

Positional Attacks

Joel Johnson

Edited by: Patrick Hammond



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In Memoriam to my step dad and World War II Navy, Purple Heart
Recipient, **Theodore Kosiavelon, 12/22/1921 – 11/09/2012**

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Preface

You would think 1000 pages (“Formation Attacks” and “Formation Attack Strategies”) would be enough to cover all aspects of attacking and attack games. However, I felt quite disappointed when I realized there would be no room left in the Formation Attack Strategies book to include the planned remaining chapters related to Positional Attacking. A few of the unpublished chapters were “Positional Attacks”, “Overwhelming Force”, and “Localized Material Advantage”.

Forever the optimist and still armed with loads of great material, I simply decided to write another book.

The aim of Positional Attacks is to uncover the artistic side of attacking, one that is primarily centered on the creation and exploitation of weaknesses. Oh sure there will be tactics; after all, they cannot be avoided in chess - nor would we want to exclude them. But there is nothing quite like witnessing chess masters dissecting their opponents with

smooth, elegant, aggressive, and positional attacking maneuvers.

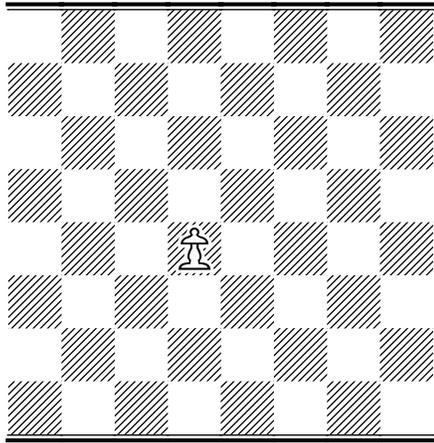
This book will also delve deeper into planning and square weaknesses, along with subtle pawn play. Each of these topics will be covered as they relate to attacking.

Kudos

I would like to thank Patrick Hammond for his outstanding editing work on this book. In addition I want to thank Barry Evans for turning my cover ideas and designs into awesome pieces of artwork for all of my books. Thanks to both of you!

In addition, Richard Cowan and William Parker were extremely helpful in finding new games for the book. Their contributions can be found throughout the book. Loads of games were passed along by Brian Wall, Jack Young, Clyde Nakamura, Jesús Seoane, Domingos Perego, Hal Terrie, James Rizzitano, and Keith Hayward. Thanks to all of you and to the many others who had a hand – no matter how small - in creating this book.

Isolated Pawn



The Isolated Pawn is a lonely creature with no real friends, as both sides want to remove it from the board.

For the purpose of this chapter, the discussion will primarily cover the White Isolated d-Pawn on d4. Why?

- 1) It is by far the most common isolated Pawn situation seen in chess;
- 2) Many openings can reach an isolated d-Pawn position;
- 3) Most of the characteristics of the isolated d-Pawn also apply to other isolated Pawns; and
- 4) These positions are a launch pad for attacks.

The White Isolated d-Pawn has the following advantages and disadvantages:

White Advantages

- 1) The very definition of Isolated Pawn means that the possessor has either open or semi-open files to the immediate left and right of the Isolated Pawn;
- 2) White has easy development due to open diagonals and a space advantage;
- 3) The Isolated Pawn can support and anchor White pieces on the e5 and c5 squares; and
- 4) Black has problems developing the light-squared Bishop and his queenside.

“The Isolated Pawn is a lonely creature with no real friends”

White Disadvantages

- 1) Isolated Pawns can be weak because they cannot be protected by other Pawns;
- 2) The square in front of the isolated pawn (d5) may become a strong outpost for an opposing piece, especially a Knight, because there are no enemy Pawns that can chase the piece away; and
- 3) Trading off pieces usually leads to a disadvantage in the endgame as the Isolated Pawn loses its attacking advantages but keeps its weaknesses.

Black Strategy

The ideal game scenario for Black is:

- 1) Control the square directly in front of the Isolated Pawn to prevent liquidation of the weakness;
- 2) Trade off as many pieces as possible with the idea of reaching an endgame that is bad for the opponent as the

Isolated Pawn is weak and can be targeted; and

- 3) Win the Isolated Pawn and the game.

Simple Example

Game #999

In the following game, the former World Chess Champion was able to follow the Black Strategy perfectly on his way to a win.

(W) Viktor Korchnoi

(B) Anatoly Karpov

[D55] World Chess Championship, Merano, Italy, (Round 9), 10/24/1981

1.c4 e6 2.♘c3 d5 3.d4 ♗e7
4.♘f3 ♘f6 5.♗g5 h6 6.♗h4
0-0 7.♞c1 dxc4 8.e3 c5
9.♗xc4 cxd4 10.exd4 ♘c6
11.0-0 ♘h5 12.♗xe7 ♘xe7
13.♗b3 ♘f6 14.♘e5 ♗d7
15.♞e2 ♞c8 16.♘e4 ♘xe4
17.♞xe4 ♗c6 18.♘xc6 ♞xc6
19.♞c3 ♞d6 20.g3 ♞d8
21.♞d1 ♞b6 22.♞e1 ♞d7
23.♞cd3 ♞d6 24.♞e4 ♞c6
25.♞f4 ♘d5 26.♞d2 ♞b6
27.♗xd5 ♞xd5 28.♞b3 ♞c6
29.♞c3 ♞d7 30.f4 b6 31.♞b4
b5 32.a4 bxa4 33.♞a3 a5
34.♞xa4 ♞b5 35.♞d2 e5
36.fxe5 ♞xe5 37.♞a1 ♞e8
38.dxe5 ♞xd2 39.♞xa5 ♞c6

40.♖a8+ ♗h7 41.♗b1+ g6
42.♗f1 ♗c5+ 43.♗h1 ♗d5+
0-1

White Strategy

White has several attacking ideas to confront the strategy employed by Black. They are:

- 1) d4-d5 pawn break to eliminate the Isolated Pawn weakness and open up the position to exploit Black's slower development;
- 2) Weaken the squares around the Black King by attacking either the g7 or h7 square; and
- 3) Utilize Rook lift(s) to add firepower to the attack on the enemy King; and
- 4) Weaken light squares to break through to the enemy King: use piece sacrifices on e6, f7, or g6 and Pawn Breaks at f4-f5 or h4-h5.

