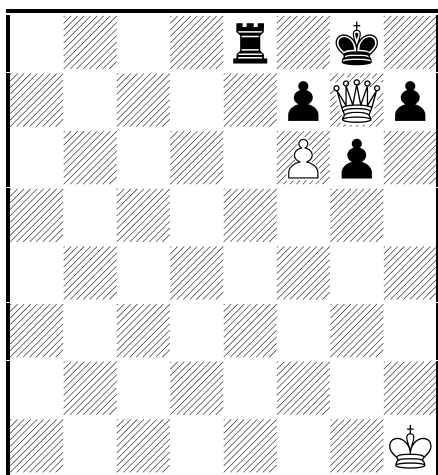


Miguel Illescas:

Lolli's mate

Knowledge of the basic mate structures is essential to improve your play. This article is intended to help players in the range 1600-2200 elo rating.

The mate that we introduce in this article is one of the most useful to learn, as it can be executed with a minimum amount of material and conditions.

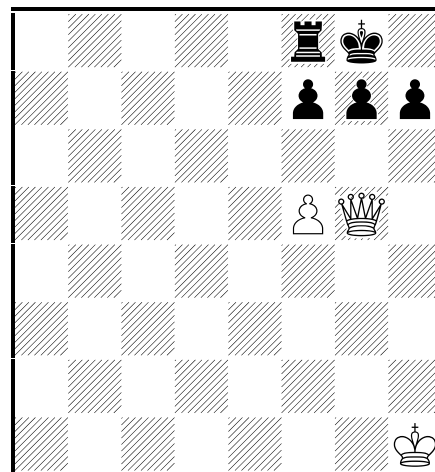


Basic position of Lolli's mate

The queen of the strong side moves in front of the enemy king and delivers mate supported by a simple pawn. The queen, with her enormous offensive power, controls all the possible escape squares. This suffocating hug is an elaborated version of the "kiss of death", a typical end-of-game mating procedure featuring the queen in front of the enemy king supported by the king.

Based on Internet references, the following diagram appeared for the first time in the Lolli treaty, published in 1763. Giambattista Lolli was an Italian chess player who stood out during his time for his contributions to opening theory, although his work also deals with one hundred endgame positions. In several sources his name is associated with this mate.

White to play can force mate with a typical procedure that should be remembered.



1.f6! g6

The pawn has to advance to prevent mate.

2.Dh6

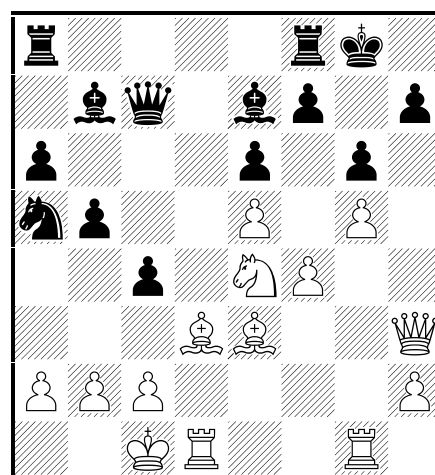
The queen insists with his mortal intention, and in this example mate is now unstoppable.

2...Te8 3.Dg7 mate.

In tournament play the variations of this mate usually come about in more complex forms, for example the game that follows.

Pirisi G. : Van Wely L.

The Netherlands 1988



When he was young, the strong Dutch GM Loek Van Wely learned a valuable lesson in the following game.

19.Sf6! Lf6 20.gf6!

The pawn occupies the key square, at the same time opening the g-file.

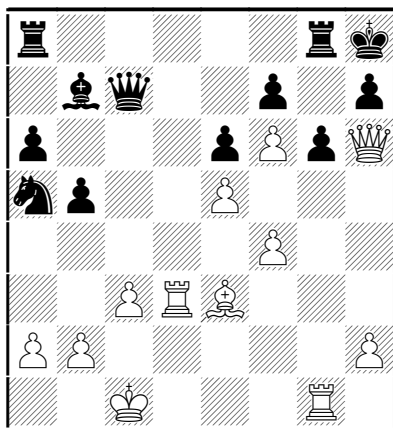
20...cd3 21.Td3 Tfc8 22.c3

Due to the threats on 'c2', White has been forced to make a couple of defensive moves on the queenside. Now the action is again on Black's castled king. The threat Dh6 doesn't leave many alternatives and the extra piece won't help Black much.

22...Kh8

Also losing are both 22...h5 23.Dh5 and 22...Kf8 23.Dh7. Van Wely finishes the game off nicely.

23.Dh6 Tg8



24.Lb6! Db6

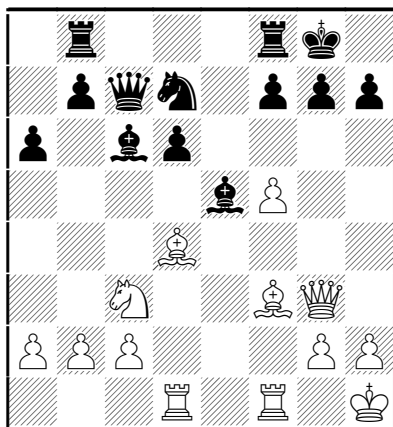
White elegantly clears the third rank for the decisive action of the rook. Checkmate comes after a brilliant queen sacrifice.

25.Dh7! Kh7 26.Th3 mate

In the next game White maneuvers fantastically and achieves a winning position. But then he tries to finish the game in the same way as in our previous example, without paying attention to the fact that his opponent can take advantage of a defensive option.

Kluss C. : Janssen L.

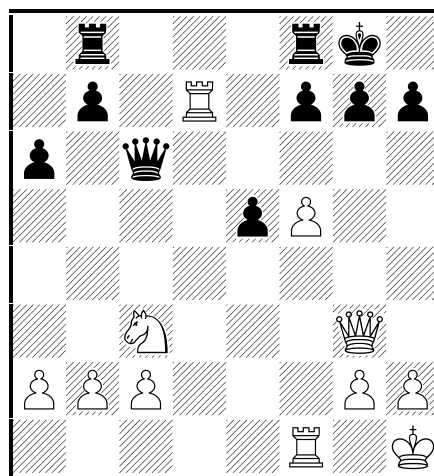
Frankfurt/Oder 1977



19.Le5 de5 20.Lc6 Dc6

White starts off by exchanging a couple of pieces to clarify the panorama. Then he follows up with an excellent exchange sacrifice that allows him to organize Lolli's mate.

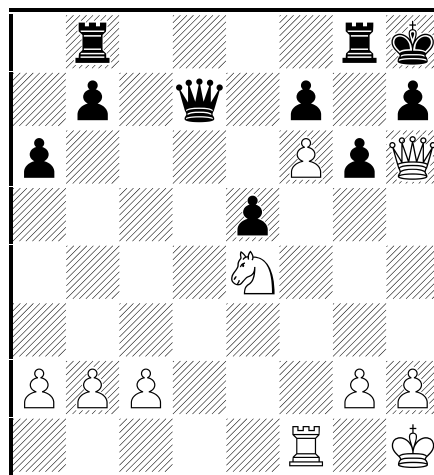
21.Td7!



Eliminating the main defender of the castled king.

21...Dd7 22.f6 g6 23.Dg5 Kh8 24.Dh6 Tg8 25.Se4

White's play has been perfect up to now and his opponent has been forced to defend with unique moves. However, the threat to move the knight to g5 seems decisive. Black can't find anything better than attack the enemy rook, but that only postpones the outcome.

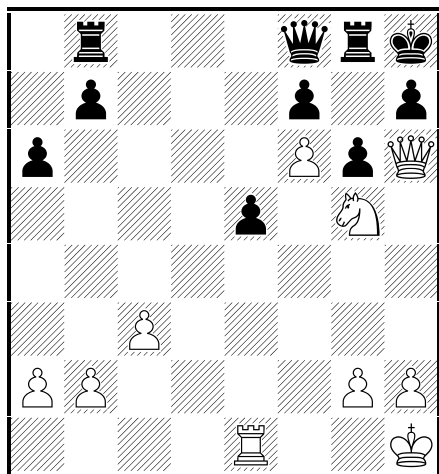


25...Db5 26.Tf3?

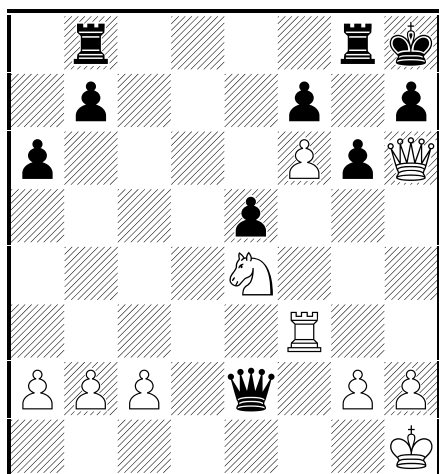
Going for the mate with 27.Dh7!, but as we shall see Black can defend effectively against this threat. Slightly better would have been 26.Tg1 although in this case after 26...g5! 27.Sg5 Tg5 28.Dg5 Tg8 Black – although still in an inferior position – would keep some hopes of saving the game.

The best move was 26.Te1! as after 26...g5 27.Sg5 Tg5 28.Dg5 Tg8 29.De5 White would obtain a decisive advantage.

Maybe White was worried about 26.Te1! Db4, but in this case he has the fantastic variation 27.c3 Df8 28.Sg5!., winning.



In the game Black found an elegant defense.
26...De2!

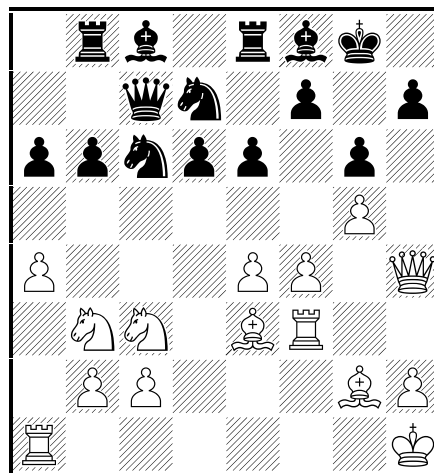


27.Dh7 Kh7 28.Th3 Dh5! 29.Sg5

And White has nothing better than force a draw by repetition with knight checks.

In the following example White's attack seems very threatening but we shall see how Black defends accurately and with cold blood.

Petrosian T. : Vaibhav S.
India 2011



19...Lg7

Black isn't afraid of 20.Th3 due to 20...Sf8.

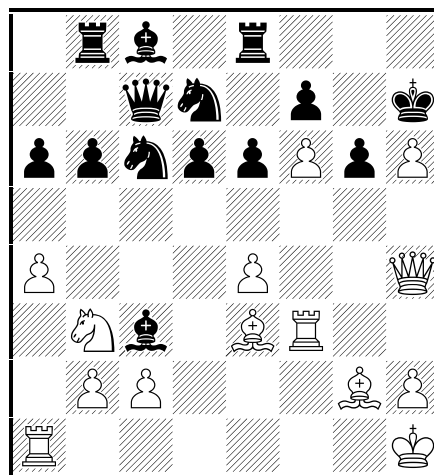
20.f5 Lc3!

An exchange that may seem surprising but Black has already foreseen the details of his defensive plan. In the case of 20...Sce5 21.Th3 Sf8 22.f6 Lh8 Black's bishop may up "sandwiched" for the rest of the game.

21.f6

If 21.bc3 ef5 22.ef5 Sce5 23.f6 then 23...h5! would have also been strong.

21...h5! 22.gh6 Kh7

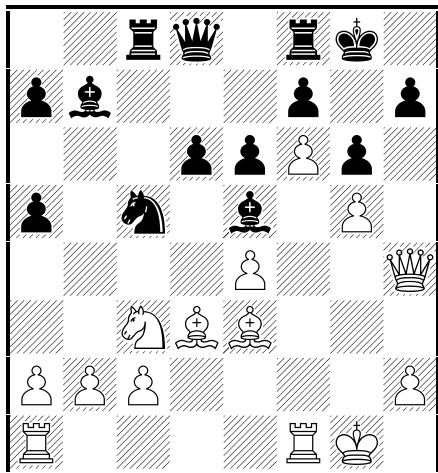


A firm blockade that leaves Black's king completely safe. Play continued:

23.bc3 Sce5 24.Tg3 Dc3 25.Lc5 Da1 26.Sa1 bc5
and from this more or less equal position Black ended up winning a long struggle on move 80.

On some occasions, Lolli's mate can be rejected easily with a typical pawn advance. In the next diagram it's Black's turn and there is only one efficient way to stop White's threat Dh6.

Van den Berg A. : Rajkovic D.
Sweden 1966



18...h5!

If 18...Kh8? 19.Dh6 Tg8 20.Tf3 followed by the mating maneuver that we have already studied.

19.Le2

White prepares the sacrifice of the bishop on h5. Maybe 19.gh6 Kh7 was better, although it's easy to see that the white pawn serves as a shield for the protection of the black king, so White's attack is frozen.

19...Kh7!?

An original idea: Black prepares a trap as soon as he sees his opponent's intentions.

20.Lh5?

White plays innocently; his opponent's last move was clearly suspicious.

20...Th8!

The opening of the rook file will turn against White.

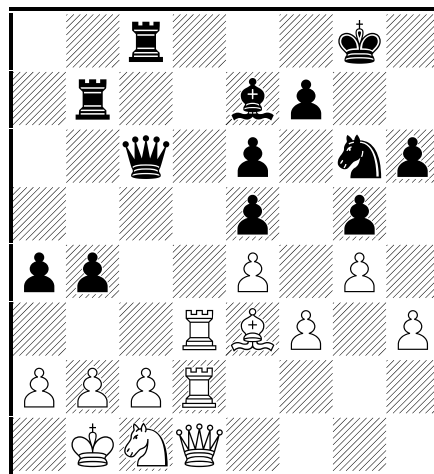
21.Lf3 Kg8

and Black won by attack a few moves later.

To finish the exposition of the main ideas associated to this mate, here is one of my own games. In this game, it's Black, instead of White, who is ready to deliver Lolli's mate, and also White will be mated on the queenside instead of the kingside, much more common. In addition, the battering ram will be the rook pawn, instead of the bishop pawn, which we have used in many of the previous examples.

