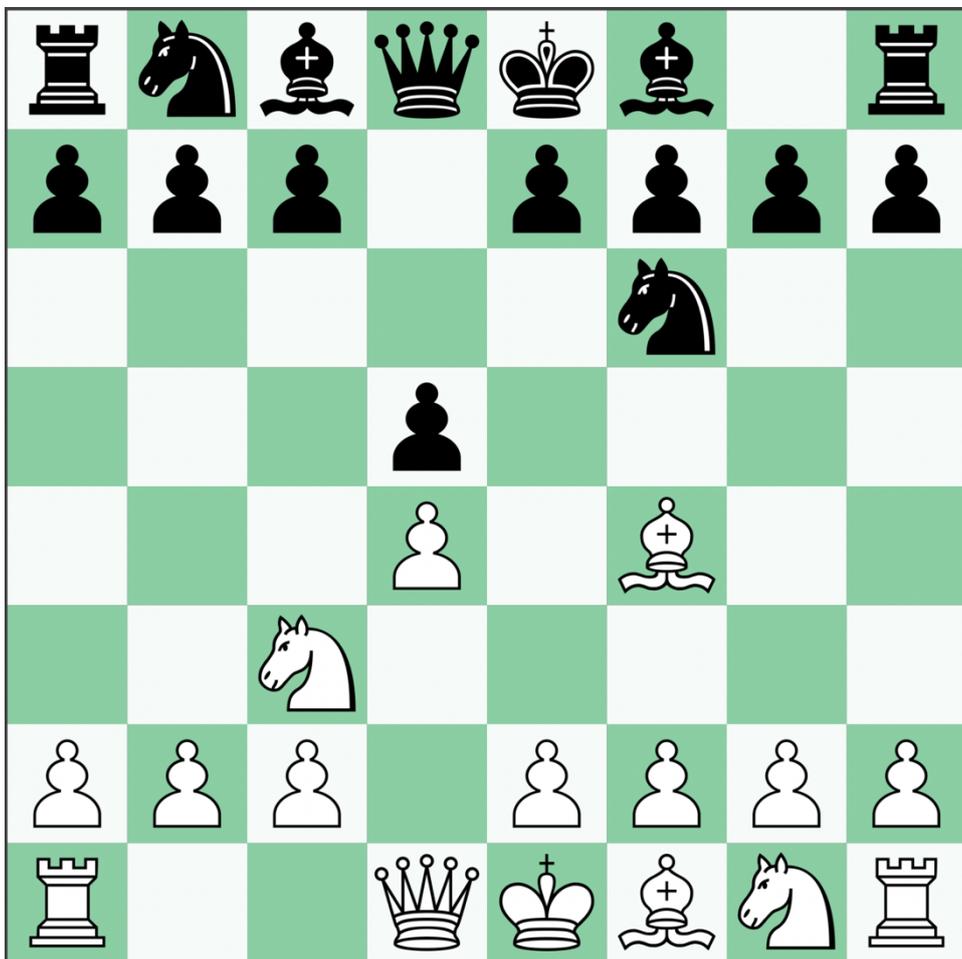


Patzer

**The magazine for the
club chess player**



The Jobava-Prié attack

**volume 3 number 2
February 2021**

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What do you think about cheating in chess? It seems that there is quite a range of opinion at club level, from the “lock ‘em up and throw away the keys” end of the spectrum to a much more relaxed “they’re harming themselves more than they’re harming me” attitude. If you have an opinion, let us know. And if you have personal experience of being cheated, or even witnessing someone doing something apparently suspicious, write us a short account and we will use it in a future issue. Just don’t send us any blurry photographs of your opponent in a toilet cubicle.

Our cover celebrates the first part of a series of opening articles on the currently popular Jobava-Prié attack (1. d4 d5 2. ♘c3 ♘f6 3. ♙f4), which is one of those “universal” opening systems that you can use to minimise the amount of rote learning involved in opening preparation. We needed someone who can explain the main concepts behind the opening system in patzer-simple language, and we are delighted to have persuaded Tim Spanton to write for us. At **Patzer** we have already published some of Tim’s work from his truly excellent blog Beau Chess:

<https://beauchess.blogspot.com>

As a player, Tim is very much at the top end of the patzer range. Here is his (possibly slightly fortunate) victory over a very young Simon (the “Ginger GM”) Williams:

T.R. Spanton (FIDE 2105)

S.K. Williams (FIDE 2255)

England 1993

1. e4 e6 2. d4 d5 3. ♘c3 ♘f6 4. e5
♘e4?! 5. ♘xe4 dxe4 6. ♙e3 c5 7.
dxc5 ♘d7 8. f4 [8. ♙g4!?] exf3 9.
♘xf3 ♙c7 10. ♙d3 ♙xc5 11. ♙e2
♘xe5 12. 0-0-0? [12. ♘xe5!] ♘xd3+
13. ♖xd3 ♙xe3+ 14. ♙xe3 ♙d7 15.
♖hd1 ♙c6 16. ♘e5 0-0 17. ♙d4?
♖ac8 18. ♘xc6 ♙xc6 19. ♖c3
♙a6?? [20. ♖xc8 ♖xc8 21. ♙d8+]
1:0

Also in this issue are the second part of our series on the Scandinavian defence (looking at all black’s sensible moves after 1. e4 d5 2. exd5 ♙xd5 3. ♘c3 ♙a5 4. d4 ♘f6 5. ♘f3 other than 5... ♙g4), one annotated game, some of our usual tactics puzzles, and then more on the ending of king and rook versus king and pawn.

Please remember, contributions of any kind are always welcome.

Derek Roebuck

Beating the 3...♔a5 Scandinavian defence

B 01

Part 2: Move 5 options

Derek Roebuck

1. e4 d5 2. exd5 ♔xd5 3. ♘c3 ♔a5
4. d4 ♘f6 5. ♘f3

Our mainline move will be 5...♘g4, but first we need to look at all the plausible alternatives.

5...g6

This is a bit too slow. White needs only "routine" development to obtain an advantage:

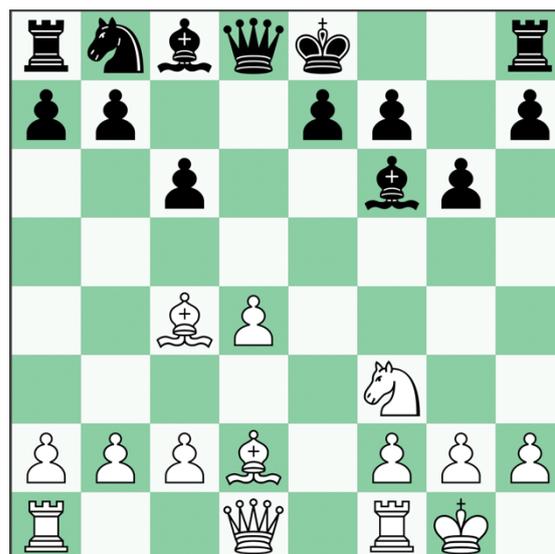
6. ♘d2 ♘g7 7. ♘c4 c6

The engine likes the pawn sacrifice 7...c5 8. ♘e4 ♔c7 9. ♘xc5, but no one ever plays it. Black can also try 7...♔b6, but 8. h3!? 0-0 [8...♔xb2?? 9. ♔b1 ♔a3 10. ♘b5 is an obvious trap] 9. 0-0 c6 [9...♘c6?? 10. ♘a4] 10. ♔e1 is very nice for white.

8. ♘d5 ♔d8 9. ♘xf6+ ♘xf6

9...exf6 10. ♔e2+!? ♔e7 11. ♔xe7+ ♔xe7 12. ♘b4+ ♔d8 13. ♘xf7 wins white a pawn.

10. 0-0!?



► 10

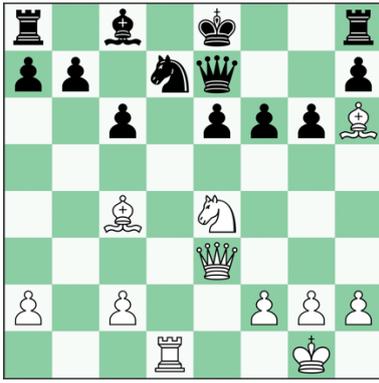
10...0-0

Black needs to castle before white gets the bishop to h6. 10...♘xd4? 11. ♘h6 ♘xb2? 12. ♔e2 ♘xa1 13. ♘g5 e6 14. ♔xa1 should be a salutary lesson for any greedy players of the black pieces.



analysis

14...♔e7 15. ♔d1!? ♘d7 16. ♘e4, and now, in view of the threat of 17. ♘g5 f6 18. ♔xd7! ♘xd7 19. ♘xf6+ ♔d8 20. ♘e4, black probably has to play 16...f6, after which 17. ♔e3!! gives white the option of transferring his queen to c3, b3 or perhaps g3.



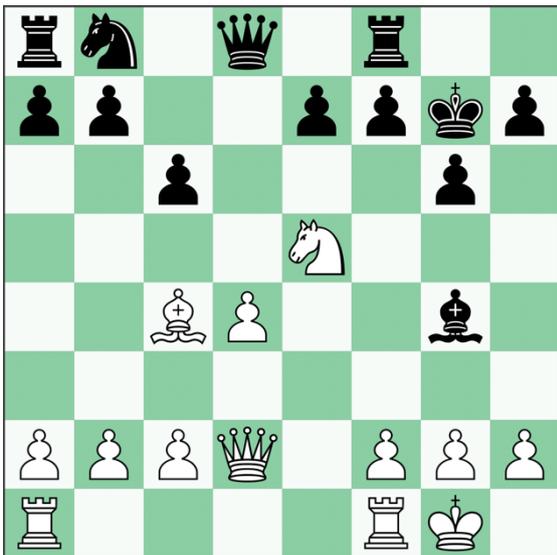
analysis

Black has no answer to the threat of $\text{N}d6+$ followed by $\text{Q}xe6$, or, if black has moved the knight, $\text{N}f5+$ winning the queen.

11. $\text{Q}h6!$? $\text{Q}g7$ 12. $\text{Q}d2$ $\text{Q}g4$

12... $\text{Q}xh6$? 13. $\text{Q}xh6$ $\text{N}d7$ 14. $\text{N}g5$ gives white a clear advantage.

13. $\text{Q}xg7$ $\text{Q}xg7$ 14. $\text{N}e5$



► 14

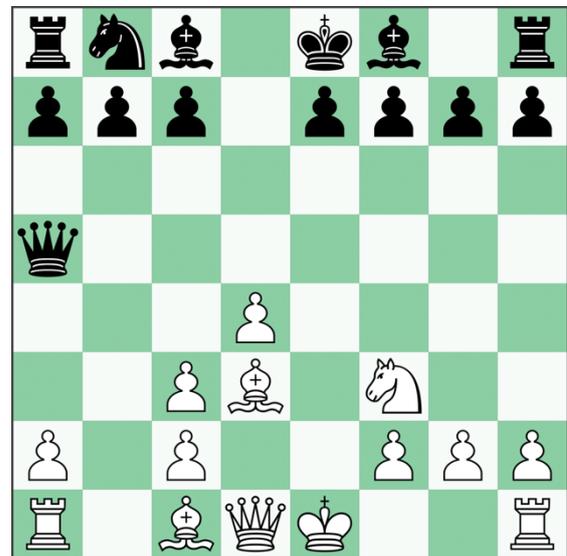
14... $\text{Q}f5$ 15. $g4$ $\text{Q}c8$

White's position is clearly preferable. Note that 15... $\text{Q}d7$? would allow a tactical trick: 16. $\text{Q}xf7!$ $e6$ [16... $\text{R}xf7$ 17. $\text{Q}h6+$! is the point] 17. $\text{R}ae1$, followed by $\text{N}xd7$ and $\text{Q}xe6$.

5... $\text{N}e4$

This is also not a great idea. Black needs to be punished for this blatant disregard for opening principles, but how? 6. $\text{R}b1$ is the computer move, but it's not really our kind of thing. 6. $\text{Q}d2!$? $\text{N}xd2$ 7. $\text{Q}xd2$ has also been played quite often, but the simplest path to an advantage is:

6. $\text{Q}d3!$? $\text{N}xc3$ 7. $bxc3$



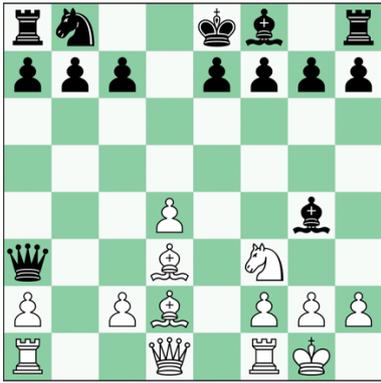
► 7

7... $\text{Q}xc3+$

If black declines the pawn, with say 7... $g6$, white is doing well after 8. 0-0 $\text{N}c6$ 9. $\text{R}e1$ $\text{Q}g7$ 10. $h3$.

8. $\text{Q}d2$ $\text{Q}c6$

After the alternative black retreat 8... $\text{Q}a3$, I suggest simply 9. 0-0, setting a sneaky trap. Now 9... $\text{Q}g4$ is plausible, but loses.



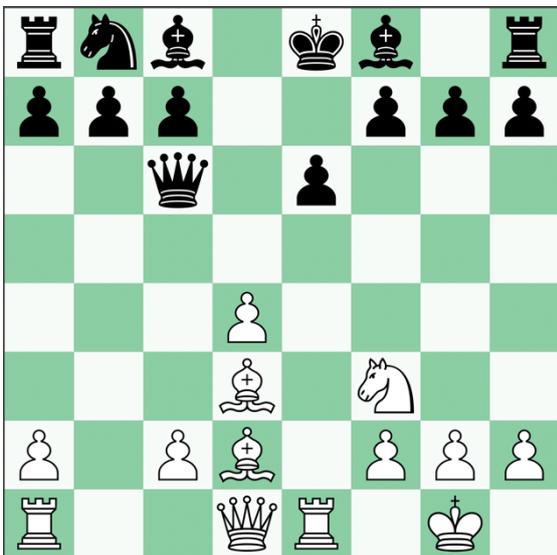
analysis

10. ♔b1! will win material after
 10... ♕xf3 [10...b6? loses the queen
 to 11. ♖b5+ c6 12. ♕b4] 11. ♕b5+
 ♖c6 12. ♕xc6+! ♗xc6 13. ♔xb7.

