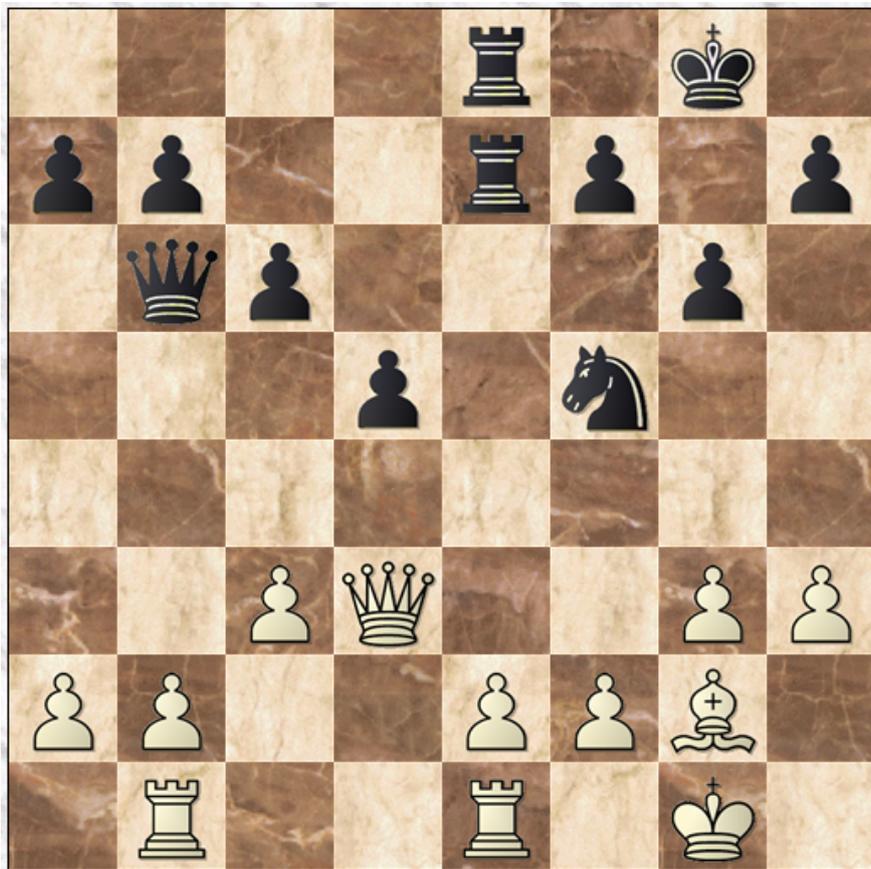


Patzer

**The magazine for the
club chess player**



**What's the best move
you ever played?**

**volume 3 number 3
April 2021**

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Welcome back to **Patzer**. In the current issue we will continue our examination of club-level opening theory with the latest parts of our reviews of the 3...♔a5 variation of the Scandinavian defence (page 84) and the ideas behind the Jobava-Prié attack (page 88).

Our cover story this issue is "My best move". This is a new section for **Patzer**, where readers show us their favourite move from their own club level games. We start on page 106 by interviewing Julian Hawthorne, of Fenton CC in England.

Have you ever wondered how many ways there are to draw a game of chess? It turns out that there are several. Stalemate is well-known, and we have already examined the 50-move rule¹ and "triple repetition"² in previous articles in our "Know the rules" series. In the latest instalment we will explain all the other relevant rules (page 111).

The strangest way to split the point, even if it's the most common, has to be the agreed draw. Is chess the only sport where this possibility exists?³

You can't imagine gladiators in the Colosseum being allowed to get away with it, can you? The rule makes sense, of course, when an agreed draw can prevent hours of pointless moves, but most often the decisions to offer and accept are based on a complex combination of factors – the position, of course, but also the clock, the relative strengths of the players, and perhaps their standings in the tournament – in a game where all three results are still possible.

Psychologists have something to tell us about this, and perhaps most importantly about "aversion to loss". Basically, humans have a tendency to value losses more than gains of an equivalent magnitude. So, if you have roughly equal positions in two games, you will be happier with two draws than with a win and a loss. If you want to maximise the number of points you score (and your rating) you can use this information: when you are uncertain whether to offer or accept a draw, don't!

Derek Roebuck

¹ **Patzer** 2020; 2(3): 99-101

² **Patzer** 2021; 3(2): 71-73

³ We will leave the question of whether chess can really be called a sport for another issue.

In test cricket the captains do occasionally agree to a draw when a decisive result is extremely improbable, but unlike in chess this is not a major part of the game.

Beating the 3... ♔a5 Scandinavian defence

B 01

Part 3: Move 6 options

Derek Roebuck

1. e4 d5 2. exd5 ♔xd5 3. ♘c3 ♔a5
4. d4 ♘f6 5. ♘f3 ♙g4 6. h3

Our mainline move is 6... ♙h5, but first we need to know how to deal with the capture on f3.

6... ♙xf3

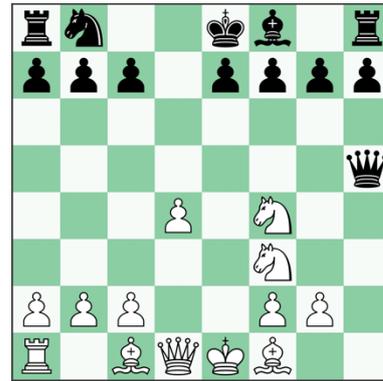
6... ♔h5? is what my former co-editor Rich Wiltshir would call a *vanity move*, and I think this is a truly wonderful concept. Black shows us just how clever he is, and in doing so achieves a lost position. You may have played one or two vanity moves yourself – I know I have.



analysis

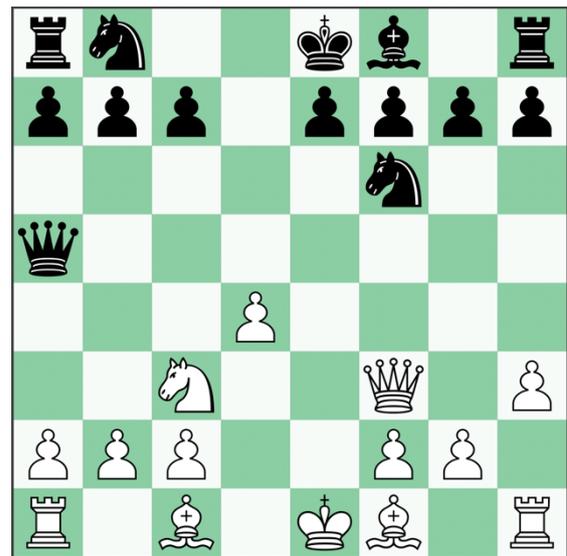
7. hxg4! ♔xh1 8. ♘e2! ♘h5 [8...g5
9. ♙xg5 ♘e4 10. ♙f4 and 11. ♔d3]
9. gxh5!? [the engine move here is

9. ♔d3!, but this is good enough for a massive advantage] ♔xh5 10. ♘f4.



analysis

- 10... ♔f5 [10... ♔g4 11. g3!? ♔d7
12. ♘e5!] 11. ♙d3 looks very strong.
7. ♔xf3



►7

7...c6

7... ♘c6 8. ♙b5! 0-0-0 9. ♙xc6 bxc6
10. ♔xc6 is, predictably, very good for white.

8. ♙d2

Now black has a couple of plausible alternatives.

8...e6?!

This allows white to try a little tactic.

9. ♞e4 ♚d8 10. ♞xf6+ ♚xf6

10...gxf6 feels wrong, and after 11. c3!? and 12. ♙d3 black is going to end up in a very passive position, whether or not he castles queenside.

11. ♚b3!?

White has time for one last trap as he tries to squeeze something from this position.

11...♚xd4?

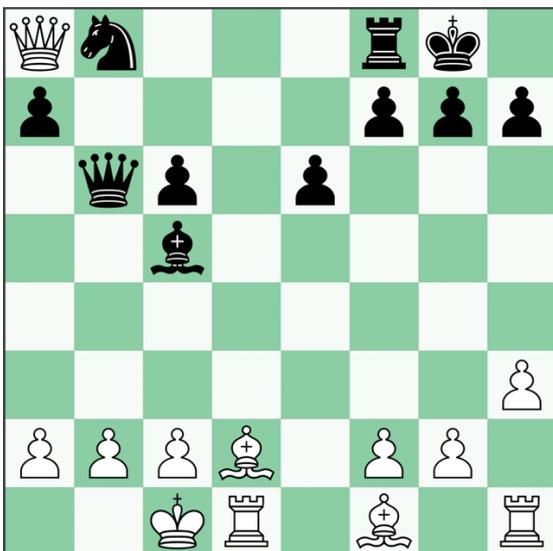
11...♚e7 would be better, but not good. White has two bishops and more space, and can play 0-0-0 and f4 with a clear advantage.

12. ♚xb7 ♚b6 13. ♚xa8!? ♙c5

13...♙b4!? 14. ♙xb4 ♚xb4+ 15. ♚e2! looks ugly, but white's king is safe.

14. 0-0-0!? 0-0

14...♙xf2?? 15. ♙a5! would be an embarrassing blunder.



▷ 15

15. b4! ♞d7

If black tries 15...♙xf2 16. b5! ♚d4 17. ♚b1 ♙e3, either 18. ♙d3 or 18. ♙xe3!? hold for white.

16. bxc5 ♞xc5 17. ♙a5! ♚xa5 18. ♚xc6

White keeps his large material advantage.

8...♞bd7

9. 0-0-0 e6 10. ♙c4



▶ 10

10...♚b6

(1) According to the engine, one of the best moves here is 10...♚d8, but it is psychologically difficult for a human to use three of his first ten moves simply to return a piece to its original square. If you are feeling "trappy" here, you should start with the standard plan of 11. g4, which apparently prepares 12. h4. Now if black plays 11...♚e7?!, which clearly indicates an intention to castle

queenside, white could innocently reply 12. ♖f4?! [12. g5! is objectively better] and if black then continues obviously with 12...0-0-0?? you can demonstrate a classic mating pattern:



analysis

13. ♙xc6+!! bxc6 14. ♜a6#. Trappy enough for you?

(2) 10... ♙c7 11. ♜he1 0-0-0 12. g4 h6 13. ♜b3 ♘b6 14. ♘e2! [the idea is to redeploy the knight to d3 via f4 or, if necessary, c1] c5 [on 14... ♜d6 white plays 15. h4, with the treat of g5, when the knight has no good retreat] 15. dxc5 ♜xc5 16. ♘f4 ♜d6. 17. ♘d3.



analysis

White will play ♜c3 and/or ♙b1, with a slight advantage. Stockfish 10 assesses this position as about +1.2.

11. ♜he1!? ♜e7

White is hoping for 11... ♙xd4?! 12. ♜xe6! fxe6 13. ♜xe6+ ♙f7 14. ♜e4!

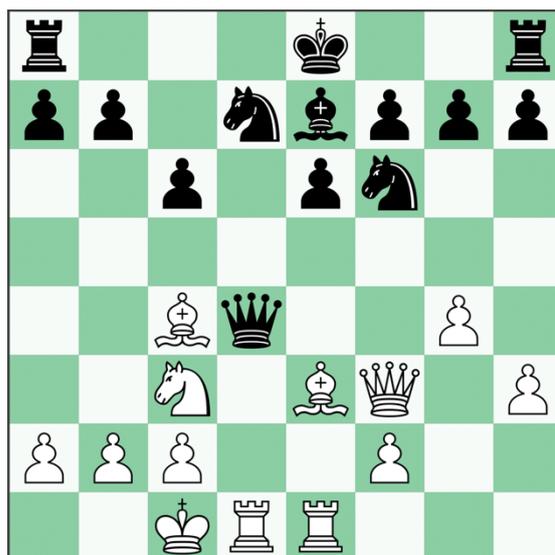
♙b6 [14... ♘e5 15. ♙f4] 15. ♜g5 [threatening ♜xd7+] ♙c7 [15... ♙g8 16. ♙f5!] 16. ♜ed4 ♙g8 [after 16... ♘e5 17. ♙f5 ♜e7 18. f4 g6 19. ♙xe5 white gets his piece back with a great position].



analysis

17. ♘b5! [I bet you didn't see this at move 11] ♙e5 [17... ♘e5 18. ♙xf6!] 18. ♙b3+ ♘d5 19. ♜xd5 cxd5 20. ♜xd5 ♙e6 21. ♘c7 [21. ♜xd7 might also be winning] ♘c5 22. ♙f3 ♙e1+ 23. ♜d1 ♙e4 24. ♘xa8 and white is two pawns up.

12. g4!? ♙xd4 13. ♜e3



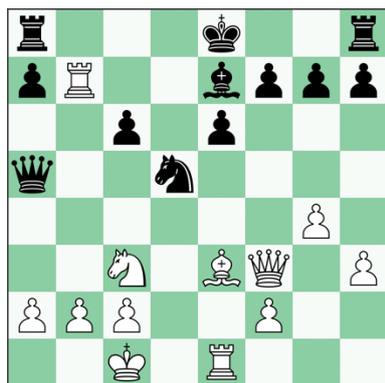
► 13

13... ♙xc4

13... ♘e5 14. ♔g3 ♚xc4 15. ♖d4 is a transposition, and 13... ♚e5? loses to 14. g5!

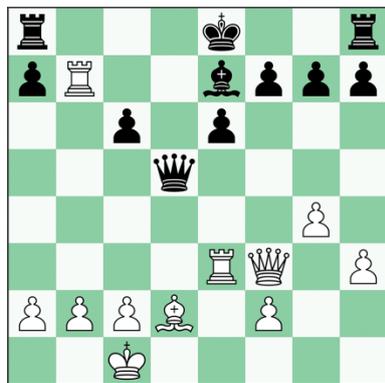
14. ♖d4 ♘e5

Black won't play 14... ♚a6 because of 15. ♖a4, and 14... ♚c5 looks all right at first, but after 15. ♖xd7 ♚a5 16. ♖xb7 ♘d5! white still has more than just an edge:



analysis

17. ♙d2!, and now 17... ♚d8 18. ♘xd5! ♚xd5 [18... cxd5 19. ♙b4!] 19. ♖e3!? is very difficult for black because of his weak a- and c-pawns.

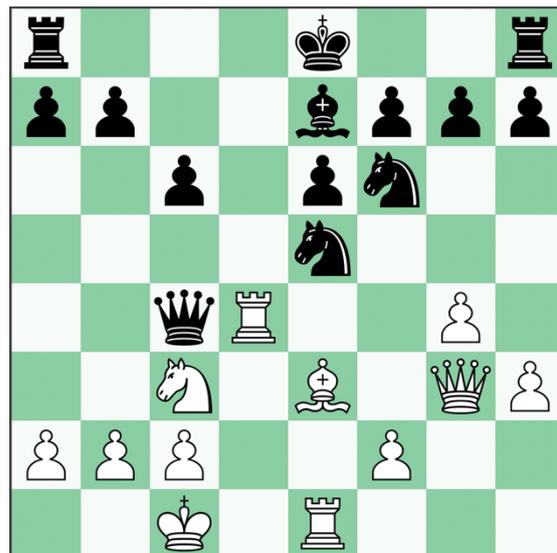


analysis

19... a5 [19... ♚xf3 20. ♖xf3 a5 is no better] 20. ♖d3 ♚xf3 21. ♖xf3, and after ♖d3 white should win.

Instead, black must find 17... ♚a6! [18. ♘d5 ♚xb7 [not 18... cxd5 19. ♖xe7+ ♙xe7 20. ♙b4+] 19. ♘xe7 ♙xe7 20. ♙c3, when white has great compensation for the exchange.

15. ♚g3



► 15

15... ♚c5

15... ♘d3+ 16. cxd3! ♚c5 17. g5!? ♘h5 [18. ♚c7 0-0! 19. ♖c4 ♙d6 [19... ♚d6 20. ♚xb7] 20. ♚d7 ♖ad8 [20... ♚e5 21. f4] 21. ♚xd8 ♚xe3+ 22. fxe3 ♖xd8 23. ♘e4!?

16. ♖d8+ ♖xd8 17. ♙xc5 ♘d3+ 18. cxd3 ♙xc5 19. ♘e4



► 19

White has a nice position, but it may not be easy to convert it to a win.

