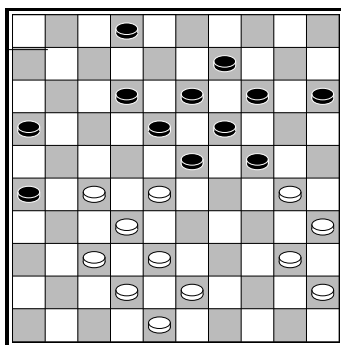# Section1:
Judging positions

If you want to find the best move in a certain position, you have to be able to judge positions correctly. *Judging skills* are the key factor in any calculation. If you make a calculation in a game and you don't know what the positions you reach, are worth, how can you ever make a good decision?

In order to make useful calculations you have to compare and judge different positions and choose the one you have judged as the best.

In this book we judge positions with an equal amount of pieces. If players of a high level have one piece more they are supposed to win the game. This is not alwaysthe case. Sometimes the position of the other player is much better. In this case there is *positional compensation* for the lost piece.

In this section you will learn different features of a position:

1. Formations
2. Locks
3. Development
4. Strategic squares
5. Weaknesses
6. Space
7. Tactics

After having introduced the features of a position we will elaborate on each feature separetely. The last lesson of this sections shows a holistic view on judging positions in which all relevant features of a position are considered.

After this section you will look with different eyes to a position. You will learn to look at the *relevant features* of a position, like who controls the strategic squares ands who has the most space to play.

1.How to judge a position

To be able to build a strong position, you have to know how to look at a position.
We have to answer the question: How to judge a position? To answer the question we have to know what different features a position is characterized by:

Formations
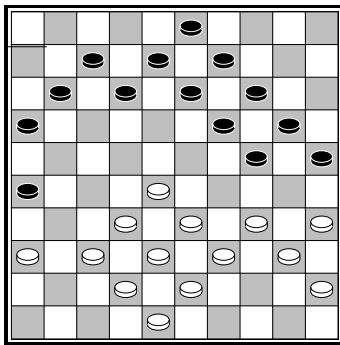
Formations are constructions of pieces working together. White's pieces work together well. Black's pieces however are not working together. Especially the lack of a piece at 15 makes the position vulnerable. Moving piece 14 to 15 and piece 7 to 6 would improve black's position considerably.

Locks
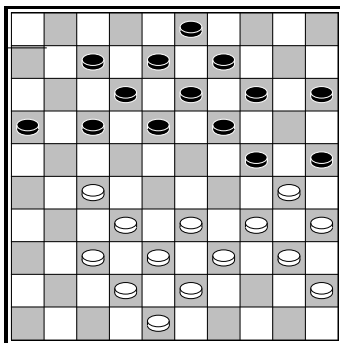
White's right wing is locked. Also see chapter 27 of part 1 of this course.
Because of the lock many white pieces can't play, while black has enough room to play. White's play is severely restricted by the right wing lock. White has only one move left i.e. 37 – 31. White risks being frozen out completely.

Development

Developing a position means going forward, by making changes, gaining space.
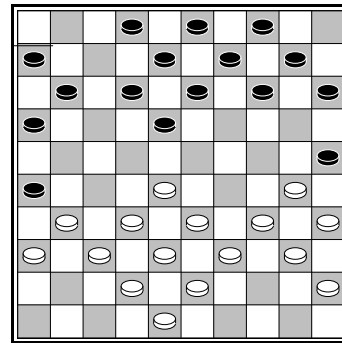

White's position is developed well. Pieces 46 / 41 and 50 / 44 are centralized. All pieces are active. Playing 28 – 23! 18 x 29 34 x 23 25 x 34 40 x 29 white can develop his position even more. By playing 45 – 40 / 40 – 34 and 34 – 30 white is building a strong attacking position, gaining space.
It's important to develop your position to get space to play.
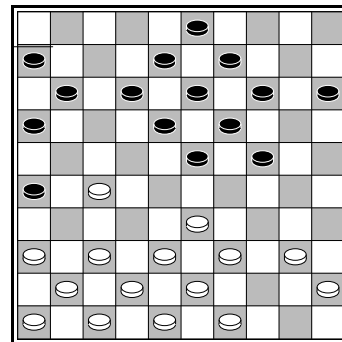
White's left wing is not yet developed. He can develop his wing by playing 37 – 31 26 x 37 41 x 32 followed by 46 – 41 and 41 – 37.

Strategic squares
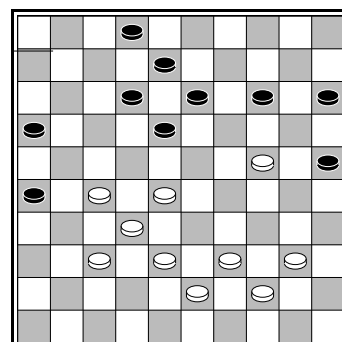
White possesses strategic squares 24, 27 and 28. Piece 24 is a very strong outpost keeping pieces 15 and 25 at the edge of the board. The piece is defended well against an attack. Piece 28 controls the centre and piece 27 controls the left wing. The formation 27 / 28 / 32 / 37 (a fork) is very strong. White has a winning position.

Weaknesses
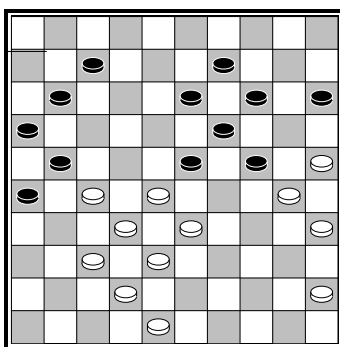
Black's position contains a couple of weaknesses. Piece 9 is dangling because black doesn't have the golden piece at 3. Piece 15 is also not active.
Black doesn't have active formations. His pieces are not working together well.
White exploits the weaknesses by playing 1.27 – 22! 15 – 20 (there is no other move) 2.45 – 40 and black is frozen out, because 7 – 12 or 23 – 29 is answered by 22 – 18 +.

Space
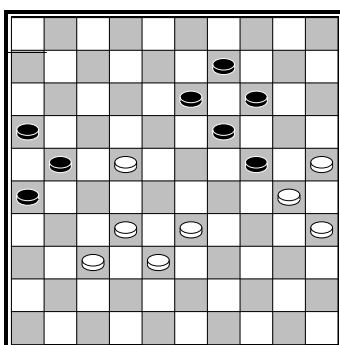
You need space to play. If you lack enough space you risk being frozen out. In this position black has no space to play at all. If white has to play he still has room to play: 32 – 28.

Tactics
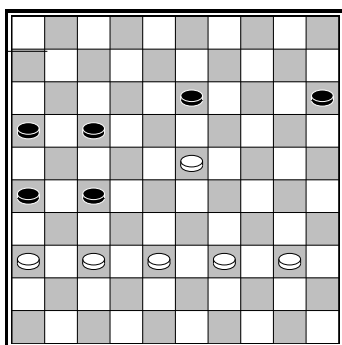
By tactics we mean combinations, forcings and sacrifices. Tactics is very important to be able to judge a position. Without looking at tactics you can't judge positions correctly. Tactics are needed performing positional plans.

We can only judge this position correctly when tactics are considered. It looks like white can't win: 40 – 34 17 – 21 37 – 32 26 – 31 34 – 29 13 – 19! 23 x 14 15 – 20 14 x 25 31 – 37 32 x 41 27 – 31 36 x 27 21 x 23 =.
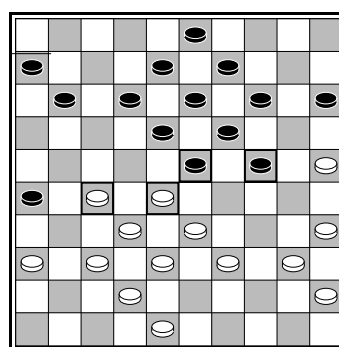But white can use a sacrifice to freeze black out.

1.40 – 34! 17 – 21
2.23 – 18!! 13 x 22
3.39 – 33

Black loses after 15 – 20 4.34 – 29 etc.
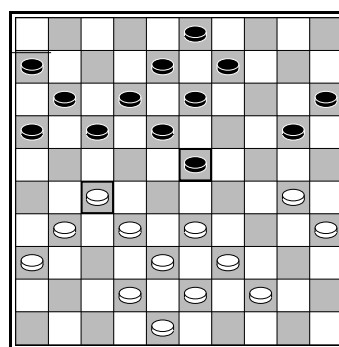
Types of positions

We can distinguish different types of positions. For example we can distinguish classical from modern positions.
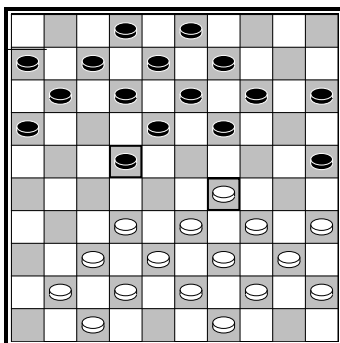
Closed classical position

White has squares 27 and 28 in possession. Black possesses squares 23 and 24.
In this case the position is called a closed classical position. Closed means that all 4 squares are occupied. If 3 or 2 of the squares are occupied the position is not closed, but still called a classical position, like in the next diagram.
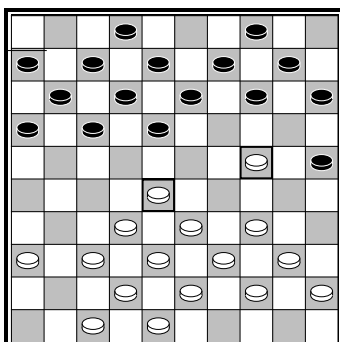
Classical position

Modern position

In this case white possesses square 29 while black has a piece at 22. A century ago people liked to play classical structures, but in modern times these type of positions are played more often.
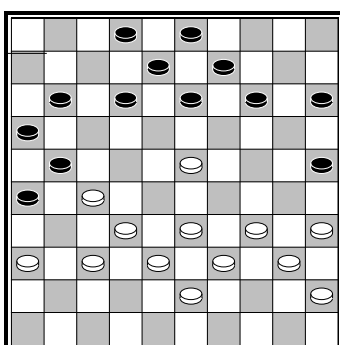
That's why this is called a *modern position*.

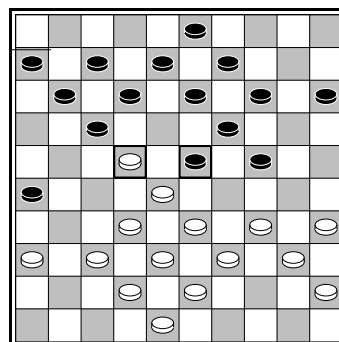If white plays 29 – 24 19 x 30 35 x 24 we get an attacking position.

Right Wing attack

If there is an outpost at 22, 23 or 24 the position is called an attacking position. In this case white has an outpost at 24, supported by a strong centre, this is called a right wing attack.

Centre attack

In this position white has an outpost at 23. This is called a centre attack.

Classical attack

The position is classical, but white has also an outpost at 22. This is called a classical attack.
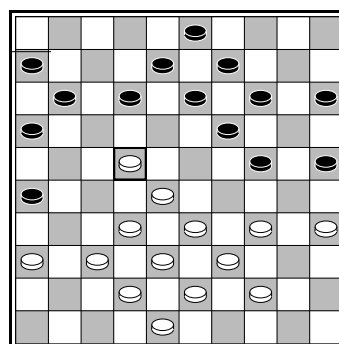
Highland attack

There is no piece at 23 in this position.

This type of position is called after Dutch world champion Herman Hoogland. It is the Hoogland attack or Highland attack.
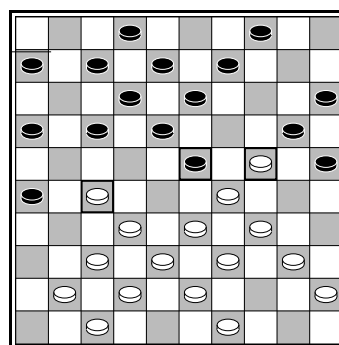
Roozenburg attack

This is a special kind of attack introduced by Dutch world champion Piet Roozenburg. White possesses squares 24 and 27, while black is in possession of central square 23.

You should understand by now that names of positions depend on pieces at the marked area.

The board can also be divided horizontally in three parts.
We distinguish between the left wing, the centre and the right wing.
It is important that your pieces are distributed equally over the wings. Otherwise you get weaknesses in your position.

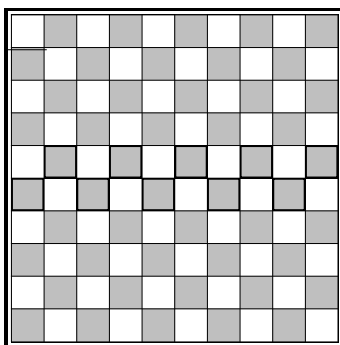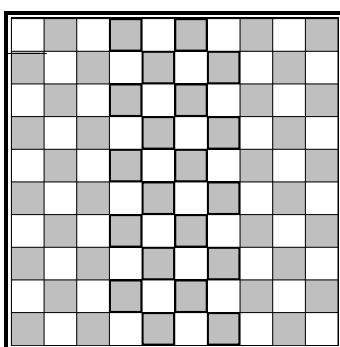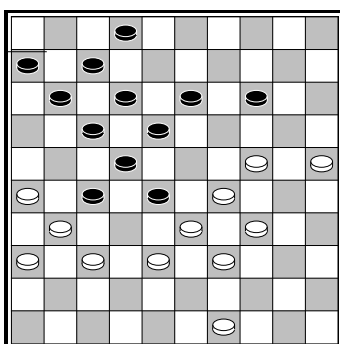Black has a right wing attack, but his pieces are not distributed equally. Black has a weakness at his left wing. There is only one piece defending there! White can take advantage of the weak wing. He sacrifices a piece in order to break through.

1.24 – 19! 14 x 23
2.25 – 20

Piece 20 is on its way to king. Black can play 17 – 21 26 x 19 23 x 25 but after 29 – 24 piece 24 can't be stopped.

Take care that if piece 6 is at 8 this method doesn't work. 24 – 19 14 x 23 25 – 20 would be answered by 28 – 32 37 x 14 13 x 15 now. Once again we see that without considering tactics we can't judge a position correctly.

> It is good to have your pieces distributed equally over the centre and wings.
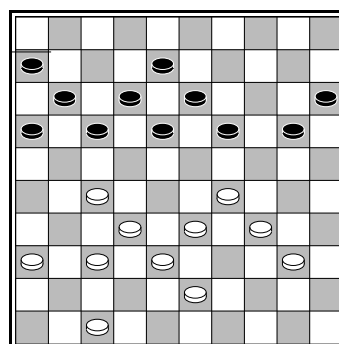
A. Chzihov – W. Borogan

You shouldn't interpret this rule to rigidly.
White's distribution of pieces (left wing, centre, right wing) is 4 – 5 – 2. Because black has the same 4 – 5 – 2 distribution it is a balanced position.
In the former position the white/black distribution was 5 – 6 – 1 versus 4 – 5 – 3, so no balanced position. In this case you have to watch for breaking through plans. White profits from the 3 versus 1 majority at the right wing, while black can't use his majority at the other wing.

31.47 – 42 19 – 23 32.37 – 31 20 – 25 33.40 – 35 15 – 20 34.33 – 28 17 – 22 35.28 x 17 11 x 22 36.35 – 30 13 – 19 37.31 – 26 22 x 31 38.36 x 27 20 – 24 39.29 x 20 25 x 14 40.38 – 33

White has an ideal 2 – 4 – 2 piece distribution, controlling both wings and the centre.

14 – 20 41.33 – 29 12 – 17 42.43 – 39 20 – 25 43.42 – 38 17 – 22 44.29 – 24 22 x 31 45.24 x 2 31 – 36 46.2 – 24 36 – 41 47.34 – 29 25 x 43 48.38 x 49 23 x 34 49.26 21 16 x 38 50.24 x 4 and black resigned without waiting for 34 – 40 51.4 – 22 40 – 45 52.22 – 50 etc. +

Exercise 1.1 – 1.8 How do you judge following
positions, white to move.

Do you prefer white or black and why?

White to move in every position
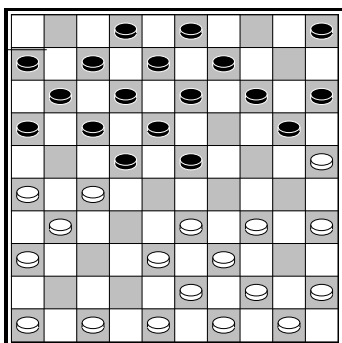
1.1

1.5

1.2

1.6

1.3

1.7

1.4

1.8

2. Formations

Formations are constructions of pieces working together. We give a few examples of well known constructions.
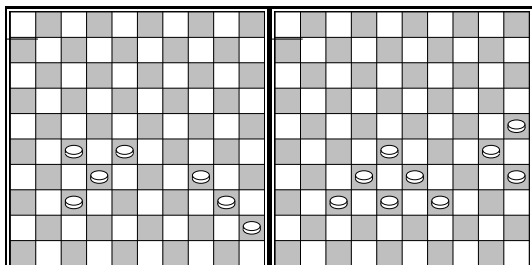
In the left diagram we see a fork (left) and a tail.
The right diagram shows a pyramid (left) and an arrow. A pyramid can be constructed at various places on the board.
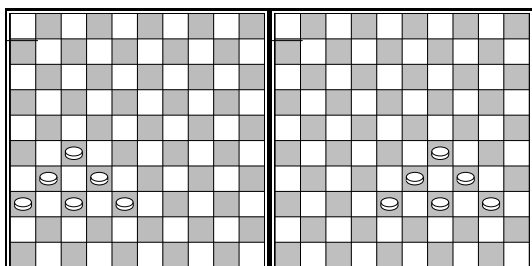
We see the left and the right pyramid.
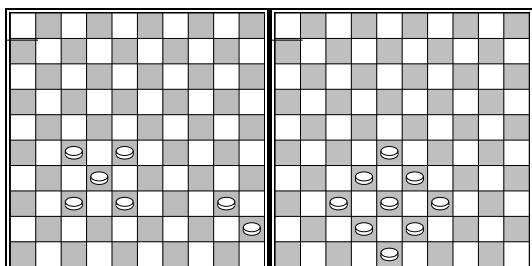
In the left diagram we see a cross and the famous Olympic formation. In the right diagram white has the very solid diamond in his centre.
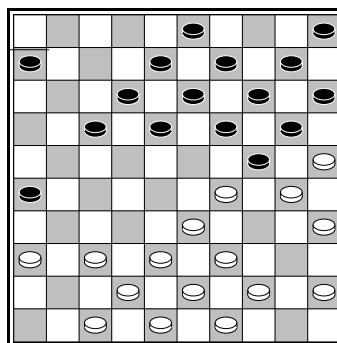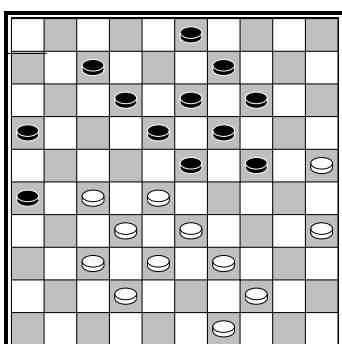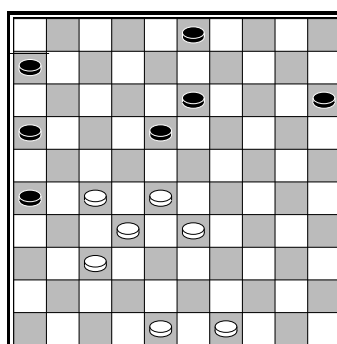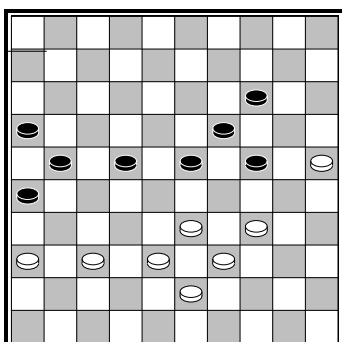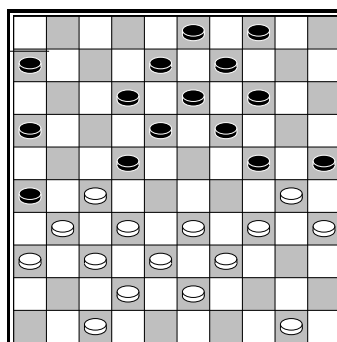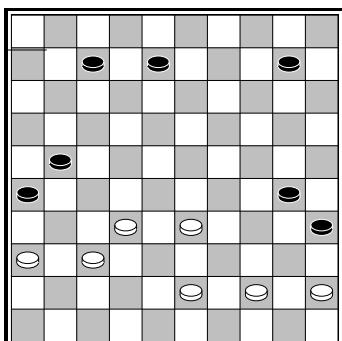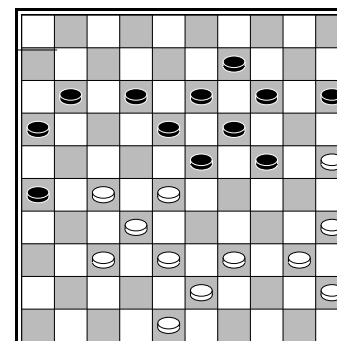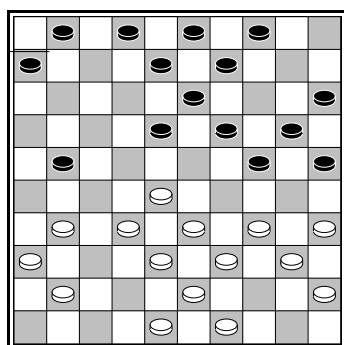

The move white (Shchegolev) is going to play is easy to predict. White closes the gap at 37 and takes care his pieces are working together optimally.

1.41 – 37!

All white's pieces are connected with each other.
Black has some gaps in his position and misses active formations.
White is threatening to play 28 – 23 19 x 28 32 x 12 8 x 17 34 – 30 25 x 34 39 x 8 2 x 13 W+1.
Black can't fly to the edge of the board 1… 24 – 30 2.35 x 24 19 x 30 because of the simple 3.28 – 23 18 x 29 4.33 x 35 W+1.
Black should close one of the gaps 12 or 14.
If black plays 1… 8 – 12 white creates a new weakness in black's position by attacking 2.31 – 26! Both after 2 – 8 26 x 17 12 x 21 and after 12 – 17 white wins a piece by 28 – 23 again.
If black plays 1… 9 – 14 white forces a win by 2.31 - 27 21 – 26 3.27 – 22 18 x 27 4.32 x 21 26 x 17 5.28 – 23 19 x 28 6.33 x 11 6 x 17 7.34 – 30 25 x 34 8.39 x 10 +.
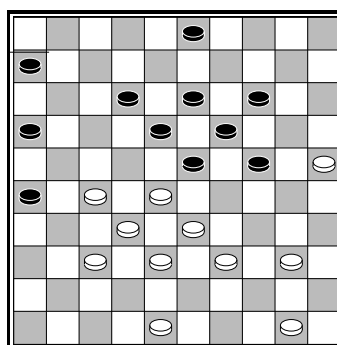
I. Kuperman

In this closed classical position white's and black's position are nearly symmetrical. The difference is that white (I. Kuperman) can build a strong formation to put pressure on black's position.

1.50 – 45!

The formation 40 / 45 is very important in classical positions. It is called the Olympic formation. White threatens to perform a coup Royal by 27 – 22! The only solution for black is closing square 9.

1… 3 – 9

Piece 9 is a weakness. It is a dangling piece and is not active. Now white transforms the

Olympic formation into a tail in order to put pressure on the strategic square 24.

2.39 – 34! 24 – 30

White threatened to play 34 – 29 +. Black fled to the edge of the board. Black loses control over the strategic square 24 now!

3.48 – 42

3.34 – 29 23 x 34 4.40 x 29 doesn't work because of 12 – 17 5.25 x 34 18 – 23 6.29 x 18 13 x 42 7.48 x 37 =.

3.... 30 x 39
4.33 x 44   6 – 11
5.44 – 39 11 – 17
6.39 – 34 17 – 21

White finishes the job with a combination.

7.27 – 22 18 x 27
8.25 – 20 14 x 25
9.34 – 30 25 x 34
10.40 x 7
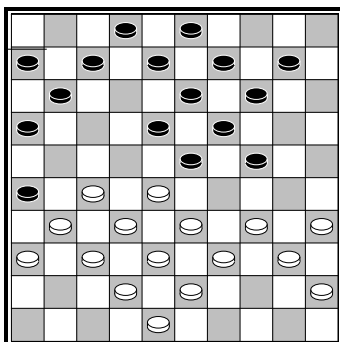
White's position is very compact. All pieces work together in formations. Black however has some gaps in his position, which is dangerous especially for tactical reasons. White can force a win by burdening black with another gap (at <14>).

1.34 – 29! 23 x 34
2.40 x 20 14 x 25
3.28 – 22!

White is threatening to take the 27 – 21 shot getting a king at square <1> or <5>.
Check that no reply helps.

Exercise 2.1 How does white win after 3… 19 – 23?
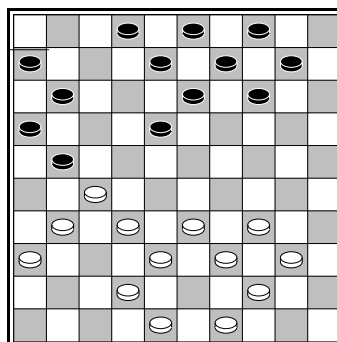
T. Sijbrands – C. Smith

Former world champion Ton Sijbrands from the Netherlands shows the power of having strong formations. White is going to build a pyramid aimed at the centre. The top of the pyramid is at square 29.

1.34 – 29! 14 – 19
2.40 – 34 10 – 14
3.44 – 40
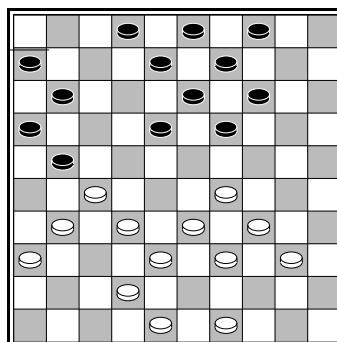
White controls the centre with the help of his formations. After 19 – 23 he would play 29 – 24 with an advantage, which is still there after the exchange 23 – 28.

3… 19 – 24
4.29 x 20 14 x 25

The pyramid is gone. Piece 29 has been exchanged. White plays consequently by building the pyramid once more!

5.34 – 29! 13 – 19
6.40 – 34   9 – 13
7.49 – 44 21 – 26
8.42 – 37   3 – 9
9.44 – 40
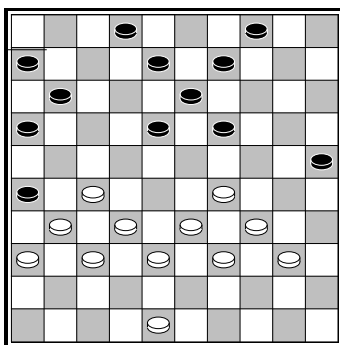
White has two pyramids now! He threatens to play 29 – 23 +. At 9… 8 – 12 he will probably continue 10.33 – 28! 9 – 14 11.39 – 33 2 – 8 12.48 – 43 4 – 10 (threatening 25 – 30 19 – 23)
13.29 – 23! 18 x 29 14.34 x 23 with centre attack.

9… 18 – 22
10.27 x 18 13 x 22
11.48 – 42!

Building a formation to be able to make the 31 – 27 exchange reconquering the strategic square 27.

11… 8 – 13

Black makes the formation 9 / 13, so that white can't play an immediate 31 – 27 x 27 because of 19 – 23 B+. That's why white attacks piece 22 first.

12.32 – 27! 11 – 17

Black can't play 12… 13 – 18 because of the pseudo sacrifice 29 – 23! 19 x 28 38 – 32! +.

13.27 x 18 13 x 22
14.38 – 32

White plays very precise. At 14.31 – 27? 22 x 31 15.36 x 27 the annoying 19 – 23! 16.29 x 18 17 – 22 follows.

14… 6 – 11
15.31 – 27 22 x 31
16.36 x 27

Now 19 – 23 29 x 18 17 – 22 isn't good any more for white goes to king playing 18 – 12 22 x 31 12 – 7.

16… 17 – 21
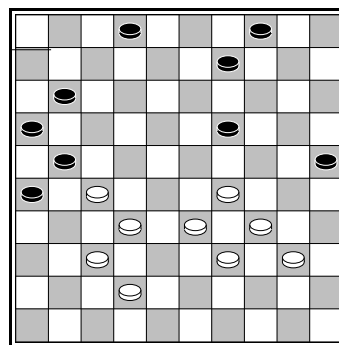
Black's pieces 11, 16, 21 and 26 are not active. The centre is dominated by white. With the next moves white takes square 24 in possession, getting a superior attacking position.

17.29 – 24! 19 x 30
18.40 – 35 9 – 13
19.35 x 24 13 – 18
20.42 – 38 11 – 17
21.33 – 28

White controls the strategic squares 27, 28 and 24. Black has no serious defence left.

21… 2 – 8
22.34 – 29 8 – 13
23.38 – 33
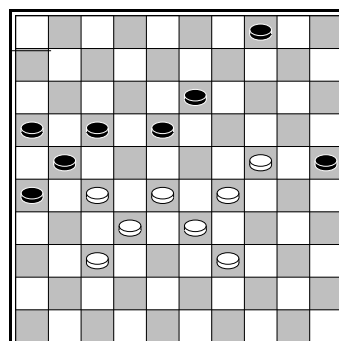
White has a strategically winning position.
Black can't play 4 – 9 because of the 24 – 19 & 28 – 22 shot.
After 23… 17 – 22 24.28 x 17 21 x 12 25.33 – 28 4 – 9 26.39 – 34 black has run out of sensible moves: At 9 – 14 both 27.34 – 30 and 27.28 – 23 will do the job.

It is good to build compact positions with a lot of formations.
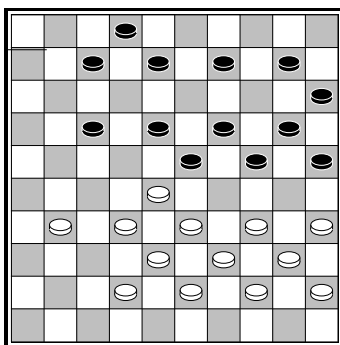
Exercise 2.2 What would you play (white to move)? Look at al the answers for black. Can you punish all moves tactically?
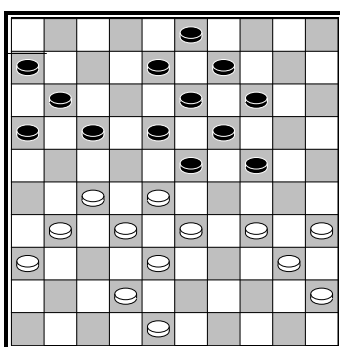
T. Sijbrands – E. de Jong

This position was one of the games during the world record simultaneous blindfold draughts in 2007. Sijbrands played 25 blindfold games at the same time. He won 21 games and drew 4 games.
Black was to move and played 17 – 22? 28 x 17 11 x 22.

