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Preface

1980. Alexander Panchenko won a strong Chigorin Memorial in Sochi, making his second GM norm. He was in a great mood, as the nicest prospects were opening up before him. Then everything changed...

Alexander Nikolaevich himself described this turning point in his life as follows: 'At one moment, as my wife and I were having dinner with Yuri Balashov, Tikhomirova came over and asked to speak to me. Vera Nikolaevna explained that we needed to think about the younger generation and invited me to work as a trainer at the newly-opened All-Russian School of Grandmasters. To say that this suggestion came as a surprise would be to say nothing at all. I was just 27, and still a developing player. I was full of plans for my chess career.'

But he agreed and begun work.

He had a lot to learn before the first session of the school. He had to study books on teaching – Korchak, Makarenko, Sukhominsky and Uspensky. He also sought advice from experienced teachers and trainers.

Panchenko's trainer in Chelyabinsk was Leonid Aronovich Gratvol, a teacher from heaven. Alexander Nikolaevich remembered how he taught and tried to follow his advice.

Eleven years of work at the All-Russian School of Grandmasters, a great deal of unworked material, tested schemes of study, etc. – all this continued the work of V. E. Golenishev, in preparing players to master level at sport. Viktor Evgenievich wrote some wonderful books – a programme of preparation from Fourth Category to First, books which were reprinted numerous times but are now hard to find.

Panchenko had to spend a great deal of time to prepare his lectures. In the pre-computer era, this was not so simple and it took time to collect material, think it over and prepare everything. Alexander Nikolaevich never plagiarised other people's work, but did everything himself, from scratch.

From 1997, he worked in Kazan, leading a group of promising players, including A. Ilyin, M. Ackarov, T. Chitiskova, S. Shaidullina and the author of these lines; many of us became masters.

The chess part of these lectures is in this book, which you, dear reader, hold in your hands. But also the way Panchenko presented the material was important, so that his pupils could absorb it and employ it in their own games. In this, he was a great master. On the basis of the stories told by his pupils, Rublevsky, Sorokin, Scherbakov, Volzhin and others, and also my own impressions, we have tried to recreate this well-known trainer's method of teaching chess.

The search for chess truth was his life's work. Alexander Nikolaevich Panchenko gave his pupils systematic knowledge in all areas of the game, and taught them to understand the game correctly. He studied fundamental positional devices and 'typical positions'. He had them solve studies and problems (he had an excellent card-index) and often had them play out positions on the chosen theme. Panchenko had his method, which involved starting everything from the endgame, and only then using this as a basis for studying other aspects of the game: technique, tactical mastery, openings... he employed the ideas of Capablanca and Smyslov, that in order to understand the secrets of chess, one must start with the endgame.

M. Sorokin: 'Sometimes, one had the impression that insufficient attention was given to questions of attack, creative play generally, and the intuitive sides of chess; especial attention was always devoted to the technical side. This was despite the fact that Alexander Nikolaevich was himself an exceptionally sharp, all-round talent, who as well as many finely-judged defences, also carried out numerous sparkling attacks. He taught what was realistically possible and necessary to teach in a group situation: technique, the taking of practical decisions, but he also gave out serious individual work and gave precious advice on its organisation. He stressed individual work (or one-to-one with a permanent trainer) to develop the player's individual talent.'

One defining characteristic of his lessons was that one did not only listen, but also had to answer specific questions. After a lesson, he would often organise a competition to solve problems on the chosen theme, with points being counted up, and then mistakes analysed afterwards. The participants needed to show concentration and hard work, as it was not simple to absorb, understand and deeply feel a large quantity of professional-level information.

In studying the middlegame, Panchenko's signature tune was the defence of difficult positions and prophylaxis.

In non-chess terms, the main thing one remembers is the warmth and care he showed towards his pupils. He was interested not only in chess successes, but also devoted a great deal of attention to their general, non-chess development. I remember that after one not very successful tournament, he gave me a book by his favourite poet, Boris Pasternak, and advised me to read it and to understand what the author was saying. The cure worked.

