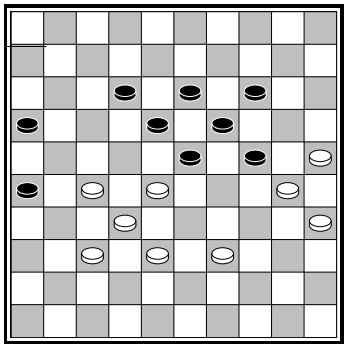
Section 3: Classics



Classics has been played for centuries and it is still being played. For every draughts player it is important to have knowledge about classical strategy and classical standard positions.
Several aspects of classical positions will be studied:

1. Tempo-classics
2. Weak pieces
3. Wing control
4. Ghestem lock
5. Tactics
6. Surrounding the centre
7. The surrounding fails

The key factor in tempo-classics is development. Leading in development is a good thing in open positions or attacking positions, but in late closed classical positions it is not. You will learn when and how to freeze your opponent out in classics.
The second lesson will teach you how to exploit weaknesses of your opponent. It is often the case that certain pieces are not active in classical games.
Controlling both wings in classics is a very important strategy. This strategy is performed by many modern grandmasters like Chizhov, Georgiev and Shwarzman.
Controlling the wings is getting more and more important in modern draughts.
The Ghestem lock is a very nice strategy to freeze your opponent out. This is done by taking away space from the opponent.
Many tactics are involved in classical games. Sacrifices are also very crucial for judging late closed classical positions right. We'll get you acquainted with some tactical patterns and show you some beautiful shots.
Sometimes in classical (but not closed classical) positions it is possible to surround the opponent. The last two lessons will discuss this charming strategy.
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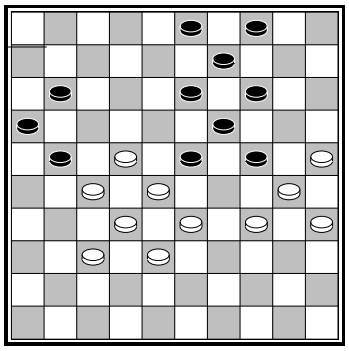
1.Tempo-classics

Development is a key factor in late closed classical positions. With a lead in development you risk being frozen out.



F. Tiemensma – A. Presman

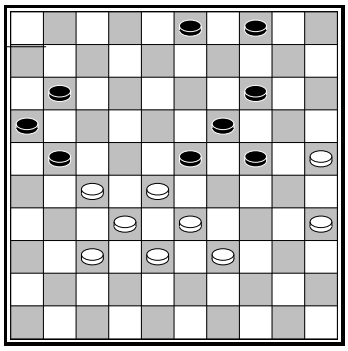
White's lead in development is 12 temps. This is a lot. Black can profit from white having few waiting moves left. In the game he played 1… 3 – 8? 2.37 – 31! 21 – 26 3.34 – 29 23 x 34 30 x 39 26 x 37 32 x 41 and the game was drawn.
3… 26 x 37 4.29 x 18! isn't better because of the 37 – 41 27 – 21! 16 x 27 22 x 31 13 x 22 28 x 6 Kung Fu shot.
Black could have won by taking some temps back and then freezing white out.

1… 13 – 18!
2.22 x 13 9 x 18

3.28 – 22 is punished by 23 – 28! 4.32 x 12 21 x 41 5.22 – 17 11 x 22 6.12 – 7 22 – 28! 7.33 x 22 14 – 20 8.25 x 23 41 – 47 9.30 x 19 47 x 25 B+.
If white sacrifices 3.27 – 22 18 x 27 4.34 – 29 23 x 34 5.30 x 39 black plays 21 – 26 6.32 x 21 26 x 17 7.39 – 34 3 – 9! 8.34 – 29 16 – 21 9.29 x 20 21 – 27! and white has ran out of good moves, for 35 – 30 and 33 – 29 are met by 19 – 23 B+, while white is frozen out after 10.20 – 15 19 – 24 11.28 – 23 17 – 22 B+.
3.37 – 31 21 – 26 4.34 – 29 26 x 37! also loses.

3.34 – 29 23 x 34
4.30 x 39 18 – 23

(diagram)



The Dirod has dropped to +6. White has only little space to play left.

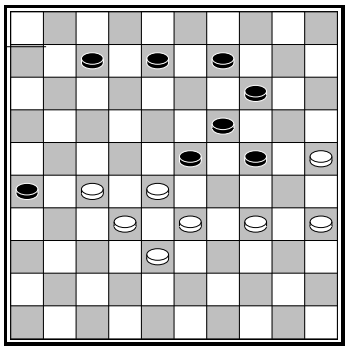
5.39 – 34 11 – 17!

The Dussaut sacrifice 6.35 – 30 24 x 35 7.33 – 29 gives nothing after 35 – 40 B+.
6.34 – 30 4 – 10 7.27 – 22 21 – 26 8.22 x 11 16 x 7 leads to a quick freeze out.

6.27 – 22 3 – 8
7.22 x 11 16 x 7

Again, the Dussaut sacrifice 8.35 – 30 24 x 35 9.33 – 29 21 – 27! is suicidal.

8.37 – 31 21 – 26
9.31 – 27 4 – 9



10.34 – 30 9 – 13

11.28 – 22 7 – 11! 12.33 – 28 24 – 29 is a dead track for white, so he tries a breakthrough.

11.27 – 22 26 – 31
12.33 – 29 24 x 42
13.30 – 24 19 x 30
14.28 x 10 42 – 47
15.25 x 34 31 – 37
16.32 x 41 47 x 45

White can't go to king: 17.10 – 4 7 – 12 18.4 x 1 8 – 12 B+ or 17.10 – 5 13 – 19 B+.

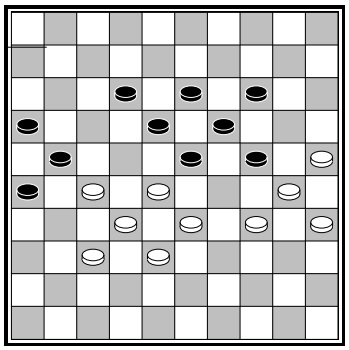
17.35 – 30 45 – 19!

18.10 – 4

Check yourself that 10 – 5 is losing too.

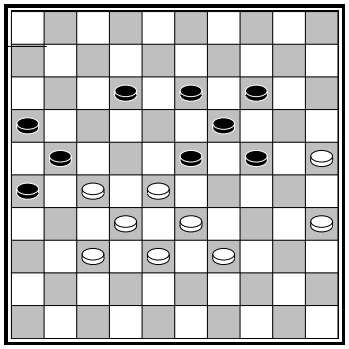
18.. 23 – 45
19.4 x 1 13 – 18
20.1 x 23 45 x 18

Not until the twentieth move of our analysis it becomes clear that black really wins!



The Dirod in this famous late closed classical position is -1. Despite of this tiny difference white has huge problems making a draw…

1.34 – 29 23 x 34
2.30 x 39 18 – 23



Woldouby

This famous position named after a Senegalese draughts player who first studied it, has appeared in many games. White's problem is easy to explain. After 3.39 – 34 13 – 18! 4.34 – 30 12 – 17 he has run out of moves… Players who don't know or recognize the Woldouby position usually lose.

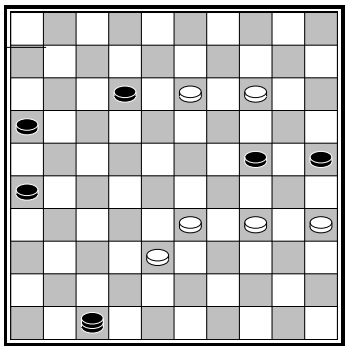
We will discuss some losing attempts for white

1) 3.28 – 22 24 – 30!
Black can't play 23 – 28 immediately because after 32 x 23 21 x 34 33 – 29! is a saving stick move.
4.35 x 24 19 x 30 5.25 x 34 23 – 28 6.32 x 23 21 x 41 B+

2) 3.35 – 30 24 x 35 4.39 – 34 13 – 18! 5.28 – 22 23 – 28 6.28 x 30 28 x 19 B+

3) 3.39 – 34 13 – 18 4.34 – 29 23 x 34 5.28 – 22 19 – 23 6.22 x 13 12 – 18 7.13 x 22 23 – 28 8.32 x 23 21 x 41 followed by 41 – 47 B+.

4) 3.39 – 34 13 – 18 4.25 – 20
This is the second best defence possible in the Woldouby.
14 x 25! 5.28 – 22 23 – 28 6.32 x 14 21 x 41 7.22 x 13 41 – 47!



Black is threatening 25 – 30 34 x 25 24 – 29 33 x 24 47 x 18 +. White has to give a piece.

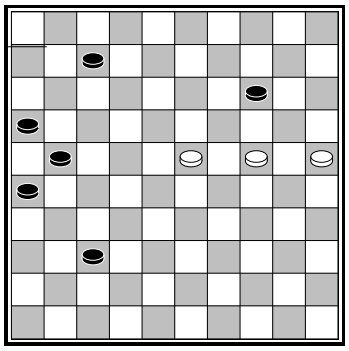
8.35 – 30 24 x 35 9.14 – 10 47 – 41! 10.10 – 4
At 10.10 – 5 black plays 41 – 36 B+.
10… 41 – 14! 11.38 – 32 14 x 41 12.13 – 9 12 – 17
This is a very bad endgame for white, for example 13.33 – 29 41 – 47 14.29 – 23 47 – 20 15.23 – 19 20 x 3 16.4 – 36 3 – 12 17.19 – 14 12 x 45 White gets two kings but black will get two kings and four pieces, enough to win.

The best defence of the Woldouby position is the surprising move 3.27 – 22!

1) 3… 12 – 18 4.39 – 34 18 x 27 and now two variations:

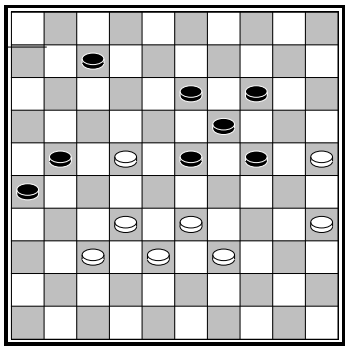
1.1) 5.35 – 30? 24 x 35 6.33 – 29 13 – 18 and black wins both after 7.28 – 22 35 – 40! 8.22 x 24 40 – 44 9.29 x 18 26 – 31! 10.37 x 17 44 – 49 11.32 x 21 49 x 11 + and 7.29 – 24 19 x 39 8.28 x 10 39 – 44 9.10 – 4 18 – 22 10.4 – 15 44 – 49 etc. B+

1.2) 5.34 – 30! 13 – 18!
5… 27 – 31 is met by 6.33 – 29!! 31 x 22 7.29 x 27 =
6.28 – 22 23 – 28! 7.32 x 12 27 x 7 8.33 – 28 24 – 29 9.38 – 33! 29 x 38 10.37 – 32 38 x 27 11.30 – 24 19 x 30 12.35 x 24 27 – 31 13.28 – 23 31 – 37



In the game Meijer – G. Jansen the first went wrong playing 14.24 – 20? losing control over the main diagonal and white eventually lost the endgame. White should play 14.24 – 19! and by that drawing the game. The difference is that white will control the main diagonal now.

2) 3… 12 – 17 4.22 x 11 16 x 7 5.28 – 22!



Black can't take 23 – 28 32 x 23 19 x 17 because of 37 – 31! 26 x 37 38 – 32 37 x 28 33 x 2 W+.

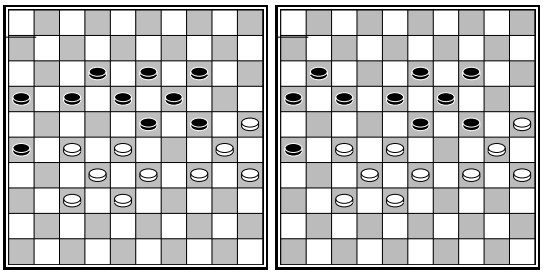
5… 7 – 12! 6.22 – 17! 12 – 18 7.32 – 28!!
This is the famous triple sacrifice of Kosminsky.
7… 23 x 34 8.17 – 11 and black can't win, for example 8… 18 – 23 9.11 – 7

1) 9… 34 – 40 10.35 x 44 24 – 30 11.25 x 34 23 – 29 12.34 x 23 19 x 50 13.7 – 2 14 – 19 14.2 – 16 =

2) 9… 21 – 27 10.7 – 2 27 – 32 11.37 x 28 23 x 32 12.2 – 11! 32 – 37 13.33 – 28! 13 – 18 14.11 – 2! etc. =

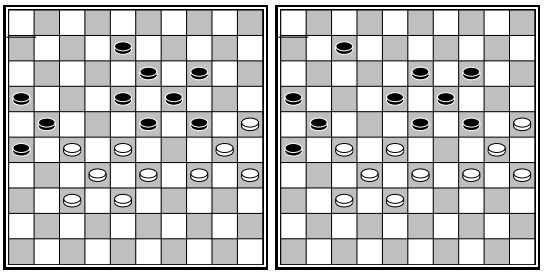
We see that this is a very narrow escape for white…

The Dirod in the 10 x 10 position leading to Woldouby was +1. Let's examine 10 x 10 positions with Dirod +2.



In the left position white to move can force a draw by 27 – 22 18 x 27 32 x 21 23 x 41 (or 23 x 43) 34 – 29 16 x 27 29 x 7 =.

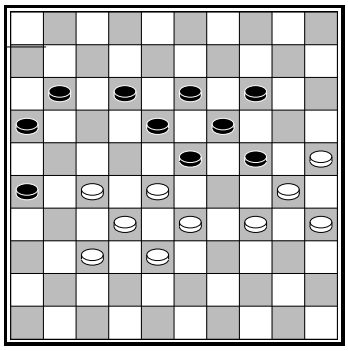
In the right position the Bomb shot 27 – 21 16 x 27 32 x 12 23 x 41 12 x 23 19 x 39 30 x 10 39 x 30 35 x 24 draws the game.



In the left position white is even better, for he can play 28 – 22 8 – 12 22 – 17 23 – 28! 33 x 22 18 – 23 17 x 13 x 2 22 – 18 23 x 12 38 – 33 12 – 18 34 – 29 18 – 22 29 x 9 22 x 42 = or he can try 34 – 29 23 x 34 30 x 39 after which black shouldn't play 18 – 23 because of 27 – 22! W+.

In the right position 28 – 22 7 – 11 33 – 28 11 – 17! 22 x 11 16 x 7 27 x 16 7 – 12 34 – 29 24 x 31 30 – 24 19 x 30 28 x 17 leads to a draw.

The position with Dirod +2 isn't dangerous for white at all. Let's examine the Dirod = +3 case.



Dirod = +3

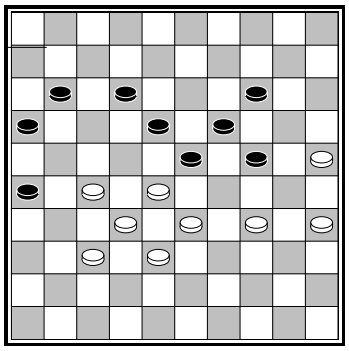
In this position white has difficulties finding a drawing variation. In many games white went wrong and lost.

1.27 – 22? 18 x 27 2.32 x 21 23 x 41 3. 34 – 29 will not draw the game after 3… 26 x 17 nor 3… 16 x 27.

1.34 – 29 23 x 34
2.30 x 39 18 – 23
3.39 – 34

It is not entirely clear whether black will win after 3.28 – 22 23 – 28 4.32 x 23 19 x 17 5.39 – 34 12 – 18 6.33 – 28.

3… 13 – 18!



This is the Woldouby position with 21 at 11. White can go wrong in several ways:

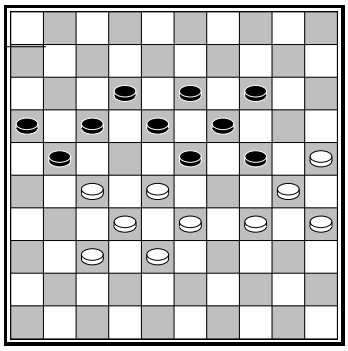
1) 4.28 – 22 23 – 28 5.22 x 13 28 x 30 6.25 x 34 19 x 8 B+1.

2) 4.34 – 30 11 – 17 5.27 – 22 18 x 27 6.32 x 21 23 x 41 7.33 – 28 16 x 27 8.28 – 23 19 x 28 9.30 x 10 41 – 46 10.10 – 4 28 – 32 11.4 x 36 32 x 43 B+

3) 4.27 – 22? 18 x 27 5.32 x 21 23 x 41 6.34 – 29 16 x 27 7.29 x 9 41 – 47! 8.9 – 3 11 – 17 and white has to sacrifice two pieces (33 – 28) in order to prevent his king from being caught and thus B+

The only correct defence is 4.25 – 20!! 14 x 25 *4… 24 x 15 is followed by 5.34 – 30 11 – 17 6.30 – 24 19 x 30 7.28 x 10 15 x 4 8.35 x 24 17 – 22 9.24 – 19 22 x 42 10.38 x 47 and white holds a draw.*
5.28 – 22 11 – 17 6.22 x 13 19 x 8 7.35 – 30! 24 x 35 8.33 – 29 23 – 28* 9.32 x 23 and in spite of one piece less white will hold a draw.

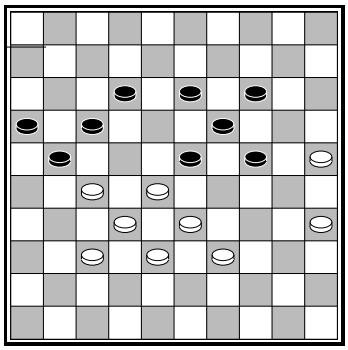
We now will discuss another famous position with Dirod +3. It has appeared in many games of which Weiss – Ottina and Gordijn – Baba Sy are the most well-known examples.



Dirod = +3

In Weiss – Ottina 1.34 – 29? 23 x 34 2.30 x 39 was played after which the position seems lost for white when 18 – 23 is played.

1.34 – 29? 23 x 34
2.30 x 39 18 – 23



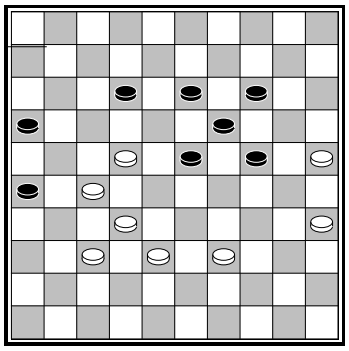
We see that this position is the Woldouby position with piece 26 at 17. No escape for white has ever been found.

3.39 – 34 13 – 18 4.34 – 30 21 – 26 5.27 – 22 18 x 27 6.32 x 21 23 x 41 7.33 – 28 16 x 27 8.28 – 23 19 x 28 9.30 x 10 41 – 46 as in Gordijn – Baba Sy B+.

3.39 – 34 13 – 18 4.27 – 22 18 x 27 5.35 – 30 24 x 35 6.33 – 29 12 – 18 7.29 – 24 19 x 39 8.28 x 10 leads to an endgame that was lost in all 5 recorded games in *Turbo Dambase*. (Turbo Draughts base). In Van Huet – Drost the endgame went 8… 39 – 44 9.25 – 20 44 – 49 10.20 – 14 18 – 22 11.10 – 5 21 – 26! 12.32 x 12 49 x 25 B+.

Usually white plays

3.28 – 22 17 x 28
4.33 x 22 21 – 26!

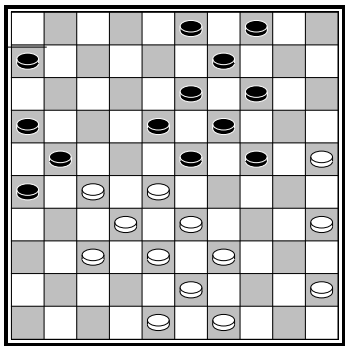


If white plays 5.38 – 33 now, you shouldn't take 23 – 28 but play 23 – 29!! White hasn't got a save temp to make the exchange. 39 – 34 is a disaster after 29 x 38 32 x 43 24 – 30 B+.

5.38 – 33 23 – 29! 6.33 – 28 29 – 33! 7.39 – 34 33 – 38! 8.32 x 43 24 – 30 9.35 x 24 19 x 48 (10.28 – 23 48 x 31 11.27 x 36 12 – 17) B+.

