

Two Bishops Save the Day

A World Champion's
Favorite Studies

100

studies with just
two bishops
in the finale

Sergei
Tkachenko



Contents

Title Page

Introduction

Studies 1-10

Studies 11-20

Studies 21-30

Studies 31-40

Studies 41-50

Studies 51-60

Studies 61-70

Studies 71-80

Studies 81-90

Studies 91-100

Two Bishops Save the Day:
A World Champion's Favorite Studies

by

Sergei Tkachenko

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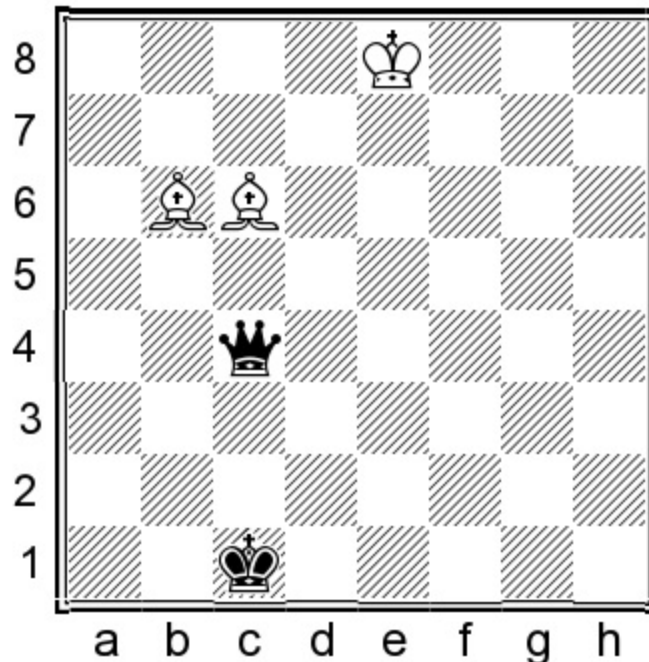
ISBN 978-5-6046766-0-8

A Pair of Long-Range Snipers

It's no secret that two bishops possess tremendous power, since they're able to control a lot of squares at once. Chess glossaries even have an entry on the "bishop pair advantage". A chess player who has this advantage usually attempts to open diagonals and break down the opposing king's position.

However, the bishop pair becomes especially strong in the endgame, when there are few pieces on the board. There are cases when even the formidable queen cannot break through the defenses of a bishop pair. Diagram I shows one of them.

No. I. Training example

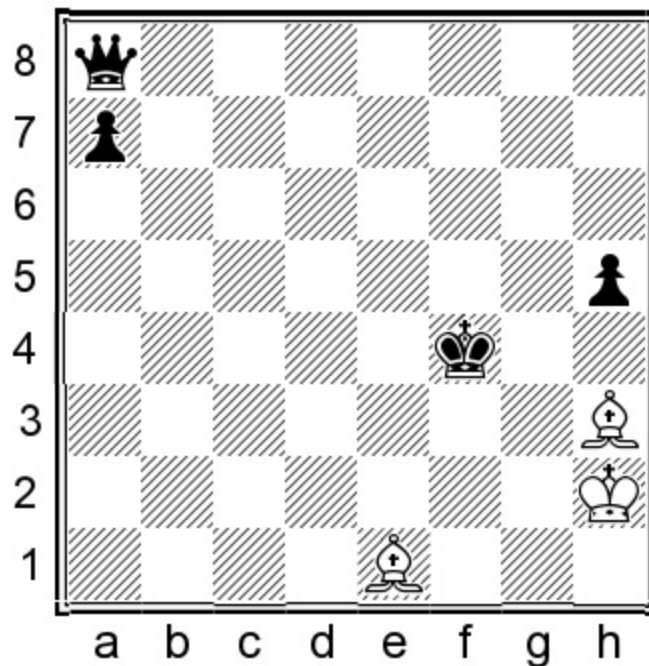


White to play and draw

After 1.♖d7! ♚a6 2.♖c7 ♜c2 3.♙c5 ♜c3 4.♙b6 ♜c4 5.♙f2 ♚a5+ 6.♙b6, black cannot break through white's defenses. For instance: 6...♚e5+ 7.♖b7 ♚e7+ 8.♖c8 ♚d6 9.♖b7 ♜b4 10.♙c7 ♚e7 11.♖b6, draw.

But fortresses are not the only aspect in which bishops excel! The bishop pair often prevents the opponent from converting an overwhelming material advantage. Position II, taken from a Platov brothers' endgame study, serves as proof.

No. II. V. and M. Platov, 1905 (position after black's 3rd move)



White to play and draw

1.♔d2+! ♚e5. The king cannot move to the long light-squared diagonal because of the killing blow ♔g2+.

2.♔c3+ ♚d6 3.♔b4+ ♚c7 4.♔a5+ ♚d6. After 4...♚b8, the quiet 5.♔g2! wins the queen.

5.♔b4+ ♚e5 6.♔c3+. A positional draw.

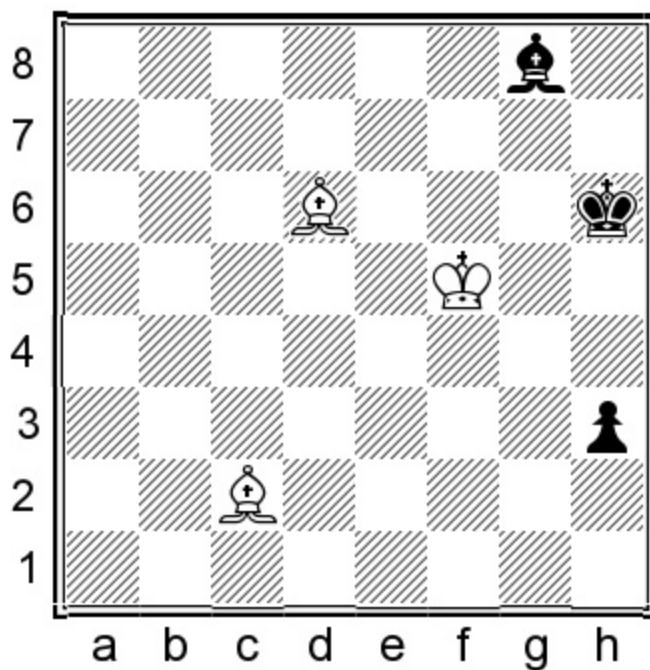
This book features 100 instructive endgame studies where two white bishops successfully oppose various combinations of black pieces. As per tradition, the number of moves in the solutions is mostly not greater than six (seven in some rare cases). This allows experienced players to test their tactical prowess and calculation technique without a board.

Analyzing these diagrams will be beneficial for novices. The diversity of tactical ideas where two bishops show wonderful coordination and composure will surely help them in their chess growth.

Good luck in your hunt for the secrets of chess!

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No. 1



White to play and win

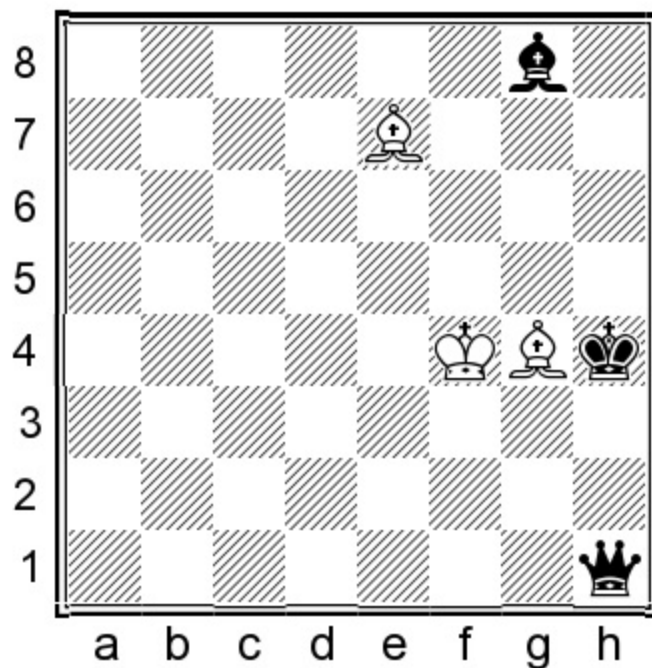
Show/Hide Solution

The poor position of the king and bishop leads to black's downfall...

1. ♖f8+ ♔h5. The king cannot move towards the bishop: 1... ♖h7 2. ♖f6+ ♔h8 3. ♖g7#.

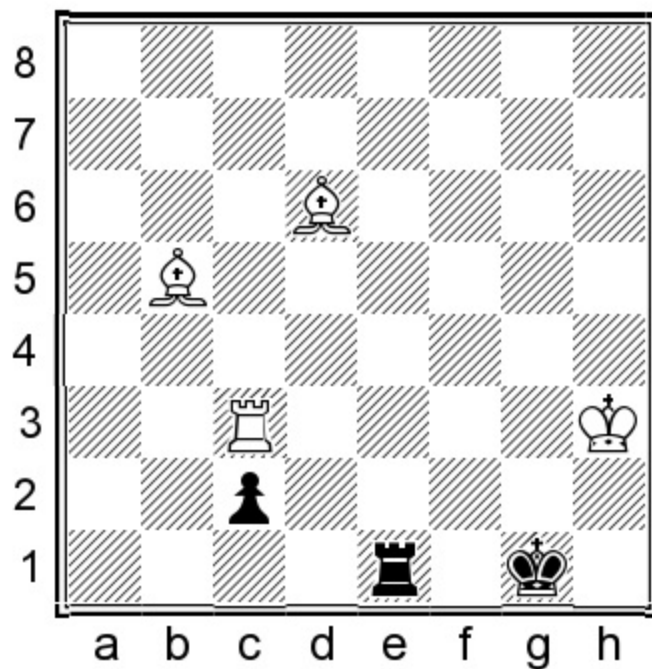
2. ♖d1+ ♔h4 3. ♖f4! Threatening 4. ♖e7#.

3...h2 4. ♖g4! h1=♚ 5. ♖e7#. Checkmate still occurs!



Author B. Horwitz, 1880

No. 2



Black to play. White wins

Show/Hide Solution

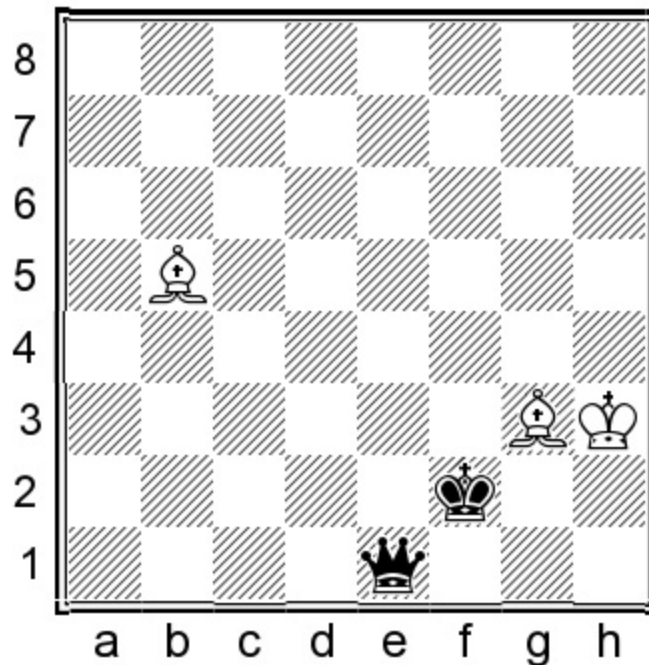
Black cannot promote the pawn immediately: 1...c1=♔ 2.♙c5+ ♔h1 3.♙c6+, mating.

So, black sacrifices the rook: 1...♖e3+! 2.♖xe3 c1=♔ 3.♖e1+! A counter-sacrifice!

Not 3.♙f4? ♔c8+ 4.♔g3 ♔g8+, and black saves the game.

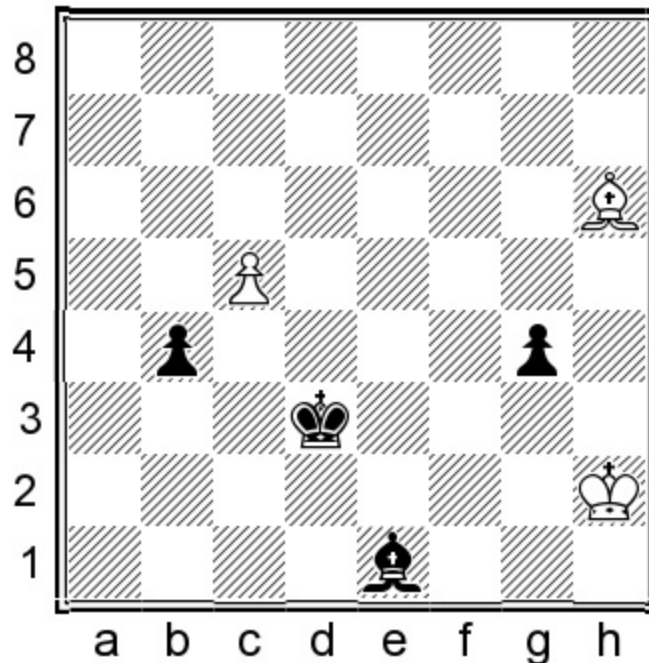
3...♔xe1 4.♙h2+! (4.♙c5+? ♔f2) 4...♔f2. Or 4...♔h1 5.♙c6+, mating.

5.♙g3+ and white win the queen and the game.



Author B. Horwitz (edited by S. Tkachenko), 1883

No. 3



White to play and win

Show/Hide Solution

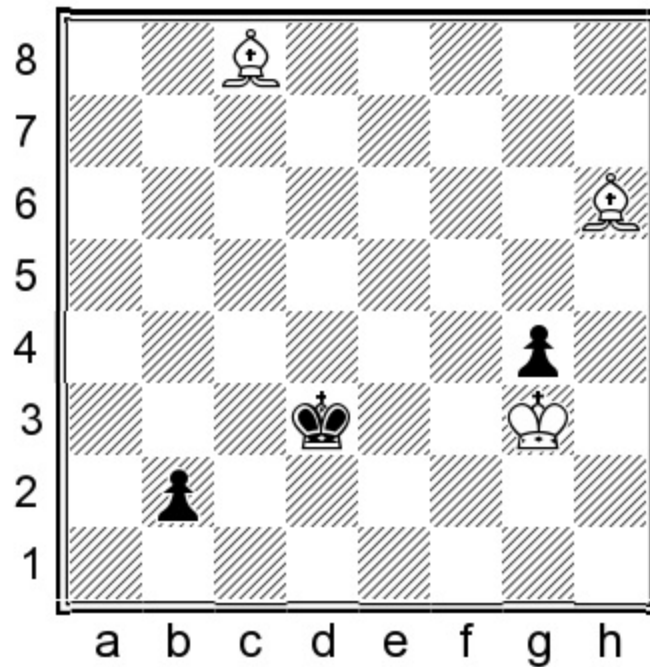
Where's the second white bishop? Don't fret, just wait a bit!

1.c6 b3. 1...♙c3 is not dangerous: 2.♙f4! b3 3.c7 b2 4.c8=♚ ♔c2 5.♚f5+, and white wins.

2.c7 ♙g3+! Stalemate counterplay! After 2...b2 3.c8=♚ b1=♚ 4.♚f5+, the newborn black queen

falls.

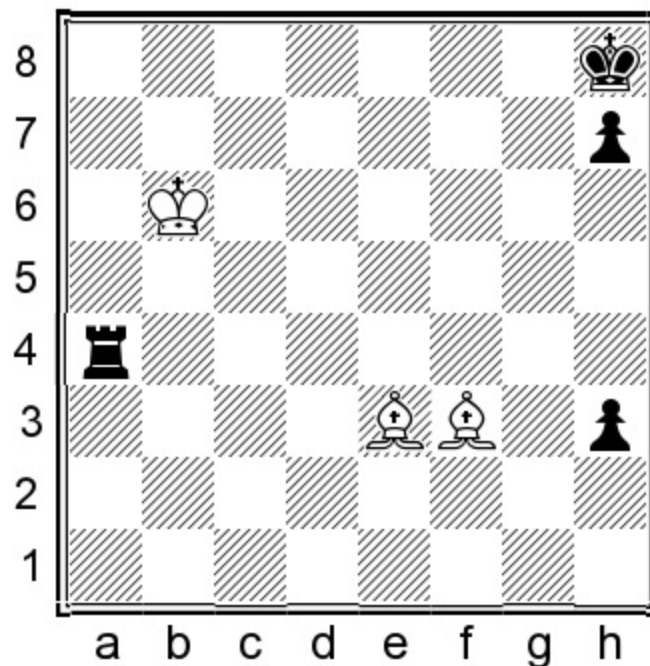
3.♙xg3 b2 4.c8=♙!! Here's the second bishop! After 4.c8=♙? b1=♙ 5.♙f5+, black now has 5...♙e2! 6.♙xb1, stalemate. Or 6.♙f2+ ♙d3! 7.♙f5+ ♙e2, positional draw.



4...♙e4 (4...♙c2 5.♙f5+ ♙b3 6.♙b1 or 4...b1=♙ 5.♙f5+ ♙e2 6.♙xb1) **5.♙xg4 b1=♙ 6.♙f5+**, and white wins the queen and the game.

Authors V. and M. Platov, 1906

No. 4



White to play and win

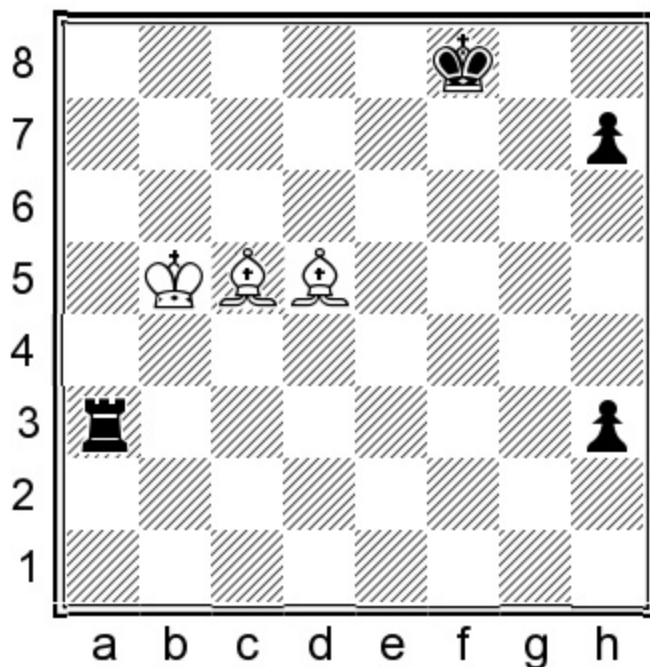
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Black has no material problems, but his position is flawed...

1.♔b5! Domination!

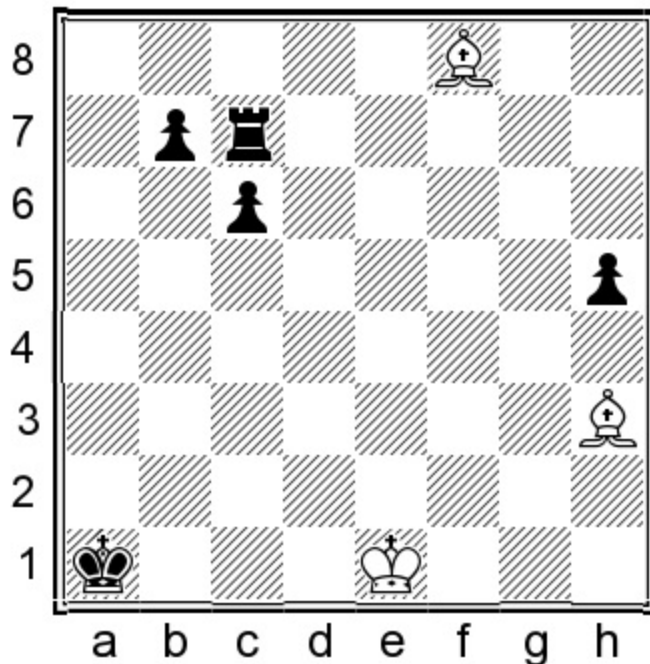
1...♖a3. Other squares are also unsafe: 1...♖h4 2.♙g5! ♖d4 3.♙f6+ ♔g8 4.♙xd4; 1...♖a2 2.♙d4+ ♔g8 3.♙d5+ or 1...♖a1 2.♙d4+ etc.

2.♙d4+ ♔g8 3.♙d5+ ♔f8 4.♙c5+, and white wins the rook and the game.



Author L. Kubbel, 1911 (position after black's 3rd move)

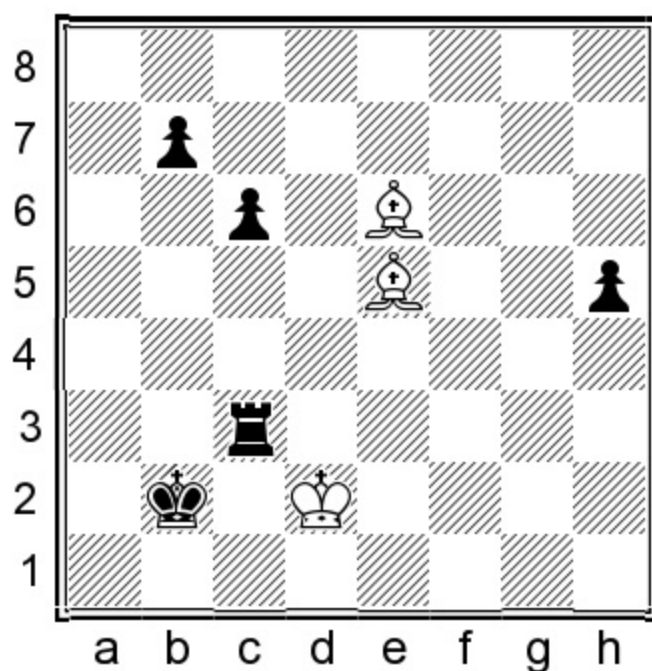
No. 5



White to play and win

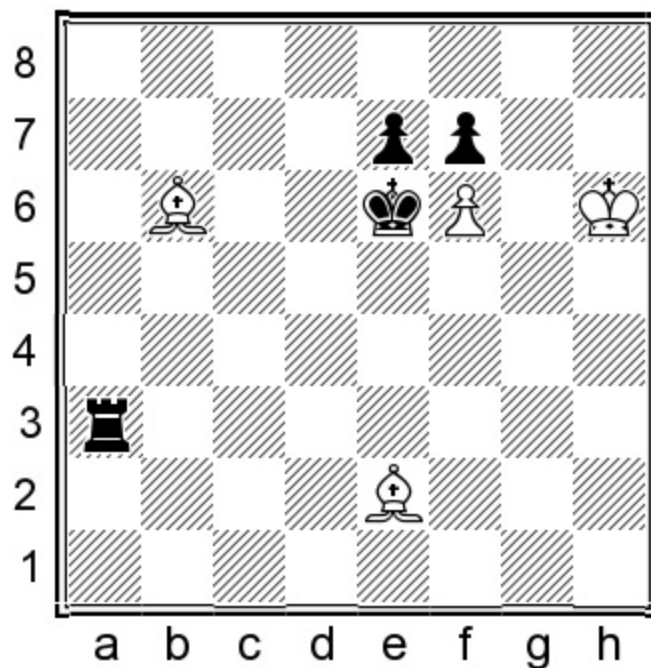
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- 1.♔d6! ♖f7! 1...♖h7 doesn't help either: 2.♕f5! ♖h6 (2...♖f7 3.♕e5+) 3.♕f8 ♖f6 4.♕g7, with a pin.
2.♕e6! Not 2.♕e5+? ♔b1! 3.♕e6 ♖e7, and now it's black who wins.
2...♖f3 (2...♖g7(f6) 3.♕e5+) 3.♔e2! The king joins the fray!
3...♖c3 4.♕e5, pinning. 4.♔d2? ♖f3! 5.♔e2 ♖c3 is only a waste of time.
4...♔b2 5.♔d2, and the rook falls. Great coordination of all white pieces!



Author H. Rinck, 1914

No. 6



White to play and win

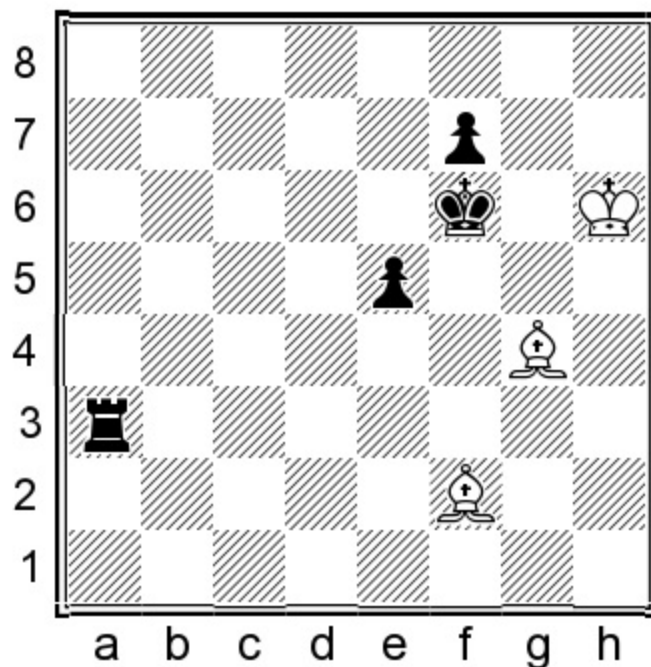
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If white loses his pawn, he'll lose the winning chances as well...

1. ♖g4+! Not 1.fxe7? ♜h3+ 2. ♔g7 ♜xe7, with a draw.

1. ♖g4+! ♜xf6. 1...♜d6 is hopeless: 2.fxe7 ♜a8 3. ♖d8, and the pawn is unstoppable.

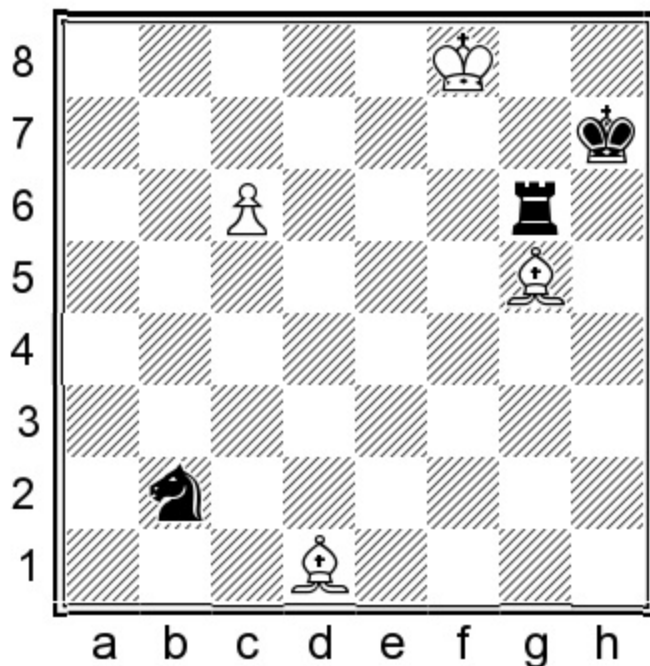
2. ♖d4+ e5 3. ♖f2!! The point! White threatens 4. ♖h4#.



3...e4 4. ♖d4+ ♜e7 5. ♖c5+, with a winning fork.

Author L. Kubbel, 1917

No. 7



White to play and win

Show/Hide Solution

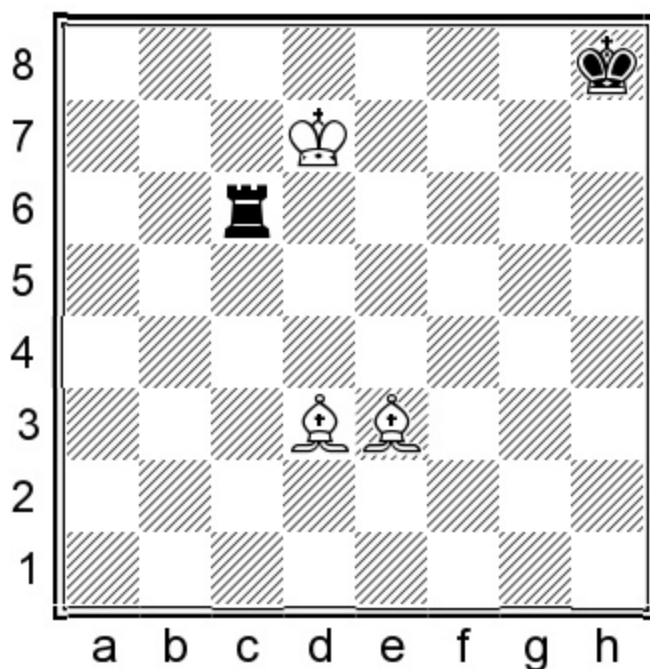
1.♙c2! ♜d3! Stalemate counterplay!

2.♙xd3. Not 2.c7? ♞xg5 3.♙xd3+ ♜h8 4.c8=♚ ♞g8+, with a draw.

2...♜h8 3.♙e3!! The point! But not 3.♙xg6, stalemate.

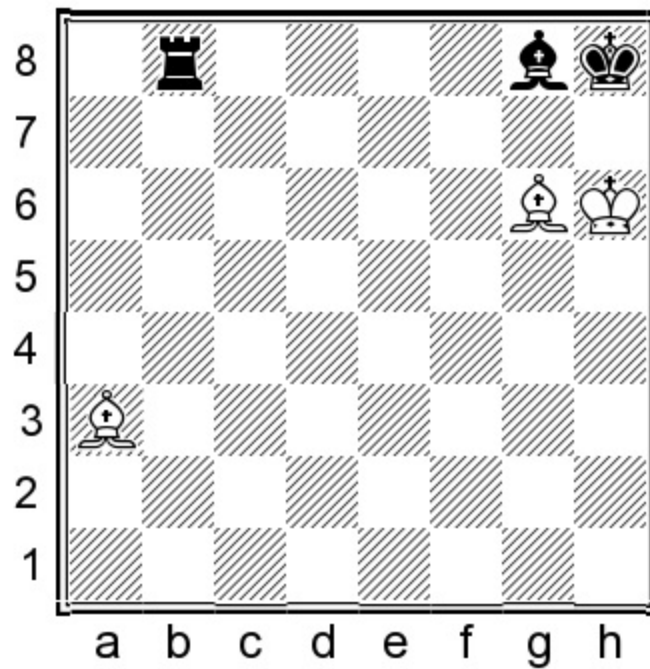
3...♞f6+ 4.♜e7! After the careless 4.♜e8?, black is safe: 4...♞e6+! 5.♜f8 ♞xe3 6.c7 ♞f3+ 7.♜e8 ♞e3+, with a draw.

4...♞xc6 5.♜d7! The rook is trapped on an empty board!



