

NATO Chess 2015 Round 3 Highlights

Jan Cheung, 20 April 2016

Due to the short period between the 2nd and the 3rd round, it is often not possible to prepare the game of round 3. A good advice for round 3 is to start your game open minded, especially if you got a surprise at the beginning of the game. Here is an example. In this round the following game was played.

Meiers – Demjen (3.33)

1.c4 Nf6 2.Nc3 g6 3.d4 Bg7 4.e4 d6 5.Be2 0-0 6.Bg5 h6 7.Be3 Nbd7 8.Qd2 Kh7 9.g4 Ng8 10.h4 e5 11.d5 a6 12.Nf3 Ndf6 13.g5 Ng4 14.0-0-0 h5 15.Kb1 Bd7 16.Nh2 Nxe3 17.Qxe3 Qb8 18.Bf3 b5 19.c5 b4 20.Ne2 Bb5 21.Ng3 dxc5 22.Bxh5 Qb6 23.Be2 c4 24.Qxb6 cxb6 25.h5 Ne7 26.Ng4 Kg8 27.h6 Bh8 28.h7+ Kg7 29.Nf6 Rad8 30.Rh6 Nc8 31.Ngh5+ 1-0

In this one sided game, it looks like black got no chance at all. White dictates the game from the start position until the last move. Perhaps black was surprised in the opening. What would you do in this case? We will slowly replay the first moves.

Meiers – Demjen (3.33)

1. c4 Nf6 2.Nc3 g6 3.d4 Bg7 4.e4 d6 5.Be2 0-0 6.Bg5



The game started with the English Opening and was soon transferred into the Kings Indian. White last move 6.Bg5 could have surprised black. If you see this move at the first time, you were wondering its plan. Take your time! Back to basics! “Why did I play the Kings Indian with black?” In

the Kings Indian, black first develops his pieces instead of putting a pawn in the centre. The black squared bishop develops to g7, putting pressure at centre square d4 followed by short castling. Because black has developed no pawns in the centre, he has deliberately surrendered the centre. After putting his king into safety, black should attack whites centre with pawns because otherwise it will become too strong to be attacked. The black squared bishop at g7 indicates that black attacks square d4. In a standard Kings Indian plan, blacks attacks whites centre with e7-e5. However, 6.Bg5 prevents this move. After 6...e5? white will win material with 7.dxe5 dxe5 8.Qxd8 Rxd8 9.Nd5 with the double threat at c7 and f6. However, there is an alternative way to attack square d4, that is 6...c5

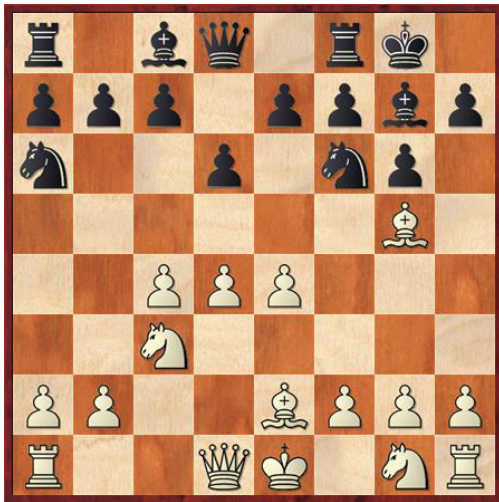


For the diehard Kings Indian player, playing this move could be difficult because it can transpose into another opening. For example, if white plays 7.d5 black best option is to play 7...e6, attacking the centre. After for example. 8.Nf3 exd5 9.cxd5 the game has transferred into the Benoni,



a totally another opening than the Kings Indian. Due to the asymmetrical pawn structure at the queen side and the centre, playing the Benoni requires tactically play from both sides. If you are feeling not fit at the moment, then you should not play this opening. Instead of 6...c5, you can play

6...Na6!?



defending pawn c7 and renewing the threat of e7-e5.