In Verse – Malfray black won a nice endgame after 5.22 – 17(!) 12 x 21 6.37 – 31 26 x 28 7.25 – 20 21 x 34 8.20 x 20 34 – 39 9.35 – 30 39 – 44 10.20 – 15 44 – 49 11.15 – 10 28 – 32! 12.30 – 25 32 – 37 13.25 – 20 37 – 41 14.10 – 4 41 – 47 15.20 – 15 47 – 36 16.4 – 10 49 – 27! 17.10 x 21 16 x 27 18.15 – 10 36 – 41 B+.

White could have avoided these problems by playing the pseudo sacrifice 1.27 – 22! 18 x 27 2.34 – 29 23 x 34 3.30 x 39 27 – 31 4.37 x 26 12 – 18 5.39 – 34 18 – 23 6.35 – 30 24 x 35 7.33 – 29 13 – 18 8.29 – 24 19 x 39 9.28 x 10 =.



K. van Lith – G. Gaibova
Wch women 1995

White is trailing in development by 2 temps (dirod = -2). Moreover she could expect her opponent to make the 14 – 20 x 20 exchange taking another 4 temps. Actually black makes a double exchange. After 14 – 20 x 20 30 – 25 4 – 9 25 x 14 9 x 20 she gains another 4 temps. White decided she didn't need the Olympic formation anymore and played:

32.45 – 40 6 – 11
33.40 – 34 11 – 17
34.34 – 30 14 – 20
35.25 x 14 9 x 20
36.30 – 25 4 – 9
37.25 x 14 9 x 20

Dirod has dropped to -10 now. Black risks a freeze out.

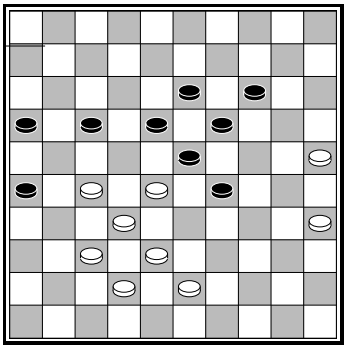
38.39 – 34 20 – 25
39.43 – 39 17 – 22
40.28 x 17 21 x 12
41.33 – 28 3 – 9
42.49 – 43 9 – 14

White is ready to reconquer the right wing. The dirod goes to -6 (black lost two temps by changing back 17 – 22 x 12).

43.34 – 30 25 x 34
44.39 x 30 24 – 29

44… 12 – 17 45.48 – 42 isn't any better.

45.30 – 25 12 – 17
46.48 – 42?



It was better to play 46.35 – 30, eliminating the extra opportunity black gets now: 46… 29 – 34 47.35 – 30 26 – 31! and now two variations both leading to a draw.

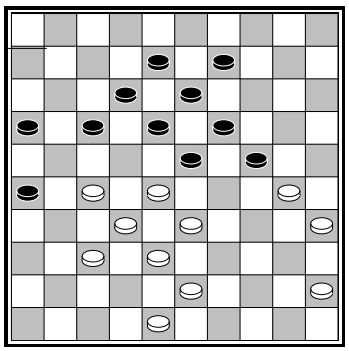
1) 48.37 x 26 34 – 39 49.43 x 34 17 – 22 50.28 x 17 23 – 29 51.34 x 12 13 – 18 52.12 x 23 19 x 48 =.

2) 48.27 x 36 23 – 29 49.30 x 39 29 – 33 50.38 x 29 14 – 20 51.25 x 21 16 x 49 =

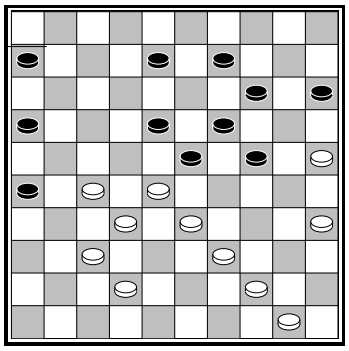
46… 16 – 21?
47.27 x 16 18 – 22
48.35 – 30! 22 x 33
49.30 – 24 19 x 30
50.25 x 34 29 x 40
51.38 x 20

and white won quickly.

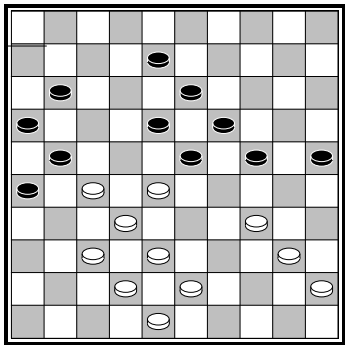
Exercise 1.1 – 1.4 Calculate the dirod and judge the position!



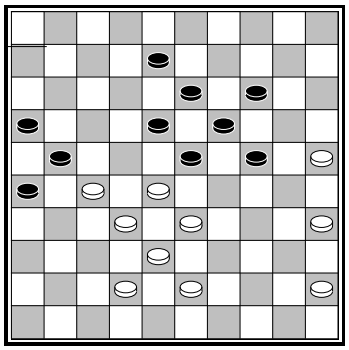
1.1



1.2

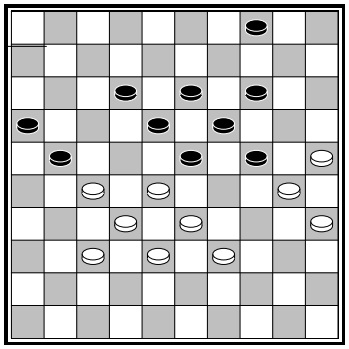


1.3



1.4

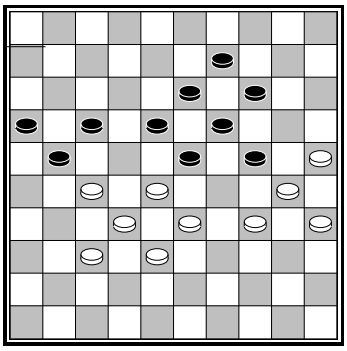
2.Weak pieces



Dirod = +4

In this position black to move has the choice between two plans. First we will look at the wrong plan:

1… 12 – 17?
2.39 – 34 4 – 9?



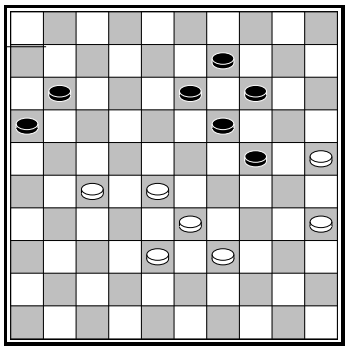
F. Ricou – J. Garoute

It looks like white is in trouble, because he can't change back 34 – 29 23 x 34 30 x 39 24 – 29! B+
However, white has a major surprise for his opponent.

3.27 – 22! 18 x 27
4.34 – 29 23 x 34
5.30 x 39

Black has to give back the piece immediately.

5… 27 – 31
6.37 x 26 17 – 22
7.26 x 17 22 x 11
8.32 – 27!



The dangling piece at 9 is a very weak piece. It paralyzes black's position. He can't play 13 – 18 because of 28 – 23 W+.

8… 11 – 17
9.27 – 22 17 – 21

White can win in two ways. He can neglect the win of a piece and play on 10.38 – 32 21 – 27 (the endgame after 21 – 26 32 – 27 is losing) 11.22 x 31 13 – 18 12.39 – 34 18 – 23 13.31 – 26 9 – 13 14.34 – 30 13 – 18
14… 23 – 29 15.32 – 27 29 x 38 16.28 – 23 19 x 28 17.30 x 10 28 – 32(!) 18.10 – 5 32 x 21 19.26 x 17 13 – 18 (otherwise 17 – 12 etc.) 20.5 – 37 38 – 43 21.37 – 31 18 – 23 22.31 – 37 23 – 29 23.37 – 42 29 – 34 24.42 – 48 34 – 39 25.35 – 30 W +
15.32 – 27! 23 x 21 16.26 x 17 W+.

10.22 – 18 13 x 22
11.28 x 26 19 – 23
12.38 – 32 9 – 13

White played 33 – 28 now in the game and black escaped with a draw.

13.39 – 34! 14 – 19

Both 13… 13 – 18 14.32 – 27 14 – 19 15.26 – 21 W+ and 13… 13 – 19 14.34 – 30 23 – 29 15.33 – 28 W+ give little resistance.

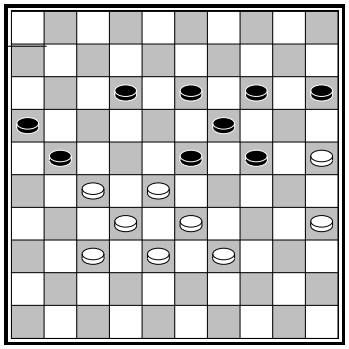
14.35 – 30 24 x 35
15.25 – 20

White wins the endgame as you can analyse yourself.

Piece 4 should not go to <9>. You should make two temps with it going to 15. A piece at 15 is not weak in late classical positions if you trail in development! Blakc will go to the key position Ricou – Bonnard!

1… 4 – 10!
2.39 – 34 10 – 15
3.34 – 29 23 x 34

4.30 x 39 18 – 23



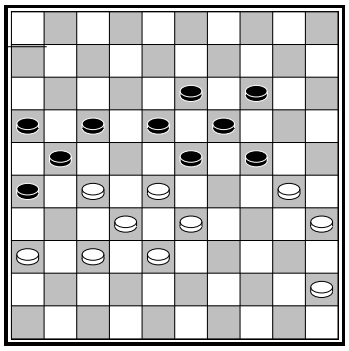
Black is still trailing by two temps, so his piece at 15 is okay. In fact, the position is completely winning.
In part I of the course we saw the position after **5.39 – 34 12 – 17!** was winning for black.

Exercise 2.2 Show the right moves for black after:

A) 6.34 – 30

B) 6.35 – 30 24 x 35 7.33 – 29

C) 6.27 – 22



T. Goedemoed – W. Sytsma

Calculating the Dirod is easy here. Just make the position symmetrical. Transport piece 36 to 39 will not change the Dirod. You see it will take white 5 moves to get a symmetrical position: 45 – 40 / 40 – 34 / 30 – 25 / 34 – 30 / 39 – 34. The Dirod is -5. This means the piece at 36 is strong!

45.45 – 40 17 – 22

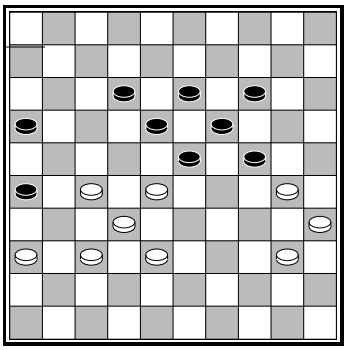
Although black doesn't win back a piece after the sacrifice 45… 24 – 29 46.33 x 24 17 – 22 47.28 x 17 21 x 12 48.30 – 25 19 x 30 49.25 x 34 he can still make a draw playing 49… 14 – 20, since 38 – 33 is always met by 23 – 28 33 x 22 16 – 21 =. In this variation piece 36 is inactive.
Playing 45… 23 – 29? would have been very dangerous. After 46.28 – 23! 19 x 39 47.30 x 10 black has to take care:

1) 47… 29 – 34 48.40 x 29 39 – 44 49.29 – 23! 18 x 29 50.37 – 31 26 x 28 51.38 – 32 28 x 37 52.10 – 4 21 x 32 53.4 x 48 W+.

2) 47… 29 – 33 48.38 x 29 39 – 43 49.10 – 4 43 – 48 (43 – 49 29 – 23 18 x 29 4 x 6+) 50.27 – 22 18 x 38 51.4 x 49 48 x 31 52.36 x 27 21 x 32 53.49 x 12 W+

3) 47… 17 – 22 48.36 – 31! 29 – 33 49.38 x 29 39 – 43 50.10 – 5 43 – 49 (43 – 48 40 – 34 48 x 25 35 – 30+) 51.40 – 34 13 – 19! 52.5 x 6 49 – 38 53.32 x 43 21 x 41 54.31 – 27 and black still hasn't solved all of his problems.

46.28 x 17 21 x 12
47.33 – 28

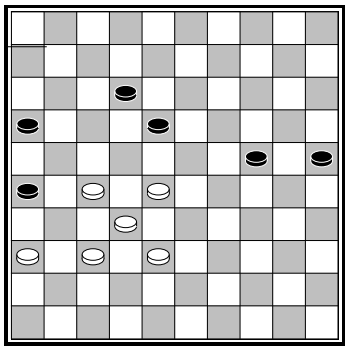


Dirod is still -3. If black plays 47… 12 – 17? 48.40 – 34! We have the same position as two diagrams back, with exchanged colours.

Exercise 2.1 How does white win after 47… 23 – 29?

47… 24 – 29
48.30 – 25 29 – 34
49.40 x 29 23 x 34
50.35 – 30 14 – 20!
51.25 x 23 34 x 25
52.23 – 19 13 x 24

(diagram)



53.28 – 22 18 – 23?

After 53… 24 – 29! 54.22 x 13 29 – 34 white can't win.

54.22 – 18!

Black discovered too late that the stick move 54… 26 – 31 55.18 x 20 31 x 33 is punished by 56.36 – 31!! 25 x 14 57.32 – 28 33 x 22 58.27 x 7 +.

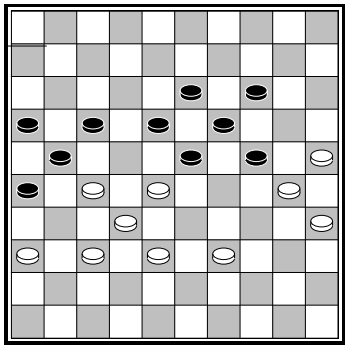
54… 25 – 30
55.18 x 20 30 – 34
56.20 – 14 34 – 40
57.14 – 10 40 – 44
58.10 – 4 44 – 49

58… 44 – 50 is answered by 27 – 22 followed by 32 – 28 W+.

59.37 – 31! 26 x 28
60.27 – 22

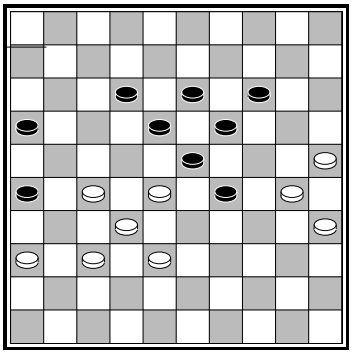
Black surrendered.

When trailing in development a piece at 15 / 36 usually isn't weak in late closed classical positions. This piece often has a defensive task.



Dirod = -1

After black changes back 17 – 22 x 12 the Dirod will be +1. The piece at 36 will become weak.
Playing 1.39 – 33? leads to the famous De Haas – Fabre position: 17 – 22 2.28 x 17 21 x 12 3.33 – 28 24 – 29



J. de Haas – M. Fabre 1921

White has little room to play. We will analyse this position following the game of the old masters.

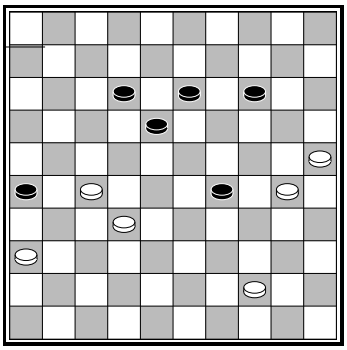
45.28 – 22 12 – 17

Because 45… 12 – 17 is not winning analytically, later 45… 14 – 20 46.25 x 14 19 x 10 has also been tried.

46.22 x 11 16 x 7
47.38 – 33 29 x 38
48.32 x 43 23 – 29

Black keeps isolating the arrow 25 / 30 / 34.

49.43 – 39 19 – 23
50.37 – 32 7 – 12
51.39 – 34 29 x 40
52.35 x 44 23 – 29



White shouldn't play 53.32 – 28? now, for black forces a charming win by 26 – 31!! 54.28 – 23 55.31 x 22 56.23 x 34 14 – 20! 57.25 x 14 13 – 19 58.14 x 23 18 x 49 B+.

53.44 – 40! 29 – 33

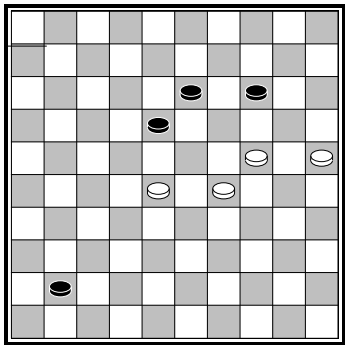
54.32 – 28?

White can defend the position playing 54.40 – 34! Only after 13 – 19 white can play 32 – 28 33 x 31 36 x 27 18 – 23 27 – 22! =.
54.40 – 34 26 – 31 55.27 – 21 31 – 37 56.32 x 41 33 – 38 57.36 – 31 38 – 43 58.21 – 16 12 – 17 59.31 – 27 43 – 48 60.27 – 21 17 x 26 61.16 – 11 48 – 42 62.11 – 7 13 – 19
White can't go to king now, but an extra sacrifice will help him.
63.41 – 37! 43 x 21 64.7 – 1 18 – 22 65.1 – 6 22 – 27 66.6 – 50! will draw the game. In the position from 3 diagrams back 1.39 – 33 was a bad move, but even worse is 1.39 – 34? 17 – 22 2.28 x 17 21 x 12 3.38 – 33

54… 18 – 23!
55.30 – 24

55.27 – 22 23 – 28! 56.22 x 33 26 – 31 wins easily.

55… 23 – 28
56.40 – 34 12 – 18
57.34 – 29 28 – 32
58.27 x 38 26 – 31
59.38 – 32 31 – 36
60.32 – 28 36 – 41



White can't play 28 – 23 41 – 47 (or 41 – 46 followed by 13 – 18) 23 x 12 13 – 19 24 x 13 47 x 17 B+, so he must give a piece.

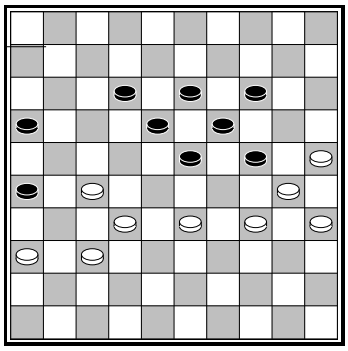
61.28 – 22 18 x 27
62.24 – 20 14 – 19

63.20 – 15 is met by 19 – 24! 64.29 x 20 4 – 46+ so white has to give another piece.

63.29 – 23 19 x 28
64.20 – 15 13 – 19!
65.15 – 10 41 – 47!

White surrendered.

White also shouldn't play 1.39 – 33? (position 4 diagrams ago) 17 – 22 2.28 x 17 21 x 12 3.38 – 33

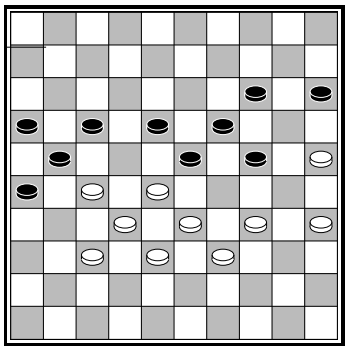


3… 23 – 28!! 4.33 x 22 24 – 29 5.34 x 23 19 x 17
The stick move 6.30 – 24 17 – 22 7.24 – 19 doesn't work now because after 22 x 42 white has to capture 19 x 17 B+.
6.32 – 28 17 – 21 7.37 – 32 26 – 31 8.28 – 22 31 – 37 9.32 x 41 21 x 32 B+.

The correct way to treat the position is making a pseudo sacrifice.

1.28 – 22! 17 x 28
2.38 – 33 26 – 31
3.37 x 17 28 x 37
4.36 – 31 37 x 26
5.39 – 34 26 – 31
6.27 x 36 16 – 21
7.17 x 26 23 – 28
8.33 x 22 18 x 27
9.34 – 29 24 x 33
10.30 – 24 19 x 30
11.35 x 24

After this festival of sacrifices the game is a draw.



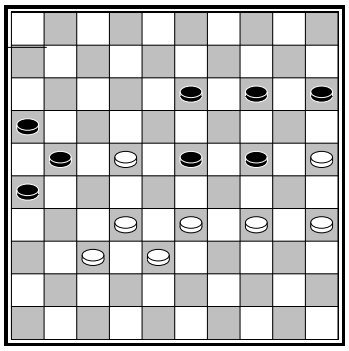
A. Gantwarg – A. van Leeuwen

Since white is trailing by two temps (dirod = -2) piece 15 is weak.
51.34 – 30? 26 – 31! isn't enough for a win:

1) 52.37 x 26 23 – 29 and white has to give back the piece immediately.

2) 52.27 x 36 21 – 27 53.32 x 12 23 x 34 54.30 x 39 18 x 7 and now for example 55.39 – 34 7 – 12 56.34 – 29 15 – 20 57.37 – 32 16 – 21! 58.36 – 31 21 – 26 59.31 – 27 12 – 17 60.32 – 28 17 – 21 61.27 x 16 26 – 31 with a draw.

