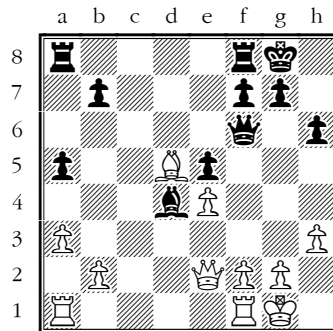


Position 86



Bogoljubow – Alekhine
 World Championship match 1929
White to move

Superficially this position looks more equal than it really is since things are not quite what they seem. The reason is the bishops of opposite colours. This means that the player who takes the initiative has an extra piece to play with, since the opposing bishop cannot defend the same coloured squares of his own bishop. 19 ♙xb7? ♜ab8 leads to a position where Black has the initiative after for example 20 ♚a6 ♛xa6 21 ♙xa6 ♞xb2 with pressure on f2. The natural move 19 ♞ac1 only leads to further exchanges after 19... ♞ac8 . Correct is 19 ♞ad1! planning ♞d3-f3 with pressure on f7.

19...♞ac8 20 ♞d3! ♞c7 21 b3

If 21 ♞f3 then 21... ♛b6 .

21...b5 22 ♞f3

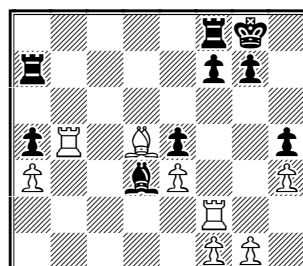
White is first to exert pressure against f7 since Black doesn't have corresponding pressure on f2.

22...♛b6 23 a4 bxa4 24 bxa4 ♛b4 25 ♛a2 ♛b2

Alekhine makes a transition to an ending.

26 ♛xb2 ♙xb2 27 ♞b1 ♙d4 28 ♞b5 ♞a7 29 h4 h5?!

Black should keep his pawns on the dark squares.





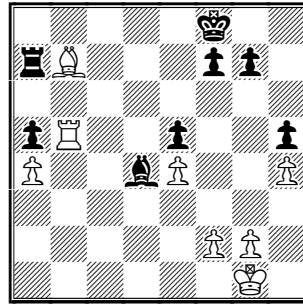
30 ♖b7!

This exchange is in White's favour since Black has to take care of two weaknesses on f7 and a5.

30...♗xb7 31 ♔xb7 ♖d8 32 ♔d5 ♖d7

Black's rook has managed to move from the passive square f8 to a more active one but it remains passive compared with White's rook, which has more manoeuvrability.

33 ♖b3 ♔f8 34 ♖b5 ♖a7 35 ♔b7



Black's rook is temporarily trapped and this isn't a nice position for Alekhine who lacks counterplay.

It's interesting that the computer evaluates the position as 0.00 which only goes to show that computers do not feel either positional or psychological pressure!

35...♔e7 36 g3 ♔d6 37 ♔g2 ♔c7 38 ♔d5 ♔d6 39 f4! f6?

A better defence was 39...exf4 40 gxf4 g6 41 e5+ ♔e7 42 ♔f3 ♔f8.

40 ♔b3?

Stronger was 40 f5! to isolate the h5-pawn by artificial means. With the move played Bogoljubow prepares ♔d1 to put pressure on the h5-pawn. Any ...g6 by Black can be answered by a timely f4-f5.

40...♖a6?

Correct is 40...♔c3!.

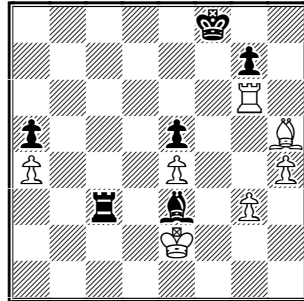
41 ♔f7 ♖c6 42 ♖d5+! ♔e7 43 ♔xh5 ♖c5 44 fxe5 fxe5 45 ♔f3! ♔f6

After 45...♖xd5 46 exd5 White is practically two pawns up since the e5-pawn doesn't mean anything. The possibility of creating two passed pawns is normally enough to win endings with bishops of opposite colours as we will see later in the endgame section.

46 ♖d6+

46 ♖xc5? ♔xc5 is obviously a draw.

46...♔e7 47 ♖g6 ♗f8 48 ♕h5! ♕e3 49 ♗f3 ♜c3 50 ♗e2?
 50 ♜e6 g5 51 ♗g4 gxh4 52 gxh4 is winning.



50...♕c5?

Bogoljubow suggested 50...♕d4! with drawing chances.

51 ♜e6!

White wins another pawn so the game is effectively over. It concluded:

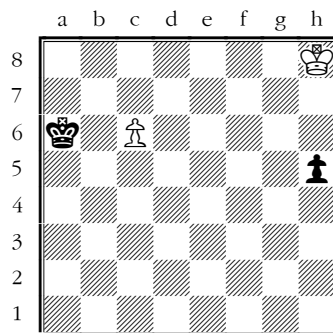
51...g6 52 ♕xg6 ♜e3+ 53 ♗d1 ♜xg3 54 h5! ♗g7

Black must prevent h5-h6.

