down in order to then open a second front of attack.

See page 91 to Ask A Grandmaster, which will cost you 2 points.
Test 4: Puzzle 3
Maximum score: 5 Points

☐ Lutikov
■ Taimanov
USSR Championship 1969

Black to Play

Black seems to be under pressure on the kingside but White has actually been rather rash with his pawns. How did Black calmly force a positional concession?

See page 91 to Ask A Grandmaster, which will cost you 2 points.

Test 4: Puzzle 4
Maximum score: 5 Points

☐ Botvinnik
■ Boleslavsky
Moscow 1941

White to Play

White can look forward to using the c5-square and exploiting a general bind on the dark squares. But how should he continue?

See page 91 to Ask A Grandmaster, which will cost you 2 points.
Test 4: Puzzle 5
Maximum score: 5 Points

☐ Capablanca
☒ Yates
New York 1924

White to Play

How did White win the a-pawn without moving his rook?

See page 91 to Ask A Grandmaster, which will cost you 2 points.

Test 4: Puzzle 6
Maximum score: 10 Points

☐ Capablanca
☒ Marshall
Carlsbad 1929

White to Play

Black has just played ...h7-h6. How did White punish this automatic move?

See page 91 to Ask A Grandmaster, which will cost you 4 points.
Can You be a Positional Chess Genius?

Test 4: Puzzle 7  
Maximum score: 10 Points

☐ Kramnik  
■ Shirov  
Vienna 1996

Black to Play

Black’s oddly placed rook is merely a temporary inconvenience. Meanwhile White has strong centre pawns which have an obvious influence on the game. How did Black strive for an advantage of his own by exploiting the positional downside to White’s centre pawns?

See page 91 to Ask A Grandmaster, which will cost you 4 points.

---

Test 4: Puzzle 8  
Maximum score: 10 Points

☐ Miles  
■ Matamoros  
Ubeda 1997

White to Play

With the centre pawns either fixed or blockaded the knights enjoy more flexibility. How did Miles rearrange his forces in order to extract the most from his minor pieces?

See page 91 to Ask A Grandmaster, which will cost you 4 points.
Test 4: Puzzle 9
Maximum score: 10 Points

☐ Kosic
■ Abramovic
Yugoslav Championship 1994

Black to Play

White's kingside pieces look very menacing indeed, not forgetting the bishop's post on the soon to be opened b1–h7 diagonal. What is Black's best practical chance?

See page 91 to Ask A Grandmaster, which will cost you 4 points.

---

Test 4: Puzzle 10
Maximum score: 10 Points

☐ Nikolic
■ Kramnik
Monaco (blindfold) 1998

Black to Play

Faced with a typical minority attack in this standard QGD Exchange set-up, what is Black's best response?

See page 91 to Ask A Grandmaster, which will cost you 4 points.
Test 4: Puzzle 11  
Maximum score: 15 Points

☐ Kramnik  
■ Romanishin  
Belgrade 1993

White to Play

How should White exploit the early departure of Black’s bishop?

See page 91 to Ask A Grandmaster, which will cost you 6 points.

---

Test 4: Puzzle 12  
Maximum score: 15 Points

☐ Yudasin  
■ Hübner  
Groningen 1993

Black to Play

White’s wall of pawns looks quite formidable and, with the bishop pair, the centre seems to be under control. Black might consider 1...\(\texttt{Qxe3}\) but after Hübner’s next move his knights have a rosy future.

See page 91 to Ask A Grandmaster, which will cost you 6 points.
Test Four

Test 4: Puzzle 13
Maximum score: 15 Points

☐ Gadjily
■ G.Giorgadze
Elista Olympiad 1998

Black to Play

In response to White’s advances on the kingside Black has countered on the opposite flank. However, he now has a possibility to undertake a positionally oriented exercise that puts White’s king under pressure.

See page 92 to Ask A Grandmaster, which will cost you 6 points.

---

Test 4: Puzzle 14
Maximum score: 15 Points

☐ Beilin
■ Lipnitsky
USSR 1951

Black to Play

We should always be careful when moving our f-pawns and, in this case, f2-f3 has created a serious weakness on c3 and the dark squares around White’s king. How did Black punish this? Be warned – it could get brutal...

See page 92 to Ask A Grandmaster, which will cost you 6 points.
Test 4: Puzzle 15
Maximum score: 15 Points

☐ Leko
■ Korchnoi
Horgen 1994

White to Play

Black has just pushed his c-pawn in order to unleash the light-squared bishop and soften White up on the dark squares. How did the young Leko exploit this aggression through positional means?

See page 92 to Ask A Grandmaster, which will cost you 6 points.

Scorechart for Test 4

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Total ........
Test 5: Puzzle 1
Maximum score: 5 Points

☐ Nogueiras
■ Browne
Mexico 1998

*White to Play*

Black already has broken queenside pawns. How can White pinpoint a weakness on the other flank?

See page 92 to *Ask A Grandmaster*, which will cost you 2 points.

---

Test 5: Puzzle 2
Maximum score: 5 Points

☐ Kobalija
■ Dvoirys
Russian Championship 1998

*White to Play*

Black seems to enjoy the more attacking set-up, which is enough to put us off 1 ♙xf4 ♀b6. In fact the knight is well placed on a5 because it monitors the c6-square. How can White secure this square as an outpost and effectively nip Black's attack in the bud?

See page 92 to *Ask A Grandmaster*, which will cost you 2 points.
Test 5: Puzzle 3  
Maximum score: 5 Points  

White to Play  

The diagram position is reached after the moves 1 c4 e5 2 dxe5 dxe5 3 g3  
4 xcd4 b6 5 dxc5 d6 6 f5 g6 f6 7 d4 c6. How can White secure an early lead?

See page 92 to Ask A Grandmaster, which will cost you 2 points.

Test 5: Puzzle 4  
Maximum score: 5 Points  

☐ Am.Rodriguez  
■ G.Garcia  
Yopal 1997  

White to Play  

By concentrating on an inviting square in Black’s camp White won a pawn.

See page 92 to Ask A Grandmaster, which will cost you 2 points.
Test 5: Puzzle 5
Maximum score: 5 Points

☐ Van Wely
■ Yermolinsky
Merrillville 1997

Black to Play

White has just sent his bishop, via h3 and e6(+), to d5 in order to force ...\(\mathfrak{Q}xd5\), thus leaving Black with a potentially poor bishop and vulnerable light squares. However, Black avoided a passive and cramped position by striking first, securing himself a wonderful outpost in the centre...

See page 92 to Ask A Grandmaster, which will cost you 2 points.

---

Test 5: Puzzle 6
Maximum score: 10 Points

☐ Cvetkovic
■ Banikas
Ano Liosia 1998

White to Play

As is often the case in the King's Indian White uses his extra space on the queenside while Black launches his pawns on the other flank. White often drops his bishop back to f2 in these positions but instead Cvetkovic sought to make more of the pin. How did he take control of the kingside?

See page 92 to Ask A Grandmaster, which will cost you 4 points.
Test 5: Puzzle 7
Maximum score: 10 Points

- Vaganian
- Bischoff
Germany 1993

White to Play

Black is paying the price for an early ...g7-g5. How did Vaganian exploit his opponent’s susceptibility on the dark squares?

See page 92 to Ask A Grandmaster, which will cost you 4 points.

---

Test 5: Puzzle 8
Maximum score: 10 Points

Black to Play

White has just played g2-g5, introducing the possibility of concentrating on the d5-square by monitoring the defender on f6. However, White is a long way from posting a knight on d5, whereas Black is already in a position to go on the offensive...

See page 92 to Ask A Grandmaster, which will cost you 4 points.
Test 5: Puzzle 9
Maximum score: 10 Points

☐ Alekhine
■ Euwe
Nottingham 1936

White to Play

Black has three pawn islands and the liabilities of a poor light-squared bishop and a backward e6-pawn. Alekhine could have compounded his opponent’s problems by staking a claim for the dark squares. What did White miss? There are a few features to appreciate for the full ten points.

See page 92 to Ask A Grandmaster, which will cost you 4 points.

---

Test 5: Puzzle 10
Maximum score: 10 Points

☐ Aronin
■ Suetin
USSR 1953

Black to Play

Black’s pawns look terrible, but with his next Suetin demonstrated that two sets of doubled, isolated pawns can be a considerable force when working with pieces.

See page 92 to Ask A Grandmaster, which will cost you 4 points.
Test 5: Puzzle 11
Maximum score: 15 Points

□ Taimanov
■ Uhlmann
Belgrade 1970

White to Play

How did White force a positional concession on the queenside that subsequently led to an invasion down the c-file?

See page 92 to Ask A Grandmaster, which will cost you 6 points.

Test 5: Puzzle 12
Maximum score: 15 Points

□ Cvetkovic
■ J.Ivanov
Arandjelovac 1993

White to Play

What is White’s best plan of action?

See page 92 to Ask A Grandmaster, which will cost you 6 points.
Test 5: Puzzle 13
Maximum score: 15 Points

[Sax] [Szell]
Hungarian Championship 1984

White to Play

How did White, with two pieces under attack, force the game into a fantastic ending in which Black’s four pawn islands prove a serious handicap? For a chance of the full fifteen points you will need to go further than the initial combo and into the positional aspects of the ending itself.

See page 92 to Ask A Grandmaster, which will cost you 6 points.

Test 5: Puzzle 14
Maximum score: 15 Points

[Topalov] [J.Polgar]
Las Palmas 1994

White to Play

We don’t need Karpov’s deep positional sense to notice that there is something a bit fishy about Black’s pawn structure, but how do we exploit it?

See page 92 to Ask A Grandmaster, which will cost you 6 points.
Test 5: Puzzle 15
Maximum score: 15 Points

☐ M.Gurevich
■ Greenfeld
Burgas 1994

White to Play

Black is a pawn down, but the superbly posted ♂c4 and ♦d5 combine well with the queen to offer decent-looking compensation and kingside attacking chances, involving a quick ...g7-g5-g4 etc. How did White deal with his opponent’s troublesome pieces?

See page 92 to Ask A Grandmaster, which will cost you 6 points.

Scorechart for Test 5

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Test Six

Test 6: Puzzle 1
Maximum score: 5 Points

☐ Botvinnik
■ Zagoriansky
Sverdlovsk 1943

*White to Play*

How can White improve his prospects? Or put the other way around: How can White make life more difficult for Black?

See page 92 to *Ask A Grandmaster*, which will cost you 2 points.

---

Test 6: Puzzle 2
Maximum score: 5 Points

☐ Richardson
■ Sadler
England 1995

*Black to Play*

Black had just voluntarily split his queenside pawns with ...bxc6 rather than recapturing with his rook. The idea is to both open the b-file for a later build-up against the b2-pawn and to deny White use of the d5-square. How did Black force an immediate concession from White?

See page 92 to *Ask A Grandmaster*, which will cost you 2 points.
Test 6: Puzzle 3
Maximum score: 5 Points

☐ Piket
☒ Timman
Dutch Championship 1995

White to Play

With a theme used by Black in the King’s Indian Defence, how did White force a positionally favourable exchange?

See page 92 to Ask A Grandmaster, which will cost you 2 points.

Test 6: Puzzle 4
Maximum score: 5 Points

☐ Gelfand
☒ Kramnik
Berlin 1996

Black to Play

White’s king is still in the centre and Black needs to be ready to operate on either flank. Consequently Kramnik secured his best placed piece.

See page 92 to Ask A Grandmaster, which will cost you 2 points.
Test Six

Test 6: Puzzle 5
Maximum score: 5 Points

☐ Federov
■ Panfilionok
Podolsk 1990

White to Play

White is sitting pretty but needs to open a second front of attack. How did he do this?

See page 92 to Ask A Grandmaster, which will cost you 2 points.

Test 6: Puzzle 6
Maximum score: 10 Points

☐ Khalifman
■ Salov
Wijk aan Zee (4th match game) 1994

Black to Play

Black’s previous move was ...d5-d4, opening the long diagonal for the bishop. However, the d-pawn itself now has a supporting role in helping to put White under some pressure. What did Salov play?

See page 92 to Ask A Grandmaster, which will cost you 4 points.
Test 6: Puzzle 7
Maximum score: 10 Points

☐ Taimanov
■ Von Elst
USSR 1953

Black to Play

How can White simultaneously deny his opponent freedom (further restricting the bishop in the process) and accentuate Black's structural vulnerability? Furthermore, how should White then make progress?

See page 93 to Ask A Grandmaster, which will cost you 4 points.

Test 6: Puzzle 8
Maximum score: 10 Points

☐ Razuvaev
■ Tiviakov
Rostov-on-Don 1993

Black to Play

How did Black radically transform the situation to leave himself with a dream outpost and his opponent with practically no play?

See page 93 to Ask A Grandmaster, which will cost you 4 points.
Test 6: Puzzle 9
Maximum score: 10 Points

☐ Glek
■ Volzhin
Linares 1996

White to Play

With his rook opposite his opponent's king Black has just challenged the g4-pawn with ...h7-h5. However, by focusing on Black's structural weaknesses White is able to launch a decisive attack on Black's king.

See page 93 to Ask A Grandmaster, which will cost you 4 points.

Test 6: Puzzle 10
Maximum score: 10 Points

☐ Geller
■ Boleslavsky
USSR Championship 1952

White to Play

In situations with castling on opposite flanks both sides might launch their pawns at the enemy king. In this case White dreams of opening the h-file and Black is looking to push the b-pawn. With this in mind how might White concentrate instead on matters in the centre and on the queenside?

See page 93 to Ask A Grandmaster, which will cost you 4 points.
Can You be a Positional Chess Genius?

Test 6: Puzzle 11
Maximum score: 15 Points

☐ M.Anderssen
■ Taimanov
Stockholm 1993

Black to Play

White has an attacking stance on the kingside but Black's e7-b4 pawn chain combines well with the long-range bishop to offer counterplay on the dark squares. How did Black achieve exactly this?

See page 93 to Ask A Grandmaster, which will cost you 6 points.

Test 6: Puzzle 12
Maximum score: 15 Points

☐ Kramnik
■ Ivanchuk
Las Palmas 1996

White to Play

White has the opportunity to double his opponent's pawns by taking on either c6 or e6. Which is the stronger option?

See page 93 to Ask A Grandmaster, which will cost you 6 points.
Test 6: Puzzle 13  
Maximum score: 15 Points

☐ Rubinstein  
■ Canal  
Rogaska-Slatina 1929

White to Play

White seems to be under pressure but, by generating mate threats, he was able to steer the game into a favourable rook ending. The ending itself is quite complex, so the path to it and a subsequent accurate assessment of the situation will be sufficient for maximum points.

See page 93 to Ask A Grandmaster, which will cost you 6 points.

Test 6: Puzzle 14  
Maximum score: 15 Points

☐ Khalifman  
■ Lerner  
Moscow 1985

White to Play

Black’s most vulnerable point is clearly the c6-pawn, but can White exploit this positional superiority?

See page 93 to Ask A Grandmaster, which will cost you 6 points.
Test 6: Puzzle 15  
Maximum score: 15 Points

☐ Z.Polgar  
■ D.Paunovic  
San Sebastian 1991

*White to Play*

Black has been the first to post a rook on the open file and his queen is about to land on d4, but White can secure a near decisive positional advantage by concentrating on an important weakness. One variation is rather complex so you’ll need your thinking cap on to collect points.

See page 93 to Ask A Grandmaster, which will cost you 6 points.

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**Scorechart for Test 6**

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Test Seven

Test 7: Puzzle 1
Maximum score: 5 Points

☐ Sulskis
☒ Sokolovs
Riga Zonal 1995

White to Play

White has a simple move that guarantees him a slight pull on the queenside. What did he play?

See page 93 to Ask A Grandmaster, which will cost you 2 points.

Test 7: Puzzle 2
Maximum score: 5 Points

☐ Kavalek
☒ Garcia Gonzales
Buenos Aires Olympiad 1978

White to Play

Black has some key squares protected and his rook stands on an open file. However, it is thanks to the location of this rook that White can practically force the creation of a hole in Black’s half of the board. How does White secure a lasting positional advantage with a provocative but logical move?

See page 93 to Ask A Grandmaster, which will cost you 2 points.
Test 7: Puzzle 3
Maximum score: 5 Points

☐ Tukmakov
■ Reshevsky
Vilnius 1978

White to Play

What is White’s best plan?

See page 93 to Ask A Grandmaster, which will cost you 2 points.

Test 7: Puzzle 4
Maximum score: 5 Points

☐ Marjanovic
■ Timman
Sarajevo 1984

Black to Play

Black might have problems on the b1-h7 diagonal later and his e6-pawn is weak. How did Timman address both matters with a nice little manoeuvre?

See page 93 to Ask A Grandmaster, which will cost you 2 points.
Test 7: Puzzle 5
Maximum score: 5 Points

☐ Makagonov
■ Botvinnik
Sverdlovsk 1945

*Black to Play*

Take control of the light squares.

See page 93 to *Ask A Grandmaster*, which will cost you 2 points.

---

Test 7: Puzzle 6
Maximum score: 10 Points

☐ Petrosian
■ Spassky
World Championship,
Moscow 1969

*White to Play*

White must make a decision on the queenside regarding his b-pawn. What is the best plan?

See page 93 to *Ask A Grandmaster*, which will cost you 4 points.
Test 7: Puzzle 7
Maximum score: 10 Points

☐ Simagin
☐ Keres
Moscow 1963

White to Play

Black already has broken queenside pawns in this queenless middlegame, and this in itself is enough to tell us that further exchanges help White’s cause. 1.\(\text{exf6}\) gives Black the bishop pair but there is more than one way for White to steer the game to a near decisive ending...

See page 93 to Ask A Grandmaster, which will cost you 4 points.

Test 7: Puzzle 8
Maximum score: 10 Points

☐ Pillsbury
☐ Mason
Hastings 1895

White to Play

No prizes for guessing that White’s target is the c6-pawn. But what are you going to do about it?

See page 93 to Ask A Grandmaster, which will cost you 4 points.
Test 7: Puzzle 9
Maximum score: 10 Points

☐ Capablanca
■ Znosko-Borovsky
Paris 1938

White to Play

Black’s isolated pawn is well blockaded and ...b7-b6 has not helped the light squares. Find two ways for White to force a practically decisive advantage.

See page 93 to Ask A Grandmaster, which will cost you 4 points.

Test 7: Puzzle 10
Maximum score: 10 Points

☐ Miles
■ Akopian
Las Vegas 1994

Black to Play

Despite his king being awkwardly placed White seems to be keeping his opponent at bay. However, by focusing on certain weaknesses in White’s camp Akopian soon generated a dangerous initiative...

See page 93 to Ask A Grandmaster, which will cost you 4 points.
Test 7: Puzzle 11
Maximum score: 15 Points

☐ Ye Rongguang
■ Gelfand
Novi Sad Olympiad 1990

White to Play

White has more space, while Black is ready to play ...b7-b5. However, with the pawn still on b7 White can try for a structural advantage. Concentrate your analysis on the dark squares and Black’s lack of breathing space.

See page 93 to Ask A Grandmaster, which will cost you 6 points.

---

Test 7: Puzzle 12
Maximum score: 15 Points

☐ Akopian
■ Agdestein
Groningen 1993

White to Play

White has just sacrificed the e4-pawn in order to plant his knight on the commanding central outpost. Now Akopian is ready to use tactical means in a successful bid to punish his opponent’s delicate king position and serious weaknesses.

See page 94 to Ask A Grandmaster, which will cost you 6 points.
Test Seven

Test 7: Puzzle 13
Maximum score: 15 Points

☐ Kramnik
■ Topalov
Novgorod 1997

White to Play

Black plans ...a7-a5 to launch an assault on the a3-f8 diagonal and provide the rook with an open file. 1 إنشاء b3 both prevents this plan and threatens ♠ a5, but after 1...b6 it is difficult to make progress. However, with these factors in mind White found a multi-purpose move. What was it?

See page 94 to Ask A Grandmaster, which will cost you 6 points.

---------------------------

Test 7: Puzzle 14
Maximum score: 15 Points

☐ Capablanca
■ Burn
San Sebastian 1911

White to Play

With the bishop pair and free play for his pieces, White stands well. His first move in the diagram position should not be too difficult to find, but I want you to explore each of Black's plausible replies.

See page 94 to Ask A Grandmaster, which will cost you 6 points.
Can You be a Positional Chess Genius?

Test 7: Puzzle 15
Maximum score: 15 Points

☐ Adams
■ Ivanchuk
Dortmund 1998

Black to Play

Despite the advantage of a queen for a rook and bishop, White is short of targets and his queenside is under fire from Black’s bishops. How did Ivanchuk further undermine White’s chances to steer the game to safety? Concentrate on the value and harmony of the pieces.

See page 94 to Ask A Grandmaster, which will cost you 6 points.

Scorechart for Test 7

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64
**Test Eight**

Test 8: Puzzle 1  
Maximum score: 5 Points

☐ Lputian  
■ Minasian  
Protvino Zonal 1993

*White to Play*

For the price of a pawn White hit the dark squares and damaged Black’s queenside. What did he play?

See page 94 to *Ask A Grandmaster*, which will cost you 2 points.

---

Test 8: Puzzle 2  
Maximum score: 5 Points

☐ Pr.Nikolic  
■ Timman  
Amsterdam 1984

*Black to Play*

White is toying with the idea of c4-c5 to open up the game for his bishop. Find a good plan for Black.

See page 94 to *Ask A Grandmaster*, which will cost you 2 points.
Test 8: Puzzle 3
Maximum score: 5 Points

☐ Larsen
■ Hort
San Antonio 1972

White to Play

With Black seeking activity on the queenside and matters still unresolved on the other flank it is difficult to know where to put White's king. Larsen's direct plan simultaneously secured a safe haven and forced a positional concession on the kingside...

See page 94 to Ask A Grandmaster, which will cost you 2 points.

Test 8: Puzzle 4
Maximum score: 5 Points

☐ Szabo
■ Benko
Costa Brava 1975

White to Play

Black has just played ...\( \text{b7} \), which is a positional error. How did White demonstrate this?

See page 94 to Ask A Grandmaster, which will cost you 2 points.
Test 8: Puzzle 5
Maximum score: 5 Points

☐ Timman
■ Cvitan
Zagreb/Rijeka 1985

White to Play

There is something not quite okay about Black’s pawns. How did White demonstrate this?

See page 94 to Ask A Grandmaster, which will cost you 2 points.

Test 8: Puzzle 6
Maximum score: 10 Points

☐ Kramnik
■ Svidler
Linares 1998

White to Play

How did White clamp down on the light squares?

See page 94 to Ask A Grandmaster, which will cost you 4 points.
Test 8: Puzzle 7
Maximum score: 10 Points

☐ Flohr
■ Euwe
Amsterdam 1932

_White to Play_

Both e5 and c5 look like juicy outposts for White’s knight. What lengthy manoeuvre did White embark upon that addressed both these squares?

See page 94 to _Ask A Grandmaster_, which will cost you 4 points.

---

Test 8: Puzzle 8
Maximum score: 10 Points

☐ Morozevich
■ Ivanchuk
Moscow Olympiad 1994

_White to Play_

In a closed position White has both knights to add to his open file and the potential target on b6. How did Morozevich exploit his advantages and the additional opportunities afforded by the ‘extra’ knight?

See page 94 to _Ask A Grandmaster_, which will cost you 4 points.
Test 8: Puzzle 9
Maximum score: 10 Points

☐ Gazarek
■ Petrosian
Oberwart 1981

Black to Play

Black has two extra pawns but he is vulnerable on the dark squares and his king position does not inspire confidence. What unlikely manoeuvre did he find?

See page 94 to Ask A Grandmaster, which will cost you 4 points.

Test 8: Puzzle 10
Maximum score: 10 Points

☐ Onischuk
■ Moroz
Ukraine 1995

Black to Play

Black is faced with the threat of ♕xh7+ but, after his next move, it is White’s kingside that comes under fire.

See page 94 to Ask A Grandmaster, which will cost you 4 points.
Test 8: Puzzle 11
Maximum score: 15 Points

☐ Capablanca
■ Mieses
Bad Kissingen 1928

White to Play

White clearly has a pull on the queenside, and he now found a plan that accentuates the pressure on that flank while facilitating future expansion on the kingside. How did he improve his position further? Think about the key squares on the queenside.

See page 94 to Ask A Grandmaster, which will cost you 6 points.

---

Test 8: Puzzle 12
Maximum score: 15 Points

☐ L.Hansen
■ Kristiansen
Copenhagen 1990

White to Play

Black threatens to put his bishop pair to good use, safe in the knowledge that ♕xe6 leaves him with more space. How did White pounce on the light squares?

See page 94 to Ask A Grandmaster, which will cost you 6 points.
Test 8: Puzzle 13
Maximum score: 15 Points

☐ Moldovan
■ Papa
Romanian Team
Championship 1994

White to Play

The early development of White’s dark-squared bishop allowed Moldovan to cut across Black’s route to an ideal Sicilian set-up. How did White steer his way to a long-term positional advantage?

See page 94 to Ask A Grandmaster, which will cost you 6 points.

---

Test 8: Puzzle 14
Maximum score: 15 Points

☐ Leitao
■ Beliavsky
Yerevan Olympiad 1996

Black to Play

Chess is as much a matter of frustrating your opponent’s game plan as it is succeeding with your own. How did Black guarantee at least a comfortable game by concentrating on a couple of potentially vulnerable squares in the white camp? Try to loosen White up a little.

See page 94 to Ask A Grandmaster, which will cost you 6 points.
Test 8: Puzzle 15
Maximum score: 15 Points

☐ Kaidanov
■ Kupreichik
Tilburg 1993

White to Play

Apart from using his queen to blockade the d-pawn, Black also has a few vulnerable squares around his king. Find an aggressive strategy that addresses these weaknesses.

See page 94 to Ask A Grandmaster, which will cost you 6 points.

Scorechart for Test 8

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Test 9: Puzzle 1
Maximum score: 5 Points

White to Play

Suggest a plan for White.

See page 95 to Ask A Grandmaster, which will cost you 2 points.

Test 9: Puzzle 2
Maximum score: 5 Points

☐ Timman
■ Short
Brussels 1987

White to Play

How does White guarantee a slight but enduring advantage in this Stonewall Dutch? No need to be ambitious.

See page 95 to Ask A Grandmaster, which will cost you 2 points.
Test 9: Puzzle 3
Maximum score: 5 Points

☐ Khalifman
■ J.Polgar
Las Vegas 1999

White to Play

How did White remind his opponent that both d5 and f5 could be a problem for Black?

See page 95 to Ask A Grandmaster, which will cost you 2 points.

Test 9: Puzzle 4
Maximum score: 5 Points

☐ Timman
■ Karpov
Linares 1993

Black to Play

A little cramped, and facing White’s bishop pair, how did Karpov bring about a change in the landscape of the position that helped secure a key outpost and, with it, a decent game?

See page 95 to Ask A Grandmaster, which will cost you 2 points.
Test 9: Puzzle 5
Maximum score: 5 Points

☐ Sax
■ Hebert
Rio Interzonal 1979

White to Play

Black has begun his attack earlier in the shape of the b5-pawn, while his light-squared bishop is well placed. However, with a fairly standard positional theme White can soon focus on his opponent’s king.

See page 95 to Ask A Grandmaster, which will cost you 2 points.

Test 9: Puzzle 6
Maximum score: 10 Points

☐ V.Milov
■ M.Gurevich
Neuchatel 1996

Black to Play

Black is a pawn up but has only one piece on the kingside, where White is well placed to attack, one possibility being e5-e6. What sensible decision did Black make that significantly reduced his opponent’s attacking chances while simultaneously increasing his own?

See page 95 to Ask A Grandmaster, which will cost you 4 points.
Test 9: Puzzle 7  
Maximum score: 10 Points

☐ Pinter  
■ Kasparov  
France 1993

White to Play

Just when Black seems to have everything under control White pounces. How did Pinter break Kasparov's bind on the dark squares?

See page 95 to Ask A Grandmaster, which will cost you 4 points.

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Test 9: Puzzle 8  
Maximum score: 10 Points

☐ Van Wely  
■ Piket  
Merrillville 1997

White to Play

What is White's best continuation? Try to avoid giving Black any activity.

See page 95 to Ask A Grandmaster, which will cost you 4 points.
Test Nine

Test 9: Puzzle 9
Maximum score: 10 Points

☐ Shirov
■ Karpov
Las Palmas 1994

Black to Play

Black has the run of the queenside and White is busy generating a kingside attack. Black's next, quite typical of the vintage Karpov, combines defence with quite an unexpected form of counter-attack that Shirov may have overlooked. How did Black make use of his long-range pieces?

See page 95 to Ask A Grandmaster, which will cost you 4 points.

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Test 9: Puzzle 10
Maximum score: 10 Points

☐ H.Leyva
■ R.Leyva
Holguin (match) 1994

White to Play

White is in danger of being suffocated on the kingside and has not been helped by the exchange of dark-squared bishops. However, Black's kingside advances have created weaknesses on the light squares. How did White refuse to drift into passivity by using this to his advantage?

See page 95 to Ask A Grandmaster, which will cost you 4 points.
Test 9: Puzzle 11
Maximum score: 15 Points

☐ Khalifman
■ Greenfeld
Pardubice 1994

White to Play

There is no denying that White has compensation for the pawn thanks to his excellent dark-squared bishop, but how should he turn the screw?

See page 95 to Ask A Grandmaster, which will cost you 6 points.

Test 9: Puzzle 12
Maximum score: 15 Points

☐ Winter
■ Capablanca
Ramsgate 1929

Black to Play

The problem for White is that his pawn mass is susceptible to attack because exchanges \((d4xc5\), for example) can lead to a break in connection. How did our positional hero Capablanca exploit the benefits of his own structure to gain the advantage?

See page 95 to Ask A Grandmaster, which will cost you 6 points.
Test 9: Puzzle 13
Maximum score: 15 Points

☐ Capablanca
☒ Yates
Barcelona 1929

Black to Play

White attacks the a5-pawn and has also introduced the possibility of f2-f4, evicting Black’s well placed knight and, after a subsequent trade on g7, causing problems for Black on the dark squares. How should White continue against 1...b6 and 1...c6? (The latter intends 2 ♕xa5 ♕a8).

See page 95 to Ask A Grandmaster, which will cost you 6 points.

Test 9: Puzzle 14
Maximum score: 15 Points

☐ Greenfeld
☒ Avrukh
Israel 1998

White to Play

Black has achieved ...f7-f5 at the usual cost of a weakening of the light squares. There followed 1 ♕e6! ♖xe6 2 dxe6 when White’s new passed pawn is cut off from the other pieces but is nevertheless difficult for Black to win. How might play progress after each capture on e4? Dig deep...

See page 95 to Ask A Grandmaster, which will cost you 6 points.
Can You be a Positional Chess Genius?

Test 9: Puzzle 15
Maximum score: 15 Points

☐ Arkhangelsky
■ Suetin
Biel (Seniors) 1994

Black to Play

Suetin here used his ‘good’ bishop versus ‘bad’ knight scenario to force a transition into a winning rook ending, beginning with the thematic pawn break 1...d5!!. Analyse what might happen next and find Black’s winning plan in the subsequent endings.

See page 95 to Ask A Grandmaster, which will cost you 6 points.

Scorechart for Test 9

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Test 10: Puzzle 1
Maximum score: 5 Points

☐ Shipov
 ■ Margolin
Rethymnon 1995

White to Play

What would you play here? Does any particular area of the board grab your attention?

See page 95 to Ask A Grandmaster, which will cost you 2 points.

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Test 10: Puzzle 2
Maximum score: 5 Points

☐ M.Gurevich
 ■ Kengis
Bad Godesberg 1995

Black to Play

With Black’s pawn formation in mind can you find a nice home for his knight?

See page 95 to Ask A Grandmaster, which will cost you 2 points.
Test 10: Puzzle 3
Maximum score: 5 Points

☐ Kotov
■ Botvinnik
USSR Championship 1941

Black to Play

White to move wins a piece, Black to move wins a positional advantage. How did Black punish his opponent’s habit of pushing pawns?

See page 95 to Ask A Grandmaster, which will cost you 2 points.

Test 10: Puzzle 4
Maximum score: 5 Points

☐ Zukharov
■ Gurgenidze
Tbilisi 1956

Black to Play

How did Black contest the dark squares on both sides of the board?

See page 95 to Ask A Grandmaster, which will cost you 2 points.
Test 10: Puzzle 5
Maximum score: 5 Points

☐ Alekhine
■ Yates
London 1928

White to Play

White has the better pawn structure, a grip on the dark squares and control of the only open file. Consequently Black’s last move prepared to contest the dominant rooks by bringing one of his own to c8. Can White ‘prevent’ this challenge by exploiting a weakness in his opponent’s camp?

See page 96 to Ask A Grandmaster, which will cost you 2 points.

Test 10: Puzzle 6
Maximum score: 10 Points

☐ Yusupov
■ Christiansen
Las Palmas 1993

White to Play

How did White reorganise to exert maximum pressure on Black’s chief weaknesses?

See page 96 to Ask A Grandmaster, which will cost you 4 points.
Can You be a Positional Chess Genius?

Test 10: Puzzle 7
Maximum score: 10 Points

☐ Petrosian
☐ Ivkov

Bugojno 1982

White to Play

How does White turn the screw?

See page 96 to Ask A Grandmaster, which will cost you 4 points.

Test 10: Puzzle 8
Maximum score: 10 Points

☐ B.Lalic
☐ Arduman

European Team Championship,
Pula 1997

White to Play

Time to remind Black that his queenside has seen better days...

See page 96 to Ask A Grandmaster, which will cost you 4 points.
Test 10: Puzzle 9
Maximum score: 10 Points

☐ Psakhis
☑ Romanishin
Irkutsk 1986

White to Play

A less than accurate handling of the opening by Black is about to result in trouble on the dark squares. How did White secure a positional advantage?

See page 96 to Ask A Grandmaster, which will cost you 4 points.

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Test 10: Puzzle 10
Maximum score: 10 Points

☐ Reshevsky
☑ Petrosian
Candidates, Zürich 1953

Black to Play

Faced with menacingly posted major pieces and eager centre pawns Petrosian made a spirited and effective effort to set up a blockade on the light squares. What did he play?