9. 0-0

If you want, you can try 9. ♔e2?!
 here, hoping for a decisive pin with
 10. ♕b5, but no-one will fall for it.

9...e6 10. ♖e1

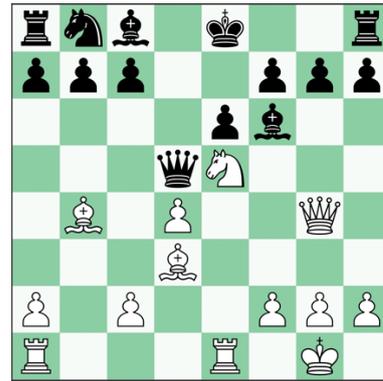


► 10

10... ♗d7!?

(1) 10... ♕e7 is met tactically, with 11.
 ♗e5! ♔d5 [after 11... ♔d6, 12.
 ♔h5! is surprisingly difficult to
 defend against, because 12...g6 loses
 to 13. ♕xg6! fxg6 14. ♗xg6 hxg6

15. ♔xh8+] 12. ♔g4! ♕f6 [12...g6
 13. ♕c4! ♔d6 14. ♕f4] 13. ♕b4!



analysis

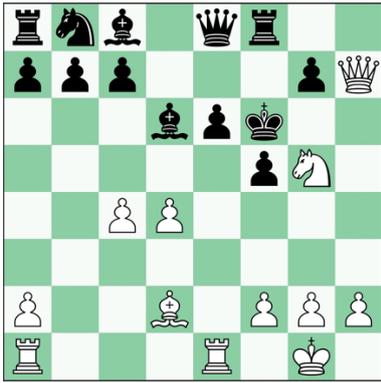
A lovely idea – black is paralysed.
 One possibility is 13... ♗c6 14. ♕e4
 ♔d8 15. ♗xc6 bxc6 16. ♕xc6+
 ♕d7 17. ♖xe6+ fxe6 18. ♔xe6+
 ♕e7 19. ♖e1 ♕xc6 20. ♔xc6+ ♔f7
 21. ♕xe7 ♔xe7 22. ♔d5+! ♔f6 23.
 ♔f3+ ♔g6 24. ♖xe7 winning.

(2) The other bishop move, 10... ♕d6,
 allows 11. c4!, when 11...0-0?? loses
 to the “Greek gift”. I think that most
 club players who are familiar with this
 idea could see as far as 12. ♕xh7+!
 ♔xh7 13. ♗g5+ ♔g6 14. ♔g4 f5,
 and would give it a try.



analysis

Here they would need to play 15.
 ♔h4 [or 15. ♔h3] ♔e8 [the other
 way to defend e6 is 15... ♔xc4, which
 can be met by 16. g4! fxg4 17. ♔h7+
 ♔f6 18. ♗e4+ ♔f7 19. ♕h6!] 16.
 ♔h7+ ♔f6.



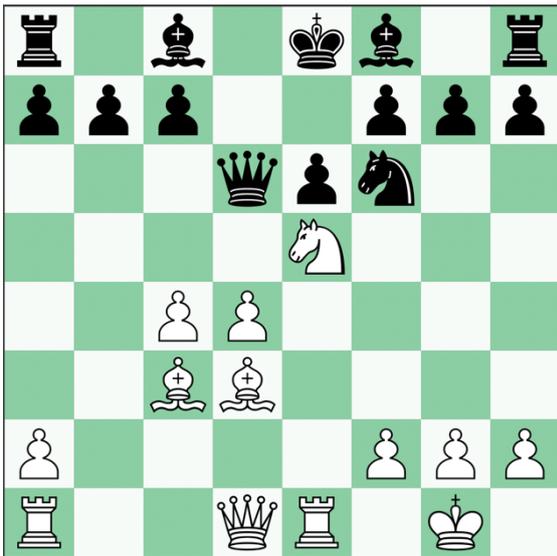
analysis

17. Nxe6 Qxe6 18. d5 wins.

11. c4!

White denies black's queen access to d5.

11... Nf6 12. Ne5 Qd6 13. Qc3!?



► 13

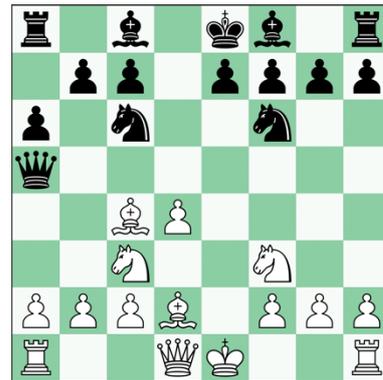
Stockfish 10 gives white a two-pawn lead here. Black can't swap off the dominant knight on e5, because 13... Nd7? loses to 14. c5! Qe7 15. d5! Nxe5 [15... Nxc5 16. Qb5+ Qd7 17. Qxd7+ Nxd7 18. Nxf7! wins] 16. Qxe5 Qxc5 [16... c6 17. d6] 17. dxe6 Qxe6 18. Rf1!

5... Nc6

This position can also arise from the Nimzowitsch defence, via the move order 1. e4 Nc6 2. d4 d5 3. exd5 Qxd5 4. Nf3 Nf6 5. Nc3 Qa5.

6. Qd2 Qg4

6... a6 is the only real alternative. With 7. Qc4 white threatens Nd5, winning the black queen.



analysis

(1) 7... Qb4? 8. Nb5!! Qxc4 9. Nxc7+ Qd8 10. b3! Qxc7 11. bxc4 is hopeless for black.

(2) After 7... Qh5 white usually plays 8. Ne5, but 8. h3!?, which has been recommended by Marian Petrov,¹ may be even better. Now black might try 8... Qg4!? 9. Qe2! e6 10. 0-0 Qxf3 11. Qxf3 Qh4.



analysis

¹ New in Chess Yearbook 2019; (131): 71-77

Here white has the opportunity to go for a simple endgame advantage with 12. ♖xc6+ bxc6 13. ♔f3 ♕d7 14. ♖fe1.

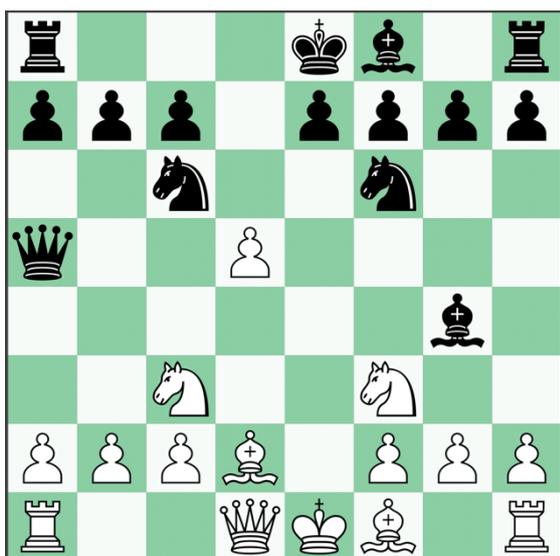
(3) At a quick glance 7...♗xd4!? 8. ♗xd4 ♕c5 appears to get black out of trouble.



analysis

The problem is, of course, that white has 9. ♖xf7+, and after 9...♔xf7 10. ♗f3 e5 11. ♔e2 ♖d6 12. ♗g5+ ♔g8 13. 0-0-0, with ♗ge4 to come. Black's poor pawn structure will give white a lasting advantage.

7. d5!



►7

7...♗e5

Black has many potential tries here, but all are worse than this.

(1) 7...♗d4 doesn't work at all.

After 8. ♗b5 ♖xf3 9. gxf3 ♕b6 [9...♔a4 10. ♗xc7+] 10. ♖e3 white appears to be winning a piece.



analysis

Black can try to wriggle out with 10...c5 [10...e5 11. dxe6 0-0-0 12. ♖xd4 ♖c5 13. e7!, with the threat of ♖h3+] 11. dxc6 e5 12. cxb7 ♖d8 13. ♗xd4 exd4 14. ♖xd4 ♖c5 15. ♖xc5 ♖xd1+ 16. ♖xd1 ♕xb7, but the cure is worse than the disease.



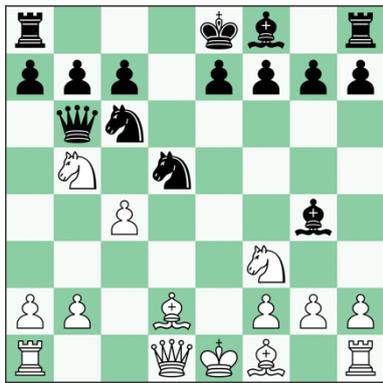
analysis

17. a4! [the threat is ♖b5+] a6 18. ♖h3 ♕xf3 19. 0-0 ♕xh3 20. ♖fe1+, and white has an easy win.

(2) 7...♗b4 is simply met by 8. a3! ♗bxd5 9. ♖b5+ c6 10. ♗xd5!

(3) 7...♗xd5 8. ♗b5 ♕b6 [8...♖xf3 9. gxf3! ♕b6 10. c4!, and if black tries 10...♗f6? then white wins with 11.

c5! ♔xc5 12. ♘xc7+ ♔d8 13. ♙e3+ ♔d6 14. ♘xa8] 9. c4.



analysis

9...0-0-0 [9... ♙xf3 10. ♔xf3 ♘db4 11. c5! (black resigned here in Y. Visser – J.J. Piket, Netherlands 1991) ♔xc5 12. ♔c1] 10. cxd5 ♔xd5 11. ♔a4, and as soon as white gets out of the pin with 0-0-0 he will be winning.

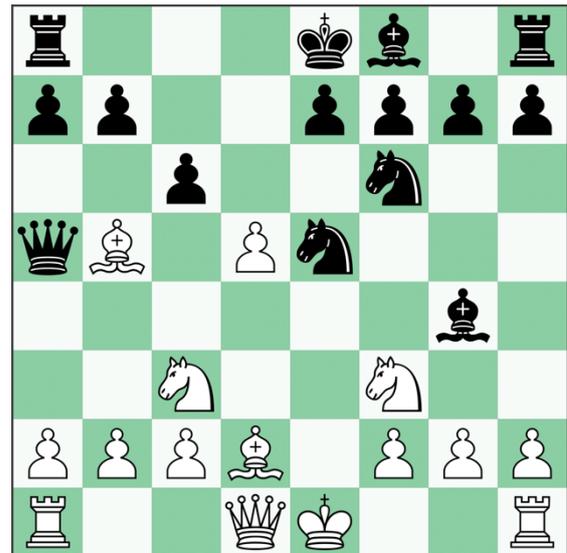
(4) 7... ♙xf3 8. ♔xf3 ♘e5 [8... ♘d4 9. ♔d3 e5 10. f4!? is complicated, but clearly favours white] 9. ♔g3 ♘ed7 10. 0-0-0 a6 11. ♙c4 [white protects a2, and in doing so threatens ♘b5] 0-0-0 12. ♔he1!?, and black will struggle to get his bishop into play.

8. ♙b5+!?

8. ♘b5 is better, according to the engines, but it is very complicated, and you will never remember it all or be able to find the best moves at the board. 8. ♙b5+!?, on the other hand, forces black to find some only moves to stay in the game, and is much more suited to club-level play.

8...c6

It seems unlikely that black would play 8... ♘ed7 here, but if he does, hit him with 9. h3!?, which makes his whole set-up look a bit silly.



▷9

9. ♘xe5!?

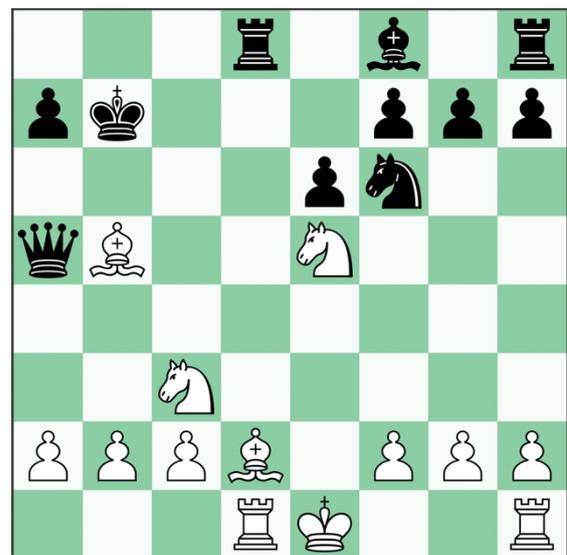
Take a deep breath...

9... ♙xd1 ♖ 10. dxc6 0-0-0 ♖ 11. ♔xd1 e6

Not 11... a6?, because of 12. cxb7+ ♔xb7 13. ♙c6+ and 14. ♘xf7.

Actually, the best move here might be 11... ♔xd2!?, but I doubt if any of your opponents will play it.

12. cxb7+ ♔xb7



▷13

13. ♘c6!

This turns out to be even better than 13. ♘xf7!?

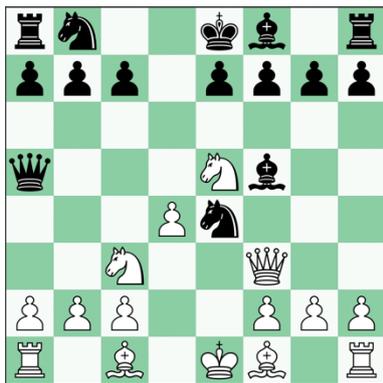
13... ♖b6 14. ♘xd8+ ♕xd8 15. 0-0!

Black's position is very difficult to defend in a practical game. He would already be in trouble after 15... ♙d6 16. ♙f4!, for example, and 15... ♙c5 16. ♙g5!? ♖b6 17. ♙e2 threatens to exchange on f6 and play ♖d7+!?

