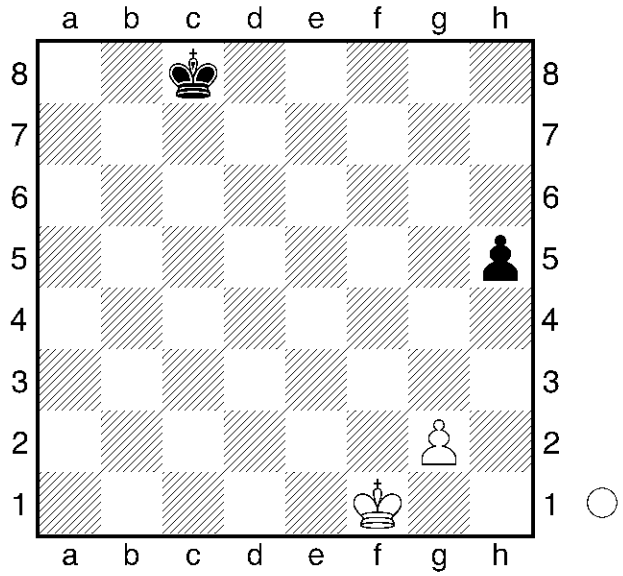
INTRO
[,Andrew]

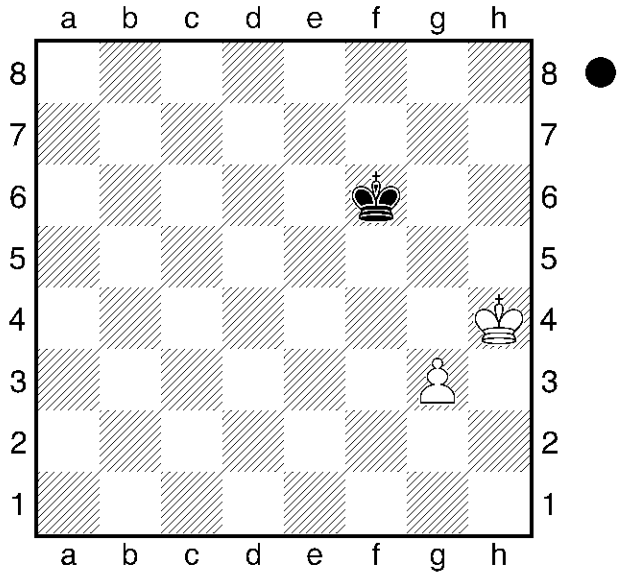
TRAINING MATERIAL
This is the type of training material I might typically use in a session with our stronger juniors; a mixed bag. If a group manages to solve all of these positions in a couple of hours they are doing very well. You might like to use this collection for your own session or just simply enjoy the positions. Try to solve them before consulting the answers.

POSITION ONE
[,Andrew]



Moravec 1952
White to play and win.

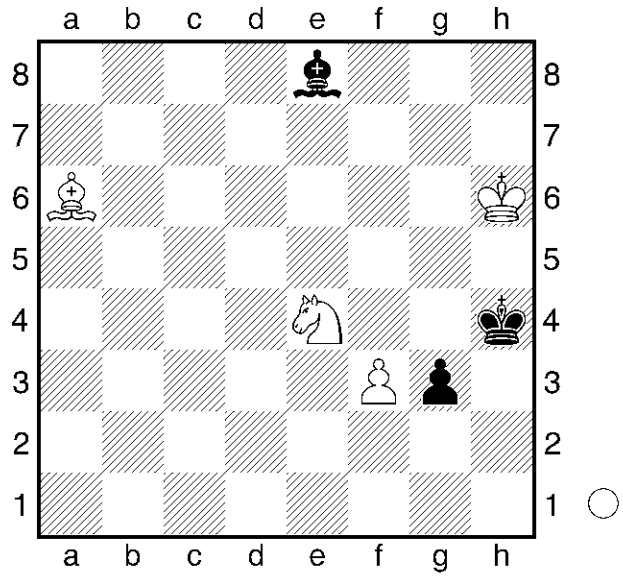
□ POSITION ONE
■ ANSWER
[,Andrew]



Moravec 1952
White to play and win. **1.Kf2!**
White simply wants to win the h pawn. However, he must take care.
[1.Kg1? does not work: Kd7 2.Kh2 Ke6 3.Kh3 Kf5 4.Kh4 Kg6=]
1...h4! This is Black's idea. He threatens...h4-h3, followed by running the King to h8 **2.Kg1!!**
[2.Kf3 h3 3.g4 Kd7 4.Kg3 Ke6 5.Kxh3 Kf6 6.Kh4 Kg6 draws]
2...h3
[2...Kd7 3.Kh2 Ke6 4.Kh3 Kf5 *(4...Kf6 5.Kxh4+-)* 5.Kxh4 Kg6 6.Kg4+-]
3.g3! Ensuring the White King can get in front of the pawn. **Kd7 4.Kh2 Ke6 5.Kxh3 Kf6 6.Kh4!** A neat study to begin proceedings.
[6.Kg4? Kg6=]
1-0

POSITION TWO

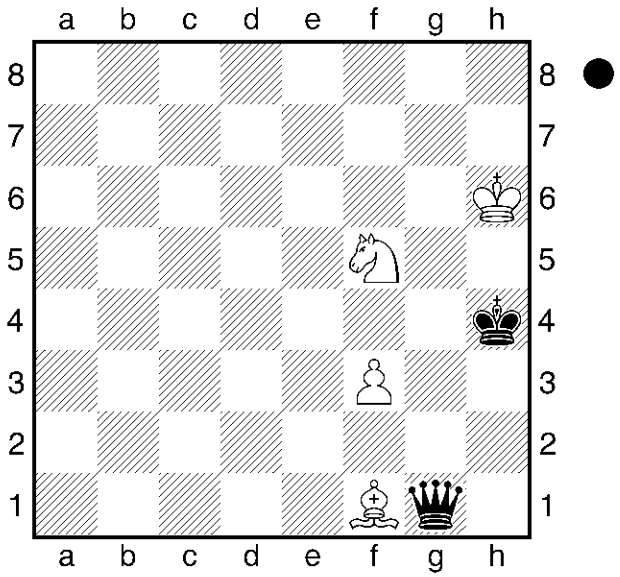
[,Andrew]

