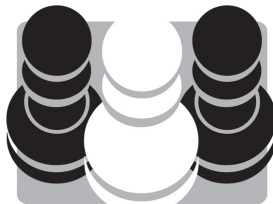


Chess Evolution 3

Mastery

By

Artur Yusupov



Quality Chess
www.qualitychess.co.uk

CONTENTS

	Key to symbols used	4
	Preface	5
	Introduction	6
1	Desperadoes	8
2	Static advantages	20
3	The comparison method	34
4	Rook against two minor pieces	42
5	Open games	54
6	The minority attack	66
7	Complicated Combinations	80
8	Fortresses	90
9	Complex positions	100
10	The transition to the middlegame	110
11	The bishop pair	122
12	Shutting out a piece	136
13	Playing against pieces	150
14	Principles of rook endings	162
15	Playing for traps	176
16	Castling on opposite sides	188
17	Pawn chains	200
18	Transition from the opening to the ending	214
19	Exchanging queens – the transition to the ending	228
20	Outposts for knights	240
21	Having a plan	250
22	Pirc and Modern Defences	264
23	Complex positions 2	278
24	Queen endings	288
	Final test	300
	Index of composers	311
	Index of games	312

Contents

- ✓ How to use the comparison method
- ✓ Accurate calculation

Diagram 3-1

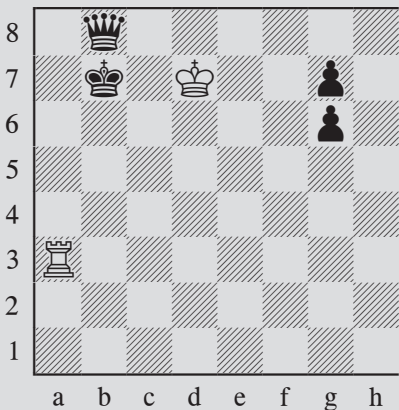
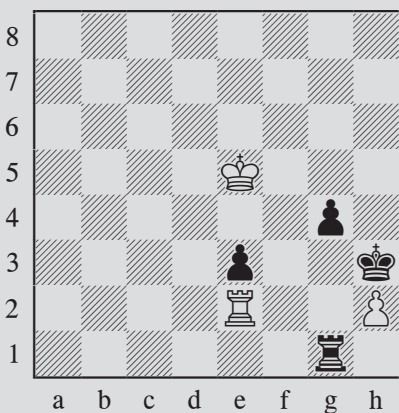


Diagram 3-2



The comparison method

We became acquainted with the comparison method in Chapter 23 of *Build Up Your Chess 3*. We only use it in those situations in which we are called upon to decide between **very similar moves or variations**, or look for the correct order of moves. We then have to compare the moves (or variations). If one move presents a clear advantage, then we have the solution.

Diagram 3-1

End of a study by

G.Nadareishvili

1962

4. ♖b3† ♔a8 5. ♗a3†!

Here the decision is very clear; for White it is better if the black king is further away from the pawns.

5. ♗xb8? gives Black an extra tempo: 5... ♕xb8 6. ♕e6 ♕c7 7. ♕e5 ♕d7 8. ♕f4 ♕e7 9. ♕g5 ♕f7+

5... ♗a7†

5... ♕b7 6. ♗b3†=

6. ♗xa7† ♕xa7 7. ♕e6 ♕b7 8. ♕e5 ♕c6 9. ♕f4 ♕d6 10. ♕g5=

To make the correct decision, we often have to calculate the necessary variations very accurately, otherwise we can arrive at the wrong conclusion. When doing so, it is very important to consider all the active options available in the first moves.

Diagram 3-2

P.Keres

1946

Black's threat is 1... ♗g2. White's only chance is to get his king behind the g-pawn. As well as the natural move 1. ♕f4, he also has 1. ♕f5. We must work out the essential difference between the two moves.

1. ♕f5!!