5... ♙f5

6. ♘e5! c6

(1) If black doesn't know that the pin trick with 6... ♘e4? never works, we can show him with 7. ♖f3!



analysis

Now 7... e6?? loses at least a piece after 8. ♘c4, and 7... ♘d6 8. ♙d2 e6 9. g4 ♙g6 10. h4 ♖b6 11. 0-0-0 f6 12. h5!? is very bad for black. The only real hope is to try to mix things up with 7... ♘xc3, but after 8. bxc3 the threats against f5, f7 and b7 are too much: 8... e6 9. ♖b1 ♕d5 10. ♖xb7! or 8... ♙e6 9. ♖xb7 ♕xc3+ 10. ♙e2 ♖xa1 11. ♖xa8 ♖b1 12. d5! will do.

(2) 6... ♘bd7 7. ♘c4 ♖a6 8. ♘e3 ♖e6 [8... ♖a5 9. ♙d2 c6 10. ♘e2!

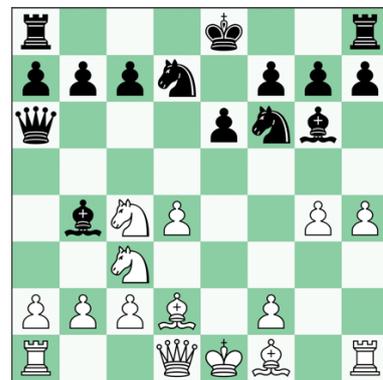
♖b5 11. a4 wins a piece] 9. ♙c4 ♖c6 10. ♙b5 ♖e6 11. d5!? ♖e5 12. 0-0.



analysis

White is threatening to play f4, and the black queen's position is awful. There is very little black can do: 12... ♙g6 13. f4 ♖h5 14. ♙xd7+ ♕xd7 15. g4 wins material.

(3) 6... e6 7. g4! ♙g6 [7... ♙e4 8. ♘c4! ♖a6 9. ♖g1 ♙g6 10. h4] 8. h4 ♙b4 9. ♙d2 ♘bd7 10. ♘c4 ♖a6



analysis

11. h5 ♙xc3 12. hxg6 ♙xd2+ 13. ♘xd2 ♖c6 14. gxf7+ ♕xf7 15. ♖g1 is better for white.

7. ♙c4

It would be tempting to play 7. g4 here, but black could cut across our plans of putting our bishop on c4 by retreating his or her bishop to e6.

7... e6

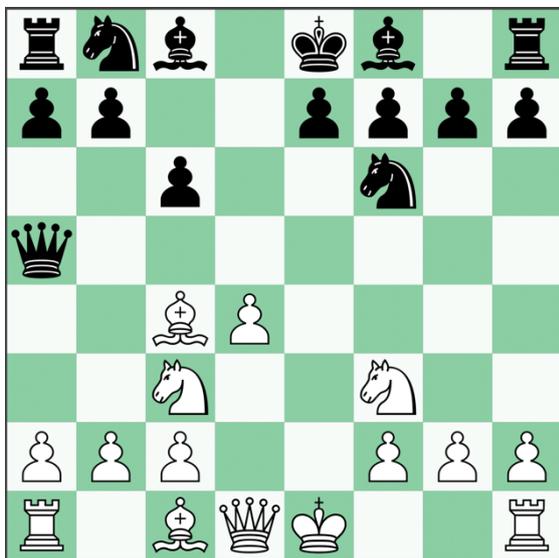
Black's only reasonable alternative is 7... ♖g6, when we can play ♗d2, ♙e2 and h4, with a dream position.

8. g4

This saves us from having to learn too much boring theory by conveniently transposing to the 5...c6 line below.

5...c6

6. ♗c4



►6

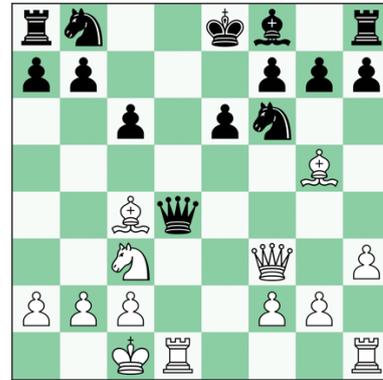
6... ♗f5

If black plays 6... ♗g4 here it is very important not to get over-excited and go for 7. ♗xf7+?? ♙xf7 8. ♘e5+, which fails horribly after 8... ♙xe5+! If you can remember to play 7. h3, however, you will be fine after either of black's replies:

(1) 7... ♗h5 8. ♙e2!? ♘bd7 [8...e6 will probably transpose] 9. g4 ♗g6 10. ♗d2 e6 [10... ♗xc2?? is a little trap: 11. ♘b5 ♙b6 12. ♘d6+ is the predictable consequence] 11. 0-0-0

♗b4 12. a3 ♗xc3 13. ♗xc3 ♙c7 14. ♘e5 and white stands well.

(2) 7... ♗xf3 8. ♙xf3 e6 9. ♗d2 ♙b6 [9... ♘bd7 is less committal, but 10. 0-0-0 is still good] 10. 0-0-0 ♙xd4 11. ♗g5!?



analysis

11... ♙xc4 [11... ♙e5 12. h4 ♗e7 13. ♗he1 ♙c7 14. ♗xe6 fxe6 15. ♗xe6 with a strong attack] 12. ♗xf6 ♘d7 13. ♗d4 ♙a6 14. ♗h4 ♗c5 15. ♗xd7!

7. ♘e5 e6 8. g4 ♗g6

If black plays 8... ♗e4 white should reply 9. 0-0, with the idea of g5, winning a piece.



analysis

Black has to move the bishop: 9... ♗d5 [9... ♘bd7?! allows the flashy 10. ♘xf7!? ♙xf7 11. ♘xe4 ♘xe4 12. ♙e2! ♘df6 13. f3] 10. ♗d3 ♘bd7 11. f4. White's main advantage here is more space. If black captures on e5, white will take

back with the f-pawn, of course, and 11... ♖b4 12. ♘xd5 cxd5 13. c3 will practically play itself.

9. h4 ♘bd7

Black has other options here, but no good way to stop white's plan of pushing the pawn to h5. After 9... ♖b4 10. ♖d2 ♘bd7 [10... ♘e4 11. ♙f3!] white just takes: 11. ♘xd7. If 9... ♖e4 white can reply as before with 10. 0-0!?



analysis

Black's choices are somewhat limited:

(1) 10... ♘bd7 does not transpose, because white has 11. ♘xf7!! [this tactical shot crops up in many different forms in this opening, but this may be the best version] ♙xf7 12. ♘xe4 ♘xe4 13. ♖e1 ♘df6.



analysis

14. ♖xe4 ♘xe4 15. ♙e2 ♖e8 16. ♙xe4 ♖d6.



analysis

Now 17. ♖d2! deflects the black queen, allowing white to play the crushing ♙f5+! Now 17... ♖xh2+!? 18. ♙xh2 ♙xd2 19. ♙f5+ ♖e7 20. ♙xe6+ ♖d8 21. ♙d6+ ♖c8 22. ♖e6+ ♖xe6 23. ♙xe6+ must be winning.

(2) 10...b5 opens the h1-a8 diagonal, allowing the tactic 11. ♖xb5! cxb5? 12. ♘xe4 ♘xe4 13. ♙f3!, which wins.

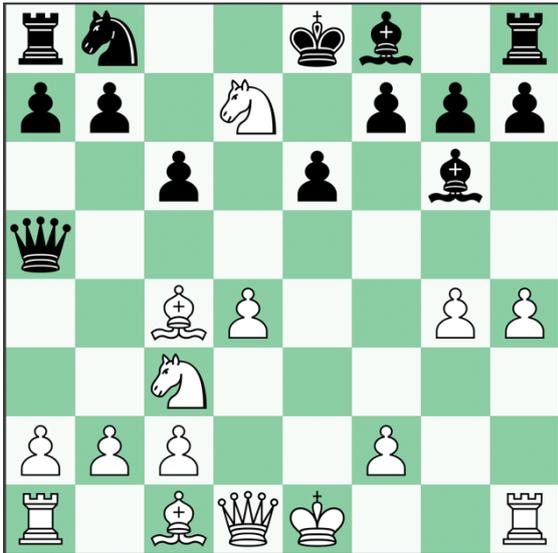
(3) So black's only sensible move is 10... ♖d5, but after 11. ♖xd5 cxd5 12. g5 ♘fd7 we can try our old trick:



analysis

This one is a little bit harder to see: 13. ♘xf7! ♙xf7 14. ♙f3+ ♖g8 [14... ♖e7 15. ♖e1 ♘c6 16. ♖f4!] 15. ♙h3 ♙b6 16. ♖e1 ♖b4 17. ♖xe6 ♘c6 18. ♖e1! and white is practically winning.

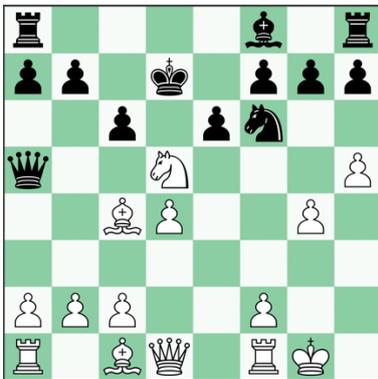
10. ♘xd7



► 10

10... ♖xd7

I think you are less likely to encounter the other recapture at club level: 10... ♔xd7 11. h5 ♕e4, and now after 12. 0-0 white is threatening to take on e4, so black will probably play 12... ♕d5 and white will answer with 13. ♘xd5.



analysis

Both 13... ♘xd5? 14. ♔f3! and 13... exd5? 14. ♕d3 look bad for black, who will most likely go for 13... cxd5 14. ♕d3 ♕d6 [aiming for ... ♔c7-b8] 15. g5!? ♘e4 [if the knight retreats to e8 or g8 white has 16. ♔f3!] 16. c4!, and white has the upper hand.

11. h5 ♕e4 12. 0-0!? ♕d5

12... ♘f6 13. ♘xe4 ♘xe4 14. ♕d3 ♘f6 15. g5 is even better.

13. ♘xd5 cxd5 14. ♕d3

White has a stable advantage.

Summary

Black simply doesn't have time for 5...g6?! If he tries to exploit the pin on the c3 knight with 5... ♘e4, you should play 6. ♕d3, aiming for a positional advantage if black declines the pawn sacrifice, and a tactical win if he or she accepts. 5... ♘c6 can be met strongly with 6. ♕d2!, taking full advantage of the precarious position of black's queen. The last two black options often merge into a common pathway. After 5... ♕f5 white should play 6. ♘e5 and remember how to deal with the sidelines, knowing that 6...c6 7. ♕c4 e6 8. g4 is just a transposition to 5...c6 6. ♕c4 ♕f5 7. ♘e5 e6 8. g4. If on this move or the next black plays ... ♕e4, white should reply with 0-0! If the bishop goes to g6 and black tries ... ♘bd7, white takes the knight with a good game.

Next issue

After 1. e4 d5 2. exd5 ♔xd5 3. ♘c3 ♔a5 4. d4 ♘f6 5. ♘f3 ♕g4 6. h3 black will usually retreat the bishop to h5. In the next issue of **Patzer** we will look at what happens if black exchanges on f3 or tries a completely different (and bad) idea: 6... ♔h5?

The ideas behind the Jobava-Prié attack

D 00

Part 1: Introduction and 3...a6 4. e3 ♖f5

Tim Spanton

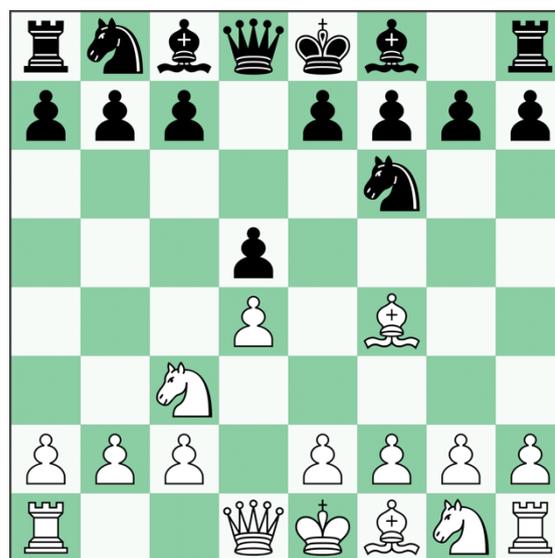
The most popular move at the highest levels after 1. d4 d5 or 1. d4 ♘f6 is 2. c4. This is far from being the case in club chess. In my last 100 games with the black pieces that opened 1. d4 d5, a list that stretches back to late 2017, 2. c4 was played just 41% of the time.

It used to be that the most serious alternative to 2.c4 was a Colle system, with 2. ♘f3, 3. e3 and 4. ♙d3. The Trompowsky attack (1. d4 ♘f6 2. ♙g5) and the pseudo-Trompowsky (1. d4 d5 2. ♙g5!?) became popular in the 1990s, until they were largely replaced by the London system (1.d4, 2. ♘f3 and 3. ♙f4) and more recently the new London (1. d4 and 2. ♙f4). At the same time, the Blackmar-Diemer gambit (1. d4 d5 2. e4!?) has had its dedicated followers, and the Veresov attack (1. d4 d5 2. ♘c3 ♘f6 3. ♙g5), also known as the Richter-Veresov, enjoyed a burst of popularity in the early years of this century. Today, there is a (relatively) new kid on the

block: 1.d4, 2. ♘c3 and 3. ♙f4.

I have been calling it the Barry attack, and in some quarters it is known as the new Veresov, but I think it is fair to say that the name Jobava-Prié attack is becoming generally accepted. This honours Georgian grandmaster Baadur Jobava and his French counterpart Éric Prié.

1. d4 d5 2. ♘c3 ♘f6 3. ♙f4



► 3

Note first of all that white can be sure of getting this position in the vast majority of games, whether black meets 1. d4 with 1...d5 or 1...♘f6, as in each case white's follow-up of 2. ♘c3 threatens to establish a classical centre with 3. e4.