51.28 – 22! 17 x 28
52.33 x 13 19 x 8
53.27 – 22! 8 – 13
54.39 – 33



Black's position is split. Moreover piece 15 spells doom over his position.

54… 14 – 19
55.34 – 30 23 – 29
56.32 – 28 21 – 27

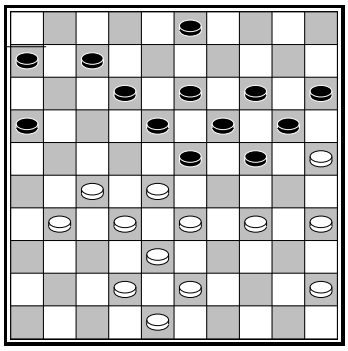
Black is frozen out and must give a piece.

57.22 x 31 16 – 21
58.28 – 22 29 – 34

58… 21 – 27 59.25 – 20 27 x 36 60.20 – 14 19 x 10 61.30 x 8 W+

59.30 x 39 21 – 27
60.38 – 32 27 x 29
61.31 – 27 13 – 18
62.22 x 13 19 x 8
63.25 – 20 8 – 13
64.20 – 14

Black is frozen out for the second time. He gave a piece by playing 64… 15 – 20 65.14 x 25 13 – 18 and after 39 – 34 x 44 he surrendered.



J. van den Akker – K. Thijssen

White has a dangling piece at <31>. Black still has the Olympic formation needed for control over the his right wing.

31… 12 – 17!

White can't play 31 – 26 now because of 17 – 22 followed by 24 – 30 B+.

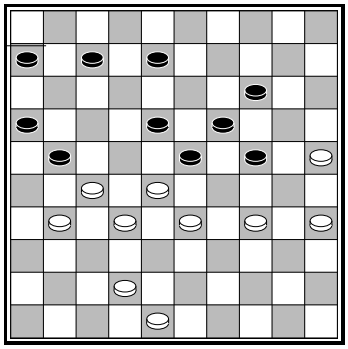
32.34 – 30 17 – 21!

White can't play at his left wing anymore.

33.43 – 39 3 – 8
34.39 – 34 24 – 29
35.33 x 24 20 x 40
36.45 x 34

Not possible is 35 x 44 because of the 14 – 20 Kung Fu shot.

36… 15 – 20
37.38 – 33 20 – 24
38.34 – 29 23 x 34
39.30 x 39 18 – 23
40.39 – 34 13 – 18

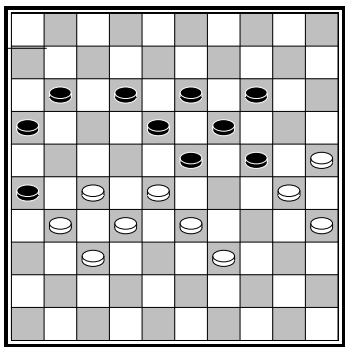


White has a tactical solution for his problems: 41.42 – 38!!

1) 41… 8 – 13 42.34 – 29! 23 x 34 43.28 – 23! 19 x 26 44.25 – 20 21 x 43 45.48 x 10 W+.

2) 41… 21 – 26 42.34 – 29! 23 x 34* 43.28 – 23 26 x 39 44.23 x 1 =.

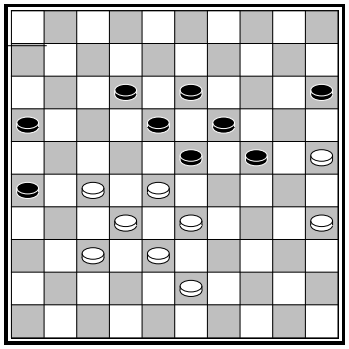
41.48 – 43? 8 – 13
42.43 – 39 21 – 26
43.42 – 37 7 – 12
44.34 – 30 6 – 11



White's problems are clear. The weakness at <38> is deadly.

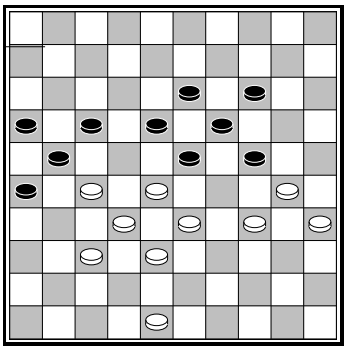
45.39 – 34 11 – 17
46.34 – 29 23 x 34
47.30 x 39 16 – 21
48.27 x 16 14 – 20
49.25 x 23 18 x 36

Black won after 50.28 – 22 17 x 28 51.16 – 11 28 – 32 52.37 x 28 12 – 17 53.11 x 22 36 – 41 54.28 – 23 41 – 47 55.23 – 19 47 – 36 56.19 x 30 36 x 18 57.30 – 24 18 – 22 B+.

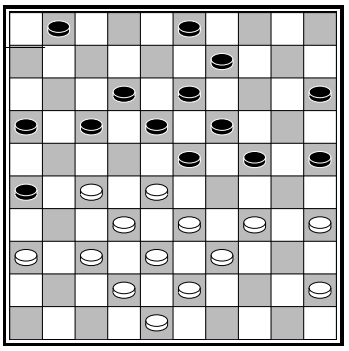


Black has a weak piece at 15.

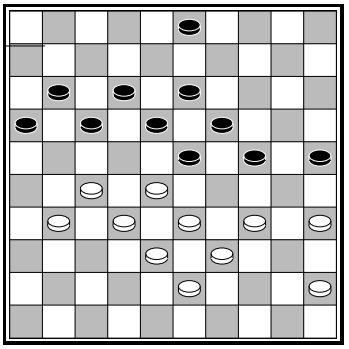
Exercise 2.3 How can white force a win?



Exercise 2.4 Which move is better: 48 – 42 or 48 – 43?



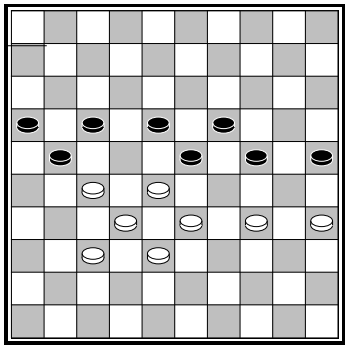
Exercise 2.5 Black to move. What is his best move and why?



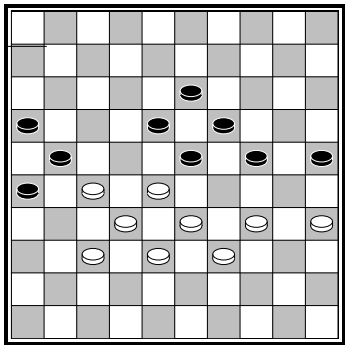
Exercise 2.6 Black has a dangling piece at 11. Should white to move play 31 – 26 or 34 – 30 and why?

3.Wing control

Controlling the wings is a mighty weapon in classics. When you can't go to any of the two wings anymore you of course risk being frozen out.



White to move has no space left at all. He is hopelessly lost. Adding pieces 39 and 13, while transporting 17 to 26, will make things more complicated.



It looks like white has only one sensible move left: 1.28 – 22 which is losing: 23 – 28!!

1) 2.32 x 12 21 x 43! 3.39 x 48 24 – 30 4.35 x 24 19 x 8 B+

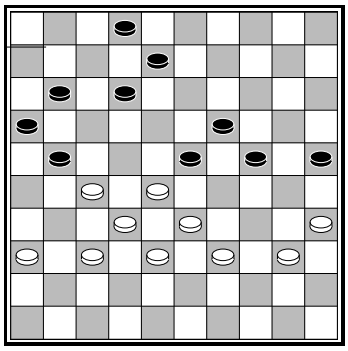
2) 2.32 x 14 21 x 41 3.14 – 10 18 x 27 4.10 – 5
4… 10 – 4 26 – 31 5.4 x 22 31 – 36 B+
41 – 46 5.34 – 29 25 – 30! 6.29 x 20 26 – 31 7.35 x 24 31 – 37 8.5 x 41 46 x 14 B+.

White should make a sacrifice.

1.35 – 30 24 x 35
2.28 – 22

After 2… 23 – 28 3.32 x 12!
That's why white should sacrifice first, for now he can move to <1>.
3… 21 x 41 4.12 – 7 41 – 46 5.22 – 17! 26 – 31 6.17 – 11!
White shouldn't play 6.7 – 1 yet, because of the shot 19 – 23! 7.1 x 29 25 – 30 8.34 x 25 16 – 21 9.17 x 37 46 x 23 +.
6… 31 – 36 and both players will get two kings with an exciting endgame.

Instead of 2… 23 – 28 black can give a piece back with 2…. 35 – 40! 3.34 x 45 23 – 29 4.33 x 24 19 x 30, for example 5.45 – 40 18 – 23 6.40 – 35 30 – 35 and white should give a piece with 7.22 – 17 21 x 12, because 7.38 – 33 or 7.39 – 33 is met by 23 – 28 B+. After the sacrifice 7.22 – 17 21 x 12 black has good chances to win, although it isn't easy!



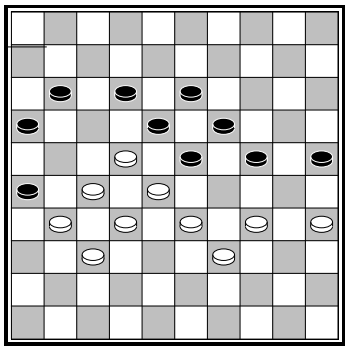
K. Veldstra – W. Leijenaar
Black to move

To understand this closed classical position we have to spot the relevant features.
Calculating the Dirod has to be done with white to move, so after a black move like 8 – 13 we calculate: 27 – 28 = -1. That's a close race. Two other features are very important here: White has a weakness at 36. Black doesn't control square 9, which makes his position vulnerable to the Dussaut sacrifice. Because black controls the right flank of the board he has chances to freeze white out. Black possesses square 25 and white can't make a formation to change this piece.
In the game black played 40… 8 – 13? 41.40 – 34 12 – 17? After which white could have won by the Dussaut sacrifice 42.35 – 30 24 x 35 43.33 – 29 13 – 18 44.27 – 22 18 x 27 45.29 x 18 etc.
Tactics is important in this position: Black can reduce white's space by playing:

40… 12 – 18!!

White can't go to 22 anymore. 40.27 – 22 18 x 27 41.37 – 31 is punished by 8 – 13 31 x 22 13 – 18! 22 x 13 19 x 8 28 x 30 25 x 45 B+.
In this variation a beautiful shot is decisive:
40.28 – 22 8 – 13 41.33 – 28
Both 41… 36 – 31 and 41… 37 – 31 are met by 23 – 28! and black wins the endgame.

41… 2 – 7 42.40 – 34 7 – 12 43.38 – 33 21 – 26 44.36 – 31



The positional approach doesn't work here. 44… 11 – 17 45.22 x 11 16 x 7 is answered by 46.27 – 21!! 26 x 17 47.31 – 27 (gaining space!) 7 – 11 48.37 – 31 11 – 16 49.31 – 26 and black has to return his extra piece.
44… 12 – 17 would lose to a Kung Fu shot: 34 – 29 followed by 33 – 29 +.
Black can make a beautiful shot however:
44… 23 – 29!! 45.34 x 14 24 – 30 46.35 x 24 16 – 21 47.27 x 7 18 x 9 48.7 x 18 13 x 44 W+.

41.40 – 34 21 – 26!

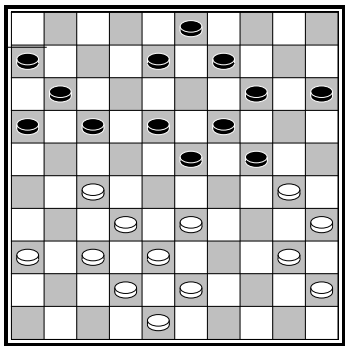
41… 8 – 13 is not right. White can then go to the graveyard: 42.27 – 22 18 x 27 43.37 – 31 and if black plays 43… 21 – 26? 44.31 x 22 16 – 21 he is punished by the Dussaut sacrifice: 45.35 – 30! 24 x 35 46.33 – 29 W+.

42.28 – 22 8 – 13
43.33 – 28

43… 2 – 7 (threatening 16 – 21) doesn't work here, because after 44.27 – 21! 16 x 27* 45.22 x 31 white escapes.

43… 16 – 21!!
44.27 x 7 2 x 11

A stunning sacrifice decides the game in black's favour. We saw that black can use tactics to reduce white's space to play.

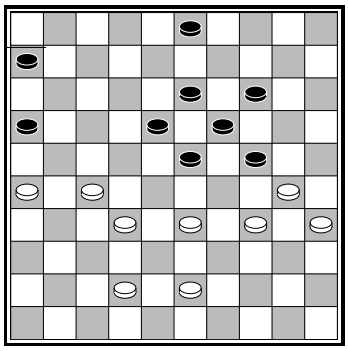


Chizhov – H. van der Zee
Wch 1988

Chizhov built a flexible classical structure. He can perform multiple plans. The dirod = -1.
His next move gives more control over the left wing. The 6 / 11 / 16 / 17 tail becomes weak.

26.37 – 31! 14 – 20
27.33 – 28 17 – 21

Playing 17 – 22 28.28 x 17 11 x 22 29.31 – 26 22 x 31 30.36 x 27 gives white control over the left wing, while piece 6 can't be played for a long time. We show a variations that clearly demonstrates black's problems: 30… 8 – 13 31.38 – 33 24 – 29 32.33 x 24 20 x 29 33.40 – 34 29 x 40 34.45 x 34 15 – 20 35.42 – 38 20 – 24 36.38 – 33 9 – 14 37.48 – 42!



Black has major problems.

1) 37…23 – 28 38.32 x 12 13 – 18 39.12 x 23 19 x 37 40.30 x 10 leads to a bad endgame for black.

2) 37… 14 – 20 38.43 – 38 20 – 25 39.33 – 29! 24 x 33 40.38 x 29 3 – 9* 41.29 – 24! 9 – 14 42.24 – 20! W+

3) 37… 6 – 11! and black can defend because at 32 – 28 23 x 21 26 x 6 the shot 24 – 29! 34x 12 13 – 18 12 x 23 19 x 37 makes a draw, while after 38.42 – 38 23 – 28 39.32 x 12 13 – 18 black also won't lose.

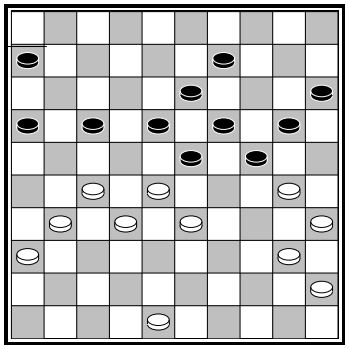
28.43 – 39 11 – 17
29.30 – 25

White needn't fear 29… 18 – 22 30.27 x 29 24 x 44 31.25 x 23 44 – 50 because white catches the king winning a piece.

29… 8 – 13
30.25 x 14 9 x 20
31.39 – 34! 3 – 9

A logical move. Black wants to change 18 – 22 x 22.

32.38 – 33 21 – 26
33.34 – 30 26 x 37
34.42 x 31



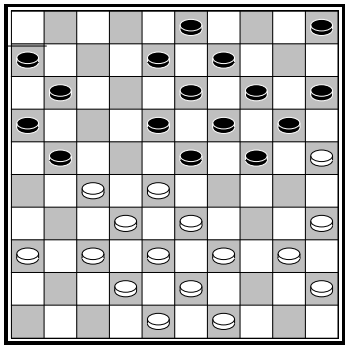
We again show some variations that prove black is in trouble.

1) 34… 20 – 25 35.40 – 34! 9 – 14 36.31 – 26 14 – 20 37.48 – 43 24 – 29 38.33 x 24 20 x 40 39.45 x 34 15 – 20 40.43 – 38 20 – 24 41.38 – 33 and black is frozen out.

2) 34… 9 – 14 35.40 – 34 24 – 29 36.33 x 24 20 x 40 37.45 x 34 15 – 20 38.30 – 25 20 – 24 39.34 – 30 and black might escape playing 24 – 29! 40.48 – 42 17 – 22! 41.28 x 17 29 – 33 42.30 – 24 19 x 30 43.25 x 34 13 – 19 etc. =

34… 24 – 29
35.33 x 24 20 x 29
36.40 – 34 29 x 40
37.35 x 44!

Black is tactically frozen out. He can't parry the 30 – 24 threat playing 23 – 29 because white has the 27 – 22! 18 x 38 48 – 43 38 x 40 45 x 3 W+ shot, while 37… 15 – 20 is met by 38.27 – 22! 18 x 38 39.30 – 25 23 x 32 40.25 x 3 W+. Black surrendered.



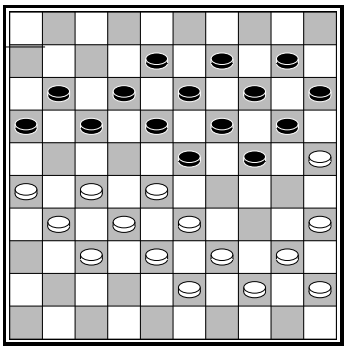
R. Clerc – H. van der Vossen

White wants to take control over the left wing.

22.37 – 31! 21 – 26
23.49 – 44! 26 x 37
24.42 x 31

Piece 44 is dangling, but it is no weakness in this position! White doesn't want to play at his right wing anyway. He keeps on playing at the left wing. He calculated that he can keep on playing, controlling both wings.

24… 8 – 12
25.31 – 26 11 – 17
26.48 – 42 3 – 8
27.36 – 31 6 – 11
28.42 – 37 5 – 10

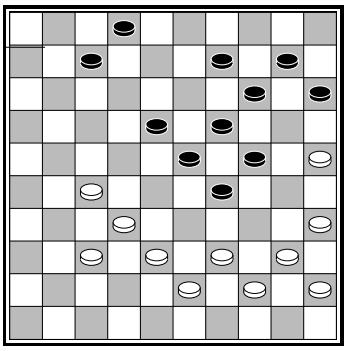


White has played all normal moves, but still he has space to continue playing. White launches an attack at black's right wing.

29.28 – 22! 17 x 28
30.33 x 22 24 – 29?

30… 11 – 17 31.22 x 11 16 x 7 would have been much better. Now white gets time to reinforce his left wing attack.

31.26 – 21 20 – 24
32.31 – 26 11 – 17
33.22 x 11 16 x 7
34.21 – 17 12 x 21
35.26 x 17 8 – 12
36.17 x 8 13 x 2



Black's position contains some weaknesses. White still controls both wings.

37.39 – 33 9 – 13
38.43 – 39 7 – 11
39.33 – 28 15 – 20?

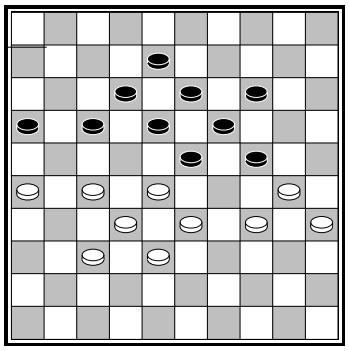
Black should have played 11 – 16 in order to meet 39 – 33 with 16 – 21 27 x 16 18 – 22 28 x 17 23 – 28 32 x 34 24 – 30 35 x 24 19 x 50, drawing the game.

40.39 – 33 10 – 15
41.44 – 39 2 – 7
42.39 – 34!

Black can't escape playing 42.. 24 – 30 because 35 x 24 turns out to be suicidal for black.

42…. 7 – 12 43.34 – 30

Black is frozen out soon: 43… 11 – 16 44.37 – 31 12 – 17 45.31 – 26 W+ and he thus surrendered.



G. Mostovoy – E. Fanelli

1.37 – 31!

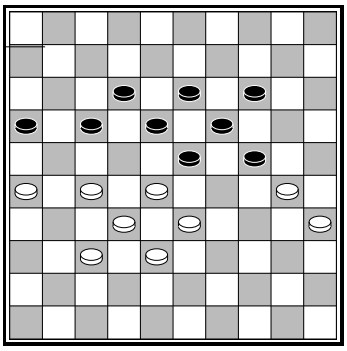
Black's space is minimized. He can't use his 8 / 12 / 17 tail now.

1… 23 – 29
2.34 x 23 18 x 29
3.27 – 22 12 – 18
4.22 x 11 16 x 7
5.26 – 21!!

In a few games this position was reached, but 5.31 – 27? was played. Even threefold world champion Schwarzman made this mistake after which black can escape after 5… 7 – 11. After 5.26 – 21!!, due to the 28 – 23 threat black is forced to play 18 – 23 after which white is able to freeze black out.