Exercise 2.3
How did white win a piece after this big mistake?
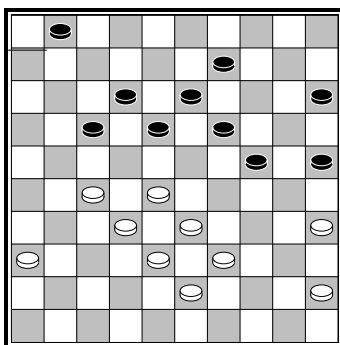
M. Fabre – A. Molimard

If black is to move in this position he would like to play 1 – 7 with strong tails 1 / 7 / 12 and 9 / 13 / 18. The 13 / 19 / 24 tail can open square 33 to perform a coup Philippe.
1… 1 – 7 however is prohibited by the king shot 28 – 23! 19 x 37 38 – 32 37 x 28 33 x 2 W+.
After 1… 15 – 20 piece 20 is dangling. The 13/19/24 tail is not active anymore.
We will show you a variation form a book about strategy of manifold world champion Iser Koeperman.

$$1… 15 – 20$$
$$2.45 – 40 1 – 7$$

Now this move is possible, because the king shot 28 – 23 19 x 37 38 – 32 37 x 28 33 x 2 is punished by 12 – 17 2 x 30 25 x 45 B+.

$$3.40 – 34 18 – 22$$
$$4.27 x 18 12 x 23$$

Black used his formations to remove the strong piece at 27. But white can get another piece over there.

$$5.36 – 31   7 – 11$$
$$6.31 – 27$$
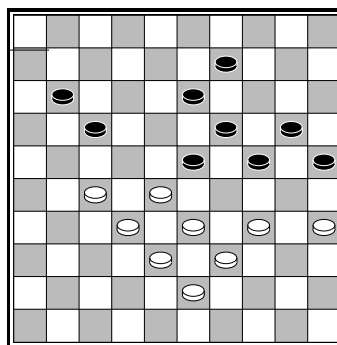
The most logical move for black is 6… 9 – 14 now, creating the 14 / 19 23 tail. When white plays the logical 7.27 – 22? 11 – 16! 8.22 x 11 16 x 7 he has a lost position.
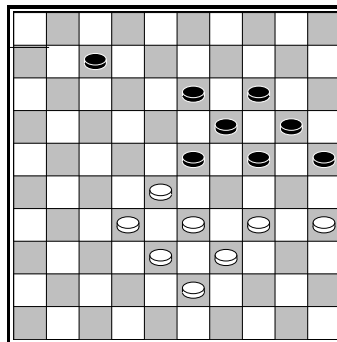
Due to the 14 / 19 / 23 tail white can't play 9.28 – 22 (23 – 29 +) and he can't use his own 43 / 39 / 30 tail: 9.34 – 30 25 x 34 10.39 x 30 is followed by 20 – 25! B+. Sacrificing 9.35 – 30 (Dussaut sacrifice) 24 x 35 10.33 – 29 doesn't work here: 13 – 18 11.28 – 22 18 x 27 12.32 x 21 23 – 28! (13.38 – 33 19 – 24) B+.

If black plays 6… 9 – 14 white has to take care we see. Still white can escape using all his formations!

Exercise 2.4 Look back at the diagram after **6.31 – 27**. How can white escape forcing a shot after **6… 9 – 14** ?

In the Koeperman book black plays 6… 11 – 16.
White will lose after 7.27 – 22 9 – 14! 8.22 x 11 16 x 7 as we have just seen.
Even the famous author of the book missed the opportunity for white to defend his position by using his formations!
We will show you the surprising defence, using a sacrifice to activate formations…

6…. 11 – 16
7.27 – 21!! 17 x 26
8.28 – 22!
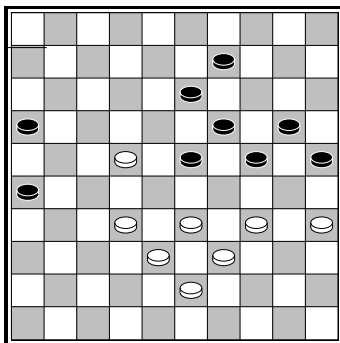
Suddenly the 43 / 38 / 32 tail is very active.
It prevents black from playing 16 – 21 and 26 – 31. Black should play 8… 9 – 14.

Exercise 2.5 What strong move does white play now?

Let's look at the Fabre – Molimard position again.
If white is to play things change dramatically.
Playing 1.36 – 31 or 1.45 – 40 allows black to play 1 – 7!

1.45 – 40 1 – 7!!
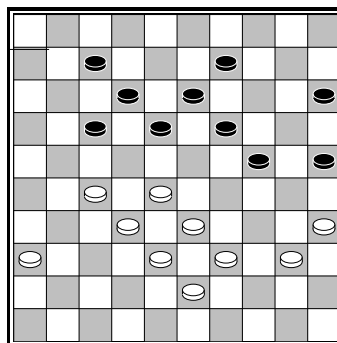
In this situation the king shot 28 – 23 19 x 37 38 – 32 37 x 28 33 x 2 fails due to 12 – 17 2 x 30 25 x 45 B+.
White has no sensible reply to the threatening coup Philippe 24 – 29 & 18 – 22.

2.40 - 34 25 – 30
3.34 x 25 24 – 29
4.33 x 24 19 x 30
5.25 x 34 18 – 22
6.27 x 18 13 x 44

In the next position from Ivanov – Dolfing (see diagram) black has strong formations. White has to defend his position.
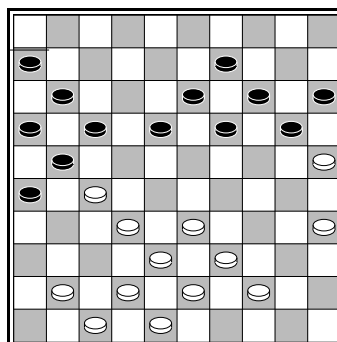
A. Ivanov – M. Dolfing

Exercise 2.6 Answer the following questions:
  A) How is 1.39 – 34 punished?

  B) If white plays 1.44 – 40? like in the game he breaks the 33 / 39 / 44 tail helping black's attack at 27. Show a logical variation after 1.44 – 40

  C) White's best move is 1.41 – 36! How does white defend himself after 1.41 – 36 26 – 31
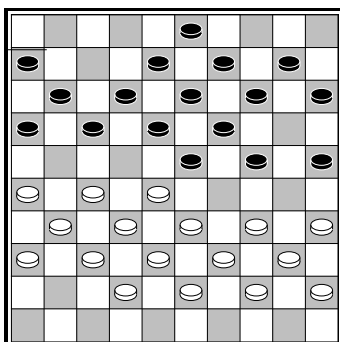
A. Gantwarg – J. Okken

White's position contains a lot of formations. He blows up the position by making a couple of changes, leaving his opponent with no good moves.

1.34 – 29! 23 x 34
2.40 x 20 15 x 24
3.27 – 21 16 x 27
4.31 x 22 18 x 27
5.32 x 21

White threatens to play 21 – 16 13 – 18* 16 x 7 12 x 1 28 – 23 +.
The remaining moves are:
1) 5… 17 – 22 6.28 x 17 11 x 22 7.33 – 29 24 x 33 8.39 x 17 +
2) 5… 11 – 16 6.37 – 31 16 x 27 7.31 x 11 6 x 17 8.28 – 23 19 x 28 9.33 x 11 +
3) 5… 24 – 30 6.35 x 24 19 x 30 6.21 – 16 13 – 18 7.16 x 7 12 x 1 8.28 – 23 18 x 29 9.33 x 35 +

> Having positions with many formations gives you a good chance for making shots.
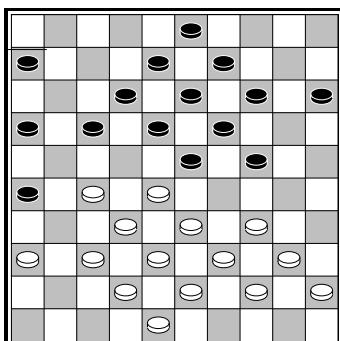
White uses many formations to make an Atom Bomb shot.

1.34 – 29 23 x 34
2.40 x 20 15 x 24

3.27 – 22 18 x 27
4.32 x 21 16 x 27
5.37 – 31 26 x 37
6.42 x 11 6 x 17
7.28 – 23 19 x 28
8.33 x 11
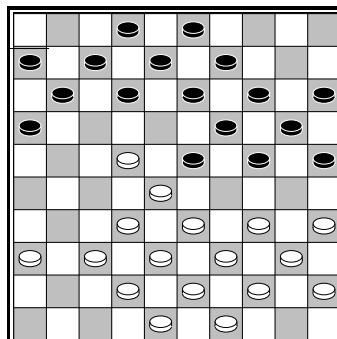
Many formations allow white to take a pingpong shot.

1.22 – 17 11 x 22

After 1… 12 x 21 2.34 – 30 etc. W+1.

2.28 x 17 12 x 21
3.34 – 30 25 x 34
4.40 x 18 13 x 22
5.33 – 29 24 x 33
6.39 x 26
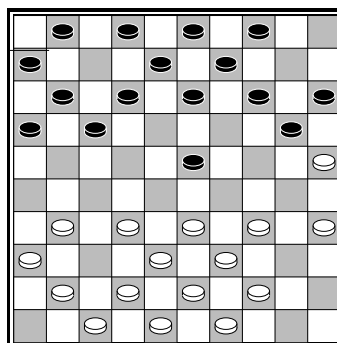
R. Wijnker – J. Cremers

White just played the dangerous 37 – 32 move, creating gaps. Black used his formations taking a kingshot.

14… 23 – 29!
15.34 x 23 12 – 18
16.23 x 21 16 x 27
17.31 x 22 14 – 19
18.25 x 23 13 – 18
19.23 x 12 8 x 46

You can practice some combinational patterns in exercises **2.7 – 2.22**.
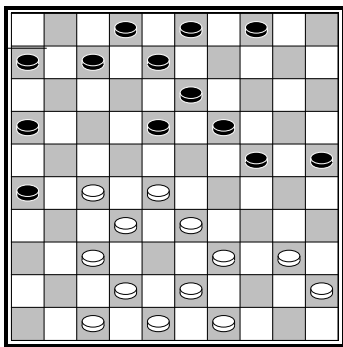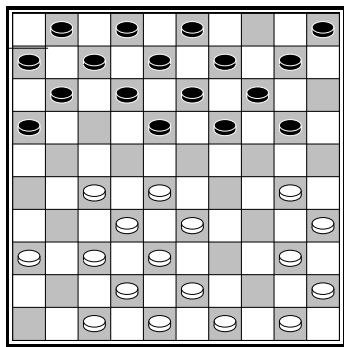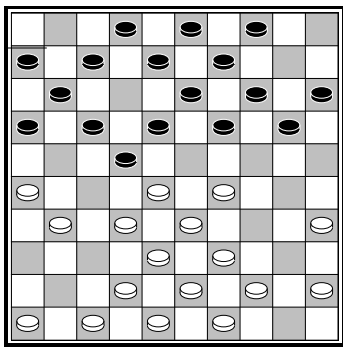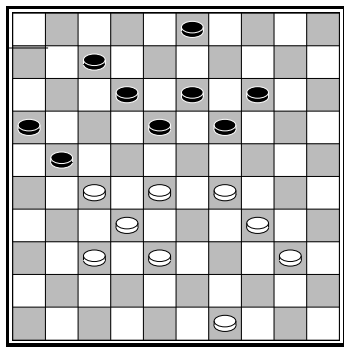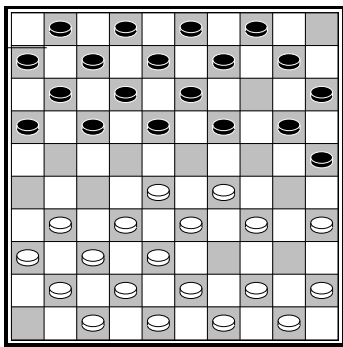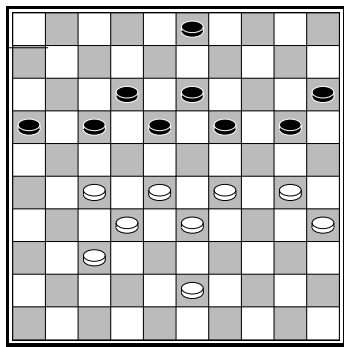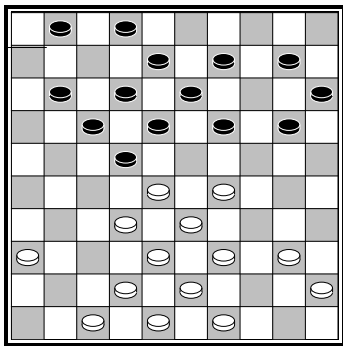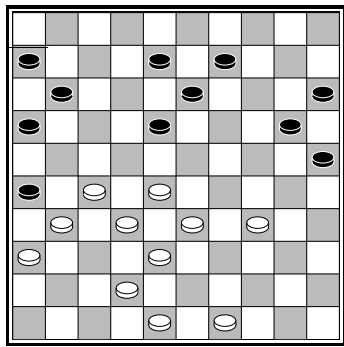
2.7

2.11

2.8

2.12

2.9

2.13

2.10

2.14

2.15

2.16

2.17

2.18

2.19

2.20

2.21
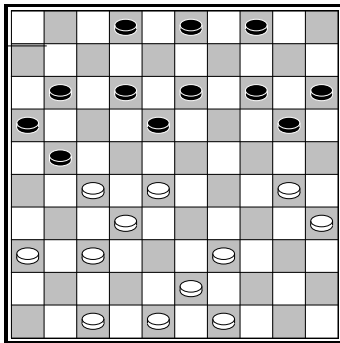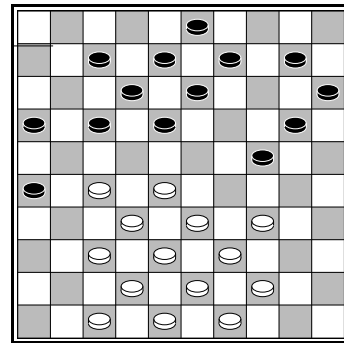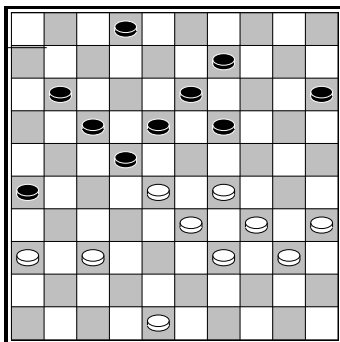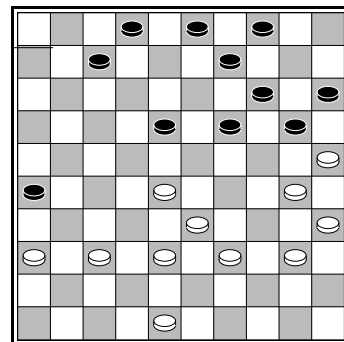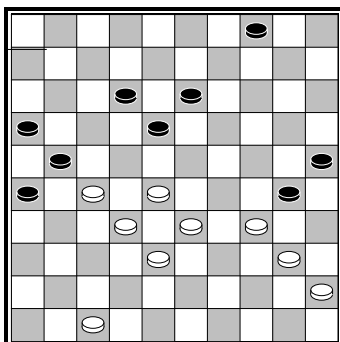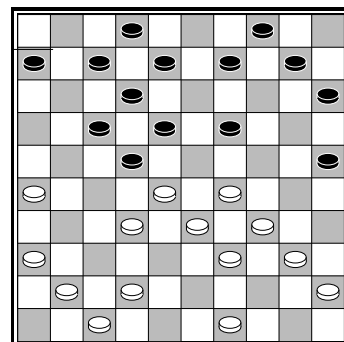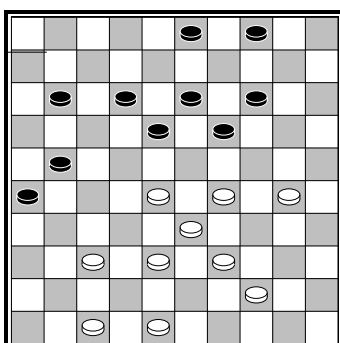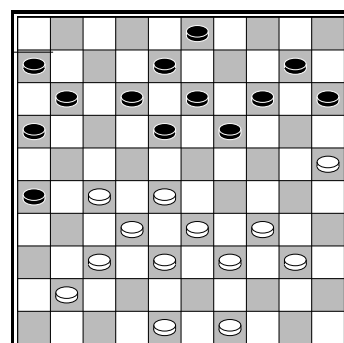
2.22

3. Locks

If there is a lock at the board you have to judge whether this lock is economic or not.

> A lock is called *economic* if the number of pieces locked exceeds the number of pieces involved in the lock.
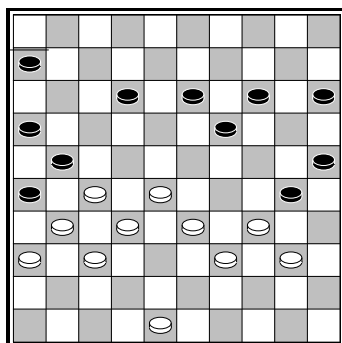
A. Gantwarg – W. Virny

White's pieces 27 / 31 / 32 / 36 / 37 are arrow-locked (see lesson 27 and 31 of part I). The lock consist of 3 pieces: 16 / 21 / 26. However, we should also consider piece 6, which is not active.
So, 4 pieces are engaged in locking 5 pieces. The lock is thus economic.
Black is active at the other side of the board. This is of major importance to be able to take advantage from the arrow lock.

41.48 – 42 30 – 35
42.34 – 29 35 x 44
43.39 x 50 14 – 20
44.29 – 23

The position after 44.42 – 38 20 – 24! 45.29 x 20 15 x 24 46.50 – 44 25 – 30 also looks very dangerous, although this would have been a better choice for white.

6 – 11
45.23 x 14 20 x 9
46.33 – 29 15 – 20
47.42 – 38 20 – 24!
48.29 x 20 25 x 14

The less pieces remain at the board the clearer becomes the strength of the lock.

49.38 – 33 14 – 19
50.50 – 44 12 – 18
51.44 – 39 19 – 24
52.28 – 22 18 – 23

53.39 – 34 13 – 19
54.22 – 17

54.33 – 28 9 – 13 is terrible, so in despair white sacrifices a piece.

54… 21 x 12
55.27 – 22 11 – 17
56.22 x 11 16 x 7
57.31 – 27 9 – 13
58.33 – 28 12 – 18
59.36 – 31 7 – 11
60.28 – 22 24 – 30

White resigned.
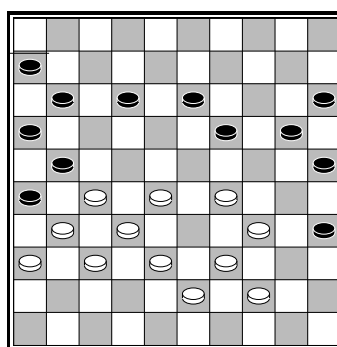
Ph. Ham – M. Raichenbach

In this case 5 pieces are engaged in the lock: 6 / 11 / 16 / 21 / 26. Since 5 pieces are locking 5 the lock is not economic. Because white controls the centre the position is better for white!

38.38 – 33 19 – 24?

Black should have played 38… 12 – 18 39.43 - 38 20 – 24 40.29 x 20 25 x 14 25.27 – 22 18 x 27 26.31 x 22. White has escaped from the lock and has a better position with a compact construction, controlling the centre.

39.28 – 22!!

A tactical blow! White threatens to play 22 – 17, while 12 – 18 is punished by the 34 – 30 33 – 29 39 x 8 shot.
39… 11 – 17 40.22 x 11 6 x 17 is answered by 41.33 – 28! 24 x 22 42.27 x 9 +.
Because 39… 12 – 17 40.22 – 18 13 x 22 41.27 x 18 is terrible too, black sacrificed a piece and lost.
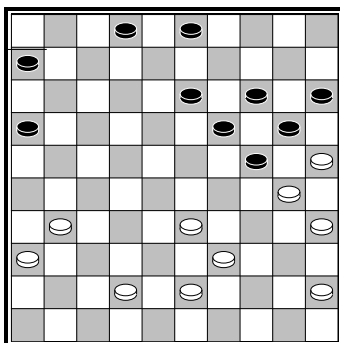
R. Sloot – N. de la Fonteyne

White has an arrow lock with 1 inactive piece at 45. Black also has another problem. His pieces at the other wing are far behind. These pieces are not developed well. This helps white to take advantage of the lock. White has a very promising position.

36.33 – 28! 13 – 18
37.31 – 27?

A mistake, which equalizes the position. White should have eliminated the central piece 18 getting an extremely strong outpost himself:
37.28 – 22! 18 x 27 38.31 x 22
The piece at 22 pierces into black's position.
38… 6 – 11 39.22 – 18! 11 – 17 40.39 – 33
White can already win a piece by 18 – 13, but he can play on with the idea of building the 28 / 32 / 37 tail with horrible threats.
Another possibility is 36… 3 – 8 37. 22 – 18 8 – 12 38.18 x 7 2 x 11 39.39 – 33 11 – 17 40.33 – 28 and 28 – 23 at the next move.

37… 18 – 23
38.28 – 22 6 – 11
39.43 – 38 2 – 8
40.42 – 37 8 – 12

The 16 – 21 8 – 12 shot doesn't work due to the majority capture 24 x 31.
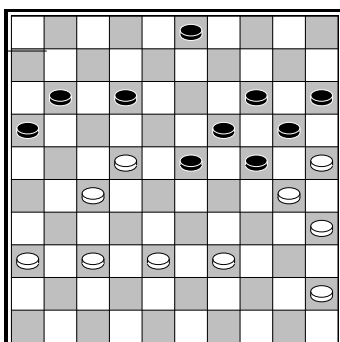
White forgot the tactical part of the position. He should have played 41.45 – 40! 12 – 17! 42.38 – 33 17 x 28 43.33 x 22 23 – 29! 44.39 – 34 29 – 33 45.34 – 29!
Removing the strong outpost at 33.
45… 33 – 38 46.37 – 32 24 x 33 47.32 x 43 with probably a draw.

41… 16 – 21!
42.27 x 29 24 x 44
43.45 – 40??

Creating a huge weakness at 45. Now the king can attack white's pieces from behind. 43.22 – 18 would still give white chances to draw.

43… 44 – 50
44.22 – 18 50 – 45

After a few more moves white resigned.
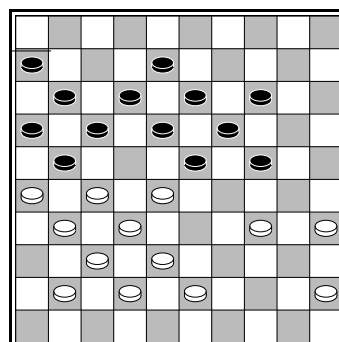
R. Serf – L. King

White is locking more than 5 pieces. Except the pieces in the right wing lock 6 / 11 / 16 / 17 / 21 pieces 8 / 12 / 13 / 18 / 19 / 23 / 24 can't play either.
Playing 23 – 29 34 x 23 18 x 29 is not possible because of 28 – 22 17 x 28 32 x 34 21 x 32 38 x 27 W+1. We see that piece 41 is positioned well, it is more active than at 36.
Because of the piece at 12 black can never escape from the lock with 17 – 22. If piece 12 would be at 9 for example black could escape from the lock by 17 – 22.
Black has only 2 pieces left to play with: pieces 14 and 24. White's task is to take under control the right wing. He can do this in a special way.

1.45 – 40!

This move looks ugly, creating a dangling piece at 40, but white has calculated that he can freeze black's position out using a sacrifice. 1.34 – 30 won't give the same result, for after 24 – 29! 2.30 – 25 black frees himself playing 14 – 20. 1.34 – 30 24 – 29 2.45 – 40 is

answered by 29 – 33! 3.28 x 39 23 – 28 4.32 x 23 19 x 28 5.30 – 25 21 x 32 6.38 x 27 28 – 33 7.39 x 28 17 – 21 8.26 x 17 12 x 23 =.

1… 14 – 20

1… 24 – 29 is best met by 2.35 – 30! 14 – 20 3.30 – 25 20 – 24 4.40 – 35 29 x 40 5.35 x 44 +.

2.34 – 30 20 – 25
3.40 – 34 24 – 29
4.43 – 39!! 29 x 40
5.35 x 44 25 x 43
6.38 x 49

White will be winning after 6… 23 – 29 7.28 – 22 17 x 28 8.32 x 14 etc.
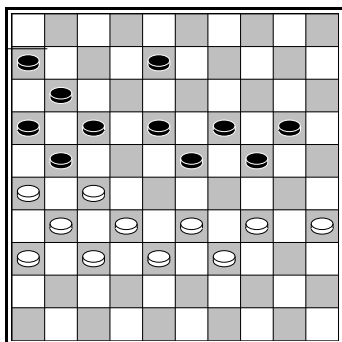
A. Krasnova – M. Nogovitsyna

It appears that white is locking 5 pieces using 6 pieces herself. But black's pieces 8 / 18 / 19 / 23 are not so active, while the pieces locking black's right wing are still making an active formation. In the game 27 – 22 was played, breaking the lock. But white had a much better plan.

1.34 – 30!

Not good is 1.33 – 28 because of 18 – 22 2.27 x 29 24 x 44 3.28 – 22 17 x 28 4.32 x 25 44 – 49 5.26 x 17 49 x 45 B+.

1… 20 – 25
2.39 – 34 8 – 13

It appears as if black has no problems at all: 3.33 – 28 24 – 29! 4.30 – 24 19 x 39 5.28 x 8 18 – 22! 6.27 x 18 21 – 27 7.32 x 12 16 – 21 8.26 x 17 11 x 2 B+.
But white has a big surprise for his opponent.

3.33 – 29!! 24 x 42
4.37 x 48

All black's pieces are blocked now.
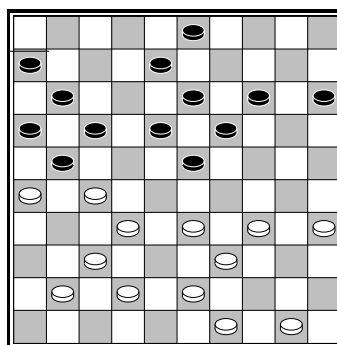
K. van Amerongen – A. Ketelaars

White uses 5 pieces to lock up black's right wing and making the centre inactive. This is an economic lock. Five pieces are locking more than five pieces. If piece 3 was at 12 33 – 28 would be fine. In the game position there is no weak piece at 12.
White can't go to the centre now: 29.33 – 28? 17 – 22! 30.28x 17 11 x 31 31.26 x 17 31 – 36 B+.

White's plan is to take control at his right wing. If he succeeds in controlling the right wing black will freeze out.

29.35 – 30! 15 – 20?

The best defence is 29… 14 – 20. At 30.30 – 25 black can play 23 – 29! 31.25 x 12 29 x 36. 29… 14 – 20 30.37 – 31 20 – 24 31.30 – 25 still favours white, but black hasn't lost control over square 24 yet.

30.33 – 29! 3 – 9
31.39 – 33!

31.30 – 25? allows 8 – 12! threatening 23 – 28 32 x 23 21 x 32 37 x 28 18 – 22! 39 – 33 20 – 24! 29 x 20 17 - 21 26 x 8 13 x 2 28 x 17 19 x 46 B+.
White can't parry the threat by 32.39 – 33 because of 20 – 24! 33.29x20 23 – 29 B+.
After the played 31.39 – 33 8 – 12 fails: 32.43 – 38 Now piece 8 is dangling.
20 – 24 33.29 x 20 14 x 25 34.33 – 29 9 – 14 35.38 – 33 14 – 20 36.50 – 44 20 – 24 37.29 x 20 25 x 14 38.44 – 40 14 – 20 39.33 – 29 20 – 25 40.40 – 35 and black is frozen out completely.
31… 18 – 22 32.29 x 18 22 x 31 33.41 – 36 13 x 22 34.36 x 18 8 – 13 35.43 – 38 13 x 22 36.33 – 28 22 x 33 37.38 x 29 doesn't solve black's problems, he is still locked: 9 – 13 38.49 – 43! Reinforcing white's left wing.

13 – 18 50.43 – 38 18 – 22 51.50 – 44 (or 29 – 23) 22 – 27 52.29 – 23 19 x 28 53.32 x 23 27 – 31 54.38 – 32! and black is frozen out.

31… 20 – 24
32.29 x 20 14 x 25
33.50 – 45 9 – 14
34.45 – 40
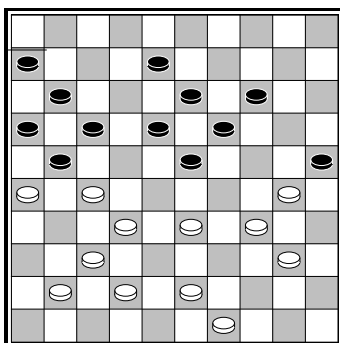
34… 14 – 20
35.40 – 35 20 – 24
36.43 – 38

36… 8 – 12 37.33 – 29 24 x 33 38.38 x 29 is horrible for black, so he tried 34… 23 – 29 35.34 x 3 25 x 45 36.3 x 25 Black still can't go to king and lost after a few moves.
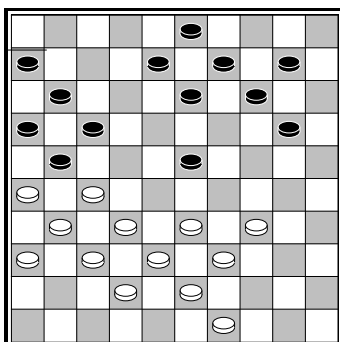
T. Sijbrands – N. Samb

White needs six pieces to lock up five pieces of black. But the formation locking the wing, is still active and can be used for many tactical options.

27… 20 – 24
28.27 – 22! 17 x 28
29.26 x 17 11 x 22
30.32 – 27!

White wins a piece, for 30... 13 – 18 is punished by 31.31 – 26! 22 x31 32.33 x 15 W+. Black surrendered.
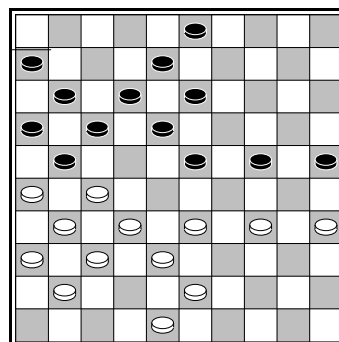
H. Meijer – B. Bies

The lock is not economic. Seven pieces are needed to lock the wing.
Moreover: white doesn't control the other wing. Black has chances too in such a case.

31.33 – 28 24 – 29
32.28 x 19 29 x 40
33.35 x 44 13 x 24
34.43 – 39?

Much too slow! White should have hurried towards the centre: 34.38 – 33 18 – 23 35.33 – 28! with equality.

34… 18 – 23 35.38 – 33
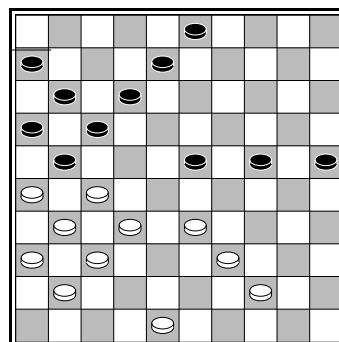
35… 23 – 29!