5...♞f6 (5...♞c3 6.♙d4+) 6.♙d4. The rest is simple: 6...♜g7 7.♜e7 etc.

No. 8



White to play and win

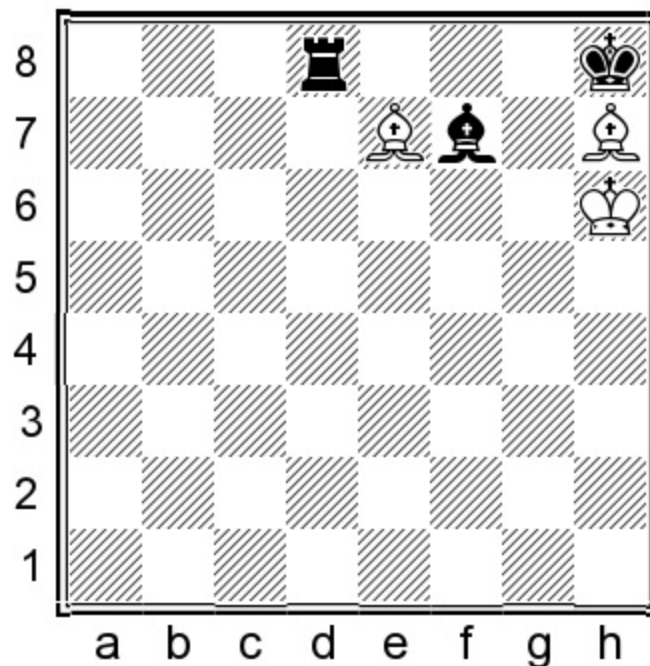
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A unique position where a bishop pair outplays a stronger pair of pieces!

1.♖c5!! Threatening 2.♖d4#. There are two symmetrical replies:

A) **1...♖h7 2.♖f7! ♜d8 3.♖e7! ♖g6 4.♖f6#;**

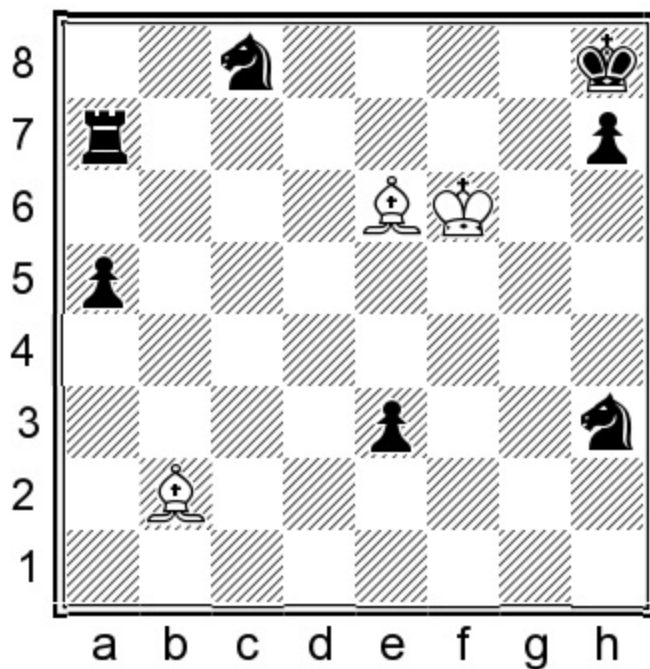
B) **1...♖f7 2.♖h7! ♜d8 3.♖e7!** The mate cannot be prevented!



3...♙g6 4.♙f6#!

Author J. Vancura, 1922

No. 9



White to play and win

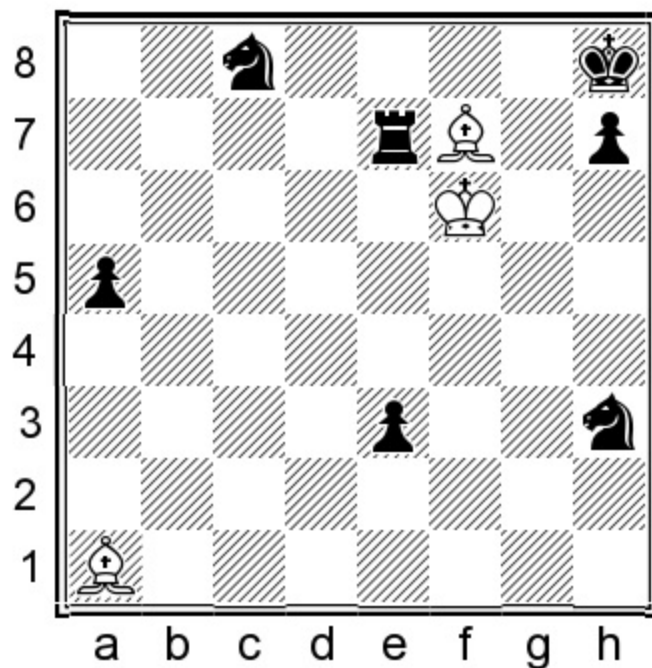
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The black king is cornered...

1.♙f7! Threatening 2.♚e6(f5)#.

1...♜b7 2.♙c3! After 2.♙a1? ♜b1! 3.♙c3 ♜g1 or 2.♙d4? ♜b4! 3.♙e5 ♜g4 black manages to extricate himself.

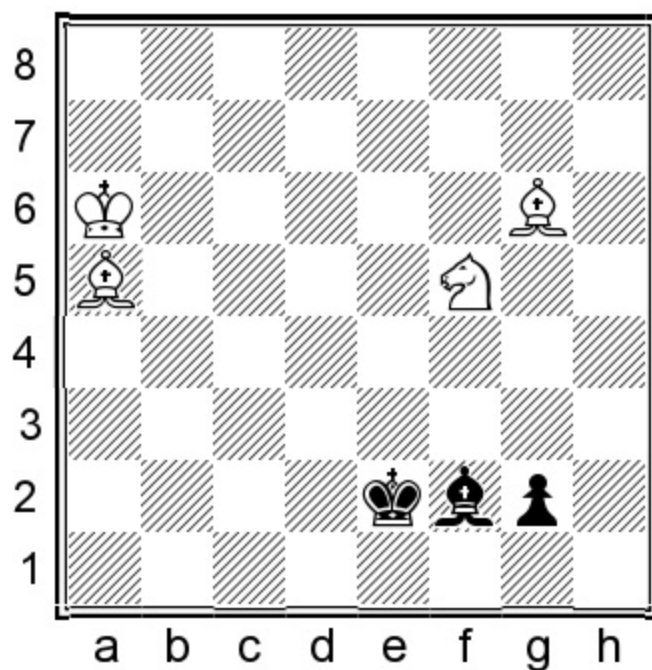
2...♜c7 (2...♜b3 3.♙xb3) 3.♙d4! ♜d7 **4.♙e5!** ♜e7 **5.♙a1!!** Only the longest backwards move works now!



It turns out that black has no way to avoid execution: 5...h6 6.♔g6; 5...e2 6.♔f5+ or 5...♘d6 6.♔xe7#.

Author V. Kosek, 1922

No. 10



White to play and draw

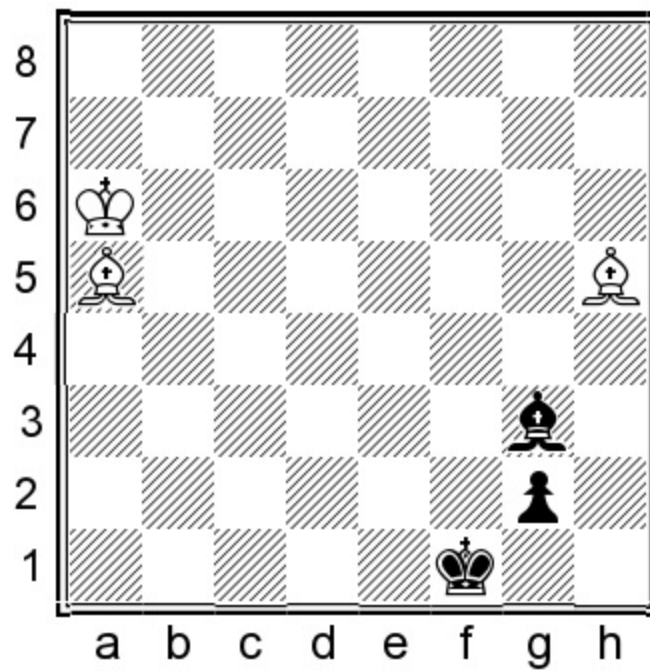
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1.♘g3+!! The point! After the rash 1.♙h5+? ♔d3!, black wins.

1.♘g3+!! ♙xg3. Declining the sacrifice still doesn't help: 1...♔f3 2.♙e4+; 1...♔e3 2.♙b6+ ♔f3

3.♙e4+ or 1...♖d1 2.♙h5+ ♜c2 3.♜e2, etc.

2.♙h5+! (2.♙b6? ♙f2 3.♙d3+ ♜e1!) **2...♜f1!**



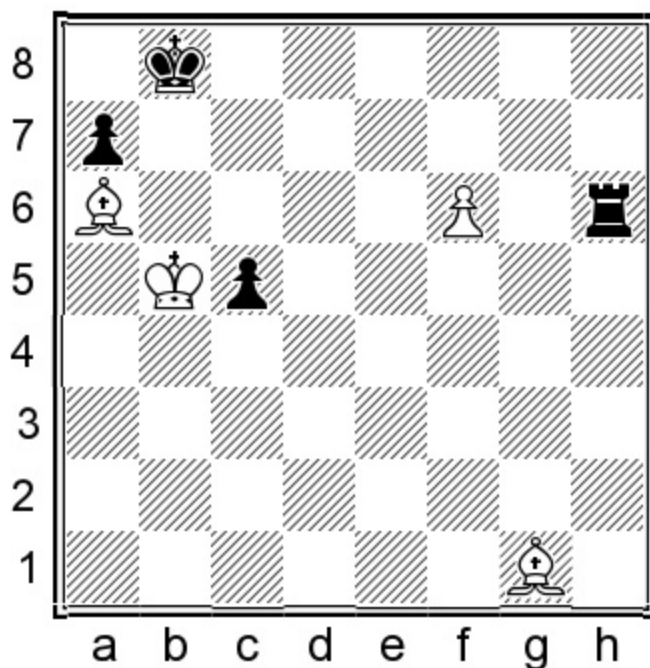
3.♙g4! ♔g1=♚ 4.♙h3+, and it turns out that the black king cannot move to the a7-g1 diagonal due to 5.♙b6+.

4...♜e2 5.♙g4+ ♜d3 6.♙f5+, perpetual check. For instance: 6...♜c4 7.♙e6+ etc.

Author J. Schiffers, 1922

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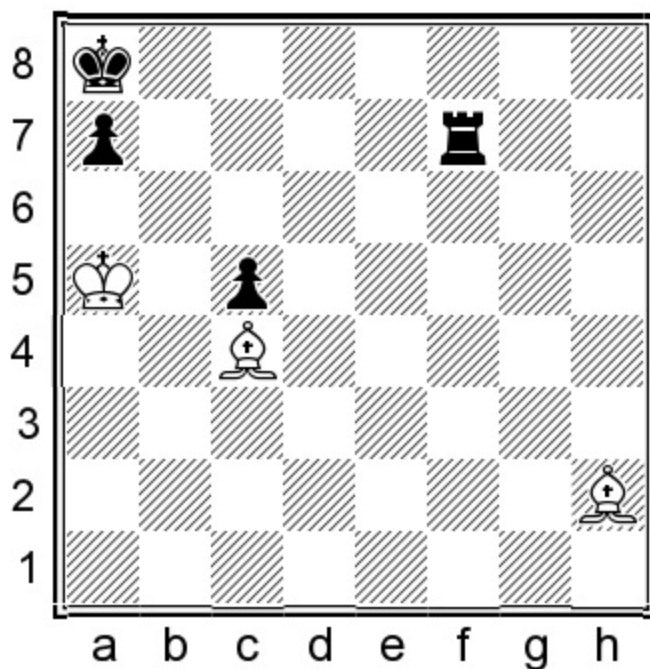
No. 11



White to play and win

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1.f7 ♖f6. After 1...♜h8, the simplest win is 2.♙h2+ with a mate in five.
2.♙h2+! 2.♜a5? is too rash: 2...♜xf7 3.♙h2+ ♜c7! 4.♜a4 c4, with a draw.
2...♜a8 3.♜a5! ♜xf7 4.♙c4! Threatening 5.♙d5#.

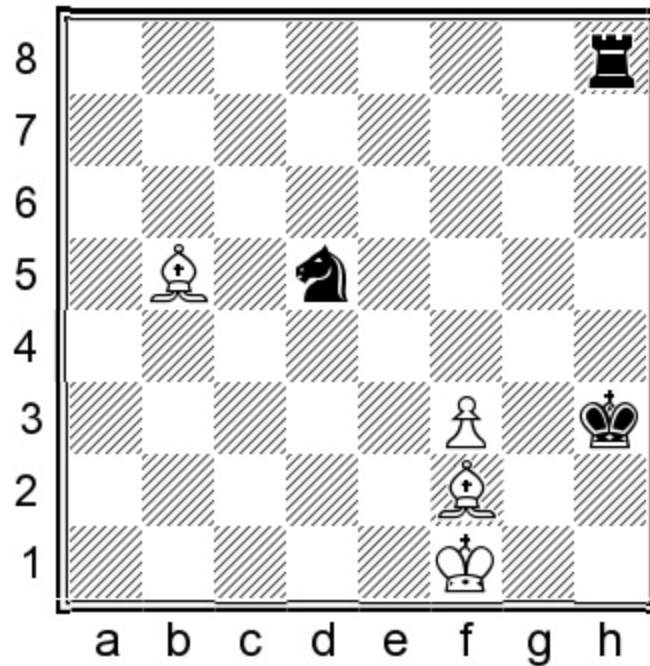


Now, after 4...♖b7 5.♙d5 c4 6.♔a6, the rook is doomed. The other two continuations are no better:

4...♖d7 5.♙b5! or 4...♖f5 5.♙d3!, either winning the rook or checkmating. White wins.

Author L. Kubbel, 1923

No. 12



White to play and win

Show/Hide Solution

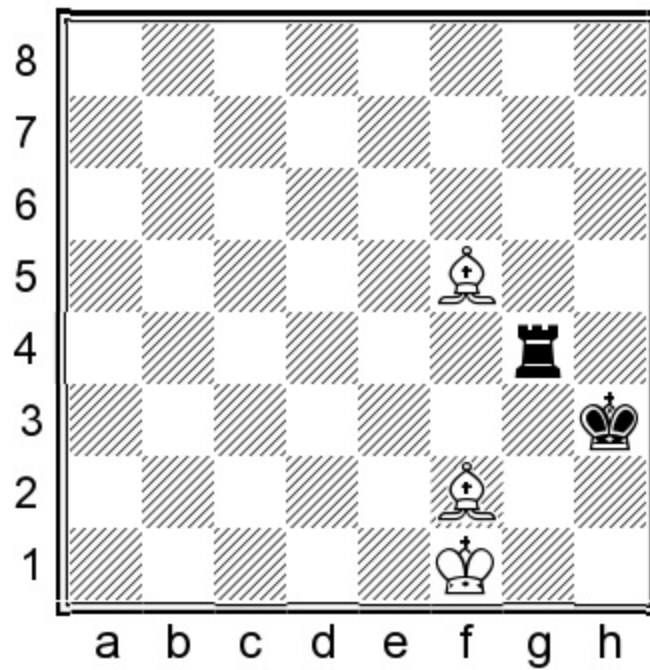
1.♙c4? is met with 1...♖h5! 2.♔g1 ♖g5+ 3.♔h1 ♜f4 4.♙f1+ ♜g2, with a draw.

1.♔g1! (threatening 2.♙f1#) 1...♖g8+ 2.♔h1 ♜e3! 2...♜f4 (2...♖g3) is toothless: 3.♙d7+, curtains.

3.♙d7+! (3.♙xe3? ♔g3) 3...♜g4 4.♔g1! And back! But not the greedy 4.fxg4? ♖xg4 5.♙e1, stalemate.

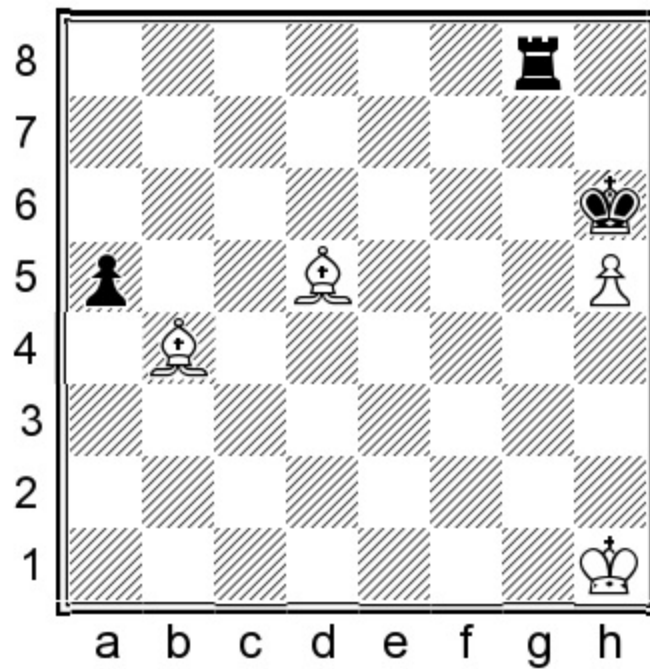
4...♖g7 5.♙f5! 5.♙e6 ♖g6 6.♙f5 is just a waste of time.

5...♖g5 6.fxg4 ♖xg4+ 7.♔f1! And now there's no stalemate. White wins.



Author F. Prokop, 1924

No. 13

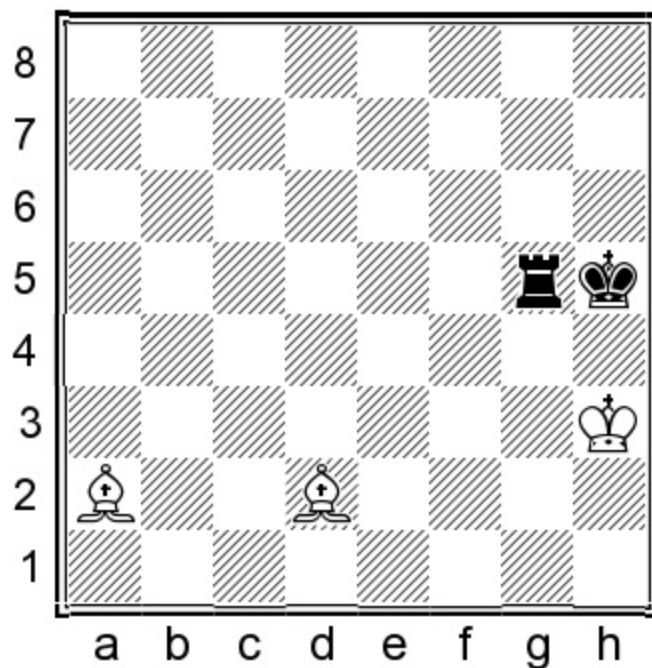


White to play and win

Show/Hide Solution

1. ♖d2+ ♜g5. Or 1... ♜h7 2. ♙xg8+ ♜xg8 3. ♙xa5, curtains.

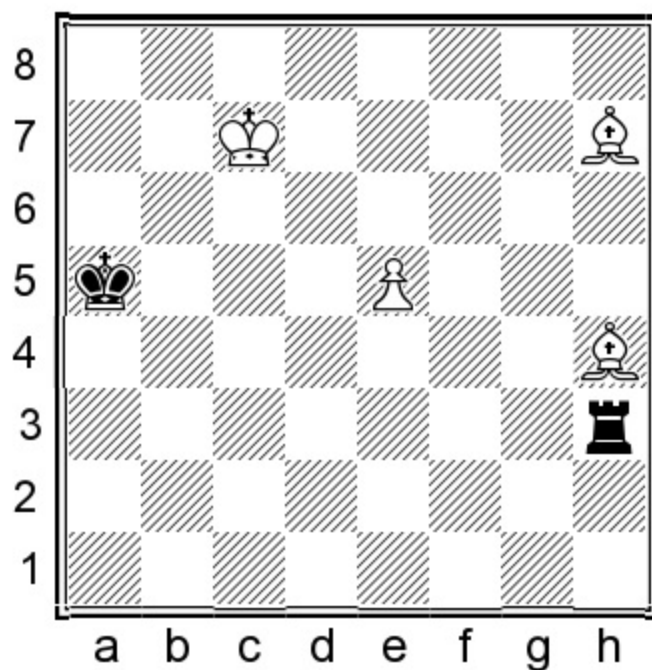
2. ♙f7! Not 2. ♙f3? a4 3. ♜h2 a3 4. ♜h3 a2 5. ♙xa2 ♜xh5. Black finally captures the white pawn, but this doesn't help him.



6.♙f7+ ♜g6 7.♚h2! The black king can now move, so the rook is doomed. Or **6...♚h6 7.♙e8!** (7.♚h4? ♚g7!), and the rook still falls. White wins.

Author A. Troitsky, 1924

No. 14



White to play and win

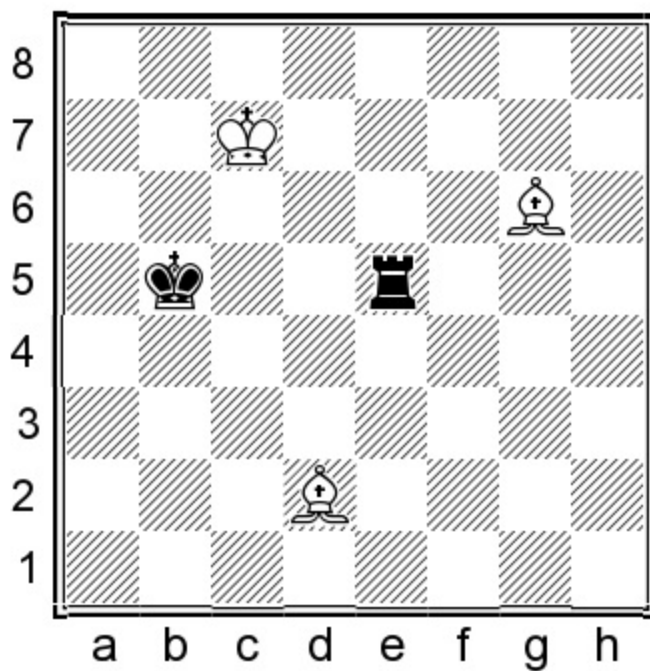
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Can white save his pawn?

1.♙e1+ ♚b5! 1...♚a6 is hopeless: 2.♙g8 ♜e3 3.♙c4+ ♚a7 4.♙f2 ♚a8 5.♙d5+ ♚a7 6.♙xe3+,

curtains.

2.♔g6! ♖e3 3.♙d2! ♜xe5 (3...♜g3 4.♙e8+)

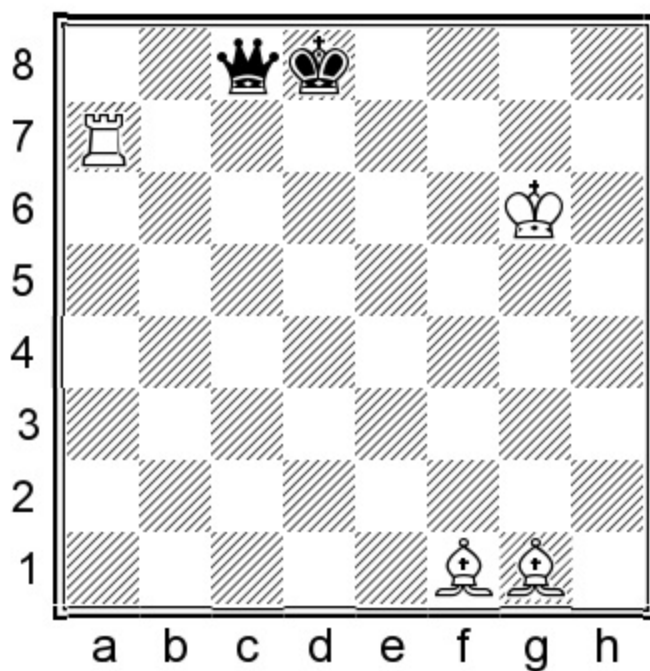


4.♙d6! Domination!

4...♜c5 5.♙d3+ ♜b6 6.♙e3. White wins.

Author T. Gorgiev, 1929

No. 15



White to play and win

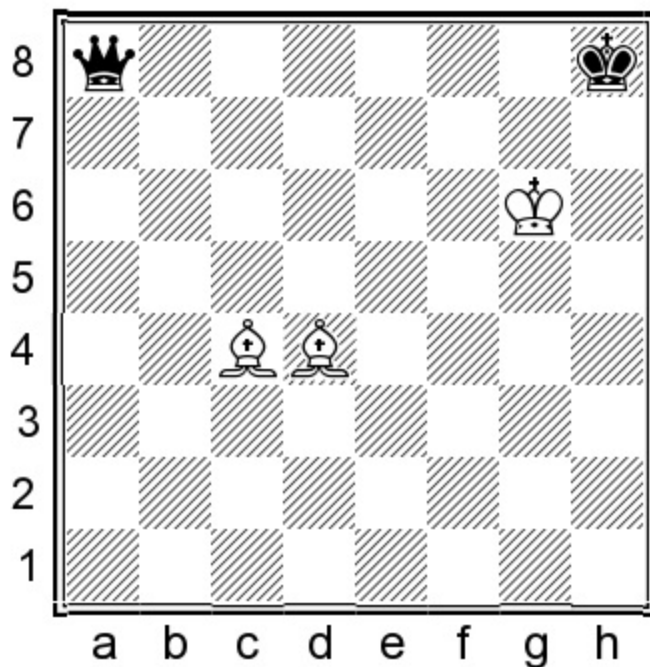
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The bishops push the black king towards execution...

1.♙b6+ ♔e8 2.♙b5+! It's too early to sacrifice the rook: 2.♖a8? ♜xa8 3.♙b5+ ♔e7!, and black even wins.

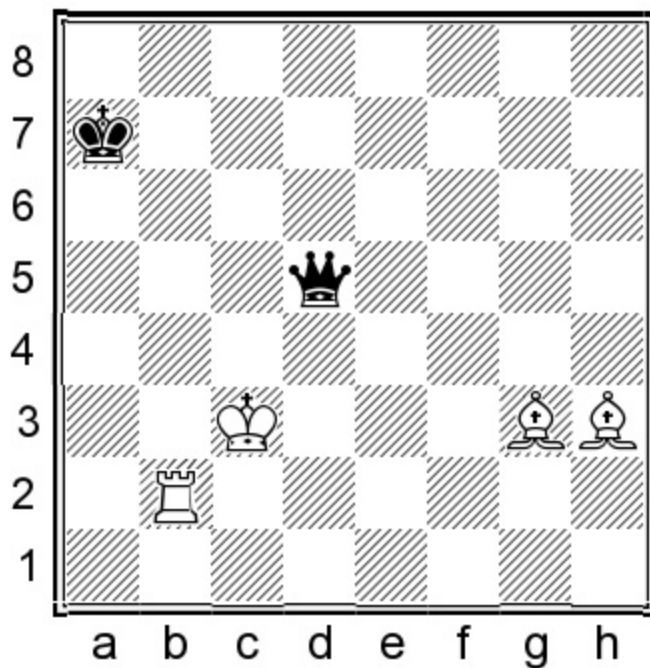
2...♔f8 3.♖a8! But now it's time!

3...♜xa8 4.♙c5+ ♔g8 5.♙c4+ ♔h8 6.♙d4#.



Author H. Rinck, 1929

No. 16



White to play and win

Show/Hide Solution

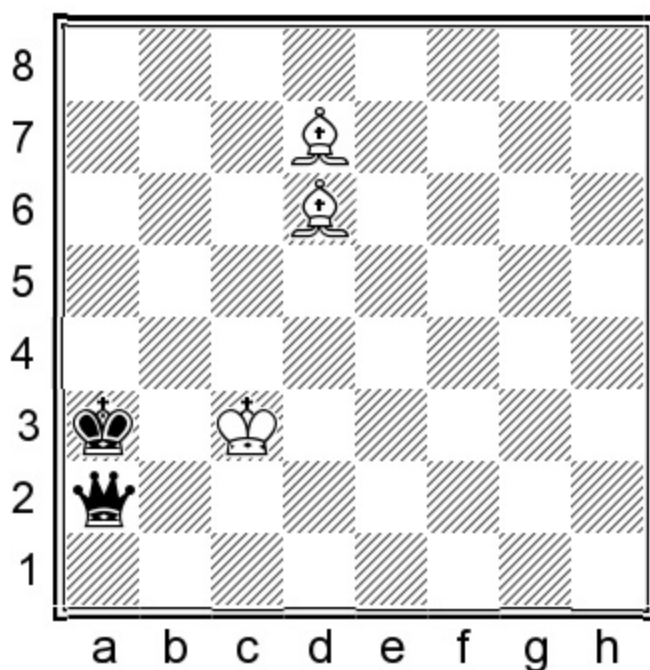
1.♙b8+! You have to choose your checks carefully! After 1.♙f2+? ♔a8!, black is safe.

1.♙b8+! 1...♔a6 (1...♔a8 2.♙g2!) 2.♙c8+! But not 2.♙f1+? ♔a5 3.♙c7+ ♔a4 4.♖b4+ (4.♙b5+ ♔a3 5.♖a2+ ♔xa2!) 4...♔a3 5.♙c4 ♕f3+ 6.♙d3 ♕xd3+, with a draw.

2...♔a5 3.♙c7+ ♔a4 4.♖a2+!! The point!

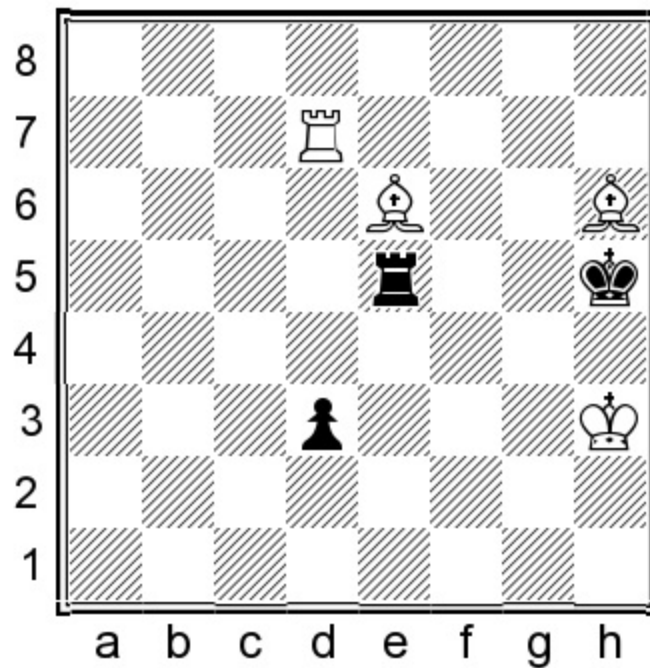
4...♕xa2. The king cannot escape: 4...♔b5 5.♖a5+ etc.

