

The Language of the Art

Chess studies and problems contain a mix of themes and ideas. But anyone who is not aware that chess composition is an art does not try to identify them. He thinks puzzles are made for solving to improve calculation skills, so he searches for the right moves and doesn't care what Turton, Zepler or Grimshaw are. He will never be able to appreciate the beauty of chess creativity, as that is just not possible without understanding the content of compositions.

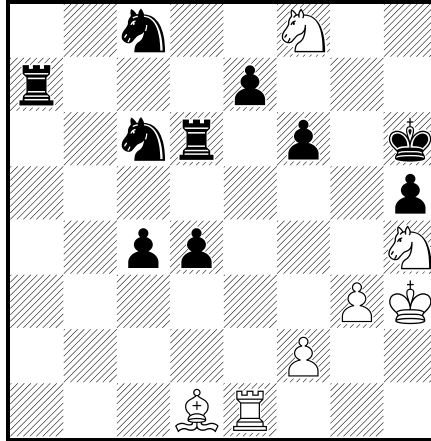
Many themes are clearly expressed in chess problems. However not many study composers, let alone pedantic over-the-board masters, have a sufficient level of tolerance to dive into the solution of a problem. Their brains refuse to look for a checkmate in a given number of moves where any normal move wins.

These barriers on the way to knowledge are removed in the compositions below. Almost all of them were published as problems but here they are modified into studies (m). Their thematic content is rich; the positions are game-like.

Themes and ideas may be everywhere: in the main lines and sidelines, in tries and threats, in white and black moves. They are explained in the comments to the studies. The main theoretical source was the Encyclopedia of Chess Problems (2012) but the definitions of the logical terms are formulated more precisely.

Twelve compositions sufficed to show in detail several major groups of themes: interference, doubling, defence substitution, structures of foreplans and the ways to deal with Black's logical combination.

1. Zinoviy Birnov
Estonian Sports 1956, 1st prize (m)



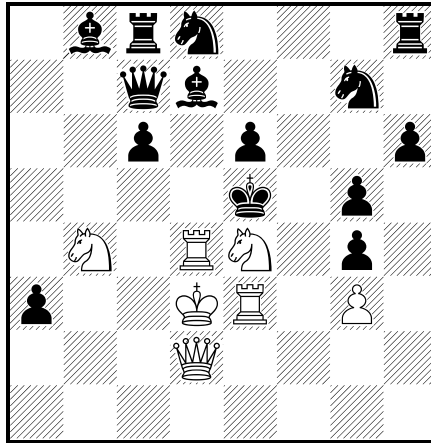
Win

In 1 the king is first invited to the center of the board **1.Sf5+ Kg5**
2.f4+ Kxf5 and there he is tortured by the bishop: **3.Bf3!**
(3.Bxh5? Se5 4.Bf3 Sxf3 5.g4+ Kxf4 6.Se6+ Rxe6) **3...Re6**
4.Bxh5 (4.Rxe6? Se5 5.fxe5 fxe5 6.Bd5 Ra5 7.Bxc4 Sd6=)
4...Se5 (4...Rxe1 5.Bg6#) **5.Bf3! Sd6** (5...Sxf3 6.g4+ Kxf4
7.Sxe6#) **6.Bd5 Ra5 7.Bxe6#** One shot kills two prisoners.

While incarcerating the rook White carries out a logical combination: the logical try 3.Bxh5? needs the foreplan 3.Bf3! to end the line in a model checkmate.

