# Build Up Your Chess 3 – Mastery

## Artur Yusupov



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## Build up your Chess 3 - Mastery

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#### Key to symbols used

$\bigtriangleup$	White t	to move

- Black to move
- ± White is slightly better
- **∓** Black is slightly better
- ± White is better
- ∓ Black is better
- +- White has a decisive advantage
- -+ Black has a decisive advantage
- = equality
- ↑ with the initiative
- $\rightarrow$  with an attack
- $\overline{\mathbf{z}}$  with compensation
- $\rightleftharpoons$  with counterplay
- ∞ unclear
- □ better is
- $\Delta$  intending
- □ only move
- zugzwang
- X weak point
- ? a weak move
- **??** a blunder
- ! a good move
- **!!** an excellent move
- **!?** a move worth considering
- **?!** a move of doubtful value
- # mate

#### Contents

- ✓ The advanced passed pawn in the middlegame
- ✓ Breakthrough
- ✓ Use of an open king position
- ✓ Exchanging defensive pieces
- ✓ Getting rid of a defender
- ✓ Promoting with check



# Combinations involving promotion

We shall now take a look at *combinations which involve promotion*. They are often a feature of the endgame, but sometimes you can make use of advanced pawns in the middlegame.

## The value of pawns increases dramatically as they approach the queening square.

Frequently a passed pawn can only be stopped at a great cost in material. To clear the path for a passed pawn, even pieces may sometimes be sacrificed. Here are a few spectacular examples.

#### Diagram 1-1

#### E.Bogoljubow – A.Alekhine Hastings 1922

#### 30.\approx xa8

White's position is already very difficult. But after the text move there is a surprise in store for him.

#### 30...bxc3!

30...營xa8 would not be so strong: 31.營b3 違a4 32.營b1∓

#### 31.\arrowned xe8 c2!

A typical double attack, on the knight along with a simple promotion on c1.

#### 

Despite the material balance, Black's position is clearly better. The white pieces are too passive and uncoordinated.

#### 

Or 40.g5 🖄 g4-+.

#### 40...**₩e2**!!

For the second time, Black exploits the strength of an advanced pawn.

#### 41.d5

White is in zugzwang; if 41. h3 or 41. h3, then 41... g4!.

41... 空g8! 42.h5 空h7 43.e4 包xe4 44.包xe4 鬯xe4 45.d6 cxd6 46.f6 gxf6 47.骂d2 鬯e2!



Diagram 1-3

Y.Balashov – A.Yusupov Minsk 1982

To crack open the white fortress, Black needs a passed pawn.

#### 

White now has to give up his rook for the dangerous passed pawn.

#### 78.\angle xa2

Or 78.罩d1 營c2† 79.营e1 營xd1†-+.

#### 78...增xa2†79.空e3

After 79.∲f1 comes 79...<sup>™</sup>c4 80.ዿe2 <sup>™</sup>e4-+.

#### 7**9...**₩b1

#### 80.空e2 空c7

If 80...<sup>™</sup>g1, then 81.<sup>∞</sup>e1.

#### 81.Del

Intending to continue with Dg2-e3.

After 85. http://d3t.

#### 85...f5!–+

If 85...<sup>™</sup>d3, then 86.<sup>™</sup>e3.

#### 86.gxf5

#### 86...₩xf5

Black also breaks through on the kingside! White resigned, in view of  $87.\text{\c}g4$ 

#### Diagram 1-4

87...<sup>11</sup>/<sub>2</sub>xg4!! 88.hxg4 h3 with the well-known motif: the knight often performs poorly against a rook's pawn.





A far-advanced pawn may control important squares in the opposing camp and can completely disrupt the defence.

B.Larsen – B.Spassky

USSR – World, Belgrade 1970

1.b3 e5 2.\$b2 2c6 3.c4 2f6 4.2f3 e4 5.2d4 \$c5 6. 2xc6 dxc6 7.e3 象f5 8. 2 2 2 e7 9. 象e2 0-0-0 10.f4

#### Diagram 1-5

#### 10.... 2g4! 11.g3

After 11.0–0 there follows 11.... h4 12.h3 h5 with an attack (Euwe).

If 11.ዿxg4, then simply 11...<sup>™</sup>h4†∓ (Larsen). And 11. 2c3

#### Diagram 1-6

would be bad due to 11...\arXxd2! and then 12...\arXxe3 (Florian).

#### 11...h5!

Now 11... Ixd2 is not so clear, because of 12. Axd2 ②xe3 13.營c3 (Spassky).