5.♙d7+ ♔a3 6.♙d6#!



Author H. Rinck, 1929

No. 17



White to play and win

Show/Hide Solution

Is one of the bishops doomed?..

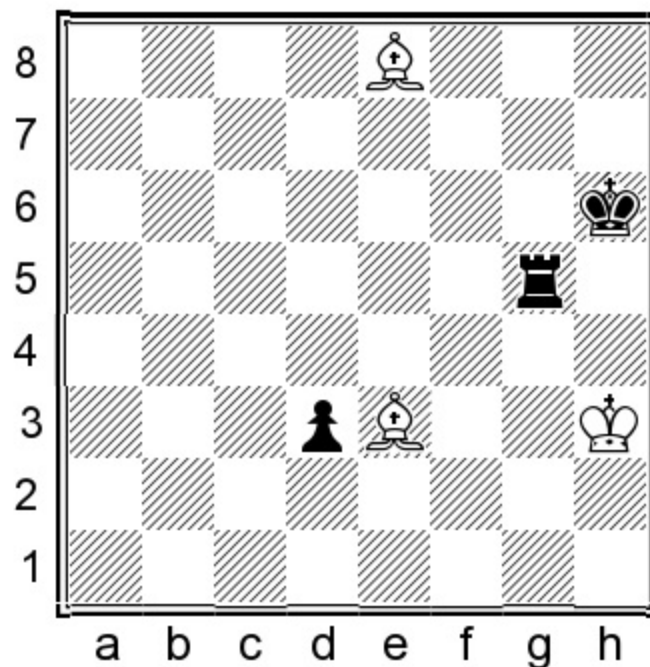
1.♖d5!! No, both bishops must be saved!

1...♖xd5 2.♘e3!! Other bishop retreats spoil the win: 2.♘d2? ♖f5! 3.♘xf5, stalemate. Or 2.♘f4? (2.♘c1? d2) 2...♖g5! 3.♘f7+ ♖g6 4.♙h2 ♖g4! 5.♘xg6 ♖xf4, with a draw.

2...♖g5! 2...♖f5 now doesn't work: 3.♘xf5 d2 4.♘c2 (4.♘xd2?), and there's no stalemate.

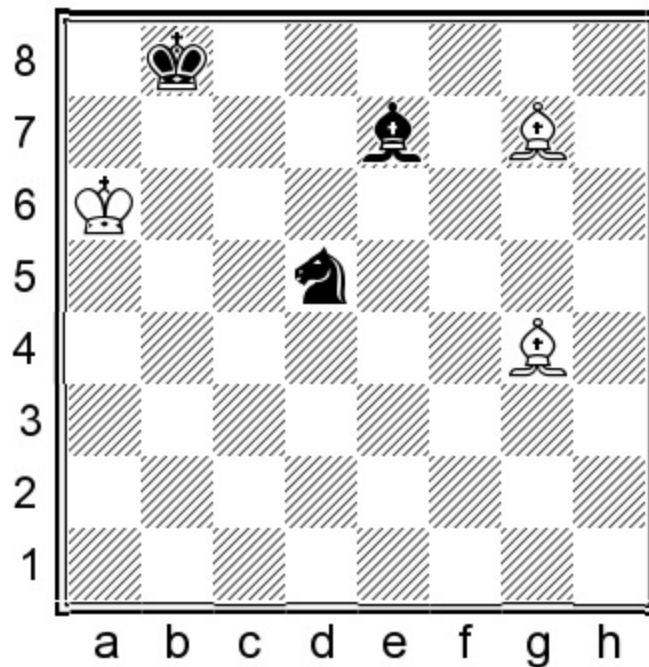
3.♘f7+ ♖h6. Or 3...♖g6 4.♙h2! (4.♘d2?), curtains.

4.♘e8! But not the tragic 4.♙h4 (4.♘d2)? 4...♖g7!, and black is safe.



The rest is simple: 4...d2 5.♘xd2 ♖g7 6.♘xg5 etc.

No. 18



White to play and win

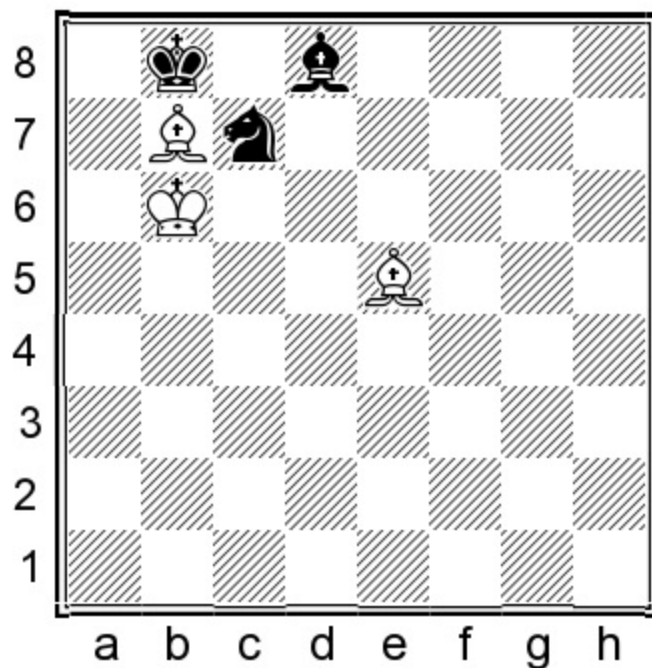
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The bishop pair versus a mixed pair...

1. ♖e5+ ♜c7+. 1... ♔a8 is met with 2. ♗f3 ♗d6 3. ♗xd5+ ♕b8 4. ♗xd6+, curtains.

2. ♕b6 ♗d8 3. ♗d7!! The point! Not 3. ♗h3? ♔a8 4. ♗g2+ ♜d5+! 5. ♕a6 ♗c7! 6. ♗xc7 (6. ♗xd5+ ♕b8), stalemate.

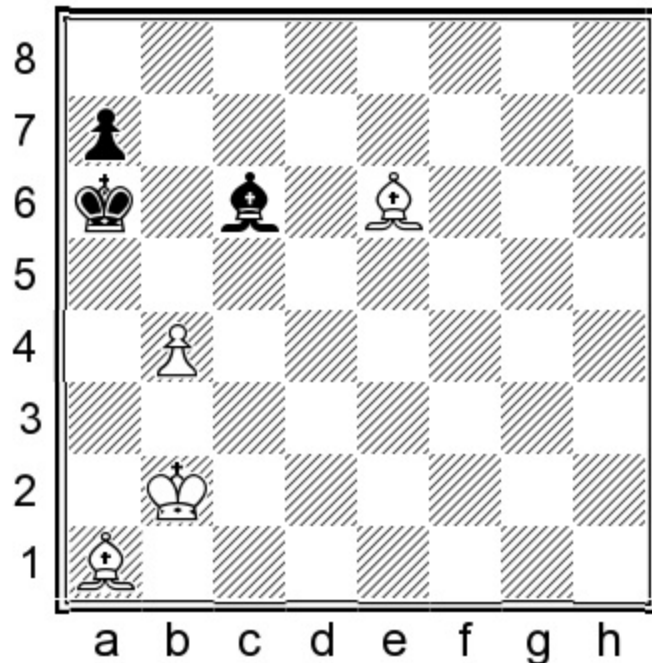
3... ♔a8 4. ♗c6+ ♕b8 5. ♗b7! The finishing blow!



5...♙h4 6.♙xc7# 1-0

Author D. Goldberg, 1931

No. 19



Black to move. White wins

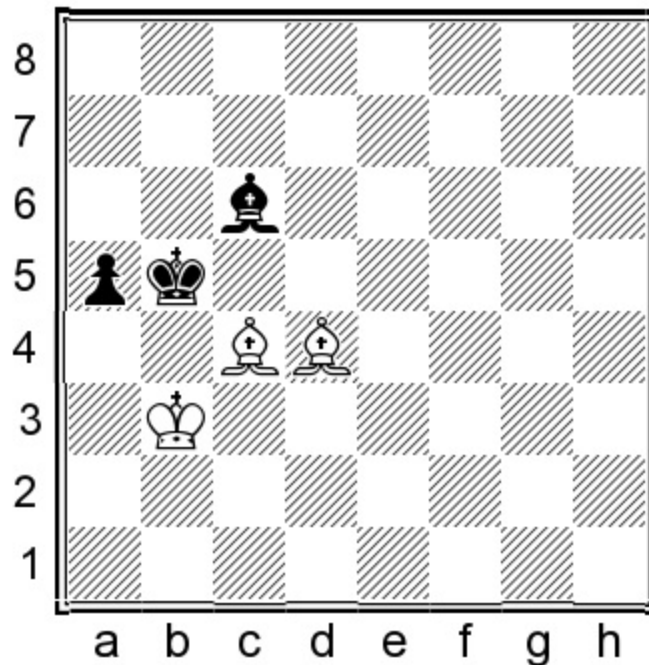
Show/Hide Solution

Black's only chance to survive is to trade pawns...

1...♙b6! 1...♙b5 is weaker: 2.♙b3! a5 3.♙c4+ ♙b6 4.♙d4+, and white wins.

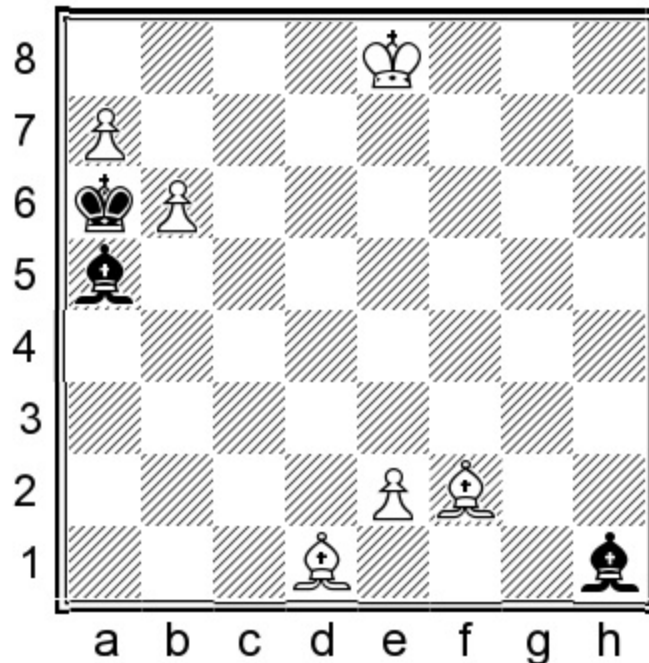
1...♙b6! 2.♙b3 a5 3.♙d4+ ♙a6 4.b5+! But not 4.♙c4+? ♙b5, and black is safe.

4...♙xb5 5.♙c8# or 4...♚xb5 5.♙c4#. Two model mates!



Author G. Zakhodyakin, 1931

No. 20



White to play and win

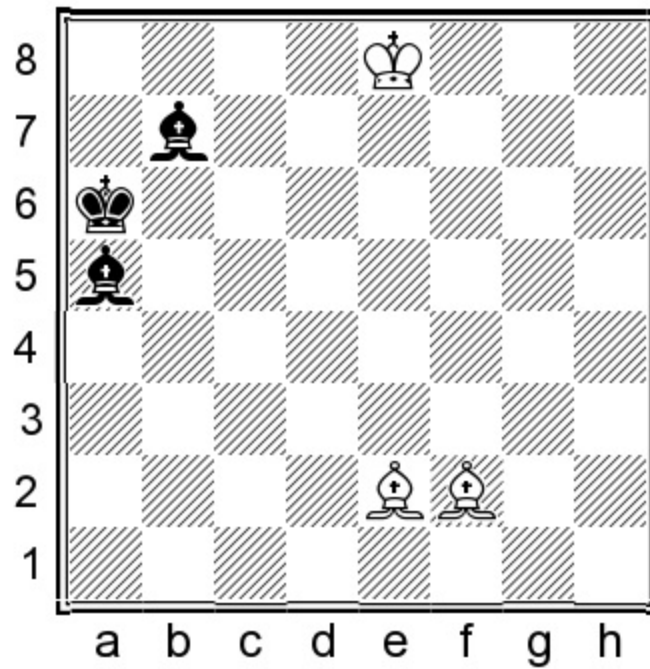
Show/Hide Solution

White has three extra pawns, which can be... sacrificed spectacularly!

1.e4! Sac one! Not the toothless 1.b7? ♙xb7 2.♙c2 ♙b6 3.♙xb6 ♚xb6, with a draw.

1.e4! ♙xe4 (1...♚b7 2.♙c2) **2.a8=♚+!** Sac two! Not 2.♙e2+? ♚b7 3.♚d7 ♙xb6 with a draw.

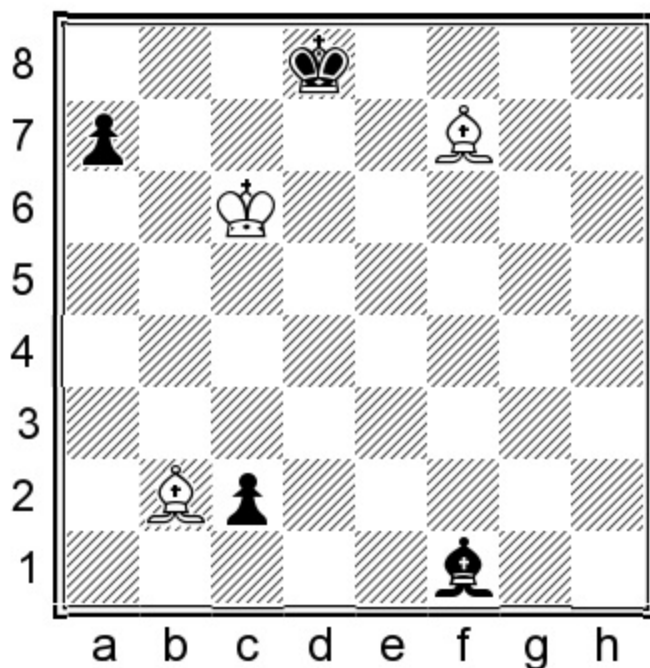
2...♙xa8 3.♙e2+ ♔b7 4.♙f3+ ♔a6. After 4...♔b8, there's 5.♙g3+ ♔c8 6.b7+! ♙xb7 7.♙g4#. 5.b7! ♙xb7 6.♙e2#! Checkmate with four bishops on the board!



Author L. Kaiev, 1932 (position after black's 1st move)

Show in Text Mode

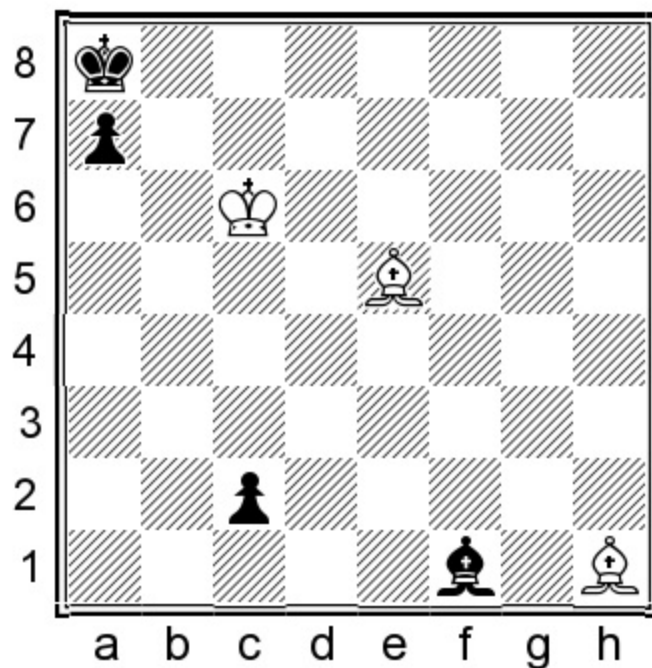
No. 21



White to play and win

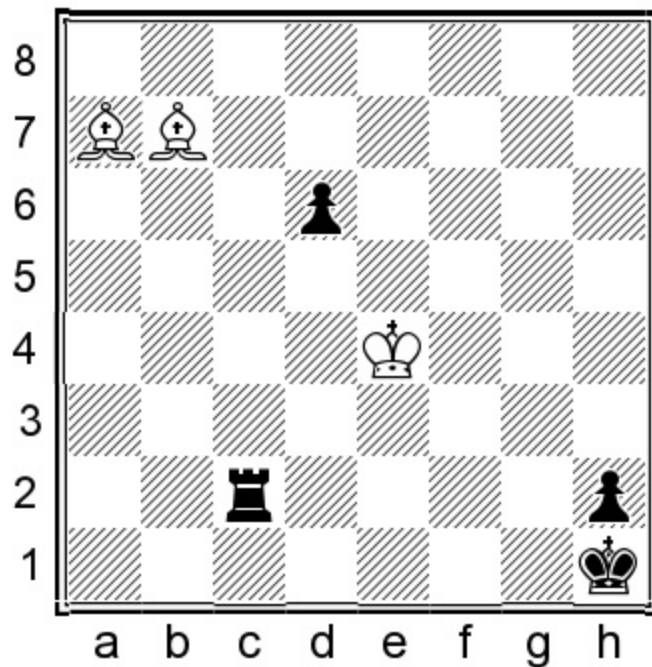
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1. ♖f6+ ♜c8 2. ♜e6+ ♜b8 3. ♜e5+ ♜a8 4. ♜d5! ♜c4. Or 4...c1=♚+ 5. ♜d6+ with subsequent mate.
 5. ♜g2! Other moves are just a waste of time: 5. ♜e4 ♜d3 or 5. ♜f3 ♜e2, while 5. ♜h1 c1=♚ 6. ♜d6+ ♚xh1 even loses.
 5...♜f1 6. ♜h1!, and mate is unavoidable.



Author A. Herbstmann, 1935

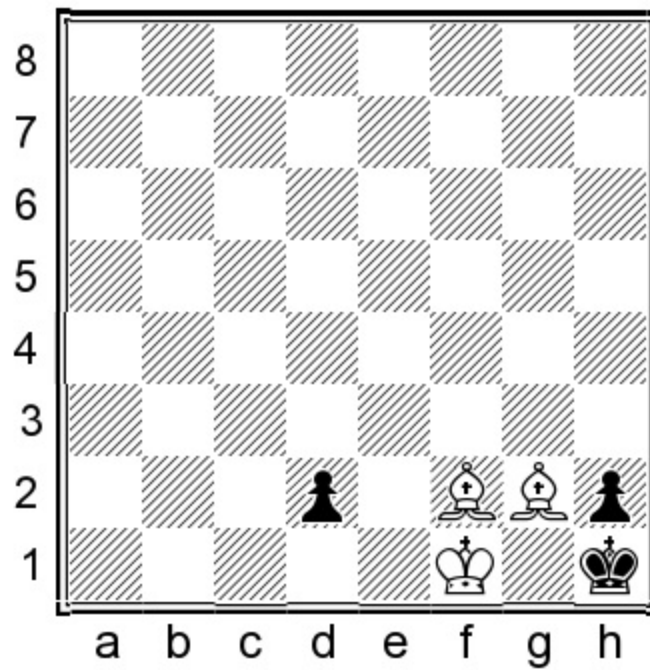
No. 22



White to play and win

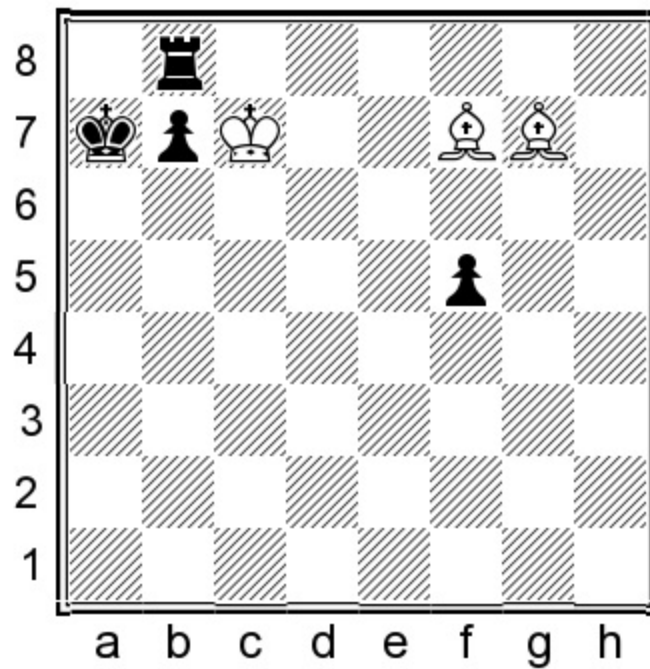
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1. ♖d3+ ♜g2 2. ♙f3! There's a stalemate after the rash 2. ♙f2? d5 3. ♙xd5.
 2...d5 3. ♙f2! And now it's time!
 3...d4 4. ♖e2 d3+ 5. ♖f1 d2 6. ♙xg2#. Just in time!



Author J. Mandl, 1935

No. 23

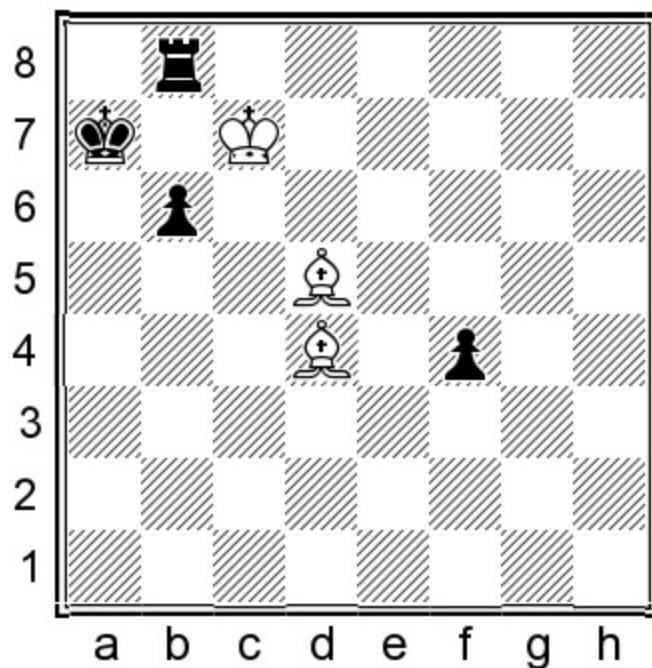


White to play and win

Show/Hide Solution

1. ♖d4+ b6. Escaping to the corner doesn't help either: 1... ♔a8 2. ♙d5 f4 3. ♙f2!! (but not 3. ♙f3? ♜c8+! 4. ♙xc8, stalemate) 3... f3 4. ♙b6! ♜c8 5. ♙xb7+ ♔b8 6. ♙g3+, curtains.

2. ♙d5 f4. Or 2... ♜e8 3. ♙xb6+ ♔a6 4. ♙c4#.



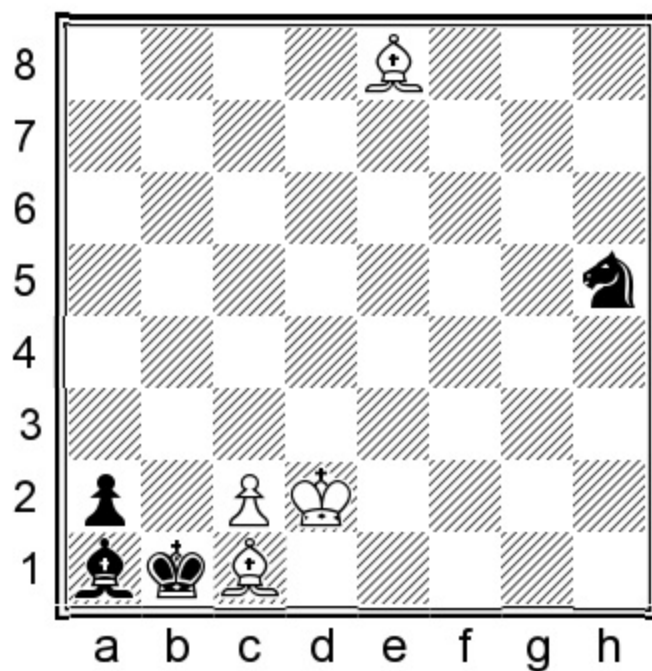
3.♙f3!! The point! Not 3.♙g1? f3! 4.♙xf3 ♜b7+ 5.♙xb7, stalemate.

3...♞e8, covering e2. After 3...♞f8 4.♙xb6+ ♔a6, there's 5.♙e2#. But the rook is vulnerable on e8:

4.♙xb6+ ♔a6 5.♙b7+! ♔b5 6.♙c6+. White wins.

Author L. Kubbel, 1935 (position after black's 2nd move)

No. 24



White to play and draw

Show/Hide Solution

The black pawn will soon become a queen...

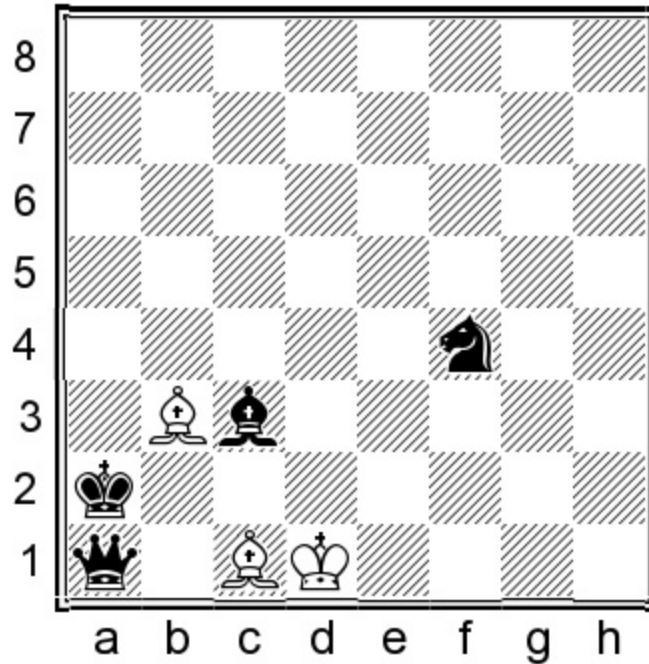
1.c3!! The two-square move is bad: 1.c4? ♟c3+ 2.♔d1 ♚a1=♞ (or 2...♜f4) 3.♞g6+ ♔a2, and white cannot play 4.♞f7+.

1.c3!! ♟xc3+. 1...♞b2 is not dangerous: 2.♞g6+ ♔a1 3.♞xh5 with a draw.

2.♔d1! ♜f4! After 2...a1=♞ 3.♞g6+ ♔a2 4.♞f7+, there's a perpetual check.

3.♞a4!! But not 3.♞c6? a1=♞ 4.♞e4+ ♔a2, curtains.

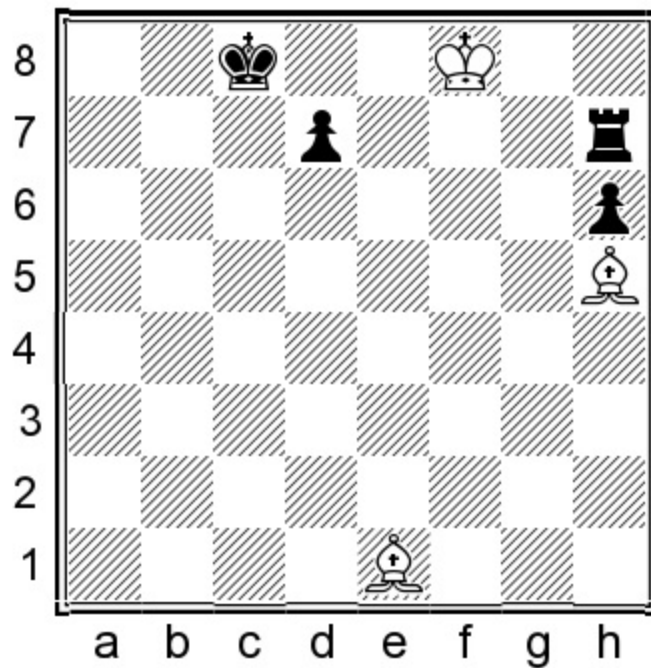
3...a1=♞ 4.♞c2+ ♔a2 5.♞b3+!! The point!



5...♔b1 (5...♔xb3, stalemate) **6.♞c2+.** Perpetual check.

Author L. Kubbel, 1940

No. 25



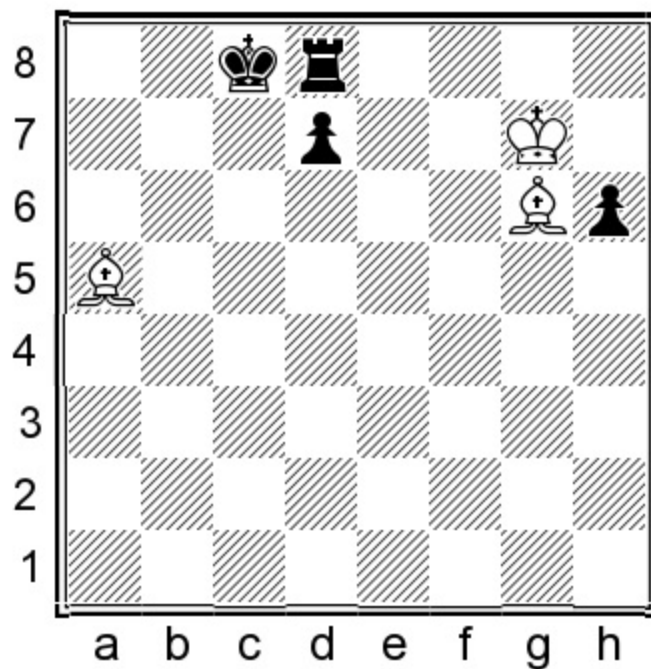
White to play and win

Show/Hide Solution

The black rook is rather limited in movement...

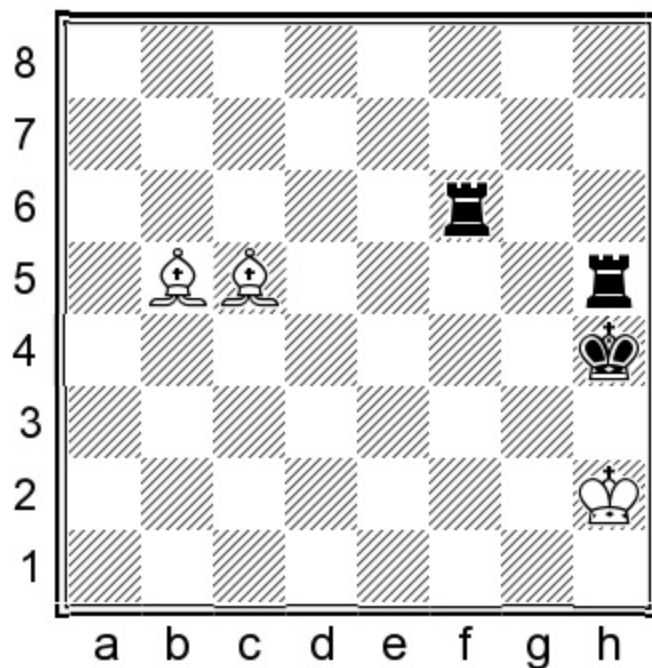
1.♘g6! But not 1.♙g8? ♖e7, and the rook is free.