5… 18 – 23 6.21 – 16!

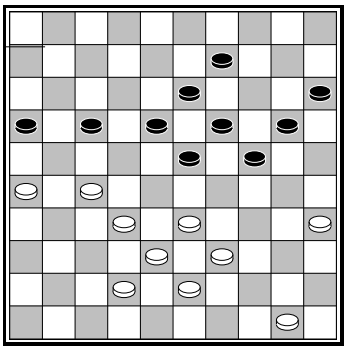
Black can't go to 17 anymore. After 6… 8 – 12 7.31 – 27 12 – 18* 8.27 – 21 7 – 12 9.21 – 17 12 x 21 10.16 x 27 it's game over.



Exercise 3.1 Black to play is lost. Write down the way white wins after:

A) 1… 23 – 29

B) 1.. 16 – 21 2.27 x 16 24 – 29 3.33 x 24 18 – 22



V. Wirny – R. Heusdens
Black to move

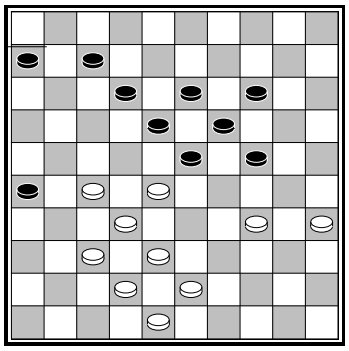
Exercise 3.2 Answer the questions.

A) How is 1… 17 – 22 punished?

1… 24 – 29
2.33 x 24 20 x 29
3.35 – 30 15 – 20

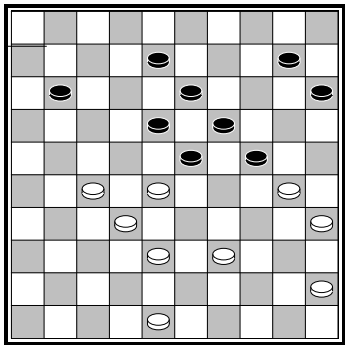
3.. 9 – 14 4.39 – 33! 14 – 20 5.33 x 24 20 x 29 6.43 – 39 15 – 20 and white can choose between 7.39 – 33 20 – 24 8.30 – 25 17 – 22 9.50 – 45 etc. and 7.27 – 21 16 x 27 8.32 x 12 18 x 7 9.39 – 33 20 – 24 10.30 – 25 and white will win the endgame.

B) How did white force a breakthrough after the game's 3.. 15 – 20 ?



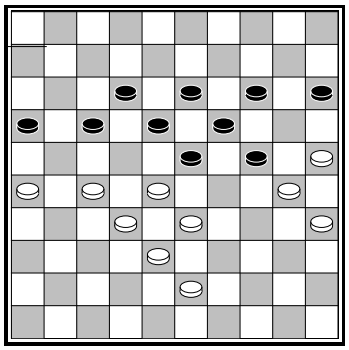
K. Posthumus – S. Doller

Exercise 3.3 White to move. Which move is best and why?



Tj. Goedemoed – B. Post

Exercise 3.4 Black played 24 – 29? White forced a positional win!

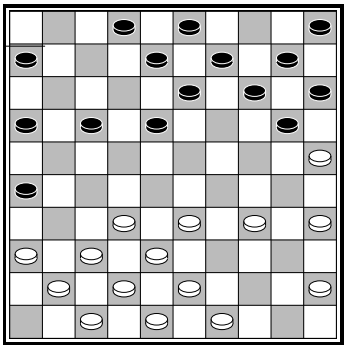


Black to move has no good move left since white controls both wings. 1… 23 – 29 is met by a shot.

Exercise 3.5 Write down the shot for white after 1.. 23 – 29

Exercise 3.6 How does white play after 1… 15 – 20 ?

V. Weitsman – A. Chizhov
World championship 2003

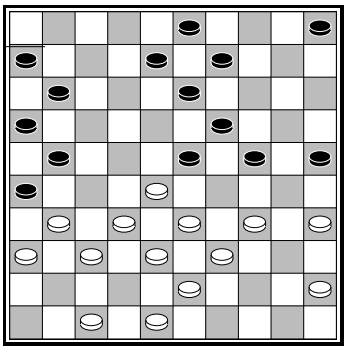


Black's piece are distributed evenly over centre and wings. Black begins a plan taking control over both wings.

19… 20 – 24
20.43 – 39 2 – 7
21.36 – 31 17 – 21
22.41 – 36 7 – 11
23.49 – 43 14 – 20

It's time for black to develop his left wing.

24.25 x 14 10 x 19
25.33 – 28 18 – 23
26.38 – 33 15 – 20
27.42 – 38 20 – 25

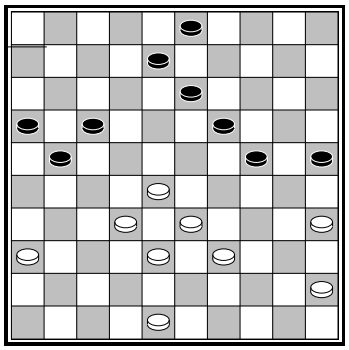


Piece <25> controls the wing temporarily. White changes this piece, but the future 3 / 9 / 14 tail can again challenge control over the wing in a few moves.

28.47 – 42 5 – 10
29.34 – 30 25 x 34
30.39 x 30 10 – 14
31.31 – 27 14 – 20
32.43 – 39 20 – 25
33.39 – 34 13 – 18

White decides to go to <22> now. It would have been better to change back 34 – 29 23 x 34 30 x 39 18 – 23 45 – 40 etc.

34.27 – 22 18 x 27
35.37 – 31 26 x 37
36.42 x 22 9 – 13
37.34 – 29 23 x 34
38.30 x 39 11 – 17
39.22 x 11 6 x 17

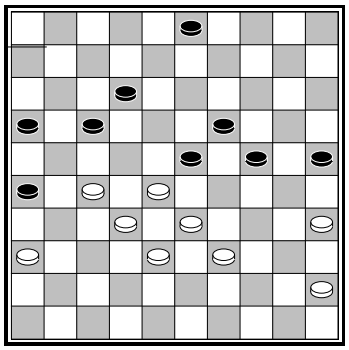


White lost control over <27>. 40.36 – 31 13 – 18 41.31 – 27 is strongly met by 19 – 23! 42.28 x 30 25 x 43 followed by 17 – 22 B+.

40.48 – 42 13 – 18
41.42 – 37 8 – 12

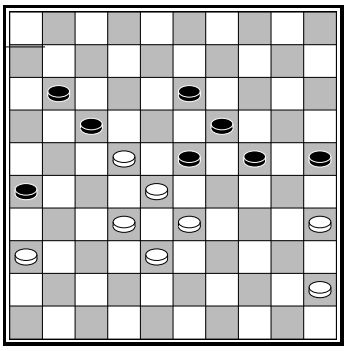
42.36 – 31 loses after 18 – 22 43.31 – 26 12 – 18 44.37 – 31 24 – 29! 45.33 x 13 22 x 44 46.13 x 11 16 x 7 47.26 x 17 44 – 50 B+.
Therefore he plays 37 – 31, but piece 36 becomes a weakness now.

42.37 – 31 18 – 23
43.31 – 27 21 – 26

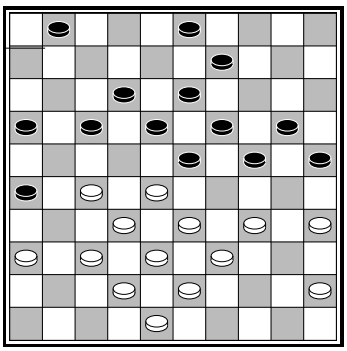


44.45 – 40 17 – 21 45.40 – 34 12 – 17 46.27 – 22 3 – 8 47.22 x 11 16 x 7 48.28 – 22 7 – 11 49.33 – 28 11 – 17 50.22 x 11 21 – 27 51.32 x 21 23 x 43 52.39 x 48 26 x 6 B+

44.27 – 22 3 – 8
45.22 x 11 16 x 7
46.28 – 22 8 – 13
47.33 – 28 7 – 11
48.39 – 33 12 – 17



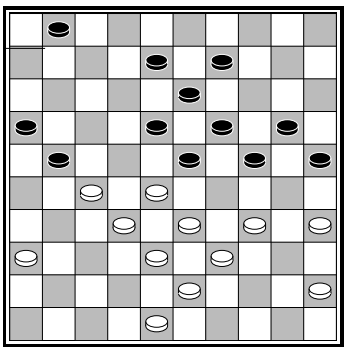
White is frozen out. 49.45 – 40 is met by 13 – 18 B+. White resigned.



J. Alfaisi – A. Chizhov
World championship 1988

Black has played the 15 – 20 move in order to prevent the 34 – 30 x 30 exchange. The fight for control over the left wing begins.

29.37 – 31 26 x 37
30.42 x 31 17 – 21
31.31 – 26 3 – 8
32.26 x 17 12 x 21

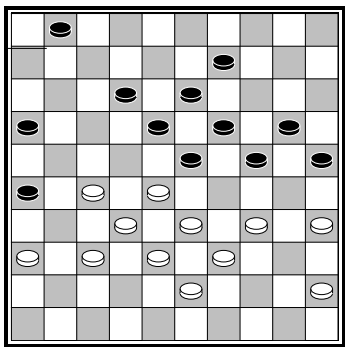


White should have solved his problems by playing 33.34 – 30 25 x 34 34.39 x 30 20 – 25 35.36 – 31 25 x 34 36.31 – 26 winning the piece back with equality.

33.48 – 42 21 – 26

34.42 – 37 8 – 12

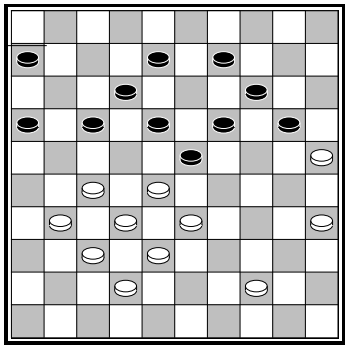
Now white has a lack of space to play. Piece 36 has become weak.



35.28 – 22 9 – 14

White can't play 33 – 28 because of 16 – 21 B+1, so he sacrificed a piece.

After 36.22 – 17 12 x 21 37.33 – 28 1 – 7 38.28 – 22 7 – 12 39.22 – 17 23 – 28 40.17 x 8 13 x 2 41.32 x 12 21 x 41 42.36 x 47 2 – 7 43.12 x 1 19 – 23 44.1 x 29 24 x 44 white resigned.



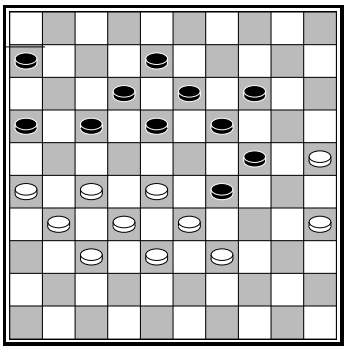
A. Schwarzman – J. van den Akker

An immediate 35 – 30 would be met by 17 – 22 (20 – 24 44 – 39 24 x 35 28 – 22 W+) 28 x 17 12 x 21 31 – 26 20 – 24 =.

37.31 – 26!

Black's problem is that he can't change 37… 17 – 21 38.26 x 17 12 x 21 because of 39.35 – 30! W+
He should have defended his position playing 37… 20 – 24 38.37 – 31 8 – 13! 39.44 – 39 23 – 29. This defence playing the odd 8 – 13 in stead of 9 – 13 is based on tactics using the 9 / 13 formation.
40.42 – 37 is met by the coup Philippe 24 – 30! 25 x 23 18 x 29 33 x 24 19 x 30 35 x 24 16 – 21 27 x 16 6 – 11 16 x 18 13 x 44.
40.39 – 34 29 x 40 41.35 x 44 can be answered by the cool 41… 18 – 23 for after 42.33 – 29 24 x 22 43.27 x 7 black makes a draw playing 14 – 20 44.25 x 3 6 – 11 45.3 x 21 16 x 36 46.7 x 16 36 – 41 .

37… 9 – 13
38.37 – 31 20 – 24
39.44 – 39 23 – 29
40.42 – 37



Black has no good moves anymore. The 8 / 12 / 17 tail isn't active.

40… 29 – 34
41.39 x 30 18 – 23

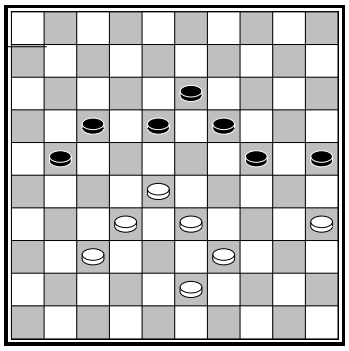
Hoping to get more space by giving white extra temps (39 x 30 gains two temps). But white goes to <22> getting more space again.

42.27 – 22 6 – 11

42… 12 – 18 43.22 x 11 16 x 7 44.26 – 21 8 – 12 45.31 – 27 7 – 11
45…. 6 – 11 46.28 – 22 is also no problem for white.
46.37 – 31 and white is winning, for example 46… 11 – 16 47.21 – 17 12 x 21 48.31 – 26 +.

43.31 – 27 23 – 29
44.28 – 23!

After 44… 17 x 39 45.23 x 43 white stays a piece behind with an inferior position, so he resigned.



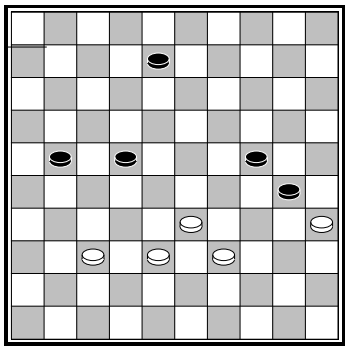
Black to move

Black has the *podkowa* construction (see lesson 6: *Surrounding the centre*) 17 / 18 / 19 / 21 / 24 encircling white's centre. Black won't go to 23 but to <22> freezing the opponent out.

1… 25 – 30!
2.43 – 38 18 – 22!

Threatening 24 – 29 35 x 24 19 x 30 B+. In spite of white's central pyramid he is hemmed in completely.

3.28 – 23 19 x 28
4.32 x 23 13 – 18
5.23 x 12 17 x 8

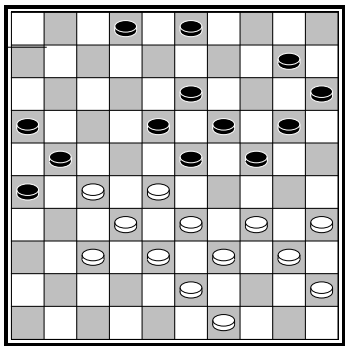


Only five pieces each remain, but white is without a chance… Try to convince yourself that white has no good defence left.

Woldouby

4.Ghestem lock

In a closed classical position with the opponent having an arrow (16 / 21 / 26), white can sometimes play 28 – 22! with a Ghestem lock, taking away space from the opponent.

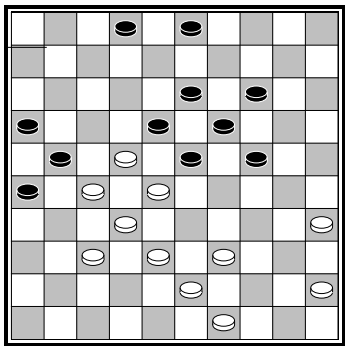


P. Ghestem – M. Raichenbach
Wch match 1945

33.34 – 30 20 – 25

An immediate 33.28 – 22? would not have been correct because black gets a huge advantage playing 24 – 29 x 29!
Now white can use his free moves to make the Ghestem-lock (or sortie Ghestem in French).

34.28 – 22! 25 x 34
35.40 x 20 15 x 24
36.33 – 28 10 – 14



White has blocked the left wing. Next step is getting control over the other wing.

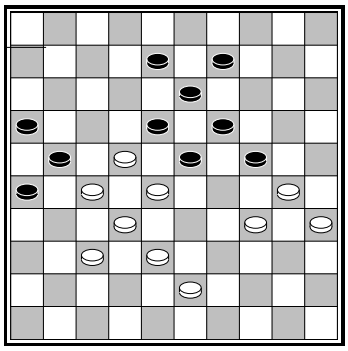
37.39 – 34! 14 – 20
38.49 – 44! 2 – 8?

Black loses control over <25> now. Therefore he should have played 20 – 25 39.44 – 39 3 – 9 40.34 – 30 25 x 34 41.39 x 30 and black can defend the position.

39.44 – 40! 24 – 29

Black must go to the graveyard, otherwise white plays 38 – 33 and black is frozen out quickly, for example 8 – 12 38 – 33 3 – 9 43 – 38 9 – 14 34 – 29 23 x 34 40 x 29 W+.

40.35 – 30 20 – 24
41.40 – 35 29 x 40
42.45 x 34 3 – 9

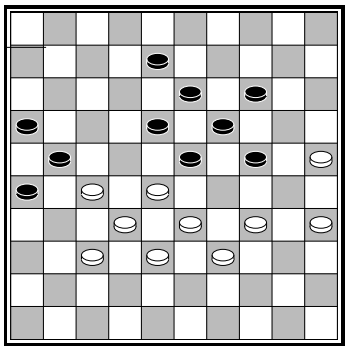


White can play 43.38 – 33 8 – 12 44.22 – 17! 9 – 14 45.17 x 8 13 x 2 46.43 – 38 2 – 8 47.34 – 29! 23 x 25 48.28 – 23 19 x 39 49.38 – 33 39 x 28 50.32 x 3 21 x 41 51.3 x 36 +

43.43 – 39 9 – 14

After 43… 8 – 12 white shouldn't play 44.39 – 33 since after 12 – 17! 45.22 x 11 16 x 7 46.27 x 16 7 – 12 it is a drawing position. 43.. 8 – 12 should be met by 44.22 – 17!

44.39 – 33 8 – 12
45.22 – 17! 23 – 29
46.17 x 8 29 x 40
47.35 x 44 13 x 2
48.28 – 22 24 x 35
49.22 x 24



A. Gantwarg – N. Zadin

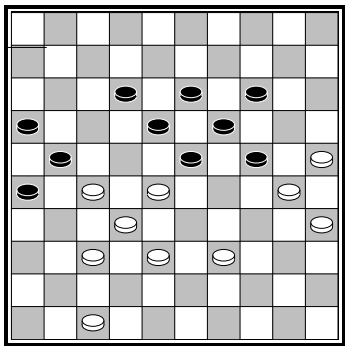
This position has occurred in several games. If white plays on 45.34 – 30 8 – 12 46.39 – 34 12 – 17 we have a symmetrical classical position which is a draw. White uses the method of Ghestem to win the game.

45.28 – 22! 8 – 12

Best chance for black to draw is 24 – 29 33 x 24 19 x 30 35 x 24 23 – 28 etc.
Now 46.22 – 17 23 – 29 = or 46.33 – 28? 23 – 29= is not sufficient. White has a sacrifice that appears to be the road to success.

46.35 – 30! 24 x 35
47.22 – 17!

Black had no sensible reply left and surrendered.

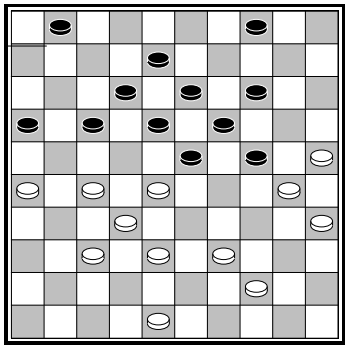


A. Baljakin – B. Ba

Normal play like 39 – 33 12 – 17 47 – 41 17 – 22 etc. will not yield a positive result. The Ghestem-lock does guarantee a quick win.

1.28 – 22!

Because 23 – 29 39 – 33 18 – 23 33 – 28 12 – 18 47 – 41 is a dead end, black is forced to play 1… 24 – 29 2.47 – 41! 29 – 34 3.30 – 24!
Hammering in a second nail at <24>.
34 x 43 4.38 x 49 19 x 30 5.35 x 24 W+.



P. Schellekens – B. Messemaker

Dirod = + 7. White wanted to control both wings, but black finds space in the centre by taking the Ghestem-lock.

1.37 – 31 23 – 29!

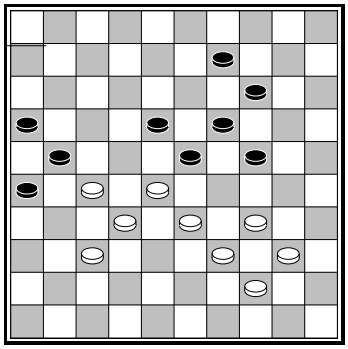
White should have broken the classical structure by 39 – 33 23 – 29 44 – 39 18 – 23 28 – 22 17 x 28 33 x 22. After 12 – 17 22 x 11 16 x 7 the position then is still better for black.