D. Evseev told about another characteristic of Panchenko as a trainer: 'During lessons, the biggest comedian in the room was Alexander Nikolaevich himself. If a position involved one side having to wait passively, without undertaking anything, he coined the term "scratching his leg". Or: "It's better to win the queen than give mate." Of course, he meant this in the sense that it was, as a general rule, better to take material and secure a decisive advantage that way, than to calculate long and complicated variations, which might turn out not to be mating after all. But he was a sharp attacking player himself. Once, with obvious pleasure, he showed us his win over Igor Novikov in the semifinal of the USSR Championship (Pavlodar 1987), in which he carried out a beautiful attack, with many sacrifices. Thus, on move 38, instead of taking the queen with a decisive material advantage, he played a forcing variation leading to mate. In answer to the question that he had himself said that it was better to take the queen in such cases, he smiled and said 'Giving mate is more fun!'.

Another device of Alexander Nikolaevich's was to tell little stories, about chess history, great players (with some of whom he had himself played – Petrosian,

Polugaevsky, Geller, etc), about his chess school, trips abroad in Soviet times, and about life in general. It was clear that he loved to talk about days gone past. He would sink back into a certain tournament or game and re-live the experience. The connection with the past and with the chess heritage occupied a significant place in the preparation of his pupils. It is thus not surprising that classical examples occupy a central place in this book also.

In the first edition of this book the subject of attack appeared only in Chapter Four, under 'Playing with an advantage'. Now it has its own chapter, thanks to Alexander Nikolaevich, who read a lecture on the subject, covering the most beautiful games and ideas, from the time of the start of organised chess up to the period of Kasparov. All we had to do was choose the examples to use and organise the material, systematising it appropriately and adding a theoretical part.

The examples were computer-tested (an essential thing these days), but this had little influence on the assessments and conclusions drawn in the first edition. At the end of the book there is some additional material from the lectures. It presents schematically the different aspects of chess: defence, handling advantages and playing equal positions. If you think of a game of chess as an exam, as it often is, then this small test should help you pass with an excellent mark.

The book contains material passed down from generation to generation. Now every reader has the opportunity to familiarise himself with the best theoretical work and practical advice on the subject of the middlegame. And you will be able to complete this course of instruction much quicker than many grandmasters.

Alexander Nikolaevich Panchenko was a Teacher with a capital T. He lives on in his pupils, and his working methods are preserved in this book.

Artyom Timofeev, International Grandmaster, Winner of the Russia Cup, And the Russian Championship Higher League

Foreword to the First Edition

This book by Russia's Honoured Trainer and international grandmaster Alexander Panchenko is based on lectures given by the author at sessions of The All-Russian School of Grandmasters, which operated under his leadership from 1981 to 1992, and was devoted to preparing players of the top class.

The material from the lectures has been completely reworked for this book, on the basis of games played in recent years.

It should be pointed out that many well-known players studied under Panchenko, and went on to become grandmasters: M. Ulibin, R. Scherbakov, S. Volkov, S. Prudnikova, Y. Shumiakina, A. Galliamova and others, including the author of this Foreword.

In the theoretical section of the book, the main emphasis is on the technique of defence. As Panchenko said, 'It is impossible to become a strong player without being able to defend'. In this regard, he looks at the main methods and devices that players use to defend inferior positions, such as exchanging pieces and heading to the endgame, fighting against the most powerful enemy piece(s), defending the weakest squares, improving the worst-placed piece(s), deflecting the opponent from his main plan, sharply changing the character of the position, etc. Later, he examines the subject of counterplay, in place of passive defence.

Exploiting counterplay always involves some risk to the players and requires full concentration of the forces. The main task is to fight for the initiative at all costs, and in the process to make use of the principle of economy (only the minimum pieces needed for defence!) and to counterattack with the greatest possible number of forces, not being afraid to sacrifice. Panchenko considered that mastering the methods of defence and counterattack would reduce the number of games that a player lost. This theme is related to that of realising an advantage, where the author looks as the main factors which influence the player who has the advantage. He looks systematically at the effect of such things as weakened attention, marking time, thinking over obvious moves and time trouble, and he gives examples of instructive realisations of advantage, in which he highlights factors such as decisiveness, playing for pressure and realising material and positional advantages in the endgame.