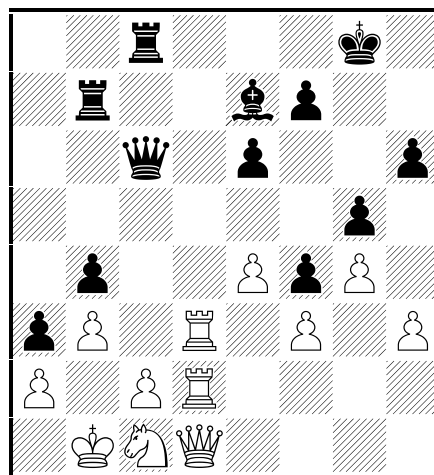
Regardless of the differences that we have mentioned, as we shall see the ideas are quite similar.

Anton D. : Illescas M.
Tenerife 2010



I had reached a very pleasant position playing the black pieces. However, White isn't completely defenseless: his king is reasonably protected, and he controls the open file which allows him to consider some active ideas such as the penetration of the rook on 'd7'. Therefore I decided that the moment for decisive action had arrived.

34...a3! 35.b3 Sf4 36.Lf4 ef4



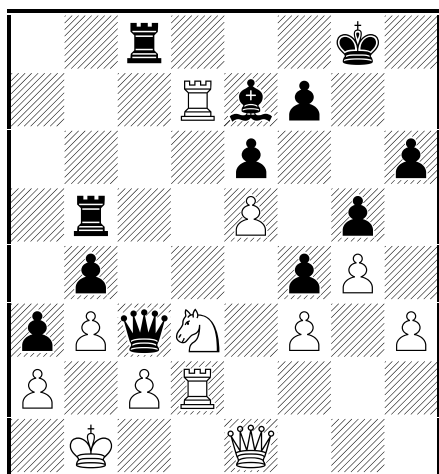
In only three moves the panorama has changed notably. Black is thinking of preparing the bishop-queen battery on the long diagonal, posing unstoppable mating threats.

37.De1

Supporting the blockading move e4-e5.

37...Dc5 38.e5 Tb5 39.Td7?

This counterattacking move will not finish well for White. Passive defense was necessary, for example 39.Te2, although after 39...Lf8 followed by pressure on 'e5', White's defense would be less than easy.
39...Dc3 40.Sd3



40...Te5!

A small combination, based on the tactical theme of overloaded pieces. The knight protects the mate on b2, therefore the white queen must capture on 'e5'.

41.De5

If 41.Dc1 then simply 41...Lf6.

41...Dd2

Now, the 'c2' square needs to be defended. There are too many threats.

42.Tc7 Tc7 43.Dc7 Lf6

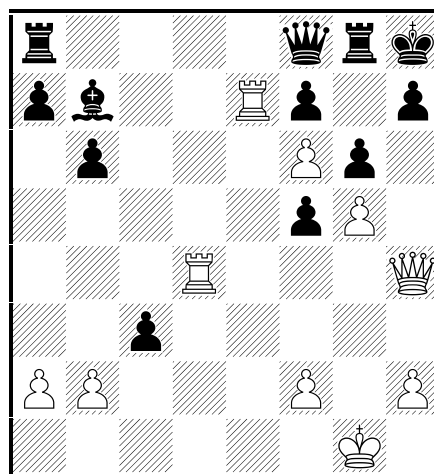
and White decided to resign, as he can't do anything against 44...Dd1 45.Sc1 Lb2.

In this game we have seen that an advanced pawn, as well as being useful for Lolli's mate, can be very strong combined with an attack on the eighth rank, as it deprives the white king of its escape square.

EXERCICES

Johnson C. : Hutchings C.

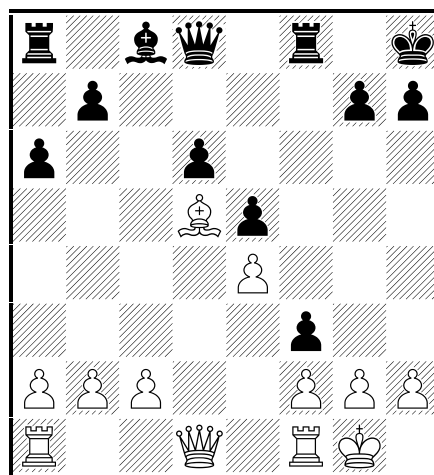
England 1984



In the game Black played 25...c2, omitting completely his opponent's reply. Instead, try and find three defensive ideas that are completely satisfactory.

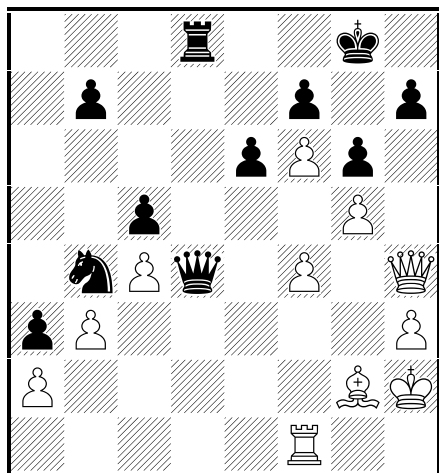
Lanas M. : Angelillo S.

Moron 1992



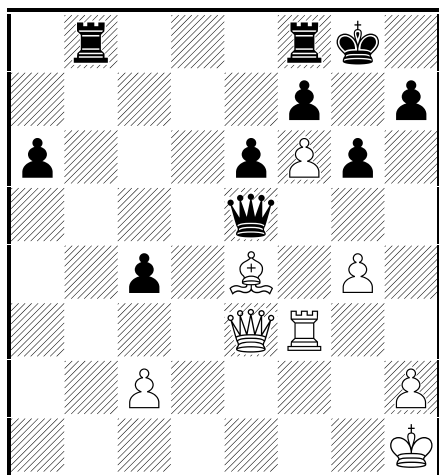
Black has just advanced his pawn to 'f3' and now it's your turn to defend with White. Your job is to choose the lesser of two evils: should we block the kingside with g3? Or should we bring over the rook to the defense with Te1-e3, allowing the destruction of the castled king?

Kagan S. : Pomar A.
 Skopje 1972



White threatens the queen entry to 'h6'. Indicate three possible defenses for Black, and try to distinguish which one is the best and the assessment of the position.

Sluka R. : Michenka J.
 Czech Republic 1995



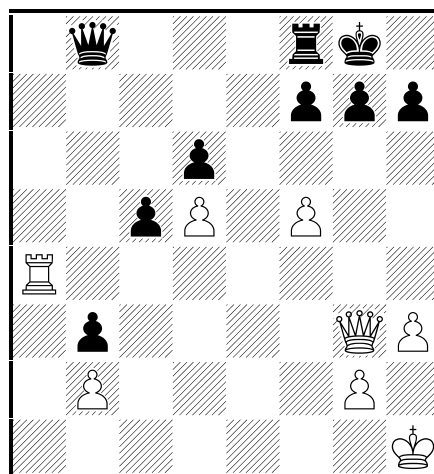
Black has a decisive material advantage, but he must attend immediately to White's threat of bringing his queen to h6. The question is: which is the best defense and what assessment should we make of the position?

Miguel Illescas, 2011 (Illescas 1)
 White to play



White's first two moves are obvious. Try to study the position in depth and establish an assessment, justified with variations.

Miguel Illescas, 2011 (Illescas 2)
 White to play



White to play. Give a full analysis and assessment for each of the following three cases:
 2/1 - The diagram position
 2/2 - Removing the d5 pawn
 2/3 - With d5 but without the b2 pawn.

SOLUTIONS

Johnson C. : Hutchings C.

25...c2??

The most simple move is 25...Le4 blocking the access of the white rook to the h-file. Also good is 25...Lf3 preparing to answer 26.Dh7 Kh7 27.Th4 with the efficient cover 27...Lh5. And lastly we have the standard defense 25...h5 blocking the h-file. Of course, after Black's mistake the game finished quickly after:

26.Dh7! Kh7 27.Th4 Dh6 28.Th6#.

Lanas M. : Angelillo S.

19.g3?

This move loses quickly. Better was 19.Te1 fg2 20.Te3 although Black's position is still preferable.

19...Dd7!

And now there is no defense against the mating machine that Black has just started.

20.Kh1 Dh3 21.Tg1 Tf6! 22.Df1 Dh2! 23.Kh2 Th6 followed by mate.

Kagan S. : Pomar A.

31...h5!

The most stable solution, eliminating permanently White's threat. Both 31...Kh8 and 31...Dd6 are temporary patches, that allow White to continue fighting. The game continued:

32.gh6 Kh7 33.Tf2

To defend the a2 pawn.

33...Sd3

Taking advantage of the centralization of his pieces and the weaknesses of the White pawns, Pomar doesn't take long to achieve a decisive advantage.

34.Tf3 e5 35.Dg3 ef4 36.Dg5 Db2 37.Kg1 Da2 and Black won easily soon after.

Sluka R. : Michenka J.

In the game Black played:

34...Kh8??

34...g5 didn't work because of 35.Lh7! The only way to save the game was 34...Tfd8! as after 35.Dh6 Td1 36.Kg2 Black can continue with an accurate deviation sacrifice 36...Td2! 37.Dd2 and after 37...De4 38.Dh6! Dg4 both players must agree to a draw with 39.Kf2 Dd4 40.Kg2 Dg4. Now we can see the mating maneuver again, supported by an important tactical detail.

35.Dh6 Tg8 36.Dh7! Kh7 37.Th3 Dh5 38.Th5#

The presence of the bishop on 'e4' allows for this beautiful finish.

Illescas 1

1.f6 g6 2.Dg5 Kh8

Black can't be helped by 2...Dd6 3.Td5!; nor by 2...Dd8 3.Tf1

3.Te4!

This is the accurate move, that decides the fight immediately, as Black can't defend against 4.Th4 followed by 5.Dh6. A huge part of the advantage is lost after the immediate 3.Dh6 as after 3...Tg8 4.Te4 Black has 4...g5! 5.Tf1 Tg6. On the other hand, the nice shot 4.Th5 gh5 5.Ld3 has a magnificent counter in 5...Lf5! 6.Lf5 Tg6! 7.Lg6 fg6 8.Te1 Df7 9.d5 Df6 10.dc6 bc6 and Black defends successfully.

Illescas 2/1

In the main diagram White wins after

1.f6! g6 2.Dg5

as if 2...Dd8 3.Ta8! Da8 4.Dh6 and the mate is unstoppable. The same thing happens after 2...Te8 3.Dh6 Te1 4.Kh2 Df8 5.Ta8! followed by mate.

Illescas 2/2

1.f6!

This advance is still very strong, although having removed the white pawn on 'd5' Black has a saving combination. If 1.Tg4 g6 2.fg6 fg6 3.Tg6 hg6 4.Dg6 is a draw.

1...g6 2.Dg5 Te8! 3.Dh6 Te1 4.Kh2 d5! 5.g3 Te2 6.Kh1 Te1 7.Kg2 Tg1!! 8.Kg1 Dg3 9.Kf1 Df3 10.Ke1 Dg3 11.Ke2 Dg2 12.Kd1 Df1 13.Kd2 Df2 14.Kd1

and White has to repeat positions.

Illescas 2/3

1.Tg4!

Having removed the b2 pawn 1.f6? no longer works because of 1...g6 2.Dg5 Dd8 3.Ta8 Da8 4.Dh6 Da1! 5.Kh2 Df6.

1...b2

The position is equal after 1...Kh8 2.Tg7 Tg8 3.Tg8 Dg8 4.Db3.

2.Tg7 Kh8 3.Th7! Kh7 4.Dh4

with a draw by move repetition.

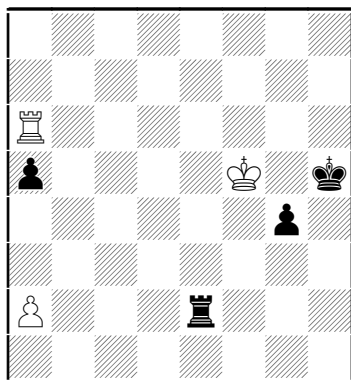
Jovan Petronic:

King + Rook + ag/bh vs King + Rook

Rook endgames are very important to study from time to time, and best when structured by a criteria. Why?

The main reason is that Rook endgames happen pretty much often, and increase in occurrence when reaching higher levels of expertise and playing stronger opposition. Some Rook endgames are easier to manage than others. Some Rook endgames can be memorized and reproduced with perfection. Other Rook endgames need best to be understood, to be played with practical success. This brief Survey will feature a collection of such Rook endgames, arising from 2 vs 0 (AG/BH) played games. Games source: ChessBase Mega Database 2012.

Damljanovic B. : Pikula D
Serbia & Montenegro 2006



This game fragment featured is the decisive play-off game for the 2006 Serbia & Montenegro (a last before the splitting into two countries) Chess Champion title, played between two Serbian Grand Masters, Branko Damljanovic (1961) and Dejan Pikula, both well known for their fighting spirit. White

needed a draw or a win for the title, but ended up with a losing Rook endgame, in which he performed a miraculous save, with of course a lot of help from his 8-years younger GM colleague.

67...Tf2!

Black could have opted for the straightforward a2. However, this would not be a sign of a chess player's endgame expertise. Why? The Chess Expert will always seriously consider and more often than not, play an intermediate check which would place the defender's King one line further of the centre of action. A sample winning line for Black, without the intermediate check would go as follows: 67...Ta2 68.Kf4! Ta3! 69.Ta8 g3 70.Th8 Kg6 71.Tg8 Kf7 72.Tg5 a4 73.Kg4 g2! 74.Kh4 Ta2 75.Kh3 a3 76.Kh2 Tb2! 77.Ta5 a2 78.Ta6 Tb1—+.

68.Ke4! Ta2!

Also winning, while without serious counterplay for White, was: 68...g3 69.Ta5 Kg4 70.Ta8 (70.Ke3 Tf3! 71.Ke2 g2 72.Ta4 Kg3 73.Ta5 Tf1 74.Tg5 Kh3 75.Kd2 g1D 76.Tg1 Tg1 77.Kc3 Kg4—+) 70...g2 71.Tg8 Kh3 72.Th8 Kg3 73.Tg8 Kh2 74.Th8 Kg1 75.a4 Kf1 76.Tg8 g1D 77.Tg1 Kg1 78.Kd5 Ta2—+ **69.Kf4! Ta4?**

69...Ta3! 70.Ta8 g3 would have been a faster way to victory, as already discussed in a sample winning line in previous annotation.

70.Kg3 Ta3! 71.Kg2 Kh4 72.Th6! Kg5 73.Th8 Kf4?

Black King is going for supporting promotion of their a-pawn, a plan for which White has no good defense.

73...a4 was the logical move here.