Instead of this, the natural move would lead to a loss. After 1. ♕f4? ♗g2 2. ♗xe3† Black plays: 2... ♕h4! (but not 2... ♕xh2 3. ♕g5 g3 4. ♕h4! ♗g1 5. ♗a3=) 3. ♗e8 ♗f2† 4. ♕e3 ♗xh2 5. ♗h8† ♕g3+

1...♞f1†

Here after 1...♞g2 2.♞xe3† ♔h4 (2...♔xh2 leads to the draw we have already seen: 3.♔g5 g3 4.♔h4! =), White has the saving grace: 3.♞e4! ♞f2† 4.♞f4 Now we see the advantage of choosing the f5-square for the king on the first move. 4...♞f3 5.♔e4=

2.♔g5

2.♔e4? would lose to 2...♞f2.

2...♞f3 3.♞e1!

Not 3.♞a2? ♞f2 4.♞a3 ♞xh2 5.♞xe3† g3-+.

3...g3

If 3...♔xh2, then 4.♔xg4 ♔g2 5.♞e2† =.

3...♔g2 is followed by: 4.♔xg4 ♔f2 5.♞a1 e2 6.h4 ♞g3† 7.♔f5 e1♞ (or 7...♞h3 8.♔g5 ♞a3 9.♞b1 e1♞ 10.♞xe1 ♔xe1 11.h5=) 8.♞xe1 ♔xe1 9.h5=

4.hxg3 ♔xg3 5.♞e2 ♔h3 6.♞a2 ♞f2 7.♞a3 ♞f3 8.♞a2 ♔g3 9.♞e2=

Diagram 3-3

Z. Azmaiparashvili – A. Yusupov

Las Palmas 1993

I had calculated the variation 22...♔xe3 23.fxe3 ♞xb2 24.♔c4 ♞h4 and seen that a draw would result. But which move order is correct – first 22...♔xe3, and only then 23...♞xb2, or vice versa? I saw that after 22...♞xb2 23.♔c4 ♔xe3 White might play 24.♞xe3, and decided to avoid that variation. Unfortunately I overrated the first move order and did not spot the important opportunity that it allowed my opponent.

22...♔xe3?

The correct way was: 22...♞xb2! 23.♔c4 ♔xe3 24.fxe3 (After 24.♞xe3 Black has a simple solution: 24...♞b6 25.♔xb6 axb6† with sufficient compensation for the exchange.) 24...♞h4 25.♔xb2 ♞g3† 26.♔h1 ♔xh3= 27.♔xh3 ♞xh3† 28.♔g1 ♞g3† 29.♔f1 ♞h3† White cannot avoid perpetual check without taking a risk. 30.♔f2?! ♞h2† 31.♔f3? ♞e8! 32.e4 ♔c5-+

23.fxe3 ♞xb2 24.♔e4!

I had simply overlooked this active move!

As we have seen, 24.♔c4 ♞h4= achieves nothing.

Diagram 3-4

The knight now protects several important squares on the kingside. Black wants to attack at any cost, but White has enough resources for a successful defence.