The author does not dodge questions of playing equal positions, prophylaxis, and the battle between heavy pieces. He devotes special attention to the fight between two pieces and a rook, a subject which receives too little attention in chess literature, although it arises in practical play quite often. Studying the remaining chapters of the book – opposite-coloured bishops in the middlegame and the battle between knight and bishop, allows the players of such positions to acquire basic knowledge of how to conduct the middlegame battle.

The material is packed into the book, with many examples of the chosen subjects. The book is characterised by the originality with which it is constructed and the witty aphorisms it contains, many of which were invented by the author, and by the accurate formulations of the tasks involved.

From his great training experience, Panchenko also drew a large number of test positions for solving or playing out. He also indicates the time to be spent on each position, which will make many of the tests very hard for a lot of players.

I believe Alexander Panchenko's book will prove very interesting to chess players, and will be greeted with the same enthusiasm as his endgame textbook was upon its publication in 1997. The latter became the principal textbook for playing end-games, for a whole group of players.

Sergey Rublevsky, International Grandmaster, Four-time Olympic champion

Chapter 3 Counterplay

Some players (Kortchnoi, Polugaevsky, Larsen, and many others) sometimes prefer active counterplay to stubborn, but passive defence. This is always associated with risk for both players and requires a great deal of strength. The main thing with such play is to strive for the initiative at all costs. It is not always possible to be sure who has the advantage, since each side will have its own plusses and minuses, and the battle usually rages on different flanks, the principle being 'The Devil take the hindmost!'. Here everything is decided by accurate calculation and strong nerves. It is essential to commit to the defence only the minimum number of pieces required (the principle of economy!) and to attack with the greater part of one's forces, not shirking before sacrifices.

As Lev Polugaevsky put it: 'There are two types of defender. On the one hand, there is the prophylactic defender. I belong to the other group, which says openly to the opponent: "Come on then, attack as much as you like, but bear in mind that rather than passive defence, you will encounter active counterplay".'

In the following example, Black strives for the initiative from the first few moves.

Shipov Lev Polugaevsky

Yalta 1962

1.e4 c5 2. වf3 e6 3.d4 cxd4 4. වxd4 a6 5. ඔd3 ඔc5 6. වb3 ඔa7 7.0-0 වැc6!?

Black allows 8. g_4 , intending to go over to a counterattack, with a pawn sacrifice. His aim is to break through to the f2-pawn.

8.৺g4 ⊘f6 9.₩xg7 重g8 10.₩h6 ⊘e5 11.ṡh1

Better was 11. Lef4, placing his opponent's strategy in doubt. Now, however, Black's tactics prove justified.



13.**₩xh**7

13...**₩f6**!

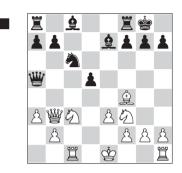
Better is 17.₩g5.

The mate threat indirectly defends the black knight: see, for example, 20.hxg4 單h8+ 21.營g1 違a7+ or 21.違h2 違xe5.

And Black realised his extra exchange.

Mark Taimanov Bent Larsen

Vinkovci 1970 (13)



White is better. After 1... 4d8 both 2. 4b5 and 2.0-0 are possible, and Black faces a difficult battle for a draw. But he did not want to defend passively and instead went in for a counterattack, which involves weakening the black king and carries great risk with it.

1...g5! 2.Ձg3 g4 3.⊘d4

If 3.20e5, then 3...266 4.20xc6 bxc6 5.0-0 2.e6 with a complicated position, but another possibility was 3.20d2!? d4 4.20c4 @f5 5.20e2 dxe3 6.0-0 with an attack for the sacrificed pawn.

5...≗xc1 6.≝xc1 ≗e6 7.h3

White goes in for an interesting combination, but Black finds a defence.

10... 含h8 or 10... 含f7 are bad because of 11. 響xe5.