74.Tf8 Ke4 75.Tg8! Kf5

75...Kd3 ...76.Tg4 Tc3! 77.Ta4 Tc5 78.Kf2 Kc3 79.Ke2 Kb3 80.Ta1 a4 81.Kd2 Td5! 82.Kc1 Th5 83.Kd2 Th2 84.Kd3 a3 85.Tb1 Tb2! (Accurate play becomes necessary now. A first sign of a draw may be seen if Black misplays the endgame with: 85...Ka2? 86.Tb8 Tb2 87.Ta8=) 86.Th1 a2—+.

76.Tf8 Ke5

76...Ke4—+ is a more natural, and an objectively slightly better move here.

77.Tg8 g3 78.Td8

78.Tg7—+ would have prolonged the defense, with best play by both sides.

78...a4 79.Ta8 Kd5

79...Kd4—+ again would have been a more natural continuation.

80.Kh3 Kc5 81.Kg2 Kb5

81...Kb4—+.

82.Tb8 Kc4 83.Ta8 Kb4 84.Tb8 Kc3

85.Tc8 Kb2 86.Ta8 Kc2?

86...Ta1—+.

87.Ta7

87.Tc8? Tc3 88.Ta8 a3—+.

87...Kb2 88.Ta8 Ta1! 89.Kg3 Tg1

89...a3—+.

90.Kf3

90.Kf2 Tg4—+.

90...a3 91.Tb8 Ka1 92.Ke3 Tb1

92...a2—+.

93.Th8 a2?

93...Tb4! 94.Kd3 Kb2! 95.Th2 Kb3! 96.Th1 a2 97.Tg1 Ta4 98.Ta1 Kb2—+

94.Kd3!

Excellent counter-play. Black now failed to demonstrate (or recall) elementary Rook endgame knowledge to win the game.

94.Kd2? does not require endgame expertise from the winning side, here precise simple calculation is enough to end the game quickly. 94...Kb2 95.Tb8 Ka3 96.Ta8 Kb3 97.Tb8 Kc4—+.

94...Kb2! 95.Tb8 Kc1!

95...Ka3? 96.Ta8 Kb3 97.Tb8 Ka4 98.Ta8 and Black cannot make progress, other than returning the King to b2, to then find the correct winning plan.

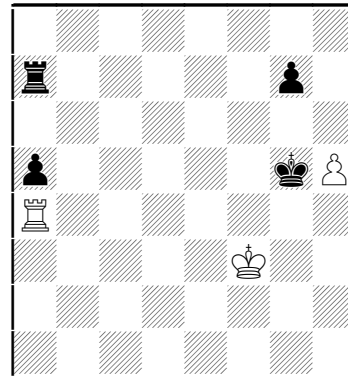
96.Tc8 Kd1 97.Th8! Ke1??

Blundering the a-pawn away. 97...Tb3! is the first move towards the forced win, for example: 98.Kc4 Tc3! (98...Tb8—+) 99.Kd4 (99.Kb4 Tc1! 100.Th1 Kc2 101.Th2 Kb1—+; 99.Kc3? a1D—+) 99...Ta3 100.Th1 Kc2 101.Th2 Kb3—+.

98.Th1 Kf2 99.Th2 Kg3 100.Ta2 ½—½.

Padmini R. : Kiran M. M.

Chennai (India) 2011



Another exciting draw save occurred at last year's India Womens National Ch 2011.

Black is winning and needs to demonstrate expert Rook endgame technique.

65...Kh5 66.Kf4 Kh4

66...g5 67.Kf5 g4! was a more convincing way to move forward.

67.Kf5 Kg3 68.Ke5

68.Ta3—+.

68...Kf3

68...g5! 69.Kf5 Tg7! 70.Ta5 g4—+ was an effective way of playing this position:

69.Kd5 g5! 70.Ke5 g4 71.Ta3 Ke2 72.Kf4 a4! 73.Kg4 Kd2 74.Kf4 Kc2 75.Ke4 Kb2 76.Th3 Td7?

Much stronger was: 76...a3! 77.Th2 Kb3 78.Th3 Kb4—+.

77.Th2 Kb3 78.Th3 Kb4 79.Th8! Kb3?

Offering White to repeat the position hints of no winning plan in sight. This is further punished by now a draw position, with best play by both sides. 79...a3—+ with a sample winning line: 80.Tb8 Ka4 81.Ta8 Kb3 82.Tb8 Kc2 83.Tc8 Kd2 84.Ta8 Td3 85.Ta7 Tb3 86.Kd4 Kc1! 87.Kc4 Kb2 88.Th7 a2 89.Th2 Ka3 90.Th8 Tb4—+; 79...Tb7—+ with a sample winning line: 80.Kd3 Kb3! 81.Th1 Td7! 82.Ke3 a3 83.Tb1 Kc2 84.Tb8 a2 85.Ta8 Kb2 86.Tb8 Kc1! 87.Tc8 Kd1! 88.Ta8 Td2—+; 79...Td1—+ with a sample winning line: 80.Tb8 Kc3 81.Tc8 Kb3 82.Tb8 Ka2 83.Ke3 a3! 84.Ke2 Tb1 85.Ta8

Tb4 86.Kd2 Kb2 87.Tc8 a2 88.Tc2 Ka3
89.Tc3 Tb3 90.Tc1 Tb1–+.

80.Tb8!

80.Th3 Kc4! 81.Th8 a3 82.Ta8 (82.Tc8 Kb3
and the Black King heads for the d2–square)
82...Kb3 83.Tb8 Kc2 84.Tc8 Kd2 85.Ta8
Td3–+.

80...Ka2

80...Ka3 81.Ke3= and Black cannot make
significant progress.

81.Ke3!

The only move guaranteeing White a draw,
with best play by both sides.

81...Td1

81...a3 82.Ke2! Preventing d1–b1. (82.Tb6?
Td1! 83.Ke2 Tb1 84.Tc6 Tb5 85.Kd2 Kb3
86.Tc3 Kb4 87.Kc2 a2 88.Tb3 Ka4 89.Tb5
a1D–+) 82...Ka1 83.Tb6 a2 84.Tb8= with a
draw position, with the White King near
enough to secure the draw.

82.Ke2 Tb1 83.Tc8!?

83.Ta8 was a second way to play and draw:
83...a3 84.Kd2=

83...Tb5 84.Kd2 Kb2 85.Tc2!

Again, the only move for a draw.

85...Kb3 86.Tc3

86.Kc1= ...a3 (...86...Th5 87.Kb1 Th1
88.Tc1 Tc1 89.Kc1= gets the White King
just in time to prevent Black's pawn
promotion) 87.Kb1=.

86...Kb4 87.Kc2 Th5 88.Tg3

And the rest is too easy already.

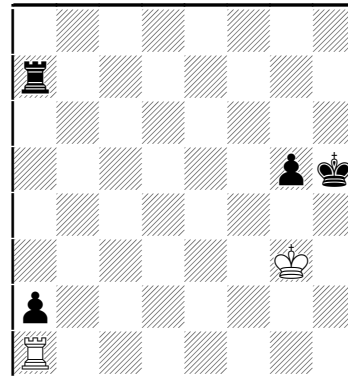
88...Th4 89.Kb2 a3! 90.Ka2

90.Ta3?? Th2–+.

90...Th2 91.Ka1 Td2 92.Tg8 Kb3 93.Tb8
Kc2 94.Tc8 Kb3 95.Tb8 Kc2 96.Tc8 Kb3
97.Tb8 ½–½.

Feil A. : Bratko A.

Mureck 2011



A stalemate idea in this type of endgame to
remember came from a recently played game
among youth players. White is lost, but is
not giving up hope, and is in the end
rewarded.

49.Kg2 g4 50.Kg3 Kg5?

The winning plan and its execution should
have been: 50...Ta3 51.Kg2 g3 52.Kh3 Kg5
53.Kg2 Kg4 54.Kg1 Kh3 55.Kf1 (55.Kh1
Tb3–+) 55...g2 56.Kg1 Tf3–+.

51.Kg2?

White misses his first chance of a stalemate
or transition into a easily drawn Rook or
pawn ending: 51.Ta2!= ...Ta2= stalemate.
(51...Tf7 52.Ta5 Tf5 53.Tf5 Kf5 54.Kg2=)

51...Kh4?

51...Ta3!–+.

52.Kg1?

52.Th1 Kg5 53.Ta1 when Black would have
to think harder to find the correct wining
plan.

52...g3 53.Kg2 Kg4 54.Kg1

54.Tc1!? ...a1D? 55.Ta1 Ta1= stalemate.

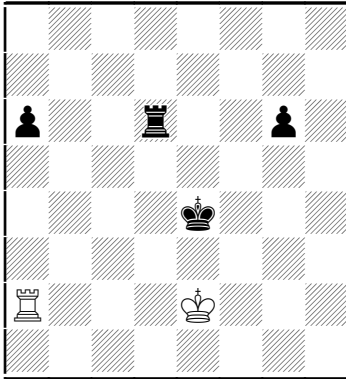
54...Kf3 55.Kf1!? g2 56.Kg1 Kg3?

56...Th7–+.

57.Ta2!=

An endgame plentiful of errors made by both
sides, but instructive mistakes we can hope
to learn from or teach, in a path towards
chess excellence. ½–½.

Limp E. T. : Costa C. E.
Rio de Janeiro 2011



A yet another example which emphasizes the need for such endgames to be understood on a higher level.

61...Kd4! 62.Kd2

Following the attacker's King is a good way to prolong the defense as much as possible.

62...Tf6 63.Ta5 Kc4 64.Tg5 Kb4 65.Tg4 Kb3 66.Tg5 Td6! 67.Kc1! Kb4 68.Kc2 Kc4

68...a5.

69.Ta5 Kd4

Black is without a visible plan of action.

70.Kd2 Ke4 71.Ke2! Kf4?

A move with a wrong plan in mind, as we shall soon see. The correct winning plan would be returning the Black King to the a-pawn and pushing it further to the square of promotion.

72.Kf2! g5? 73.Ta4!=

An important position to remember. White can now hope to achieve their target - draw, with best play by both sides.

73...Kf5 74.Kf3!

The only correct move! 74.Kg3? would lose to: 74...Tb6! 75.Kf3 g4! 76.Kg3 Tg6—+.

74...Td3 75.Ke2 Td6 76.Kf3! Ke5 77.Ke3!
Or 77.Ta5=.

77...Kd5 78.Ta5 Kc4 79.Txg5 Kb4 80.Tg1 a5 81.Ke2!?

This move takes away Black's King's d1-square, from which they may hide in some variations, which are featured in this survey.

81...Kb3 82.Tg5?

82.Tg8!= ...a4 83.Tb8! Ka2 84.Ta8 a3 85.Tb8! with a draw soon to be agreed.

82...a4!—+

The tables have turned around one more time. Black is looking at a win.

83.Tb5 Kc2 84.Tc5 Kb2 85.Tb5 Ka2?

Note the instructive Black's moves leading to a forced win: 85...Kc3! 86.Ta5 Kb4 87.Ta8 a3 88.Tb8 Ka5! 89.Tb1 Ka4 90.Tb8 Ta6! 91.Tb1 a2 92.Ta1 Kb3 93.Kd2 Kb2—+.

86.Tb8!=

It is a draw again, with best play by both sides. The defender's task now becomes quite easier, with the Black King basically out of play.

86...a3 87.Tb7 Td5 88.Tb8 Th5 89.Kd2!

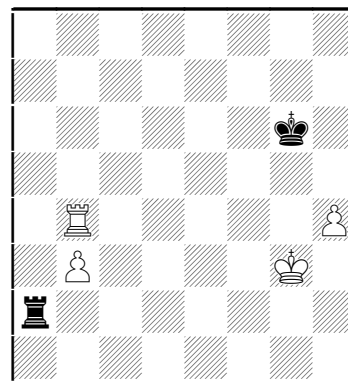
Th2 90.Kc1 Tb2 91.Tc8! Tb1 92.Kc2 Ka1 93.Tc7 Tb2

Draw agreed, as Kc1 would follow, with no possible progress for Black. 93...Tb2. The only losing move for White here would be Kd3, after which Black would need some precision with the execution for a win:

94.Kd3? Kb1 (94...a2? 95.Tc1 Tb1

96.Kc2!=) 95.Th7 Tc2! 96.Tb7 Kc1 97.Ta7 a2 98.Ta8 Kb1—+. ½–½.

Gelfand B. : Aronian L.
Moscow 2009



Top players will generally execute this endgame, whether won or drawn, without fail. Once you are managing to do the same,

it will be a sign of reaching a higher level of chess mastery.

59.Tb5! Td2 60.h5 Kf6

60...Kh6 61.b4 Td4 62.Kf3 Th4 63.Ke3 Kg7

64.Kd3 Kh6 65.Kc3 Kg7 66.Tf5! Kh6

67.b5+–..

61.h6 Td7

61...Kg6 62.Tb6 Kh7 63.Kf4 Te2 64.b4 Te1

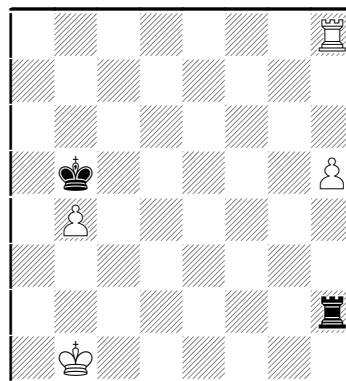
65.b5 Te2 66.Tc6 Te1 67.b6 Te2 68.Kf5 Te1

69.Te6! Td1 70.Ke5 Td2 71.Td6! Tc2

72.Kd5+–.

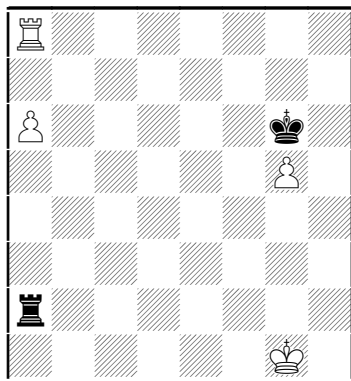
62.Th5 Th7 63.Kf4 Kg6 64.Th3 Kf6

65.Ke4 Ke6 66.Kd4+–. 1:0.