55 ♜xe5 ♕b4 56 ♗e2 ♜a3 57 ♕e8 ♜h3 58 ♕d7 ♜c3 59 ♜e6 ♕f8 60 ♜a6 ♕b4 61 h6+ ♗f7 62 ♕e6+ ♗f6 63 ♕f5+ ♗f7 64 ♜a7+ ♕e7 65 ♜xa5 ♜c2+ 66 ♗d3 ♜b2 67 h7 ♕f6 68 e5 ♕g7 69 ♜a7+ ♗f8 70 e6 ♕e5 71 e7+ Black resigned.

A very instructive example which shows how to play with bishops of opposite colours. Even a small initiative means a lot between humans, especially if the defending player isn't up to the task.

Position 158



Réti 1921

White to move

Why is this pawn ending important? You will never reach this position in a game but it's the ideas it represents that are important. The position is a very instructive and pure example showing how to play with multiple plans or double threats with every move. White has two goals. He wants either to support his pawn or catch the enemy pawn. On the surface it looks impossible but the geometry of chess can sometimes fool you.

1 ♔g7!

By placing the king on this square White is following two paths at the same time and accordingly has two plans in mind.

1...h4

1...♔b6 2 ♔f6 ♔xc6 3 ♔g5 and the black pawn is lost.

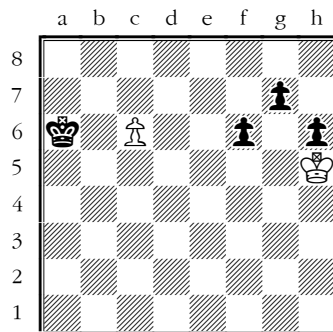
2 ♔f6 ♔b6

2...h3 doesn't win on account of 3 ♔e6 or 3 ♔e7, escorting the passed pawn to c8.

3 ♔e5!!

The double threat of 4 ♔d6, supporting the c6-pawn, and 4 ♔f4, trapping the enemy pawn, secures half a point.

Position 160



Réti 1928

White to move

It's unbelievably magical that this position is a draw, despite the fact that White is two pawns down, although thanks to position 158 it's easier to understand that the miracle of Dunkirk is indeed achievable.

1 ♔g6 ♔b6

1...h5 2 ♔xg7 h4 3 ♔xf6 leads to exactly the same position as the previous example by Réti. 1...f5 2 ♔xg7 f4 3 ♔f6 f3 (3...♔b6 4 ♔e5) 4 ♔e6 or 4 ♔e7 is a draw as well.

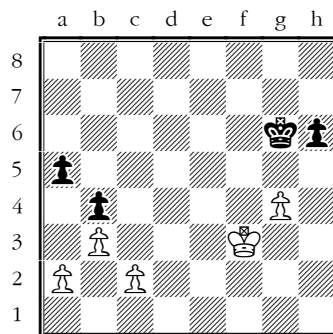
2 ♔xg7 h5

2...f5 3 ♔f6 f4 4 ♔e5 f3 5 ♔d6 is likewise a draw.

3 ♔xf6 h4 4 ♔e5 and again we have the same position as in Réti's magnum opus.

Don't forget illusions and miracles in chess! The great chess teacher GM Luděk Pachman once said that there are no miracles in chess and to a certain extent he's right, but nevertheless we have to be prepared for the extraordinary when it occurs, whether we solve studies or play a game. It's sometimes possible to run through a wall and we have to understand when that is indeed a reality – since magic sometimes interweaves with real life.

Position 167



Berger – Bauer

Correspondence 1889-1891

White to move

Sometimes it's possible to win even though the pawn majority is crippled. This instructive position arose in a correspondence game a long time ago. If White wants to win he must participate in a hair raising pawn race since that's the only way to win. Exact calculation is required and in over the board play it wouldn't be so easy to find the ingenious win achieved by Berger.

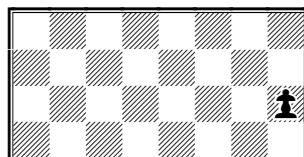
He played **1 c4!! bxc3 2 ♖e3 ♘g5**

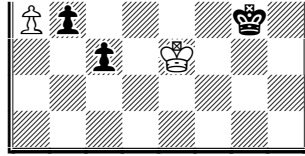
So what is going on? Here comes the next shocker!

3 a4!!

3 ♘d3 is a draw after 3...♙xg4 4 a4 h5 5 b4 h4 5 b5! and both pawns promote. However, after shocker number two it's a different story because Black is soon forced to capture the b-pawn and that makes a difference. White gains a crucial tempo in the pawn race.

3...♙xg4 4 b4 axb4





5 ♔d3!!

Another surprise move. How many are there in this position? 5 a5 surprisingly leads to a draw after 5...b3 6 ♔d3 b2 7 ♔c2 ♔f3!. This is the point, Black concentrates on promoting his c-pawn. 8 a6 ♔e2 9 a7 b1♚+ 10 ♔xb1 ♔d2 11 a8♚ c2+ 12 ♔a2 c1♚ 13 ♚g2+! The queen ending is an easy draw.

5...h5 6 a5 h4 7 a6 h3 8 a7 h2 9 a8♚ and White wins handsomely by following up with the deadly ♚h1.

The advantage with promoting a rook pawn is that it automatically controls the opponent's corner on the long diagonal so never underestimate the cheapest material on the board, since it can suddenly turn out to be the most valuable piece on the board!