#### 12.h3

Once more 12. Co is met by 12... Zxd2!-+. If 14.凹d1 (14.凹c2 鼻f2† nets the white gueen after either 15. 15... 2e3† or 15. d2 e3†) 14... 2f2-+ (Alexander).

Spassky now starts a brilliant attack. His queen and the strong pawns play the decisive role.

#### Diagram 1-7

#### 12...h4! 13.hxg4

13. \$\getaxg4 would be no better: 13...\$\getaxg4 14.hxg4 hxg3 15.\[2] []h1! (or 15...[]h2-+ Larsen) 16.[[]xh1 g2 17.\[2]g1 \[2]mh4\]† 18.\[2]me2 \[2]mg4\]† 19.\[2]me1 \[2]mg3\]† 20. 查e2 (20. 查d1 營f2 21. 營xe4 營xg1† 22. 查c2 <sup>1</sup> ≝f2-+) 20…<sup>1</sup> ≝f3<sup>†</sup> 21.<sup>4</sup> e1 <sup>1</sup> €e7-+ (Spassky).

#### 13...hxg3 14.\arrayses1

10

14. Ixh8 Ixh8 15.gxf5 loses to 15... Ih1† 16. gf1 g2.



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Diagram 1-5

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**Diagram 1-6** (analysis)

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#### Diagram 1-8

#### 14....\hl!! 15.\hlefaxh1

After 15.<sup>b</sup>f1 there follows 15...<sup>□</sup>xg1<sup>†</sup> 16.<sup>b</sup>xg1 <sup>b</sup>h4-+ (Kotov).

15...g2 16.邕f1

Or 16. 2 g1 增h4† 17. 查d1 增h1 18. 增c3 增xg1† 19. 查c2 增f2 20. gxf5 增xe2 21. ④a3 and now 21... 逸b4!-+ is the neatest finish, although 21... 遵d3† 22. 增xd3 exd3† 23. 查c3 逸xe3 24. dxe3 d2 25. 2 d1 2 h8 is also winning.

#### 16....鬯h4† 17.啓d1 gxf1=鬯†

White resigned, in view of 18. 象xf1 象xg4† 19. 空c1 鬯e1† 20. 鬯d1 鬯xd1#.

Combinations can sometimes appear out of an almost clear blue sky. Who would believe that the d4-pawn in the position in the next diagram would have such a fantastic career?

#### Diagram 1-9

A.Kotov – V.Ragozin Moscow 1949

#### 1.b5! c5

2.dxc5!! 營xe5 3.cxb6 邕xc3 4.bxa7!

The point of the combination.

#### 4....\arepsilon xc2 5.\arepsilon xc2

And Black cannot stop the passed pawn.

#### 1–0

If our pawn is already very far advanced, then we can often base all the play on the said pawn.

#### Diagram 1-10



#### 27...dxc3!

The decisive combination, very accurately calculated by Alekhine.

#### 28.\arrowxxd7 \arrowxxd7 29.\arrowxxd7

The main variation was 29.營e8† 啓h7 30.營xd7 營e4!! (the point) 31.營xf7 (or 31.營d5 營xd5









32. \mathbf{32.\mathbf{\mathbf{Z}}xd5 c2! 33.\mathbf{\mathbf{Z}}c5 \gar{2}d4\mathbf{\mathbf{-+}}) 31...c2 32.\mathbf{\mathbf{Z}}xh5\mathbf{\mathbf{\mathbf{\mathbf{Z}}}g8 33.\mathbf{\mathbf{Z}}f1 c1=\mathbf{\mathbf{B}}! 34.\mathbf{\mathbf{Z}}xc1 \mathbf{\mathbf{W}}e3\mathbf{\mathbf{a}} and Black wins. 29...\gar{2}d4\mathbf{\mathbf{3}} 30.\mathbf{\mathbf{Z}}h1 30.\mathbf{\mathbf{Z}}xd4 \mathbf{\mathbf{B}}xd4\mathbf{\mathbf{3}} 31.\mathbf{\mathbf{b}}f1 \mathbf{\mathbf{B}}f4\mathbf{\mathbf{3}} 32.\mathbf{\mathbf{c}}e1 \mathbf{\mathbf{B}}xb4-+ 30...\mathbf{M}c1\mathbf{\mathbf{a}}-+ 0-1

To clear the way for the passed pawn, you often have to swap off opposing pieces.



1.... 2h3†! 2. 空g1 營a1!!-+ 3. 營e2 c3 4. 空f2 營xf1†! Intending 5. 營xf1 2xf1 6. 空xf1 c2.

In the strictest sense of the term, this was not a combination, because Black did not have to sacrifice anything. But the next example fits 100%.