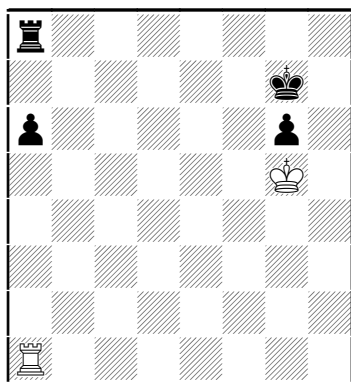


3. White to play and win.

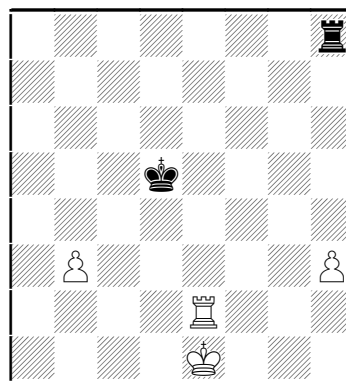
Exercises:



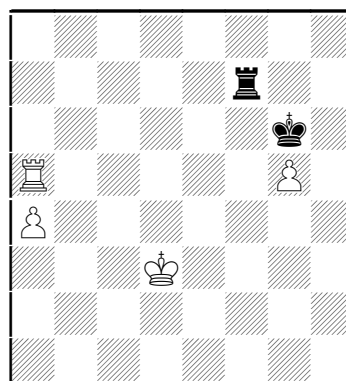
1. White to play and win.



2. White to play and draw.



4. White to play and win.



5. Black to play and draw.

Solutions:

1. White to play and win. Unique solution:

1.Kf1!

Sample winning line: 1.Kf1! Kg7 2.Ke1 Kg6
3.Kd1 Kg7 4.Kc1 Kg6 5.Kb1 Ta4 6.Kb2
Ta5 7.Kb3 Ta1 8.Kb4 Tb1 9.Kc5 Ta1
10.Kb6 Tb1 11.Ka7 Kg5 12.Tb8 Ta1 13.Tb5
Kf6 14.Kb7+–;
1.a7? Kg7= (1...Kh7=) ; 1.Ta7? Kg5=.

2. White to play and draw. Unique solution:

**1.Ta5! **

Sample drawing line: 1.Ta5! Kf7 2.Kg4 Kf6
3.Kf4 Ke6 4.Kg5! Kd6 5.Kg6! Kc6 6.Kf5!
Kb6 7.Ta1 a5 8.Ke4 a4 9.Kd3=.

3. White to play and win. Unique solution:

1.h6!

Sample winning line: 1.h6! Kb6 (1...Kb4?
2.h7+–) 2.b5!? Kb7 3.Kc1 Kb6 4.Kd1 Kb7
5.Ke1 Kb6 6.Kf1 Kb7 7.Kg1 Th4 8.Kg2 Th5
9.Kg3 Th1 10.Kg4 Tg1 11.Kf5 Th1 12.Kg6
Tg1 13.Kh7+–;
1.Kc1? Kb4= ...2.h6 Kc3! 3.Kd1 (3.Kb1
Kb3=) 3...Kd3! 4.Ke1 Ke3! 5.Kf1 Kf3
6.Kg1 Tg2 7.Kh1 Tg6=.

4. White to play and win. Unique solution:

1.Te3!

Sample winning line: 1.Te3! Kd4 2.Tg3 Ke4
3.b4 Kf4 4.Tb3 Ke4 5.b5 Kd5 6.b6 Kc6 7.b7
Kc7 (7...Tb8 8.Kd2+–) 8.b8D Tb8 9.Tb8
Kb8 10.h4+–;
1.Th2? Tb8! 2.Tb2 Th8!=.

5. Black to play and draw. Unique solution:

1...Tf4!

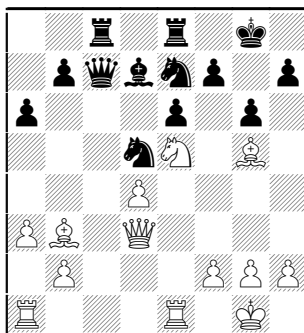
Sample drawing line: 1...Tf4! 2.Kc3 Tf3!
3.Kb4 Tf4! 4.Kb5 Kg5! 5.Ta6 Tf5! 6.Kc6
(6.Kc4 Tf4! 7.Kd5 Tf5! 8.Ke4 Tf4 9.Ke3
Th4 10.a5 Kf5=) 6...Tf6! 7.Kb7 Tf7! 8.Kc8
Tf8! 9.Kd7 Tf7 10.Ke8 Th7 11.a5 Kf5=.

Jovan Petronic:

2012 FIDE World Youth Chess Champions in action

The 2012 edition of the FIDE World Youth Chess Championships was held in Maribor, Slovenia, from 7th to 19th November. It featured impressive numbers of 1584 players from 92 FIDE Chess Federations. The Organiser counted a total of 8712 games played, of which I chose for this Survey to present some attractive moments from the 12 crowned Champions, thanks to the hard work done by Tournament staff in keying in all the games played! The Champions:
U18: GM [Swiercz Dariusz](#) (Poland)
GU18: WGM [Goryachkina Aleksandra](#) (Russia)
U16: IM [Eliseev Urii](#) (Russia)
GU16: WFM [Styazhkina Anna](#) (Russia)
U14: FM [Troff Kayden W](#) (USA)
GU14: WFM [Mahalakshmi M](#) (India)
U12: [Sevian Samuel](#) (USA)
GU12: [Vaishali R](#) (India)
U10: FM [Nguyen Anh Khoi](#) (Vietnam)
GU10: [Priyanka N](#) (India)
U8: [Abdusattorov Nodirbek](#) (Uzbekistan)
GU8: [Asadi Motahare](#) (Iran)
Congratulations and a big thank you to all!

Swiercz D. : Bullen A.
Maribor 2012



After successfully provoking a comple of weak dark squares around the Black King, White focuses on the f7– pawn weakness.
20.Df3!

Also possible was: 20.Tac1 Dd6 (20...Lc6 21.Df3±) 21.Df3±

20...f6

20...Tf8? 21.Lh6+–; 20...Sf5 21.Tac1! Lc6 (21...Dd6? 22.g4 f6 23.gf5 fg5 24.Sd7 Tc1 25.Tc1+–) 22.Ld5 ed5 23.Sg4±.

21.Tac1!

21.Lf6? Tf8 22.Sd7 Dd7 23.g4 g5! 24.h4 h6 25.hg5 hg5 26.Te5 Tf6 27.Df6 Sf6 28.Le6 De6 29.Te6 Kf7.

21...Dd6

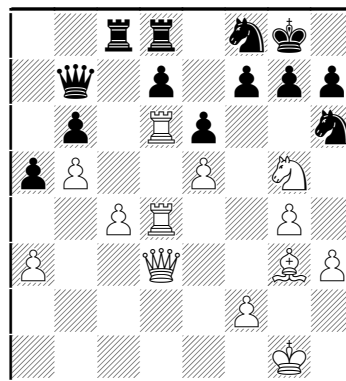
21...Lc6 22.Lf6± ... Tf8 23.Sc6 bc6 24.Te6+–.

22.Lf6! Sf6

22...Tf8 23.Le7 De7 24.Tc8 Lc8 25.De4±.

23.Df6 Tf8 24.Dg5±.

Swiercz D. : Idani P.
Maribor 2012



White obtained an overwhelming positional advantage and prepares and eecutes a winning manouever.

32.Lf4! Kh8 33.Le3! Kg8 34.Se4 Kh8

35.Lg5! +–

35.Lg5! Te8 36.Lh6! gh6 37.Sf6 Te7

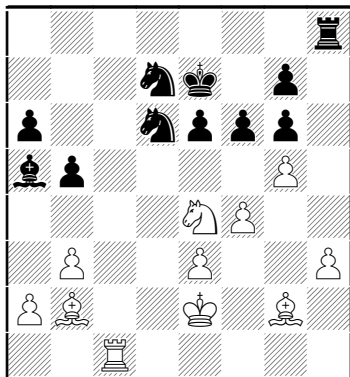
38.Td7! Td7 (38...Sd7? 39.Dh7#) 39.Td7+–

...Tc7 (39...Db8 40.Tf7 Tc7 41.Dd6+–)

40.Dh7! Sh7 41.Td8 Sf8 (41...Kg7 42.Tg8#)

42.Tf8 Kg7 43.Tg8#.

Goryachkina A. : Stark S.
Maribor 2012



White performs a decisive combination leading to material gain:

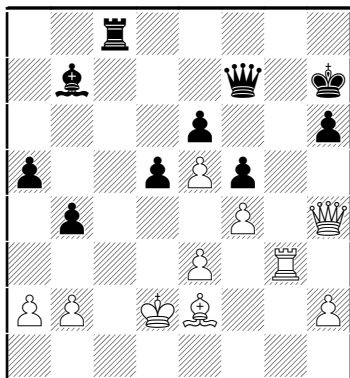
24.Sd6! Kd6 25.La3

25.Tc6 Ke7 26.La3! (26.Ta6 Lb4 would not be as effective.) 26...b4 27.Ta6 transposes into the game.

25...b4 26.Tc6! Ke7 27.Ta6±

27.Ta6 Tc8 28.Kd2! ba3 29.Ta5±.

Goryachkina A. : Baraeva I.
Maribor 2012



White has a winning attack targetted against the Black King:

36.Lh5! Df8

36...Dc7 37.Lg6 Kg8 38.Lf5+–

37.Df6?

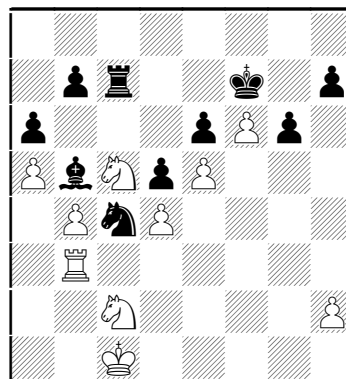
37.Lg6! Kh8 (37...Kg7 38.Lf5+–) 38.Lf7!+–

37...Df6 38.ef6 Tg8 39.f7 Tf8?

39...Td8 40.Tg6 (40.Kd3? d4! 41.ed4 Ld5± would have prevented the White King from

penetrating via the d4–square.) 40...Lc8 41.Kd3 d4! 42.e4!± ...La6 43.Kd2 fe4 44.Te6 e3 45.Ke1 Lb5 46.Te8+–. **40.Kd3! d4 41.Kd4+–.**

Eliseev U. : Wagdy A.
Maribor 2012



White benefits from Black's multiple weaknesses with a series of direct square and piece hits.

41.Th3! h5 42.Se1! b6

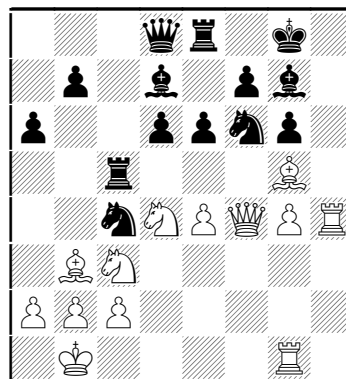
Seeking counter-play at the expense of creating another target for White. It is however, difficult to recommend a better move for Black in this position.

43.ab6 Sb6 44.Sf3 Ld7 45.Sg5 Kf8 46.Ta3

46.f7 Ke7 47.Tf3 Tc8 48.Sh7 Tf8 49.Sf8 Kf8 50.Tf6+–.

46...Lc8 47.Ta6!+–.

Eliseev U. : Beradze I.
Maribor 2012



White has achieved much in the still popular Sicilian Dragon and is ready to capitalise on the open h-file.

21.Lc4!

21.Tgh1 is not convincing, as Black can opt for an exchange sacrifice: 21...Tg5! 22.Dg5 Se5©.

21...Tc4 22.Tgh1 e5?

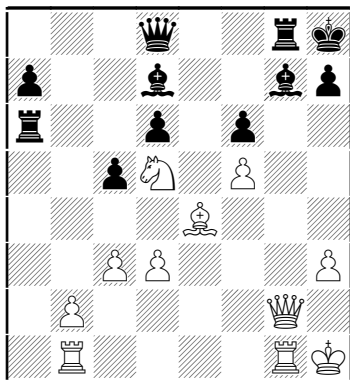
22...Tc3 23.Dh2! Kf8 24.Dd6 De7 25.Df4! (25.Lf6 Lf6 26.g5 Lg7 27.Th8 Lh8 28.Th8 Kg7 29.De5 f6 30.gf6 Df6 31.Th7 Kh7 32.Df6±) 25...e5 26.Th8! Sg8 (26...Lh8? 27.Th8 Kg7 (27...Sg8 28.Lh6#) 28.Lf6 Df6 29.Dh6#) 27.Le7 Te7 28.Dg5+–.

23.Dh2+–.

Huge material losses for Black cannot be stopped.

Styazhkina A. : Cazacu G.

Maribor 2012



White prepares entering Black's weak 7th and/or 8th rank.

33.Tbe1! Lc8?

33...Ta5 34.Se7 De7 35.Ld5 Df8 36.Lg8 Kg8 37.Db7 Dd8 38.Te6+–; 33...Lh6? does not bring the desired exchange of pieces: 34.Dg8 Dg8 35.Tg8 Kg8 36.Sf6+–.

34.Se7! De7 35.Ld5 Dc7

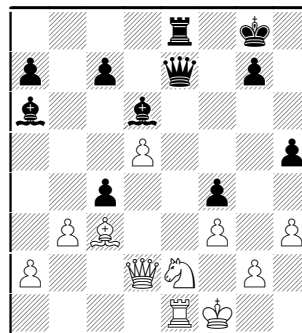
35...Df8 36.Lg8 Kg8 37.Te8+–.

36.Lg8+–

36.Lg8+– ...Kg8 37.Te8 Kf7 38.Dg7 Ke8 39.Te1+–.

Hakimifard R. : Styazhkina A.

Maribor 2012



White is tied up and it is only a matter of time before huge material losses or checkmate happens. However, Black should be precise with their execution, as as usually dangers lurk about in every critical move and variation not considered seriously.

38...cb3! 39.ab3 Lc5! 40.b4?

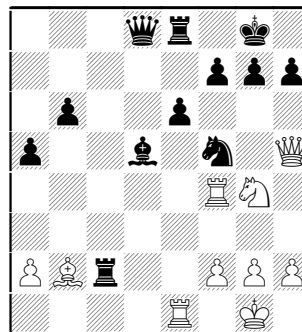
40.d6! was White's last chance to complicate matters, with the a2–g8 diagonal opening in White's favour in some variations. 40...Dd6 (40...Ld6? 41.Dd5 De6 42.De6 Te6 43.Kf2 Te3+; 40...cd6? 41.b4! Le3 42.Da2 Kh8 ...43.Da6? Dh4+–) 41.b4 Dd2 42.Ld2 Ld4.

40...Le3 41.d6 Ld2+–

41...Dh4+–.

Vorontsov P. : Troff K.

Maribor 2012



With two pawns down, White's attempt for counter-play is tactically refuted by the young World Youth Chess Champion to be.

27.Lf6!? Te2!