The oldest game in ChessBase's 2020 Mega database featuring the basic Jobava-Prié tabiya after 3. ♙f4, is James Mason – Max Weiss, Vienna 1882.

The Austrian Weiss, presumably caught by surprise, replied with 3...a6, which looks like a duffer's

move, except it has subsequently been played by those well-known non-duffers Carlsen, Caruana, Svidler and Nakamura. Mason – Weiss continued 4. e3 e6 (Svidler and Nakamura preferred 4... ♕f5) 5. ♕d3!? c5 6. dxc5 ♕xc5 7. ♖ge2?! ♖c6, with a position that was at least equal for black (but ended 1:0 after 35 moves).

More than 20 years pass before a second “Jobava-Prié” appears in Mega20, and a further 25 years before the third game.

Alexander Alekhine seems to have been the first superstar to use the opening, but today’s adherents include Carlsen, Nakamura, So and Rapport.

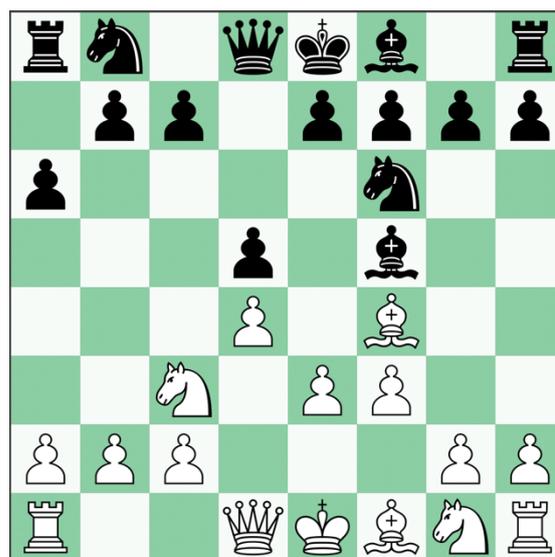
In some ways the Jobava-Prié can be thought of as a queenside Italian game (1. e4 e5 2. ♖f3 ♖c6 3. ♕c4). One of the main ideas of the Italian game is to attack the square f7 if black gets careless. Similarly, one of the main ideas of the Jobava-Prié is to attack c7 if given the chance. Naturally there are major differences. A white capture on f7 usually involves either a check or a fork of rook and queen, whereas a capture on c7 will often involve a check and a fork, but this time of rook and king. A white attack in the Italian game can often be countered by a well-timed ...d5, with the d pawn being supported by the queen and king’s knight. The counter ...e5 in the Jobava-Prié is less likely to be successful, not least because it will probably be supported by a lone knight at best.

In this series I plan to look at ideas in the Jobava-Prié for white and black.

1. d4 d5 2. ♖c3 ♖f6 3. ♕f4 a6

The obvious point of this move is to prevent a white piece landing on b5. Black argues that a tempo spent on a passive move in this position is not important as white is not going to be able to open up (or put pressure on) the black centre with c4 or e4.

White usually replies 4. e3, rather than 4. ♖f3. Both moves are useful and absolutely normal, but the former gives white the option of meeting 4... ♕f5 with 5. f3!?



►5

This plan occurred in Denis Pershin – Hannes Stefánsson, St Petersburg (Korchnoi Memorial) 2018.

5...h6!?

5...e6 is more popular, but the text is the choice of the analysis engine Komodo 10, and the game soon transposes to better-known lines.

6. g4 ♘h7 7. h4 e6 8. ♙d3 ♙xd3
9. ♚xd3

The play is reminiscent of the main line in the classical Caro-Kann, but with a less-open centre.

9...c5 10. ♞ge2 ♞c6



▷11

11. ♚f2?!

In the diagram position most players have preferred 11. 0-0-0.

11...♙d6 12. ♞a4?!

This decentralisation does not help White's cause. *Stockfish 10* gives 12. ♚g2 ♜c8 13. ♙xd6 ♚xd6 14. ♞g3, but prefers black. *Komodo 10* likes 12. dxc5 ♙xc5 13. ♞d4 0-0 14. ♞xc6 bxc6 15. ♙g3, again with an edge to black.

12...cxd4 13. exd4 ♙xf4 14. ♞xf4 ♚d6 15. ♞e2 e5!?

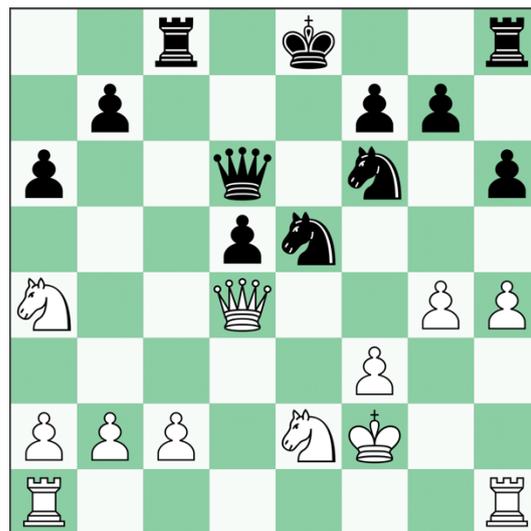
Provoking an immediate crisis. The calmer 15...0-0 is not necessarily better after white replies 16. g5.

16. dxe5 ♞xe5 17. ♚d4

The engines reckon white had to find 17. ♚a3!?, although black must be better after 17...♚xa3 18. bxa3 ♜c8.

17...♜c8

This simple move proves very difficult to meet.



▷18

18. ♞ec3

The engines reckon that 18. g5 is best, but 18...♞fg4+! 19. fxg4 ♜c4 20. ♚b6 ♞xg4+ 21. ♚e1 ♚e5 22. ♞ac3 0-0 23. ♜d1 ♞e3 gives black a winning attack.

18...♞fxg4+! 19. ♚g2

Or 19. fxg4 ♚f6+ 20. ♚g2 ♚f3+ 21. ♚g1 ♚g3+ 22. ♚f1 ♜c4 23. ♚g1 ♚f3+ 24. ♚e1 0-0, when white will not survive long.

19...♜c4 20. ♚b6 ♜c6 21. ♚d4 0-0 22. ♜ae1

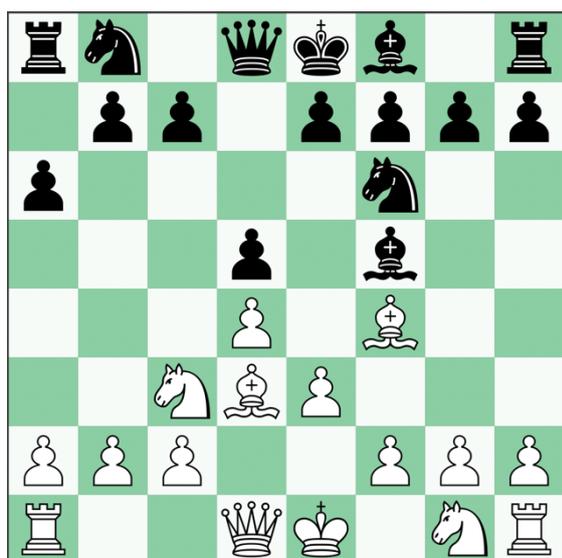
Or 22. fxg4 ♜c4 23. ♚f2 ♜xg4+ with a winning attack.

22... ♖c4 23. ♔b6 ♕d7 24. b3 ♖f4
 25. ♖h3 d4 26. ♞d1 ♖c8 27. ♖e2
 ♞xf3!? 28. ♖xf3 ♕d5 0:1

In the final position white is getting mated. Note how the black knight at g4 was able to stay at its precarious-looking post for more than a third of the game.

1. d4 d5 2. ♞c3 ♞f6 3. ♙f4 a6
 4. e3 ♙f5 5. ♙d3

White has a major alternative, after 4... ♙f5, in 5. ♙d3, a move which has been played by Magnus Carlsen and Baadur Jobava, the Georgian GM after whom the opening is partly named. The idea is firstly to swap off black's well-placed light-squared bishop, but at the same time, at least as played by Carlsen and Jobava, to strengthen white's centre. We will examine this line by following the blitz game **Carlsen – Nakamura, Stavanger (Norway Masters) 2017.**



►5

5... ♙xd3

5... ♙g6 and 5...e6!? are playable alternatives.

6. cxd3

Other strong players have gone with 6. ♕xd3, with quick development, but presumably Carlsen and Jobava feel that this is a position in which strengthening the centre is more important.

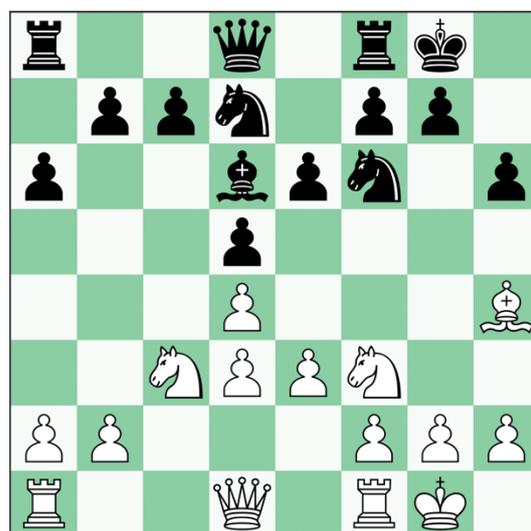
6...e6 7. ♞f3 ♙d6 8. ♙g5!?

Stockfish 10's choice. Last year Jobava chose 8. 0-0 against a player rated more than 400 points below him, but could only draw.

8... ♞bd7 9. 0-0

Stockfish 10 much prefers 9. e4!?, but *Komodo 10* is unsure.

9...h6 10. ♙h4 0-0



►11

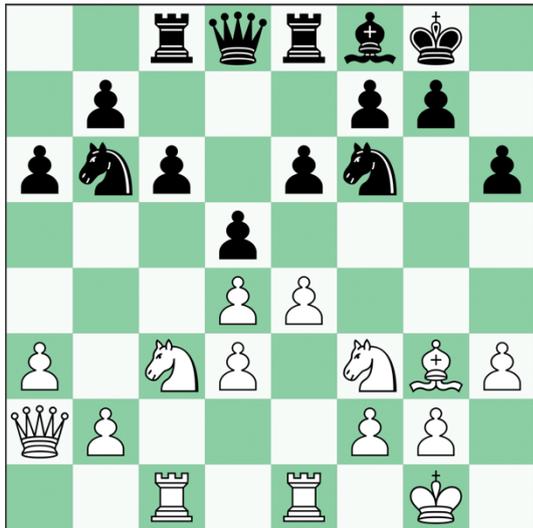
11. e4

White starts to mobilise his central pawn-majority, which seems to be his main trump in this position.

11... ♖e7 12. ♔b3 ♘b6 13. ♜ac1 c6
14. ♜fe1 ♜c8 15. h3 ♘fd7

Seeking an exchange of bishops to relieve the cramp in black's position.

16. ♙g3 ♜e8 17. a3 ♙f8 18. ♔a2
♘f6



▷19

19. b4

Starting a minority attack, with the aim of giving black a queenside pawn weakness.

19... ♜a8

Black cannot really prevent a4 followed by b5, but if they come he will meet the latter with ...axb5, opening the a-file for his repositioned queen's rook.

20. ♔b2 ♘h5 21. ♙h2 ♘f6 22.
♜ed1 ♔e7

The engines reckon 22...a5 gives Black a good game.

23. ♘d2 ♜ec8 24. ♘b3 ♘fd7 25.
♜e1 ♔d8 26. ♘c5 ♜a7 27. a4

After some cat-and-mouse manoeuvring, Carlsen proceeds with his minority attack.

27... ♘xc5 28. dxc5!?

The engines prefer 28. bxc5, leaving black with a backward b-pawn on a half-open file.

28... ♘d7 29. exd5 exd5 30. d4 b6!?

Nakamura seeks to undermine white's queenside space advantage. Now the engines want a less-sharp move, such as 31. a5.



▷31

31. b5!? axb5

Black is slightly better after 31...cxb5 32. axb5 [32. c6!?] bxc5 33. bxa6 ♘f6 34. ♔b5 cxd4 35. ♘e2 ♔e8 36. ♘xd4 ♔xb5 37. ♘xb5 ♜xc1 38. ♜xc1 ♜xa6, when he is a pawn up but his pieces are uncoordinated.

32. axb5 bxc5 33. bxc6 ♜xc6 34.
♘xd5

The game was drawn after 67 moves.

Games

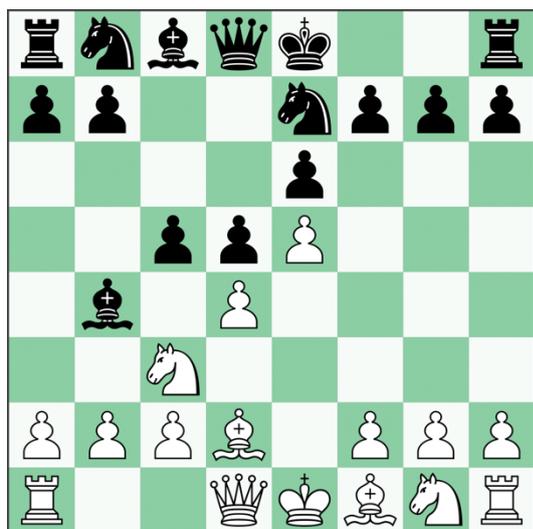
Sameer Thite (ACF 1729)
 Joerg Raichle (ACF 2004)
 Australian Reserves 2020
 French defence Winawer, Bogolyubov
 variation (C 17)

[Roebuck]

1. e4 e6 2. d4 d5 3. c3 b4 4. e5
 c5 5. d2!?

5. a3 is much more popular, but this is
 a good choice against a higher-rated
 and presumably well-prepared
 opponent.

5...



▷6

6. b5!?

This is the main idea, aiming at the
 weakness on d6, but 6. a3 xc3 7.
 xc3 is a reasonable alternative.