See page 96 to Ask A Grandmaster, which will cost you 4 points.
Test 10: Puzzle 11
Maximum score: 15 Points

☐ Shevelevich
■ Tregubov
Rostov 1993

*Black to Play*

Black can choose from a couple of plausible options. What is his best plan?

See page 96 to Ask A Grandmaster, which will cost you 6 points.

Test 10: Puzzle 12
Maximum score: 15 Points

☐ Portisch
■ Kramnik
Biel Interzonal 1993

*Black to Play*

‘Knights on the rim are dim’ – but Black’s is about to razzle and dazzle. How might Black’s knight contribute in a bid to take control of the queenside? The key move is ostensibly a mistake as it involves allowing White to – albeit temporarily – enjoy some activity of his own on the queenside.

See page 96 to Ask A Grandmaster, which will cost you 6 points.
Test 10: Puzzle 13
Maximum score: 15 Points

☐ Capablanca
■ Golombek
Margate 1939

White to Play

Decision time. The foundations of White’s most appropriate plan – a minority attack – are already in place, so you are asked to analyse how the game might progress as far as the queenside is concerned.

See page 96 to Ask A Grandmaster, which will cost you 6 points.

Test 10: Puzzle 14
Maximum score: 15 Points

☐ Capablanca
■ Sir G.Thomas
Margate 1935

White to Play

White’s queen is doing a good job of reminding Black of the weaknesses on a6 and c5. Find a way for White to activate his knights and thus convert the present structural advantage into long-term pressure.

See page 96 to Ask A Grandmaster, which will cost you 6 points.
Test 10: Puzzle 15
Maximum score: 15 Points

☐ Capablanca
■ K.Treybal
Karlsbad 1929

White to Play

White is in the driving seat on both flanks and in the middle because he has access to the e5-square, whereas the same cannot be said of Black and e4. Finding a way in is one thing, converting this into the full point when you finally get there us something else! What was the winning strategy?

See page 96 to Ask A Grandmaster, which will cost you 6 points.

Scorechart for Test 10

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Ask a Grandmaster: Test 1

1 If you’re not too greedy you should find this one.

2 It would be nice to own the d4-square, too...

3 It is imperative in these situations not to allow the long-range bishops too much freedom.

4 With no pawn breaks White has time to relocate, ultimately hitting the b7-pawn.

5 Just a simple improvement of a piece is called for here.

6 Locate the square.

7 Perhaps White should have settled for a draw rather than voluntarily lift the blockade. White’s minor pieces are the problem.

8 Black will have problems on f7, g6 and h5.

9 Botvinnik’s next helped Black’s bishop go from bad to worse.

10 Allowing the pawn to reside – unchallenged – on f4 merely serves to accentuate the power of Black’s key square.

11 Pawns.

12 Pins. When the smoke clears Black’s d-pawn (now defended four times) is under fire.

13 Where would you like to put the rook?

14 Eliminate defenders while simultaneously shattering the opponent’s protective shield.

15 For the moment White lacks influence on the light squares, so this is the time to strike in this sector.
Ask a Grandmaster: Test 2

1 What would you expect Kasparov to play?
2 There is no hurry to exploit Black’s structural weaknesses. Better to have the forces working at maximum capacity first.
3 Black’s kingside pawns are ugly and the c5-pawn is pinned.
4 Black’s previous move (...f5) aims to gain time by reminding White about the c4-square, but White has his sights on taking charge of the c-file by trading one trump card for another.
5 Fight for the c-file.
6 Tiptoe through the light squares.
7 White has problems on both flanks – a potential target on b2 and a lack of company for his king.
8 Black’s ostensibly active bishop is actually misplaced, a factor upon which White’s effective idea is based.
9 Time to turn the positional table...
10 Assess the relative merits of the pieces.
11 Believe it or not the battle is on for the c8-square...
12 By adding a positional element to our play we are able to assess attacking situations such as the diagram position on more than one level. Dismissing attacking moves on the grounds that there is a ‘defence’ is a bad habit, whereas combining positional and aggressive approaches reaps rewards. Here is a perfect example of this in practice. White forced a positional concession in front of the defending king that he felt could be exploited.
13 White’s king unwittingly helps the cause.
14 Targeting the ideal square(s) causes problems for Black.
15 White can kill two birds with one stone...

Ask a Grandmaster: Test 3

1 Light squares.
2 The point is to damage Black’s pawns and establish a powerful knight on e4.
3 Force a concession by threatening Black’s weakness.
4 Black’s knights dominate White’s major pieces.
5 The bishop is the star.
6 White’s light-squared bishop lacks the presence of its partner on e3. Black’s dark-squared bishop lacks the scope of its partner on e6.
7 Both sides have weaknesses, of course, so look for White’s Achilles’ heel.

8 The d4-square is important here, but we have to find a means of addressing the current stand-off in the centre before making a strike.

9 The f5-pawn restricts Black who, on closer inspection, has little future for his forces. White, on the other hand, can home in on a juicy centre square.

10 Fix and blockade White’s pawn majority, after which Black’s mobile 2–1 majority on the queenside grows in significance.

11 Obviously White needs to insert f2-f3, so the decision revolves around where to put the knight. Keep your eyes peeled for spoiling tactics on the e-file.

12 The fact that White has not yet castled is an important factor, as are the light squares.

13 Look to combine the position of White’s king with active play on the dark squares.

14 Development and active pieces are important here.

15 Concentrate on the e-file.

**Ask a Grandmaster: Test 4**

1 White has something...

2 Improve your pieces.

3 The combination of the weaknesses created by White’s advances and Black’s ownership of the c-file means that exchanges tend to help Black more than White. But there is a finesse first...

4 Prophylaxis.

5 The knight on the rim is certainly not dim!

6 Every pawn move creates a weakness.

7 Again it is the absence of certain pieces that is significant, and here White’s control over the dark squares is an illusion. Divide and conquer.

8 The search for a more promising role for White’s dark-squared bishop leads us to the improvement of other pieces.

9 Black needs to find an effective diversion.

10 Every pawn advance creates a weakness, and Black now has a square upon which to focus.

11 Dark squares. Weak squares.

12 Sometimes we are too busy holding on to a square/pawn in our own camp to spot a weakness in enemy territory, and here Black is well placed to exploit a key square.
Can You be a Positional Chess Genius?

13 A tempo-gaining device facilitates the use of a key outpost, while the b-file is also important.
14 Look at the dark squares (one in particular).
15 A pawn advance on one flank can easily lead to problems on the other.

Ask a Grandmaster: Test 5
1 Fix and blockade.
2 Eliminate the defender.
3 Black’s last is a careless attempt to support e5.
4 On his previous move White traded in his b3-bishop for a knight on d5.
5 Improve your position by disrupting White’s.
6 Again the value of pieces takes priority over price.
7 Where is the gaping hole?
8 White’s last at best leads to a loss of time or control, and Black, with a development advantage, is well placed to exploit an enemy weakness on the kingside.
9 Key squares here: c5, c6, c7, b6, d6 and e5...
10 Find a square and head towards it. Notice that White has no entry squares for his pieces.
11 Black has just played ...f7-f5 to keep White’s knight out of e4, but this weakens the e6-pawn and, consequently, has an effect on the queenside structure.
12 Infiltrate.
13 Thanks to the unfortunate placing of Black’s king we are heading for a ‘good’ knight versus ‘bad’ bishop ending.
14 The dream square for White’s knight is worth paying for, as are a few other squares.
15 Aim for the most influential piece and the rest will fall.

Ask a Grandmaster: Test 6
1 Look at the roles of the pieces.
2 Find the square.
3 White makes Black an offer he can’t refuse.
4 Prophylaxis.
5 We need another target. It is not enough to merely blockade the IQP.
6 Black’s knight is sitting pretty but has places to go...
Ask a Grandmaster

7 It is a universal quality of top players to extract the most from a position, frustrat-
ing the opponent (over the board, of course) when the defensive task is already diffi-
cult. Taimanov's next is a typical example, after which he launches an offensive.

8 For a price Black can secure an 'untouchable' outpost on e5.

9 'Good positions play themselves' – start by targeting the backward pawns and the
tactics fall into place.

10 The b6-square can no longer be protected by a pawn...

11 Don’t be fooled by White’s kingside pawns – g3-g4 and f4-f5 will serve to accen-
tuate Black’s grip on the dark squares. Meanwhile we must hit White’s weakest
point on the queenside.

12 Doubled pawns are weak anyway, so your decision should be based on whether
Black’s bishop or knight should remain.

13 It is interesting how White’s weaknesses – including the ostensibly exposed king
– soon become strengths once Black’s active major pieces have been neutralised.

14 White’s key move both threatens to win the c6-pawn and prevents its advance,
setting the stage for domination of the light squares. The e5-square plays a role (but
White does not use it).

15 Find the key square and win it.

Ask a Grandmaster: Test 7

1 Divide and conquer.

2 After White’s next the lesser of two evils that Black should choose involves com-
mmitting an important pawn.

3 Assessing the merits of the pieces is the key here.

4 Black puts a traditionally poor piece to good use.

5 Eliminate the defender(s)...

6 We can secure a slight but definite advantage by undermining the defence of
Black’s most vulnerable point.

7 Black’s last move – hitting the bishop – is, in fact, a positional mistake, presenting
White with two (similar) choices.

8 Undermine Black’s defence. Black’s back rank is a factor in one variation.

9 We can target either pieces or the light squares...

10 Concentrate on ideal entry points for Black’s pieces, and how these might be
reached.

11 Despite the fact that the b7-pawn is an important factor it is White’s dark-squared
bishop that – after the initial assault – does most of the work.
Can You be a Positional Chess Genius?

12 The squares a6, c6, c5, d5, e5 and f6 are all inadequately protected. The trick is to set the wheels in motion...

13 White has a preparatory move that keeps Black tied down and introduces more than one attacking option by defending two key squares.

14 After the capture on d5 (which forced the retreat to b8 and thus leaves the rooks disconnected) Black has vulnerable light squares across the board, and White’s bishop now has a clear view of h7. Time to open a second front of attack...

15 Consider the specific roles of the pieces. Locate potential weaknesses in White’s camp and see how these might be best exploited.

Ask a Grandmaster: Test 8

1 White soon has a knight on c5...

2 Strike first.

3 A good example of using blunt threats to induce a structural weakness.

4 Space.

5 Attack the base of the pawn chain...

6 In the quest for the light squares – c6 in particular – White’s first move is crying out to be played, but the second is the key.

7 Along the way White practically forces the repositioning of Black’s h6-rook.

8 Time to change gear – where is an ideal outpost for a knight?

9 Before trying to exploit his material lead Black must secure the safety of his most important piece.

10 After ¢e2-d3 Black can exploit a key feature on the queenside to inflict damage on the other flank.

11 Improve a piece, increase your influence on the dark squares and, finally, think about opening a second front of attack at some point.

12 Always keep your eyes peeled when your opponent has a cluster of fixed pawns.

13 The accumulation of positional advantages wins games, and here White can inflict upon his opponent isolated pawns, a particularly weak square and problems on a colour complex.

14 A logical approach often prompts us to make ostensibly inspired discoveries, and here the need to complete development while trying to shake White’s grip on the centre combine to produce an active plan. Where would you like your knight to go?

15 White’s forces are well positioned for an opening of the kingside, where Black’s king lacks protection.
Ask a Grandmaster: Test 9

1 Improve your pieces.

2 Another case of assessing the relative strengths and weaknesses of the pieces, colour complexes, etc.

3 Black’s bishop is a key piece...

4 Concentrate on inflicting structural damage on White and following up with play on the light squares.

5 Combine the exploitation of a structural weakness with an assessment of the strengths and weaknesses of the minor pieces.

6 Think ‘light squares’...

7 Key squares here are d6, c6, c5 and g5, but Black needs softening up first...

8 White should be looking for an ending in order to exploit his opponent’s weaknesses on the queenside.

9 In his efforts to blow Black away White has left little cover on the queenside, a risky policy in view of the doubled rooks on the open c-file. After infiltrating in this sector Black puts his opponent in a bizarre pin...

10 Light squares and outposts.

11 White’s least busy piece holds the key...

12 It is all very well pointing to the potentially vulnerable pawns on the c-file, c3 and the f-file but we need to direct our forces towards these weaknesses. Don’t be afraid of open lines, and look for a way to give the knight’s (re-)entry into the game maximum punch (...\(\square_6\)d6 alone is not enough to trouble White).

13 One of Black’s suggested responses leads to an ending that is very good for White, the other allows a positionally oriented bind that reduces Black to passivity. Incidentally, a key player in both lines is the c1–rook.

14 The fight for d5 is paramount.

15 Black’s queenside pawn majority cannot win the game without assistance.

Ask a Grandmaster: Test 10

1 When we see a weak square in enemy territory we don’t care how far it is. Have knights will manoeuvre...

2 There’s an outpost out there...

3 White’s f-pawn would be better off back on f2. As it is Black can always defend both c5 and e5 with pawns if necessary, whereas White cannot avail himself of this luxury regarding c4 and e4.

4 Black’s knight has been dropped back to d7 for a reason.
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5 Black’s problem is the b4-pawn.
6 Where do you want your knight?
7 Hunt down the b6-pawn.
8 Lalic found an effective regrouping typical of strong GMs.
9 Black might have been better off playing ...\( \mathcal{D}xd4 \) earlier.
10 White has only one good bishop and Black’s knight would look bigger on d5.
11 It is often just as useful when looking for the next strategy to consider the significance of absent pieces as well as those that remain. Here Tregubov did just that. Another clue: White’s queen is awkwardly placed after Black’s next.
12 The crucial, practically decisive resting place for our knight is the c3-square...
13 White has two possible captures, but one is more in keeping with a queenside assault.
14 Bamboozle Black with a flurry of knight moves.
15 By reducing Black to absolute passivity White built up the pressure on the queenside to breaking point. The b7-pawn is the target.
Solutions and Points: Test 1

**Puzzle 1:** 1...\(\texttt{\textit{\textbardbl}} d4!\) is Black’s best shot. In fact after 2 \(\texttt{\textit{\textbardbl}} e2 \texttt{\textit{\textclubcard}} e8 3 \texttt{\textit{\textbardbl}} xd4 exd4 4 \texttt{\textit{\textclubcard}} f2 c5 5 \texttt{\textit{\textclubcard}} f1 f5 Black had repaired his pawns, had a new passed pawn and enjoyed a space advantage. Meanwhile it is difficult to see how White can actually use his material lead. 6 \(\texttt{\textit{\textclubcard}} g3 \texttt{\textit{\textclubcard}} d7 7 \texttt{\textit{\textclubcard}} ad1 f4 8 \texttt{\textit{\textclubcard}} f2 g5\) saw Black continue the theme, with a good game.

Points: Five for the kamikaze rook.

**Puzzle 2:** White took advantage of the unprotected bishop to briefly send his knight in and out of enemy lines: 1 \(\texttt{\textit{\textclubcard}} xc6! \texttt{\textit{\textclubcard}} xg3 2 \texttt{\textit{\textclubcard}} cxd4 \texttt{\textit{\textclubcard}} d6 3 \texttt{\textit{\textclubcard}} ae1\) and White had a wonderful position, with d4 and e5 under his firm grip, the e-pawn in his sights and the prospect of turning the screw after \(\texttt{\textit{\textclubcard}} e5, f2-f4\) etc. (hence \(\texttt{\textit{\textclubcard}} e1\) rather than \(\texttt{\textit{\textclubcard}} e1\)).

Points: Five for the neat shuffle.

**Puzzle 3:** Because the b2-pawn is attacked and defended twice we have to watch out for the liberating ...c6-c5. Consequently Shirov played the prophylactic 1 b4!. Black then sensibly got rid of one weakness with 1...a5 2 a3 axb4 3 axb4 but still found himself struggling due to White’s control of c5, the poor light-squared bishop and the vulnerable e6-pawn. In fact 3...\(\texttt{\textit{\textclubcard}} e8 4 \texttt{\textit{\textclubcard}} c5 \texttt{\textit{\textclubcard}} d5 5 \texttt{\textit{\textclubcard}} xe6 \texttt{\textit{\textclubcard}} f7\) was an attempt to mix it, although after 6 \(\texttt{\textit{\textclubcard}} xf6! gxf6 7 \texttt{\textit{\textclubcard}} c3\) Black anyway felt the need to remove the powerful bishop with 7...\(\texttt{\textit{\textclubcard}} xc5\), emerging from the minor skirmish with nothing to show for the loss of a pawn.

Points: Five for 1 b4.

**Puzzle 4:** 1 \(\texttt{\textit{\textclubcard}} e5!\) was the first step to the desirable c5-square. Black should avoid parting with his dark-squared bishop as 1...\(\texttt{\textit{\textclubcard}} xe5 2 dxe5 \texttt{\textit{\textclubcard}} d5 3 \texttt{\textit{\textclubcard}} d4\), for example, leaves White with the superior minor pieces as well as pawns, while a well timed e3-e4 will add to White’s space advantage. In the game 1...\(\texttt{\textit{\textclubcard}} d5 2 \texttt{\textit{\textclubcard}} d3 g6 3 \texttt{\textit{\textclubcard}} c5 \texttt{\textit{\textclubcard}} c8 4...
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\( \text{Q}c3 \text{Q}f6 5 \text{b}4 \text{a}6 6 \text{a}4 \text{A}d6 7 \text{b}5 \text{finally got the queenside pawns rolling. After} \\
7...\text{axb}5 8 \text{axb}5 \text{A}xa1 9 \text{A}xa1 \text{A}c7 10 \text{bxc}6 \text{bxc}6 11 \text{A}a4 \text{Q}d7 12 \text{A}a6 \text{A}xa6 13 \\
\text{W}xa6 \text{Q}b8 14 \text{W}c4 \text{followed by} \text{Q}a4-c5 \text{White had an enduring lead thanks to his} \\
watertight pawn formation.

Points: Five points for the preparatory knight manoeuvre.

Puzzle 5: Piket played 1...\text{Q}e5!? \text{, satisfied that} 2 \text{Q}xe5 \text{Q}xe5 \text{is in Black's interest} \\
since this both removes a useful defender and improves the bishop. Instead 2 \text{A}e3 \\
\text{Q}c6 \text{prepared} ...\text{Q}d4 \text{and resulted in a balanced game.}

Points: Five for the simple but effective manoeuvre.

Puzzle 6: Black’s knight is not contributing at the moment, so we should be searching for the most appropriate entry point – \text{d}4. Therefore Sadler sent his knight on a 

decisive manoeuvre with 1...\text{Q}e8! \text{. Meanwhile White tried to unravel: 2 \text{A}e1 \text{Q}c7 3 \\
\text{A}c1 \text{Q}e6 4 \text{W}c2 (unfortunately for White 4 \text{A}f2 \text{Q}d4 5 \text{W}c2 \text{W}x c2 6 \text{A}xc2 \text{Q}xc3 \\
leaves the back rank exposed) 4...\text{W}b6+ 5 \text{W}f2 (again 5 \text{A}f2? \text{fails, this time to} \\
5...\text{Q}d4, when White loses material, e.g. 6 \text{W}xd4 \text{exd}4 7 \text{Q}d1 \text{d}3+ 8 \text{W}d2 \text{W}b3 9 \text{A}h1 \\
\text{W}xa4, or 6 \text{W}b1 \text{A}xc3 7 \text{bxc}3 \text{Q}e2+ 8 \text{A}f1 \text{W}a6 etc.) 5...\text{Q}d4 and Black threatened 

6...\text{Q}xc3 and 7...\text{Q}e2+ since White’s queen is pinned. Then 6 \text{A}h1 \text{W}b3 saw the 

return of the queen to \text{b3} with a position similar to where we started but with the 

knight having moved from \text{f}6 to the fantastic \text{d}4-square.

Points: Eight for the knight crusade and two more for keeping the \text{f}4-square in your 
sights.

Puzzle 7: 1...d4! fits in perfectly with Black’s rooks occupying the centre files, the 

point being that 2 \text{W}xd4 \text{W}xd4 3 \text{exd}4 \text{A}xd4 wins Black two pieces for a rook after 4 

g3 \text{A}xf4 5 \text{gx}f4 \text{A}xe2. After 2 \text{W}xd6 \text{A}xd6 3 \text{A}fd1 g5! the d-pawn suddenly grew in 

stature. 4 \text{Q}h3 h6 followed by ...d4-d3 is very nice for Black, although Kasparov’s 4 

\text{Q}h5 \text{A}xh5 5 \text{A}xh5 \text{d}3 anyway gave Black a protected passed pawn on the sixth 

rank! White could have tried 2 \text{A}fd1, when 2...g5 3 \text{Q}h5 \text{A}xf5 4 \text{A}xh5 \text{d}3 is similar 

to the game, while 3 \text{Q}h3 \text{W}xb4 4 \text{axb}4 \text{d}3 exploits the fact there is no pin on the d- 

file, 5 \text{A}f1 \text{Q}d5 being a way for Black to press for an advantage.

Points: Two points for the win of two pieces for a rook, two if you’re happy with 

Black’s chances after the alternative 3 \text{Q}h3 \text{h}6 and three for the game’s establish-

ment of a strong passed pawn. 2 \text{A}fd1 also needs to be investigated, so 2...g5! 3 \text{Q}h5 

\text{A}xh5 and 4...d3 receives a point, while 3 \text{Q}h3 \text{W}xb4!? with 5...\text{Q}d5 is another two 

points. The transformation from blockaded IQP to monster is worth remembering.

Puzzle 8: Black is ready to cement his grip on the light squares with ...e7-e6. A natural 

reaction is 1 e6, undermining Black’s control of both \text{f}7 and \text{g}6, but Petrov's 
took this theme one step further with 1 f5!. The point is that the threat of \text{fx}6 and 

\text{W}d3 forces 1...\text{gx}f5, when 2 e6 \text{f}6 3 \text{Q}d7 \text{A}h7 presents White with ‘extra’ targets on 

\text{f}5 and \text{h}5. Now 4 \text{W}f3 \text{Q}d7! 5 \text{W}xf5 \text{Q}f8 sees Black hold the kingside together, so the 
game continued 4 0-0 dxc4 5 \text{A}xf5 \text{W}b6 6 \text{A}e3 e5 7 \text{d}5 \text{Q}d7 (a faulty plan, but 

Black is in trouble in view of the inevitable \text{A}xh5) 8 \text{A}xh5 \text{A}xh5 9 \text{W}xh5 \text{W}xb2 10 

\text{Q}d6+! \text{Q}d8 11 \text{W}e8+ 1-0.
Points: Seven for the general idea of tying Black up with the e6-pawn and unwelcome knight. Three more for the attack on the h5-pawn. For 1 e6, which does have a go on the light squares but rather lacks the immediate punch of the better 1 f5, take two points.

**Puzzle 9:** 1 f4! was played. By fixing another pawn on a light square White further reduced the scope of the bishop, thus rendering any ending very unpleasant for Black. There followed 1...e7 2 fe1 fe8 3 xe7 xe7 4 fe2 fe7 when, rather than the routine 5 xe1?, which allows Black to activate his king with 5...xe1 6 xe1 d4! 7 e2 e6 8 xd4+ d5, White monitored the d-pawn, maintaining his positional lead after 5 d1 e8 6 d2 h6 7 e2, the point being that 7...xe2+ 8 xe2 controls d4.

Points: Five for the simple 1 f4 as this in itself is enough to compound Black’s defensive task. Two more for seeing that 1...e3 2 fe2 d4 3 fd1 wins for White, and three for the patient 5 d1.

**Puzzle 10:** 1...xb2! 2 wb2 xc4 3 wc3 xe5! is a good example of an effective positional exchange sacrifice. Black has managed to win the traditionally desirable e5-square despite his opponent’s endeavours, and the h3-g4 pawn duo presents Black with a target. Unfortunately for White, exchanging knights leaves the bishop all alone, helpless against anything Black conjures up on the dark squares. Consequently the game went 4 h2, when Black began immediate action: 4...h5! 5 xe1 (5 gxh5 gxh5 6 h1 looks risky but might be better) 5...hxg4 6 hxg4 g5! 7 f3 e3! and now White had little choice but to eliminate the new arrival, although after 8 xe3 xe3 9 c1 d7 10 xc3 b8 11 b1 b4 Black was firmly in the driving seat, (still) with a wonderful knight, the more active pieces and a passed pawn.

Points: Seven for a genuine appreciation of the positional pluses behind the exchange sacrifice, and three more if you then chipped away at the sitting duck on g4.

**Puzzle 11:** 1 c5! spoils the party for Black’s pawns. For example after 1...xf3+ 2 xf3 dxc5 3 bxc5 bxc5 4 e3 White has more than enough compensation. In the game 1...bxc5 2 xe5 left Black with a choice of captures. 2...xd4 3 x6 wb7 is a suggestion of Tal, but then 4 xd4 xb4 5 db5 is excellent for White. Dvoretzky played 2...xe5, when 3 xc5 wb7 4 a4 left White with more space, a good outpost on c5 and a target on c6. However, Tal traded in these advantages after 4...e6 5 d6! d7 6 xc5 xc5 7 bxc5, receiving for his troubles a more advanced base on d6 and an open b-file to play with. Black, on the other hand, cannot (safely) bring a rook to b8.

Points: The ‘sacrifice’ in the line with 1...xf3+ looks very pleasant for White – take five points for being happy with this. Then there are four points for 5 db5! (after 2...xd4), three for an appreciation of the c5-square in the game continuation and a further three points for not being satisfied with that and discovering the even better spot on d6.

**Puzzle 12:** 1 d5! exploits a key feature in the position, namely the pin on the e-file. 1...xd5 2 xe7 is out of the question, while 1...xd5? 2 cxd5 xg5 3 dx6
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\( \text{\textit{x}xd2 4 \text{\textit{c}xb7 wins for White. The game went 1...\text{\textit{x}d5 2 \text{\textit{c}xd5 (2...\text{\textit{w}xd5? 3 \text{\textit{w}xd5 \text{\textit{x}d5 4 \text{\textit{a}xd5) 3 \text{\textit{b}e4! and Black was subject to another unpleasant pin. The remaining bishop is a liability on e7 (in fact the e7-square itself is a problem), e.g. 3...\text{\textit{b}b4? 4 \text{\textit{w}xb4, 3...\text{\textit{a}e8 4 \text{\textit{a}xe7 \text{\textit{xe7 5 \text{\textit{a}xd5 or 3...\text{\textit{f}f6 4 \text{\textit{a}xf6 gxf6 5 \text{\textit{w}h6 f5 6 \text{\textit{a}xd5 exd5 7 \text{\textit{e}7 etc. Consequently, after 3...\text{\textit{x}g5 4 \text{\textit{w}xg5 (threatening \text{\textit{a}xd5!) 4...\text{\textit{w}b6 5 \text{\textit{a}xd5 exd5 6 \text{\textit{e}7! Black was forced to trade with 6...\text{\textit{w}g6+ in view of 6...\text{\textit{g}6? 7 \text{\textit{w}e5 and 6...\text{\textit{w}f6 7 \text{\textit{w}xf6 gxf6 8 \text{\textit{a}xd5 \text{\textit{e}7 2 \text{\textit{d}6. Unfortunately for Black 7 \text{\textit{w}xg6 hxg6 8 \text{\textit{a}xd5 \text{\textit{e}7 9 \text{\textit{d}6 \text{\textit{h}7 10 \text{\textit{e}4 left him in a miserable ending – against Karpov.

Points: Three points for 1...\text{\textit{x}d5 ... 4 \text{\textit{c}xb7. Then we have a few pins to find – 2...\text{\textit{w}xd5? 3 \text{\textit{a}xd5 and 4 \text{\textit{a}xd5 is worth two points, while 3...\text{\textit{b}b4? 4 \text{\textit{w}xb4 and 3...\text{\textit{e}8 4 \text{\textit{a}xe7 with 5 \text{\textit{a}xd5 receive one each. Take three points for answering 3...\text{\textit{f}f6 with 4 \text{\textit{a}xf6 and 5 \text{\textit{w}h6, and another three for noticing that (3...\text{\textit{x}g5) 4 \text{\textit{w}xg5 threatens 5 \text{\textit{a}xd5. Finally a correct evaluation of the ending after the forced exchange of queens wins you two points.

Puzzle 13: 1...\text{\textit{h}7!! is the magic move. Then 2 \text{\textit{w}c5 \text{\textit{g}g6! 3 h4 \text{\textit{h}8 4 a3 \text{\textit{h}5 left White’s bishop looking rather silly, locked on to the d6-square with nothing to do. In fact we seem to have lost a whole rank! Now after 5 \text{\textit{w}g1 Black should have continued with the consistent 5...\text{\textit{f}f5. Instead 5...\text{\textit{h}7?? allowed 6 \text{\textit{a}a7, forking a5 and f7 (although Hodgson prefers Black after 6...\text{\textit{f}f5 7 \text{\textit{w}xa5 \text{\textit{f}f2) but Oll opted for 6 \text{\textit{d}d1 anyway, when 6...\text{\textit{w}b3 7 \text{\textit{d}2 \text{\textit{f}f5 finally brought the ambitious piece into the game. The finale is well worth a look: 8 g4 \text{\textit{f}f4 9 \text{\textit{b}b1+ \text{\textit{g}g8 10 g5 b4! 11 \text{\textit{d}d3 \text{\textit{c}c3! 12 \text{\textit{a}xb4 (threatening, ironically, a back rank mate) 12...\text{\textit{w}a2+!! 0-1.

It is fitting that Black’s rook is given the honour of delivering mate.

Points: The memorable 1...\text{\textit{h}7 and ...\text{\textit{h}8-h5-f5 manœuvre is worth the whole fifteen points.

Puzzle 14: The entertaining Greek grandmaster offered his opponent a gift with 1 \text{\textit{a}xe7! but he had every intention of winning the game. Now 1...\text{\textit{w}xe7? 2 \text{\textit{a}xf6 gxf6 3 \text{\textit{a}xd5 hits e7, f6 and b6, so Black’s recapture is forced – 1...\text{\textit{w}xe7 2 \text{\textit{a}xd5. This}
follow-up to the exchange sacrifice on e7 is a standard theme designed to force the disruption of the pawn cover in front of the enemy king. There followed 2...\texttt{Wd8} (other possibilities to consider are 2...\texttt{We2 3 \texttt{Bxf6} \texttt{gx6} 4 \texttt{gxf6+} and 2...\texttt{We5 3 \texttt{Bxf6+} [3 \texttt{f4} also looks good] 3...\texttt{gx6} 4 \texttt{Bg3}, e.g. 4...\texttt{We2 5 \texttt{Bxd6} \texttt{Wxd1+} 6 \texttt{Bxd1 \texttt{Ad8} 7 \texttt{Bb4}) 3 \texttt{Bxf6+} (3 \texttt{Bxf6?} is another option but the text guarantees pressure on both f7 and f6 as well as affording White the possibility of pinning the knight with \texttt{Bd1}) 3...\texttt{gx6} 4 \texttt{Wh5} (attacking f7 and h6 and threatening \texttt{Wg6+}) 4...\texttt{Bb7} 5 \texttt{Bd1}!. Notice that White does not yet threaten \texttt{Bxd6} because his king has no escape square in the event of ...\texttt{Be1+}, for example. Nevertheless, the knight – and therefore protection of f7 – is a new factor to worry Black. Best now is 5...\texttt{Bxe5!}, when 6 \texttt{Bxe5} \texttt{fxe5} 7 \texttt{Bxd8} \texttt{Bxd8} offers White decent chances of making progress in the end, while 5...\texttt{Bg4+} followed by the ultimately necessary h2-h3 and \texttt{Bg3} is awkward for Black. 5...\texttt{Bf7} 6 h3 leads to a decisive advantage for White, e.g. 6...\texttt{Bd7 7 \texttt{Bxe1+} (8...h5 9 \texttt{Bf5} \texttt{Bxe1} 10 \texttt{Bh2} \texttt{Wxe5} 11 \texttt{Bxe5} \texttt{Bxe5} 12 \texttt{f4} \texttt{Bb5} 13 \texttt{Bc4} \texttt{Bc5} 14 \texttt{Bd5}) 9 \texttt{Bh2} \texttt{Bf8} 10 \texttt{f4}, or 6...\texttt{Bxd7} 7 \texttt{Bd3!} \texttt{Bc4} (7...\texttt{Bxe1 8 \texttt{Bh2} \texttt{Bxe5}+ 9 \texttt{Bd3} \texttt{Bh7} 10 \texttt{Bc2}+) 8 \texttt{Bd3} (threatening \texttt{Bxe4}) 8...\texttt{Bxd4} (8...\texttt{Bb8} 9 \texttt{Bg4+}) 9 \texttt{Bf3}! \texttt{Bd3} 10 \texttt{Bxe7} \texttt{Bxe7} 11 \texttt{Bxe8} \texttt{Bxe8} 12 \texttt{Bxe7} \texttt{Bb4} 13 \texttt{Bxf7} \texttt{Bf4} 14 \texttt{Bb3} etc. Instead Black tried 5...\texttt{Bd7??}, covering g4 and intending ...\texttt{Bf5}. However, after 6 \texttt{Bf4}! \texttt{Bxe6} (6...\texttt{Bxe5} 7 \texttt{Bxd6}! [7...\texttt{Wxd6} 8 \texttt{Wxf7+} \texttt{Bh8} 9 \texttt{Bxf6+}] 8 \texttt{Bxf6+} 7 \texttt{Bg3} \texttt{Bae8} (7...\texttt{Bd8} 8 \texttt{Bf4}) White could have wrapped up with 8 \texttt{Bxd6}! \texttt{Bxe1+} (8...\texttt{Bxb6} 9 \texttt{Bxd6}) 9 \texttt{Bxe1} \texttt{Bxe1}+ 10 \texttt{Bg2}, when f7 remains a major problem.