#### Diagram 1-12

R.Barstatis – A.Vooremaa

Riga 1978

1....<sup>@</sup>xc3!!

Black clears the way for his b-pawn.

2.bxc3 \Zxd3 3.\Zxd3 \Za1†

3...b2? 4 \Zd1 \Za1 is not good, on account of 5.\Zd8!+-.

4.空h2 b2 5.邕d8 b1=鬯

Now Black has an advantage in material. What is important here is that the black major pieces are ready to take part in the counterattack on the white king.

6.₩e7

6... @g1 † 7. 2g3 @e3 †

And Black will be the first to mate.

0–1

The new queen can very effectively enter the attack. Look also at the following example.

Diagram 1-13					
J.Kotrc – N.N.					
Vienna 1907					
1.鼍e8† 垫a7					
If 1 查c7, then 2. 罾a5†! b6 3. 罾e5† 查d7 4. 罾e7#.					
<b>2.</b> $\Xi$ <b>a</b> 8 <sup>†</sup> ! <b>2b</b> 6					
Or 2 \2xa8 3.\2xa7 4.\2xb7#.					
3.曾a5†!! 坐xa5 4.axb/† 坐b6 5.b8=曾† 坐c5 6.吕a5†					
알d4 7.땔xt4†					
1–0					

Now you are ready for the test. Some of the exercises are difficult and you must invest a considerable amount of time in this test. Of course, it will be helpful that you know the motif behind the combinations (promotion). And just remember: you only get the maximum number of points for complete solutions.



## Exercises



CHAPTER



## Exercises





#### Ex. 1-1

#### A.Alekhine – E.Bogoljubow

World Championship, Germany (16) 1934

#### 30.e6!

CHAPTER

(1 point)

30. Ixd5 first is not so strong: 30...cxd5 and now 31.e6 (1 consolation point) can be met by 31...\lace 7 32.e7 \dots d7.

#### 30....\dxg7

If 30....\"Ec7, then 31.e7 \dd d7 32.\"Efe1 (or 32.\[21] 54 33.[[2] xc4+-) 32...[[2] xg7 33.[[2] xc4+-] \[\]g8 34.\[]xc4+-.

31. ②xg7 邕xg7 32. 邕xd5!!

(another 1 point)

32...cxd5 33.邕f8†! 杏c7 34.邕f7†+-

(1 point)

#### 34.... \$d6

Black loses the exchange. If 34... \Xxf7, then 35.exf7 wins.

35.鼍xg7 垫xe6 36.鼍g6† 垫e5 37.垫g2 b5 38.a5 d4 39.\array xa6 b4 40.\array f3 c3 41.bxc3 bxc3 42.\[2]e6†! \$\dot xe6 43.\[2]xe4 1 - 0

#### Ex. 1-2

#### A.Alekhine – E.Bogoljubow

World Championship, Germany (4) 1934

#### 52.\[2]xe7\]

(1 point)

(1 point)

52.違xd4† is not so good: 52... 杏f7 53.遑c4† 

#### 52....Ixe7 53. 鼻h4

Threatening f6<sup>†</sup>.

#### 

After 53... Zed7 there comes 54. 2xd8 Zxd8 55.邕c7+--.

#### 56.... te8

56...堂d8 loses to 57.f7. After 56.... e6 comes 57. 鼻f5 +--.

#### 

This is even better than 57.f7† \arXxf7 58.違g6 皇d5± (also 1 point).

#### 

(another 1 point for the whole variation) 61.\$d3

#### 1 - 0

#### Ex. 1-3

M.Ortuerta Esteban – J.Sanz Aguado Madrid 1934

#### 

(1 point)

#### 2. 4 xb2 c3 3. 3 xb6!

If 3. 2d3, then 3...c4†! 4. 2xb6 cxd3-+ or 4. 查f1 cxd3 5. 查e1 c2 6. 查d2 鼻e3†-+.

(1 point for these side lines)

#### 3...c4!

(1 point)

The threat is ....c2. Of course 3...axb6? would be bad, due to 4. 🖄 d3–+.

4.¤b4

If 4. 2xc4, then 4....c2-+.

4...a5!!

#### (another 1 point)

#### 5. 3a4

5.\areaxc4 loses to 5...cxb2. After 5.\areaddd d1 there follows 5...c2-+.

#### 5...axb4

0 - 1

#### Ex. 1-4

M.Vidmar – N.N.

#### 1.f5†!

(1 point) Of course not 1. 奠d2? 骂b3† 2. 垫h4? because of 2...g5† 3.fxg5 fxg5† 4.空h5 凹h3†.