Eliminate the Isolated Pawn Weakness with d4-d5

In the following set of games, White was able to eliminate the Isolated Pawn weakness and win primarily because of more active pieces.

----- Game #999 -----

A young Boris Spassky simply sacrifices the Isolated d-Pawn to create intense pressure on the Black position.

(W) Boris Spassky

(B) Avtonomov

[D28] Leningrad, Russia, 1949

1.d4 d5 2.c4 dxc4 3.♘f3 ♘f6
4.e3 c5 5.♙xc4 e6 6.0-0 a6
7.♗e2 b5 8.♙b3 ♘c6 9.♘c3
cxd4 10.♖d1 ♙b7 11.exd4
♘b4 12.d5 ♘bxd5 13.♙g5
♙e7 14.♙xf6!

White proceeds to wreck the Black Pawn structure. White is winning despite still being down a Pawn.

14. ... gxf6 15.♘xd5 ♙xd5
16.♙xd5 exd5 17.♘d4 ♗f8
18.♘f5 h5 19.♖xd5! ♗xd5
20.♗xe7+ ♗g8 21.♗xf6 1-0

----- **Game #999** -----

As a teenager, I played Tigran Petrosian in a simul at the Boylston Chess Club in Boston. He wiped me out in twenty moves. At the time, I thought he would positionally strangle me and instead, he came out, “guns a-blazing”. It took me some years to understand why this happened. The first lesson learned is World Champions are well-rounded players. They can adapt to any style of play, even if they are known for a particular one (Positional Chess). Secondly, in a simul, the main objective of the person giving the simul is to quickly eliminate as many opponents as possible. This will greatly reduce the overall length of the simul and help maintain his stamina for the entire event. The method for accomplishing this task is to play aggressive chess.

(W) Tigran Petrosian

(B) Yuri Balashov

[E54] USSR, 1974

1.c4 ♖f6 2.♗c3 e6 3.d4 ♗b4
4.e3 c5 5.♗d3 d5 6.♗f3 0-0
7.0-0 dxc4 8.♗xc4 ♗c6
9.♗d3 cxd4 10.exd4 ♗e7
11.♞e1 b6 12.a3 ♗b7 13.♗c2
♞c8 14.♞d3 ♞e8 15.d5!

Once again White temporarily sacrifices the Isolated d-Pawn to open up the position.

15. ... exd5 16.♗g5 ♗e4
17.♗xe4 dxe4 18.♞xe4 g6
19.♞h4 ♞c7?

Black had to play either 19. ... h5 or 19. ... ♞d7 to hang in there. From here, White dissects the Black position in a very instructive fashion.

20.♗b3!

White threatens 21. ♗xf7 followed by 22. ♞xh7+ leading to checkmate.

20. ... h5 21.♞e4!

White threatens 22. ♞xg6+ while relocating his Queen closer to the action.

21. ... ♞g7 22.♗xf7! ♞xf7
23.♗h6!

This is the point of the last couple of White moves. The Black King is stuck out in the open with no shelter from the White attack.

23. ... ♞d6 24.♞c4+ ♞f6
25.♞ad1

White opts for the simplifying win rather than the crushing 25. ♗g5.

25. ... ♗d4 26.♞xd4+ ♞xd4
27.♞xd4 ♞c5 28.h4 1-0

----- **Game #999** -----

Black was so concerned with blockading the d5 square, he neglects his development.

Ultimately White breaks down the blockade and the game comes to a quick end.

(W) Efim Geller

(B) Alexey Suetin

[B42] Moscow, Russia, 1981

1.e4 c5 2.♘f3 e6 3.d4 cxd4
4.♗xd4 a6 5.♕d3 ♕c5 6.c3
♗e7 7.0-0 ♗bc6 8.♕e3 ♖b6
9.♗d2 d5 10.♗2b3 ♕xd4
11.cxd4 dxe4 12.♕xe4 ♖d8
13.♖h5 ♗d5 14.♕g5 ♗ce7
15.♞fe1 h6 16.♞ad1 ♖d6?
17.♕xe7 ♗xe7 18.d5!

The opening of the center exposes the Black King.

18. ... exd5 19.♕xd5 ♖f6
20.♕xf7+! 1-0

----- **Game #999** -----

Once White plays d5, Black over estimates the strength of his pin on the Isolated d-Pawn.

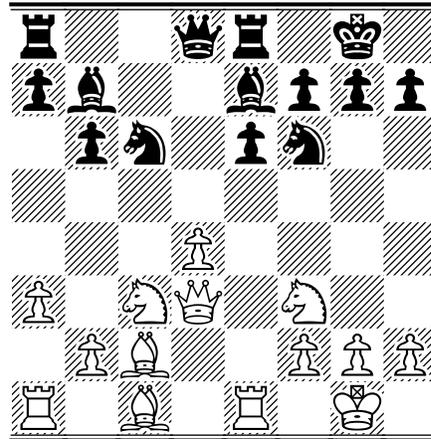
(W) Artur Yusupov

(B) Eric Lobron

[E57] Nussloch, Germany,
(Round 9), 1996

1.d4 ♗f6 2.c4 e6 3.♗c3 ♕b4
4.e3 0-0 5.♕d3 d5 6.♗f3 c5

7.0-0 cxd4 8.exd4 dxc4
9.♕xc4 b6 10.♞e1 ♕b7
11.♕d3 ♗c6 12.a3 ♕e7
13.♕c2 ♞e8 14.♖d3



This chapter contains four Artur Yusupov games because the veteran Grandmaster fully understands Isolated Pawn Attacks.

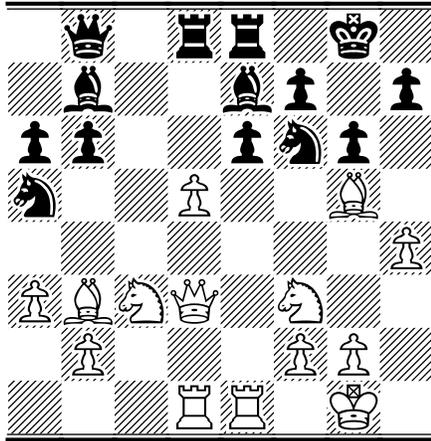
14. ... g6 15.h4

The moves h4 and f4 (with the idea of h5/f5) are frequently seen as a method of softening up the Black kingside Pawn complex of e6, f7, g6, and h7. This creates real possibilities for those squares.