Diagram 3-3

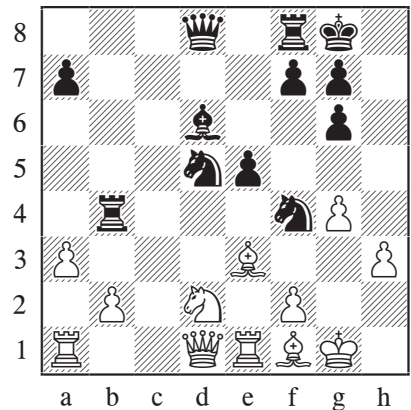


Diagram 3-4

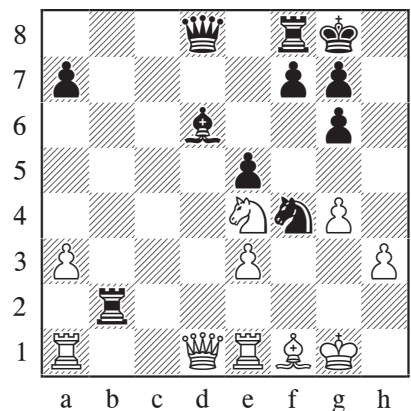


Diagram 3-5

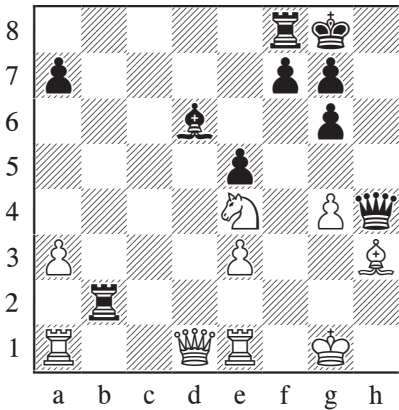
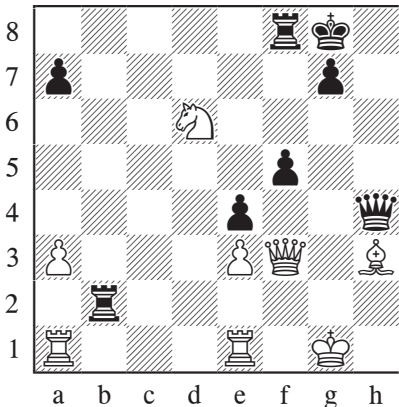


Diagram 3-6

**24...♟xh3†**

24...♞h4?! 25.exf4 f5 can be met by: 26.♞d5† ♜h7 (26...♜h8 27.♞xd6+→) 27.♞e2 ♞xe2 28.♟g5† ♜h6 29.♞xe2±

24...♞c7!? was possible, and Black obtains a certain amount of compensation for the piece, though not really enough. For example, 25.♞xd8 ♞xd8 26.exf4 and now either 26...exf4± or 26...♞b6† 27.♜h1 f5 28.♟g5 ♞dd2 29.♟f3 ♞f2 30.♞c4† ♜f8 31.♞f1±.

25.♞xh3 ♞h4

Diagram 3-5

26.♞f3!±

White consolidates his position. Black has only two pawns for the piece, and his final attempt at an attack will be refuted.

26.♞c1? is bad on account of 26...♞fb8!→, but not 26...♞xh3? 27.♞xb2 ♞xg4† 28.♞g2+→.

White could also play: 26.♞g2 f5?! (26...♞c7±) 27.♞d5† (but not 27.♞xd6? fxe4→) 27...♞f7 28.♞f1!+→

26...f5?!

26...♞xa3 would be an improvement, though White is better after either 27.♞f1± or 27.♞eb1±.

27.gxf5 gxf5

27...♞e7 28.♞eb1+→

28.♟xd6 e4

Diagram 3-6

29.♟xe4!

White returns one of the pieces, but forces the exchange of queens.

29...fxe4 30.♞c6† ♜h7 31.♞h3!+→ ♞xh3 32.♞xh3 ♞f3

32...♞f6 is more resilient: 33.♞ab1 ♞a2 34.♞b5 ♞g6† 35.♜f1 ♞f6† 36.♞f5 ♜g6 37.♞xf6† ♜xf6 38.♞g2+→

33.♞f1 ♞g3† 34.♜h1 ♞b3

34...♞b6 is met by 35.♞a2+→.

35.♞g2

White has a decisive advantage in material.

35...♜h6 36.♞xe4 ♞gxe3 37.♞xe3 ♞xe3 38.♞c6 ♞c3 39.♞b5 ♜g5 40.a4 ♞c7 41.♞d1!

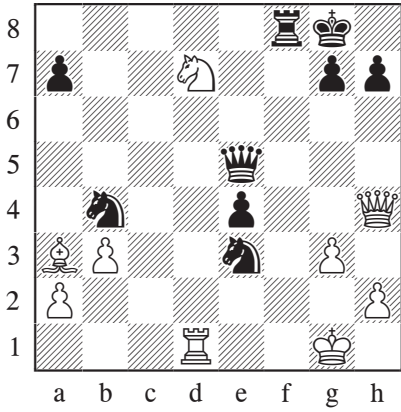
Threatening ♞d7.