27...gf6? 28.Tf5! ef5 29.Te8 De8 30.Sf6 Kf8

31.Dh6 (31.Se8? Tc1–+) 31...Ke7 32.Se8 Ke8 33.h4±.

28.Te2

28.Td1 gf6 29.Sf6 Df6 30.De2 Kf8.

28...Dc7 29.Tfe4 Le4 30.Dg5

30.Lb2 Td8–+.

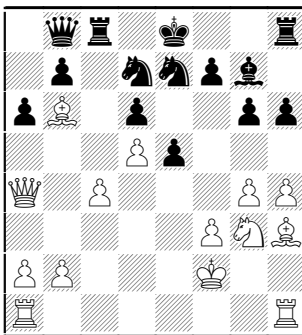
30...Tc8! 31.Lb2 Dd8! 32.Sf6

32.Dd8 Td8–+.

32...Kh8 33.Td2? Df6!–+.

Skuhala J. : Troff K.

Maribor 2012



Black creates a piece imbalance in their favour, while keeping material equality.

19...Tc4! 20.Dc4 Sb6 21.Db3 Sbd5

21...Sed5 22.Thd1 Da7.

22.Se4 Sf4 23.g5 0–0 24.Tad1

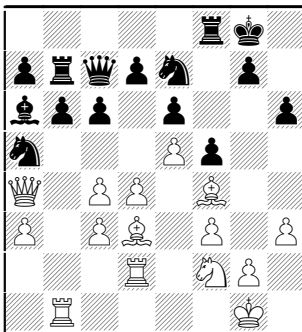
24.Da3 Da7 25.Kg3 d5.

24...d5 25.Sf6 Lf6 26.gf6 Sc6

Truly an excellent middlegame performance by Black.

Abdusattorova B. : Mahalakshmi M.

Maribor 2012



White is struggling defending their c4–pawn

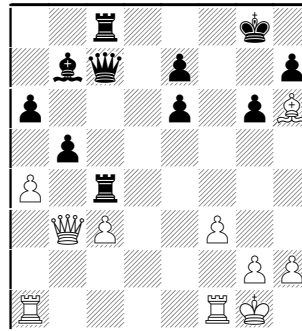
weakness. Instead, the c3–pawn falls.

20...b5! 21.cb5 cb5 22.Dc2 Sd5 23.Lh2 Dc3

Black went on to win.

Chekmareva L. : Mahalakshmi M.

Maribor 2012



Black proved a stronger tactician after the pawn exchange on b5:

22.ab5 ab5 23.Db5?

23.Le3.

23...Th4! 24.h3

24.Lg5 Dh2 25.Kf2 Tf8! 26.Db7 Tg4 27.Tg1 Dg3 28.Kf1 Tg5.

24...Th6 25.Ta7 Th3!

25...Tb8? 26.Tb1 Th3 27.Tb7 Tb7 28.Db7 Dc5 29.Kf1 Th1 30.Ke2 Tb1 31.Db1 Dc3.

26.gh3?

26.Db7 Dh2 27.Kf2 Tc3–+; 26.Tb7? Dh2 27.Kf2 Tg3 28.Tg1 Tf8!–+.

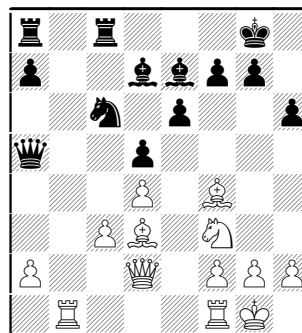
26...Dg3 27.Kh1 Dh3 28.Kg1 Dg3 29.Kh1

Lf3 30.Tf3 Df3 31.Kg1 De3 32.Kf1 Tf8!

33.Kg2 Df2–+.

Sevian S. : Checa N.

Maribor 2012



Black's Kingside is completely without defense. White inserts a Rook on the 7th rank before the decisive sacrifice on h6:

17.Tb7! Le8 18.Lh6! Lf8

18...gh6? 19.Dh6 f6 (19...f5 20.Sg5+-;
19...Lf6 20.Sg5! Lg7 21.Dh7 Kf8 22.Se6!
fe6 23.Dg7#) 20.Lh7 Kh8 (20...Kf7 21.Dg6
Kf8 22.Dg8#) 21.Lg6 Kg8 22.Dh7 Kf8
23.Dh8#.

19.Lg5! f6?

Inviting more trouble. Black should have opted for 19...Sd8 when they would have been able to continue the game without fear of falling down to an early checkmating attack.

20.Lf6! gf6

20...Tc7 21.Tc7 Dc7 22.Lh4+-.

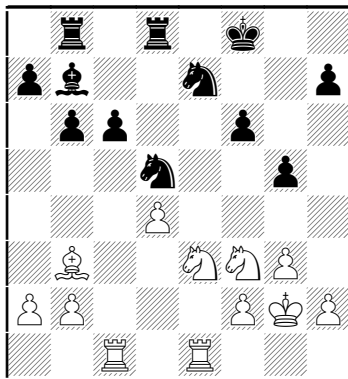
21.Df4! Lg7 22.Dg3 Lf7 23.Lh7! Kh7

23...Kf8 24.Dd6+-.

24.Tf7 Tg8 25.Sh4!+-.

Hilby C. : Sevian S.

Maribor 2012



22...c5! 23.Sd5 Td5!

Played expertly and without miscalculation fears. The natural: 23...Sd5 would have resulted in an unclear position, with chances for both sides, for example: 24.dc5 Sb4 25.c6 Lc6 26.Tc4 a5 27.Te6 Ld5 28.Tf6 Kg7 29.Tf5 Lc4 30.Tg5 Kf6 31.Lc4.

24.Ld5 Ld5 25.g4 f5! 26.h3 Sg6! 27.Kh2

Lf3 28.gf5 Sf4 29.Tc3 Ld5 30.dc5 bc5

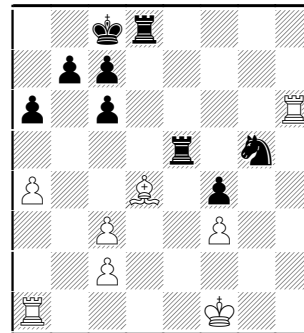
31.b3 Tc8

A complicated to play endgame, with both

sides having own weaknesses, while with material equality, which Black went on to win on his way to the World Youth 2012 U12 Chess Champion title.

Kalaiyalahan A. : Vaishali R.

Maribor 2012



With being a pawn up, and with White having more weaknesses to be targetted, Black is flawless in administering the winning technique.

33...Te6! 34.Lf6?

Losing the important f3-pawn. 34.Te6 Se6 Black can hope to soon win another pawn on White's weakened Queenside.

34...Sf3! 35.Kg2 Sd2 36.Tah1 Tg8! 37.Kh3

37.Kf2 f3+-.

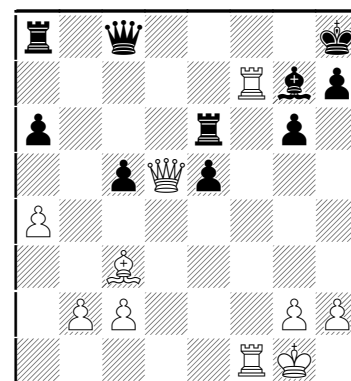
37...Tg3 38.Kh4

38.Kh2? Sf3# (38...Te2#).

38...Sf3 39.Kh5 Te5! 40.Le5 Tg5# 0:1.

Vaishali R. : Abdumalik Z.

Maribor 2012



White demonstrates very good technique vs the world's youngest WIM.

28.Td7!

Tc7 or Tb7 instead, were also ok and winning.

28...Dc6

28...De8 29.Tff7+-; 28...Dg8 29.Tg7! Kg7 30.Le5 Kh6 31.Tf3 Td8 32.Th3 Kg5 33.Dc5 Td1 34.Kf2 Df7 35.Lf4! Kf6 36.Tf3+-.

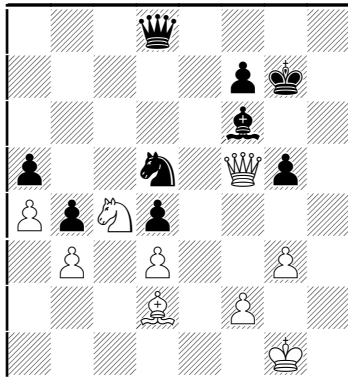
29.Dc6 Tc6 30.Tff7 Lf6

30...Tg8 31.Le5+-.

31.Tf6! Tf6 32.Le5 Taf8 33.Td8! Kg8

34.Lf6+-.

Nguyen A. K. : Saurabh A.
Maribor 2012



48.Kf1!

Delaying Se5 by waiting for a more favourable moment. 48.Se5 fails to 48...Se7 when White has to retreat his attacking force. 49.Dg4 Dd5.

48...Kg8 49.Se5! De7?

49...Le5 50.De5 f6 51.Dd4±.

50.Sg4?

50.Sd7! was a neat way to wrap up the game: 50...De6 51.Dd5! Dd5 52.Sf6+-.

50...De6 51.Sf6

51.Dd5 does not work as well as in a variation mentioned before. 51...Dg4 52.Kg2±.

51...Sf6 52.De6 fe6 53.Lg5 Sd5

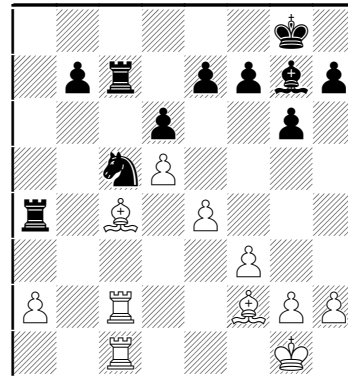
53...Sd7 does not save Black from further loss of material. 54.Ld8 Sc5 55.La5 Sd3 (55...Sa4 56.Lb4+-; 55...Sb3 56.Lb4+-)

56.Lb6!+-.

54.Ld8 Kf7 55.La5+-.

White won the remaining endgame flawlessly.

Sargsyan S. : Nguyen A. K.
Maribor 2012



Black has the initiative and is playing for a win.

27...Lh6! 28.Te1?

28.Ta1 was the only move to protect the weak a-pawn. 28...Sa6! 29.Lb3 Tc2 30.Lc2=.

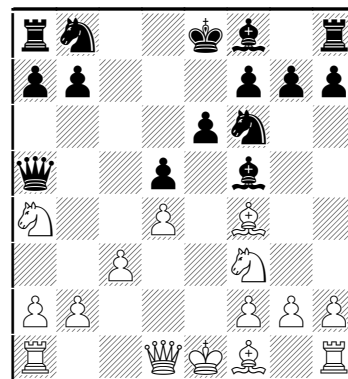
28...Sa6!

Backward moves with a Knight are among the hardest ones to find. Black wins an important pawn.

28...Sd7? 29.Lb5 Tc2 30.La4=.

29.Lb3 Tc2 30.La4 Ta2.

Priyanka N. : Zotova A.
Maribor 2012



After misplaying the opening Black is facing more difficult decisions to make.

9.Db3! Sbd7?

9...b6 was the only correct defense. 10.Lb5 Sbd7 (10...Sfd7? 11.Lb8 Tb8 12.Se5+–) 11.Se5±.

10.Db7 Dd8

10...Td8 11.Lb5+– ...Ld3 12.Ld3 Da4 13.Lc7+–.

11.La6!

While developing, the f1–Bishop multitasks by taking away Black's important defensive squares.

11...Ke7?

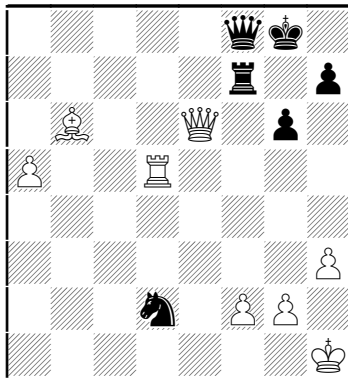
Making space for the Black Queen, but delivering helpmate along the way.

12.Lc7! De8 13.Db4 Sc5 14.Dc5 Kd7

15.Se5# 1:0.

Wang A. : Priyanka N.

Maribor 2012



Black is very much lost and finds a last hope resulting in a miraculuos save.

40...Db4!

40...Da3 was also possible, but would hint more to White on Black's intentions.

41.Td8! Kg7 42.Ld4! Kh6! 43.Df7?

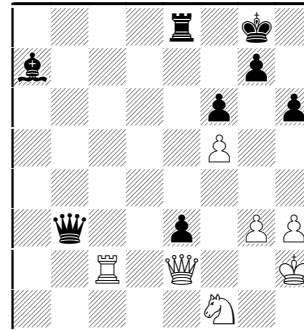
Winning a Rook, but losing the full point to a draw only. White played well thus far, the correct way to continue towards the win was: 43.De3 g5 (43...Kh5 44.g4 Kh4 45.Dh6#) 44.De6 Kh5 45.g4 (or 45.Df7 Kh4 (45...Kh6 46.Lg7#) 46.Dh7#) 45...Kh4 46.Dh6#.

43...Db1 44.Kh2 Sf1 45.Kg1 Sd2 46.Kh2 Sf1 47.Kg1=.

The perpetual check is unstoppable. ½–½.

Yang Y. : Abdusattorov N.

Maribor 2012



Black is near a win, and punishes White's next mistake effectively, to furhter demonstrate a good winning technique.

41.Tb2? Db2! 42.Db2 e2 43.Da2 Kh7

44.Kg2

44.Da1 e1D–+.

44...e1D 45.Da7 Te2! 46.Kg1 Tc2

46...Dc3–+ going for the g2–square.

47.De3! Db1 48.De8 Db6 49.De3?

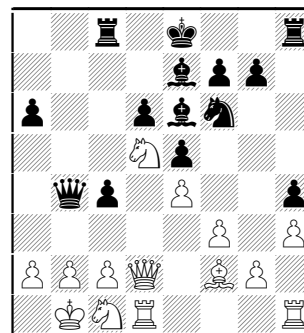
49.Se3! Tc1! 50.Kg2 Db7 51.Kf2 Tc8–+

where White still has hopes of restraining Black's attacks with perpetual check threats.

49...Dc6! 50.Sd2 Dd5! 51.Sf3 Dd1 52.Se1 Te2–+.

Batjargal I. : Abdusattorov N.

Maribor 2012



Black has already accomplished much, and is now ready to materialise the positional

advantage.

19...Sd5! 20.ed5 c3 21.Sd3

The only defense against a quick loss.

21...Db5 22.De3 Ld5

A reward comes in the form of an extra pawn and a larger diagonal scope for Black's light-squared Bishop.

23.Da7?

