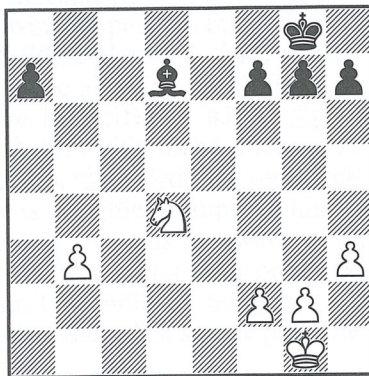


## LESSON 23

### BISHOP DOMINATES KNIGHT

In general, a bishop needs a lot of space and open diagonals in order to show its superiority over a knight. Therefore, if the pawns are located on both sides of the board a bishop is usually stronger and is able to catch the enemy knight. For example: if a knight is on the rim, it often becomes an easy prey of the opposing bishop (e.g. ♗e4 catches ♞e1 or ♞h4). Capablanca explores bishop's superiority in his famous book *Chess Fundamentals*. Of course, since there pawns on the queenside Black is clearly better.

This position occurred in G. Stoltz — I. Kashdan, Den Haag (ol) 1928.



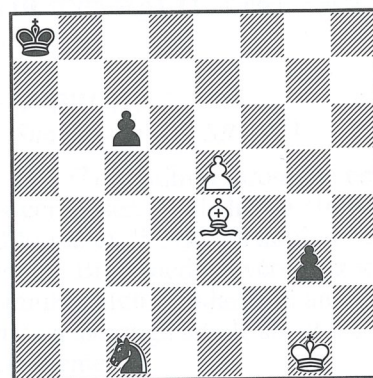
Black won the game since his king was able to penetrate deep into the White's territory and capture his pawns. First, he must centralize his king: 1... ♗f8 2. ♗f1 ♗e7 3. ♗e2 ♗d6 4. ♗d3 ♗d5

Now, Black chases the white king away from d3 — 5. h4 ♗c8! 6. ♞f3 ♗a6 7. ♗c3 [or 7. ♗e3 7... ♗c5 8. ♞g5 ♗b4 9. ♞f7 ♗b3 and White is forced to give his knight for the black a-pawn.] h6 8. ♞d4 g6 9. ♞c2 ♗e4 White cannot prevent

the Black's king penetration, so Black can proceed and break up the pawns on the kingside: 10. ♞e3 f5 11. ♗d2 f4 12. ♞g4 h5 13. ♞f6 [White was better advised to try 13: ♞h2] ♗f5 14. ♞d7 Knight roams aimlessly, so Black is able to convert the advantage 14... ♗c8! 15. ♞f8 g5 16. g3 [if 16. hg5 ♗g5 and White loses his knight.] gh4 17. gh4 ♗g4 18. ♞g6 ♗f5 19. ♞e7 ♗e6 20. b4 ♗h4 21. ♗d3 ♗g4 22. ♗e4 h4 23. ♞c6 ♗f5 24. ♗d5 f3! [Or else ♞e5 and ♞f3] 25. b5 h3—+ and White resigned in few moves. A really nice example of bishop's great maneuverability!

Now we shall see how White's bishop executed a real knock-down on the black knight!

J. MARWITZ, 1937



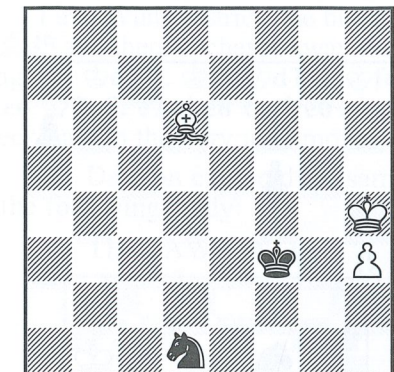
White to move and win

The only winning move is a truly stupendous: 1. ♗d3!! [White cannot win by playing 1. e6? because of 1... ♞e2 2. ♗f1 g2 3. ♗g2 (and if 3. ♗g2 ♞f4=) ♞g3 followed by ♞f5; A slightly more complicated draw ensues after 1. ♗c6 ♗b8

## LESSON 23

L. BLEWOW

*Handbuch des Schachspiels* 1843



White to move and win

1. ♗g5 ♞f2 2. h4 ♞e4 [If 2... ♞g4 3. h5+— or 3. ♗c7+—] 3. ♗g6 ♞d6 [Black cannot hold the game in case of 3... ♗g4 4. h5 ♞g5 5. h6 ♗h4 6. ♗e7+— and White is winning.] 4. h5 ♗g4 5. h6 ♞f5 6. h7+— and the queening is inevitable.