#### 1...gxf5 2.gxf5† 🖄d6

#### 3.\\\\\xb4!!

3.奠c5† is less precise: 3...奠xc5 4.邕xb1 恷xc6 5.蛰f3±.

3...莒xb4 4.奠c5†‼

(another 1 point)

4...☆xc5 5.c7 1–0

#### Ex. 1-5

I.Weltmander – L.Polugaevsky Sochi 1958

 1...②g3†!! 2.fxg3 營f6†! 3.營f2 Or 3.查g1 \(\begin{aligned}
xxe1\)† 4.查h2 \(\begin{aligned}
wd4-+.
3...\(\begin{aligned}
xxe1\)†! 4.查xe1 \(\begin{aligned}
xxe1\)† 5.查xf2 c2 0-1

(1 point)

#### Ex. 1-6

G.Bonner – A.Medina Garcia Haifa Olympiad 1976

#### 1...Øc3‼

2.bxc3

(1 point)

If 2. 🖄 xc3, then 2...dxc3 3.bxc3 a4-+.

#### 2...a4! 3.cxd4 cxd4

But not 3...a3?? due to 4. 2c3+-.

#### 4.c3

Or 4.bxa4 bxa4 5.2b2 a3-+.

(another 1 point for this variation)

4...a3

#### 0–1

#### **Ex. 1-7**

#### A.Hennings – G.Walter

East Germany 1964

#### 1.<u>\$g5</u>!!

(1 point)

#### But not 1.g7? because of 1...f5. 1...\$e7

If 1...fxg5, then 2.g7 followed by \$\u00e9h7\t wins.

#### 2.g7!+-

The threat is 3.ዿ̂h7† ∲f7 4.g8=₩#. 2...f5 3.ዿ̂xe7 1–0

#### Ex. 1-8

V.Anand – B.Spassky

Cannes 1989

#### 1.⁄2d3†‼

(1 point) 1.a6? is not so good: 1...心xa6 2.心xa6 逸xb3生.

#### 1.... 2xd3 2.a6

Threatening a7-a8=₩.

2...ዿe8□ 3.�d5†!

(another 1 point) (another 1 point) (another 1 point)

After 3... 垫e5 comes 4. 约e7. White then controls the c6-square and Black cannot stop the passed pawn.

1–0

#### Ex. 1-9

E.Ermenkov – G.Sax

Warsaw 1969

#### 1.d7!

(1 point)

1.營a1† f6 2.d7 achieves nothing, on account of 2...營e7 3.營d4 營e2!= and Black threatens 營xf1†.

#### 1...≝xf1†

After 1...d2 comes 2.\#a1†+-.

#### 2.空xf1 d2 3.營xf3 罩c1† 4.營d1!!

(another 2 points)

#### 4....邕xd1† 5.空e2

Black resigned, in view of 5...骂b1 6.d8=營 d1=營†7.營xd1 罩xd1 8.营xd1+-.

#### Ex. 1-10

#### A.Alekhine – Shishkov 1919

#### 1.¤xf2!

(1 point)

But not 1.\approx 1.\approx 1.\approx 1...f4 2.a6 f3 3.\approx g1 fxg2 † 4.\approx xg2 \approx f1 † 5.\approx g1 \approx h3#.

 $1.\Xi x f5$   $@d4\pm$  is not so clear (1 consolation point).

#### 

(another 1 point for this variation)

#### Ex. 1-11

.Moravec 1925

(1 point)

2....岂b4! 3.堂xb4 c5† (another 1 point for this defence!)

4.✿b5!

If 4.  $\pm xc5$ , then 4...  $\pm c7=$ .

#### 4.... 魯c7 5. 魯a6! 魯b8

After 5...c4 there follows 6. \$a7+-.

6.\$b6! c4 7.a4 c3 8.a5 c2 9.a6 c1=\$

10.a7#

(1 point for the whole variation)

#### Ex. 1-12

#### B.Gelfand – J.Lautier

Belgrade 1997

In the game, Black missed the boat and played 39... \$c4?? and after 40. \$d2 he resigned.

The correct move would be:

#### 39...b4‼

(1 point)

And suddenly Black is winning: 40.\mathbb{Z}xd5 (or 40.axb4 b2-+) 40...bxa3-+ (also winning is 40...b2).

## Scoring

Maximum	number	of points	is <b>2</b> 7
---------	--------	-----------	---------------

- 20 points and above Good
- 14 points Pass mark

If you scored less than 14 points, we recommend that you read the chapter again and repeat the exercises which you got wrong.



Joel Lautier was France's top player for a decade before leaving chess to pursue a business career