The right-wing lock makes many tactical ideas possible.
Now white can't play 36.44 – 40?

36.33 – 28 24 – 30

37.28 – 22 leads to self-destruction now!
Still white could have escaped using his own tactical possibilities: 37.27 – 22!! after which 21 – 27 is punished by a king shot to square 2, while 37… 8 – 13 allows 38.32 – 27!! 21 x 23 39.44 – 40 17 x 28 40.26 – 21 16 x 27 41.31 x 35 =.

37.48 – 43? 3 – 9

White can't stop a breakthrough anymore.

$$38.43 – 38\ \ 29 – 34$$
$$39.39 – 33\ \ 9\ – 13$$
$$40.28 – 23\ \ 30 – 35$$
$$41.44 – 39\ \ 34\ x\ 43$$
$$42.38\ x\ 49\ \ 35 – 40$$

Black won the game after a few moves.
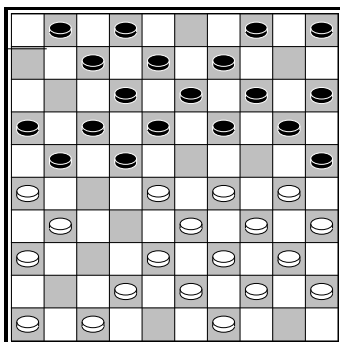
T. Sijbrands – N. Kuijvenhoven

White is forcing a right wing lock by making an exchange.

$$14.28 – 23!\ \ 19\ x\ 28$$
$$15.29 – 24\ \ 20\ x\ 29$$
$$16.34\ x\ 32\ \ 25\ x\ 34$$
$$17.39\ x\ 30$$

Black can't play 21 – 27 x 27 because of 33 – 28 +, so he can't prevent white from taking the right wing lock by 31 – 27 x 27.

$$17…\ 13 – 19$$
$$18.46 – 41\ \ 9 – 13$$
$$19.41 – 37\ \ 4 –\ \ 9$$

White is not in a hurry to play 31 – 27 x27. He first develops piece 46, closing the gap at 37.

$$20.30 – 25\ \ 7\ – 11$$
$$21.31 – 27\ \ 22\ x\ 31$$
$$22.36\ x\ 27\ \ 2\ –\ 7$$
$$23.44 – 39$$
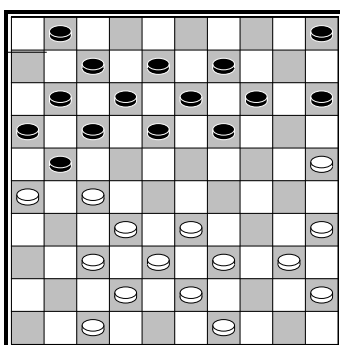
All white's gaps are closed again and his pieces work together well. Black however has a huge weakness in his position. Base pieces at <2 / 3 / 4> are missing.

We show a variation in which black tries to escape from the lock:

23… 1 – 6 24.40 – 34 18 – 22 25.27 x 18 12 x 23 26.34 – 30 23 – 28 27.33 x 22 17 x 28 28.32 x 23 19 x 28 29.26 x 17 11 x 22 30.30 – 24!

Black's outpost at 28 is not defended well, because black lacks a base piece at 2. He will miss the 2 / 8 / 13 tail as you'll see.

30… 7 – 12 31.45 – 40 6 – 11 32.40 – 34 11 – 17 33.38 – 33 16 – 21 34.34 – 29 21 – 26 35.42 – 38

35.43 – 38? 17 – 21 35.38 – 32 isn't good because of 26 – 31! B+.

and 38 – 32 at the next move W+1.

$$23…\ 18 – 22$$
$$24.27\ x\ 18\ \ 12\ x\ 23$$
$$25.33 – 29\ \ 23\ x\ 34$$
$$26.40\ x\ 29$$

At left there is a lock, so white takes under control the other flank.

$$26…\ 7 – 12$$
$$27.38 – 33$$

Not allowing black to play 21 – 27 x 27.

$$27…\ 12 – 18$$
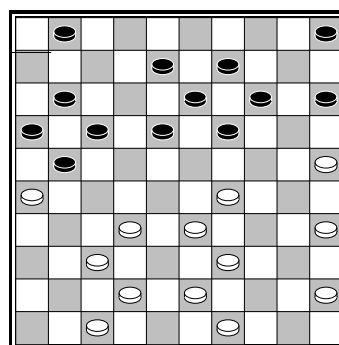
Black's position is a mess. He is locked and the other wing looks ugly with no golden piece and a non-active piece at 5. The gap at <12> is awkward too. White could play 29 – 24 x 24 now because 14 – 19 is punished by 25 – 20 43 – 38 39 – 34 32 x 14, but white's approach is even more efficient.

$$28.45 – 40!\ \ 19 – 23$$

28.. 19 – 24 29.29 x 20 15 x 24 30.40 – 34 5 – 10 31.34 – 29! 10 – 15 32.29 x 20 15 x 24 33.39 – 34 18 – 23 34.47 – 41! 14 – 19

At 13 − 19 white doesn't play 32 − 28 at once, because of 17 -22! followed by 9 − 13 and 24 − 30 B+, but plays 35.43 − 39 first, followed by 32 − 28 x 28.

35.32 − 27! 21 x 32 36.37 x 28 23 x 32 37.34 − 29 A nice pseudo-sacrifice to attack piece 24 followed by a breakthrough.

29.40 − 34 1 − 7

White forces a quick win using his formations now.

30.47 − 41! 5 − 10
31.29 − 24!

There is nothing black can do about the 24 − 19 32 − 27 threat.
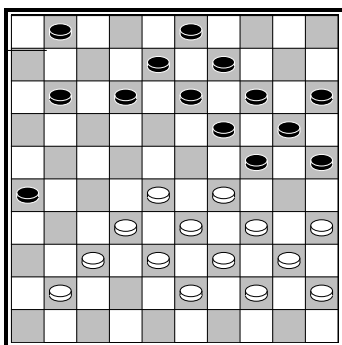
A. Georgiev − T. Sijbrands

Black has fork-locked his opponent (see lesson 29 of part I). Usually fork-locks are economic, but this is only part of the story. How to consider this situation with black to move? Black needs six pieces 14 / 15 / 19 / 20 / 24 / 25 in order to lock eight pieces 29 / 33 / 34 / 35 / 39 / 40 / 44 / 45. If there as a piece at 4 we should also count it as part of the lock, but black has developed this piece. How to judge the situation depends on the control over the other wing. Black can take care white doesn't get control over strategic square 27. Black also has enough formations to take more control over the left wing.
Another good thing is that white can't escape from the lock. In a fork-lock there are many possibilities to escape from the lock, but not here. With no piece at 19 for example, white could change 34 − 30 25 x 23 28 x 30, but black has blocked this square to prevent escapes like this.
White has few waiting moves left. These are the reasons why he can be frozen out successfully.

30… 12 − 18!

White can't go to square 27 now.
31.28 − 23 19 x 28 32.32 x 12 8 x 17 33.38 − 32 17 − 21! isn't good for white either, although he can escape from the lock by 34.34 − 30 25 x 23 35.32 − 27 21 x 32 36.37 x 30 but the move 26 − 31 will give black a breakthrough.
Black also could have played 30… 1 − 6 for white can't play 31.32 − 27 because of the 19 − 23! 6 − 11 8 − 12 13 x 42 24 − 30 20 x 49 kingshot. 30… 1 − 6 31.41 − 36 12 − 18! would then lead to the game position.

31.41 − 36 1 − 6

Changing 32.28 − 23 19 x 28 33.32 x 12 8 x 17 will only make the fork-lock stronger: 34.38 − 32 14 − 19!

1) 35.32 − 28 17 − 22! 36.28 x 17 11 x 22
Black is threatening 19 − 23 & 24 − 30. White can't escape from the lock by 37.33 − 28 24 x 33! 38.28 x 17 20 − 24! 39.39 x 28 24 − 30 40.35 x 24 19 x 50 +. At 37.43 − 38 of course there is 22 − 28 +. White can take a desperate shot by 37.29 − 23 19 x 28 38.34 − 30 25 x 34 39.39 x 8 28 x 50 40.8 − 2 but 50 − 28 results in a lost endgame.

2) 35.43 − 38 19 − 23! 36.29 x 18 13 x 22
Lacking pieces 42 and 43 weaken white's position. He is in big trouble, for example: 37.34 − 29 9 − 13 38.32 − 28 17 − 21 39.28 x 17 21 x 12 40.38 − 32 11 − 17 41.32 − 28 17 − 21 42.36 − 31 21 − 27!! 43.31 x 22 13 − 18 44.22 x 13 3 − 8 45.13 x 2 12 − 18 46.2 x 30 25 x 41 B+.

Now black has got his Olympic formation 31.37 − 31 26 x 37 32.32 x 41 can be met by 18 − 22! 33.28 x 17 11 x 22 and white has no good move left.

32.36 − 31 11 − 16
33.32 − 27 6 − 11
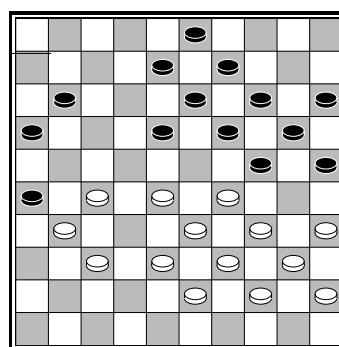
White's position is lost.
1) 34.38 − 32 8 − 12

1.1) 35.28 – 23 19 x 28 36.32 x 23 16 – 21!! 37.27 x 7 12 x 1 38.23 x 12 25 – 30 39.34 x 25 14 – 19 40.25 x 23 13 – 18 41.29 x 20 18 x 49 and after this nice shot white should surrender.

1.2) 35.43 – 38 3 – 8 36.28 – 23 19 x 28 37.32 x 23 11 – 17 38.38 – 32 17 – 21 (or also the special 13 – 19!! 39.32 – 28* 9 – 13 etc.) B+

2) 34.28 – 22 18 – 23! (11 – 17 and 8 – 12 fail due to a combination!) 35.29 x 18 24 – 29 36.34 x 23 19 x 17 37.40 – 34 (37.38 – 32 is not possible!) 13 x 22 38.27 x 18 8 – 13 etc. B+
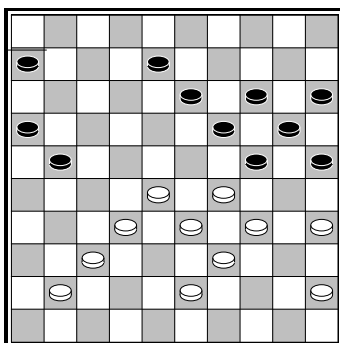
T. Sijbrands – A. Gantwarg

Six pieces of black are locking only six pieces of white in this position. The fork-lock isn't good here because black doesn't have control at the other wing!
White controls both centre square 28 as the other strategic square 27. White's centre is too strong and black flees to the edge of the board in a few moves.

34.37 – 31! 6 – 11
35.41 – 37 8 – 12
36.43 – 38 21 – 26
37.31 – 27

37… 11 – 17 is answered by 38.27 – 21! 16 x 27 39.32 x 21 24 – 30 (13 – 18 40.21 – 16 +) 40.35 x 24 19 x 30 41.21 – 16 (threatening a breakthrough 28 – 22 x 22) 12 – 18 42.45 – 40! 18 – 22 43.16 – 11 17 x 6 44.28 x 17 with a winning position for white.

37… 24 – 30
38.35 x 24 19 x 30
39.45 – 40 11 – 17

39… 30 – 35 is met by 40.27 – 22! 35 x 44 41.39 x 50 with the simultaneous threat of 22 – 18 and 34 – 30.

40.28 – 23! 30 – 35
41.32 – 28 35 x 44

42.39 x 50 17 – 21
43.27 – 22 12 – 17
44.22 x 11 16 x 7
45.28 – 22 14 – 19
46.23 x 14 20 x 9
47.29 – 24?

Stronger was 47.29 – 23 after which the attack is decisive. In the game black missed the best defence and lost the game.

> To be able to judge a locking position correctly you have to consider who controls the other wing!
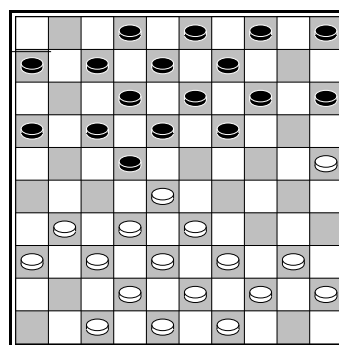
White can put his opponent in a chain-lock playing

1.32 – 27

Seven pieces are locked: 6 / 7 / 12 / 16 / 17 / 18 / 22. The chain consists of pieces 27 / 28 / 31/ 33 / 36. But this is a superficial way to look at the position. We see that piece 47 is not active in the lock. If we would move piece 47 to 34 it would be more active.
If piece 5 would be at 11 the lock would be even stronger of course! White is locking more pieces in that case.
Usually when being chain-locked you will have to try to break the chain. Black wants to remove piece 23. He can do this in two ways, of which only one is correct.

1… 4 – 10!

Usually it makes sense to play the more central 5 – 10. But after 2.37 – 32 black can't change 19 – 23 3.28 x 19 14 x 23 because of 4.25 – 20! 15 x 24 5.33 – 28 22 x 33 6.39 x 30 W+1.
If black plays 1… 5 – 10 2.37 – 32 19 – 24 he will not escape from the lock and gets an inferior position.

2.37 – 32 15 – 20
3.40 – 34 19 – 23
4.28 x 19 14 x 23
5.25 x 14 10 x 19

Black broke the chain resulting in an equal position.
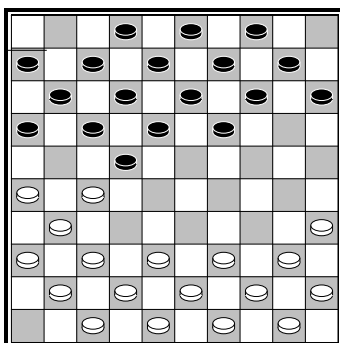
White has fork-locked his opponent. If he must choose between playing 39 – 33 and 38 – 33 what is the best move?

The natural move is 38 – 33 because at the left wing there is a lock. So black needs to control the other wing. This means he should strengthen the right wing and play to the right.

White should play his pieces away from the lock. 38 – 33 is the natural move. The sequence of moves 38 – 33 42 – 38 47 – 42 is logical, developing piece 47. Pieces 42 and 38 are positioned well. Later white probably closes square 32 playing 37 – 32 and 41 – 37 like in the Geogiev – Sijbrands game.

> The law of the lock tells that you should move your pieces in the opposite direction from the lock.
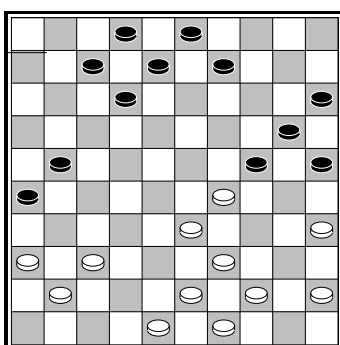
Exercise 3.1 White (to move) can force an escape from the fork-lock. After which move white can make an exchange escaping from the fork-lock no matter what black plays?
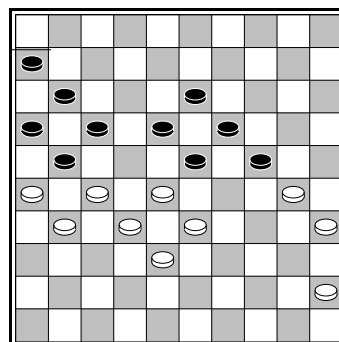
Exercise 3.2 Black to move appears to be able to break the right wing lock, playing 17 – 22. However white can win the game after **1… 17 – 22?** How?
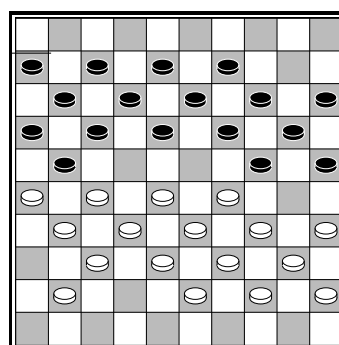
J. Goudt – G. Jansen

White should have played 29.41 – 36 in this sharp fork-lock-position. After his wrong continuation a combinational explosion goes off.

29.28 – 23 19 x 28
30.32 x 23 21 x 32
31.38 x 27

31.37 x 28 13 – 19 32.41 – 36
32.41 – 37 9 – 13 33.38 – 32 25 – 30! 34.34 x 25 24 – 30 followed by 20 – 24 B+
32… 9 – 13 33.31 – 27 17 – 22 34.28 x 17 11 x 31 etc. B+

31… 14 – 19!
32.23 x 3   24 – 30
33.35 x 24 18 – 22
34.27 x 9   8 – 13
35.9 x 18   12 x 23
36.29 x 18 20 x 49
37.3 x 21 16 x 47

Black got two king in this amazing shot. White resigned.

Exercises 3.3 – 3.10 Judge the position.   Is it better for white or for black? Why?
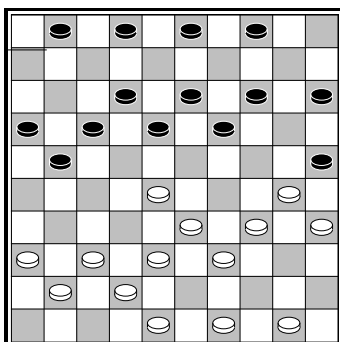
3.3 Black to move
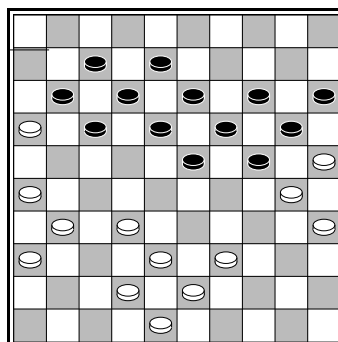
3.7 White to move
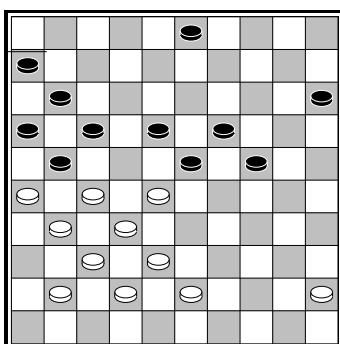
3.4 White to move
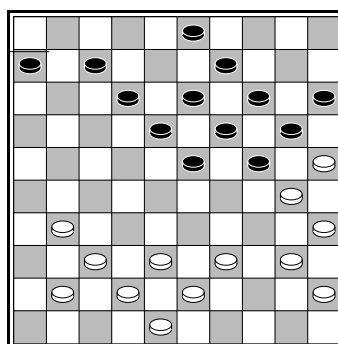
3.8 Black to move
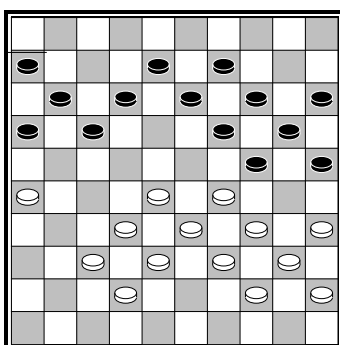
3.5 White to move
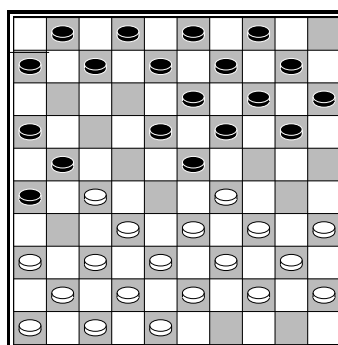
3.9 Black to move
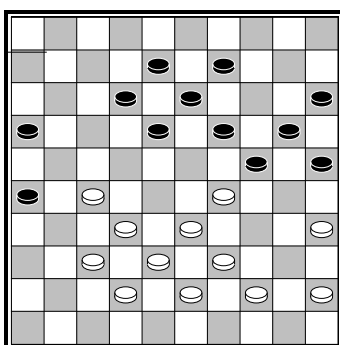
3.6 White to move
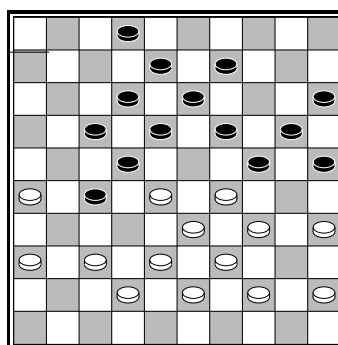
3.10 White to move

4. Development
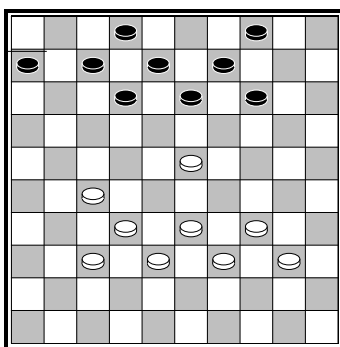
In this position white has developed his pieces much better than black. In other words: white's pieces are closer to king than black's pieces. Or: white has gained more space.
Development can be measured by counting the number of temps one has.
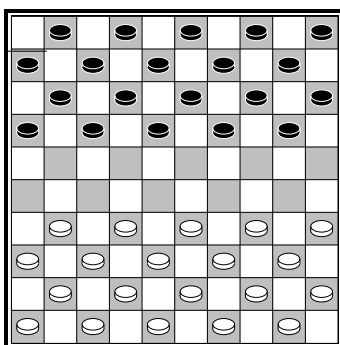
White has 20 pieces, all having it's own rate of development. The base pieces 46 – 50 have not developed yet and are given rate of development 0. The same is true for black's base pieces 1 – 5. Pieces 41 – 45 have already been developed 1 move, so these pieces all are counted as one temp.
Pieces 36 – 40 all are counted as two temps.
Pieces 31 – 35 are all worth three temps.
Together white's position has rate of development 5 x 0 + 5 x 1 + 5 x 2 + 5 x 3 = 5 + 10 + 15 = 30 temps. Of course black 's rate of development is also 30 temps. The difference in development equals zero in the beginning position.
This will alter when pieces are changed!

White plays **1.32 – 28.** Black answers **19 – 23 2.28 x 19 14 x 23** making an exchange.
What happens to the rate of development?
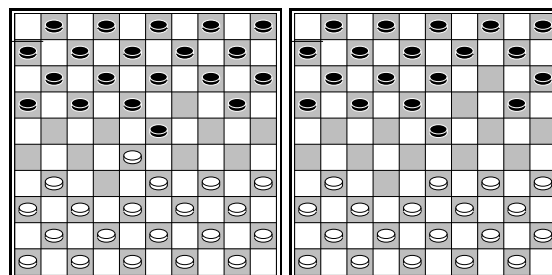
We see that the difference between the left and the right position is that pieces 28 and 14 are removed.
Piece 28 is rated 4 temps.
Piece 14 is rated 2 temps.
Black loses 2 temps, while white is losing 4 temps.
By changing 19 – 23 x 23 black wins two temps.

Let's play **3.33 – 28 23 x 32 4.37 x 28** now, which is considered as a sound exchange for white.
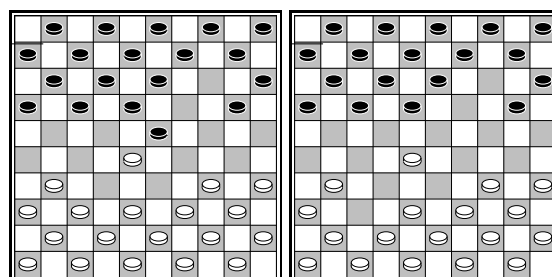
The difference between the left and the right position is that pieces 23 and 37 are removed.
Piece 23 is rated 4 temps.
Piece 37 is rated 2 temps.
White wins two temps.
Since he was two temps behind, the difference in development has disappeared now.

<div align="center">

4… 10 – 14
5.35 – 30 4 – 10
6.30 – 25 18 – 23
7.28 x 19 14 x 23
8.25 x 14 10 x 19

</div>

Black made a double exchange. Let's investigate what happened to the difference in the rate of development.

If the rate of development is positive you are developed better than your opponent
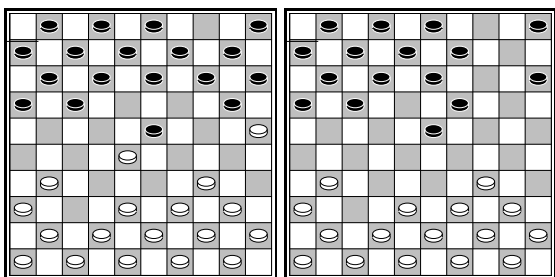
White's pieces 28 and 25 disappear.
Black's pieces 10 and 14 disappear.
Pieces 28 and 25 are rated 4 + 5 = 9 temps.
Pieces 10 and 14 are rated 1 + 2 = 3 temps.

Black gains 6 temps by the (double) exchange.

The *rate of development* changes during a game when exchanges are made.
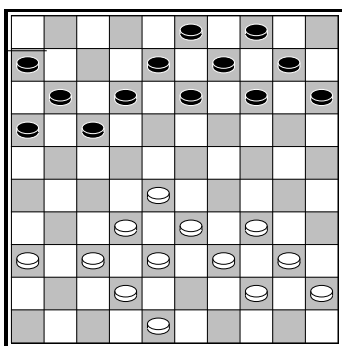
Let's show how to calculate the difference in rate of development in this position.
Black's rate of development =
4 x 1 + 5 x 2 + 2 x 3 = 4 + 10 + 6 = 20
White's rate of development =
3 x 1 + 5 x 2 + 3 x 3 + 1 x 4 = 3 + 10 + 9 + 4 = 26
White has developed 6 temps further than black.
This means white is closer to king. White has conquered more space.
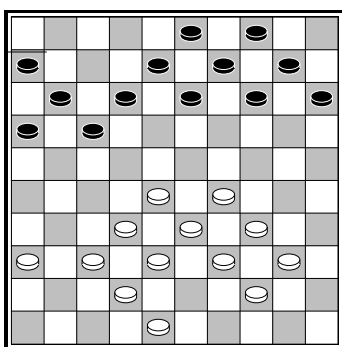
Let's compare the last position to this one. Piece 45 moved to square 29, gaining 3 temps. So in this position white has developed even three temps more.
White has 6 + 3 = 9 temps more now.
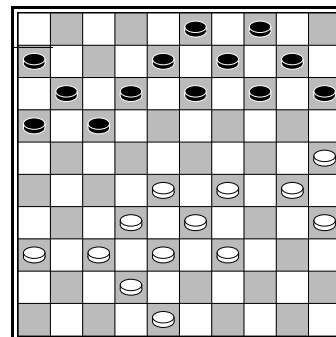
In this position white has developed another 6 temps! Now the difference is 15 temps.
We see that gaining temps the control over the position grows!

Gaining temps is advantageous in open positions.

Gaining temps is good, as long as you have enough space to play. In closed classical positions it can be dangerous to be ahead in development.
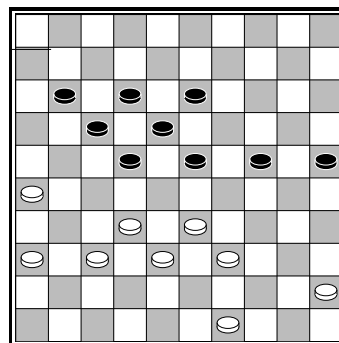
D. Edelenbos – W. Aliar

Black has a nice position! He built a strong pyramid at his right wing. Moreover he leads in development: 3 x 2 + 2 x 3 + 4 x 4 – (1 x 1 + 4 x 2 + 2 x 3 + 1 x 4) = 28 – 19 = 9 temps. Being behind 9 temps is pretty dangerous!

43.37 – 31 22 – 28!
44.33 x 22 17 x 37
45.31 x 42 24 – 30!
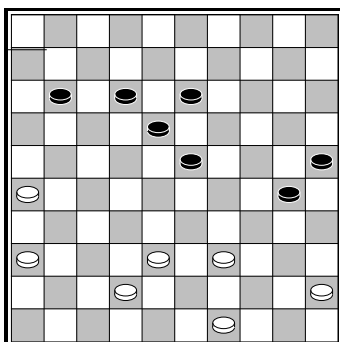
How did the exchange effect the rate of development?

Black lost pieces 17 and 28.

White lost pieces 32 and 33 and piece 31 went to 42.

Black lost 3 + 5 = 8 temps.

White lost 3 + 3 + 2 = 8 temps.

You might expect that the difference in development would remain unchanged, but as we look more accurately, we see that usually after an exchange the move goes to the other player. For example: In the opening 1.32 – 28 19 – 23 2.28 x 19 14 x 23 black changes after which white is to move.

In this case black changes and keeps the move! After the exchange black could play 24 – 30 for free. Therefore we should conclude that white lost one temp!

So, after the exchange black's advantage in development is 10 temps.

46.36 – 31 30 – 34
47.39 x 30 25 x 34

Black went forwards, but this exchange in fact loses two temps!

Black lost piece 25.

White lost piece 39.

Black lost 4 – 2 = 2 temps.

Difference in development = 8 temps now.

The piece at 34 is very strong!

48.49 – 44 12 – 17
49.31 – 27 13 – 19

More accurate was 49… 11 – 16 50.38 – 32 13 – 19 51.42 – 38 19 – 24

1) 52.27 – 21 16 x 27 53.32 x 12 18 x 7 54.26 – 21 24 – 29 55.33 – 28 (21 – 17 23 - 28 +) 23 – 28 56.32 x 23 29 x 18 57.21 – 17 18 – 23 B+

2) 52.44 – 39 34 x 43 53.38 x 49 (white is gaining 2 temps) 24 – 29
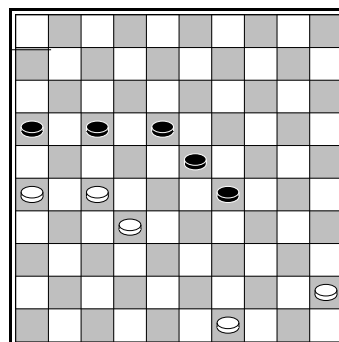
Look how much space black has thanks to his advance in development. Black is still 6 temps ahead.

2.1) 54.45 – 40 29 – 34 55.40 x 29 23 x 34 56.49 – 44 17 – 22! +

2.2) 54.49 – 43 29 – 33 55.45 – 40 23 – 29 (33 – 38 27 – 22! would draw the game) and white's defence is hopeless.

50.38 – 32?
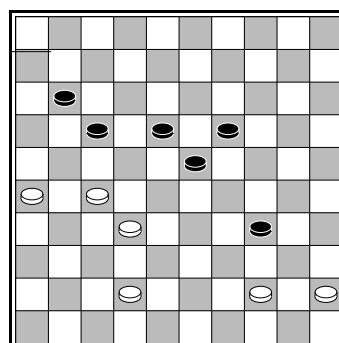
Example 4.1 How did black win now?