6... xd2+ 7. xd2 0-0 8. c3!

8. dxc5!? is a different plan
 altogether.

8... bc6 9. f4 f6 10. f3 fxe5 11.
 fxe5

Tempting, but possibly inaccurate.

The best move here is probably
 11...cxd4. If white recaptures with a
 knight the e5-pawn will be weak, and
 after 12. cxd4 it's the new d-pawn
 that's in trouble.



▷12

12. d3!?

12. dxc5!? has also been played.

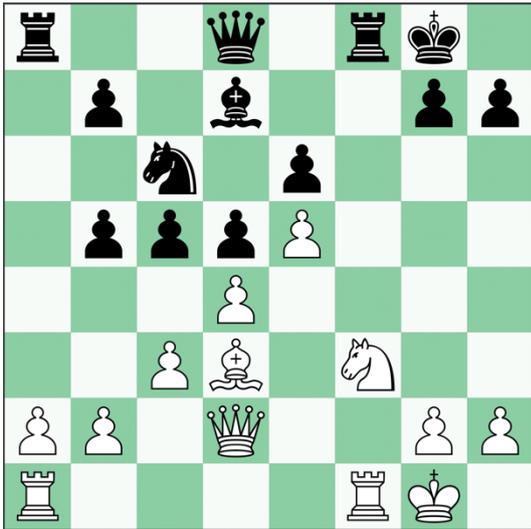
12...a6 13. xf5!

With a black knight already on f5, 13.
 d6 is pointless, but now if black
 plays 13...exf5 14. d6 is strong.

13...axb5! 14. d3 d7?!

Black's position is shakier than he
 realises. He could and probably
 should have avoided a kingside attack
 by playing 14...cxd4. After 15. cxd4
 a5 the queens are coming off.

15. 0-0



► 15

15... ♔e7?!

Again 15...cxd4 would have been better.

16. ♔h1?

By wasting time with this completely unnecessary move white missed a chance to play 16. ♘g5!, when 16...h6 17. ♘h7! ♖f7 [17... ♖xf1+ 18. ♖xf1 cxd4 19. ♔f4 is similar] 18. ♖xf7 ♔xf7 19. ♖f1 ♔e7 20. ♔f4! cxd4 allows a lovely finish:

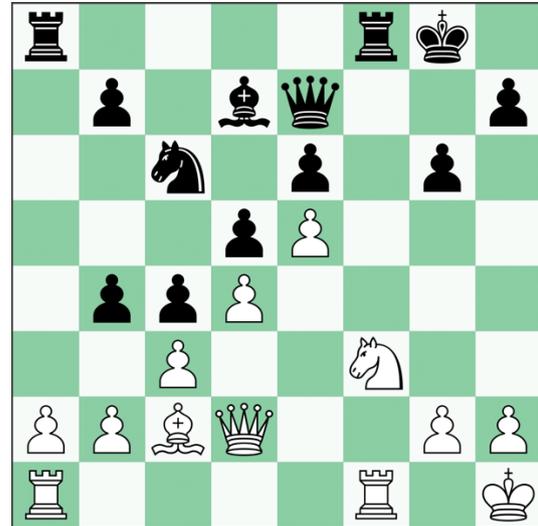


analysis

21. ♘f6+!! gxf6 [21... ♔h8 22. ♘xd7 wins] 22. exf6 ♔f7 23. ♖f3! and there is no escape for the black king.

16...c4 17. ♙c2 b4 18. ♘g5! g6 19. ♘f3?!

White should probably have just admitted his mistake on move 16 and played 19. ♔g1!?



► 19

19...bxc3 20. bxc3 ♘d8??

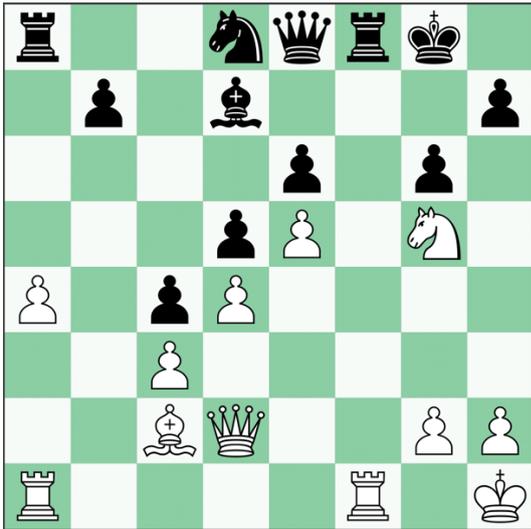
Black would have been fine after 20...b5!?, with counterplay based on ...b4 and possibly then ...♘b4. White's bishop is just as bad as black's.

21. a4

White wisely prevents ...b5.

21... ♔e8 22. ♘g5!?

The engine strongly advocates 22. a5! but against a human opponent this is much better.



► 22

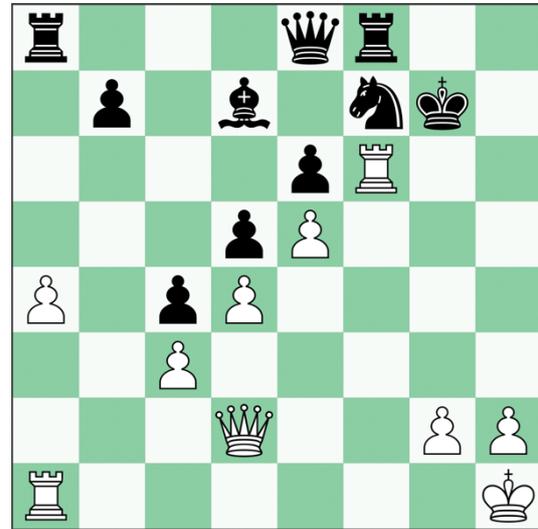
22... ♞f7?

Everyone knows that when your opponent plays an unexpected move the first thing you should do is try to work out what he or she is up to. In this case it's pretty clear that the reason for putting the knight back on g5 was so it could capture on h7. Black understandably wants to swap off pieces to relieve the pressure, but 22... ♞f7? fatally blocks the queen's defence of g6. 22... ♖xf1+ or 22... ♙xa4! were better ways to exchange.

23. ♞xh7!!

It takes *Stockfish 11* a little while to work out that this is crushing, and much better than the positively wimpy 23. h4?!

23. ♞xh7 24. ♙xg6+ ♔xg6 25.
♖f6+ ♞g7



▷ 26

26. ♖af1!

When you have a choice of two paths to victory, always take the simpler one. White could have played 26. ♙f4 here, but the lines after 26... ♞xe5!? would have been much harder to visualise.

Now white doesn't have to calculate – black is helpless.

26... ♖h8

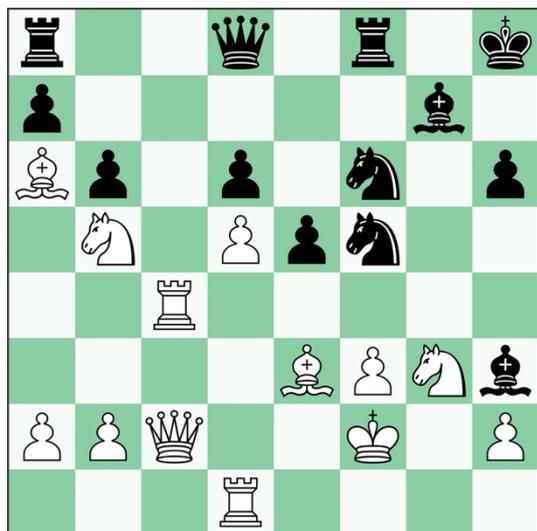
Now black's 26... ♞xe5 trick doesn't work, because of 27. ♙h6+ with mate in a few moves.

27. ♙f4 ♞h6 28. ♙g5+

1:0

Tactics

Easy



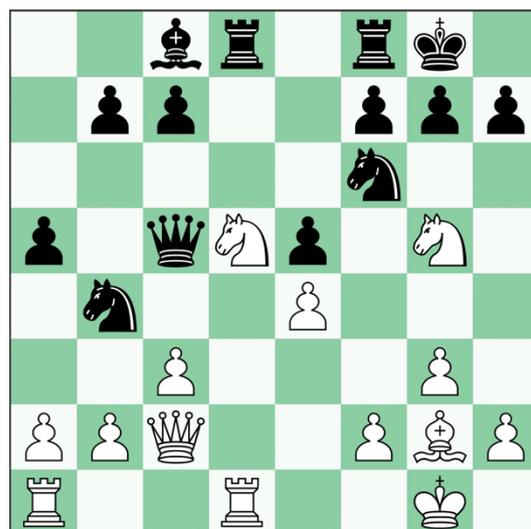
1 ▶24

Black to move and win.



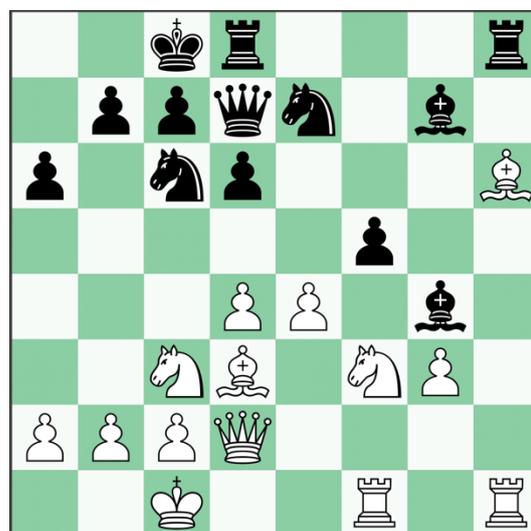
2 ▶19

White to move and win.



3 ▶18

Black, a rapidly-improving British junior player, has just played 17...♞b4, exploiting the pin on the pawn on c3. How can white extricate himself?



4 ▶19

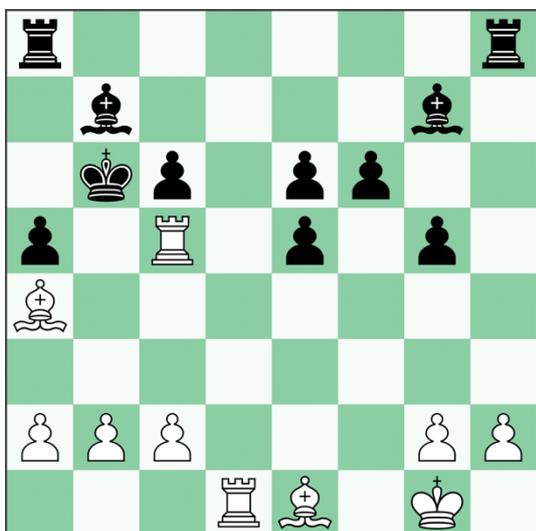
White has just captured on h6. How should black respond?

Difficult



5 ▷17

Black has just played 16... ♖xh3.
Should white take the bishop?



6 ▷27

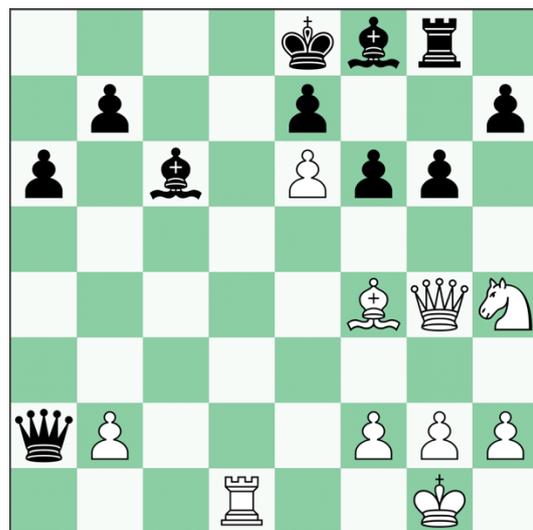
White has sacrificed a pawn for an impressive attack, but how can he finish black off?



7 ▶14

Who is winning?

Calculate the consequences of the counterpunch 14... ♘d7 15. ♖xe7 ♘xe5.



8 ▷22

This looks like the sort of position where white must have *something*, right? But can you find it?

The solutions are on pages 74 to 78.

Outrageous openings

1. e4 e5 2. ♔h5

C 20

Derek Roebuck

White's second move may be one of your earliest memories of playing chess, and indeed it has a long history. Openings are given names as a useful shorthand for the sequence of moves, and this seems appropriate for most. But a sequence of 1½ moves doesn't really need a name. Some people call it the Danvers opening, but it appears that this name was conferred by Dr Elmer E. Southard, an early adherent, who worked at the State Lunatic Hospital at Danvers, Massachusetts, and might reasonably be considered offensive.



Dr Elmer Ernest Southard and Dr Myrtelle M. Canavan at work in the laboratory

² Bronstein D. *200 open games*. London: B.T. Batsford, 1974

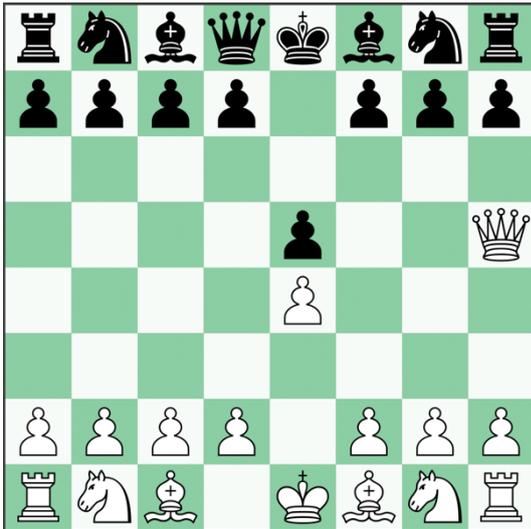
In the 21st century, 1. e4 e5 2. ♔h5 has been played by Magnus Carlsen and Hikaru Nakamura, so maybe it is not too bad. (Although Nakamura has also played 2. ♔e2, so you have been warned.)