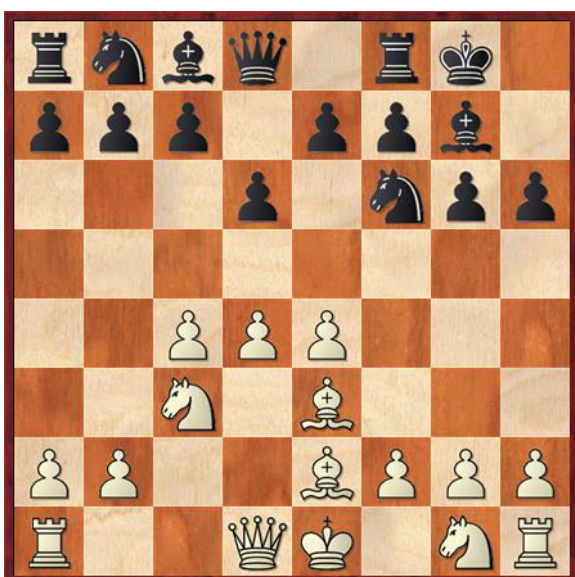
In the game black played another popular move,

6... h6

At first sight, this move drives the bishop at g5 away from the diagonal g5-d8, after which the thrust e7-e5 could be possible depending where white will put this bishop. The text move looks innocent. However, it has many disadvantages.

1. It creates a weakness at h6, giving white time to target pawn h6 with Qd2
2. It weakens the blacks king position. After blacks thrust e7-e5 and whites decision to close the centre with d4-d5, blacks thrust f7-f5 becomes difficult to achieve because square g6 is seriously weakened.
3. Because pawn h6 is put at a black square, the bishop g7 could become a worse piece. A popular plan for white is to play h2-h4, followed by g2-g4 and h4-h5 condemning the bishop at g7 to the worst piece of the board.

7.Be3



Black has put his king into safety. He now should attack the white centre pawns, because otherwise it will become too strong.

7...Nbd7?!

Of course black could have played 7...e5, putting pressure at d4. Perhaps black does not want white to trade queens with 8.dxe5, but as said, the text move is too slow. Another disadvantage of the text move is that black has revealed his plans to white where to put the knight at b8. If it is put at square d7 or a6, then whites best plan is to close the centre with d4-d5. If it is kept at square b8, then after the thrust e7-e5, the knight at b8 could increase the pressure at d4 with Nc6. After 7...e5 8.d5 black best chance is to put his knight at the ideal square c5 with 8...Na6! After 9.Qd2 Nc5 10.f3 Nh5! 11.O-O Kh7



black is ready to play f7-f5 and the pawn sacrifice Nh5-f4.

The move 8...c6 is too slow. After 9.Qd2 cxd5 10.cxd5 Kh7 11.h4! Ng4 12.Bxg4 Bxg4 13.f3 Bd7 14.h5 g5 15.g4



we get the situation where blacks bishop at g7 is the worst piece at the board.

8.Qd2 Kh7 9.g4



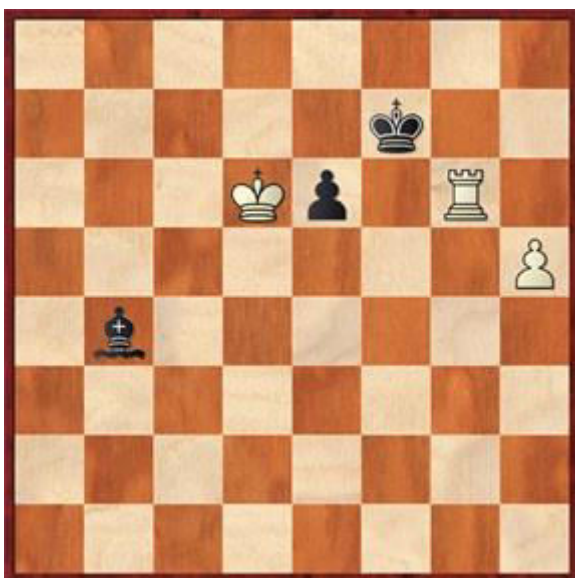
We leave the game at this position. White dominates the centre and the king side. Black has virtually no counterplay. The battle in the centre is lost.

Conclusion:

If you are surprised at the beginning of the game, take deep breath. Ask yourself, “What is the goal of my opening “, “How can I achieve this goal?”, and consider transferring into another opening.

Here are the exercises of round 3.

Position 1.



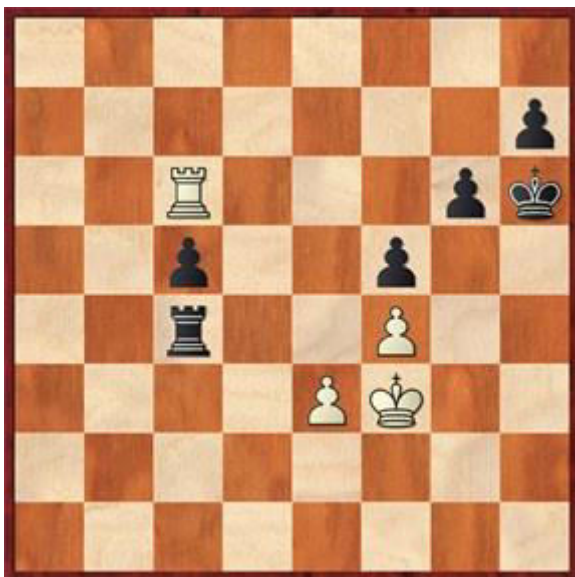
Position after 60...Bc3-b4+. Choose between A) 61.Ke5 and B) 61.Kd7

Position 2.