2. Theodor Siers

Deutsche Schachzeitung 1933 (m)



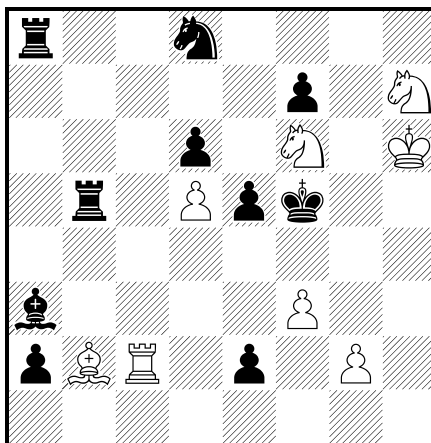
Win

In 2 the black king is going to run for cover but the queen objects
1.Qf2! 1.Rf3? c5! (1...gxf3? 2.g4! c5 3.Qh2#) 2.Qc3 cxb4 3.Rd5+
Kxd5 4.Sf6+ Kd6 5.Se4+ Kd5=. **1...Sf5 2.Kc4!** Threat Sd3#.
(2.Kc3? Qa5!) **2...Sxe3+ 3.Kd3.** Threat Qf6#. **3...Sf5 4.Ke2!**
Sxd4+ 5.Kd3 Sf5 6.Qc5#

This is a rare case when passive sacrifices are more spectacular than active ones thanks to the unexpected moves of the king into check and his steps back. The method of line clearance that uses a sacrifice of one's piece followed by the departure of the opponent's piece from the line is too beautiful to be left without a name. It is called annihilation.

3. Erich Zepler

Deutsche Schachzeitung 1951 (m)



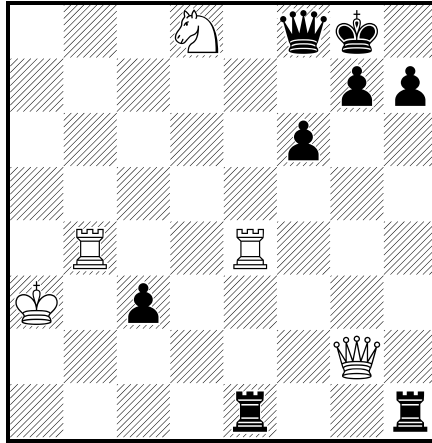
Win

3. 1.Sh5! Ra4 (1...Rxd5 2.Sg5! Ra4 3.Sg7+ Kf6 4.Sh7+ Ke7 5.Rc7#) **2.S7f6 Rbb4 3.Sg8!** It is too early for 3.Se8? Rg4! The rook stops one mate, the bishop stops another. **3...Ra7**

The second main line is: 3...Rb7 4.Rc4! Rxc4 5.Sgf6 Rbb4 6.Se8! Rg4 7.Sxd6#. The Ra4 crossed the critical b4-square and got in the way of the other rook. The term to describe this kind of doubling is anti-Brunner-Turton.

4.Rc7! Rxc7 5.Sgf6 Rcc4 6.Se8! Rg4 7.Sxd6#. The Ra4 made an anti-peri-critical move. It moved around the critical square (that's what *peri* means) to Black's disadvantage (that's why it's *anti*).

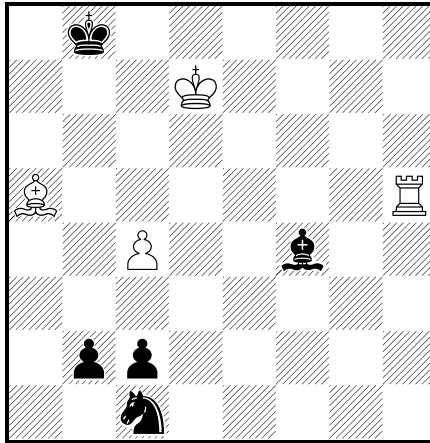
64-Shakhmatnoye Obozrenye 1999, special prize
(after Erich Brunner 1927)



4. 1.Qa2+ Kh8 2.Sf7+ Kg8 3.Sd6+! Smothered mate is a mirage for the moment **3.Sh6+ Kh8 4.Qg8+? Qxg8 5.Sf7+ Qxf7! 3...Kh8 4.Rb8! Qxb8.** The queen crossed the critical e8-square. It's time to decoy the rook: **5.Sf7+ Kg8 6.Sd8+! Kh8 7.Re8+! Rxe8 8.Sf7+ Kg8 9.Sh6+ Kh8 10.Qg8+! Rxg8 11.Sf7#**

To shut the queen White uses the Rehm mechanism – the battery opens several times in one line with moves of the front piece to different squares.

