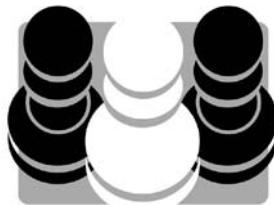


Boost Your Chess 2

Beyond the Basics

By

Artur Yusupov



Quality Chess
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Preface

It was a pleasure to have Artur Yusupov working as my second, both personally and professionally. It is therefore an honour for me to write the preface to the new manual *Boost Your Chess*.

This new book was created by expanding and improving the original online lessons from the Chess Tigers University. As an honorary member of the Chess Tigers, it has given me great pleasure to see this logical follow-up take concrete form and meet the twin challenges of being both a valuable textbook and a bedside book.

It was in 1994 that I met Artur Yusupov in the semi-finals of the Candidates' cycle in Wijk aan Zee. I managed to come out ahead by 4.5–2.5, but I recognized that Artur harboured great potential, both in his chess knowledge and extensive match experience.

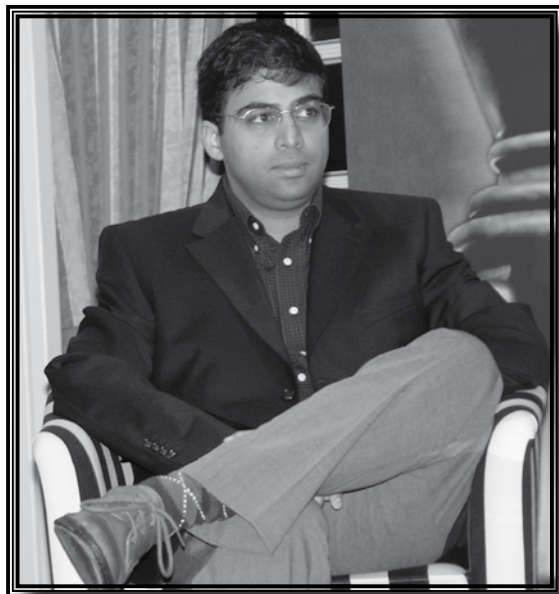
Artur's systematic and professional approach to analysing games was the decisive factor in having him as my second in the World Championship Finals in New York 1995 and Lausanne 1998. His mastery of the methods of the Russian chess school was very helpful in the preparation for the matches, as well as during the matches themselves. It was his idea that I should play the Trompovsky in the last game in Lausanne. I was 3–2 down, but was able to level the match at 3–3 and thus force a play-off.

I am still very grateful for everything that Artur did for me.

Artur's vast experience as a trainer convinced him that there is a considerable need for better tuition for amateurs. Matching the level to the needs of the student is perhaps not too difficult, but the masterstroke is structuring the information in such a way that makes it immediately useful for amateurs. I am naturally enthusiastic about the rich variety of material in this series, which can help beginners become top amateurs.

I wish Artur Yusupov all the best with the publication of the first book in the series *Boost Your Chess*. Making this work available in English means that even more people who are keen to learn can enjoy it to the full.

World Champion, Viswanathan Anand



Contents

- ✓ Significance of the attack on the king
- ✓ Preconditions for a successful attack on the king
- ✓ Removing a defender
- ✓ Exploiting the open king position
- ✓ Sacrifices
- ✓ Forced moves

Attacking the king

The attack on the king has the highest priority of all in chess. For a successful attack on the king, you can sacrifice almost the whole army. But attacks do not always work. Before Steinitz, many players believed that it was only the player's tactical abilities that had any part to play. Steinitz established that a successful attack can only be mounted if based on positional advantages – such as the initiative, better development, control over important central squares, etc.

But whoever has the chance to attack must do so in the most energetic manner!

In the following examples, look for the most active continuation! **Bring your pieces closer to the opposing king, open up the position for your rooks and bishops, break up your opponent's castled position, create specific threats!**

But you must also remain realistic: sometimes our attack on the king is 'only enough to win material'!

W.Steinitz – C.von Bardeleben

Hastings 1895

1.e4 e5 2.♘f3 ♘c6 3.♙c4 ♙c5 4.c3 ♘f6 5.d4 exd4 6.cxd4 ♙b4† 7.♘c3!?

An old gambit line. 7...♙d2 is the safer way.
7...d5?!

A better option is 7...♘xe4 8.0–0 ♙xc3, as in the game Steinitz – Schlechter in the same tournament.