41...♞c8 42.♞d7 ♞a8 43.♞xg7† ♜f5 44.♞c6 ♞h8† 45.♜g2 ♞h6 46.♞b5 a6 47.♞d3†

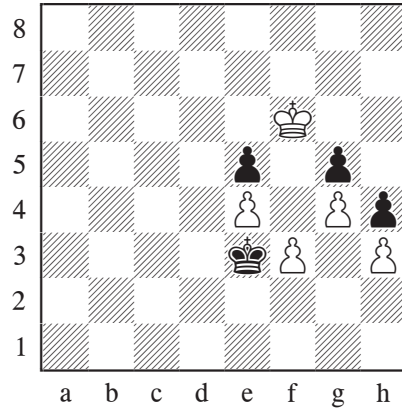
1-0

Exercises

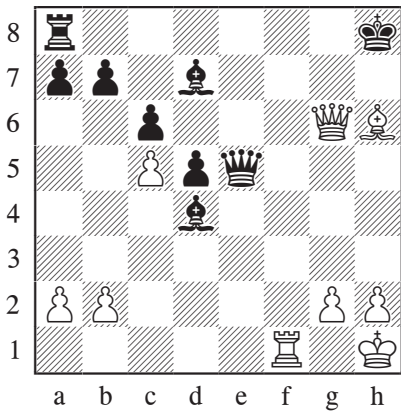
► Ex. 3-1 ◀ ★★★ ▼



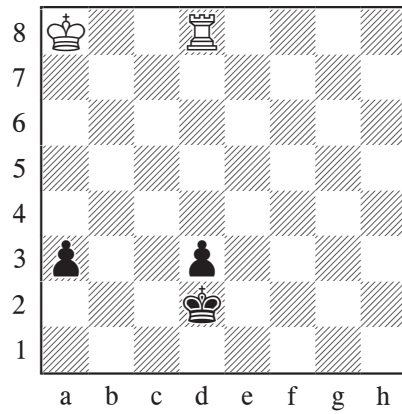
► Ex. 3-4 ◀ ★★ ▼



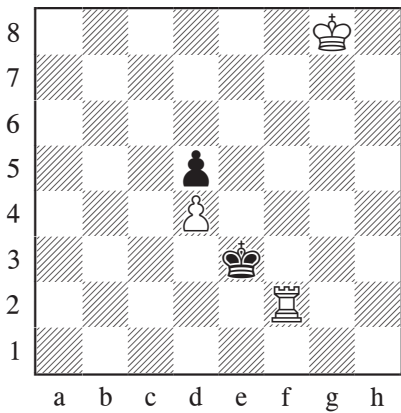
► Ex. 3-2 ◀ ★★ ▲



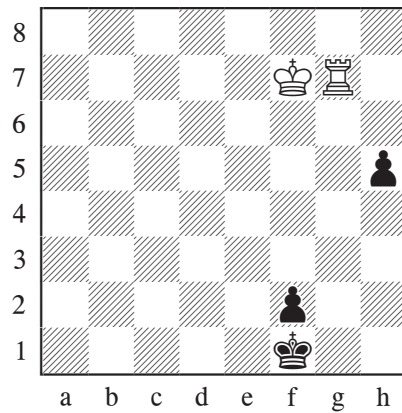
► Ex. 3-5 ◀ ★★▲ ▲



► Ex. 3-3 ◀ ★★★★★ ▲

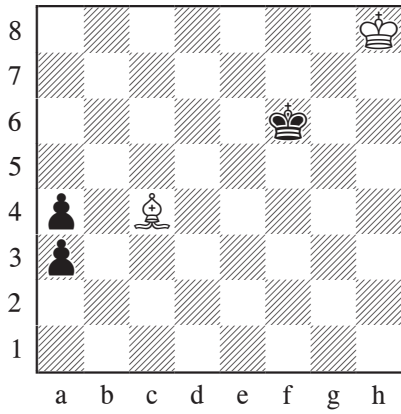


► Ex. 3-6 ◀ ★★▲ ▲

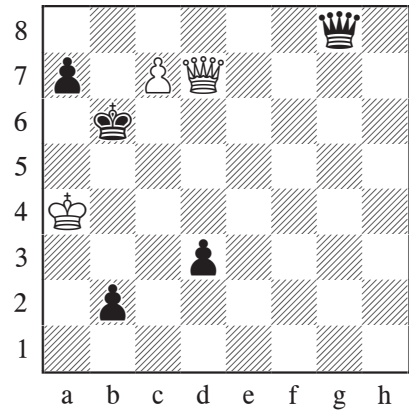


Exercises

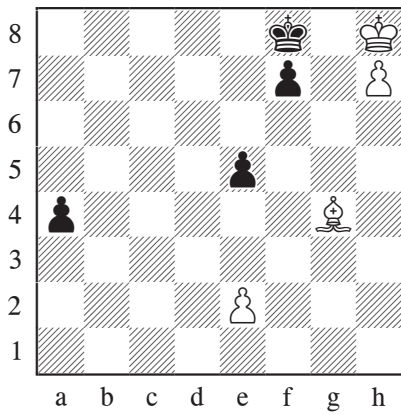
► Ex. 3-7 ◀ ★★ △



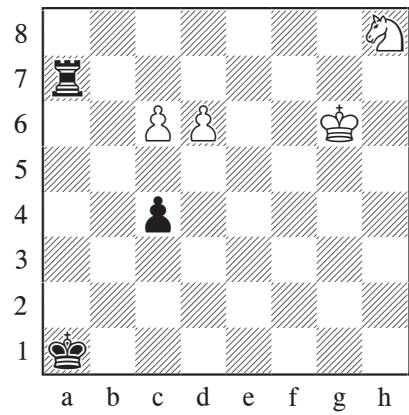
► Ex. 3-10 ◀ ★★ △