Intending to prevent Black from castling, but overlooking the following:

23...cb2—+ 24.The1?

24.a3 Da4—+.

24...La2! 25.Ka2 b1D

25...Da4 would have done the trick as well:

26.Kb2 (26.Kb1 Da1#) 26...Tc2 27.Kb1

Da2#.

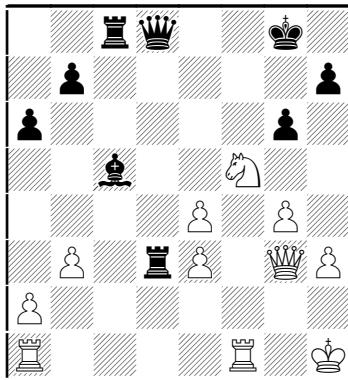
26.Tb1

26.Ka3 Da5# (26...Tc3#).

26...Da4 27.Kb2 Tc2# 0:1.

Asadi M. : Vaskovets A.

Maribor 2012



White is two doubled pawns up, but more importantly, the Black King is not safe, with at least three White pieces which can combine forces to attack.

27.Sh6! Kg7 28.g5

There is, of course, still room for tactical improvement. Best was: 28.Tf7! Kh6

(28...Kh8 29.De5+—) 29.h4 Le3 (29...g5

30.De5+—) 30.g5 Lg5 31.hg5 Dg5 32.Th7

Kh7 33.Dg5+—.

28...Te3?

28...Dd6 29.Tf7 Kh8 30.Dd6 Td6 (30...Ld6

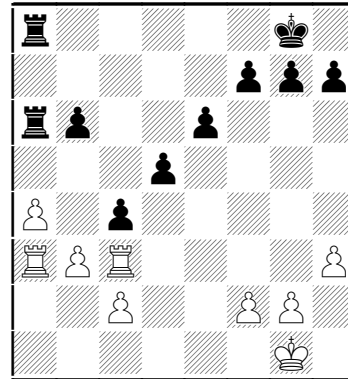
31.Td7+—) 31.b4!?+— ...Lb4 (31...Le3

32.Tf3+—) 32.Tb7+—.

29.De5 Df6 30.Df6# 1:0.

Kim Y. : Asadi M.

Maribor 2012



Other than being a pawn ahead, it is clear that Black is superior in other chess elements, having placed their pieces meaningfully.

23...b5! 24.bc4?

It was necessary to move away one Rook from the forking threat. 24.Te3 cb3 25.cb3

ba4 26.ba4 Ta4 27.Ta4 Ta4—+ with a technically easy win for Black, even if aged U8 only.

24...b4

Oops.

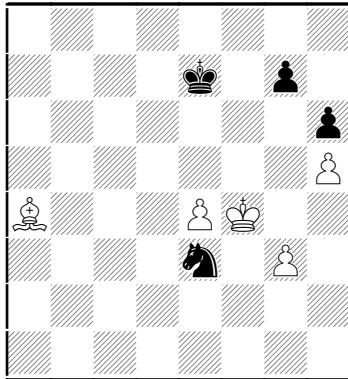
25.cd5 ba3—+.

Alexander Beliavsky:

Four memorable endgames – knight against bishop

Ribli Z. : Beliavsky A.

Candidates Tournament, Montpellier 1985

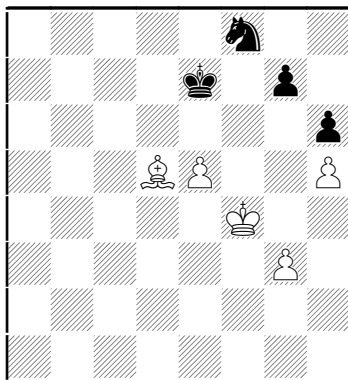


White has pawn up. Since all pawns belong to the same side black has a hope to block e pawn movement and hold a castle.

56...Sc4 57.e5 Sb6

Black has two tries to hold a castle: one with king on e7 and knight on f8 and the other one with king on f8 and a knight on e7. We will see that only in one of them black will succeed to draw.

58.Lb3 Sd7 59.Ld5 Sf8



It is a main defensive conception for black: block e pawn with a king and use a knight for

counterattack white pawns or prevent white king from penetration toward g7 pawn.

60.Kf5 Sd7 61.Lg8

White may attack g7 pawn outright. In this case black force e pawn move to e6 and with a pawn on e6 rather than on e5 black may hold a draw with a king on f8 and a knight on e7. 61.Kg6 Kf8 62.e6 Sf6 63.Lf3 Sg8 64.g4 Se7 65.Kh7 Sg8=.

61...Sc5 62.Kg6 Kf8 63.Ld5 Sd7 64.Kf5 Ke7 65.Lb7 Sf8 66.Lg2 Sd7 67.Lh3 Sf8 68.Kf4 Sh7 69.Lc8 Kf7 70.Kf5 Sf8 71.Ld7 Ke7

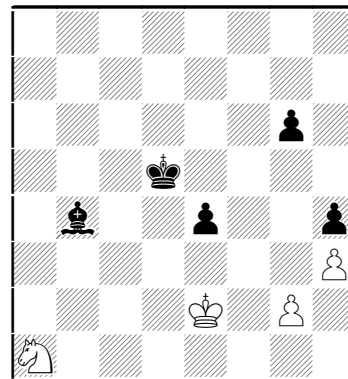
71...Sd7?? 72.e6 Ke7 73.ed7 Kd7 74.Kg6 winning g7 pawn and the game.

72.Lb5 Kd8 73.Lc4 Ke7 74.Ld5

Failing to make progress white offered a draw. ½.

Mestel J. : Beliavsky A.

Luzern 1985



58...Ke5

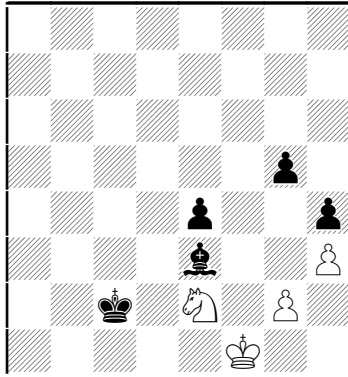
When this position occurred for the second time in my practice, I was acquainted with that knight on f1 lead to drawish position. Therefore I tried prevent the knight from transposing to f1.

59.Sb3 Lc3 60.Ke3 Kd5 61.Sc1 Lg7 62.Sb3

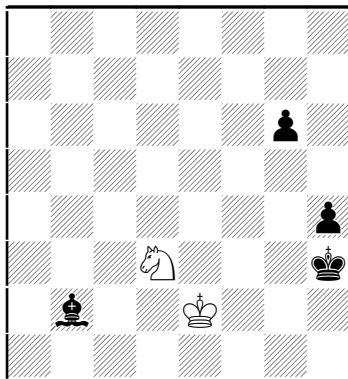
Now we will see that knight on e2 with a king on f1 is losing, because of zugzwang.

We should mention that it is a case with a pawn on e4, while with a pawn on e3 there is no zugzwang and therefore it is a draw.

62.Se2 Lh6 63.Kf2 Kc4 64.g3 (64.Kf1 Kd3 65.Ke1 Le3 66.Kd1 g5 67.Ke1 Kc2 68.Kf1



Zugzwang. 68...Kd2 69.g3 Kd3 70.Ke1 Kc2 71.Kf1 Kd2. One more zugzwang. 72.gh4 gh4 73.Sg1 Lg1 74.Kg1 e3 black wins.)
62...Lf8 63.Ke2 Lb4 64.Sa1 Ke5 65.Sb3 Kf4 66.Sd4
 66.Kf2!? Ld2! 67.Ke2 Lc3 68.Sc5 (68.Kf2 Lb2 69.Ke2 Kg3 70.Kf1 Le5 (70...e3 71.Sc5 e2 72.Ke2 Kg2) 71.Sc1 Kf4 72.Se2 (72.Ke2 Ld4 73.Sb3 La7 74.Sd2 Lb6 75.Sf1 e3 76.Kd3 g5 77.Ke2 Ld4 78.Kd3 La7 79.Ke2=) 72...Ke3 73.Sg1 Kd2 74.Se2 g5 75.Sg1 Ld4 76.Se2 Lc5 77.g3 Le3 78.gh4 gh4+) 68...Lb2!! 69.Sb3 Kg3 70.Kf1 e3 71.Sc5 e2 72.Ke2 Kg2 73.Sd3! Kh3!



74.Kf3! Only this move leads to a draw. (74.Sb2 Kg2+ 75.Sd3 h3 76.Se1 Kg3 77.Sf3 h2 78.Sh2 Kh2 79.Kf3 Kh3 80.Kf4 Kh4 81.Kf3 g5 82.Kg2 Kg4 83.Kf2 Kh3 and black wins.) 74...g5 (74...La3 75.Sf4 Kh2 76.Sg6 h3 77.Sf4 Ld6 78.Sh3 draw.) 75.Sb2

g4 76.Kf4 g3 77.Sd1 Kg2 (77...g2 78.Sf2 Kh2 79.Sg4 Kh1 80.Sf2 Kh2 81.Sg4 Kg1 82.Kf3 h3 83.Kg3= Kf1 84.Se3 Kg1 85.Sg4 Kh1 86.Sf2 Kg1 87.Sh3, draw.) 78.Se3 Kf2= 79.Sg4 Kf1 80.Kf3 Kg1 81.Se5 g2 82.Sg4 h3 83.Kg3 Kf1 84.Se3 Ke2 85.Sg2 hg2 86.Kg2=.

66...La5

66...Lc3 67.Sb3 Kg3 68.Kf1 e3 69.Sc1 =.

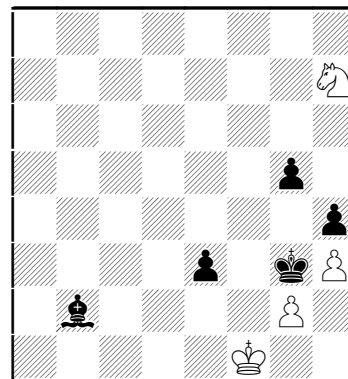
67.Sb3?

67.Se6 Kg3 68.Sf8 g5 69.Se6 g4 70.hg4 Kg2 71.g5 Kg3 72.g6 Lc3 73.Ke3 h3 74.Sd4 h2 75.g7 Ld4 76.Kd4 h1D 77.g8D Kf2 78.Da2 Kf3 79.Df7 Ke2 80.Da2, draw.

67...Lc3!– 68.Sc5 Lb2 69.Sd7 Kg3 70.Sf8 g5 71.Kf1

71.Se6 Lf6! 72.Kf1 e3; 71.Sh7 g4 72.hg4 Kg2 73.Sg5 Lc1 74.Se4 h3 75.Sf2 h2 76.Ke1 Le3.

71...e3 72.Sh7



72...Lc1! 73.Sf6

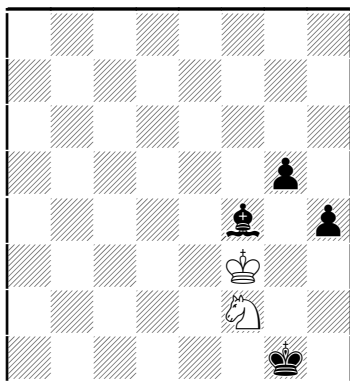
73.Sg5 e2 74.Ke2 Lg5 75.Kf1 Le3. With a king on h1 it is a draw. Unfortunately for white, his king never will come to h1. 76.Ke2 Ld4 77.Kf1 Lc5 78.Ke2 Kg2 79.Ke1 Kh3 80.Kf1 Kg3 81.Ke2 Kg2 and h pawn is queening.

73.Ke2 g4 74.hg4 Kg2 75.Sg5 Kg3.

73...e2 74.Ke2 Kg2 75.Sg4 Kh3 76.Kf3

White cannot hold a castle because black may give up a bishop to get his king on g2 and promote a pawn.

76...Lf4 77.Sf2 Kh2 78.Sg4 Kg1 79.Sf2



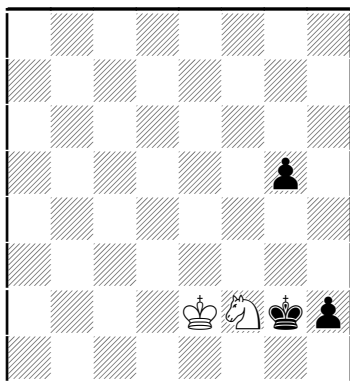
79...Le3! 80.Ke3

Other moves also cannot prevent pawns from queening:

- a) 80.Sg4 h3 81.Ke3 h2 82.Sh2 Kh2 83.Kf3 Kh3 84.Kf2 g4 85.Kg1 Kg3 86.Kh1 Kf2 87.Kh2 g3, winning;
 b) 80.Sh3 Kh2 81.Sg5 Lg5 82.Kf2 h3 83.Kf1 Le3 84.Ke2 Kg2, winning.

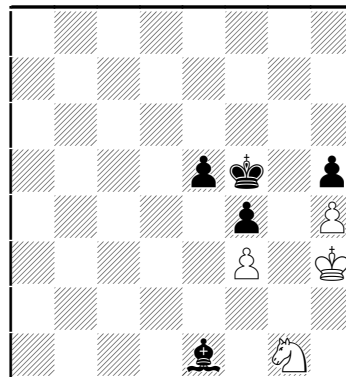
80...Kg2 81.Sg4 Kg3!

What is the moral of those two endgames? Objectively it is a draw. However, if you know main ideas, you have a good chance to win with an upper hand and save a half a point when you are playing on defensive. 81...Kg3 82.Sf2 h3 83.Ke2 (83.Se4 Kg2 84.Sg5 h2 wins.) 83...Kg2 84.Ke3 h2 85.Ke2



85...g4+. Last accurate move. 86.Sh1 g3 wins **0:1**.

Beliavsky A. : Georgiev K.
 Bled 2002



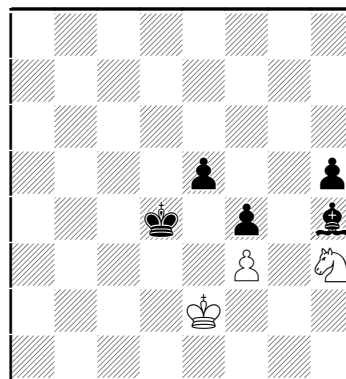
Sometimes two extra pawns are not enough, if everything is on the same side and on the squares opposite to the bishop color. Most important factor is that bishop does not control h1 square.

76.Se2 Ld2 77.Kg2 Ke6 78.Kf1 Kd5

79.Sg1 Lb4 80.Ke2

White cannot keep pawn on h4: 80.Kg2 Le7 81.Kh3 Kd4 82.Se2 Ke3 83.Sg1 Kf2 84.Kh2 Lh4 85.Kh1 Lg3, winning.