15. ... ♖d6 16.♕g5 ♞ad8
17.♞ad1 ♖b8 18.♕b3 a6
19.d5!

White successfully achieves the liquidation move, d5.

19. ... ♖a5?

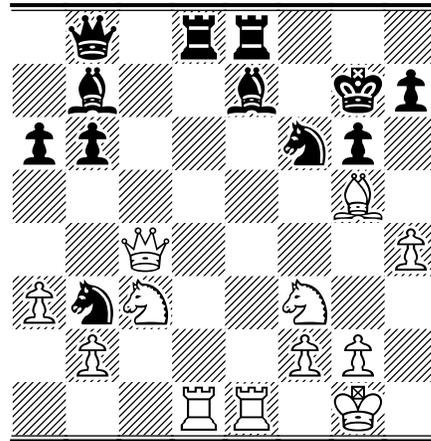


Black thought that the threat of this move prevented White from playing 19. d5, however this assumption is simply not true.

20. dxe6!! ♖xb3

No better is 20. ... ♖xd3 21. exf7+ ♖g7 22. fxg8(♖)+ ♖xe8 23. ♖xd3 ♖xb3 24. ♖de3 ♖f7 25. ♖xf6 ♖xf6 26. ♖e6+ ♖f7 27. ♖g5+ ♖f8 28. ♖xh7+ ♖f7 29. ♖xe7+ ♖xe7 30. ♖g5+ ♖f6 31. ♖xe7 ♖xe7, leaving White with a won endgame.

21. exf7+ ♖xf7 22. ♖c4+ ♖g7



23. ♖e5!!

Rather than playing the automatic move, 23. ♖xb3, White attacks the weak f7 square. This finesse enables White to quickly reach an easy win.

23. ... ♖g8 24. ♖xd8 ♖xd8 25. ♖f7+ ♖h8 26. ♖xb3 ♖d4 27. ♖e3 ♖f8 28. ♖xe7 1-0

Sacrifices on e6 & f7, Often with f2-f4-f5 Played

As I mentioned during the last game, the moves h4 and f4 (with the idea of h5/f5) are frequently seen as a method of softening up the Black kingside Pawn complex

of e6, f7, g6, and h7. After which, the opportunity of sacrifices on any of those squares becomes a real possibility. The games in this section illustrate this theme.

----- **Game #999** -----

White sacrifices a Knight on f7 which ultimately puts him ahead by an exchange for the endgame.

(W) Mikhail Botvinnik

(B) Andrei Batuyev

[D40] Leningrad Championship,
Leningrad, Russia, 1930

1.d4 d5 2.c4 e6 3.♘c3 ♘f6
4.♙g5 ♙e7 5.e3 0-0 6.♘f3
♘bd7 7.♙d3 dxc4 8.♙xc4 c5
9.0-0 cxd4 10.exd4 ♘b6
11.♙b3 ♘bd5 12.♘e5 ♘d7
13.♙xe7 ♘xe7 14.♖e2 ♘f6
15.♞fd1 b6 16.♞ac1 ♙b7
17.f3 ♞c8 18.♘xf7! ♞xf7
19.♖xe6 ♖f8 20.♘e4 ♞xc1?
21.♞xc1 ♘fd5 22.♘d6 ♙a8
23.♞e1 g6 24.♘xf7 ♖xf7
25.♖xe7 1-0

----- **Game #999** -----

There are many Isolated d-Pawn games contested with the elite chess players of the world, in all eras of chess history.

(W) Boris Spassky

(B) Yuri Nikolaevsky

[D27] USSR Championship,

Kharkov, Russia, 1963

1.d4 d5 2.c4 dxc4 3.♘f3 ♘f6
4.e3 e6 5.♙xc4 c5 6.0-0 a6
7.a4 cxd4 8.exd4 ♘c6 9.♘c3
♙e7 10.♙e3 0-0 11.♖e2 ♘b4
12.♘e5 b6 13.f4 ♘fd5
14.♞ad1 ♙f6 15.♘e4 ♙b7
16.f5 exf5 17.♞xf5 ♘xe3??

Black opts for a combination that wins a piece, but loses the King.

18.♘xf6+! gxf6 19.♖xe3 fxe5
20.♖xe5

Black is hopelessly lost. The King exposure is too much to overcome and certainly not worth the free piece he grabbed.

20. ... h6 21.♞f6 ♖h7
22.♞df1 ♙d5 23.♖f5+ ♖g8
24.♖g4+ ♖h7 25.♞xh6+ 1-0

The Black King is checkmated after 26. ♞f5 and 27. ♞h5#.

----- **Game #999** -----

White sacrifices a Knight on f7 to rip apart the Black center.

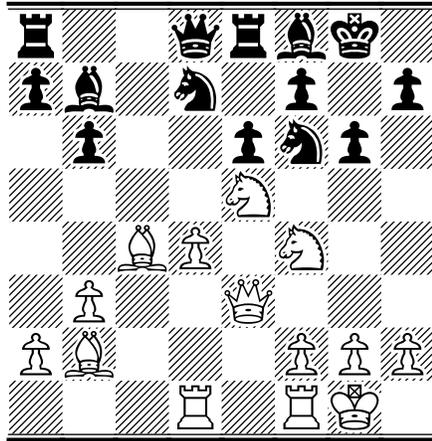
(W) Mark Taimanov

(B) Predrag Ostojic

[E12] Reykjavik, Iceland, 1968

1.d4 ♘f6 2.c4 e6 3.♘f3 b6
4.♘c3 ♙b7 5.e3 ♙e7 6.♙d3
d5 7.0-0 0-0 8.b3 c5 9.♙b2
♘bd7 10.♖e2 cxd4 11.exd4
g6 12.♞ad1 ♘h5 13.♖e3 ♞c8

14. ♖e2 ♜e8 15. ♖e5 dxc4
 16. ♗xc4 ♖hf6 17. ♖f4 ♗f8



18. ♖xf7! ♜xf7 19. ♖xe6
 ♜xe6 20. ♗xf6+ ♜g7 21. ♗f7+
 ♜h8 22. ♜fe1 b5 23. ♗e6 ♜c7
 24. d5 ♖e5

With White threatening 25.
 ♗g8#, the practical looking
 defensive response, 25. ... ♗g7,
 failed to
 26. d6!.