The ideas behind the Jobava-Prié attack

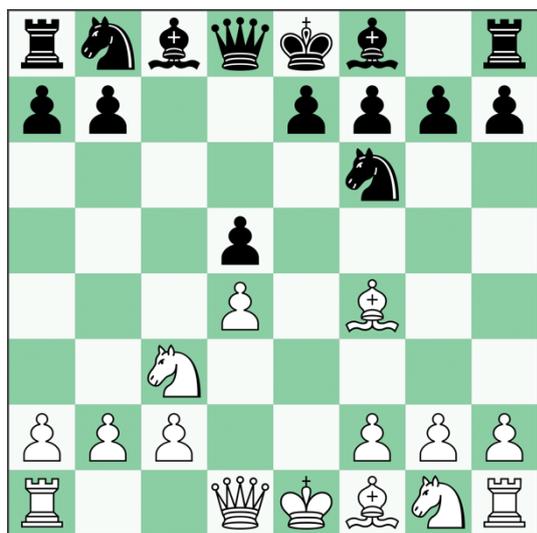
D 00

Part 2: 3...c5

Tim Spanton

After 1. d4 d5 2. ♘c3 ♘f6 3. ♙f4 black can immediately attack white's centre by playing 3...c5. This is possible because 4. ♘b5? is met by 4... ♚a5+, forcing 5. ♘c3, when 5...cxd4 will give black a definite advantage. Instead white normally plays 4. e3 [4. dxc5?! d4], supporting the d4-pawn and opening up a diagonal for his light-squared bishop.

1. d4 d5 2. ♘c3 ♘f6 3. ♙f4 c5
4. e3 cxd4 5. exd4



►5

5...e6?!

This natural-looking move has ensnared some very strong players.

Baatur Jobava (GM 2669) – Igor Kovalenko (GM 2668), Almaty (Eurasian Cup blitz) 2016, continued:

6. ♘b5 ♘a6 7. c3!? ♙e7 8. ♘f3 0-0
9. ♙d3 ♙d7 10. a4



►10

Now the Latvian GM lost patience with the annoying knight:

10... ♙xb5?!

Stockfish 10 and Komodo 10's

10... ♘h5 11. ♙e3 ♘b8, planning ...a6, seems a better try.

11. axb5 ♘c7 12. 0-0 ♙d6 13. ♘e5

White's bishop-pair and queenside pressure gave him a large advantage, which he converted in 61 moves.

The fact that black may well play 5...a6 anyway is one reason why 3...a6 is popular at the highest levels (see Part 1 of this series).

1. d4 d5 2. ♘c3 ♘f6 3. ♙f4 c5
4. e3 cxd4 5. exd4 a6

6. ♙d3!?

We are following **S. Tologontegin – O. Korneev**, Chelyabinsk 2019. Here 6. ♘f3 is overwhelmingly more popular, but the text move has been Jobava's choice, and has also been played by Magnus Carlsen.

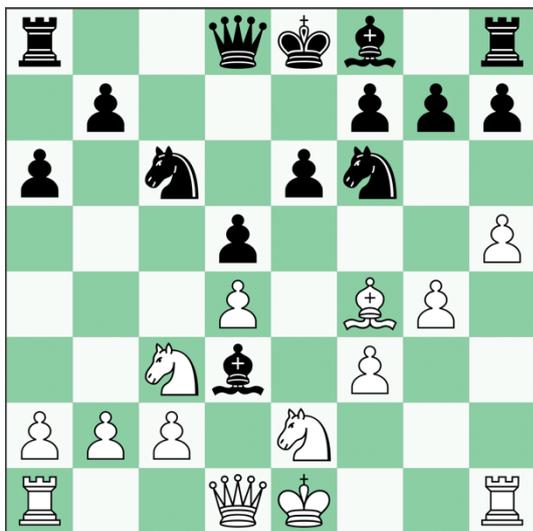
6... ♘c6 7. ♘ge2

Carlsen played the eccentric-looking 7. ♘ce2 in a 2016 rapid game. The text avoids a pin from black's light-square bishop, which suddenly looks short of decent squares.

7... ♙g4!?

Here Ruslan Ponomarev shut his light-squared bishop in with 7...e6 against Jobava in a 2016 Olympiad loss. The problem with the text, however, is that the bishop becomes a target for white kingside expansion.

8. f3 ♙h5 9. h4 ♙g6 10. g4 e6 11. h5 ♙xd3



▷12

12. ♙xd3

Taking with the c-pawn, as seen in Carlsen – Nakamura in Part 1, is not appropriate here as white would not have a mobile centre, and the isolated d-pawns would be weaknesses.

12...h6 13. 0-0-0

Better than the ♙f2?! seen in a similar position in Part 1. One of the attractions of the Jobava-Prié for an attacking player is that white often gets to castle long in relative safety, while black is unsure whether to castle short, where he or she faces an imminent pawn-storm, or to keep the king in the centre, when his or her pieces may lack coordination.

13... ♙d6 14. ♙e3 ♘a5 15. b3



▶15

15... ♖c8!?

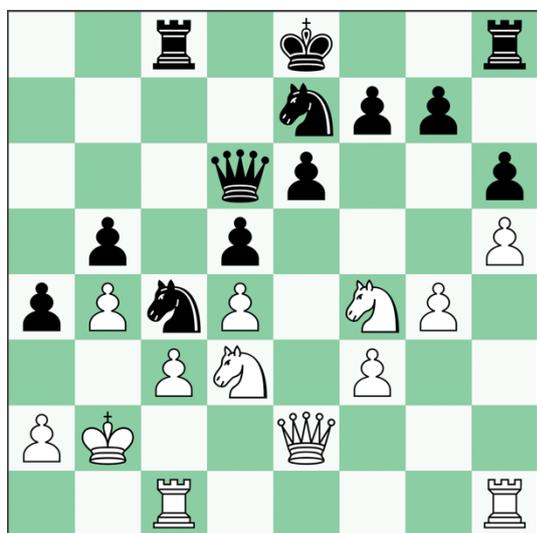
Korneev is the first to vary from B. Jobava – L.-D. Nisipeanu (GM 2657), Spilimbergo 2018, which continued 15... ♙xf4 16. ♘xf4 ♖c8 17. ♘ce2

♔d6 18. ♘d3 0-0 19. ♔b1, when the engines prefer white, but in the game black's queenside attack triumphed.

16. ♔b1 ♘c6 17. ♙xd6 ♚xd6 18. ♘f4 b5 19. ♘d3 ♘d7 20. ♘e2 ♘e7 21. c3 a5 22. ♚c1 a4!?

Komodo 10's choice, but it allows White to lock up the queenside.

23. b4 ♘b6 24. ♘ef4 ♘c4 25. ♚e2 ♘a3+ 26. ♔b2 ♘c4+



▷27

27. ♔a1

White declines to see if his GM opponent is happy with a draw – Tologontegin believes he is better, or at least that he has the safer king.

27... ♘c6 28. ♚hg1 ♚e7 29. ♚ce1 ♚d8 30. ♚f2 0-0

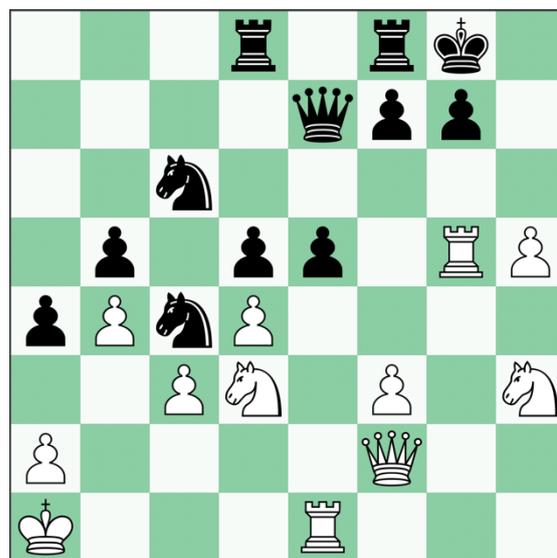
Black castles at last, and so gets his king's rook into play. But unless he can engineer a sacrificial breakthrough on the queenside, which seems unlikely, the best he can

apparently hope for, barring a blunder from white, is a draw.

31. ♘h3 e5!?

Seeking central counterplay before white organises a kingside attack. The engines suggest 31... ♚f6, but after 32. f4 the storm clouds are gathering.

32. g5 hxg5 33. ♚xg5



▶33

33...e4?

Komodo 10 reckons 33... ♚e6 holds, but *Stockfish 10* continues 34. dxe5!, when the engines agree white is much better, for example 34... ♚xh3 35. ♘f4 ♚c8 36. ♚g3 ♔h8 37. ♘g6+! ♔g8 (forced), and now the simple 38. ♘xf8 is good enough for a large advantage, although *Stockfish 10* reckons 38. ♘h4!?

Stockfish 10's suggestion of 33... ♔h8 is perhaps best, although white is clearly for choice, for example after 34. ♚h4.

34. fxe4 dxe4 35. ♔g2?

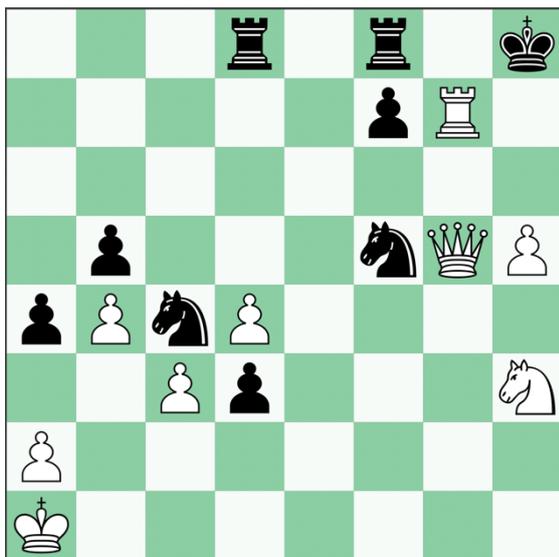
The engines' 35. h6 g6 36. ♖xe4! is very strong, as black gets mated after 36...♔xe4? 37. ♔f6 ♔h1+ 38. ♖g1 etc. 35. ♖eg1 is also winning.

35...exd3?

35...♔f6 seems to hold, as 36. ♖f1? runs into 36...♔h6, when black threatens a fork on e3, as well as capturing the d3 knight, and 37. ♔xe4 is met by 37...♘d2.

36. ♖xe7 ♘xe7 37. ♖xg7+ ♔h8 38. ♔g5 ♘f5?

This lets white mate, but the engines' 38...♖d6 offers only limited hope.



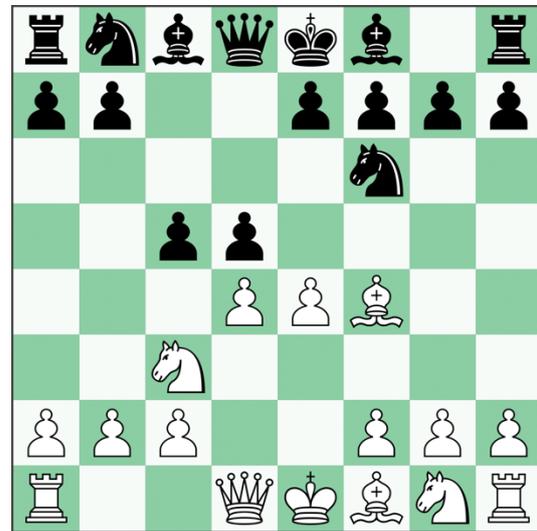
▷39

39. ♔xf5! ♔xg7 40. h6+ ♔xh6 41. ♔f6+ ♔h7 42. ♘g5+ ♔g8 43. ♔h6

1:0

Quite a demolition job by white, and a fine advertisement for the Jobava-Prié, with the only obvious blemish being the error at move 35.

1. d4 d5 2. ♘c3 ♘f6 3. ♖f4 c5
4. e4



►4

White has a radically sharper, but little-known, way of meeting 3...c5 that is reminiscent of the Albin countergambit, but with colours reversed. There are just 11 examples of 4. e4!? in ChessBase's 2020 Mega database, compared with 368 for 4. e3, but five of the 11 outings are by players rated well over 2500, and the move could easily pack a surprise punch at club level. We will follow K. Alekseenko – S. Rublevsky, Sochi (rapid) 2017.

4...♘xe4

This variation is in its infancy, and there is no consensus as to how black should react.

(1) N. Grandelius – P. Cramling, Tallinn (blitz) 2016, saw 4...dxe4 5. dxc5 ♔a5 6. ♖b5+ ♖d7 7. ♔e2 a6 8. ♖c4 ♘c6 9. 0-0-0 ♔xc5 10. ♘xe4 ♘xe4 11. ♔xe4 with an unclear position.

(2) Black went wrong immediately in B. Grachev – D. Kryakvin, Sochi (blitz) 2018 with 4...♘c6?



variation

Now the thematic 5. ♘b5 would be embarrassing, but white whiffed with 5. ♕b5+?, and the game was eventually drawn.

(3) The only other known move here is 4...cxd4, after which an amateur game continued 5. ♖xd4 ♘c6 6. ♙b5 ♙d7 7. ♙xc6 ♙xc6 8. e5.

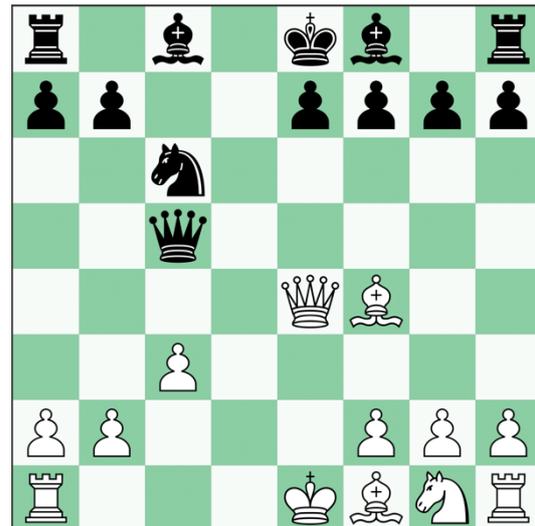


variation

8...♘e4!? 9. e6!?, with an unclear position.

Clearly there is a lot still to be discovered in these lines.

5. ♘xe4 dxe4 6. dxc5 ♖a5+ 7. c3 ♖xc5 8. ♖a4+ ♘c6 9. ♖xe4

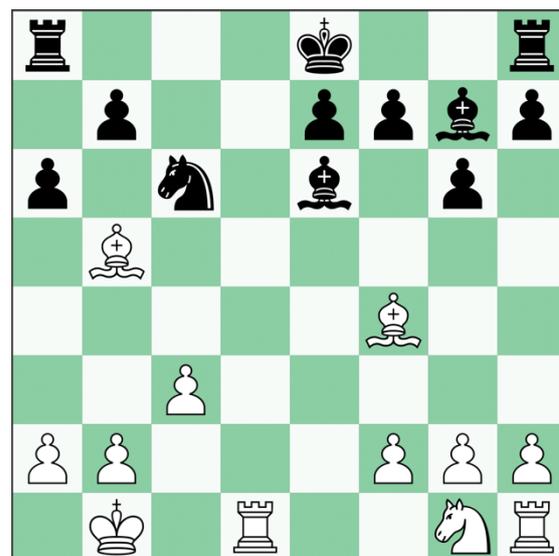


►9

9...g6

O. Bortnyk – A.Grischuk, ICC (blitz) 2016 continued 9...♙f5 10. ♖e3?! [Stockfish 10 and Komodo 10 prefer 10. ♖a4, so 10...e5 can be met by 11. ♙e3] e5 11. ♖xc5 ♙xc5 12. ♙g3 0-0-0, when black had a large lead in development (0:1, 44 moves).

10. ♖c4 ♖a5 11. ♖b5 ♙g7
12. ♖xa5 ♘xa5 13. ♙b5+ ♘c6
14. 0-0-0 ♙e6 15. ♖b1 a6

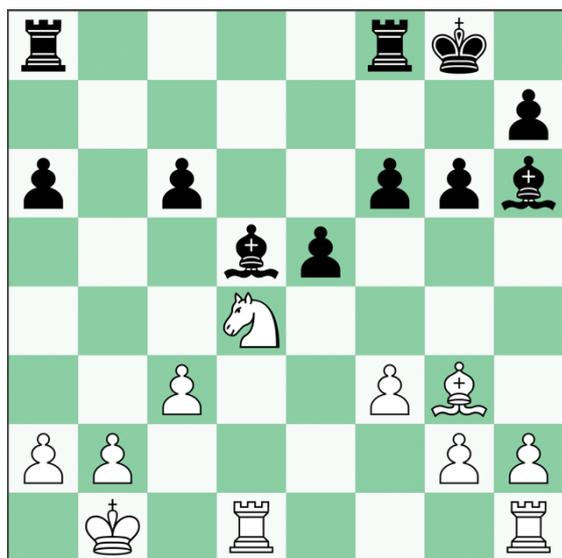


►16

16. ♖xc6?!