I recently found my old copy of David Bronstein's *200 open games*², which I hadn't looked at for over 40 years. Here's what the world championship contender had to say about 2. ♔h5:

It is illogical to bring the queen into the game early on: the opponent's pawns and minor pieces immediately begin pursuing her, and whilst she is running from square to square, the opponent is bringing a large number of small fighting units into play quite unnoticed. A single queen is stronger than each of these units, but together they inevitably force the queen to flee, and she will be happy if she can escape alive and unharmed.

This is a bit overwritten – how can a piece be “harmed” in chess? – but it's a fair summary. The problem is that general principles are a bit vague, and concrete analysis will always be better. We should at least take a look at the latter.

I have no wish to encourage you to play this opening as white, except perhaps for the occasional bit of fun, but if as black you habitually play 1...e5 in reply to 1. e4 you should remember a basic scheme of how to deal with it.



1

▶2

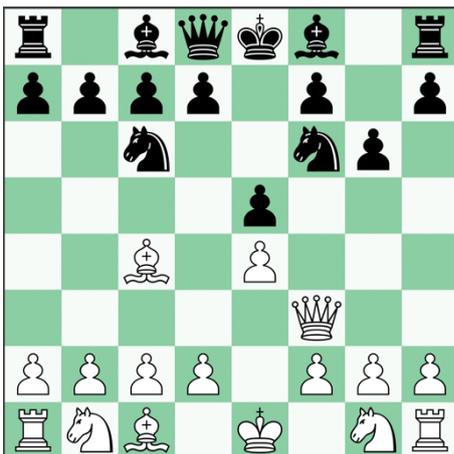
2... ♖c6

2...d6 is unnecessarily passive, and not worth further examination. 2...♘f6 is a poor response, sacrificing a pawn for no good reason³.

3. ♙c4

Every white player will try this on.

3...g6 4. ♙f3 ♘f6



2

▷5

5. ♘e2

³ Wind M. Ein Gambit gegen 1. e4 e5 2. Dh5!? *Kaissiber* 2008; (30): 44-47.

This discourages ...♘d4, which is the reply to most of white's other moves: (1) 5. d3 ♘d4! 6. ♙d1 d5! 7. exd5 b5 8. ♙b3 a5 9. c3 a4 is simply awful for white.

(2) 5. ♘c3 ♘d4! 6. ♙d1 c6, with the idea of ...♙g7 and ...0-0, gives black a handy advantage.

(3) 5. ♙b3? ♘d4! 6. ♙xf7+ ♙e7 7. ♙c4 c6, and black is close to winning.

5... ♙g7 6. ♘bc3 d6 7. d3 0-0



3

▷8

8. h3

If white plays 8. 0-0, black can try 8...♘h5!?, preparing ...♙e6.

8... ♙e6 9. ♙g5 h6 10. ♙e3

10...a5!? discourages white from castling queenside. The engines give black a half-pawn edge.

Conclusion

White's primitive opening is not to be feared. With careful play, black can gain a microscopic advantage.

Rook versus pawn, part 2

♖ 0/b

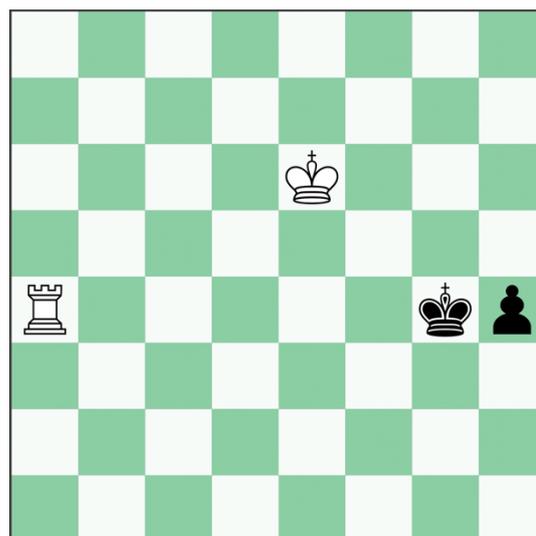
Derek Roebuck

Playing black

1. Do not let the king and pawn become separated, especially by a cut-off on a rank.
2. Use shouldering to prevent the approach of the white king.
3. Avoid moving the king in front of the pawn, even if it is on the seventh rank, unless you have no choice, or are shouldering the white king, or playing for stalemate with an h-pawn.
4. Remember the idea of using the white king to shelter from check.
5. Look out for stalemate chances with g- and h-pawns.
6. Remember how to play the underpromotion draw.

Shouldering

It is important for black to keep the white king away from the pawn for as long as possible. In part 1 we saw an unsuccessful attempt at shouldering (diagram 5). In diagram 8, black succeeds with an unlikely-looking king retreat.

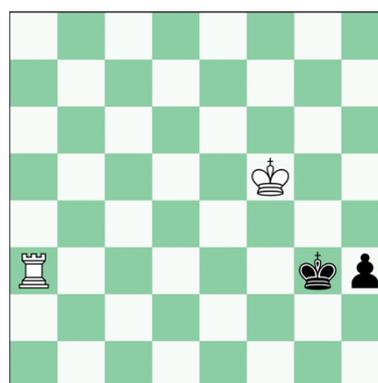


8 Shouldering



1...♔g5!!

Black takes advantage of the poor position of white's rook. Not 1...♔g3? 2. ♔f5 h3 3. ♖a3+



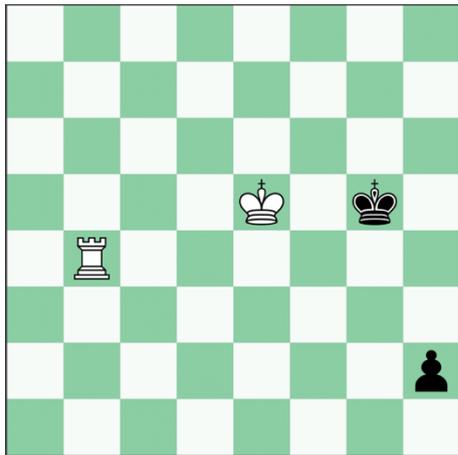
analysis

3...♔h4 [3...♔g2 4. ♔g4! is the winning method from diagram 2 in part 1] 4. ♔f4 h2 5. ♖a1 ♔h3 6. ♔f3 ♔h4 6. ♖b1 ♔h3 7. ♖h1, when white wins the pawn.

2. ♔e5 h3 3. ♖b4

3. ♔e4 comes to effectively the same thing after 3...h2 4. ♖a1 ♔g4. White can also try 3. ♖a8 ♔g4 4. ♔e4 ♔g3 5. ♔e3, but then black draws with 5...♔g2!, as we will see in diagram 10.

3...h2



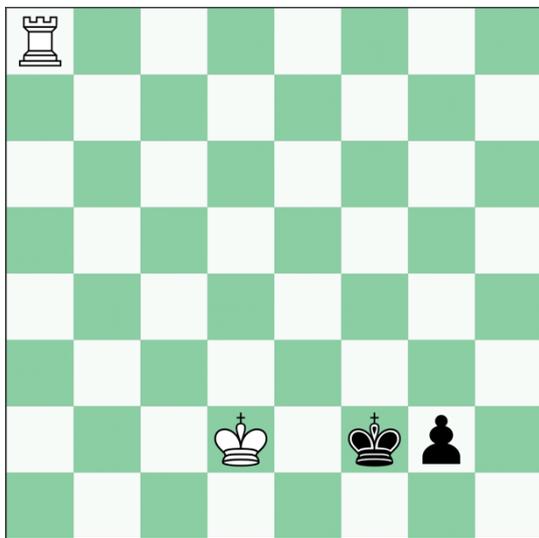
8a Shouldering



4. ♖b1 ♔g4 5. ♚e4 ♚g3

Black draws comfortably, as the white king cannot approach the pawn.

Pawn on the seventh rank



9 Don't obstruct the pawn



1. ♖f8+ ♔g3!

This is absolutely crucial. Black cannot play 1...♔g1??, because after 2. ♔e2 ♔h2 3. ♖h8+ white will

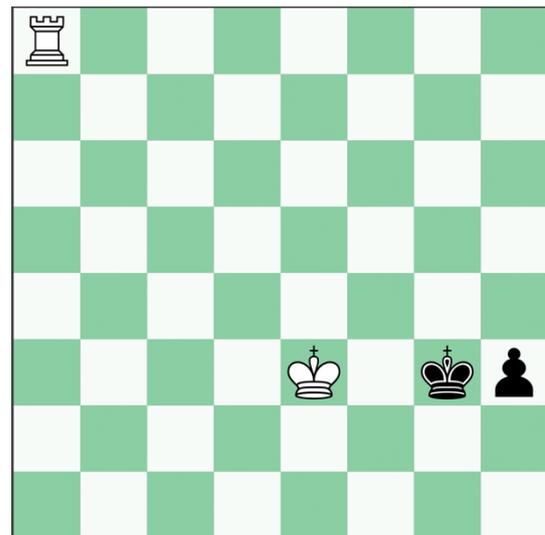
follow up with 4. ♖g8 and 5. ♔f2 and win.

2. ♖g8+ ♔f2

White cannot win the pawn, so will have to repeat moves.

Drawing with an h-pawn

Black can draw with a sufficiently advanced h-pawn, but only if he or she knows the correct method. In diagram 10, white to move would win with 1. ♖g8+ ♔h2 [1...♔h4 2. ♔f4] 2. ♔f3 ♔h1 3. ♖h8 h2 4. ♖e8 ♔g1 5. ♖e1#.



10 The h-pawn draw



If black is to move, however, it is a draw:

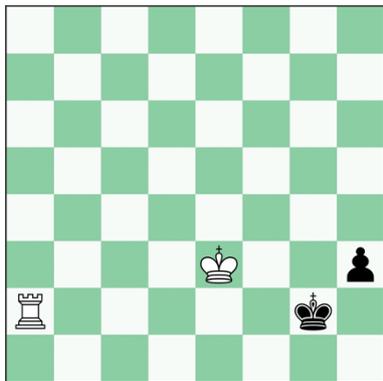
1...♔g2!!

Black must not push the pawn!

1...h2?? 2. ♖g8+ ♔h3 3. ♔f2! wins after 3...h1♔ 4. ♖h8+ or 3...h1♚+ 4. ♔f3 ♔h2 5. ♖g7.

2. ♖g8+

Black must also know the only way to draw after 2. ♖a2+!?

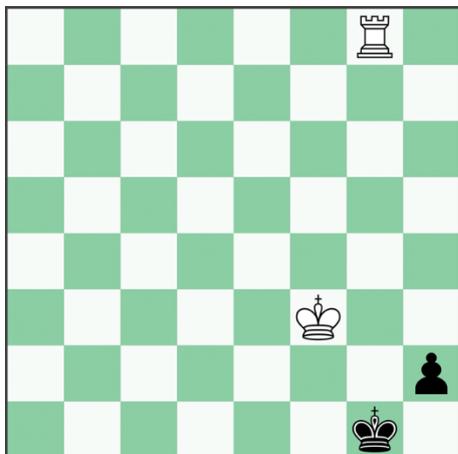


analysis

Black has to play 2... ♔g3!□, because 2... ♔g1?? and 2... ♔f1?? lose to 3. ♔f3, and 2... ♔h1? loses to 3. ♔f2 ♔h2 4. ♖a3 ♔h1 5. ♖xh3 mate.

2... ♔f1! 3. ♔f3 h2 4. ♖h8 ♔g1 5. ♖g8+

White has one last try.



10a The h-pawn draw ▶

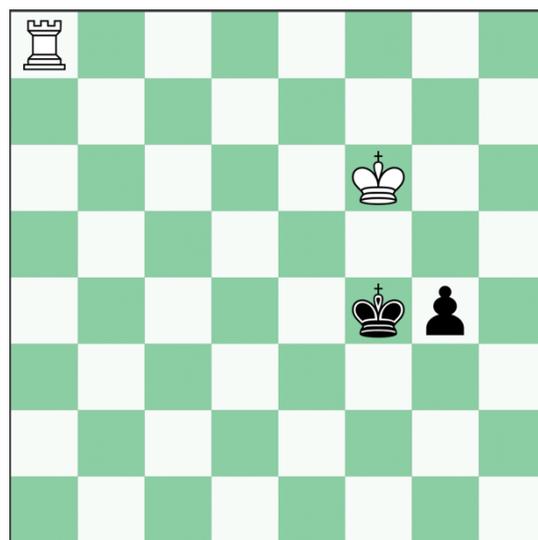
5... ♔f1!

The automatic 5... ♔h1?? would lose to 6. ♖a8 ♔g1 7. ♖a1 mate.

6. ♖h8 ♔g1 7. ♖g8+ ♔f1

The underpromotion draw

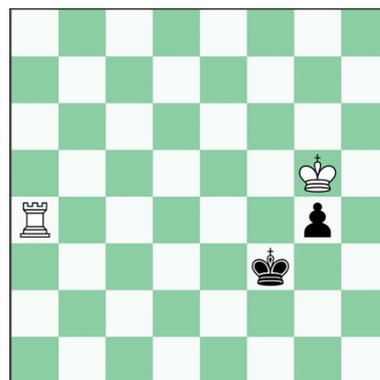
White doesn't always win after black underpromotes to a knight. Diagram 11 is like diagram 2 (see part 1), except that now black has a g-pawn, not an h-pawn. White's rook is poorly placed and must give checks from the side.



11 Underpromoting a g-pawn ▶

1. ♖a4+ ♔f3 2. ♔f5

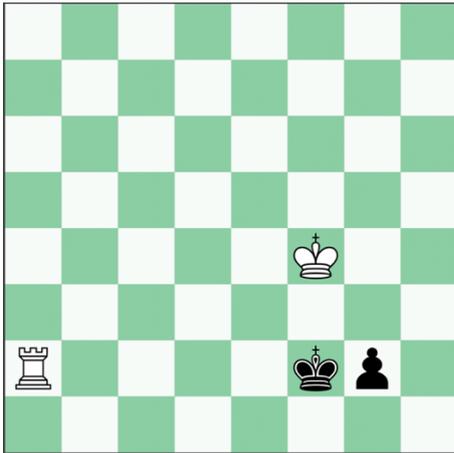
White doesn't have time to go around the pawn with 2. ♔g5.



analysis

Here 2...g3 3. ♔h4 g2 draws easily.