Position after 21.Rf1-e1. Black to move.

Position 3.



Position after 45.Rc7-c6. Black to move. Choose between A) 45...Kh5 and B) 45...Rc2.

Position 4.



Position after 6...Qd8-b6. White to move. Choose between A) 7.Nb5, B) 7.Qd2 and C) 7.Bd3

Position 5.



Position after 47.g3-g4. Black to move. Choose between A) 47...e5+, B) 47...g6, C) 47...Kd6 and D) 47...Kd4

Position 6.



Position after 40...Rf7-h7 .White to move.

Position 7.



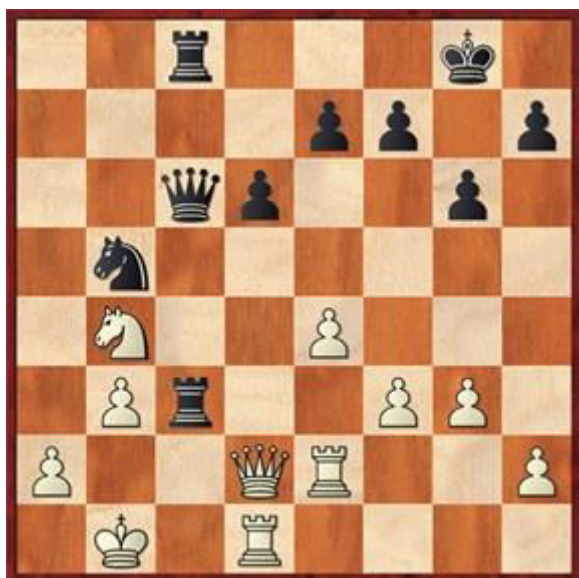
Position after 43...Qg7. White to move. Choose between A) 44.Rxd2, B) 44.d6 and C) 44.Kg2

Position 8.



Position after 17.Bd3-a6 Black to move.

Position 9.



Position after 31.Nd3-b4. Black to play. Choose between A) 31...Rxb3+, B) 31...Qa8 and C) 31...Qb7

Position 10.



Position after 24.h4. Black to move. Choose between A) 24...f6 and B) 24...Qe7

Position 11.



Position after 28.Nd4-b3. Black to move.

Position 12.



Position after 26...b6xc5 White to move.

Position 13.



Position after 13.a2-a4. Black to move. Choose between A) 13...b4 and B) 13...Bb7

Position 14.



Position after 14.f3-f4. Black to move.

Position 15.



Position after 30.Bd4-b6. Black to move.

Solutions

Position 1 is the game Bohn – Voldin (3.1).

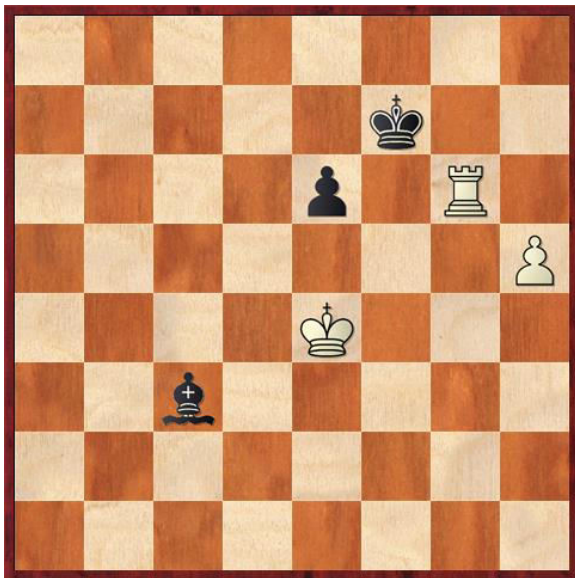
White had won the exchange. The question is how to improve the position. Black's bishop defends the black squares around the black pawn, setting difficulties for the white king to attack the black pawn at e6. In the meantime the white pawn at h5 can only move forward if the white rook has left square g6. If the rook stays at square g6, the pawn at h5 can be moved to h6 if the white king is put at square g5. However, this is not possible at the moment because when the white king is put at square g5, black replies with Bc1+, forcing the white king to retreat.