Giving up the bishop-pair on a fairly open board with rival pawn-majorities and the possibility of opposite-side castling must be questionable. The engines reckon white should retreat the bishop to a4, d3 or even e2.

16...bxc6 17. ♘f3 0-0 18. ♕e5 ♕h6
19. ♘d4 ♕d5 20. f3 f6 21. ♕g3



►21

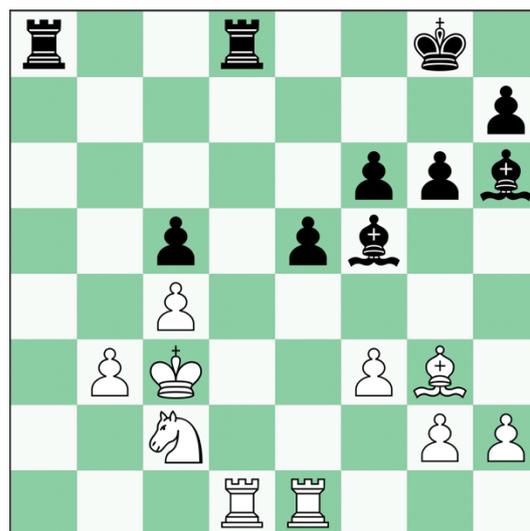
21...e5 22. ♘c2 a5 23. ♖he1 ♖fd8
24. b3 a4 25. ♔b2 c5?!

Black is much better after 25...♕e6, or 25...axb3 26. axb3 ♕e6, according to the engines.

26. c4 axb3 27. axb3 ♕e6 28. ♔c3?

Black's advantage is smaller after 28. ♖xd8+ ♖xd8 29. ♖e2.

28...♕f5



►29

29. ♕h4

(1) 29. ♖xd8+ ♖xd8 30. ♖e2 ♕c1 [black threatens 31...♖d3#] 31. ♘e1 ♕a3 32. ♕f2 g5 [creating a retreat square for the f5 bishop] 33. g4 ♕g6 34. h4 gxh4 35. ♕xh4 ♖d1 36. ♖e3 [white is almost in zugzwang] ♕b4+ 37. ♔b2 ♔f7, and black improves his position at his leisure (the engines have black the equivalent of well over a rook ahead).

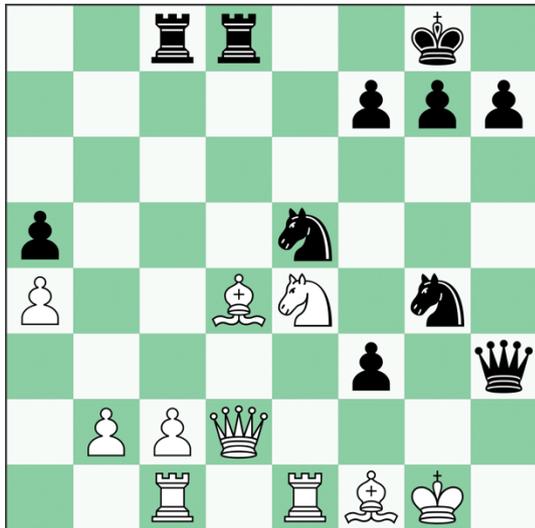
(2) 29. b4 ♖xd1 30. ♖xd1 is perhaps best, but black invades and wins a pawn with 30...♖a2 31. ♘e1 ♖a3+ 32. ♔b2 cxb4 33. ♘c2 ♖c3 34. ♘xb4 ♖xc4.

29...♖xd1 30. ♖xd1 ♖a2 31. ♘e1 ♕e3 32. b4

Best, according to the engines, but black can now wrap matters up with 32...♕d4+. Rublevsky played 32...g5 33. ♔b3 ♖e2 34. ♕g3 cxb4 35. ♔xb4 ♕d4 and won anyway in 56 moves – the bishops were just too strong.

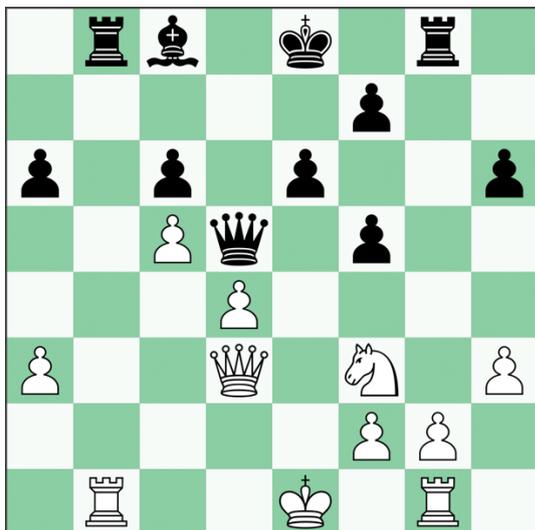
Tactics

Easy



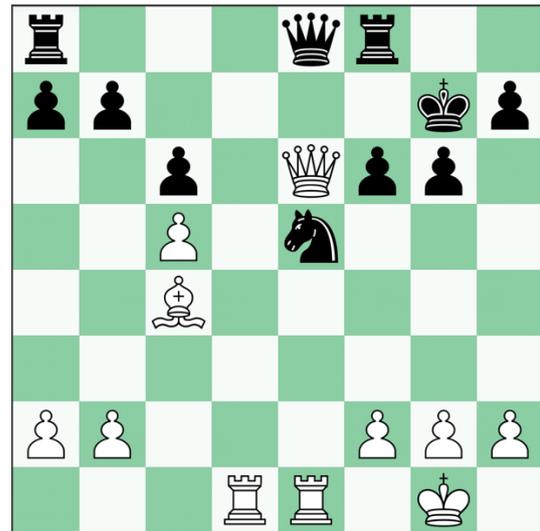
1 ▶ 1

A nice easy warm-up.



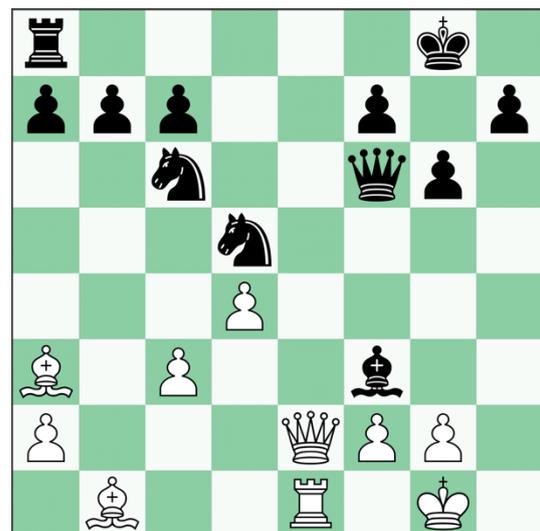
2 ▶ 21

Which white piece is overworked?



3 ▶ 24

Clue: White's best move is the first one you look at – it's the follow-up that is more challenging.



4 ▶ 22

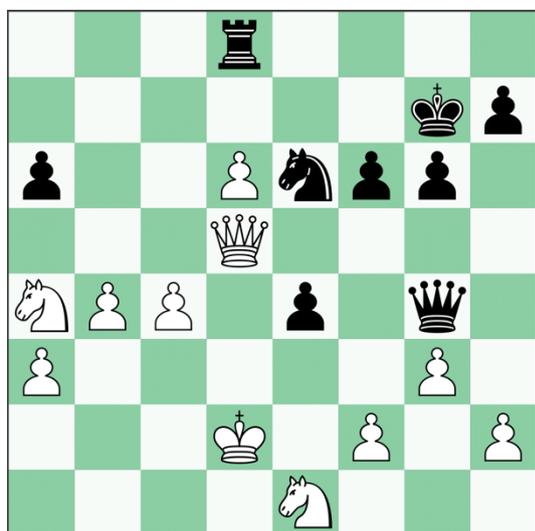
This is a tactical theme well worth remembering!

Difficult



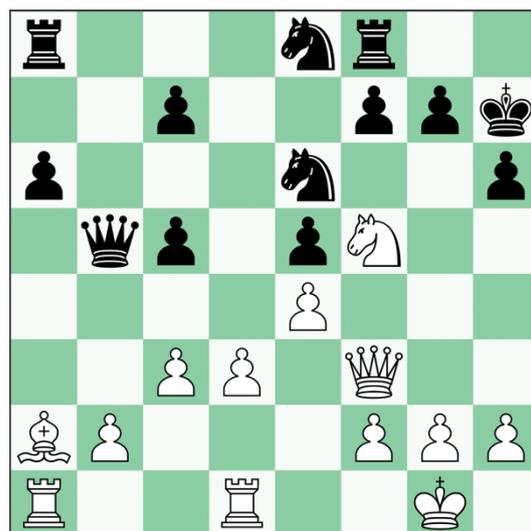
5 ▶18

White has a kingside attack, but which of the multitude of plausible candidate moves best advances his or her goal? .



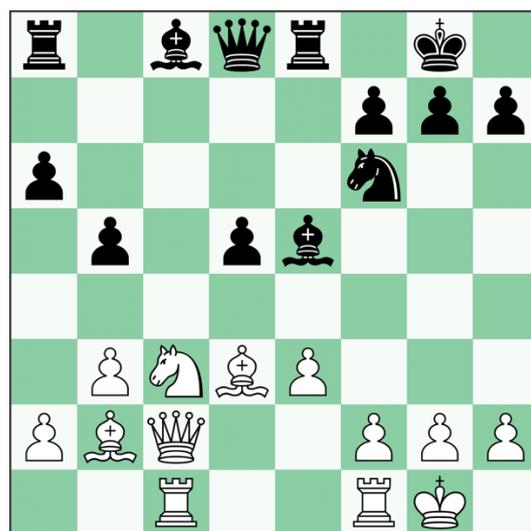
6 ▶36

Black looks to be in trouble. The white pawns are coming – what is the best defence?



7 ▶20

White to move and win. This is not one of the standard “kingside attack” themes.



8 ▶15

Black has a great move here, but if it was obvious it would be in the **Easy** section, wouldn't it?

You will find the solutions on pages 119 to 122.

Games

A.O. Gray

S. Hindin

New Zealand 1938

Queen's gambit declined (D 51)

[Roebuck]

I found this game in the online archive of the *New Zealand Chessplayer*. The deflection tactic at the end is quite nice.

1. d4 Nf6 2. c4 e6 3. Nf3 d5 4. Qg5 Nbd7 5. Nc3 Qe7 6. cxd5 exd5 7. e3 c6 8. Qd3 h6 9. Qh4 0-0 10. 0-0



► 10

10... Nxe4

This is a common idea in the Queen's gambit declined, often attributed to the former world champion Emanuel Lasker. Black frees up his slightly cramped position by exchanging minor pieces.

11. Qxe7 Qxe7 12. Ne2!?

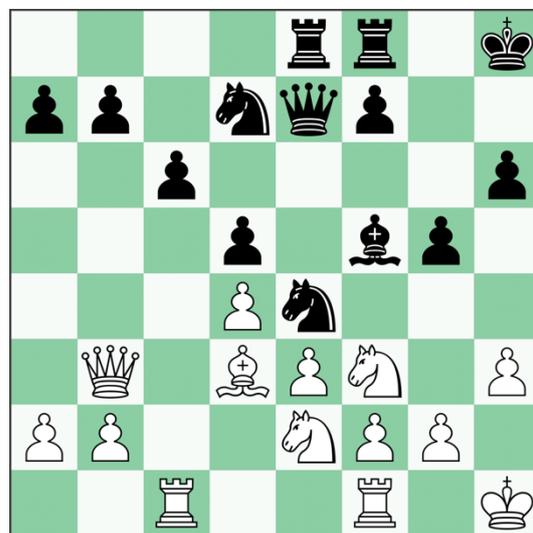
This is a rare choice. Although the engines like it at first, 12. Qc2 is their favourite, and is the move most often played by humans.

12... Ndf6 13. h3 Qf5 14. Nf4 g5 15. Ne2 Nd7?!

A strange idea. The knight was doing a good job on f6, and black has no plans to push his f-pawn.

16. Rc1 Qh8 17. Qh1 Ra8 18. Qb3?!

Here, or on either of his previous two moves, white could have gone for a minority attack with b4-b5, possibly supported by a4. The moves he actually played suggest the absence of a plan, which is widely regarded as a bad thing.



► 18

18... g4!?

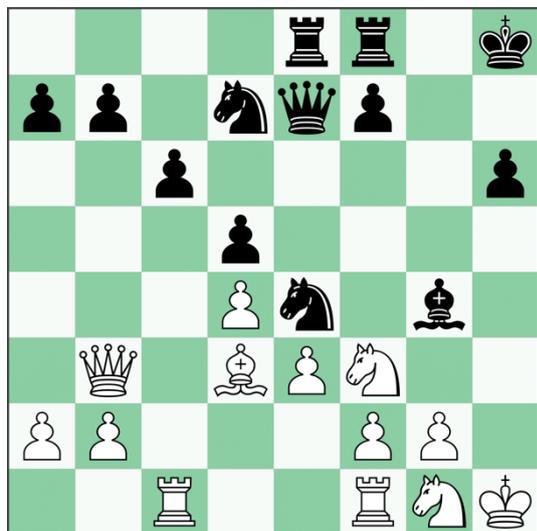
Stockfish 11 likes 18... Ndf6, which does suggest that black's 15th was an error. Note that 18... Nxf2+ 19. Rxf2 Qxe3 20. Qxf5 Qxf2 fails to

21. ♖eg1! [not 21. ♙xd7 ♜xe2 22. ♜g1 ♜xb2] ♖f6 22. ♜c2! and 23. ♙xb7.

19. hxg4?

White probably avoided 19. ♙xe4! because of 19...dxe4 [19...♙xe4 20. hxg4] 20. ♖h2 gxh3, but now 21. g4! might even give him a small edge.

19... ♙xg4 20. ♖eg1



▶ 20

20... ♖d2!

Deflecting the only defender of h4.

21. ♙xb7

21. ♖xd2 loses to 21...♙h4+ 22. ♖h3 ♜g8!, but white could have struggled on with 21. ♙d1.

21... ♖xf3 22. g3 ♙g5!

0:1

White cannot prevent mate after ...♙h5, for example 23. ♖xf3 ♙xf3+ 24. ♙g1 ♙h5 and 25...♙h1#.

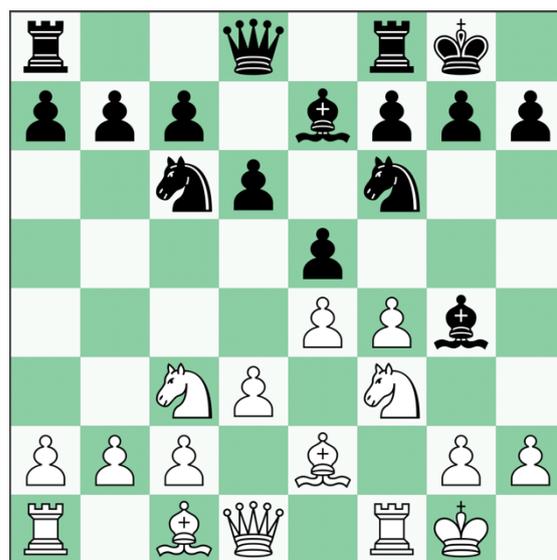
Barry Morris (ECF 174, FIDE 2054)

Barry Whitelaw (ECF 154 ≈ FIDE 1855)
England 2014

Pirc defence or King's gambit (B 07)

[Roebuck]

1. e4 d6 2. ♖c3 ♖f6 3. d3!? e5 4. f4
♖c6 5. ♖f3 ♙e7 6. ♙e2 ♙g4 7.
0-0 0-0



▷ 8

Interestingly, this position actually arises more often from a King's gambit move order: 1. e4 e5 2. f4 d6 3. ♖f3 ♖c6 4. ♖c3 ♖f6 5. d3 ♙g4 6. ♙e2 ♙e7 7. 0-0 0-0 (C 30).