25. ♗xf6+ 1-0

“The Isolated Pawn is a lonely
 creature with no real friends”

----- Game #999 -----

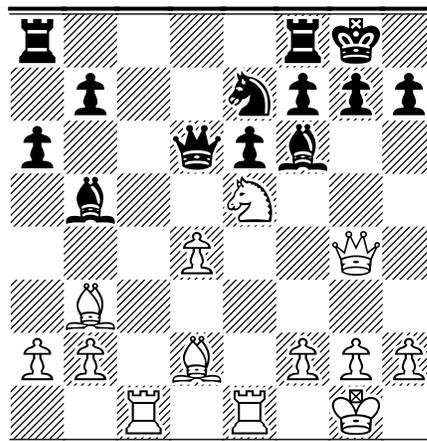
Again White shatters the Black
 center with a Knight sack on f7.

(W) Shakhriyar Mamedyarov
 (2699)

(B) Andrei Kharlov (2555)

[D27] Russian Club Cup, Sochi,
 Russia, (Round 6), 04/25/2006

1. d4 d5 2. ♖f3 e6 3. c4 dxc4
 4. e3 c5 5. ♗xc4 a6 6. 0-0 ♖f6
 7. ♗b3 cxd4 8. exd4 ♖c6
 9. ♖c3 ♗e7 10. ♗g5 0-0
 11. ♜c1 ♖d5 12. ♗e3 ♖xc3
 13. ♜xc3 ♖b4 14. ♖e5 ♖d5
 15. ♜c1 ♗d7 16. ♗g4 ♗b5
 17. ♗h6 ♗f6 18. ♜fe1 ♖e7
 19. ♗d2 ♗d6

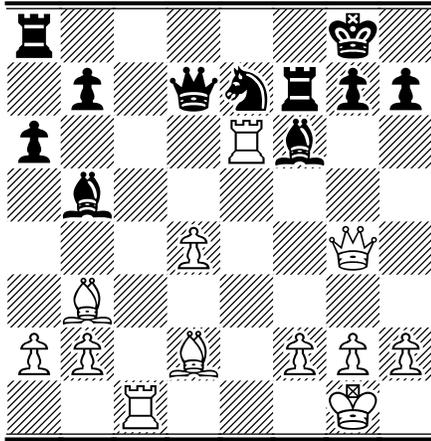


20. ♖xf7!

White immediately gets two
 Pawns for his Knight, loads of
 pressure along the a2-g8

diagonal, and the lure of so much more.

20. ... ♖xf7 21. ♖xe6 ♔d7



Black's move gives you the sense he does not want the White Rook on e6 to move. However White has other plans.

22. ♖xf6! ♗xg4 23. ♖xf7 ♔h8
24. ♖xe7 ♖c8 25. ♖xc8+ ♗xc8
26. d5 1-0

Black resigned because of the combination of the g7 square weakness and the passed d-Pawn

----- **Game #999** -----

Same old story, except this time around the sacrifices occur on e6 and g6 instead of f7. In addition, you should pay particular attention to the h4, h5, and h×g6 moves. Those preparatory moves

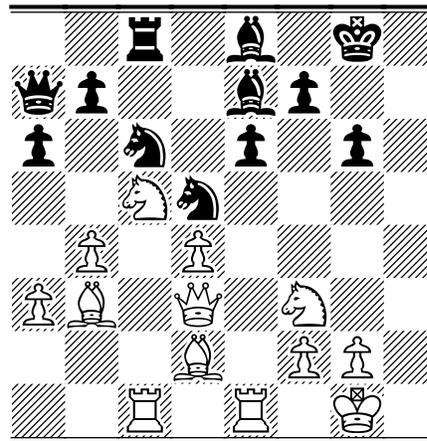
were necessary for White to weaken the light squares before the sacrifice finishes the job.

(W) Boris Gulko

(B) Gregory Kaidanov

[B14] 40th U.S. Championship,
Key West, Florida, 1994

1. c4 c6 2. e4 d5 3. e×d5 ♘f6
4. d4 c×d5 5. ♘c3 e6 6. ♘f3
♙e7 7. c×d5 ♘×d5 8. ♙d3
♘c6 9. 0-0 0-0 10. ♖e1 ♙f6
11. a3 ♙d7 12. ♙c2 ♖c8
13. ♘e4 ♙e7 14. ♗d3 g6
15. ♙d2 ♗b6 16. b4 ♖fd8
17. ♙b3 ♙e8 18. ♖ac1 a6
19. h4 ♘a7 20. ♘c5 ♘c6 21. h5
♗a7? 22. h×g6 h×g6



23. ♘×e6!! f×e6 24. ♖×e6 ♙f7
25. ♖×g6+! ♗f8 26. ♖h6 ♗e8
27. ♖e1 1-0

Black decided to relent as White has too many threats against the

exposed Black King. The foremost of which is ♖f5 followed by ♜h8.

----- **Game #999** -----

Black goes out of his way to guarantee control of the d5 square which does nothing to parry the attack.

(W) Mikhail Botvinnik

(B) Milan Vidmar

[D40] Nottingham, Nottingham, England, (Round 13), 08/25/1936

1.c4 e6 2.♟f3 d5 3.d4 ♟f6
4.♟c3 ♟e7 5.♟g5 0-0 6.e3
♟bd7 7.♟d3 c5 8.0-0 cxd4
9.exd4 dxc4 10.♟xc4 ♟b6
11.♟b3 ♟d7 12.♟d3 ♟bd5
13.♟e5 ♟c6 14.♟ad1 ♟b4
15.♟h3 ♟d5 16.♟xd5
♟bxd5 17.f4

White commences the plan of weakening of the e6 and f7 squares.

17. ... ♜c8 18.f5 exf5 19.♟xf5
♟d6?

Black was already in trouble and he was required to play 19. ... ♜c7 to defend against the coming attack.

20.♟xf7!

White's combination works because Black's Rook on c8 is hanging.

20. ... ♜xf7 21.♟xf6 ♟xf6
22.♟xd5 ♟c6 23.♟d6 ♟e8
24.♟d7 1-0

----- **Game #999** -----

Even though Black traded on c3 to eliminate the isolated d-Pawn, the game is instructive because White's plan for attacking Black remains the same - but the execution of the plan is not.

