Chess Evolution 1

The Fundamentals

By

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Quality Chess www.qualitychess.co.uk

First English edition 2011 by Quality Chess UK Ltd Translated from the German edition *Tigersprung auf DWZ 1500 III*

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Paperback ISBN 978-1-906552-45-9 Hardcover ISBN 978-1-906552-64-0

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Distributed in US and Canada by SCB Distributors, Gardena, California www.scbdistributors.com

Distributed in Rest of the World by Quality Chess UK Ltd through Sunrise Handicrafts, Smyczkowa 4/98, 20-844 Lublin, Poland www.crafts.pl

Cover Photo by Nadja Jussupow Photos by Harald Fietz on pages 5, 45, 95, 147, 157, 205, and 210

Translated by Ian Adams
Edited and typeset by Colin McNab
Proofreading by Jacob Aagaard
Cover design and generic typeset: Augusto Caruso of Caissa Italia
Elaborated by Adamson Design
Printed in Estonia by Tallinna Raamatutrükikoja LLC

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- ✓ Forcing the play after a queen sacrifice
- ✓ Material compensation
- ✓ Attacking the opposing queen





Queen sacrifices

In this chapter we shall study combinations in which the strongest piece is sacrificed. Such queen sacrifices are relatively rare, because it takes extremely well-coordinated pieces to be able to mount a mating attack without the queen. If we are contemplating a queen sacrifice, we have to check the variations very carefully. We must try to make the play as forcing as possible, in order to prevent the opposing queen from successfully leading a counter-attack. We should be aware that although the queen is very strong, it does not show itself at its best in defence; to a certain extent this is because it is so valuable.

Diagram 3-1

G.Rotlewi – A.Rubinstein

Lodz 1907

1...\₩h4!

Black brings his queen into the attack.

1... ②xh2! is also very strong. If 2. ∰h5 then simply 2... £xe4+ kills all hope.

2.g3

2.h3 is met by 2...\sum xc3! and now:

- c) 3.\$\mathbb{2}xc3 \mathbb{2}xe4 4.\$\mathbb{W}xg4 (or 4.\mathbb{W}xe4 \mathbb{W} g3!_+) 4...\$\mathbb{W}xg4 5.hxg4 \$\mathbb{Z}d3! The threat of mate on h3 nets Black a material advantage. 6.\mathbb{D}\mathbb{D}\mathbb{Z}\mathbb{Z}\mathbb{Z}\mathbb{Z}\mathbb{-+}

All of Black's pieces are attacking. To speed up his attack along the long diagonal, Black sacrifices his queen.

$\stackrel{\stackrel{1}{3}}{.}$ gxh4

White cannot really decline the sacrifice:

- a) 3.\(\dot\)xc3 \(\dot\)xe4\(\dot\)4.\(\div\)xe4\(\div\)xh2#
- b) 3.彙xb7 罩xg3 4.罩f3 (4.彙f3 ②xh2—+) 4...罩xf3 5.彙xf3 ②f2† 6.彙g1 (nor is 6.彙g2 any better, in view of 6...營h3† 7.彙g1 ②e4† 8.彙h1 ②g3#) 6...②e4† 7.彙f1 ②d2† 8.彙g2 ②xf3 9.營xf3 (9.彙xf3 營h5†—+) 9...罩d2† White's situation is hopeless.

3...罩d2!

With this new sacrifice, the white queen is deflected from the defence of the e4-bishop.

White loses in all variations:

- a) 4.\ddashxg4\ddashxe4\ddash5.\dash53\dash3-+
- - c) 4.\domaxb7 \quad xe2 5.\domaxbg2 \quad h3-+
 - d) 4.\(\mathbb{A}\) ae1 \(\hat{\psi}\) xe4\(\dagger 5.\(\hat{\psi}\) xe4\(\mathbb{Z}\) xh2\(\mathbb{A}\)

Diagram 3-2

0 - 1

Rubinstein's Immortal Game! White resigned because of mate in three: 6.\mathbb{I}f3 (or 6.\mathbb{I}f2 \mathbb{L}xf2 7.\mathbb{U}xe4 \mathbb{Z}xh2#) 6...\mathbb{L}xf3 7.\mathbb{L}d4 \mathbb{L}xd4 8.\mathbb{U}xf3 \mathbb{Z}xh2#

Very interesting situations can arise when in return for the sacrificed queen a player obtains some material compensation (often a rook plus a minor piece), along with an attack on the opposing king. This attack can sometimes be combined with threats against the opposing queen.