1.♘g6! ♜h8+ 2.♙g7 ♜d8 3.♘a5! Black is in zugzwang.



3...h5 4.♘xh5 d5 5.♘g4+ ♜d7+ 6.♙f8 with the subsequent 7.♙e8. White wins.

Author A. Rokhzhinsky, 1942



White to play and draw

Show/Hide Solution

Two rooks are generally stronger than two bishops, but there are some exceptions!..

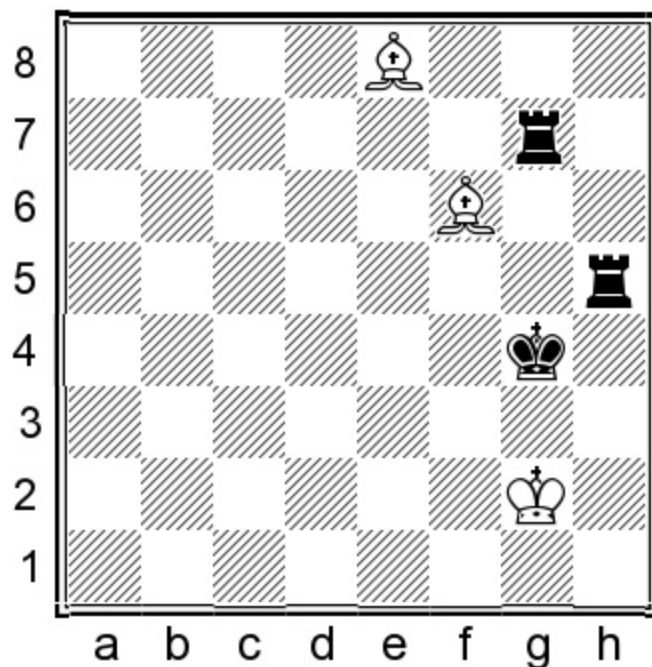
1.♙e7! Pinning!

1...♖g4+ 2.♙g2. After the careless 2.♙g1? ♜xb5 3.♙xf6 ♖g3 4.♙f1 ♜f5+, black wins.

2...♜g6! Pins all around: 2...♜e6 3.♙d7 or 2...♜f3 3.♙e2 etc.

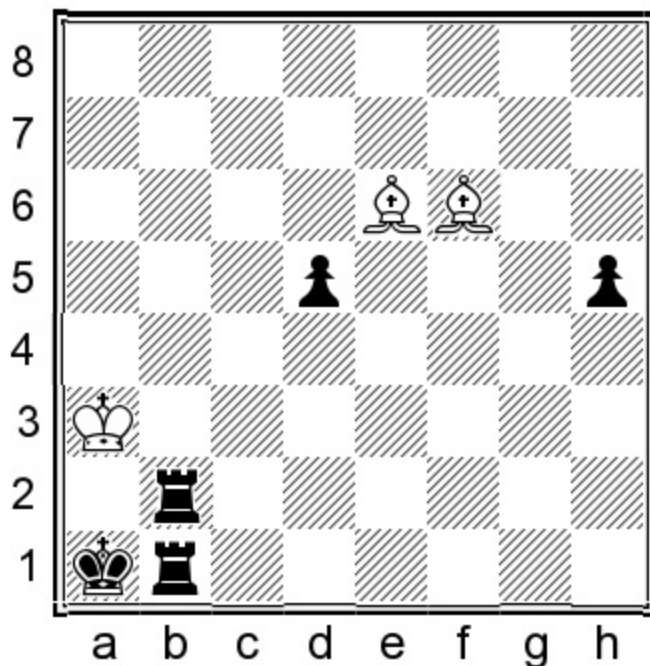
3.♙e8! But not 3.♙e2+? ♖f4+, and the rooks come alive.

3...♜g7 4.♙f6! (4.♙f8? ♜g8!). It turns out that black cannot avoid trades. Draw.



Author A. Akerblom, 1943

No. 27



White to play and win

Show/Hide Solution

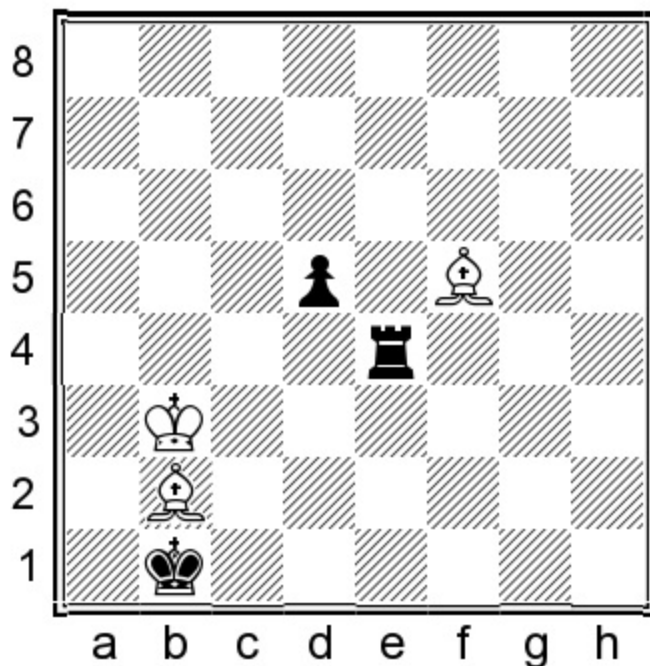
There are even situations where two bishops win against two rooks...

1. ♖f5! But not 1. ♖xd5? ♜e1 2. ♖xb2+ ♔b1, and black avoids mate.

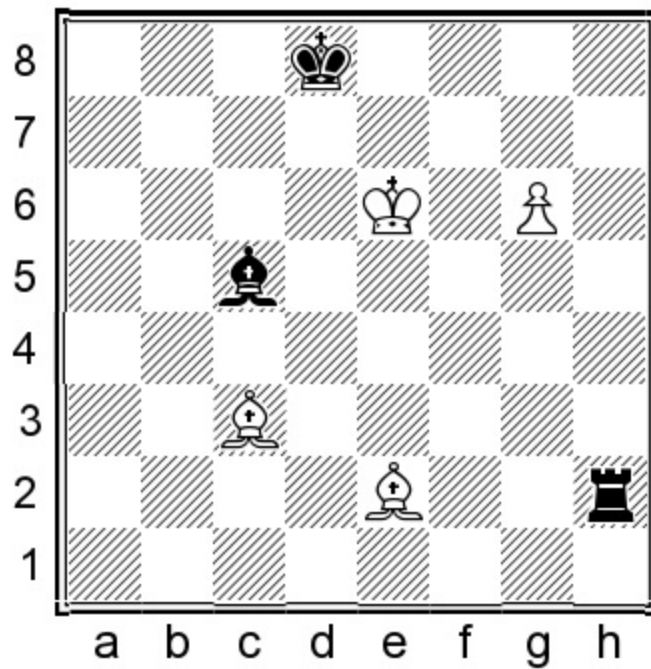
1. ♖f5! h4. 1...d4 doesn't help either: 2. ♖xd4 h4 3. ♖h3! ♜c1 4. ♖xb2+ ♔b1 5. ♖f5+ ♜c2 6. ♔b3, curtains.

2. ♖d4!! It's still not too late to miss the win: 2. ♖h3? ♜e1! 3. ♖xb2+ ♔b1 4. ♖f5+ ♜c2 5. ♖e5? h3 3. ♖xh3 d4 4. ♖xd4 ♜c1 5. ♖xb2+ ♔b1 6. ♖f5+ ♜c2 7. ♔b3, stalemate.

2...h3 3. ♖xh3 ♜e1! 4. ♖xb2+ ♔b1 5. ♖f5+ ♜c2 6. ♔b3. Black is in zugzwang. White wins.



No. 28



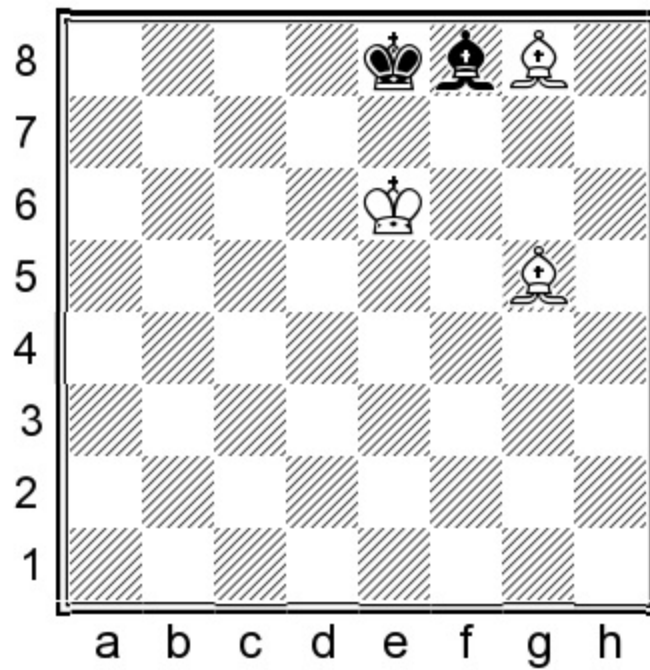
White to play and win

Show/Hide Solution

1. ♖f6+ ♔e8! Going to the left loses the rook: 1... ♕c7 2. ♗e5+ or 1... ♕c8 2. ♗a6+ ♔b8 3. ♗e5+ ♕a7 4. ♗xh2 ♔xa6 5. g7 etc.

2. ♗h5!! Sacrificing the thematic bishop!

2... ♖xh5 (2... ♕f8 3. g7+ ♔g8 4. ♗f7+) **3. g7 ♖g5! 4. ♗xg5 ♗f8 5. g8=♗!** And now it gets resurrected! Not 5. g8=♕?, stalemate.

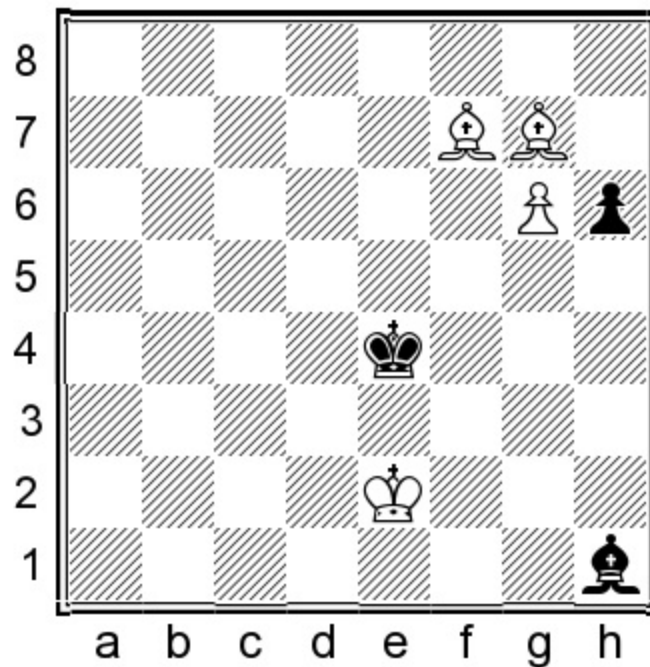


5...♙a3. 5...♙g7 doesn't help either: 6.♙f7+ (6.♙e7 is also possible) 6...♖f8 7.♙e7#, or 5...♙e7 6.♙f7+! ♜d8 7.♙xe7+ etc.

6.♙f7+ ♜f8 7.♙h6#.

Author A. Gulyaev, 1946

No. 29



Black to play. White wins

Show/Hide Solution

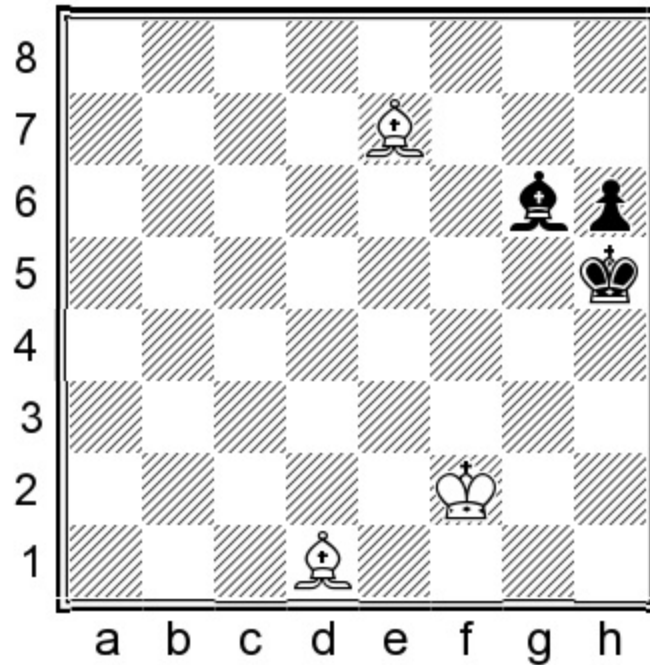
Black wants to put pressure on the white pawn...

1...♖f3+! 2.♔f2! Not 2.♔d2? ♕f5! 3.♖c3 ♖h5, and the pawn falls.

2...♖h5 3.♖b3!! The longer move 3.♖a2? only makes black happy: 3...♔f5 4.♖b1+ ♔g5 5.♖f8 ♖xg6 6.♖e7+ ♔h5, with a draw.

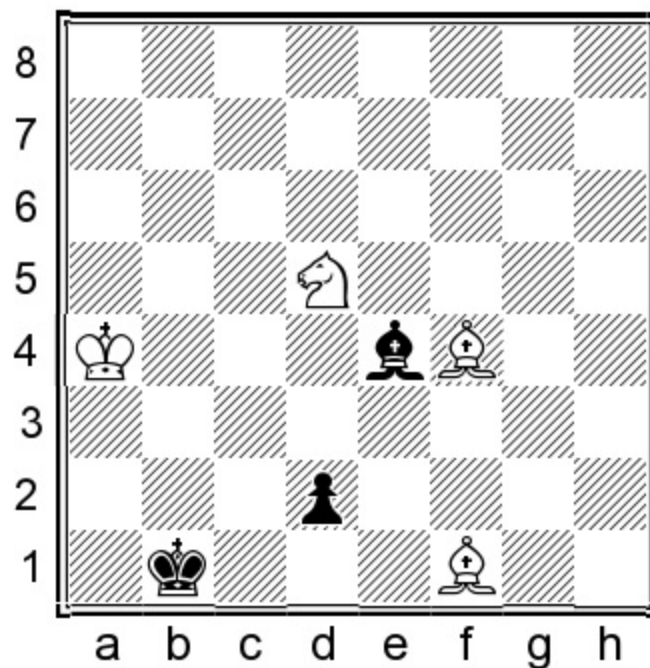
3...♔f5 (3...♖xg6 4.♖c2+; 3...♔d3 4.♖a2! ♔c2 5.♖f7!) 4.♖c2+ ♔g5 5.♖f8! ♖xg6. The pawn falls, but there's no salvation for black:

6.♖e7+ ♔h5 7.♖d1#!



Author Z. Birnov, 1947 (position after white's 4th move)

No. 30

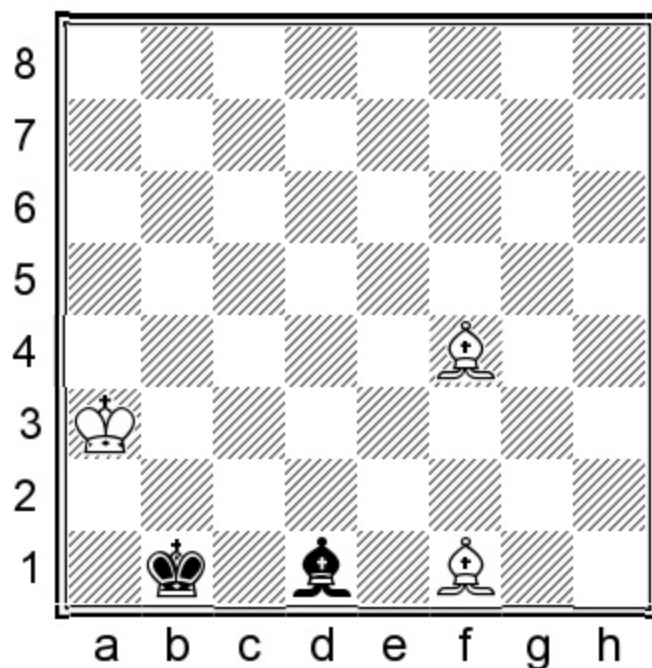


White to play and win

Show/Hide Solution

1.♖e3! Not the toothless 1.♖c3+? ♜c2 2.♙xd2 ♜c6+, and white loses material.

1.♖e3! d1=♚+ 2.♖xd1 ♜c2+ 3.♜a3! ♜xd1.



4.♜c4!! The main point! The impulsive check throws away the win: 4.♜d3+? ♜c2 5.♜c4 ♜e4 (f5, g6, h7), and black comes out alive.

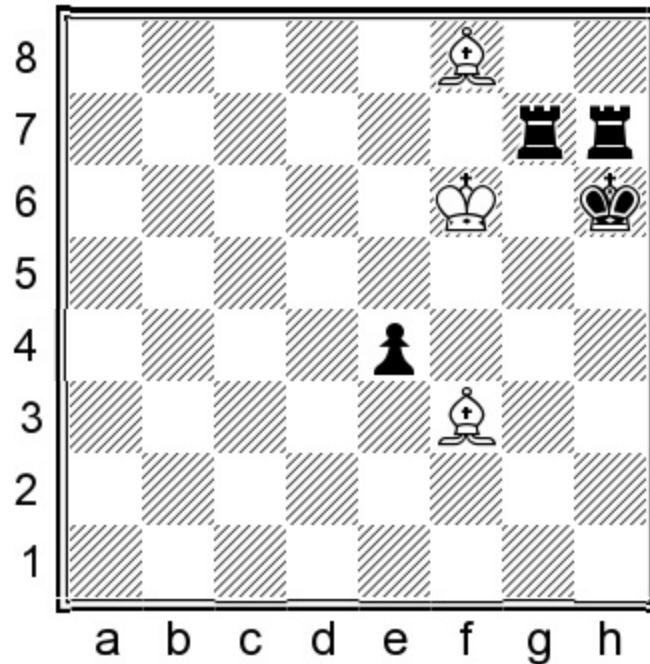
4...♜c2. All other attempts are no better: 4...♜c2 5.♜a2+ ♜a1 6.♜e5#; 4...♜a1 5.♜a2; 4...♜h5 5.♜d3+, with checkmate.

5.♜b3+, and the black bishop falls. White wins.

Author L. Prokes, 1949

Show in Text Mode

No. 31



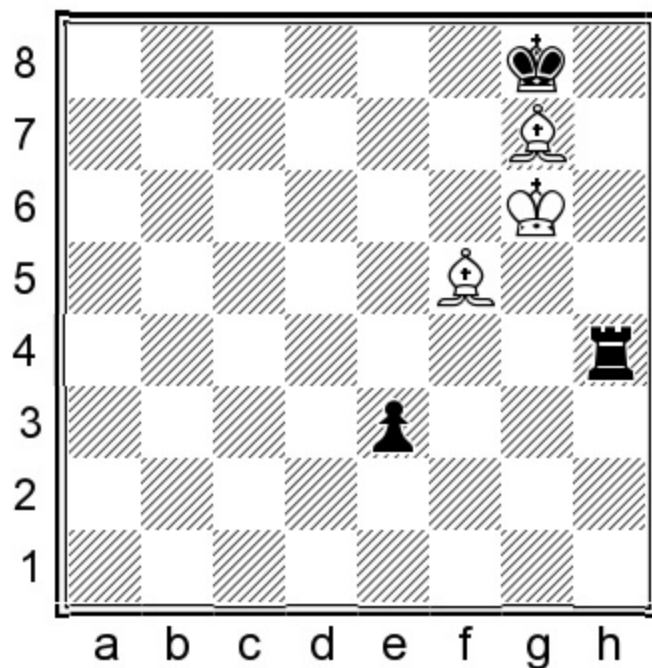
White to play and win

Show/Hide Solution

1.♙g4! After the erroneous 1.♙d1(e2)? 1...♖h8! 2.♙xg7+ ♔h7 black saves the game.

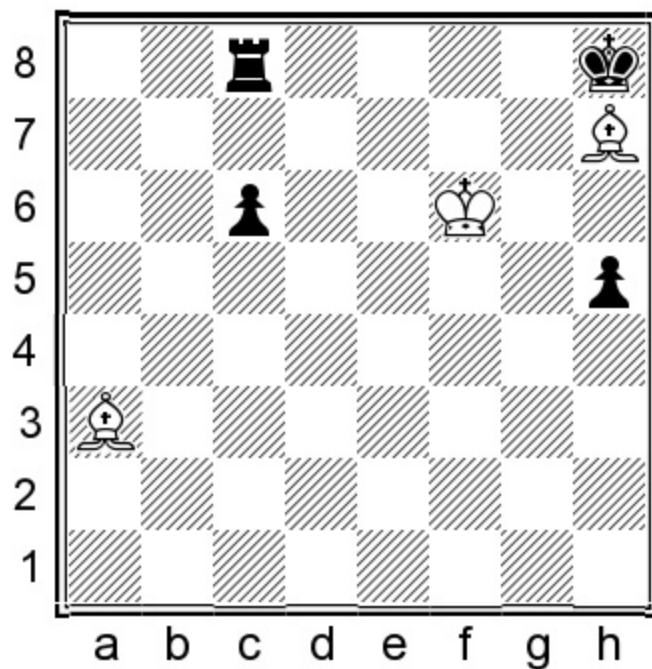
1.♙g4! e3 2.♙e2! Another precise move along the d1-h5 diagonal! Other moves are wrong: 2.♙f3? ♖h8 3.♙xg7+ ♔h7 4.♙e4+ ♔g8 5.♔g6 ♖h5, or 2.♙d1? e2! 3.♙xe2 ♖h8 4.♙xg7+ ♔h7 5.♙d3+ ♔g8 6.♔g6 ♖h4 7.♙f5 ♖g4+ 8.♙xg4, stalemate.

2...♖h8 3.♙xg7+ ♔h7 4.♙d3+ ♔g8 5.♔g6! ♖h4 6.♙f5!, winning. Now black has no stalemate tactic: 6...♖g4+ 7.♙xg4 doesn't work because of the pawn's presence.



Author E. Richter, 1949 (position after black's 4th move)

No. 32



White to play and win

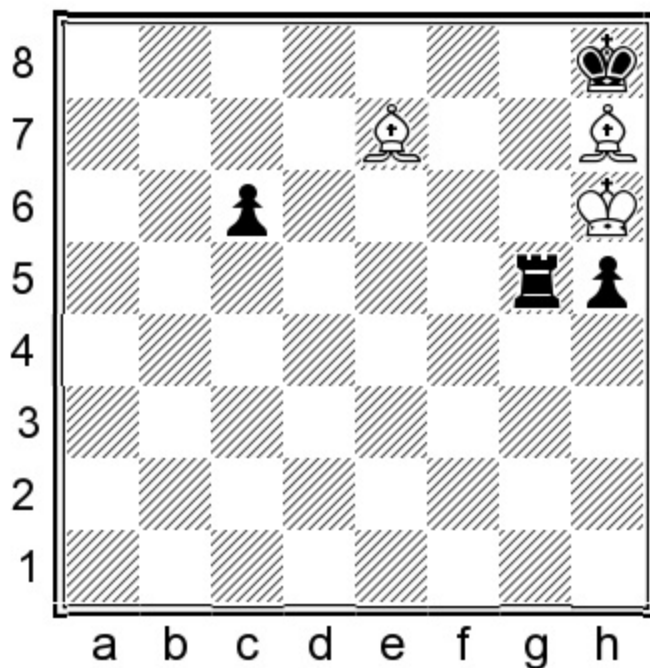
Show/Hide Solution

1. ♖g6! (threatening 2. ♕b2#) **1... ♜g8+.** 1... ♜b8 loses immediately to 2. ♕e7 etc.

2. ♖h6 ♜g2 3. ♕b4!! The rook shouldn't be allowed to get to the second rank: **3. ♕c5?** ♜d2 **4. ♕b4** ♜d4 **5. ♕c3** c5 or **3. ♕d6?** ♜e2; **3. ♕e7?** ♜f2, with a draw each time.

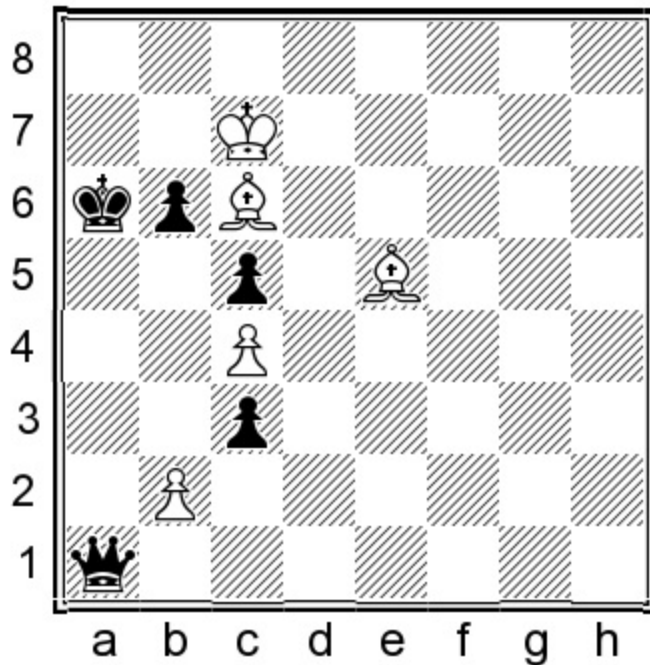
3... ♜g3 4. ♕c5! ♜g4 (4... ♜d3 **5. ♕xd3**) **5. ♕d6! ♜g5 6. ♕e7!**, and the rook cannot now cover the

mating square: 6...♖f5 7.♘xf5. White wins.



Author M. Liburkin, 1950

No. 33



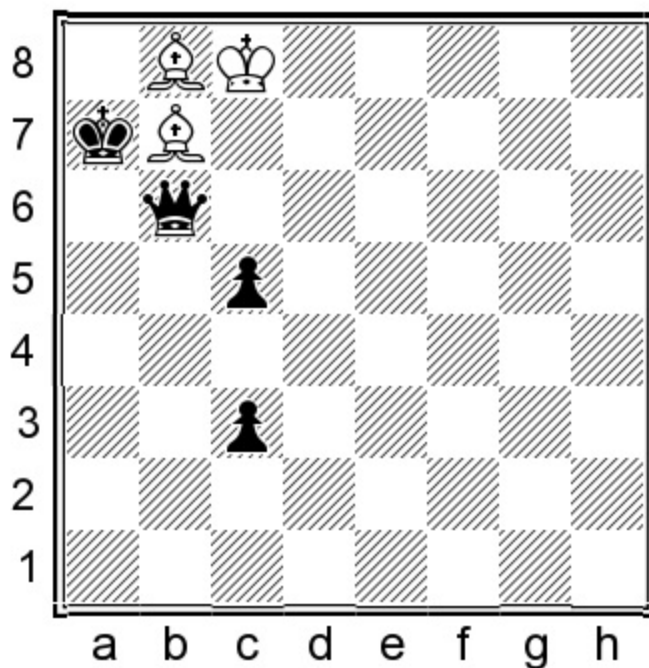
White to play and win

Show/Hide Solution

1.♘b7+ ♔a7. If the king goes down the board, black loses his queen: 1...♔a5 2.♘xc3+ ♔a4 3.b3+ ♔xb3 4.♘xa1 etc.

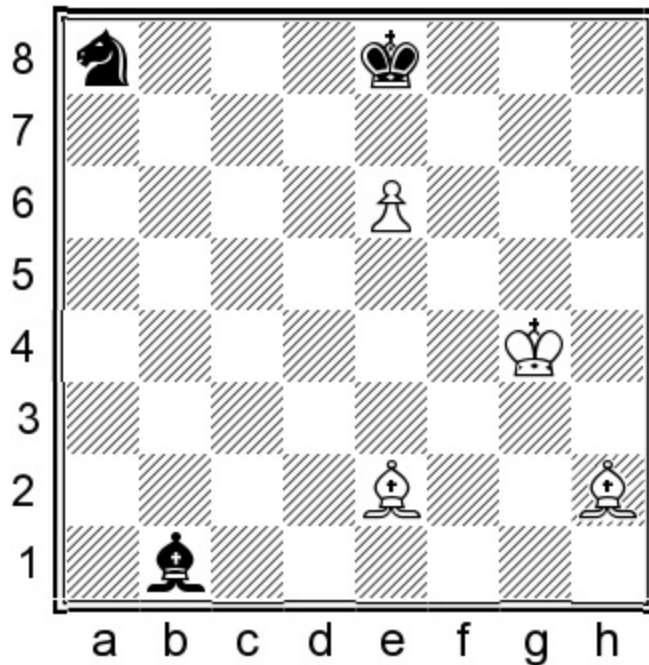
2.♔c8! b5 (2...♙xb2 3.♘b8#) 3.♘b8+ ♔b6 4.♘c7+ ♔a7 5.cxb5. Threatening 6.b6#.

5...♔xb2 6.b6+! ♕xb6 7.♙b8#.



Author L. Prokes, 1951

No. 34



White to play and win

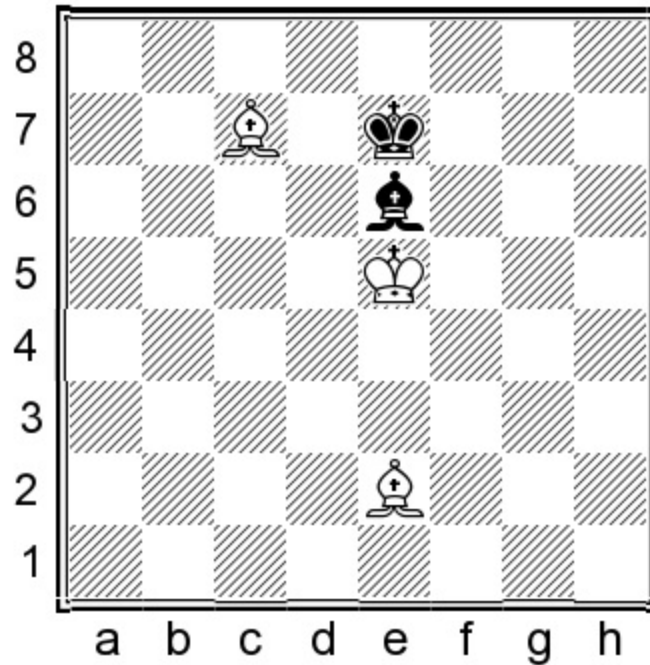
Show/Hide Solution

Can white save his pawn?..