2.44 – 40

2.39 – 33 18 – 23 3.27 – 22 is answered by 17 – 21! 4.26 x 17 12 x 21 5.31 – 26 1 – 7 6.26 x 17 7 – 12 and black has a winning position as you can investigate yourself.

2… 18 – 23

White can't play 27 – 22 because of 16 – 21! 22 x 11 12 – 17 11 x 22 21 – 27 32 x 21 23 x 45 B+, so he is frozen out after 3.39 – 33 12 – 18 4.48 – 43 8 – 12 5.43 – 39 1 – 7 etc. B+.

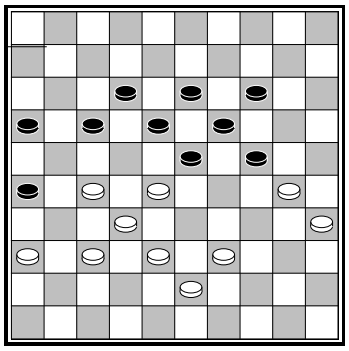


The Ghestem-lock will win the game in an astonishing way.

1.28 – 22! 9 – 13
2.33 – 29! 24 x 33
3.39 x 28 14 – 20
4.44 – 39 20 – 24
5.39 – 33 24 – 29
6.33 x 24 19 x 39
7.28 x 8 39 – 43
8.22 x 13 43 – 48

It looks like the game will be drawn, but white has a nice shot, catching black's king.

9.32 – 28!! 48 x 25
10. 8 – 2 35 x 8
11.2 x 13



P. Roozenburg – R. Keller

This position has occurred in several games.

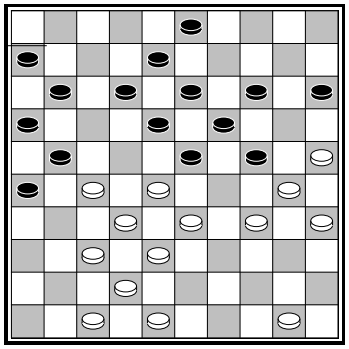
1.39 – 34! 17 – 21
2.28 – 22! 24 – 29?

Black can hold a draw playing 2… 14 – 20
1) 3.38 – 33 23 – 29 4.34 x 25 12 – 17 5.30 x 8 17 x 48 =.
2) 3.30 – 25 24 – 29 4.25 x 14 29 x 40 5.35 x 44 19 x 10 6.43 – 39 10 – 15! =.

3.43 – 39 29 x 40
4.35 x 44 14 – 20

White freezes his opponent out by making a nice sacrifice.

5.38 – 33 20 – 24
6.33 – 28! 24 x 35
7.39 – 34



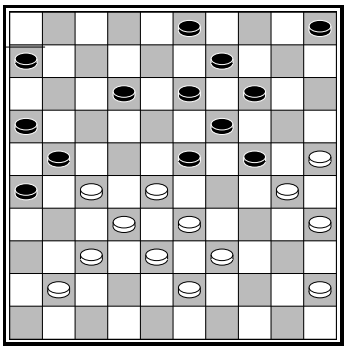
A. Baljakin –A. Chizhov
World championship 1996

27… 23 – 29
28.34 x 23 18 x 29
29.28 – 22 12 – 18
30.33 – 28 18 – 23

Both players have played the Ghestem move. White should have continued 37 – 31 26 x 37 42 x 31 with an interesting fight, but with his next two moves he chooses a wrong plan.

31.50 – 44? 8 – 12
32.38 – 33? 29 x 38
33.42 x 33 23 – 29!
34.48 – 42 29 x 38
35.42 x 33 11 – 17!
36.22 x 11 6 x 17

White resigned! Black threatens to play 14 – 20 25 x 23 13 – 18 30 x 19 18 x 38 32 x 43 21 x 14 B+1. If white had played 31.50 – 45 things wouldn't have been as bad, since white can play to the graveyard in that case. But now there is a piece at 44, 37.27 – 22 will be punished by 37… 19 – 23!!



K. Thijssen – J.M. Ndjofang

White creates more space by taking the Ghestem-lock.

31.28 – 22! 5 – 10

31… 12 – 17 32.22 x 11 6 x 17 33.27 – 22 17 x 28 34.33 x 22 5 – 10 35.32 – 27 21 x 32 36.38 x 27 gives white a great position. He can try to exploit black's weak pieces 10 and 8.

32.33 – 28 10 – 15?

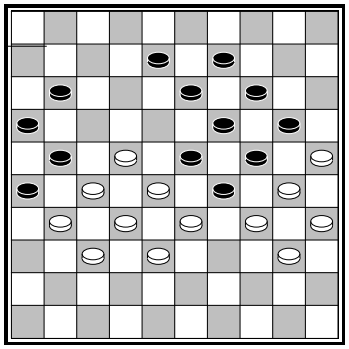
This was the right moment to neutralize the Ghestem-lock playing 12 – 17 33.22 x 11 6 x 17 =. White can't play 34.27 – 22? due to 26 – 31! 35.37 x 26 24 – 29 36.22 x 11 16 x 7 37.27 x 16 29 – 33 38.38 x 18 13 x 44 B+.

33.39 – 33 12 – 18
34.43 – 39 6 – 11

Black can't play at his right wing anymore. Without the Ghestem-lock you can often keep playing at this wing a long time, getting a piece at 17 and changing back 17 – 22 x 12 etc. But white has taken the space away from black to play at his right wing.

35.41 – 36 23 – 29
36.45 – 40 18 – 23
37.39 – 34 3 – 8

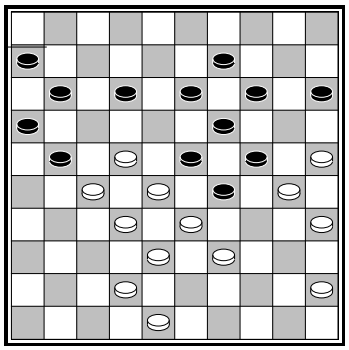
38.36 – 31 15 – 20



White goes to <23> with a strong centre attack because of black's weakened left wing with the awful, dangling piece at <20>.

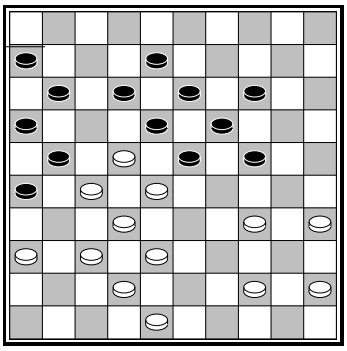
39.22 – 18 23 x 12
40.34 x 23 11 – 17
41.27 – 22 21 – 27
42.22 x 11 27 x 36
43.11 – 6 26 – 31
44.37 x 26 36 – 41
45.26 – 21 16 x 27
46.32 x 21 41 – 46

In time trouble white spoilt the endgame and black escaped with a draw. He should have played 47.21 – 16 46 – 37 48.28 – 22 19 x 17 49.30 x 10 37 x 5 50.25 x 3 with a winning endgame.



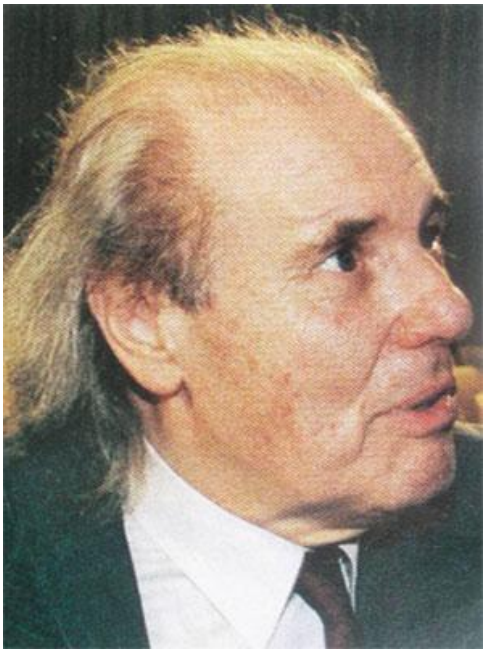
N. Samb – A. Schwarzman

Exercise 4.1 Black played 38… 29 – 34? Which nice combination did white perform now?



In this Ghestem position white can make a surprising shot, in which black can choose how to take, but will always lose.

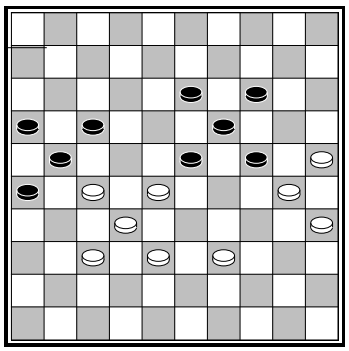
Exercise 4.2 The first move of the shot is 1.34 – 29!
Write down how white wins after the different possibilities for black.



Pierre Ghestem

5.Tactics

Sacrifices are very important to look for in classical positions.

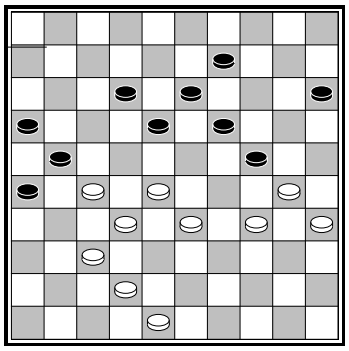


Black to move can easily go wrong by playing the logical 1… 13 – 18. White has a winning sacrifice: 2.28 – 22! 17 x 28 3.38 – 33 26 – 31 4.33 x 13 31 x 42 5.32 – 28! W+.

Black can still manage to make a draw playing 1… 26 – 31! Two variations:

1) 2.37 x 26 13 – 18 3.39 – 34
3.39 – 33 23 – 29 4.28 – 23 =
3… 24 – 29 4.30 – 24 19 x 39 5.28 x 10 39 – 44 =

2) 2.27 x 36 21 – 27 3.32 x 12 23 x 34 4.30 x 39 13 – 18 5.12 x 23 19 x 28 and in spite of one piece more white can't win.



O. Dijkstra – E.J. de Bruijn

Black has just gone astray by playing 37 … 8 – 12? White could have forced a win with 38.37 – 31! 26 x 37 39.42 x 31 and now:

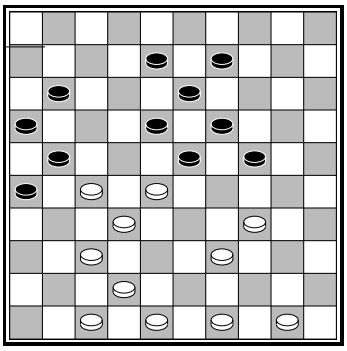
1) 39… 21 – 26 40.28 – 23! 26 x 39 41.23 x 3 W+

2) 39… 12 – 17 40.28 – 23 19 x 26 41.30 x 8 21 x 32 42.8 – 3! W+

3) 39… 18 – 23 40.33 – 29 24 x 22 41.27 x 7 W+

4) 39… 9 – 14 40.34 – 29 15 – 20 41.31 – 26 12 – 17 42.48 – 42 17 – 22 43.26 x 17 22 x 31 44.30 – 25 (18 – 22 45.29 – 23 22 x 11 46.23 – 18) W+.

5) 39… 15 – 20 will result in the same variation as above.



A. Chizhov – A. Keisels

Dirod = -13. White uses tactics to freeze black out.

33.39 – 33! 9 – 14

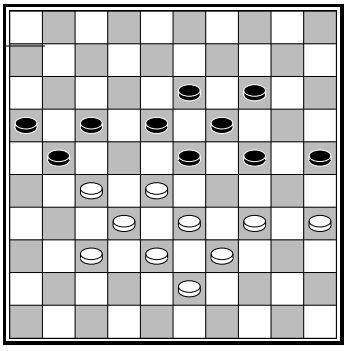
Black can't take 24 – 29 33 x 24 19 x 39 28 x 19 13 x 24 because of 37 – 31! 26 x 28 49 – 44 21 x 32 44 x 4 W+.

34.42 – 38 14 – 20

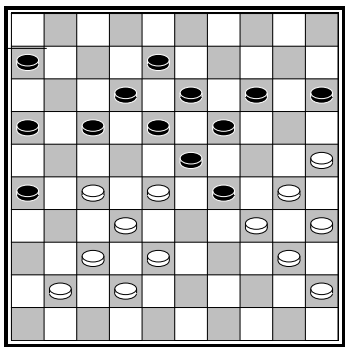
34… 8 – 12 (with the idea to change 23 – 29 x 29) is met by the coup Raphael 34 – 29 23 x 34 28 – 23 19 x 39 37 – 31 26 x 28 50 – 44 21 x 43 44 x 22 18 x 27 48 x 6 W+,

35.28 – 22!

The Ghestem lock! After 35… 20 – 25 36.33 – 28 black will soon be frozen out.



Exercise 5.1 How is the logical 34 – 30 move punished by black?

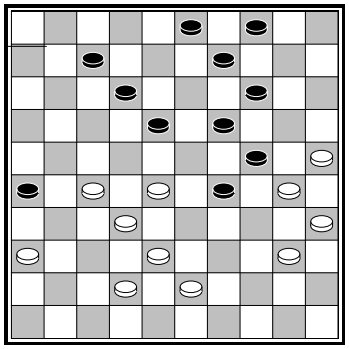


White has a beautiful shot in this position. Black is offered two kings.

1.28 – 22! 17 x 28
2.37 – 31! 26 x 46

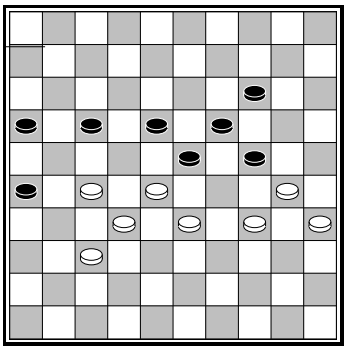
Black can take in four different ways, but it doesn't matter how he captures. Black gets kings at 46 and 48 anyway.

3.25 – 20 28 x 48
4.20 x 9 13 x 4
5.38 – 32 46 x 28
6.30 – 25 48 x 30
7.35 x 2



Black has played the Ghestem-move *23 – 29*.

Exercise 5.2 White takes a shot to <4>! How?

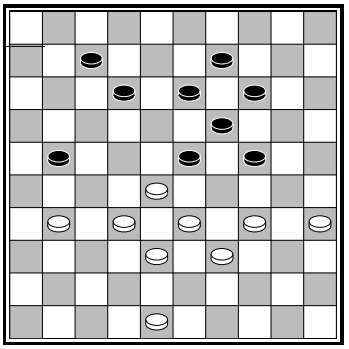


H. van der Zee – M. Kemperman

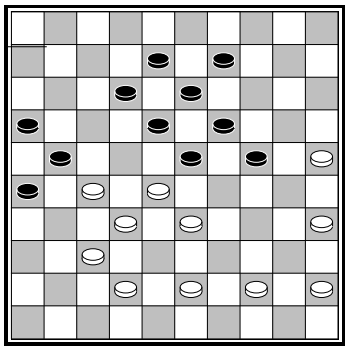
The position after 47.30 – 25? has occurred in many games, like Raichenbach – Ghestem World Championship 1945. Black could have won playing a double sacrifice in order to attack piece 27.
47… 14 – 20!! 48.25 x 14 19 x 10 49.28 x 30 17 – 22 and black wins! But white can use the same idea to draw the position.

47.37 – 31! 26 x 37
48.32 x 41 23 x 21
49.34 – 29 14 – 20
50.30 – 25

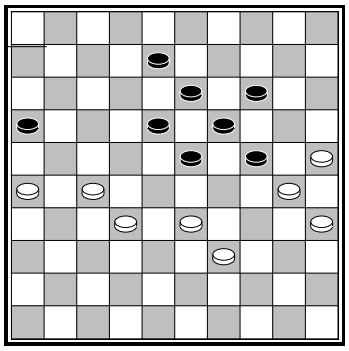
50… 19 – 23 51.25 x 14 23 x 34 results in a draw.



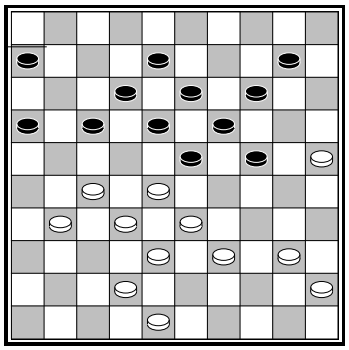
Exercise 5.3 How does white force a win?



Exercise 5.4 How does white win after 1… 23 – 29?



Exercise 5.5 White controls both wings! How does white force a win?



A. Mogilianski – L. Kats

Exercise 5.6 Answer the questions!

A) Which piece of black is weak?

1.42 – 37

B) White threatens with a shot. Which shot?

1… 17 – 21

2.31 – 26 10 – 15
3.26 x 17 12 x 21
4.28 – 22

White has several tactical manoeuvres at his disposal. He threatens to take the next shot: 32 – 28!! ad lib. 40 x 9 21 x 41 (or 23 x 41) 9 – 4 18 x 27 4 x 47 +.
This means 6 – 11, 8 – 12 and 21 – 26 can't be played.
After 4… 15 – 20 5.40 – 35 two variations:

1) After 5… 6 – 11 white has the typical idea of 6.37 – 31 21 – 26 7.22 – 17 26 x 28 8.17 x 6 W+.

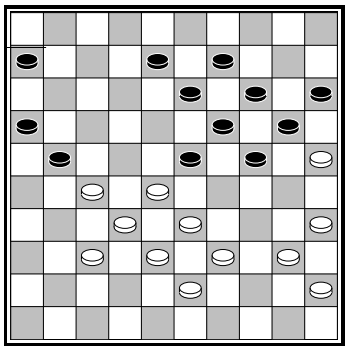
2) 5… 8 – 12 6.22 – 17 (this is also played after 5… 21 – 26) 21 – 26 7.17 x 8 13 x 2 8.35 – 30 24 x 35 9.37 – 31 26 x 28 10.33 x 15 W+

4… 14 – 20
5.25 x 14 19 x 10

After 6.33 – 28 24 – 30! 7.28 x 19 13 x 24 8.22 x 2 30 – 35 9.2 x 30 35 x 22 black can still fight.
White however has a better way to finish the game.

6.39 – 34! 21 – 26

C) What kingshot did white perform finishing off the game?



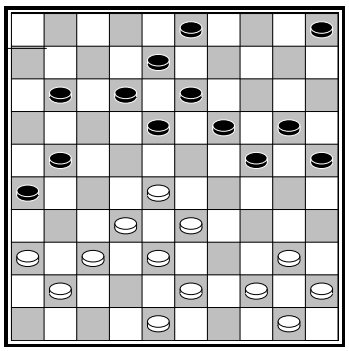
V. Wirny – R. Heusdens

37.37 – 31 8 – 12
38.31 – 26?

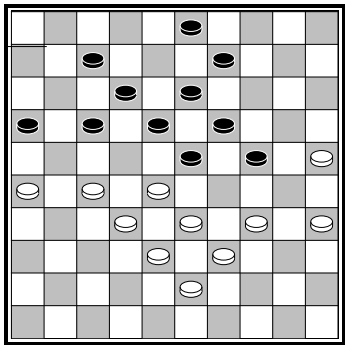
White could have played 38.39 – 34! Black then can't take the 24 – 29 or 24 – 30 shot, because his own king will be trapped (check this yourself!). 38.39 – 34 21 – 26 39.34 – 29 23 x 34 40.40 x 29 26 x 37 41.32 x 41 gives white an advantage.

38… 12 – 17 39.27 – 22?

Exercise 5.7 How did black win now?



Exercise 5.8 White has a winning shot at his disposal. After white's king is caught opposition remains.



L. Slobodskoi – W. Chogoliev

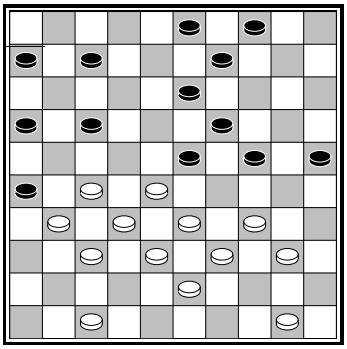
Sacrifices can be a strong weapon in classics.

36.25 – 20! 24 x 15
37.35 – 30 3 – 8?

Black should have given back the piece playing 17 – 22 38.28 x 8 13 x 2. White can't play 39.33 – 28 because of the 18 – 22 19 – 23 16 – 21 7 – 12 2 x 44 shot. After 39.33 – 29 he has an advantage.