Points: The ‘multi-fork’ after 1...\texttt{Bxe7} 2 \texttt{Bxf6} and 3 \texttt{Bxd5} earns you two points, while 7 \texttt{Bb4} at the end of the line with 2...\texttt{Bxh5} is worth five (take two for the alternative f4). In the game 3 \texttt{Bxf6+!} and 4 \texttt{Bh5} (three points) is preferable to 3 \texttt{Bxf6} (but you can have three points if this is where you finished), and the subsequent 5 \texttt{Bd1} (with a flavour of the variations that follow) collects three. Award yourself two points for noticing that after Black’s try with 5...\texttt{Bxe5} White can always convert one advantage for another by entering the ending with the superior pieces and pawns (it is nice to have such an option available). 1 \texttt{a4} 2 \texttt{Bxf6} also looks good for White but is specific to the position, whereas 1 \texttt{Bxe7} is a classic mode of positional attack that is seen time and time again in a variety of forms. Consequently take only five for 1 \texttt{a4}.

**Puzzle 15**: 1...b5! is, in fact, not an uncommon theme in such positions. In return for the useful d5-square and immediate access to the a8-h1 diagonal Black is prepared to sacrifice a pawn – leaving White with an ineffectual duo on b4 and b5 should he accept the offer. For example 2 \texttt{cxb5} \texttt{Bb7} 3 \texttt{e3} \texttt{Bxe8}! activates the queen in textbook fashion and requires circumspect play from White, as the natural 4 \texttt{Bb2} \texttt{Bxf3} 5 \texttt{gxf3} \texttt{Bxf3} 6 \texttt{Bxg1} 0-0 leaves White with insufficient compensation for the divided pawns. Best is 4 \texttt{Bc3} \texttt{Qd5}! 5 \texttt{Bb2} \texttt{Bxb4} 6 \texttt{Bxe2} \texttt{Bc2}+ 7 \texttt{Bxh2} \texttt{Bxa1} 8 \texttt{Bxa1} \texttt{Bb8} with an even game. Not surprisingly White preferred to keep his Queenside pawns intact, the sequence 2 \texttt{c5} \texttt{Bb7} 3 \texttt{e3} \texttt{Bxe8} once again putting the question to the rather oddly placed bishop. Then 4 \texttt{Bb2} \texttt{Bxf3} 5 \texttt{gxf3} \texttt{Bxf3} 6 \texttt{g1} 0-0 7 \texttt{Bxb5} is assessed as unclear by Yermolinsky (although the vastly improved Queenside might give White an edge), while 4...\texttt{Bxa4}! 5 \texttt{Bd3} \texttt{Qd4} 6 \texttt{Bxe4} \texttt{Qxe4} 7 0-0 \texttt{Bxe8} 8 \texttt{Bb7} 9 \texttt{Bc1} is simply level.
Unfortunately for White the almost comical 4 \( \mathbb{W} b2? ? \mathbb{A} x f3 \) 5 \( g x f3 \mathbb{W} x f3 \) 6 \( \mathbb{G} g1 \) 0-0 7 \( \mathbb{A} x b5 \mathbb{A} a8 \) led to further problems, when the lesser evil 8 \( \mathbb{A} e2 \mathbb{W} h3 \) 9 \( \mathbb{G} g3 \mathbb{W} x h2 \) 10 \( \mathbb{A} f3 \) d5 11 \( \mathbb{W} b1 \) (with a clear advantage to Black) was passed over in favour of the losing 8 \( \mathbb{A} f1? \), the game ending 8...\( \mathbb{C} c4 \) 9 \( \mathbb{A} g2 \) (9 \( \mathbb{A} g2 \mathbb{A} x a1 + \)) 9...\( \mathbb{C} x d 6 \) 10 cxd6 cxd6 11 b5 \( \mathbb{C} d 5 \) 12 b6 \( \mathbb{C} b 4 \) etc.

Points: For 1...b5! as a purely positional idea (long diagonal, the d5-square, perhaps doubling White’s pawns etc.) award yourself five points. Daring to part with the bishop in the line with 2 cxb5 is worth three points (assuming you are happy with Black’s game after 6...0-0), while (4 \( \mathbb{W} c 3 \) 4...\( \mathbb{C} d 5 \) (xb4-c2+) is another three. Take the final four points for 4...\( \mathbb{W} a 4 \)! (after 2 c5 \( \mathbb{A} b 7 \) 3 \( \mathbb{C} x a 8 \) 4 \( \mathbb{A} b 2 \)), which forces the removal of White’s light-squared bishop due to the pressure on the b4-pawn. Nothing for 1...d5?!, which does address the light squares but at the cost of further reducing Black’s influence on the dark squares, where White has an uncontested bishop.

**Solutions and Points: Test 2**

**Puzzle 1:** 1...\( \mathbb{C} f 4 \) is crying out to be played. What is a pawn when there is an eager bishop to let loose? In fact White chose not to accept the pawn offer for a while, but even after 2 \( \mathbb{A} c 2 \) b5 3 \( \mathbb{W} f 2 \mathbb{C} d 7 \) 4 \( \mathbb{C} x e 2 \) b4 5 \( \mathbb{C} a 4 \) a5 6 \( \mathbb{C} x f 4 \) cxf4 7 \( \mathbb{C} x f 4 \) \( \mathbb{C} x c 5 \) Black enjoyed compensation. Then 8 0-0-0 \( \mathbb{C} x c 4 \) 9 \( \mathbb{C} e 3 \) \( \mathbb{C} x e 3 \) gave him more than enough thanks to the now (uncontested) fantastic bishop and good overall control of the dark squares.

Points: Five for the general idea of ...\( \mathbb{C} f 4 \) and the opening of the long diagonal.

**Puzzle 2:** White took advantage of his opponent’s poorly placed queen to bring his knight back into the game with 1 \( \mathbb{C} b 2 \)!, the point being that 1...\( \mathbb{W} x a 2 \)?? 2 \( \mathbb{C} c 4 \) traps the queen. Anticipating \( \mathbb{C} c 4 \) with 1...
\( \mathbb{W} b 5 \) does not help Black because 2 \( \mathbb{W} h 3 \) \( \mathbb{C} f 7 \) 3
\( \mathbb{C} c 4 \) \( \mathbb{C} x d 7 \) 4 c3! spells trouble anyway in view of 4...\( \mathbb{D} x c 3 \) 5 \( \mathbb{A} d 6 \). Black played 1...
\( \mathbb{C} x h 5 \) 2 \( \mathbb{C} e 5 \) 0-0, but 3 \( \mathbb{C} c 4 \) \( \mathbb{W} b 4 \) 4 \( \mathbb{W} h 3 \) g6 5 \( \mathbb{W} x e 6 + \) was final.

Points: Five points for 1 \( \mathbb{C} b 2 \) which, quite simply, improves the knight before turning the screw. 1 \( \mathbb{W} h 3 \) forces 1...
\( \mathbb{C} f 7 \) and therefore earns two consolation points.

**Puzzle 3:** 1 \( \mathbb{C} d 1 \)! practically forces 1...f6 because Black is better with a vulnerable f6-pawn and a humbled bishop on g7 than with no protection for his king. Meanwhile, over on the queenside, the game went 2 b4! \( \mathbb{A} a 7 \) 3 bxc5 \( \mathbb{W} x c 5 \) (3...\( \mathbb{D} x c 5 \) does not help, e.g. 4 \( \mathbb{C} c 3 \) \( \mathbb{A} d 7 \) 5 \( \mathbb{C} b 3 \) \( \mathbb{A} f 8 \) 6 \( \mathbb{A} a 3 \)) 4 \( \mathbb{C} c 3 \) \( \mathbb{W} a 5 \) 5 \( \mathbb{C} e 3 \) \( \mathbb{A} d 7 \) 6 \( \mathbb{A} a 1 \) \( \mathbb{C} a 4 \) 7
\( \mathbb{C} c 4 \) \( \mathbb{B} b 7 \) 8 \( \mathbb{C} c 3 \) \( \mathbb{W} b 6 \) 9 \( \mathbb{A} x a 4 \) etc.

Points: Four points for appreciating that Black is in trouble regardless of his reaction to 1 \( \mathbb{C} d 1 \), and a further point for switching to the queenside with b3-b4.

**Puzzle 4:** By searching for a way to reach the traditionally desirable c7-square White found that after 1 \( \mathbb{A} a 6 \) Black is unable to take on d3 in view of 2 \( \mathbb{A} c 7 \). Consequently the forced 1...
\( \mathbb{W} x d 6 \) 2 \( \mathbb{A} x f 5 \) \( \mathbb{C} x f 5 \) 3 \( \mathbb{W} c 2 \)! hit both the f5-pawn and c7, leaving Black under slight but genuine pressure after 3...\( \mathbb{E} e 6 \) 4 \( \mathbb{W} c 7 \) \( \mathbb{W} x c 7 \) 5 \( \mathbb{A} x c 7 \) \( \mathbb{A} a 8 \) 5
\( \mathbb{C} e 1 \). Of course Black can evict the rook with ...\( \mathbb{C} a 8 \), but White simply drops back
Solutions and Points

to c3, when the a5-pawn is susceptible to attack, the c5-square beckons and Black is unable to contest the c-file. In the game White sent his knight from f3-e1-d3-c5, practically forcing ...\(\mathcal{g}7-f8\text{xc5}\), after which the recapture with the d4-pawn left White with a strong passed pawn.

Points: Five for the infiltration plan. Nothing for 1 \(\mathcal{b}3\), which defends the bishop and eyes c5, but hands the c4-square over on a plate.

**Puzzle 5:** 1 \(\mathcal{xc8}+\mathcal{xc8}\) 2 g3! and White prepares to lodge the bishop on the h3-c8 diagonal.

Points: Again Five. This long distance evition is worth remembering.

**Puzzle 6:** 1 \(\mathcal{xc4}\)! bxc4 2 e3 leads to total domination of the light squares, thanks in no small part to the fact that after 2...\(\mathcal{wb6}\) 3 \(\mathcal{xc4}\) \(\mathcal{wb2}\) 4 \(\mathcal{a}6+\) White’s knight plays a starring role. In the game White accentuated his grip after 2...\(\mathcal{c}5\) 3 \(\mathcal{xc4}\) \(\mathcal{wb7}\) 4 0-0! 5 \(\mathcal{e}6\) 5 a4!, when the intended 5...\(\mathcal{g}5\) does not trouble White in view of 6 \(\mathcal{f}5\) \(\mathcal{xc6}\) 7 \(\mathcal{b}5\) \(\mathcal{we6}\) 8 \(\mathcal{xd7+}\) \(\mathcal{xd7}\) 9 \(\mathcal{wxg5}\) etc. There followed 5...\(\mathcal{d}8\) 6 \(\mathcal{b}5\) \(\mathcal{zd2}\) 7...\(\mathcal{xc6}\) 6 \(\mathcal{xc6}\) \(\mathcal{wb2}\) 8 \(\mathcal{xd7+}\) \(\mathcal{xd7}\) 9 \(\mathcal{d}5+\) 7 \(\mathcal{c}3\) \(\mathcal{d}7\) 8 \(\mathcal{b}1\) \(\mathcal{b}6\) 9 \(\mathcal{e}4\) \(\mathcal{xc6}\) 10 \(\mathcal{xc6}\)! \(\mathcal{a}7\) 11 \(\mathcal{xd7+}\) \(\mathcal{xd7}\) 12 \(\mathcal{xf7+}\) \(\mathcal{c}8\) 13 e6 \(\mathcal{wb7}\) 14 \(\mathcal{xd}7\) 1-0.

Points: Seven for the general idea of the positional sacrifice. Three more if you delved further to discover that ...\(\mathcal{wb2}\) allows \(\mathcal{a}6+\) (a key factor). It is true that 1 g3 \(\mathcal{d}5\)? 2 \(\mathcal{xe7}\) loses for Black, but 1...\(\mathcal{g}5\) sidesteps the check, hits c1 and genuinely threatens ...\(\mathcal{d}5\).

**Puzzle 7:** 1...e4! increased Black’s space advantage and made the attractive e5-square available to the queen and knight, the latter on its way to d3. White immediately addressed this possibility by seeking to protect d3 from safety: 2 \(\mathcal{b}3\) \(\mathcal{we5}\) 3 \(\mathcal{c}2\) \(\mathcal{d}6\)! 4 g3 and now Black could add the f3-square to his ‘must visit’ list. The game continued 4...\(\mathcal{c}5\) 5 \(\mathcal{g}2\) \(\mathcal{f}5\)! (this and Black’s next are aimed at exerting pressure on d3) 6 \(\mathcal{d}2\) \(\mathcal{e}5\) 7 \(\mathcal{ad1}\) \(\mathcal{b}8\)! with a good game for Black. In fact his knight took in an impressive journey from c5: ...\(\mathcal{a}4\)-b2-c4-e5-f3-g5 (all these in consecutive moves!) -f3-e5-d3!

Points: 1...e4 with the sole intention of ...\(\mathcal{e}5\)-d3 is an excellent general strategy, earning you five points. However, 2...\(\mathcal{we5}\) and 3...\(\mathcal{ad6}\), inducing g2-g3, takes the appropriate theme a stage further and is worth a further four points, while 5...\(\mathcal{f}5\) (indirectly covering d3) and 6...\(\mathcal{c}5\) deserves another point.

**Puzzle 8:** Remember to be open to unexpected possibilities – in this case White’s route to a good game involves parting with his ‘good’ bishop: 1 \(\mathcal{xd}5\)! forces 1...exd5 because 1...\(\mathcal{xd5}\) loses to 2 \(\mathcal{xc5}\). After 2 \(\mathcal{wa5}\) Black does have a choice, albeit an unpleasant one, since 2...\(\mathcal{c}6\) 3 \(\mathcal{xc6}\) bxc6 creates a terrible weakness on c6. However, this could be the lesser evil, for Alekhine’s 2...a6 3 \(\mathcal{wc7}\) \(\mathcal{xc7}\) 4 \(\mathcal{xc7}\) left Black under too much pressure from the rook, the threat of 5 \(\mathcal{g}5\) followed by 6 \(\mathcal{gx7}\) or 6 \(\mathcal{e}6+\) being a priority over the defence of b7.

Points: Five for simultaneously damaging Black’s structure and ‘improving’ White’s
with 1 \( \text{Q} \times d5 \) (including \( \text{Q} \times c5 \)), three more for 2 \( \text{W} \times a5! \) (guaranteeing a clear lead) and the incidental bonus of \( \text{Q} \times g5 \) (which is there to be found by the eagle-eyed) deserves a further two points. 1 \( \text{Q} \times c5 \) addresses the appropriate squares and pieces and consequently carries four consolation points.

**Puzzle 9:** With 1...e4! Smirin exploited his opponent's somewhat deserted kingside, denying White proper use of the e4-square while simultaneously creating a brand new outpost of his own on e5. There followed 2 \( \text{Q} \times e4 \) (2 fxe4 gives Black a bit more breathing space after 2...\( \text{Q} \times e5 \) or even 2...\( \text{Q} \times g4 \)) 2...\( \text{Q} \times e4 \) 3 \( \text{W} \times e4 \) (3 fxe4 \( \text{W} \times h4 \)) 3...\( \text{W} \times e4 \) 4 fxe4 \( \text{Q} \times e5 \) 5 \( \text{D} \times d5 \) \( \text{B} \times f1 + 6 \text{B} \times e2 \) and now instead of 6...\( \text{Q} \times c4?! \) 7 \( \text{D} \times d7 + \) with an eventual draw, Black should have played 6...\( \text{B} \times f6! \), maintaining his new-found positional superiority. White's extra pawn is going nowhere and there are juicy targets on c4, g2 and h4.

Points: Eight for the general plan, two more if you went as far as 6...\( \text{B} \times f6 \).

**Puzzle 10:** 1...\( \text{Q} \times f4 + \) 2 \( \text{Q} \times f4 \) \( \text{Q} \times f4 \) 3 e5 is not exactly Karpovian, but sacrificing an exchange in order to keep the tremendous bishop in play certainly is: 1...\( \text{Q} \times f4 \) 2 \( \text{Q} \times f4 \) \( \text{Q} \times f4 \) 3 \( \text{B} \times b1 \) \( \text{W} \times e5 \) and Black had succeeded in securing complete control of the pivotal e5-square. After 4 \( \text{W} \times e5 \) \( \text{Q} \times e5 \) 5 h3 a5 6 b3 d6! 7 \( \text{D} \times d2 \) \( \text{B} \times e8 \) 8 \( \text{B} \times c2 \) \( \text{g} \times g6 \) White's rooks lacked entry points and his bishop was passive. Karpov then brought his rook into the attack with 9 \( \text{D} \times f2 \) \( \text{B} \times c8 \) 10 \( \text{D} \times d1 \) \( \text{D} \times d4 \) 11 \( \text{D} \times a2 \) \( \text{c} \times c5 \) 12 \( \text{g} \times g2 \) (12 b4 \( \text{g} \times g5 \) 12...\( \text{B} \times h5 \), eventually winning the game just over forty moves later.

Points: Ten for the general plan (including 3...\( \text{W} \times e5 \)).

**Puzzle 11:** After 1 e5! the threat to leave Black with an isolated pawn on d6 saw 1...dxe5 2 b5 \( \text{c} \times e8 \) (2...\( \text{B} \times d7 \) 3 c5 \( \text{c} \times c8 \) 4 \( \text{g} \times c4 \) is too passive) 3 c5 \( \text{d} \times d7 \) 4 \( \text{g} \times d5 ! \) e6 5 \( \text{c} \times e7 + \) \( \text{g} \times g7 \) 6 c6 bxc6 7 bxc6 \( \text{B} \times b6 \) 8 c7 and Black was in trouble in view of White's ability to support the c-pawn (\( \text{B} \times a6 \) is coming soon). In fact White's lead was soon decisive: 8...\( \text{d} \times d7 \) 9 \( \text{f} \times d1 \) \( \text{a} \times a4 \) (9...\( \text{c} \times c8 \) 10 \( \text{c} \times c8 \) \( \text{c} \times c8 \) 11 \( \text{a} \times c6 \) brings with it the threat of 12 \( \text{a} \times b7 \), and 11...\( \text{d} \times d6 \) 12 a4! \( \text{d} \times d8 \) 13 a5 \( \text{c} \times c8 \) runs into 14 \( \text{d} \times d8 ! \) 10 \( \text{d} \times d6 ! \) \( \text{d} \times d6 \) 12 \( \text{d} \times d7 \) 13 e8 \( \text{d} \times f8 \) 14 \( \text{d} \times d1 \) and 12...\( \text{d} \times d6 \) 13 \( \text{a} \times d6 \) \( \text{d} \times d7 \) 14 \( \text{d} \times d1 + \) \( \text{c} \times c6 \) 15 \( \text{d} \times d6 \) ! \( \text{d} \times d7 \) 16 c8 \( \text{d} \times d8 + \) \( \text{c} \times c8 \) 17 \( \text{d} \times f7 + \) win for White) 13 \( \text{d} \times b1 \) \( \text{c} \times c6 \) 14 \( \text{b} \times b8 \) \( \text{c} \times c8 \) 15 \( \text{c} \times c1 ! \) and Black was about to lose material, e.g. 15...\( \text{d} \times d7 \) 16 \( \text{c} \times a8 \) \( \text{d} \times a8 \) 17 \( \text{d} \times b1 \) etc.

Points: 1 \( \text{d} \times d5 \) automatically comes to mind but Black does not have to take the knight, e.g. 1...\( \text{c} \times c8 \), when 2 \( \text{c} \times b6 \) axb6 doubles the b-pawns but also doubles Black's defence of the important c5-square. 1 b5 is another natural-looking move. Then 1...\( \text{d} \times d7 \) 2 e5 is a similar idea to the game, but here White has already committed his queenside, thus removing his influence over c5 and in turn weakening the c4-pawn, e.g. 2...\( \text{e} \times e6 \) 3 exd6 exd6. Razuvayev's 1 e5 is well timed and strong. Our task was to make further progress on the queenside, which means addressing the problem of the guard on d6. Rather than dismissing e4-e5 on the grounds that it loses a pawn we should look for ways to make this otherwise desirable thrust work and, once we have seen that 1...\( \text{d} \times d8 \) 2 exd6 \( \text{d} \times d6 \) loses to 3 c5 (take three points for this), and once we appreciate that the recapture ...\( \text{c} \times c6 \) gives White an easy target (two points), then the strategy falls into place. Take a point for being happy with White's
compensation after 2...\textit{d}7 3 c5 \textit{c}8. Then there are three points for sending the knight to e7 to support the pawn, two for having \textit{a}6 ready and four if your quest to take control of e8 led you to removing the b6-knight with a rook.

**Puzzle 12:** With both bishops aimed at Black’s king and two knights within striking range it is hardly surprising that a break in Black’s defensive wall could be decisive. Consequently White played the blunt 1 \textit{w}h5!. Now 1...h6 2 \textit{\textit{a}}xg7! \textit{x}xg7 3 \textit{\textit{e}}f5+ wins for White, e.g. 3...exf5 4 \textit{\textit{x}}xf5+ \textit{g}8 5 \textit{w}xh6 \textit{f}6 6 \textit{c}h7+! with mate on h7, or 4...\textit{f}6 5 \textit{w}xh6+ \textit{e}5 6 \textit{ae}1+ etc. Therefore 1...g6 is forced, but this clears the a1–h8 diagonal completely, inviting Spielmann’s 2 \textit{\textit{g}}4! in view of the threat of mate on h6. Unfortunately for Black the dark squares must be surrendered as 2...f6 3 \textit{\textit{x}}g6 is final and 2...\textit{f}6 3 \textit{e}5! \textit{g}7 4 \textit{\textit{h}}5+! gxh5 5 \textit{w}g5+ highlights the results of...g7–g6.

After 2...\textit{f}6 3 \textit{\textit{x}}xf6+ \textit{xf}6 4 \textit{w}h6! (4 \textit{w}e5 \textit{w}d5!) 4...\textit{c}8 5 \textit{w}d1! \textit{w}e7 6 \textit{f}e1! every piece played a part in White’s positionally inspired attack. The game ended 6...\textit{e}6 7 \textit{\textit{e}}5! \textit{c}5 (7...gxh5 8 \textit{x}xf5 f6 9 \textit{\textit{x}}e6+ \textit{h}8 10 \textit{d}7) 8 \textit{c}e5 \textit{d}5 9 \textit{c}e7+! 1-0 (9...\textit{w}xe7 10 \textit{w}h7+! \textit{c}xh7 11 \textit{w}h5+).

Points: Eight for 1 \textit{w}h5 and 2 \textit{\textit{g}}4! (the main idea), three points for refuting 1...h6 (2...\textit{\textit{x}}g7! etc.) and four for 3 \textit{w}e5 (in conjunction with 4 \textit{\textit{h}}5+) against 2...\textit{f}6.

**Puzzle 13:** After 1...\textit{\textit{g}}5! 2 \textit{\textit{g}}7 (2 \textit{\textit{\textit{x}}x}h5?? \textit{\textit{c}}4+!) 2...\textit{\textit{c}}4+ 3 \textit{\textit{f}}1 \textit{\textit{d}}6! the knight had been transferred from e6 to d6. Note that 3...\textit{\textit{x}}c3? leaves the way clear for White to double rooks with 4 \textit{\textit{d}}d7! \textit{\textit{x}}xe3 5 \textit{\textit{x}}c7+ \textit{\textit{d}}8 6 \textit{\textit{x}}b7 etc. After the text, however, 4 c5? \textit{\textit{x}}xe3 5 cxd6 cxd6 6 \textit{\textit{x}}xd6 \textit{\textit{x}}c3 7 \textit{\textit{d}}d7 \textit{\textit{d}}b5 wins for Black. White tried 4 \textit{\textit{b}}6 (hoping for 4...\textit{\textit{x}}cxe4 5 \textit{\textit{x}}c7+ \textit{\textit{b}}8 6 \textit{\textit{d}}d7 \textit{\textit{x}}xb6 7 \textit{\textit{d}}xb7+) but 4...\textit{\textit{f}}7 5 \textit{\textit{f}}f7 \textit{\textit{f}}xf7 6 \textit{\textit{d}}d4 \textit{\textit{d}}d6 saw the knight return to hit c4. The game continued 7 c5 \textit{\textit{c}}c4 8 \textit{\textit{e}}f2 b5! 9 \textit{\textit{c}}xb6 (9 \textit{\textit{a}}1 \textit{\textit{f}}8! 10 \textit{\textit{e}}e2 \textit{\textit{d}}7 11 \textit{\textit{d}}d3 \textit{\textit{e}}f5 12 \textit{\textit{e}}e4 \textit{\textit{e}}6 13 \textit{\textit{a}}2 \textit{\textit{d}}d5 and Black is ready to pick up the target pawn with...\textit{\textit{a}}5-b3\textit{xc}5) 9...\textit{\textit{c}}xb6 10 \textit{\textit{f}}6 \textit{\textit{b}}5 and Black soon won.

Points: Ten points for the transfer to d6 and two for correctly assessing the situation after 3...\textit{\textit{x}}c3. Delving further and finding 4 \textit{\textit{b}}6 nets a further two points, with a final point for the calm 4...\textit{\textit{f}}7.

**Puzzle 14:** The f5-square beckons, and White’s knight is far away: 1 \textit{\textit{\textit{b}}1! \textit{\textit{c}}8 2 \textit{\textit{d}}d2 and White already threatens to come to c4. The problem for Black is that 2...\textit{\textit{x}}d2 eliminates the knight but at the cost of the dark-squared bishop, a factor that might be significant later, should the game open up (with b2–b4 and/or f2–f4, for example). The game went 2...b5 3 \textit{\textit{f}}3 c4?! 4 \textit{\textit{h}}4 etc. 3...h5 has been suggested so that after 4 \textit{\textit{h}}4 g6 there is no hanging h6-pawn. However, with his bishop over on b4 Black might have problems addressing the new weaknesses on the dark squares in front of the king, e.g. 5 f4 exf4 (5...c4 6 \textit{\textit{\textit{\textit{f}}3} 6 \textit{\textit{d}}xd7 \textit{\textit{d}}xd7 7 \textit{\textit{f}}xf4 and Black is in danger of being overrun on the centre files.

Points: Seven points for pinpointing the relevant f5-square and the subsequent knight transfer, as well as the alternative outpost on c4. Four more for an appreciation of the price Black must pay on the dark squares, either by removing the knight (2...\textit{\textit{d}}d2)
or in an effort to cover f5. Those of you who took this further, with specific analysis, can award yourselves four more points for dealing with these weaker dark squares created by 3...h5 and 4...g6 by striking in the centre with 5 f4!.

**Puzzle 15:** With 1 ♖xa7!! ♖xb7 2 b4! Kasparov eliminated one promising piece and then severely restricted another. Meanwhile White’s second knight is ready to advance to the versatile c3-square, although after 2...♖g5 3 ♗a3! 0-0 4 ♗c4 White had anyway succeeded in securing a bind. Now 4...f5 5 ♘d3 f4 6 ♗g4 accentuates White’s domination of the light squares, so Shirov tried queenside activation; 4...a5 5 ♘d3 axb4 6 cxb4 ♗b8 7 h4! (forcing the bishop to choose a diagonal) 7...♗h6 8 ♗b6 ♣a2 9 0-0 ♘d2 10 ♗f3 ♘a7 and now White should have continued 11 ♗b5! ♘d8 12 ♘d7 ♗e6 13 ♗e7+! ♗h8 14 ♘xf8 ♘xe7 15 ♘xe6 ♘xe6 (15...fxe6? 16 ♘c1! ♘d8 17 ♘c6) 16 ♘c6 (Kasparov), when the d5-square beckons once more.

Points: Five points for finding the exchange sacrifice and a further two for the cruel follow-up 2 b4. Take three for ♗a3-c4 and three more if you found and correctly assessed the position after 4...f5 5 ♘d3 etc. Deserving two points is 7 h4. 1 ♗e3 looks fairly sensible but fails to trouble Black (1...♗b8), so no points.

**Solutions and Points: Test 3**

**Puzzle 1:** Botvinnik played 1 e5! fxe5 2 f5!, securing e4 as a wonderful outpost, unleashing the bishop on the long diagonal and giving White a mini pawn majority on the f-, g- and h-files. After 2...♖f7 3 ♗c4 0-0-0 4 ♗g4! the investment was already paying dividends.

Points: 2 f5 is enough for the five points.

**Puzzle 2:** 1 ♗b6! ♗xb6 2 ♘xe6 fxe6 3 axb6 ♘xb6 4 ♗c4 and Black had a bad bishop to accompany his general weaknesses.

Points: Five for being alert to 1 ♗b6.

**Puzzle 3:** 1 ♗b5! homes in on d6, which Black cannot afford to relinquish. Consequently a capture on b5 is forced, and 1...♕xb5 2 cxb5 ♘b7 gives White time to play 3 ♘c4. Thus 1...♕xb5 was played, when 2 cxb5 gave White a newly mobile queenside, the bishop pair, the c4-square and a potential target on c5. In fact White’s supremacy on the light squares was soon demonstrated: 2...♕d5 3 ♗c4 ♗e7 4 ♗xd5! exd5 5 ♘xd5+ ♗h8 6 ♗f4! ♘d8 (6...♗a8 7 e6 ♗f6 8 ♗xf5 ♗xa5 9 ♗e5 is a lesser evil for Black according to Nesis) 7 e6 ♗b8 8 ♗xc7 ♘xd5 9 ♘c4 ♗dd8 10 ♘xd8 and White won.

Points: 1 ♗b5 guarantees White an excellent game. Five points.

**Puzzle 4:** 1...♕d2! 2 ♗d1 ♗c4 transfers the knight from one great outpost to another, forcing White to surrender his only decent piece in order to avoid the loss of material (3 ♘b3 ♘xa4). After 3 ♘xe4 dxe4 4 ♗b1 (forced) Black’s remaining knight has access to both d5 and d3. In fact Leko turned to the other flank, attacking White’s newly weakened kingside with 4...g5!.
Points: Five for the dancing knight(s). Otherwise 1...h5 2 Če5 Čxe5 is good (e.g. 3 fxe5 Čd7 or 3 dxe5 g5), so this nets two points.

**Puzzle 5:** 1...h6! is the key move, first chasing the rook away before dropping back: 2 Axb1 Axf8! 3 Axc1 Čd5 and Black won a pawn.

Points: Five for the nifty two-step.

**Puzzle 6:** 1...h6! prepares to target the dark squares and proved successful after 2 0-0 A.g5 3 Afd1 A.xe3 4 Wxe3 Wg5! 5 Wxg5 hxg5 6 Čd2 Afd8! 7 A.f1 A.f8 8 Čad1 Če7. Requiring investigation is the natural 2 Čd5. Then 2...A.xd5 3 exd5 Če7 4 Če4 (4 Če2 Čf5) sees Black play 4...A.g5 nevertheless, the point being that 5 Čxg5 hxg5 6 Wxg5 f5 7 Čf3 e4 8 Če2 Čxd5 leaves Black with a good knight and more space.

Points: Five points for finding what is, in fact, a fairly standard idea in such positions (even the trade of queens on g5 adds a little to Black’s centre by monitoring f4). Take another two if your strategy involved supporting the d6-pawn with ...Afd8 followed by ...A.f8-e7, and three more for the line above with 2 Čd5 Čxd5 3 exd5 Če7 etc.

**Puzzle 7:** Most players - myself included - look straight to the g-file, which offers Black an avenue upon which his major pieces can try for an attack against the king. However, is this a realistic prospect? In the cold light of day... it appears not - even shoring up the defensive barrier with g2-g3 will slow Black down. Yet if we look at the situation while wearing our now fashionable positional hats we see that the c-file is much more promising for Black. This was Moskalenko's conclusion, the talented GM simply nudging his king to one side to make way for his rooks: 1...Axb8! 2 Čd4 Wg7 3 Afd1 A.c8 4 Aac1 A.b7 with ...Ahe8 to follow. The earlier advance of White’s b-pawn both abandoned the now backward c3-pawn and, combined with the removal of the dark-squared bishop, served to relinquish considerable control of the dark squares (on both flanks). As well as the c3-pawn both c5 and c4 are a worry for White.

Points: Ten. Remember not to be fooled into ‘caveman’ mode just because the kings reside on opposite wings.

**Puzzle 8:** Black would like to contest the centre with 1...c5 but this allows 2 exb5. Consequently Anand played 1...bx4! 2 bxc4 c5! which, perhaps surprisingly, already required a certain degree of care from White. Best is 3 exd5 Axd4 4 exd4 Čxc3 (4...Axd5 5 Čxd5 Čxd2+ 6 Wxd2 Wxd5?? 7 Čf3) 5 Čxc3 Čxd5, when the bishops can be quite easily tamed by the knights thanks to the isolated d-pawn and Black’s traditional strongpoint on d5. However, White’s 3 dxc5? let Black in: 3...d4! 4 exd4 Wxd4 5 Wc2 (5 Wc1 Čd8 prevents White from castling, whereas Oll’s choice prepares Čd1 in the event of ...Axd8) 5...Če6 6 0-0 Če5! and the newly available d4-square proved a problem for White.

Points: The ‘equalising’ plan of removing the problem pawn and challenging for d4 before White has castled is worth three points. Take two for correct evaluation of the two knights versus two bishops scenario, another two for being ready to keep
White's king tied to the defence of the bishop with ...d8 (after 5 c1) and three more for the finishing touch – freeing the d4-square for the knight.

**Puzzle 9:** It appears that White has a 'bad' bishop, but after 1 e4! Black's useful knight must acquiesce to an exchange (or allow f5-f6), when White's bishop finds its way to a fantastic outpost on d5. The game continued 1...w8d8 2 xf6+ wxf6 3 e4! b8 4 ad1 b6 5 h3 a6 6 d5 with an aggressive set-up for White that was not diminished after 6...b5 7 cxb5 xb5 8 c4 etc.

Points: Ten points only for the bishop transfer to d5.

**Puzzle 10:** Thanks to the pin on the d-file Black could attack the d-pawn with 1...e5!, forcing 2 d5 (in view of 2 ad1 c4). Then after 2...c4 3 e2 d6 4 b1 c4 5 g3 d8 6 g2 c1+ 7 xc1 c1+ 8 e1 xe1+ 9 xe1 Black's domination of the open file facilitated a transition to an ending that is difficult for White, the further moves 9...f5! 10 f3 xe4 11 xe4 b5 12 d2 a5 effectively mobilising the queenside.