5. Michael Schneider
Miniatures strategiques 1935 (m)



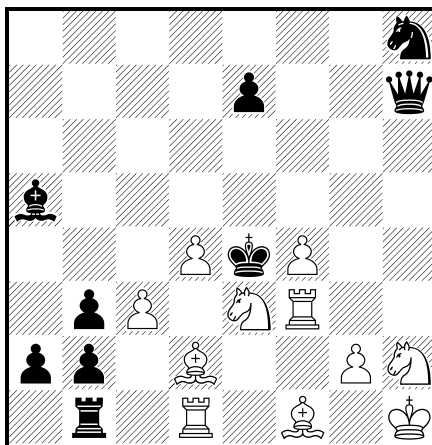
Win

5. 1.Rb5+ (1.Bc7+? Bxc7 2.Rb5+ Ka7 3.Kxc7 Sb3 4.Rxb3 b1S! 5.Rb4 Sc3) **1...Ka7** (1...Ka8 2.Rxb2 Sb3 3.Rxc2 Sxa5 4.Ra2 wins) **2.Bb6+ Ka6 3.Kc6 Sb3 4.Rxb3 b1S!** White has to substitute the good black defender before threatening Ra5# again: **5.Rb4!** (5.Rb5? Bd2!) **5...Sc3 6.Rb5!** The new defender prevents the mate **6...Sxb5** but another one follows: **7.cxb5#**

The Dresden theme belongs to the group of combinations where a good defence is replaced by a bad one.

6. Yakov Vladimirov

East-West match 1997, 1st prize (m)



Win

6. This study with the Hamburg theme shows that the aim of the foreplan in such combinations is not always pure because to realize the theme a defence should be removed, not just an obstacle (the mass or power of a piece). **1.Bc1! bxc1S 2.Ba6!** This move forces the e7-pawn forward and good defences by the queen disappear. 2.Bb5? Qg6! (Not 2...Qh6? 3.Bd7 Qg6 4.Bc8); 2.Bc4? Qh5! **2...e6**

II. 2...e5 3.Bc4 Qd7 4.Bd5+! Qxd5 5.Shg4 Qf7 6.Sf2#

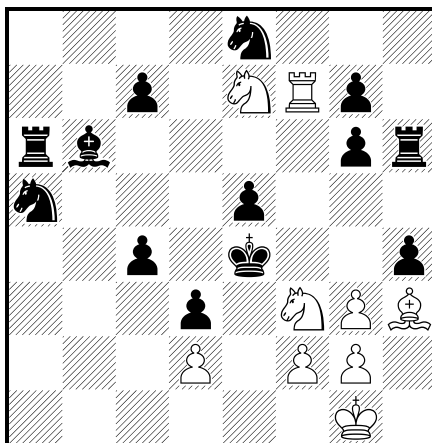
3.Bb5 Qc7 4.Bc6+! Qxc6 5.Shg4 (5.Shf1? Se2 6.Sd2+ Kd3 7.Sxb1+ Ke4=) **5...Sd3 6.Sf6#**

Defences by the queen changed after 2...e6/e5 but in the logical tries 2.Bb5/Bc4 after the bishop sacrifices 4.Shg4 does not win because: 1) the queen is not interfered with by the pawn, so

4...Qh6/5+ is possible and 2) the f6-square is defended by the pawn, so 4...Sd3 5.Sf6+ exf6. The foreplan 2.Ba6 removes two obstacles at once, which contradicts the logical school rule: "Each obstacle needs one plan".