1.♙d6! ♖c7! Not the toothless 1...♙a2 2.♙b5+ ♖d8 3.e7+, and the pawn promotes.

2.♙xc7 ♙a2 (2...♖e7 3.♙c4) 3.♖f5 ♖e7 4.♖e5! ♙xe6. The pawn has fallen, but at great cost for

black.

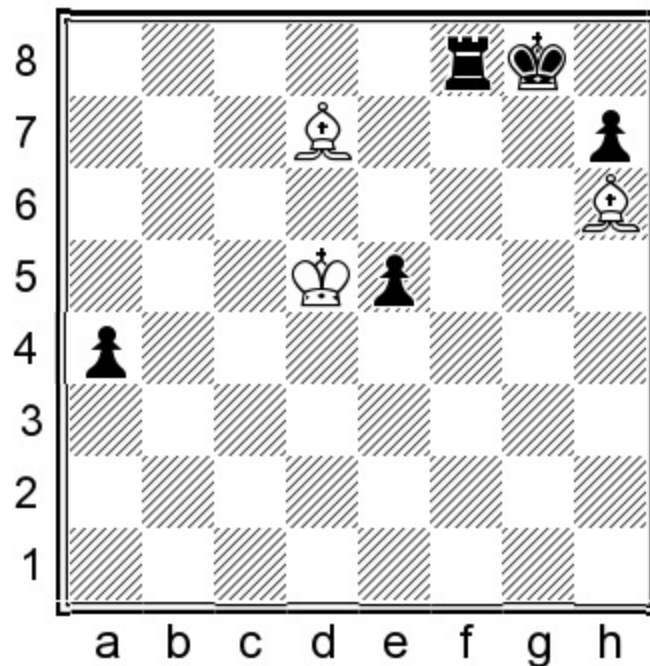


5.♙d6+, and there are two lines:

5...♚d7 6.♙b5+ or 5...♚f7 6.♙h5+, winning the bishop and the game.

Author J. Fritz, 1951

No. 35



White to play and win

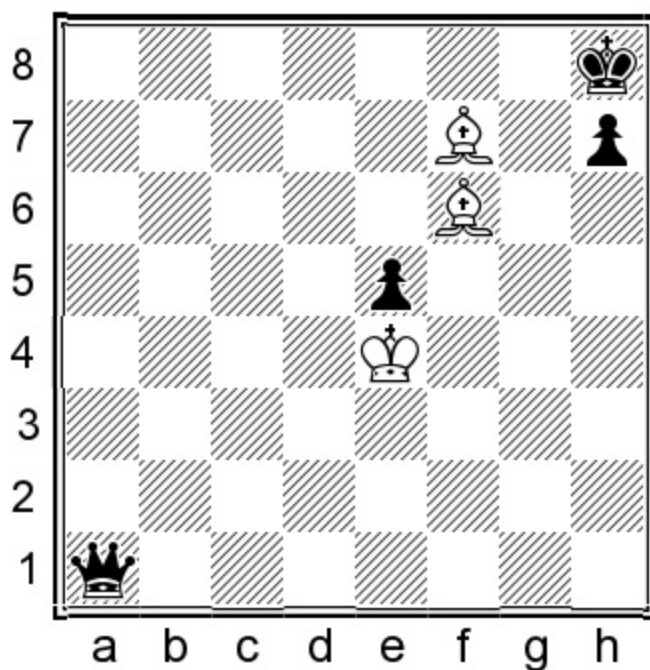
Show/Hide Solution

1.♙e6+ ♜f7 2.♚e4!! White should not take the pawn: 2.♚xe5? a3 3.♚d4 a2 4.♙xa2 ♚h8 5.♙xf7,

stalemate. 2.♔c4? also misses the win: 2...e4 3.♔c3 e3 4.♔d3 e2 5.♔xe2 a3 6.♔d2 a2 7.♙xa2 ♔h8 8.♙xf7, stalemate.

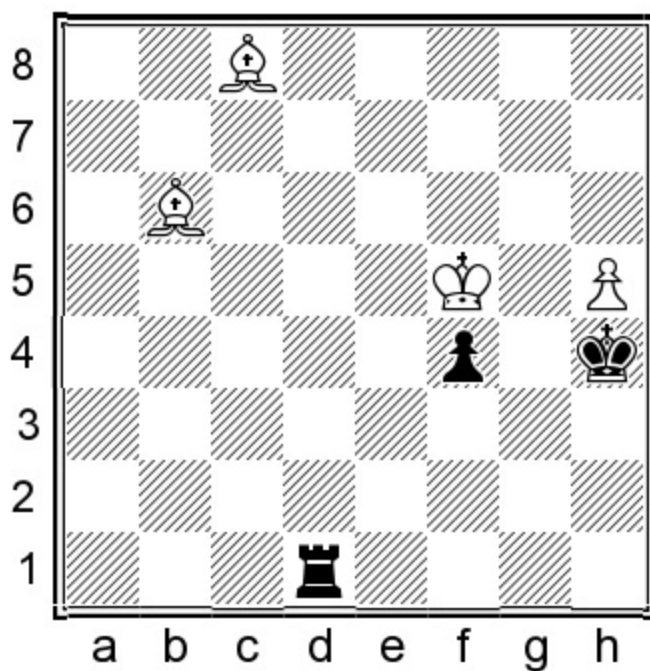
2...a3 3.♙a2! ♔h8 4.♙xf7 a2, hoping for 5.♙xa2?, stalemate.

Suddenly: **5.♙g5! a1=♚** (5...♔g7 6.♙xa2) **6.♙f6#**. Stalemate counterplay led to a checkmate!



Author E. Paoli, 1951

No. 36



White to play and win

Show/Hide Solution

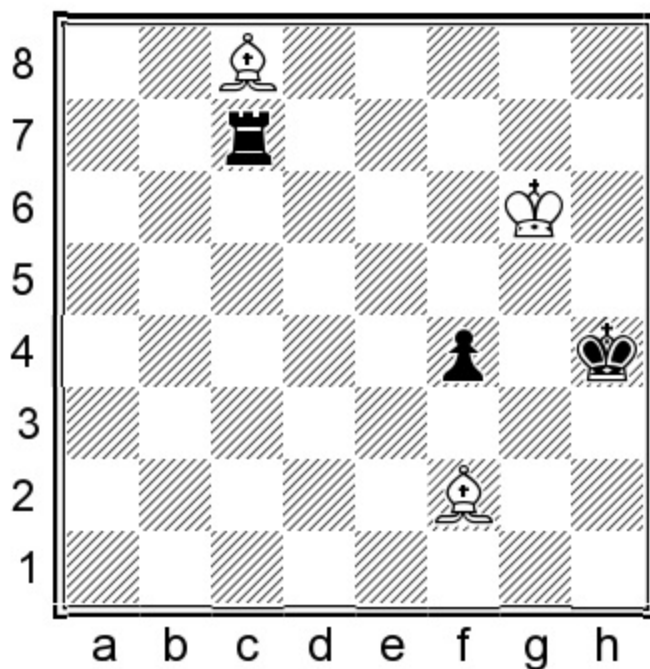
The rook easily stops the pawn...

1.h6 ♖d6. But not 1...♖d5+ 2.♗xf4 ♜h5 3.♕f2#.

2.h7. The bishop sacrifice doesn't work: 2.♕e6? ♜xb6 3.h7 ♜b5+ 4.♗xf4 ♜h5, draw.

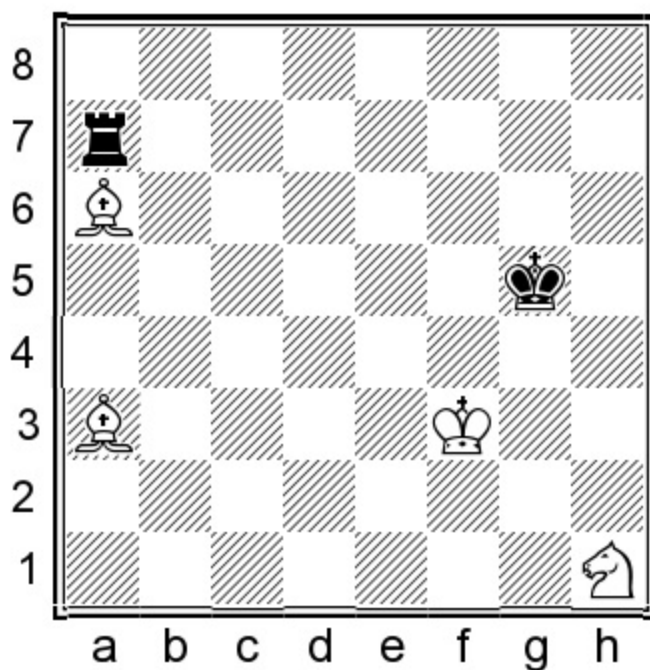
2...♜h6 3.♕d4! ♜xh7 4.♗g6! ♜c7. Or a slow death: 4...♗g3 5.♗xh7 f3 6.♕e5+ ♗g2 7.♕b7 ♗f2 8.♗g6 etc.

5.♕f2#.



Author E. Paoli, 1951

No. 37



White to play and win

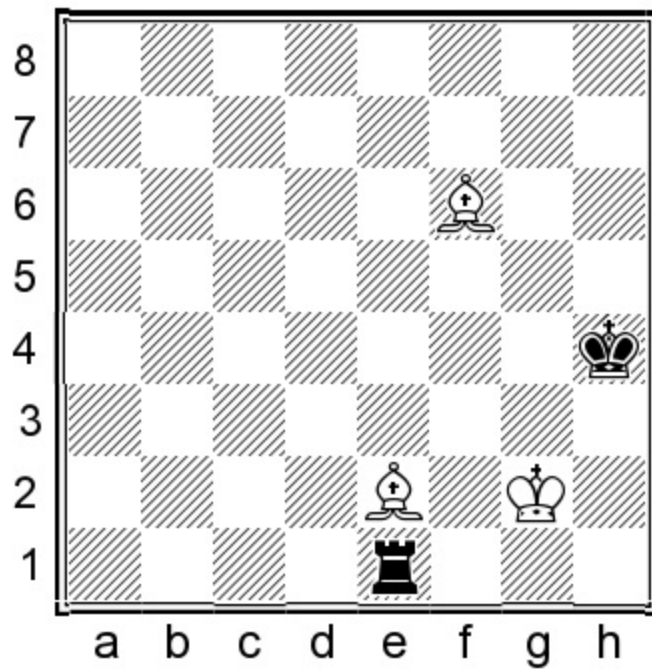
Show/Hide Solution

In general, two bishops and a knight outplay one rook...

1.♘c1+ ♔h4! 2.♘e2!! The point!

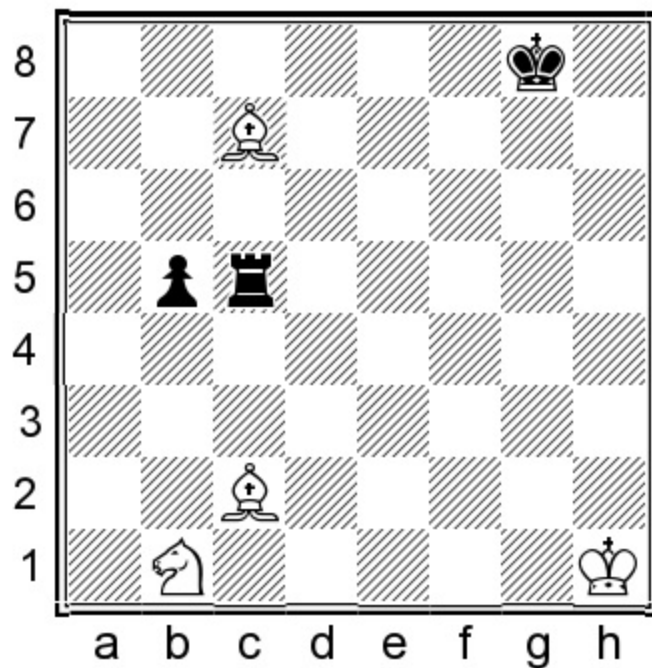
2...♖a1 3.♘b2! ♜xh1. Draw? No!

4.♔g2! ♜e1 5.♘f6#.



Author J. Fritz, 1952

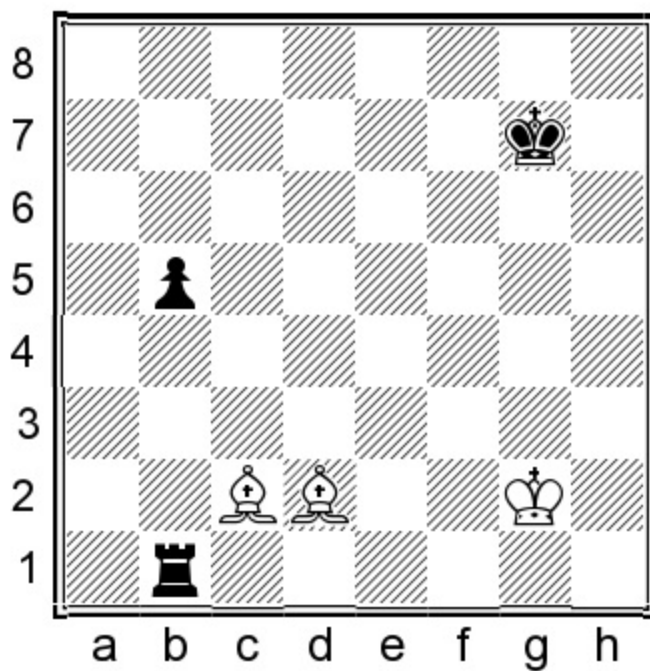
No. 38



White to play and win

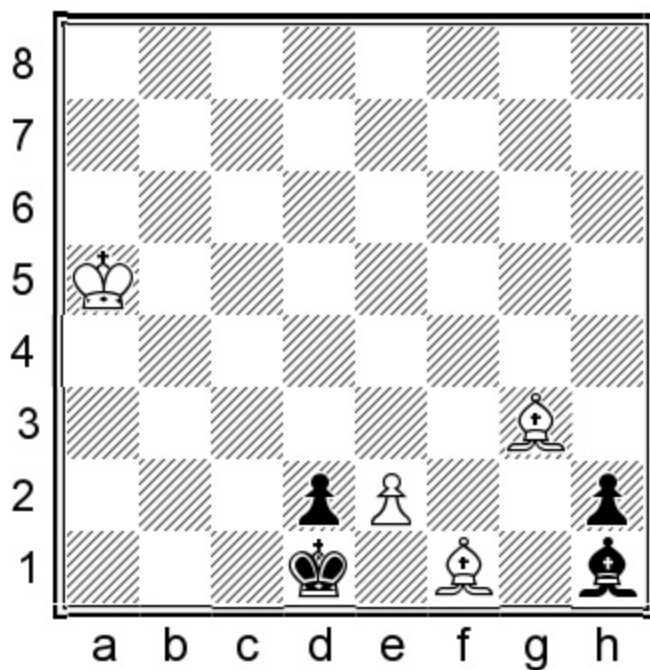
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1.♙b3+ ♔g7 2.♙f4! Not 2.♙g3? ♖c1+ 3.♔g2 ♖xb1 4.♙c2 ♖c1, and black saves the game.
 2...♖f5! 3.♙d2! Anticipating the finale!
 3...♖f1+ 4.♔g2 ♖xb1 5.♙c2! Domination.



5...♖a1 6.♙c3+, with a winning fork.
 Author J. Fritz, 1952

No. 39



White to play and draw

Show/Hide Solution

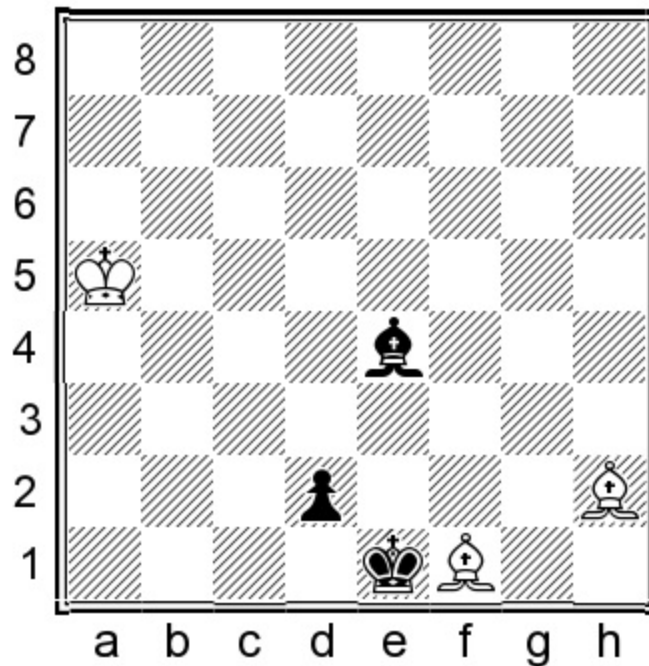
One of black's pawns will promote. But white shouldn't give up just yet...

1.e4!! But not 1.♙xh2? ♔c2

or 1.e3? ♙e4 2.♙xh2 ♔e1, and black wins.

1.e4!! ♙xe4. Black gets no winning chances after 1...♔c1 2.♙e2 ♙f3 3.♙xh2 ♙xe2 4.♙f4 or 1...♔c2 2.♙b5! (2.♙e2? ♙f3!) 2...d1=♚ 3.♙a4+ etc.

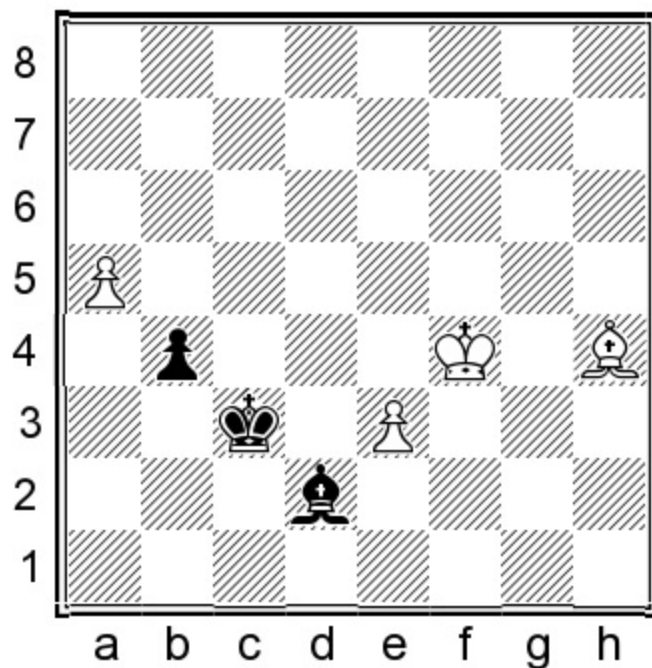
2.♙xh2 ♔e1. Is black winning?



Eureka: **3.♙b5!! d1=♚ 4.♙g3+ ♔d2 5.♙f4+ ♔c3 6.♙e5+**, with a positional draw. Perpetual check can't be avoided: after 6...♔c2 7.♙a4+ the queen falls.

Author A. Laznicka, 1952 (position after black's 1st move)

No. 40

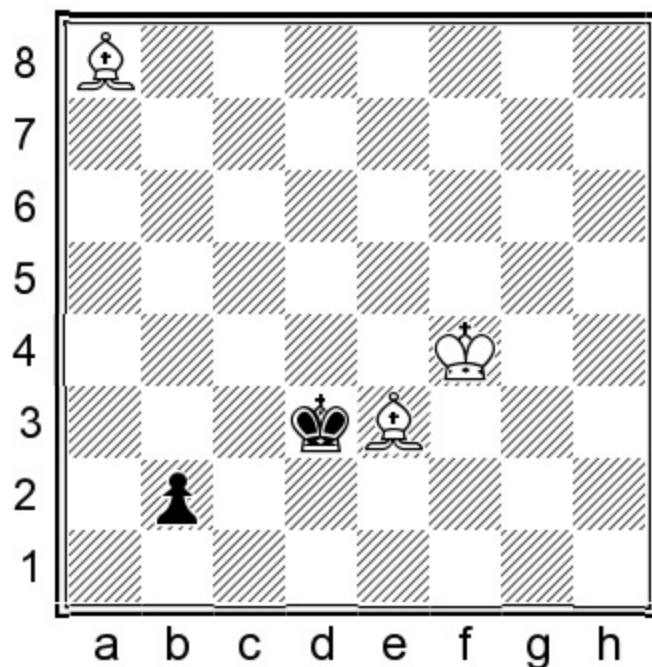


White to play and win

Show/Hide Solution

1.a6 ♔d3 2.♙f2 b3 3.a7 ♙xe3+! Stalemate counterplay! After 3...b2 4.a8=♚ ♔c2 5.♚e4+, white wins easily. For instance: 5...♔c1 6.♙e1 ♙xe1 7.♚c4+ ♔d1 8.♔f3 ♙d2 9.♚b3+ ♔c1 10.♔e2, curtains.

4.♙xe3 b2 5.a8=♙!! But not to a queen: 5.a8=♚? b1=♚ 6.♚e4+ ♔e2! 7.♚xb1, stalemate.

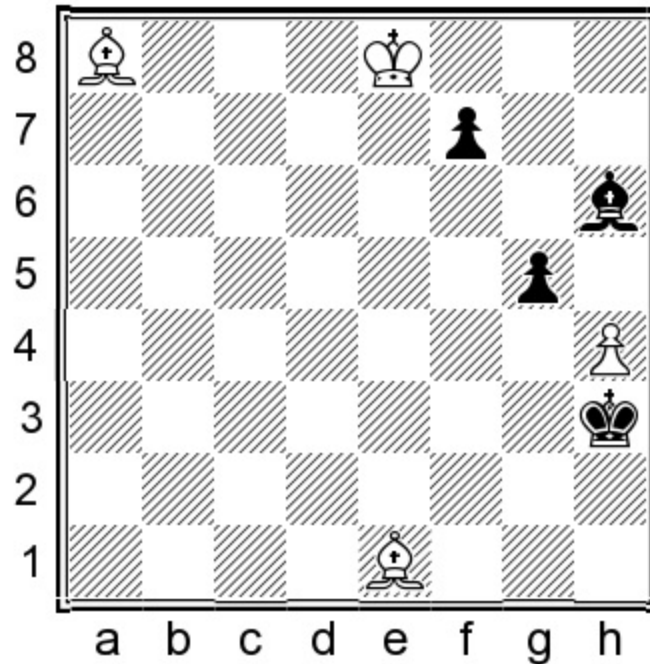


5...b1=♚ 6.♙e4+, winning the queen and the game.

Author P. Vasilchikov, 1952

Show in Text Mode

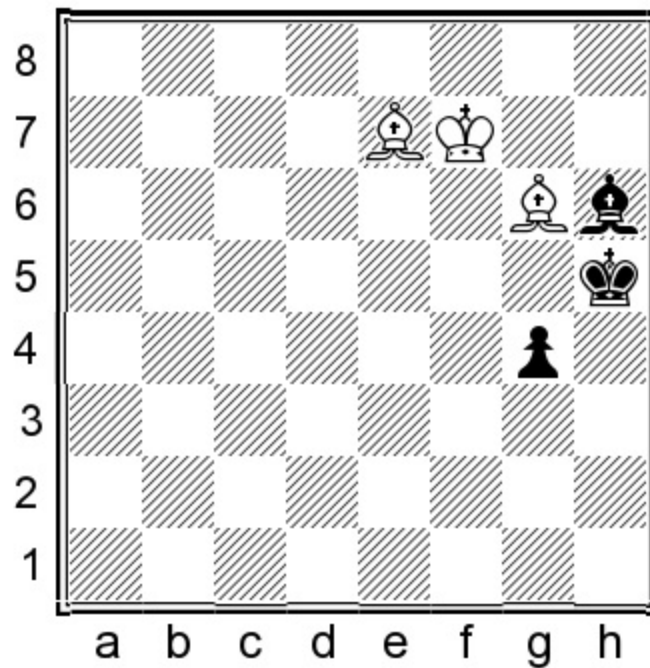
No. 41



White to play and win

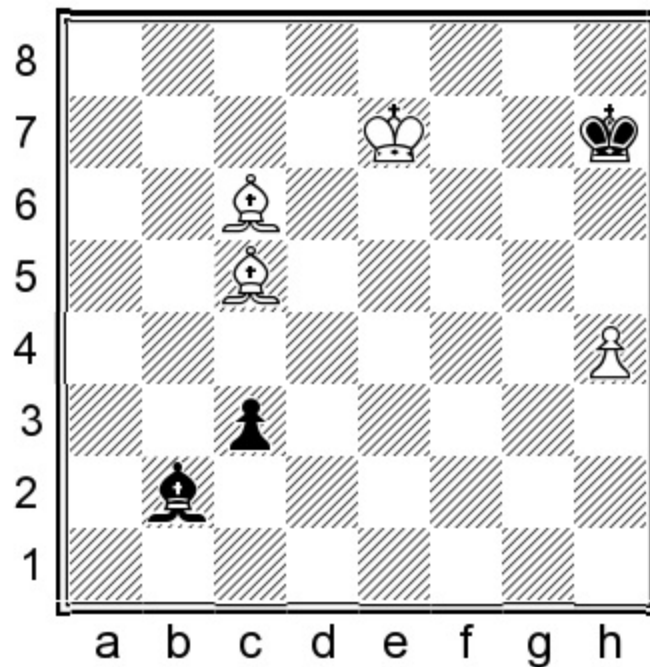
Show/Hide Solution

- 1.h5 ♖g4.** Black should attack the pawn at once: 1...f5 2.♖f7 ♖g4 3.♖g6 ♙f8 4.h6, curtains.
2.♖xf7 ♖xh5 3.♙e4! ♖g4. 3...g4 loses to 4.♙g6+ ♖g5 5.♙d2+ etc.
4.♙b4! ♖h5. The king shouldn't go away from the bishop: 4...♖f4 5.♙b1 ♖g4 6.♖g6 etc.
5.♙e7! g4 (5...♖g4 6.♖g6) 6.♙g6#!



Author R. Missien, 1954 (position after black's 3rd move)

No. 42



Black to play. White wins

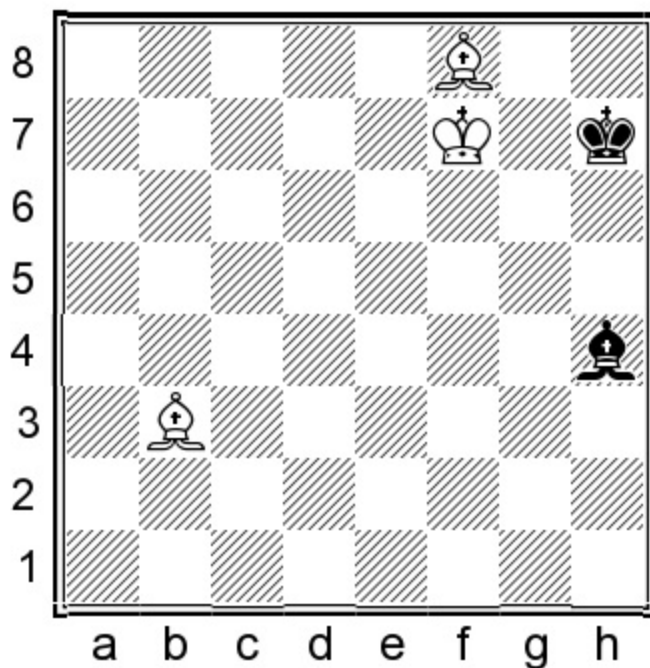
Show/Hide Solution

Black has an opportunity to get the white pawn...

1...c2 2.♙e4+ ♔g7! 3.♙xc2 ♙f6+ 4.♔e8! ♙xh4. The material is drawish, but the bishop's poor position leads to black's downfall:

5.♙f8+! ♔g8. The king cannot escape towards the center: 5...♔f6 6.♙e7+, and the bishop falls.

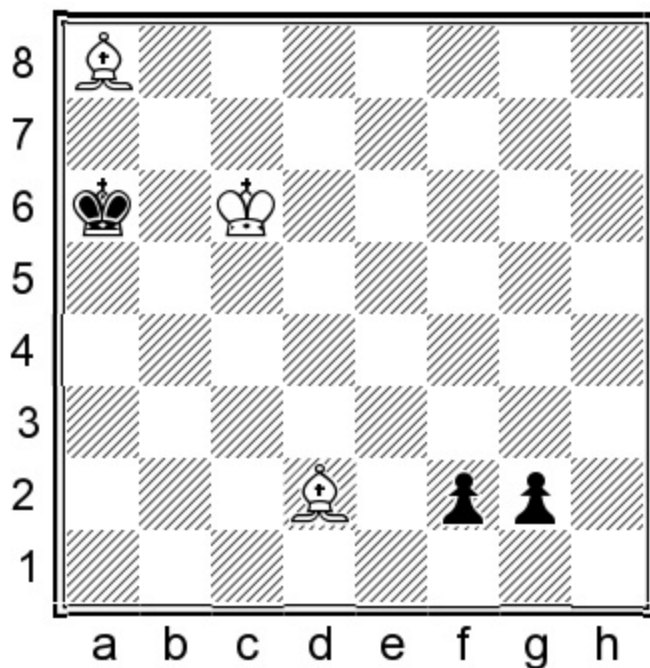
6.♙b3+ ♔h7 7.♘f7! The black king is trapped in the mating net. White wins.



The rest is simple: 7...♙f2 8.♙g7 ♙e3 9.♙c2#.

Author D. Petrov, 1954 (edited by S. Tkachenko)

No. 43



White to play and win

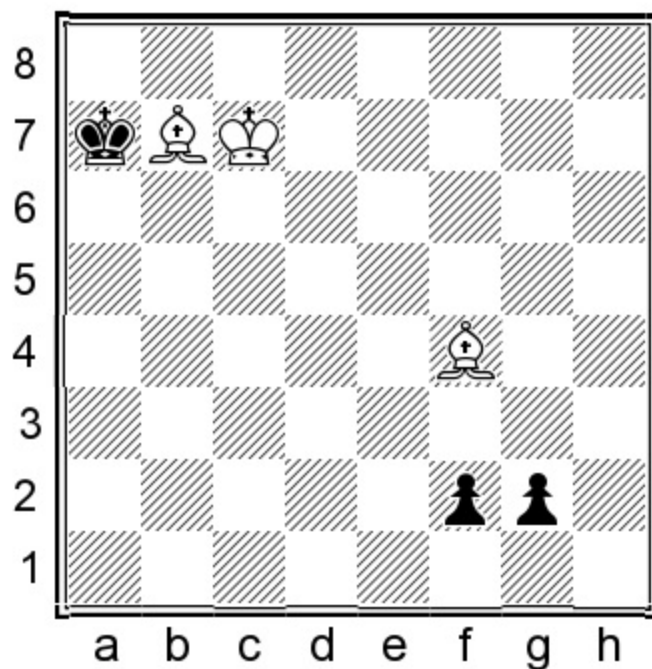
Show/Hide Solution

It's not easy to deal with the black pawns...

