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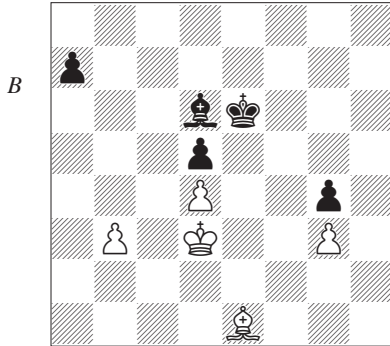
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TIP 19

Good Bishop versus Bad



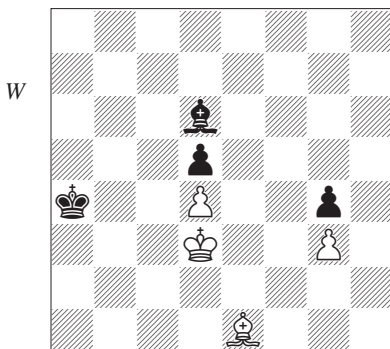
Van Wely – Kramnik
Arnhem jr Ech 1990/1

White has two pawns fixed on dark squares, which is enough to cost him the game.

45...♔d7!

A typical idea. Black cannot penetrate on the kingside, so he plans to widen the front by playing his king to b5 and then advancing ...a5-a4. This will open a path into White's position via the queenside. The drawback to the plan is that it involves exchanging a pair of pawns, in a position where they are already thin on the ground. However, Kramnik has judged the position to a nicety, and realizes that he can still win, even with only two pawns each.

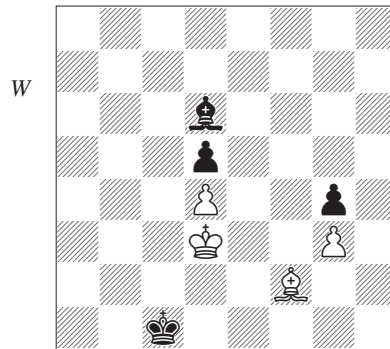
46 ♕e2 ♔c6 47 ♔d3 ♔b5 48 ♔c2 a5 49 ♔d3 a4 50 bxa4+ ♔xa4 (D)



51 ♕f2

If 51 ♔c2, the black king gets in by 51...♔a3 52 ♕f2 ♔b4 53 ♔d3 ♔b3, etc. The constant use of zugzwang enables the black king to inch its way in.

51...♔b3 52 ♕e1 ♔b2 53 ♕f2 ♔c1 (D)



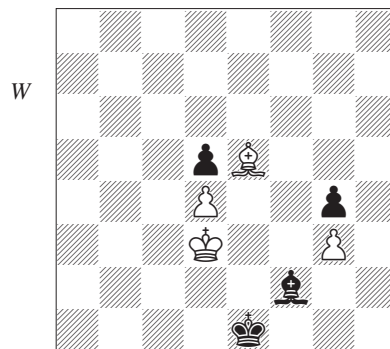
54 ♕e3+

54 ♔e2 ♔c2 is no better.

54...♔d1 55 ♕f2

55 ♕f4 ♕b4 56 ♕d2! is a nice try, pointed out by Panchenko, but it does not save the game. Panchenko's analysis continues 56...♕e7 57 ♕f4 ♔e1 58 ♔e3 ♕b4 59 ♕e5 ♕d2+ 60 ♔d3 ♕g5 winning.

55...♕a3 56 ♔e3 ♕c1+ 57 ♔d3 ♕d2 58 ♕e3 ♕e1 59 ♕f4 ♕f2 60 ♕e5 ♔e1 (D)

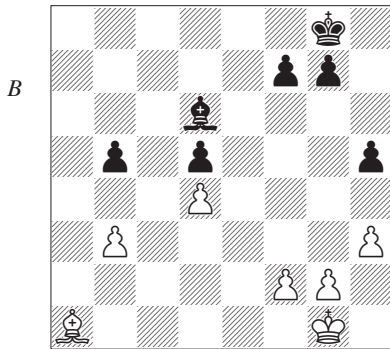


The black king has come a long way over the past 16 moves, but he has penetrated to the very heart of White's position.

61 ♔c3 ♔e2 62 ♔b4 ♔f3 63 ♔c5 ♔e4! 0-1

TIP 20

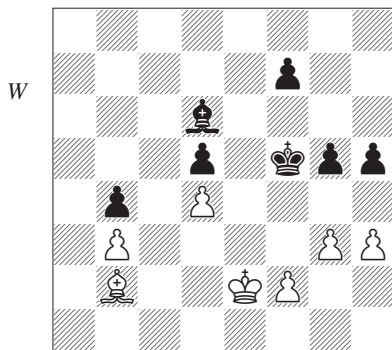
How to Manufacture a Passed Pawn



Khalifman – Salov
Wijk aan Zee Ct (4) 1994

White stands worse, because the d4-pawn blocks his bishop. Since the pawn-structure is symmetrical and he has no other weaknesses, he should still draw, but one error proves enough to lose.

25...♖h7 26 ♖f1 ♗g6 27 ♖e2 b4 28 g3 ♖f5 29 ♗b2 g5 (D)



30 ♗c1?

White's only clear error, but it costs him the game. He presumably missed Black's 31st. Salov gave 30 ♗d3!, when 30...g4 is met by 31 h4. White would then have little to fear.

30...g4 31 hxg4+

Now 31 h4 ♖e4 is hopeless for White.

31...♖xg4!