(W) Julio Bolbochan

(B) Ludek Pachman

[D41] Olympiad, Moscow, Russia, (Round 9), 1956

1.d4 ♟f6 2.c4 e6 3.♟f3 d5
4.♟c3 c5 5.cxd5 ♟xd5 6.e3
♟c6 7.♟c4 cxd4 8.exd4 ♟e7
9.0-0 0-0 10.♟e1 ♟xc3

Black cures the Isolated d-Pawn for White while shutting down the open c-file.

11.bxc3 b6 12.♟d3 ♟b7
13.♟c2 g6 14.♟h6 ♟e8
15.♟d2 ♟c8 16.♟ac1 ♟f6
17.♟f4 ♟a5 18.♟e5 ♟c6
19.♟g4 ♟h4?

Black should trade off some pieces to relieve the pressure, say with 19. ... ♟g7.

20.g3 ♟e7 21.♟c4 ♟c7
22.♟xf7+! 1-0

Rook Lift Attack

In the following games, White lifts one or more Rooks to attack the Black kingside. This maneuver may go hand in hand with Pawn thrusts like h4 and f4 if needed.

Game #999

White terminates the game with a Rook Lift as the Black King stands without any shelter or cover.

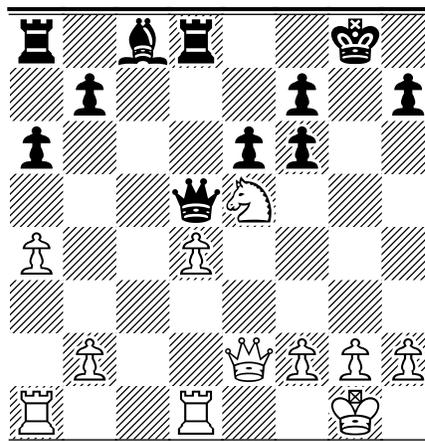
(W) George Treysman

(B) Milton Hanauer

[D27] 1938 U.S. Championship,
New York, NY, (Round 2),
04/03/1938

1. ♖f3 d5 2. d4 ♖f6 3. c4 dxc4
4. ♗c3 a6 5. a4 e6 6. e3 c5
7. ♕xc4 ♗e7 8. 0-0 0-0 9. ♖e2
cxd4 10. exd4 ♗c6 11. ♖d1
♗b4 12. ♗e5 ♖a5 13. ♗g5
♖d8 14. ♗e4 ♗bd5 15. ♗xd5
♖xd5 16. ♗xf6+ ♗xf6
17. ♗xf6 gxf6

Yes, White has managed to pry open the Black kingside to expose the Black King, but will White be able to follow-up?



One would think White must retreat his Knight, but instead, White finds a great method of exploiting the new Black kingside weakness.

18. ♖h5! ♗h8

Black cannot capture the White Knight due to:

18. ... fxe5 19. dxe5 ♖a5
20. ♖g5+ ♗h8 21. ♖xd8+.

19. ♖xf7!

White lets his Knight go to finish the job of stripping the Black Pawn cover.

19. ... fxe5 20. ♖f6+ ♗g8
21. ♖a3 1-0

The Black King awaits his fate completely uncovered and no place to run to.

----- Game #999 -----

(W) Lev Polugaevsky

(B) Anatoly Lutikov

[D37] USSR Championship,
Semi-Finals, Sverdlovsk, Russia,
(Round 15), 1957

1.d4 ♘f6 2.c4 e6 3.♗f3 c5
4.e3 ♗e7 5.♗c3 0-0 6.♗d3
d5 7.0-0 dxc4 8.♗xc4 ♗bd7
9.♞e2 a6 10.a4 cxd4 11.exd4
♗b6 12.♗b3 ♗d7 13.♗e5
♗e8 14.♞d1 ♗bd5 15.♞d3
♞c8 16.♞g3 ♞h8 17.♗g5
♗b4 18.♞d1 ♞c7 19.♞h3 g6?

Black weakens his kingside for
White.

20.♞f3 ♞g8? 21.♗e4 ♗h5
22.♞xf7!! ♗c6

The game is over as Black both
had to capture the White Queen
and could not capture it. From
here White easily mops up.

23.♞xe6 ♞g7 24.d5 ♗d7
25.♗xe7 ♞xe7 26.♞d6 ♞e8
27.♗f6 ♗xf6 28.♞xf6+ ♞g7
29.d6 1-0

----- Game #999 -----

While Black is Pawn grabbing on
the queenside, White is busy
executing the plan of attack.

(W) Alexander Baburin

(B) Bela Lengyel

[D42] Budapest, Hungary, 1990

1.d4 d5 2.c4 e6 3.♗c3 ♗f6
4.cxd5 ♗xd5 5.♗f3 c5 6.e3
♗c6 7.♗d3 cxd4 8.exd4 ♗e7
9.0-0 0-0 10.♞e1 ♗d7 11.a3
♞c8 12.♗c2 ♞e8 13.♞d3 g6
14.♗h6 ♗xc3 15.bxc3 ♞c7
16.♗g5 ♗d8 17.♞e3 ♞a5
18.♞g3 ♗b5 19.♞e3 ♗a4
20.♗xa4 ♞xa4 21.h4 ♞b3
22.h5 ♞b2 23.♞e1 ♞xa3
24.♗xh7! ♞xh7 25.hxg6+
fxg6 26.♞e5! ♗f8 27.♞f6 1-0

----- Game #999 -----

White finds another method of
working over the weak squares
around the Black King.

(W) Miguel Najdorf

(B) Alexander Kotov

[E55] Mar del Plata, Argentina,
Round 15, 1957

1.d4 ♗f6 2.c4 e6 3.♗c3 ♗b4
4.e3 0-0 5.♗f3 d5 6.♗d3 c5
7.0-0 dxc4 8.♗xc4 ♗bd7
9.♞e2 a6 10.a4 ♗b6 11.♗b3
cxd4 12.exd4 ♗d7 13.♞d1
♞c8 14.♞d3 ♗bd5 15.♗xd5
♗xd5 16.♞e4 ♗c6 17.♗e5
♗f6 18.♞h4 ♗d5 19.♗g5
♗e7 20.♞h3 ♞e8

Same line as the last game, except this time White attacks the weak light squares in a different fashion and more aggressively (I know, how can that be?).