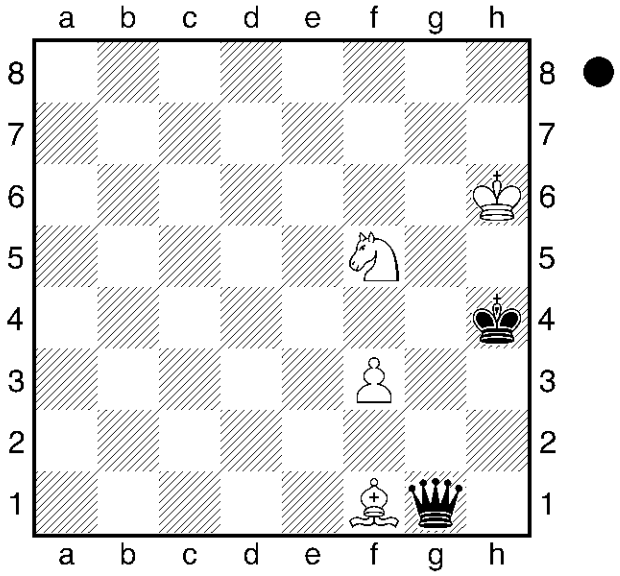


Pogosiants 1961
White to play and win

□ **POSITION TWO**
■ **ANSWER**
[,Andrew]

(Diagram)





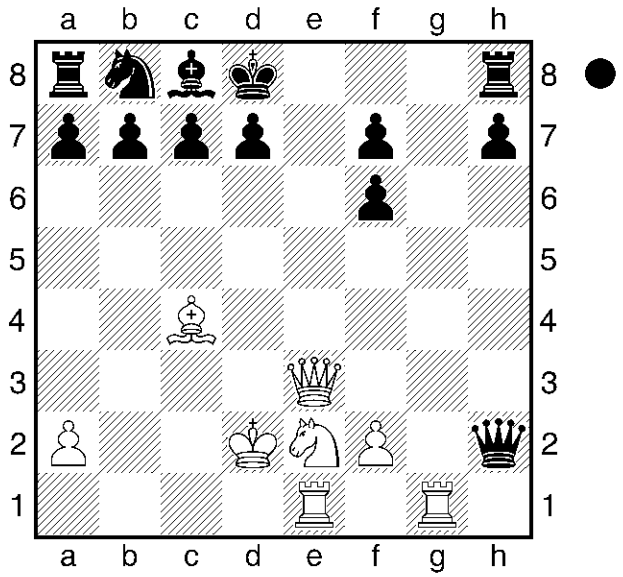
Pogosiants 1961
White to play and win **1.Bf1!**
Confining the Black King, which will be the winning theme. **Bb5** Black plays for stalemate.
[Note that 1...Bd7 loses to 2.Ng5]
2.Bg2 Bf1 3.Bxf1 g2 4.Ng3!
[4.Bxg2 stalemate!]
4...g1Q
[4...Kxg3 5.Bxg2 Kxg2 6.f4+-]
[4...gxf1Q 5.Nxf1+-]
5.Nf5#
A rather nice finish.
1-0

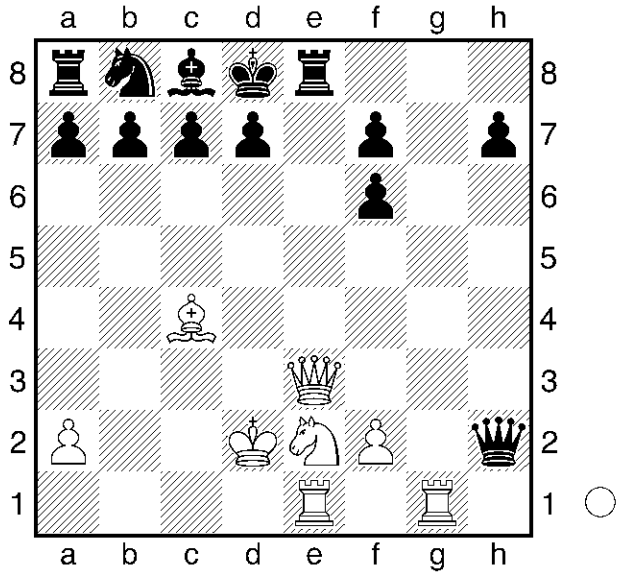
POSITION THREE

[,Andrew]

(Diagram)

Perlaska-Grassi 1907
This position may serve as a gruesome reminder about what can happen to material-grabbers in the opening.
1...Re8??
What happened next?

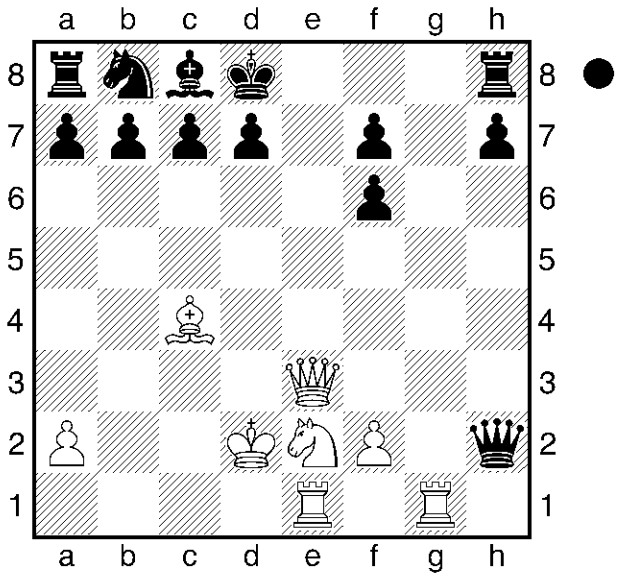


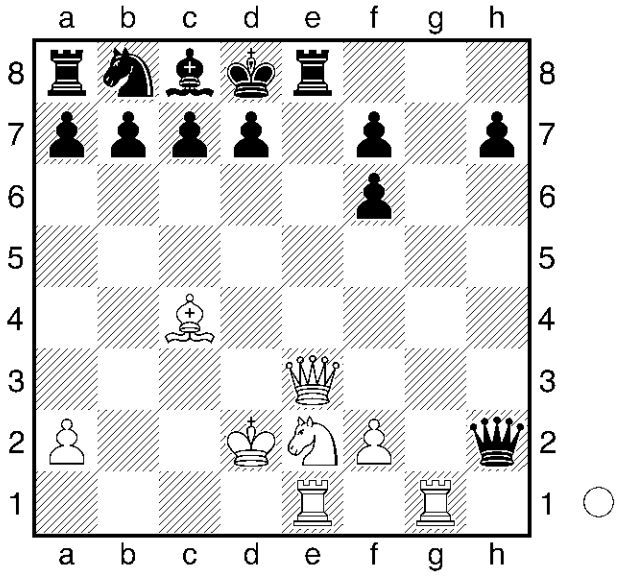


□ **POSITION THREE**
■ **ANSWER**
[,Andrew]

(Diagram)

Perlaska-Grassi 1907
This position may serve as a gruesome reminder about what can happen to material-grabbers in the opening.
1...Re8??
What happened next? **2.Qxe8+!**
Of course! **Kxe8 3.Nd4+ Kf8 4.Re8+**