8.exd5 ♘xd5 9.0–0 ♙e6

Diagram 1-1

It is risky for Black to take the pawn as White's lead in development would be too great. After 9...♘xc3 10.bxc3 ♙xc3 comes 11.♙xf7† ♘f8 12.♞b3! ♙xa1 13.♙a3† ♘e7 14.♞e1+–; while if 9...♙xc3 10.bxc3 ♘xc3, then 11.♞b3 gives White a strong attack.

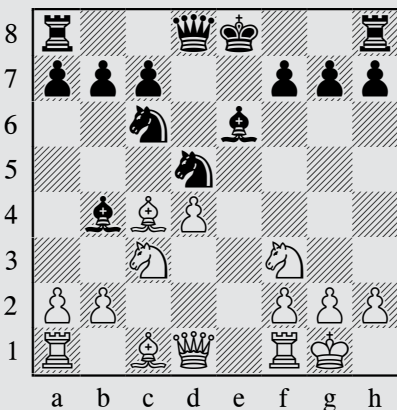
10.♙g5!

White brings his bishop into the game with tempo, thus increasing his lead in development.

10...♙e7?!

For his part, Black loses a tempo. However, it is very difficult to correctly evaluate the attack which ensues.

Diagram 1-1



Kasparov gives the better defence: 10...♚d7
11.♙xd5 ♙xd5 12.♞e1† ♜f8±

11.♙xd5! ♙xd5 12.♞d5

12.♙xe7 is not so good, because after 12...♞xe7
13.♞e1 0-0 14.♞xe7? Black has the intermediate
move 14...♙xf3!=.

12...♞xd5 13.♙xe7 ♞xe7

Diagram 1-2

14.♞e1

A typical idea to prevent the opponent castling.

14...f6 15.♞e2

Later Zaitsev suggested another, even better, way to
pursue the attack with 15.♞a4†! and now:

a) Perhaps Black should surrender a pawn: 15...♚d7

16.♞b4 ♜f7 (16...c6? 17.♞xe7†+–) 17.♞xb7 ♞d5±

b) 15...♜f7 16.♞e5†! fxe5 17.♞xe5 ♞d6 18.♞c4†
♜f8 19.♞ae1 ♞g8 (19...♞g6 20.♞f5†+–) 20.♞d5
♞c6 21.♞b4† ♜f7 22.♞c5 ♞d6 23.♞c4† ♜f8
24.♞xc7+– (Geller)

15...♚d7

15...♚d6? would be bad: 16.♞b5† ♞c6 17.♞b4
♞d6 18.♞xb7+–

16.♞ac1

Steinitz brings his final reserves into the game; it
can be very useful to attack with all available forces!

16.♞ad1!? (Zaitsev) would also be very strong.

16...c6?

The immediate 16...♜f7! is correct, in order to bring
the knight to d5 more rapidly, e.g. 17.♞c4† ♞d5
is fine for Black. The exchange sacrifice 17.♞xe7†? is
not dangerous: 17...♞xe7 18.♞xe7† ♜xe7 19.♞xc7†
♜d6 20.♞xg7 ♞ac8 21.g3 ♞c7! (Kasparov)

Steinitz developed the principle: **‘The player with
the advantage must attack!’** White has brought
all his pieces into the game. If he now hesitates, his
opponent will also bring his reserves into play and the
initiative will disappear. So Steinitz sacrifices a pawn,
opens files and puts his opponent under pressure.

Diagram 1-3

17.d5!! cxd5

17...♜f7 is objectively better: 18.dxc6 bxc6±
(Kasparov)

18.♞d4

This superb square is only a staging-post for
the knight, who is aiming to get even closer to the