38.34 – 29 23 x 25
39.27 – 22 18 x 27
40.32 x 21 16 x 27
41.28 – 23 19 x 28
42.33 x 2

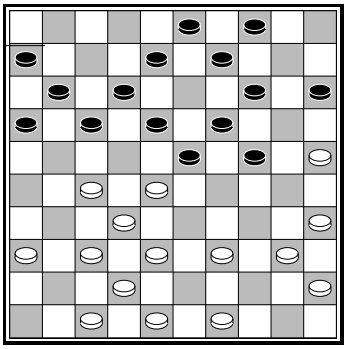
White won the game after 25 – 30 43.2 – 16 30 – 35 44.16 x 32 35 – 40 45.39 – 34 40 x 29 46.43 – 39 15 – 20 47.32 – 41 20 – 24 48.41 – 47! 29 – 34 49.39 x 19 13 x 24 50.47 – 29 12 – 17 51.26 – 21! 17 x 26 52.32 – 27 W+.



B. van Straaten – R. Wijpkema

White can take a kingshot 34 – 29 23 x 45 28 – 23 19 x 28 33 x 2 but the king is caught by 25 – 30 2 x 19 24 x 13 =. Giving a couple of pieces more will make the shot winning. White didn't look at this possibility and missed the shot.

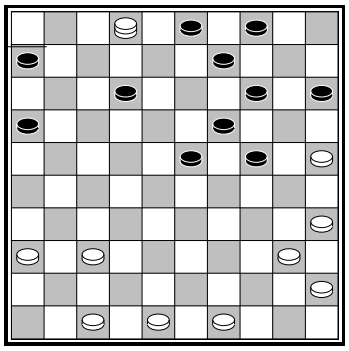
1.27 – 21! 16 x 36
2.34 – 29 23 x 45
3.47 – 41 36 x 47
4.28 – 23 19 x 28
5.33 x 2 47 x 44
6. 2 x 49



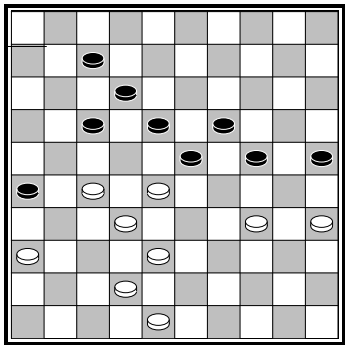
In this game situation white didn't take the possible king shot to <2> because it looks like the king is caught and white loses a piece. Another player, G. Boom walked by and later showed a surprising idea:

21.28 – 22 17 x 28
22.39 – 33 28 x 39
23.38 – 33 39 x 28
24.27 – 21 16 x 38
25.42 x 2 11 – 16

It looks like the king is caught, bit white makes a brilliant shot.

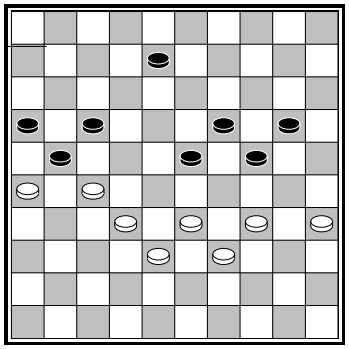


26.25 – 20! 14 x 25
27.35 – 30 24 x 44
28.2 x 30! 25 x 34
29.49 x 7



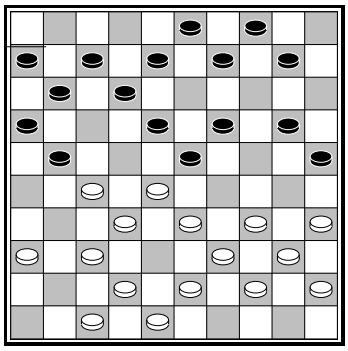
Position from a blitz game form the famous tactical player and world champion Andris Andreiko. After his opponent played **24 – 29?** Andreiko took a nice shot.

Exercise 5.9 What did he play?

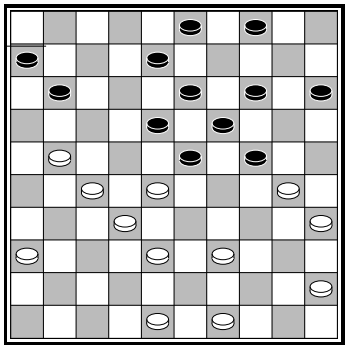


White played 35 – 30 24 x 35 33 – 29

Exercise 5.10 How did black punish this sacrifice?

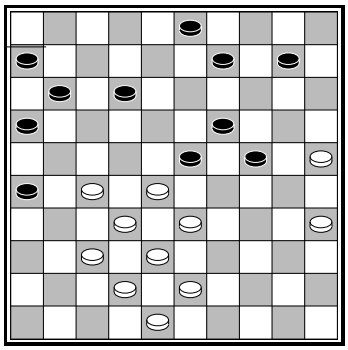


Exercise 5.11 How can white take advantage of the gaps in black's position?



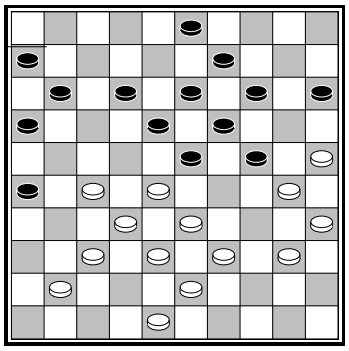
W. van der Wijk – F. Guseynov

Exercise 5.12 White tried to get a left wing attack from the classical position. But after 21 – 16 black took a shot!



M. Viel – D. Smidstra

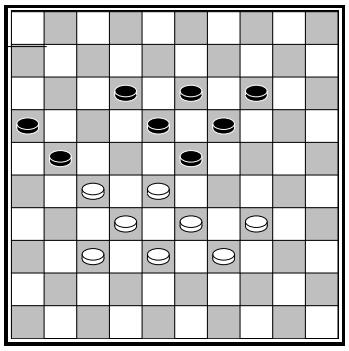
Exercise 5.13 How did white win with a shot?



A. Marterere – L. Lurosso

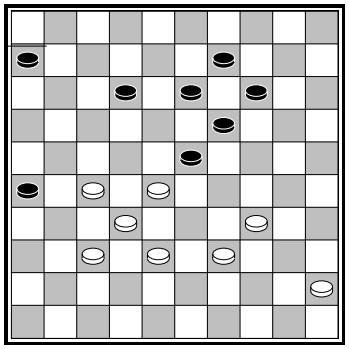
Exercise 5.14 Black to move forced a win. How did the Italian player win?

Piet Roozenburg (1945)



P. Roozenburg

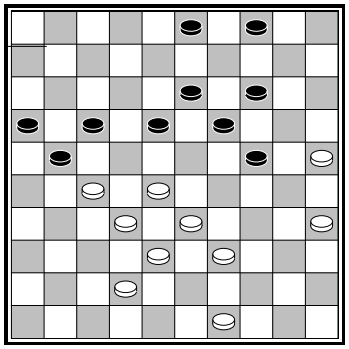
Exercise 5.15 Black has no control over <24>. White can force a win!



T. Sijbrands – J. Simonata

Exercise 5.16 Black has no control over <24>. White can force a win!

6.Surrounding the centre



J. Metz – H. Wiersma

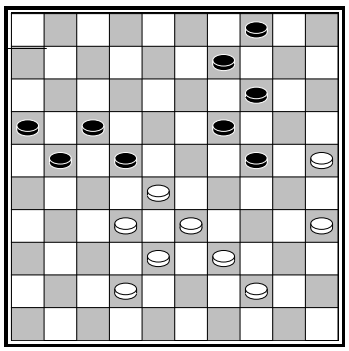
White has just changed back 34 – 29 x 39. Playing 18 – 23 with a closed classical position again will not yield any positive result for black. Black switched to the plan of surrounding his opponent's centre using the tactics available.

40… 3 – 9!

This is better than 4 – 9 for tactical reasons. Moreover, piece 4 protects black's left wing.
41.39 – 34 is answered by the kingshot 24 – 30! 35 x 24 19 x 39 33 x 44 18 – 22 27 x 18 13 x 33 38 x 29 14 – 20 25 x 3 21 – 26 3 x 21 16 x 47 B+.
White can't play 42 – 37 because of a coup Philippe. Sacrificing 41.27 – 22 18 x 27 42.42 – 37 is answered by 27 – 31 43.37 x 26 13 – 18 44.39 – 34 18 – 23! and black wins for example after 34 – 30 9 – 13 49 – 43 13 – 18 43 – 39 23 – 29 etc. B+.

41.49 – 44 18 – 22!
42.27 x 18 13 x 22

Helped by the shot after 39 – 34 by 21 – 27! 32 x 12 9 – 13 28 x 17 13 – 18 12 x 23 19 x 50 17 – 12 45 – 50 B+ black begins the surrounding of white's centre.



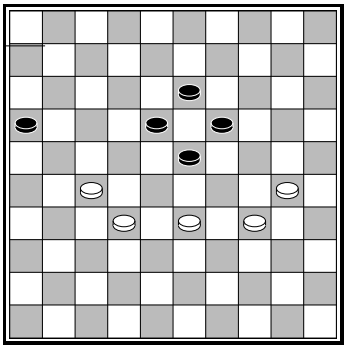
42.42 – 37 9 – 13 (even better than 24 – 29) is losing for white too: After 43.28- 23 19 x 28 44.32 x 23 13 – 18 45.23 x 12 17 x 8 46.39 – 34 14 – 19! black takes all strategic squares because 34 – 29 is punished by 19 – 23! B+.

43.44 – 40 9 – 13!

44.39 – 34 will be answered by the kingshot 24 – 30 35 x 24 19 x 39 33 x 44 22 x 33 38 x 29 14 – 20 25 x 14 4 – 9 14 x 3 21 – 26 3 x 21 16 x 47 B+.

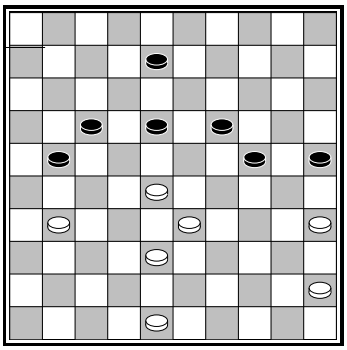
44.40 – 34 14 – 20!
45.25 x 23 24 – 29
46.33 x 24 22 x 44

Black won after a couple of moves.



Podkowa

This diagram shows a well-known structure to surround the centre. Podkowa (or podkova) is the Russian word for hoof (horse shoe). The central structure 13 / 18 / 19 / 23 is weak. White always has two important plans: Playing 33 – 29 or 33 – 28. 33 – 29 surround the centre, 33 – 28 leads to a classical position.



R. Vogelaar – D. Merkus

Black built a nice hoof. Piece 25 gives extra control over the right wing. White has lost control over <27>.

44.38 – 32 18 – 22!
45.33 – 29

White is lost:

1) 45.48 – 43 8 – 12 46.31 – 26 12 – 18 47.33 – 29* 24 x 33 48.28 x 39 19 – 24 49.39 – 33 (49.45 – 40 18 – 23 50.40 – 34 24 – 29! followed by 22 – 28 B+) 18 – 23 50.43 – 38 23 – 29! 51.45 – 40 25 – 30! 52.32 – 28 21 – 27! B+

2) 45.48 – 42 8 – 12 46.42 – 37 12 – 18 47.33 – 29 24 x 33 48.28 x 39 19 – 24 49.45 – 40 18 – 23 50.39 – 34(!) (50.40 – 34 24 – 29 B+; 50.39 – 33 25 – 30 B+) 22 – 28! 51.31 – 27 (51.31 – 26 17 – 22 52.26 x 17 22 x 11 53.32 – 27 28 – 33 54.37 – 32 11 – 17 +) 21 – 26 and now two variations:

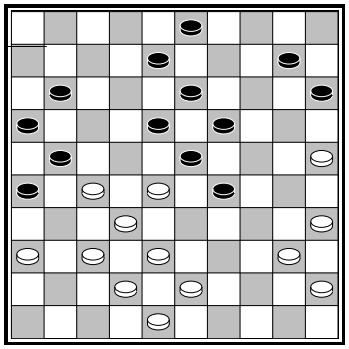
2.1) 52.27 – 21 17 – 22 53.21 – 16 28 – 33! and because 54.16 – 11 loses to 22 – 27 white has to give too many pieces.

2.2) 52.27 – 22 17 – 21! 53.22 x 33 21 – 27 54.32 x 21 26 x 17 55.37 – 32 17 – 22 ! and with one piece less black wins, for example 56.33 – 28 22 x 33 57.32 – 27 33 – 38 58.27 – 22 38 – 43 59.22 – 17 43 – 49 B+.

45… 24 x 33
46.28 x 39 8 – 12!
47.48 – 42?!

After 47.31 – 26 12 – 18! 48 – 42 19 – 24 white wins as shown before. White is setting a trap for his opponent, but he is smarted out.

47… 25 – 30!!
48.35 x 13 21 – 27
49.32 x 21 17 x 48
50.39 – 33 48 – 31



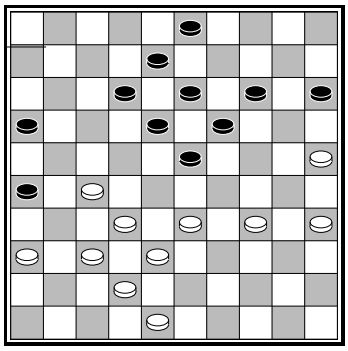
J. Lemstra – A. Zandberg

Exchanging piece 29 is the beginning of a good, tactical podkowa/plan.

1.40 – 34! 29 x 40
2.45 x 34 10 – 14
3.38 – 33! 11 – 17

After 3… 14 – 20 4.25 x 14 19 x 10 5.28 x 19 13 x 24 6.34 – 30 3 – 9 7.30 x 19 9 – 13 white wins by 8.43 – 39 13 x 24 9.37 – 31 W+.
3… 15 – 20 4.33 – 29! leads to a deadly chain-lock.

4.43 – 38 17 – 22
5.28 x 17 21 x 12



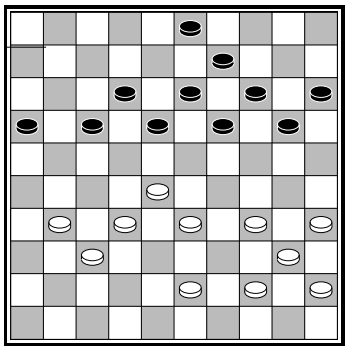
Since piece 28 is gone, white can use the podkowa-plan, surrounding the centre.

6.33 – 29!

Threatening 27 – 22, while 23 – 28 32 x 23 19 x 28 enables white to force gaining a piece by 38 – 32! 13 – 19 32 x 23 19 x 28 37 – 31! 26 x 37 42 x 31 and the threat 27 – 21 can't be parried.

6… 12 – 17
7.37 – 31! 26 x 28
8.27 – 22 18 x 27
9.29 x 20 15 x 24
10.25 – 20 24 x 15
11.38 – 33 28 x 30
12.35 x 2

A nice and very practical combination.



F. Fennema – C. van Leeuwen

Black to move can take profit of the gaps in white's position.

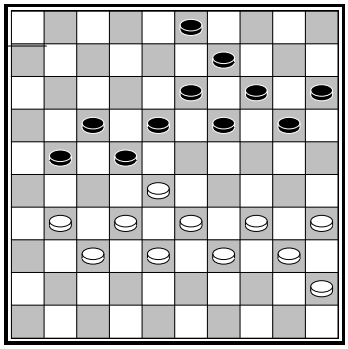
1… 16 – 21!

White can't attack piece 21 by 31 – 27? because of 20 – 24 – 29 B+.

2.43 – 38 18 – 22

Black takes the podkowa. White has lost control over 27. A Piece at <16> isn't necessary in this situations.

3.44 – 39 12 – 18!



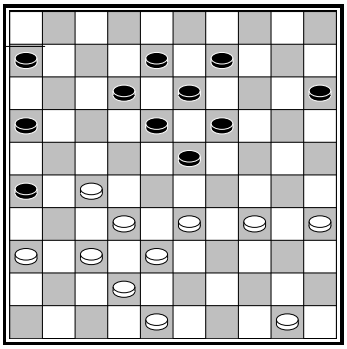
Threatening to take a chain-lock by 18 – 23.
A logical reply would be 4.34 – 29 20 – 24! 5.29 x 20 15 x 24 6.39 – 34 14 – 20 7.31 – 26
After 7… 34 – 29 20 – 25 8.29 x 20 15 x 14 9.35 – 30 14 – 20 followed by 18 – 23 with a deadly chain-lock.
7… 22 – 27! 8.34 – 29 18 – 23 9.29 x 18 13 x 22 10.40 – 34 20 – 25 11.34 – 29 25 – 30!! 12.29 x 20 30 – 34 and after this brilliant sacrifice white is frozen out completely.

4.28 – 23 18 x 29
5.34 x 23 19 x 28
6.32 x 23 13 – 19!
7.38 – 32 19 x 28
8.32 x 23 20 – 24
9.40 – 34 14 – 19!
10.23 x 14 9 x 20

Black gets a very strong attack. White can't stop a breakthrough.

11.34 – 30 24 – 29
12.33 x 24 20 x 29
13.37 – 32 29 – 34
14.32 – 28 22 x 44
15.30 x 50 17 – 22

White surrendered.



D. Edelenbos – J. Haga

An immediate 33 – 29 doesn't work, because black simply replies 19 – 24 x 24. Therefore white prepares this move.

1.35 – 30! 9 – 14
2.33 – 29! 6 – 11

In the game black played 23 – 28 32 x 23 19 x 28 38 – 32! 13 – 19 32 x 23 19 x 28 37 – 31 26 x 37 42 x 31 W+. It is interesting to analyse the position. Black doesn't need to fear 27 – 22 yet.

3.50 – 44 11 – 17
4.44 – 39 17 – 21

After 4… 17 – 22 5.39 – 33 22 x 31 6.36 x 27 black has no good move left.

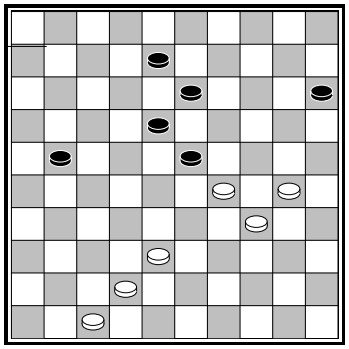
4… 14 – 20 is punished by 5.37 – 31 & 6.27 – 22 W+.

5.38 – 33 12 – 17

5… 14 – 20 is met by 37 – 31 26 x 28 33 x 22 21 x 32 42 – 37 etc. W+.

6.48 – 43 17 – 22
7.43 – 38 22 x 31
8.36 x 27 8 – 12
9.30 – 25 12 – 17
10.27 – 22 17 x 28
11.33 x 22 18 x 27
12.29 x 20 15 x 24
13.39 – 33 19 – 23
14.25 – 20 24 x 15
15.33 – 29

And white will be winning.



Flits – J. Krajenbrink

In order to surround black's position white has to stop both 23 – 28 and 21 – 27.

1.38 – 32!

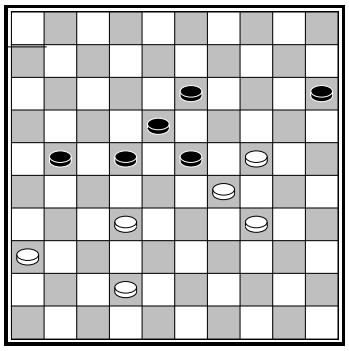
Exercise 6.1 Answer the questions**:**

A) How does white win after 1… 15 – 20?

After 1… 13 – 19 2.42 – 37! 15 – 20 3.37 – 31 21 – 26 white wins tactically.

B) How is white winning?

1… 8 – 12
2.30 – 24 12 – 17
3.47 – 41 17 – 22
4.41 – 36

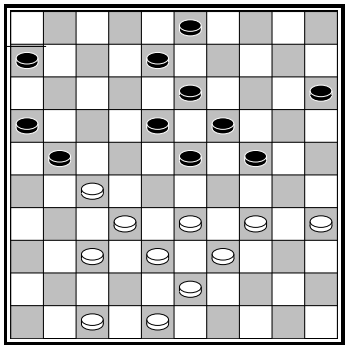


Black's position is over-developed. Therefore he loses control over <27>. Three variations suffice to show this:

1) 4…. 22 – 28 5.42 – 37 21 – 26 6.34 – 30 W+

2) 4… 22 – 27 5.42 – 38 21 – 26 6.32 x 21 26 x 17 7.38 – 32 17 – 22 (17 – 21 36 – 31 21 – 26 31 – 27 +) 8.32 – 27 22 x 31 9.36 x 27 23 – 28 10.34 – 30 W+

3) 4… 21 – 26 5.32 – 27 22 x 31 6.36 x 27 23 – 28 7.34 – 30 W+



J. Okken – J. Sysel

White is going to build a typical construction: the 30 / 34 / 35 arch combined with the 33 / 38 / 42 tail.