2...g3 3. ♖a3+ ♔f2 4. ♔f4 g2 5. ♖a2+

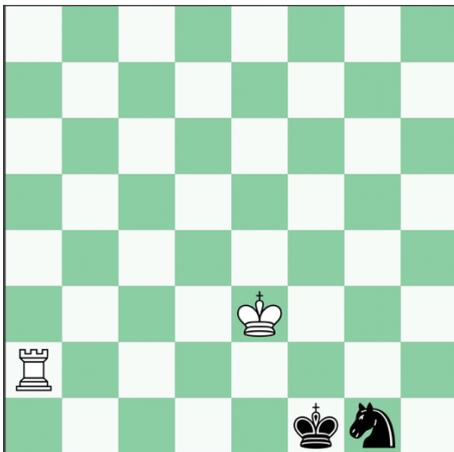


11a

5... ♔f1

Actually, with a g- (or b-) pawn black can draw more simply with 5... ♔g1 6. ♔g3 ♔h1 7. ♖xg2 stalemate. But you need to underpromote when you don't have a g-pawn.

6. ♔f3 g1 ♞+ ♚ 7. ♔e3

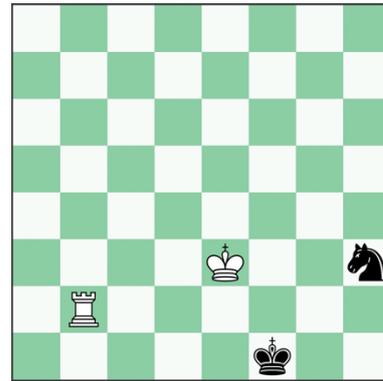


11b

Unlike with the underpromotion of an h-pawn, this ending is drawn, although precision is required. The general idea is to keep the knight close to the king, and repeat moves.

7... ♞h3 ♚ 8. ♔f3

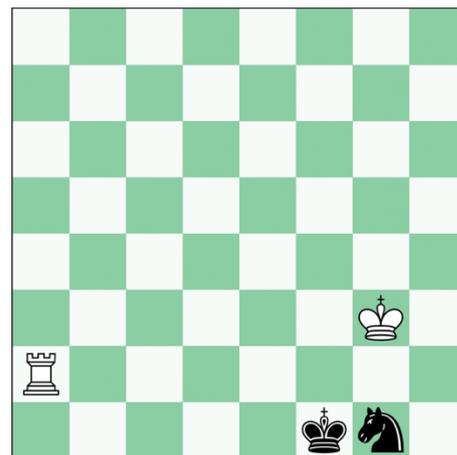
White cannot make progress by waiting with 8. ♖b2.



analysis

8... ♞g1 ♚ [not 8... ♞g5??, because after 9. ♖f2+ ♔g1 2. ♖f5! white wins] 9. ♖f2+ ♔e1 10. ♖g2 ♔f1.

8... ♞g1+ 9. ♔g3



11c

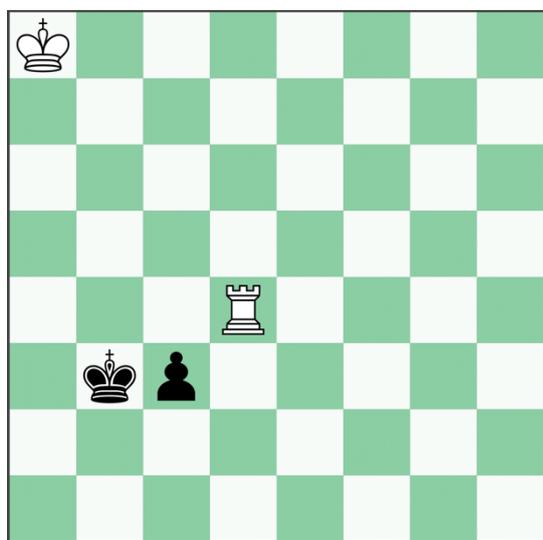
9... ♞e2+ 10. ♔h2 ♔e1

White may play on for a few more moves, but as long as black is careful the result will be a draw.

The Saavedra position

This is one of the most famous chess studies of all time. The version in diagram 12 is a modified form of Fernando Saavedra's correction⁴ of a composition by G.E. Barbier.

Barbier's study was in turn based on the game R. Fenton – W. Potter, England 1875. Here it is black to move and mate in 26.



12 The Saavedra position ▶

1...c2

White's first few moves are clearly forced.

2. ♖d3+ ♔b4!

If 2...♔c4? white plays 3. ♜d8! and draws after 3...c1♔ 4. ♜c8+.

3. ♜d4+ ♔b5 4. ♜d5+!?

This is definitely white's best chance in a game against a human. The tablebase indicates that against best play he can survive a little longer with

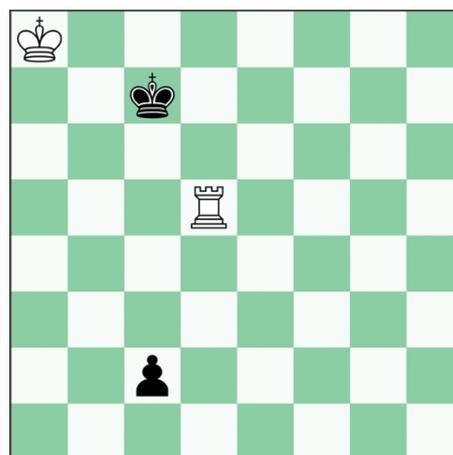
4. ♔b7 c1♔ 5. ♜d5+ (this is the "mate in 26" bit).

4...♔b6 5. ♜d6+ ♔c7

Black has successfully ruled out any chance of a skewer on the c-file.

6. ♜d5

Once again the tablebase points out a longer path to defeat with 6. ♜f6 c1♔ 7. ♜f7+. Although it's true that white might survive with rook against queen in a club-level game, 6. ♜d5!? gives him the chance of a truly outrageous swindle.



12a ▶

6...c1 ♜!!

Threatening 7...♜a1# and avoiding the trap 6...c1♔?? 7. ♜c5+ ♔xc5 stalemate (like diagram 1 in part 1).

7. ♜a5 ♔b6!

And black wins, because white must give up the rook to prevent mate with 8...♜c8.

⁴ Glasgow Weekly Citizen 1895 May 18 and 25

“Triple repetition”

FA Andrew Hardegen
Derek Roebuck

“Triple repetition”, or more accurately *threefold appearance*, is a minefield for the unwary player.

History of the rule

The original, rather vague, rules have been reviewed by Edward Winter:

<http://www.chesshistory.com/winter/extra/repetition.html>

The current rules

These are clear, but appear not to be well understood by most club players.

Article 9.2

- 9.2.1 The game is drawn, upon a correct claim by a player having the move, when the same position for at least the third time (not necessarily by a repetition of moves):
- 9.2.1.1 is about to appear, if he first writes his move, which cannot be changed, on his scoresheet and declares to the arbiter his intention to make this move, or
- 9.2.1.2 has just appeared, and the player claiming the draw has the move.

“Triple repetition” is actually a misnomer. The first repetition produces the same position for the second time, so actually the second repetition produces the third appearance.

Repetition of position, not repetition of moves

Note that the rule refers to the triple appearance of a *position* – the exact sequence of moves between the repetitions is irrelevant. This is the first potential mistake that club players sometimes make.

How to claim a draw

The second mistake is actually playing the move that causes the third repetition. You are only permitted to claim a draw when it is your turn to move, so if you are trying to get a draw under this rule you will usually be claiming (under Article 9.2.1.1) that the third repetition is *about* to occur. You must *not* play the move, just write it on your scoresheet, stop the clocks, and summon the arbiter. If your claim is found to be incorrect, you must then play the move you have written down, two minutes will be added to your opponent’s clock (you do, of course, get any increment for playing a move) and the game continues.

According to the rules, a claim of a draw in this manner is also considered to be a draw offer, which your opponent is entitled to accept even if the claim is incorrect (Article 9.1.2.3),

but presumably if that's what he or she wanted then you would have just shaken hands in the first place.

The same position

So what constitutes "the same position"? Originally this was simple. For example, the 1952 version of the FIDE rules (as revised in 1953) stated that two positions are the same "if men of the same kind and color occupy the same squares".

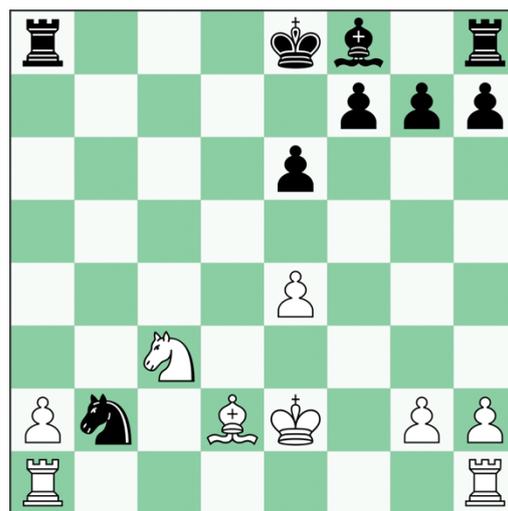
The current rules are more complicated, but at least the definition is explicit:

9.2.2 Positions are considered the same if and only if the same player has the move, pieces of the same kind and colour occupy the same squares and the possible moves of all the pieces of both players are the same. Thus positions are not the same if:

9.2.2.1 at the start of the sequence a pawn could have been captured en passant

9.2.2.2 a king had castling rights with a rook that has not moved, but forfeited these after moving. The castling rights are lost only after the king or rook is moved.

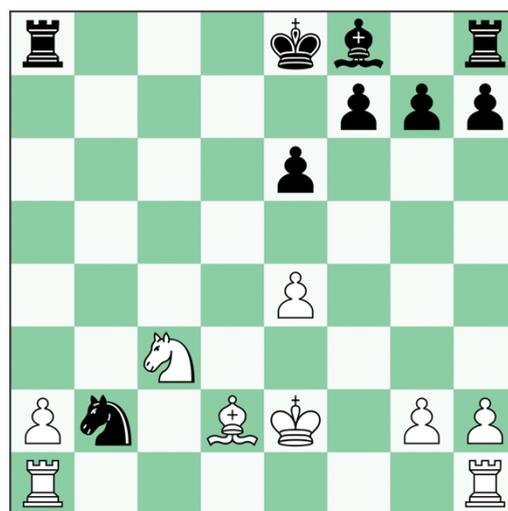
You may be thinking that this is over-complicating things, but the circumstances described in Article 9.2.2.2 actually occurred in the game A. Karpov – A. Miles, Tilburg 1986.



1

▷22

22. ♘b5 ♜a4 23. ♘c3 ♜a8 24. ♘b5 ♜a4 25. ♘c3 ♜a8



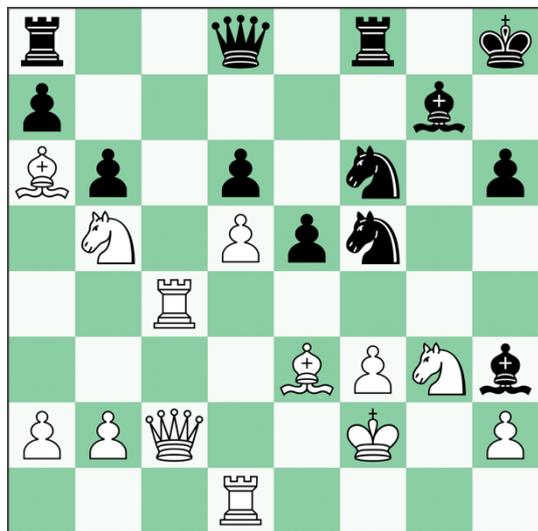
2

▷26

Here Karpov summoned the arbiter, announced his intention to play 26. ♘b5, and claimed a draw. The claim was refused on the basis that the first position (diagram 1) was not the same as the second and third, because black originally had the right to castle queenside, but he lost this after 22... ♜a4. (The players agreed a draw anyway.)

Tactics

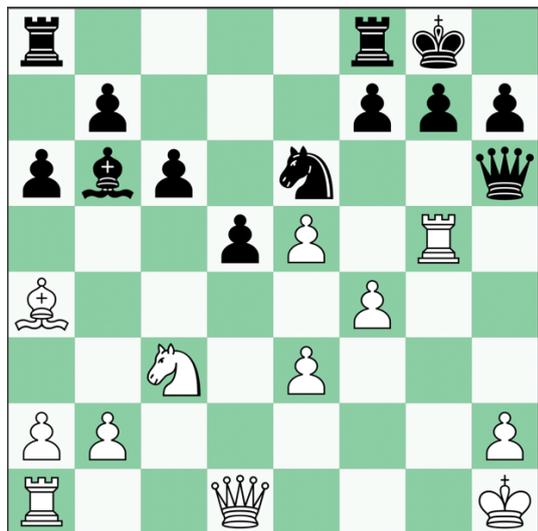
Solutions



1 ▶24

Al Harvey – Mark Warriner, USA 1991

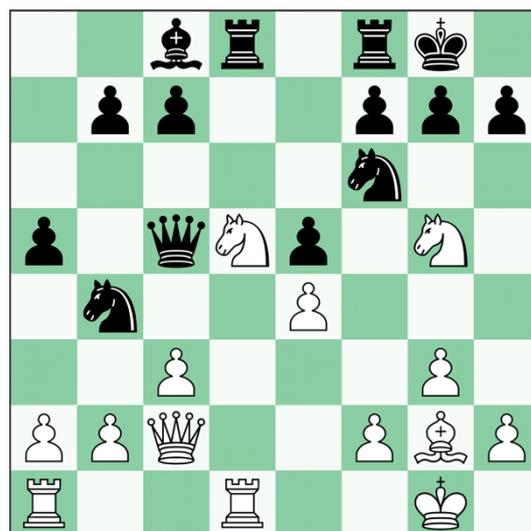
24... ♖g4+ 25. fxg4 ♜d4+ 26. ♔g1
♜xc2 27. ♜xc2 ♙xg4



2 ▶19

Kevin French – Kendrick Sheperd,
USA (Southern Indiana Open) 2018

19. ♜h5! ♙g6 20. ♙c2



3 ▶18

Tony Burrus – Theodore Slade,
USA (Orlando Sunshine Open) 2017

18. cxb4!!