80...Kd4 81.Sh3 Le7 82.Sg1 Lh4 83.Sh3



83...Kc4

83...Ld8 84.Sf2 Lc7 85.Sh3 e4 86.fe4 Ke4 87.Sf4 Lf4 88.Kf2 and white king going to h1 securing a draw.

84.Sg1 Ld8 85.Sh3 Kd4 86.Sf2 Lb6 87.Sh3 Kc4 88.Sg5 h4 89.Sh3 Le3 90.Sg5 Kd5 91.Sh3 Ke6

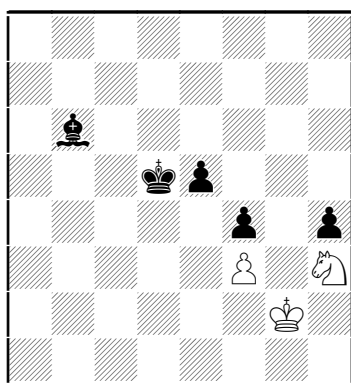
If black king going on f5, white king going to g2, preparing for eventual e4. With a king

on g2 black cannot play e4, because white takes on e4 and sacrifice the knight for f4 pawn. Since white controlling h1 square with a king - it is a draw.

92.Kf1 Lb6

92...Kf5 93.Kg2 (93.Ke2? e4 94.fe4 and black wins: 94...Kg4 95.Sf4 Kf4 96.e5 h3 97.e6 Lc5 98.e7 (98.Kf1 Kf3 99.e7 h2 100.e8D h1D#) 98...Le7 99.Kf2 Lc5 100.Kf1 and black promote a pawn.) 93...e4 94.fe4 95.Sf4 Kf4 96.Kh1, draw.

93.Kg2 Kd5



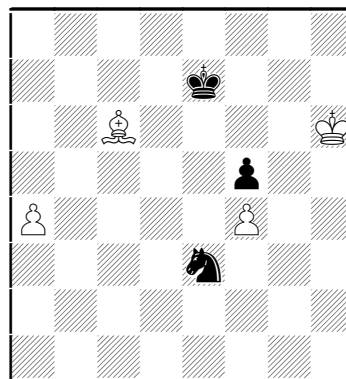
Now white should bring his king on e2 to prevent black king penetration on e3.

94.Kf1 Kd4 95.Ke2 Lc7 96.Sg5 La5 97.Sh3 Lb4 98.Sg5 La3 99.Sh3 Lc1 100.Sg5 Le3 101.Sh3 Kc4 102.Sg5 Lb6 103.Sh3 Ld8 104.Sf2 Kd5 105.Sh3 Lb6 106.Kf1 Ke6 107.Kg2 Lc5 108.Kf1 La7 109.Kg2 Kd5 110.Kf1 Kc4 111.Ke2 Kc3 112.Sg5 Lb6 113.Sh3 Le3 114.Sg5 Kd4 115.Sh3 Kd5 116.Sg5 Kd6 117.Sh3 Ke7 118.Kf1 Kf6 119.Kg2 Kf5 120.Kf1 La7 120...e4 121.fe4 Ke4 122.Sf4 Kf3 123.Sh3 Kg3 124.Sg5 Lg5 125.Kg1, draw.

121.Kg2 Lb6 122.Kf1 La5 123.Kg2 Le1 124.Kf1 Lg3 125.Kg2 Ke6 126.Kf1 Kd5 127.Sg5 Kd4 128.Ke2 Kc4 129.Sh3 Kd4 130.Sg5 Kd5 131.Kd3 Lf2 132.Ke2 Lb6 133.Sh3 Ke6 134.Kf1

Finally black stops his try. There is no way to crash a white castle ½.

Beliaevsky A. : Liberzon V.
Baden 1980



White may capture f5 pawn. However he have to give up a4, which black is captured with a king. May white win a game just with a single f pawn on the board?

70...Kd6 71.Lb5 Kc5 72.Kg5 Kb4 73.Kf6 Ka5 74.Ld7 Kb4 75.Ke5 Ka5 76.Lc6

I was not sure that 76.Lf5 is enough for a win. Actually it is not.

76...Sc2 77.Lb5

77.Kf5? Sd4 78.Ke4 Sc6 79.f5 Ka4 80.f6 Sd8 81.Kd5 Kb5 82.Kd6 Sf7 83.Ke6 Sh6=.

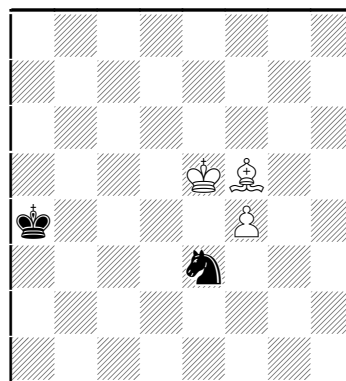
77...Se3 78.Ld7 Kb4 79.Lc6 Sc2 80.Kd5 Ka5 81.Kc4 Sb4 82.Le8 Sc2 83.Kc3 Sb4

84.Kc4 Sc2 85.Kd3 Sb4 86.Kd4 Sc2

87.Kd5 Se3 88.Ke6 Kb4 89.Ld7 Ka5

Finally white realised that he has not other option but trade f5 pawn for a4.

90.Ke5 .Kb4 91.Lf5+- Ka4



92.Ke4

Black has 5 options move his knight: 2 of it are loosing and 3 are enough for a draw.

92...Sf1

a) 92...Sg2 93.Ld7 Kb4 94.f5 Kc5! (94...Sh4 95.f6 Kc5 96.f7 Sg6 97.Kf5 Sf8 98.Lc8 Kd6 99.Kf6 Sh7 100.Kg6 Sf8 101.Kg7 Ke7 102.Lf5 – zugzwang, White is winning.)

95.Ke5 Sh4 96.f6 Sf3 97.Ke6 (97.Kf4 Kd6! 98.Lg4 Sd4 99.Kg5 Sc6 100.Lh3 Se5 101.Lc8 Kd5=) 97...Sg5 98.Ke7 (98.Kf5 Sh7! 99.f7 Kd6 100.Le6 Ke7=) 98...Kd5 99.Lc8 Ke5 100.La6 Kd5 101.Lb7 Ke5 102.Lc6 Kf5 103.Ld7 Ke5 104.Lc8 Kd5=;

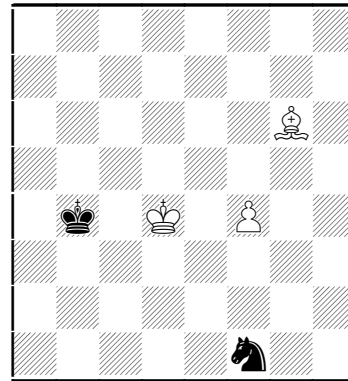
b) 92...Sd1 Even this move is enough for a draw. 93.Ld7 Kb4 94.f5 Sf2 95.Kd4 Sg4 96.Lc6 Sf6 97.Ld5 Sh7 98.Lc6 Sf6 99.Ke5 Sh7 100.Ld5 Kc5 101.Lg8 Sf8 102.Lb3 (102.f6 Sd7=) 102...Sh7 103.La4 Kb4 104.Ld7 (104.Le8 Kc5 105.Lg6 Sf8 106.Le8 Sh7; 104.Lc6 Kc4 105.Ld7 Kb4! 106.Le8 Kc5=) 104...Kc4! Only move. (104...Kc5 105.Le8 - zugzwang. Black should give d6 square for the white king. 105...Sf8 106.f6 Sh7 107.f7 Sf8 108.La4 Sg6 109.Kf6 Sf8 110.Ke7 Sg6 111.Ke8 Kd5 112.Lc2 wins; 104...Sf8 105.Le8 Sh7 106.Lg6 Sg5 107.f6 Sf3 108.Ke4 Sg5 109.Kf5 Sf3 110.f7 wins.); c) 92...Sc4 93.Le6 Sd6 94.Ke5 Sb7 95.f5 Kb5 96.f6 Sd8 97.Kd6 Sb7 98.Ke7 and pawn is queening;

d) 92...Sc2 93.Kd3 Sb4 (93...Se1 94.Kd4 Sf3 95.Ke3 Sh2 96.Lh3 Kb5 97.f5 Kc5 98.f6 Kd6 99.Kf2 winning.) 94.Kc4 Sa6 95.Ld7 Ka5 96.f5 Kb6 97.f6 winning.

93.Lg6 Kb4??

Black had to play 93...Kb5, bringing his king closer to the f pawn: 93...Kb5 94.Kd4 Kc6 95.Kd3 Kc5 96.Ke2 Sh2 97.Lf5 Kd4 98.Lh3 Ke4 99.f5 Sf3 100.f6 Sg5=.

94.Kd4!



Now black is loosing because his knight cannot escape to be trapped by white bishop and king.

94...Sg3

94...Sd2 95.Ld3 Sb3 (95...Sf3 96.Ke3 Sh4 97.Kf2 Kc3 98.Kg3) 96.Kd5 Sc5 97.Lf5 Kb5 98.Lc8 Sd3 99.f5 Sf4 100.Ke5 Sh3 101.f6 Sg5 102.Ld7 Kb6 103.Kf4 Sf7 104.Le8 Sd6 105.Ke5 Kc7 106.Lh5 Kd7 107.Lg4 Kc7 108.Le6 Kc6 109.La2 Kd7 110.Ld5 Kc7 (110...Sb5 111.Lc6, winning; 110...Sc8 111.Le6, winning) 111.Ke6 – Zugzwang, Pawn is queening;

94...Sh2 95.Lh5 Sf1 96.f5 Sg3 97.f6 Sf5 98.Ke5 Sh6 99.Kf4 Kc5 100.Kg5, winning.

95.Ke3 Sf1 96.Ke2 Sh2 97.Lh5 Kc5 98.Kf2 Kd5 99.Le2!

Only winning move: 99.Kg2 Ke4=.

99...Kd4

99...Ke4 100.Kg3 – zugzwang: 100...Kf5 101.Ld3+–.

100.Kg2

100.Kg3? Ke4. Now zugzwang for white.

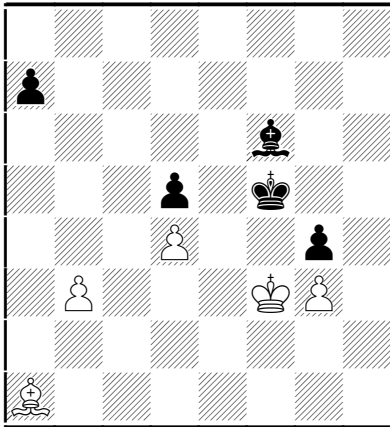
101.La6 Ke3! 102.f5 Sf3 103.f6 Se5 104.Lb7 Kd4 105.Lc8 (105.Kf4 Sd7! 106.f7 Se5 107.f8D Sg6 draw.) 105...Kc5 106.Kf4 Kd6 107.Kf5 Kd5 108.Kg5 (108.Lb7 Kd6 109.Lg2 Sd7 110.f7 Ke7=) 108...Kd6=.

100...Ke3 101.f5 Ke2 102.Kh2 1:0.

Alexander Beliavsky:

Two endgames with a same color bishops

Van Wely L. : Kramnik V.
1990



32.Ke3

Black has an advantage, because his pawns placed on the squares opposite to their blacksquared bishop. Still black king cannot penetrate to attack white pawns d4 or g3, because e4 and f4 squares unaccessible for the black king. Kramnik try only way to penetrate with his king towards d4 or g3 pawns. His king is going on b5 and pawn a eliminate white pawn b3 which protect c4 and a4 squares from black king penetration.

32...Le7 33.Lc3 Ld6 34.Le1 Ke6

King is going on b5.

35.Kd3 Kd7 36.Ke2 Kc6 37.Kd3 Kb5

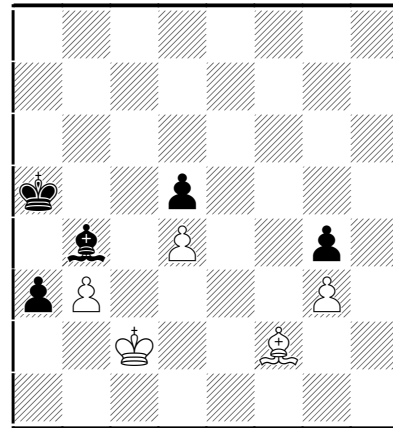
38.Kc2 a5 39.Kd3 a4

Black has to trade pair of pawns to give a way for his king. Unfortunately for him only two pawns remaining on the board.

40.ba4

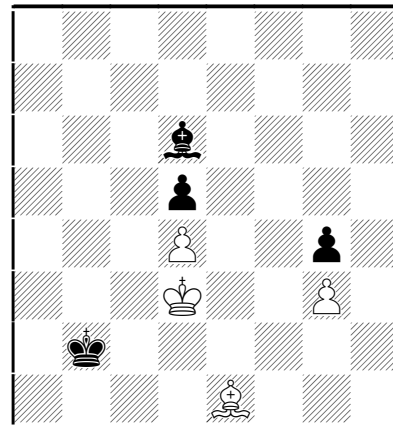
White has to take a pawn, otherwise black push his pawn on a3 and manage to bring his bishop on c3 and king on b4 to promote an a pawn.

40.Kc2 a3 41.Lf2 (41.Kb1 Lb4 42.Lb4 42.Lf2 Ld2 43.Ka2 Kb4 – Zugzwang - 44.Lg1 Le1 45.Le3 Lg3 46.Lc1 Lf2 47.La3 Kc3 48.Ld6 g3 49.Ka3 g2 and black wins.) 42...Kb4 43.Ka2 Kc3 44.Ka3 Kd4 45.Kb2 (45.b4 Kc4 46.Ka4 d4) 45...Kd3 46.b4 Kc4 -+) 41...Ka5 42.Le1 Lb4 43.Lf2



43...Ld2! (Securing b4 square for the king.) 44.Kb1 Kb4 45.Ka2 Kc3 46.Ka3 Kd3 47.b4 Ke2 48.Lg1 Kf1 49.b5 Kg1 50.b6 La5 51.b7 Lc7 52.Kb4 Kf2 53.Kc5 Lg3 54.Kd5 Lb8 55.Kc6 g3 56.d5 g2 57.d6 g1D-+ and Black is winning.