Points: Eight for planting the knight firmly on the useful d6-square, but only if you noticed that 2 ad1 fails to 2...c4. The thematic trade of all the rooks nets two more points.

**Puzzle 11:** 1 d2 brings the cavalry into the struggle for e4 but allows Black to drop his bishop back to g6 to contest the b1–h7 diagonal, e.g. 1...h5! 2 e4 g6, when White's expansion has less momentum than is the case after Taimanov's selection: 1 h4. This concentrates on the light squares by dealing with Black's bishop rather than e4. After 1...h5 2 f3 White can consider switching to a different kind of kingside expansion involving g2-g4, while the f5-square might be an option for the knight. Black stuck to the standard plan of 2...g6 3 xg6 hxg6, perhaps with a tactic in mind should White advance immediately. However, this is exactly what White did... 4 e4! dxe4 (Black cannot allow e4-e5 followed by f3-f4-f5 etc.) 5 fx e 4 and now the tempting 5...xe4? 6 xe4 f5? fails to 7 xe6! xe1 8 xe1, while 6...xd4 backfires thanks to 7 w3! c2 8 w f3, e.g. 8...xe4 9 wxe4 x a1 10 gs5! f6 11 h4, when 11...b3 12 xc4 is check! Unfortunately for Botvinnik 5...d7 6 g5 h7 7 e3 simply left White with the bishop pair, strong centre pawns and the f-file.

Points: Five only for beginning with 1 d2. Eight for the more flexible and aggressive 1 h4, with two more points for contemplating a well timed g2-g4. Take five points if you noticed that it is not necessary to bring a rook to e1 because White's queen is quite safe against tactics. It is interesting that Black almost runs out of pieces through trying 5...xe4 6 xe4 f5.

**Puzzle 12:** The presence of the queen on c7 has led to White being forced to recapture on d4 (after ...cxd4) with his c3-pawn because f4 needs defending. This leaves the b4-square free for an invading knight: 1...b4! and now we come to a bizarre line. After 2 b5 Black is guaranteed an advantage by blocking the check with bishop or knight, but 2...e7 is very tricky indeed, the point being that 3 0-0 c2 forks the rook and the e3-pawn. Play might continue 3 a4 b5 4 b3 d3+ 5 e2

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\(Qg4!, \text{ when } 6 \text{ wc}2 \text{ looks level and } 6 \text{ f1 xf4}!!? \) 7 exf4 (7 xd3 xe3+ 8 \(Qc2 \) \(Qf2 \) 9 xf2 xf2) 7...xf4+ 8 \(Qe1 \) xg2+ 9 \(Qe2 \) f4+ 10 \(Qe1 \) d3+ 11 \(Qe2 \) f4+ leads to a remarkable draw. Instead the game went 2 \(Qb1 \) d7 3 a3 \(Qc8\), hitting both c1 and c2. Then 4 axb4 xc1 5 xa7 xb2 5 0-0 xb4 simply leaves White a pawn down, so 4...b5! 5 \(Qe1 \) xc2 6 xc2 xc2 7 xc2 xc2 gave Black a rook in the heart of enemy territory, the bishop pair, light squares and the superior pawn structure.

Points: Ten for the main line, of which 3...\(Qc8\)! is the key move. One for fine-tuning with 4...b5 and four just for contemplating Black’s unnecessary yet uncompromising 2...\(Qe7\) in reply to the check – an odd idea, perhaps, but it does illustrate the implications of positionally suspect pawn centres.

Puzzle 13: 1...Qeg4 2 \(Qd2 \) h5 3 h3 h4 4 hgx4 hxg3 5 g5! is given by Gallagher, but Beaumont found 1...Qf4\(!!\), which was a new move at the time of the game.

Unleashing the queen puts White in trouble, as can be seen from the following variations: 2 Qf2? Qxf2 3 Qxf2 Qf6! 4 \(Qe3 \) h6 5 f1 runs into 5...Qh4, while 2 \(Qd2 \) Wh4 3 fxe5 Qxe5 is decisive. After 2 Qd2 Qxe3 3 Qxe3 Qg4 4 Qxg4 Qxg4 Black has the bishop pair and White is still unable to castle in view of the pin created by ...Qd4, and the attempt to trouble Black’s bishop with 5 f5 Qh4! 6 h3 leads to problems on the e-file following 6...Qxf5 7 exf5 Qae8 8 Qe4 gx5! etc.

Levitt played 2 Qg1, when 2...Qh4 highlighted White’s development problems and exerted considerable pressure on the dark squares. Now 3 Qd2 h6 4 0-0-f5 and 3 Qc2 f5! 4 0-0-0 Qh6 clearly favour Black, although 3 fxe5 Qxe5 proved equally unpleasant. For example 4 d3 c4 5 Qf3 f5 6 0-0 fxe4 7 Qxe4 Qxg3?! 8 hxg3 Qxh1 9 Qxg4 backfires for Black, but 7...Qg5+! 8 Qb1 Qxg3 brings with it the threat of ...Qf5. Meanwhile 4 Qf2 Qxf2 5 Qxf2 f5 places White’s king in another firing line, e.g. 6 exf5 Qxf5 7 Qf3 g5 8 Qc2 Qc4+ 9 Qd2 Qd3+ 10 Qe1 Qxc3+ 11 bxc3 Qxc3+ 12 Qf2 g4. The game went 4 Qxg4 Qxg3+! (4...Qxg4? 5 d3 c4 6 Qc3 f5 7 Qf2! f4 invites an unlikely defence: 8 Qge2! Qxh2 9 Qh3!) 5 hxg3 Qxh1 6 Qf1 (6 Qxd7 Qxg1+ 7 Qd2 Qxg2+ 8 Qe2 Qxg3 gives Black too many pawns) 6...f5! (6...Qxg4? 7 Qxg4 f5 8 Qh3! fxe4+ 9 Qe2) 7 Qf3 and now Black missed the opportunity to push home his advantage with 7...Qae8!, e.g. 8 Qe2 fxe4 9 Qxe4 \(Qh3\) 10 Qf6+ (10 Qa3 Qxe4) 10...Qxf6 11 Qxe8+ Qf8 12 Qxf8+ (12 Qe2 \(Qxg2\) +13 Qxg2 Qxf3+) 12...Qxf8 13 g4 h5!, or 8 Qc2 fxe4 9 Qxe4 Qxf3+ 10 Qxf3 Qxf3+ 11 Qf2 Qh3 mate.

Points: Eleven for the main ideas behind Beaumont’s theoretical novelty, including how to deal with White’s alternatives to 2 Qg1 and a general appreciation of the difficulties White experiences in the game after 3...Qxe5. Take an additional four for the uncompromising ...f7-f5 in subsequent lines.

Puzzle 14: Development in this case refers mainly to Black, whose game can be made quite uncomfortable by 1 d6!. This advance opens the h1–a8 diagonal and severely restricts Black’s development. Obviously Black must do something about the intruder. Ironically Timman suggests that Black’s best line is now 1...Qe6, intending to meet 2 b4 Qb6 3 d3 Qxd6 4 Qf4 Qe6 5 Qd5 not with 5...Qe8 (5...Qe7/f6 6 Qg5),
when 6 \texttt{Wf3} is strong, but with 5...d6!, simply inviting White to part with his enormous bishop. Of course Black’s compensation for the exchange is insufficient, but this looks more tenable than the game continuation. There followed 1...\texttt{Wh6} 2 d3 \texttt{Wxd6} 3 \texttt{Wf4} and Black’s troubles are far from over. His queen, rook and bishop have lost contact with each other, while there is also the matter of the dormant rook and bishop that have yet to see any action at all. Now 3...\texttt{Wh6} 4 \texttt{Wxa4} \texttt{Wb6} \texttt{Wf6} 1 looks awkward for Black, so he tries another square: 3...\texttt{Wxa6} 4 b4! (not walking into Black’s little ‘trap’, which would follow the stereotyped 4 \texttt{Wxa4}?) when Black has 4...b5! 5 \texttt{Wxd4} \texttt{Wxb7} with good chances of equality) 4...\texttt{d8} (the b6-square would not be appropriate in view of 5 \texttt{Wxd5}, threatening 6 \texttt{Wxc4}) 5 \texttt{Wxe1} \texttt{Wf8} (5...\texttt{Wxe6} 6 \texttt{Wd5} d6 7 \texttt{Wb3}! is excellent for White, while 5...\texttt{Wxe1}+ 6 \texttt{Wxe1} \texttt{Wxe6} fails to blockade the e-file because White has 7 \texttt{Wd5}!, when 7...\texttt{We7} loses to 8 \texttt{Wd6}, the point being that 8...\texttt{Wxd6} 9 \texttt{Wxe8+} \texttt{Wf8} 10 \texttt{Wxf7+} leads to mate) 6 \texttt{Wh5} d6 7 \texttt{Wd5}. 

For the price of a doubled pawn White has a commanding position, the pawn having been replaced by an all-seeing bishop. Meanwhile Black’s pieces have been forced into awkward passivity. A possible finish is 7...g6 8 \texttt{Wxf7+}! \texttt{Wxf7} 9 \texttt{Wxe8+} \texttt{Wf8} 10 \texttt{Wd5+} \texttt{Wg7} 11 \texttt{Wxf8} \texttt{Wxf8} 12 \texttt{Wh6+}. Instead the game went 7...\texttt{d7} 8 a4 \texttt{Wc8} 9 \texttt{Wc4} g6 10 \texttt{Wf3} \texttt{Wc7} 11 b5 \texttt{Wb6} 12 \texttt{Wd6} a6 (12...\texttt{Wxe6} 13 \texttt{Wd5} \texttt{Wae8} 14 \texttt{Wxe6} fxe6 15 \texttt{Wxe6}) 13 \texttt{Wd5} \texttt{Wf5} 14 \texttt{g4} \texttt{Wc8} 15 \texttt{Wxe2} axb5 and Black resigned without waiting for a second rook to come to the e-file.

Points: Six for the general idea of meddling with Black’s development while accelerating your own, and four more if you noticed that Black’s rook is in trouble after taking time to collect the d6-pawn. Take three points if you would need a lot of persuasion to give up your bishop once it arrives on d5, and a final two for an appreciation of the importance of the e-file. No points for 1 b4?! which helps the bishop find a decent home after 1...\texttt{Wc7}! 2 \texttt{Wb2} \texttt{Wc5} etc.

\textbf{Puzzle 15:} White played the blunt but effective 1 \texttt{Wd4}!. In fact this is the beginning of an idea that forces Black away from the important c-file and, subsequently, causes him to lose valuable time if he is to return. Now 1...\texttt{Wc7}? runs into 2 \texttt{Wf4} \texttt{Wc6} 3 \texttt{Wb7} \texttt{Wc4} 4 b3, when Black will have insufficient compensation for the lost material,
while in the game after 1...\textit{c}6 2 \textit{b}b5 Black had no choice but to relinquish the c-file as 2...\textit{c}8?! 3 \textit{x}d7! \textit{wd}7 4 \textit{x}f6 gf6 5 \textit{g}g3 seriously damages the defensive cover. Therefore 2...\textit{c}7 3 \textit{f}4 \textit{c}8 4 \textit{a}6 \textit{a}8 finally sent the rook back home, allowing White to assume control with 5 \textit{c}1. Of course Black can then pave the way for his rook to return to e8, but this takes more time to engineer than the original eviction. In fact this is what happened in the game: 5...\textit{b}8 6 \textit{d}3 \textit{b}7 7 \textit{g}5 \textit{bd}7 8 0-0 \textit{h}6 9 \textit{h}4 \textit{c}8, and now 10 \textit{c}3 a6 11 \textit{w}e2! b5 12 \textit{e}4 clamped down on the c5-square, ensuring White a definite lead.

Points: Ten for the successful harassment of Black’s rook and five more for both working out how Black brings it back to c8 and, subsequently, that White emerges the better out of the deal.

\textbf{Solutions and Points: Test 4}

\textbf{Puzzle 1:} Unfortunately for Black 1 \textit{b}b5! pins the knight and in so doing leads to serious structural damage, e.g. 1...\textit{ed}8 2 \textit{xc}6 \textit{bxc}6 3 \textit{f}1 and the shattered pawns will prove decisive in the ending.

Points: Five for the pin and the subsequent capture on c6.

\textbf{Puzzle 2:} After 1 \textit{d}3! \textit{ed}6 2 \textit{fd}1 \textit{ed}7 3 \textit{d}2! \textit{b}5 4 \textit{d}1 White had the ideal set-up. Then 4...b6 5 \textit{g}3! \textit{f}8 6 \textit{g}2 \textit{e}7 7 \textit{h}5 a6 8 h3 \textit{c}6 9 \textit{h}2 a5 10 \textit{f}4 \textit{f}6 11 \textit{d}1 \textit{b}5 12 g4 saw White gradually creeping forward. In fact Black cracked under pressure: 12...g5?! 13 \textit{h}1 \textit{c}6 14 \textit{f}5 \textit{f}7 15 e4 etc.

Points: Lining up all three major pieces (in the correct order) on the d-file earns you three points, with a further two for judging that the next phase involves the advance of White’s kingside pawns – not a risky venture when the opponent is busy defending an IQP.

\textbf{Puzzle 3:} After 1...\textit{c}7! White had to play 2 e5 in view of 2 \textit{g}3 \textit{f}5 or – even worse – 2 \textit{f}5?? \textit{g}3. The problem for White is that now the g2-pawn is attacked. The game continued 2...\textit{e}5 3 h5 (3 \textit{xe}5 \textit{xc}5 4 \textit{xe}5 \textit{xc}5 and both \textit{f}4 and \textit{g}2 are en prise, while 5 0-0 abandons the h4-pawn) 3...\textit{xe}3 4 \textit{xe}3 \textit{d}7 5 \textit{c}4 \textit{f}5!? 6 \textit{d}2 (6 \textit{xf}5 \textit{exf}5 and 6...\textit{xc}4 are both good for Black) 6...\textit{d}5 7 \textit{xe}3 \textit{xc}5 8 \textit{xe}3 \textit{c}5!, and now 9 \textit{xe}5 \textit{xc}5 is very good for Black, who has the c-file and the plan of breaking with ...\textit{f}7-\textit{f}6. In the game 9 \textit{g}3 h6 10 \textit{h}4 would also have been favourable for Black after 10...\textit{h}8 (intending to defend with ...\textit{g}8 if necessary) followed by ...\textit{d}7-\textit{d}6 or ...\textit{wd}4.

Points: Don’t worry – the important work for the five points is the initial 1...\textit{c}7! (as long as you followed up with ...\textit{c}5 etc.).

\textbf{Puzzle 4:} 1 \textit{ab}1! doubles the protection of the b2-pawn, unpins the knight – thus paving the way for \textit{c}5 – and prepares to bolster the hold on c5 with b2-b4.

Points: Five for this simple but effective multi-purpose move. Note that only by appreciating the significance of the c5-square would White be looking to free his knight.
Puzzle 5: Capablanca produced a memorable knight manoeuvre: 1 \text{d}c3! \text{e}c5 2 \text{d}e4! (by allowing the knight to do all the work White maintains the pin on the d-file) 2...\text{d}c5 3 \text{d}c6 \text{e}c5 4 \text{d}b7 \text{d}c7 5 \text{d}bxa5 etc.

Points: Five points – one for each move of the knight.

Puzzle 6: With the game revolving around the d5-square there was little point in hitting the bishop. The game went 1 \text{d}x\text{d}5! \text{d}x\text{d}5 (1...\text{h}x\text{g}5 2 \text{d}xf6+ \text{w}x\text{f}6 3 \text{d}x\text{b}7) 2 \text{d}x\text{f}6!. Now 2...\text{w}x\text{f}6 leaves the d-pawn protected after 3 \text{w}x\text{d}5 \text{e}c6 but the careless ...\text{h}7-\text{h}6 neglected the light squares, allowing White to play 4 \text{h}xg6. Consequently after 2...\text{w}x\text{f}6 3 \text{w}x\text{d}5 \text{d}c6 4 \text{w}x\text{d}7 \text{d}c5 5 \text{w}a4! \text{e}ae8 6 \text{d}d5 White was a safe pawn to the good. White could also have started with 1 \text{h}x\text{f}6 because 1...\text{h}x\text{f}6? 2 \text{d}xg6! is decisive and 1...\text{w}x\text{f}6 2 \text{d}x\text{d}5 \text{d}x\text{d}5 (2...\text{w}d\text{d}8 3 \text{e}f6+) 3 \text{w}x\text{d}5 transposes to the game.

Points: Whichever line you chose the key factors are the h1—a8 and a2—g8 diagonals. Take three points for noticing that 1 \text{d}x\text{d}5 h\text{h}x\text{g}5 is in White’s favour, four for 4 \text{d}xg6 against 2...\text{h}x\text{f}6 and a final three points for the win of the d7-pawn in the game. As for 1 \text{h}x\text{f}6, award yourself four points for (1...\text{h}x\text{f}6) 2 \text{d}xg6! and three for each of 1...\text{w}x\text{f}6 2 \text{d}x\text{d}5 \text{d}x\text{d}5 3 \text{w}x\text{d}5 and 2...\text{w}d\text{d}8 3 \text{e}f6+.

Puzzle 7: With 1...e5! Black succeeded in breaking the cluster of pawns and, after 2 \text{w}c4 \text{w}f6 3 dxe5 \text{dxe}5, redirected attention to the now isolated e4-pawn. Note that the e5-pawn, too, might prove vulnerable to attack later. Thanks to Black’s new presence on the dark squares he was able to unravel with great effect, 4 \text{w}d4 \text{h}h\text{a}8! 5 \text{w}e3 \text{h}ad8 bringing the rook back into the fold and accentuating the turnaround in fortunes. In fact now Black was ready to emphasise his tremendous outpost on e5 by switching the queen and knight: 6 \text{d}e2 \text{w}e7 7 \text{h}he1 \text{d}d7! 8 \text{w}d\text{d}4+ \text{f}f6 9 \text{w}e3 \text{w}e5 with an aggressive blockade of e4 (highlighted by the subsequent 10 \text{h}f3 \text{h}5!, preparing a well timed ...g5-g4) and simultaneous pressure on the e5-pawn.

Points: 1...e5 as a positionally, structurally desirable weapon earns you four points, while if you delved further and noticed just how strong Black’s knight is once established on e5 take another three. Digging deeper to see that the knight and queen can effectively ‘share’ e5 nets you two more points, and remembering to let the queen’s rook back into the game deserves a final point.

Puzzle 8: The bishop is not a natural blockader and there must be a better post for this piece. The knight is a natural blockader. The game continued 1 \text{d}c1! \text{g}g8 2 b3 \text{d}e8 3 \text{b}b2 \text{f}6 4 \text{h}h1 \text{e}7 5 \text{d}d2 \text{d}d4 6 g3 \text{d}d6 7 \text{d}d1! \text{d}xb2 8 \text{d}xb2 \text{d}g7 9 \text{d}e3 \text{d}d7 10 \text{c}bc4 with a definite pull for White, whose original e4-knight now stands on e3, having been replaced by the c3-knight! Meanwhile the exchange of dark-squared bishops (the most useful role of a piece can be its ‘positive’ removal, remember) has left White with the better of the two bishops, for the pawns on f5 and e4 might provide attractive targets in the future. Note that the d6-pawn also needs careful monitoring from Black.

Points: Relocating the bishop to the long diagonal helps White regardless of Black’s response because we will have either a well posted piece or we will secure the re-
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moval of Black’s good bishop. This plan alone is worth six points. Then take four points for something similar to the musical chairs number performed by the knights, creating two excellent outposts.

**Puzzle 9:** The only genuine distraction available to Black is 1...\( \mathbb{b}3 \)! Now the c3-pawn (the base of White’s c3-d4-e5 chain) cannot be protected since moving the knight from f3 allows ...\( \mathbb{h}4 \). Consequently White does best to permit a serious, long-term alteration of the pawn structure with 2 \( \mathbb{a}xb3 \) cxb3, when Black has definite compensation for the exchange in the shape of the protected passed pawn on b3 and a potentially useful outpost on the newly available c4-square. Additionally, of course, White’s big bishop is no more. Nevertheless, White does have a material lead, so Black must follow his sacrifice with accurate play. 3 exd5 exd5 4 \( \mathbb{d}e3 \) \( \mathbb{e}6 \) improves Black’s position, a subsequent ...\( \mathbb{a}7-b5 \) being a good alternative to the natural journey to c4. After 3 \( \mathbb{w}g4 \) \( \mathbb{d}a5 \) 4 \( \mathbb{g}3 \) Black was alert, avoiding 4...\( \mathbb{c}4 \) 5 \( \mathbb{h}5 \) \( \mathbb{g}6 \) 6 \( \mathbb{f}6+! \) \( \mathbb{x}f6 \) 7 \( \mathbb{e}f6 \) \( \mathbb{x}f6 \) 8 exd5 in favour of the prophylactic 4...\( \mathbb{h}8 \)! 5 \( \mathbb{h}5 \) \( \mathbb{g}8 \), thereby keeping his defensive wall intact and effectively shutting out White’s reduced attacking force. Meanwhile Black’s dark-squared bishop monitors both flanks (including the a3-pawn), while a trade on d5 will permit the other bishop to do the same.

Points: Seven for the exchange sacrifice in conjunction with 2...cxb3, after which, apart from the juicy c4-square, Black can look forward to two connected passed pawns should the a3-pawn fall. (Only three points if you intended to recapture on b3 with the a-pawn). Take three more for the ...\( \mathbb{a}7-b5-xa3/c3 \) idea.

**Puzzle 10:** Black set his sights on the c4-square with 1...b5! 2 \( \mathbb{w}c2 \) axb4 3 axb4 \( \mathbb{d}d6 \). Now 4 \( \mathbb{b}3 \) followed by \( \mathbb{e}a1 \) seems sensible, while Kramnik also suggests improving the c3-knight. Instead the game went 4 \( \mathbb{b}3？! \) \( \mathbb{b}6 \)! 5 \( \mathbb{c}5 \) \( \mathbb{e}c8 \) 6 \( \mathbb{d}d3 \) \( \mathbb{b}c4 \) 7 \( \mathbb{c}c5 \), when Black’s knights enjoyed more influence on the game: 7...\( \mathbb{e}c8 \) 8 h3 g6 9 \( \mathbb{e}c1 \) \( \mathbb{a}7 \) 10 \( \mathbb{d}d1 \) h5 11 \( \mathbb{h}1 \) \( \mathbb{g}5 \) 12 \( \mathbb{b}b1 \) \( \mathbb{a}e7 \) 13 \( \mathbb{a}a1 \) \( \mathbb{i}f5 \) with an initiative. It is important to remember that once Black establishes a knight on c4 in these positions a subsequent exchange results in a protected passed pawn, whereas the same cannot be said for White on c5.

Points: Ten for cementing the grip on c4 – a standard plan for Black. Note that the b5-pawn also fixes its opposite number on b4, while the backward c6-pawn, in no danger of being attacked down the c-file, is not a problem. 1...\( \mathbb{x}b4 \) 2 \( \mathbb{a}xb4 \) \( \mathbb{a}3 \)? walks into 3 \( \mathbb{x}d5 \), but 2...\( \mathbb{b}b6 \) monitors c4. Then 3 b5? opens the a3-f8 diagonal and invites 3...\( \mathbb{a}a3 \), although b4-b5 is still a possibility that is not available after 1...b5. Consequently 1...\( \mathbb{x}b4 \) and 2...\( \mathbb{b}b6 \) receives four points.

**Puzzle 11:** 1 b4! begins the process of pouring cold water over Black’s strategy of keeping the position closed for his knights. 1...\( \mathbb{w}b6 \) 2 b5 hardly keeps White out of the dark squares, e.g. 2...\( \mathbb{d}d4 \) 3 \( \mathbb{x}d4 \) cxd4 4 \( \mathbb{w}b4 \), or 2...\( \mathbb{e}7 \) 3 d4. Therefore after the forced acceptance of the pawn sacrifice with 1...cxb4 2 axb4 \( \mathbb{w}xb4 \) it is in White’s interest to trade queens as this eliminates Black’s only genuine defender of the dark squares. The game continued 3 \( \mathbb{w}xb4 \) \( \mathbb{x}b4 \) 4 \( \mathbb{d}d4 \), protecting c2, heading for b5 (to concentrate on the weak d6-square) and unleashing the bishop. The fol-
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... variations – given by Kramnik – illustrate how play might develop: 4...e5 5 .requirements+ (or 5...c6 6 b5) 6 exd3 exd4 7 0-0 is unpleasant for Black, as is 4...a6 5 b4 c5 6 b5 b4 7 d6+ a5 8 a3 g8 9 0-0, e.g. 9...b5 10 exb5 axb5 11 cxb5! cxb5 12 c6 dxc6 13 d5 14 xxc8+ h7 15 hxc6 etc. Black’s best seems 4...c6 5 d5 0-0, when Kramnik offers 6 a3 with the idea of using c7 and d6: 6...d8 7 c7 8 b8 9 cxe6! dxe6 10 cxb8 cxb8 11 a7 with a favourable ending. The game went 4...d5 5 a3 c6 6 b5 and the forced 6...d7 left Black in an uncomfortable position after 7 d6.

Points: Award yourself seven points for the general idea of giving up the b-pawn, trading queens and seeking play on the dark squares (plus the three points for 1...b6, below). Otherwise the fifteen points are made up as follows. First take three points for considering 1...b6 2 b5! etc. After the queen trade, dealing with the alternatives 4...c5, 4...a6 and 4... c6 pockets two, four and three points respectively, while the game’s 4...d5 5 a3 and d5-d6 is worth three points. Dropping back with 3 c2 threatens a3 and looks dangerous, so this choice gets three points. However, after 3...0-0 4 a3 w5 Black gains time through the pin on the a-file.

Puzzle 12: 1...d5! totally ignores what is ostensibly Black’s important strongpoint on e5, instead bringing White’s attention to the hitherto untroubled e4-pawn. Suddenly White’s efforts to make the most of his ‘extra’ bishop by exerting pressure on the dark squares backfire, for it is the complex of light squares on which the real battle will be fought. Now 2 exd5 cxe3+ leaves the f4-pawn in trouble in view of the recapture with the knight on d5, while 2 fxe5 cxe4 3 xxe4 dxe4 4 d1 c5 f4 c6! practically wins for Black, and 2 dxe5 dxe4 3 d4 d5 4 c4 xe4 5 cxe4 c3+ c6 d5 leaves White with insufficient compensation. Consequently the game continued 2 c5 c4 3 c2 3 cxe4 dxe4 4 xg4 xg4 is a typical example of how the superior bishop tends to guarantee a clear lead in situations with [lone] bishops of opposite colour) 3...g6! 4 c6 c8 5 b2? (5 d2 followed by c1 is a lesser evil) 5...d6 6 c2 c7 7 d6 f6! 8 c3 c4! and Black has a tremendous position. In fact the efficacy of Black’s light square theme can be seen in the variation 9 xe4 dxe4 10 wxe4 d5 11 w3 c6, e.g. 12 f1 f4 13 w2 xd2 14 w2 c3, or 12 c1 f8 13 f2 b2 etc.

Points: With White putting most of his efforts into the dark squares we should be looking to strike on the other colour complex. After 1...d5 take one, two and four points (only two if you stopped before 4...xe5!) for dealing with each of 2 dxe5, 2 exd5 and 2 fxe5 respectively. A correct assessment of the situation after 3 cxe4 is worth three points, and the final five are for making the relocation of the knights (to c4 and e4) a key part of the general strategy.

Puzzle 13: 1...d4! is crying out to be played, since after 2 cxd4 xg2 3 xg2 d5 White suddenly had problems on the light squares and in front of his king. Note that 3...c4 4 xg4 axc4 5 dxc4 dxc4 6 b3 is also good for Black. The game continued 4 a1 cxd5 5 c4! (5 x4 b6 6 w d1 c3! 7 x1 w d5+ 8 c2 xfb8 and 5 x4 b6 c3 6 b3 b3 b3 both favour Black) 5 b2 6 xg3 (6 c1 w7 b8 7 b1 a3) 6...xg5!, and White was defending on the queenside, kingside and in the centre.
Solutions and Points

Points: 1...d4 to 3...d5 receives eight points, with two more if you also give the more conservative 3...c4 into consideration (six points for 3...c4 as the main line).
Take a point for checking each of 5...xa4 and 5...xd4, one more for 5...a2 in the game and two well deserved points for Giorgadze’s 6...xg5, which is a fitting culmination of the initial 1...d4.

Puzzle 14: 1...e3! completely paralyses White. After 2...xd7 a8 the inevitable fall of the c-pawn spells the end. For example 3...xb7 xc3 4...b2 a8 5...xc3 (5...xd1 a6) 5...xc3, when 6.g3 walks into 6...b3!, or 3...e4 b2 4...d1 a8. The game went 3...a4 a3 4...d1 a8 5...g3 a1 6...h3 a6+ 7...xd1 c3+ 8...f1...d2! 9...g2 (9...xd2 exd2 10...c1 11...c1 12...xd2 a1, e.g. 13...d6...xa2+ 14...e3 a8) 9...c1! 0-1.

Points: Perhaps this example might seem too exciting for some positional devotees, but it is no good recognising weaknesses if you’re not prepared to carry out a clinical exploitation. Quality tactics and mating attacks, after all, tend to have a positional foundation. Fifteen points for the whole theme – assuming your variations are along the same lines.

Puzzle 15: 1...d5! accentuates the susceptibility of the e6-f7-f5 pawn complex and reminds Black why he had been holding back the c-pawn thus far. Now 1...exd5 2...xd5...d5 3...f5 4...xf5 clearly favours White in view of his domination of the light squares and superior kingside structure, while 3...a7? 4...xg6...d1+ 5...xd1 hxg6 6...b5 is clearer still. Instead Black belatedly brought his other rook to the centre with 1...he8, when White should have followed up his central advance by highlighting a second fault of...c6-c5, namely the newly available b5-square: 2...b5...e8 3...c5...f6! (3...exd5 4...xg6 hxg6 5...f4+...a8 6...c7) 4...xf7! exd5 5...xe8!...xe8 6...fd6...xe1 7...xe1, e.g. 7...f8 (7...e7 8...xf5) 8...e8+...xe8 9...xe8...h8 10...xf5 dxc4 and White’s kingside pawn majority guarantees an advantage in the ending.

Points: Eight points for both finding 1...d5 and the two lines beginning 1...exd5. Take four if you had a feeling that pushing to d5 might cause problems for Black’s kingside but you could not work out how. The...b5 and...e5 team earns another three in conjunction with 3...exd5 4...xg6 and 4...f4, while the transition into a favourable ending nets another four points. Nothing for automatic 1...b5, which permits 1...cxd4! 2...fxd4...c5, when Black’s bishops do indeed secure a lead.

Solutions and Points: Test 5

Puzzle 1: With 1...f4! White stood much better, 1...e4 2...d1...f7 3...e3 reminding Black of his weaknesses on a7, c5 and on the dark squares in general. White can use c5 for a knight or bishop and there is also the d4-square. Meanwhile Black even has to keep an eye on his f-pawn.

Points: 1...f4! is a killer. Five points.

Puzzle 2: White played 1...h3!, when 1...hxh3 2...xh3 considerably altered the situation to White’s advantage since planting a knight on c6 does more than close
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Black out. Black might anticipate this with 2...\texttt{c}5 but 3 \texttt{c}6 \texttt{wb}7 4 \texttt{xf}4 does simply win a pawn this time. In fact after 2...bxc4 3 \texttt{c}6 Black played 3...\texttt{x}c6 4 dxc6 \texttt{e}8 5 \texttt{h}2 \texttt{x}c6, although 6 \texttt{e}2! proved to be clearly better for White.

Points: Five for 1 \texttt{h}3.

**Puzzle 3:** 7 \texttt{xc}6+! bxc6 8 dxe5 dxe5 9 \texttt{xd}8+ \texttt{xd}8 10 \texttt{f}3 gives White a clear advantage because 10...e4 11 \texttt{c}5 leaves both c6 and f7 under attack. Additionally, White is poised to dominate the dark squares, the presence of bishops of opposite colour accentuating Black’s defensive difficulties.

Points: Five for the positionally oriented exchanges. Remember that a key role of a ‘favourite’ piece can sometimes be its removal.

**Puzzle 4:** White would like to fork king, queen and rook with \texttt{f}6+. With \texttt{b}3x\texttt{d}5 White has already succeeded in removing one defender of the f6-square and deflecting another when Black’s queen recaptured. This leaves the g7-pawn, but Rodriguez was able to play 1 \texttt{x}h6! because 1...\texttt{x}h6 allows mate on h4. After 1...\texttt{c}7 2 \texttt{c}3 White was effectively winning.

Points: Five for the amusing 1 \texttt{x}h6.

**Puzzle 5:** Given the opportunity White will play e2-e4 and seek to exploit his extra space. This in itself might steer us in the right direction, but it is also natural to consider hitting the knight. When we subsequently notice that only d2 is available a standard positional sacrifice comes to mind. Therefore Yermolinsky altered White’s structure for the worse with 1...e4! 2 \texttt{d}2 e3! Now 3 \texttt{f}3 exf2+ 4 \texttt{xf}2 \texttt{f}6 and ...\texttt{d}7-e5 favours Black, so the game continued 3 fxe3 \texttt{d}7 4 \texttt{e}5 \texttt{xe}5 with easily enough compensation for the pawn. As well as good minor pieces Black can add the e-file to the f-file, while h5 and h3 are particularly inviting for the queen.

Points: Five for this simple but effective positional sacrifice.