B. Eggens – S. Winkel
Semi final Dutch championship 2003
1.32 – 28 17 – 21 2.37 – 32 11 – 17 3.31 – 26 7 – 11 4.36 – 31 1 – 7 5.31 – 27 17 – 22 6.26 x 17 22 x 31 7.41 – 37 11 x 22 8.28 x 17 12 x 21 9.37 x 17 7 – 12 10.35 – 30 12 x 21

After this exchange black has won 3 temps.
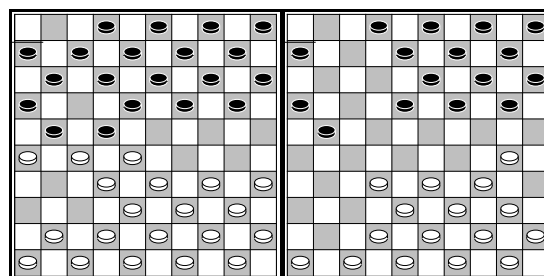
This calculation should be as follows:
Black loses pieces 7 / 11 / 12 and 22.
White loses pieces 26 / 27 / 28 and 41 while 35 moves to 30.
White loses 4 + 4 + 4 + 1 = 13 temps versus 1 + 2 + 2 + 4 = 9 temps for black. The difference is 4. By moving 35 – 30 during the exchange white regains one temp. So he loses only 3 temps.

Exercise 4.2 If white would have taken
6.28 x 17 11 x 31 26 x 37 how many temps would he lose by this exchange?

11.30 – 25 8 – 12
12.46 – 41 6 – 11
13.42 – 37 11 – 17
14.34 – 29 18 – 22
15.40 – 34 13 – 18
16.45 – 40 2 – 8
17.48 – 42 9 – 13
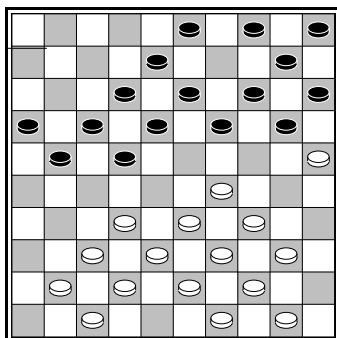
18.29 – 23? 19 x 28
19.32 x 23   18 x 29
20.34 x 23

White loses pieces 32 and 34 while black loses pieces 18 and 19. Nothing changes!
In a few moves white will have to retreat his outpost at 23 losing a lot of temps. White's (lack of) development doesn't allow him to create a good centre-attack.

20… 13 – 18!

A strong move, for white isn't allowed to play 21.39 – 34 18 x 29 22.34 x 23 because of the king shot 12 – 18!! 23.23 x 12 14 – 19 25.25 x 23 3 – 9 26.12 x 14 10 x 48 B+.

21.33 – 29 4 – 9!
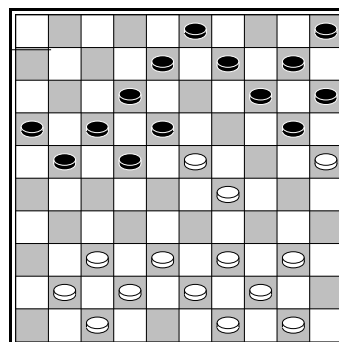
Black is ready to play 20 – 24 putting pressure on piece 23. White has no choice but to change back.

22.29 – 24 20 x 29
23.23 x 34

Exercise 4.3 Show a calculation that proves white is losing 4 temps with this retreat.

Black has 7 temps more now.

23… 8 – 13 24.34 – 29
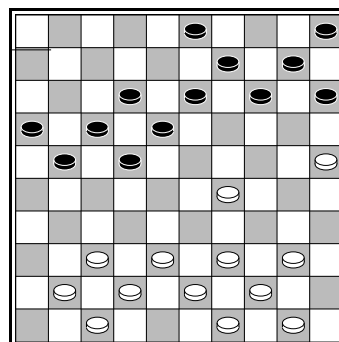
24… 14 – 20
25.25 x 14 10 x 19

Another gain of four temps.
Black's lead in development is 11 temps.

26.39 – 33 5 – 10
27.37 – 32 21 – 27
28.32 x 21 17 x 26

Exercise 4.4 Why does this exchange not effect the rate of development?

29.41 – 37 10 – 14
30.38 – 32 14 – 20
31.32 – 28

Giving his opponent two temps more.
Black is 13 temps up now, a huge lead in development.

```
31…      3 – 8
32.28 x 17 12 x 21
33.43 – 38 19 – 24
34.38 – 32 21 – 27
35.32 x 21 16 x 27
```

Both losing 4 temps, nothing changes.

```
36.47 – 41?
```

Weakening the baseline. 36.42 – 38 should have been played.

```
36…      9 – 14
37.41 – 36  8 – 12
38.42 – 38 14 – 19
39.50 – 45
```
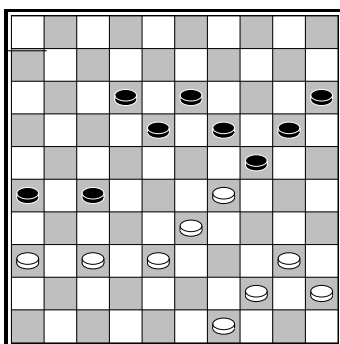


```
39… 20 – 25
40.29 x 20  15 x 24
```

39… 12 – 17 had been even better.

Exercise 4.5 How much temps is black advanced now?

```
41.37 – 32?
```

Gaining back 4 temps, but it is much too late to be able to gain control at white's left wing. The result is that white is blown away.

```
41…      19 – 23
42.32 x 21  26 x 17
43.38 – 32  17 – 22
44.32 – 27  22 x 31
45.36 x 27  12 – 17
46.44 – 39  17 – 22
47.33 – 28  22 x 35
48.27 – 21  24 – 29
49.21 – 16  29 – 34
50.16 – 11  13 – 19
51.11 – 7   19 – 24
```

White resigned. *Development* was the key factor to black's victory.
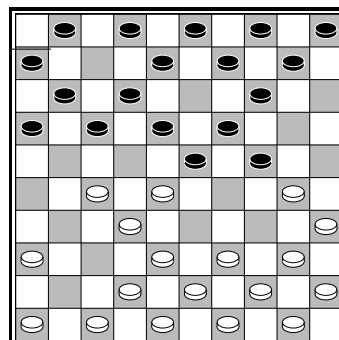
W. Thoen – T. Sijbrands

White should develop his left wing by playing 46 – 41 and 41 – 37. White waited with this development and black confronted him with tactical problems.

```
9.39 – 33  17 – 21
```

From now one 46 – 41 is punished by the 24 – 29 arch shot!

```
10.44 – 39  21 – 26
11.50 – 44  11 – 17
12.42 – 37
```

12.46 – 41? is punished by 26 – 31! 13.27 – 21 16 x 27 14.32 x 21 17 x 26 15.36 x 27 23 x 21 +.
Now piece 46 stays behind. He should have tried to solve this problem by playing 47 – 42 36 – 31 46 – 41 – 36 quickly.

```
12…  8 – 13
13.30 – 25  2 – 8
14.47 – 42  17 – 21
15.40 – 34  1 – 7
16.34 – 30  7 – 11
17.44 – 40
```

White doesn't need to worry about 24 – 29 33 x 24 26 – 31 37 x 17 11 x 44 because of 27 – 22! 18 x 27 32 x 21 16 x 27 43 – 39 44 x 33 38 x 7

```
17…  12 – 17
18.46 – 41  10 – 15
19.39 – 34  14 – 20
20.25 x 14  9 x 20
```
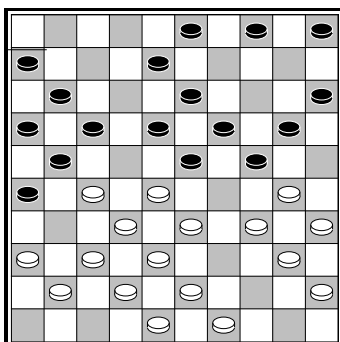
White falls victim to a great shot by attacking piece 20.

21.30 – 25 4 – 10!
22.25 x 14 15 – 20
23.14 x 25 17 – 22
24.28 x 17 11 x 31
25.36 x 27 26 – 31
26.37 x 17 24 – 30
27.35 x 24 19 x 46
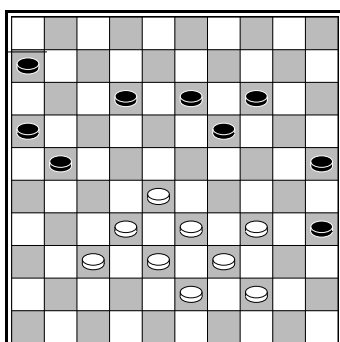
Exercise 4.6 White changes 44 – 40 35 x 44 39 x 50. How does this effect the rate of development?
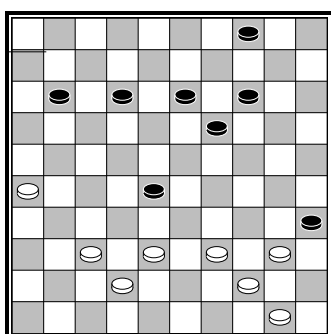
Exercise 4.7 How many temps does white win changing 39 – 33 28 x 39 44 x 33 35 x 44 50 x 39?
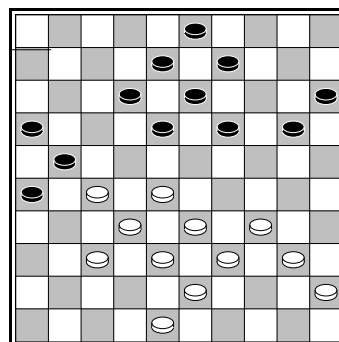
Exercise 4.8 White changes 27 – 22 18 x 27 28 – 23 19 x 28 33 x 31. How many temps does he lose?
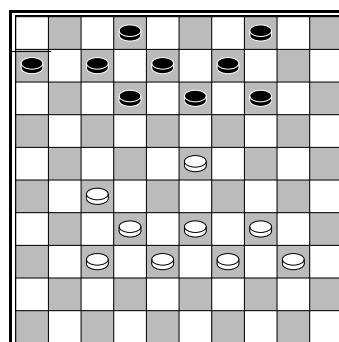
Exercise 4.9 Calculate the difference in rate of development (= Dirod) of this position.
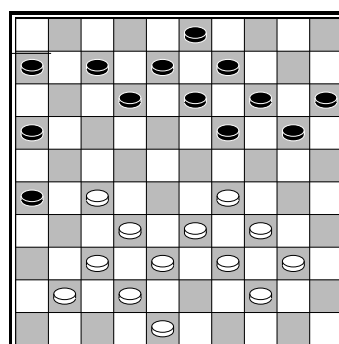
Exercise 4.10 Calculate the Dirod of this position.
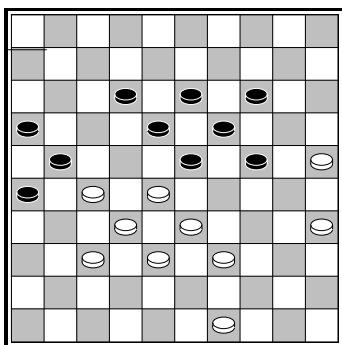
Exercise 4.11 How many temps is white behind? Is this a good thing?
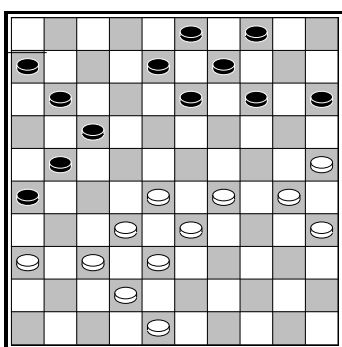
Y. Anikeev – L. Baya

Exercise 4.12 A) Calculate the Dirod.

B) White increased his lead in development even more. What did white play?

I. Koeperman – A. Andreiko

5. Strategic squares

Controlling strategic squares 27 / 28 / 24 helps building a strong position.
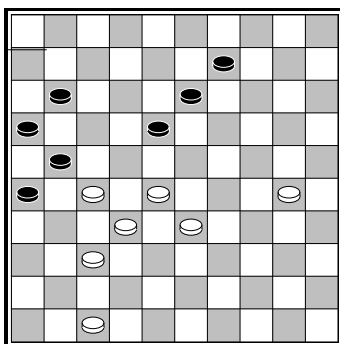
K. Thijssen – P. Chmiel

White controls squares 27 and 28. He can also conquer another strategic square:

1.30 – 24! 11 – 17
2.47 – 42 18 – 22

There is no use in playing 9 – 14 3.42 – 38 14 – 19 4.24 – 20! etc. +
3… 17 – 22 4.28 x 17 21 x 12 5.33 – 28 leads nowhere for black.

3.27 x 18 13 x 22
4.28 – 23! 22 – 27
5.42 – 38 27 – 31
6.23 – 19 31 x 42
7.38 x 47

White gets back his strong defender at 47, so white's breakthrough (24 – 20 19 – 14 etc.) is winning easily.
As a matter of fact 1.33 – 29? was played in the game, after which black could have played 11 – 17! because 2.28 – 22 leads to a draw.
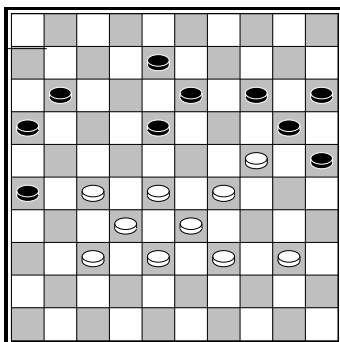
J. Van Dartelen – S. Lochtenberg

White has the ideal attacking position, controlling all strategic squares, while black has no strong formations. First we will show you how to realize a win in such a position:

1.28 – 23   8 – 12
2.40 – 34

Exercise 5.1 If black changes 14 – 19 23 x 14 20 x 9, how does white win with a shot?

2… 11 – 17
3.33 - 28 14 – 19
4.23 x 14 20 x 9
5.28 – 22 17 x 28
6.32 x 23 9 – 14

White can choose how to win. Tactically by 7.23 – 19 14 x 23 8.27 – 22 etc. or positionally by 7.38 – 32 +.

In the game white played 1.37 – 31? 2.26 x 27 3.32 x 41 8 – 12 4.41 – 37 11 – 17 5.38 – 32 17 – 21 6.28 – 23 14 – 19 7.23 x 14 20 x 9 8.33 – 28? 12 – 17!

Exercise 5.2 White played 9.28 – 22 and lost the endgame. If white plays 9.39 – 33, how does black reply?

Exercise 5.3 In the beginning position white could have performed a *catapult shot*. Why is this catapult shot not winning?
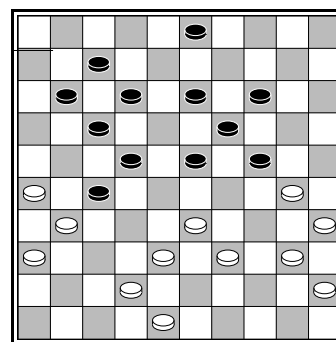
T. Tansykkuzhina – A. Chizhov

Tenfold world champion Chizhov has a great position with black. Black has control over the strategic squares 23 / 24 and 27. White can't take back control over one of the strategic points. The position is very difficult for white.

32… 13 – 18
33.42 – 37 23 – 28

34.37 – 32 28 x 37
35.31 x 42 18 – 23
36.39 – 34   3 – 9
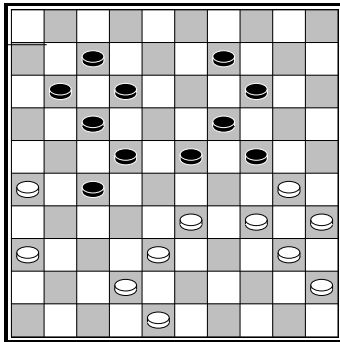
White can't take the shot 37.36 – 31? 27 x 36 38.33 – 29 24 x 33 39.38 x 27 since piece 36 breaks through.
White can't play 37.30 – 25? either, because of 37… 23 – 29 +.
Changing 37.33 – 29 24 x 33 38.38 x 18 12 x 23 leaves a difficult defence for white.
The most logical reply seems 37.42 – 37 9 – 13 38.38.48 – 42 12 – 18

We will show you two different continuations. This variations show the strength of black's wing-attack.
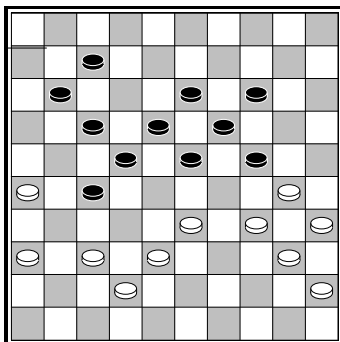
1) 39.37 – 31
Black must take care. Playing 7 – 12? would be punished by the shot 34 – 29 33 – 28 38 x 9 31 x 24 +.
39… 23 – 28!
40.34 – 29 28 x 39 41.29x 9 13 x 4 42.42 – 37 27 – 32! 43.38 x 27 39 – 43 leads to a breakthrough for black.
40.42 – 37 28 x 39 41.34 x 43 7 – 12 42.43 – 39 18 – 23 43.40 – 34 23 – 28 44.37 – 32 28 x 37 45.31 x 42 22 - 28 46.38 – 33 27 – 32! 47.33 x 22 17 x 28 48.39 – 33 28 x 39 49.34 x 43 13 – 18 50.42 – 37 32 x 41 51.36 x 47 12 – 17 52.45 – 40 17 – 22
Black is on it's way to control squares 23 and 27 again!
53.40 – 34 18 – 23! 54.43 – 38 22 – 27!
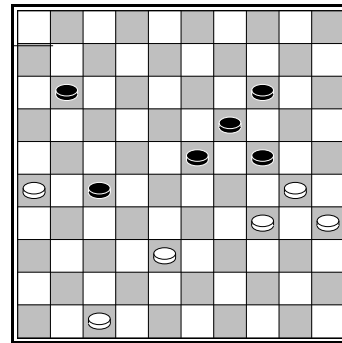
Black has a winning position, still controlling squares 23 / 24 / 27.

55.47 – 42 11 – 17 56.42 – 37 23 – 28! 57.38 – 33 28 x 39 58.34 x 43 17 – 22 59.43 – 38 22 – 28 60.30 – 25 19 – 23 and white has frozen out and will lose.

2) 39.37 – 32 7 – 12 40.32 x 21 22 – 28 41.33 x 22 18 x 16 42.42 – 37
Black has lost control over square 27, but white's position is lost because of the passive pieces at his right wing: Pieces 30 / 34 / 35 / 40 / 45 are not active. White can't play 30 – 25.
42… 12 – 18 43.37 – 32 17 – 22 44.32 – 27 22 x 31 45.36 x 27 11 – 17 46.38 – 32 17 – 22!
And white has no good move left.

Exercise 5.4 In the game white played 37.48 – 43? How did black win with a shot?
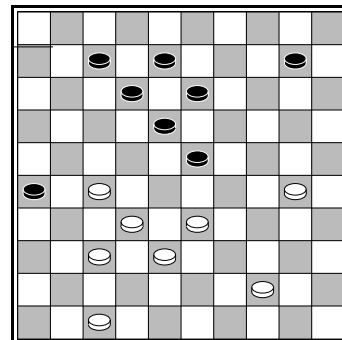
In this position black has a piece at the centre-square 23, but he doesn't control square 24. This is very dangerous. White controls square 27 and is able to take square 24. Taking 24 will put pressure on piece 23.

1.30 – 24!

1… 23 – 29 will give white a free move he can use for making a shot: 2.32 – 28! 29 x 20 3.28 – 23 18 x 29 4.33 x 4
White threatens to win piece 23 by attacking 2.33 – 28. There is noting black can do about

this. 1… 10 – 14 2.33 – 28 14 – 19 3.24 – 20 results in a breakthrough for white.

It is very dangerous to possess the centre-square 28 without control over square 27 especially in classical positions.
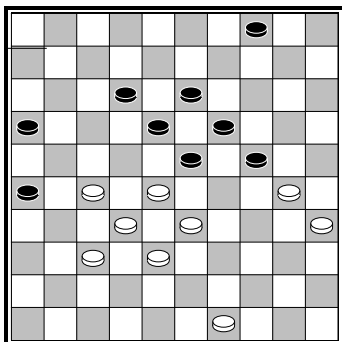
N. Angela – T. Demasure

In a closed classical position it is important not to lose control over square 27 / 24. Black should have backed piece 24 by 4 – 9 30 – 25 9 – 14 with equality. He could also have played 47… 23 – 29 gaining space.

47… 12 – 17?

White could have forced a win now:
48.30 – 25!
Threatening a Harlem shot playing 25 – 20 33 – 29 28 – 22 32 x 3 +.
48… 17 – 21 49.25 – 20!!
A sacrifice removing piece 24.
49… 24 x 15 50.35 – 30
Black has only one move to avoid the 30 – 24 threat.
50… 23 – 29 51.33 x 24 4 – 9 52.38 – 33 9 – 14 53.33 – 29! 14 – 20 54.30 – 25! 19 x 30 55.25 x 14 30 – 35 56.49 – 44 +

Surprising: In the first position black possesses square 24, after a few moves white has conquered this square.
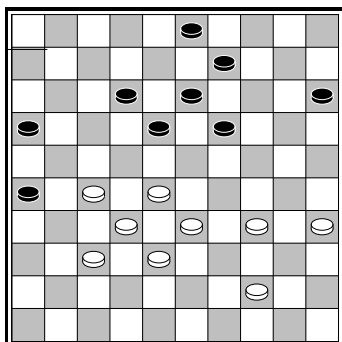
In this position white occupies the strategic squares 27 and 28. He would like to conquer the third strategic square.

1.34 – 30!

Not correct is 1.34 – 29 19 – 24 2.29 x 20 15 x 24 and black takes possession over square 24. White still has a plan of attacking square 24: 3.44 – 39 9 – 14!
Black can't play 3… 13 – 19 because of 4.35 – 30! 24 x 35 5.28 – 23 18 x 29 6.33 x 4 +
4.39 – 34 3 – 8! 5.34 – 29 26 - 31!!
After 5… 14 – 19? 6.29 x 20 19 – 23 7.28 x 19 13 x 15 8.32 – 28 8 – 13 9.33 – 29 black still has big problems.
6.29 x 9 31 x 22 7.28 x 17 13 x 4 with a draw.

1… 9 – 14

At 15 – 20 white plays 2.33 – 29 20 – 25* 3.30 – 24 19 x 30 4.35 x 24 conquering 24.
Black plays 9 – 14 to drive white back after 2.30 – 24? 19 x 30 3.35 x 24 14 – 19! (4.44 – 40 19 x 30 5.28 – 23 18 x 29 6.33 x 35 =.
White has to prepare changing to 24.

2.44 – 40!

Piece 40 has the role of defending the outpost at 24. Black has left only one defence.

2… 3 – 9!

The composer of this composition wanted to play 3.33 – 29? here. As a matter of fact black can make a shot to draw the game now: 19 – 24!! 4.30 x 17 18 – 22 5.27 x 18 9 – 13 6.18 x 20 15 x 31 and black can hold a draw, although this is no so easy at all.
White can win the position by altering his plan:

3.30 – 25!!

White takes advantage of black's weaknesses. Because 12 – 17 and 18 – 23 (35 – 30!+) are not playable, black should play 15 – 20 or 19 – 24.

1) 3… 19 – 24 4.40 – 34 13 – 19 (14 – 19 is also answered by 5.34 – 29!) 5.34 – 29! And black has no move left.

2) 3… 15 – 20 4.33 – 29!
Piece 20 is dangling and black has little space to play.
4… 19 – 24 5.38 – 33 12 – 17 6.37 – 31! 26 x 37 7.32 x 41 18 – 22 (17 – 21 is answered by 40 – 34! 21 x 23 34 – 30 23 x 34 30 x 8 +) 8.27 x 18 13 x 22 9.40 – 34 9 – 13 9.28 – 23!

13 – 19 10.35 – 30! 19 x 39 11.30 x 10 39 x 30
12.25 x 34 W+

Typical for a draughts position. It looks easy at
first sight, but turns out to be complicated.
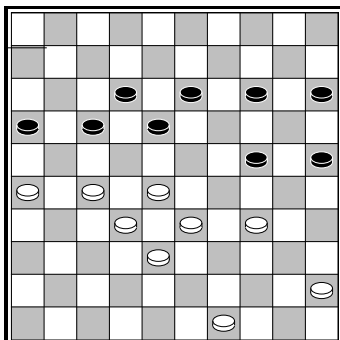
A. Shwarzman – K. Thijssen

Black controls square 24, but because of a
mistake white conquered this square…

43… 24 – 30?

Black faced some problems. He must evade
classics. 43… 14 – 19 44.49 – 44 18 – 23?
45.44 – 39 is very dangerous for black.
After 45… 12 – 18 (or 13 – 18) 46.45 – 40 15 -
20 47.40 – 35 he is frozen out and can't make
a good sacrifice.
After 45… 15 – 20 (45… 24 – 30? 46.33 – 29!)
46.45 – 40 24 – 30 47.40 – 35 20 – 24 48.27 –
22 12 – 18 49.22 x 11 16 x 7 50.28 – 22 18 x
27 51.32 x 21 black's left wing is locked.
The correct defense for black is 43… 14 – 19
44.49 – 44 24 – 30 45.44 – 39 19 – 24
(avoiding the 27 – 22 32 x 21 28 – 23 33 x 11
threat) keeping control over square 24.

44.34 – 29 30 – 35
45.45 – 40 35 x 44
46.49 x 40 14 – 19
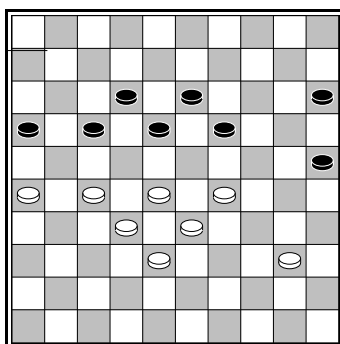
Exercise 5.5 How did white take control over
square 24 winning the game?
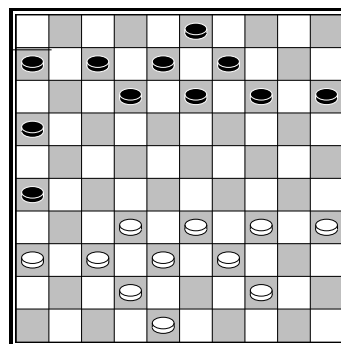
In this position white has no pieces at 27 or 28.
Still white controls both squares. He can go
there if he wants, but it can be an advantage
not to decide to put a piece at a strategic
square yet.
White can play 36 – 31 followed by 31 – 27 but
it is much better to fight for squares that you
don't have under control yet. In this case you
had better try to get control over square 24.

1.34 – 29!

If white would play 36 – 31 and 31 – 27 black
would get time to reinforce his left wing playing
13 – 19 and 8 – 13 making it harder for white
to get control over 24.
Now white has great control over the position,
close to squares 27 / 28 and 24.
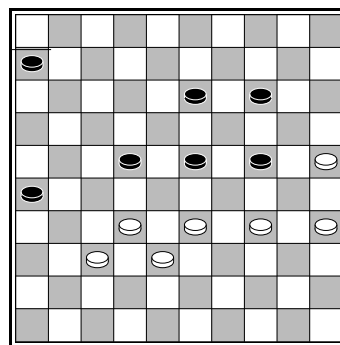
M.J. Wu – S. Veltman

Black controls all strategic squares. Although
she has no piece at 27, it is clear white can't
take 27 because of the strong pieces at 22 and
26. Black to move has a winning position but
has to play the right move.

In the game black played the seemingly logical
move 1… 13 – 19? Creating the fork 14 / 19 /
23 / 24. This move however gave white the
chance to defend herself using a sacrifice:
2.35 – 30! 24 x 35 3.33 – 29 =.
At 1… 6 – 11 white also escapes sacrificing:
2.35 – 30! 24 x 35 3.33 – 29 13 – 18 4.29 – 24

14 – 19 5.24 x 13 18 x 9 6.38 – 33 followed by 33 – 29 =.

To eliminate this sacrifice black should close the gap at 18.

1… 13 – 18!

Sacrificing 2.35 – 30 24 x 35 3.33 – 29 makes no sense now because of 35 – 40 4.34 x 45 23 x 34 B+.
After 2.34 – 30 14 – 19 white is frozen out.

> It is not always necessary to have a piece at a strategic square to have control over it.

M. Barkel – D. Edelenbos

Black has no strong formations and doesn't control any strategic square.
White controls squares 27 and 28. Possessing square 29 will give control over <24> too. So white should have played like this (In the game he went wrong and the game was drawn):

47.33 – 29! 7 – 12

47.. 14 – 20 can be met by 48.37 – 31 26 x 37 49.42 x 31 9 – 13 50.30 – 25 etc. + or by the 4 x 4 exchange 48.27 – 22 18 x 27 49.28 – 23 19 x 28 50.29 – 24 20 x 29 51.37 – 31 26 x 37 52.42 x 24 breaking through quickly.

48.30 – 25 9 – 13
49.42 – 38 11 – 17
49.38 – 32!

If black plays the 16 – 21 27 x 16 18 – 22 sacrifice white has a nice stick shot: 37 – 31!! 22 x 24 25 – 20 26 x 28 20 x 7 +.

49… 17 – 21
50.48 – 43

White can also play 50.28 – 22 etc. +

50… 12 – 17
51.28 – 22 17 x 28
52.32 x 12 21 x 41
53.36 x 47 13 – 18
54.12 x 23 19 x 28
55.29 – 24

White's breakthrough is winning thanks to the strong defender at 47.

6.Weaknesses

A position can contain all kinds of weaknesses. When your opponent has a weakness in his position you often can take advantage of it.
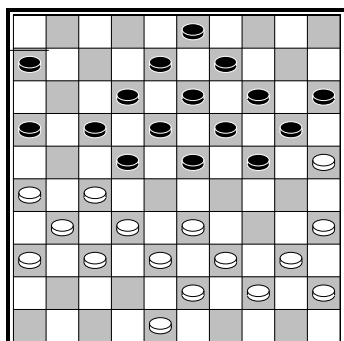
A. Verovkim – B. Derkx

White has fork-locked his opponent. Six pieces lock six of black. Not very economic.
How is the situations at the other wing?
Well, black controls squares 23 and 24 and has strong formations. Therefore the fork-lock is not dangerous at all. Moreover, white has a huge weakness: Piece 44 is dangling. Because of the dangling piece white can't play 40 – 34 or 39 – 34.
Because white has a lack of space to play he changed to the edge of the board.
27.48 – 42? would be punished by 23 – 28! 28.32 x 23 19 x 28 and 17 – 21 is a lethal threat.

27.27 – 21 16 x 27
28.32 x 21 6 – 11
29.21 – 16 23 – 29!
30.16 x 7   12 x 1

White has only five pieces left to play! This is an excellent way to take profit of dangling piece 44.

31.37 – 32 1 – 7
32.31 – 27 22 x 31
33.36 x 27?

It was better to take backwards in order to gain more space. Now black forces a win using tactics. He can't take the 24 – 30 shot because of 34. 25 x 23 19 x 37 35.38 – 32! 37 x 28 36.33 x 2 W+, but the 24 – 30 menace still plays an important role.

33… 8 – 12!
34.27 – 21 18 – 22!

In the game black played 3 -8 first, but the immediate 18 – 22 is better, because white is severely restricted in his moves now. He can only play 32 – 28.