First look at what happened in the game, where white replied with

61.Ke5.

After

61...Bc3+ 62.Ke4



Black is facing a choice. It is clear that the bishop should be played.

62...Bg7

More resistance was 62...Bb2. After 63.Rg1 (Planning Ke4-f4-g5-h6 and preventing Bc1+) 63...Bg7 64.Rg2 (Zugzwang, the black bishop cannot simultaneously prevent h5-h6 and Kf4-g5) 64...Bh6 65.Ke5 (with threat Rg6) Bg7+ (After 65...Bf8 66.Rg6 Bg7+ 67.Kf4 black cannot prevent Kf4-g5). 66.Kd6 Bf8+ 67.Kd7 and black cannot prevent Rf1+

After the text move white has a clear winning plan. The bishop at g7 prevents h5-h6, but at g7, it is put at a passive square, giving white the opportunity to play the king to square g5.



63.Kf4

In the game white played 63.Rg2 and the game ended in a draw after 63...Bf8 64.Rf2+ Ke7 65.Kf4 Bh6+66.Kg4 Be3 67.Rf3 Bh6 68.Kh4 Bd2.

63...Bb2 64.Rg1!

This move prevents Bc1+. Now the white king can head to h7.

64...Bg7 65.Kg5 Bf6+ 66.Kh6 e5 67.Re1 Bh8 68.Kh7 Bf6 69.h6 Zugzwang. White wins.

We have seen that 61.Ke5 leads to a win, but it lasted long. There is a quicker solution, beginning with

61.Kd7!

After the forced move

61...e5



White creates 2 threats simultaneously with

62.Rg5!

Black cannot save the game. Here are 2 examples.

- **62...Kf6 63.h6 Bf8 64.h7 Bg7 65.Rg3 e4 66.Ke8 Bh8 67.Kf8**
- **62...e4 63.h6 Bc3 64.h7 e3 65.Rg3 e2 66.Rxc3 e1Q 67.h8Q Qe6+ 68.Kc7 Qe7+ 69.Kc8 Qe6+ 70.Kb7 Qd5+ 71.Rc6 Qb5+ 72.Rb6 Qd5+ 73.Kb8**

Position 2 is the game Drabke – Tocco (3.2).

Blacks position has a lot of weaknesses: 1) fragmented pawns at the queen side and 2) the backward pawn e6 has to be defended by pieces. This is a hint that quiet moves only favors white. Whites position only has one weakness, the king. Square g2 is the spearhead of blacks attack.

In the game black played

21...f3.

Giving white the chance to play a direct attacking move.

22.Rab1!



The threat is b5-b6.

22...Bd6

After 22...Qf5 23.b6 axb6 24.Rxb6 Bd6 25.Rxb7+ Kxb7 26.g4! Qf7 27.Ne4 white wins, for example 27...Kc8 28.Qa6+ Kd7 29.Bxd6 cxd6 30.Qxd6+ Ke8 31.Nf6+ Qxf6 32.Rxe6+ Qxe6 33.Qxe6+ Kf8 35.Qf5+

23.Bxd6 Rxd6 24.Ne4



White king side is now shielded while blacks queen side stays weak.

24...Rd4 25.Qxc5

In the game black panicked with 25...Rxe4 and lost the game. If he had played 25...Rd5 then after 26.Qc3 fxg2 27.Qf6 Qe8 28.Nc3 Rd6 29.Rb4 white controlled the position.

Let's go back at the position after whites 21th move. We have seen that 21...f3 gave white the chance to build an attack. There is a quicker alternative for black to attack square g2:

21..Qf5!



Now Nc3-e4 is not possible. At square f5, the queen also helps to defend pawn c5. It is also possible for the queen to head to g4, attacking pawn g2 in case the white knight leaves square c3. Black has adequate counter play, for example:

22.Rab1 Bd6 23.Bxd6 Rxd6 24.Ne4 Rd4



25.Qc3

25.Qxc5? fails after 25...Rxe4! and black wins.

25...Bxe4 26.Rxe4 Rxe4 27.dxe4 Qxe4

With sufficient counter play.

Position 3 is the game Nilsson – Ludden (3.9).

Black is two pawns up, but the question is how to continue. Perhaps the rules of thumb in the endgame can help us. The endgame consists of several parts.