**Puzzle 6:** The forced sequence 1 f4!! \texttt{x}f4 2 \texttt{xf}4! exf4 3 \texttt{x}h5 left Black with an exposed king, a severely restricted queen, a poor bishop and – perhaps the most important factor – no dark-squared bishop. Now 3...\texttt{e}5 does not address the pin and invites White to pick up the f4-pawn with his queen (4 \texttt{f}1), in so doing adding to Black’s problems on the dark squares. The game continued 3...\texttt{f}6 4 \texttt{e}2 \texttt{g}7 5 \texttt{f}1!, which is preferable to the misdirected 5 \texttt{e}1 \texttt{g}6, e.g. 6 \texttt{x}g6 \texttt{g}xg6 7 \texttt{e}7 \texttt{d}7 or 6 \texttt{g}5 \texttt{d}7 – with Black so short of breathing space White does better to avoid contact and instead continue on his kingside plusses. After 5...\texttt{g}6 6 \texttt{x}g6 \texttt{g}xg6 7 \texttt{f}3 \texttt{e}7 8 \texttt{xf}4 \texttt{e}5 9 \texttt{g}5+ \texttt{f}7 10 \texttt{b}5! \texttt{g}8! 11 \texttt{x}f6+ \texttt{x}f6 12 \texttt{xf}6 \texttt{e}6 13 \texttt{xe}7 \texttt{b}8 14 \texttt{b}5 White had a clear advantage.

Points: Ten points for the ‘sacrifice’, the justification of which is totally practical.

**Puzzle 7:** 1 \texttt{f}6! is simply too strong for Black, who cannot play 1...\texttt{x}f6 in view of the deadly pin after 2 \texttt{x}g5. Due to the threat of 2 \texttt{x}h7 \texttt{x}h7 3 e5+ and 4 \texttt{x}b7 Black was forced to reply 1...\texttt{h}8, when White has a choice between 2 \texttt{h}7 \texttt{h}7 3 e5 \texttt{d}7 (3...\texttt{x}g2 4 \texttt{x}f7+) 4 \texttt{x}b7 \texttt{b}7 5 \texttt{x}g5 or 2 \texttt{e}2 b5 3 \texttt{x}g5! \texttt{x}g5 4...
Solutions and Points

$\text{g}4 \text{h}6 (4...\text{xf}6 5 \text{xf}6 \text{xf}6 6 \text{e}5+) 5 \text{w}xg5+ \text{h}6 6 \text{h}5+ \text{g}8 7 \text{f}4$, which was seen in the game.

Points: Six for the main idea and two for each of White’s featured responses to 1...\text{h}8. Increasing the pressure on f6 with 1 e5 looks logical but after 1...\text{xe}2 2 \text{xf}2 cxd4! (3 cxd4 dxe5 threatens ...\text{d}4+) White’s crumbling centre facilitates Black’s defence of f6 and the dark squares in general.

Puzzle 8: After 1...\text{h}5! we see what is wrong with \text{g}5 – either White will first lose time and then surrender the dark squares by retreating and then trading after 2...\text{f}4, or the f4-square is lost anyway. 2 \text{xe}7 \text{f}4! 3 \text{e}3 \text{exe}7 is very good for Black, who meets 4 \text{exe}5 with 4...\text{g}5 5 \text{g}4 \text{h}5 etc. Meanwhile the h3-pawn is also a problem as it hinders the eviction of the knight with g2-g3, and after ...\text{f}6 Black even threatens ...\text{hx}3! because the recapture runs into ...\text{g}6+.

Points: Ten for the whole line, which must include 4 \text{exe}5 \text{g}5.

Puzzle 9: 1 \text{e}4! sends Black’s pride and joy packing: 1...\text{b}4 2 a3 \text{a}5 3 b4 and now 3...\text{b}6 4 \text{xb}6 a\text{xb}6 5 \text{c}7 immediately demonstrates to Black who is in charge of the dark squares. 5...\text{f}8 6 \text{e}5 (threatening 7 \text{exe}6) 6...\text{e}8 7 \text{h}4?! 5...\text{a}8 6 \text{d}6 (6...\text{f}8 7 \text{exe}8) and 5...\text{d}8 6 \text{xd}8 \text{xd}8 7 \text{c}7 all lose varying amounts of material, while 5...\text{b}5 leaves White with an enormous bishop on g3 and Black with an enormous embarrassment on d7. Consequently 3...\text{d}8 is Black’s best, when 4 \text{c}5 is clearly better for White, for whom \text{d}4 will be the icing on the positional cake.

Points: Eight points if you found your way to booty after 3...\text{b}6 4 \text{xb}6 and a further two for planting your knight(s) on c5 (and d4).

Puzzle 10: If we were to remove all the pieces and leave the pawns it is clear that Black might have problems in the ending! However, Black has sufficient forces to turn his weaknesses into strengths, and the d4-square awaits... 1...\text{b}8! 2 \text{f}3 \text{c}6 and the prospect of a knight arriving on d4 highlights one of the often overlooked qualities of a ‘damaged’ pawn cluster – an exchange on d4 would allow Black not only to fix a set of doubled pawns but to advance the remaining one, thus creating a potentially dangerous pawn roller. Consequently 3 \text{d}2 \text{d}4 4 \text{a}1 at least put the onus on White to defend before endeavouring to make something of his long-term structural advantage. In fact White was not up to the task: 4...\text{f}7 5 \text{c}4 a5 6 \text{d}2 a4 7 b3 \text{a}6! 8 \text{e}3 \text{axb}3 9 \text{xb}3 \text{xc}4 10 \text{xc}4 \text{c}6! 11 \text{b}2 \text{a}7 12 \text{c}7! 13 \text{a}1 \text{a}5 14 \text{d}1 \text{b}4 15 \text{xd}4 \text{exd}4 16 \text{ba}2 \text{d}3! 17 a5 \text{d}8 18 \text{f}3 \text{d}4 19 \text{c}3 \text{c}3 etc.

Points: Ten for the main line (up to 3...\text{d}4 is enough). 1...c4 tries for activity and exploits White’s temporarily poorly placed pieces. There are also tactical possibilities in the event of the natural 2 \text{f}3 \text{f}6 3 \text{d}2, e.g. 3...\text{c}5 4 \text{xe}4 \text{f}2+ 5 \text{xf}2 \text{xe}4+, although 6 \text{g}1 \text{xe}5 7 \text{xe}5 does leave Black with four pawn islands. However, in the initial position Black has serious structural problems to try to overcome, and 1...c4 goes some way to addressing them, so this nets five points.

Puzzle 11: Clearly White should be looking to exploit the two open files, perhaps
the most obvious plan to come to mind being clearing the b-file. 1 a4 b6 gives White an edge, as does 1 e2 a5 2 c4 xc4 3 xc4 b6. However, White can achieve more than just the better pawn structure, and after 1 b3! the prospect of the knight arriving on c5 practically forces 1...b6, when the solidity of Black’s queenside is no more: 2 f6c1 a8c8 (2...e5 3 a6) 3 a6 c8c6 (3...c7? 4 a3) 4 b7! and the blockade has been lifted. Now 4...b4? 5 a3 d5 6 xd5 exd5 7 c7 and 4...b8?! 5 c7 are poor for Black, so the game continued 4...d8 5 c7 f7 (5...xb7 6 xb7 c6 7 xa7 a8 8 xa8 xa8 9 c1) 6 a6 a4 7 b61 a8 8 c4! (8 xf7? xf7 9 c7 g5 10 g3 e7) 8 xc7 (8...xb3 9 xb3 and b5 is coming) 9 xc7 and after 9...c6 10 c4 g7 White should have played 11 a3 with the nasty threat of d4-d5.

Points: With b7, d7 and e6 to attack our attention is drawn to sending the knight to c5, but it is an appreciation of the significance of the squares a6 and c6 that is important here. Consequently take the full fifteen points for the sequence up to and including Taimanov’s 4 b7 (not forgetting 3...c7 4 a3). In this kind of situation we should be looking to infiltrate with a view to reaching the seventh rank. 1 a4 does loosen Black’s defences a little and is therefore worth four points, while 1 e2 a5 2 c4! etc. is better still and nets six, with a further four if your plan was the unforced 1...b6 2 fc1 ac8 3 a6, the same idea as in the game but with the knight on d2 instead of b3.

Puzzle 12: With more space, better development and the d6-pawn to keep Black busy, White should be looking for an appropriate pawn break. 1 f4 addresses Black’s d5-d6-c5 set-up but after 1...xf4 2 xf4 xf6 Black is doing fine. Cvetkovic opted instead for the thematic queenside breakthrough, 1 b4! Now after 1...xb4 2 axb4 xa1 3 xa1 White has too much freedom to operate, e.g. 3...xb4 4 a8 or 3...b6 4 a7! d7 5 c6 etc. Consequently Black sought to limit his opponent to the b-file with 1...b6, and the game went 2 xc5 bxc5 (2...xc5 3 ab1 leaves the backward b6-pawn rather exposed and, consequently, the d5-pawn cannot be blockaded so easily) 3 ab1 xc6 4 b3 g5 5 xc5 xc5 (5...hxg5??) 6 eb1 c7 7 c3 d6 8 b8 and White had succeeded in forcing his way into Black’s queenside.

Points: Award yourself three points for appreciating that White is guaranteed an advantage of some sort regardless of how Black reacts to queenside expansion. 4 a7(-e6) and 4 a8 in the 1...axb4 line are worth four and two points respectively. Take two more if you were happy playing against the backward b6-pawn after 2...xc5 and two for the plan of charging down the b-file in the game continuation.

The alternative 1 f4 deserves a consolation point as this attack on Black’s centre is not uncommon in related positions. If you discarded 1 f4 before deciding on 1 b4 take another two points.

Incidentally the rest of the game is worth playing through: 8 a6 9 xa8! xa8 10 a4 a7 11 c6 b7 12 wb6 a6 13 wb8! g7 14 c6 b8 15 g3 c7 16 b5 b7 17 xb7xb7 17...xb7 18 wd8 is decisive, but 18 xe8+ bxe8 19 xd6+ c7 20 xe7 xe7 leaves Black with chances to hold) 18 a7 f5 19 xf5 gxf5 20 h5! d6 21 wb8+ g7 22 xd6 1-0.
Puzzle 13: 1 \( \text{W}x\text{d}4!! \) set the ball rolling. Now Black can choose his route, but the destination remains the same. For example after 1...\( \text{c}xd4 \) 2 \( \text{A}e5 \text{W}x\text{e}5 3 \text{fxe}5 \text{c}5 4 \text{g}3 \text{c}4 5 \text{d}f3 \text{d}3 6 \text{cxd}3 \text{c}3 7 \text{d}d4 \text{A}a6 8 \text{f}4 \text{A}xd3 9 \text{A}e3 \text{e}4 10 \text{g}3 Black is struggling, while 2...\( \text{A}g7 \) 3 \( \text{A}xf6+ \text{A}xf6 \) 4 \( \text{b}4! \) clamps down on the queenside with decisive effect, e.g. 4...\( \text{A}a6 \) 5 \( \text{d}f3 \) d3 6 \( \text{c}xd3 \text{A}xd3 \) 7 \( \text{d}d4 \), when 7...\( \text{b}5 \) 8 \( \text{b}x\text{b}5 \) \( \text{c}xb5 \) 9 \( \text{g}4! \) wins for White.

The game went 1...\( \text{W}x\text{d}4 \) 2 \( \text{A}e5+ \) with a further choice. 2...\( \text{W}x\text{e}5 \) 3 \( \text{A}g6+! \text{A}g7 \) 4 \( \text{A}xe5 \text{b}7 \) 5 \( \text{d}d7! \) is an illustration of the bullying knight, so Black tried 2...\( \text{h}7 \) 3 \( \text{A}xd4 \) \( \text{c}xd4 \), but again White has 4 \( \text{b}4! \), preventing the defence of the \( \text{d}4 \)-pawn. After 4...\( \text{A}a6 \) 5 \( \text{d}f5 \) d3 6 \( \text{c}xd3 \text{A}xd3 \) 7 \( \text{d}d4 \) \( \text{g}6 \) Black resigned without waiting.

Points: The line-up of Black’s king, queen and bishop on the diagonal leads us to 1 \( \text{W}x\text{d}4 \) as a possibility, but his poor (remaining) bishop and scattered pawns make this little flurry of exchanges quite significant. Award yourself five points for 4 \( \text{b}4! \) after 1...\( \text{c}xd4 \), five for (1...\( \text{W}x\text{d}4 \) 2 \( \text{A}e5+ \) \( \text{W}x\text{e}5 \) 3 \( \text{g}6+ \) 5 \( \text{d}d7! \)) and another five for 4 \( \text{b}4! \) in the game continuation (ruling out ...\( \text{c}6-\text{c}5 \) is what should win White the game, so the repeated theme deserves all these points). 1 \( \text{A}e7 \) avoids the loss of material – thanks to the fork on \( \text{g}6 \) – but achieves little else, so no points.

Puzzle 14: Black has just recaptured a knight on \( \text{c}6 \) with the \( \text{b}7 \)-pawn, no doubt intending to contest the centre with ...\( \text{d}7-\text{d}5 \) shortly. However, Topalov’s 1 \( \text{c}5! \) put an immediate stop to this plan. Indeed the advance of the \( \text{d} \)-pawn now results in both a weak \( \text{c}6 \)-pawn and the accompanying problem \( \text{c}5 \)-square, to which White can easily direct his pieces, e.g. 1...0-0 2 \( \text{c}c3 \) \( \text{d}5 \) 3 \( \text{c}xd6 \) \( \text{W}x\text{d}6 \) 4 \( \text{d}a4 \) etc. However, the alternative for Black is equally depressing, namely the \( \text{d}6 \)-square, which now awaits the arrival of White’s knight via \( \text{d}2 \) and \( \text{c}4 \). Such positional problems can be difficult to live with at all levels, and practically impossible at the top, so Polgar decided – at the cost of valuable time – to at least take something: 1...\( \text{A}xb2 \) 2 \( \text{d}d2 \). Now 2...\( \text{x}a1? \) 3 \( \text{W}x\text{a}1 \) 0-0 is a bit too greedy and is deservedly punished by 4 \( \text{W}f6 \), when mate threatens force Black to part with his knight. Meanwhile the comical 3...\( \text{f}8 \) 4 \( \text{A}c4 \) \( \text{g}8 \) 5 \( \text{d}d6+ \) \( \text{e}7 \) walks into 6 \( \text{g}7 \) \( \text{b}6 \) 7 \( \text{c}5! \). Best seems to be the retreat 2...\( \text{g}7 \), although Black’s situation is very cramped, passive and generally quite unpleasant, with terrible pieces on \( \text{c}8 \) and \( \text{e}7 \), no prospect of the two rooks ever getting acquainted and the \( \text{c}5 \)-pawn an unwelcome guest. Instead she – understandably – played 2...0-0?!, when instead of the inconsistent 3 \( \text{b}1?! \) White could have effectively justified his positional sacrifice with the more direct 3 \( \text{h}6! \), e.g. 3...\( \text{x}a1 \) 4 \( \text{W}x\text{a}1 \) \( \text{f}6 \) 5 \( \text{c}c4 \) with excellent play, or 3...\( \text{g}7 \) 4 \( \text{x}g7 \) \( \text{x}g7 \) 5 \( \text{c}c4 \) etc.

Points: Nine for following your positional instincts rather than being held back by material fears, and two for each of the lines involving 2...\( \text{x}a1 \).

Puzzle 15: With 1 \( \text{A}a1 \)! White seemed to be giving up hope of removing the knight but, ironically, the clever retreat in fact vacates the \( \text{a}4 \)-square for the queen, facilitating a challenge on the playmaker on \( \text{c}6 \). After 1...\( \text{g}5 \) 2 \( \text{W}a4 \) \( \text{b}5 \) (2...\( \text{x}a4? \) 3 \( \text{A}a4 \) leaves the knight stranded and loses the a-pawn in view of 3...\( \text{b}5 \) 4 \( \text{a}xb6 \), while a trade on \( \text{c}6 \) forces the ugly ...\( \text{bxc}6 \) 3 \( \text{d}d2! \) Black’s once majestic knight suddenly found itself the subject of unwelcome attention. Rather than seeing the situation re-
duced to an ending a pawn down (e.g. 3...\texttt{Wxa4} 4 \texttt{xa4} \texttt{Qxd2} 5 \texttt{xd2} c5 6 \texttt{e3} cxd4 7 cxd4 \texttt{b8} 8 \texttt{b1} \texttt{a8} 9 \texttt{c4} and White finally sets his sights on the remaining enemy ‘threat’) Black tried 3...\texttt{Qxd2}? 4 \texttt{xb5 axb5} 5 \texttt{xb5} \texttt{c4} 6 \texttt{xa4}! \texttt{b3}, but the game ended 7 \texttt{x}d2! \texttt{xa4} 8 \texttt{xa4} 1-0.

Points: The plan of 1 \texttt{a1} and 2 \texttt{a4} – which also addresses Black’s presence on the h1–a8 diagonal – earns you seven points. Add three more if you noticed that Black loses more material after 2...\texttt{xa4}, a further point for the pinning (2...\texttt{b5}) 3 \texttt{d2} and a well deserved four if you also spotted Black’s try in the game and White’s subsequent, simple refutation in returning the queen.

**Solutions and Points: Test 6**

**Puzzle 1:** 1 \texttt{e5}! forces the exchange of knights, giving White access to the useful d4-square.

Points: Knights can be annoyingly good defenders in these situations so if the opportunity arises to eliminate one we should take it. An appreciation of this earns you five points.

**Puzzle 2:** 1...\texttt{e6}! sends the knight on a journey to d4. In fact after 2 \texttt{h3}?! \texttt{e6} White was obliged to part with his bishop, in so doing activating Black’s queen: 3 \texttt{xe6} \texttt{xe6} 4 \texttt{d3} \texttt{xd3} 5 \texttt{xd3} \texttt{b3} and Black enjoyed an advantage.

Points: Five for homing in on d4.

**Puzzle 3:** 1 \texttt{h3} guarantees White an advantage, regardless of Black’s response. The point is that, thanks to ...f7-f6, 1...\texttt{hxh3} 2 \texttt{h5+} g6 3 \texttt{xh3} redresses the material balance and still leads to Black being rather vulnerable on the light squares. 1...\texttt{xc4} leaves White in control of the light squares and is therefore out of the question, while insisting on keeping the ‘good’ bishop in play with 1...\texttt{f7}?! runs into 2 \texttt{g4!} g6 3 \texttt{xd7+} \texttt{xd7} 4 \texttt{xd7+} \texttt{xd7} 5 \texttt{fxe5} \texttt{xc4} 6 \texttt{fxe6}.

Points: Five for the whole idea, including Black’s alternatives to 1...\texttt{xh3}.

**Puzzle 4:** 1...\texttt{f5}! takes the sting out of \texttt{c3-e4} and therefore sees the knight grow in stature in the centre. White has no choice but to allow the pawn to remain on \texttt{f5} because 2 \texttt{xf6} \texttt{xf6} spells trouble on the f-file. After 2 0-0 Black continues the light square theme by sending the queen to \texttt{h5} (via \texttt{f7}), so the game went 2 0-0-0 \texttt{c5} 3 \texttt{b1}, when 3...\texttt{b5}!, threatening ...\texttt{c5-e4}, practically forced 4 \texttt{xb5}, thus accelerating Black’s attack after 4...\texttt{ab8}.

Points: Four for 1...\texttt{f5}, which addresses the threat of \texttt{c3-e4}. One more if you noticed that 2 \texttt{xf6} loses.

**Puzzle 5:** 1 \texttt{a5}! gives Black a second problem to worry about regardless of his reply. In the game Black tried to alleviate the pressure by trading queens, but 1...\texttt{e7} 2 \texttt{xe7} \texttt{xe7} 3 \texttt{axb6 axb6} 4 \texttt{a1} (4 \texttt{xe6 fxe6} 5 \texttt{xe6} \texttt{xe6} 6 \texttt{xe6} \texttt{b5} 7 \texttt{b6} is also good) 4...\texttt{h6} (4...\texttt{c8} 5 \texttt{a6}) 5 \texttt{a8}+ \texttt{h7} 6 \texttt{b8} \texttt{a7} 7 \texttt{xb6} was easy for White.

Points: Five for softening up Black’s queenside pawns.
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Puzzle 6: Ironically Black’s knight, while well posted in the middle of the board, obstructs the bishop. However, with the e3-square under control an effective manoeuvre suggests itself, namely sending the knight to within striking distance of the g2-pawn. Black played 1...\(\text{\texttt{\texttt{c}}}_{d}2\) 2 \(\text{\texttt{f}}_2\) \(\text{\texttt{c}}_c4\) 3 b4 \(\text{\texttt{w}}_d5\) (3...\(\text{\texttt{w}}_b6\) is even better according to Plaskett) 4 \(\text{\texttt{f}}_f3\) \(\text{\texttt{c}}_e3\) and White had to worry about both the c-file (c2 in particular) and the h1–a8 diagonal, not forgetting the next destination of the versatile knight! Also possible is 1...\(\text{\texttt{w}}_d5\), when 2 \(\text{\texttt{f}}_f3\) \(\text{\texttt{d}}_d2\) 3 \(\text{\texttt{f}}_2\) \(\text{\texttt{c}}_c4\) is similar to the game, while 2 ...\(\text{\texttt{c}}_c5\) 3 \(\text{\texttt{w}}_f2\) \(\text{\texttt{f}}_d8\) looks fine for Black, but not as troubling for White as the enormous knight on e3.

Points: Ten for Salov’s choice, six for the similar 1...\(\text{\texttt{w}}_d5\), 2...\(\text{\texttt{d}}_d2\) and 3...\(\text{\texttt{c}}_c4\) or four for 2...\(\text{\texttt{c}}_c5\) here. It is significant that Black has various options with his knight.

Puzzle 7: When in the driving seat and under no pressure it is nevertheless a good idea before undertaking action on one flank to check your opponent’s possibilities in other sectors of the board. In this case there is nothing Black can do about White’s queenside ambitions, but he can seek some kind of counterplay on the kingside with ...f5–f4 and ...\(\text{\texttt{c}}_e5\). With this in mind Taimanov nipped any such plan in the bud with the anyway positionally desirable 1 f4! This fixes the f5-pawn (now a potential target), thus helping to close out Black’s already poor bishop, takes away the e5-square and rules out ...f5–f4. After 1...h6 2 b4 White was ready to focus on his opponent’s sitting ducks, 2...\(\text{\texttt{e}}_e7\) 3 \(\text{\texttt{w}}_f2\) \(\text{\texttt{d}}_d7\) 4 \(\text{\texttt{b}}_{b1}\) preparing to open a new front of attack. In fact after 4...\(\text{\texttt{w}}_g7\) 5 a4! Black, rather than wait for the inevitable breakthrough, tried 5...c5 6 \(\text{\texttt{e}}_e2\) \(\text{\texttt{xa}}_4\), but after 7 b5! the threat of \(\text{\texttt{c}}_c3\) was decisive, and the game finished 7...\(\text{\texttt{f}}_f6\) 8 \(\text{\texttt{c}}_c3\) axb5 9 cxb5 \(\text{\texttt{e}}_{xe}3\) 10 \(\text{\texttt{d}}_{d5}\) \text{\texttt{xf}}_4 11 \text{\texttt{gx}}_f4 1-0 (11...\(\text{\texttt{3}}_{e}6\) 12 \(\text{\texttt{c}}_cxe\) \(\text{\texttt{e}}_{xe}7\) 13 \(\text{\texttt{a}}_2\)).

Points: Three points for the wonderfully multi-purpose advance 1 f4. Two more for planning to use the d5-square should Black react to the move 2 b4! with the counter ...c6–c5.

Puzzle 8: Sometimes certain factors steer us to the appropriate course, and here 1 ...\(\text{\texttt{c}}_cxe3\) 2 bxc3 both removes White’s good bishop and safeguards the c7-pawn by closing the c-file. Then 2...\(\text{\texttt{e}}_{xe}3\)! 3 fxe3 \(\text{\texttt{d}}_6\) sacrifices an exchange in return for exclusive use of the superb e5-square. White – rather craftily – tried to redress the balance with 4 \(\text{\texttt{w}}_d4\), threatening to inflict structural damage on Black by returning the exchange on f6, but after 4...\(\text{\texttt{d}}_7\) Black was ready to put his mighty horse to good use. Notice that the aggressive 5 a4 invites 5...a5, fixing another weakness. Instead play continued 5 \(\text{\texttt{f}}_4\) \(\text{\texttt{f}}_7\) 6 \(\text{\texttt{a}}_1\) \(\text{\texttt{e}}_5\) with a nice game for Black.

Points: Ten points for the textbook positional exchange sacrifice. Four for following up the sensible trade on c3 with 2...\(\text{\texttt{c}}_e4\).

Puzzle 9: With 1 ...\(\text{\texttt{e}}_7\)! White initiates a deadly deflection, in so doing cutting off Black’s queen: 1...\(\text{\texttt{c}}_c7\) 2 \(\text{\texttt{x}}_d6\) and now 2...\(\text{\texttt{ee}}_7\) 3 \(\text{\texttt{x}}_g6+\) \(\text{\texttt{f}}_8\) 4 \(\text{\texttt{d}}_{d6}\) is final, while the game ended 2...\(\text{\texttt{d}}_8\) 3 \(\text{\texttt{x}}_g6+\) \(\text{\texttt{f}}_8\) 4 \(\text{\texttt{f}}_4+!\) 1-0 (mate is unavoidable).

Points: Ten for the lot, or eight if you missed 4 \(\text{\texttt{f}}_4+\) and saw 4 \(\text{\texttt{d}}_{d6}+\) and 5 \(\text{\texttt{c}}_e5\).
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Puzzle 10: White is well placed to operate in any sector, and with 1  QBb3! Qc7 2 dxe5 dxe5 3 c5! any hopes Black had of generating an attack on the b-file with ...b7-b5 are now futile because c5xb6 then gives White the c5-square plus a target on c6. Meanwhile Black has to assess the implications of a white knight coming to c4 (Qf2, Qd2-c4, for example), when both b6 and d6 receive unwelcome attention. Add to this the fact that White still has attacking chances on the kingside and it is clear that Black stands worse.

Points: Take ten points for cementing the pawn on c5, whether or not this plan initially came to mind as a result of Black’s threat to play ...b7-b5.

Puzzle 11: 1...Qb6! activates the knight with gain of time by attacking h3, so that after 2 g4 Qa4 White is forced to make a serious decision... 3 b3?! Understandably White did not want to open up the position when he has a kingside attack already started. However, more accurate is 3 c4, although 3...bxc3 4 bxc3 Qd7 is perfectly fine for Black because the c3-pawn and open files create a sufficient distraction. The game continued 3...Qc3 4 Qbe1 (4 Qxe3 helps Black as much as White, e.g. 4...bxc3 5 Qf2 Qd4!, when d4 – and thus the dark squares – continues to be a problem for White) 4...Qb7 5 Qg3 Qb5! and, as well as having active pieces and the d4-square, Black can also look forward to...Qa8, while Qa1 is not possible for White. After 6 Wh2 Qa8 7 h4 Qa2! Black prepared...Qd4xb3, hence White’s next: 8 Qf2 Qd4! (eliminating White’s only defender – apart from the queen – of the dark squares, while Black continues to rule thanks to his knight and pawns) 9 Qxd4 Qxd4 10 Qd1 Qa1! and it is clear that White is defending rather than attacking... 11 f5 (11 h5 e5! sees Black take control of g5) 11...Qh8 12 Qef1 gxf5 13 Qxf5 Qxf5 14 Qxf5 Qc8! (highlighting the difference between the bishops) 15 Qf4? (15 Qf2) and now Black should have played 15...e5! 16 Qf2 Qg8, e.g. 17 Qxf7 Qxd1 18 Qxd1 Qg4 19 Qd1 Qh3+ 20 Qh1 Qxf1 21 Qxf1 Qg4 22 h5 Qg5, or 17 g5 f6! 18 Qh1 (18 Qxf6? Qxd1 19 Qxd1 Qxf6) 18...Qxg5 19 hxg5 Qxg5 20 Qf7 Qg6.

Points: The plan of...Qb6-a4 is worth four points (only three if you failed to notice that this threatens...Qxh3) and an assessment of the position after 3 c4 bxc3 (at least ‘fine’ for Black) earns two. Then take three points for each of the following: (4 Qxc3 bxc3 5 Qf2) 5...Qd4!, 5...Qb5! and 8...Qd4!.

Puzzle 12: Knight endings tend to be more difficult to convert than those with different minor pieces, and without his knight Black will have difficulty protecting the dark squares. Consequently White played 1 Qxc6! and after 1...Qxd2+ 2 Qxd2 Qxd2+ 3 Qxd2 bxc6 4 f4! this point was already being demonstrated, since 4...f5 5 fxe5 fxe5 6 Qf3 simply picks up a pawn. Instead 4...Qxf4 5 gx4 (undoubting White’s pawns in the process) 5...Qc8 6 Qg3 Qd7 7 Qh4 f6 8 e5! saw another assault on the dark squares. Now 8...Qe7 is best, when Kramnik gives the following line: 9 Qe4! fxe5 10 fxe5 Qd5 11 Qc5 Qxg2 12 Qg5 (12 Qx6? Qe6) 12...Qf1 13 a4 Qe2 (13...a5 14 b4) 14 a5 Qf1 (14...Qg4 15 Qxa6 Qe6 16 Qc5+ and 17 a6) 15 b3 e2 16 c4 Qd1 17 b4 Qe2 18 Qxa6 Qxe4 19 Qc5 etc. However, the game continued 8...fxe5?! 9 fxe5 Qd5 10 g3 Qe6 11 Qg5 Qxe5 (11...Qf7 is more stubborn) 12 Qxg6 h4 13 gxh4 and White was winning.

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Returning to the initial position, 1 \( \text{\textbullet} \) xe6 \( \text{\textbullet} \) xd2+ 2 \( \text{\textbullet} \) xd2 \( \text{\textbullet} \) xd2+ 3 \( \text{\textbullet} \) xd2 fxe6 is quite different, e.g. 4 f4 \( \text{\textbullet} \) c8 5 \( \text{\textbullet} \) f3 \( \text{\textbullet} \) d7!, when 6 \( \text{\textbullet} \) h4 \( \text{\textbullet} \) e7! (Kramnik) simply leaves the e5-pawn.

Points: Take eight points for 1 \( \text{\textbullet} \) xe6 with the intention of operating mainly on the dark squares, and two for Kramnik’s 4 f4 and subsequent king advance. If you rejected 1 \( \text{\textbullet} \) xe6 on the grounds that Black is better able to defend in the knight versus knight scenario, then take two more points, while noticing that the loss of the e5-pawn in this particular ending hardly helps White earns a final three.

**Puzzle 13:** In an ideal world White would like to deliver mate down the h-file, but this is not possible due to the pressure on d4. Nevertheless, the threat of mate is enough to alleviate this pressure, after which White’s advanced pawns and king push him in charge. 1 \( \text{\textbullet} \) w6! forces an immediate exchange as 1...\( \text{\textbullet} \) xb4 2 \( \text{\textbullet} \) g2! \( \text{\textbullet} \) e7 (2...\( \text{\textbullet} \) f8 3 \( \text{\textbullet} \) h1 \( \text{\textbullet} \) g7 4 \( \text{\textbullet} \) dh3) 3 \( \text{\textbullet} \) h1 \( \text{\textbullet} \) xf6 4 gxf6 leads to mate after 5 \( \text{\textbullet} \) dh3. Unfortunately for Black 1...\( \text{\textbullet} \) xf6 2 gxf6 suddenly promoted White’s idea of doubling on the h-file to a genuine threat. Then after 2...\( \text{\textbullet} \) f8 3 \( \text{\textbullet} \) g4! (3 a5 looks nice but lacks punch) 3...\( \text{\textbullet} \) e7 4 \( \text{\textbullet} \) h1 \( \text{\textbullet} \) e8 5 \( \text{\textbullet} \) h8+ \( \text{\textbullet} \) d7 6 \( \text{\textbullet} \) dh3! \( \text{\textbullet} \) xb8 7 \( \text{\textbullet} \) xh8 \( \text{\textbullet} \) xh8 White is close to winning, e.g. 7...\( \text{\textbullet} \) c5 8 \( \text{\textbullet} \) xg6! cxd4 (8...\( \text{\textbullet} \) xb4 9 \( \text{\textbullet} \) xf7 \( \text{\textbullet} \) xh8 10 \( \text{\textbullet} \) h7) 9 \( \text{\textbullet} \) xf7 \( \text{\textbullet} \) e8 10 \( \text{\textbullet} \) h7, or 7...\( \text{\textbullet} \) e8 8 \( \text{\textbullet} \) h7 \( \text{\textbullet} \) f8 (8...\( \text{\textbullet} \) e8 9 \( \text{\textbullet} \) xg6) 9 \( \text{\textbullet} \) xg6.

Instead 2...\( \text{\textbullet} \) h7 3 \( \text{\textbullet} \) g4 \( \text{\textbullet} \) h8 4 \( \text{\textbullet} \) h1+ \( \text{\textbullet} \) g8 5 \( \text{\textbullet} \) xh8+ \( \text{\textbullet} \) xh8 removed another annoying black major piece, and White’s pawn structure had been transformed. After 6 b5! \( \text{\textbullet} \) xb7 7 \( \text{\textbullet} \) xb7 \( \text{\textbullet} \) xh8 5 \( \text{\textbullet} \) xh8+ \( \text{\textbullet} \) d8 Black must decide the fate of his a-pawn. In the event of 8...a5 Nesí gives the following variation: 9 d5! \( \text{\textbullet} \) exd5 10 \( \text{\textbullet} \) xd5 \( \text{\textbullet} \) a7 11 \( \text{\textbullet} \) d6? a4 12 \( \text{\textbullet} \) xb6! a3 13 \( \text{\textbullet} \) b8+ \( \text{\textbullet} \) h7 14 b6 \( \text{\textbullet} \) a6? 15 b7 \( \text{\textbullet} \) b6 16 e6! with a win for White, but Black can win by saving a tempo with 14...\( \text{\textbullet} \) d4+! 15 f4 a2 etc. However, White can still win thanks to 11 \( \text{\textbullet} \) d8+ \( \text{\textbullet} \) h7 12 \( \text{\textbullet} \) e8! a4 13 \( \text{\textbullet} \) e7 \( \text{\textbullet} \) a8 14 e6, e.g. 14...\( \text{\textbullet} \) h6 15 exf7 a3 16 \( \text{\textbullet} \) e1, 14...a3 15 exf7 \( \text{\textbullet} \) f8 16 \( \text{\textbullet} \) a7 or 14...\( \text{\textbullet} \) g8 15 \( \text{\textbullet} \) xh7 a3 16 \( \text{\textbullet} \) g7+ \( \text{\textbullet} \) h8 17 \( \text{\textbullet} \) d7 a2 (17...\( \text{\textbullet} \) g8 18 \( \text{\textbullet} \) d1 a2 19 \( \text{\textbullet} \) a1) 18 \( \text{\textbullet} \) d1!, intending 18...a1 \( \text{\textbullet} \) g 19 \( \text{\textbullet} \) xa1 \( \text{\textbullet} \) xa1 20 e7.