8. ♙e3

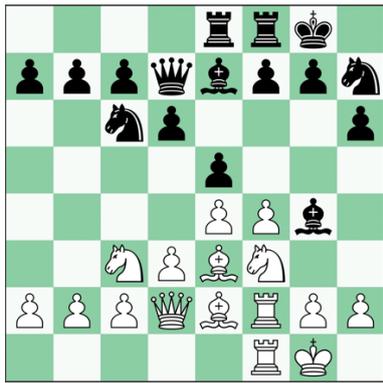
8. ♙d2 ♙d7 9. ♖d5?! ♙xf3 10.

Nxe7+ ½ ½ was the rather lazy conclusion to R. Koubek – L. Zentko, Slovakia 1996.

8... ♙d7

8...h6 9. ♙d2 and now:

(1) 9...♖h7? 10. ♜f2? [white missed 10. ♖xe5!?!] ♙d7 11. ♜af1 ♜ae8.

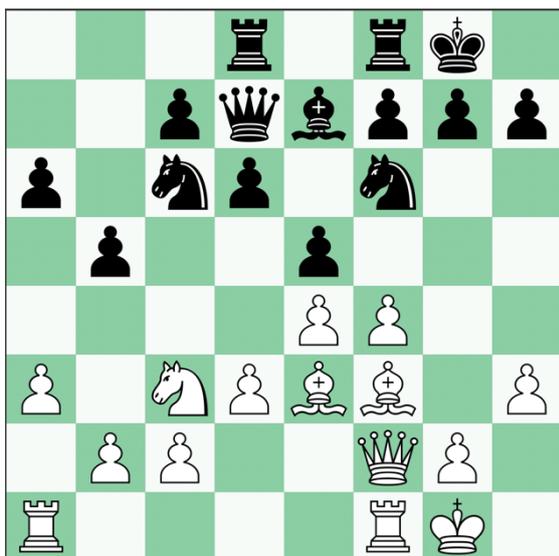


analysis

12. f5! ♞f6 [in the King's gambit declined f5 is usually met by ...d5, but this doesn't work with no knight on f6] 13. h3 [13. ♔xh6! can be played already] ♔xf3 14. ♖xf3 ♜d8?? 15. ♔xh6! gxh6 16. ♚xh6 ♞h7 17. ♜g3+ ♔g5 18. f6 1:0 P. Virostko – R. Kaderka, Czech Republic 1993.

(2) White had a modest advantage after 9...exf4!? 10. ♔xf4 ♔xf3? 11. ♔xf3 ♞e5 12. ♔e2!? in G. Blattner – F. Müller, Germany 1992.

9. ♚d2 ♜ad8 10. h3 ♔xf3 11. ♔xf3 a6 12. ♚f2 b5 13. a3



► 13

13... ♜de8?!

Black needs exchanges in order to blunt the kingside onslaught, so 13...exf4 14. ♔xf4 ♞e5 would have minimised white's advantage.

14. f5! ♞b8?

Black wants to advance his c-pawn, but 14...♞d4 was a better way for him to achieve this. White's reply is obvious and strong.

15. g4 h6

15... ♚d8 16. g5 ♞fd7 17. h4 is an almost comically crushing pawnstorm.

16. g5?! hxg5 17. ♔xg5 c6?!

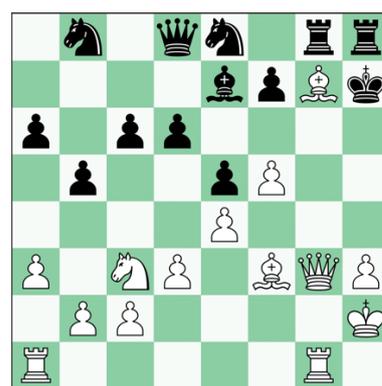
Black definitely does not have time for a central break.

18. ♚g3 ♔h7?

This square is needed for the knight, and in fact the immediate 18...♞h7 would have been better.

19. ♔h2 ♜h8 20. ♜g1 ♔g8

The computer suggests 20... ♚d8 here, but after 21. ♔h6! ♜eg8 22. ♔xg7 ♞e8 white has...

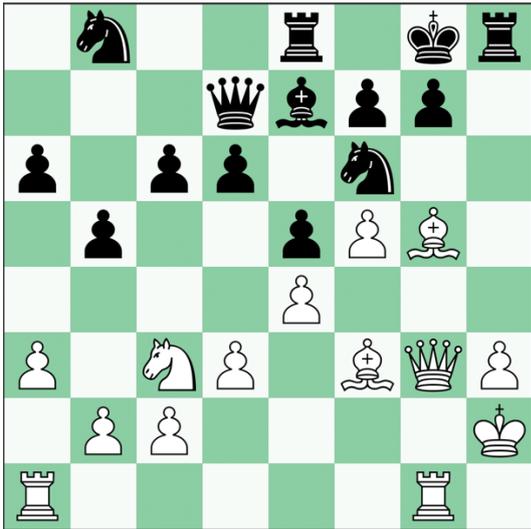


analysis

23. f6!! ♔xf6 24. ♔xf6 ♜xg3 25.

♔xd8 ♜xf3 26. ♜g4 ♜f4 27.

♜xf4!? exf4 28. ♜f1, which should be good enough to win.



▷21

21. ♖h6!! g6 22. fxg6 ♜xh6

22... ♗f8 fails to 23. ♖h5 [or 23. ♖g5!?] ♖xh6 24. gxf7+, with a massive advantage to white.

23. gxf7+ ♔xf7 24. ♚g7+ ♔e6 25. ♚xh6

1:0

Peter Roza (ACF 1993, FIDE 1897)

David Ellis (ACF 1995, FIDE 1949)

Australia 2017

Alekhine's defence (B 04)

[Roebuck]

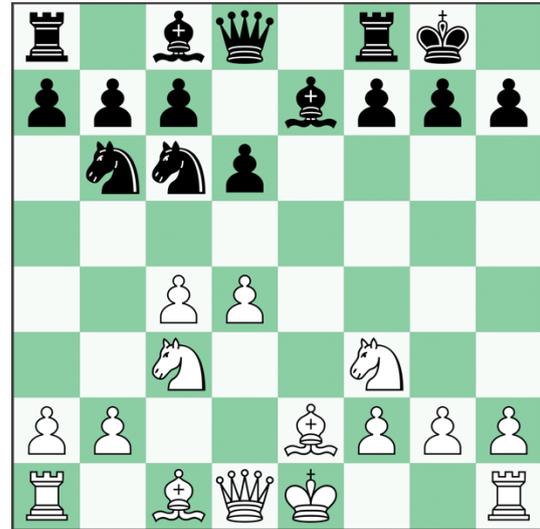
1. e4 ♞c6 2. ♞f3 ♞f6

Black switches to Alekhine's defence, but 2...e5, 2...d6, 2...e6 and 2...d5?! are also possible.

3. e5 ♞d5 4. d4 d6 5. c4 ♞b6 6. exd6 exd6

After 6...cxd6? 7. d5 ♞e5 8. ♞xe5 the doubled e-pawns are a long-term structural weakness.

7. ♞c3 ♗e7 8. ♖e2 0-0



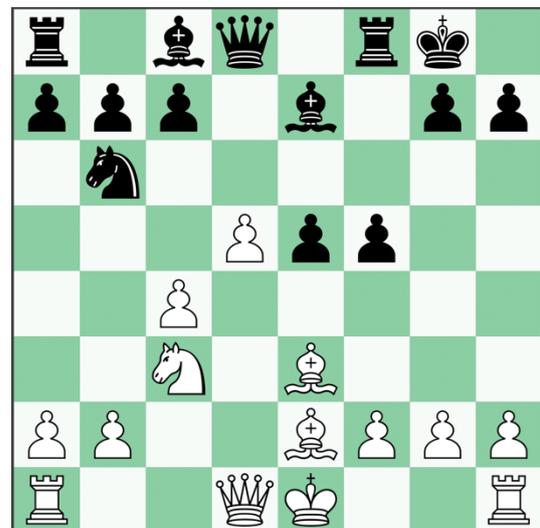
▷9

9. d5!?

9. 0-0 ♖g4 10. h3 ♗xf3!? 11. ♗xf3 ♞xc4 12. ♗xc6 bxc6 13. ♚a4 ♞b6 14. ♚xc6 looks quite drawish.

9... ♞e5 10. ♞xe5 dxe5 11. ♖e3 f5!?

Black threatens to disrupt white's position by pushing the e-pawn. The other option was to undermine his centre with 11...c6.



▷21

12. c5?

Other players have made different choices here.

(1) 12. f3!? [12. f4!? may be better] c6
13. dxc6? bxc6 14. ♖xd8 ♜xd8 15.
0-0 ♕e6 was even in T. Boehm – J.P.
Ritscher, Germany 2004.

(2) 12. 0-0?! ♘d7? [12...f4!] 13. f4!
exf4 14. ♕xf4 ♕d6 15. ♖d2 was
played in A. Jerez Perez – K. Bjerring,
Barcelona 1996, when black could
have tried 15...♘f6.

12...f4! 13. cxb6?

White should take on f4 first.

13...fxe3 14. fxe3 axb6 15. ♖b3
♔h8 16. 0-0-0 ♕g5

White's isolated e-pawn is very weak.

17. ♘e4 ♕f5! 18. ♕f3 ♜a5!? 19.
h4? ♕e7 20. g4?

This loses at least the exchange.



►20

⁴ For another way to get black out of his or her French defence comfort zone, see **Patzer** 2020; 2(4): 115.

20... ♕d7 21. ♕e2 ♕a4 22. ♖d3
♕xd1 23. ♘g5?? ♜c5+

0:1

White's queen is lost.

Alex Bourke (ECF 151 ≈ FIDE 1832)
David Varley (ECF 137 ≈ FIDE 1728)
England (London League) 2000
Sicilian defence, Maroczy bind (B 44)

[Bourke]

1. e4 e6

Yawn, what is this? I could have stayed at home and painted a wall and watched it dry if I'd known he was going to do this. I came out for CHESS, excitement, entrails on the board. Now I feel like I've gone to see a Bruce Willis movie and ended up with a Teletubbies video. No way man! Let's bust it open.

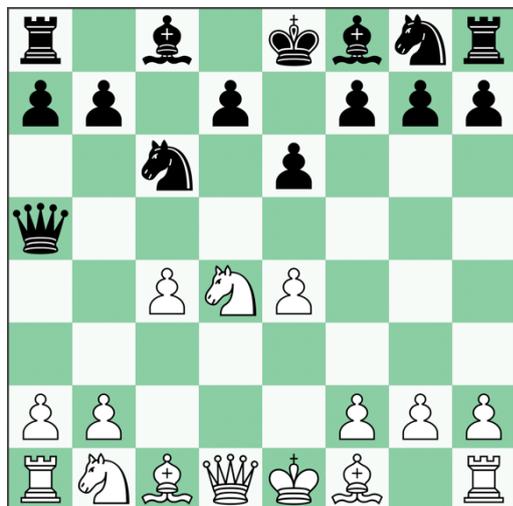
2. c4!

The only way to stop the tedium of a French defence. Now 2...d5 3. cxd5 and, well, the rest is a secret, but there are little known lines that are a lot of fun if you can find an old enough book, and the point is, black doesn't have a clue.⁴

2...c5

The best cop out, going into a Sicilian. But that's fine – I love the Maroczy bind, and at least now someone is going to win.

3. ♖f3 ♘c6 4. d4 cxd4 5. ♘xd4
 ♔a5+



▷6

This is new. 6. ♘c3 ♙b4 7. ♘b5 didn't look to give any advantage, so I thought why not try 6. ♙d2 ♔b6 7. ♘b3, or 6... ♙b4, and it looks like d6 will be a problem for black? But d'oh, I'd completely overlooked...

6. ♙d2 ♔e5

At first sight this deserves a "!" because black wins a pawn. But if this is new theory, maybe the verdict should be left open in view of what follows. There are heaps of Sicilian lines where white sacs a pawn for a raging attack, so I'm obliged to pray this will be one of them.

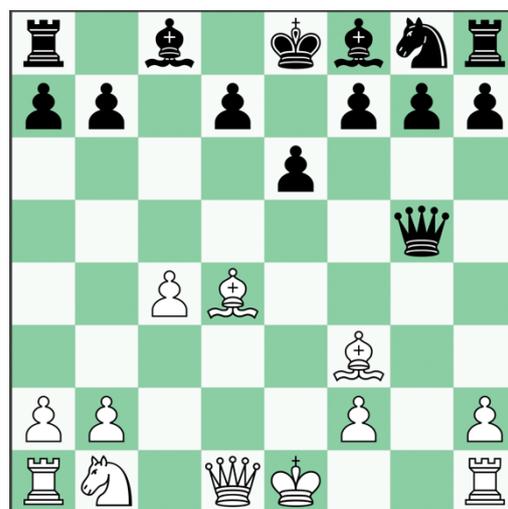
7. ♙c3?! ♔xe4+ 8. ♙e2 ♘xd4

Clobbering one knight before I can get in ♘b5.

9. ♙xd4 ♔xg2 10. ♙f3 ♔g5

Let's look at the evidence. Black is already two pawns up. But he has nothing active. White has the two

most gigantic bishops ever seen, easy development, and ready-made targets at b7, g7, c7 and d6. A mild-mannered French has been transformed into a seething, blood-curdling monster of a gambit, where white sacs pawns for a huge development lead. White needs to throw more wood on the fire – get the other bits moving too.



▷11

11. ♘c3

Heading for b5 or e4.

11... ♙b4

Thanks a lot! Maybe ... ♘e7-c6 is better, I don't know. Black is drowning in the swamp. The b4 bishop is hanging if white plays ♔b3, though for the moment I have to watch for ... ♔f4 forking my bishops. An exchange on c3 would open the b-file for a rook. Normal positional rules don't apply here, a doubled pawn for white is of no consequence if it opens lines. Switch off your normal plan-making and, er, let the force guide you in. White must mate

black or the two pawns deficit will lose. Attack is all that matters. So what is the most aggressive move?

12. ♔f1!

Remember that the usual rules don't apply. Mobilisation of the remaining pieces is everything. Bring 'em up and roll 'em forwards. Now the queenside pieces can join the attack.

12...f6 13. ♖g1 ♕f4

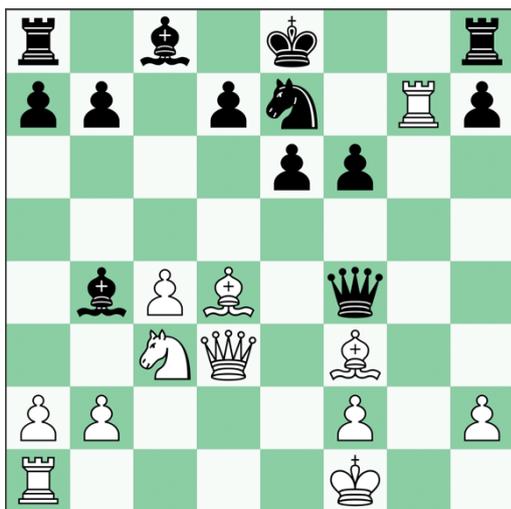
You wouldn't have plumped for 13...♕h6 14. ♞b5, would you?

14. ♖xg7

There's no hurry. Black can hardly move, and a rook on the seventh is always handy. When building an attack we don't analyse to a win, just keep piling on the pieces and a combination will eventually appear.

14...♞e7 15. ♕d3

Hitting h7 and preparing ♖e1, whilst staying in touch with both bishops and d6.



► 15

15...e5

Worth a try, but can you guess white's response? Black's rooks and light-squared bishop are not invited to the party, so white can afford to be generous in order to open lines. Black obviously didn't reckon with...

16. ♖e1!? ♞xc3

Since 16...exd4 gets murdered to death after 17. ♞d5 ♕d6 18. ♖xe7+. [The engine finds the refutation though – 16...♕xd4! 17. ♕xd4 exd4 18. ♞d5 ♞xe1.]

17. ♞xc3 ♔f8

Now, how violent is your chess? White only needs two pieces, a queen and something else, to deliver mate, so everything else is expendable to remove defenders from around the black king whilst he still has the rest of his army back in the barracks. Also, black is running short of time so it's good to give him plenty to think about.



► 18

18. ♖xe7!

In for a penny, in for a pound. 18. ♖xh7 might allow a black check at c4. Don't give him any counterplay.