35.32 – 28 3 – 8
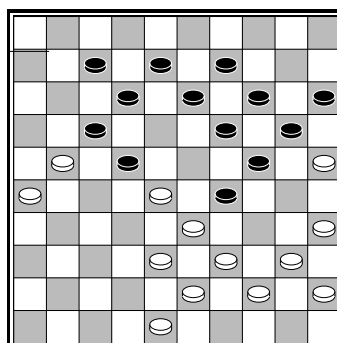
White has no good move left:
1) 36.21 – 16 17 – 21! 37.16 x 18 12 x 32 38.38 x 27 29 x 49 +
2) 36.39 – 34 24 – 30! 37.34 x 23 20 – 24 38.25 x 34 24 – 29 39.33 x 24 19 x 50 +
3) 36.48 – 42 (game) 22 – 27! 37.21 x 32 17 – 22 38.28 x 17 12 x 21 39.26 x 17 24 – 30 40.25 x 23 19 x 48 +
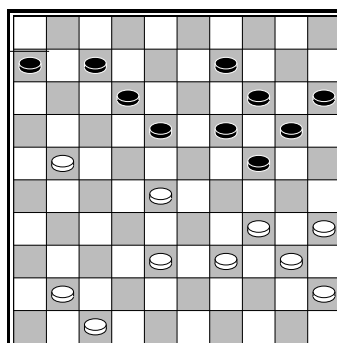
W. Ludwig – K. Leijenaar

White has a piece at centre square 28, but white's control over the centre is very poor.
There are only 3 pieces in the centre for white of which piece 39 is a dangling piece. It makes the fork 34 / 35 / 40 / 45 that is not so active, even worse. Black has control over <24> and <23>. Although black doesn't have a piece at 23 he does control the centre square. At any time he can play 18 – 23 taking the centre.
The gap at square 13 is a weakness for black, but this weakness is only temporary. Black can close the gap playing 9 – 13.
Black can profit from white's position, poor for having some weaknesses and with a lack of active formations.

33… 18 – 23!
34.38 – 32 6 – 11

Threatening 11 – 16 so white's play is forced again.

35.21 – 16 24 – 29!
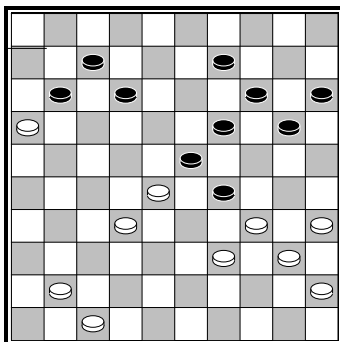
White's pieces are not working together.
Black restricts the number of moves white can play severely with his last move.
36.34 – 30 is followed by 29 – 33! 37.28 – 22 33 x 44 38.40 x 49 9 – 13 (avoiding the stick move 12 – 17? 30 – 24!) and 12 – 17 at the next move will gain a piece.
35.35 – 30 20 – 25 results in a dangerous right wing lock: 36.41 – 37 12 – 17 37.37 - 31 (white should give a piece playing 37.30 – 24) 7 – 12! 38.16 x 18 23 x 12 39.34 x 23 25 x 43 B+.

White could use tactics to parry the 29 – 33 threat. 36.41 – 37 29 – 33 can be answered by 37.34 – 29! 23 x 43 38.28 x 48 although black is till better. The formation 34 / 40 /45 is weak. This is the best way to try to defend the position.

36.28 – 22? 9 – 13

In the game black played 20 – 24 and also won. We show the most clear way to win.

37.41 – 37 20 – 24!

At 37… 12 – 17 white doesn't change pieces 32 – 28 = but plays 34 – 30 30 – 24 35 x 22 gaining a piece.

38.47 – 41 12 – 18!
39.32 – 27 29 – 33
40.39 x 28 23 x 21
41.16 x 27 7 – 12

Winning piece 22.
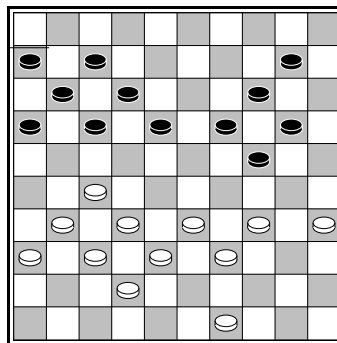
G. Jansen - E. Bouzinski

White has a compact position with a lot of formations. Black's position contains a huge weakness. There is no single piece in the 2 / 3 / 4 / 8 / 9 / 13 zone. This means that his defence is extremely weak. Black has two wings that are not connected. It is a split position. White took profit in a nice way.

30.27 – 22! 18 x 27
31.31 x 22 17 x 28
32.32 x 23 19 x 28
33.33 x 22 16 – 21

White would have punished 33… 12 – 17? with a king shot: 34.34 – 29! 24 x 44 35.49 x 40 17 x 28 36.38 – 33 28 x 39 37.40 – 34 39 x 30 38.35 x 4 W✝.

34.34 – 30! 14 – 19

It was not possible to play 34… 21 – 26 35.30 x 19 14 x 23 for white forces a win playing 36.22 – 18 23 – 28 37.39 – 34! 12 x 23 38.38 – 33 28 x 30 39.35 x 4 W✝ .

35.30 – 25 10 – 14
36.38 – 33! 19 – 23

36… 12 – 18 37.22 x 13 19 x 8 will lead to a lethal arrow lock: 38.39 - 34 8 – 13 39.34 – 30 13 – 19 40.33 – 28 (threatening 28 – 23) W✝.

37.39 – 34 14 – 19
38.25 x 14 19 x 10
39.42 – 38 10 – 15
40.38 – 32 11 – 16

40… 12 – 17 is met by the pseudo-sacrifice 41.22 – 18! 23 x 12 42.34 – 30 and piece 35 will help to break through.
If black plays 40… 21 – 26 white doesn't play 22 – 18 immediately because of the 26 – 31 stick move, but he prepares 22 – 18 by playing 41.36 – 31 avoiding the stick move. At 41… 12 – 17 he can play a stick move himself: 34 – 29 W✝.

41… 12 – 18
42.17 x 26 18 – 22
43.37 – 31

Black surrendered.

The Dutch player Otto Drenth was famous for keeping the construction 2 / 3 / 4 / 8 / 9 / 13 intact. This strong defensive construction was named after him.

> Pieces 2 / 3 / 4 / 8 / 9 / 13 are strong defending pieces. These squares together are called the Drent-zone. Pieces at all six of these squares give shape to the Drent pyramid.
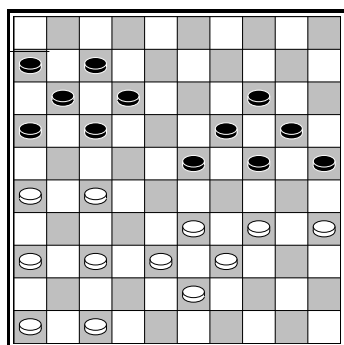
Mac. N'Diaye – A. Scholma

Black has no pieces in the Drent zone. His position is split. White won a piece by simply preventing the 12 – 18 move.

32.37 – 31!

At 12 – 18 there is the 35 – 30 27 – 21 31 x 15 shot. Black sacrificed a piece playing 16 – 21 and later escaped with a draw.
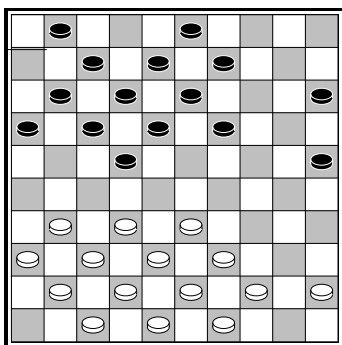
R. Boomstra – A. van Berkel

White has a very clean position with no weaknesses at all. White has a very compact

defence with the pyramidal structure 47 / 48 / 49 / 42 / 43 / 38. Black misses two base pieces 2 and 4. Piece 25 is at the edge and not so active because white doesn't have a piece at 35.

In the game black would get more weaknesses in his position.

White starts to take square 27.

17.31 – 27! 22 x 31
18.36 x 27 19 – 24

More logical seems to build up a compact position playing the moves 18 – 23 12 – 18 7 – 12 and 9 – 14.

19.39 – 34 13 – 19
20.43 – 39   8 – 13

This results in a weakness at square 8.

21.41 – 36 18 – 22

21… 18 – 23 is not without problems either: After 22.37 – 31 12 – 18 23.33 – 29! 24 x 33 24.39 x 28 7 – 12 25.44 – 40 black has to take care about the 27 – 22 x 22 move, for example 25… 3 – 8? 26.27 – 22! 18 x 27 27.31 x 22 (threatening 34 – 30) 1 – 7* 28.38 – 33! And the 22 – 18 34 – 30 threat forces black to sacrifice a piece playing 19 -24.

22.27 x 18 12 x 23
23.36 – 31 13 – 18
24.33 – 29!

White takes squares 27 and 28 while removing black's piece at 24. Without 24 white can use piece 25 to make shots. Black can't play 1 – 6 now because of 25.28 – 22! 18 x 36 26.37 – 31 36 x 27 27.32 x 1 +.

24… 7 – 12
25.31 – 27! 9 – 13
26.44 – 40 1 – 6
27.49 – 44
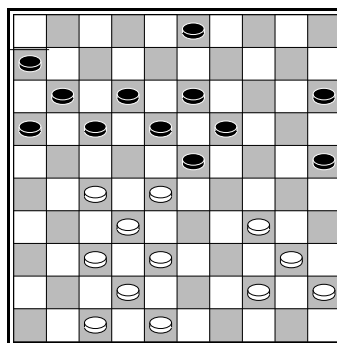
Positionally black would like to play 27… 3 – 8 but he is afraid of 28.28 – 22! 17 x 28 29.34 – 30 25 x 34 30.40 x 29 23 x 34 31.32 x 14 and piece 14 is a strongly infiltrator in black's camp. Black can't eliminate the piece playing 13 – 19 32.14 x 23 18 x 29 because of 33.27 – 21 16 x 27 34.38 – 32 27 x 38 35.42 x 24 after which he gains piece 34 by 48 – 43 and 44 – 39.

27… 17 – 21
28.40 – 35 21 – 26

After 28… 3 – 9 29.44 – 40 black has to play 21 – 26 anyway, because 9 – 14 is punished by the 27 – 22 34 – 30 shot.

29.44 – 40!

The 34 / 35 / 40 / 45 fork is finished at last. 29 … 3 – 9 can be met by 30.38 – 33
Threatening 27 – 22 followed by 37 – 31 with king at 3.
30… 9 – 14 31.33 – 29! with the strong 27 – 22 threat.

29… 15 – 20
30.47 – 41 3 – 9
31.41 – 36 9 – 14
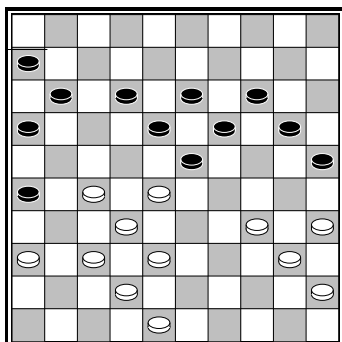
White changes to a situation where piece 20 is dangling.

33.34 – 39! 23 x 34
34.40 x 29 19 – 24

Black has no active formations at all.

35.38 – 33 14 – 19

Black had to prevent the 35 – 30 threat.

36.42 – 38 11 – 17
37.45 – 40

(diagram)

Black can't play 25 – 30 because of 29 – 23 18 x 29 28 – 23 19 x 39 38 – 33 ad lib. 32 x 14

breaking through. White has control over centre and both wings. Black is frozen out completely.
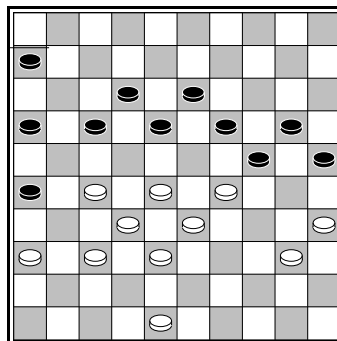
37… 17 – 21
38.40 – 34 12 – 17
39.36 – 31 17 – 22
40.28 x 17 21 x 12
41.32 – 28 6 – 11
42.37 – 32 26 x 37
43.32 x 41 11 – 17
44.38 – 32 17 – 21
45.41 – 36

Black surrendered already. 45… 21 – 26 46.36 – 31 26 x 37 47.32 x 41 12 – 17 48.41 – 37 is going nowhere and 45… 12 – 17 46.48 – 42 21 – 26 47.42 – 37 17 – 21 48.36 – 31 is another clear finish.
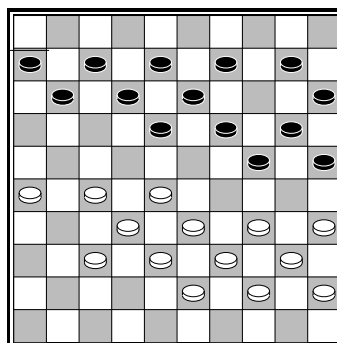
A. Shwarzman – L. Kouogueu

White's position looks fine at first sight. He has many formations and controls squares <27> and <28>. But white does have a weakness in his position: square 42 is not protected. This makes his position vulnerable for tactics. The African opponent of threefold world champion Shwarzman shows the weakness of < 42 > in a nice way.

31.26 – 21 10 – 14

Black should not play 1… 11 – 17 because of 27 – 22! 18 x 16 28 – 23 19 x 28 33 x 2 W+.

32.37 – 31?

White should have played 32.21 – 16 18 – 22!
33.27 x 18 13 x 22 34.28 x 17 11 x 22 and
white can only play 34 – 30 x 30 with quite a
poor position. Other moves fail on shots.

Exercise 6.1 Show the shot to punish the
following moves:

A) 34 – 29

B) 37 – 31

C) 32 – 28

32… 11 – 17!
33.21 – 16

Actually this is quite a strange move, because
black can play the logical 24 – 29! 34.34 x 23
18 x 29 35.33 x 24 20 x 29 with the 7 – 11
threat. 36.39 – 33 is punished by the coup
Philippe 12 – 18 etc. and 36.27 – 22 is
punished by 7 – 11 37.16 x 18 19 – 24 38.22 x
11 13 x 42 B+1.
Black shows a more special way to use the
<42> weakness.

33… 25 – 30!
34.34 x 25 24 – 29
35.33 x 24 20 x 29
36.27 – 21 17 x 37
37.32 x 41 12 – 17

White's move are severely restricted. He can
only play 41 – 36. Playing with piece 39 is met
by 18 – 22 while 38.41 – 37 is followed by 29 –
33 39.38 x 29 17 – 21 40.16 x 27 18 – 23
41.29 x 18 13 x 42 +.

38.41 – 36 8 – 12
39.36 – 31 6 – 11

We show the most direct way to tactically
freeze white out. In the game black played 7 –
11 which is also winning.
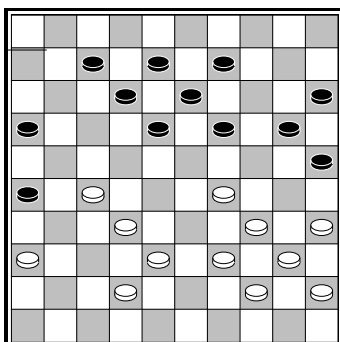
S. Ek – M. van Gortel

White has occupied both square 27 and 29.
Because white has too many gaps in his
positions and too few formations this is
dangerous. Black's formations are strongly
aimed at these squares. Pieces 15 / 20 / 25
help control white's right wing. If square 33 is
closed black can play 19 – 24 making the fork-
lock.
Black was to play and forced the fork-lock:

33… 19 – 24!

White doesn't have a temp to make an
exchange.

34.39 – 33 13 – 19

If white plays 42 – 37 8 – 13 creates a double
threat: 18 – 23 and 24 – 30.

35.44 – 39 8 – 13

Look carefully: white has no good move left.

> Occupying squares <27> and <29>
> simultaneously can be dangerous if you have
> too few formations.
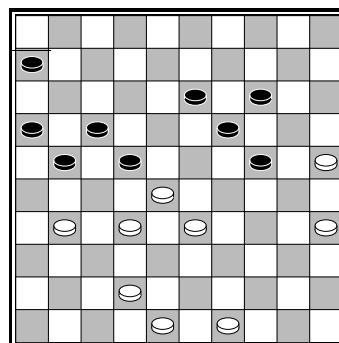
N. de la Fonteyne – H. Veldhorst

A first impression could be that black controls
important strategic squares and therefore has
a good position. He possesses square 24,
while white doesn't control 27. But the huge
weakness of piece 6 spoils it all for black. This
piece isn't active.
White could have played 1.49 – 43 followed by
43 – 38 strengthening his position by closing
the gap at 38. After 1.49 – 43! 13 – 18 2.43 –
38! black can't go to square 23, because 18 –

23 is punished by 33 – 29! 23 x 34 31 – 26 22 x 33 38 x 9 etc. W+ and if he plays 2… 21 – 26 white will chain-lock him: 3.32 – 27! 26 x 37 4.42 x 31 +.

Of course one should consider tactics, because white has a gap at 38.

At 1.49 – 43 black could perform a combination: 14 – 20 2.25 x 23 21 – 27 3.32 x 12 13 – 18 4.28 x 17 18 x 47 but after 5.12 – 8 black has not solved his problems yet.

<div style="background-color:green;">Inactive pieces make your position vulnerable.</div>
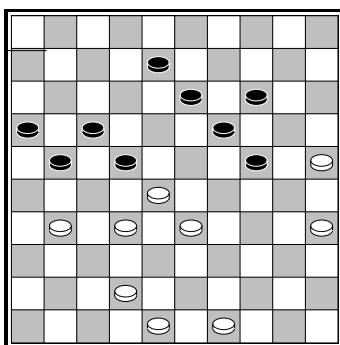
If we would only put piece 6 at a better square, like <3> or <8>, black will have a winning position!

White can't change back now, which was played in the game N. de la Fonteyne – H. veldhorst and gave white an advantage due to the weak piece at 6, because it is prohibited: 1.33 – 29 24x 33 2.28 x 39 14 – 20! 3.25 x 23 13 – 18 4.23 x 3 21 – 26 5.3 x 21 16 x 47 B+.

1.49 – 43 is answered by 8 – 12
Threatening 21 – 27!
 2.31 – 26 22 – 27! 3.42 – 38 12 – 18 4.48 – 42
4.43 – 39 18 – 22! With the lethal threat 24 – 29.
18 – 23
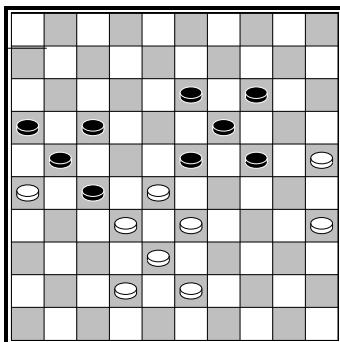
1) 5.42 – 37 23 – 29!!
5… 27 – 31? 6.33 – 29!! W+

6.43 – 39
Changing 35 – 30 is answered by 27 – 31.
27 – 31! And white has no good move left.

2) 5.43 – 39 17 – 22!
5… 13 – 18 is a good move too.
6.28 x 17* 21 x 12 7.32 x 21 16 x 27
Black has all strategic squares in possession now.
8.42 – 37 27 – 31 9.26 – 21 31 x 42 10.38 x 47 23 – 29 11.21 – 16 29 x 38 12.16 – 11 12 – 17 13.11 x 22 13 – 18 14.22 x 13 19 x 8 B+.
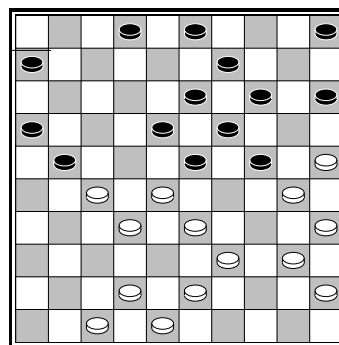
K. Thijssen – N.N.

Black's right wing is not developed well. The piece at 5 is inactive. White wants to keep this wing undeveloped and tries to control the other wing.
What should white play: 42 – 38 or 43 – 38?
Well, from white's point of view he controls the right wing already and so he should reinforce the left wing. So white has to move to the left. 42 – 38 would be weakening his left wing and giving up on the opportunity to use the 37 / 42 / 48 tail important to remove a black piece at 26.

28.43 – 38	2 – 7
29.42 – 37	7 – 11
30.39 – 34	11 – 17

We will consider two other variations:

1) 30.. 21 – 26 31.47 – 42 5 – 10 32.37 – 31 26 x 37 33.42 x 31 3 -8 34.31 – 26 8 – 12 35.48 – 42 leads to a very difficult position for black.
35… 15 – 20 36.34 – 29! 23 x 34 37.40 x 29 results in a horrible lock.
35… 11 – 17 36.42 – 37 6 – 11 gives white the chance for a shot: 37.34 – 29 23 x 34 38.40 x 20 15 x 24 39.26 – 21! 17 x 26 40.28 – 23 19 x 39 41.30 x 6 (39 – 44 42.6 – 1) +.
After 35… 23 – 29 36.34 x 23 18 x 29 37.40 – 34 25 x 34 38.45 x 34 13 – 18 black's left wing is still weak.

2) 30… 5 – 10 31.37 – 31 3 – 8 32.47 – 41 21 – 26? (32… 11 – 17 33.41 – 36 favors white) 33.27 – 21!! 16 x 47 34.25 – 20 14 x 25 35.32 – 27 23 x 43 36.48 x 39 47 x 29 37.34 x 5 25 x 43 38.5 x 43 W+.

31.47 – 41! 5 – 10

White doesn't need the 37 / 42 / 48 tail anymore, for black can't play 21 – 26 anyway because of 34 – 29 followed by 27 – 21.

32.48 – 42 15 – 20

Now square 20 is closed, white's pieces at his right wing become active.
Still this was black's best move.
32… 3 – 8 is punished by an explosive shot: 34 – 29 40 x 20 28 – 22 25 – 20 38 – 33 32 x 5 5 x 40 +.

33.34 – 29 23 x 34
34.40 x 29 18 – 23
35.29 x 18 13 x 31
36.37 x 26   9 – 13
37.42 – 37 10 – 15
38.45 – 40 17 – 22
39.26 x 17 22 x 11

White can win already by playing 28 – 23 19 x 39 30 x 10 15 x 4 25 x 14 followed by 40 – 34 x 24 and a breakthrough. In the game white played 40.40 – 34 and won.

Exercise 6.3 Describe the weaknesses in black's position.
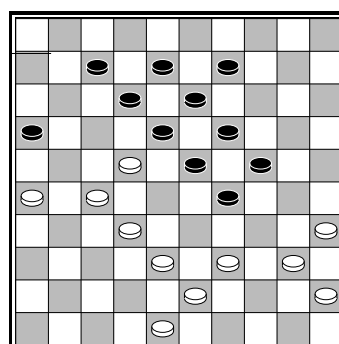
Exercise 6.4 Describe the weaknesses in black's position (white to move).
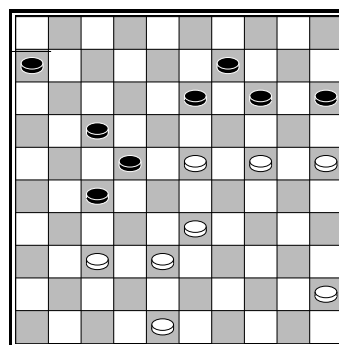
Exercise 6.5 Describe the weaknesses in black's position (black to move).

Exercise 6.2 Describe the weaknesses in white's position.
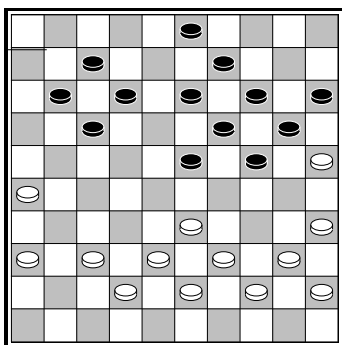
Exercise 6.6 Describe the weakness in white's position.
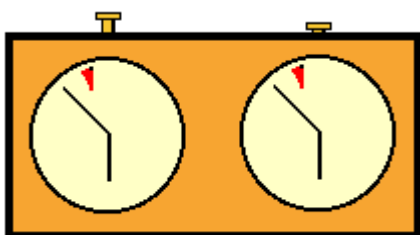
7. Space
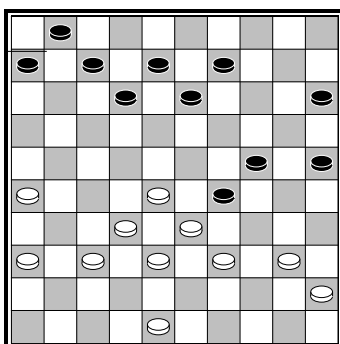
F. Luteijn – G. van Aalten

White's position is much better than black's position. White has formations: A pyramid in the centre and the Olympic formation not allowing black to play 25 – 30. Black has an outpost at 29 but it is not strong for two reasons:

1) Piece 29 is not covered by a strong centre.
2) Black doesn't have space to develop his attack. The Olympic formation 40 / 45 prevents black from moving on. Black's central pyramid prevents black from playing at square 17 reducing black's space to play.

Black's lack of space makes his position hopeless. He doesn't have any active formations to change the situation.
Where should black go with his pieces?

$$33.26 – 21 \quad 13 – 19$$
$$34.36 – 31$$

White could have attacked piece 29 already playing 39 – 34, but white is not hurrying at all to get the piece. Waiting for black to run out of sensible moves is a sound strategy.

$$34… \quad 8 – 13$$
$$35.21 – 16 \quad 6 – 11$$
$$36.31 – 27 \quad 9 – 14$$
$$37.48 – 42 \quad 15 – 20$$
$$38.37 – 31 \quad 1 – 6$$

38… 13 – 18 39.42 – 37 18 – 23 40.39 – 34 leads to a horrible lock: 12 – 18 41.27 – 21 1 – 6 42.21 – 17 11 x 22 43.28 x 17 +.

$$39.42 – 37$$

Black's situation is hopeless. There is no square to go anymore.
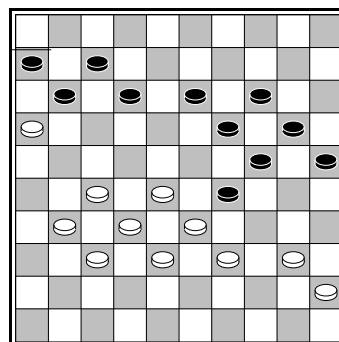
$$39… \quad 13 – 18$$

White can gain a piece playing 40.28 – 23 19 x 28 41.33 x 13 14 – 19 42.39 – 34 but decides to just freeze black out.

$$40.31 – 26 \quad 18 – 23$$
$$41.27 – 22 \quad 25 – 30$$

After 41… 12 – 17 42.39 – 34 it's closing time.

$$42.40 – 34 \quad 29 \times 40$$
$$43.45 \times 25 \quad 23 – 29$$
$$44.26 – 21 \quad 12 – 18$$

44… 29 – 34 45.39 x 30 24 x 35 46.22 – 17 11 x 22 47.28 x 8 is lost for black.

$$45.22 \times 13 \quad 19 \times 8$$
$$46.28 – 22!$$

White won in the game playing 46.32 – 27 followed by 38 – 32 x 43, but we show the most direct way to victory.

$$46… \quad 8 – 13$$
$$47.22 – 18! \quad 13 \times 22$$
$$48.37 – 31$$
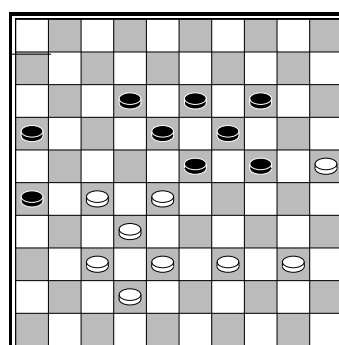
Black to move

The difference in rate of development is -4 temps. Black is developed 4 temps further than white. You should calculate the difference with

white to move, so the calculating must be after black plays a move, for example 12 – 17.
White has to play four moves to reach a symmetrical position after 12 - 17: 38 – 33 42 – 38 39 – 34 and 40 – 35. This means white is developed 4 temps less. White has 4 more moves to make.
Black has a lack of space to play as a result of his lead in development.

> With a lead in development in a closed classical position you risk being frozen out!

This closed classical position has emerged in a game many times. Black to play is lost.

1) 1… 12 – 17 2.38 – 33!

1.1) 17 – 21 3.40 – 35
3.42 – 38 van be answered by the shot 24 – 30 25 x 34 18 – 22 27 x 20 21 – 27 32 x 21 23 x 41 and black holds a draw.
3… 23 – 29 4.42 – 38 and 18 – 23 can be answered by both 5.35 – 30 + and 5.27 – 22 W+.

1.2)… 23 – 29 3.42 – 38 18 – 23 4.39 – 34!
After 4.40 – 35? 29 – 34! 5.39 x 30 13 – 18 it's a draw.
4… 13 – 18
4… 17 – 21 5.27 – 22 +
5.34 – 30 24 x 44 6.33 x 11 16 x 7 7.28 x 10 W+

2) 1… 23 – 29 2.28 – 23 19 x 28 3.32 x 34 12 – 17 4.39 – 33 will be losing too for black.

3) 1… 24 – 29 2.39 – 34 12 – 17 3.40 – 35 29 x 40 4.35 x 44
Black loses control over square 24.
4.17 – 21 5.38 – 33 18 – 22 6.27 x 20 21 – 27 7.32 x 21 23 x 41 8.20 – 15 16 x 27 9.42 – 37 41 x 32 10.15 – 10 is winning for example: 19 – 23 11.10 – 5 23 – 28 12.33 x 31 26 x 37 13.44 – 39 32 – 38 14.5 x 41 38 – 42 15.41 – 47 42 – 48 16.39 – 34 W+
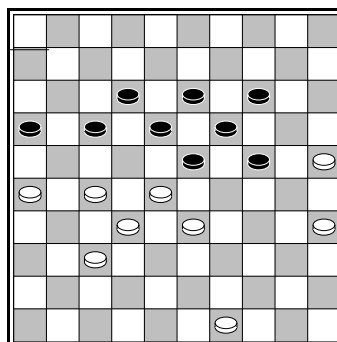
The rate of development (Dirod) in this position is 2 temps. Although white has 2 temps more in this closed classical position, *black* risks being frozen out. White controls both wings. He doesn't have formations to remove piece 25 or 26. Black lacks space to play. The only square to go at the next move is 29. White prepares a nice shot to prevent black from going there.

1.49 – 43!

If black plays 23 – 29 white takes the shot 2.35 – 30! 29 x 49 3.25 – 20 14 x 34 4.28 – 22 17 x 28 5.32 x 14 49 x 21 6.26 x 39 W+.