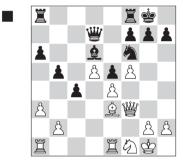
11.豐xg4+ 當h8 12.②g5 豐d2 13.邕c7 豐xf2+! 14.當h2 豐xg2+ 15.豐xg2 hxg2

And Black won.

Counterplay rarely arises of its own accord (unless via a forcing move, such as 1...g7-g5!? in the previous game). It has to be prepared. One must find the enemy's weakness (not always easy) and direct all possible forces against it. First we identify the area for the counterattack, then the counterattack itself follows.

Ion Balanel Laszlo Szabo

Moscow 1956 (4)



Black's position looks dangerous, as g2-g4-g5 is threatened, with an attack. Decisive measures are needed.

1...單fc8!

Black prepares counterplay on the queenside, where he has a pawn majority.

2.g4 c3

Of course, not 2...h6.

3.b3 c2! 4.g5 ②e8 5.愈d2 鬯e7! 6.b4 a5! 7.bxa5 罩xa5! 8.愈xa5 c1鬯 9.罩axc1 罩xc1 10.罩xc1? 鬯xg5+ 11.鬯g3 鬯xc1

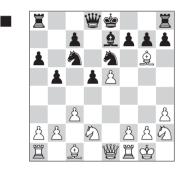


Thus, there remains no trace of White's attack.

12.豐b3? Better is 12.意b4. 12...意c5+ 13.當g2 公d6 14.意b4 公xe4 15.意xc5 營xc5 16.公e3 h5 17.a4? bxa4 White resigned.

Alexander Alekhine Akiba Rubinstein

Vilnius 1912 (5)



After 1...hxg6? Black is condemned to a difficult defence. By playing

1...fxg6!

he intends a counterattack along the f-file. There followed:

2.⁄ිාb3

Better is 2.f4 0-0 3.②b3 with approximate equality.

2...g5!? 3.ዿe3 3.f4!?.

3...0-0 4.⊘f3 d7 5.d2?

This move allows an exchange sacrifice, which justifies 1...fxg6!; better was 5. @e2.

5...罩xf3!

Of course!

White's position is lost, but he still has an original try:

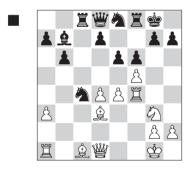


White resigned.

The following game is a classical example of a counterattack.

Efim Geller Machgielis Euwe

Zurich 1953 (2)



1...b5!

«The start of a wonderful plan. It is obvious that, given the extremely limited space on the kingside, any defensive measures with pieces (...單f8-f7,覺d8-e7 etc.) are doomed to failure. But Black has another resource – counterattack! The bishop on b7, the rook on c8 and the knight on c4 occupy excellent positions and it only remains to include the queen. The basis of the counterattack is Black's superiority on the central squares. By playing ...b6-b5, Black further strengthens the position of his knight and allows a path out to b6 for the queen» (Bronstein).

2.≝h4 ≝b6 3.e5 ⊘xe5 4.fxe6 ⊘xd3 5.≝xd3

5.exd7 邕xc1.

The white pieces have gone too far and now Black goes over to a counterattack. 7...單的8! 8.豐xh8 單c2 9.單c1

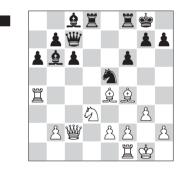
More tenacious is 9.d5! $\hat{\underline{g}}_{xd5}$ 10. $\underline{\underline{\Xi}}_{d1}$ $\underline{\underline{\Xi}}_{xg2+}$ 11. $\hat{\underline{\varphi}}_{f1}$ $\underline{\underline{\Xi}}_{a2}$.

9...≝xg2+ 10.ṡf1 ≝b3 11.ṡe1 ≝f3 0-1

In the following game, Black also achieves a decisive counterattack.