(W) Lputian

(B) Yuri Balashov

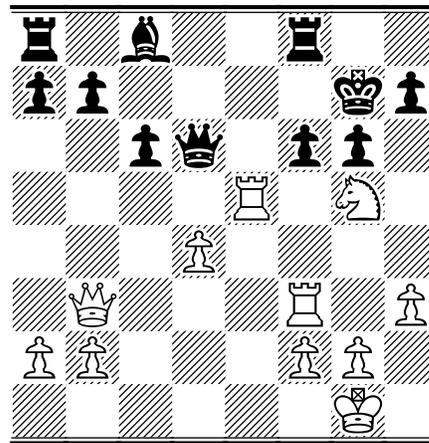
[D68] Yerevan, Armenia, 1986

1.d4 ♟f6 2.c4 e6 3.♟f3 d5
 4.♟c3 ♟e7 5.♟g5 0-0 6.e3
 ♟bd7 7.♞c1 c6 8.♟d3 dxc4
 9.♟xc4 ♟d5 10.♟xe7 ♞xe7
 11.0-0 ♟xc3 12.♞xc3 e5
 13.♞c2 exd4 14.exd4 ♟f6
 15.♞e1 ♞d8 16.h3 ♟d5
 17.♟xd5 ♞xd5 18.♞e5 ♞d6
 19.♟g5 g6 20.♞f3 f6?

Black feels his King is safe and his light squares are adequately covered. However, looks can be very deceptive, as we shall soon witness.

21.♞b3+ ♞g7

“Black can have problems developing the light-squared Bishop and his queenside.”



22.♞e8!! a5

In case you are wondering, yes, the White Rook on e8 is poison. Black would be checkmated after:
 22...♞xe8 23.♞f7+ ♞h6
 24.♞xh7+ ♞xg5 25.h4+ ♞g4
 26.♞xg6+ ♞xh4 27.♞h3+! ♟xh3
 28.g3+ ♞xg3+ 29.fxg3#.

23.♞xc8 1-0

----- Game #999 -----

White blows open the Black kingside and must repeat the position a multitude of times (likely to gain time on the clock) before figuring out how to proceed.

(W) Artur Yusupov

(B) Vassily Ivanchuk

[E43] Brussels, Belgium, (Round 8), 1991

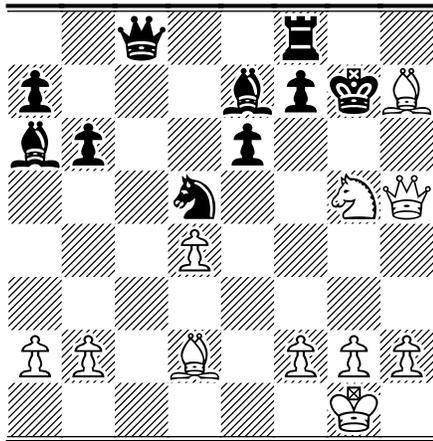
1.d4 ♘f6 2.c4 e6 3.♗c3 ♖b4
 4.e3 b6 5.♙d3 ♗b7 6.♗f3
 0-0 7.0-0 c5 8.♙d2 cxd4
 9.exd4 d5 10.cxd5 ♗xd5
 11.♖c1 ♗c6 12.♖e1 ♖c8
 13.♖e4 ♗ce7 14.♗xd5 ♗xd5
 15.♖h4 g6 16.♖xc8 ♗xc8
 17.♗g5 ♙e7 18.♗g4

White loads up on the kingside in preparation for just blasting through Black's defenses.

18. ... ♙a6

Black attempts to eliminate some of the White firepower.

19.♗h3 h5 20.♖xh5! gxh5
 21.♙h7+ ♖g7 22.♗xh5



22. ... ♗f6??

Either 22. ... ♗xg5 or 22. ... ♗b4 would have maintained the equilibrium.

23.♗xe6+!! fxe6

White wins the Black Queen after 23. ... ♗xe6 24. ♗h6+ ♖h8 25. ♗f5+.

24.♗h6+ ♖h8 25.♗f5+ ♖g8
 26.♗g5+ ♖h8 27.♗h4+ ♖g8
 28.♗g5+ ♖h8 29.♗h4+ ♖g8
 30.♗g3+ ♖h8 31.♗h3+ ♖g7
 32.♗g3+ ♖h8 33.♗h3+ ♖g7
 34.♗xe6 ♗xe6 35.♗xe6 ♙d8
 36.g4 ♖e8 37.♗f5 ♙c4 38.g5
 1-0

----- Game #999 -----

After what appears to be a rather ordinary looking move, White counters with an amazing game-winning shot.

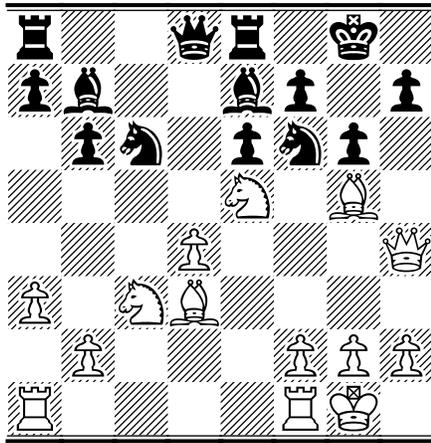
(W) Artur Yusupov (2601)

(B) Dimitri Gurevich (2515)

[A46] HB Global Chess Challenge, Minneapolis, MN, (Round 8), 05/22/2005

1.d4 ♗f6 2.♗f3 e6 3.e3 c5
 4.♙d3 b6 5.0-0 ♗b7 6.c4
 ♙e7 7.♗c3 cxd4 8.exd4 d5
 9.cxd5 ♗xd5 10.♗e5 0-0
 11.♗h5 ♗f6 12.♗h4 g6
 13.♙g5 ♗c6?

This move hardly seems like a blunder, but it is.



14. **Qa6!**

Black is busted and the game continuation is all but forced (right down to Black's resignation).

14. ... **h6** 15. **Qxh6** **d5**
 16. **Wh3** **dxc3** 17. **bxc3** **Qxa6**
 18. **dxc6** **Wd6** 19. **dxe7+**
Wxe7 20. **Qxf8** **Wxf8** 21. **Wfe1**
Qc4 22. **Wh6** 1-0

----- **Game #999** -----

White attacks the light squares in a unique and instructive fashion.