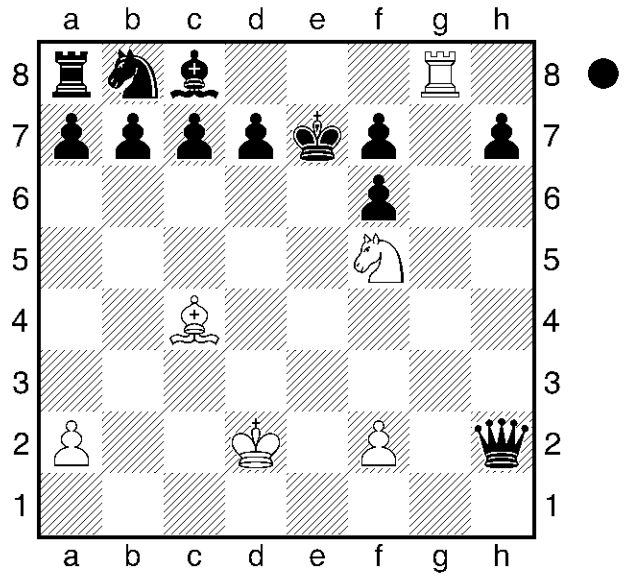




Kxe8 5.Rg8+ Ke7 6.Nf5#

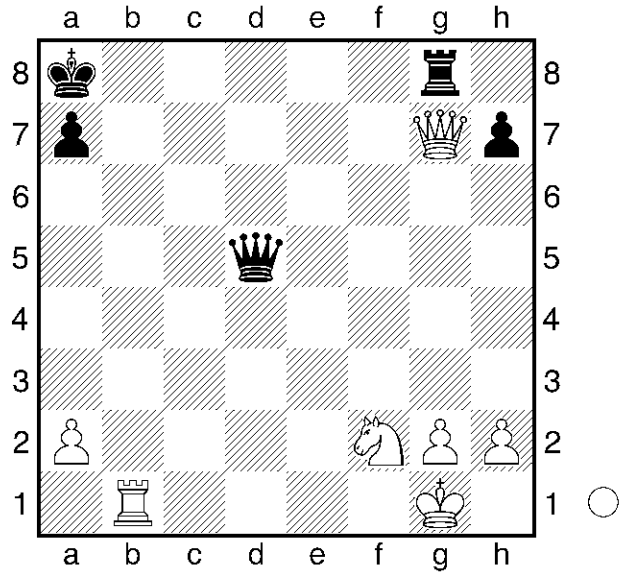
(Diagram)

Oh, the pain....
1-0



POSITION FOUR

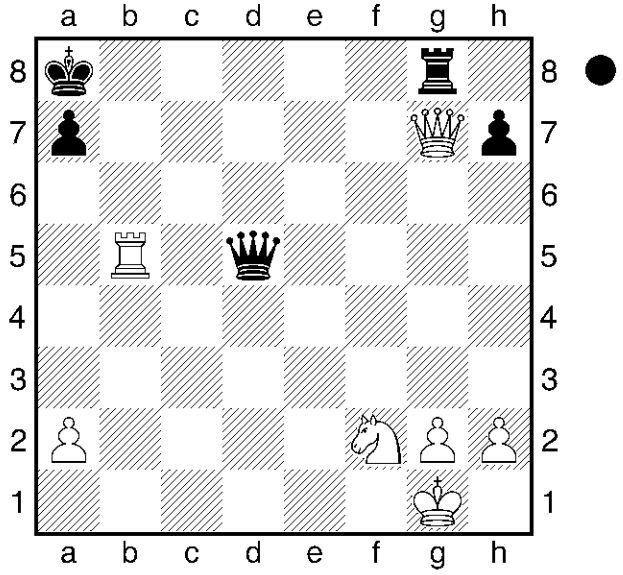
[,Andrew]



Ullrich-Spengler Berlin 1948
White to play. What should the result of the game be with best play and why?

POSITION FOUR

[,Andrew]



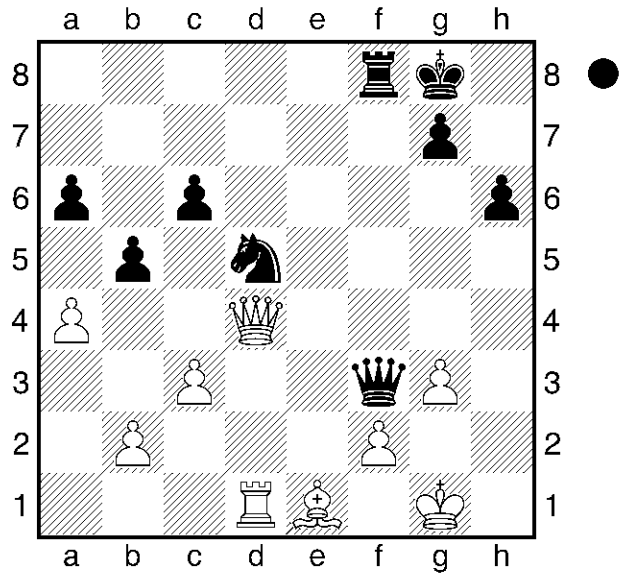
Ullrich-Spengler Berlin 1948
White to play. What should the result of the game be with best play and why? **1.Rb5!** The White Queen cannot move thanks to mate on g2, but many stop after 1 Rb5, thinking that the problem is solved. Black's best defence is rarely taken into account. **Re8! 2.Rb1** It is odd that 2 Rb1 is the only move. **Rg8 3.Rb5**
½-½

POSITION FIVE

[,Andrew]

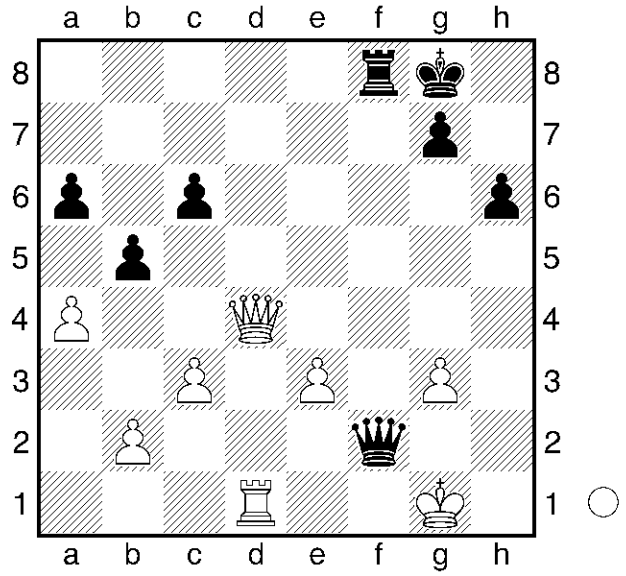
(Diagram)

Leko-Svidler Dortmund 1998
Clearly from the Marshall Gambit.
Black to play and win.