1. Activate all pieces
2. Create a passed pawn
3. Promote a pawn

Looking at the position, we can say that we part 1) is not completed yet and part 2) has already begun. Black's rook at c4 is active, but the black king at h6 doesn't take part in the game yet. Notice that both pieces of white are taking part in the game. The white rook is very active, shielding behind the passed c pawn. The white king is also very active, holding off the black king to enter the game. According to the Steinitz Elements of chess, because black has structural advantage, black should control the position. This means first nullifying the possibility of any counter attack before executing own plans. Translated in the position, black should first activate his king before thinking about pawn promotion. After

45....Kh5! 46.Rc7 h6

black has improved the position of the king and has plans to activate a second passed pawn with g6-g5. For example, 47.Ke2 Kg4! (47...g5? 48.Kd3 Rc1 49.Kd2) 48.Rc6 g5 49.Rxh6 gxf4 50.Rg6+ Kh5 51.Rc6 Re4 52.Rxc5 Kg4. In the game

45...Rc2

was played. This prevents the white king to move to the queen side, but it is not as accurate as 45...Kh5. It gives white the opportunity to prevent the activation of the black king with

46.Rc7

After

46..c4 47.Kg3 Rc1

The black king is still not activated.



Now it is white's turn to move. The rook at c7 is at its maximum square. Now white should not allow black to free his king to participate in the game (Kh6-h5-g4), even at the cost of the pawn at h7. After 48.Kf3 Rc2 49.Kg3 Rc1 50.Kf3 Rc3 white is in zugzwang.



After 51.Ke2 Rc2+ 52.Kf3 c3 the white king sooner or later cannot defend square g4 anymore. The only try is 53.e4. After 53...Rc1 54.e5 c2 55.Kg2 g5 the c and the e pawn will be traded, resulting in a won end game for black, for example 56.e6 g4 57.e7 Re1 58.Rxc2 Rxe7 59.Rc5 Kg6 60.Rc6+ Kh5 61.Rf6 Ra7 62.Rxf5+ Kh4

Conclusion: 45...Kh5 is preferred above 45...Rc2. It minimizes white's drawing chances.

Position 4 is the game Hernandez – Fichtner (3.18).

This game is an evidence that positions from the Exchange Slav are not always boring. Only six moves are played: 1.d4 d5 2.c4 c6 3.cxd5 cxd5 4.Nc3 Nf6 5.Bf4 Nc6 5...e3 Qb6.

With the last move, 5...Qb6 black have intentions to play a sharp game. White is at a cross road. What to do with pawn b2?

In the game white defended pawn b2 by attacking square c7 with

7.Nb5.

Blacks only move

7...e5

increased the complications.



After the forced moves

8.dxe5 Bb4+ 9.Nc3 Ne4



We see that black has temporary advantage: development advantage in return for a pawn. The queen at b6 not only looks at b2, but also at the diagonal b6-f2.

In the game white continued with 10.Qc2? and got a worse position after 10...g5 11.Bg3 h5. The move 10.Qc2 does not defend pawn e3. The best option was 10.Qc1. After 10...g5! 11.Bg3 h5 12.f3 h4 13.Bf2 Bxc3+ 14.bxc3 Nxf2 15.Kxf2 Nxe5 black still has a better position, but white still survives. Note that 10.Nge2 doesn't save white. After 10...g5 11.Bg3 Bf5 12.a3 Ba5! 13.Ra2 Rc8 white has problems to complete his development.

Now we have seen that 7.Nb5 leads to a dangerous initiative for black, it is time to look for alternatives.

- After **7.Qd2 Bf5 8.f3!?** both sides can fight for the initiative. The position is somewhat equal.
- It is possible to ignore the threat at b2 with **7.Bd3!?** This move however, is not logical than 7.Qd2. After **7.Bd3 Qxb2 8.Nge2 Qb6 9.0-0 a6 10.Na4**



white is threatening Nb5. After 10...Qa5 11.Rb1 black has problems to develop the bishop at c8.

Position 5 Is the game Hansen – Jakovlevs (3.19).