(W) Raymond Keene

(B) Anthony Miles

[D42] Hastings, England, 1975

1. **d3** **d6** 2. **c4** **c5** 3. **d3**
d6 4. **e3** **e6** 5. **d4** **d5** 6. **cxd5**
dxd5 7. **Qd3** **cxd4** 8. **exd4**
Qe7 9. **0-0** **0-0** 10. **Wf1** **d6**

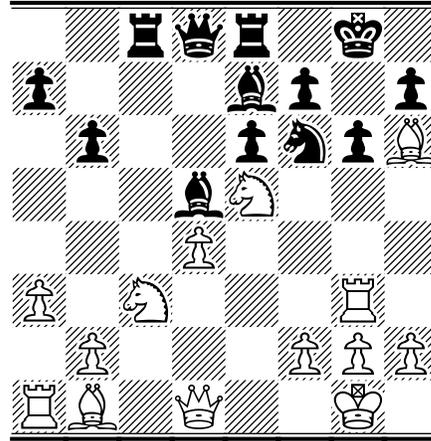
11. **Qg5** **b4** 12. **Qb1** **b6**
 13. **d5** **Qb7** 14. **Wf3**

White lifts his Rook to gain another attacker on the kingside.

14. ... **g6** 15. **Wg3**

White finds the proper place for his Rook as we shall soon see.

15. ... **Wc8** 16. **Qh6** **Wc8** 17. **a3**
d6



18. **d6!!**

White's plan is to sacrifice two minor pieces to wipe out all of Black's Pawn cover.

18. ... **h6** 19. **Qxg6!** **fxg6**
 20. **Wh1!**

The g6 square cannot be adequately defended by Black and the game comes to an abrupt end.

20. ... **d5** 21. **dxe5** **d4**
 22. **dxe4** **Wh7** 23. **df6+** **Qxf6**

24. ♖xg6+ ♜h8 25. ♙g7+
 ♙xg7 26. ♖xg7# 1-0

----- Game #999 -----

White bashes the light squares around the Black King during a 12 Game Blindfold Simul! George "Kolty" Koltanowski, a very imaginative and creative player, once played 56 blindfold simul games at once in 1960, a world record. He was best known for his promotion of chess, including his famous Knight Tour. He could move a Knight from any starting square to every other square on the board without ever landing on any square more than once.

Kolty was also well-known for his incredible photographic memory exhibitions.

(W) George Koltanowski

(B) Leu

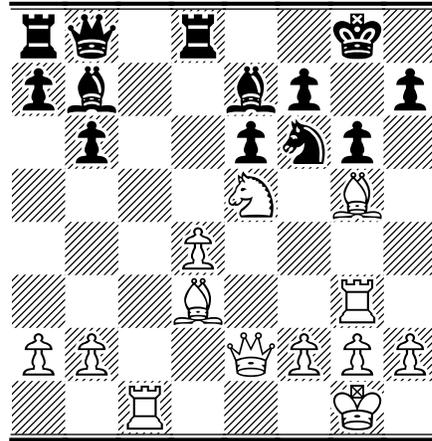
[D05] 12 Game Blindfold Simul,
 Zurich, Switzerland, 11/1936

1. d4 d5 2. ♘f3 ♘f6 3. e3 e6
 4. ♙d3 c5 5. c3 ♘bd7 6. ♘bd2
 ♙e7 7. 0-0 0-0 8. e4 dxe4
 9. ♘xe4 cxd4 10. cxd4 ♘xe4
 11. ♙xe4 ♘f6 12. ♙d3 b6
 13. ♘e5 ♙b7 14. ♞e1 ♖c7
 15. ♙f4 ♙b4 16. ♞e3 ♞fd8

On 16. ... ♘d5, Black loses after
 17. ♙xh7+ ♜xh7 18. ♖h5+ ♜g8
 19. ♞h3.

17. ♞g3 ♙d6 18. ♞c1 ♖b8
 19. ♖e2 g6 20. ♙g5 ♙e7?

Another mistake would have been
 20. ... ♘h5 21. ♖xh5 gxh5
 22. ♙e7+ ♜h8 23. ♙f6#.



21. ♙xg6! fxg6 22. ♘xg6! ♖f7

After 22. ... hxg6, White wins with
 23. ♖xe6+ ♜f8 24. ♙xf6 ♙xf6
 25. ♖xf6+ ♜e8 26. ♞e3+ ♖d7
 27. ♖e6#.

23. ♘e5+ ♜f8 24. ♙h6+ ♖e8
 25. ♞g8+ 1-0

White would follow with
 25. ... ♘xg8 26. ♖h5#.

**"Oh, it was only a 12 Game
 Blindfold Simul!"**

Queenside Play

Another less employed plan for White is the possibility of play on the queenside, especially if White has complete control over the c-file. Later on, White may shift his focus to the kingside much like the following example:

Game #999

White sifts deep into Black territory via the c-file before switching his focus to the Black kingside.

(W) Jose Capablanca
(B) Alexander Alekhine

[D30] Match, St. Petersburg, Russia, (Game 1), 12/14/1913

1.d4 d5 2.c4 c6 3.e3 ♟f6
4.♟f3 e6 5.♟bd2 ♟bd7
6.♟d3 ♟e7 7.0-0 0-0 8.♟c2
dxc4 9.♟xc4 c5 10.♟ce5
cxd4 11.exd4 ♟b6 12.♟g5 g6
13.♟gf3 ♟g7 14.♟g5 ♟bd5
15.♟ac1 ♟d7 16.♟d2 ♟g8
17.♟xe7 ♟xe7 18.♟e4 ♟b5
19.♟fe1 ♟d6 20.♟xd5 exd5
21.♟a5 a6 22.♟c7 ♟xc7
23.♟xc7

White has penetrated the Black seventh rank.

23. ... h6 24.♟xb7 ♟ac8 25.b3
♟c2 26.a4 ♟e2 27.♟h4 h5
28.♟hxg6 ♟e8 29.♟xf7+
♟h6 30.f4 a5 31.♟h4 ♟xe5
32.fxe5 ♟g5 33.g3 ♟g4
34.♟g7+ ♟h3 35.♟g2 1-0

Black resigned because of White's next move, ♟f4#.