POSITION FIVE

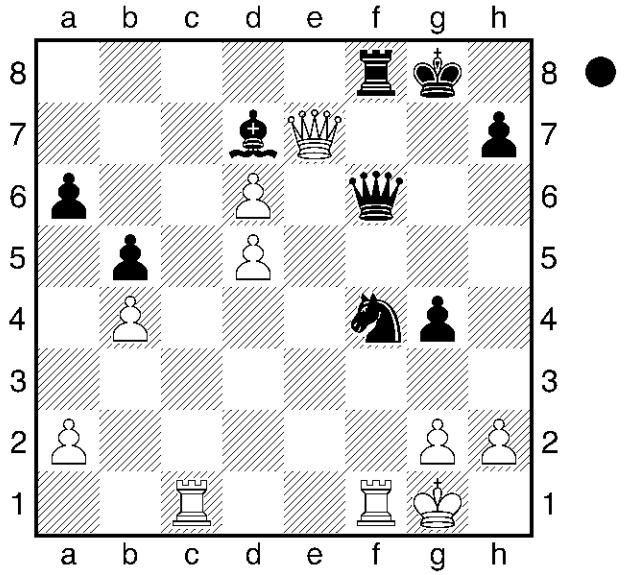
[,Andrew]



Leko-Svidler Dortmund 1998
Clearly from the Marshall Gambit.
Black to play and win. **1...Ne3! 2.fxe3**
[2.Qxe3 Qxd1-+]
2...Qe2! A quiet move to finish.
[Brute force methods do not achieve the objective: 2...Qf1+ 3.Kh2 Qe2+ 4.Kh3 Rf5 5.Qd8+ Kh7 6.Qd3!]
3.Bf2
[3.Bd2 Qxd1+]
3...Qxf2+
0-1

POSITION SIX

[,Andrew]

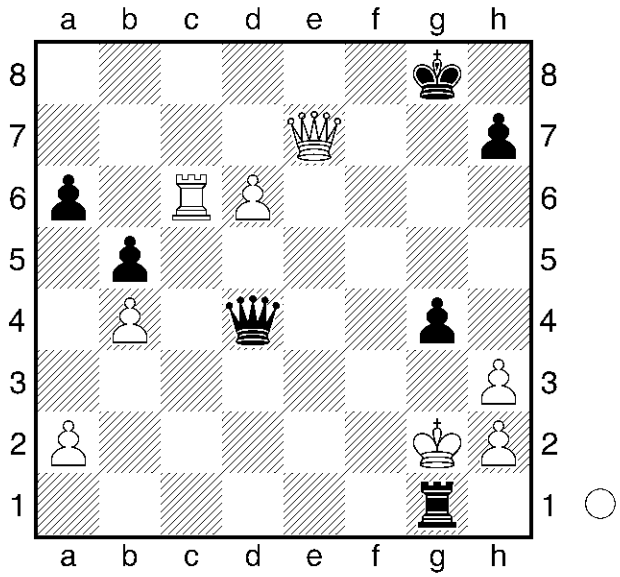


Videki-Mansurov Budapest 1994
Black to play and win. Calculate to the end without moving the pieces

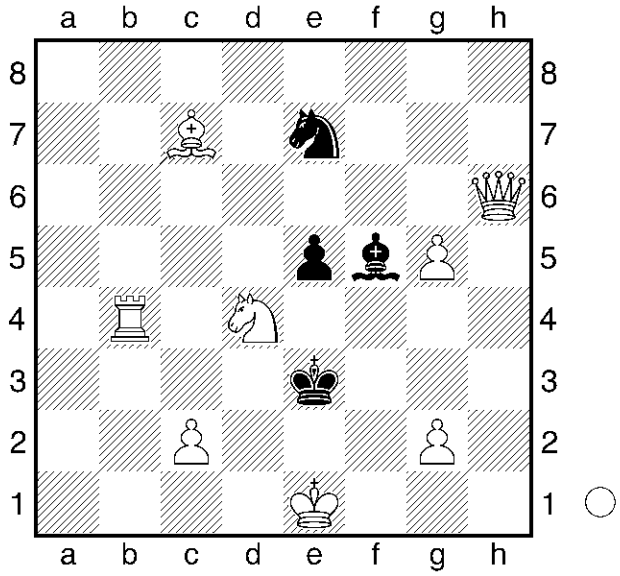
□ **POSITION SIX**
■ **ANSWER**
[,Andrew]

(Diagram)

Videki-Mansurov Budapest 1994
Black to play and win. Calculate to the end without moving the pieces.
1...Nh3+! 2.gxh3 Qd4+ 3.Kh1
[3.Kg2 gxh3+ 4.Kg3 Qg4#]
3...Qxd5+ 4.Kg1 Qd4+ 5.Kh1 Bc6+! 6.Rxc6 Rxf1+ 7.Kg2 Rg1#
0-1



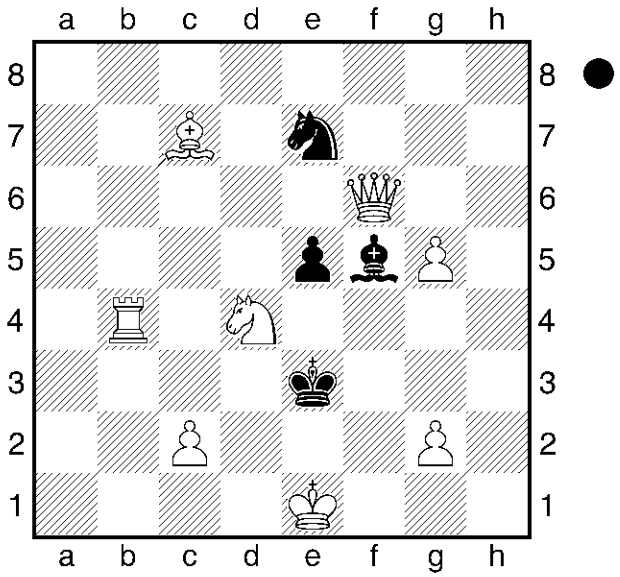
POSITION SEVEN
[,Andrew]