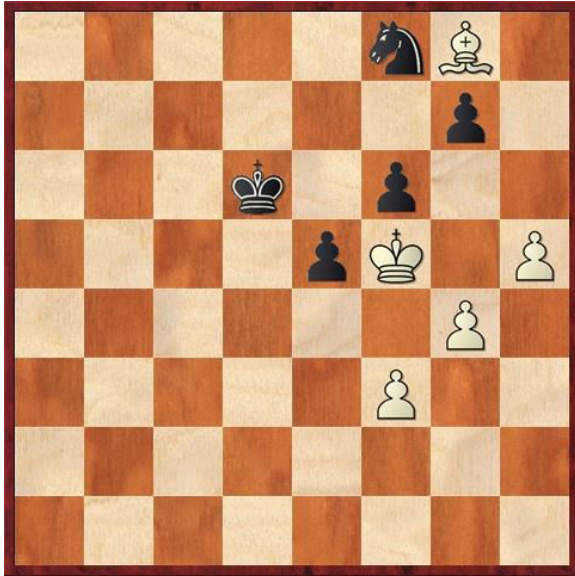
Although material is level and although the pawns are on one side of the board, in the position the bishop is stronger than the knight. This means that white cannot lose this end game and black can lose this endgame. Although passive at f8, the black knight prevents the white king to attack the black pawns. White can only make progress by exchanging more pawns, but this also increases black drawing chances. Also note that the white bishop has the “wrong” colour: if black can exchange the white f and g pawns and the king can reach square h8, the result will be draw.

So the best method for black is to play only king moves. **47...Kd6** and **47...Kd4** are safe moves. For example: **47...Kd6**



48.Ke4 Ng6 49.h5 Ne5 50.f3 Nf7 51.f4 Ke7 and black has defended easily.

The move **47...e5?**, trying to put the black king to the king side, only creates weaknesses. After **48.Kf5 Kd6 49.h5 Ke7 50.Bb3** white has made some progress. Now Black has to play very accurate and the result is not clear anymore: **50...Kd6 51.f3** Whites threat g4-g5 creating a double pawn for black, is difficult to defend. **51...Ke7 52.Bc4 Kd6 53.Bb3 Ke7 54.Bg8 Kd6**



55.h6! gxh6 56.Kxf6 with practical winning chances.

Position 6 is the game Sypien – De Cat (3.21).

White has the e file and passed pawns at the d and h files. At the moment both the queen and the h file is attacked. Note that black has a passed d pawn that could be dangerous because it cannot be guarded by the white king. A centralizing move like **41.Qe5?** fails: **41...Qxe5 42.Rxe5** (42.dxe5 also does not help white: 42...d3 43.d6 d2 44.Re7+ Kb8! 45.Rxh7 d1Q 46.Rh8+ Kb7 47.Rh7+ Kc8 48.Rh8+ Kd7 49.Rh7+ Ke8 and black wins) **42...Rxh5 43.d6 Kb7** and black can pick up the pawn at d6..

In the game white played **41.Qe8**, defending pawn h5. This move however, gives up square g7 and it allows black to invade the white position beginning with **41...d3**. After **42.Re3 d2 43.Rd3 Qg7** we reach position 7.

There is another method to defend pawn h5. It is the counter attack move **41.d6!**



Black should take the queen because otherwise the white queen heads to e5, controlling the position. After

41...Rxb8 42.dxc7 Kb7

white can defend the passed h pawn which decides the game:

43.Kh4 Kxc7 44.Kg5

Position 7 is the same game Sypien – De Cat (3.21).

Black has got counter play and the disturbing move Qa1 is possible. White should be careful. The game continued with **44.Rxd2 Rh8** and white won after **45.Qg6**. What about the critical move **44...Qc3+**? After the forced move **45.Qe3**



black has the winning stroke **45...Qc1!** threatening Qa1-g1+ and mate! This move also pins the rook at d2, making a solution of f2-f3 unattractive.

Now we know that white cannot play 44.Rxd2, we will look at the other continuations.

- **44.d6 Qa1 45.d7 Qh1** (45...d1Q? 46.Rxd1 Qxd1 47.d8Q and white wins because pawn h5 is defended) **46.Qb8+ Kxb8 47.d8Q+ Kb7 48.Rd7+ Rxd7 49.Qxd7+ and due to the fact that black is threatening mate with Qh3#, white has nothing more than perpetual check, for example 49...Ka6 50.Qb5+ Ka7 51.Qd7+.**
- **44.Kg2!?**



Reducing the vulnerability of the kings position by preventing a possible move Qa1-g1+. The position is unclear. Black has several methods to continue the game.

- **44...Qb2**, giving white a lot of continuations, **45.Qg8**, **45.Qg6**, **45.b4!?**
- **44...Rh8**, giving white a lot of continuation, **45.Qc6**, **45.Qe5**, **45.Qe6**

Conclusion: 44.Rxd2 will lose the game, 44.d6 results in perpetual check and 44.Kg2 continues the battle in an unclear position.

Position 8 is the game Oltean – Pos (3.22).

Whites threat is Ba6-b7. The only defence is **17...g5!** After **18.Bc7 Nb6!** **19.Nc3 Bc8!** black has defended successfully.