Playing a sacrifice is a better defence: 1… 16 – 21 2.27 x 16 23 – 29 3.43 – 38 29 – 34 4.32 – 27 but after the breakthrough 24 – 29 5.33 x 24 19 x 30 6.35 x 24 34 – 40 white plays 7.38 – 33! 40 – 44 8.33 – 29 black can't go to king (44 – 50 9.37 – 31! 50 x 22 10.29 – 23 +) and 8… 14 – 19 9.37 – 31! 19 x 30 10.25 x 34 13 – 19 11.34 – 30 the situation hasn't changed. 11… 19 – 23 12.28 x 19 44 – 50 13.19 – 14 will lead to a loss for black.
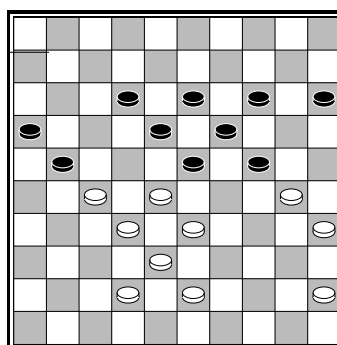
A. Betting – I. Poepjes

The Dirod is 3 + 2 + 9 + 12 – (8 + 9 + 12) = 26 – 29 = – 3. This means white is 3 temps behind. Therefore black has a lack of space. Moreover her piece at 15 is not active. White should take care black doesn't get space. In the game she played 1.42 – 37? giving her opponent space to go to 29.

She should have played 1.30 – 25! and 23 – 29 is answered by 2.43 – 39 preventing black both from going to 34 and playing 18 – 23. It will be punished by 35 – 30! +

2… 12 – 17 3.42 – 37 leaves black with no sensible reply.

If black plays 1.30 – 25 12 – 17 she is frozen out by 2.43 – 39! (preventing the 17 – 22 23 – 28 13 – 18 shot) 21 – 26 2.42 – 37 17 – 21 3.45 – 40 23 – 29 4.28 – 22 18 – 23 5.33 – 28 15 – 20 6.39 – 33 W+.

1.42 – 37? 23 – 29!

Now if white plays 30 – 25 black gets more space and goes to <34>.

2.30 – 25 23 – 29 3.43 – 39? Is not possible because the capture is followed by 14 – 20! B+. At 2.43 – 39 black also plays 29 – 34!

2.45 – 40? 14 – 20!

You should remember this move, as it is a very practical idea in classics. Black threatens to play 20 – 25 while 30 – 25 is met by a stick move breaking through.

3.30 – 25 29 – 34
4.25 x 23 34 x 45
5.23 – 19?

White should have played 5.27 – 22!! and playing at square 18 at the next move, drawing the game.

5… 45 – 50!
6.19 x 26 24 – 29
7.33 x 24 50 x 20
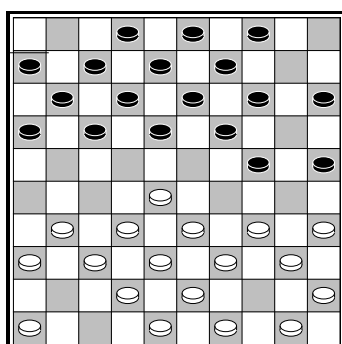
O. Dijkstra – N.N.

11… 18 – 22?

Black goes to square 22 but he doesn't have any space here. He can't go any further and risks being locked.

12.46 – 41 4 – 10

Closing square 18 will lead to a chain lock by 32 – 27! White should have played 13.50 – 44 now, but chooses to play the wrong base piece. In a couple of moves we will see why 50 – 44 was better.

13.49 – 44? 14 – 20
14.34 – 29 10 – 14
15.40 – 34
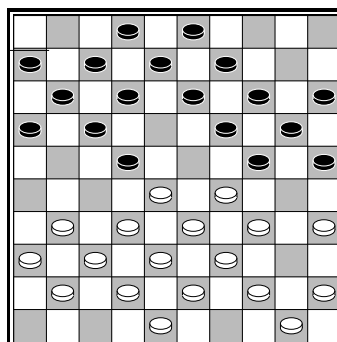
The idea to go to <29> was right, but because of the gap at <49> black could have played a surprising move: 15… 16 – 21! White can't take 16.31 – 27 22 x 31 17.36 x 16 17 – 22 18.28 x 17 12 x 21 19.16 x 27 19 – 23 20.29 x 18 13 x 31 21.37 x 26 24 – 30 22.35 x 24 20 x 49

15… 13 – 18?
16.45 – 40 8 – 13
17.31 – 26!

Exercise 7.1 What is black's answer to 17.32 – 27?

17… 16 – 21

Exercise 7.2 White is fork-locked. Why is this lock not so good?

18.50 – 45 11 – 16
19.28 – 23! 19 x 28
20.32 x 23

A very strong move. White threatens to play 34 – 30. Black isn't allowed to attack the outpost: 13 – 19 21.37 – 31! 19 x 28 22.31 – 27! with a king for white.
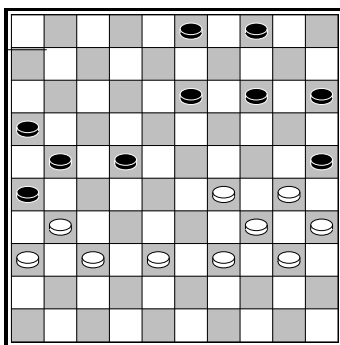
H. Pruim – J. Palmans

White has a lack of space. Pieces 31 / 36 / 37 can't play. His pieces at his right wing are not completely locked, but still have little room to play. Black blocks the white position. The game was 1.29 – 23 but we will look at another continuation.

1.30 – 24 4 – 9

Preventing the 29 – 23 move which would give white more space.

Exercise 7.3 How did black punish the 2.29 – 23 move?

Exercise 7.4 In stead of 4 – 9 white could also have performed a combination immediately. Can you spot it?

Let's look at other continuations (diagram).
1.39 – 33 14 – 19 2.38 – 32 21 – 27! 3.32 x 21 16 x 27 is a disaster for white. 4.29 – 24 leads nowhere: 3 – 8 5.33 – 29 8 - 12 +.

The best defence is 1.38 – 32 3 – 9

1) 2.39 – 33 13 – 19 3.32 – 28 14 – 20 4.28 x 17 21 x 12 leads to a nasty lock: 5.33 – 28 20 – 24! 6.29 x 20 15 x 24 and after white breaks the lock by 7.28 – 23 19 x 28 8.30 x 19 28 – 32! 9.37 x 28 26 x 37 black breaks through and wins.

2) 2.30 – 24 22 – 27 3.31 x 22 13 – 19 4.24 x 13 9 x 38 5.29 – 23 21 – 27 6.23 – 18 26 – 31 7.37 x 26 38 – 42 8.18 – 12 42 – 47 leads to a difficult endgame for white, for example 9.12 – 7 (better is 9.26 – 21) 14 – 19!
White can't go to king now: 7 – 2 27 – 32! 2 x 30 47 – 29 34 x 23 25 x 45 B+*
10.35 – 30 47 – 24 11.40 – 35 24 – 20 12.26 – 21 19 – 23! 13.16 x 27 23 – 29 14.34 x 23 25 x 43 and getting a second king results in a winning endgame for black.

Freezing out the opponent
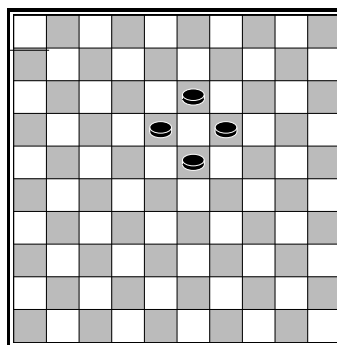
We will look at some 4 x 4 position where black is frozen out and loses.
We ask ourselves the question: Where to put four white pieces such that black to move loses by a freeze-out?
In this case several solutions exist.
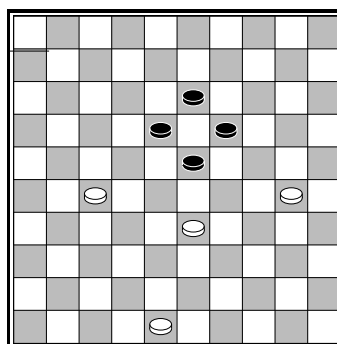
Piece 48 can be put at several other squares, like 47, 49, 42, 43, 38, 32, 34.

There are more possibilities. We show 4 more options. The black centre is surrounded.
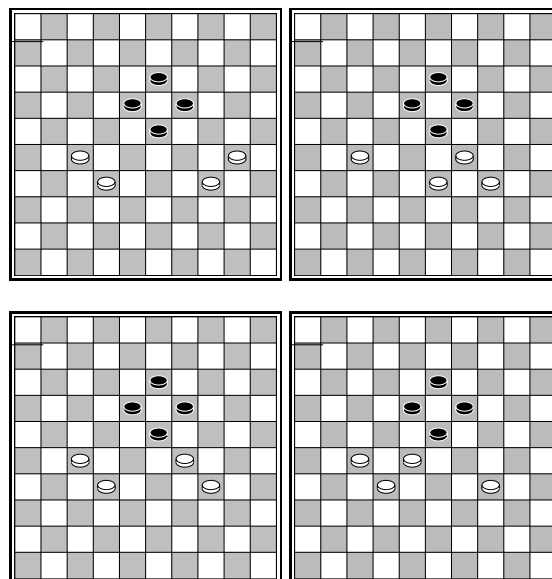
We can conclude that the 13 / 18 / 19 / 23 construction is weak. The reason is that piece 13 can't play at all!
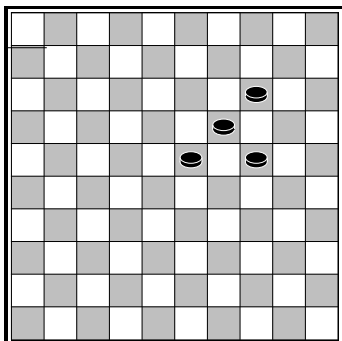
This construction is much stronger. Black has a fork. There is only one solution now!
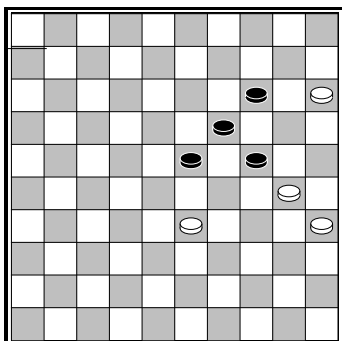
White needs a piece at <15>.
1) 14 – 20 30 – 25 W+
2) 23 – 29 33 – 28 14 – 20 15 – 10 W+

Piece 15 can't be put at 25. In this case black escapes playing 23 – 29 33 – 28 29 – 33 28 x 39 24 – 29 drawing the game.

In the next example there seem to be plenty of options, but in reality there is only one solution.
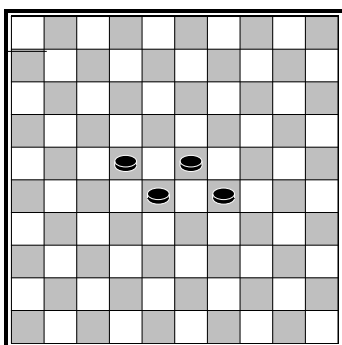
Let's examine two examples:
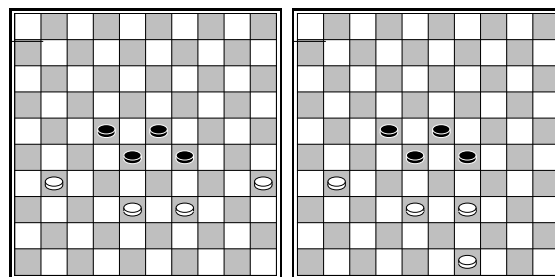
In the left diagram black doesn't play 29 – 34? 39 x 30 23 – 29 30 – 24!! 29 x 20 35 – 30 +, but 28 – 33!! 39 x 17 23 – 28 17 – 12 28 – 33 and holds a draw.

In the right diagram black plays 29 – 34 39 x 30 23 – 29 and white can't win.
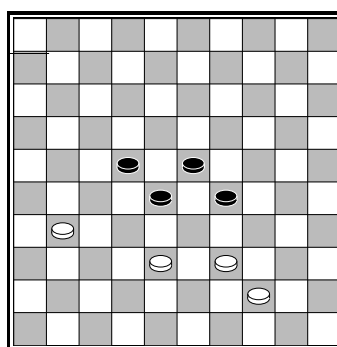
This is the solution! White can counter both sacrifices:
1) 29 – 34 39 x 30 23 – 29 30 – 24! 29 x 20 44 – 40 W+
2) 28 – 33 39 x 17 23 – 28 17 – 12 (or 44 – 39 etc. W+) 28 – 33 38 – 32 29 – 34 32 – 28 33 x 22 12 – 8 22 – 28 8 – 3 followed by 3 – 25 W+.

We saw that is it quite difficult to win a freeze out against a construction with two outposts. The outposts are close to king. You will have to consider all kinds of sacrifices which give a breakthrough.

Examine freeze-out-positions by judging the possible sacrifices!
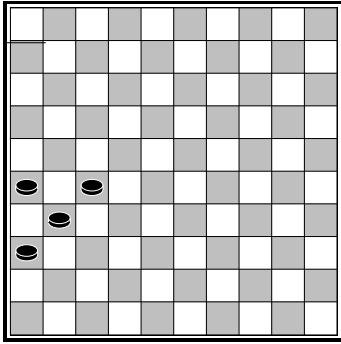
Ex 7.5 Put four pieces at the board so that black to move loses by a freeze out. In this case there is more than one solution.
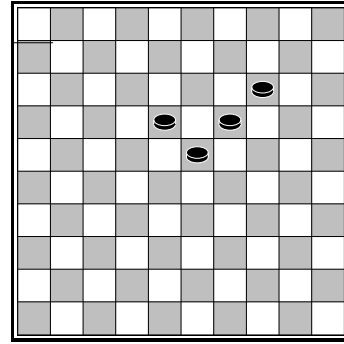
Ex 7.8 There is only one solution now!
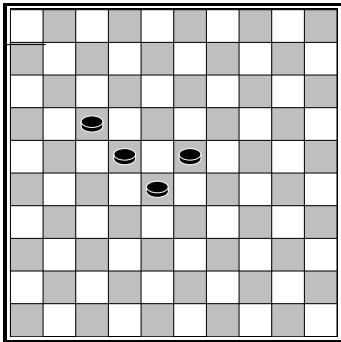
Ex 7.6 There is only one way to get a winning freeze out. Try to find it!
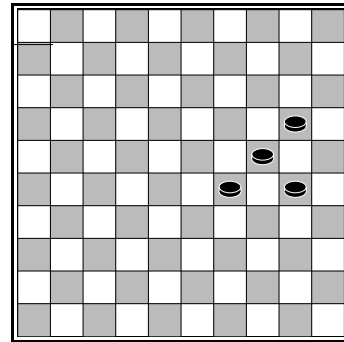
Ex 7.9 One solution
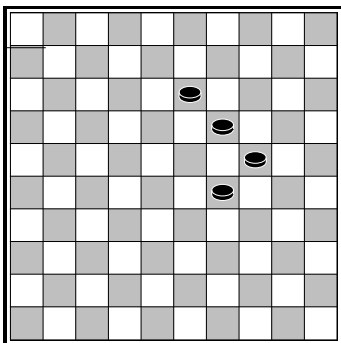
Ex 7.7 There is more than one solution now! Try to find one.
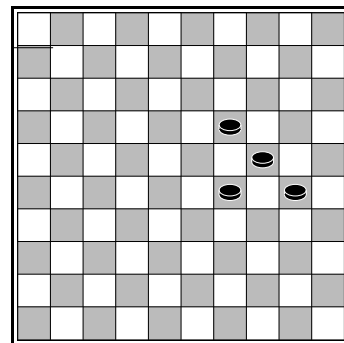
Ex 7.10 One solution

8. Tactics

The most important feature one should consider in any position is tactics.
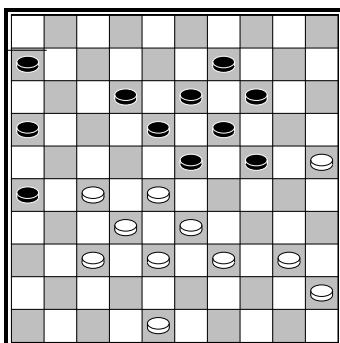
We've seen this position before in lesson 2 about formations. We have already played the first move for white and black (50 – 45 3 – 9). After white played 39 – 34 we had black respond 24 – 30. As a matter of fact black has a better defence.

1.39 – 34 23 – 29!
2.34 x 23 18 x 29
3.48 – 43
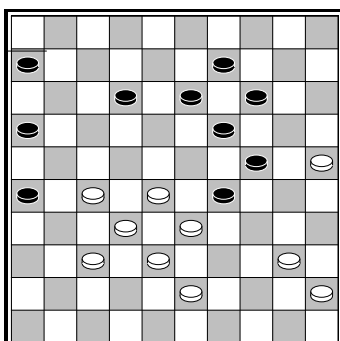
If black plays 3… 6 – 11 4.43 – 39 he has no good move left.
If black plays 3… 13 – 18 or 3… 12 – 18 white forces a win by 4.43 – 39 18 – 23* 5.40 – 35 *threatening 35 – 30 +*
29 – 34 6.39 x 30 etc.
The black position seems lost, but there is a tactical surprise:

3… 24 – 30!!

Shots with choices are easily overlooked. In the Koeperman book, the position is from, it was not mentioned at all…

1) 4.33 x 35 16 – 21 5.27 x 16 6 – 11 6.16 x 18 13 x 31 B+

2) 4.25 x 23 16 – 21 5.27 x 16 6 – 11 6.16 x 18 13 x 22 7.28 x 17 19 x 48 =

The role of tactics in draughts is extremely important. Many games are decided by tactical means. Also winning strategically can hardly be done without using tactics.
A well-known Russian draughts trainer, Michail Kats stated the importance of tactics when thinking about a position*: Tactics first!*

Although we discuss tactics as last feature of a position, it always plays a role. And should never be forgotten.

Without considering tactics it is usually not possible to judge a position correctly!
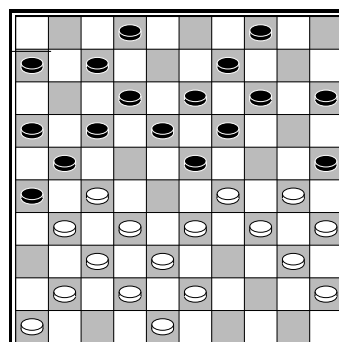
W. Thoen – Tj. Goedemoed

White has just played 21.36 – 31 locking his own left wing. Black tried to use tactics to take profit of the situation:

21… 17 – 22?

Black calculated that 22.32 – 28? Is losing: 21 x 32 23.28 x 8 16 – 21! 24.38 x 16 7 – 12 25.8 x 17 23 – 28 26.33 x 22 18 x 49 B+.
White could have won by taking another combination: 22.30 – 24!! 19 x 28 23.43 – 39 23 x 43 24.32 x 23 18 x 29 (other captures also lose) 25.38 x 49! 21 x 32 26.37 x 10 W+.
The choice of capture for black makes the shot harder to spot. White didn't discover the shot and lost.

The tactical approach didn't work here. Black could just have played 21… 2 – 8 and now for example 22.33 – 28 7 – 11 23.38 – 33 17 – 22 24.28 x 17 11 x 22 and the lock is created without any tactical problems.
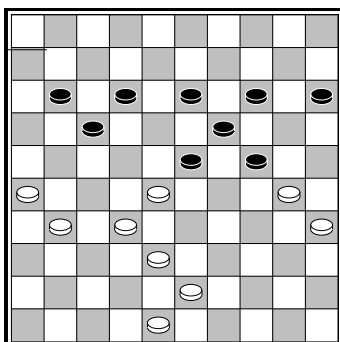
E. Dul – T. Tansykkuzhina

Black to move wanted to activate the inactive piece at 15 in this classical position. White prevented this using tactics.

41… 15 – 20 42.31 – 27!

Exercise 8.1 How does white reply to 42… 20 – 25?

42… 13 – 18?

Black should have played 42… 11 – 16.
42… 23 – 29 would also have been a mistake:
43.28 – 23 19 x 37 44.30 x 10 37 – 41 45.10 – 5 41 – 47 46.5 – 46 47 x 33 47.27 – 22 17 x 28 48.33 x 6 W+.
White forces a win using a sacrifice now.

43.26 – 21!! 17 x 26
44.28 – 22   20 – 25
45.22 x 13   25 x 34
46.38 – 33!   19 x 8
47.27 – 21   26 x 17
48.32 – 28   23 x 32
49.43 – 38   32 x 43
50.48 x 10

> Tactics refers to combinations, sacrifices and forcings.
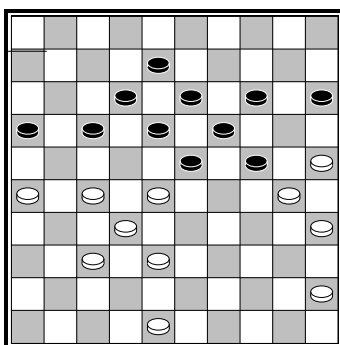
A. Domchev – A. Shwarzman

White tried to control the wings, but his plan to freeze black out failed due to tactics. Threefold world champion Alexander Schwarzman has played many astonishingly beautiful sacrifices in his career. This is another example of a strong long run sacrifice deciding a game.

39.37 – 31?

Preventing the 17 – 21 x 21 exchange. Sometimes this idea is good but now it will result in a dangling piece at 31.
White could have used a sacrifice himself to force a draw: 39.48 – 43!
The Dussaut sacrifice 16 – 21 40.27 x 16 18 – 22 is punished by 41.25 – 20! +
39… 24 – 29 40.26 – 21! 17 x 26 41.40 – 34 29 x 40 42.35 x 44 and black has to return the gained piece: 29 – 33 43.28 x 39 23 – 28 44.32 x 23 19 x 28 45.38 – 32!
45.38 – 33? Is answered by the shot 16 – 21! 46.27 x 16 28 – 32 47.37 x 28 14 – 20 48.25 x 14 13 – 19 49.14 x 23 18 x 47
45… 16 – 21 46.27 x 16 26 – 31 = (This variation was shown by Schwarzman in draughts magazine *Hoofdlijn 129*)

39… 24 – 29!

White can only play 48 – 42 now, playing the golden piece to an awkward position.
40.45 – 40 is met by 17 – 22! 41.28 x 17 12 x 21 42.26 x 17 29 – 33 43.38 x 29 23 x 45 +.
40.48 – 43 would weaken square 42 decisively, offering black the opportunity to play the Duassaut sacrifice: 16 – 21!! 41.27 x 16 18 – 22 and white has no tactical reply.

41.48 – 42
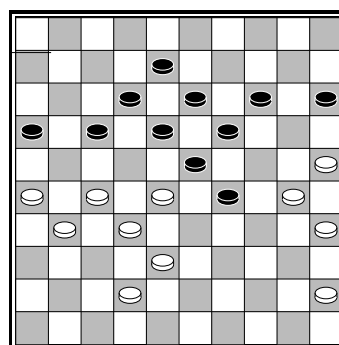
It looks like black's position suffers from a lack of space, but in reality black can create more space by playing a sacrifice after which pieces 31 and 42 are inactive.

41… 19 – 24!!
42.30 x 10 15 x 4

43.28 x 19 13 x 24

In the game black played 41… 14 – 20 42.25 x 14 19 x 10 43.28 x 19 13 x 24 44.30 x 19 10 – 14 45.19 x 10 15 x 4, which is a good idea which eventually resulted in winning the game, but Schwarzman admitted that 41… 19 – 24 was an even better way to play the sacrifice!
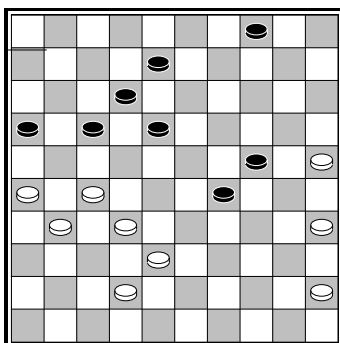
After 44.45 – 40 18 – 23 the threat 23 – 28 17 – 21 is lethal.
44.42 – 37 29 – 34 45.38 – 33 4 – 9 (46.33 – 28 9 – 14) doesn't give a better result.
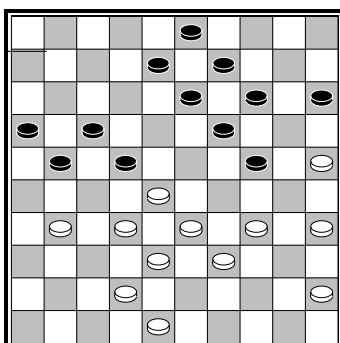
A. Scholma – A. van Leeuwen

Black just has played the strong 18 – 22 move.

32.34 – 29?!!

At first sight this appears to be a losing move. Black wanted to force a win now.

32… 8 – 12?
33.29 x 20 15 x 24

White is confronted by the double threat 21 - 2 7 + & 24 – 29 B+. But white had *seduced* his opponent to play this way. He performs a devastating combination:

34.31 – 27! 22 x 31
36.28 – 23 19 x 37
37.38 – 32 37 x 28
38.33 x 11 16 x 7
39.35 – 30 24 x 35

40.45 – 40 35 x 33
41.42 – 38 33 x 42
42.48 x 10

A giant blow! Astonishing…
This shot was called coup Stadskanaal after the game. Stadskanaal is the city the Dutch championship 1995 was played won by Auke Scholma.

If black plays 32… 13 – 18 33.29 x 20 15 x 24 the gap at 13 gives white the king shot 31 – 27 28 – 22 38 – 32 33 x 2. although this results in not more than a draw.

Black could play 32… 21 – 26 33.29 x 20 15 x 24

1) 34.45 – 40 26 x 37 35.42 x 31 16 – 21 36.40 – 34
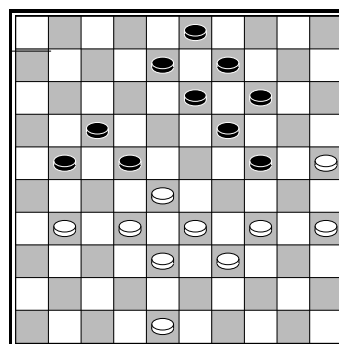
Black should not take the 14 – 20 25 x 23 24 – 29 33 x 24 22 x 44 shot because white counters playing 32 – 27!! 21 x 43 48 x 50 +.
36… 8 – 12 37.31 – 26
37.34 – 29 is met by 21 – 27!
37… 24 – 30 38.35 x 24 19 x 30 39.34 – 29 30 – 35 40.39 – 34 14 – 20 41.25 x 14 9 x 20 with small advantage for white.

2) 34.32 – 27 26 x 37 35.42 x 31 16 – 21! 36.27 x 16 24 – 29 37.33 x 24 22 x 44 38.45 – 40 19 x 30 39.40 x 49 30 – 34 and both players will break through with a draw.

T. Sijbrands – Sheoratan
Parimaribo 1969
1.32 – 28 18 – 23 2.38 – 32 12 – 18
3.43 – 38   7 – 12 4.31 – 27 17 – 22
5.28 x 17 11 x 31   6.36 x 27 12 – 17
7.33 – 28 17 – 21 8.38 – 33   8 – 12
9.42 – 38 20 – 24 10.34 – 30 14 – 20
11.39 – 34!!

The black player is seduced to lock white's right wing. After this logical move white had prepared a giant blow!

11… 20 – 25?
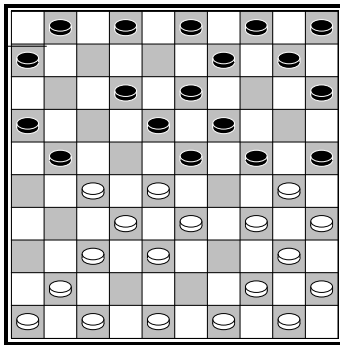
Unexpectedly white will get a king at the now still occupied square 3…

12.27 – 22!! 18 x 27
13.33 – 29   24 x 31
14.44 – 39   21 x 32
15.41 – 37   23 x 41
16.46 x 8   3 x 12
17.39 – 33   38 x 29
18.34 x 3   25 x 34
19.3 x 26
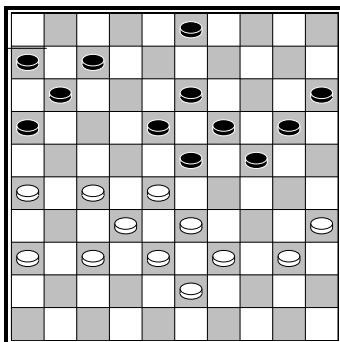
S. Mensonides – Baba Sy

Senegalese grandmaster Baba Sy was famous for his tactical skills.

1… 3 – 9!!

All moves but one are punished by a shot now. The remaining move loses positionally.

1) 1.40 – 34 24 – 29! 2.33 x 24 20 x 40 3.35 x 44 18 – 22 4.27 x 29 16 – 21 5.26 x 17 11 x 31 6.36 x 27 19 – 23 7.29 x 18 13 x 31 (coup Raichenbach) B+.

2) 1.26 – 21 24 – 30 2.35 x 24 20 x 29 3.33 x 24 19 x 30 4.28 x 8 7 – 12 5.8 x 17 11 x 35 coup Royal or 1.26 – 21 24 – 30 2.35 x 24 19 x 30 3.28 x 8 7 – 12 4.8 x 17 11 x 42 5.38 x 47 16 x 49 B+.

3) 1.37 – 31 24 – 30! 2.35 x 24 20 x 29 3.33 x 24 19 x 30 4.28 x 8 9 – 13 5.8 x 19 18 – 22 6.27 x 18 30 – 34 7.choice 16 – 21 8.26 x 17 11 x 44 B+.

4) 1.39 – 34 24 – 29 2.33 x 24 19 x 48 3.28 x 8 48 x 22 4.8 – 3 22 – 31! 5.3 x 25 15 – 20 6.25 x 27 31 x 45 B+

5) 1.28 – 22 The only move to prevent a shot, but now white is frozen out: 7 – 12 2.37 – 31 9 – 14 3.33 – 28 20 – 25 5.40 – 34 23 – 29! 6.34 x 23 18 x 29 7.39 – 33 12 – 17 8.43 – 39 29 – 34 9.39 x 30 25 x 34 +

J. Sterrenburg – R. Heusdens
Dutch championship 2006

Exactly the same position and same shot was performed in another game between masters. Black overestimated his position and played:

38… 21 – 26?
39.42 – 37 13 – 19

An obliged move because of the 27 – 22 threat.
Black should have been alarmed. He opens square 13, enabling white to take a shot with annihilation of the black position.

40.27 – 21!! 16 x 38
41.37 – 32   26 x 28
42.39 – 33   28 x 30
43.35 x 2   23 x 34
44.2 x 22

> Gaps in your position, especially a gap at square <38> / <13>, frequently allow the opponent to take a shot!

H. Wiersma – T. Sijbrands
World championship 1972

Both players have an outpost at 24 / 27. Black occupies the centre square 23. But black's position contains a huge weakness, the opened square 2! This makes his position tactically vulnerable. White should have aimed his arrows at squares 22 and 13. In the game white didn't discover the surprising way to take profit of the situation. An unknown Russian player Makrovich showed that white could have won playing a double sacrifice!