This Is Not Just A White Thing – Black Can Do It Too

If you think the Isolated d-Pawn is just a White attacking idea, think again. The next two games illustrate how Black can imitate the White Isolated d-Pawn attack.

Game #999

(W) Alik Gershon (2533)
(B) Zviad Izoria (2607)

[D32] Athens Acropolis GM, President Hotel, Athens, Greece, (Round 3.6), 03/08/2005

1.d4 d5 2.c4 e6 3.♟c3 a6 4.e3
♟f6 5.♟f3 c5 6.cxd5 exd5
7.♟e2 ♟d6 8.0-0 0-0 9.dxc5
♟xc5 10.b3 ♟c6 11.♟b2
♟a7 12.♟c1 ♟e8 13.♟a4 ♟e4
14.♟d4 ♟xd4 15.♟xd4 ♟g5
16.♟d3 ♟h3 17.♟f3 ♟ad8
18.♟c3 ♟b8 19.♟de2 h5

We see the same Pawn structure
weakening ideas.

20. ♖g3 h4 21. g×h3? h×g3
22. h×g3 ♗×g3 23. f×g3 ♜×g3+
24. ♙g2 ♞×e3 25. ♜d4 ♜h2+
26. ♜f2 ♞de8 27. ♜×e3 ♞×e3
28. ♜×e3 ♜×g2 29. ♜d3
♜×h3+ 30. ♜c2 ♙e5 31. ♗e2
♜e3 32. ♞fe1 g6 33. ♞cd1
♜e4+ 34. ♜c1 d4 35. ♗g1
♙f4+ 36. ♜b2 ♙e3 37. ♗e2
♙f2 0-1

----- **Game #999** -----

Mikhail Tal plays d4 to rid himself
of the Isolated d-Pawn. However
White would prefer to win the
Pawn outright rather than have
Black liquidate it.

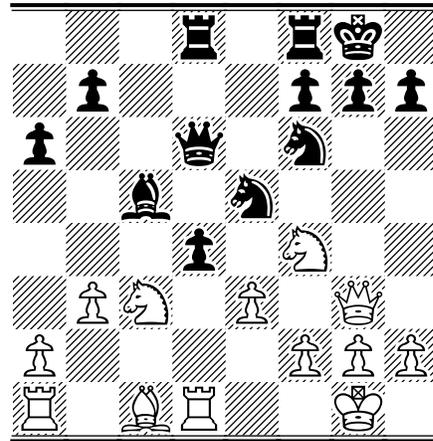
(W) Udris

(B) Mikhail Tal

[E00] Riga, Latvia, 1953

1. d4 ♗f6 2. c4 e6 3. ♗c3 c5
4. ♗f3 a6 5. e3 d5 6. c×d5 e×d5
7. ♙e2 ♗c6 8. d×c5 ♙×c5 9. 0-
0 0-0 10. b3 ♙g4 11. ♗d4
♙×e2 12. ♗d×e2 ♜d6 13. ♗f4
♞ad8 14. ♜f3 d4 15. ♞d1 ♗e5
16. ♜g3

White's idea was to win the
isolated d-Pawn for nothing.
Unfortunately for White, pins only
work when the pin cannot be
ignored.



16. ... d×c3!! 17. ♞×d6 ♞×d6

In a winning, yet complex
position, Black manages to
persevere in the game despite
several errors.

18. h3 ♗e4 19. ♜h4 ♞d1+
20. ♜h2 c2 21. ♗e2 ♙d6 22. f4
♗d3 23. ♗d4 g5 24. ♜h6 g×f4
25. ♗f5 f3+ 26. g3 ♙×g3+
27. ♗×g3 f5 28. ♗h5 ♞f7
29. ♜e6 f2 30. ♙d2 ♞×d2
31. ♜c8+ ♞f8 32. ♜c4+ ♜h8
33. ♞f1 c1♜ 34. ♜d4+ ♗f6
0-1

Something Different

When you have a reputation of
beating elite Grandmasters with a
particular opening or attack
system, other players frequently
decide that avoiding your

strength is a wise idea. After the Isolated Queen Pawn attack wins already shown and other such wins against elite chess players, including Judit Polgar and Tony Miles, not too many players were willing to contest Artur Yusupov's skills in this area. As a result, Artur had to be creative in order to reach such positions. Below is an unusual game where his opponent found himself tricked into an Isolated Queen Pawn middlegame.

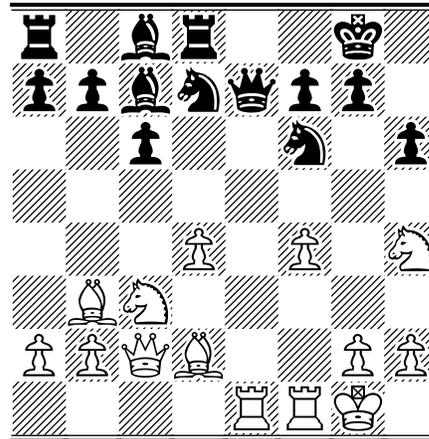
----- **Game #999** -----

(W) Artur Yusupov (2583)
(B) David Baramidze (2569)
 [D46] Bundesliga 0708, Germany
 (Round 6.3), 12/08/2007

1.c4 c6 2.d4 d5 3.e3 ♘f6
 4.♗c3 e6 5.♗f3 ♗bd7 6.♖c2
 ♗d6 7.♗d3 0-0 8.0-0 dxc4
 9.♗xc4 e5 10.♗b3 ♖e7
 11.♗d2 ♗c7 12.♞ae1 h6
 13.♗h4 ♞d8? 14.f4! exd4?
 15.exd4

Through a weird move order, we have reached an Isolated Queen Pawn middlegame. However, the position is anything but typical. This is no problem for Artur Yusupov, as he adapts to his new

set of circumstances and routs Black in a unique way.



With the exception of the Isolated d-Pawn, this position is nothing like any of the games we have examined so far.

15. ... ♖b4 16.♗xf7+!

The commencement of the White forces penetrating Black's inner sanctum. Most of the Black army watches hopelessly from afar, unable to repress the White infiltration.

16. ... ♖xf7 17.♖g6+ ♖g8
 18.♗f5 ♖f8 19.♞e7 ♗e8
 20.♞fe1 ♗e5 21.♗xh6+ ♖h8
 22.fxe5 ♖xe7 23.♗f7+ ♖g8
 24.♗g5 1-0