7. Valentin Rudenko and Mikhail Marandiuk

7th WCCT 2001, 5th place (m)



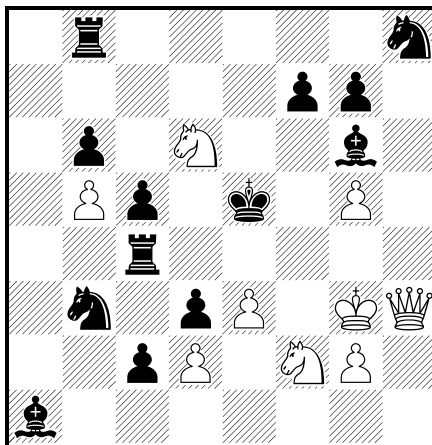
Win

7. 1.Be6! After 1.Sg5+? Kd4 2.Se6+ Ke4 the f2-pawn can't mate while the bishop is too late: 3.Bg4 Bxf2+ 4.Kf1 Rxe6. **1...c6** (1...Bxf2+ 2.Kxf2 Rd6 3.Bd5+! Rxd5 4.Sg5+ Kd4 5.Se6+ Ke4 6.Rf3 Rd6 7.Re3#) **2.Rf5 Bc7.** So, the pawn can mate now but it is obstructed by the knight, the knight can't go to e6 because the bishop is there and the bishop can't be sacrificed because of the rooks. The Rf5 has to do White the last service before leaving the board: **3.Rg5!** (3.Bd5+? cxd5 4.Sg5+ Kd4 5.Se6+ Rxe6!; 3.Rxe5+? Bxe5 4.Bf5+ gxf5 5.Sg5+ Kd4 6.Se6+ Rxe6!) **3...Sf6 4.Rxe5+** (4.Rxg6? Rh5 5.Bf7 hxxg3=) **4...Bxe5 5.Bf5+ gxf5 6.Sg5+ Kd4 7.Se6+ Ke4 8.f3#**

The two first moves unpinned the f2-pawn but the white bishop turned into an obstacle. The foreplan 3.Rg5 made the rook into another obstacle. Thus, White needed two more foreplans 4.Rxe5+ and 5.Bf5+ to vacate the squares for the knight. When one foreplan fixes the damage caused by the previous foreplan, it is a structure with nested plans (type II). Here we have two pairs of such foreplans: 1.Be6/5.Bf5+ and 3.Rg5/4.Rxe5+. Moreover, 4.Rxe5+ and 5.Bf5+ are type I foreplans. In the position before move 4 the main plan 4.Sg5+ Kd4 5.Se6+ has two obstacles – that is why it is a type I structure. The tries which verify the purity of aim are: 4.Bf5+? gxf5 5.Sg5+ (impossible) – rook is the only obstacle; and 4.Rxe5 Bxe5 5.Sg5+? Kd4 6.Ne6+ (impossible) – bishop is the only obstacle.

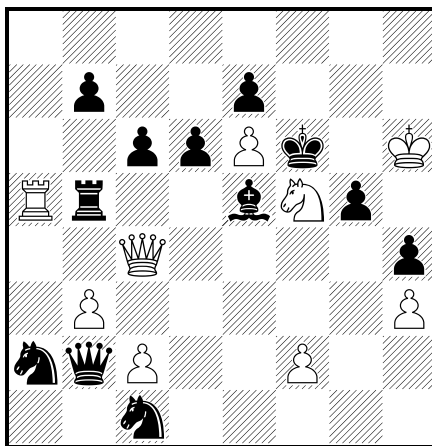
8. Johannes Kohtz and Carl Kockelkorn

Deutsches Wochenschach 1907 (m)