2. ♗b5 ♗c7 3. ♗c4 ♗d7 4. ♗g2 ♞d3! 5. ♗d3 ♗e6=] And the black knight is totally powerless and unable to stop White's pawn 1... ♞d3 2. e6+— and White will get a new queen very quickly...

We can find the same example in a chess handbook by Dr. Ludwig Bledow (1795–1846) published way back in 1843. Bledow was a head of Berlin Pleiades and the chairman of the Berlin Chess Club. We should mention that he founded the oldest chess magazine in the world in 1846 *Schachzeitung der Berliner Schachgesellschaft* which was renamed to *Deutsche Schachzeitung* after a few years.

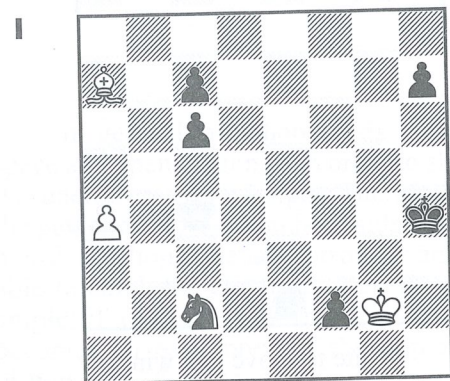
In a game against Paul Rudolf von Bilguer (1841), Bledow played an interesting line in the King's gambit 1. e4 e5 2. f4 ef4 3. ♗c4 d5!, and since then this variation is named after him.

But, let's focus our attention to the following position:

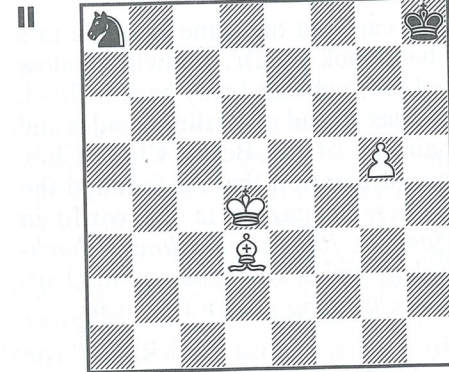


Test 23

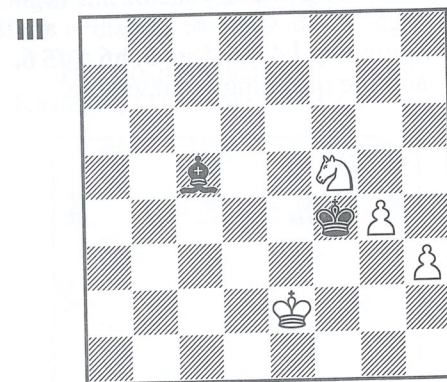
BISHOP DOMINATES KNIGHT



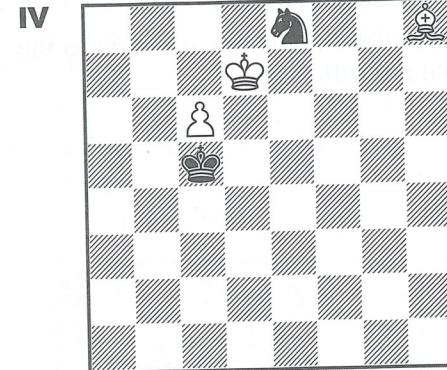
White to move and win



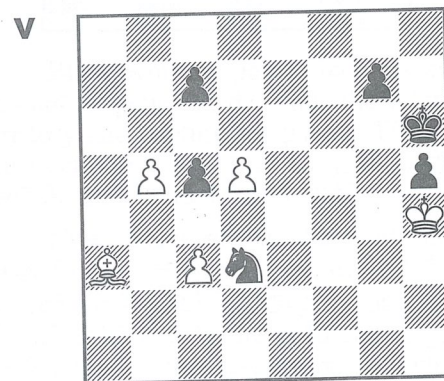
White to move and win



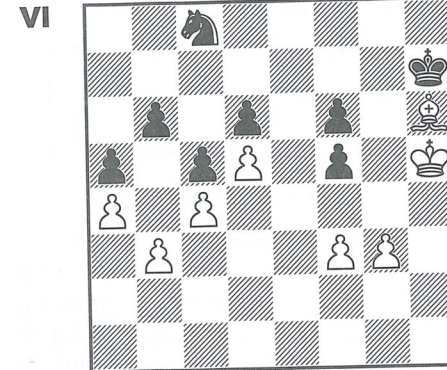
Black to move and draw



White to move and win



White to move and win



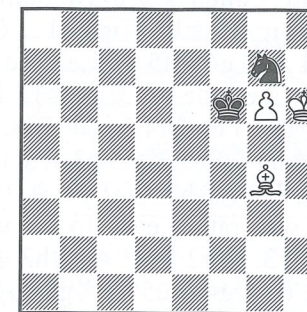
White to move and win

SOLUTIONS

I — H. RINCK, *L'Eco degli Scacchi* 1917

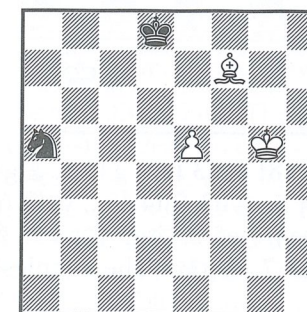
Rinck's study shows how a bishop can effectively restrict an enemy knight. 1.  $\text{Bc5!}$   $\text{Ne1}$  2.  $\text{Bf1}$   $\text{Nd3}$  3.  $\text{Be7}$   $\text{Bg3}$  4.  $\text{a5}$   $\text{Nb2}$  [If 4...  $\text{c5}$  5.  $\text{a6}$   $\text{Ne5!}$  6.  $\text{a7}$   $\text{Nf3}$  (6...  $\text{Ng4}$ ; 6...  $\text{Nc4}$ ) 7.  $\text{h4!+-}$  winning; Also, in case of 4...  $\text{Ne5}$  5.  $\text{Bc5}$   $\text{Nd7}$  6.  $\text{Bf2}$   $\text{Bg3}$  7.  $\text{a6}$   $\text{c5}$  8.  $\text{Bc5}$   $\text{Nc5}$  9.  $\text{a7+-}$  and White is winning.] 5.  $\text{Bc5}$   $\text{Nd3}$  6.  $\text{Bf2}$   $\text{Nf2}$  7.  $\text{a6+-}$  winning.

Take a close look at the following position:



White to move wins right away by playing 1.  $\text{f7!}$  and the black knight is doomed. However, if it is Black to move it is a bit harder to catch the horsey: 1...  $\text{Ne8}$  2.  $\text{Bd7}$   $\text{Ng7}$  3.  $\text{Kh7}$   $\text{Nh5}$  4.  $\text{Bg4}$   $\text{Ng7}$  5.  $\text{Bh3}$   $\text{Nh5}$  6.  $\text{Kh6}$   $\text{Ng7}$  and we reach the aforementioned position with White to move 7.  $\text{Bd7+-}$ ; In case of 6...  $\text{Nf4}$  White wins 7.  $\text{g7}$   $\text{Bf7}$  8.  $\text{Kh7+-}$

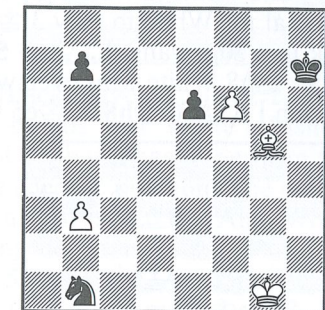
Ignazio Calvi showed back in 1847 how White wins even if the black king is in front of the white pawn:



First, White restricts the black knight 1.  $\text{Bd5}$  and then he chases away the black king 1...  $\text{Ke7}$  2.  $\text{Bf5}$   $\text{Nd7}$  3.  $\text{Bf6}$   $\text{Ke8}$  4.  $\text{e6}$   $\text{Bf8}$  5.  $\text{e7}$   $\text{Ke8}$  6.  $\text{Ke6+-}$  with a checkmate in the very next move.

Th. Dawson explored the same idea in the following study:

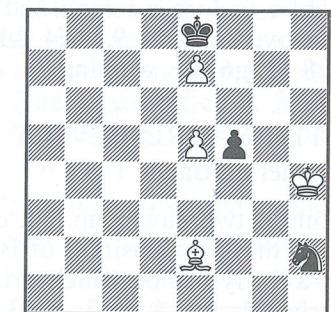
TH. DAWSON, 1925



White to move and win: 1.  $\text{f7!}$   $\text{Kg7}$  2.  $\text{Be7}$   $\text{Bf7}$  3.  $\text{Bb4+-}$  the knight is trapped and White can pick it up with his king...

Selezniev's miniature is quite pretty:

A. SELEZNIEV



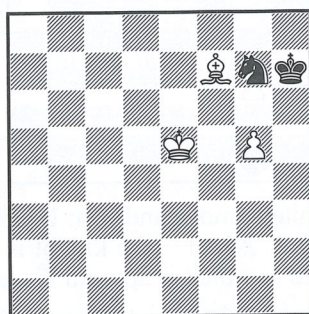
1.  $\text{Bg5}$   $\text{Ng4}$  [Or, in case of 1...  $\text{Ke7}$  2.  $\text{Bf5+-}$  with the familiar outcome.] 2.  $\text{Bf5}$   $\text{Ne5}$  Black doesn't have a useful move. 3.  $\text{Ke6!!+-}$  with a checkmate to follow.