The key to Black's plan. Now a subsequent ...f5-f4 will force gxf4, when Black's passed

h-pawn will decide the game. This device is well worth remembering. In the initial position, it seemed impossible for Black to create a passed pawn, but he has found a way.

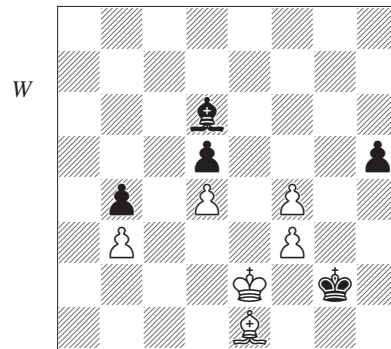
32 ♗d2 f5 33 ♗e1 ♗e7 34 ♗d2

34 f3+ ♖h3 does not help.

34...♗d6 35 ♗e1 f4! 36 f3+

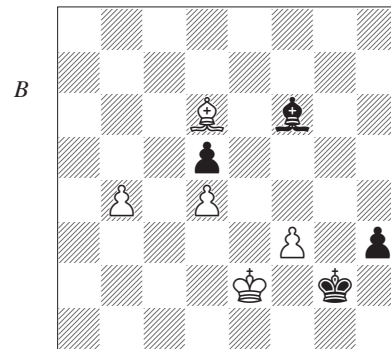
36 gxf4 ♖xf4 37 f3 ♗e7 and the h-pawn advances decisively.

36...♖h3 37 gxf4 ♖g2! (D)



There is no defence to the plan of ...♗e7 and ...h4.

38 f5 ♗e7 39 f6 ♗xf6 40 ♗xb4 h4 41 ♗d6 h3 42 b4 (D)



42...♗e7!

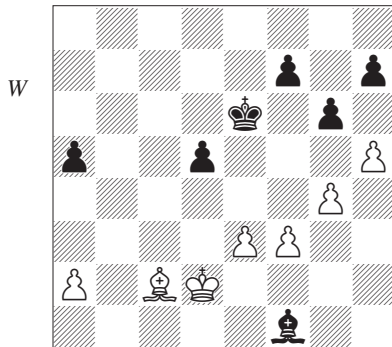
A neat final touch, eliminating the b4-pawn. Instead, after the hasty 42...♗h4? (do not hurry!) 43 b5 ♗g3? 44 ♗xg3 ♖xg3 45 b6 h2 46 b7 h1 ♖ 47 b8♖+ White even wins.

0-1

TIP 21

The Principle of Two Weaknesses

One weakness is often not enough to lose, and opening up a second front is the key to winning many positions.



Miles – Mariotti
Las Palmas 1978

Black has one weakness on d5, but by itself, that is not enough.

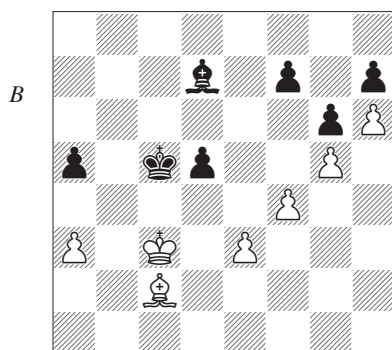
40 h6!

Creating a new weakness at h7. White now has ideas of getting his bishop round the back to g8, or sacrificing on g6. Miles assesses the position as drawn if Black can play 40...gxh5 41 gxh5 h6, since Black only has one weakness, which he can defend adequately.

40...♙b5 41 f4

Not 41 ♖c3? ♙e2.

41...♙d7 42 ♖c3 ♖d6 43 g5 ♖c5 44 a3 (D)

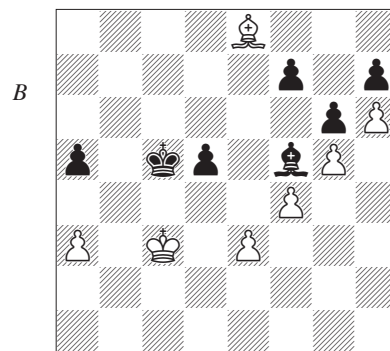


44...♙c8

Or 44...♙b5 45 f5 ♙e8 46 ♙d3 ♖d6 (the alternative 46...♙d7 47 fxg6 fxg6 48 ♙xg6 is a

typical example of the kingside sacrifice, set up by White's 40th move) 47 ♖d4, when Black is in zugzwang. Notice how in these variations, it is the need to defend not only the c5/d5/e5 squares, but also the second weakness on the kingside, which overwhelms the black defences.

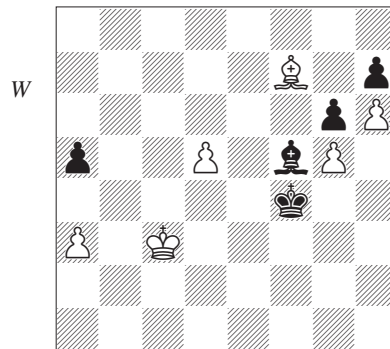
45 ♙a4 ♙f5 46 ♙e8 (D)



47...d4+

Desperation. Passive defence with 46...♙e6 leads to another zugzwang after 47 a4 ♖d6 48 ♖d4 ♖e7 49 ♙c6 ♖d6 50 ♙b7, and White wins.

47 exd4+ ♖d5 48 ♙xf7+ ♖e4 49 d5 ♖xf4 (D)



Black seems to have achieved some counterplay, but a pleasingly thematic tactical blow on g6 shatters this illusion.

50 ♙xg6! 1-0

Once again, the second weakness proves decisive. After 50...♙xg6 51 d6 ♙e8 52 g6 White wins.