Milan Vidmar Machgielis Euwe

Nottingham 1936 (2)



With the unexpected and strong move **1...g5!**

Black goes over to the counterattack:

After 2. $\hat{\underline{a}}xe5$ (2. $\hat{\underline{a}}xe5$ gxf4! 3. $\hat{\underline{a}}c4$ $\hat{\underline{a}}a7$ with the idea of ...b7-b5) 2...fxe5 the sacrifice on h7 is inadequate: 3. $\hat{\underline{a}}xh7+$ $\hat{\underline{a}}xh7$ 4. $\hat{\underline{a}}xe5+$ $\hat{\underline{a}}f5.$ 3. $\hat{\underline{b}}b3+$ is also bad because of 3... $\hat{\underline{b}}h8$ 4. $\hat{\underline{a}}xe5$ $\hat{\underline{a}}xf2+$ 5. $\hat{\underline{a}}xf2$ $\hat{\underline{w}}xe5$ with an extra pawn for Black. 3. $\hat{\underline{a}}xe5$ is refuted by 3... $\hat{\otimes}$ h3 4.Wb3+ (4. $\hat{\otimes}$ g2 $\hat{\otimes}$ xg2 5. $\hat{\otimes}$ xg2 Wxe5 6.Wb3+ Wd5+) 4... $\hat{\otimes}$ h8 5. $\hat{\otimes}$ g2 $\hat{\otimes}$ xf2+!, and if 6. \blacksquare xf2, then 6...Wb6!!, winning for Black. Better is 3.e3, somewhat stabilising the position.

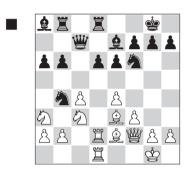
2... ^wxh7 3. 2xe5 2a7! Bad is 3...fxe5 4 ^wb3+ and 5 ^wxb6.

4.愈c3 b5 5.罩aa1 c5 6.豐c1 c4 7.②e1

7. ②b4 營h3 with a mating attack.
7... 拿b7 8. ②f3 g4 9. ②g5 營f5

And White resigned.

Roy Dieks Slavoljub Marjanovic Manila 1974



Black seizes the initiative with a typical blow in the centre.

1...d5! 2.cxd5 exd5!? 3.e5

It was essential to play 3.exd5 with rough equality.

3...₩xe5 4.ዿxb6 IIxb6!

After 4...邕d7 5.흹d4 White is better. 5.響xb6 心d7 6.響a5 띨b8!

Worse is 7... 皇d8 8. 響xb4 with a complicated game.

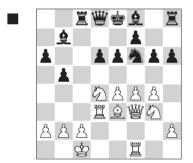
Better is 9.🗳f1.

9...ዿੈe3+ 10.⅍̀h1 ዿੈb6 11.₩xa6 ዿc7 12.g3 d4 13.ዿ̂e2



Viktor Kupreichik Vladimir Tukmakov

Ashkhabad 1978 (8)



White has a weak pawn on e4 and Black plays against this.

1...h5! 2.gxh5

If 2.h3 or 2.g5, then 2...h4! with advantage to Black.

3.f5 exf5 4.心dxf5 gxf5 5.心xf5 5.豐xf5 豐c7! 6.罩c3 心xg3 7.hxg3 豐d7 8.豐xd7+ 含xd7 9.罩xf7+ 皇e7.

5...重h7 6.含b1 響c7 7.重d2 響c4 8.意d4 響e6 9.重e1 重c4! 10.響g2 心f6 11.愈xf6 響xf6

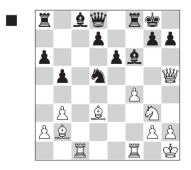


And Black won.

Often, the move to a counterattack starts with a sacrifice of material (sometimes the return of extra material) and obtaining in return other advantages (an advantage in forces in a certain sector of the board, badly placed enemy pieces).

Fridrik Olafsson Mikhail Tal

Bled/Zagreb/Belgrade 1959 (25)



1...g6!

Returning the pawn in the hope of seizing the initiative. On 1... h6 there is the strong reply 2.265 with the threat of 3.266.

2.<u></u>≜xg6

After 2. $extsf{We2}$ $hextsf{xb2}$ 3. $extsf{Wxb2}$ $hextsf{xf4}$ Black has a material advantage which is fully adequate for victory.

2...₩e7!

Black's pieces come to life.

7.Ice1 Ibe8 8.0f5

White panics.

8... ***b4 9. *b2 Ic8 10. Ig3** Retreating.