II — G. Zakhodyakin won the first prize for this study published in 64 chess magazine in 1931.

Black would secure an easy draw with his king on g7. Alas, he cannot find



a spare move and reach that desirable square no matter how close it is. After 1. ♖c5! the black knight is in danger of capture after ♖c6, so he must run away: 1... ♗g7 2. ♖d6 ♗e8 3. ♖e7! [If 3. ♖d7 3... ♗g7 4. ♖g6 ♖g8 5. ♖e7 ♗h8 Black is able to save himself. For example: 6. ♖f7 and the black knight can escape 6... ♗f5!! 7. ♖f5= stalemate.] Unwillingly, Black is forced to block the square he would like to place his king on 3... ♗g7 [If 3... ♖c7 4. ♖f7+- and White is winning.] 4. ♖g6 It was crucial for White to play 3. ♖e7! to put Black in a zugzwang 4... ♖g8 5. ♖f7 ♖h7 [If 5... ♖h8 White wins even without triangulation.] 6. ♖f6 ♖h8 7. ♖e5 ♖h7



8. ♖e4! White performs triangulation in order to lose a tempo and force Black to move 8... ♖h8 9. ♖f4 ♖h7 10. ♖g4 ♖h8 11. g6!+- winning.

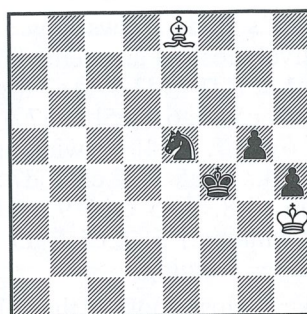
III — R. FINE — S. RESHEVSKY  
Semmering/Baden 1937

White is two pawns up, but cannot win due to the great position of Black's king and a lively bishop which strolls all over the board. 1... ♖b6 2. ♖d3 [If 2. ♖f1 ♖f3! 3. g5 ♖d8 4. g6 ♖f6 5. g7 ♖g7 6. ♗g7 ♖g3=] ♖d8 3. ♖d4 ♖f6 4. ♖d5 ♖h8 5. ♖d6 ♖e5 6. ♖e6 ♖h8 7. ♖e7 ♖b2 8. ♖f7 ♖g5! and the players agree to a draw. 1/2 : 1/2

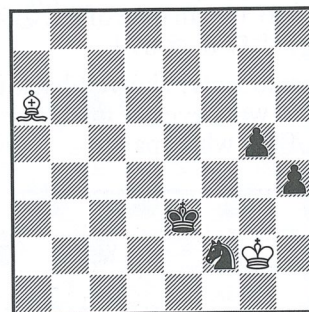
White is not able to improve his position, because as soon as he moves the knight he loses the h3-pawn. After that, Black can give up his bishop for the remaining pawn whenever he pleases.

The following study explores the same type of blockade:

B. HORWITZ, 1880



White clinches a draw being two pawns down: 1. ♖b5 ♗g4 [1... ♗f3 2. ♖d7 ♗d4 3. ♖g4 ♗f5 4. ♖e2 ♗e7=, or 1... ♗g6 2. ♖e2 ♖e3 3. ♖a6 ♖f2 4. ♖g4 ♗e5 5. ♖g5 h3 6. ♖f4!+=; If Black tries 1... g4 2. ♖h4 ♗f3 3. ♖h5 g3 4. ♖f1 ♖e3 5. ♖g4 ♖f2 6. ♖h3 ♗g1 7. ♖f1!+=] 2. ♖a6! [It was rather easy to err with 2. ♖d7? ♗f2 3. ♖g2 ♗d3 4. ♖h3 ♖f3 5. ♖c6 ♖f2 6. ♖g4 ♗e5 7. ♖g5 ♖g3 and Black wins because White cannot control the h3 square. For example: 8. ♖g2 ♗g4 9. ♖h5 ♗e3 10. ♖h1 h3 11. ♖g5 ♗g2 12. ♖f5 ♖f3 13. ♖g5 h2+- White resigns since he is unable to prevent the black king from reaching the g1 square.] ♗f2 3. ♖g2 ♖e3

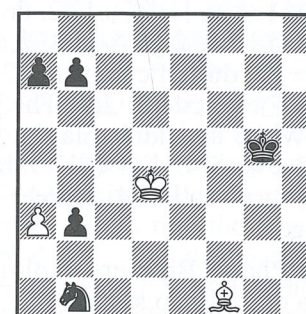


4. ♖c8! ♗d3 [4... g4? 5. ♖g4 ♗g4 6. ♖h3=] 5. ♖h3 ♗f4 [5... ♖f3 6. ♖b7 ♖f2 7. ♖g4 ♗e5 8. ♖g5 ♖g3 9. ♖c8=] 6. ♖g4 h3 7. ♖g3= The simplest solution!