27.34 – 30!! 23 x 34

27… 25 x 34 is met by 28.39 x 30 23 x 25 29.35 – 30! 25 x 34 30.24 – 19 13 x 24 31.33 – 28 22 x 42 32.31 x 2 42 x 31 33.2 x 39 +

28.26 – 21!! 17 x 26
29.24 – 19! 13 x 24
30.30 x 19

A strange situation. Black is two pieces up and to move but can't defend against several threats. White threatens to play 33 – 28 or 43 – 39 after the capture 39 x 30 25 x 34. The best black can do is to play 30… 25 – 30 31.35 x 24 34 – 40 32.39 – 34 40 x 20 33.33 – 28 22 x 42 34.31 x 2 42 x 31 35.36 x 27 and the king for two pieces looks winning.

A. van Leeuwen – I. Tchartoriiski

In this closed classical position white is three temps behind. (Dirod = -3) He also holds the Olympic formation, so the position must be good for white. Tactical surprises however caused white to lose…
40.30 – 25 would have prevented all problems, as black can't play 12 – 18 25 x 14 9 x 20 then.

Exercise 8.2 Which combination follows at 40.30 – 25 12 – 18? 41.25 x 14 9 x 20 ?

40.30 – 25 17 – 21 41.25 x 14 9 x 20 42.44 – 39 leads to a position that is slightly better for white. White can also play 42.28 – 22 because 23 – 28 will give a better endgame for white

Exercise 8.3 How does white counter the 42.28 – 22 23 – 28? 43.32 x 25 21 x 41 breakthrough?

40.48 – 43? 12 – 18

White discovered the threatening coup Raphael (also called coup Beets [pronounce this Dutch name like: Bates] in this typical fashion with the 32 x 25 capture) 17 – 22 28 x 17 23 – 28 32 x 25 26 – 31 30 x 8 3 x 41
He also noticed that 41.30 – 25 can be answered by a coup Philippe: 24 – 30 42.35 x 15 23 – 29 43.33 x 24 19 x 30 44.25 x 34 18 – 22 45.27 x 18 13 x 31 but he should have chosen to play 41.30 – 25 anyway for this shot only leads to a draw after 46.32 – 27! 31 x 22 47.15 – 10 etc.

41.43 – 39? 20 – 25!
42.39 – 34 16 – 21!!
 43.27 x 16   18 – 22

Black performs a charming forcing. The logical 16 – 11 move to avoid the 24 – 29 threat is punished by 43.16 – 11 17 x 6 44.28 x 17 24 – 29!! 45.33 x 24 23 – 28 46.32 x14 9 x 49 B+.

Black takes advantage of the gaps in white's position.
There is nothing he can do against the 24 – 29 threat.

44.34 – 29 23 x 34
45.30 x 39 24 – 29
46.33 x 24 22 x 31

White surrendered.

A. Georgiev – H. Wiersma
Wch rapid 1999

Exercise 8.4 Answer the questions.

A) Describe the relevant features of this position.

B) Black played **24… 22 – 28?** How did white win?
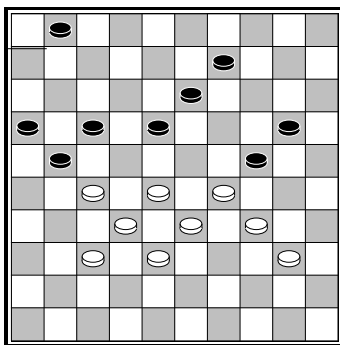
N. Germogenov - G. van Aalten

Black has just played *12 – 17?*

Exercise 8.5 Look for a shot for white!
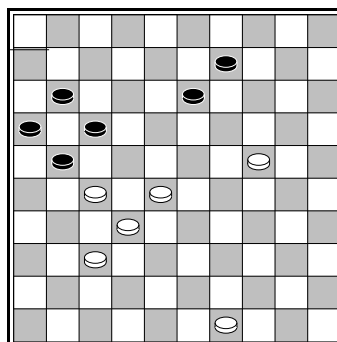
T. Kooistra – J. van Buiten

White controls the strategic squares. But how to win? The only way to force a win is using tactics.

Exercise 8.6 Can you spot a way to win using the stick move as a weapon?
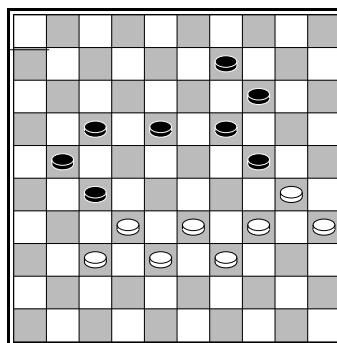
Exercise 8.7 Answer the questions

A) What is weak about white's position?

B) What's strong about black's position?

C) Black to move can force a win using tactics. What is the winning move for black?
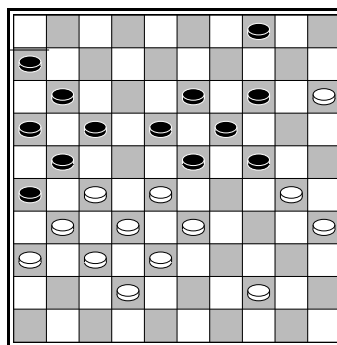
M. Koopmanschap – M. Palmans

Exercise 8.8 Black to move can take a shot. His king will capture six pieces. How?

White wins with a combination, forcing or sacrifice.

Combination = C; forcing = F; sacrifice = S.
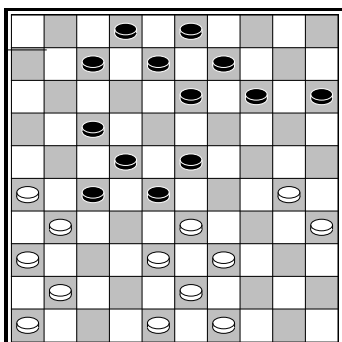
C 8.9
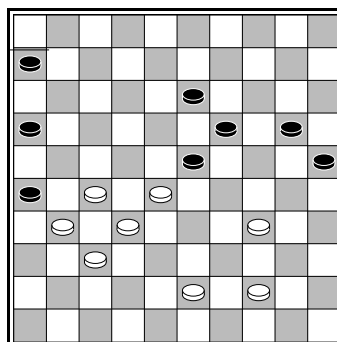
F 8.13
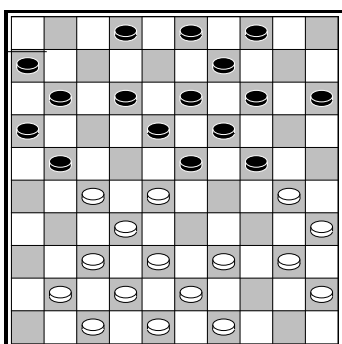
C 8.10
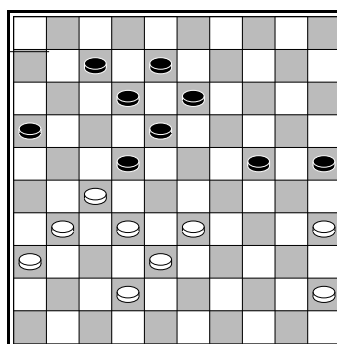
F 8.14
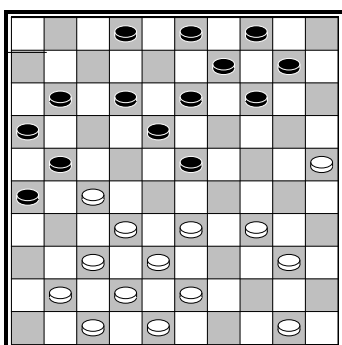
C 8.11
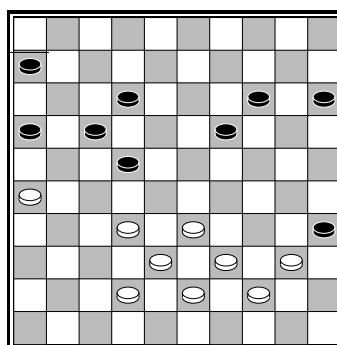
F 8.15
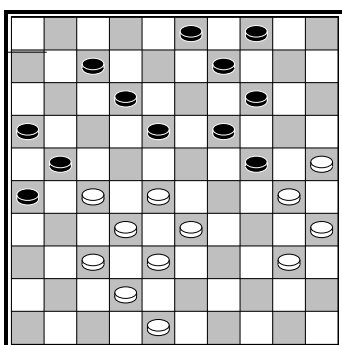
C 8.12
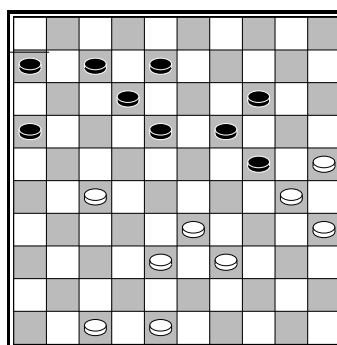
S 8.16

8.17 – 8.24 White plays and wins!   Look for a combination, forcing or sacrifice!
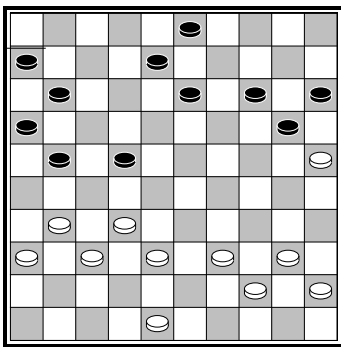
17.G. Valneris – P. Rozenboom
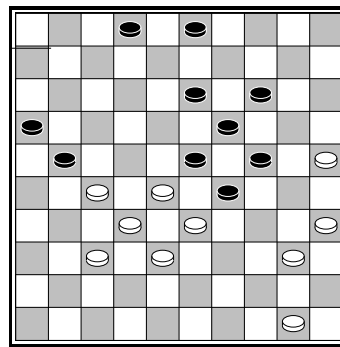
21.H. Elenbaas – C. Westerveld
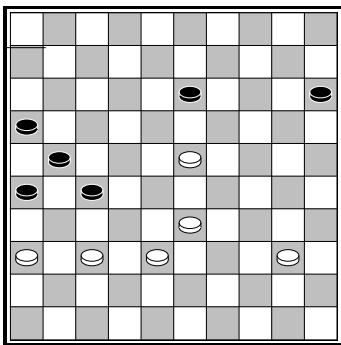
18.H. Wiersma – J. Van der Wal
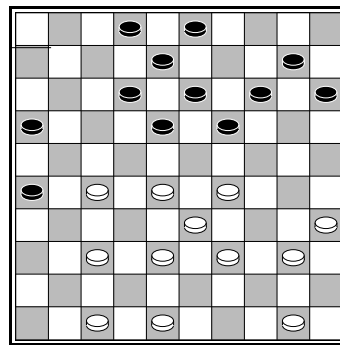
22.B. Zwart – H. Hoekman
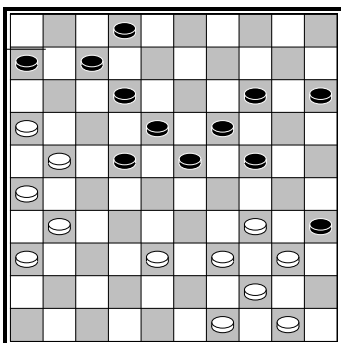
19.A. Scholma – R. Clerc
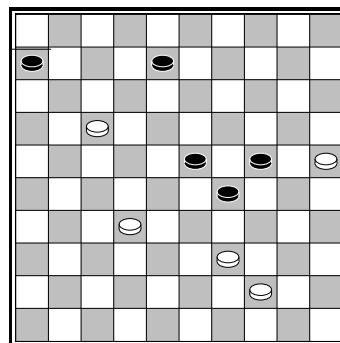
23.A. Georgiev – G. Jansen
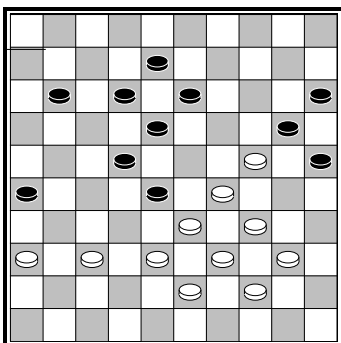
20.N. Samb – A. Georgiev
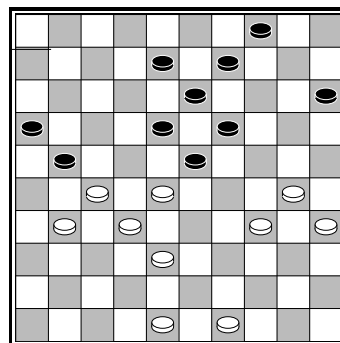
24.A. Cordier – D. van Schaik

9.Judging positions

To judge a position correctly we should consider the position's relevant features. We have learned all features of a position:

1) Formations
2) Locks
3) Strategic squares
4) Development
5) Weaknesses
6) Space
7) Tactics
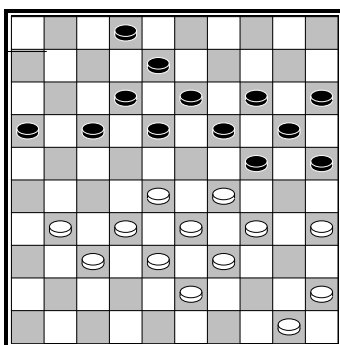
A. Chizhov – I. Kostionov

Let's look at all features of this position:

1) White has good formations, he has a central pyramid. Black's only active formation is the 17 / 12 / 8 tail he can use to change white's centre piece 28.

2) White is fork-locked. The lock is economic: 6 pieces (14 / 15/ 19 / 20 / 24 / 25 lock 7 pieces (29 / 33 / 34/ 35/ 39 / 45/ 50. Black's control over the other wing is not so great.

3) White controls squares 28 and 27. Black has only square 24.

4) The difference in rate of development is -1. White has one temp less. It doesn't play a significant role.

5) White has only a small weakness at 42. Black's weakness is the lack of active formations at his right wing.

6) Black has little space at his right wing. White however has far more space to play.

7) Tactics will play an important role in the game. Both players should consider tactics while calculating.

The most important feature of the position is the lack of space of black. Tactics must decide whether white will win or black can make a draw.

32.45 – 40 17 – 22
33.28 x 17 12 x 21

Black uses his formation to get rid of piece 28. This is logical. 32… 17 – 21? 33.31 – 26 results in losing a piece for black.

34.31 – 26 2 – 7
35.26 x 17 7 – 12

Black can't play 34… 21 – 27 35.32 x 21 16 x 27 because of 36.29 – 23 W+.
34… 19 – 23 35.26 x 17 25 – 30 36.34 x 25 23 x 45 37.32 – 27 is very dangerous for black. Piece 17 is very strong, just like in the game.

36.37 – 31 12 x 21
37.31 – 26 19 – 23

Black could have chosen to play a sacrifice: 8 – 12! 38.26x 8 13 x 2 after which white's left wing is weakened. White can't play 39.32 – 28 16 – 21 40.38 – 32 then because of a king shot to 49.
White can play 39.32 – 27! However, 19 – 23 40.34 – 30! 25 x 45 41.38 – 32 23 x 34 42.39 x 10 15 x 4 but black can probably defend this worse position.

38.26 x 17 25 – 30
39.34 x 25 23 x 45
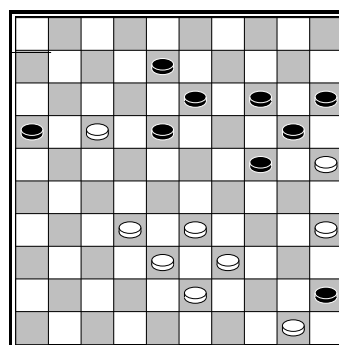
The situation has changed. White has a strong position. Piece 17 is strong. It gives white extra space and it keeps several black pieces busy. White can build up the 27 / 32 / 38 tail threatening with a breakthrough.

40.32 – 27 24 – 29
41.33 x 24 20 x 29
42.38 – 32 14 – 19
43.43 – 38 8 – 12
44.17 x 8   13 x 2

A logical defence: black changed piece 17. However, white now takes control over square 24. White's pieces are working together much better than the black ones.
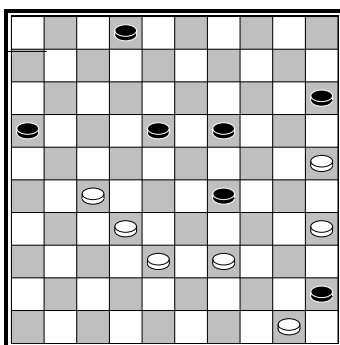
45.35 – 30!

Threatening both 39 – 33 and 30 – 24.

45…. 29 – 34
46.39 – 33 34 – 40
47.30 – 24! 19 x 30
48.25 x 34   40 x 29
49.33 x 24
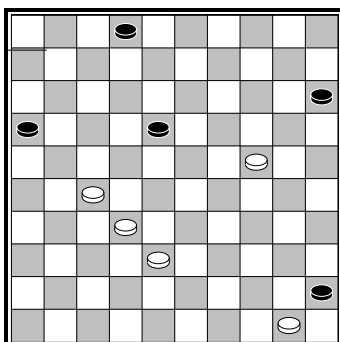
Very strong play by Chizhov! White has squares 27 and 24 in possession. Black still suffers from a lack of space. The opposition 45 / 50 is favourable for white in the endgame. There is no defence left for black.
49… 18 – 23 50.27 – 21 16 x 27 51.32 x 21 2 - 7 52.21 – 17 and after 23 – 28 piece 24 goes quickly to king.

49… 2 – 7
50.27 – 21 16 x 27
51.32 x 21 7 – 12
52.24 – 19 15 – 20
53.38 – 33

Black has to let piece 19 go to king.

53… 18 – 22
54.19 – 13 22 – 28
55.33 x 22 12 – 18
56.22 – 17! 18 x 9

57.17 – 12 20 – 24
58.12 – 8! 24 – 30
59. 8 – 2 30 – 34
60.2 – 11

The endgame is winning because of white's control over the *trictrac zone*. The play went on:
60… 34 – 40 61.21 – 16 40 – 44 62.50 x 39 9 – 13 63.11 – 17 and black surrendered.
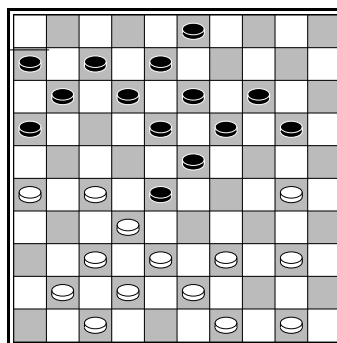
A. Shaibakov – R. Boomstra

How to judge this position?

1) Black has the central pyramid with an outpost at <28> on top. White has the right formations to play against piece 28: the tails 38 / 42 / 47 and 38 / 43 / 49 are good.

2) There are no locks

3) Black has control over square 23 and 24. He also has an outpost at <28>. Playing against <28> white needs at least control over <27> and <26> also helps him. You can't allow a black piece at 26 because of the 16 – 21 26 – 31 threat.

4) The difference in rate of development is – 6. Black has six temps more, which seems to be fine in an attacking position.

5) Black has a huge weakness at square 7. this weakness results in a non-playing area at black's right wing. He can't play 11 – 17 nor 12 – 17.

6) Black lacks space at his right wing due to the dangling piece at 7. Black should have a lot of space at the other wing to survive this situation, but he has not.

7) Black can't play 11 – 17 because of 27 – 22 18 x 27 32 x 21 16 x 27 38 – 32 27 x 38 42 x 2 W+.

The weakness at 7 is the most relevant feature here. It causes a lack of space and gives white the opportunity to freeze black out. White wants to control the other wing.

1.50 – 45 3 – 9

1… 20 – 25 is answered by 2.39 – 34! 14 – 20 3.34 – 29 25 x 34 4.43 – 39 34 x 43 5.26 – 21 25 x 34 6.40 x 29 23 x 34 7.32 x 25 43 x 32 8.40 x 29 11 – 17 9.37 x 28 17 x 26 10.28 – 23 with a winning position for white.

Playing 1… 20 – 24 2.40 – 35 14 – 20 (24 – 29 38 – 33 W+1) 3.30 – 25 leaves black with no sensible reply.

2.39 – 34 20 – 25

Exercise 9.1 How does white freeze his opponent out after 2… 20 – 24?

3.41 – 36

Black has no good moves left. He decided to sacrifice a piece by 28 – 33 and lost.
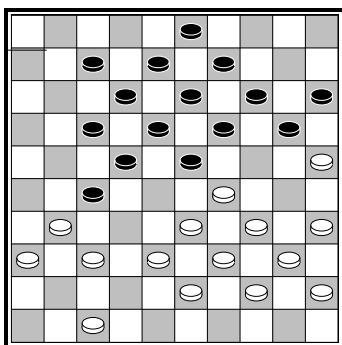
A. Scholma – M. Nogovicyna

1) Black possesses many formations. White has a strong construction at his right wing. White doesn't have the important 38 / 43 / 49 tail anymore. This tail is aimed at the outpost at <27>, which can't be exchanged anymore.

2) There are no locks, although black is blocked at his left wing.

3) Black has all strategic squares under control. At this moment white has control over square 24. Black can't go to square 24, since 20 – 24 x 24 is punished by 34 – 29 and 19 – 24 by 34 – 30 W+.

4) The difference in rate of development is – 2.

5) Black's weakness is her blocked left wing. Square 11 is empty so that she should take care piece 22 can't be removed making a shot. White has a weakness at 49. He misses the 38 / 43 / 49 tail. White's division of pieces isn't optimal. At the right wing there are much more pieces than on the left.

6) Black suffers from a lack of space. She can't go to 24 or 28. She has only room to play at her right wing. White has no (blocking) piece at 26, so she might go still be able to go to 21. White's plan will be to block the position completely.

7) White should take care for the opened square 49, which might allow black to go to king by a shot. He should also watch the 23 x 41 track.
Playing 35 – 30 makes no sense. Black doesn't play 20 – 24 of course (Check that white has a king shot after this) but 17 – 21 and 31 – 26 loses to 20 – 24 B+.

28.47 – 41

White would much rather play 28.47 – 42 because 7 – 11 (breaking the 7 / 12 / 18 tail) can be met by 29.34 – 30! 23 x 34 30.40 x 29 blocking the position entirely. White however discovered that 28.47 – 42 can be answered by 17 – 21!! 29.31 – 26* 20 – 24!! 30.26 x 17 23 x 41 31.36 x 47 27 – 32 (or 14 – 20 first) 30.38 x 27 14 – 20 33.25 x 23 7 – 11 34.29 x 20 18 x 49 B+.

28… 7 – 11

Since square 42 is open the 34 – 30 23 x 34 40 x 29 can be simply met by 20 – 24 29 x 20 15 x 24 taking all strategic squares under control.

29.31 – 26 27 – 31!
30.36 x 27 22 x 42
31.38 x 47 11 – 16

Changing gave black a huge amount of space to play again! Black's position is clearly better. She can simply continue playing 17 – 21 x 21 controlling square 27 again but with enough space.
Tactics became dominant and prevented the total blockage of black's position.

Vivian Moorman – Ester van Muijen

1) Both white and black have a central pyramid.
They both possess the Olympic formation. Black can make a tail (or fork) by putting a piece at 17 (12 – 17). Black also holds the 15/20/24 tail. Black's pieces are working together well.

2) There are no locks.

3) White possesses <27> and <28>, while black has <23> and <24>. The position is closed classical.

4) The difference in rate of development is 33 – 36 = **–** 3. White has three temps less, which is good in late closed classical positions. Late positions are positions with 10 pieces or less.

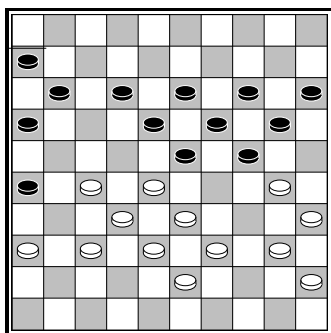5) White has a weak piece at <36>. Because of gaps at <31> and <42> it is necessary to check for shots, and especially the coup Royal. Black hasn't got any weaknesses.

6) White has not much space to play, because of tactics.

7) The natural move 30 – 25 fails to a coup Royal.

Because white can't play 33.30 – 25 she suffers from a lack of space. White has two problems, space and a non-active piece at 36 and also an advantage: three temps less. White's problems prevent her from taking advantage of the three temps less she is developed.
Let's look at white's moves.

33.39 – 34 is met by 12 – 17!
Using the strong 6 / 11 / 17 tail threatening 17 – 22. White can't play 33.39 – 34 12 – 17 34.27 – 22 because black counters by 13 – 18 going to king.
34.36 – 31 17 – 22 35.28 x 17 11 x 22 36.43 – 38 6 – 11 37.30 – 25 11 – 17 38.34 – 30 17 –

21 39.40 – 34 24 – 29 40.33 x 24 20 x 40 41.45 x 34 15 – 20 42.39 - 33 20 – 24 43.34 – 29 23 x 34 44.30 x 39 19 – 23 45.39 – 34 13 – 19 46.34 – 30 23 – 29 and white is frozen out.

33.40 – 34 20 – 25 results in a horrible lock for white.

33.36 – 31 12 – 17 34.28 – 22 17 x 28 35.33 x 22 11 – 17 36.22 x 11 16 x 7 37.39 – 33 24 – 29! 38.33 x 24 20 x 29 also looks unreliable for white.

33.28 – 22 11 – 17

Another possibility is to play 24 – 29 x 29.

34.22 x 11 16 x 7!

Taking backwards has two advantages:
- It doesn't win temps so black keeps more space to play.
- Black keeps the possibility to build the Olympic formation again.

35.33 – 28 7 – 11
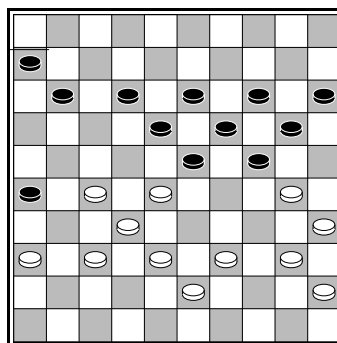
36.39 – 33?

This gives black the opportunity to use her 6 / 11 / 17 tail. She should have played 36.30 – 25 after which black could change 24 – 30! 25 x 34* 19 – 24 28 x 17 11 x 44 14 – 19 with an advantage.
White can also play 36.38 – 33?! 23 – 29 37.43 – 38 20 – 25 38.39 – 34 18 – 23 because she can force a draw by the amazing shot 27 – 21!! 26 x 17 28 – 22 17 x 39 34 x 43 25 x 34 38 – 33 29 x 49 40 x 16 49 x 27 37 – 31 and the king is caught with a draw.

36… 12 – 17!

In the game 36… 24 – 29 was played first, but 12 – 17 is even better.

At 37.27 – 21 black gains a piece by 18 – 22
38.21 x 12 22 – 27 39.32 x 21 23 x 41 40.36 x
47 26 x 8 B+.

After the forced 37.36 – 31 17 – 22 38.28 x 17
11 x 22 white will suffocate: 39.30 – 25 6 – 11
40.43 – 39 11 – 16 41.40 – 34 24 – 30 42.35 x
24 20 x 40 43.45 x 34 15 – 20 44.33 – 29 19 –
24 45.39 – 33 22 – 28 B+.
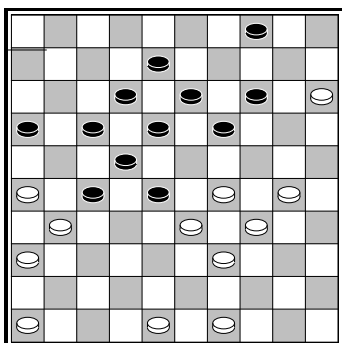
M. Podolski – D. Tkachenko

1) Black has formations in the centre. She can
use the 8 / 12 / 17 tail for changing 17 – 21 x
21.

White has pieces 26 / 31 / 36 (an arrow) meant
to block black's right wing. White's pieces work
together in surrounding the black centre.

2) There are no locks.

3) Black has outposts at 27 and 28. He also
controls centre square 23. Piece 15 prevents
black from controlling square 24. White doesn't
control any strategic square, but tries to
surround the black attacking position.

4) The difference in rate of development is 32 -
33 = **–** 1. Black has one temp more.

5) White has no real weaknesses, although his
centre is not strong. Black's left wing is a bit
weak. It is defended by only two pieces: 14
and 4.

6) The problem for black is to keep enough
space. White tries to minimize space for black.
This is the strategy of *surrounding*. White
hopes he can freeze black out or make a
counter-attack at black's weakened left wing.

7) Tactics are important to judge the position.
Black tries to get more space changing 17 – 21
x 21 31 – 26 27 – 32 etc. White anticipated on
this scenario by tactical means.

To judge the position correctly, a calculation is
needed. You have to spot the relevant tactical
ideas of the position.

35.46 – 41? 17 – 21
36.26 x 17   12 x 21
37.31 – 26   27 – 32
38.26 x 17 22 x 11
**39.33 x 22   18 x 27**
40.39 – 33
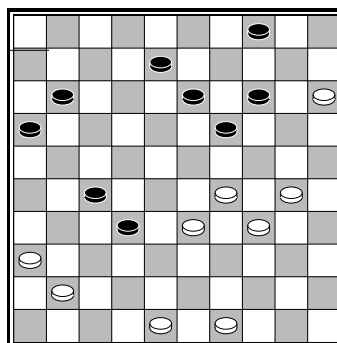
Black went to square 32, gaining space. But
now she has a tactical problem due to the gaps
in her position. White threatens to play 33 – 28.
Black can't prevent this by playing 13 – 18,
because of the king shot by 41.33 – 28 32 x 23
42.36 – 31!! 27 x 47 43.29 – 24 47 x 20 44.15
x 2 W+.

Still black could have used the weapon of
tactics herself: After 40… 16 – 21!! 41.33 – 28
32 x 23 42.29 x 20 is countered by 4 – 10!
43.15 x 4 21 – 26 44.4 x 31 26 x 46 =.

Black however played **40… 4 – 9?** weakening
her defence. White broke through after **41.41 –
37 32 x 41 42.36 x 47 11 – 17 43.29 – 24 11 –
17**

*43… 14 – 20 would have been punished by
44.30 – 25!!*

44.24 – 20 14 x 25 45.15 – 10 and won the
game.

White could have prevented the black defense
40… 16 – 21 in this variation. He should not
have played 35.46 – 41? but 48 – 43 or 49 –
44.

Let's choose for 40.48 – 43. Black can't play
17 – 21 41.26 x 17 12 x 21 42.31 – 26 27 – 32
43.26 x 17 22 x 11 44.33 x 22 18 x 27,
because now black has no good reply to 45.39
– 33!

45… 32 – 37 gives white the 46 – 41 33 – 28
shot.

So, if white plays 35.48 – 43 black has to do
something else. A logical variation:

35.48 – 43 19 – 23 36.43 – 38 13 – 19 37.46 –
41 8 – 13 38.41 – 37

*After 38.49 – 43 black will take more space
playing 28 – 32.*

38… 28 – 32 39.37 x 28 23 x 43 40.39 x 48 19
– 23 41.49 – 44 23 – 28 42.40 – 34 28 x 39
43.34 x 43 and only now it becomes clear that

white's position is better. If black goes to 32 white will attack this piece. If black plays 43…
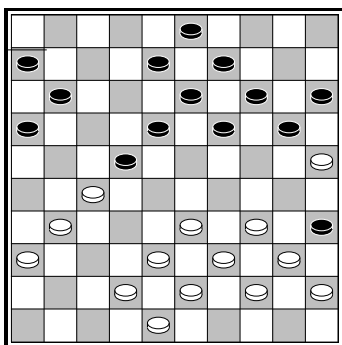14 – 19 44.30 – 25 19 – 23 45.40 – 34 black keeps a problem with a lack of space while his left wing is weakened.