Pulitzer 1907
White to play and mate in two

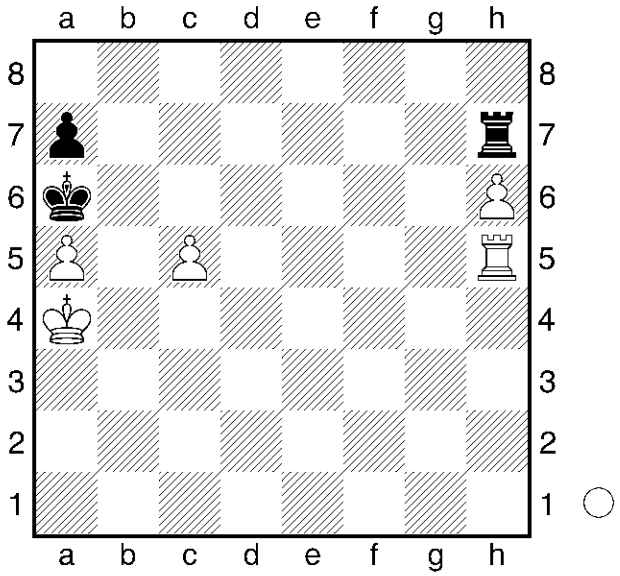
□ **POSITION SEVEN**
■ **ANSWER**
[,Andrew]

Pulitzer 1907



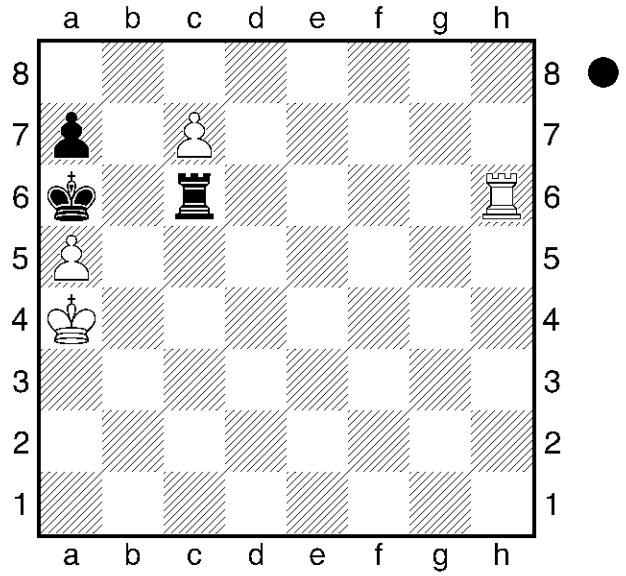
White to play and mate in two **1.Qf6!**
I think this is quite tough
1-0

POSITION EIGHT
[,Andrew]



White to play and convert his superiority into victory.

□ **POSITION EIGHT**
■ **ANSWER**
[,Andrew]

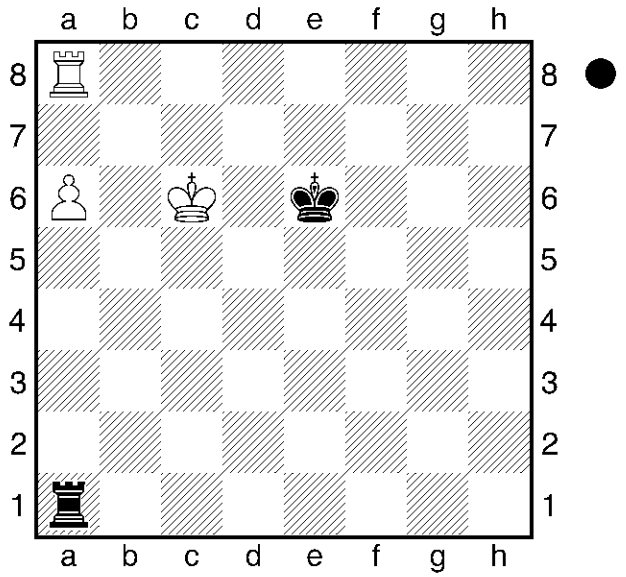


White to play and convert his superiority into victory. **1.c6! Rxh6** Has White blundered? **2.c7 Rc6** **3.Rh6!** No! Everything is under control. **1-0**

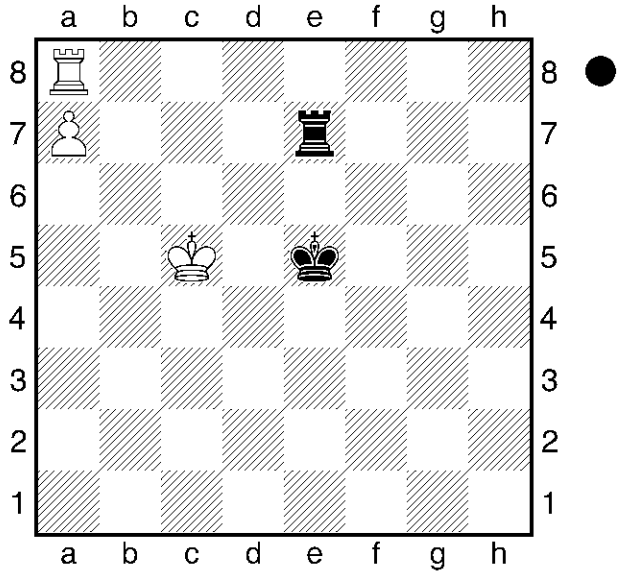
POSITION NINE
[,Andrew]

(Diagram)

Grigoriev 1936
White threatens 1 a7,winning.
Can Black to move,save the position?



□ **POSITION NINE**
■ **ANSWER**
[,Andrew]



Grigoriev 1936
White threatens 1 a7,winning.
Can Black to move,save the position?
1...Rc1+ I am afraid that he cannot save the game. Black is lost
[If he tried 1...Kf7 with the intention
A) White plays instead 2.Kb7! Rb1+ 3.Ka7 Ke7 4.Rb8 Rd1 5.Kb7 Rb1+ 6.Ka8 Ra1 7.a7 Kd7

(7...Kd6 8.Kb7 Rb1+ 9.Kc8 Rc1+ 10.Kd8 Rh1 11.Rb6+ Kc5 12.Rc6+!) 8.Kb7 Rb1+ 9.Ka6 Ra1+ 10.Kb6+- ;

B) 2.a7? Kg7=]

2.Kb5!

