

## NATO Chess 2013 Round 5 Highlights

*Jan Cheung, 25 May 2014*

After a long morning session in round 4, many players still had energy to play the next round , just one hour after round 4. Round 5 delivered many interesting chess positions.

### Position 1.



Position after 14...Ra8-c8. White to move.

### Position 2.



Position after 36...Nb5xa3. White to move.

### Position 3.



Position after 17...fxe4. White to play.

### Position 4.



Position after 17...Bg4-e6. White to play.

#### Position 5.



Position after 35...Qe4-f4+. White to play.

#### Position 6.



Position after 16.0-0. Choose between a) 16...Qxc4 and b) 16...Rfb8 and c) 16...Qc6

#### Position 7.



Position after 8...b7-b5. Choose between a) 9.Nf3, b) 9.a3 and c) 9.f4.

#### Position 8.





Position after 12.Bd3-b1. Choose between a) 12...Re8, b) 12...a6, c) 12...b6 and d) 12...Bd7

### Position 9.



Position after 20.h2-h4. Black to play

### Position 10.



Position after 30.Kg1xg2. Black to play.

### Position 11.



Position after 16...Qxd6. White to play.

### Position 12.



Position after 18...Nf6-d5. Choose between a) 19.Bxd5, b) 19.a3, c) 19.Rac1

## Solutions

Position 1 is the game Onley – Drabke (5.1)

White is behind in development. Pay attention to the fact that the isolated pawn and the knight at e5 are working well together. Whites knight at e5 has a strong outpost. Without the knight, the isolated pawn will become weak because it will be more difficult to play d4-d5. With 15.Bd2 white can develop a piece and neutralize Nb4-c2. In the game white played 15.Nxd7? After 15...Qxd7 white has the bishop pair, but more important is the fact that white has given up a lot of activity and pawn d4 has become weak.

Position 2 is the game Hansen – Vuitton (5.4).

A rule of thumb is that two knights that are defending each other, are vulnerable pieces. With 37.Qd3! white will exchange the knights for a rook, resulting in a good end game. In the game white missed this opportunity and played 37.Rb4 and the game ended as a draw.

Position 3 is the game Pedersen – Fichtner (5.5)

With 18.Nxd5! Nxe5 (18...exd5 19.Qxd5+) 19.Nxe7+ Qxe7 20.Bxe5 white has won a pawn.

Position 4 is the same game Wantiez – Rosenkilde (5.6).

The backward pawn at d6 is weak. After 18.Nxe7+ Qxe7 19.Qa3! white has improved his position.

Position 5 is the same game Wantiez – Rosenkilde (5.6)

The only move is 36.Qd2.

Position 6 is the same game Aagaard – Papista (5.7).

In the game black didn't calculate well and played 16...Qxc4? After 17.Nc5 Qd5 18.Bf3 the game ended. White will win a piece. Option B, 16...Rfb8 and option C, 16...Qc6 are better. 16...Rfb8 is a logical move. It brings a piece into the game and does not lose time. Option C, 16...Qc6 is not a logical move. After 17.Bf3 Qb6 18.Bxb7 Qxb7 19.Qa4 the white squared bishops are exchanged, and it seems that white has advantage of this exchange because it has the option f2-f3 to put his pawns at the right colour. Summary: option B , 16...Rfb8 is best.

Position 7 is the game Sari – Van Rijn (5.8).

In the game white played 9.f4? and black won the exchange after 9...Ng3. Option a, 9.Nf3 has the disadvantage that black can play 9...b4 and white has to solve the problem where to put his knight. Option b, 9.a3 is better. It protects the knight at c3.

Position 8 is the game Macaspac – Skwarczynski (5.12).

It is important to complete the development. Black has two options to put his bishop at c8 at a good square, with b7-b6 followed by Bc8-b7 or with Bc8-d7 followed by Ra8-c8. Option a, 12...Re8 which was played in the game, is not a good choice. It doesn't solve the development problem. Option b, 12...a6, prevents a possible Nc3-b5, but it also doesn't solve the development problem.

Summary: 12...b6 and 12...Bd7 are good moves.

Position 9 is the same game Macaspac – Skwarczynski (5.12).

The knight at e5 is putting pressure at f7. White is threatening Qd3-f3. For black it is time to relieve the pressure with 20...Nd5. Here are 3 possible continuations. A) 21.Rc5 Bxg5 22.hxg5 b6! 23.Rc2 Ba4 24.b3 Bb5 25.Qf3 Rf8 with an equal position. B) 21.Bxe7 Rxe7! (21...Qxe7? 22.Bxd5 exd5 23. Rc7 Rd8 24.Rxb7) 22.Rc5 Nf6! 23.Qf3 Kg7 with an equal position C) 21.Bxd5 exd5 22.Qf3 Be6 with an equal position.

In the game black did not sense danger and played 20...Kg7? After 21.Qf3! white got too much activity and won the game.



Position 10 is the game Kedzierski – De Cat (5.14).

In this position, white has a structural advantage due to the threat of his queen side pawns. However, white's position has a weakness. The white king is unprotected. Black is at move and we can also say that black has a temporary advantage: 30..Nh4+! 31.gxh4 Qh5!



Now white has to play carefully. The game concluded: 32.Qd2 Qf3+ 33.Kg1 gxh4 34.Rf1 Rg6+ 35.Ng3 Qxe4 36.c5. Now black played 36...Kh8, but with 36...hxg3 37.h3 Nf6! the position is hard to assess. Anyway, the game ended in a draw. This game is a good example why the side with a structural advantage should first centralize the pieces (in this case the heavy pieces) before starting an adventure at the queen side. Without this centralizing, black could strike at the weak spot, the white king.

Position 11 is the game Cheung – Leveillee (5.15).

Black's bishop at b7 and pawn c6 are not a good combination. With 17.c5! white fixed the weakness.

Position 12 is the same game Cheung – Leveillee (5.15).

Exchanging the white bishop for the black knight and simultaneously solving the weakness of the backward pawn at d4 is generally a good case. However, white forgot two things. A) he has not put his pieces at the best squares yet and B) the queens are still at the board, which delivers black a king side attack. In the game white played 19.Bxd5? (too early) cxd5 20.b4 f6! and black has taken over the initiative. A better option for white was to put an undeveloped piece to a better square. So option C, 19.Rac1, is a good move. Option B, 19.a3 is lesser good, because it doesn't develop a piece.