It is very hard to judge the position (first diagram) correctly. For practical reasons it is most important to spot the outcome of the 17 – 21 x 21 variation. So tactics governed this position.

T. Wolthers – B. van Hoor

Exercise 9.2 Describe the features of this position. Judge the position!
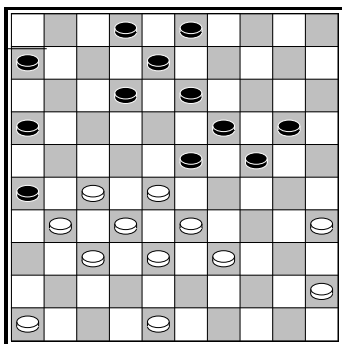
P. Lopez – K. Thijssen

1) White has the central pyramid, but at his left wing piece 36 is missing for the 27 / 31 / 36 tail.
At the other wing white doesn't have any formations to get control back at this wing. After 20 – 25 black has the strong 23 / 24 / 13 / 8 fork.

2) Because black has no piece at 36 he should watch black's plan to lock his left wing playing 12 – 17 and 17 – 21.

3) White controls 27 and 28, black 23 and 24 but also 25. Black has wing control in a closed classical position.

4) The Dirod = **–** 1, almost equal.

5) Missing piece 26 and lack of formations are white's weaknesses.

6) Black has more space to play. He can play at both wings, while white has less space to play at the wings.

7) White can't play 27 – 22?12 – 18 31 – 27 (22 – 17 18 – 22 B+1) 16 – 21! B+.
He also shouldn't play 39 – 34 20 – 25 with the 24 – 29 threat.

The most relevant feature of this position is black controlling the wings. Therefore white lacks space.

30.46 – 41 12 – 17

If white wants to escape from the lock he has to play 31.27 – 22 or 31.28 – 22.
31.27 – 22 6 – 11! 32.31 – 27 20 – 25 33.45 – 40 2 – 7!
Threatening 16 – 21 26 – 31 24 – 30 with a king at 46.
34.41 – 36 7 – 12 35.40 – 34 12 – 18 36.48 – 43 8 – 12
White's space to play is decreasing rapidly.
37.34 – 30 25 x 34 38.39 x 30 23 – 29 39.30 – 25 29 – 34 40.43 – 39 34 x 43 41.38 x 49 18 – 23
Or the special 26 – 31! 42.37 x 26 3 – 9 B+
42.49 – 44 17 – 21
Threatening 23 – 29 B+
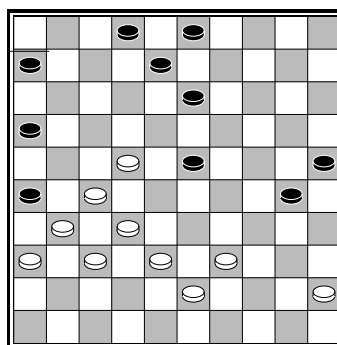43.36 – 31 12 – 18 44.44 – 39 23 – 29 B+.

31.28 – 22 17 x 28
32.33 x 22 20 – 25
33.41 – 36 24 – 30
34.35 x 24 19 x 30

Gaining more space at the right flank of the board.

36.48 – 43

Black's best move is 36… 23 – 29! now. White can't attack 37.39 – 33 30 – 34! 38.33 x 24 34 – 40 39.45 x 34 13 – 18 40.22 x 13 8 x 48 +.
After 36... 23 – 29 37.22 – 17 29 – 34 there is a complicated but beneficial situation for black at the board.

36… 30 – 34
37.39 x 30 25 x 34

White can't play 38.38 – 33 now because of 23 – 28 32 x 23 13 – 18 and 8 x 48 B+.
He should have played 38.22 – 17 with possible defence, but white went wrong.

38.43 – 39 34 x 43
39.38 x 49 13 – 19
40.45 – 40 19 – 24
41.40 – 34   3 – 9
42.49 – 44   9 – 14
43.44 – 40   2 – 7
44.40 – 35 24 – 29
45.22 – 17 29 x 40
46.35 x 44
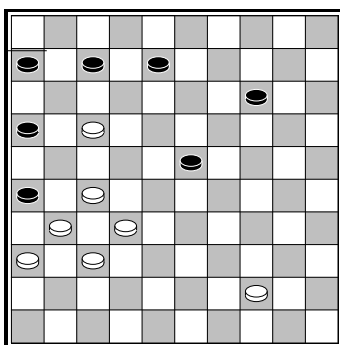
No bad try in time trouble. 46… 7 – 12 is punished by 47.32 – 28!! 12 x 41 48.28 x 10 26 x 37 49.36 x 47 W+.

46… 14 – 20!
47.44 – 39

47.27 – 22 is met by 7 – 11! 48.44 – 39 16 – 21 49.31 – 27 and 22 – 18 is punished by the 26 – 31 stick move.

47… 7 – 12
48.27 – 22 12 x 21
49.31 – 27 20 – 24
50.39 – 33 8 – 13

White resigned.

Kees Thijssen, 5 times Dutch champion
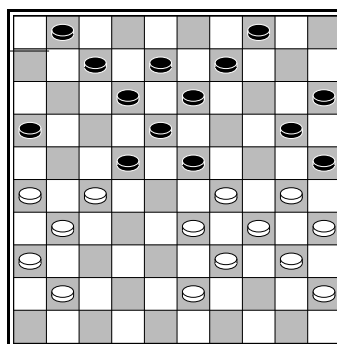
A. Shwarzman – H. van der Zee

1) Both players have little active formations. White's right-wing construction isn't active. He has a fork at left.

2) White's fork-lock is combined with a modern position at right. This isn't good usually. We know you have to be able to change at the other wing getting control. But white has no active formations at right.

3) White possesses <26>, <27>, <29> and <30> simultaneously. Black has <22> and <23>.

4) Dirod = + 6

5) White has weaknesses in his defense, no base pieces anymore. The two constructions are not working together well. His centre is pretty weak. Black misses piece <3>, but he has more influence on the centre.

6) White has little space at his right wing, which makes his fork-lock non-efficient.

7) Black to play has to take care for tactics. In the game he fell victim to a shot.

28… 9 – 14?
29.29 – 24 20 x 49

30.30 – 24 49 x 21
31.26 x 10
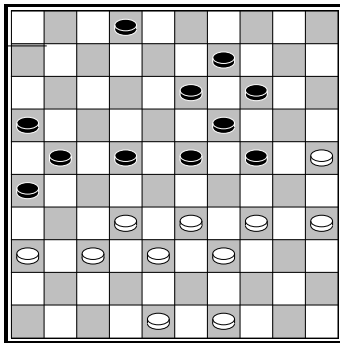
P. Chmiel – A. Schwarzman

Exercise 9.3 Describe the relevant features of this position. Is it better for white or black?

Alexander Schwarzman (Russia) after having become world champion for the third time in his career

Solutions section 1

Lesson 1: How to judge a position

1.1 (**Pepijn van den Brink – Job Arts**) White has fork-locked the black position (also see lesson 28 of part I) while controlling the other wing. This is very good for white. A logical way to play is: 34 - 29! 23 x 34 39 x 30 5 – 10 30 – 24 (preventing the exchange 17 – 21 20 -24 14 x 21 =) 20 x 29 33 x 24 14 – 19 47 – 42 19 x 30 25 x 34 with a good fork-lock.

1.2 The absence of the golden piece at 48 is a weakness. White misses the formation 37/42/48, while black does have this formation. Therefore black can change 14 – 20 25 x 14 9 x20 gaining space, while white's piece at 42 stays inactive. Black is better.

1.3 Black's position is very strong. He has got formations, is completely developed and controls strategic squares 23, 24 and 27.
After 43 – 38 21 – 27 32 x 21 16 x 27 43 – 38 23 – 29 34 x 23 19 x 28 white is frozen out.

1.4 White controls the strategic squares here. He controls both the centre and square 27, while not possessing the centre and square 27 yet! White plays 45 – 40 (threatening to attack piece 30) 10 – 14 43 – 39 14 – 20 40 – 34 20 – 25 36 – 31 (threatening to attack piece 31) 7 – 11 31 – 27 11 – 16 33 – 28 All black's pieces are inactive. 8 – 13 28 – 23 and black is frozen out.

1.5 Black's left wing is locked. Therefore white is much better, although he needs to watch tactics!
In the game 37 – 32(?) 6 – 11 42 – 37 18 – 22! 32 – 28? Was played giving black the 19 – 23 shot. White should have played 1.38 – 32 18 – 22 (at 1... 6 – 11 white plays 2.32 – 27! and at 1... 17 – 22 2.45 – 40 +/-) 2.36 – 31 avoiding the 19 – 23 shot and taking the centre.

1.6 White has a superior position, controlling 27, 28 and threatening to take 24 too: 33 – 29! 3 – 9 (3 – 8 29 – 24!) 49 – 44 6 – 11 44 – 40 15 – 20 40 – 34 9 – 14 34 – 30 (28 – 23? 20 – 24 =) and black has no good move left.

1.7 White is locked at both his left and his right wing and has no space to play**.** Black has a winning position.

1.8 Black has weak pieces 9 and 15. White has a good classical position with formations and enough space. White is much better.

Lesson 2: Formations

Ex 2.1 4.33 – 29 23 x 34 5.39 x 30 25 x 34 6.27 – 21 26 x 28 7.32 x 1 +

Ex 2.2 1.42 – 37! Threatening 28 – 22 & 37 – 31.
1) 1... 7 - 12 2.28 – 22 18 x 36 3.34 – 30 25 x 34 4.40x 7 2 x 11 5.37 – 31 36 x 27 6.32 x 5
2) 1... 8 – 12 The same combination gives a king at 1.
3) 1... 18 – 22 3.34 – 30 25 x 34 4.40 x 27 W+2
4) 1... 17 – 21 2.31 – 27 21 – 26 3.27 – 21 26 x 17 4.28 – 22 +

2.3 34 – 29! 23 x 34 40 x 20 14 x 25 32 – 28 W+1

2.4 7.34 – 30! 25 x 34 8.39 x 30 20 – 25 9.27 – 21!! 17 x 26 10.28 – 22 25 x 34 11.22 – 17 11 x 22 12.32 – 28 23 x 32 13.38 x 40 =
White can also play 7.35 – 30 24 x 35 8.33 – 29 =.

2.5 32 – 28 23 x 32 38 x 27

2.6 A) 26 – 31 27 x 36 21 – 27 32 x 23 19 x 50 B+
B) 1.44 – 40 17 – 22 2.41 – 36 22 x 31 3.36 x 27 11 – 17 4.47 – 41 6 – 11! (black can also play 20 – 24! 5.40 – 34 24 – 30!! 6.35 x 24 19 x 30 etc. +) 5.39 – 34 17 – 22 6.41 – 36 22 x 31 7.36 x 27 11 – 17 8.33 – 28 18 – 22 9.27 x 18 13 x 33 10.38 x 29 26 – 31! And because 42 – 37 x 37 is punished by 19 – 24 black reaches square 36 and breaks through.
C) 1.41 – 36 26 – 31 2.27 – 22! 17 x 37 3.36 x 27 21 x 32 4.42 x 31 =.

2.7 27 – 21 16 x 29 28 – 23 19 x 28 39 – 33 28 x 39 43 x 1 +

2.8 28 – 23 19 x 37 38 – 32 37 x 28 29 – 24 20 x 38 43 x 1 +

2.9 34 – 30 25 x 23 33 – 29 23 x 34 28 – 22 18 x 27 31 x 22 17 x 28 32 x 5 +

2.10 29 – 23 18 x 29 33 x 24 22 x 35 32 – 28 20 x 29 28 – 22 17 x 28 38 – 33 28 x 39 43 x 5 (or 43 x 3) +

2.11 27 – 22 18 x 27 32 x 21 16 x 27 38 – 32 27 x 29 30 – 24 19 x 30 35 x 4 +

2.12 29 – 24 19 x 39 49 – 43 39 x 48 38 – 33 48 x 22 28 x 10 +

2.13 29 – 23 18 x 49 28 – 22 17 x 28 32 x 25 49 x 21 25 – 20 15 x 24 30 x 26 +

2.14 34 – 30 25 x 34 33 – 29 34 x 23 28 x 19 26 x 28 38 – 32 28 x 37 42 x 31 13 x 24 27 – 21 16 x 27 31 x 4 +

Lesson 3: Locks

Ex 3.1 36 – 31! followed by 35 – 30 25 x 23 31 – 27 21 x 32 37 x 30 =.

Ex 3.2 17 – 22 26 x 17 24 – 29 33 x 24 22 x 42 24 – 20 11 x 22 31 – 26 22 x 31 26 x 48 +.

3.3 White's right wing is economically locked, while black is more active at the other wing. The position is better for black. The game went:
1… 14 – 20 2.49 – 44 20 – 24 3.48 – 43 2 – 8 4.44 – 40 18 – 22 5.28 – 23 19 x 28 6.30 x 19 13 x 24 7.38 – 32 22 – 27 8.33 x 31 24 – 29 9.34 x 23 12 – 18 10.23 x 12 21 – 26 11.12 x 21 16 x 49

3.4 The lock isn't economic and black controls the other wing. The position favors black.
The Tsjertok – Dybman game went:
36.41 – 36 15 – 20 37.27 – 22 18x27 38.31 x 22 23 – 29 39.36 – 31 20 – 25 40.22 – 18 17 – 22 41.18 x 27 3 – 8 42.26 x 17 11 x 33 43.27 – 22 19 – 23 44.32 – 27 24 – 30 45.37 – 32 33 – 39 46.43 x 34 29 x 40 47.45 x 34 30 x 39 48.22 – 17 39 – 44 49.31 – 26 44 – 49

3.5 White is fork-locked while black controls the other wing. The position is better for black.
The G. Jansen – Sijbrands game went:
29.37 – 31 24 – 30! 30.35 x 24 19 x 30.
Now white has a dangling piece at 31, black surprisingly stops his play at right and surrounds the white centre trying to freeze white out.
31.42 – 37 30 – 35 32.29 – 24 20 x 29 33.34 x 23 13 – 19 34.40 – 34 9 – 13 35.45 – 40 15 – 20 36.23 – 18 13 x 22 37.32 – 27 12 – 18 38.38 – 32 8 – 13 39.34 – 29 19 – 24 40.29– 23 18 x 38 41.27 x 9 38 x 36 42. 9 – 4 14 – 19 43.40 – 34 24 – 30 44. 4 – 15 19 – 23 45.15 x 21 16 x 27 46.26 – 21 27 x 16 47.28 – 23 16 – 21 48.23 – 19 21 – 27 49.19 – 14 27 – 32 50.37 x 28 36 – 41

3.6 Less pieces than usual are fork-locked. White controls square 27.
After 1.44 – 40! Black can't play 19 – 23 because of 40 – 34 with the lethal threat 27 – 22 +. So: 1.44 – 40 9 – 14 2.32 – 28 12 – 17

3.37 – 32 17 – 21 45.42 – 37 8 – 12 46.28 – 22! etc. W+

3.7 The arrow-lock is economic and white is active at the other wing. 32 – 28 x 27 gives white good chances to win.

3.8 White has to inactive pieces at 40 and 45, which make the arrow lock less economic.
Moreover, black can play the freeing 24 – 29! (30 – 24 fails due to a kingshot to 47)

3.9 1… 19 – 24! gives a winning chain-lock: 2.36 – 31 13 – 19! 3.41 – 36 8 – 12! and after 27 – 22 x 22 follows 23 – 28! gaining a piece.

3.10 Black has a fork-lock but doesn't control the other wing. The outpost at 27 is vulnerable, although it can't be attacked immediately: 37 – 32? Is followed by the 2 – 7 18 – 23 24 – 30 20 x 49 kingshot.
White should have played 1.37 -31! 2 – 7 2.45 – 40! 18 – 23 (9 – 14 35 – 30 29 – 23 x 24 etc. with king at 2) 3.29 x 18 12 x 32 4.42 – 37!! 32 x 41 5.36 x 47 27 x 36 6.47 – 41 36 x 47 7.38 – 32 47 x 29 8.34 x 1 +

Lesson 4: Development

4.1 50… 34 – 39 51.44 x 33 23 – 29 52.33 x 24 13 – 19 53.24 x 22 17 x 48 B+

4.2 White loses pieces 27 and 28, while piece 26 moves two temps back, so he loses 4 + 4 + 2 = 10 temps.
Black loses pieces 11 and 22, so he loses 2 + 4 = 6 temps.
Because black can move again after the exchange white loses another temp.
White loses 5 temps

4.3 White loses piece 24 (5 temps) while black loses piece 20 (= 3 temps). Because piece 23 goes back 2 temps, white loses 2 + 2 = 4 temps.

4.4 Black loses piece 17 (=3 temps) while white loses piece 32 (= 3 temps), so there is no difference.

4.5 Black was 13 temps up. 20 – 25 x 24 gains another two temps: White loses piece 29 (= 4 temps) while black loses piece 15 (= 2 temps). Black is 15 temps up.

4.6 White loses 2 temps, black loses 6 temps. White wins 4 temps.

4.7 White loses 1 (44) + 2 (40) = 3 temps but piece 50 wins 2 temps, so he loses 1 temp.

Black loses 5 + 6 = 11 temps. White wins 11 – 1 = 10 temps.

4.8 You have to look what happens after white play 27 – 22. So white loses pieces 22 and 28, while black loses pieces 18 and 19. Transporting piece 33 to 31 doesn't change things.
White loses 5 + 4 = 9 temps, while black loses 3 + 3 = 6 temps. White loses 9 – 6 = 3 temps.

4.9 4 x 2 + 3 x 4 + 1 x 4 + 1 x 5 – (4 x 1 + 3 x 2) = 29 – 10 = 19 temps. This is more than you'll probably ever get!

4.10 3 x 1 + 4 x 2 + 3 x 3 + 2 x 4 – (4 x 1 + 4 x 2 + 3 x 3 + 1x 5) = 28 – 26 = 2. White leads by 2 temps.

4.11 Moving piece 49 to 30 to make the position symmetrical costs 4 temps. White is 4 temps behind which is a good thing in a closed classical position.

Lesson 5: Strategic squares

5.1 24 – 19 29 x 20 37 – 31 33 x 4 W+

5.2 9.39 – 33 17 – 22! 10.28 x 26 18 – 23 11.29 x 18 13 x 42 B+

5.3 1.29 – 23? 18 x 29 2.28 – 23 29 x 18 3.39 – 34 20 x 29 4.34 x 3 and the king is caught by (for example) 13 – 18 5.3 x 20 15 x 24 =.

5.4 37.48 – 43? 23 – 29! 38.34 x 23 19 x 37 39.30 x 10 9 – 14! 40.10 x 19 27 – 32! 41.38 x 18 12 x 14 B+

5.5 47.29 – 24! 19 x 30 48.40 – 35! And 30 – 34 is answered by 33 – 29 34 x 23 28 x 8 12 x 3 27 – 21 16 x 27 32 x 23 +.

Lesson 6: Weaknesses

6.1 A) 34 – 29? 22 – 28 +
B) 37 – 31 22 – 28 32 x 23 (33 x 22 24 – 29 +) 19 x 28 33 x 22 24 – 29 34 x 23 25 – 30 35 x 24 20 x 36 +.
C) 32 – 28 24 – 29! 33 x 11 22 x 31 +

6.2 **M. Tuik – D. de Jong** White's left wing isn't developed at all. The 34 / 25 / 40 / 45 isn't active. The distribution of pieces is terrible. White's centre is too weak.

6.3 W. Ludwig – L. Sekongo Black's right wing is locked. The pieces 12 and 1 aren't active either. The other wing isn't developed properly with an ugly piece at 10 (it should be at 4). Black has little space top play because of the lock.

6.4 Black has no active formations. Black has very limited space to play. Piece 7 can't play because of 7 – 11 32 – 28 W+. Only piece 9 can play. Black has no base pieces anymore, making his position tactically vulnerable. White can play 39 – 34! 9 – 14* 22 – 17 12 x 21 26 x 17 (7 – 12 48 – 42 12 x 21 32 – 28 W+)

6.5 M. Stempher – N. Hoving Black has lost control over 23 and 24. White has a strong attack. Piece 9 is dangling making his position tactically vulnerable. After 6 – 11 white went to king playing 23 – 19 14 x 23 38 – 32 27 x 20 25 x 3 +.

6.6 White has a dangling piece at 44. If black is to play he can lock his opponent by playing 23 – 29!
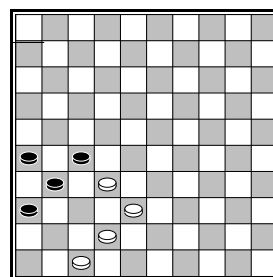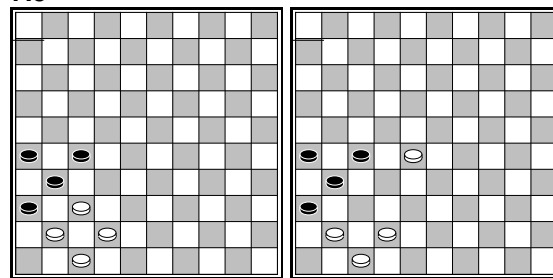
Lesson 7: Space

7.1 32 – 27? 25 – 30! 34 x 25 18 – 23 B+1
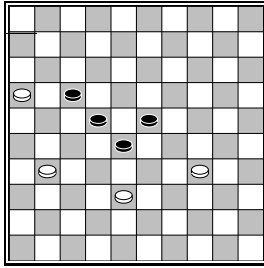
7.2 Black doesn't control the other wing.

7.3 29 – 23? 25 – 30! 34 x 25 14 – 20 25 x 14 9 x 18 B+1

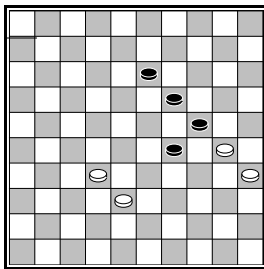**7.4** 25 – 30 34 x 25 15 – 20 24 x 15 4 – 10 15 x 4 13 – 19 4 x 27 21 x 45 B+

7.5

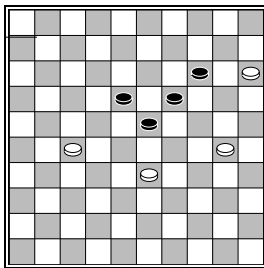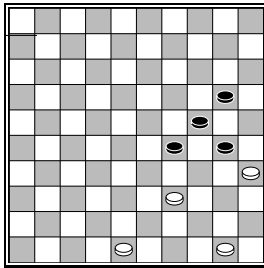**7.6**

7.7

Diagram 2: Piece 32 can also be at 31. 13 – 18 32 – 27 18 – 23 27 – 22 +.
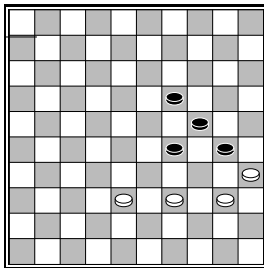
7.8

7.9

29 – 34 48 – 43 20 – 25 50 – 45

7.10

19 – 23 38 – 32

Lesson 8: Tactics

8.1 43.27 – 21 25 x 34 44.32 – 27 23 x 32 45.21 – 16 32 x 21 46.16 x 40 +

8.2 42.35 – 30 24 x 35 43.33 – 29 23 x 34 44.27 – 21 16 x 27 45.32 x 25 +

8.3 44.33 – 29 24 x 42 45.48 x 46 W+1

8.4 A) White has locked black's right wing, while black has locked white's left wing. White has more control over the centre, because he can build the 33 / 39 / 44 tail changing 33 – 28 x 28.
B) 24… 22 – 28? 25.31 x 22 28 x 50 26.22 – 18 13 x 22 27.29 – 23 20 x 18 28.38 – 33 50 x 28 29.37 – 31 26 x 37 41 x 1 +

8.5 27 – 22 18 x 27 28 – 22 17 x 30 40 – 34 24 x 31 34 x 3 27 x 38 3 x 8 +

8.6 1.37 – 31! 21 – 26 (White can perform the same plan beginning 1.24 – 20.) White threatens to lock black's right wing by 31 – 26. Black's reply is forced. **2.24 – 20! 26 x 37 3.32 x 41** The point of the plan is that 17 – 21 is answered by the stick move 20 – 14! +.
3… 13 – 18 is met by 4.20 – 15! 9 – 14 5.49 – 43 17 – 21 6.28 – 22 21 x 32 7.22 x 13 W+.

8.7 A) White doesn't have any formations and doesn't control any strategic square.
B) Black controls squares 27 and 24.
C) 17 – 22! (In the Krajenbrink – Clerc game 18 – 23? was played) Now 32 – 28 is punished by 24 – 29!! 33 x 4 22 x 31 4 x 22 27 x 18.
1… 17 – 22 2.30 – 25 wins positionally by taking all strategic squares: 18 – 23 3.34 – 30 and now both 3… 23 – 29 + and 3… 9 – 13 4.39 – 34 13 – 18 5.34 – 29 23 x 34 6.30 x 39 18 – 23 win.

8.8 24 – 29 33 x 24 18 – 22 27 x 20 21 – 27 32 x 12 23 x 41 36 x 47 26 x 48 24 x 13 48 x 7 (or 48 x 1) +

C 8.9 39 – 34 28 x 39 48 – 42 39 x 37 41 x 1 +

C 8.10 27 – 22 18 x 27 38 – 33 27 x 29 39 – 34 23 x 32 34 x 23 19 x 28 30 x 26 winning piece 32

C 8.11 25 – 20 14 x 25 37 – 31 26 x 30 42 – 37 21 x 32 37 x 6 **+**

C 8.12 28 – 23 19 x 39 30 x 10 4 x 15 37 – 31 26 x 28 38 – 33 21 x 32 33 x 4 +

F 8.13 Chizhov – Kalmakov 28 – 22! 20 – 24
22 – 18 23 x 12 34 – 29 24 x 33 32 – 28 33 x
22 27 x 9

F 8.14 33 – 29 24 x 33 38 x 29 13 – 19 32 – 28
22 x 24 27 – 21 16 x 27 31 x 11 +

F 8.15 40 – 34 *Threatening both 34 – 30 33 –
28 and 26 – 21 34 – 30 33 – 29* 22 – 27 32 x
21 16 x 27 34 – 29 17 – 22 33 – 28 22 x 24 44
– 40 35 x 33 38 x 9 +

F 8.16 27 – 22 18 x 27 39 – 34 8 – 13 34 – 29
12 – 18 29 x 9 13 x 4 38 – 32 27 x 29 30 – 24
choice 25 x 1 +

C 8.17 32 – 28 22 x 42 31 – 26 42 x 31 2 x 17
11 x 22 36 x 9 +

S 8.18 23 – 18 13 x 22 40 – 34 +

C 8.19 34 – 29 23 x 32 44 – 39 35 x 33 31 –
27 22 x 31 36 x 9

F 8.20 36 – 31 threatening 24 – 19 while 22 –
27 is punished by 31 x 22 28 x 17 24 – 19 13 x
24 37 – 32 26 x 28 33 x 2 24 x 33 2 x 16 +

S 8.21 35 – 30 24 x 44 50 x 39 + was missed
in the game.

C 8.22 37 – 31 26 x 37 47 – 41 37 x 46 39 –
34 46 x 23 27 – 22 18 x 27 29 x 20 15 x 24 38
– 32 27 x 29 34 x 5 +

C 8.23 39 – 34 29 x 49 25 – 20 49 x 12 20 x 7
+ was missed in the game.

F 8.24 28 – 22! (31 – 26? 15 – 20 26 x 17 18 –
22 27 x 29 19 – 24 30 x 19 13 x 11 =) 21 – 26
34 – 29 26 x 17 27 – 21 23 x 25 21 x 12 +

Lesson 9: Judging positions

9.1 3.40 – 35! 24 – 29 4.41 – 36 (or 4.43 – 39)
29 x 40 5.45 x 34 +

9.2
1) White has strong formations at both wings
and the centre. Black holds fewer active
formations.

2) White has a semi-fork which looks good.

3) The DivoD = -2

4) White holds square 27. He also has control
over 28.

5) Because black occupies square 22 he is
semi-forked and therefore restricted in his play

6) Black lacks space on both wing and the
centre. After 38 – 32! he can't go to 23
anymore.

7) Black doesn't have tactical means to
prevent the important 38 – 32 move. (If piece
11 was at square 12 he would have the 22 –
28 33 x 22 16 – 21 kingshot). Black should
take care that piece 35 isn't used for a shot.
(Shots like 42 – 37 19 – 23 48 – 42 8 – 12? 34
– 30! 35 x 24 33 – 29 for example)

White is able to restrict black's playing room
severely by 38 – 32. Black risks being frozen
out.

26.38 – 32! 8 – 12

Black can't play 26… 19 – 23 27.33 – 28 W+
26… 20 – 24 27.34 – 29! 11 – 17 28.29 x 20
15 x 24 29.43 – 38 loses quickly.

26… 20 – 24 27.43 – 38   3 – 8
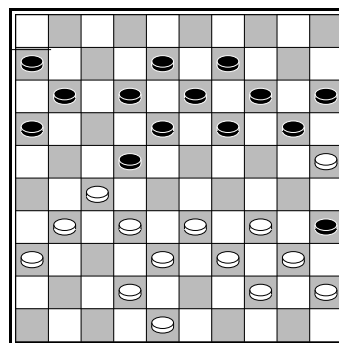
28.48 – 43!

A good move. Also strong would have been
28.34 – 29! 19 – 23 29.48 – 43 23 x 34 30.40 x
29 11 – 17 31.32 – 28 with a lethal chain-lock.
The only move for black is 31… 6 – 11, but his
problems only get worse. White can choose
from many winning plans. One of them is 32.45
– 40 20 – 24 33.29 x 20 15 x 24 34.40 – 34
followed by 34 – 29.

**28… 20 – 24
29.34 – 29 22 – 28**

Black sacrificed a piece. After 29… 15 – 20
30.32 – 28 black has no temp to let white take
28 x 17 and thus loses.

9.3

1) Black has strong formations. White has no active formations.

2) No locks.

3) Black possesses <21> / <22> / <23> / <24>, giving him a strong front. With the active arrow 16 / 21 / 26 black has control over <27>.

4) Dirod = – 7. Black has a lead of 7 temps in development.

5) Black has no weaknesses. White has some edge pieces that aren't active.

6) White lacks space. With no control over any strategic square he will be frozen out.

7) 33 – 29 24 x 31 36 x 29 won't save white because after 26 – 31 black breaks through at the left wing.

It is clear that all features are in favour of black. In the game black finished the job quickly.

**37.49 – 43 24 – 30
38.35 x 24 19 x 30**

39.33 – 29 is met by 21 – 27 and 27 – 31 B+. White has no space left at all and sacrificed. Black's control over the strategic squares decided the game. White had no space to play anymore. The piece at 30 did a good job. We will see this more often (see Centre play – the strong piece at <21>).