Diagram 3-3

E.Geller – B.Spassky

Moscow 1964

1...**£g**5!

This move prepares a queen sacrifice. Spassky has accurately calculated the required variations and correctly evaluated the position.

2.罩c7

2. □xf8† □xf8 3. □c7 is even worse for White: 3... ②e3† 4. 空h2 □f2† 5. 空h1 ②xd2 6. □xd7 ②e4† 7. 空g1 □e2#

2... 遊xc7!! 3. 奠xc7 奠e3† 4. 垫g2

The other king move is no better: $4.\mathring{\Phi}h2$ $\mathring{\Phi}xd2$ $5.\Xi xf8\dagger\Xi xf8$ $6.\mathring{L}xd5$ $\Xi f2\dagger$ $7.\mathring{L}g2$ $(7.\mathring{\Phi}g3$ transposes to the game) $7...\mathring{L}e4-+$

4...②xd2 5.\(\mathbb{Z}\)xf8†\(\mathbb{Z}\)xf8

Spassky has only got a rook and knight for the queen. However, his forces are very well coordinated and are attacking the white king, which has been stripped of defenders.



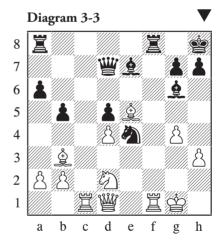


Diagram 3-4

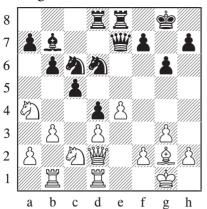


Diagram 3-5

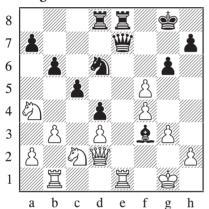
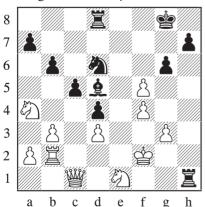


Diagram 3-6 (analysis)



6. $\hat{\mathbb{Z}}$ xd5 \mathbb{Z} f2† 7. $\hat{\mathbb{Z}}$ g3 $\hat{\mathbb{Z}}$ f1† 8. $\hat{\mathbb{Z}}$ h4 h6 9. $\hat{\mathbb{Z}}$ d8 \mathbb{Z} f8 0–1

White has no sensible way to defend against the threat of ...\$f2#.

Diagram 3-4

V.Smyslov – M.Tal

Moscow 1964

1...f5!

Black opens up the game and prepares a combination.

2.exf5 2e5! 3.f4

After 3.\(\delta\)xb7? \(\delta\)xb7, the threat of ...\(\delta\)f3\(\dagger\) gives Black the advantage.

3...包f3† 4. Lxf3 Lxf3 Lxf3 5. Ee1

Diagram 3-5

5...₩e2!!

A positional queen sacrifice! Tal only gets a rook for the queen, but he has faith in the strength of his active pieces.

6.\(\mathbb{Z}\)xe2 \(\mathbb{Z}\)xe2 \(\mathbb{Z}\)xe2 \(\mathbb{Z}\).\(\mathbb{Z}\)xe2

Hoping to survive in a worse endgame.

If Smyslov had dared to hang on to the queen with 7.營c1, then Tal intended to play 7...置g2† 8.堂f1 罩xh2. Black has a very dangerous initiative, and will have at least a perpetual check with ...置h1-h2† in reserve. A possible continuation is: 9.色e1 &d5 10.置b2 置h1† 11.堂f2

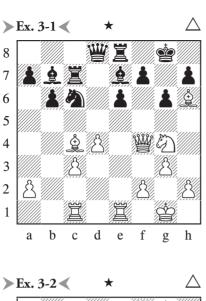
Diagram 3-6

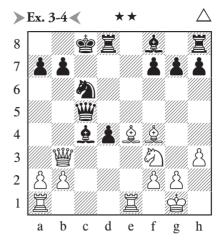
11...②xf5!? 12.g4 ②e3 13.堂g3 h5 14.gxh5 gxh5 Black's threats to the white king (such as ...h4† followed by ...罩f8) are overwhelming.