9.Sh6+ gxh6 10.g4#) 6.Kh4 c1Q 7.Sh6+ gxh6 8.g4#) **2.Sde4!** Nowotny interference as a foreplan! The main Nowotny 2.e4? fails to 2...Sxd2! The Sd6 makes Qd5# impossible and if White discards this knight on c4 or f7 then it is captured there by the pieces that will defend the d5-square. 3.Sxf7+ (3.Sxc4+ Qxc4) 3...Bxf7 4.Sxd3+ Kxe4 5.Sf2+ Ke5=; 2.Sc8? Rb7! **2...Bh7!** (2...Qe1 3.Qe7+ Kf5 4.Sd6#; 2...Ra4 3.Sg4+ Kxe4 4.Qc6+ Kf5 5.Qd5+ Be5+ 6.Qxe5#; 2...Bh5 3.Sf6! Rd8 4.Sxd3#) The knight is no longer in the queen's way but has obstructed the pawn. This is fixable: **3.Sg4+! Kxe4 4.Sf2+ Ke5 5.e4! Rxe4** (5...Bxe4 6.Sg4#; 5...Rd8 6.Qe7+ Kd4 7.Qxd8+ Ke5 8.Qd5#) **6.Sxd3#**

9. August von Cywinski de Puchala Deutsche Schachzeitung 1865 (m)



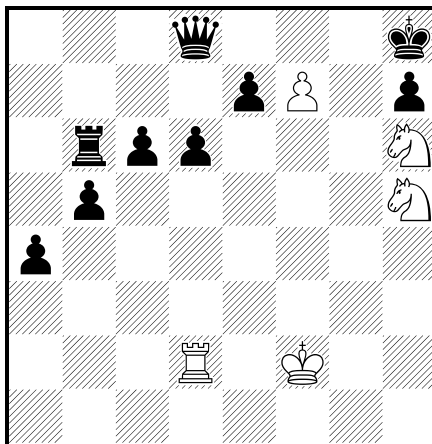
Win

9. 1.Sg7 Rb4! (1...Bd4 2.Rxb5 cxb5 3.Qd5 wins) **2.f4!** (2.Ra8? Bd4! 3.Rf8+ Ke5 4.Rf5+ (4.f3 d5!) 4...Ke4) **2...gxf4 3.Qd4!!** The queen goes to the square attacked by three enemy pieces in order to make the c3-square unavailable for the bishop. The main plan

3.Ra8? is refuted by 3...Bd4! In case of the preparatory block on the e4-square 3.Qe4? Rxe4 4.Ra8, Black is saved by 4...Bc3!
3...Qc3 (3...Bxd4 4.Rf5#, 3...Rxb3 4.Qe4; 3...Qxc2 4.Qg1)
4.Qe4! Rxe4 5.Ra8 Bd4 6.Rf8+ Ke5 7.Rf5#

Such structure of successive foreplans, when the second obstacle (Bc3!) is also against the main plan and not the foreplan, was named after the Austrian composer as Cywinski type (type IIIa).

10. Erich Zepler British Chess Magazine 1940 (m)



Win

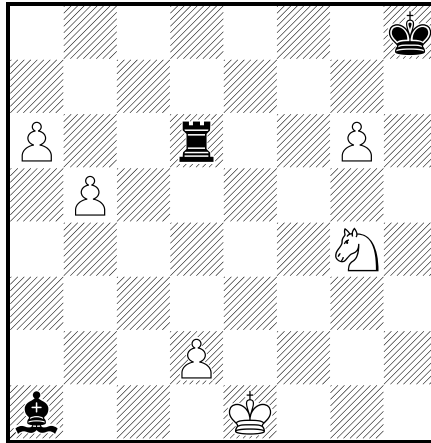
10. 1.Rd3! If the king steps back to let the rook get to the g-file 1.Kf1? (1.Ke1? Qc8! 2.Kd1 Rb8 3.Rg2 Qe6) then Black doubles his pieces with the rook in front 1...Qa8! (1...Qc8 2.Rg2 Rb8 3.Rg8+ Qxg8 4.fxg8Q+ Rxc8 5.Sf7#) 2.Rg2 Rb8. The intermediate sacrifice f8Q+ could reveal a drawback of the queen being behind, but White has no time to prepare it with 3.Ke2 because the rook stops the passer 3...Rf8! White manages to