18... ♔xe7

White wants to play ♘b4+ and ♕d6, but avoid black's check at c4. Sometimes a subtle little move is necessary before continuing the attack. Can you see one?

19. ♘d2!? ♕xh2

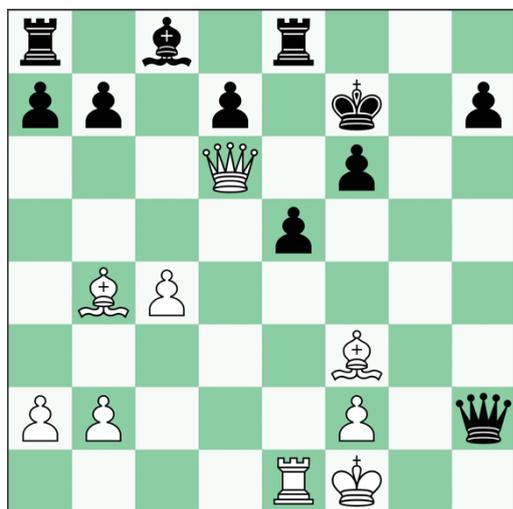
Now black's queen is out of the game, and white has time to close in.

20. ♘b4+ ♔f7?

Black fails to find the only move:
20... ♔d8!

21. ♕d6 ♖e8

Black is completely tied up. Can you find another quiet move that keeps the attack going?



▷22

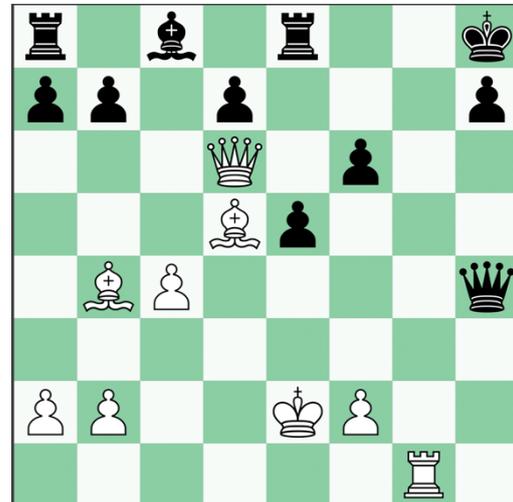
22. ♔e2!

Now ♖h1 will be moider.

22... ♕h4

Going for c4 again, but black has lost valuable tempi and the white queen is now at d6, allowing...

23. ♘d5+ ♔g7 24. ♖g1+ ♔h8



▷25

What's the coolest move on the board?

25. ♕e7!! ♕h5+ 26. ♔e1 e4

There's nowt better, as 26... ♖xe7 allows 27. ♖g8 mate.

28. ♕g7#

1:0

W.G. Stenhouse

R. Teece

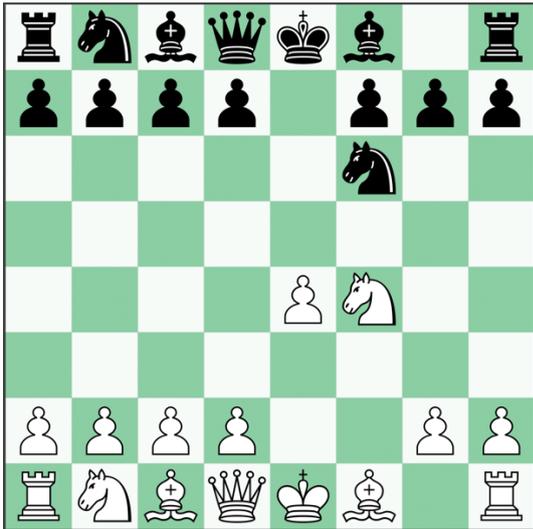
New Zealand (telegraph) 1950

Alapin's opening (C 20)

[Roebuck]

1. e4 e5 2. ♘e2 ♘f6 3. f4 exf4 4. ♘xf4

This sets a very nice opening trap.



►4

4... Nxe4??

A terrible mistake. 4... d5!? 5. e5!? [5. Nxd5 Nc6!] Nxe4! 6. g3 [to prevent ... Kh4+] Nc6!? is at least equal for black, and 4... Nc6!? and 4... Ke7!? are also good.

5. Ke2 Ke7

5... d5 6. d3 wins the knight.

6. Nd5 Ke5 7. Nbc3! c6?! 8. d4

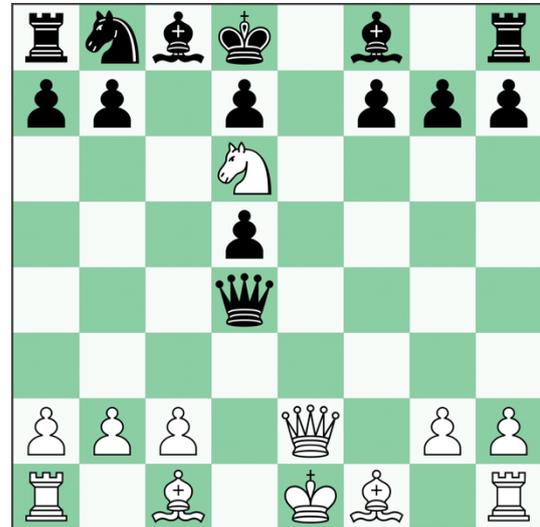


►8

8... Qxd4

8... Qf5 9. Nxe4 Qd8 10. Qg5+ f6 11. Nxf6 is obviously hopeless.

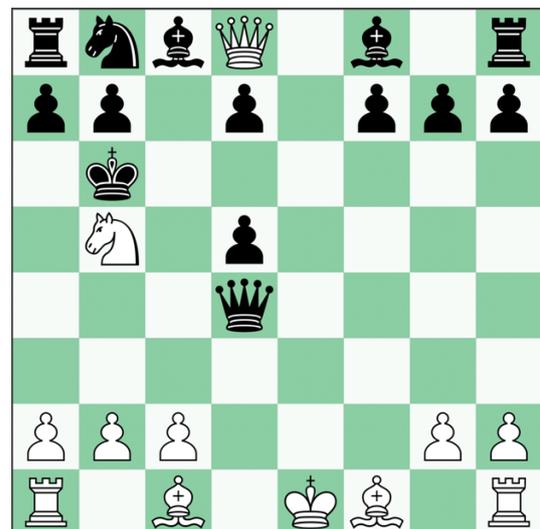
9. Nxe4 cxd5 10. Nd6+ Qd8



►11

11. Qe8+ Qc7 12. Nb5+ Qb6 13. Qd8+!

1:0



It's mate in 5 after 13... Qc5 14. Qc7+ Nc6 15. Nxd4 a5 16. Nb3+ Qb4 17. Qb6+ Qa4 18. Qb5#.

Finally, here is an interesting pair of games showing an opening trap that can be played as black or white.

W.E. Webbert

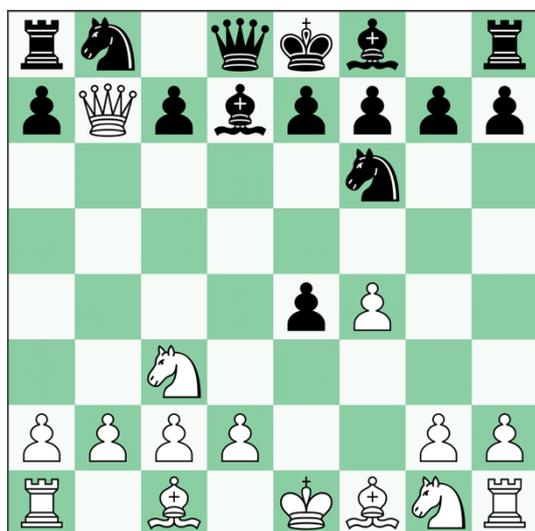
Walt Churchill

USA ("World Open") 1999

Bird's opening, Williams gambit (A 03)

[Roebuck]

1. f4 d5 2. e4!? dxe4 3. ♘c3 ♘f6 4. ♙e2 ♙f5 5. ♚b5+ ♙d7 6. ♚xb7



►6

6... ♙c6??

There's no need to panic. 6... ♘c6! gives black a big advantage after 7. ♙b5 ♖b8. M. Thonig – J. Wechs, Germany 2005 continued 8. ♙a6 ♘b4 9. ♙xd7+ ♙xd7 10. ♙xa7 ♖c8 [the engine prefers 10... ♖d8] 11. ♙d1 ♘g4 12. ♘ge2 e3! 13. ♘e4 f5 14. h3 ♙c6 15. hxg4?? ♙xc2+ 16. ♙e1 ♘d3 0:1.

7. ♙b5! ♘fd7 8. ♙xc6

1:0

Herbert Schmitthoefer

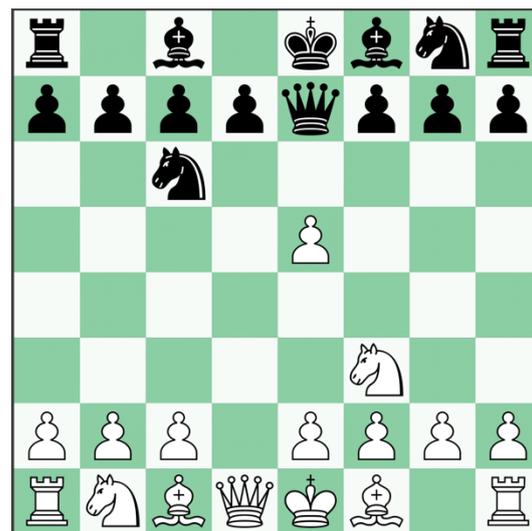
Georg Schneider

Germany 1996

Englund gambit (A 40)

[Roebuck]

1. d4 e5 2. dxe5 ♘c6 3. ♘f3 ♙e7



►4

4. ♙f4

4. ♙d5 is a good alternative, but white needs to avoid 4...b6 5. ♙g5? ♙b4+ 6. ♘bd2 ♙xb2 7. ♖d1?? ♘b4! 8. ♙xa8 ♘xc2#, which was seen in O. Swan – A. Djatschenko, Australia (Tasmanian Championship) 2020.

4... ♙b4+ 5. ♙d2 ♙xb2 6. ♙c3??

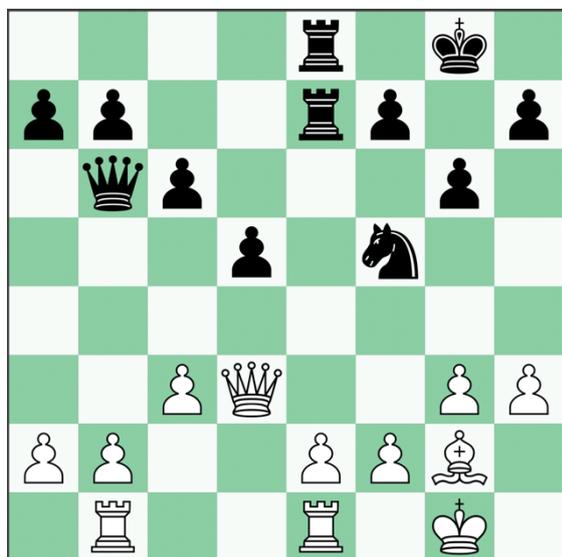
As in the previous game, the knight move is strong: 6. ♘c3! ♙b4 7. ♖b1.

6... ♙b4 7. ♙d2 ♙xc3 8. ♙xc3 ♙c1#

My best move

Julian Hawthorne

England (ECF 1675, FIDE 1353)



► 23

Andy De Santos – Julian Hawthorne
England (Bolton Congress) 2017

White has just played 23. ♖ab1?

23... ♜e3!! 24. fxe3?!

White can avoid a complete debacle
with 24. ♔d2 ♜xg3 25. e3.



variation

After 25... ♜xg2+! 26. ♔xg2 ♘h4+
27. ♔f1 ♘f3 28. ♔d3 ♘xe1 29.

♔xe1 ♜e5!?, however, the weakness
of the h-pawn will be terminal.

24... ♜xe3!

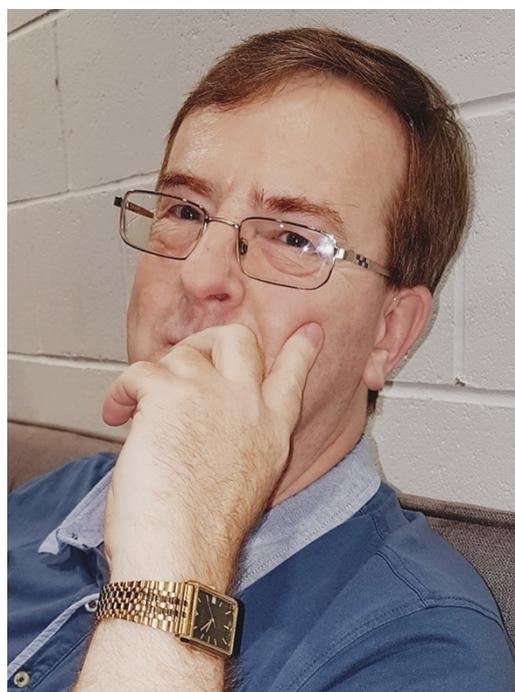
Not 24... ♘xe3?? 25. ♔d4!

25. ♔xe3 ♔xe3+ 26. ♔h2 ♔xg3+

27. ♔h1 ♘e3 28. ♜g1?! ♔f2?!

This is still winning, of course, but
28... ♘g4! would have been flashier.

29. ♜be1 ♘xg2 0:1



When did you start playing chess?

I will be forever grateful to my older
brother Tony, for teaching me to play
chess, sometime in the late 1960s. I
later went on to play for the school
team, and won a tournament at sixth
form college circa 1975, beating
Geoff Stanway in the final. I stopped
playing after that, as other interests
took hold. I always knew that one
day I would play competitively again.

When did you first join a club?

Some 37 years later, in 2012, I returned and played for Kidsgrove Chess Club in the North Staffs & District League. My first league game was a victory away at Holmes Chapel, beating a young Ben Ford. Times had changed; where did the clock come from? I don't remember using one before. What on earth is algebraic notation? P-Q4 now appears to be d4 (it will never catch on). In the 1970s I thought that I had invented "the Fianchetto" only to find out in recent years, that it was called, yes, "the Fianchetto". I am now a member of Fenton Chess Club, who are in the same North Staffs League.

What type of events do you most enjoy playing in?

I look forward to OTB, competitive games, and the interaction returning, once life becomes more normal. I also enjoy congresses, and since 2014 have played in excess of 70.

Do you study chess, and if so, what aspects?

I do some studying, preferring to analyse games, including my own.

Do you have any goals in chess?

I still strive to achieve higher ratings. My next goal is to win an Under 160⁵ Congress.

Enjoy my ... ♖e3 win!

⁵ An ECF grade of 160 is the old currency equivalent of a FIDE rating of 1900.

Endings for the club player

Rook versus pawn, part 3

♖ 0/b

Derek Roebuck

In the first two parts of this series we looked mostly at positions where black had an a- or b- (or h- or g-) pawn. We will finish our survey by considering some positions with the other pawns. Many of the themes will be the same.

Zugzwang

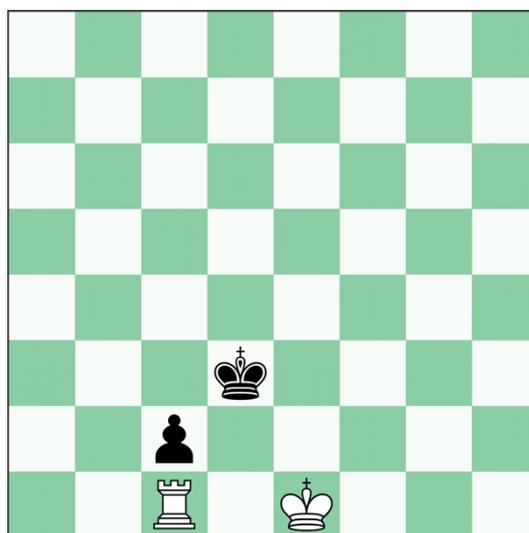


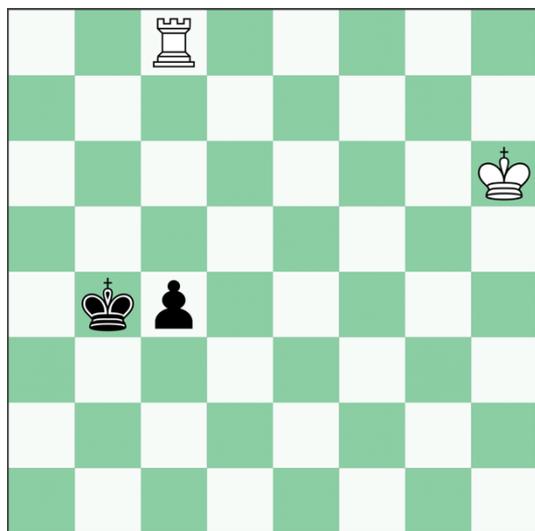
Diagram 1 is an example of reciprocal zugzwang. In other words, if you are

going to reach this position you need to be sure that it will not be your turn to move.