The game continued 8...\( \text{\textbullet} \) axb5 9 d5! \( \text{\textbullet} \) exd5 10 \( \text{\textbullet} \) xd5 \( \text{\textbullet} \) h7 11 \( \text{\textbullet} \) xb5 \( \text{\textbullet} \) b8 12 \( \text{\textbullet} \) f4 \( \text{\textbullet} \) g6 13 \( \text{\textbullet} \) b1 \( \text{\textbullet} \) h7 14 \( \text{\textbullet} \) g5 b5 15 e6! fxe6 16 \( \text{\textbullet} \) h1+ \( \text{\textbullet} \) g8 17 \( \text{\textbullet} \) xg6 1-0 (17...\( \text{\textbullet} \) f8 18 \( \text{\textbullet} \) a1 b4 19 \( \text{\textbullet} \) a7 b3 20 \( \text{\textbullet} \) g7+ \( \text{\textbullet} \) h8 21 \( \text{\textbullet} \) h7+ \( \text{\textbullet} \) g8 22 f7+).

Points: Five points for seeing that 1 \( \text{\textbullet} \) w6! introduces a mating attack down the h-file whether or not Black exchanges queens. Only one point for replying to 2...\( \text{\textbullet} \) f8 with the positionally desirable 3 a5 because invading down the h-file wins (five points for this and any subsequent ideas connected to f7 and g6). There are another five points on offer for the game’s 6 b5!, but only in conjunction with 9 d5! (twice).

**Puzzle 14:** Khalifman’s 1 \( \text{\textbullet} \) h3! ruled out 1...c5 (due to 2 \( \text{\textbullet} \) xd7) and threatened 2 \( \text{\textbullet} \) xd7 \( \text{\textbullet} \) xd7 3 \( \text{\textbullet} \) e5. Now 1...b5 seriously weakens c5 and, consequently, makes the c6-pawn even more of a liability now that...c6-c5 is not a realistic option. 1...\( \text{\textbullet} \) f6 surrenders the e5-square and allows White to step up the pressure against c6 with \( \text{\textbullet} \) e5, so Black played 1...\( \text{\textbullet} \) f6, when the thematic positional sacrifice 2 \( \text{\textbullet} \) xc6! gave White a good game. There followed 2...\( \text{\textbullet} \) c5 (2...\( \text{\textbullet} \) xc6? 3 \( \text{\textbullet} \) xc6 and the knight is

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trapped) $3 \text{bxc5}$ ($3 \text{dxc5} \text{dxc5} \text{dxc5}$ $4 \text{dxe5}$. Now $4...\text{xh2}?! 5 \text{xf3} \text{a5+}$ helps rather than hinders White, since after $6 \text{f1} \text{e3} 7 \text{xe7} \text{f3} 8 \text{xh2} \text{a5} 9 \text{e2}$ White's king is safely tucked away and he is ready to put his extra firepower to good use. Instead the game went $4...\text{f6} 5 \text{e2} \text{f6} 6 \text{d4} \text{e6} 7 \text{b1} \text{c3} 8 \text{d2} \text{b8} 9 \text{d1} \text{d4} 10 \text{dxe4} \text{h6} 11 \text{e5} \text{f6} 12 \text{d6} and White followed up with $\text{h2-h4}$ and $\text{g3-g4-g5}$ to accentuate his command of the dark squares.

Points: $1 \text{h3}$ as a means to prevent $...\text{f6-c5}$ (due to the hanging knight on d7) and to threaten $2 \text{dxe7}$ and $3 \text{dxe5}$ is worth five points, while take a point for planning to meet $1...\text{f6}$ with $2 \text{e5}$. The general idea of sacrificing the exchange earns five points, with a further four if your analysis included $4...\text{xh2}$ to $9 \text{e2}$ and an appreciation of the resulting situation.

Puzzle 15: White certainly has quite a concentration on the queenside light squares! With this in mind she played $1 \text{a5!} \text{d4} 2 \text{a6}$, leaving Black with two unattractive choices. The threatened $2...\text{xc3}$ sees Black being overrun after $3 \text{bxc3} \text{dxc6} 4 \text{xc6} \text{dxc6}$ $5 \text{dxc6} \text{cxd3} 6 \text{c3!}$, e.g. $6...\text{dxe1} 7 \text{dxe4} \text{cxa1} 8 \text{dxa1}! \text{dxe4} 9 \text{b6}!$ etc. Instead the game went $2...\text{xc6} 3 \text{e3} \text{dxc6} 4 \text{bxc6} \text{c7} 5 \text{d4} \text{b6} 6 \text{a1}$, Black throwing in the towel only ten moves later.

Points: Recognising the c6-square as a target (one point) and the a4-a5-a6 plan (two points) to undermine Black's defence of this Achilles heel is just the beginning. The points come with the critical line $1...\text{d4} 2 \text{c4} \text{xa3} = $ take three if you got as far as $5 \text{xc6}$ and six more for $6 \text{e5}$ and $8 \text{a11}$ with $b5-b6$ to follow (only three for $8 \text{xa1}$). In the game $3 \text{xc6}$! and $4 \text{bxc6}$ is a positional killer and worth three points.

Solutions and Points: Test 7

Puzzle 1: $1 \text{a5!}$ cuts the communication between the pawns on a6 and b4, leaving both susceptible to attack later. A key point behind a4-a5 is to gain control of the b6-square in the event of $...\text{c5-c7}$, which Black tends to play at some stage in order to support b4.

Points: Three for fixing the a6-pawn, two more points if you also had the b6-square in your sights.

Puzzle 2: $1 \text{f4!}$ threatens to open up with $\text{e4-e5}$. Then $1...\text{xb2}$ should really be avoided as $2 \text{e5}$ $\text{dxc6} 3 \text{c5}$ sets up a discovered attack on the rook, e.g. $3...\text{a5} 4 \text{d5} \text{d2} 5 \text{c7+} \text{f2} 6 \text{b3}$ with more than enough compensation for the pawn. This leaves the ugly $1...\text{e5}$, when $2 \text{c1! 0-0} 3 \text{b3}$ leaves a gaping hole on d5. The attempt to obtain queenside play with $...\text{a6-a5}$ creates another hole on b5 after a2-a4. Meanwhile $\text{f2-f4}$ is a possibility, putting pressure on Black's fixed centre.

Points: Five for the 'now you see me, now you don't' trick. Remember it is worth investing a tempo or two if the reward is a long-term positional lead.

Puzzle 3: $1 \text{h3!}$ guarantees White a very favourable 'good' knight versus 'bad' bishop ending. After $1...\text{f8} 2 \text{e6}!$ Black played $2...\text{fxe6}$, when $3 \text{e5} \text{e7} 4 \text{f4} \text{d6} 5 \text{f2}$ offered White excellent winning chances. Perhaps $2...\text{xe6}$ is the lesser
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evil, although these endings are anyway uncomfortable for the defender.

Points: Five for removing Black’s knight.

**Puzzle 4:** 1...\(\text{c}e8\)! 2 \(\text{c}e3\) \(\text{f}7\) 3 \(\text{g}1\) \(\text{g}8\) was played, solving the problem of the ‘poor’ French bishop by giving it a surprisingly useful role on g8.

Points: Take five points for noticing that the bishop is in fact doing very little on the ‘natural’ d7-square.

**Puzzle 5:** 1...\(\text{x}c3\)! removes half of the e4-square’s protection. Then 2 bxc3 \(\text{f}5\)! continued the theme. White tried to address his opponent’s sudden domination of the light squares by reacting with 3 \(\text{x}f5\) \(\text{xf5}\) 4 g4!?\?, which is an improvement on 4 \(\text{d}4?\) \(\text{c}2+\) 5 \(\text{f}3\) (5 \(\text{d}2\) \(\text{c}6\) 5...\(\text{e}4\) but did little for the health of his king. After 4...\(\text{e}6\) 5 \(\text{a}3\) \(\text{e}4+\) 6 \(\text{f}3\) h5! 7 h3 \(f6\)! Black was ready to castle queenside and turn his attentions to White’s king.

Points: Five for the double exchange. 1...\(\text{f}5\) is also appropriate, although 2 \(\text{d}2\) \(\text{x}c3\) 3 \(\text{x}f5\) \(\text{xf5}\) 4 \(\text{x}c3\) is a more tolerable version of the game for White – give yourself three points for this.

**Puzzle 6:** Of the three choices available to White, 1 a3 allows Black to employ a standard knight manoeuvre after 1...\(\text{xb}4\) 2 \(\text{xb}4\) \(\text{b}5\)! followed by...\(\text{b}6\)-\(c\)-\(e\)-4 etc. Pushing with 1 b5 helps Black after 1...c5, when 2 dxc5 bxc5 increases the scope of the bishop pair. This leaves Petrosian’s 1 \(\text{bxa}5\), when 1...\(\text{xa}5\) 2 \(\text{f}5\)! threatened 3 \(\text{xd}7\) and 4 \(\text{xb}6\), forcing 2...\(\text{a}6\) because 2...\(\text{b}5\) runs into 3 \(\text{xd}5!\) \(\text{xd}5\) 4 \(\text{xd}7\). Then after 3 \(\text{b}3\) g6 White should have maintained the pressure with 4 \(\text{h}3\), renewing the threat to the b6-pawn by preparing to double rooks on the b-file. 4...\(\text{b}8\) removes the knight from the firing line but abandons b6, c5 and e5 and leaves Black rather passive, while 4...\(\text{g}7\) 5 \(\text{a}1\) f5 closes out the bishop but makes a positional concession in doing so, and White retains the better game by simply returning his bishop to the fold after 6 g3.

Points: Six for Petrosian’s plan, two more for the tactic after 2...b5 and two if you would have kept your bishop on the h3-c8 diagonal.

**Puzzle 7:** The game went 1 \(\text{g}6!?\) with the idea of forking two pawns after 1...\(\text{hxg}5\) 2 \(\text{x}e7+\) and 3 \(\text{e}5\). Instead after 1...\(\text{fxg}6\) 2 \(\text{xe}6\) \(\text{f}7\) 3 \(\text{ae}1\) \(\text{fe}8\) 4 \(\text{xf}6!\) \(\text{xf}6\) (4...\(\text{gf}6\) 5 \(\text{d}5\)) 5 \(\text{xe}8\) \(\text{xe}8\) 6 \(\text{xe}8\) \(\text{xe}8\) 7 \(\text{d}1\)! Black had nothing to compensate for his numerous structural weaknesses.

1 \(\text{c}6\) is another strong move, which I prefer to Simagin’s choice. Then 1...\(\text{hxg}5\) 2 \(\text{x}e7+\) has already been seen, while 1...\(\text{d}6\) 2 \(\text{xf}6\) \(\text{gf}6\) completely shatters Black’s pawns, e.g. 3 \(\text{e}4\) \(\text{g}7\) (3...\(\text{f}5\) 4 \(\text{xd}6\) \(\text{xd}6\) 5 \(\text{ad}1\) \(\text{d}5\) 6 \(\text{c}7\)+) 4 \(\text{ad}1\) etc.

Points: Ten points for the forcing game continuation or ten for the more disruptive 1 \(\text{c}6\), but only if you saw that White wins a pawn with 3 \(\text{e}4\).

**Puzzle 8:** 1 \(\text{a}6!\) bids to remove Black’s traditionally ‘bad’ bishop, but this is the only means of exploiting the vulnerable queenside. After 1...\(\text{xa}6\) 2 \(\text{xc}7\) 3 \(\text{e}5!\) Black cannot play 3...\(\text{fc}8\) due to 4 \(\text{xc}6!\) \(\text{xc}6\) 5 \(\text{wc}\) 8+. However, nor does
3...c5 save Black, for 4 \( \text{\textit{ex}} \text{c5!}} \text{\textit{ex}} \text{c5 } 5 \text{\textit{ex}} \text{c5} \) anyway picks up the pawn.

Points: Five for 1 \( \text{\textit{h}} \text{a6} \) as a specific idea. Three for the refutation of 3...\( \text{\textit{fe}} \text{c8} \) and two for spotting that the pin on the sixth rank allows the merciless \( \text{\textit{ex}} \text{c5} \).

**Puzzle 9:** 1 \( \text{\textit{f}}4! \) is the first move that springs to mind, aiming for the awkwardly placed bishop and knight. After 1...\( \text{\textit{d}} \text{d7} \) (1...\( \text{\textit{g}} \text{g4} \) 2 \( \text{\textit{f}} \text{f} \) \( \text{\textit{h}} \text{h8} \) 3 \( \text{\textit{h}} \text{h3} \) 2 \( \text{\textit{f}} \text{f} \) \( \text{\textit{h}} \text{h8} \) White can take his time picking up the d5-pawn, perhaps with 3 \( \text{\textit{wb}} \text{b3} \), when Black has an awful position.

Despite the fact that 1 \( \text{\textit{f}}4 \) seems to be White’s strongest of the available choices, Capablanca – not surprisingly – opted for the thematic strike on the light squares, starting with 1 e4!? , the point being that after the forced 1...\( \text{\textit{dx}} \text{c4} 2 \text{\textit{ex}} \text{c4} \) \( \text{\textit{ae}} \text{8} \) (2...\( \text{\textit{ac}} \text{a8} \) 3 \( \text{\textit{ex}} \text{c6} \) \( \text{\textit{fxe}} \text{6} \) 4 \( \text{\textit{wd}} \text{7} \) 3 \( \text{\textit{ex}} \text{c6} \) \( \text{\textit{fxe}} \text{6} \) 4 \( \text{\textit{c}} \text{c6} \) White simply dominates. The game went 4...\( \text{\textit{f}} \text{f}6 \) 5 b5! \( \text{\textit{wc}} \text{c8} \) (5...\( \text{\textit{wa}} \text{a5} \) 6 \( \text{\textit{ac}} \text{4} \) \( \text{\textit{ec}} \text{7} \) 7 \( \text{\textit{a}} \text{a4} \) 6 \( \text{\textit{ec}} \text{2} \) \( \text{\textit{ec}} \text{7} \) \( \text{\textit{ac}} \text{6} \) \( \text{\textit{d}} \text{d8} \) 8 \( \text{\textit{f}} \text{f}4 \) (intending 9 \( \text{\textit{f}} \text{f}5 \) \( \text{\textit{ex}} \text{f} \text{f}5 \) 10 \( \text{\textit{d}} \text{d}5+ \) 8...\( \text{\textit{h}} \text{h}8 \) 9 \( \text{\textit{ff}} \text{f}2 \) \( \text{\textit{ff}} \text{7} \) 10 \( \text{\textit{ff}} \text{d} \) \text{d2} \) (threatening 11 \( \text{\textit{c}} \text{c8} \) 10...\( \text{\textit{a}} \text{g} \text{8} \) 11 \( \text{\textit{wh}} \text{h} \text{5} \) \( \text{\textit{wd}} \text{8} \) 12 \( \text{\textit{ec}} \text{4} \) 1-0 (12...\( \text{\textit{ed}} \text{7} \) 13 \( \text{\textit{axg}} \text{6} \) 6 h6 14 \( \text{\textit{wd}} \text{1} \).

Points: Eight points for either the direct 1 \( \text{\textit{f}}4 \) – it’s always nice to force your opponent’s pieces to silly squares – or Capablanca’s long-term strategy. Take two more if you failed to choose between the two (for positive reasons, of course!).

**Puzzle 10:** The d3-square is a juicy target but the d4-pawn currently denies Black’s knight the use of e5, while the \( \text{\textit{h}} \text{h}2 \) cuts out access by the other knight (via \( \text{\textit{f}}4 \)). Black played 1...e5!, which practically guarantees Black a successful infiltration. 2 \( \text{\textit{xe}} \text{e5} \), for example, does not keep Black out of d3: 2...\( \text{\textit{ex}} \text{c5} \) 23 \( \text{\textit{dx}} \text{c5} \) \( \text{\textit{ff}} \text{4} \) (note that with the king on g1 White would be in less trouble) 4 \( \text{\textit{ff}} \text{1} \) \( \text{\textit{gg}} \text{6} \) 5 \( \text{\textit{gg}} \text{3} \) \( \text{\textit{dd}} \text{3} \) 6 \( \text{\textit{d}} \text{d} \text{1} \) \( \text{\textit{ec}} \text{5} \), when the sacrifice of a pawn pays dividends. Note that 2 \( \text{\textit{dx}} \text{c5} \)? walks into 2...\( \text{\textit{ec}} \text{5} \). The game went 2 \( \text{\textit{ex}} \text{c5} \) \( \text{\textit{ex}} \text{e5} \) (3 \( \text{\textit{dx}} \text{c5} \) \( \text{\textit{gg}} \text{5} \) ) 3...\( \text{\textit{ff}} \text{6} \) 4 \( \text{\textit{hh}} \text{2} \) \( \text{\textit{xd}} \text{4} \) with a clear advantage to Black, whose protected passed pawn can be added to his overall positional superiority.

Points: Ten for the whole package. Take two for 1...\( \text{\textit{h}} \text{h} \text{d6} \), which at least seeks to help out the knight by contesting the f4-square.

**Puzzle 11:** It is surprising that 1 c5!, a good, positionally oriented advance, was a new move at the time of this game. Now 1...\( \text{\textit{dx}} \text{c5} \) meets with 2 \( \text{\textit{ff}} \text{4} \) (the point), so Black must instead address the unattractive possibility of being left with an isolated d-pawn after c5xd6. It is true that 1...\( \text{\textit{f}} \text{5} \) 2 \( \text{\textit{ex}} \text{d} \text{5} \) seems to remove the problem but after 3 \( \text{\textit{wd}} \text{8} \) \( \text{\textit{bx}} \text{d} \text{8} \) 4 \( \text{\textit{a}} \text{a} \text{3} \) \( \text{\textit{ae}} \text{6} \) 5 \( \text{\textit{ac}} \text{5} \) \( \text{\textit{fe}} \text{8} \) 6 \( \text{\textit{df}} \text{d} \text{1} \) White has a clear lead thanks to his much better pieces and pressure against b7 and e7. After 1...\( \text{\textit{de}} \text{e} \text{8} \) 2 \( \text{\textit{gg}} \text{5} \) both e7 and d6 were in White’s sights. The game went 2...\( \text{\textit{hh}} \text{6} \) 3 \( \text{\textit{a}} \text{a} \text{3} \) \( \text{\textit{a}} \text{a} \text{6} \) (directed against \( \text{\textit{dd}} \text{5} \) ) 4 b4!, the thrust being better than the automatic 4 \( \text{\textit{ff}} \text{d} \text{1} \), which allows Black’s queen to evacuate the centre with 4...\( \text{\textit{wa}} \text{5} \). Now, however, White’s theme of play on the dark squares continues and Black’s newly unleashed bishop no longer has a target on b2. In fact Black was passive and – unlike White – lacking in constructive moves, hence the change of plan that followed: 4...\( \text{\textit{ff}} \text{6} \) 5 \( \text{\textit{ex}} \text{d} \text{6} \) (5 \( \text{\textit{xd}} \text{6} \) \( \text{\textit{ff}} \text{4} \) 6 \( \text{\textit{xd}} \text{6} \) \( \text{\textit{ex}} \text{d} \text{6} \) 7 \( \text{\textit{ff}} \text{d} \text{1} \) \( \text{\textit{ff}} \text{d} \text{8} \) 8 \( \text{\textit{a}} \text{a} \text{7} \) \( \text{\textit{ba}} \text{8} \) 9 \( \text{\textit{dd}} \text{4} \) \( \text{\textit{dd}} \text{7} \) 10 \( \text{\textit{aa}} \text{4} \) \( \text{\textit{ad}} \text{8} \) 11 \( \text{\textit{gb}} \text{6} \) \( \text{\textit{ec}} \text{7} \) 12 \( \text{\textit{dd}} \text{2} \) and White was effec-
tively turning the screw. With the isolated d6-pawn comes the traditionally weak d5-square, and White can add more active pieces to his positional pluses.

Points: Six for the initial idea (including 1...dxc5 2. f4 etc.), three more if you would be confident of White’s chances in the line with 1...e5 2. e4 and a further three if you had your eye on the b6-square for future occupation. The general observation that the mere threat of inflicting an isolated pawn on Black is enough to leave the defender under considerable pressure deserves three points. Nothing for taking the GM clue too literally and trying 1. e3, with the empty threat of a7. In fact after 1...e5 2. d2 g4! 3. a7 a8 4. d4 Black has 4...h6!, when White’s central bishop has become an embarrassment.

**Puzzle 12:** 1. h6!! is the key. Now 1...xh6 2. f6+ d8 3. xd5 c5+ 4. h1 leaves the knight immune due to the pin on the d-file, while heading for ‘safety’ with 4...c8 5. xe5 b7 fails to 6. f7 h8 7. c4 etc. (7...c6 8. f6). 1...f8 brings another piece to monitor f6, but 2. xg7 xg7 3. f6+! xf6 4. xe5+ wins for White. 1...xe4 2. xe4 d8 3. xg7 xg7 4. a6 w7 5. c6+! is also final after either 5...d7 6. f6 or 5...d7 6. a8+. This leaves Agdestine’s brave reply: 1...0-0-0 2. xg7 xg7 3. a6 and Black’s king will anyway be subjected to an attack. The c5-square is White’s next target because 3...e7 invites White to move in for the kill with 4. xb5! since taking the knight loses to a1. Consequently Black tried 3...b7 but this met with the uncompromising yet thematic 4. c5!. The game ended 4...d5 (4...x.a6 5. e4! b8 6. d6+ a7 7. a1 b6 8. b4) 5. g4+ b6 6. x.b7 x.b7 7. a1 x.a1 8. a1+= 9. x.d7 x.d7 10. c4++; 7...e4 x.a7+= b8 9. x.e4 w.d4+ 10. x.d4 x.d4 11. a8+) 8. e4! x.f8 (8...e7 9. a7+= b8 10. a8+ b7 11. x.d8 x.d8 12. c4) 9. a7+= b8 10. a8+ b7 11. x.d5+ 1-0.

Points: Six for the initial ‘sacrifice’, including the subsequent safety of the knight due to the pin on the d-file after 1...xh6 and 3...c5+. Take two points each for finding the correct responses to 1...f8, 1...xe4 and the game continuation, another three if you also found Akopian’s ruthless 4. c5. An excellent example of the natural flow of tactics available when faced with a complex of (related) weak squares.

**Puzzle 13:** With 1 b1! White ruled out 1...a5, prepared a3-a4-a5 by providing extra protection for the b4-pawn and covered b3 so that, when b3 meets with ...b7-b6, White is free to put further pressure on Black’s queenside with c4-c5. Perhaps Black’s best response is to create a diversion on the kingside, although after 1...f5 2. exf5 gxf5 3. f4! h6 4. g3 (followed by f2) White’s territorial advantage remains. In the game 1...b6?! 2. c5! b5 (2...bxc5?! 3. bxc5 hands over the b-file) 3. a4 proved awkward to meet. Refusing to accept a structural weakness with the natural 3...a6 invites 4. xb3, when the prospect of a5 practically forces 4...xb3. Kramnik offers the following line as an illustration of what might eventually happen on the queenside: 5. x.b3 b6 6. x.h6 x.b6 7. a3 x.g7 8. axb5 x.b5 9. x.a8 = x.a8 10. x.b5 x.b5 11. x.b5 and the connected pawns are a potent force. Unfortunately for Black 3...bxa4 4. x.a4 (4. c4 is also good) was followed by c4-a5, with yet more pressure on Black’s now divided pawns.
Points: 1 \( \text{a} \text{b}1 \) is the kind of move that is quite logical but nevertheless difficult to find, particularly during a game – and when the rook already occupies the only open file! Yet this move helps White’s cause while simultaneously adding weight to Black’s defensive burden. Seven points for selecting Kramnik’s move in order to address ...a7-a5 and four for defending each of b3 and b4 in order to add to White’s armory of options. It is important to note that the d-file in fact promises the rooks nothing because the entry points for both sides are well protected. Nothing, incidentally, for 1 c5, when 1...a5 permits Black to counter.

**Puzzle 14:** With Black to move ...\( \text{c} \text{b}d7 \) would at least hold his position together. Unfortunately for Burn, Capablanca pounced immediately with 1 a4! This rather clinical thrust is the logical follow-up to the removal of Black’s light-squared bishop, for now the attack on the b5-pawn and the pin on the a-file force Black to hand over yet more light squares. Let us see what happens after 1...\text{bxa}4 2 \( \text{a} \text{c} \text{x}a4 \). Then 2...\( \text{c} \text{c} \text{b}d7 \) merely walks into a second pin, \( \text{a} \text{c} \text{x}f6 \text{gxf6} \) 4 \( \text{h} \text{h}4 \) being a positional disaster. This leaves 2...\( \text{d} \text{d}8 \), when 3 \( \text{w} \text{x}e5 \text{w} \text{x}e5 \) 4 \( \text{c} \text{c} \text{x}e5 \text{a} \text{x}d5 \) 5 \( \text{a} \text{c} \text{x}f6 \text{gxf6} \) 6 \( \text{c} \text{c} \text{d}4 \) shatters Black’s pawns (6...\( \text{c} \text{c}d7 ? ? ? ? \) 7 \( \text{c} \text{c} \text{e}6 \), while 3 \( \text{c} \text{c} \text{a} \text{d}1 \) is also very good for White, e.g. 3...\( \text{c} \text{c} \text{d}6 \) 4 \( \text{c} \text{c} \text{h}4 \text{c} \text{c} \text{b}d7 \) 5 \( \text{c} \text{c} \text{f}5 \) \( \text{w} \text{f} \text{f} \) 6 \( \text{a} \text{a} \text{x}d7 ! \) \( \text{a} \text{x}d7 \) 7 \( \text{a} \text{x}f6 \text{gxf6} \) 8 \( \text{c} \text{c} \text{d}3 ! \) \( \text{a} \text{h}8 \) 9 \( \text{c} \text{c} \text{g}3 \), or 3...c4 4 \( \text{c} \text{c} \text{x}f6 \) \( \text{a} \text{a} \text{x}f6 \) 5 \( \text{c} \text{c} \text{h}4 \text{w} \text{e}5 \) 6 \( \text{w} \text{g}4+ \text{c} \text{c} \text{h}8 \) 7 \( \text{c} \text{c} \text{f} \text{e}1 \).

Perhaps these lines prompted Burn’s 1...b4, but 2 \text{c} \text{b}4 \text{c} \text{b}4 3 \( \text{c} \text{c} \text{x}f6 ! \) guaranteed the win of a pawn to add to White’s command of the light squares: 3...\( \text{w} \text{x}f6 \) (3...\( \text{g} \text{x}f6 \) 4 \( \text{w} \text{e}4 \) and White threatens d6 as well as the h7-pawn) 4 \( \text{w} \text{e}4 \) (4 \( \text{c} \text{c} \text{x}h7 \) 5 \( \text{c} \text{c} \text{x}h7 \) \( \text{w} \text{c}4+ \) is another option) 4...\( \text{c} \text{c}d6 \) 4...\( \text{c} \text{g}6 \) 5 \( \text{c} \text{x}b4 \text{w} \text{x}c2 \) 6 \( \text{c} \text{c} \text{c} \text{e}1 \) \( \text{w} \text{d}3 \) 7 \( \text{c} \text{c} \text{d}1 \) 5 \( \text{w} \text{c} \text{x}h7 \) etc.

Points: Six points for the general plan of opening up the light squares (and a subsequent feeling that White should have something). In the 1...\text{bxa}4 line take two more if you were satisfied with 3 \( \text{w} \text{x}e5 \) (after 2...\( \text{d} \text{d}8 \)) and two for \( \text{a} \text{c} \text{x}f6 \) and \( \text{c} \text{c} \text{h}4 \) against 2...\( \text{c} \text{c} \text{b}d7 \). In the game continuation take two points for spotting the fork of b4 and h7 and a well deserved three if you noticed that after 3...\( \text{g} \text{x}f6 \) 4 \( \text{w} \text{c}4 ! \) White also sets up d5-d6. Nothing, incidentally, for 1 c4 bxc4 2 \( \text{w} \text{x}c4 \), which does use the appropriate colour complex but gives Black time to regroup after 2...\( \text{c} \text{c} \text{b}d7 \).

**Puzzle 15:** It is imperative that we become more familiar with positional sacrifices which, in real chess terms, form an integral part. Black’s earlier sacrifice secured greater control of the dark squares, resulting in the f6-bishop being a very influential piece. Now 1...\( \text{c} \text{x}d3 \) 2 \text{c} \text{x}d3 \( \text{c} \text{x}d3 \) invests more material to leave Black with two fantastic bishops which, in this situation at least, are a match for the queen. Remember that Black has an extra piece with which to work, and his rook is also active.

White, however, will be too busy defending to contemplate an offensive (although there is little to attack in any case), 3 \( \text{e} \text{c}2 \text{a} \text{b}3 \) 4 \( \text{b}1 \) \text{g}5 is fine for Black and the ending resulting from 4...\( \text{c} \text{x}d5 \) 5 \( \text{w} \text{x}d5 \) 6 \( \text{w} \text{d}2 \text{e}6 \) 6 \( \text{c} \text{c} \text{x}d5 \text{b} \text{x}b2+ \) 7 \( \text{c} \text{x}b2 \text{e} \text{d}3 \) is also good, while 3 \( \text{c} \text{e}1 \) \text{b}3 4 \( \text{c} \text{c}2 \) \text{d}5 has been assessed as favourable for Black. Instead Adams played 3 \( \text{c} \text{c} \text{e} \text{c} \text{e} \text{c} \text{b}3 \) 4 \( \text{c} \text{c} \text{d} \), offering the b2-pawn (which looks okay for Black). However, after 4...\text{g}5! 5 \( \text{c} \text{x}d2 \) (5 \( \text{c} \text{c} \text{d}3 \) \text{c} \text{b}2+ 6 \( \text{c} \text{c} \text{x}b2 \text{a} \text{x}b2 \) 7 \( \text{c} \text{x}b2 \text{c} \text{c}4 \) 5...\( \text{c} \text{c} \text{g}7 \) 6 \( \text{c} \text{c} \text{e}4 \) a5 7 \( \text{a} \text{c}1 \) b5 8 \( \text{d} \text{d}1 \) a4 (8...\( \text{c} \text{c} \text{x}b2 ? ? ? ? \) walks into 9 \( \text{c} \text{c} \text{b}3 \text{c} \text{b}2 \) 10 \( \text{c} \text{c} \text{d}4+ \) and
8...\textit{\textbf{x}}b2? 9 \textit{\textbf{A}}xb2 \underline{\textit{\textbf{A}}xb2} 10 \textit{\textbf{W}}b1 lets the queen in) 9 \textit{\textbf{W}}e1 \textit{\textbf{A}}c4 10 \textit{\textbf{A}}f2 e6 Black had the momentum in a level position.

Points: With just the one queen on the board it is important to nip in the bud any possible activation – hence Ivanchuk’s aggressive selection. 1...g5 is premature in view of 2 f4, which would also be the reply to other, less forcing moves such as 1...a5. Consequently these receive no points. 1...\textit{\textbf{A}}xd3! with the idea of eliminating a good piece and transferring the rook to b3 nets eight points. Then, in the 3 \textit{\textbf{A}}c2 line, take three points for noticing that 4...\textit{\textbf{A}}d5 can lead to a counter-sacrifice and a subsequent ending that is fine for Black, and another point for considering 4...g5. Black’s general plan of gradual improvement by creeping forward with ...g6-g5, ...\textit{\textbf{A}}g7 and advancing the queenside pawns is worth a further three points.

\textbf{Solutions and Points: Test 8}

\textbf{Puzzle 1:} 1 c5! threatened to seriously undermine Black’s influence on the dark squares after \textit{\textbf{A}}xa6. After 1...\textit{\textbf{d}}xc5 (1...d5 2 \textit{\textbf{A}}xa6 bx\textit{\textbf{a}}6 3 \textit{\textbf{W}}c2 \textit{\textbf{A}}c8 4 \textit{\textbf{A}}g1 and White prepares to evict Black’s only decent piece) 2 \textit{\textbf{A}}xa6 bx\textit{\textbf{a}}6 3 \textit{\textbf{A}}a4 Black had to be careful. For example 3...c4? 4 \textit{\textbf{A}}e5 h6 5 \textit{\textbf{W}}c3 is clearly better for White, while 3...\textit{\textbf{c}}xd4 4 \textit{\textbf{W}}xd4 looks too greedy. The game went 3...\textit{\textbf{c}}c6 4 \textit{\textbf{A}}xc5 \textit{\textbf{d}}d5 (4...\textit{\textbf{A}}xa2 5 b3 5 \textit{\textbf{A}}b1 \textit{\textbf{A}}b8 6 \textit{\textbf{c}}c1 0-0 7 \textit{\textbf{A}}g1! with a clear advantage to White, who can practically ignore the bishop and concentrate on the dark squares.

Points: Five points for the idea.

\textbf{Puzzle 2:} Black played 1...c5! Now 2 dxc6?! \textit{\textbf{A}}xe6 3 b5 \textit{\textbf{A}}c8 4 a4 \textit{\textbf{A}}f7 5 \textit{\textbf{A}}a3 \textit{\textbf{A}}e4 wins a pawn for Black, and 2 bxc6 bx\textit{\textbf{a}}5 gives Black the b-file. Instead the game went 2 b5 a6! 3 bx\textit{\textbf{a}}6 \textit{\textbf{A}}a7 with a promising ending for Black, whose knight enjoys more freedom than the bishop.

