

NATO Chess 2013 Round 6 Highlights

Jan Cheung, 22 June 2014

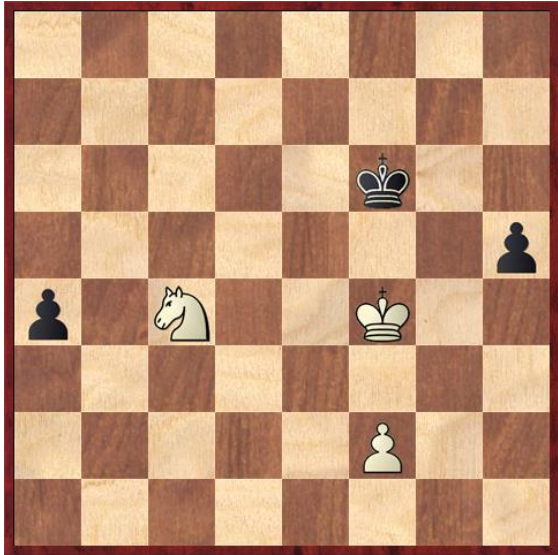
After attending Polish Armed Forces Day, round 6 started in the afternoon. Here are some interesting positions.

Position 1.



Position after 33...h6-h5 White to move.

Position 2.



Position after 58.Ne5-c4. Black to move.

Position 3.



Position after 23.Rc1-c4. Black to play.

Position 4.



Position after 19...Ra2-a5. White to play.

Position 5.



Position after 26...Ne2xf4. White to play.

Position 6.



Position after 45.Kh3-g4. Black to play.

Position 7.



Position after 13...Qd8-f6. White to play.

Position 8.



Position after 21...Qc8-d7. White to play.

Position 9.



Position after 33..Ng7-e6. Choose between A) 34.Bxe6 , B) 35.R4e2 and C) 35.b3

Position 10.



Position after 25...Nd7-e5. Choose between A) 26.bxc5 and B) 26.Ne6

Position 11.



Position after 37...h5-h4. White to move.

Solutions

Position 1 is the game Papista – Ergonen (6.10)

With 34.Qd7! white can execute a double attack at Qe7 and pawn f5. Black best reply is 34...Kf6. After 35.gxh5 gxh5 36.Qc8 the black queen will run out of checks. For instance, 36...Kg5 37.c7 Qg7 38.Qd8+ Kf4+ 39.Kh2.

In the game white played another possibility. 1.Qd4+ Kf7. With 2.Qh8! (threatening Qh7) white will win outright. In the game however white played 35.Qc3? This move loses time. 35...hxg4 36.c7? gxf3+ 37.Kxg3 Qe4+ and the game ended later in draw.

Position 2 is the game Fichtner – Michalski (6.11).

The black king should simultaneously support pawn a3 with the attack at the white pawn. It is therefore necessary to centralize the black king with 58...Ke6. After 59.Kg5 Kd5 the black has reached his optimum square and the game will be drawn. For instance: 60.Nd2 (60.Na3 Ke4) 60...a3 61.f4 a2 62.Nb3 Kc4 63.Na1 Kc3 64.f5 Kb2 65.f6 Kxa1 66.f7 Kb2.

In the game black played 58...Kg6? After 59.Ke5! h4 60.Kf4! black will lose his h pawn and will lose the game.

Position 3 is the game Koopmeiners – Voroblievas (6.16)

Square f2 and white first rank is weak. After 23...Qxd1! 24.Qxd1 Rxd1 25.Rxd1 Nf2+ 26.Kg1 Nxd1 27.Rxc5 Nc3 black is a piece up.

Position 4 is the game Pazeriene – Karbowiak (6.18).

Knight c6 is not defended. It will make the following combination possible. 20.Bxe6! If 20...fxe6 then 21.Qxe6+ and 22.Qxc6 white will win back his piece. So black played the clever move 20...Qb6!