1... ♔c3 2. ♔e2 ♔b3 3. ♔d3 ♔b4
4. ♖xc2

In diagram 1 white to move can only draw after the forced repetition of moves: 1. ♖a1 ♔c3 2. ♖c1 ♔d3.

Shouldering



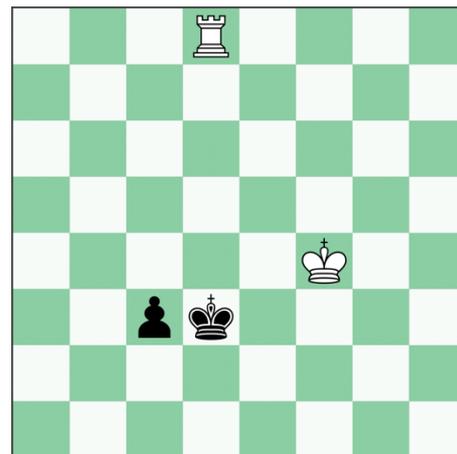
2 Shouldering

We have already examined this idea, but in a way it is more important for more central pawns, because here black has a choice of which side of the pawn to put the king on. In some positions (such as diagram 2) this choice is crucial.

1... ♔c3!

Unless you understand shouldering this move is incomprehensible.

2. ♔g5 ♔d3 3. ♔f4 c3 4. ♖d8+



2a

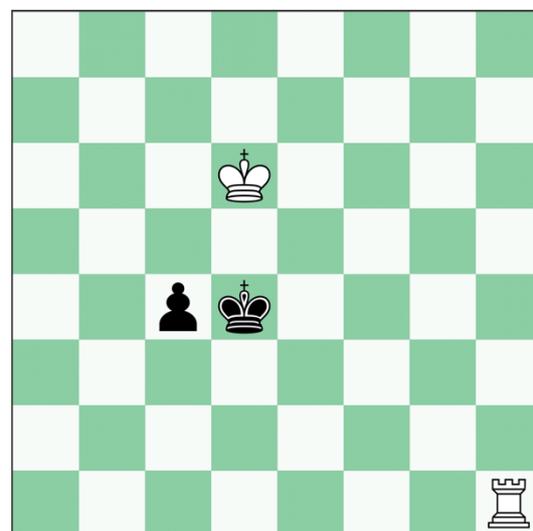
4... ♔e2!

Not 4... ♔c2? 5. ♔e4 ♔b2 6. ♔d3 c2 7. ♖b8+, when white wins.

5. ♖c8 ♔d2

White cannot win the black pawn.

Going around the pawn

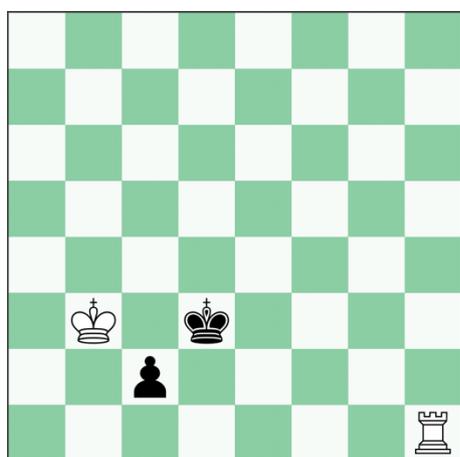


3 Going around the pawn

Consider diagram 3. We saw in the last issue⁶ that simply checking the king all the way down the board does not lead to a win, because black can underpromote to a knight:

1. ♖h4+ ♔d3 2. ♔d5 c3 3. ♖h3+ ♔d2 4. ♔d4 c2 5. ♖h2+ ♔d1 6. ♔d3 c1 ♞+, with a draw. What is the alternative?

1. ♔c6! c3 2. ♔b5! c2 3. ♔b4 ♔d3 4. ♔b3



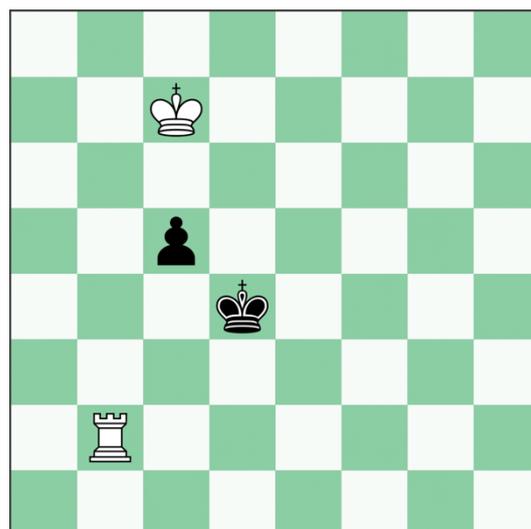
3a

The pawn is lost.

4... ♔d2 5. ♖h2+ ♔d3 6. ♖xc2

Less advanced pawns

It is usually easier, of course, for the rook to deal with a pawn that is further from the promotion square, but depending on the configuration of the pieces different methods may be required.



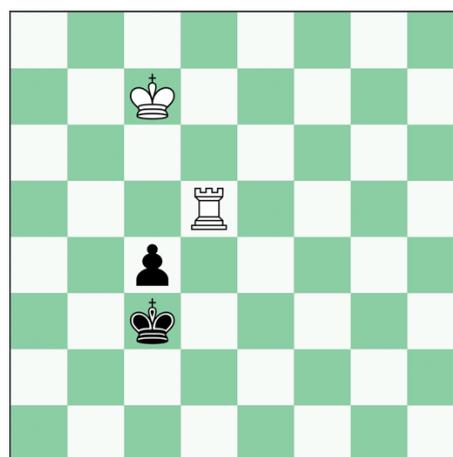
4 Direct attack on the pawn

This is C. Quinones – A. Garcia, Colombia 2007. (Both players were rated over 2150, by the way.) The game was drawn after 78. ♔b6? c4 79. ♔b5 c3 80. ♖h2 ♔d3 81. ♖h8.

78. ♖d2+! ♔c3 79. ♖d5!

Another "only move".

79...c4

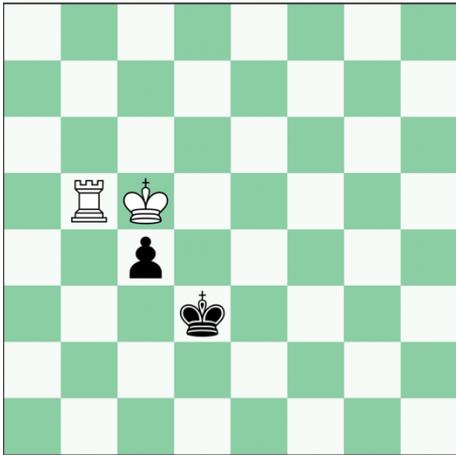


4a

80. ♔c6 ♔b3 81. ♖b5+ ♔c3

82. ♔c5 ♔d3

⁶ Patzer 2021; 3(2): 68



4b



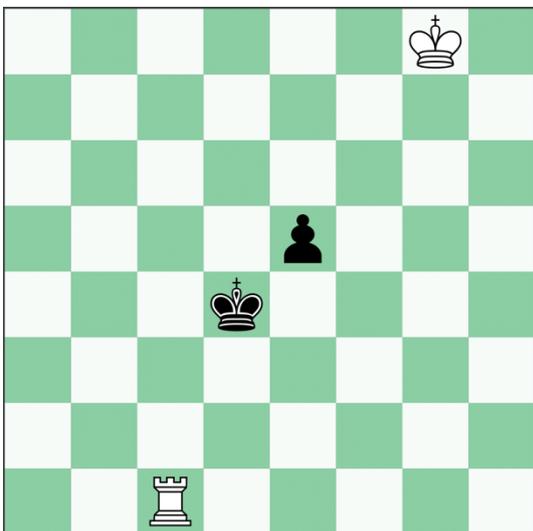
Now white has to find yet another "only move".

83. ♔b4! c3 84. ♖d5+ ♔e4!?

Worth a try.

85. ♖c5

Gaining a tempo with check



5 Gaining a tempo



1. ♖d1+!

Black has a choice: move in front of the pawn or allow white to gain a tempo by attacking it. Note that

1. ♔g7 is only a draw, for example 1...e4 2. ♔f6 e3 3. ♔f5 e2 4. ♔f4 ♔d3.

1...♔c3!?

1...♔e4 2. ♖e1+ ♔f5 is the same position we saw in an earlier article.⁷ White wins with the wonderful move

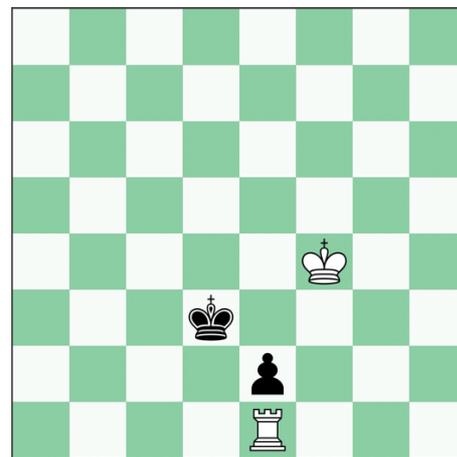
3. ♔f8!!

2. ♖e1 ♔d4

Note how white is one tempo better off than if he or she had simply played

1. ♖e1.

3. ♔f7 e4 4. ♔e6 e3 5. ♔f5 ♔d3 6. ♔f4 e2



5a



This is the position you must keep in mind for all similar races. White wins the pawn at the last possible opportunity:

7. ♔f3 ♔d2 8. ♖xe2+

Next up, rook versus two pawns.

⁷ Patzer 2021; 3(1): 38

The draw

FA Andrew Hardegen
Derek Roebuck

We have examined the 50- and 75-move rules⁸ and “triple repetition” (and five-fold occurrence)⁹ in previous articles in this series. There are three other common forms of the draw in chess. *Stalemate* is so well known that it has become a concept outside the chess world. The *dead position* would seem to be obvious, but does require a formal definition. The *draw by agreement* is familiar, but needs to be done properly. Finally, there are some unusual forms of draw that only arise in exceptional circumstances.

Stalemate (Article 5.2.1)

Stalemate is a fairly straightforward concept, even if not everyone agrees that it should be a draw.¹⁰

The game is drawn when the player to move has no legal move and his king is not in check. The game is said to end in ‘stalemate’. This immediately ends the game, provided that the move producing the stalemate position was in accordance with Article 3 and Articles 4.2 – 4.7.

⁸ Patzer 2020; 2(3): 99-101

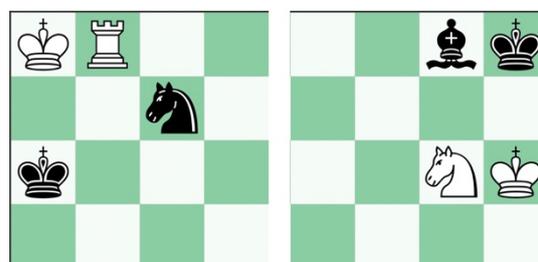
⁹ Patzer 2021; 3(2): 71-73

Dead position (Articles 1.3 and 5.2.2)

The best explanation of this rule is given in Article 5.2.2:

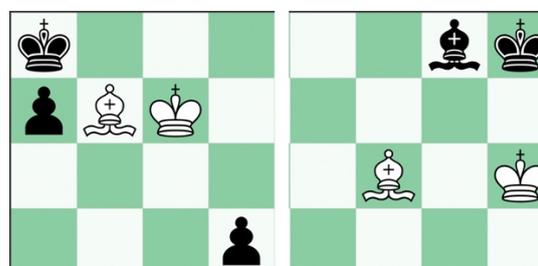
The game is drawn when a position has arisen in which neither player can checkmate the opponent’s king with any series of legal moves. The game is said to end in a ‘dead position’. This immediately ends the game, provided that the move producing the position was in accordance with Article 3 and Articles 4.2 – 4.7.

The reason you don’t hear about this method of drawing very often is probably because players usually agree a draw before a dead position is reached. Remember that it is possible for a player to mate with a solitary bishop or knight when his or her opponent has more material than just a bare king (diagram 1).



1a

1b

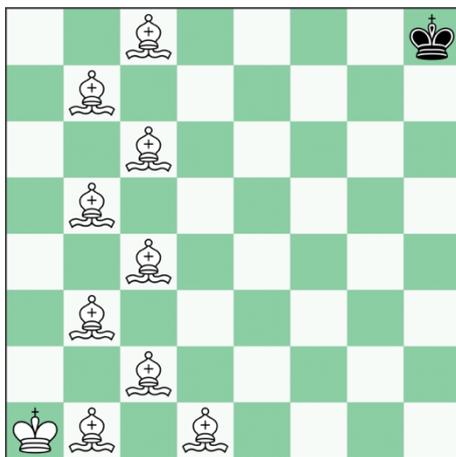


1c

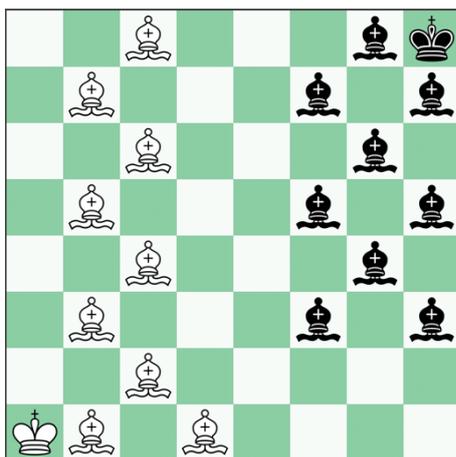
1d

¹⁰ Patzer 2020; 2(2): 40-41

The material distributions where this rule obviously applies are king versus king, king and bishop versus king, and king and knight versus king. Positions with king and bishops versus king, and king and bishop(s) versus king and bishop(s), are also dead position draws, provided that all the bishops are on the same-coloured squares (diagrams 2a and 2b).

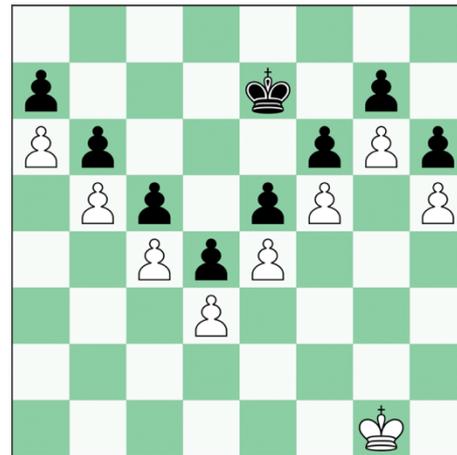


2a Dead position draw

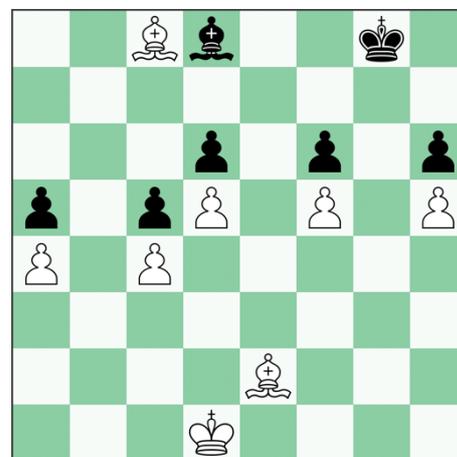


2b Dead position draw

Mate may also be impossible in certain implausible positions with chains of extensively blocked pawns (diagrams 3a and 3b).