Also, White achieves a draw after 7. ♖g5 dalo remi posle 7... h2 8. ♖b7= and Black cannot improve his position because White's king will occupy h3 thus preventing the closure of long diagonal by ♗g2 — draw!

Let's see another fine example inspired by the very same idea:

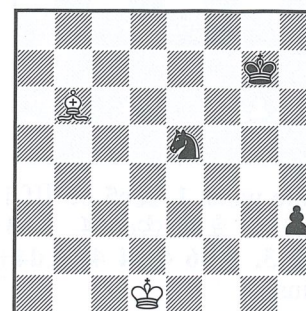
F. BONDARENKO  
Shakhmaty v SSSR 1946



1. ♖d3 ♗a3 2. ♖c3 ♖f4 3. ♖b3 ♖e3 4. ♖a6!! ba6 5. ♖a3= draw!

Holm created a nice miniature:

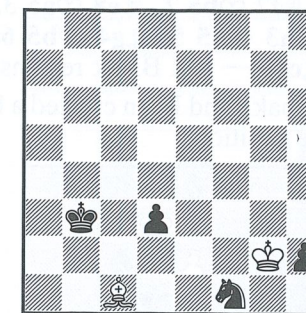
E. HOLM  
Sydsvenska Dagbladet Snällposten



White to move and draw

1. ♖g1 ♗f3 2. ♖h2! The crux of the whole defensive idea! [In case of 2. ♖e2? White loses 2... ♗g1 3. ♖f2 ♗e2!+- etc.] ♗h2 3. ♖e2 ♗g4 4. ♖f3 ♖g6 5. ♖g3 h2 6. ♖g2 ♖g5 7. ♖h1= Try to remember this position since it has a great practical value (♖g2 and ♖h1 result in a draw).

The G. Jagodzińska — J. Olărașu (Băile Herculane 1984) game concluded with:

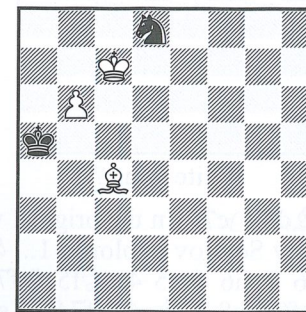


Black played 1... ♖c2 2. ♖h6 ♖d1 It is obvious that White's bishop must control d2, but it has to perform that duty from a specific position. The only way to clinch a draw is 3. ♖f8! [Alas, White made a wrong decision 3. ♖g5? ♖e2 4. ♖c1 h1! 5. ♖h1 ♖f2 6. ♖g5 ♗e3+- and Black won the game.] ♖e2 [3... ♗e3 4. ♖h2 ♗d5 5. ♖h6 ♖e2 6. ♖c1=; 3... d2 4. ♖b4 ♖e2 5. ♖d2!+=] 4. ♖b4! ♗e3 5. ♖h2 ♗d5 6. ♖a5=

IV — Chess Player's Chronicle 1856

The black knight is completely immobile, so Black's king ends up in a zugzwang very quickly: 1. ♖c3 ♖b6 2. ♖a5! ♖b5 3. ♖d8 ♖c5 4. ♖h4 ♖b5 5. ♖g5 ♖c5 6. ♖e3 ♖b5 7. ♖d4+- and White wins.

If we transfer all the pieces one file to the left we have the position from a study by J. Kling and B. Horwitz:



White to move and win



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**FOREWORD**

This book can be used as a practical endgame manual and source of reference, as well as workbook which contains a great number of highly interesting exercises. You should find immense pleasure in exploring apparently simple positions in which the power of each and every piece is extremely easy to appreciate. In the process, a myriad of wonderful ideas will enrich your understanding of endgames, as you discover all the brilliant possibilities to win or save the game. Most of the themes and motifs are illustrated with chess studies by famous authors because the ideas are being presented in a crystal clear fashion and with the perfect economy of pieces. Of course, practical chess games are often embellished by such themes and motifs, as well.

There are 52 lessons in this book. So, if you invest a decent amount of patience and effort you should have quite enough material for a whole year of serious endgame training. Of course, you can use this book in a more casual manner as a source of fun puzzles and entertaining quizzes!

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