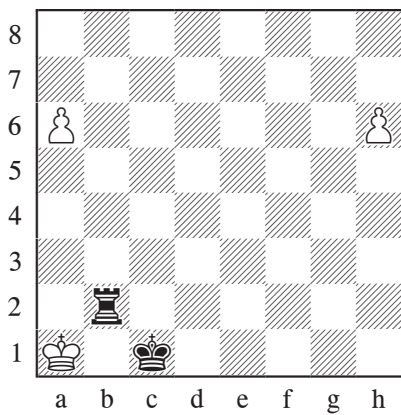
► Ex. 3-8 ◀ ★★★ △



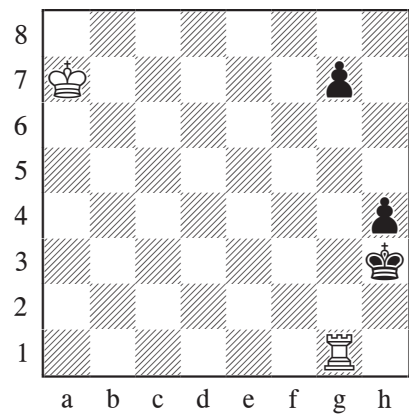
► Ex. 3-11 ◀ ★★★ △



► Ex. 3-9 ◀ ★★ △



► Ex. 3-12 ◀ ★★★ △



Solutions

Ex. 3-1

J. Bradford – R. Byrne

USA Ch, Greenville 1980

The game continued:

30... ♖d4?? 31. ♗xh7† ♕xh7 32. ♘xf8†+–

(1 point for this variation)

32... ♕g8 33. ♗xd4 ♘bc2 34. ♗xe4

1–0

30... ♗f5 (1 point) is a better move. After 31. ♘xf8 ♘xd1 32. ♗xh7† ♗xh7 33. ♘h7 ♘c2 34. ♘g5† White still has drawing chances.

However, the correct move is: 30... ♗d6!+–.
(2 points)

Black protects the rook on f8 and wins easily in all variations. For example 31. ♗e1 ♗d2 or 31. ♗b1 ♗d4+–.