1.34 – 30! 15 – 20
2.39 – 34 20 – 25
3.48 – 42! 6 – 11

Piece 47 is needed for defending the piece at 27.

After 3… 3 – 9 4.33 – 29 24 x 33 5.38 x 29 18 – 22 6.27 x 18 23 x 12 7.29 – 23 19 x 28 8.32 x 23 13 – 18 9.23 – 19 white keeps attacking at the right wing.

4.33 – 29! 24 x 33
5.38 x 29 11 – 17
6.43 – 39 3 – 9
7.29 – 24!

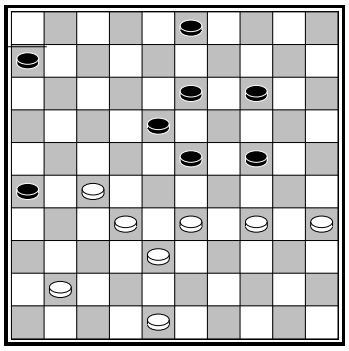
Not allowing black to retreat by playing 18 – 22.

7… 21 – 26
8.39 – 33 8 – 12?

A better defence would have been 17 – 22 9.47 – 41 22 x 31 10.41 – 36 8 – 12 11.36 x 27 12 – 17 12.33 – 28 9 – 14 13.42 – 38 16 – 21! 14.27 x 16 18 – 22 15.38 – 33 22 – 27 16.32 x 12 23 x 41 etc.

9.33 – 28 17 – 21
10.28 – 22! 9 – 14
11.22 – 17

And white won.



V. Tomass – J. Depaepe
Wch Youth. 2002

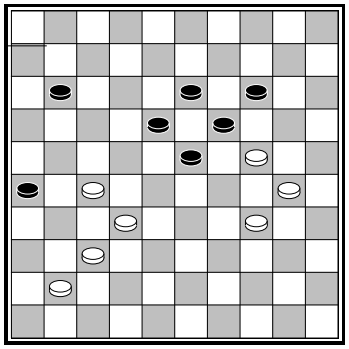
1.48 – 42 14 – 19?

This is a bad move, building the weak 13/ 18 / 19 / 12 construction. Much more flexible is 14 – 20 after which piece 13 can still play.

2.33 – 29! 24 x 33
3.38 x 29 6 – 11
4.35 – 30 3 – 9
5.29 – 24!

A typical podkowa-move, preventing the 18 – 22 retreat.

5… 9 – 14 6.42 – 37!!



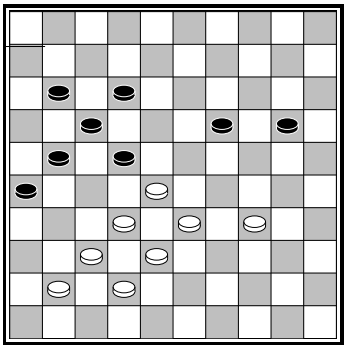
A brilliant move, freezing black out in a very special way. 6…42 – 38? 11 – 16! 7.38 – 33 16 – 21! 8.27 x 16 18 – 22! would have led to no more than a draw.

6… 11 – 17
7.41 – 36 17 – 22
8.36 – 31 22 – 28

White has calculated this position. In the endgame he benefits from the locked piece at 26 which will be used for a shot.

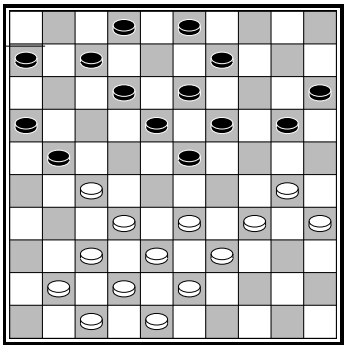
9.34 – 29 23 x 25
10.32 x 12 19 x 30
11.12 – 7 30 – 34
12. 7 – 1 34 – 39
13. 1 – 6 39 – 43
13.37 – 32! 26 x 28
14.6 x 48 13 – 19
15.48 – 34

And black surrendered.



E. van Hierden – S. Buurke

Exercise 6.2 Black to move has a winning plan to freeze white out. Try to find it!



L. Schnieders – M. Sanders

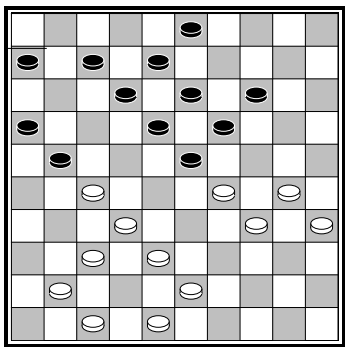
1.33 – 29 2 – 8

More flexible is 1.30 – 25 and hoping for a future moment to play the 33 – 29 surrounding-move.

2.39 – 33 20 – 24?

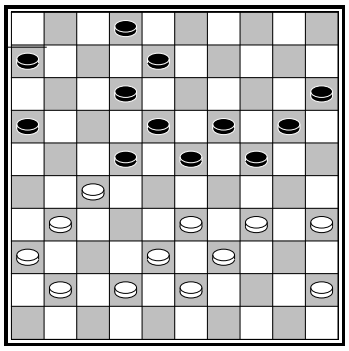
This is a classical mistake in such positions. Black changes much too early to <24>. It is better to wait playing 20 – 24 x 24, because white has to make difficult decisions.
After 27... 21 – 26 28.41 – 36 6 – 11 white can't wait any longer and should play 29.30 – 25! After 11 – 17 30.25 x 14 black can't take 9 x 20 because of the 29 – 24 19 x 28 27 – 22 18 x 27 32 x 21 16 x 27 37 – 32 28 x 37 42 x 2 W+. She should take back with 30… 19 x 10 and the game goes on.

29.33 – 29! 24 x 33
30.38 x 29 9 – 14
31.42 – 38!



Escaping the podkowa by playing 31.. 23 – 28 32.32 x 23 19 x 28 is not satisfactory for black after 33.29 – 24! 21 x 32 34.38 x 27 with advantage for white, for example 3 – 9 35.30 – 25 14 – 19 36.34 – 30 9 – 14 37.43 – 38 7 – 11
After 6 – 11? 38.48 – 42! white has a winning position, for example 18 – 23 39.27 – 21! 16 x 27 40.38 – 32 27 x 38 41.42 x 22 W+.
38.48 – 42 11 – 17 39.27 – 22! 18 x 27 40.24 – 20! 13 – 18! 41.20 x 9 19 – 24 42.30 x 19 27 – 32! 43.38 x 27 8 – 13 44.19 x 8 12 x 14 45.35 – 30 with a better endgame for white.

After 31.3 – 9 white gets a terrific podkowa: 32.38 – 33 21 – 26 33.43 – 39 7 – 11 34.30 – 24! 19 x 30 35.35 x 24
Threatening 24 – 19 followed by 37 – 31 etc.
35… 14 – 19 36.24 – 20 11 – 17
36… 9 – 14 37.20 x 9 13 x 4 is punished by 37 – 31! W+.
37.20 – 15 9 – 14 38.29 – 24 19 x 30 39.34 x 25 17 – 21 40.39 – 34 6 – 11 41.34 – 30 11 – 17 42.33 – 28 W+.



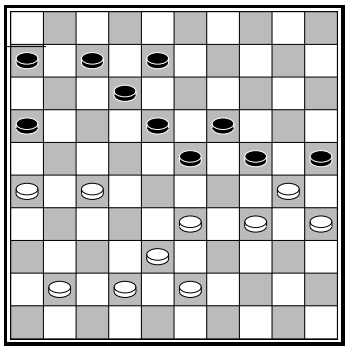
Alchul – Michailovskaja

A semi-fork is often used as a means to get a podkowa surrounding. The surrounding plan starts with breaking the semi-fork.

33.31 – 26! 22 x 31
34.36 x 27 20 – 25

Black's centre isn't strong. Piece 15 is weak and he has no control over <9> and no active formations. White builds the characteristic 30 / 34 / 35 arch.

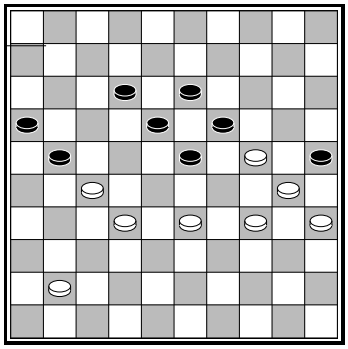
35.34 – 30 25 x 34
36.39 x 30 2 – 7
37.45 – 40 15 – 20
38.40 – 34 20 – 25



39.38 – 32!

A perfect move. White doesn't hurry to play 33 – 29 x 29 after which black can escape the podkowa buy 23 – 28! Therefore she first eliminates the possible 23 – 28 escape.

39… 6 – 11
40.43 – 38 11 – 17
41.33 – 29 24 x 33
42.38 x 29 17 – 21
43.26 x 17 12 x 21
44.29 – 24 8 – 13
45.42 – 38 7 – 12
46.38 – 33



In spite of white's podkowa, black can still defend the position playing 46… 21 – 26!

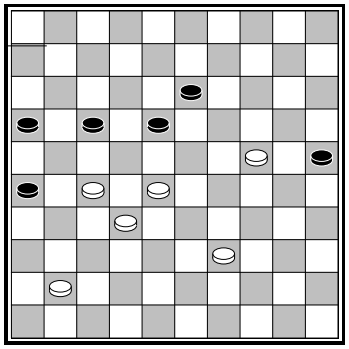
1) 47.33 – 28 16 – 21! 48.27 x 16 26 – 31 49.41 – 36 31 – 37 50.32 x 41 23 x 32 51.41 – 37 32 x 41 52.36 x 47 12 – 17 and in spite of one piece less black holds the draw.

2) 47.41 – 37 12 – 17 48.33 – 28 17 – 21 49.34 – 29 25 x 34 50.29 x 40 19 x 30 51.28 x 8 18 – 23 52.35 x 24 23 – 28 53.32 x 23 21 x 41 =.

46… 12 – 17
47.33 – 28 21 – 26

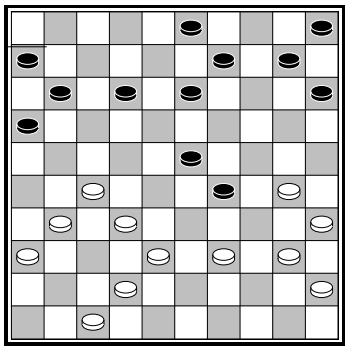
With the next manoeuvre white takes al strategic squares.

48.34 – 29! 23 x 34
49.30 x 39 19 x 30
50.35 x 24



50… 16 – 21
51.27 x 16 18 – 22
52.39 – 33 26 – 31
53.41 – 37! 31 x 42
54.33 – 29 22 x 33
55.29 x 47

Black surrendered.

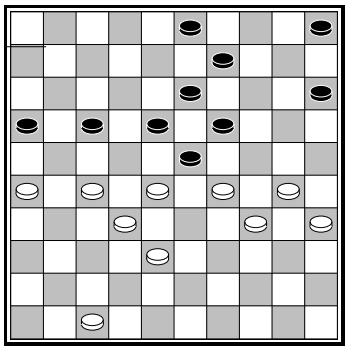


N. Mistsjanski – V. Zvirbulis

After piece 29 is exchanged white can surround black's centre.

30.40 – 34 29 x 40
31.45 x 34 10 – 14
32.39 – 33 14 – 19
33.33 – 29! 12 – 18
34.38 – 33 11 – 17
35.42 – 38 17 – 22

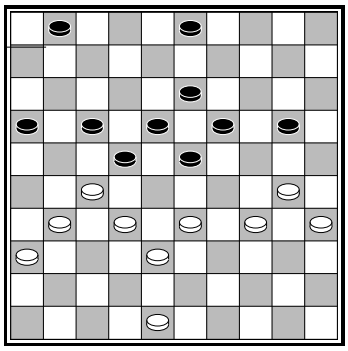
36.31 – 26 22 x 31
37.36 x 27 6 – 11
38.33 – 28 11 – 17



Exercise 6.3 White performed a kingshot. Try to find it!

Let's play 38… 5 – 10 for black and continue with 39.38 – 33

Exercise 6.4 How does white win after 39… 10 – 14 or 39… 11 – 17?



T. Goedemoed – P. Hoopman

White can play 31 – 26 22 x 31 36 x 27 17 – 22 33 – 29 etc. but he has an even stronger plan, after which black can hardly escape from losing.

37.48 – 42 1 – 6

The best defence consists of 20 – 25 followed by 3 – 9.

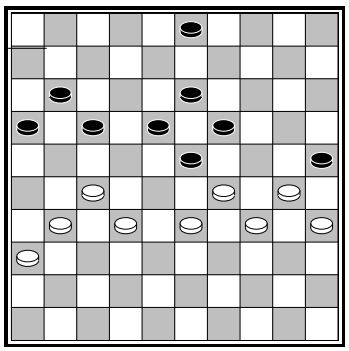
38.33 – 28 22 x 33
39.38 x 29 6 – 11

It's too late for 20 – 25 now: 40.31 – 26 3 – 9 41.29 – 24! 9 – 14 42.42 – 38 23 – 29
42… 17 – 22 43.38 – 33 22 x 31 44.36 x 27 is a dead end for black.

40.42 – 38 20 – 25

40… 17 – 22 41.31 – 26 22 x 31
42.36 x 27 3 – 9 43.30 – 25 19 – 24 44.25 x 3 24 x 42 45.32 – 28 23 x 21 46.26 x 6 gives a bad endgame for black.

41.38 – 33



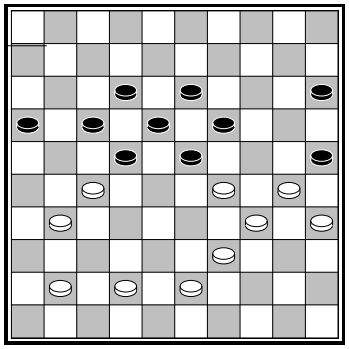
The podkowa is like a cord around black's neck.

41… 17 – 22
42.31 – 26 22 x 31
43.36 x 27 11 – 17
44.33 – 28 3 – 8

White finishes the game with a manoeuvre known from the Alchul – Michailovskaja game.

45.29 – 24 8 – 12
46.34 – 29 23 x 34
47.30 x 39 19 x 30
48.35 x 24

White has taken all strategic squares and black has no chance to defend. After 16 – 21 27 x 16 18 – 22 39 – 33 12 – 18 32 – 27 22 x 31 26 x 37 black resigned.



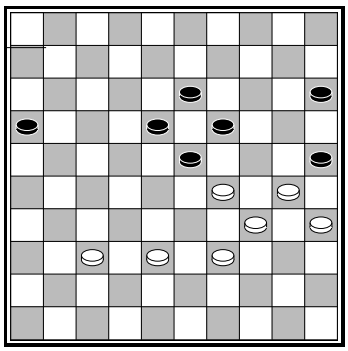
H. Jansen – J. Stokkel

43.41 – 36 17 – 21
44.42 – 38 21 x 32
45.38 x 27 12 – 17
46.31 – 26 22 x 31
47.36 x 27

White breaks his own semi-fork in order to surround black's centre. After 23 – 28 48.30 – 24 19 x 30 49.35 x 24 17 – 22 50.43 – 38 22 x 31 51.26 x 37 white wins piece 28.

47… 17 – 22
48.43 – 38 22 x 31

Hans Jansen alias "The Mystic"



49… 15 – 20?

49… 16 – 21 50.38 – 32 21 – 26 51.32 – 27 23 – 28 52.30 – 24 19 x 30 53.35 x 24 looks lost for black, but after 53… 15 – 20! 54.24 x 15 13 – 19 white can't win!

50.38 – 32 20 – 24

50… 16 – 21 51.37 – 31 21 – 26 52.31 – 27 20 – 24 53.29 x 20 25 x 14 54.30 – 24 19 x 30 55.35 x 24 14 – 19 56.34 – 30 W+.

51.29 x 20 25 x 14
52.32 – 27 14 – 20

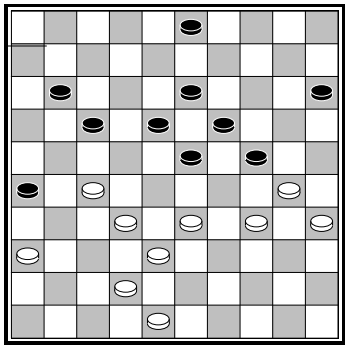
Exercise Show how white wins after 52…. 23 – 28.

53.37 – 32

Both 53… 20 – 24 54.39 – 33 W+ and 53… 20 – 25 54.30 – 24 19 x 30 55.35 x 24 lose. Black resigned.

Sometimes in a podkowa position instead of playing 33 – 29 you can play 33 – 28 with wing control!

In the next diagram we will see an example of this strategy.



G. Kolk – K. Posthumus

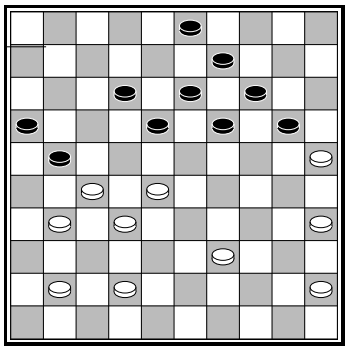
White has built the podkowa structure. Because of the weak piece at 15 and the lack of formations at black's other wing, white has several plans. The plan to go to <29> doesn't work here. 1.33 – 29 24 x 33 2.38 x 29 17 – 22 gives white nothing. Black will attack <27> again.
Much better is 1.27 – 21 which forces black to play 3 – 9 2.21 x 12 18 x 7 3.33 – 29 24 x 33 4.38 x 18 13 x 22 6.34 – 29 with a good attacking position.
But there is another important plan: taking control over the wings in a closed classical game.

1.33 – 28! 24 – 29

1… 26 – 31 2.27 – 22 simply wins a piece for white. After 1… 15 – 20 2.48 – 42 the 27 – 22 threat can't be parried anymore.

2.36 – 31! 29 x 40
3.35 x 44 26 x 37
4.42 x 31 15 – 20
5.31 – 26

After 20 – 25 6.48 – 43 25 x 34 7.27 – 22 18 x 27 8.32 x 12 23 x 32 9.38 x 27 19 – 24 10.27 – 22 white has good chances to win.



R. Cousijnsen – T. Goedemoed

After 38.31 – 26 12 – 17 39.39 – 33 black would have played 39… 20 – 24 (39… 18 – 23 is also good) 40.41 – 37 18 – 23!! 41.42 – 38 13 – 18 42.45 – 40 14 – 20 43.25 x 14 9 x 20 44.40 – 34 20 – 25 45.37 – 31 3 – 8 and white is frozen out completely. A nice way to win!

38.42 – 37 21 – 26
39.39 – 33

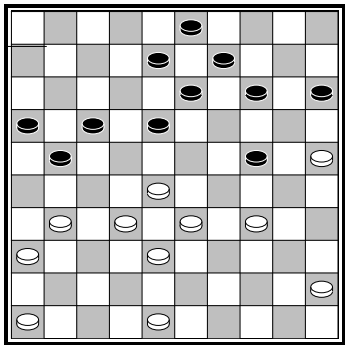
39.41 – 36 20 – 24 40.45 – 40 3 – 8 also loses: white can't play 41.40 – 34 because of the coup Philippe while after 41.39 – 33 3 – 8 42.45 – 40 12 – 17 white must flee to a bad endgame with 43.33 – 29 24 x 22 44.32 – 28 22 x 33 45.27 – 21 16 x 27 46.31 x 11, since 43.40 – 34 fails due to 24 – 30 44.35 x 24 19 x 39 45.33 x 44 18 – 22 B+.

39… 12 – 17
40.45 – 40 20 – 24
41.41 – 36 17 – 21

The arrow lock is decisive here.