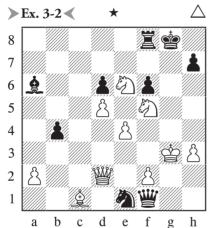
8...\(\hat{2}\) xe2 9.\(\Delta\) b2 gxf5!

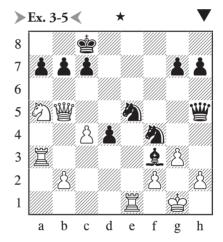
Black is better (see Boost Your Chess 2, Ex. 17-5).

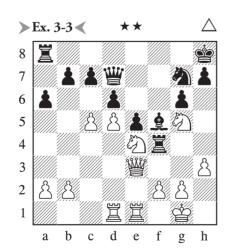
Exercises

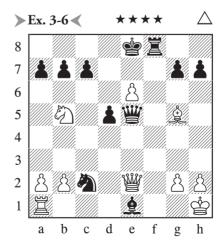






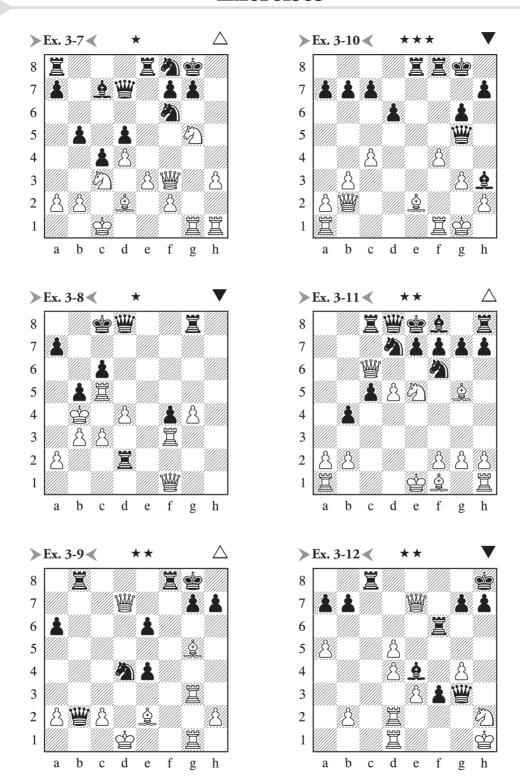






CHAPTER 3

Exercises



Solutions

Ex. 3-1

J.Bolbochan – L.Pachman

Moscow Olympiad 1956

1.\ddashxf7†! \donum{\psi}xf7 \donum{2.\donum{\psi}xe6#

(1 point)

Ex. 3-2

S.Urusov – Kalinovsky

St Petersburg 1880

1.₩g5†!! fxg5

1...\$f7 2.\degrip g7\daggrip \degrip e8 3.\degrip e7#

2. 夕h6†! 空h8 3. 臭b2† 罩f6 4. 臭xf6#

(1 point)

Ex. 3-3

Em.Lasker – W.Steinitz

St Petersburg 1895

1.\\\\\xf4!!

White can play his moves in a different order. You also get 1 point for: 1.₺f6! ∰e7 2.∰xf4 ∰xf6 3.∰h4+−

1...exf4 2.2 f6!

(1 point)

2...De6

The black queen cannot flee: 2...增b5? 3.负f7#

(another 1 point for this variation) If 2...h6 then 3. 2xd7 hxg5 4. 2f6+-.

3.ᡚxd7+-

Ex. 3-4

Variation from the game

S.Tarrasch – S.Tartakower

Berlin 1920

(1 point)

1...增xc4 2.臭f5† 罩d7

3.罩e8† 包d8 4.包e5

(another 1 point)

4.\(\mathbb{Z}\)xf8 is just as good: 4...\(\mathbb{Z}\)xf8 5.\(\mathbb{Z}\)xd7†
\(\dot{\Phi}\)xd7 6.\(\mathbb{Q}\)e5†+−

4...₩b5

5.罩c1† 奠c5 6.②xd7+- 罩xe8 7.②b6#

Ex. 3-5

K.Emmrich – B.Moritz

Germany 1922

In the game, Black went on to lose after missing the forced mate:

1... 增xh2†!! 2. 中xh2 包g4† 3. 中g1 包h3† 4. 中f1 包h2#

(1 point)

Ex. 3-6

M.Tal – Miller

Los Angeles 1988

1.h4!!

(2 points)

1...**₩g**3

If 1... \mathsquare xe2 then 2. \@xc7#.