40...Ka4 41.Lf2 Kb3 42.Le1 Kb2



Black will try bring his king to g2. Black had to realize that he cannot prevent white king from penetration and keep g3 pawn alive. If black king penetrate to g2, the pawn g3

anyway will be captured. And even worse, pawn g4 will easily promote, because black king will assist it. Best chance for white was give up pawn g3 and cut white king from the penetration. We will see he can save the game, because of limited materials leaving on the board and a stalemate idea!

43.Lf2

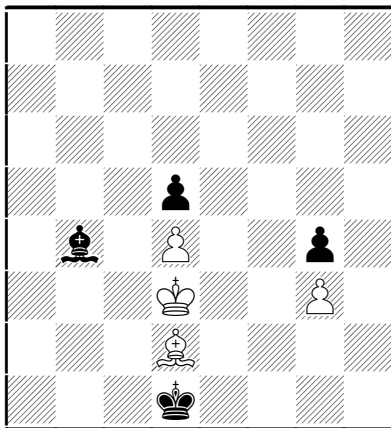
If black realize where is his chance to save the game, he had to choose give up pawn g3 and try attack g pawn with a king.

43.Ke3 Kb3 44.La5 Lg3 45.Ld8 Kb4 46.Lf6 Kc4 (46...Kb5 47.Le5!) 47.Lg7 Ld6 48.Lf6 Lc7 49.Lg7 Lh2 50.Lf6 Lc7 51.Lg7 Kc3 52.Le5 Lb6 (52...Le5 53.de5 d4 54.Kf2 d3 55.e6 d2 56.e7 d1D 57.e8D Df3 58.Kg1 g3 59.Dc8 Kd4 60.Dc4 Kc4=) 53.Kf4 Ld4 54.Lc7 Kd3 (54...Lf6 55.Lb6 Ld4 56.Lc7=) 55.Kg4 Ke4 56.La5 Lc5 57.Lc3 Ld6 58.Kh3 Le5 59.Lb4 Kf3 60.Lc5 Lc3 61.Lb6 Le1 62.Ld4=.

43...Kc1 44.Le3 Kd1 45.Lf2?

Now black king going to the pawn g3 and after capturing g3 pawn, black king is assisting to promote g4 pawn. White missed for the last time in this game to give up g3 pawn with an idea to prevent black king from assisting the g4 promotion. The correct way was like this:

45.Lf4 Lb4 46.Ld2!



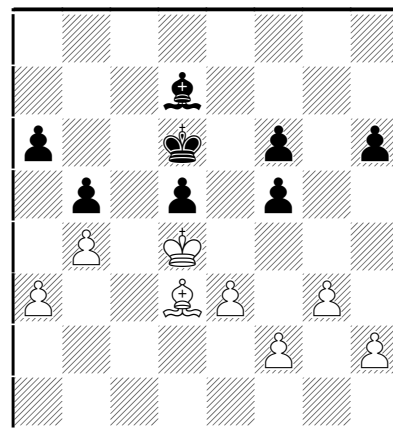
46...Le7 47.La5 (Keeping black king from the penetration on king side.) 47...Ld6 48.Ke3 Lg3 49.Lb4 Lb8 50.Lc3 Lg3 51.La5

Le1 (51...Kc2 52.Ld8 Kb3 53.Lf6 Kc4 54.Lh8 Kb5 55.Le5! (Just in time. Otherwise black king will come to f5 while keeping pawn on g4 and black will succeed capture d4 pawn and keep his g pawn. 55.Lg7 Kc6 56.Lf6 Kd7 57.Lg7 Ke6 58.Lf8 Kf5 59.Le7 Lf4 60.Kf2 Ke4 61.Lc5 Le3 62.Kg3 Ld4 63.Ld6 Kf5 winning.) 55...Le5 (55...Le1 56.Kf4 g3 57.Kf3 with a drawish position.) 56.de5 Kc5 57.Kf4 d4 58.Kg4=) 52.Lc7 g3 53.Kf3 Kc2 54.Ke2 Lf2 55.Kf3 Kd3 56.Le5 Kc3 57.Kg2 Kc4 58.Kf3 Kd3 (Zugzwang.) 59.Kg2 Ke4 60.Kh3 (For the second time (see previous diagram) stalemate idea save the game.) 60...Ld4 (60...Kf3 61.Lg3 Lg3 stalemate.) 61.Lg3 Le5 (61...Kf3 62.Ld6 Lf6 63.Lc5) 62.Lf2 Kf3 63.Lb6=.

45...La3 46.Ke3 Lc1 47.Kd3 Ld2 48.Le3 Le1 49.Lf4 Lf2 50.Le5 Ke1 51.Kc3 Ke2 52.Kb4 Kf3 53.Kc5 Ke4

Zugzwang. White is losing one of his pawns and black easily promote his free pawn.

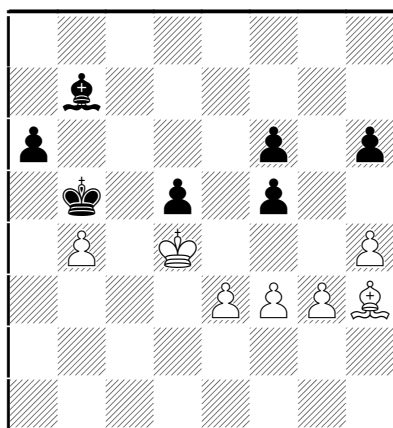
Polajzer D. : Rusjan M.
Slovenia 2012



It is a wrong first impression that white has easily winning position thanks to strong king and multiple weak pawns of black. In reality winning plan demands a lot of precise calculations in the eventual pawn endgame.

32.h4

White played in the game 32.Lc2 with an idea 33.a4, because black is in zugzwang: he had to play with bishop (on c8 or e6 to protect f5 pawn) or move king on c6 to keep white king from penetration on c5. In both cases white succeeds to push pawn on a4. During the game everybody guessed that pushing a4 and creating one more target for attack is favorable for a white. However it was a misjudging. Black king got b5 square for the eventual counterattack and made white's task much more complicated. 32.Lc2 Lc8 33.a4 ba4 34.La4 Lb7 35.Lb3 Lc6 36.Lc2 Ld7 37.Ld3 Lc8 38.f3 Kc6 39.Le2 Lb7 40.Lf1 Lc8 41.h4 Lb7 42.Lh3 Kb5



Suddenly black pawn a6 becomes a dangerous promouter. 43.Kc3 Lc8 44.Lf1 (44.e4 d4 45.Kd4 Kb4 46.Lf5 (46.ef5 - after this move white risks to lose - 46...a5 47.g4 La6! 48.g5 hg5 49.hg5 (49.h5 a4+-) 49...a4 50.gf6 Lc4 51.Lf1 Lf7 52.Ld3 a3 53.Lb1 Kb3 54.Kc5 Kb2 55.Kb4 Le8 and black wins!) 46...Lf5 47.ef5 a5 48.g4 a4 49.Kd3! (Only move for white and it is winning. Pawn endings give not second chance.) 49...Kb3 50.g5 hg5 (50...fg5 51.hg5 a3 52.g6 a2 53.g7 a1D 54.g8D Kb4 55.Dc4 Ka5 56.Dc3 Dc3 57.Kc3+-) 51.hg5 a3 52.gf6! (Tempting 52.g6 gives only draw. Though not without traps: 52...a2 53.g7 a1D 54.g8D Kb4 55.Dc4 Ka5 56.Dc3 Dc3 57.Kc3 Kb5 58.Kd4 Kc6 59.Ke3 Kd6 60.Kf4 Ke7 (60...Kd5 is loosing 61.Kg3! Kd4 62.Kh4!

Ke5 63.Kg4 Kd4 64.Kh5 winning.) 61.Kg4 Kf7 62.Kh4 Kg8 last trap escape. After 62...Kg7 black is loosing. (62...Kg7? 63.Kh5 Kh7 64.Kg4 Kg7 65.Kf4 Kf7 66.Ke4 Ke7 67.Kd5 Kd7 68.f4 (Zugzwang.) 68...Ke7 69.Kc6 Ke8 70.Kd6 Kf7 71.Kd7 Kf8 72.Ke6 Kg7 73.Ke7 White wins.) 52...a2 53.f7 a1D 54.f8D Df1 55.Ke3 De1 56.Kf4 Dd2 57.Ke5 De3 58.Kd6 Df3 59.Df7 Kc3 60.Dd5 Df1 61.De5 Kb3 62.f6 Da6 63.Ke7 Db7 64.Kf8 Db4 65.Kg7 Dg4 66.Kh6 Dc4 67.Kg6 Dg4 68.Dg5 De6 69.Kg7 Dd7 70.f7+-) 44...Kc6 45.Ld3 Kd6 46.Kd4 Kc6 47.Lf1 Lb7 48.Le2 Kd6 49.Ld1 Lc6 50.Lb3 Lb7 51.f4? After this move white has not plan to make progress because he has not potential breakthrough by e4 and zugzwang does not helpful because pawn f6 guarding e5 square against white king penetration and black king may move on c6 or d6 squares. Several moves later draw was agreed.

32...Le6 33.Lf1

White plan is to bring bishop to h3 and prepare breakthrough f3-e4.

33...Lc8 34.Lh3 Ld7

After eventual breakthrough e4 black bishop must be placed on e6. With a bishop placed on d7 pawn endgame is winning for white. 34...Le6 35.f3 Ld7 36.e4 fe4 37.Ld7 Kd7 (37...e3 38.Ke3 Kd7 39.Kd4 Ke6 40.g4 Kd6 41.f4 Kc6 42.g5 fg5 43.fg5 hg5 44.hg5 Kd6 45.g6 Ke6 46.Kc5 Kf6 47.Kd5 Kg6 48.Kc6+-) 38.fe4 de4 39.Ke4 Ke6 40.g4 Kf7 (40...Ke7 41.Kf5 Kf7 42.h5 - Zugzwang and white wins.) 41.Kd5! (41.Kf5 Kg7 42.Ke6 Kg6 43.Kd5 f5 44.h5 Kg5 45.gf5 Kf5 46.Kc5 Kg4 47.Kb6 Kh5 48.Ka6 Kg4 49.Kb5 h5 50.Kc5 h4 51.b5 h3 52.b6 h2 53.b7 h1D 54.b8D Dc1 - Draw.) 41...Ke7 42.Kc5 Ke6 43.Kb6 Ke5 44.Ka6 Kf4 45.Kb5 Kg4 46.Kc4 f5 47.Kd3 f4 (47...Kg3 48.b5) 48.Ke2 Kg3 49.Kf1 - Wins.

35.f3 Le6 36.g4

Now e4 does not work:

36.e4 de4 37.fe4 fe4 38.Le6 Ke6 39.Ke4 f5 (39...h5 40.Kf4) 40.Kd4 (40.Kf4 Kf6=) 40...h5 41.Kc5 Ke5 42.Kb6 Ke4 43.Ka6 Kf3

44.Kb5 Kg3 45.Kc5 f4 46.b5 f3 47.b6 f2
48.b7 f1D 49.b8D Kh4 50.Dd8 Kh3
51.Dc8=.

36...fg4 37.Lg4 f5

37...Kd7 38.Kc5 Lg4 39.fg4 Ke6 40.Kd4
Kd6 41.e4 de4 42.Ke4 Ke6 43.Kf4 (43.h5)
43...Kf7 44.Ke3! (Dancing to get a
zugzwang position. 44.Kf5 Kg7 45.h5? Kf7
46.Kf4 Ke7 47.Ke4 Ke6 48.Kf4 Ke7 49.Ke3
Kd7 50.Kd4 Kd6=) 44...Ke7 45.Kf3 Kf7
(45...Ke6 46.Ke4 Kf7 47.Kd5 Ke7 48.Kc5+-
) 46.Kf4 Kf8 47.Ke4 Kf7 48.Kd5+-;
37...Lg4 38.fg4 Ke6 39.e4 de4 40.Ke4 Kf7
(40...Ke7 41.Kf5 Kf7 42.h5+-) 41.Kd5
(41.Kf5 Kg7 42.Kf4 Kf7 43.Ke3 Kg7
44.Kd4 h5 45.gh5 Kh6 46.Ke4 Kh5 47.Kf5
Kh4 48.Kf6 Kg4 49.Ke6 Kf4 50.Kd6 Ke4
51.Kc6 Kd4 52.Kb6 Kc4 53.Ka6+-)
41...Kg7 42.h5 Kf7 43.Kc6 Ke6 (43...f5
44.gf5 Kf6 45.Kb6 Kg5 46.Ka6 Kh5 47.Kb5
Kg5 48.a4 h5 49.a5 h4 50.a6 h3 51.a7 h2
52.a8D+-) 44.Kb6 Ke5 45.Ka6 Kf4 46.Kb5
Kg4 47.Kc4 (47.Kc6 f5 48.b5 f4 49.b6 f3
50.b7 f2 51.b8D f1D 52.Db4 Kg3, (52...Kh5
53.Db5 Db5 54.Kb5) 47...f5 48.Kd3 Kg3
(48...f4 49.Ke2 Kg3 50.Kf1+-) 49.b5+- f4
50.b6 f3 51.b7 f2 52.b8D.

38.Lh5

38.Lh3? f4 39.Le6 fe3 40.Ke3 Ke6+-.

38...Lc8 39.f4 Le6 40.Ld1

Black should prevent a4 to avoid second
weak pawn on the Q-side. Otherwise he will
lose because of zugzwang. The square e5 do
not protected anymore by pawn f6 and black
king cannot leave d6 square.

40...Ld7 41.Lc2

Zugzwang. Black cannot prevent a4.

41...Lc8 42.a4 Le6 43.ab5 ab5 44.Ld1 Lf7 45.Lf3 Le6 46.Lh5 Ld7

To prevent Le8.

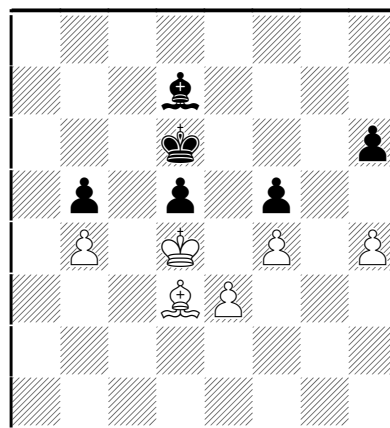
47.Ld1!

Zugzwang.

47...Le8

47...Lc8 48.Le2 Ld7 49.Ld3.

48.Lc2 Ld7 49.Ld3



Zugzwang.

49...h5 50.Le2 Le8 51.Lf3 Lf7 52.Ld1 Le8
52...Lg6 53.Lc2 Lh7 54.Ld3.

53.Le2

Final zugzwang. Black lose b5 or h5 pawn.