42.28 – 22 18 – 23

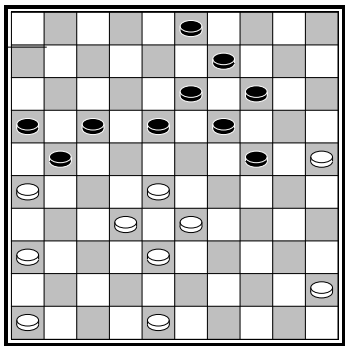
White resigned already. After 43.33 – 28 both 43… 3 – 8 44.40 – 34 24 – 30 etc. B+ and 43… 14 – 20 44.25 x 14 9 x 20 45.40 – 34 24 – 29!
45… 20 – 25? fails to 22 – 17 & 34 – 29 W+
46.34 – 30 20 – 24!
46… 20 – 25? fails to 47.22 – 17 & 28 – 22 – 18 =
47.30 – 25 3 – 9 B+ win.



C. van der Tak – J. Krajenbrink

The black player in the former game recognized a strategy performed in the game we are going to see now, by famous draughts trainer Johan Krajenbrink. This shows how much you can profit from studying games and strategies of other players!

35… 13 – 19
36.34 – 29 8 – 13
37.29 x 20 15 x 24
38.31 – 26



38… 18 – 23!

Black gained space at his left wing after the weak 36.34 – 29. Because white misses pieces at 37 and 39 his centre has no power at all. Therefore black can freeze out his opponent, using the locked pieces 16 / 17 / 21 for his own benefit. Because piece 46 stays behind this lock is not economic.

39.36 – 31 14 – 20
40.25 x 14 9 x 20

Taking more and more space at his left wing.

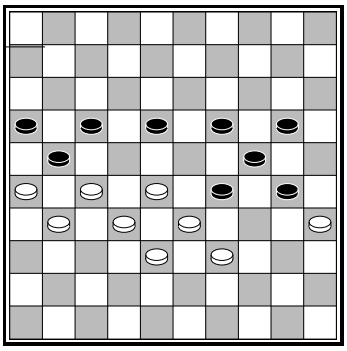
41.31 – 27 13 – 18

42.48 – 43 23 – 29 43.43 – 39 29 – 34! 44.39 x 30 24 x 35 45.33 – 29 19 – 24 46.38 – 33 24 – 30 47.28 – 23 20 – 25 48.23 x 12 17 x 8 49.26 x 17 35 – 40 50.45 x 34 30 x 37 B+.

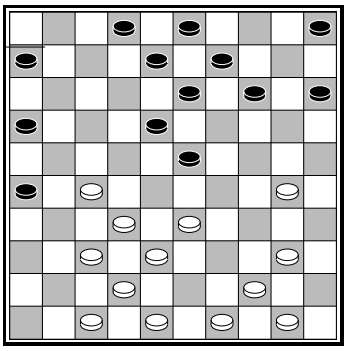
42.45 – 40 23 – 29
43.40 – 35 20 – 25
44.48 – 43 3 – 9

The march of the golden piece will be decisive.

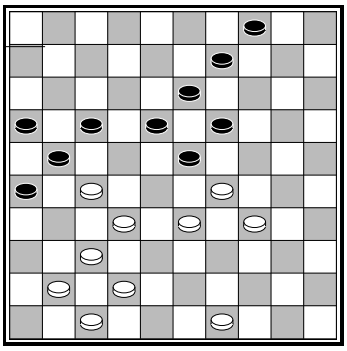
45.46 – 41 9 – 14
46.41 – 37 14 – 20
47.37 – 31 25 – 30
48.43 – 39



Black could have finished the job making the pseudo sacrifice 48… 30 – 34! 49.39 x 30 20 – 25 +. In the game he won the endgame after 48… 20 – 25 49.28 – 22 etc.



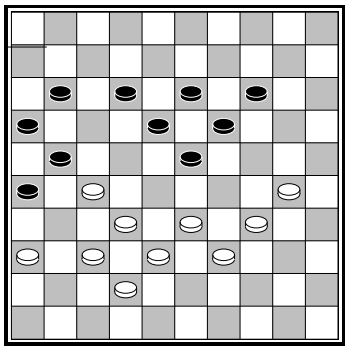
Exercise 6.5 How can white force a win?



Exercise 6.6 How can white force a win?

7.The surrounding fails

A podkowa will not always lead to a successful surrounding of course. Especially if the opponent's centre is strong, sometimes things work against the podkowa-player.



M. Korenevski – V. Agafonov

Black's centre is too strong to be surrounded. If he plays 1… 14 – 20? white gets his surrounding by 2.33 – 29!
At 1… 11 – 17 white plays 2.33 – 28!
Black however uses an important sacrifice to strip down white's position:

1… 23 – 28!
2.33 x 22 19 – 23

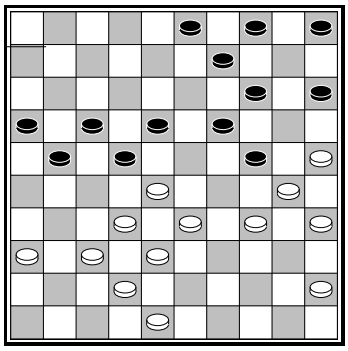
After this sacrifice black threatens to make a breakthrough by 11 – 17 22 x 11 16 x 7 27 x 16 23 – 28 32 x 23 18 x 40.
White could have escaped miraculously playing 37 – 31 26 x 48 16 – 11 48 x 19 11 x 2 40 – 45 36 – 31 45 – 50 38 – 32 19 x 26 2 x 10 =.

3.36 – 31 11 – 17
4.22 x 11 16 x 7
5,27 x 16 23 – 28
6.32 x 23 18 x 40
7.39 – 34 40 x 29
8.31 – 27

In the game 8… 13 – 18? was played, but we show the strongest play for black.

8… 13 – 19
9.37 – 32 14 – 20
10.30 – 25 20 – 24

With a winning breakthrough for black.



T. Goedemoed – D. Slotboom

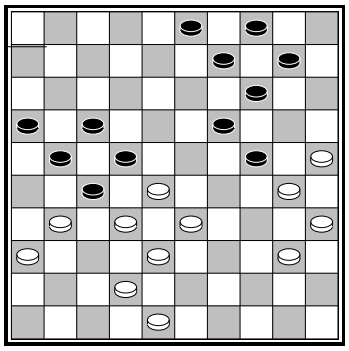
Black has built the pokdowa in order to surround white's centre, but the centre is too strong. Pieces 36 / 37 / 42 / 48 give control over <27>. White wanted to play 45 – 40 followed by 34 – 29 but spotted a tactical possibility for black: 31.45 – 40 15 – 20! 32.34 – 29 21 – 27! 33.32 x 23 4 – 10 34.28 x 17 19 x 39 35.30 x 19 14 x 45 36.25 x 14 10 x 19 B+ .
31.45 – 40 15 – 20 32.37 – 31 18 – 23 leads to a dangling piece at <40>.

31.34 – 29 5 – 10
32.29 x 20 15 x 24
33.45 – 40 22 – 27

Black still wanted to win the game. He should however have defended his position however, playing 33… 18 – 23 34.40 – 34 21 – 27 35.32 x 12 23 x 43 36.48 x 39 22 – 28 37.33 x 22 24 – 29 38.34 x 23 19 x 8 with a small advantage for white.
After the dangerous 33… 9 – 13 34.40 – 34 black shouldn't play 3 – 9? 35.34 – 29 10 – 15 36.29 x 20 15 x 24 37.28 – 23 19 x 39 38.30 x 8 and 39 – 44 is punished by 25 – 20 14 x 25 35 – 30 25 x 34 32 – 28 22 x 33 38 x 49 +.
34… 4 – 9 is also better for white after 35.37 – 31 3 – 8 36.31 – 26.

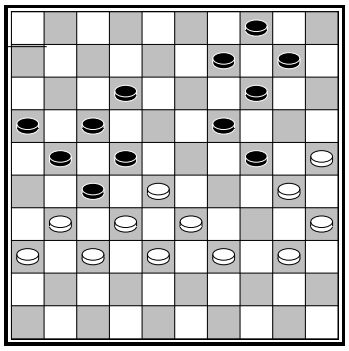
The timing of 22 – 27? is wrong. Black's wings are not backed by pieces in the centre. It takes too long to transport piece 3 to <18>.

34.37 – 31 18 – 22



White can perform a simple plan by 35.40 – 34 3 – 8 36.34 – 29 10 – 15 37.29 x 20 15 x 24 38.33 – 29! 24 x 33* 39.28 x 39 8 – 12 40.31 – 26 and his position is superior. After 22 – 28 11.32 x 23 19 x 28 12.38 – 33 28 – 32 13.33 – 29 black's attack is stopped.
White chose tactical variation in order to surprise the opponent, who had little time left.

35.42 – 37 3 – 8
36.48 – 43 8 – 12
37.43 – 39

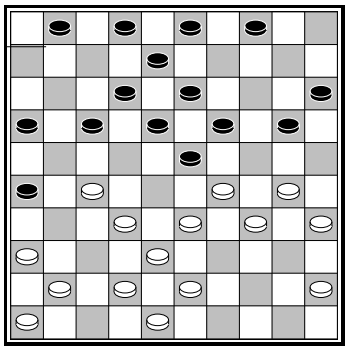


37… 12 – 18?

Black should have played 37… 21 – 26 38.32 x 21 16 x 27. White can't take the 39.37 – 32 26 x 37 40.32 x 21 17 x 26 41.28 x 8 breakthrough, because of the nice 19 – 23 reply: 42.30 x 28 9 – 13 42.8 x 19 14 x 45 B+.
37… 21 – 26 38.32 x 21 16 x 27 38.39 – 34! *Prevents the 19 – 23 change back by 28 x 19 24 x 13 33 – 28 W+.*
38… 12 – 18 39.25 – 20 24 x 15* 40.33 – 29 2 x 42 41.31 x 24 42 x 31 42.36 x 27 14 – 19 43.24 x 13 9 x 18 44.29 – 23 18 x 29 45.34 x 23 and black can defend his worse position.

38.28 – 23!

Black is caught in a prepared trap. After 38… 18 x 29 39.39 – 34! black has no good temp and loses! In the game 38… 19 x 28 39.32 x 12 17 x 8 40.30 x 19 14 x 23 was played and after 41.31 – 26 black resigned.



M. Kroesbergen – J. van den Akker
Black to move

Exercise 7.1 Describe the relevant features of this position. Is it better for white or for black and why? What moves could black play and which move will he NOT play?

Solutions section 3

Lesson 1: Tempo-classics

1.1 Dirod = -4. White has more waiting moves and thus has the better position.

1.2 Dirod = -1 However, more important than development here is that black has a weak piece at 15 and white can use the Olympic formation. The position is better for white.

1.3 Dirod = -10. Sometimes this is too much, because the opponent can break open the classical structure. In this case black can't break open the position, so this position is very good for white.

1.4 Dirod = -4. Both players have no weaknesses, so it is better for white.

Lesson 2: Weak pieces

2.1 27 – 21 followed by 28 – 23 W+.

2.2 A) 34 – 30 13 – 18 B+
B) 35 – 30 24 x 35 33 – 29 17 – 22 B+
C) 27 – 22 21 – 26 22 x 11 16 x 7 34 – 30 13 – 18 B+

2.3 25 – 20! W+

2.4 48 – 42? leads to Ricou – Garoute (24 – 29! 33 x 24 17 – 22 28 x 17 21 x 12 etc. B+). Therefore white should play 48 – 43!

2.5 15 – 20! like in Alfaisi – Tsjizjow.

2.6 White shouldn't play 31 – 26? because the sacrifice 16 – 21 becomes strong in that case, and white would lose control over <27>. White should play 34 – 30! 25 x 34 39 x 30 3 – 9 43 – 39 9 – 14 45 – 40 23 – 29 30 – 25 and now:
1) 18 – 23 31 – 26 13 – 18 28 – 22! 17 x 37 27 – 21 16 x 27 35 – 30 24 x 44 33 x 42 44 x 33 38 x 7 W+.
2) 17 – 21 31 – 26 11 – 17 28 – 22 17 x 37 26 x 8 13 x 2 27 – 21 16 x 27 35 – 30 24 x 44 33 x 42 44 x 33 38 x 29 W+

Lesson 3: Wing control

3.1 A) 23 – 29 28 – 23 19 x 39 30 x 8 12 x 3 27 – 21 16 x 27 32 x 43 W+
B) 16 – 21 27 x 16 24 – 29 33 x 24 18 – 22 24 – 20 22 x 31 20 x 7 W+

3.2 A) 17 – 22 26 – 21 22 x 31 33 – 28 16 x 27 32 x 21 23 x 32 38 x 36 +
B) 30 – 24 19 x 30 39 – 33 20 – 24 33 – 28 13 – 19 27 – 22 W+

3.3 After 1.34 – 30! black must give up his Olympic formation, because 7 – 11 would be met by the coup Springer with 27 – 22! 18 x 27 32 x 21 23 x 41 21 – 17 ad lib. 42 – 37 41 x 32 38 x 7 W+. 1.34 – 30 24 – 29 2.30 – 25 6 – 11 3.35 – 30 11 – 17 4.37 – 31 26 x 37 5.42 x 31 7 – 11 6.31 – 26 11 – 16 7.48 – 42 (16 – 21 8.27 x 16 18 – 22 9.32 – 27+) W+
After 34 – 30 6 – 11 37 – 31! 26 x 37 42 x 31 white controls both wings.

3.4 34.39 – 33 10 – 14 33 x 24 14 – 20 27 – 21! 20 x 29 21 – 16! 11 – 17 48 – 42 8 – 1245 – 40 18 – 22 30 – 24! etc. W+

3.5 28 – 23 19 x 48 30 x 8 12 x 3 27 – 21 16 x 27 32 x 34 48 x 30 35 x 24 W+

3.6 27 – 21 16 x 27 32 x 21 23 x 32 38 x 27 and the arrow lock is decisive.

Lesson 4: Ghestem lock

4.1 29 – 34 25 – 20 14 x 25 22 – 18 13 x 31 28 – 22 34 x 43 38 x 49 25 x 34 33 – 29 24 x 33 42 – 38 33 x 42 48 x 8 and white won (Diouf memorial 1981)

4.2 34 – 29 and now:
1) 24 x 33 38 x 29 23 x 34 37 – 31 26 x 37 32 x 41 21 x 23 44 – 40 18 x 27 40 x 20 W+.
2) 23 x 34 37 – 31! 26 x 37 32 x 41 and now:
2.1) 21 x 23 44 – 40 18 x 27 40 x 29
2.2) 21 x 43 48 x 30 18 x 27 28 – 23 19 x 28 30 x 10 W+

Lesson 5: Tactics

5.1 34 – 30? 25 x 34 39 x 30 17 – 22 28 x 26 23 – 28 32 x 12 13 – 18 12 x 23 19 x 48 30 x 10 48 x 47 W+.

5.2 28 – 23 19 x 39 30 x 10 4 x 15 36 – 31 26 x 37 38 – 32 37 x 28 40 – 34 ad lib. 35 x 4 W+

5.3 31 – 27 21 – 26 27 – 22 12 – 18* 34 – 29 23 x 43 48 x 39 18 x 27 32 x 21 26 x 17 28 – 23 19 x 28 33 x 2 +

5.4 27 – 22 18 x 40 45 x 3 W+

5.5 39 – 34 8 – 12 32 – 28! 23 x 21 26 x 8 13 x 2 34 – 29 W+

5.6 A) The piece at <10>
B) A Coup Royal by 27 – 22 37 – 31 32 x 21 40 x 7 W+

C) 34 – 29 23 x 34 40 x 20 15 x 24 27 – 21 16 x 39 38 – 33 39 x 28 32 x 3 W+

5.7 24 – 29! 22 x 11 16 x 7!
1) 26 x 17 7 – 11 33 x 24 11 x 42 B+
2) 33 x 24 20 x 29 26x 17 29 – 34 40 x 18 13 x 44 B+

5.8 28 – 22 18 x 27 33 – 29 24 x 31 41 – 37 27 x 49 36 x 9 3 x 14 37 – 31 26 x 37 48 – 42 37 x 48 40 – 35 49 x 40 45 x 34 48 x 30 35 x 2 25 – 30 2 x 35 20 – 24 35 x 10 5 x 14 50 – 44 (Goedemoed 2009) W+

5.9 38 – 33 29 x 47 36 – 31 26 x 37 32 x 41 47 x 30 35 x 2 W+

5.10 17 – 22 26 x 28 19 – 24 28 x 30 35 x 44 B+

5.11 28 – 22 9 – 13 32 – 28 (creating free moves) 35 – 30 21 x 32 33 – 29 18 x 27 29 – 24 20 x 29 34 x 5 25 x 34 5 x 46 W+

5.12 21 – 16? 4 – 9 16 x 7 18 – 22 27 x 20 15 x 43 48 x 39 8 – 12 7 x 18 13 x 42 +

5.13 27 – 21!
1) 16 x 27 32 x 21 23 x 41 21 – 17 ad lib. 42 – 37 41 x 32 38 x 7 W+
2) 26 x 17 25 – 20 24 x 15 33 – 29 23 x 34 28 – 22 17 x 28 32 x 5 W+

5.14 24 – 29 33 x 24 14 – 20 25 x 14 9 x 29 39 – 34 19 – 24 28 x 17 11 x 33 34 x 12 6 – 11 30 x 19 11 – 17 12 x 21 16 x 40 B+.

5.15 Only the Dussaut sacrifice 1.27 – 22! 18 x 27 2.33 – 29 (13 – 18 3.29 – 24) wins. Not good are neither 1.33 – 29? 19 – 24! B+ nor 1.34 – 30? 18 – 22 2.27 x 20 21 – 27 3.32 x 21 13 x 14 B+.

5.16 1.39 – 33! (threatening 34 – 30 and 30 – 24) 14 – 20 2.27 – 21! 26 x 17 3.33 – 29 13 – 18 4.28 – 22 17 x 28 5.34 – 30 23 x 25 6.32 x 3 W+

Lesson 6: Surrounding the centre

6.1 A)2.32 – 28 23 x 32 3.30 – 25 W+
B) 4.32 – 28 ad lib. 5.30 – 25 ad lib. 25 x 3 W+

6.2 20 – 25 41 – 36 11 – 16 34 – 29 19 – 24 29 x 20 25 x 14 28 – 23 22 – 27 (taking a lethal fork lock) 33 – 29 12 – 18 23 x 12 17 x 8 etc. B+

6.3 28 – 22 17 x 37 47 – 42 37 x 48 27 – 22 18 x 27 29 x 18 13 x 22 30 – 25 48 x 30 35 x 4 W+

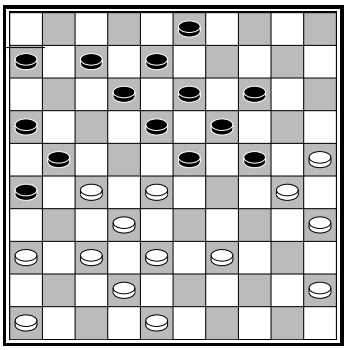
6.4 30 – 24 19 x 39 28 x 8 39 x 37 8 – 2 W+

6.5 33 – 28! and now:
1) 5 – 10 (or 14 – 20) 28 x 19 13 x 35 37 – 31 26 x 28 27 – 21 16 x 27 38 – 32 ad lib. 42 x 4 W+
2) 14 – 19 30 – 24 19 x 30 28 x 19 13 x 24 37 – 31 26 x 28 40 – 34 30 x 39 44 x 4 W+
3) 13 – 19 30 – 24 19 x 30 28 x 10 15 x 4* 40 – 35 30 – 34 48 – 43 winning piece 34.
4) 23 – 29 28 – 23 W+1

6.6 33 – 28! threatening both 29 – 24 and 28 – 22 34 – 30 32 x 3 +. At 18 – 22 29 x 18 both after 22 x 33 27 – 22 W+ and 22 x 31 28 – 22 W+ white takes a winning kingshot.

Lesson 7: The surrounding fails

7.1 White controls <27> and <29>. Black possesses <23>. He hasn't lost control over <24> yet, because he can fight for this strategic square by playing 20 – 24 x 24 at any time. White has a weakness at <45> and also few waiting moves. Black should thus wait with playing 20 – 24 x 24. If he makes this exchange too early, white changes back with 33 – 29 x 29 and has a good surrounding position. Because white can't keep control over <29> black's position is much better.
So black will certainly not play 22… 20 – 24?
22… 4 – 9 23.41 – 37 1 – 6 24.43 – 39 Since the 33 / 38 / 42 tail isn't active anymore black can take over <24>.
24… 20 – 24 25.29 x 20 15 x 24 26.30 – 25 17 – 21 27.33 – 28 2 – 7 28.34 – 30 9 – 14



Black has a good position, while white's left wing is weak with an inactive piece at <46>.
White's position isn't hopeless yet, but after 29.38 – 33? black won with a coup Weiss (you should find out how it goes yourself!).