Position 9 is the game Bieluszewski – Casteleijn (3.24).

The forced moves should first be calculated. These are 31...Na3+ and 31...Rxb3+.

- **31...Na3+ 32.Kb2 (Only move) 32...Qb5 33.Kxa3 Ra8+ 34.Kb2 Qxb4 35.Qxc3 Rxa2+ 36.Kxa2 Qxc3 37.f4**



leads to a position in which white cannot lose.

- **31...Rxb3+ 32.axb3 Nc3+ 33.Ka1!** The only move. After 33.Kb2 Nxd1+ 34.Qxd1 Qc3+ 35.Kb1 Qxb4 black keeps the initiative. **33...Qb5**



34.Rc1!

The only move. Now black can end the game with perpetual check after **34...Qxb4 35.Kb2 Na4+ 36.Ka2 Nc3+ 37.Kb2 Na4+** or continue the battle with **37...Ra8+ 38.Kb2 Nxe2**. It looks like the knight at e2 is somewhat trapped and white could successfully defend himself with **39.Rc4!** After **39...Qe5+ 37.Kc2 Ng1 38.f4 Qa1 39.Qc1 Qa7 40.Kb2 Ne2 41.Qd1**.

We have seen that forced moves at the 31th move only results in position where material is reduced and in which white cannot lose. Now only 2 moves that should be investigated remain, 31...Qa8 and 31...Qb7.

In the game black played **31...Qb7**. After **32.Kb2 Qa7 33.a4**



black could play the double attack move **33...Qc5**, attacking square a3 and Nb4, winning the game. However, **33...Qa5** was played and white won the game after **34.Nd5**.

Let's go back to **31...Qb7**. What would happen after the critical move **32.Nd5**, defending square c3?



Black has a lot of moves now.

- **32...Na3+** can be defended with **33.Ka1 Rxf3 34.Qb4** or **33...Rc2 34.Qd3**.
- **32...Rxf3** can be defended with **33.Rf2 Rxf2 34.Qxf2 e6 35.Nf6+ Kg7 36.Rf1**
- **32...Rc2** is the critical move. After **33.Qxc2 Na3+ 34.Kb2 Nxc2+ 35.Rxc2 Rxc2+ 36.Kxc2 Qa7 37.a4 Qf2+ 38.Rd2 Qxf3 39.Nxe7+ Kf8 40.Nd5 Qxe4+ 41.Kb2**



white has adequate counter play with the passed pawns at the queen side.

This means that 31...Qb7 is a good move, and it looking at 32...Rc2 it seems that black has a better move: 31...Qa8, increasing the scope of the pieces by attacking pawn a2. This move also intends to play Qa8-a5 attacking the knight at b4.



After **31...Qa8!** White could only prevent Qa8-a5 by playing **32.Nd5**. After **32...Rc2 33.Nxe7+ Kg7 34.Qxc2 Na3+ 35.Kb2 Rxc2+ 36.Rxc2 Nxc2 37.Kxc2 Qxa2+ 38.Kd3 Qxh2**



black has good chances to convert the material advantage to a full point, for example

39.g4 Qf2 40.Nd5 Qxf3+ 41.Ne3 h5.

Position 10 is the game Tucker – Crapulli (3.26).

Nearly all of black's pieces have a defensive task: protecting the backward d pawn and preventing white's g4-g5. However, g4-g5 is not easy to realize and if white will do nothing, black can think about counter play. Is this possible?

Looking at the position, the following forms of counter play could be achieved:

1. Along the b file with doubling the rooks and Rb3
2. Against pawn e4 with the battery Bc6-Qb7
3. With g7-g5 under favorable instances. It is important to note that white has problems to defend square g5. If after black's g7-g5 white closes the king side with h4-h5, then white's attack at the king side is stopped and the knight at h7 will be put at f6, attacking pawn e4.

In the game black played 24...f6. This move however, disables black's option g7-g5 and black got not adequate counter play anymore and lost the game.

With **24...Qe7!**



Black prepares g7-g5 and has adequate counter play, for example.

- **25.Kh2 g5** It is important not to give white any chances. After 26...Bc6 white could play 26.b4 cxb4 27.axb4 and black has got a weak a pawn. **26.Qe3 Kg7 27.hxg5 Qxg5 28.Qxg5+ Nxd5 29.Rbd1** with equal chances
- **25.Bf3** This piece does not only defend the pawns e4 and g4, but it also allows Bd1-a4 to activate this piece outside the pawn chain. **25...Rb3** Delaying b2-b4. In good circumstances, black can also use an exchange sacrifice at c3 and then exchanging at e4 to open the position. **26.Bd1! Rb6 27.Qg3 Nf6 28.Bc2 26.Bd1! Rb6 27.Qg3 Nf6 28.Bc2**



White is preparing g4-g5. To stop this threat, black is going to play g7-g5 under favorable circumstances. **28...Kh8 29.Rg2 Rg8 30.b3 g5** with counter play. Black is planning to play Nh7, contesting the black squares g5 and h4.