2.\deltad1!

(another 1 point)

Threatening both \mathbb{\mathbb{Z}}xd5 and \mathbb{\mathbb{Z}}d3.

2....罩f2

2...c6 is met by 3.\mathbb{\mathbb{Z}}d3 \mathbb{\mathbb{W}}b8 4.\mathbb{\mathbb{Z}}f3!+-.

3.\\\\xf2!!

(another 1 point)

3.②xc7† also wins: 3...豐xc7 4.豐b5† 豐c6 5.墨xd5 罩f6! 6.敻xf6 gxf6 7.豐d3 ②b4 8.罩d8† 垫e7 9.豐xh7†!! 亞xd8 10.e7† 空e8 11.豐g7+-

3...\ge*xf2

3...\\x\f2 4.\\\x\c7\†\\\\f8 5.e7\†+-

Solutions

Ex. 3-7

A.Tolush – G.Mititelu

Warsaw 1961

1.\\xi6!! gxf6 2.\\@ge4\†

(1 point)

2... \triangle h8 is met by $3.\triangle$ xf6, not only threatening mate on g8, but also attacking the queen on d7.

1-0

Ex. 3-8

Based on the game

Syversen – J.Podgorny

Correspondence game 1933

1...₩̃a5†!! 2.Ф́xa5 ¤xa2† 3.Ф́b4 a5#

(1 point)

Ex. 3-9

H.Westerinen – G.Sigurjonsson

New York 1977

(1 point)

2....\$h8

2... 查f7 3. **\$**h5# or 2... ***b**h6 3. **\$**Bh3#.

3.罩g8†!

But not 3.\(\delta\)f6\†?? \(\pi\)xf6 4.\(\pi\)g8\†\(\pi\)xg8\\-+.

3...\(\bar{Z}\) xg8 4.\(\bar{L}\) f6† \(\bar{L}\) g7 5.\(\bar{L}\) xg7† \(\bar{L}\) g8 6.\(\bar{L}\) xd4†+-

(another 1 point)

Ex. 3-10

V.Alatortsev – I.Boleslavsky

USSR Ch, Moscow 1950

1...\(\mathbb{L}\)xf1!

(1 point)

2.fxg5 \(\mathbb{Z}\)xe2 3.\(\mathbb{Z}\)c3 \(\mathbb{L}\)g2−+

(another 1 point)

The bishop is very well placed on the long diagonal.

3...2h3 (also 1 point) is not bad either, although White can struggle on with $4.g4\mp$.

4.\d3

4.\(\mathbb{E}\)e1 is followed by: 4...\(\mathbb{E}\)xe1\(\mathbb{E}\)f1\(\mathbb{E}\)f1\(\mathbb{E}\)f1\(\mathbb{E}\)f1\(\mathbb{E}\)f1\(\mathbb{E}\)f1\(\mathbb{E}\)f1\(\mathbb{E}\)f2\(\mat

(another 1 point for this variation)

4....臭f3 5.罩f1

Ex. 3-11

Vogel – Barlov

West Germany 1981

1.**臭b**5!

(1 point)

1. ₩b5± is less clear.

1. ₩a4 \(\mathbb{Z}\)a8 2. \(\mathbb{Z}\)c6 \(\mathbb{Z}\)c8 leads to a repetition of moves.

1...\mathbb{\mathbb{Z}xc6} 2.dxc6!

(another 1 point)

2...②xe5

2... 增c7 is met by: 3.cxd7† ②xd7 (3... 查d8 4. ②xf7#) 4. ②xd7† 查d8 5. ②f4 增b6 6. 罩d1+- **3.c7†+**-

Ex. 3-12

G.Salwe – A.Rubinstein

Lodz 1907

1...\end{aligned}e1†!!

(1 point)

The less spectacular 1...\(\hat{\omega}\)xd5 (1 point) also wins.

2.包f1 閏h6† 3.空g1 (3.罝h2 營f2!-+) 3...f2†! 4.罝xf2 閏h1#

2...f2† 3.營xe4 fxe1營† 4.空g2 營xd2†

(1 point)

White will quickly be mated.

0 - 1

Scoring

	Maximum number of points is 22
19	points and above Excellent
15	points and above Good
11	points Pass mark

If you scored less than 11 points, we recommend that you read the chapter again and repeat the exercises which you got wrong.