Points: Three for 1...c5, two more for 2...a6.

\textbf{Puzzle 3:} After 1 h4! b4 2 \textit{\textbf{A}}ce2 \textit{\textbf{A}}e8 3 h5! the threat to unleash the rook on the h6-pawn forced 3...g5, when 4 0-0! connected the rooks in preparation for action on the queenside and left Black with the constant worry of how to deal with the newly available (to White!) hole on f5! Note that with White’s ‘V’ formation the squares e6 and g6 are out of bounds for Black, meaning f4 is out of reach, too.

Points: Five for the simple but effective advance of the h-pawn. However, don’t award yourself any points if you didn’t notice that the ownership of f5 changed hands!

\textbf{Puzzle 4:} Black should have removed his queen from the d-file as White now has 1 c5!, after which Black’s position is rather cramped. There followed 1...\textit{\textbf{W}}c7 2 b4 a5 3 a3 axb4 4 axb4 \textit{\textbf{A}}xa1 5 \textit{\textbf{A}}xa1 \textit{\textbf{A}}a8? (5...h6 is better – the g5-square is important, as we are about to see) 6 \textit{\textbf{A}}xa8 \textit{\textbf{A}}xa8 7 \textit{\textbf{W}}a2 \textit{\textbf{A}}b7 8 \textit{\textbf{A}}g5 \textit{\textbf{A}}b8 9 f4 h6 10 \textit{\textbf{A}}f3 \textit{\textbf{A}}bd7 11 f5 \textit{\textbf{A}}e7 12 g4 and Black was feeling the strain on both flanks.

Points: 1 c5 monitors d6, obstructs the c6-pawn, locks in Black’s bishop and earns White more space in which to operate. Five points.
Puzzle 5: White played the direct 1 e5! dxe5 2 ∆xe5, shattering Black’s pawns. After 2...∆h4 3 ∆xb4 ∆a4 4 ∆e1! ∆xd1 (4...exf4 5 ∆xh8 ∆xf8 6 ∆h1) 5 ∆xd1 ∆xf4 White could have accentuated his structural superiority with 6 ∆b6, e.g. 6...∆e8 7 ∆xf4, when 7...exf4 leaves e6 hanging, or 6...∆xf1+ 7 ∆xf1 ∆e8 8 ∆e3 etc.

Points: Five for the thematic and positionally desirable 1 e5.

Puzzle 6: It is imperative that Black is prevented from cementing his grip on the d5-square with ...c7-c6, so Kramnik’s choice is not too difficult to find. However, after 1 d5! exd5! it would be a mistake to make the automatic recapture 2 exd5 (which gives Black time) when White can maintain the momentum with 2 e5! ∆e8 3 ∆xd5, forcing Black’s queen away from the action. In fact 3...∆h3 4 ∆g2 ∆h4 5 ∆d4! hit c6 and f5. Now 5...g6 6 ∆c6 ∆b6 7 f5 ∆g5 8 f6! is excellent for White, so Black took his chances with 5...∆xf4, the game ending 6 ∆c6 ∆h4 7 ∆d1 (7 ∆xb8) 7...∆b6 8 ∆d5 ∆x6c6 (8...∆h6 9 ∆e4 ∆g5 10 ∆g4) 9 ∆xc6 ∆xe5 10 ∆d7 ∆d8 11 ∆xh4 1-0.

Points: The idea of getting the rook to d5 nets six points, while forking c6 and f5 merits another four.

Puzzle 7: With Black adopting a menacing stance on the kingside White turned down the obvious 1 ∆e2-c1-d3/b3-c5 for the more appropriate 1 ∆f1!! ∆e7 2 ∆h2, when the threat of 3 ∆g4 and 4 ∆c5 already obliged Black to calm down with 2...∆he6, bringing the rook back into the fold. Then 3 ∆f3 f6 kept the knight out of e5 but obstructed Black’s third rank. The game continued 4 ∆d2 ∆e8 5 ∆b3 ∆e7 6 ∆c5 ∆e8 7 ∆ec1 ∆d8 8 ∆d3 ∆b8 9 ∆f4 ∆e6, when Black’s desire to remove the influential knight involved surrendering the b5-square. Consequently 10 ∆xe6 ∆xe6 11 b5! axb5 12 axb5 allowed White to finally execute the minority attack, leaving Black with an unpleasant choice. 12...∆d6 13 bxc6 bxc6, accepting a backward pawn, is the lesser evil, but 12...exb5 led to the loss of a pawn – and with it the game – after 13 ∆xb5 b6 14 ∆b3! ∆d6 15 ∆b1.

Points: Ten points for this route, which ‘bounces’ off Black’s rook and the e5-square. Of course White has nothing more than a structural advantage and more pressure on the completion of the manoeuvre but, in practical terms, this can be significant – as demonstrated by Euwe’s impatient 9...∆e6.

Puzzle 8: Once we pin-point the d5-square we can come to the same conclusion as Morozevich, namely 1 ∆b1!, after which White is ready to clamp down on both b5 and d5 with c2-c4 before bringing the knight to c3. Of course the downside is the resulting backward d3-pawn, but this should be part of your analysis. There followed 1...∆f7 (1...∆d8 cuts across White’s main plan but White can then monitor b5 with 2 ∆c3?!) 2 c4 ∆d7, hitting the d3-pawn and deciding against 2...∆a7 3 ∆c3 ∆xa1+ 4 ∆xa1, when the b6-pawn in particular is a problem. Then came White’s idea: 3 ∆c3! – the knight’s journey is more important than the d-pawn, whose capture might leave the rook in trouble on d3 (3 ∆e1? sees Black go on the offensive with 3...f5!). In fact after 3...∆xd3 4 ∆xd5 White had more than enough compensation for the pawn, with a superb knight and a target on d3. Sending the queen to help out the
Solutions and Points

Rook with 4...\texttt{\textgraysqb}xd5 5 exd5 \texttt{\textgraysqwa}4 6 \texttt{\textgraysqwc}1 \texttt{\textgraysqwb3} leads to problems on Black's own back rank after 7 \texttt{\textgraysqce}d2 \texttt{\textgraysqwc}3 8 \texttt{\textgraysqwxc}3 \texttt{\textgraysqxe}c3 9 \texttt{\textgraysqze}a8, while 4...\texttt{\textgraysqwa}4 5 \texttt{\textgraysqwc}1 \texttt{\textgraysqwb3} 6 \texttt{\textgraysqce}d2! is also unpleasant. In fact Black found 4...f5! (intending to meet 5 \texttt{\textgraysqxe}5? with 5...\texttt{\textgraysqxe}3!!), e.g. 6 \texttt{\textgraysqxe}c3 \texttt{\textgraysqwxe}4 or 6 fxe3 \texttt{\textgraysqwd}6 and after 5 \texttt{\textgraysqge}5! \texttt{\textgraysqxd}5 (Morozevich gives 5...f4 6 \texttt{\textgraysqxe}6 \texttt{\textgraysqwxe}6 7 \texttt{\textgraysqwe}c2 and 5...fxe4 6 \texttt{\textgraysqxe}6 \texttt{\textgraysqwxe}6 7 \texttt{\textgraysqwe}h3, with a clear advantage for White in each case) 6 exd5! \texttt{\textgraysqwa}4 White could have secured a clear lead with 7 \texttt{\textgraysqwb}1!, e.g. 7...\texttt{\textgraysqxc}3 8 \texttt{\textgraysqxa}3 \texttt{\textgraysqxa}3 9 h3 \texttt{\textgraysqwa}4 (White threatened \texttt{\textgraysqwb}5-e8+) 10 exf5, 7...\texttt{\textgraysqwb}3 8\texttt{\textgraysqwb}3 \texttt{\textgraysqxb}3 \texttt{\textgraysqxb}3 9 g3! (followed by \texttt{\textgraysqa}8) or 7...\texttt{\textgraysqxb}3 8 \texttt{\textgraysqwd}1 \texttt{\textgraysqwb}4 9 d6! etc.

Points: Eight for the transfer plan, with two more if you correctly judged that we can let the d3-pawn go.

**Puzzle 9:** The patient 1...\texttt{\textgraysqce}d7! sent the king on what is quite a logical journey, connecting the rooks in the process. After 2 \texttt{\textgraysqxc}ad1 \texttt{\textgraysqxc}e3 3 \texttt{\textgraysqxc}e3 \texttt{\textgraysqwe}7 4 \texttt{\textgraysqwe}g5 \texttt{\textgraysqwd}7 5 \texttt{\textgraysqxc}c1 \texttt{\textgraysqxe}7 6 \texttt{\textgraysqwe}e3 \texttt{\textgraysqxd}8 7 \texttt{\textgraysqxa}3 \texttt{\textgraysqwb}6 8 \texttt{\textgraysqxa}1 Black was able to get on with the game without the inconvenience of having his king in the middle of the board.

Points: Games collections of top players tend to have examples of calm, preparatory manoeuvres with the king but, comparing the initial position with the present one, it now seems perfectly natural. Take ten points. Also possible, of course, is the immediate 1...b4. However, with two extra pawns there is no rush to push, so no points for that.

**Puzzle 10:** Always beware rooks on half open files. In this case White’s queen shares a file with an enemy rook, and Black played 1...\texttt{\textgraysqxc}d4! 2 exd4 (unfortunately for White after 2 \texttt{\textgraysqxc}xd4?! cxd4 3 exd4 \texttt{\textgraysqwd}5 4 \texttt{\textgraysqwe}f3 \texttt{\textgraysqxd}4+ 5 \texttt{\textgraysqwe}h1 \texttt{\textgraysqxf}3! Black wins material, so he must allow the dismantling of his kingside pawns). There followed 2...\texttt{\textgraysqxd}f3! 3 gxf3 cxd4 4 \texttt{\textgraysqxc}h7+ \texttt{\textgraysqhe}8 5 \texttt{\textgraysqwe}e4 dxc3 6 dxc3 \texttt{\textgraysqwb}7 7 \texttt{\textgraysqxc}d3 \texttt{\textgraysqwe}5! with an advantage for Black, whose structure and bishop are superior (...f7-f5 dislodges its opposite number).

Points: Six for the game continuation, two for correctly assessing the position in the 2 \texttt{\textgraysqxd}4 line as clearly better for Black after 4...\texttt{\textgraysqxd}4+ (structure), and two more if you went on to spot ...\texttt{\textgraysqxd}f3.

**Puzzle 11:** Black certainly is rather cramped, while the responsibility of defending the dark squares rests with the outnumbered knight. Moreover, Black is too occupied with matters on the queenside to operate on the other wing. These factors combine to give White the advantage. 1 \texttt{\textgrayque}e1! redirects the knight. Now 1...b5 allows 2 \texttt{\textgraybxc}6 \texttt{\textgrayb}b7 3 \texttt{\textgraybe}7 etc. The game continued 1...\texttt{\textgraybe}8 2 \texttt{\textgrayf}d3 \texttt{\textgrayb}b8, protecting the b-pawn before trying to unravel. After 3 \texttt{\textfrakf}3! \texttt{\textgraybe}7 4 \texttt{\textgraye}f2 \texttt{\textgraye}f8 5 \texttt{\textgrayb}b3! \texttt{\textgrayd}d7 came 6 g4! — this is an important part of White’s strategy: exert maximum pressure on the queenside — thus restricting Black’s forces — and then introduce a similar plan in another sector. With the text White threatens to simply advance his kingside pawns in order to create a useful territorial advantage for the coming ending. Perhaps this unattractive prospect of passivity and inevitable discomfort on both wings prompted Black to react with the rash 6...b5?! This solves the problem of the b7-pawn and the b6-square but also weakens a6, a5, c6 and c5. After 7 \texttt{\textgrayac}5 Black’s best seems to be 7...\texttt{\textgrayxc}5, e.g. 8 \texttt{\textgrayxc}5 \texttt{\textgrayb}b7 9 \texttt{\textgraya}3 \texttt{\textgraya}8 10 \texttt{\textgraya}5 \texttt{\textgrayc}7 11 \texttt{\textgraybe}4 with a rather odd stand-
off on either side of Black’s queenside pawns. 9 a4 is another promising possibility, while 8 \( \text{Qxc5} \) is also good for White. Instead 7...\( \text{Qb6} \) lost a pawn and the game after 8 \( \text{Qxb4} \) \( \text{b7} \) 9 \( \text{Qxb7} \) \( \text{Qxb7} \) 10 \( \text{Qxc6} \) a5 11 \( \text{Qxb6} \) axb4 12 \( \text{Qxb7} \) \( \text{Qxb7} \) 13 \( \text{Qxb4} \) etc.

Points: With the three pieces already well placed on the queenside – the current ‘action’ area – we should be looking at the remaining knight, which contributes nothing on f3. Just as ‘good moves play themselves’ (if only...), good plans tend to fit in well with subsequently appropriate plans, and it is no coincidence that the knight manoeuvre makes way for the f-pawn. Take seven points for \( \text{Qe1–d3} \) and two for (1...b5) 2 \( \text{Qxc6} \). The extra dimension afforded White by the menace of kingside expansion is worth six more points. In this example the mere threat of an advance induced a serious mistake from Black.

**Puzzle 12:** 1 g4!! must have come as an unpleasant surprise to Black, who had just ‘closed’ the kingside by pushing to h5, ‘ruling out’ Hansen’s thrust in the process. Fixed pawns are the sitting ducks of chess, and Black has no choice but to go along with his opponent’s plan: 1...hxg4 (1...fxg4? 2 \( \text{Qxg6} \) \( \text{Qxf4} \)!) 3 exf4 \( \text{Qf5} \) looks complicated but is winning for White after 4 \( \text{Qxe8} \) \( \text{Qxc2} \) 5 \( \text{Qh5} \), and 1...d7? 2 gxf5 gxf5 3 \( \text{Qg1} \) is asking for trouble) 2 h5 and now Hansen offers 2...g5 3 \( \text{Qxe6} \) \( \text{Qxe6} \) 4 \( \text{Qxf5} \) \( \text{Qf6} \) 5 \( \text{Qxg4} \) as Black’s best chance, although White has an extra pawn and the makings of an attack. Instead 2...gxf5!! allowed an effective infiltration – 3 \( \text{Qxe5} \) \( \text{Qd7} \) (3...\( \text{Qf8} \) 4 \( \text{Qg5} \) \( \text{Qe7} \) [4...\( \text{Qd7} \) 5 \( \text{Qh5} \) \( \text{Qf7} \) 6 \( \text{Qxg7} \)+] 5 \( \text{Qxg4} \) is another possibility, the point being that 5...fxg4 walks into 6 \( \text{Qh7} \) and 7 \( \text{Qg6} \)+) 4 \( \text{Qxf5} \) \( \text{Qf5} \) \( \text{Qe7} \) 6 0-0-0 \( \text{Qe7} \) 7 \( \text{Qg5} \) \( \text{Qxe2} \) 8 \( \text{Qc2} \) and White emerged with a clear extra pawn.

Points: Eight for all lines up to 3 \( \text{Qxe5} \), although only five if you stopped at (1...fxg4) 2 \( \text{Qxg6} \) and missed the try 2...\( \text{Qxf4} \) (on another day this might have won for Black). The powerful 4 \( \text{Qg5} \) in answer to 3...\( \text{Qf8} \) nets two points, with a further two for each of 4...\( \text{Qd7} \) 5 \( \text{Qh5} \) and 4...\( \text{Qe7} \) 5 \( \text{Qxg4} \). The final point is for an accurate evaluation of the game continuation. This example shows us that pawn breaks directed against fixed pawns can be difficult to genuinely prevent.

**Puzzle 13:** Many club players believe that the only way to do battle with the Sicilian is to get involved in a complicated tactical skirmish. In fact a positional approach can be quite effective, particularly when we consider White’s often ‘unspoilt’ pawn formation, as is the case here. Structurally, the same cannot be said for Black, whose specific variation is characterised by the commitment of at least two or three pawns. Consequently Black occasionally finds himself being positionally punished at an early stage... 1 \( \text{Qxc6!} \) bxc6 2 c5! immediately disrupted Black’s pawns, the challenge to the d6-pawn undermining his control of the dark squares. There followed 2...dxe5 3 \( \text{Qxd8} \) cxd8 4 \( \text{Qxc5} \) 0-0 5 0-0-0, when White had almost completed his development, had perfect pawns, the more active pieces and targets in the shape of Black’s isolated queenside pawns and the juicy c5-square. Now 5...\( \text{Qd7} \) 6 \( \text{Qf3} \) \( \text{Qd5} \) 7 \( \text{Qa4} \) is excellent for White, who monitors b6 as well as c5, with c2-c4 coming next to evict Black’s only decent piece. Instead the game went 5...\( \text{Qb6} \) and White resisted.
the urge to further damage Black’s pawns with 6 \( \text{xf6} \) because this involves the surrender of an important piece. Black’s weaknesses will not just disappear, however, so the patient 6 \( \text{Hf1} \) was enough to keep White in charge after 6...\( \text{b7} \) 7 \( \text{a4}! \) \( \text{a7} \) 8 \( \text{d6} \) \( \text{fd8} \) 9 \( \text{c5} \) \( \text{e8} \) 10 \( \text{xa7} \) \( \text{xa7} \) 11 \( \text{e5} \) etc.

Returning to 2 e5, in Sax-Etchegaray, Benasque 1993, Black tried 2...\( \text{d}5 \). However, this did not prevent White from engineering a similar plus after 3 exd6 \( \text{xd6} \) (3...\( \text{xc3} \) 4 \( \text{bxc3} \) 4 \( \text{e4}! \) again concentrating on c5 and Black’s ability to operate on the dark squares. Perhaps Black’s best here is 4...\( \text{e7} \), although 5 c4 \( \text{b4} \) 6 \( \text{fxf6} \) 7 \( \text{xd8} \) 8 \( \text{f5} \) \( \text{xf6} \) 9 \( \text{xf6} \) \( \text{xe3} \) 10 \( \text{c2} \) does leave him with nothing to show for the four pawn islands. But nor did 4...\( \text{xg3} \) 5 \( \text{hgx3} \) 0-0 6 c4 \( \text{f6} \) 7 \( \text{xd8} \) 8 \( \text{f3} \) \( \text{b8} \) 9 b3 help alleviate the structural problems.

Points: The capture on c6 followed by breaking up Black’s centre pawns is worth seven points as a general plan. Then a specific concentration on c5 nets four points, the desire to trade queens merits two and the willingness to part with the dark-squared bishop only for its opposite number receives another two. Note that once the damage has been done on the queenside ‘like for like’ exchanges reduce Black’s defensive capabilities.

**Puzzle 14:** Apart from d1, Black’s bishop also monitors the f3-square, which we could attack with a knight on e5. Moreover d3 might also be a possible target, while ...\( \text{g4} \) would trouble White’s dark-squared bishop. But White has a pawn on d4... 1...\( \text{c5}! \) and now 2 dxc5 only temporarily leaves White a pawn up. After 2...\( \text{c6}! \) 3 0-0 \( \text{d7} \) 4 \( \text{e4} \) \( \text{ac8} \) 5 \( \text{ac1} \) \( \text{c5} \) I would say the onus is on White to demonstrate equality because a4, b3, d3, the d1–h5 diagonal and, consequently, the d-file do require some attention. For example 6 e5?! \( \text{f3} \) 7 \( \text{xf3} \) \( \text{xf3} \) looks rather loose. Perhaps with this in mind White decided to push: 2 d5 \( \text{d7} \) and the knight is heading for the newly available e5-square. 3 dxex6 \( \text{xe6} \) leaves Black with an isolated e-pawn but also a ready-made file for the rook, while the d5-square is protected. Play might then continue 4 0-0 \( \text{e5} \) 5 \( \text{d5}! ? \) (5 f4? \( \text{g4} \) 5...\( \text{d6} \) 6 \( \text{xb4} \) c4 (6...\( \text{xb4} \) 7 \( \text{c2} \) \( \text{axb4} \) with an unclear position in which Black has the makings of an initiative on the light squares. In the game 3 0-0 \( \text{e5} \) should have been met with 4 \( \text{f3} \), which spoils any hopes White may have had of operating on the long diagonal but at least keeps the knight out of f3 and g4. Instead 4 h3?! \( \text{f3} \) 5 \( \text{h1} \) (5 \( \text{xf3} \) \( \text{xf3} \) is as bad as it looks) 5...\( \text{d4} \) led to a pleasant culmination of Black’s plan after 6 \( \text{c4} \) \( \text{c2} \) 7 \( \text{ac1} \) \( \text{xe3} \) 8 \( \text{xe3} \) \( \text{d6} \), with a structural advantage.

Points: Take six points for judging that Black is okay after either 2 dxc5 or 2 d5, two points for actually preparing the patient mopping up of the c5-pawn and another point if, in the process, you chose the c6-square for the queen (e4–e5 is exactly what Black is hoping for thanks to ...\( \text{f3} \)). Keeping the queens on with 3 dxex6 \( \text{xe6} \) and 4...\( \text{e5} \) is worth two points, as is noticing (and subsequently dealing with) the flashy 5 \( \text{d5} \). Finally take two points if the dream manoeuvre ...\( \text{d7} \)-e5-f3-d4-c2xe3 formed part of your overall plan.

**Puzzle 15:** White outnumbers his opponent on the kingside, where Black is quite vulnerable. Kaidanov played 1 f5!! Then 1...\( \text{xf5} \) 2 \( \text{f4} \) evicts the queen and liber-
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ates the d-pawn, and 1...\textit{Wx}f5 2 \textit{Q}f4 \textit{A}f7 3 \textit{A}h4 clears away the g4-pawn with advantage. In the game Black decided to eliminate the knight at the cost of his light-squared bishop: 1...\textit{gx}h3 2 \textit{fxe}6 \textit{hx}g2 3 \textit{A}g1 \textit{Bxe}6 4 \textit{B}xg2 and White had the bishop pair and the makings of an attack against the king. For example White’s king can be tucked safely on f2 in order to bring the second rook into the game, while 4...\textit{Axf}7 5 \textit{A}g4 f5? runs into 6 \textit{Bxf5}! in view of the pin on the f-file.

Points: The game continuation (up to 4 \textit{B}xg2), aiming to punish Black on the light squares and on the g-file, earns you eight points. Take two more if you noticed that running with 4...\textit{Axf}7 invites White to activate his bishop with tempo after 5 \textit{A}g4 (5...f5? 6 \textit{Bxf5}!). 1...\textit{Bxf5} 2 \textit{B}f4 frees the (passed) d5-pawn (two points) and 1...\textit{B}xf5 ... 3 \textit{B}h4 (three points) looks quite unpleasant for Black. Basically it is difficult at best for Black to maintain a blockade of the well supported d-pawn and simultaneously monitor the shaky kingside.

Solutions and Points: Test 9

**Puzzle 1**: 1 \textit{B}b5! hits a7 but the main idea is to plant the knight on d4. Then, perhaps, White might double rooks, play c2-c3 and consider \textit{B}(d4)-c2-e3.

Points: Three for the transfer to d4, two more for the rest.

**Puzzle 2**: White settled for a trade of dark-squared bishops with 1 \textit{Wc}1 \textit{Ac}8 2 \textit{A}a3 \textit{B}d7 3 \textit{B}d3 \textit{Bf}7 4 \textit{B}xd6 \textit{Bxd}6, when 5 \textit{B}a3 \textit{Wxa}3 6 \textit{B}xa3 resulted in a queenless middlegame which is at best a little uncomfortable for Black.

Points: Five for the general plan of exchanging to leave Black with only his ‘bad’ bishop. This kind of theme is what dissuades many players from playing the Stonewall.

**Puzzle 3**: 1 h3! simply prepares to lodge the bishop on g4, safe in the knowledge that a trade there relinquishes d5 and f5 (in some cases d7 could also be a factor). After 1...0-0 2 \textit{Wg}3+ \textit{Ah}8 3 \textit{Wh}4 attention then turned to the f6-pawn, 3...\textit{Wc}7 4 \textit{A}g4 being rather uncomfortable for Black.

Points: Five for challenging the busy bishop. The mere prospect of an exchange on g4 or a recapture on e6 with the queen is enough to make life more difficult for Black, while a future ...fxe6 could weaken Black’s second rank.

**Puzzle 4**: Ironically Black parted with his bishop in order to make a play on the light squares! After 1...\textit{Bxf}3! 2 \textit{cx}f3 d5 Black has definite compensation for the pawn in the event of 3 c5 \textit{Bxc}4! 4 \textit{Bxc}4 \textit{Bxc}4 5 \textit{Bxc}4 \textit{Bxd}5, so the game went 3 cxd5 \textit{B}xd5 with a pretty good grip on the centre.

Points: Five points – but only if you were ready with the pawn sacrifice after 3 c5.

**Puzzle 5**: The d5-square is the key, the elimination of Black’s relevant minor pieces leaving White with a dominant bishop. After 1 \textit{B}g5! b4 2 \textit{B}xf6 \textit{B}xf6 3 \textit{B}xd5 Black is forced to part with his favourite bishop as 3...\textit{B}d8 4 \textit{f}6 (threatening 5 \textit{W}e7+) is decisive. The game went 3...\textit{B}xd5 4 \textit{B}xd5 and now the attempt to activate Black’s
bishops with 4...\( \text{g}5 + 5 \text{b}1 \text{ac}8 6 \text{h}4 \text{h}6 \text{runs into} 7 \text{f}6 \text{g}6 8 \text{h}5 \text{etc. Instead} \)
4...\( \text{ac}8 5 \text{h}4 \text{h}8 6 \text{b}1! \text{ac}7 7 \text{b}3 a5 8 \text{g}4 \text{e}7 9 \text{g}5 \text{f}6 \text{opened the a2-g8 diagonal for White's deadly bishop, the g8-square being a particularly juicy target. The rest of the game is worth a look:} \)
10 \( \text{h}5 \text{d}8 11 \text{hg}1 \text{e}7 12 \text{g}3 \text{b}6 13 \text{d}2 \text{d}4 14 \text{dg}2 a4 15 \text{e}6! \text{b}8 16 \text{gxf}6 \text{xf}6 (16...\text{xf}6 17 \text{g}4) 17 \text{xg}7 \text{xg}7 18 \text{xg}7 \text{h}7 19 \text{g}5+ \text{h}8 20 \text{h}5 \text{b}7 21 \text{h}6 \text{c}5 22 \text{f}6 \text{f}7 23 \text{d}5 \text{bc}7 24 \text{g}4. \)

Points: Four for the whole idea of trading to win the d5-square and the appreciation of the merits of the remaining minor pieces. One more for seeing that Black's dark-squared bishop is indeed terrible as relocation to the c1-h6 diagonal speeds up White's attack. Nothing for 1 \( \text{g}4 \) because after 1...\( \text{b}4 2 \text{d}5 \text{xd}5 3 \text{exd}5 \text{b}5 \) White's b3-bishop is not only impeded by its own pawn on d5 but is also in danger from the advance of Black's a-pawn.

**Puzzle 6:** White's light-squared bishop is too strong, e5-e6 is in the air and Black's forces are stuck over on the queenside. All these points can be addressed with 1...\( \text{f}8! 2 \text{xc}8 \text{xc}8. \) Suddenly the knight is coming to an influential post on e6 and Black threatens to rule the light squares with \( \text{d}5-\text{d}4. \) Should White attempt to target the \( \text{c}5 \)-pawn after 3 \( \text{d}4 \text{d}7! 4 \text{b}3, \) then Black has 4...\( \text{d}4!, \) the point being that 5 \( \text{xc}5? \text{xc}5 6 \text{xc}5 \text{e}6! \) leaves White under fire, e.g. 7 \( \text{c}1 \text{d}5 \) or 7 \( \text{a}5 \text{c}6. \) In the game White chose 3 \( \text{d}2 \) as a route to b3, thus ruling out \( \text{d}7 \) in view of the pressure on c5. After 3...\( \text{e}6 \) best would have been 4 \( \text{b}3 \text{c}7 5 \text{g}4 \) when Black, with a great bishop and a pawn for the rook, has a pleasant game. Instead White overestimated his chances, 4 \( \text{g}4?! \) walking into 4...\( \text{h}5! 5 \text{g}3 (5 \text{hx}5 \text{d}4) 5...\text{d}4 6 \text{f}4 (6 \text{h}6 \text{f}8 7 \text{f}4 \text{g}5) 6...\text{h}4! (6...\text{g}5 7 \text{xg}5 \text{xg}5 8 \text{h}4) 7 \text{g}4, \) and now 7...\( \text{xf}4! 8 \text{xf}4 \text{g}5 \) would have effectively ended the game.

Points: Six for the idea of parting with material – although Black is already a pawn up, remember – in order to rid White of a powerful piece and improve Black's. Take another four for anything similar to the subsequent variations, which demonstrate just how difficult the game can become for White.

**Puzzle 7:** 1 \( \text{e}5! \) exerts pressure on both the \( \text{d}6 \)-pawn and the bishop. 1...\( \text{xe}5 2 \text{exe}5 \) is clearly better for White after either 2...\( \text{exe}5 3 \text{exe}5 \text{dxe}5 4 \text{xg}5 \text{or} 2...\text{exe}5 3 \text{d}6 \text{c}6 4 \text{a}5 \) etc. Kasparov tried 1...\( \text{exe}5, \) but after 2 \( \text{d}6 \text{c}6 3 \text{xc}5 \text{f}5 4 \text{d}5! \) White was close to winning.

Points: This breakthrough earns you ten points. Remember to be alert to such possibilities when it seems they have been prevented. I should point out that Pinter failed to convert his lead, the game ending in a draw on the 117th move!

**Puzzle 8:** It is true that b5, c7 and c6 are all potential problems for Black but this is because he has been busy pushing the h-pawn, and we should always be alert to our opponent's possibilities. 1 \( \text{xa}5? \) runs into 1...\( \text{xa}5! 2 \text{xa}5 (2 \text{d}3 \text{f}5 3 \text{xf}5 \text{xf}5 4 \text{xa}5 \text{f}3 5 \text{f}1 \text{xe}3) 2...\text{xe}3!, \) when Black threatens 3...\( \text{xe}3+=, \) and 3 \( \text{h}1 \) fails to 3...\( \text{e}4+ 4 \text{g}1 \text{c}2. \) However, White's positional superiority is such that his advantage can be converted through fairly simple means. Consequently White played 1 \( \text{b}4! \) axb4 2 axb4 \( \text{xa}1 3 \text{xa}1 \text{b}6 4 \text{d}4! \) and was well on his way to victory thanks to the weak pawns on b5 and c7 (and even h3). For example
4...\textsubscript{xd}4 5 \textsubscript{xd}4 \textsubscript{d}7 6 \textsubscript{c}3 \textsubscript{e}8 meets with 7 \textsubscript{a}7. Black tried 4...\textsubscript{e}4 5 \textsubscript{xb}6 \textsubscript{xb}6 6 \textsubscript{a}8 \textsubscript{g}4? but had to resign after 7 \textsubscript{d}4!, although 6...\textsubscript{f}8/6...\textsubscript{f}8 7 \textsubscript{b}8 would only have postponed the inevitable.

Points: Nothing, of course, for 1 \textsubscript{xa}5, but award yourself two points if you saw what was wrong with it before turning to 1 b4. Then, after the subsequent captures, take three points for 4 \textsubscript{d}4 and three more for concentrating on the c7-pawn (as far as 7 \textsubscript{a}7) should Black play 4...\textsubscript{xd}4. In the game continuation 6 \textsubscript{a}8 is worth a point, as is the main idea behind it, namely 7 \textsubscript{d}4.

Puzzle 9: 1...\textsubscript{h}4? loses immediately to 2 \textsubscript{h}4 \textsubscript{h}4 3 \textsubscript{f}6+ etc. But the bishop does have a leading role to play in this drama: 1...\textsubscript{f}8! not only offered additional protection to g7 and h6 but teamed up with the bishop and knight to attack the a3-pawn and – equally important – the dark squares. After 2 a4 \textsubscript{a}3 the presence of the cheeky knight was a major inconvenience, particularly in view of Black’s total control of the desired entry square, e2. For example 3 h5 \textsubscript{c}2! 4 \textsubscript{xa}3 \textsubscript{xa}3 5 \textsubscript{g}3 \textsubscript{h}8 6 \textsubscript{xc}2 \textsubscript{xc}2 sees Black’s attack gain more than enough momentum – even the ‘try’ 7 \textsubscript{a}3 (intending to meet 7...\textsubscript{xa}3 with 8 \textsubscript{x}f7) runs into the ruthless 7...\textsubscript{xe}2! and White’s major pieces are beginning to look out of place. The game went 3 \textsubscript{xa}3 \textsubscript{xa}3 4 \textsubscript{g}3 h5 5 \textsubscript{c}2! \textsubscript{b}2! 6 \textsubscript{a}2 \textsubscript{c}1! with a clear advantage to Black. White’s attack has practically come to a standstill whereas Black’s rooks and bishops dominate.

Points: 1...\textsubscript{f}8, which illustrates the power and versatility of the queen, collects six points. I’ll trust you to take an appropriate share of the remaining four points depending on how much else you found.