transfer the knight to e6 and not let Rf8 happen if he starts with the rook move: 1.Rd4? Qa8! 2.Rg4 Rb8 3.Sf4. Here another defence on the threat square saves Black 3...e6! 4.Sxe6 Re8! The king can't hide on the e-file and the h-file is too far away. 5.Sc7 (5.Kg3 Qc8!) 5...Qa7+ 6.Kf1 Re1+! 7.Kxe1 Qe3+ perpetual check. **1...Qa8! 2.Rg3 Rb8 3.Sf4! a3** (3...e6 4.Sxe6 Re8 5.Sc7 Qa7+ 6.Kf1 Re1+ 7.Kxe1 – the e3-square is watched by the rook.) **4.Se6 a2 5.Ke2 a1Q 6.f8Q+! Rxf8 7.Rg8+ Rxg8 8.Sf7#**

In order to reinterpret Black's Loyd-Turton counterplay Qa8! in his favour as an interference to the queen, White uses four successive plans: 1) f8Q+ 2) Ke2! 3) Sf4–e6! and 4) Rd3! Each new plan is needed to remove the good black defence against the previous plan (type III Holzhausen): the first plan was refuted by Rxf8+ with check, the second by anti-promotion move Rf8 and the third failed after e6! It is impossible to separate the last plan 1.Rd3 from the logical try, which is why such a foreplan is sometimes given a different name, and the whole logical idea is an option combination.

11. Hermanis Matisons

Shakhmatny Listok 1927, 1st prize (new version)



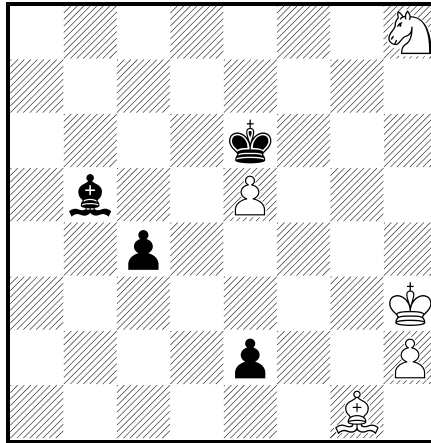
Win

11. After 1.a7? Rd8 2.Sh6 Re8+ 3.Kd1 Bd4 4.g7+ Bxg7 5.Sf7+ Kh7! 6.Sd6 Rd8 7.b6 Bd4 8.Sc8 Rxc8 9.b7 the rook saves Black: 9...Rc1+! 10.Kxc1 Bxa7=.

The move 7.Sf5 sends the bishop on a different path 7...Bf8 8.b6 Bc5. Here it interferes with the rook but the knight doesn't have time to come back to the place of sacrifice. This plan will work with the black king on g8. **1.Sh6! Re6+!** Otherwise the knight won't let the bishop get to the d4-square. 1...Rxc6 2.a7 Re6+ 3.Kd1 Re8 4.Sf7+ Kh7 (4...Kg8 5.Sd6 Rd8 6.Sf5! wins) 5.Sg5+! Kg6 6.Sf3! wins. **2.Kd1 Bd4 3.g7+ Bxg7 4.Sf7+! Kg8 5.a7 Re8 6.Sd6 Rd8.** Now the Roman stage of the combination follows: **7.Sf5! Bf8 8.b6 Bc5 9.Se7+ Kf8 10.Sc8! Rxc8 11.b7** – the king was used to decoy the bishop (type III) and stop the rook sacrifice (prevention of black manoeuvre).