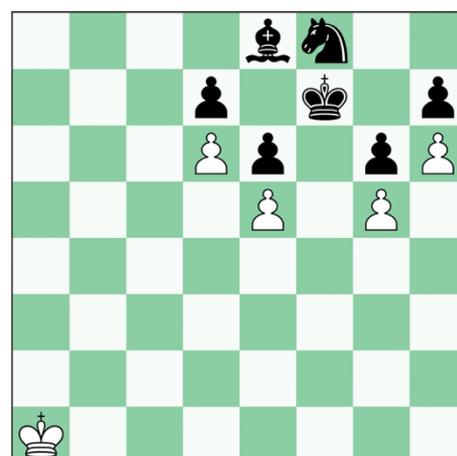


3a Dead position draw



3b Dead position draw

Not all apparently blocked positions are dead, however.



4

Note that diagram 4 is *not* a dead position draw. (If, however, white simply moves the king from a1 to b1 and back, the game will eventually become a draw under one of the other rules.) The crucial point is that checkmate is still technically possible, because white *could* play the king to d8, capture the black bishop, and then head back towards a1, releasing the black king and making the capture of a white pawn potentially possible.

Agreed draw (Articles 5.2.3 and 9.1)

Unless the rules of the competition specifically forbid or restrict it, the players may agree a draw under Article 5.2.3:

The game is drawn upon agreement between the two players during the game, providing both players have made at least one move. This immediately ends the game.

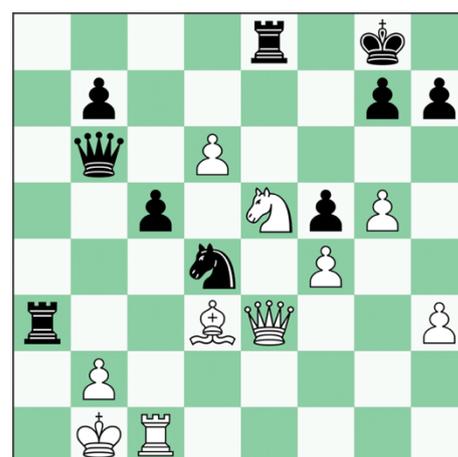
The correct mechanism for offering a draw is specified in Article 9.1.2.1.

A player wishing to offer a draw shall do so after having made a move on the chessboard and before pressing his clock. An offer at any other time during play is still valid but Article 11.5¹¹ must be considered. No conditions can be attached to the offer. In both cases the offer cannot be withdrawn and remains valid until the opponent accepts it, rejects it orally, rejects it by touching a piece with the intention of moving or

capturing it, or the game is concluded in some other way.

A correct draw offer must be made in the interval between making a move and completing the move by pressing the clock. Some players press the clock first. This might be considered to be distracting the opponent, but it is rarely if ever penalised at club level. If your opponent makes a draw offer when it is his or her turn to move (and by implication when his or her clock is running) you can of course accept immediately, but the recommended course of action (in all but the most obviously drawn positions) is to wait until he or she moves before deciding. After all, your opponent may blunder horribly, or even lose on time waiting for your answer to their offer.

Poorly judged draw offers are of course common, but the conclusion to A. Sztern – R. Lundquist, New South Wales Championship 1983 (diagram 5) is hard to beat.



5

▶28

¹¹ The bit that says you are not allowed to distract your opponent.

Here black (to move) offered white a draw. When asked by his opponent to play a move, black came up with 28... ♔xb2+, which forces mate in three after 29. ♔xb2 ♖b3+ 30. ♔a2 ♖a8+ 31. ♘a6 ♖xa6#. White was so stunned by this that he forgot about the draw offer, and resigned! (Sztern recovered from this horrific setback, however, and went on to win the tournament.)

Article 9.1.2.2 states that both players should record the offer of a draw on their scoresheet, using the symbol “(=)”.

Draw instead of loss on time

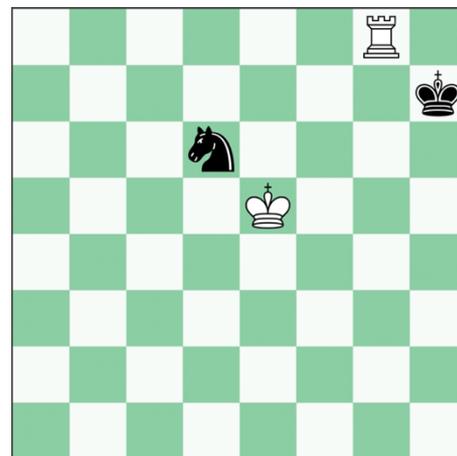
As soon as a position is reached where your opponent cannot ever checkmate you (no matter how badly you play) you can no longer lose on time. Article 6.9 states:

Except where one of Articles 5.1.1, 5.1.2, 5.2.1, 5.2.2, 5.2.3 applies,¹² if a player does not complete the prescribed number of moves in the allotted time, the game is lost by that player. However, the game is drawn if the position is such that the opponent cannot checkmate the player’s king by any possible series of legal moves.

So if your flag falls you get a draw. You will not be surprised to hear that this almost never happens. Instead, it is much more likely that you will lose on

¹² Checkmate, resignation, stalemate and reaching a dead position all trump a subsequent flag fall.

time in a position where you only *think* that you can’t possibly lose (diagram 6).

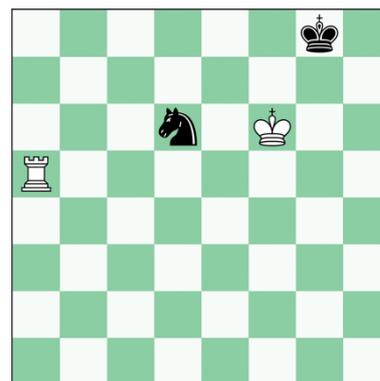


6

▷81

Rook versus knight is a draw in most positions where the knight and its king stand close together, but not here, where they have become separated. This position occurred in J. Friedel – S. Halkias, Germany 2007. White lost on time trying to calculate the win:

81. ♖a8 ♘f7+ 82. ♔f6 ♘d6 83. ♖a7+ ♔g8 84. ♖a5!

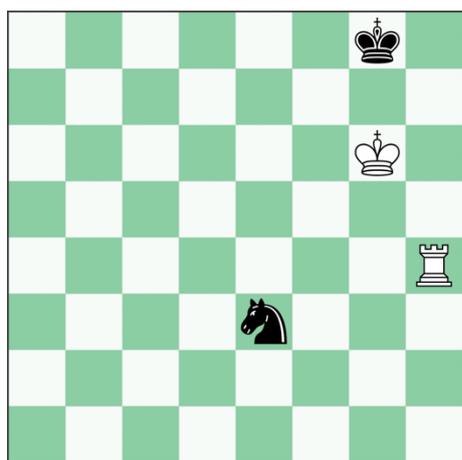


6a

White is preventing the knight from approaching the black king, and is setting up a position where he will be

able to win it with the help of mating threats.

84... ♖c4 [84... ♔h7 85. ♜e5 ♖c4 86. ♜d5 ♖e3 87. ♜d4 ♔g8 88. ♔g6 ♔f8 89. ♜f4+ ♔e8 90. ♜e4+ ♔d7 91. ♜xe3] 85. ♜d5 ♖e3 86. ♜d4 ♔h7 87. ♜h4+ ♔g8 88. ♔g6.



Now if black tries 88... ♖g2 white will play 89. ♜e4 (the knight now has no moves) ♔f8 90. ♔f6 ♔g8 91. ♜g4+, winning the knight and the game. The best defence is 88... ♖d5, but even then the knight is lost after 89. ♜d4 ♖e7+ 90. ♔f6 ♖c6 91. ♜c4 ♖a5 92. ♜c5 ♖b3 93. ♜g5+ ♔f8 94. ♜b5 ♔e8 95. ♜xb3.

There is of course, an alternative legal sequence of moves, admittedly totally implausible, that leads to checkmate by black. Indeed, we saw an example of the final position in diagram 1a.

(Friedel, an American, was apparently annoyed, because under USCF rules the game would have been drawn.¹³)

¹³ You can read his account of this game at <http://www.uschess.org/index.php/Decembe>

Draw instead of loss for completing two illegal moves

Just as your opponent's inability to checkmate you insures you against a loss on time, it also means you can't lose by completing a second illegal move. Article 7.5.5 states, in part:

... for the second completed illegal move by the same player the arbiter shall declare the game lost by this player. However, the game is drawn if the position is such that the opponent cannot checkmate the player's king by any possible series of legal moves.

Please let us know if you have heard of this ever actually happening.

Draw as the result of an uncorrected illegal position in rapid chess

This is covered in Appendix A to the Laws of Chess. Article A.4.4 states:

If the arbiter observes both kings are in check, or a pawn on the rank furthest from its starting position, he shall wait until the next move is completed. Then, if an illegal position is still on the board, he shall declare the game drawn.

Games without increment including quickplay finishes (Guideline III)

These rules apply to "the phase of a game where all remaining moves must be completed in a finite time", but only if their use has been announced beforehand. They can be used in games with time controls such as "all

[r-/Diary-of-a-Samford-Scholar-European-Fall-Part-II.html](http://www.uschess.org/index.php/Decembe)

moves in 90 minutes” or “30 moves in 75 minutes and all remaining moves in 15 minutes”, although these limits are now becoming uncommon because of the widespread use of increments.¹⁴

The guidelines introduce a number of interesting but unlikely ways in which a game can be drawn. Article III.3 describes a fairly straightforward situation:

If both flags have fallen and it is impossible to establish which flag fell first then ... the game is drawn if this occurs in the period of a game in which all remaining moves must be completed.

Sometimes a player who has an enormous material disadvantage refuses their opponent’s desperate draw offer and tries to win on time. Some people think this is fair – you should always leave yourself enough time on the clock to complete the game. Others think that letting the game degenerate into a contest where the physically faster player will win is not in the spirit of chess. In any case, if your opponent is simply trying to “flag” you, you can try Article III.4:

If the player having the move has less than two minutes left on his clock, he may request that an increment extra five seconds be introduced for both players. This constitutes the offer of a draw. If the offer refused, and the arbiter agrees to the request, the clocks shall then be set with the extra

time; the opponent shall be awarded two extra minutes and the game shall continue.

This does raise the question of why, if they are using electronic clocks, the organisers didn’t have a time control with an increment in the first place. It is the next section of the rules that causes the most trouble in practice. Article III.5 says:

If Article III.4 does not apply and the player having the move has less than two minutes left on his clock, he may claim a draw before his flag falls. He shall summon the arbiter and may stop the [clock] ... He may claim on the basis that his opponent cannot win by normal means, and/or that his opponent has been making no effort to win by normal means.

The arbiter can declare the game drawn, postpone the decision, or reject the claim (and award the claimant’s opponent two extra minutes on the clock):

If the arbiter agrees that the opponent cannot win by normal means, or that the opponent has been making no effort to win the game by normal means, he shall declare the game drawn ...

If the arbiter postpones his decision, the opponent may be awarded two extra minutes and the game shall continue, if possible, in the presence of an arbiter. The arbiter shall declare the final result later in the game or as soon

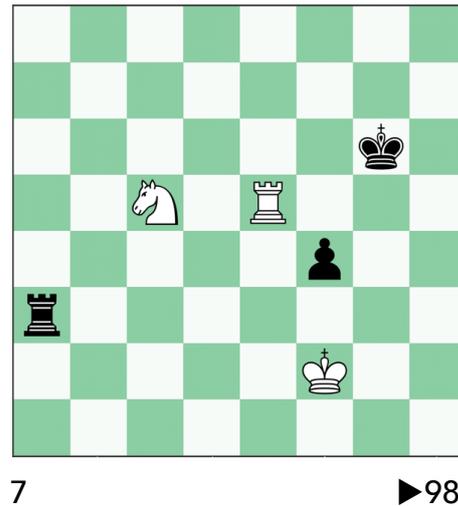
¹⁴ FIDE Rating Regulation 1.2 states: “Where a certain number of moves is specified in the first time control, it shall be 40 moves.” Non-

FIDE time controls are common in club chess, however.

as possible after the flag of either player has fallen. He shall declare the game drawn if he agrees that the opponent of the player whose flag has fallen cannot win by normal means, or that he was not making sufficient attempts to win by normal means.

This is, of course, a nightmare for the arbiter. There are, however, some rules of thumb.¹⁵ Firstly, there are not many positions where it is simply *not possible* to win by normal means, and so allowing the game to continue, and observing its progress in order to gather more information would be a sensible default option. If it becomes clear from subsequent moves that the only way the claimant could lose is on time, it would be acceptable to declare the game drawn, although the benefit of any doubt should be given to the opponent. The arbiter must also keep in mind that it is irrelevant whether the position is a theoretical draw, if the claimant has not clearly shown that he or she knows how to defend it.

Diagram 7 is the final position from the game G. Jones – A. Cherniaev, Southend 2013. This event had a time control with no increment. Black's flag fell here, and the arbiter declared the game drawn, apparently on the basis of Cherniaev's three previous draw claims.¹⁶



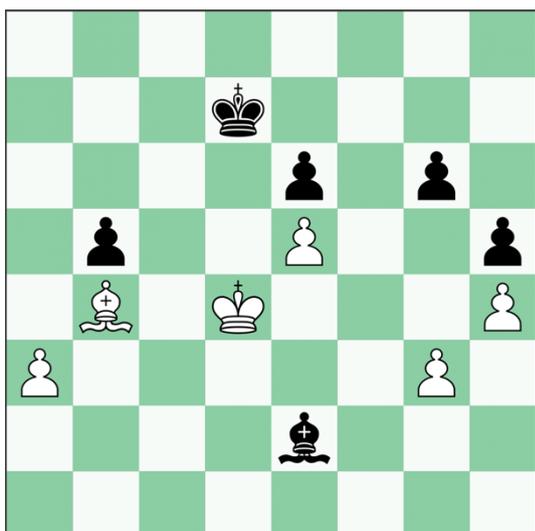
This was clearly a mistake. If the game had continued then after white won the f-pawn the theoretical drawn material combination of rook and knight against rook would have arisen, but the award of the draw was not justified because black had not demonstrated to the arbiter that he knew how to defend this endgame.¹⁷

How to demonstrate to the arbiter that you know how to draw is maybe not as straightforward as it might seem. Shaun Press describes an example from his own experience as an arbiter where the player with less time on the clock made things difficult for himself (see diagram 8).

¹⁵ See for example David Welch's advice at <https://www.ecforum.org.uk/viewtopic.php?f=31&t=5327&start=45#p112043>

¹⁶ Presumably based on what was at the time called Article 10.2, the precursor of Article III.5.

¹⁷ Jones later wrote that black's incorrect claims had been made when white's clock was running, so there is also a good case that the arbiter should have firstly warned and then perhaps defaulted Cherniaev for intentionally distracting his opponent (Article 11.5).



8

Here white had about two minutes on the clock, and black about five, with no increment. In view of this, black had rejected a draw offer and played on. Although, as Press says, "the position is a draw, with [white] simply moving the bishop between b4 and d6",¹⁸ white took between 5 and 10 seconds over every move, and moved his king towards the kingside pawns.

Eventually black offered a draw. After the game Press suggested that if white had wanted to claim a draw he should have moved faster, and not given "the impression he was playing for two results by lunging towards his opponent's pawns".

The combination of no arbiter and no increment still occurs in some league (interclub) matches. This is covered in Article III.6:

The following shall apply when the competition is not supervised by an arbiter:

III.6.1 A player may claim a draw when he has less than two minutes left on his clock and before his flag falls. This concludes the game. He may claim on the basis:

III.6.1.1 that his opponent cannot win by normal means, and/or

III.6.1.2 that his opponent has been making no effort to win by normal means.

In III.6.1.1 the player must write down the final position and his opponent must verify it.

In III.6.1.2 the player must write down the final position and submit an up-to-date scoresheet. The opponent shall verify both the scoresheet and the final position.

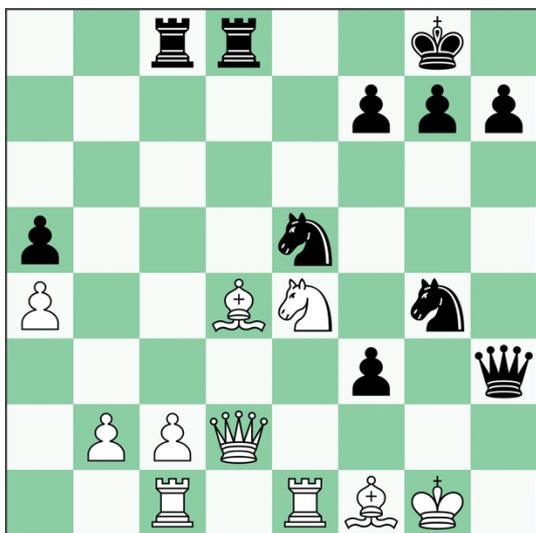
III.6.2 The claim shall be referred to the designated arbiter.