Ex. 3-2

V. Smyslov – V. Mikenas

USSR Ch, Moscow 1949

27. ♕e3!=

(2 points)

Other bishop moves are no good:

a) 27. ♕g5? ♗g7 28. ♗h5† ♕g8+–

b) 27. ♕f8? ♗e4 28. ♗h6† ♗h7+–

The move in the game leads to a perpetual check: 27... ♗xe3 (27... ♕xe3? 28. ♗f7+–) 28. ♗h5† ♕g8 (28... ♕g7? 29. ♗f7†+–) 29. ♗f7†= ½–½

Ex. 3-3

E. Kolesnikov

1989

1. ♗f8!!

(1 point)

1. ♕f7? achieves nothing on account of: 1... ♕xd4!

(1 point for this variation)

2. ♗f6 (2. ♕e6 ♕e3 3. ♗f5 d4 4. ♗e5† ♕f2 5. ♗d5 ♕e3=) 2... ♕e3 3. ♗e6† ♕f3 4. ♗d6 ♕e4 5. ♕e6 d4=

1... ♕xd4 2. ♕f7 ♕e4 3. ♗e8†!

(another 1 point)

3... ♕f3 4. ♗d8

A standard idea of checking to gain a tempo.

4... ♕e4 5. ♕e6 d4 6. ♕d6!

(another 1 point)

A typical flanking manoeuvre.

6... d3 7. ♕c5 ♕e3 8. ♕c4 d2 9. ♕c3+–

Ex. 3-4

Variation from the game

V. Nedeljkovic – T. Zatulovskaya

Split Olympiad 1963

60... ♕f4!!

(1 point)

60... ♕xf3? is bad: 61. ♕xe5 ♕g3 62. ♕f5! ♕xh3 63. e5 ♕g3 64. e6 h3 65. e7 h2 66. e8 ♗h1 ♗ 67. ♗e3† ♕h2 68. ♗e5†!+–

61. ♕g6

61. ♕e6 ♕g3 62. ♕xe5 ♕xh3 63. ♕f5 (63. f4 ♕xg4=) 63... ♕g3 64. e5 h3 65. e6 h2=

(another 1 point for this variation)

61... ♕xf3 62. ♕f5

Or 62. ♕xg5 ♕xe4 63. ♕f6 ♕d4 64. g5 e4=.

62... ♕g3 63. ♕xg5 ♕xh3 64. ♕f5 ♕g3

65. g5 h3 66. g6 h2 67. g7 h1 ♗ 68. g8 ♗† ♕f3

69. ♗b3† ♕e2 70. ♕xe5 ♗h8†=

Ex. 3-5

End of a study by

V. Khortov

1962

4. ♗d4!!

(2 points)

4. ♗d7? loses because of the following line:

4... ♕c2 5. ♗c7† ♕b3 6. ♗d7 ♕c4 7. ♗c7† ♕b5

8. ♗b7† ♕c6 9. ♗b1 a2+–

4... ♕c3 5. ♗a4 ♕b3 6. ♗d4 ♕c2 7. ♗c4†

(another 1 point)

7... ♕b2 8. ♗b4† ♕c3 9. ♗a4=

½–½

Solutions

Ex. 3-6

V.Chekhover

1949

1.♔g8!!

(2 points)

1.♖g6 loses to 1...h4 2.♗h6 h3 3.♗xh3
♔g2.

1...h4 2.♗h7 h3!?

Or 2...♔g2 3.♗g7† ♔h2 4.♗f7=.

3.♗xh3 ♔g2 4.♗h7!

(another 1 point)

4...f1♖ 5.♗g7† ♔h3 6.♗h7† ♔g4 7.♗g7†=

Ex. 3-7

End of a study by

G.Nadareishvili

1951

2.♗g8!!

(2 points)

Otherwise White loses an important tempo.
For example: 2.♔h7? ♔e5 3.♔g6 ♔d4 4.♗f7
♔c3 5.♔f5 ♔b2 6.♔e4 a2-+

2...♔e5 3.♔g7 ♔d4 4.♔f6 ♔c3 5.♔e5 ♔b2
6.♔d4 a2 7.♗xa2 ♔xa2 8.♔c3 a3 9.♔c2=

Ex. 3-8

G.Nadareishvili

1952

1.♗e6!