Diagram 1-2

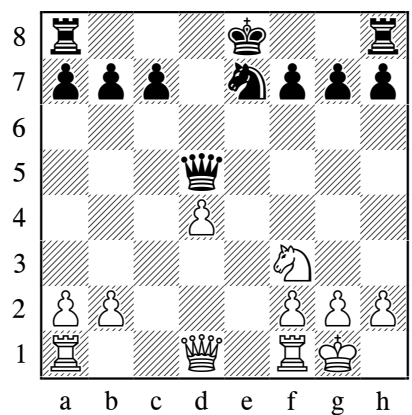


Diagram 1-3

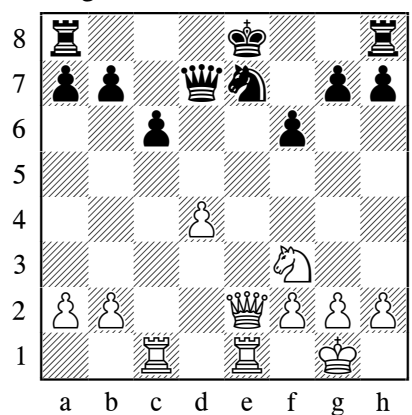


Diagram 1-4

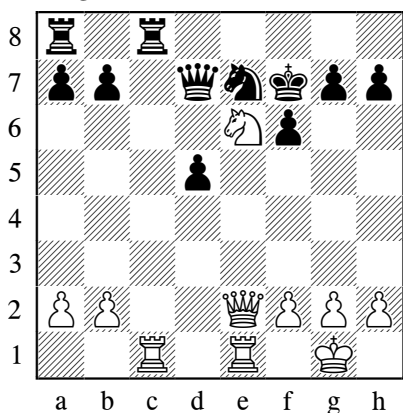


Diagram 1-5

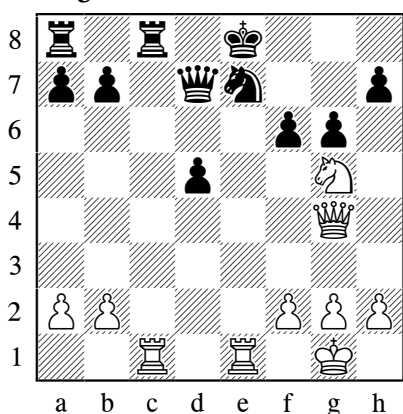
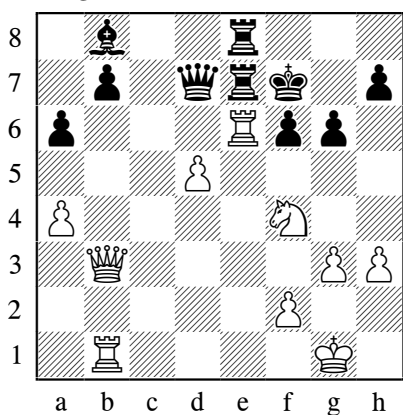


Diagram 1-6



opposing king!

18...♔f7 19.♖e6

The threat is now 20.♖c7.

19...♖hc8

19...♖ac8 is likewise met by 20.♖g4.

Nor is 19...♖c6 any better; White wins with 20.♖c5 ♖c8 21.♖h5† (Kasparov).

Diagram 1-4

20.♖g4!

The attacking side cannot afford to waste time! The threat is mate in two moves.

20...g6 21.♖g5† ♔e8

Diagram 1-5

Steinitz now ends the game with a fantastic combination.

22.♖xe7†! ♔f8!

The most stubborn reply. If 22...♖xe7, then 23.♖xc8† ♖xc8 24.♖xc8† is a simple win.

After 22...♔xe7 then 23.♖e1† wins. (23.♖b4†! is also good, but you can only win a game once! The important thing is to calculate your winning line carefully.) 23...♔d6 24.♖b4† ♖c5 (24...♔c6 25.♖c1#; 24...♔c7 25.♖e6† ♔b8 26.♖f4†+- Steinitz) 25.♖e6† ♖xe6 26.♖xe6+-

23.♖f7†!

But not 23.♖xd7?? ♖xc1†+-.

23...♔g8!

23...♖xf7 24.♖xc8† ♖xc8 25.♖xc8† ♖e8 26.♖xh7† is hopeless.

24.♖g7†! ♔h8!

Or 24...♔f8 25.♖xh7† ♔xg7 26.♖xd7†+-.

25.♖xh7†!

After this move von Bardeleben simply left the tournament hall! Steinitz demonstrated the following forced variation for the benefit of the spectators: 25...♔g8 26.♖g7† ♔h8 27.♖h4† ♔xg7 28.♖h7† ♔f8 29.♖h8† ♔e7 30.♖g7† ♔e8 31.♖g8† ♔e7 32.♖f7† ♔d8 33.♖f8† ♖e8 34.♖f7† ♔d7 35.♖d6#

Diagram 1-6

J.Capablanca – N.Zubarev

Moscow 1925

Capablanca finds an elegant and forcing way to win.

