Chess Evolution 1

The Fundamentals

By

Artur Yusupov



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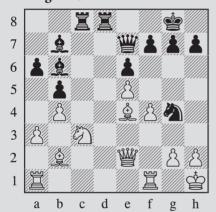
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- ✓ Forcing the play after a queen sacrifice
- ✓ Material compensation
- ✓ Attacking the opposing queen





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...**₩h**4!

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... \mathbb{Z}xc3! and now:

- a) 3. \$\dag{x}\$b7 \$\mathbb{Z}\$xh3\dag{t} 4.gxh3 \$\mathbb{W}\$xh3\dag{t} 5. \$\mathbb{W}\$h2 \$\mathbb{W}\$xh2#
- 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.\&\dotxc3 \&\xe4\† 4.\\dot\xe4 \\dot\xe4 \\dot\xe4
- 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.

4.\^{\\\\}xd2

White loses in all variations:

- a) 4.\ddashxg4\daggaxe4\daggar5.\daggarf3\daggar+
- - c) 4.\domaxb7 \quad xe2 5.\domaxbg2 \quad h3-+
 - d) 4.\(\mathbb{Z}\)ae1 \(\mathbb{L}\)xe4\(\mathbb{T}\)5.\(\mathbb{M}\)xe4\(\mathbb{Z}\)xh2\(\mathbb{H}\)

4...**≜**xe4† 5.₩g2 \(\begin{align*} 2 \(\begin{align*} 3 \\ \exit{!!} -+ \\ \exit{!!} \]

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...**.**g5!

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

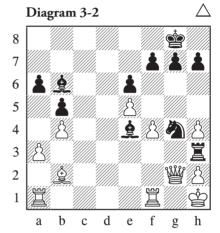
2.罩c7

2... 遊xc7!! 3. 奠xc7 奠e3† 4. 垫g2

The other king move is no better: $4.2^{\circ}h2 \stackrel{?}{\triangle}xd2$ 5. $\mathbb{Z}xf8\dagger$ $\mathbb{Z}xf8$ 6. $\mathbb{Z}xd5$ $\mathbb{Z}f2\dagger$ 7. $\mathbb{Z}g2$ (7. $\mathbb{Z}g3$ transposes to the game) 7... $\mathbb{Z}e4-+$

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.



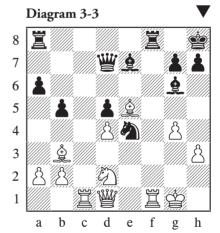


Diagram 3-4

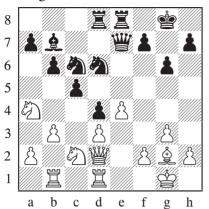


Diagram 3-5

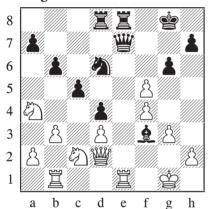
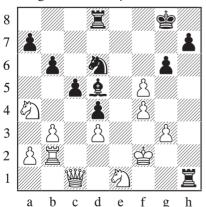


Diagram 3-6 (analysis)



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 De5! 3.f4

After 3.\(\hat{2}\)xb7? \(\hat{2}\)xb7, the threat of ...\(\Delta\)f3\(\dagger\) gives Black the advantage.

3... 2f3† 4. 2xf3 2xf3 5. Ze1

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 \(\mathbb{Z}\)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.罩b2 罩h1† 11.堂f2

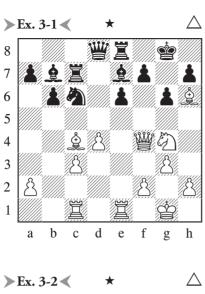
Diagram 3-6

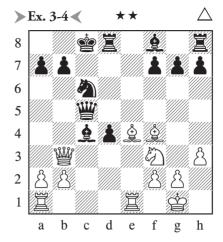
11...②xf5!? 12.g4 ②e3 13.堂g3 h5 14.gxh5 gxh5 Black's threats to the white king (such as ...h4† followed by ...罩f8) are overwhelming.