1.♙b7+ ♔a7 2.♙e3+ ♔b8 3.♙f4+! Black would be only glad if white played 3.♙xf2? g1=♚

4.♙xg1, stalemate. He even wins after 3.♙b6?? f1=♔, and the mating f4 square is protected by the queen.

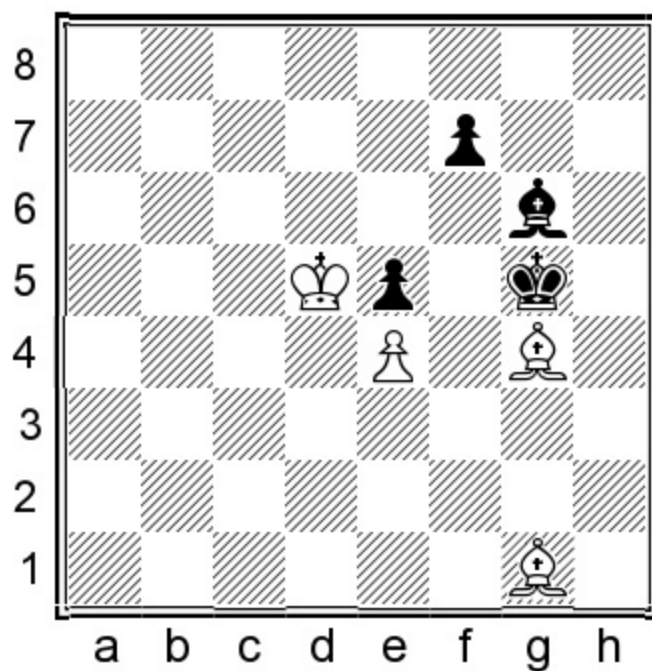
3...♙a7 4.♙c7! Threatening 5.♙e3#.



4...f1=♔ 5.♙xg2. White wins.

Author F. Richter, 1955

No. 44



White to play and win

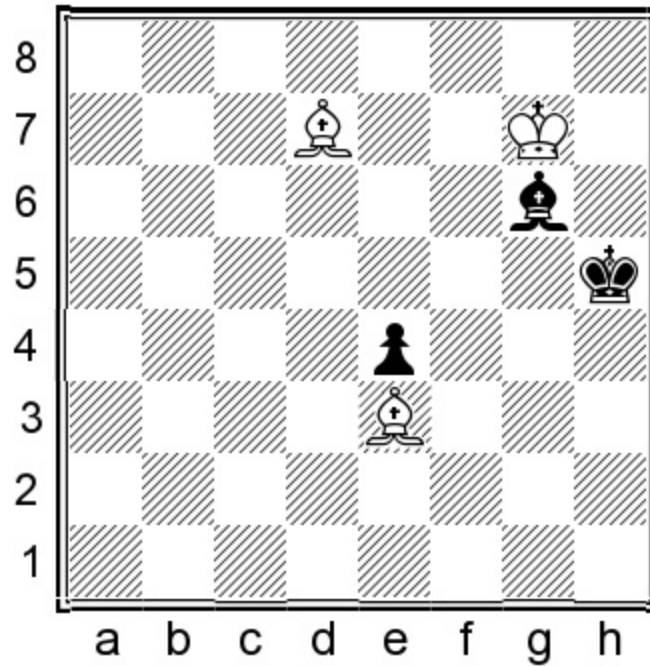
Show/Hide Solution

1.♔d7!! Anticipating final domination!

1...f5! Not the toothless 1...♖f4 2.♙h2+ ♖g5 3.♖xe5, curtains.

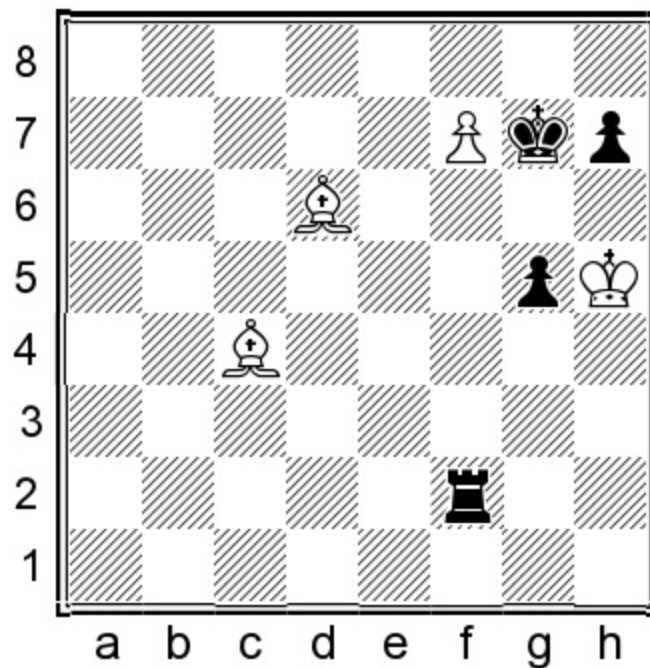
2.♖xe5 fxe4 3.♙e3+ ♖h5. Or 3...♖h4 4.♖f6 ♙h5 5.♙f2#!

4.♖f6 ♙h7 5.♖f7! ♙g6+ (5...♖h4 6.♖g7) 6.♖g7. Black is in zugzwang, and the loss of his bishop is inevitable. White wins.



Author J. Fritz, 1955 (position after black's 4th move)

No. 45



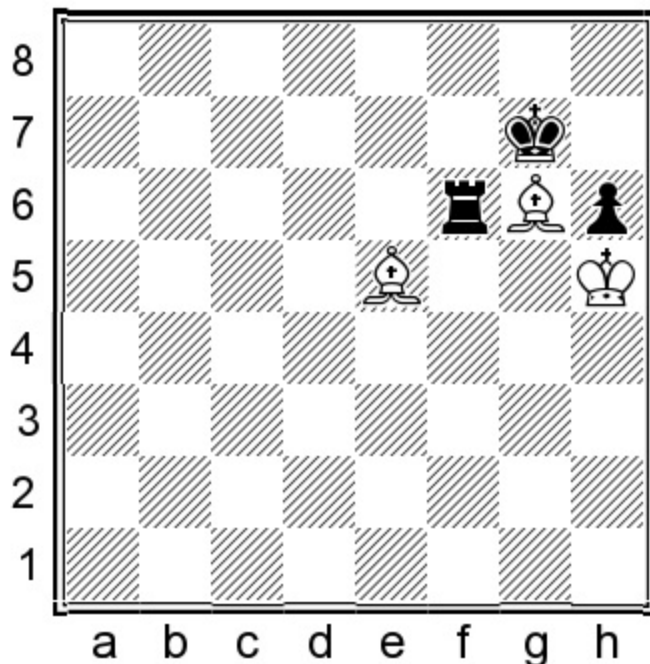
White to play and win

Show/Hide Solution

1.f8=♔+! 1.♙e5+? ♔f8 2.♙d6+ ♔g7 is just a waste of time.

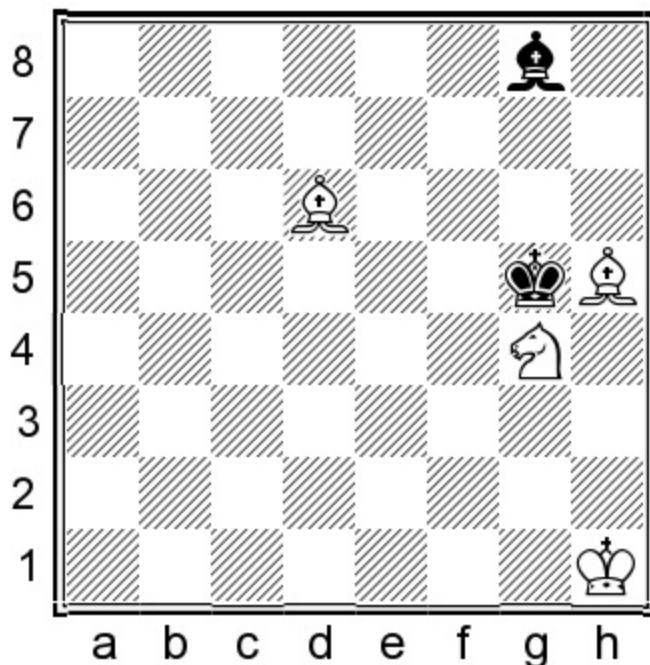
1.f8=♔+! ♖xf8 2.♙e5+ ♖f6 3.♔xg5 h6+ 4.♔h5 ♔h7! 5.♙d3+! Avoiding the trap: 5.♙xf6?, stalemate.

5...♔g7 6.♙g6! Black is in zugzwang and loses his rook. White wins.



Author K. Stoyanov, 1956 (position after black's 2nd move)

No. 46



White to play and win

Show/Hide Solution

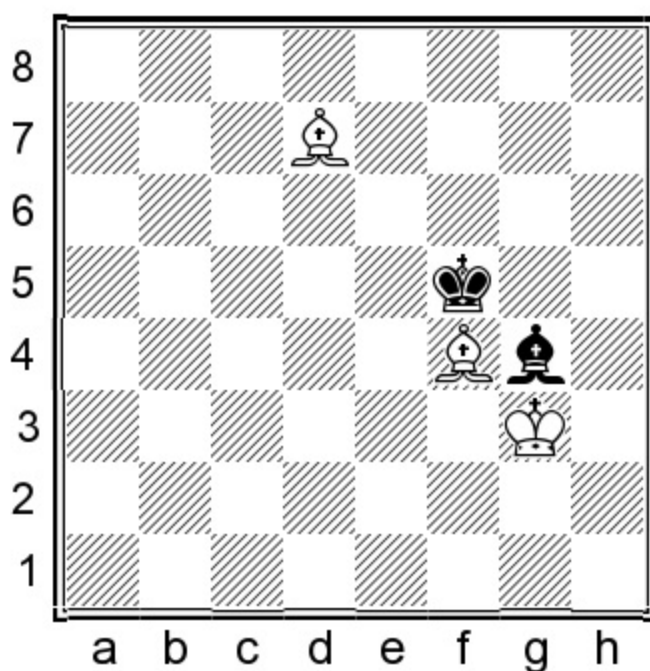
1.♙e5! The impulsive check only misses the win: 1.♙e7+? ♔xh5 2.♘f6+ ♔g6 3.♘xg8 ♔f7, with a double attack.

Black is equally undeterred by 1.♙a3? ♙e6 with a draw.

1.♙e5! ♙d5+! All other moves quickly lose: 1...♙e6 2.♘f6 or 1...♔xh5 2.♘f6+ ♔g6 3.♘xg8 etc.

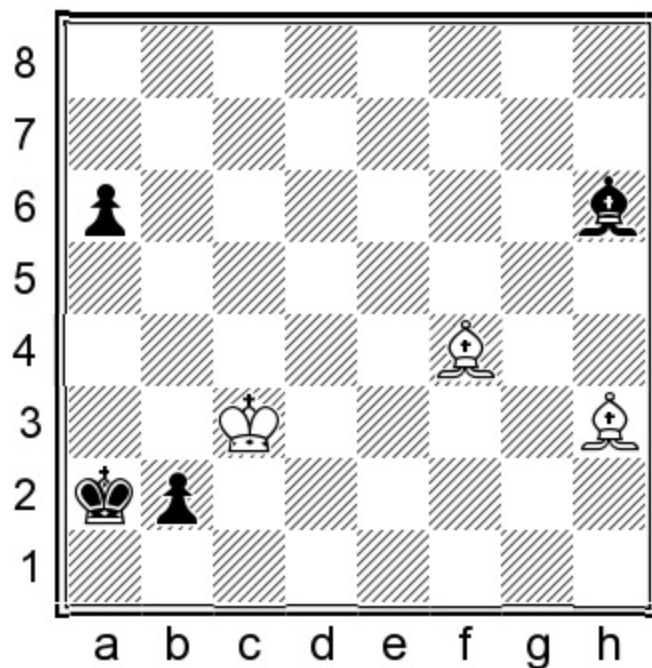
2.♔h2! ♙f3! 3.♔g3 ♙d1! One of the white pieces is doomed...

Suddenly: **4.♙e8! ♙xg4 5.♙f4+ ♔f5 6.♙d7+**, eye for an eye! White wins.



Author F. Richter, 1956 (position after black's 3rd move)

No. 47



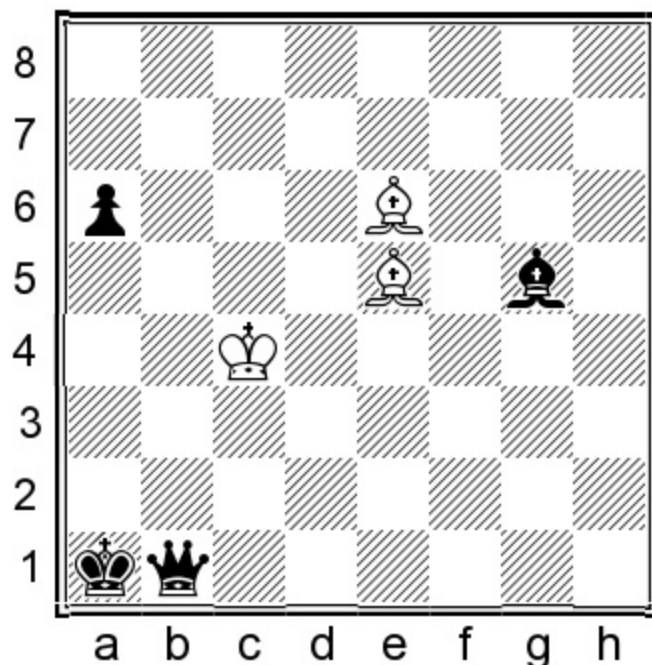
White to play and draw

Show/Hide Solution

1. ♖e6+ ♔a1! If black isn't careful, he can even get checkmated: 1... ♔a3?? 2. ♖d6+ ♔a4 3. ♖d7+ ♔a5 4. ♖c7#. **2. ♖e5! ♖f4 3. ♖f6! ♖g5 4. ♖e5! b1=♚.** After checking the precision of white's play, black goes for the main line...

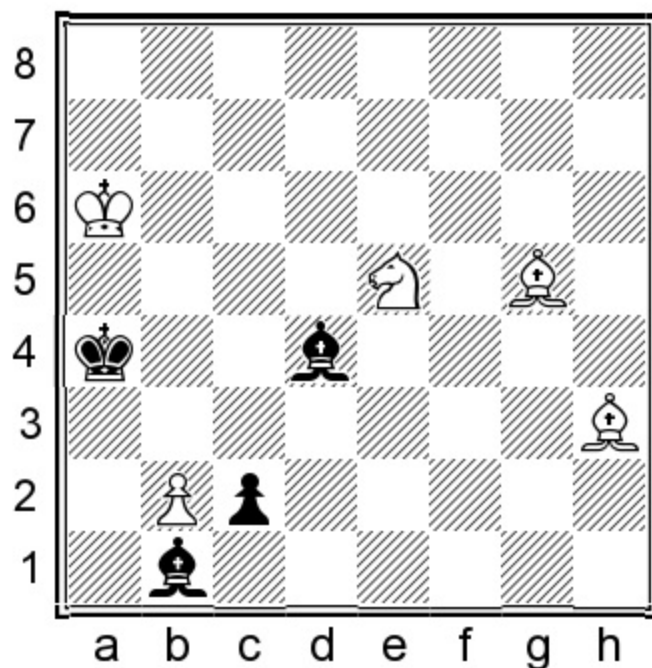
5. ♜c4+! ♜a2 6. ♜c3+! ♜a1. 6... ♔a3 is met with 7. ♖d6+ ♔a4 8. ♖d7+ ♔a5 9. ♖c7+ ♜b6 10. ♖xb6+, drawing. This line explains the 3rd and 4th moves of the white bishop.

7. ♜c4+. An original "valve": the bishops take turns to give discovered checks!



Authors F. Bondarenko and A. Kakovin, 1957

No. 48



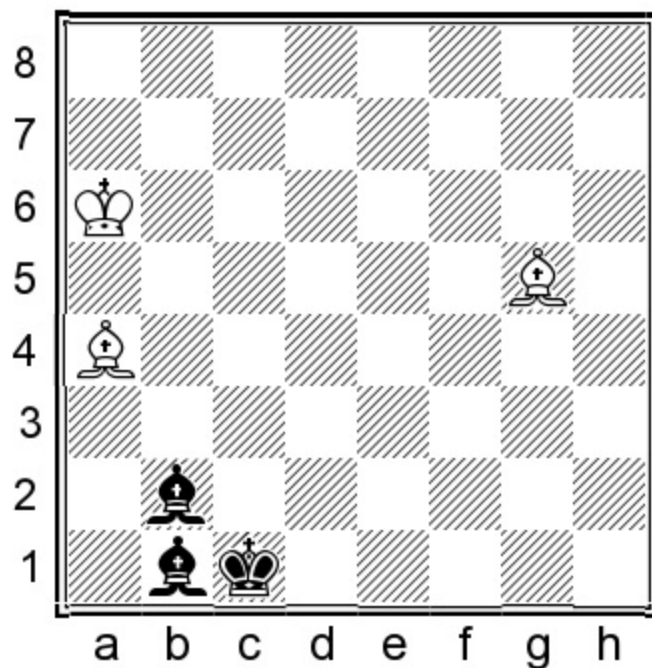
White to play and win

Show/Hide Solution

1. ♖d3! Not 1. ♖c4? c1=♔ 2. ♕xc1 ♕d3 with a draw.

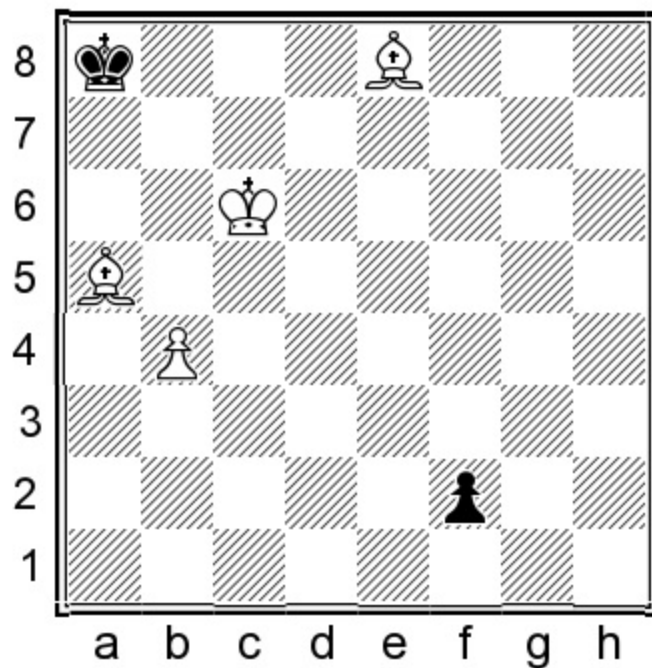
1. ♖d3! c1=♔! (1... ♖b3 2. ♕e6+) **2. ♖xc1 ♕xb2.** The white pawn is gone, but there will be no peace talks!

3. ♕d7+! ♖b4 (3... ♖a3 4. ♕e7#) **4. ♕e7+ ♖c3.** Or 4... ♖c4 5. ♕e6+ ♖c3 6. ♕f6+ etc, like in the main line. **5. ♕f6+ ♖c2 6. ♕a4+ ♖xc1 7. ♕g5#!**



Authors T. Gorgiev and V. Rudenko, 1957 (position after black's 1st move)

No. 49

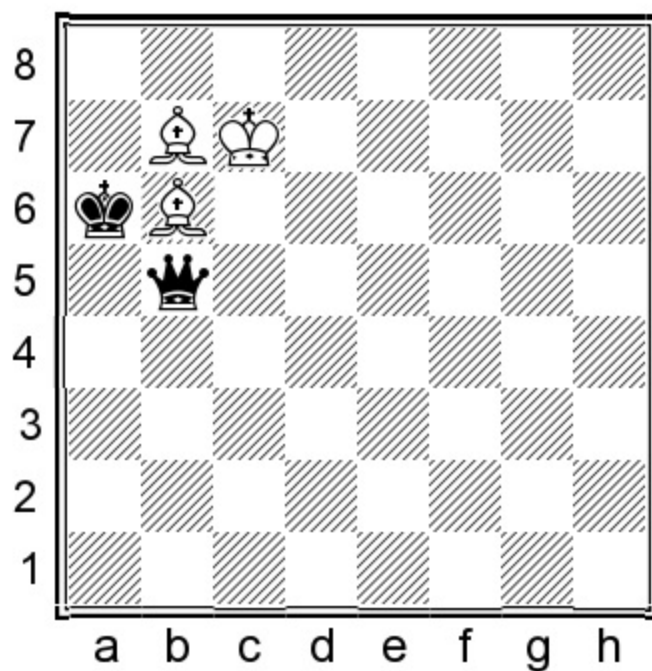


White to play and win

Show/Hide Solution

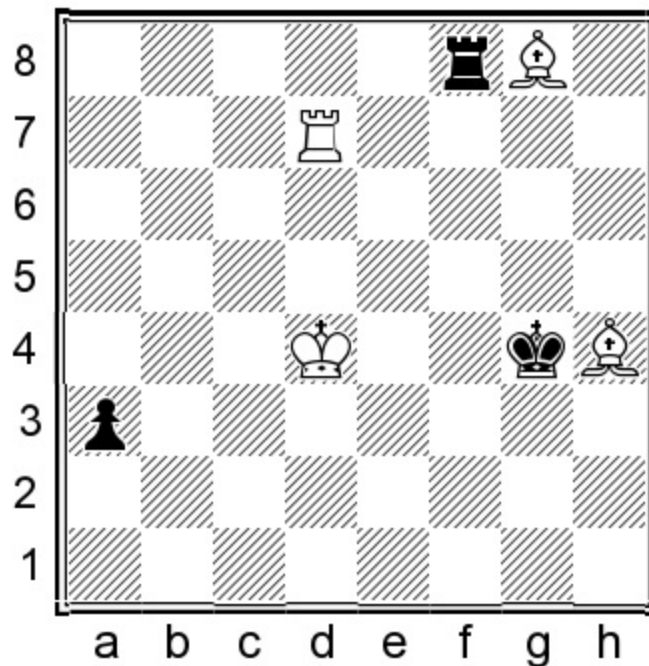
How can white counter the pawn promotion? With a mating attack, of course!

1.♔c7! f1=♚ 2.♙c6+ ♔a7 3.♙b6+ ♔a6 4.b5+! ♚xb5 5.♙b7#!



Author G. Kasparian, 1958 (position after black's 4th move)

No. 50



White to play and win

Show/Hide Solution

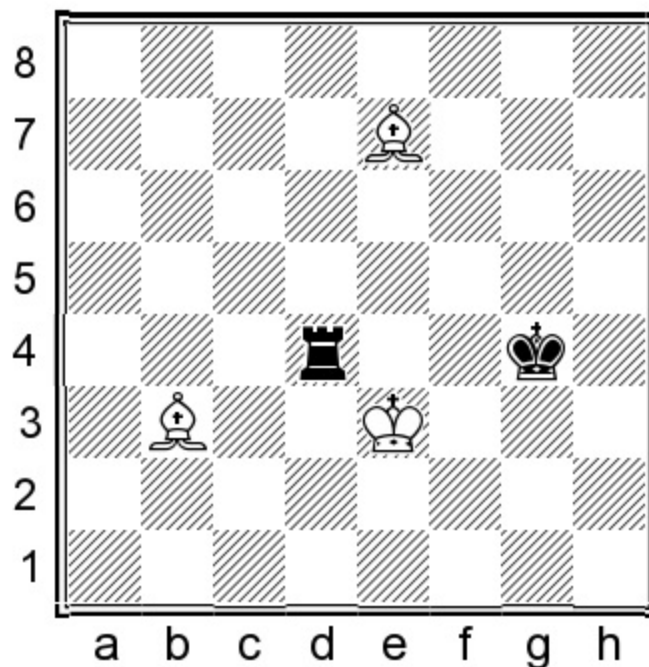
1.♖d8! a2! 1...♜f4+ is too early: 2.♔e3! ♜a4 (2...♜f3+ 3.♔e2) 3.♙f6, curtains.

2.♙xa2 ♜f4+ 3.♔e3! (3.♔e5? ♜a4) **3...♜a4!** 3...♜f3+ is worse: 4.♔e2 ♜a3 5.♖d4+, and white's pieces come alive.

4.♙b3! ♜b4! Or 4...♜a3 5.♖d4+ (another winning line is 5.♖b8 ♔xh4 6.♔f4! ♔h5 7.♖b6! etc.) 5...♔h5 6.♖b4, and white triumphs.

5.♖d4+!! The point!

5...♜xd4 6.♙e7! Domination is the key idea!

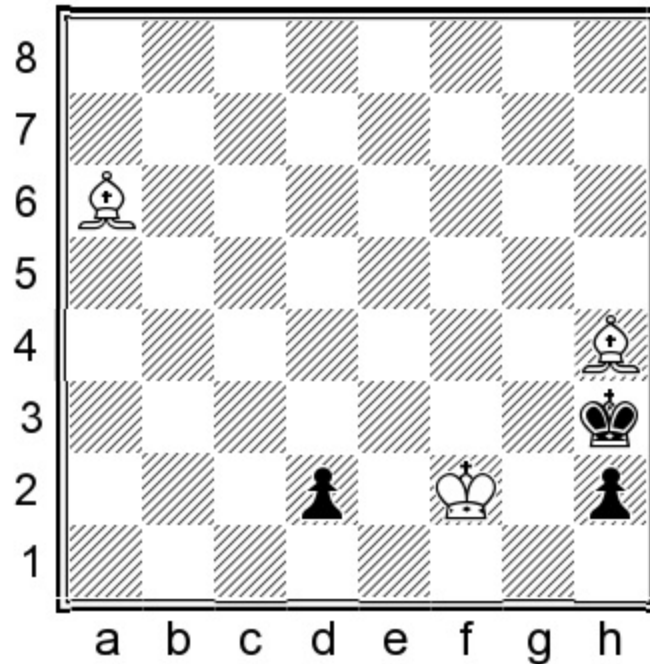


It turns out that the black rook is doomed: 6...♜d7 7.♙e6+ or 6...♜f4 7.♙e6+ ♔g3 (7...♜f5 8.♙f6)

8.8d6 etc.

Author D. Petrov, 1958

No. 51



White to play and draw

Show/Hide Solution

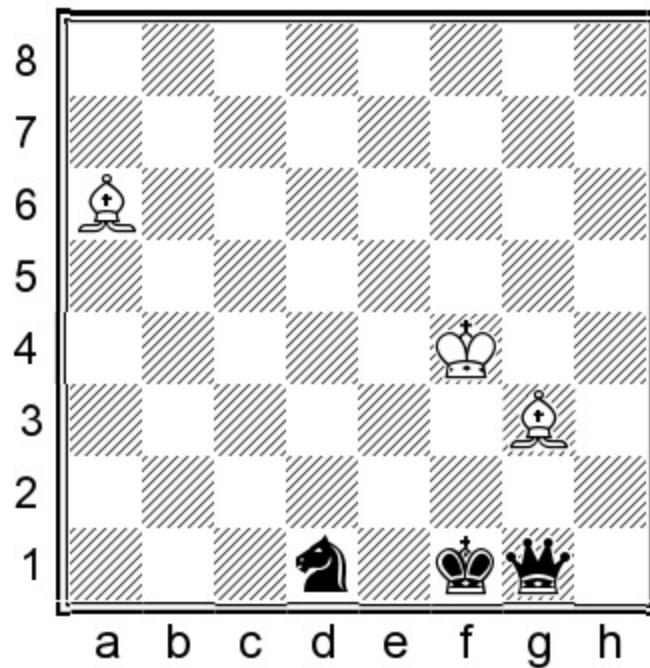
The pawns are one step away from promotion...

1. ♖g3!! Not 1. ♖e7? because of 1...d1=♘+!, curtains.

1. ♖g3!! d1=♘+! (1...h1=♘+ 2. ♖e2) **2. ♘f3! h1=♙+** **3. ♘f4!** A picturesque position: despite his huge material advantage, black can't avoid a positional draw!

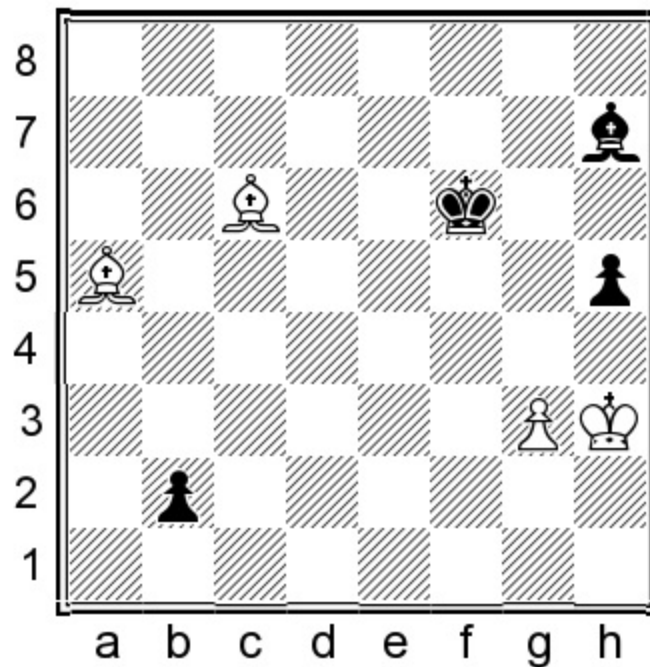
3... ♙g1. Or 3... ♙c6 4. ♖f1+; 3... ♘e3 4. ♖c8+ ♖g2 5. ♖b7+, with a draw. 3... ♙g2 4. ♖c8# even loses.

4. ♖c8+ ♖g2 5. ♖b7+ ♖f1 6. ♖a6+, perpetual check.