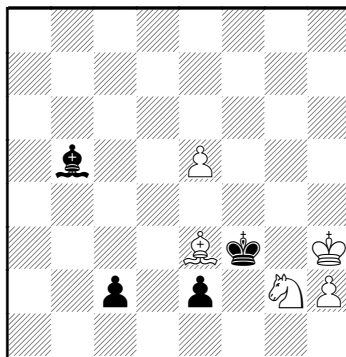
12. Serhiy Didukh

FIDE World Cup 2021, special prize
(after V.Vinichenko 1983)



Draw

**1.Bf2 c3 2.Sg6 Kf5 3.Sh4+ Ke4 4.Sg2 c2 (4...Kf3 5.Bd4!) 5.Be3
Kf3**



Logical try 6.Se1+? Kxe3 7.Sxc2+ Kd2 8.Sd4 Bd7+ 9.Kg2 9...Bc6+ 10.Kh3 e1Q 11.Sf3+ Bxf3 – this would be a stalemate without the e-pawn. White can discard his pawn 9.e6! Bxe6+ 10.Kg2 Bd5+ 11.Kh3 but now Black promotes to rook 11...e1R! and again it is not stalemate.

The other way to eliminate the pawn is better because it is then possible to make the promotion obstacle irrelevant. **6.e6!! Bc4 7.Se1+ Kxe3 8.Sxc2+ Kd2 9.e7!** The pawn switches the bishop back to the bad diagonal and on the next move it removes the first obstacle (its own mass). **9...Bb5 10.e8Q! Bxe8 11.Sd4 Bd7+ 12.Kg2 Bc6+ 13.Kh3**

I. e1Q 14.Sf3+ Bxf3 stalemate.

II. 13...e1R 14.Sxc6. The Roman has disarmed the promotion to rook.

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DEFINITIONS OF SOME TERMS AND THEMES

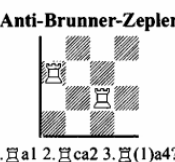
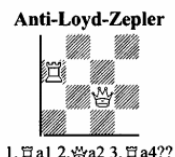
INTERFERENCE

Interference occurs whenever a piece stands between the squares of occupation and action of a second piece. The interference move may be forced in two different ways, either by a sacrifice on the critical square, or by some outlying threat quite unrelated to the critical square. The two alternatives give us four different themes:

Interference	Pieces of unlike motion	Pieces of like motion
Forced by a Sacrifice on the critical square	Nowotny	Plachutta
Forced by a Threat unrelated to the critical square	Grimshaw	Holzhausen

DOUBLING

Doubling is a three-move affair. Since the order of the pieces is crucial, the critical 1st move prepares the arrangement of two like-motion pieces on one line (2nd move). On the 3rd move the front-piece plays along a line using support of the rear-piece. There are two forms of doubling



Group of themes where a

Theme	Good defence in the try	Decoy in the foreplan	New defence in the main plan
Roman	A	A	A
Hamburg	A	B	A
Palitzsch-Dresden	A	A	B
Brunner-Dresden	A	B	B
Three-piece-Dresden	A	B	C

LOGICAL COMBINATION

The basic model of this idea has the following elements:

- a try (main plan) that fails because of an obstacle;
- an additional manoeuvre that removes the obstacle.

An obstacle is provided by the existence or absence of the mass or power of a piece. The additional manoeuvre is the foreplan. Its aim to eliminate the obstacle is achieved by a core move: deploy (White's move) or decoy (Black's move).

STRUCTURES OF FOREPLANS

Type I (coordinated plans)

One logical try (main plan) has two obstacles. Two other tries fail only because of one these obstacles.

Type II (nested plans)

The second obstacle which is revealed by the first foreplan has no influence on the key (1st move of the plan). It is dealt with afterwards.

Type III (successive plans)

The second obstacle must be dealt with beforehand.

Holzhausen's type The second obstacle is against the first foreplan.

Cywinski's type IIIa The second obstacle is against the main plan.

ACTION AGAINST BLACK'S COMBINATION

White provision is necessary to make black manoeuvre (foreplan) fail.

Prevention

White provision stops black manoeuvre from happening.

Disarming

White provision makes the core move (decoy or deploy) of black manoeuvre irrelevant, harmless.

Reinterpretation

White provision exploits the core move of black manoeuvre as useful for own side.