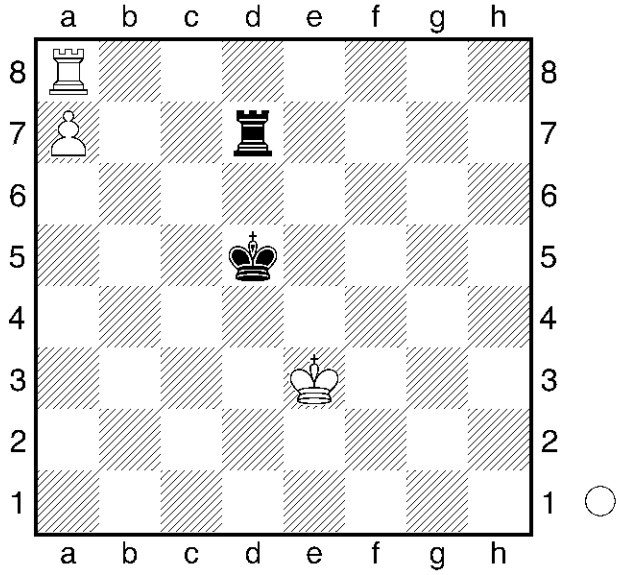
[2.Kb7 Rb1+ 3.Ka7 Kd7!= 4.Rb8 Rc1 5.Kb7 Rb1+ 6.Ka8 Kc7=]

2...Rb1+ 3.Kc4

[3.Ka4 Ra1+ 4.Kb3 Kf7 5.a7 Kg7=]

3...Rc1+ 4.Kb3

[4.Kd3 Rd1+ 5.Ke3 Rd7 6.Ke4 *(6.a7? Kd5!=*

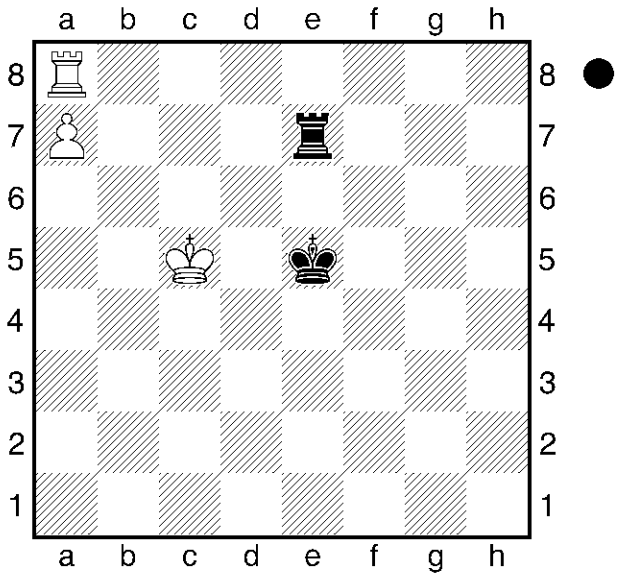


) 6...Kd6 7.a7 Re7+ 8.Kd4 Rd7 9.Kc4+-]

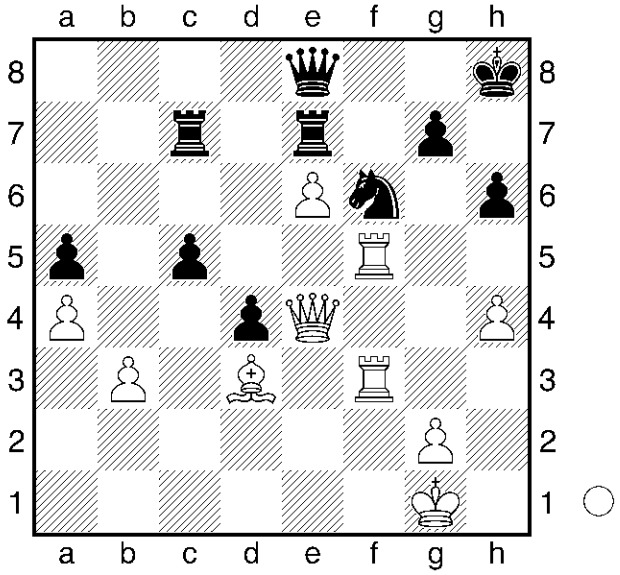
4...Rc7 5.a7 Re7 6.Kc4 Ke5 7.Kc5

(Diagram)

Winning.
There is plenty of intricate play to discuss in this example.
1-0



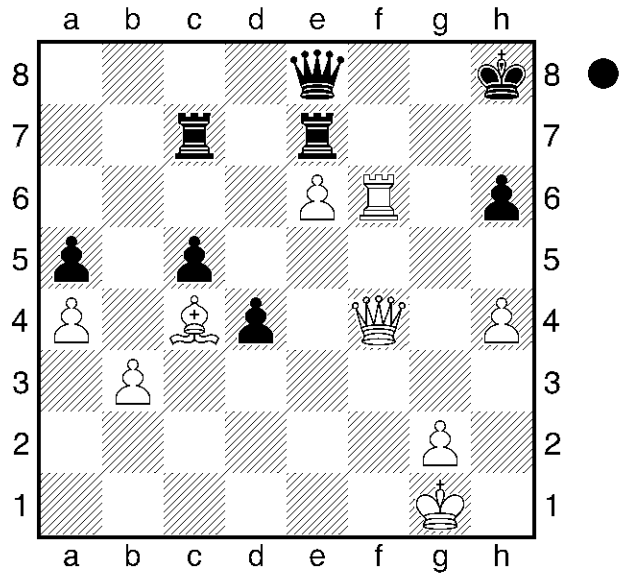
POSITION TEN
[,Andrew]



White to play and win

□ **POSITION TEN**
■ **ANSWER**
[,Andrew]

Fischer-Spassky Game Six
World Championship match Reykjavik

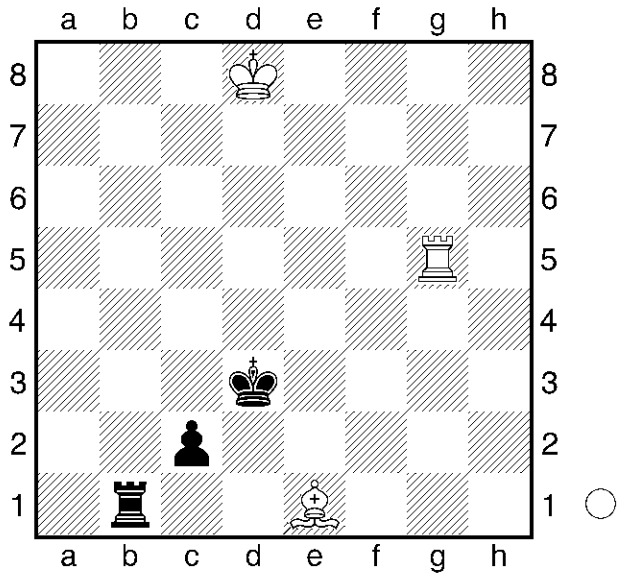


1972
A famous position from a famous match.
White to play and win. **1.Rxf6! gxf6 2.Rxf6** Demolishing Black's defences. **Kg8**
[2...Rh7 3.Qf4! Kg8 4.Bg6 Qe7 5.Bxh7+ is the end of the road for Black.]
3.Bc4 Kh8 4.Qf4
1-0