Author V. Yakimchik, 1960 (position after black's 2nd move)

No. 52



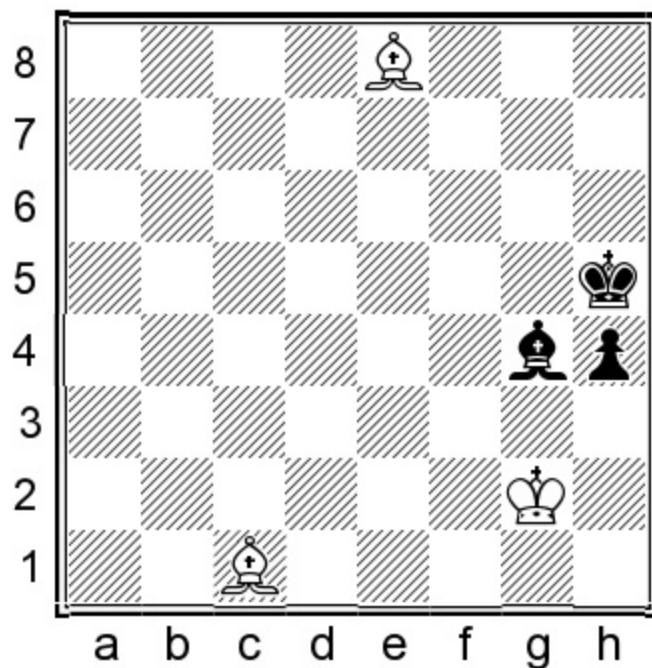
White to play and win

Show/Hide Solution

While white takes care of the b-pawn, black organizes an attack on the white pawn...

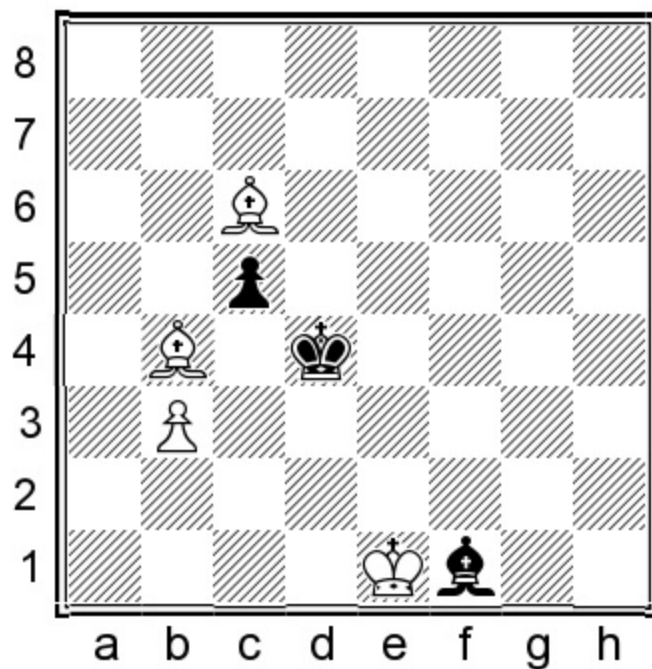
1. ♖c3+ ♔g5! 2. ♖xb2 ♕f5+ 3. ♖g2! h4 4. ♖c1+ ♔h5 5. g4+!! The pawn falls, but at a great price!

There are two picturesque mates: **5... ♖xg4 6. ♖f3#** and **5... ♖xg4 6. ♖e8#**.



Author E. Pogosyants, 1961 (position after black's 1st move)

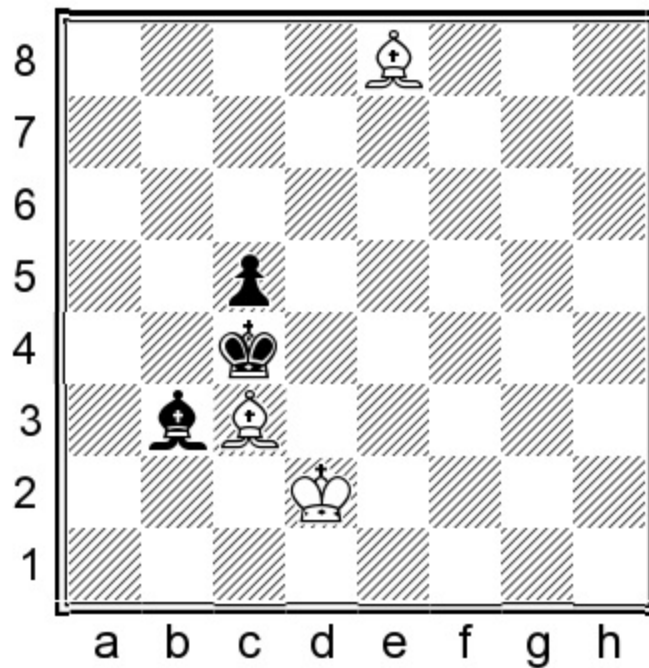
No. 53



Black to play. White wins

Show/Hide Solution

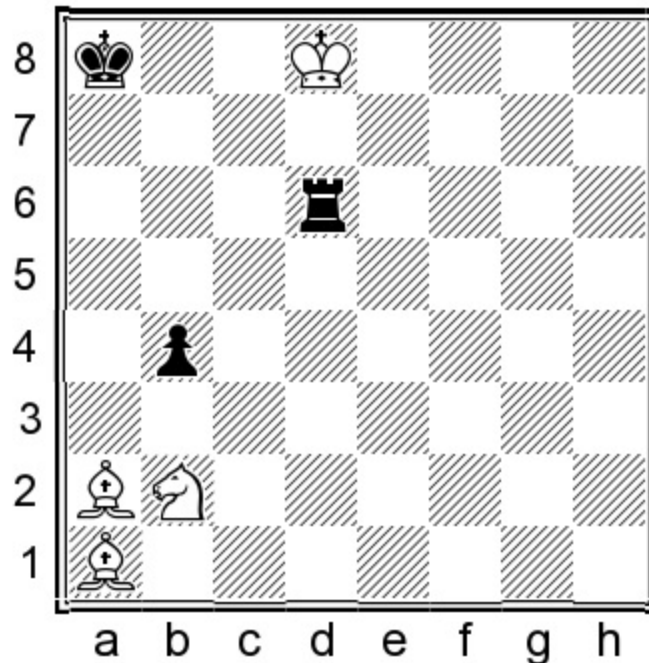
1...♙d3! 1...♙h3 is not dangerous for white: 2.♙d2 ♙e6 3.♙a4 with a technical win.
 1...♙d3! 2.♙a5! But not 2.♙d2? ♙c2 3.♙a4 c4, and white has to part with the pawn.
 2...♙c2 3.♙d2! ♙xb3 4.♙c3+ ♙c4 5.♙e8! The point of the combination!



Black loses his bishop: 5...♔d5 (5...♙a2) 6.♙f7+. White wins.

Authors R. Ashurov and A. Sarychev, 1961 (position after white's 4th move)

No. 54



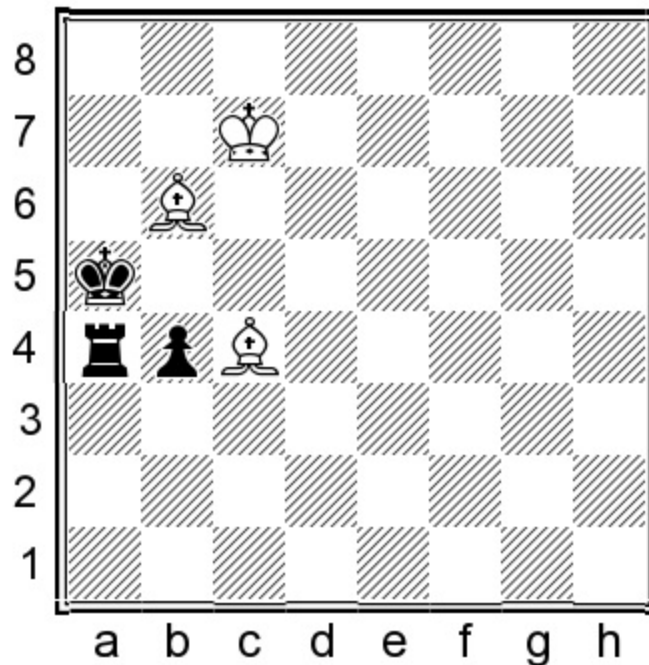
White to play and win

Show/Hide Solution

1.♔c7! ♜a6! Otherwise, the two bishops and knight will slowly but surely outplay the rook.

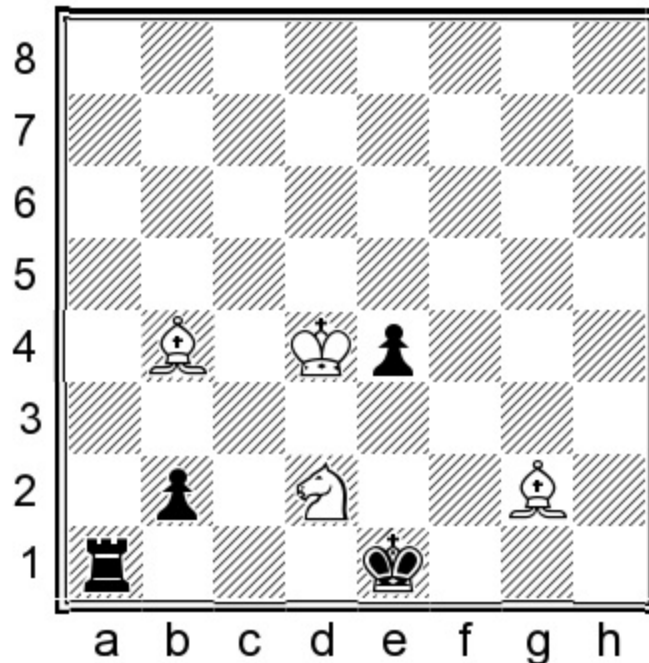
2.♙d5+! It's too early for sacrifices: 2.♘a4? ♜a7+!! 3.♔c8 ♜xa4 4.♙d5+ ♔a7 5.♙d4+ ♔a6 6.♙c4+ ♔a5, with a draw.

2...♔a7 3.♘a4! (now it's time!) 3...♖xa4 4.♙d4+ ♔a6 5.♙c4+ ♔a5 6.♙b6#!



Author G. Kasparian, 1961 (edited by S. Tkachenko)

No. 55



White to play and win

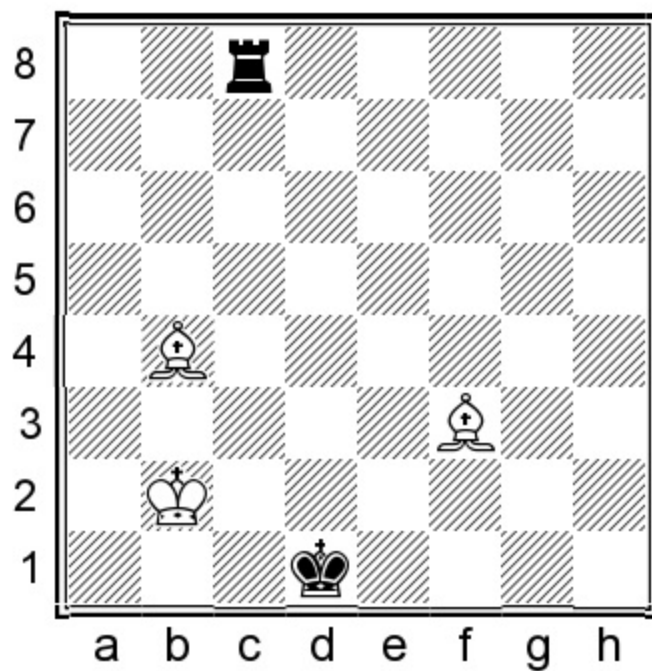
Show/Hide Solution

1.♘b1+! Both 1.♘xe4+? ♔d1 2.♘c3+ ♔c2! 3.♙e4+ ♔b3 4.♙c5 ♖c1 5.♙d5+ ♔c2 6.♙e4+ and 1.♔e3? ♔d1 2.♙xe4 ♖a4! 3.♙c3 ♖xe4+! lead to a draw.

1.♘b1+! ♔d1 2.♙xe4 ♖xb1 (2...♖a6 3.♔c3) 3.♔c3! But not the greedy 3.♙xb1? ♔c1, with a

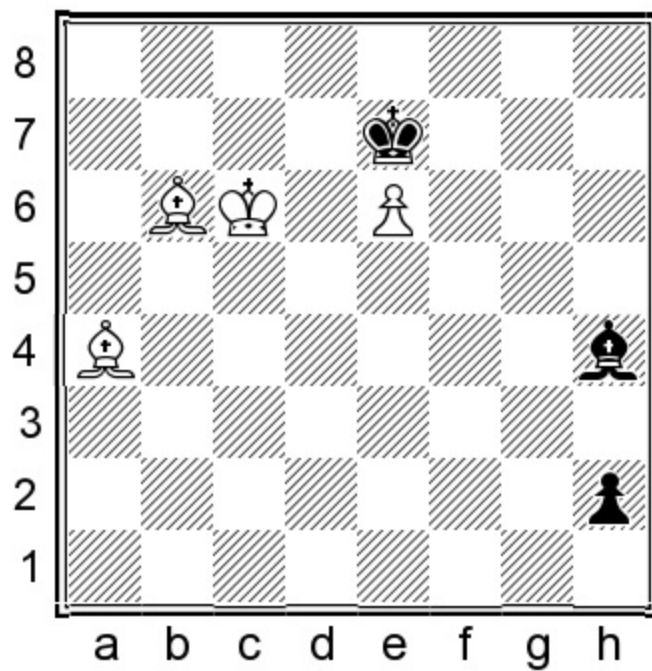
draw.

3...♖c1+. Or 3...♔c1 4.♙a3! ♖a1 5.♙xb2+; 3...♖a1 4.♔xb2 ♖a8 5.♙f3#.
4.♔xb2 ♖c8 5.♙f3#



Author G. Kasparian, 1961

No. 56



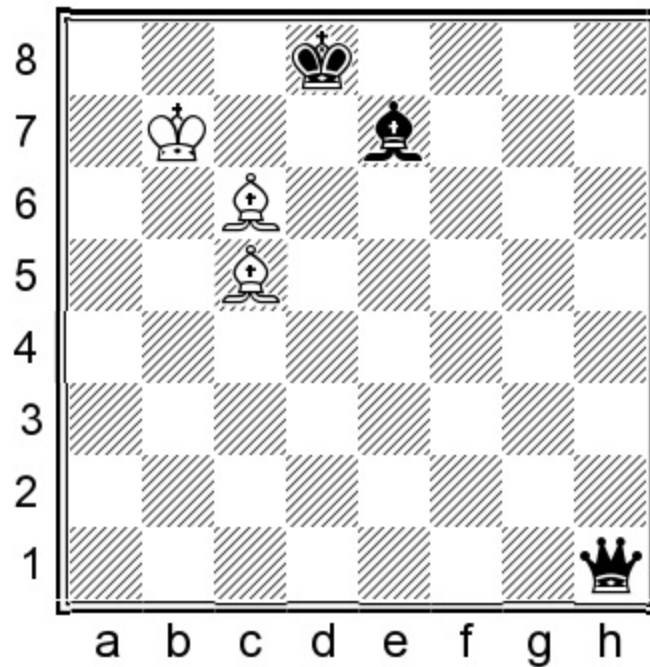
White to play and draw

Show/Hide Solution

The black pawn is about to promote...

1.♙c5+ ♔d8! Not the toothless 1...♙xe6 2.♙b3+ ♙f5 3.♙d5, with a draw.

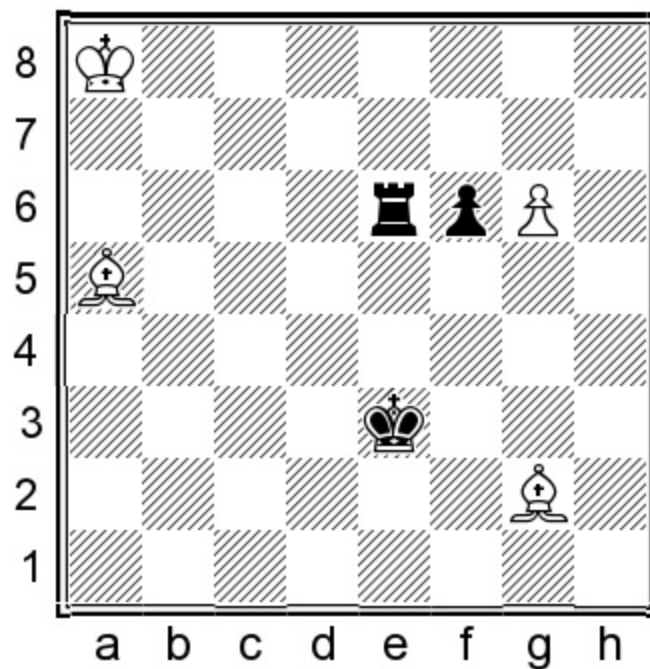
2.e7+! ♙xe7 3.♙b7! h1=♚+ 4.♙c6! The point of the combination! The black queen cannot avoid being traded...



4...♚b1+ 5.♙b6+. Draw.

Author J. Fritz, 1962

No. 57



White to play and win

Show/Hide Solution

The white pawn needs protection...

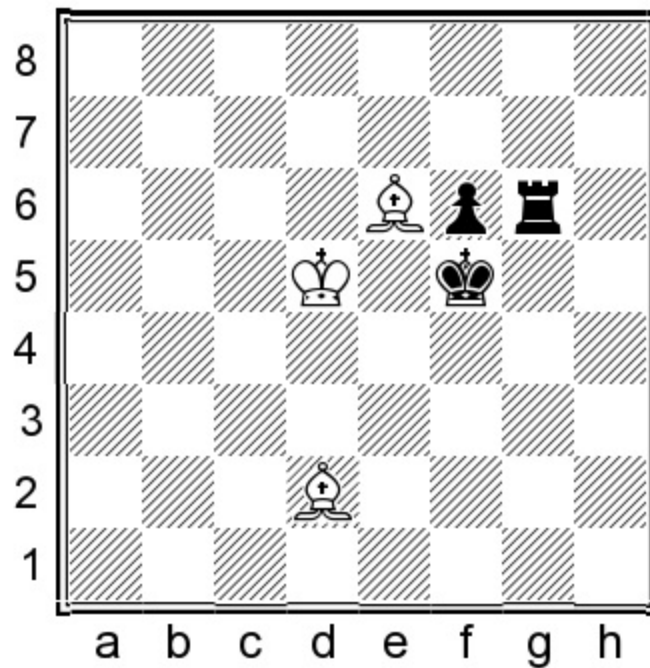
1.♔d5! Not 1.♔f1? ♚e8+ 2.♖b7 ♜g8 3.♙b6+ ♔d2 4.♙a5+ ♕e3 or

1.g7 ♚e8+ 2.♖b7 ♚e7+, and the pawn falls.

1.♔d5! ♚e8+. The bishop hunt leads to defeat: 1...♜a6+ 2.♖b7 ♜xa5 3.g7 ♜b5+ 4.♖a7 ♜xd5 (4...♜a5+ 5.♖b6) 5.g8=♚ ♚e5 6.♚g7 ♜f5 7.♖b6 with a gradual fiasco.

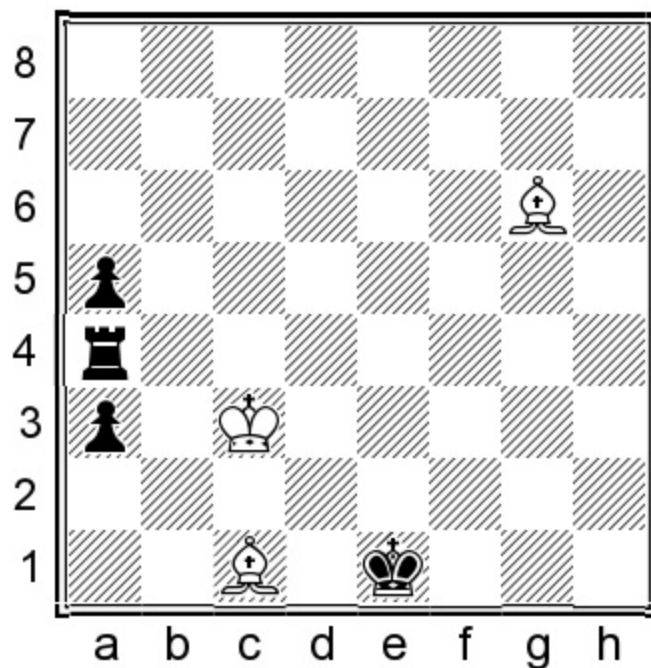
2.♖b7 ♚e7+ 3.♖c6 ♜g7 4.♙f7 ♕e4 5.♔d2! But not 5.♙b3? ♕f5 6.♙c2+ ♖g5 7.♙d2+ ♕h5, with a draw.

5...♕f5 6.♖d5! ♜xg6 7.♙e6#!



Author G. Kasparian, 1962 (position after black's 1st move)

No. 58

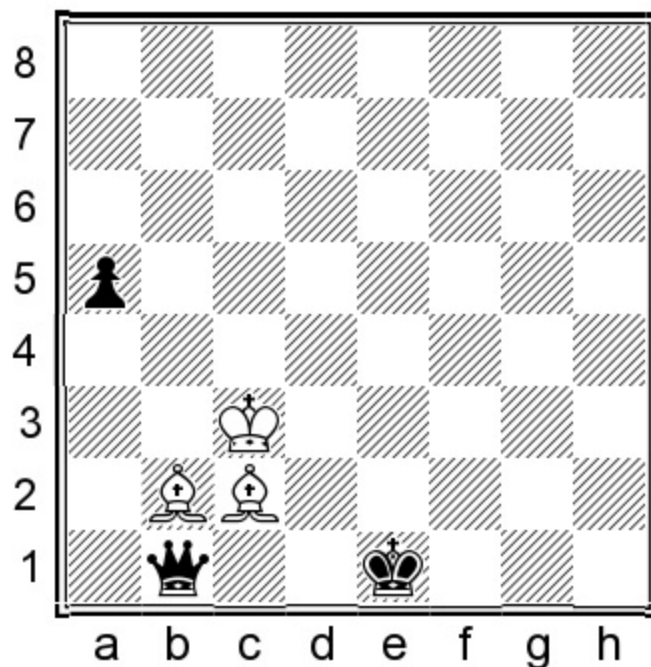


White to play and draw

Show/Hide Solution

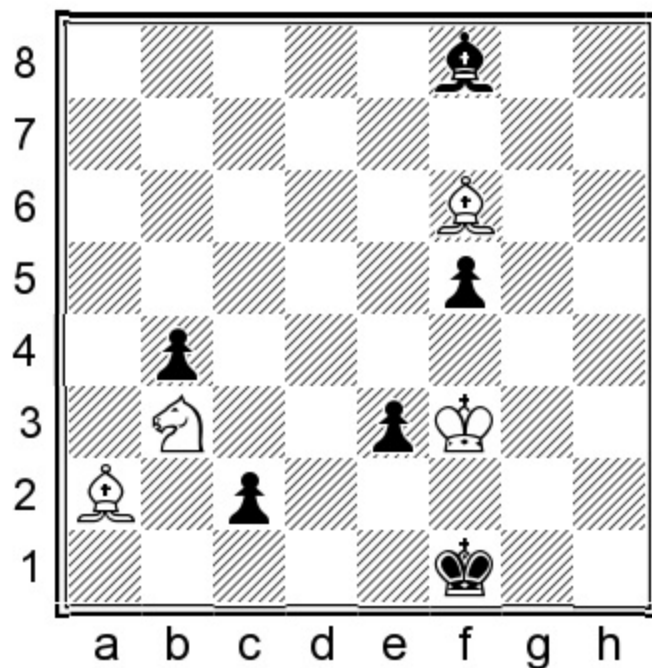
The a3 pawn threatens to reach the promotion square. For instance, after 1. Bb1? a2 2. Bxa2 Rxa2 3. Qb3 Re2, black gradually converts his material advantage.

1. Bc2! a2 2. Bb2! Ra3+! After 2...a1=Q, white has 3. Bxa1 Rxa1 4. Qb2!, and the rook is trapped. 3. Bxa3! a1=Q+ 4. Bb2! Qa2 5. Bb3 Qb1 6. Bc2, and the queen cannot escape. A positional draw.



Author V. Kovalenko, 1963 (position after black's 2nd move)

No. 59



White to play and win

Show/Hide Solution

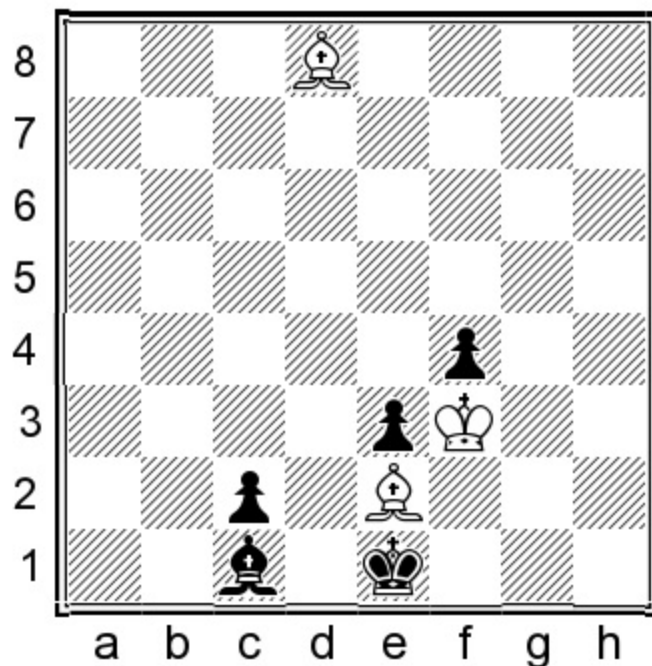
The black passed pawns are worth as much as a piece: 1. ♖h4? ♗e7 2. ♗g3 ♗d6 3. ♗xd6 e2 4. ♗xb4 e1=♔ 5. ♗xe1 ♔xe1, with a draw.

1. ♘c1! b3! 2. ♗xb3 ♗a3 3. ♗c4+ ♔e1. 3... ♔g1 4. ♘e2+ ♔h2 5. ♗e5+ ♔h1 6. ♗d5 leads to mate.

4. ♗e2! ♗xc1 5. ♗e7!! The point! After 5. ♗d8? f4! (mutual zugzwang) 6. ♗e7 ♗a3! 7. ♗xa3 c1=♔ 8. ♗xc1, there's a stalemate on the board.

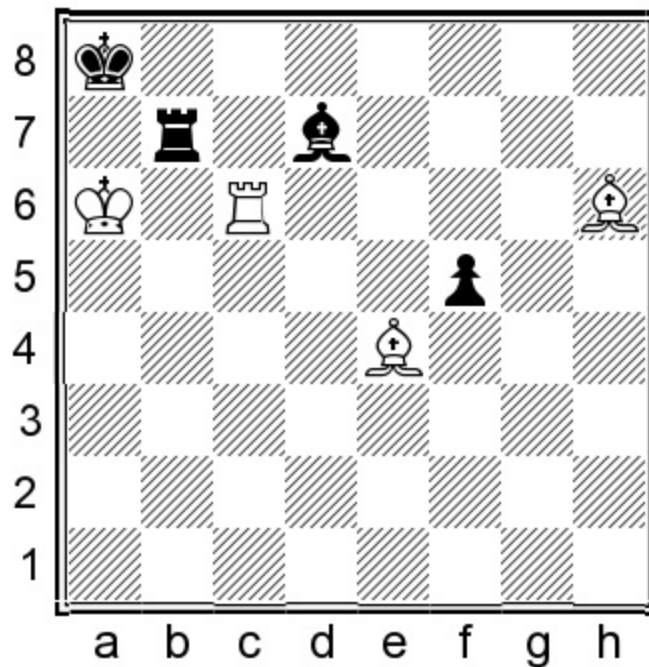
5... f4! Otherwise, there are mates from every directions: 5... ♔d2 6. ♗b4#; 5... ♗d2 6. ♗h4# or 5... ♗b2 6. ♗b4+ ♗c3 7. ♗xc3#.

6. ♗d8! Mutual zugzwang!



The rest is simple: 6...♙b2 (6...♔d2 7.♙a5#; 6...♙d2 7.♙h4#) 7.♙a5+, curtains.
 Author V. Korolkov, 1963 (position after black's first move)

No. 60



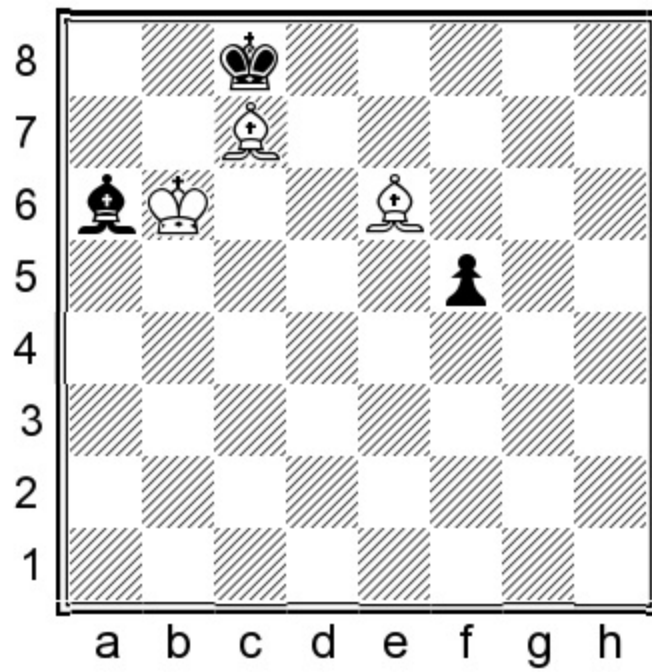
White to play and win

Show/Hide Solution

1.♙d5? misses the win after 1...♖a7+! 2.♔b6 ♜b7+! 3.♔a6 ♖a7+, with a positional draw. Therefore, white needs to... sacrifice material!

1.♜c8+! ♙xc8 2.♙d5! Not 2.♙c6(f3)? 2...♔b8 3.♙f4+ ♜c7+ 4.♔b6 ♙a6! with a draw.