(1 point)

But not 1.e4? a3 2.♗e6 on account of:
2...f5! 3.exf5 e4 4.♗g8 e3 5.f6 a2!-+

1...f6

White also draw after 1...fxe6 2.e4= or
1...a3 2.♗xf7 ♔xf7 3.e4=.

2.e4!

(another 1 point)

2...a3 3.♗g8!

(another 1 point)

3...f5! 4.exf5 e4 5.f6 e3 6.f7 e2 stalemate

Ex. 3-9

G.Nadareishvili

1955

1.a7!

(1 point)

Of course not 1.h7?? ♖b6-+.

1...♖b1† 2.♔a2 ♖b2† 3.♔a3 ♔b1 4.h7
♖a2† 5.♔b4 ♖b2† 6.♔a5

White must be careful not to allow the rook
to the 8th rank, for example 6.♔c3? ♖c2†
7.♔d3 ♖c8 would be a draw.

6...♖a2† 7.♔b6 ♖b2† 8.♔c7 ♖c2† 9.♔d7
♖d2† 10.♔e7 ♖e2† 11.♔f7 ♖f2† 12.♔g6
♖g2†

12...♖f8 13.♔g7+-

13.♔h5 ♖a2 14.♔g4 ♖g2†

Or 14...♖a4† 15.♔g3 ♖a3† 16.♔f2 ♖a2†
17.♔e1+-.

15.♔f3+-

(another 1 point for this winning plan)

Ex. 3-10

End of a study by

G.Nadareishvili

1958

7.c8♗†!

(1 point)

7.c8♗? is bad: 7...♖a2† 8.♔b4 b1♖† 9.♔c3
♖bb2† 10.♔xd3 ♖e2† 11.♔c3 ♖ab2#

7...♔c5

7...♖xc8 8.♖xc8 b1♖ 9.♖b8† ♔c5
10.♖xb1+-

8.♖d6† ♔c4 9.♖b4† ♔d5 10.♗e7†!+-

(another 1 point)

But not 10.♖b3†? ♔d4=.

Solutions

Ex. 3-11

G.Nadareishvili

1960

1.c7!

(1 point)

1.d7 is wrong: 1...♖xd7! 2.cxd7 c3 3.d8♘
c2=

1...♖a8 2.d7 c3 3.c8♘

(another 1 point)

3.d8♘? ♖xd8 4.cxd8♘ c2=

3...♖xc8 4.dxc8♖!

(another 1 point)

This is simplest, although 4.dxc8♘ c2 5.♟f7!
(also 1 point) is good enough too: 5...♗b1
(5...♗b2 6.♞e5+-) 6.♘f5 ♗a1 7.♘f1† ♗b2
8.♞e5+-

4...♗b2 5.♞f7 c2 6.♞e5+-

The knight gets back in time.

Ex. 3-12

G.Nadareishvili

1961

1.♖g5!

(1 point)

Other moves do not win:

a) 1.♖xg7? ♗h2 2.♗b6 h3 3.♗c5 ♗h1
4.♗d4 h2=

b) 1.♗b6? g5!

(another 1 point for this variation)

2.♗c5 ♗h2 3.♖a1 (3.♖xg5 h3 4.♗d4 ♗h1
5.♗e3 h2=) 3...g4 4.♗d4 g3 5.♗e3 g2 6.♗f2
h3 7.♞d1 g1♘† 8.♖xg1=

c) 1.♖g6? ♗h2 2.♗b6 h3 3.♗c5 ♗h1
4.♗d4 h2 5.♖g3 g5 6.♗e3 g4=

1...♗h2 2.♗b6 h3 3.♗c5 ♗h1 4.♗d4 h2
5.♗e3 g6 6.♖g3! g5 7.♗f2 g4 8.♖a3 g3†
9.♗xg3 ♗g1 10.♖a1#

(another 1 point)

Scoring

Maximum number of points is 32

27 points and above → **Excellent**

22 points and above → **Good**

16 points → **Pass mark**

If you scored less than 16 points, we recommend that you read the chapter again and repeat the exercises which you got wrong.