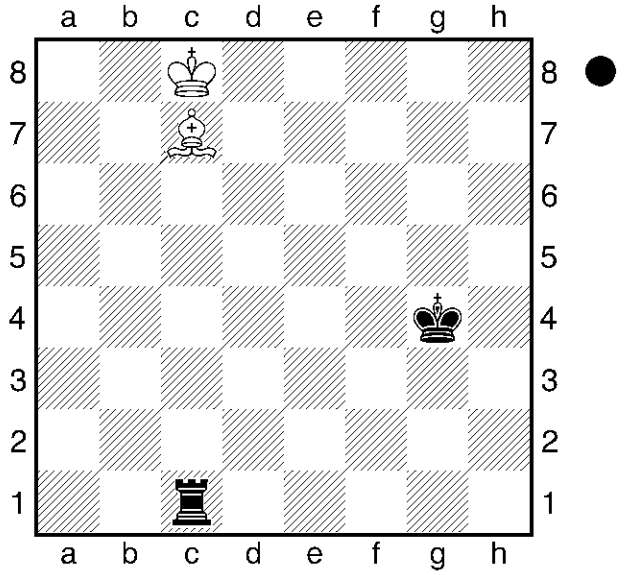
POSITION ELEVEN
[,Andrew]

(Diagram)

Tavariani
Shakhmaty vs SSSR 1985
A tough one to finish off. White to play and draw



□ **POSITION ELEVEN**
■ **ANSWER**
[,Andrew]



Tavariani
Shakhmaty vs SSSR 1985
A tough one to finish off. White to play and draw **1.Rg3+ Ke4 2.Rg4+!**
[2.Rc3 Rd1+! 3.Ke8 *(3.Kc8 c1Q 4.Rxc1 Rxc1+-+)* 3...Rxe1 4.Rxc2 Kd3+-+]
2...Kf3!
[2...Kf5 3.Rc4 Rd1+ 4.Bd2! Rxd2+

5.Kc7 Ke5 6.Kc6 Rf2 7.Kc5 Rf8 8.Kb5=]

3.Rg3+ Kf4 4.Rc3 Rd1+ 5.Kc8!

There is a hidden point to this move

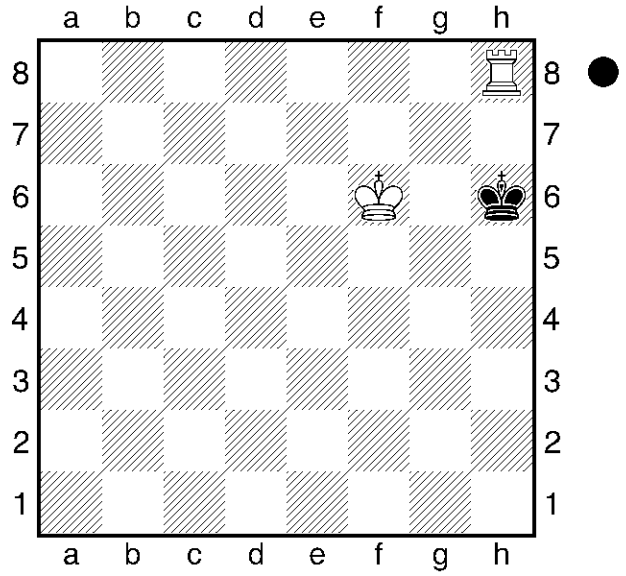
c1Q 6.Bg3+ Kg4 7.Rxc1 Rxc1+ 8.Bc7=

½-½

PUZZLE ANSWER

[,Andrew]

From last time

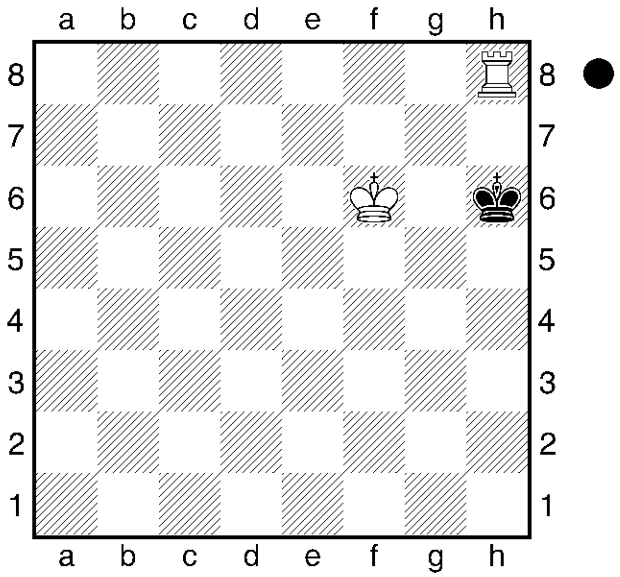


Ring and Staudte Die Schwalbe 1965
Black moves first . Helpmate in Four.
A classic puzzle of its kind, with minimal material on the board.

1...Kf6 2.f8R+ Kg5 3.Kg7 Kh5 4.Kf6 Kh6 5.Rh8#

(Diagram)

Trying to solve these positions is a really good way to train oneself, but how many put in the effort?



A96

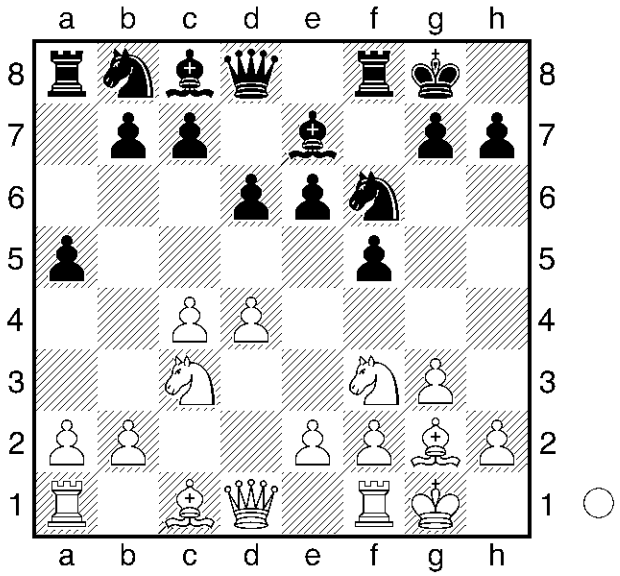
□ **Cumbers,Paul** **2218**

■ **Hawkins,Jonathan** **2423**

British Championship (3.8) 28.07.2010

[,Andrew]

To finish, a recent game. **1.d4 f5 2.g3 Nf6 3.Bg2 e6 4.Nf3 Be7 5.c4 0-0 6.0-0 d6 7.Nc3 a5**



The Classical Dutch cannot be underestimated, as we are about to see. 7....a5 is a constructive waiting move, asking White to define what he is going to do and has superceded 7...

Qe8 and 7...Ne4! as the main line.