1.♖xe7† ♔xe7

Otherwise White wins with the discovered check d5-d6.

2. ♖xb7 ♙xf4 3. ♚e1†!

An important intermediate check, which leads to the following forced line.

3... ♙e5

3... ♙d6 loses to 4. ♖b6†, as does 3... ♙d8 to 4. ♖a8†.

4. d6†! ♙e6

4... ♙d8 is met by 5. ♖b6†+–.

5. ♖b3† ♙f5

5... ♙xd6 loses the queen after 6. ♚d1†.

6. ♚d3† ♙g5 7. ♖e3† ♙f5

If 7... ♙h5, then 8. g4†+–.

8. ♖e4† ♙e6

8... ♙g5 9. ♖h4† ♙f5 10. ♖g4#

9. ♖c4† ♙xd6

Forced, since 9... ♙f5 runs into 10. ♖g4#.

10. ♚d1† ♙e7 11. ♚xd7† ♙xd7 12. ♖xa6

The attack has secured White a decisive material advantage.

1–0

Diagram 1-7

J. Capablanca – H. Steiner

Los Angeles 1933

1. f4!

The black king is already rather exposed. White opens further lines for the attack.

1... ♚g8 2. ♖h5† ♙g7 3. fxe5 dxe5

Diagram 1-8

4. ♚xf6!

A very natural continuation of the attack. White loses no time getting on with the decisive onslaught.

4... ♙xf6 5. ♚f1† ♙f5

5... ♙g7 6. ♚f7† ♙h8 7. ♖xh7#

6. ♙xf5!

Here Capablanca had certainly calculated all the way to the end.

6... exf5 7. ♚xf5† ♙e7 8. ♖f7† ♙d6 9. ♚f6† ♙c5

10. ♖xb7!

A difficult move, but one which contains several mating threats.

10... ♖b6

Diagram 1-7

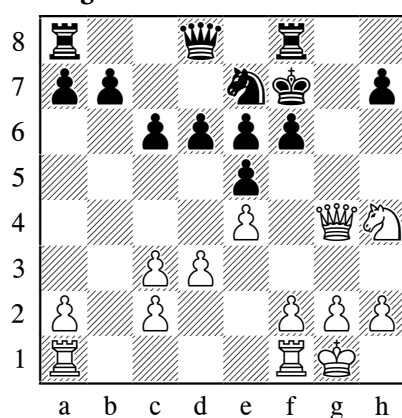
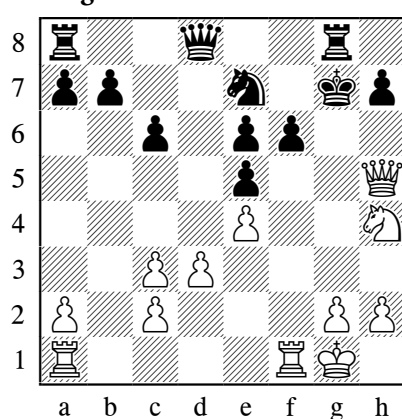


Diagram 1-8



Or 10...♖xf6 11.♗b4#.

11.♖xc6†! ♗xc6

11...♗b5† 12.♖xb6† axb6 13.♗xh7+- would lead to a prospectless ending.

12.♗b4#

Diagram 1-9

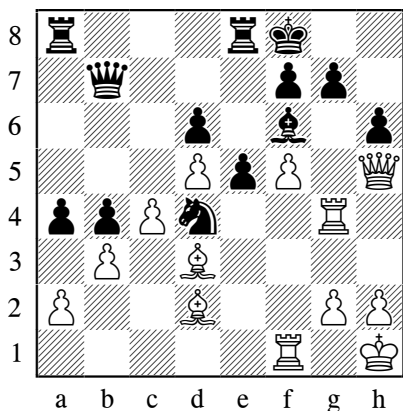


Diagram 1-9

E.Vasiukov – M.Taimanov

USSR Ch, Kharkov 1967

The black king wants to escape to the centre. To prevent that happening, White must act immediately.

1.♖xg7!

A correct sacrifice.