If the team captains cannot agree on a result on the night, the result is likely to be decided at a later date by a league committee. There is no happy outcome for this kind of dispute.

¹⁸ This excellent blog can be found at <http://chessexpress.blogspot.com/search?updated-max=2011-11->

28T23:53:00%2B11:00&max-results=7&reverse-paginate=true

Tactics solutions



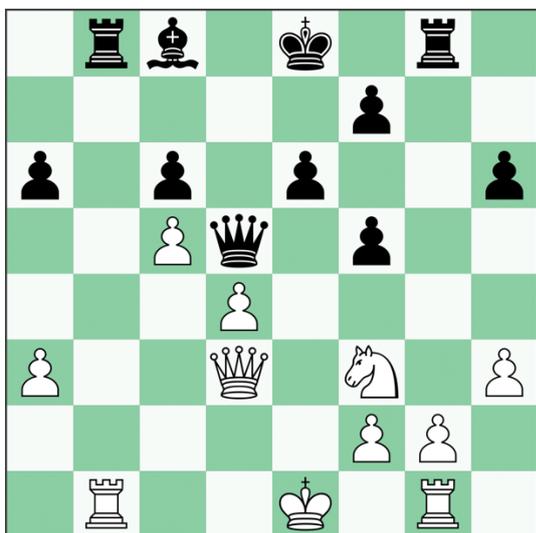
1 ▶ 1

Peter Evans (ECF 85 ≈ FIDE 1338)

Lee Tilton (unrated)

England 2020

1...f2+! would have won immediately.



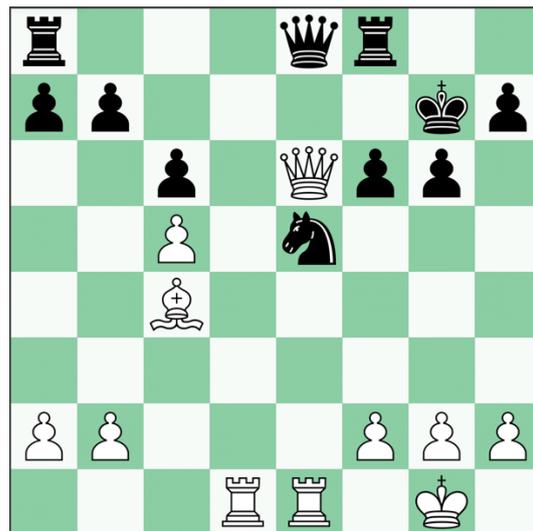
2 ▶ 21

Mike McGregor (ACF 1728)

Tjerman Gunawan (ACF 1713, FIDE 1498)

Australia 2020

21... ♖xb1+! 22. ♔xb1 ♕xf3 0:1



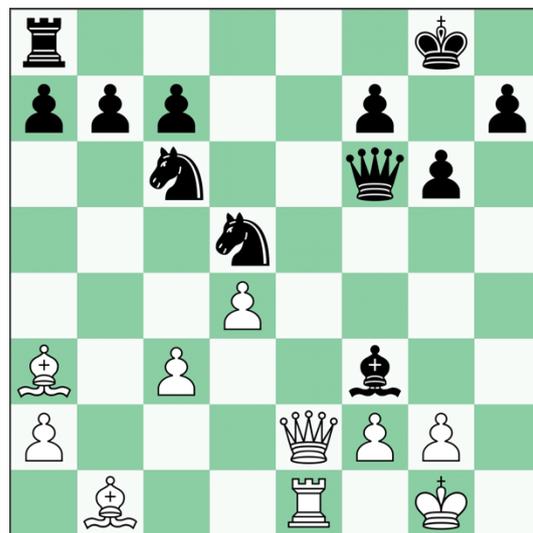
3 ▷ 24

Miloslav Nekvasil

Leroy Hill

USA 2018

24. ♖xe5! fxe5 25. ♖d7+ ♔h8 26. ♖e7! ♕b8 27. ♕d7 ♖f7 28. ♖xf7 ♕g8 29. ♖e7?! [29. ♕e7! was mate in four] ♕xc4 30. ♖xh7+ 1:0



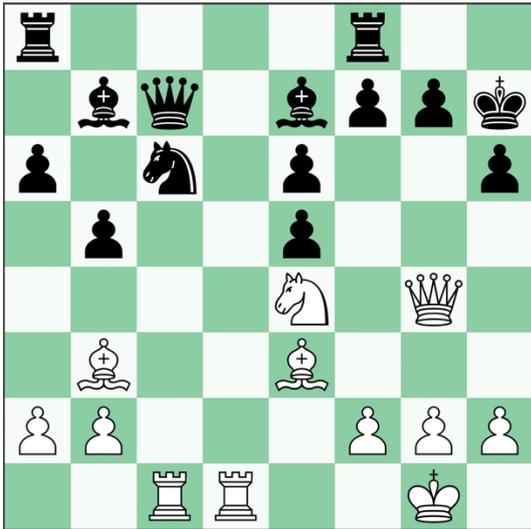
4 ▷ 22

Dexuan Kong (ACF 1455)

Siddharth Banerjea (ACF 1063)

Australia 2021

22. ♕e8+! ♔g7 23. ♖f8+!



5 ▷ 18
 Campbell Cunningham (ACF 1373)
 Adrian Noskowski (ACF 1813)
 Australia 2021

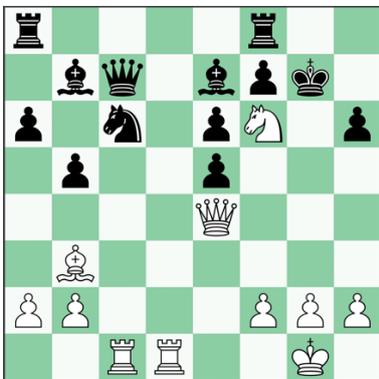
18. ♖xh6!!

White missed this, going on to lose after 18. ♖h3? To be fair, it even takes the engine a few seconds to find this spectacular idea.

18...g6

Black can't take the bishop.

(1) 18...g6 19. ♖f6+! ♔h8 [19... ♖xf6 20. ♖c2+ ♔h8 21. ♖e4 wins] 20. ♖e4 ♔g7 [20... ♖xf6 21. ♖c2].



variation

21. ♖h7+ ♔xf6 22. ♖xh6+ ♔f5 23. ♖c3 ♖d4 24. g4+ ♔xg4 25. ♖g3+

♔f5 26. ♖h5+ ♖g5 27. ♖xg5+ ♔e4 28. ♖g4#.

(2) 18... ♔xh6 19. ♖h3+ ♔g6 20. ♖c3 ♖g5 21. ♖xg5 ♔f6 22. ♖xe6 ♔e7 23. ♖h4+ is also forced mate.

19. ♖g5+! ♖xg5

(1) 19... ♔g8 20. ♖xf7! ♖xf7 21. ♖xg6+ ♔h8 22. ♖xf7 ♖g8 23. ♖xe6 is winning.

(2) The delayed capture 19... ♔xh6 meets a beautiful mating sequence: 20. ♖h4+ ♔g7 21. ♖h7+ ♔f6 22. ♖e4+ ♔f5 23. ♖h3+ ♔xe4 24. ♖f3#.

20. ♖xg5 ♖h8 21. ♖f6 ♔g8



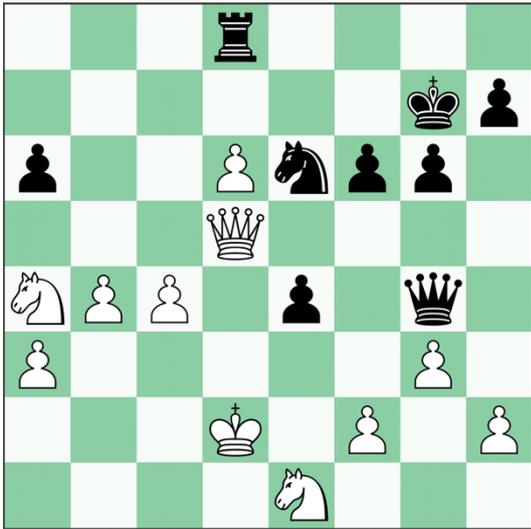
5a ▷ 22

22. ♖xe6! fxe6

After 22... ♖h6 23. ♖g5 fxe6 24. ♖xh6 black's position is also hopeless.

23. ♖xg6+ ♔f8 24. ♖xh8 ♖f7 25. ♖h6+!

White has a material advantage and a dominating position.



6 ▶36

Andrew Samuelson
Sanjay Ghatti
USA 2015

36... ♖f4!!

This double attack on the queen and the e2 square draws. Black actually played 36... ♕g5+?, simplifying into a lost endgame.

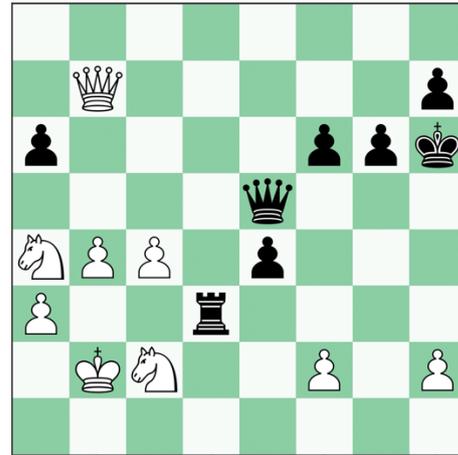
37. gxf4 ♕xf4+ 38. ♔c3

38. ♔e2 ♖xd6 39. ♕b7+ ♔h6 40. ♕a7 ♕g4+ 41. ♔f1 ♕h3+ is perpetual check, because 42. ♔g1 loses to 42... ♖d1.

38... ♖xd6 39. ♕b7+ ♔h6 40. ♖c2

40. ♔b3? would be met by 40...e3!, when both 41. fxe3 ♕xe3+ 42. ♖c3 ♕xe1 and 41. f3 ♖d1! 42. ♖c5 ♖b1+ 43. ♔a4 ♕xc4 appear to be winning for black.

40... ♖d3+ 41. ♔b2 ♕e5+



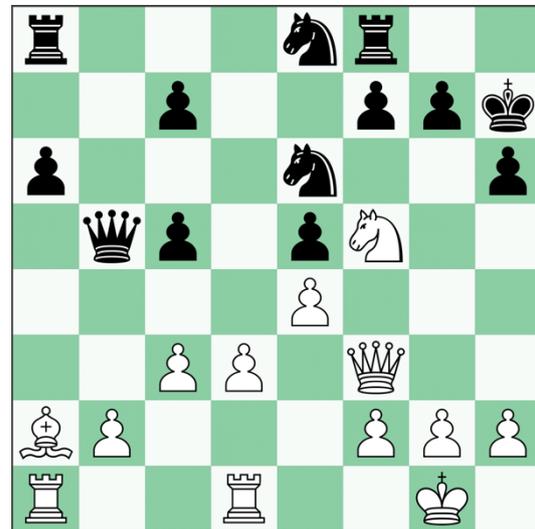
6a ▷42

42. ♔a2

42. ♔b1 lets black choose between repetition with 42... ♖d1+ and playing for a win with 42...f5!?

42... ♖d2 43. ♔b1 ♖d1+

Black can repeat moves.



7 ▷20

Carsten Pedersen
Sheila Jackson
England 2020

20. ♖xh6! ♖g5

20...gxf6 21. ♕xe6

21. ♔f5+ ♚xh6 22. f4 exf4

22...g6 23. fxg5+ ♚g7 24. ♔xe5+ is also winning for white.

23. ♔xf4

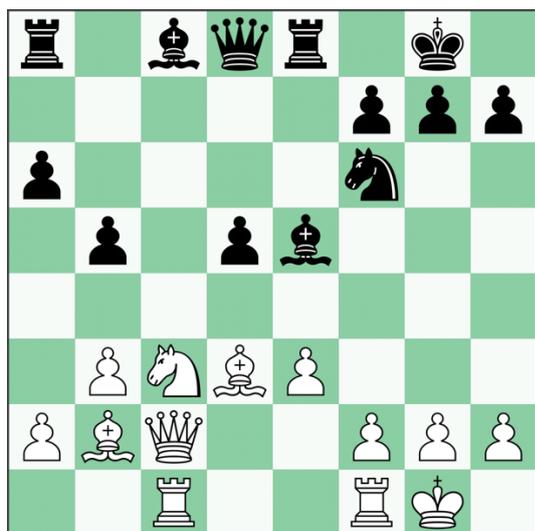
What can black do about the threat of 24. h4, winning the knight?

23...♔xb2

If 23...f6 then 24. e5! is even better than 24. h4.

24. h4 ♔xc3 25. hxg5+ ♚h7

Now white missed 7. ♔h2+! ♚g6 8. g4 ♚xg5 9. ♖f1!, which Stockfish points out is mate in 16 more moves, but played 26. ♙xf7 and went on to win.



8

►15

Benjamin Franklin (FIDE 1604)

Tim Crouch (FIDE 1664)

England 2014

15...d4!!

Black's move in the game was the obvious "distractor" 15...♙xh2? Play continued 16. ♚xh2 ♘g4+ 17. ♔g1? [after 17. ♔g3! white's king

can escape via f3 and e2, but the engine says black has a perpetual check] ♔h4 18. ♖fd1 ♔h2+ 19. ♚f1 ♖xe3!? 20. fxe3 ♘xe3+? [missing 20...♔h1+, which is forced mate] 21. ♚f2 ♘xc2 22. ♙xc2 ♙h3 23. ♖g1 ♔f4+ 24. ♚e1 ♖e8+ 25. ♘e2 ♙g4 26. ♙d1 ♔e3 and white resigned.

16. ♘d1

(1) Black is winning a pawn after 16. ♘e4 ♘g4! 17. h3 dxe3 18. hxg4 ♙xb2 19. ♔xb2 ♔xd3 20. ♖fe1 exf2+.

(2) 16. exd4 is a blunder, because now 16...♙xh2+! works: 17. ♚xh2 ♘g4+ 18. ♔g3 [18. ♔g1 ♔h4 mates] h5!, and the unstoppable threat of ...h4+ is winning for black.

16...dxe3



8a

►17

17. ♙xe5

17. fxe3 ♙xb2 18. ♘xb2 ♖xe3 also leaves black a pawn up.

17...exf2+ 18. ♘xf2 ♖xe5

Black has won a pawn with a strong position.

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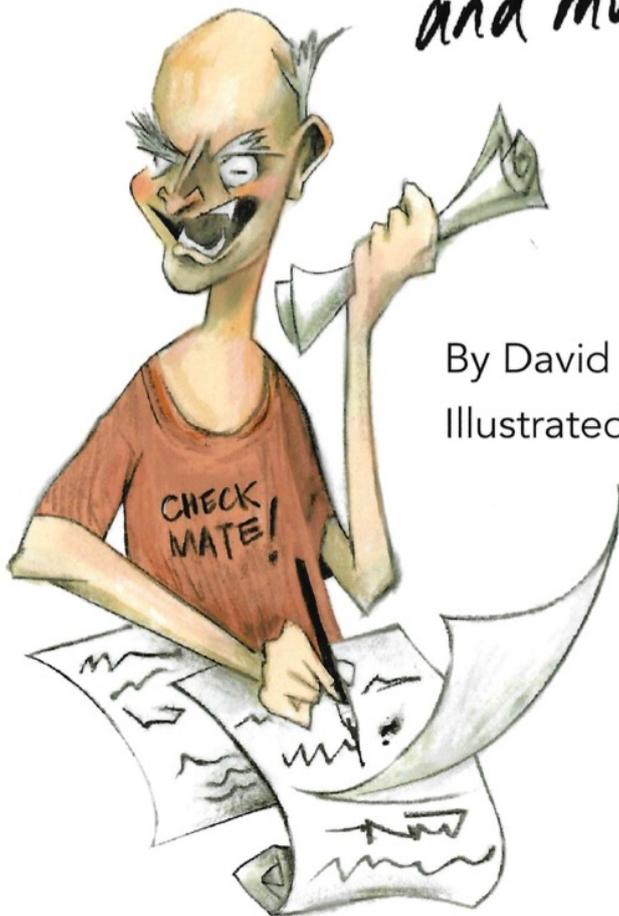
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