8.b3 Ne4

[8...Na6 9.Bb2 Qe8 10.e3 c6 is the other way to play the position, with Black angling for ...b7-b5, via ... Rb8,..Bd7 and ...Nc7]

9.Bb2

[9.Nxe4 fxe4 10.Nd2 acheives little after d5]

9...Nxc3 10.Bxc3 Qe8 11.Qc2

[11.Qe1 a4 12.b4 Qh5 13.e4 was rather successful in the following recent game: f4 14.h3!? *(14.e5)* 14...g5 15.b5 Qg6 16.e5 d5 17.Bb4 Qg7 18.Rc1 c6 19.Bd6 h5 20.g4 hxg4 21.hxg4 Re8 22.Qb4 Bd8 23.Bxb8 Rxb8 24.bxc6 Ra8 25.Qb5 Rf8 26.Rb1 b6 27.cxd5 Ra5 28.Qxa5 bxa5 29.d6 Qa7 30.Rfc1 Bb6 31.Rc4 Ba6 32.Bf1 Bxc4 33.Bxc4 Bxd4 34.Bxe6+ Kh8 35.c7 Bxf2+ 36.Kg2 Bg3 37.Rb2 Qc5 38.Bf5 Be1 39.Re2 Bb4 40.Rc2 Bc3 41.e6 Rg8 42.d7 Qxc7 43.e7 1-0 Almeida Quintana,O (2559)-Grafl,F (2416)/Barbera del Valles 2010/CB27_2010]

11...Nd7 12.a3 Qh5 13.b4

[13.Ne1 e5 would be satisfactory from Black's perspective.]

13...a4 14.b5 f4 15.e3 e5

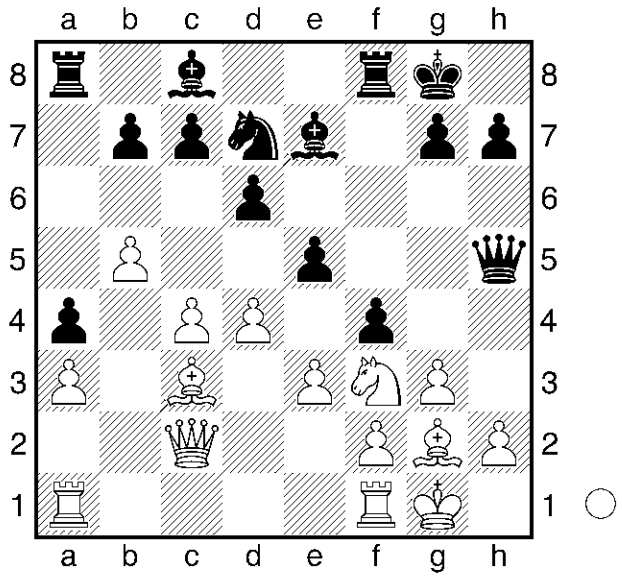
(Diagram)

Black is trying to make sense of his pieces and opening the Kingside in typical Dutch manner,but this position should be better for White **16.exf4!**

exf4 17.Qe4

[Both 17.Bd2! fxg3 18.fxg3 Nf6 19.Ng5]

[and 17.Rae1 Rf7 18.h3! Nf8 19.g4 Qg6 20.Qxg6 Nxg6 21.Nd2 give White a substantial edge.]

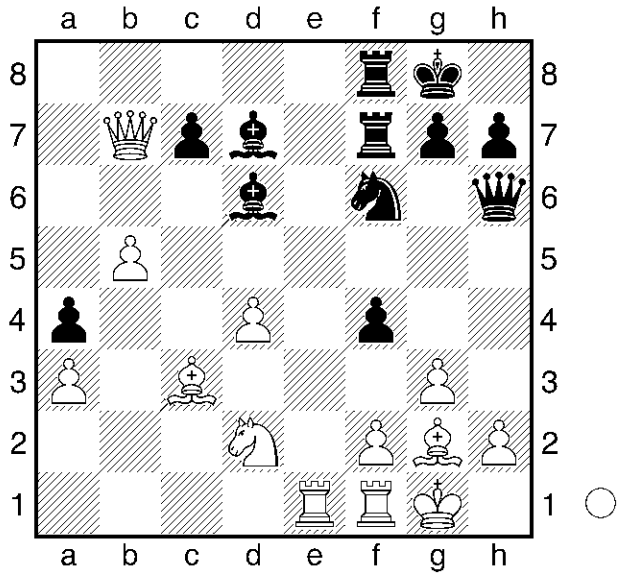


17...Rf7 18.Nd2 By placing his Queen in the centre, Cumbers has underestimated Black's resources. Hawkins makes good tactical use of the position of the White Queen as the game progresses. **Nf6 19.Qf3 Qh6**

20.Rae1 d5! 21.cxd5 Bd7

[21...Bg4 22.Qd3 Bh3 23.Nf3 Bxg2 24.Kxg2 Nxd5 also looks very reasonable for Black.]

22.d6 Bxd6 23.Qxb7 Raf8



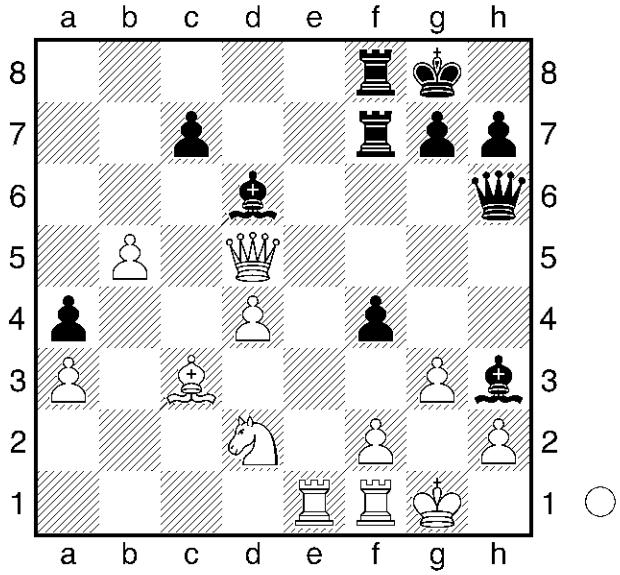
The sort of position Dutch players dream about. White is still OK, but faces a big attack on his King.

24.Bd5?

[White must play 24.Nf3! Ng4

25.Bd2 Qh5 26.Bxf4 and hope to hang on: Bxf4 27.gxf4 Rxf4 *(27...Bxb5 28.h3!)* 28.h3! Curiously, thanks to h2-h3, it is not at all easy for Black to break through.]

24...Nxd5 25.Qxd5 Bh3∓



Suddenly, Black has a winning position

26.Nc4 Bxf1 27.Rxf1 Qh3 28.Qg2 Qf5 29.f3 Qxb5 30.Ne5 Bxe5 31.dxe5 Qc5+

0-1