1...♗xg7

As the following variations show, other moves are no better:

a) 1...♗xg7 2.f6 ♗xf6 3.♖xf6 ♖e7 4.♗xh6† ♗e8 5.♖xd6 ♖d7 6.♗h8† ♗e7 7.♗xe5†+-

b) 1...axb3 2.♗xh6 (Δ♖xf7†) 2...♗xg7 3.f6+-

c) 1...♖e7 2.♖g4 ♗e8 3.♗xh6 axb3 4.axb3 ♗xb3 5.♖g8† ♗d7 6.♖xa8 ♗xa8 7.♗xb4+-

White was faced with an interesting problem at this point in the game. Which is more important here, material (♗xh6† and then ♗xf6) or the attack (♗xh6†)?

2.♗xh6†?

White decides on material and wins the bishop. However, in doing so he loses a tempo for the attack. The correct choice is 2.♗xh6†! ♗g8 3.♗g4† ♗h8 4.♗g5! ♗xg5 (4...♗e7 5.♗h4†+-) 5.f6! ♗h6 (5...♗xf6 6.♖xf6+-) 6.♗h5+-.

2...♗g8 3.♗xf6 ♗e7 4.♗h6 f6 5.♗xb4 axb3

The position is now anything but clear, since the black rooks can become active via the open queenside. White takes an unfortunate decision and leaves the dangerous black pawn on the board.

6.a3?! ♖ac8 7.h3?!

7.♖e1!?

7...♗g7 8.♗h4 e4!?

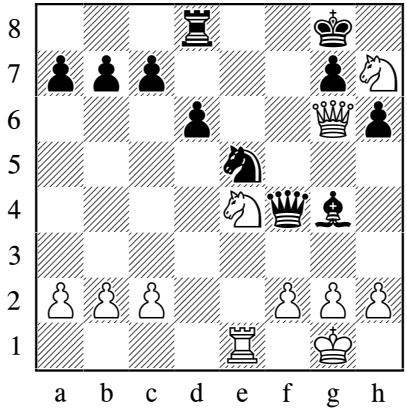
Now it is Black who wants to open lines. He takes the initiative and even goes on to win the game.

9.♗xe4 ♗e2! 10.♗d3 ♗g3† 11.♗g1 ♗xf1 12.♗xf1 ♖e3 13.♗b1 ♖ce8 14.♗f4

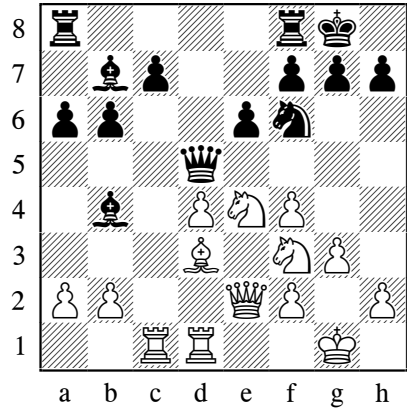
And White resigned.