10... 響c3 11. 響e2

In the event of an exchange of queens, Black's material advantage is enough to win.

11... Ig8 12. ②e4 營d4! 13. ②g5 Ig7!



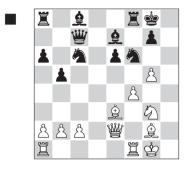
Almost imperceptibly, White has difficulties.

14.쌭e3 쌭xe3 15.罝xe3 트c3 16.트h3 b4 17.얔g1 e5! 18.트g3 e4 19.ᅌc4 d5 20.ᅌe2 d4

And the powerful passed pawns decided the outcome.

Efim Geller Alexander Panchenko

Moscow 1982



1...**≜b**7!

Black returns the piece, in the hope of exploiting the bad position of the white king and the white pawn weaknesses.

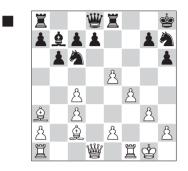
Underlining Black's obvious advantage. The knight heads for the eternal outpost on f5, and if it is exchanged, then the strength of the black bishop pair will have its say. In this respect, it was worth considering the forced transition into a queen and rook ending, although here too, the white king is in danger.

6. 息d6 響c8 7. 罩ad1 ②f5 8. 息e5? A time-trouble oversight.



Veselin Topalov Boris Gelfand

Novgorod 1997 (8)



White threatens the unpleasant move 2. 2014 with an attack. Gelfand returns the piece, liquidating all the threats and going over to the counterattack:

1...②xe5! 2.fxe5 罩xe5 3.âxh7 Otherwise the knight comes into the battle with great effect.

3... \$\\$xh7 4.c5 \\$e8 5.\\$d3+ \$\\$e4 6.\\$d2 \$\\$e6

Having broken in on the light squares, Black wins quickly.

7.單f2 bxc5 8.單af1 單e8 9.c4 營h3 10.象b2 單g5 11.營c3 單e6 12.營e3 單g4 13.單c1

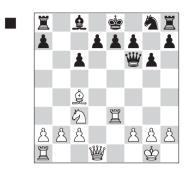


13...h5 0-1 There is no defence against ...h5-h4.

Sometimes, returning the extra material is essential to a successful defence.

Jan Timman Viktor Kortchnoi

Brussels 1991 (5)



Black has an extra central pawn, but is massively behind in development. There is the very unpleasant threat of $2c_3$ -e4. Kortchnoi takes the correct decision – he gives back the extra pawn, to complete his development, and gradually equalises.

1...d5! 2. ĝxd5 ĝf5!

Taking the piece would subject Black to a huge attack.

3. 盒f3 h5 4. 響e2 單b8 5. ②a4 含f8! 6. 罩e1 罩b4 7.b3 含g7 8. 罩c3 盒g4! 9. 響e3 盒xf3 10. 響xf3 響xf3 11. 罩xf3 e6 12. 罩d1 心f6 13.c4 罩bb8 14. 罩fd3 h4!

Creating counterplay on the kingside.

15.f3 g5! 16.公c5 a5 17.塗f2 g4 18.單d6 單bc8 19.塗e3 h3 20.單g1 hxg2 21.單xg2 單h3 22.單g3 單xh2 23.fxg4 單xa2 24.g5 公h5 25.罩f3 單g2 26.罩d7



26... ් g6 27. ፤fxf7 ፤xg5 28. ් e4 ፤g4 Draw.

Positions for solving

E34 (solution on page 227)



Black to play

E36 (solution on page 228)



Black to play

E38 (solution on page 228)



Black to play

E35 (solution on page 228)



Black to play

E37 (solution on page 228)



Black to play

E39 (solution on page 229)



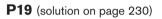
Black to play

Positions for playing out

P17 (solution on page 229)



Black to play (20-30 minutes)





Black to play (30 minutes)

P21 (solution on page 230)



White to play (30 minutes)

P18 (solution on page 229)



White to play (20-30 minutes)

P20 (solution on page 230)



Black to play (30-40 minutes)

P22 (solution on page 231)



Black to play (30-40 minutes)