This move sets a trap. If threatens 21...c5-c4+ winning the queen! What to do? White hasn't finished her calculation. 21.Nd6! Nd4 22.Bxf7+ Kg7 23.Qxb6 Nxb6



Now the best move will be 24.Kh2 and white is 2 pawns up. In the game white played the lesser move 24.Bc4. After 24...Nxc4 25.Rxc4 Ne2+ 26.Kh2 Nxf4 we have reached position 5.

Position 5 is the same game Pazeriene – Karbowiak (6.18).

It is time to calculate how to put the white knight to e6: 27.Nb7! Rb5 28.Nxc5! Now 28...Rxb2 is not possible because of 29.Rxf4.

In the game white remained a pawn up after 27.Nf5+ gxf5 28.Rxf4 fxe4 29.Rfxe4 but it turned out that it was insufficient for a decisive advantage.

Position 6 is the same game Graczyk – Sari (6.24)

White is threatening Re1-e7. With 45...Bd8 black can prevent this.

Position 7 is the same game Cohnen – Mottais (6.28).

With 14.f4 white can minimize the damage: 14...Qxf5 15.Qxf5 Rxf5 16.fxe5 Nxe5 17.Ke2.

Position 8 is the game Bublys – Toll (6.29).

The black knight on c5 is trapped. With 22.b4 it is lost. White is advised to continue calculate because there are a lot of exchanges after this move. 22..Nxa4 23.Nxa4 Nxd5



Now the easiest continuation is 24.Rxd5 Bxd5 25.Nxb6 Qc6 26.Nxd5 Qxd5 and now 27.c5 instead of 27.cxd5 Rxc2 28.Bxa6 what was played in the game, fixed whites grip on the position.

Position 9 is the game Wells – Deneyer (6.30).

It is important to note that the white bishop is stronger than the black knight because there are pawns on both sides of the board. Although the white pawns will be fixed on the same color as the white bishop, white will move the bishop out of the pawn chain a4-b3. So option A) 34.Bxe6, what was played in the game, is not a strong move. Also remark that white will activate his king sooner or later. So it is important to protect the second rank with option B), 35.R4e2. Option C) 35.b3 is also a good move but less accurate than option B) according to Steinitz elements of chess because it is a pawn move and pawns cannot move back. A rule of thumb in the end game is to put the pieces to ideal squares before playing a pawn move. The rook at square e4 is less strong than the rook put at square e2.

So option B) 35.R4e2 is the strongest move, followed by option C) 35.b3 (less accurate) and option A) 35.Bxe6 (weak move, it trades a strong pieces for a weak piece with nothing in return).

Position 10 is the game Ozturk – Maes (6.31).

The move 26.Ne6 was played in the game. The disadvantage is that it provokes moves like 26...Rxe6 or 26...Rfxe6. Perhaps at f4 the knight is at his best square than put at e6. In the game black didn't play 26...Rxe6 or 26...Rfxe6. Still, it was a serious candidate move: 26...Rxe6/26...Rfxe6 27.dxe6 Rxe6 28.Bc4 Nxc4 29.Nxc4 and now, for instance 29...h5, opening the diagonal c1-h6.



In this position black has some compensation. We can conclude that 26.Ne6 leads to positions with a lot of calculation. Let's look at option A), 26.bxc5. After 26.bxc5 Qxa5 27.cxd6 Rxd6 28.c4



White still has a firm grip at the position and c4-c5 is threatened. Here we see another advantage of option A) 26.bxc5. It requires less calculation than option B) 26.Ne6.

Position 11 is the same game Ozturk – Maes (6.31).

It is not so easy to calculate in time trouble. The best way to defend is 38.Ne2 Bxe2 39.Rxe2 h3 40.Qb3+ An important move. The white queen will help defending the king side. 40...Kh8 41.Qxh3+ Rh6 Now white has so much material, he can give some back. 42.Rxe5! Bxe5 43.d7! Rg8 44.Rb3. In the game white played 38.c6? After 38...hxg3 black should win: 39.d7 Bxd7! (In the game black played the lesser move 39...gxf2+ which was not clear after 40.Qxf2) 40.cxd7



40...Nf3+! 41.gxf3 gxf2+ 42.Kxf2 Bg3+43.Kg1 Bxe1+ 44.Bg2 Qxd7.