Exercises

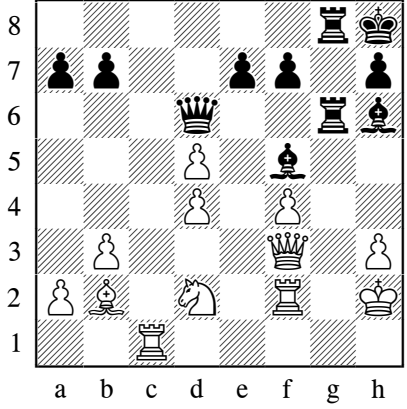
Ex. 1-1 ★★ ▲



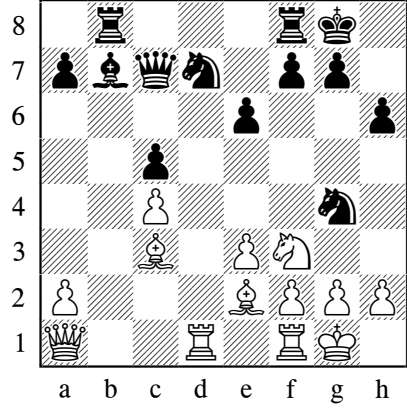
Ex. 1-4 ★ ▲



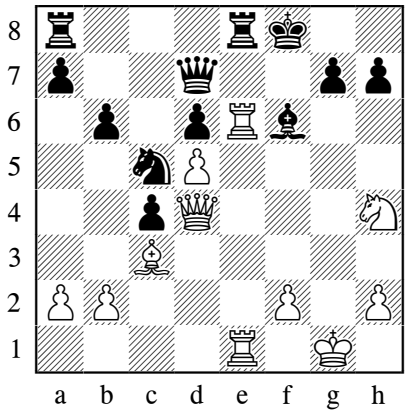
Ex. 1-2 ★ ▼



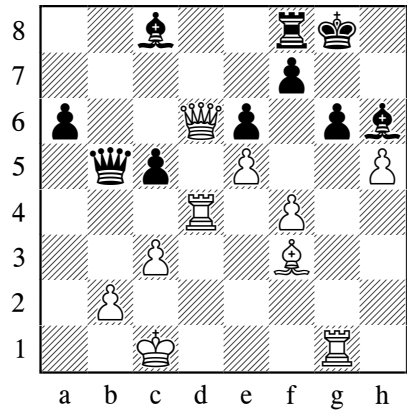
Ex. 1-5 ★ ▲



Ex. 1-3 ★★ ▲

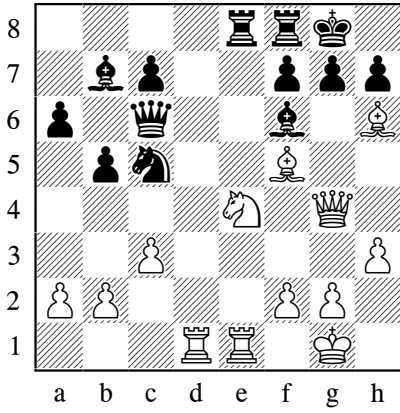


Ex. 1-6 ★★ ▲

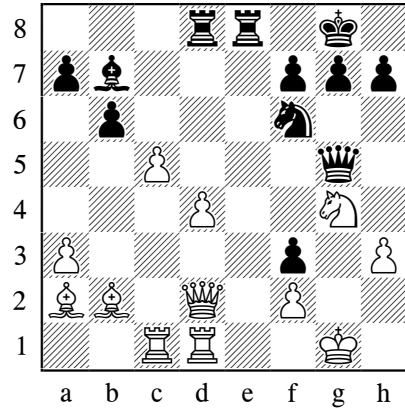


Exercises

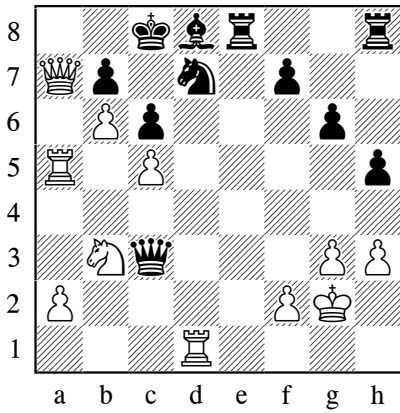
► Ex. 1-7 ◀ ★★ ◀ ◻



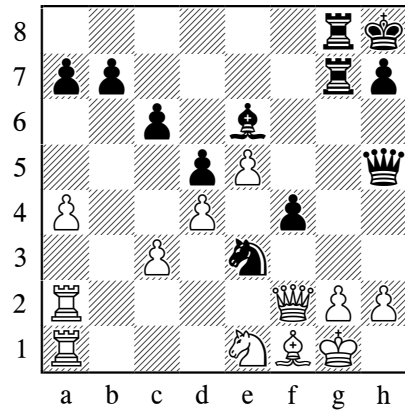
► Ex. 1-10 ◀ ★ ◀ ▼



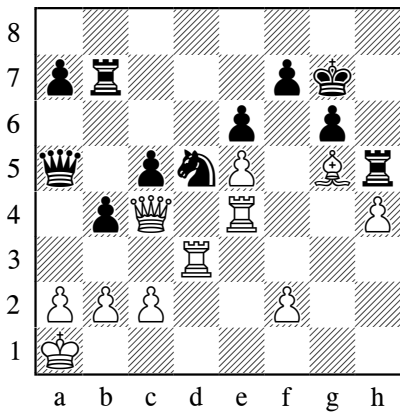
► Ex. 1-8 ◀ ★★ ◀ ◻



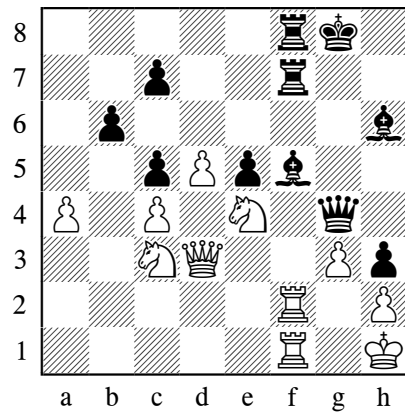
► Ex. 1-11 ◀ ★★ ◀ ▼



► Ex. 1-9 ◀ ★ ◀ ▼



► Ex. 1-12 ◀ ★★★ ◀ ▼



Solutions

Ex. 1-1

Based on the correspondence game

Morse – Bashein

1. ♖f6! ♜h8

Of course 1... ♗xf6 would also be hopeless.

2. ♜g5!

(1 point)

The threat is 3. ♗h7#.

2... ♗f5

Or 2... ♙f5 3. ♗e8† ♜xe8 4. ♜f7† ♜xf7

5. ♜xe8#.

3. ♗e8†!

Decoying.

3... ♜xe8 4. ♜f7† ♜xf7 5. ♜xe8#

(another 1 point for these variations)

Ex. 1-2

L.Rellstab – V.Petrovs

Kemer 1937

1... ♙xf4! 2. ♗xf4 ♜g3!

(1 point)

2... ♜h6 is just as good, since 3. ♜c3 ♗g6! wins for Black.

White resigned, in view of 3. ♗xd6 ♜xh3# or 3. ♗xf5 ♜g2† 4. ♜h1 ♗h2# or 3. ♜h1 ♗xf4+.

Ex. 1-3

Tomas – Markwell

Correspondence game

1. ♜xf6†!

(1 point)