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

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

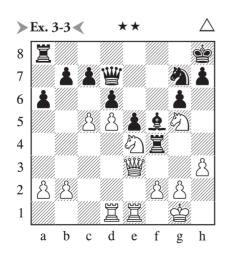
Exercises

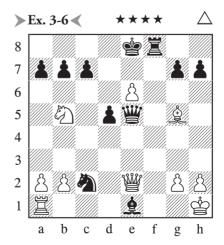






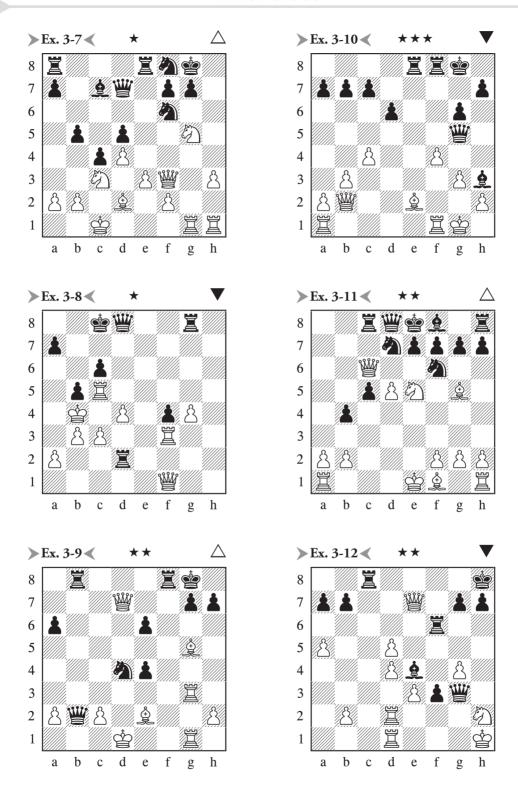






CHAPTER 3

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

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.句f6! 營e7 2.營xf4 營xf6 3.營h4+-

1...exf4 2.2 f6!

(1 point)

2...De6

The black queen cannot flee: 2...營b5? 3.分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... 學xc4 2. 臭f5† 罩d7

3.\(\mathbb{Z}\)e8† \(\hat{Q}\)d8 4.\(\hat{Q}\)e5

(another 1 point)

4.\(\mathbb{Z}\)xf8 is just as good: 4...\(\mathbb{Z}\)xf8 5.\(\mathbb{Z}\)xd7†
\(\dot{\Phi}\)xd7 6.\(\Delta\)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... \(\bar{\Pi} \) xh2\(\dagga \) \(\dagga \) xh2\(\dagga \) \(\dagga \) dh3\(\dagga \) 4.\(\dagga \) f1\(\dagga \) h2\(\dagga \)

(1 point)

Ex. 3-6

M.Tal – Miller

Los Angeles 1988

1.h4!!

(2 points)

Of course not 1.\wxe5?? \mathbb{Z}f1\#.

1...**₩g**3

If 1...\sum xe2 then 2.\sum xc7\#.

2.罩d1!

(another 1 point)

Threatening both \(\mathbb{Z}\)xd5 and \(\mathbb{Z}\)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...\2xf2

3...\\x\f2 4.\\\x\c7\†\\\\f8 5.e7\†+-

Solutions

Ex. 3-7

A.Tolush – G.Mititelu

Warsaw 1961

(1 point)

2...⊈h8 is met by 3.½xf6, 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.Фxa5 \(\beta\)xa2† 3.Фb4 a5#

(1 point)

Ex. 3-9

H.Westerinen – G.Sigurjonsson

New York 1977

1. \mathbb{\m

(1 point)

2....\$h8

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

3.罩g8†!

3...\Bxg8 4.\&f6\† \Bg7 5.\&xg7\† \Pg8 6.\(\partial\)xd4†+-

(another 1 point)

Ex. 3-10

V.Alatortsev – I.Boleslavsky

USSR Ch, Moscow 1950

1...\$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...\(\mathbb{L}\)h3 (also 1 point) is not bad either, although White can struggle on with $4.g4\mp$.

4.\d3

4.\mathbb{I}e1 is followed by: 4...\mathbb{I}xe1\mathbb{I} 5.\mathbb{I}xe1\mathbb{I}f1\mathbb{I} 6. Wxf1 &xf1-+ Effectively Black has an extra pawn in this ending.

(another 1 point for this variation)

No better is 5.\displasf1 \displash2 6.\displasfd4 c5 and now: a) 7.\degree c3 \degree e2\dagge 8.\degree g1 (or 8.\degree e1 \degree f1\dagge 9. \$\dd \dd \dd \xc4\dt 10. \$\dd \alpha = 3 \quad \alpha \text{2} \\ \text{8...} \quad \text{ff2-+}

b) 7.\dd \dagger xd6 \dagger c6\dagger 8.\dagger e1 \dagger e8\dagger 9.\dagger f1 \dagger h1\dagger -+ 5... 🗵 g 2 † 6. 中 h 1 皇 c 6! 7. 🗵 x f 8 † 中 x f 8 8. 豐 f 1 † 罩f2† 0-1

Ex. 3-11

Vogel – Barlov

West Germany 1981

1.鼻b5!

(1 point)

1. ₩b5± is less clear.

1. ₩a4 \a2a8 2. ₩c6 \a2a8 leads to a repetition of moves.

(another 1 point)

2...②xe5

2...\bullet c7 is met by: 3.cxd7† \bullet xd7 (3...\bullet d8 4. 4xf7#) 4. 2xd7† 4d8 5. 2f4 \begin{array}{c} b6 6. \begin{array}{c} d1+--3.c7†+-

Ex. 3-12

G.Salwe – A.Rubinstein

Lodz 1907

1...\end{aligned}e1†!!

(1 point)

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

2. 句f1 罩h6† 3. 查g1 (3. 罩h2 營f2!—+) 3...f2†! 4.\mathbb{\mathbb{Z}}\xf2 \mathbb{\mathbb{H}}\text{11}#

2...f2† 3.\ddashxe4 fxe1\ddashtat † 4.\ddashg2 \ddashxd2†

(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.