Puzzle 10: White cannot afford to sit and wait, particularly in view of the non-existent queenside expansion. In fact he struck with the unexpected 1 \textsubscript{f}4! \textsubscript{xf}4 2 \textsubscript{g}4! when, for the price of a pawn, White can look forward to occupying the f5-square with a piece. The problem for Black here is that \textsubscript{f}5 is a genuine ‘hole’ whereas White can always threaten Black’s knight with g2-g3. Black can try 2...\textsubscript{f}5!? but 3 exf5 \textsubscript{xf}5 4 \textsubscript{xf}5 \textsubscript{xf}5 5 \textsubscript{c}3 \textsubscript{f}7 6 \textsubscript{e}4 preserves White with another excellent outpost, and 6...\textsubscript{c}5 7 \textsubscript{xc}5 dxc5 8 \textsubscript{g}4 maintains White’s compensation in the shape of Black’s rather exposed kingside. After 2...\textsubscript{c}5 3 \textsubscript{c}3 \textsubscript{f}6 White did indeed seek to evict the intruder with 4 g3, the point being that 4...\textsubscript{h}3? 5 \textsubscript{h}3 \textsubscript{h}3 6 g4 traps the bishop, while 4...\textsubscript{f}3 5 \textsubscript{d}2 followed by \textsubscript{f}3 and \textsubscript{ad}1 once again troubles the knight. Black should have settled for this rather than ambitiously ignore the attack, for after 4...\textsubscript{e}8?! 5 \textsubscript{xe}8 \textsubscript{xe}8 6 \textsubscript{xf}4 \textsubscript{xf}4 7 \textsubscript{f}5 \textsubscript{xe}4 8 \textsubscript{e}2 \textsubscript{wd}7 9 \textsubscript{h}6+! \textsubscript{g}7 10 \textsubscript{xe}4 \textsubscript{xe}6 11 \textsubscript{xe}xg5!! \textsubscript{xe}xg5 (11...\textsubscript{f}xg5 12 \textsubscript{e}6+) White could have won with 12 \textsubscript{d}3!! \textsubscript{g}8 13 \textsubscript{e}6! \textsubscript{f}7 14 \textsubscript{e}4 \textsubscript{f}8 15 \textsubscript{f}1!! \textsubscript{g}6 16 \textsubscript{xf}4 etc.

Points: Five points for the thematic positional sacrifice, three for including a well timed g2-g3 in your general strategy and two more if you also noticed that \textsubscript{h}3 can result in Black’s bishop being trapped.

Puzzle 11: 1 \textsubscript{f}4 lines up against the king and offers White excellent winning chances after 1...\textsubscript{e}5 2 \textsubscript{xc}6 \textsubscript{xf}4 3 \textsubscript{xd}7 \textsubscript{ad}8 4 \textsubscript{xf}6 \textsubscript{gf}6 5 \textsubscript{f}5. Another, more interesting continuation is 1 \textsubscript{a}4!, which is what happened in the game. This way
White's dark-squared bishop remains in play, the threatened invasion on b6 already pinpointing a weakness in Black's camp. Black puts his hopes in cutting off the communication of the rooks with 1...\(\text{Q}d5\). There followed 2 \(\text{Q}xd5!\) (2 \(\text{Q}xf4 \text{Q}xf4\) 3 \(\text{Q}xd7+ \text{Q}b8\) 4 \(\text{Q}xc6 \text{bxc6}\) is also very good for White) 2...\(\text{exd5}\) 3 \(\text{Q}f4+\) \(\text{Q}d8\) 4 \(\text{Q}b6\) \(\text{Q}e7\) 5 \(\text{Q}xd5+\) \(\text{Q}e6\) 6 \(\text{Q}b6\) \(\text{Q}ad8\) 7 \(\text{Q}c7\) \(\text{Q}e7\) 8 \(\text{Q}xd8+\) \(\text{Q}xd8\) 9 \(\text{Q}xd7!\) \(\text{Q}xd7\) 10 \(\text{Q}xc6!\) \(\text{Q}xd1+\) 11 \(\text{Q}xd1\) \(\text{bxc6}\) and White was winning the pawn ending (try it out).

Points: Eleven for 1 \(\text{Q}a4\) all the way to 7 \(\text{Q}c7\), with another four for delving further and forcing the pawn ending with trades on d7 and c6. Take ten if you opted for the equally effective 1 \(\text{Q}e4\). Relocating with 1 \(\text{Q}e4\) \(\text{Q}d5\) 2 \(\text{c}c5\) b6 3 \(\text{Q}a3\) clamps down on d6 but gives Black time to bring a rook to the d-file and, given that White is a pawn down, this deserves no points.

**Puzzle 12:** 1...\(\text{d}5!\). Black does have a nice set of pawns but there comes a time when they must be utilised, and the only way of actually exploiting White's imperfect cluster is by creating a stand-off in the centre. Black's choice is preferable to 1...\(\text{c}5\), which looks good but fails to exert any pressure since \(\text{d}4\) is well supported. Now White is reminded of his weaknesses. 2 \(\text{cxd5} \text{exd5}\) presents Black with a target on \(\text{e}3\), while coming to the aid of \(\text{c}4\) with 2 \(\text{Q}f2 \text{Q}d6\) 3 \(\text{Q}e2\) (3 \(\text{c}5 \text{bxc5} 4 \text{dxc5} \text{Q}b7\) does not help in view of 3...\(\text{Q}d7!\) followed by \(\text{Q}a4\) etc. Consequently, faced with inevitable passivity White decided to give his bishop some breathing space with 2 \(\text{cxe4}\), when 2...\(\text{fxe4} 3 \text{fxe4} \text{dxe4} 4 \text{Qxe4} \text{Qd6}\) instigated a mass regrouping of the major pieces. After 5 \(\text{Q}f2 \text{Q}e7!\) (5...\(\text{Q}g7?\) 6 \(\text{Q}xg6\) \(\text{hxg6}\) 7 \(\text{Q}xg6+\) \(\text{Q}h8\) 8 \(\text{Q}f3\) \(\text{Q}e7\) 9 \(\text{Q}g3!\) [threatening 10 \(\text{Q}h5+\) \(\text{Q}h7\) 11 \(\text{Q}e5+\)] 9...\(\text{e}5\) 10 \(\text{fxe}5\) 6 \(\text{Q}h1\) \(\text{Qg7}\) 7 \(\text{Q}e1\) \(\text{Qf}5!\) 8 \(\text{Q}xf5\) (forced to prevent ...\(\text{Q}g7-h5\)) 8...\(\text{Q}xf5\) White's sorry-looking pawns on \(\text{c}4\) (Black threatens 9...\(\text{Q}c6+\)) and \(\text{f}4\) were far more serious than the \(\text{e}6\)-pawn. The game continued 9 \(\text{Q}g1\) \(\text{Q}c6\) 10 \(\text{Q}d3\) \(\text{Q}h8\) (setting up ...\(\text{g}6-g5\)) 11 \(\text{h}4\) \(\text{h}5\) 12 \(\text{h}2\) \(\text{h}f5\) 13 \(\text{Q}h2\) \(\text{Q}d6!\) 14 \(\text{Q}e3\) \(\text{Q}d8\) 15 \(\text{Q}xe6\) \(\text{Q}xh4\) 16 \(\text{Q}e3\) \(\text{Q}h5\) and Black was well on the way to victory.

Points: 1...\(\text{c}5\), 1...\(\text{Q}d6\) and 1...\(\text{Q}a3\) all come to mind but are inadequate, so points will be awarded only for the energetic and appropriate 1...\(\text{d}5\). There are several factors to take into account here. First we need to appreciate that 2 \(\text{cxd5}\) \(\text{exd5}\) puts the backward \(\text{c}3\)-pawn in the firing line – take two points for this, and another point if you intended to later exploit the \(\text{c}4\)-square. Take four points for the ...\(\text{Q}d7\)-a4 idea against 2 \(\text{Q}f2\)(-e2). Being sufficiently open-minded to take twice after 2 \(\text{e}4\) and subsequently focus on the new weakness on \(\text{f}4\) nets you four points, as does avoiding the hasty 5...\(\text{Q}g7?\) in favour of 5...\(\text{Q}e7\). We joined the game with three enemy major pieces on the g-file, something that should have sent out warning signals...

**Puzzle 13:** First let us see whether the \(\text{a}5\)-pawn is really under threat. 1...\(\text{Q}c6\) challenges White to allow an invasion on a2... 2 \(\text{Q}xa5!\) and now 2...\(\text{Q}a8\) 3 \(\text{Q}xc7\) \(\text{Q}xa2\) 4 \(\text{Q}xd8\) \(\text{Q}xd8\) 5 \(\text{Q}e7+\) \(\text{Q}f8\) 6 \(\text{Q}xc6\) \(\text{Q}xc6\) 7 \(\text{Q}xg7+\) \(\text{Q}xg7\) 8 \(\text{Q}c3\) and 2...\(\text{Q}xc4\) 3 \(\text{Q}xc4\) \(\text{Q}xb2\) 4 \(\text{Q}e2\) \(\text{Q}e5\) (4...\(\text{Q}xd5\) 5 \(\text{Q}xd5\) \(\text{Q}g7\) 6 \(\text{Q}xc7\) \(\text{Q}xc7\) 7 \(\text{Q}xc7\)) 5 \(\text{Q}xc7\) \(\text{Q}xc7\) 6 \(\text{Q}xc7\) \(\text{Q}xc8\) 7 \(\text{Q}d5\) \(\text{Q}xd5\) 8 \(\text{Q}xc8+\) \(\text{Q}xc8\) 9 \(\text{Q}xd5\) \(\text{Q}xc2\) 10 \(\text{Q}xb7\) \(\text{Q}xa2\) 11 \(\text{e}3\) leave White a pawn up for no compensation. In fact Black did play 1...\(\text{b}6\), when we turn to the purely positional strategy that began with 1...\(\text{Q}d5\): 2 \(\text{Q}f4\) \(\text{Q}c6\) (2...\(\text{Q}h6?\) 3 \(\text{e}3\)) 3
\( \texttt{A}xg7 \texttt{a}xg7 4 \texttt{Wb}2+ \text{ and the f6-square is a major problem for Black, as is the a1-h8 diagonal. Both these points were illustrated in the game after 4...f6 5 g4!, when the \texttt{b}4 6 g5 \texttt{b}xd5 7 cxd5.} \)

Now we see why the rook is often well placed on c1. The d5-square can be such a powerful outpost (typically for a knight) that Black trades on d5, when cxd5 releases the rook. In this case the c7-pawn is particularly weak because ...c7-c6 is no longer an option (thanks to the attack on the a5-pawn that induced ...b7-b6).

After 7...\texttt{b}c8 8 e4! White dominated the game on both wings and in the centre. An example of how Black might be overrun is 8...\texttt{b}b5 9 \texttt{c}f2 \texttt{f}8 10 \texttt{c}c2 \texttt{f}7 11 a4 \texttt{d}d7 (11...\texttt{a}a6 12 h4, and \texttt{h}3 is coming) 12 c5! dxe5 13 fxe5. Black played 8...c6 but 9 dxc6 \texttt{b}xc6 10 gxf6+ \texttt{f}7 (10...\texttt{w}xf6? 11 \texttt{w}xf6+ \texttt{b}xf6 12 e5+) 11 e5 \texttt{b}c1 12 \texttt{b}b1 dxe5 13 fxe5 proved decisive.

Points: In the case of the tricky 1...\texttt{c}c6, take four points for dealing with 2...\texttt{d}xc4 and three more for emerging with a lead against 2...\texttt{a}a8. Capablanca’s textbook plan of attacking down the a1-h8 diagonal with the key advance of the g-pawn is worth five points, while an appreciation of the importance of the c-file nets another three.

**Puzzle 14:** First let us investigate 2...\texttt{f}xe4, which keeps the knight on f6 in order not to surrender the d5-square. With this in mind White’s next is not difficult to find: 3 \texttt{g}5 (3 \texttt{c}c4 \texttt{e}7 4 \texttt{g}5 transposes to 3...\texttt{c}c4 4 \texttt{c}c4, below, after 4...\texttt{d}c7). Then 3...d5 hopes for an alleviation of pressure via simplification, but after 4 \texttt{xf}6 White can look forward to an advantage, as the following variations demonstrate: 4...\texttt{xf}6 5 \texttt{xd}5 \texttt{xd}5 6 \texttt{d}xe5 \texttt{b}xe8 7 \texttt{c}4! \texttt{h}8 8 e7! \texttt{xe}7 (8...\texttt{f}7 9 \texttt{b}5) 9 \texttt{b}5 is a good illustration of the strong e-pawn, as is 4...\texttt{xf}6 5 \texttt{xa}6! bxa6 6 e7! \texttt{d}7 (6...\texttt{x}e6? 7 \texttt{x}d5+) 7 \texttt{x}d5+ \texttt{x}d5 8 \texttt{d}x5 etc. Finally 4...\texttt{xf}6 5 \texttt{xa}6! bxa6 6 \texttt{d}xd5 again comes to the aid of the e6-pawn thanks to the fork on c7 after 6...\texttt{xe}6.

Black’s best is 3...\texttt{d}c7, when 4 \texttt{d}xe4 d5! (4...\texttt{d}c8?! 5 \texttt{b}5!, or 4...\texttt{xe}6?! 5 \texttt{c}4) 5 \texttt{xf}6 \texttt{xf}6 6 \texttt{e}5 \texttt{e}7 7 \texttt{c}1 \texttt{g}7 8 \texttt{g}4 is unclear. However, thus far play has
Solutions and Points

revolved around the d5-square, and the e4-pawn is going nowhere, so White should play 4. c4! e7 5. b3 with the desired bind on the light squares. Note that here the attempt to shake White’s grip with 5...b5 meets with 6. d5! cxd5 7. cxd5.

This leaves 2...dxe4, inviting White to occupy the dream outpost with 3. d5!. Of course there is a price (one pawn) for assuming greater control of the light squares, creating an advanced passed pawn and securing the d5-square, but everything has a price. White clearly has good positional compensation for the pawn. On 3...xe8 4. c1! xe6 5. xe6 bxa6 6. c7 xe8 7. c8 8. b4! d7 White retains the lead after 9. a4 (or 9. e6 10. a4), as he does in the event of 4. e8 5. e7 d7 6. xc8 xc8 7. e3 c3 8. b4 a4 9. b3 etc.

In the game (3...e8 4. c1) 4...d5 5. c7 d7 6. c3! threatened 7. f3 f6 8. xc5 dxc5 9. xf6+, and after 6...b6 7. a4! 8 d8 (7...xe4 8. xc4 dxc4 9. c7) White could have put his opponent in trouble with 8. b4! e6 9. b5. A lesser evil is 5...e7 6. c7+ (6...e5?) 6...xe7, although 7. c3 is good for White, whose light-squared bishop remains unchallenged.

Points: In the 2...fxe4 line take six points for 3. c4 and a decent assessment. However, I prefer 3. g5 (White will play this move anyway, whereas xa6 might be needed later) which also tempts Black into 3...d5. Then each of the successful routes to an advantage against Black’s three recaptures on f6 collects two points, while (3...c7) 4. c4 nets three points. As for 2...dxe4, this surrenders the d5-square without a fight and White should have no hesitation in playing 3. d5!, which keeps up the momentum and requires careful defence from Black on the light squares. A general appreciation of White’s compensation earns you six points.

Puzzle 15: White has a choice between two plausible moves. 2. d2 avoids yet more structural weaknesses (...xf3) and comes to the aid of the c4-pawn. Then 2...c2! is excellent for Black, e.g. 3...xe8 xe8 4. c1 d3 5. c3 (5. cxd5 xe2 6. c4 cxc4 7. cxc4 cxb2 8. c4 e7 9. d6+ e6 10. d7 cxd7 11. c7+ e5) 5...e6+ 6. b2 cxc4 7. cxc4 cxc4 8. c4 c2, or 3. c1 cxe1+ 4. cxe1 d3! 5. cxd5 (5. c1 c8 transposes to 3...xe8 above) 5...d8! 6. c4+ c4 7. c4 cxd5 8. c1 (8. f4 c2 9. b3 c3) 8...c1+ 9. c4 c4 (and ...c4). In the game White accepted the temporary sacrifice, when Black traded in one plus – the strong bishop – for another: 2 cxd5 cxf3! 3. cxd5 3. cxe8 (3. xg3 cxe1+ 4. cxe1 c8 5. d1 transposes) 3. cxe8 4. xg3 c8 5. c2 c5 6. c1 c6 7. f4 (7. c1 c8 followed by ...h5xd5 wins for Black, while there is also 7...c4, as in the game) 7...c4! 8. c5 c8 and White’s queen side was finally falling apart. The game ended 9. c3! 10. f3 c3 11. c1 c3 11. c4 12. c3 c4 13. c3 c5 14. d8+ c8 15. d8 c4 16. f5 a3 17. exf6 exc6 0-1.

Points: After 2. d2 c2! take four points for forcing each decisive concession from White – the surrender of the e-file and c4xb5 (divide and conquer!). In the game the transfer of the king to d6 (standard) is worth a point, while each of the c5-c4 and ...h8-h5xd5 ideas collects three points.
Solutions and Points: Test 10

**Puzzle 1:** The c6-square is begging to be occupied: 1 cxe1 dxe1 2 gxf6 2 c2 b6 3 b4! and the journey was nearly over. I was surprised to learn that this was b4's first outing in this position!

Points: Five for the will and subsequent way.

**Puzzle 2:** Black played 1...b5! in order to win control (for the time being, at least) of d5. Now 2 b3 bxc4 3 bxc4 b3 4 c3 a8+! 5 f3 f8 favours Black, while 2 b4 bxc4 3 xc4 d5 4 d5 looks fine for Black, whose f5-pawn is responsible for maintaining a hold of d5. The game went 2 c5 d5 3 f3 f4 4 d3 b4 with chances for both sides.

Points: Four for Black's nice idea. A point for having a string a8+ up your sleeve.

**Puzzle 3:** Black played 1...f5!, challenging White's good bishop. Consequently Black is guaranteed a good game however White responds, but the next few moves are quite instructive: 2 e2 e4! 3 b5 xd3 4 xd3 a5 5 g3 (5 xd5? xd5 6 xa5 e3) 5 c4 c1 a6 and White had achieved less than nothing.

Points: 1...f5 avoids losing a piece and might have been selected for the wrong reasons, so only three points. Take two more if you also intended c4.

**Puzzle 4:** With the centre closed Black's dark-squared bishop runs the risk of being shut out of the game. Consequently 1...h6! is a logical idea here, made possible by the fork on h4 after 2 xh6. The point is that Black stands to make some kind of progress on the dark squares regardless of White's response. 2 f2 might be best, although now Black's bishop is better placed than usual (and White's bishop worse).

In the game 2 d2 x3 3 x3 a5! saw Black make a thematic switch to the queenside, most notably the c5-square. The next dozen or so moves provide a good illustration of play on the dark squares: 4 d3 a6 5 0-0-0 e7 6 c2 d5 7 b1 d7 8 b5 b5 9 cxb5 b8 10 b4 b7 11 h5 0-0-0 12 b3 b6 13 d2 d7 14 c3 f5 and Black had a good game.

Points: Three for 1...h6 and two more for the natural follow-up on the queenside with...a7-a5 in order to bolster the c5-square.

**Puzzle 5:** 'Good positions play themselves' and, with the e5-square being such an attractive post for the knight, we are drawn to 1 e5. In fact this allowed White to maintain his exclusive ownership of the e-file as 1...a8 would then have met with 2 xc8 xc8 3 xc8+ xc8 4 c6!, threatening both 5 e7+ and 5 e4xb4. This is a typical example of an incidental tactic working in tandem with the appreciation of a key weakness (b4).

Points: Five points for spotting the double threat after 4 c6!, but take two consolation points if you would have played 1 e5 anyway.

**Puzzle 6:** 1 e1! targets e5 (from where White can hit b7) and the e5-pawn. After 1...e8 2 d3 d6 White played 3 f2! b6 4 g3, bringing a second piece to attack e5. The game continued 4...f7 5 a4 a5 6 c1! f6 7 b4 d8 (Yusupov gives
Solutions and Points

7...axb4 8 cxb4 Qd4+ 9 Qe3 c6 10 a5 bxa5 11 bxa5 a7 12 Qxe5! Qxe5 13 Qxe5+ Qxe5 14 Qc5+! 8 b5 Qe7 and now, having tied Black down to e5, White switched to the queenside: 9 Qf2! (9 c4 e5! 10 bxc6 Qxc6) 9...Qb8 10 c4 c5, going on to win after 11 Qxc5!? bxc5 12 Qxc5 (Yusupov's suggestion of 11 Qxc5! bxc5 12 Qxc5 looks even stronger).

Points: Ten for repositioning both pieces (to d3 and g3).

Puzzle 7: There is a gaping hole on a6, to where White sent his king: 1 Qd3! Qf8 (1...Qc5+ 2 Qxc5 bxc5 3 Qc4 and the a5-pawn is doomed) 2 h3 (unfortunately for Black his king — for the moment defending the bishop — is too slow to keep its opposite number out of a6, giving White time to fine-tune his position) 2...Qg6 3 Qc3 Qf6 4 Qc4! Qd7 5 Qb5 Qc7 6 Qa6 and the threat of Qb5+ proved decisive.

Points: Seven for the king march and two more if you noticed that the b6-pawn cannot survive. Take another for 1...Qc5+ 2 Qxc5 etc.

Puzzle 8: 1 Qb1! unleashed the queen and rook and prepared to come to d2 in order to support the e4-pawn and introduce the possibility of Qc4, perhaps followed by a timely Qa5. Meanwhile the removal of a set of bishops and knights on c4 would leave White with a good knight against a bad bishop, not forgetting the long-term weaknesses on c6 and a7. Not surprisingly Black sought to react aggressively on the kingside with 1...f5, but 2 Qbd2 fxe4 3 Qxe4 Qd5 4 Qfd2 cemented White’s grip on e4 and resulted in an additional isolated pawn.

Points: Six for relocating via b1, two for the plan of Qc4-a5 and two more if you considered — and subsequently addressed — the knee-jerk ...f7-f5.

Puzzle 9: During the opening phase Black — in particular — should be careful not to waste time. In this case the luxury of ...Q(g8)e7-g6 backfired because White made a small but significant structural alteration. After 1 Qxc6! either recapture will be to White’s favour. 1...dxc6 2 Qxd8+ Qxd8 3 0-0-0+ not only leaves Black’s king stuck in the centre but spells trouble for the defender on the dark squares, with the hole on b6 being especially inviting for either a knight or bishop (or c5 after ...b7-b5). Consequently Black played 1...bxc6, when 2 Qd6! saw White occupy a square right in the heart of enemy territory. There followed 2...Qxd6 3 Qxd6 Qe7 4 0-0-0 Qxd6 5 Qxd6 Qe7 6 Qhd1 Qa7 7 g3 and Black was passive and quite cramped. Ironically he sought to evict the rook with the very piece on which he had spent extra time: 7...f6 8 f4 Qd8 9 Qa4! Qh8 10 c4 Qf7. Not surprisingly White was not interested in relinquishing his hold over d6, playing the impressive 11 c5! emphasising the bind, e.g. 11...Qxd6 12 cxd6+ Qf7 13 Qc5 a5 14 b3! and Black is in a world of his own.

Points: Taking control of d6 is worth seven points, and following up with a4 at some point, freeing the c-pawn and monitoring b6 and c5, earns you another two. Take a point for feeling very confident of White’s chances after 1...dxc6.

Puzzle 10: 1...Qe6! vacates the e7-square for the knight at the cost of the exchange, but this involves White parting with his good bishop. After 2 a4 Qe7 3 Qxe6 fxe6 4 Qf1 Qd5 5 Qf3 a3 White returned the favour with 6 Qxd3 cxd3 7 Qxd3, but 7...b4! 8 cxb4 axb4 gave Black compensation for the pawn (in fact the ineffectual
d4-pawn is the extra one) in the form of the wonderful knight. The bishop, on the other hand, is quite poor.

Points: Ten for the positional sacrifice, the vastly improved knight and new-found control of the light squares revitalising Black’s game.

**Puzzle 11:** Perhaps 1...b4 is the most obvious move, following up 2 0a4 with 2...d5, when 3 e5 0e4 is progress for Black. 2 0c2 is preferable, preparing to lodge the knight on d4. Another natural-looking move is 1...d5, although 2 e5 0d7 3 0h3 gives White a definite edge. Black’s queenside space is more than cancelled out by White’s on the other flank, and if White can bolster the d4-square Black’s bishop could struggle.

A closer look at the diagram position reveals that White might be lacking in support on the dark squares, which brings us to 1...e5! Then 2 f5 b4 3 0a4?! runs into 3...0c6!, when 4 0c5? (or 4 0b6?) loses to 4...0g4. In the game 2 fxe5 0xe5 introduced the threats of 3...0xh2+! 4 0xh2 0g4+ and 3...b4, undermining the defence of the e4-pawn. 3 0ae1 0g4! 4 0f4 0xf4 5 0xf4 0e5 left Black with a majestic knight, which was soon accompanied by rooks on c8 and e8.

Points: 1...e5 with the general intention of securing good play on the dark squares earns you six points. Then 2 f5 b4 3 0a4? 0c6! (two points), the subsequent 4 0c5/b6 0g4 (one point) and 3 0xe2 0e6 and 4...d5 (one point) are important, and enough to lead White to 2 fxe5. Take two points if 3...0xh2+ (a not uncommon theme) was part of your reckoning, one for 3...b4 and a final two for 3...0g4!, which soon bolts the knight onto e5. Award yourself four consolation points for 1...b4.

**Puzzle 12:** The game went 1...b5! 2 0xe1 0c4 3 0e2 and now Black voluntarily lifted the blockade with 3...0b6!, the point being that after White’s desired 4 0c7 0e6 Black’s knight was ready to continue its journey with ...0d5, forking rook and bishop. Now 5 0xc8 0xc8 6 0xc8+ 0xc8 gives Black control of the only open file – and in an area of the board where he has the pawn majority, but 5 0g5 0d5! 6 0c5 h6 7 0h4 b4! 8 0b2 0c3 was even worse, the incursion made possible thanks to the deadly check on e2 should White be foolish enough to take on b4. There followed 9 0xc8 0xc8 10 0h1 0h7! (now the knight can move without 0xc8 being accompanied with the inconvenience of a check) 11 0a1 (this time 11 0xb4?? runs into 11...0xa2) 11...a5 and Black had made considerable progress, although White furthered his opponent’s cause with 12 0xb3?! inviting 12...0xb3 13 axb3 g5 14 0g3 a4! etc.

Points: Take five points for the logical 1...b5 as a means of cementing a grip on c4, and three more for then lifting the blockade with 3...0b6. The multi-trade of rooks on c8 favours Black, an assessment worth three points, while Kramnik’s 7...b4! (including the subsequent forks on e2 and a2) earns the final four points.

**Puzzle 13:** After 1 0xg7 Black’s best minor piece survives to defend the c5-square and the dark squares. On the other hand removing the bishop secures c5 and leaves Black with the poor, distant knight. Thus 1 0xg6 0xg6 2 b5! immediately forces Black to make a difficult decision regarding c6. For example 2...0xc8 3 0xc6 leads
Solutions and Points

to a clear advantage to White: 3...\textit{xc}6 4 \textit{xc}6 bx\textit{c}6 (4...\textit{xc}6 5 \textit{b}5 \textit{d}8 6 \textit{xc}6 bx\textit{c}6 7 \textit{b}7) 5 \textit{a}6!, or 3...bx\textit{c}6 4 \textit{b}7. Consequently there followed 2...ex\textit{b}5 3 \textit{xb}5 \textit{e}6 (3...\textit{e}7 4 \textit{c}5 \textit{d}8 5 \textit{c}3, or 3...\textit{b}6 4 \textit{c}6 \textit{d}7 [4...\textit{d}8 5 \textit{c}3] 5 \textit{xb}6!) 4 \textit{c}3! (more accurate than 4 \textit{xb}7?! \textit{eb}8 5 \textit{c}6 \textit{xc}6 6 \textit{xb}8+ \textit{xb}8 7 \textit{xc}6 \textit{b}1+). After 4...\textit{ed}8 5 \textit{xb}7 \textit{wa}3 6 \textit{xd}5 \textit{xa}2 7 \textit{db}4 \textit{wa}4 8 \textit{c}6! the party was over for Black.

Points: Let’s start with 1 \textit{xg}7 \textit{xg}7 2 b5, which looks reasonable. Then 2...\textit{xc}8 3 bx\textit{c}6 \textit{xc}6 4 \textit{xc}6 bx\textit{c}6 5 \textit{a}6 and 2...ex\textit{b}5 3 \textit{xb}5 are good for White, although 2...\textit{wa}5 3 \textit{c}5 \textit{xc}5 4 \textit{xc}5 \textit{xa}2 is not so clear. Nevertheless, this line at least represents the relevant idea and therefore collects six points (but only two for those of you who asked the GM!). Back to the game, 1 \textit{xd}6 and 2 b5 is the starting point of our analysis. Take four points for giving 2...\textit{ec}8 adequate attention and deciding that White maintains an initiative by taking on c6, two points for each of 5 \textit{wa}6 and 4...\textit{xc}6 5 \textit{b}5, with one more if you saw that 5...\textit{xb}5 loses a pawn. After 2...ex\textit{b}5 3 \textit{xb}5 it was necessary to look at 3...\textit{b}6, so there are three points for 5 \textit{xb}6!. Finally, Capablanca’s tidy 4 \textit{c}3! bags three points.

Puzzle 14: 1 \textit{d}5! begins the first phase of regrouping the knights with a view to attacking on the queenside. Black earns himself a fresh weakness with 1...\textit{xd}5 because 2 cx\textit{d}5 targets the pinned e6-pawn, guaranteeing White a clear advantage, e.g. 2...\textit{f}5 3 dx\textit{e}6 fx\textit{e}6 4 \textit{xd}8+ \textit{xd}8 5 \textit{f}1! (or 5 \textit{h}3) and Black has three pawns to defend (White threatens 6 \textit{xe}6), or 2...\textit{f}6 3 dx\textit{e}6 fx\textit{e}6 4 \textit{d}2, when White can entertain doubling rooks on either of the centre files (4...\textit{b}7 5 \textit{xe}8+ \textit{xe}8 6 \textit{a}4 does not help Black).

After 1...\textit{f}8 2 \textit{b}6 \textit{c}7 3 \textit{a}4! we see that the rim is not always a dim spot for a knight, and from a4 the c5-pawn and b6-square can be monitored. Then came 3...\textit{dc}8 4 \textit{c}5!, when the second knight jumped to life, in the process contesting the long diagonal to eliminate a key defender. Should Black now look threatening with his knight with 4...\textit{f}5, then White has the unlikely 5 \textit{b}6! \textit{d}8 6 \textit{a}8!.

An incredible destination for the knight! White wins material.

The game continued 4...\textit{g}2 5 \textit{g}2 (5...\textit{b}7 6 \textit{b}6 \textit{e}7 7 \textit{d}2 \textit{h}6 8 \textit{ed}1...
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and Black is running out of moves) 6  \( \mathcal{Q}d3 \) with a clear advantage to White.

Points: Satisfaction with a third target in the shape of the isolated e6-pawn after 1...
\( \mathcal{A}xd5 \) 2 exd5 and so on nets three points, with one more for 5 \( \mathcal{A}f1/\mathcal{A}h3 \). The journey to a4 is worth five points and trading bishops with 4  \( \mathcal{Q}e5 \) receives two, while the intention to exert further pressure on the c5-pawn by then dropping back to d3 earns another point. Finally, the eagle-eyed who investigated Black’s 4...
\( \mathcal{A}f5 \) and found 6  \( \mathcal{Q}a8! \) collect three more points.

Puzzle 15: Thanks to the positioning of White’s queen a good start is 1 b5! since a capture with the c-pawn walks into a deadly discovered check, e.g. 1...
\( \text{cxb5?} \) 2 h6+ \( \mathcal{R}f8 \) 3 c6+. However, after 1...
\( \text{axb5} \) White elected to close the kingside completely with 2 h6+ \( \mathcal{R}f8 \) 3 axb5, replying to 3...
\( \mathcal{A}e7 \) with 4 b6! \( \mathcal{W}b8 \) and a switch to the a-file: 5 \( \mathcal{A}a1 \) \( \mathcal{A}c8 \) (5...
\( \mathcal{W}a8 \) 6 \( \mathcal{W}c3 \) ) 6 \( \mathcal{W}b4 \) \( \mathcal{H}d8 \) 7 \( \mathcal{A}a7 \) \( \mathcal{R}f8 \) 8 \( \mathcal{A}h1 \) \( \mathcal{A}e8 \) 9 \( \mathcal{A}a1 \) \( \mathcal{G}g8 \) 10 \( \mathcal{A}a4 \) \( \mathcal{R}f8 \) 11 \( \mathcal{W}a3 \) \( \mathcal{A}g8 \) and now, after biding his time with 12 \( \mathcal{A}g3 \) \( \mathcal{A}d7 \) 13 \( \mathcal{H}h4 \) \( \mathcal{A}h8 \) 14 \( \mathcal{W}a1 \) \( \mathcal{G}g8 \) 15 \( \mathcal{A}g3 \) \( \mathcal{R}f8 \) 16 \( \mathcal{G}2! \) (releasing the knight by ruling out...
\( \mathcal{A}xg5 \) ) 16...
\( \mathcal{A}e8 \), White finally sent his knight on the march to victory, 17 \( \mathcal{Q}d2 \) heading for a5. There followed 17...
\( \mathcal{A}d7 \) 18 \( \mathcal{Q}b3 \) \( \mathcal{A}e8 \) (18...
\( \mathcal{A}e8 \) 19 \( \mathcal{A}a5 \) \( \mathcal{A}d7 \) 20 \( \text{xb7!} \) \( \mathcal{X}b7 \) 21 \( \mathcal{A}a8 \) ) 19 \( \mathcal{A}a5 \) \( \mathcal{D}d8 \) 20 \( \mathcal{A}a6! \) (an inevitable breakthrough) 20...
\( \text{bxa6} \) 21 \( \mathcal{X}d8 \) \( \mathcal{G}e7 \) (21...
\( \mathcal{G}g8 \) 22 \( \mathcal{Q}b3 \) changes nothing) 22 \( \mathcal{X}d8+! \) \( \mathcal{X}d8 \) 23 \( \text{cxc6} \) 1-0.

Points: The impressive b6-c5-d4-e3-f4-g5-h6 ‘V’ formation in the game gives White a free hand on the a-file. Take seven points for this stage of the plan and three for sensibly placing your queen behind the rooks. The transfer of the knight to a5 is worth two points, as is the crowning breakthrough idea of \( \mathcal{A}6 \). The final point is for noticing that making room for...
\( \mathcal{A}c8 \) — to defend b7 — loses the queen to \( \mathcal{A}a8 \).
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Published in the UK by Everyman Publishers plc
Distributed in the US by the Globe Pequot Press

ISBN 1-85744-264-4
£14.99 $19.95