1... gxf6 2. ♗xf6† ♗f7

2... ♜g8 3. ♗h8†+–

3. ♜g6†!

Or 3. ♗h8† ♗g8† 4. ♜g6†!+–.

3... hxf6 4. ♗h8† ♗g8 5. ♗h6†! ♜f7 6. ♗f4#

(another 1 point)

Ex. 1-4

J.Capablanca – A.Becker

Karlsbad 1929

1. ♜fg5!

(1 point)

White threatens ♜xf6† followed by ♙e4.

The immediate 1. ♜xf6†? only leads to a draw: 1... gxf6 2. ♜xc7 ♗xf3 3. ♜xb7! ♗xb7 4. ♗g4† ♜h8 5. ♗h4 f5 6. ♗f6†=

1... ♙e8

No better are 1... ♗xd4 2. ♙b1+– or 1... ♜xe4 2. ♙xe4+–.

2. ♜xh7! f5 3. ♜hg5!

3. ♜xf8 also wins after 3... ♜xf8 4. f3.

Black resigned, as 3... fxe4 is simply met by 4. ♙xe4+–.

Other moves also lose, e.g. 3... ♜f6 4. ♙c4 ♗d8 5. ♙xe6†+– or 3... ♗d7 4. ♗h5 ♜f6 5. ♜xf6† gxf6 6. ♗g6† ♜h8 7. ♜xe6 ♗xe6 8. ♜xc7 ♙e7 9. ♙c4+–.

Ex. 1-5

J.Capablanca – E.Colle

Hastings 1930/1

1. ♜xd7!

(1 point)

1. ♙xg7?? would be bad, due to 1... ♙xf3 2. g3 ♙xe2+–.

1... ♗xd7 2. ♙xg7 ♗c7

2... ♜fc8 3. ♜e5 ♜xe5 4. ♗xe5 f5 5. ♙xh6±

3. ♙xf8 ♜xf8 4. g3±

Ex. 1-6

Kofman – S.Zhukhovitsky

Moscow 1936

1. hxf6!

Not the only way, but the quickest route to victory.

1... cxd4 2. gxf7† ♜h8

2... ♜xf7 3. ♙h5#

2... ♜h7 3. ♙e4† ♜h8 4. ♗xf8† ♙xf8 5. ♜g8#

Solutions

3. ♖xf8†!

(1 point)

3... ♙xf8 4. ♖g8† ♕h7 5. ♙e4† ♕h6 6. ♖h8†
♔g7 7. ♖h7#

(another 1 point)

Ex. 1-7

E. Vasiukov – R. Kholmov

Moscow 1964

1. ♗xc5!