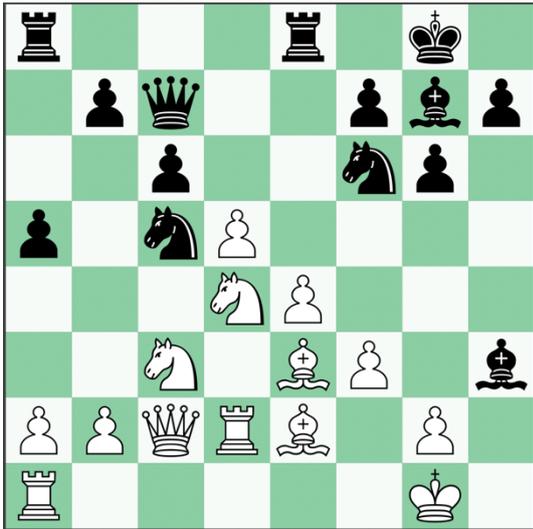
White wins a piece, because now
18... ♙xc2?? loses to 19. ♞e7+ ♔h8
20. ♞xf7+! ♜xf7 21. ♜xd8+ with
mate. In the game white missed this
idea, played 18. ♙b3?, but still won.



4 ▶19

Richard Lilly – Wallace Sheridan,
Australia 2021

19... ♙xf3! 20. ♜xf3 ♞g8!



5 ▷17

Ihsan Ferozkohi – Mark De Groen,
Australia 2021

White must not take the bishop: 17.
gxh3? ♔g3+ 18. ♔f1 ♔xh3+ 19.
♔f2.



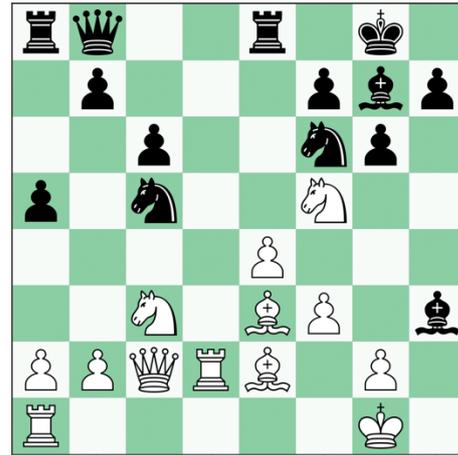
analysis

Now 19...cxd5 followed by 20...dxe4
clearly favours black. Instead, white
played:

17. d6! ♔xd6 18. ♞f5!

Double check on the queen! Now
18...♔e5 would be met with 19. f4.

18...♔b8



5a ▷19

19. ♞xc5

19. ♞d6! is also winning, but this is
simpler.

19...gxf5 20. ♞d6 ♔a7+ 21. ♔h1
fxe4 22. gxh3



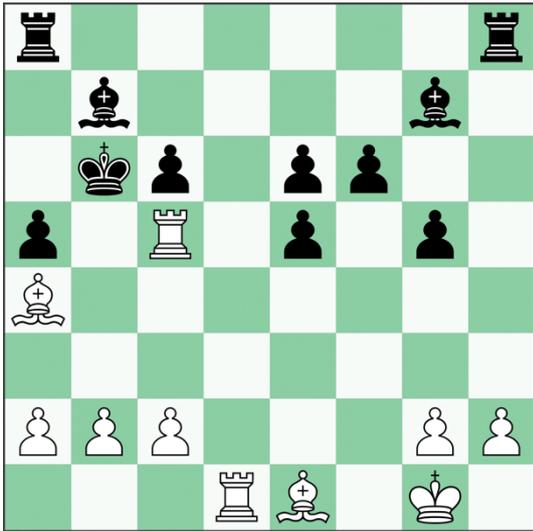
5b ▶22

22...exf3

22...♔e3 23. ♞h2 exf3 24. ♞d3!
holds it all together for white.

23. ♞xf3

White is winning.



6

▷27

Tim Spanton – Daniel Wright,
England (London League) 2020

27. ♖d7!

Obvious, once you've seen it.

27... ♗f8

In his estimable blog⁶ Tim Spanton shows that the two alternatives are nearly as pretty as the game itself:

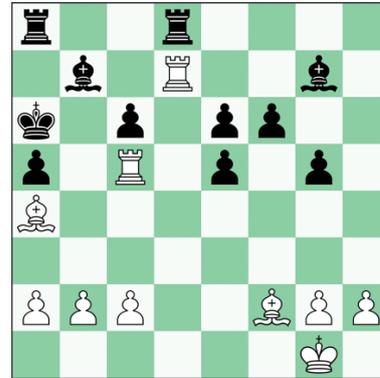
(1) 27... ♔xc5 28. ♗f2+ ♔b4 [28... ♔c4 29. ♗b3+ ♔b5 30. a4+ ♔a6 31. ♗c4#].



analysis

29. ♖xb7+! ♔xa4 [29... ♔c4 30. ♗b3#] 30. ♗c5! and mate follows.

(2) 27... ♖hd8 28. ♗f2! ♔a6 [28... ♖xd7 and 28... ♗f8 allow double checkmate with 29. ♖xc6#] and now:

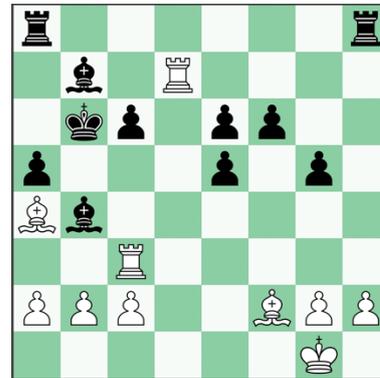


analysis

29. ♗xc6! ♗xc6 [29... ♖xd7 30. ♗xd7 ♗f8 (white was threatening a4 and ♗xe6) 31. ♖c7 a4 32. c4] 30. ♖xc6+ ♔b5 31. ♖b6+ ♔c4 32. ♖c7+ ♔d5, and now white can take the loose bishop on g7 without worrying about his back rank.

28. ♖c3! ♗c5+

28... ♗b4!? 29. ♗f2+

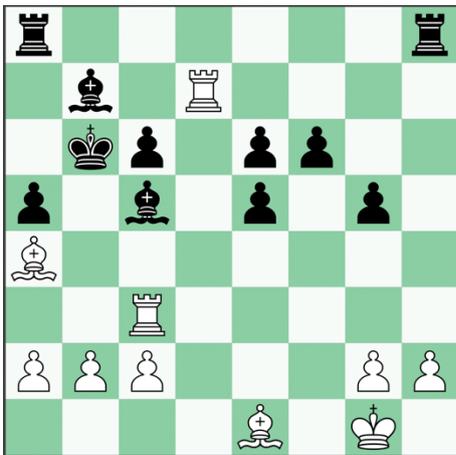


analysis

If black now traps his own bishop with 29...c5!?, his position will be hopeless after 30. ♖cd3. On the other hand, 29... ♔a6 runs into 30. ♗xc6!? [a much better move for a human than the engine's 29. ♖cd3!] ♗xc3 [not

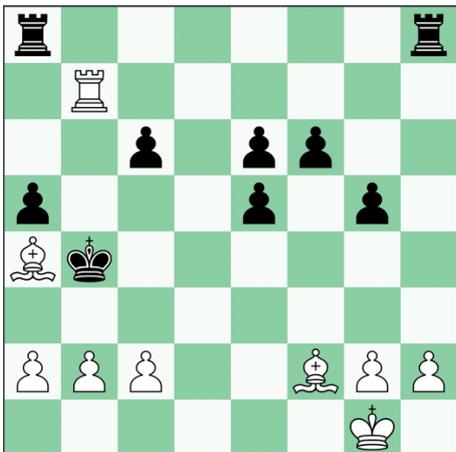
⁶ <https://beauchess.blogspot.com>

30... ♖c8 31. ♜c7!!] 31. ♘xb7+
♔b5 32. ♘xa8.



6a ▶29

29. ♜xc5! ♔xc5 30. ♘f2+ ♔b4 31.
♜xb7+



6b ▶31

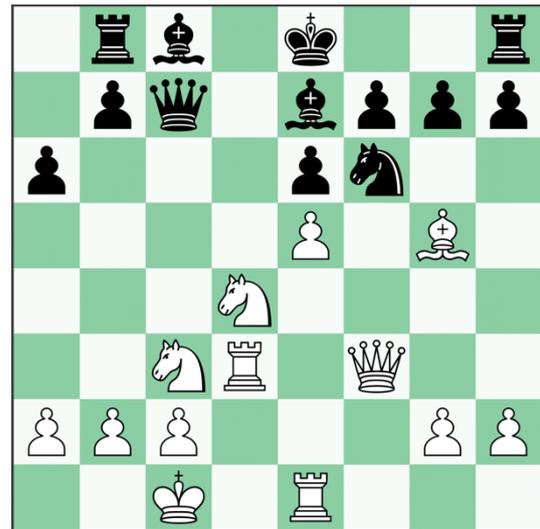
31... ♔xa4

31... ♔c4 32. ♘b3# is quite nice.

32. ♘c5!

1:0

The computer rather unkindly points out that black can delay checkmate by 32... ♜h3 33. b3+ ♜xb3.



7 ▶14

Yihe (Rebo) Fu – David Barry,
Australia (Perth Open) 2021

First things first. White is winning:

(1) After 14... ♞d5 15. ♚g3 white's threat of ♘xe7 and ♜xg7 is difficult to answer.



analysis

15... ♚d8 fails to 16. ♘xe7 ♚xe7 17. ♞f5!! and 18. ♞xd5. The engine recommends 15... ♞b4, but admits that after 16. ♜f3 white has a huge advantage.

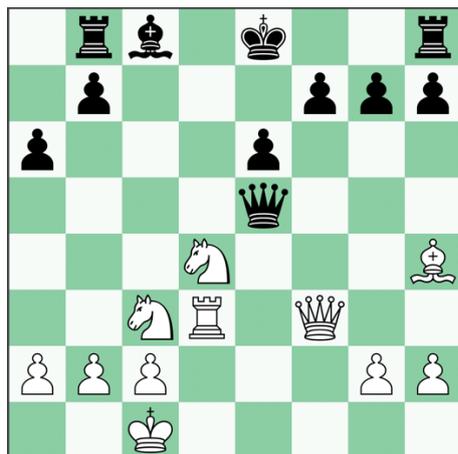
(2) 14... ♞g8 is even worse after 15. ♚g3!, when 15... ♘xg5+ 16. ♚xg5 g6 17. ♞e4 cruelly exposes black's dark-square weaknesses.

The game continued:

14... ♞d7?! 15. ♙xe7!

If you were looking at 15. ♞xe6!?, you were on the right track. 15...fxe6 [or 15... ♙xg5+ 16. ♞xg5] 16. ♙xe7 ♞xe5 17. ♚h5+ g6 18. ♜d8+! is also winning.

15... ♞xe5 16. ♜xe5 ♚xe5 17. ♙h4



7a

▶17

17... ♚xh2

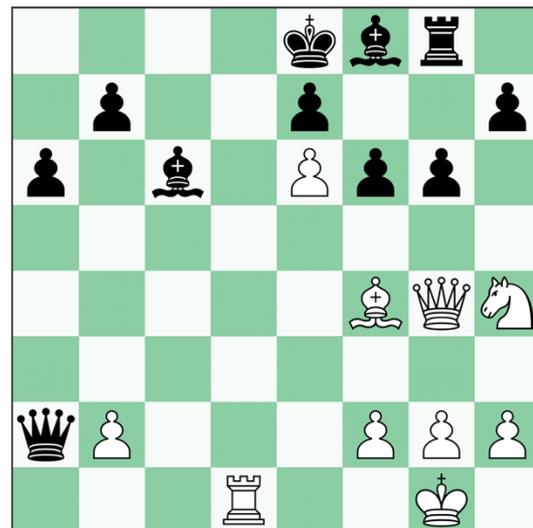
17... ♚a5 18. ♞c6!! would have been a nice conclusion.

18. ♙g3

David Barry confesses: "I thought I was getting a rook and two pawns for two pieces, but didn't notice that 18. ♙g3 also attacked my rook until after 18... ♚h6+ 19. ♙f4."

18... ♚h6+ 19. ♙f4 g5 20. ♙xb8 g4+ 21. ♚e3

1:0



8

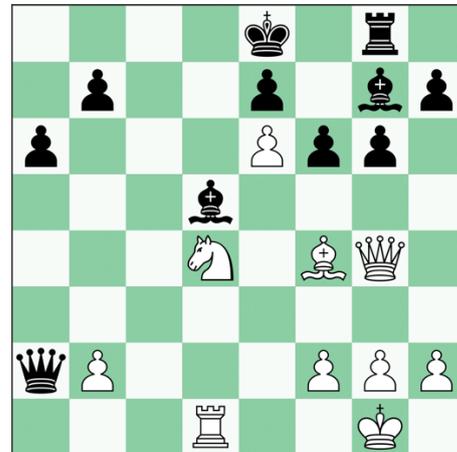
▷22

Neo Zhu – Tom Beckman, USA 2017

22. ♞f5!!

In the game, white played 22. ♙c7?, and went on to lose.

22... ♙d5 23. ♞d4 ♙g7



8a

▷24

24. ♜c1!?

Now black has to play 24... ♙xe6 25. ♞xe6 ♚f7, because 24... ♙c6 25. ♞xc6 bxc6 26. ♜xc6 and 24... ♙c4 25. b3 are even worse.



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