Position 11 is the game Pazeriene – Dumins (3.28).

Note that the black queen is trapped. Whites threat is Rd1-d4. **29..Nxb3** is not possible due to **29.Rxd7**. Black could only defend her with **28...Ne4**. After **29.Rxd7** (29.Rd4 can be answered with 29...Bf5) **29...Nxf2** Now white should be careful.

- **30.Rxb7? Qg3+ 31.Kg1 Nh3+ 32.Kh1 Nf2+** with perpetual check.
- **30.Kg1 Nxh3+ 31.Kf1 Qg3 32.Nd2 b6 33.Rb3 Rg6** and black has some compensation for the piece.
- **30.Nd2 Qg3+ 31.Kg1 Nxh3+ 32.Kf1 b6 33.Rb3 Rg6** and black has some compensation for the piece.

Position 12 is the game Echavarria Hidalgo – Wagenaar (3.30).

Due to the subtraction attack at f6, tactics at square b7 is possible. After **27.Rb7! Rdc8 28.Ne1 Qd8 29.Nxf6 Bxf6 30.a4** white gets the upper hand. In the game white missed this chance and the game ended in a draw.

Position 13 is the game Voroblievas – Ward (3.38).

It is important to understand the relation between the squares around the pawns and bishops. The pawn at b5 is put on opposite colours of the squares of the black bishop at b6. Together, they will cover an area of squares, without gaps. Also note that the pawn at b5 restricts the white bishop at b3. If the pawn at b5 moves to b4, then it does not cooperate with Bb6 anymore and It also has created a strong square c4 for the bishop at b3.

The conclusion is that in the position, 13...Bb7 has to be played instead of 13...b4.

After the game continuation 13...Bb7 white took over the initiative with 14.Nd5! Here are some examples:

- 14...Bb7 15.Nxb6 cxb6 16.d5 with structural advantage.
- 14...Ba7 15.Nxf6 Qxf6 16.d5 with structural advantage.

After the correct move 13...Bb7! pawn b5 cannot be taken without loss of pawn e4. Here are some examples:

- 14.axb5 axb5 15.Rxa8 Bxa8 (16.Nxb5 Nxe4) 16.e5 dxd5 17.Nxe5 Nxe5 18.dxe5 Qxd1 19.Bxd1 b4! 20.Na2 Ne4.
- 14.d5 Ne5 (14...Na5 15.axb5 axb5 16.Bc2 b4 is also possible) 15.axb5 axb6 16.Txa8 Bxa8 17.Nd4 b4 with counter play.

Position 14 is the game Van den Heuvel – Middaugh (3.40).

White has a big pawn centre. Black has no pawns in the centre. At the moment white's pawn centre is not maximum supported because Bc1 is not developed yet. This is a signal for black to attack the pawn centre before it can be reinforced with Bc1-e3. With

14...c5!

Black attacks the pawn centre. We can say that black has temporary advantage. The game continued with

15.Nf3 cxd4 16.Nxd4 e5! 17.Nb5



Black has destroyed some part of the pawn centre while claiming its own stake in the centre. Now he should play

17...Nc4

With the idea Qd8-b6+ to maintain equality.

Position 15 is the game Deneyer – Steffers (3.46).

White last move 30.Bd4-b6 was an error according to the Steinitz Elements of Chess. The bishop at d4 performed a useful defensive task:

1. Defending pawn c3, giving more expensive pieces as Rc1 and Qe3 the chance to move elsewhere.
2. Keeping the black bishop at b7 passive by preventing a possible d5-d4 pawn offer.

The bishop at d4 results in a structural advantage for white. After the text move 30.Bd4-b6 the vulnerability of white's position has been increased, according to the Steinitz Elements of Chess.

Furthermore, notice that the pawn at b3 has two tasks. It protects Ra4, but also protecting square c4. It cannot perform these two tasks at the same time. Black exploited whites increased vulnerability with

30...Rc4!

After

31.Rxc4

31.bxc4 Qxa4 32.c5 a5 gives black a better position.

31...dxc4 32.b4

Blacks position has been improved considerable.