(1 point)

1. ♙xg7 ♙xg7 2. ♗xc5 (1 consolation point)
is less precise, on account of 2... ♖xe1† 3. ♖xe1
h6 4. ♗xb7 ♖xb7±.

1... ♖xc5 2. ♙xg7!

Black resigned, in view of 2... ♙xg7 3. ♖h5
♖xe1† 4. ♖xe1 h6 5. ♙h7†+.

(another 1 point for finding this idea)

Ex. 1-8

Mumelter – N.N.

Vienna 1896

1. ♖a8†!

(1 point)

1. ♖d7 also wins, but is more complicated:
1... ♔xd7 2. ♖xb7† ♕e6 3. ♖xc6† (1 consolation
point) 3... ♔f5 4. ♖d6 ♖e5 (4... ♙f6 5. c6†
♖e5 6. ♗d4† ♕e4 7. f3† ♕d3 8. ♗b5†+)

5. ♗d4† ♕e4 6. ♖a4+–

1... ♗b8 2. ♖xd8†! ♖xd8

Or 2... ♕xd8 3. ♖xb8† ♕d7 4. ♖d6† ♕c8
5. ♖a8#.

3. ♖xb7†! ♕xb7 4. ♖a7† ♕c8 5. ♖c7#

(another 1 point for the whole variation)

Ex. 1-9

A. Suetin – G. Kasparian

USSR Ch, Moscow 1952

The game saw 1... ♗b6?? 2. ♙f6† and Black
resigned, because 3. ♖d8 is coming next.

The correct continuation would have been:

1... ♖xg5! 2. hxg5 ♗b6 3. ♖b3 c4 4. ♖xc4
♗xc4 5. ♖xc4 b3 6. cxb3 ♖e1†+–

(1 point)

Ex. 1-10

Variation from the game

S. Bromberger – S. Löffler

Bundesliga 2002

1... ♖e1†!

By this deflection, Black gains the time
needed for the capture on g4.

2. ♖xe1 ♗xg4 3. ♕h1

3. ♙xf7† ♕xf7+–

3... ♖h4 4. ♖f1 ♗xf2† 5. ♕h2 ♖f4† 6. ♕g1
♖g3†+–

(1 point)

Ex. 1-11

G. Stahlberg – A. Alekhine

Prague Olympiad 1931

1... ♗g4!

(1 point)

2. ♖xf4 ♖f7

White resigned, on account of 3. ♖g3 ♗xh2
(or 3... ♖xf1† 4. ♕xf1 ♗xh2†+–) 4. ♖xh2
♖xf1†+–.

(another 1 point for this variation)

Ex. 1-12

Trubnikov – Radchenko

Novosibirsk 1965

1... ♙d2!

(1 point)

The defending white pieces are overloaded.
This deflecting sacrifice ruins the coordination
of the opposing pieces.

Of course 1... ♙xe4? would be bad: 2. ♖xe4
♖xe4† 3. ♗xe4 ♖xf2 4. ♖xf2 ♖xf2? 5. ♗xf2±

2. ♖xd2

If 2. ♖xf5 ♖xf5 3. ♗xd2, then 3... ♖xf1†
4. ♗xf1 e4 5. ♗xe4 ♖xe4†+–.

Solutions

2. $\text{E}xd2$ is simply met by 2... $\text{Q}xe4$ † 3... $\text{Q}xe4$
 $\text{E}xf1$ †-+.

2... $\text{Q}xe4$ † 3... $\text{Q}g1$

Or 3... $\text{Q}xe4$ $\text{W}xe4$ † (3... $\text{E}xf2$ is also good:
 4... $\text{E}xf2$ $\text{W}xe4$ † 5... $\text{Q}g1$ $\text{W}b1$ †-+) 4... $\text{Q}g1$ $\text{W}g2$ †!
 5... $\text{E}xg2$ $\text{E}xf1$ #.

(1 point for this variation)

3... $\text{W}xg3$ †! 4... $\text{h}xg3$ $\text{h}2$ †! 5... $\text{Q}xh2$ $\text{E}h7$ †-+

(another 1 point for this variation)

Scoring

Maximum number of points is 20

18 points and above.....→ **Excellent**

14 points and above.....→ **Good**

10 points.....→ **Pass mark**

*If you scored less than **10** points, we recommend that you read the chapter again and repeat the exercises which you got wrong.*