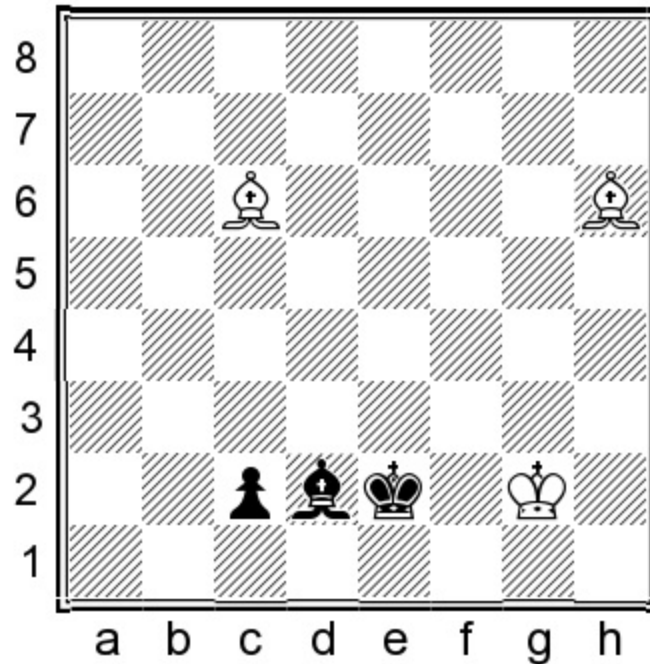
2...♔b8 3.♙f4+ ♜c7+ 4.♔b6 ♙a6 (4...♙d7 5.♙xc7+ ♔c8 6.♙b7#) **5.♙xc7+ ♔c8 6.♙e6#.**



Author F. Richter, 1964

Show in Text Mode

No. 61



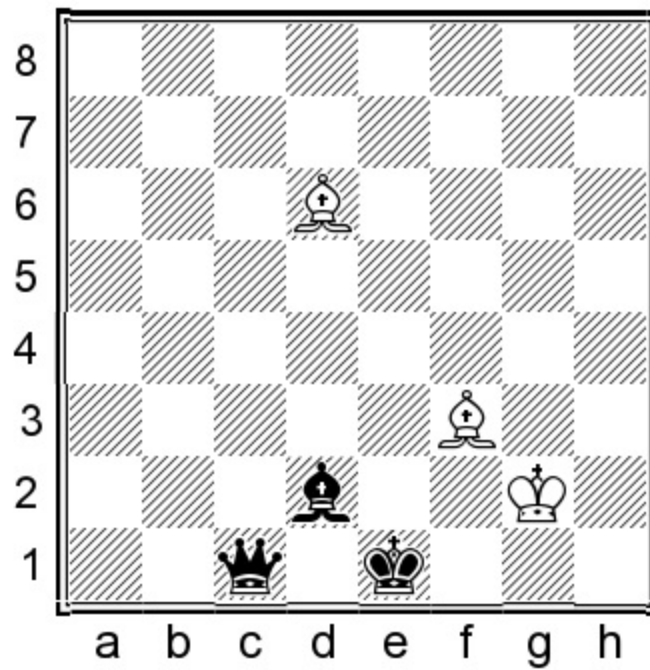
White to play and draw

Show/Hide Solution

The black pawn is unstoppable, but there's no reason to panic!

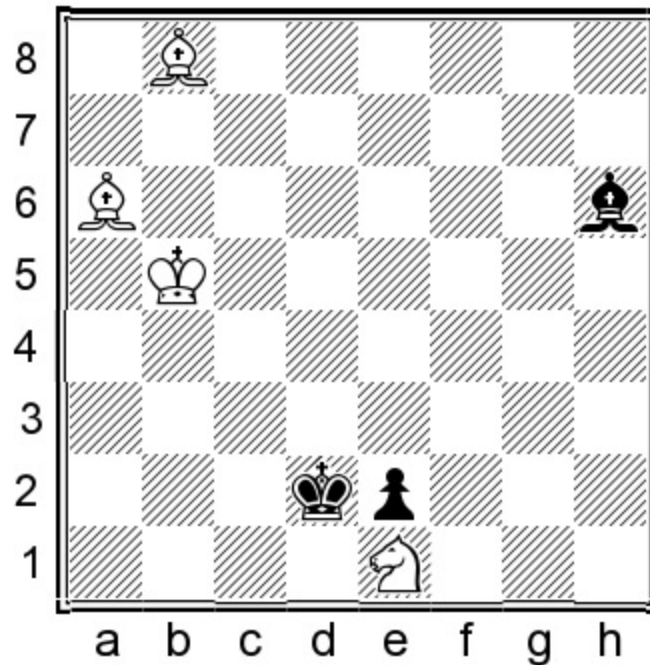
1. ♖f3+! ♔e1! The king cannot move towards the center: 1...♔d3 2. ♖e4+! ♔xe4 3. ♖xd2, with a draw.

2. ♖f8! c1=♔ 3. ♖d6!! A unique position! White threatens 4. ♖g3#!



3...♖e3 4.♗b4+ ♘d2 5.♗d6!, and black cannot improve his position. A positional draw.
 Author E. Pogosyants, 1964 (position after black's 4th move)

No. 62



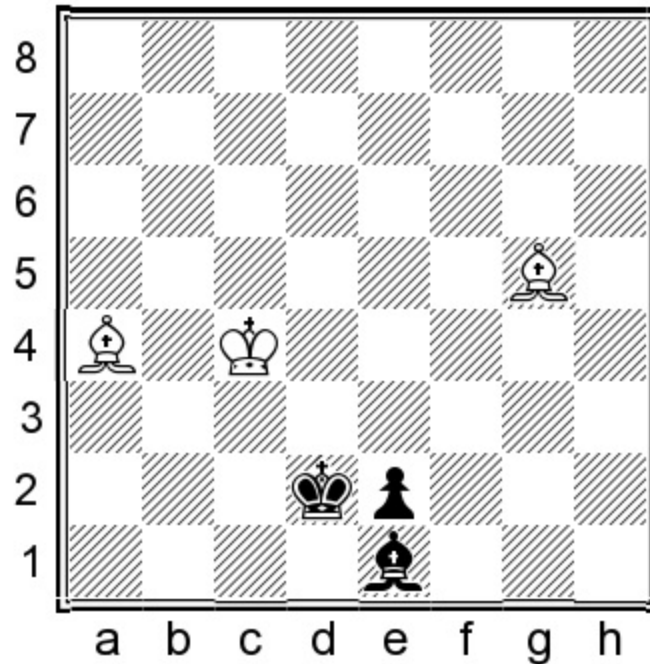
White to play and win

Show/Hide Solution

The black pawn is stopped in its tracks, but the win is not simple...

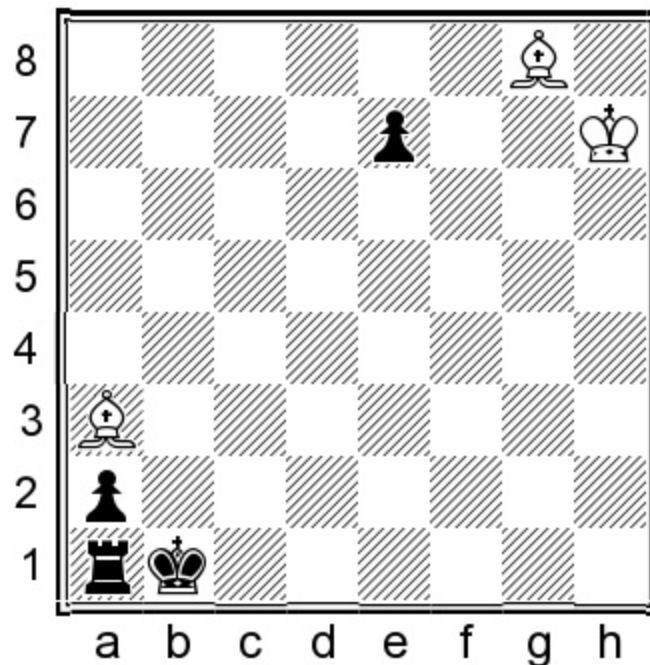
1.♗g3 ♗f4! 2.♗h4! Both 2.♘f3+? ♖e3 3.♗xf4+ ♖xf3 and 2.♗f2? ♖d1! 3.♖c4 ♗d2 lead to a draw.

2...♔d1! Black can't pursue the bishop further: 2...♙g5 3.♘f3+, forking.
 3.♔c4! Not 3.♘f3? ♙d2, with a draw.
 3...♙d2. Or 3...♙g5 4.♙xg5 ♔xe1 5.♙b5, and the pawn is neutralized.
 4.♙b5!! The point!
 4...♙xe1 5.♙a4+ ♔d2 6.♙g5#.



Author G. Kasparian, 1965 (position after black's 2nd move)

No. 63

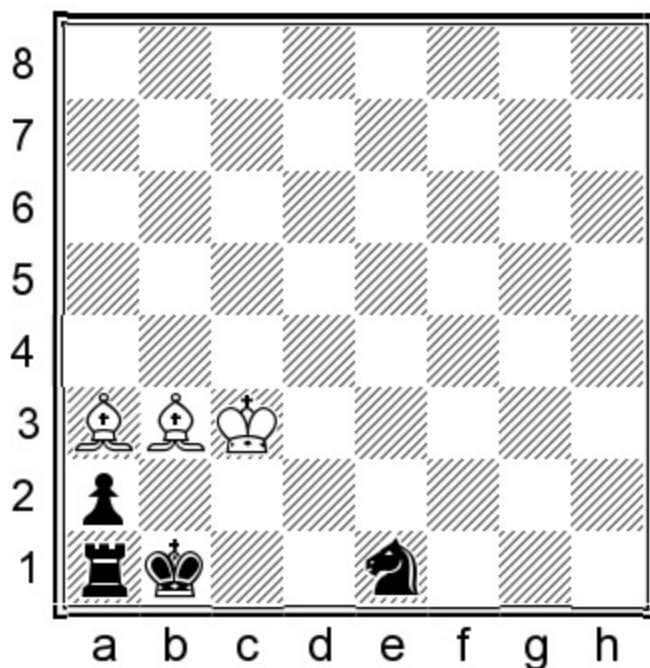


White to play and win

Show/Hide Solution

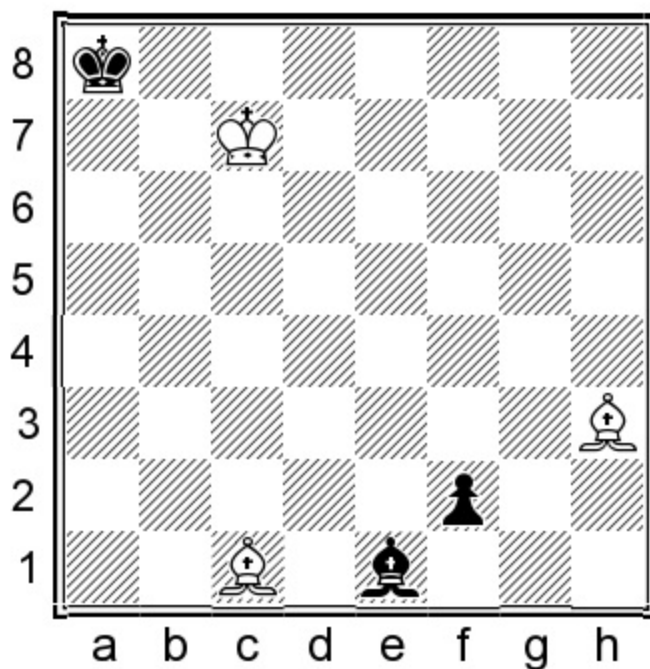
White has cornered the black pieces and prepares a mating attack...

1.♘b3! e5 2.♙g6 e4 3.♙f5 e3 4.♙e4 e2 5.♙d3 e1=♘+. Or 5...e1=♙ 6.♘c2#. 6.♙c3 with mate next move.



Author F. Bondarenko, 1966

No. 64



White to play and win

Show/Hide Solution

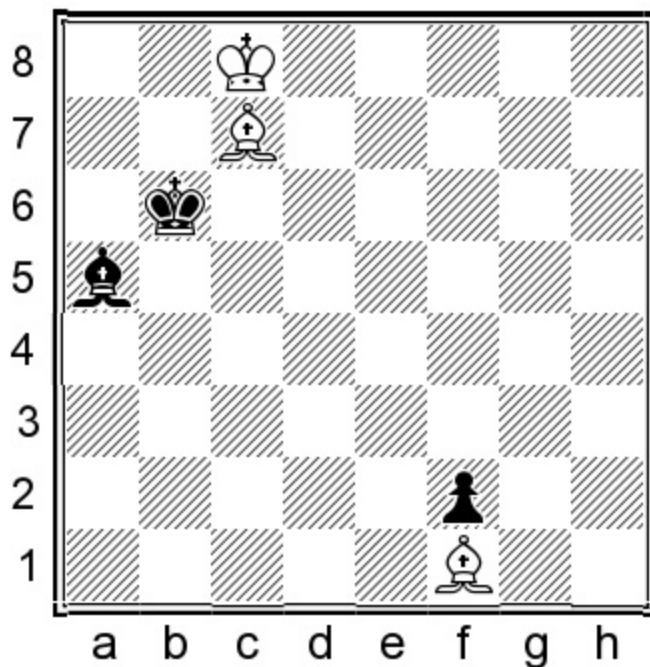
1.♙f1! Not 1.♙e3? ♜a5+ 2.♚c8 ♜b6! 3.♙xb6 f1=♚ 4.♙xf1, stalemate.

1.♙f1! ♜a5+ 2.♚c8 ♚a7. 2...♜b6 doesn't help either: 3.♙f4! ♜c5 4.♜b8! with inevitable mate.

3.♙f4!! An impulsive check spoils the win: 3.♙e3+? ♜b6 4.♙f4 ♜c5(d4)!, and black saves the game.

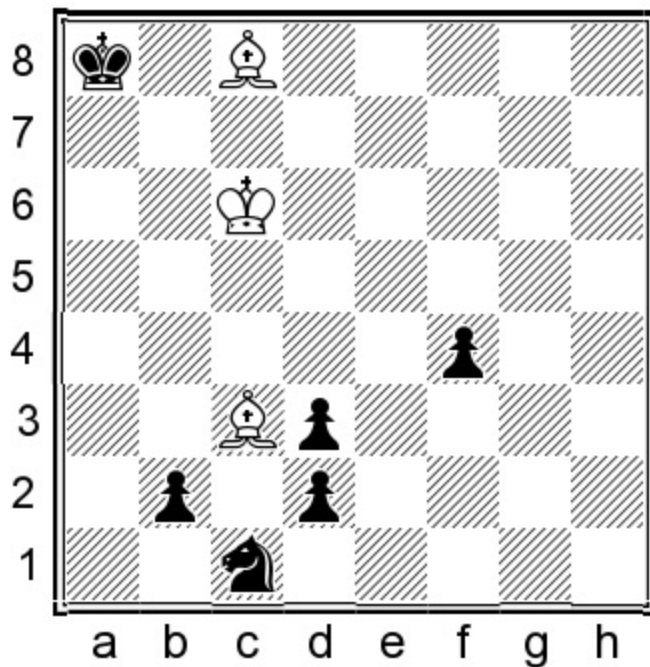
3...♚b6. Bishop moves are no better: 3...♜b6 4.♜b8+ ♚a8 5.♙g2# or 3...♜b4 4.♙e3+ ♚a8 5.♙g2#.

4.♙c7+, and black loses his bishop. White wins.



Author H. Nimirsky, 1966

No. 65



White to play and win

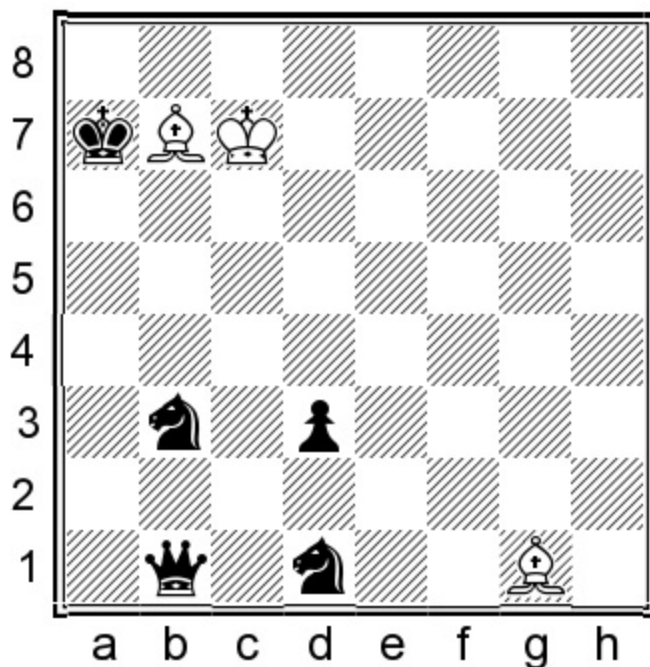
Show/Hide Solution

The black pawns are menacing, but white has a mating attack!

1.♙b7+ ♔b8 2.♙e5+ ♔a7 3.♙c7! ♜b3! After 3...♞e2, there's the knockout blow: 4.♙d6!

4.♙xf4 d1=♞! 5.♙h2! The way to the black king is found!

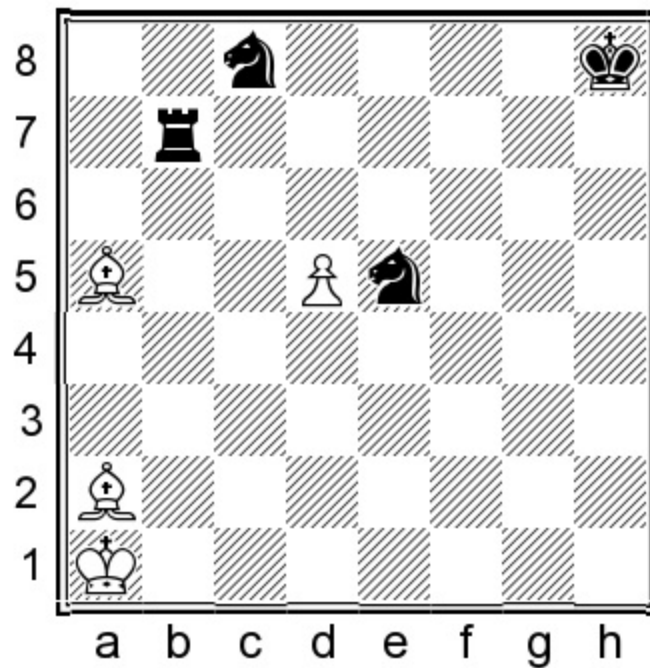
5...b1=♚ 6.♙g1+ with inevitable mate.



The rest is simple: 6...♞e3 7.♙xe3+ ♜c5 8.♙xc5+ ♚b6+ 9.♙xb6#

Author C. Bent, 1967

No. 66



White to play and draw

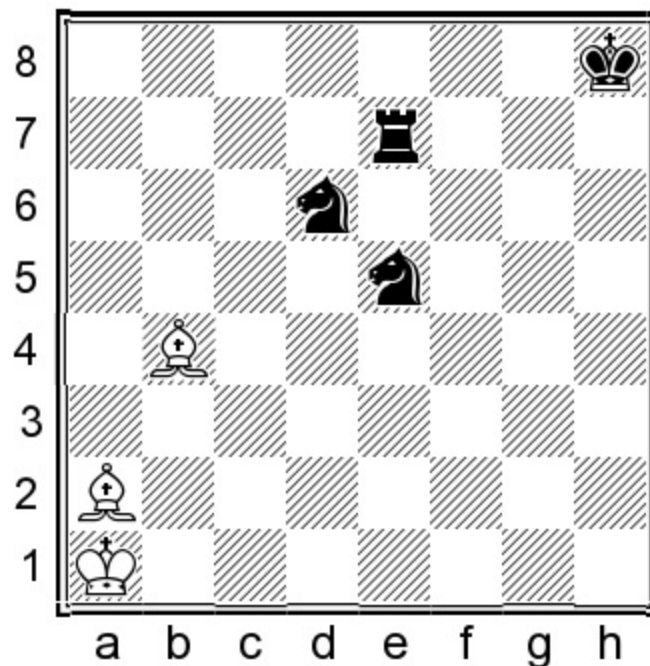
Show/Hide Solution

Black has a substantial material advantage...

1.♙c3! (pinning) **1...♖e7** **2.d6!** This is not a desperate sacrifice – white has a clear way to save the game!

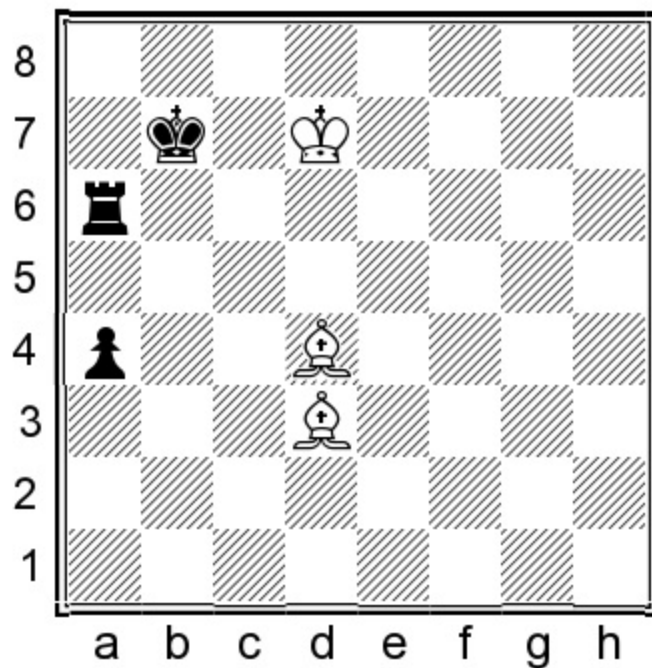
2...♘xd6 **3.♙b4!** ♜d7. Or **3...♘ef7** **4.♙xf7** ♜a7+ **5.♙a2** with a draw.

4.♙c3! ♜e7 **5.♙b4!** A positional draw.



Author G. Kasparian, 1967 (position after black's 3rd move)

No. 67



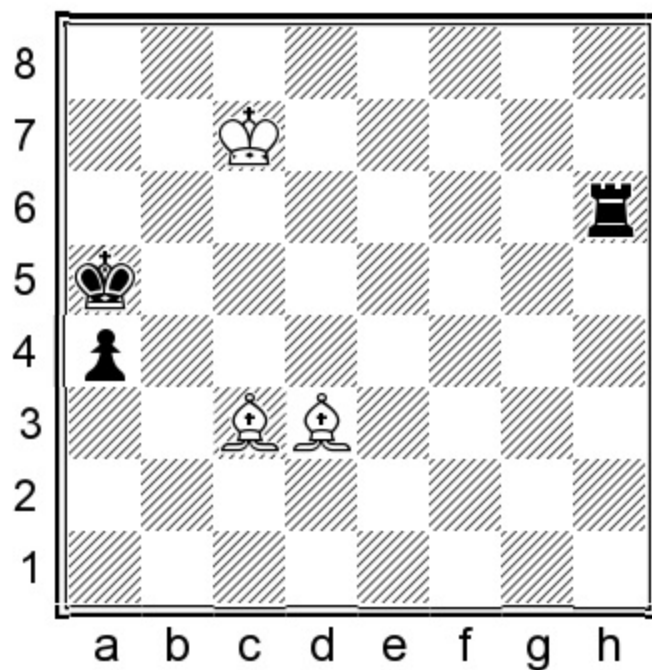
White to play and win

Show/Hide Solution

The black rook is protected by the king, but even this fact cannot save black from losing...

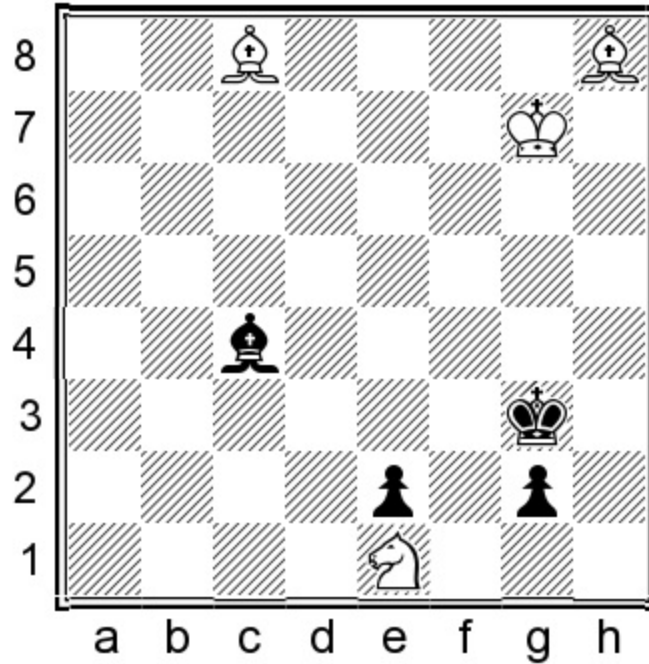
1. ♖e4+ ♔b8 2. ♖e5+ ♔a7 3. ♔c7! ♜h6. Or 3... ♜a5 4. ♖d4+ ♔a6 5. ♖d3+ ♜b5 6. ♔c6, losing the rook.

4. ♖d4+ ♔a6 5. ♖d3+ ♔a5 6. ♖c3#.



Author V. Dolgov, 1967 (position after black's 4th move)

No. 68



White to play and draw

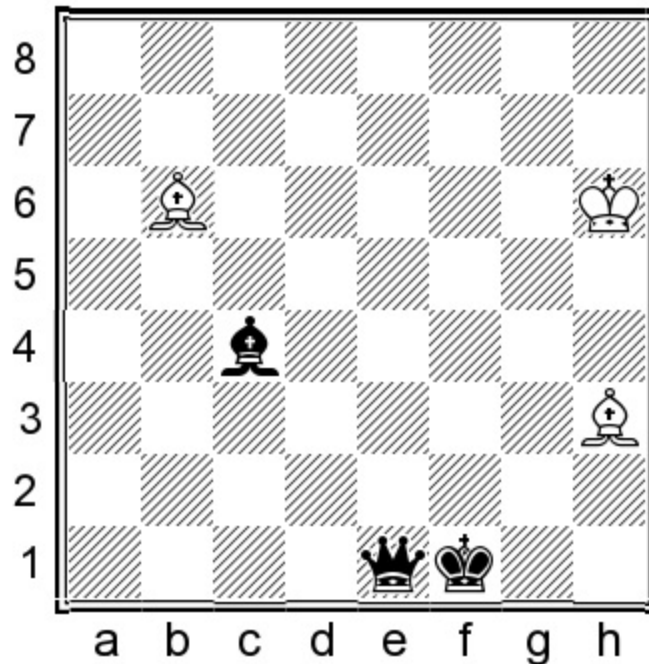
Show/Hide Solution

1.♔h6! Not 1.♔f8? g1=♚ 2.♙e5+ ♔h4 3.♙f6+ ♔h5!, and black wins.

1.♔h6! g1=♚ 2.♙e5+ ♔f2. Of course, not 2...♔h4?? 3.♘f3#!

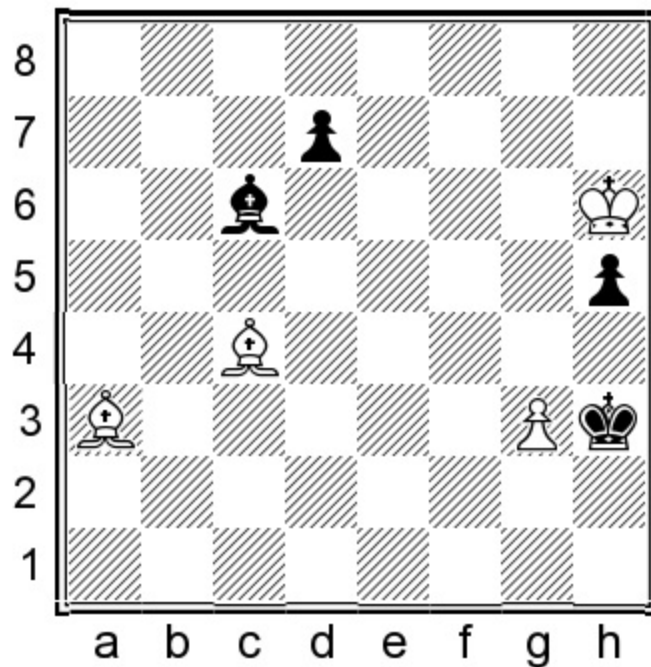
3.♙d4+ ♔xe1 4.♙xg1 ♔f1 5.♙b6!! The point! After 5.♙c5? e1=♚ 6.♙h3+ ♔e2 7.♙g4+ ♔d3 8.♙f5+ ♔c3!, white runs out of checks.

5...e1=♚ 6.♙h3+. And now, the perpetual check mechanism goes into action!



Black has no way to escape the attacks of the bishop pair. For instance: 6...♔e2 7.♙g4+ ♔d3 8.♙f5+ ♔c3 9.♙a5+, losing the queen.

No. 69



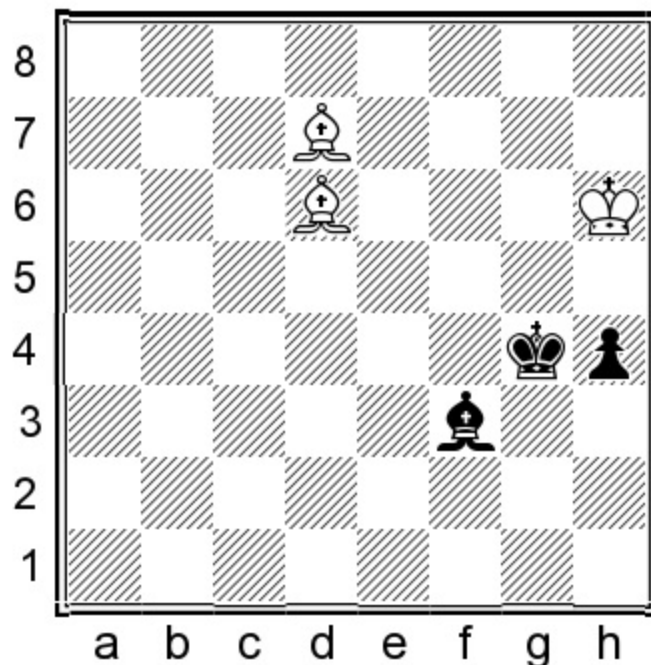
White to play and win

Show/Hide Solution

1. ♖d6 h4! Otherwise, black is doomed to a slow death.

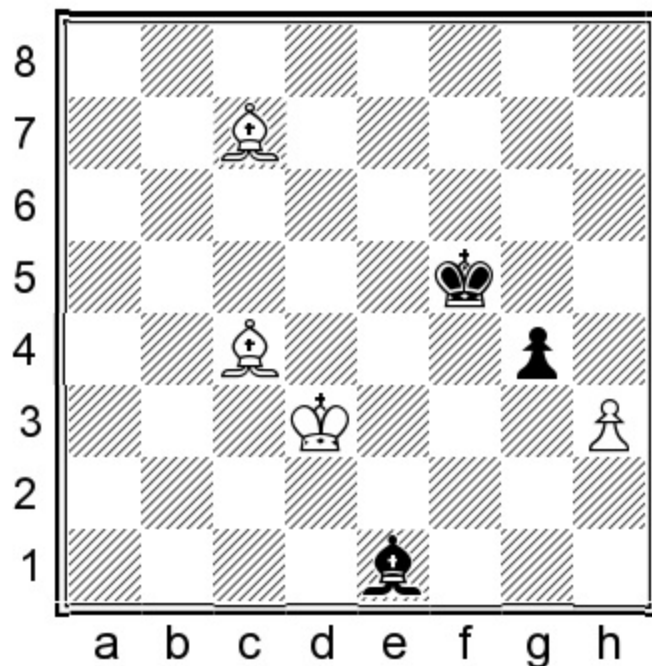
2. ♖f1+ ♜g4 3. ♖e2+ ♜h3 4. g4 ♖f3! 5. ♖b5!! Black is saved by stalemate after 5. ♖xf3?

And now, there are two possible checkmates: **5... ♖xg4 6. ♖f1#** and **5... ♜xg4 6. ♖xd7#**.



Author E. Pogosyants, 1971

No. 70



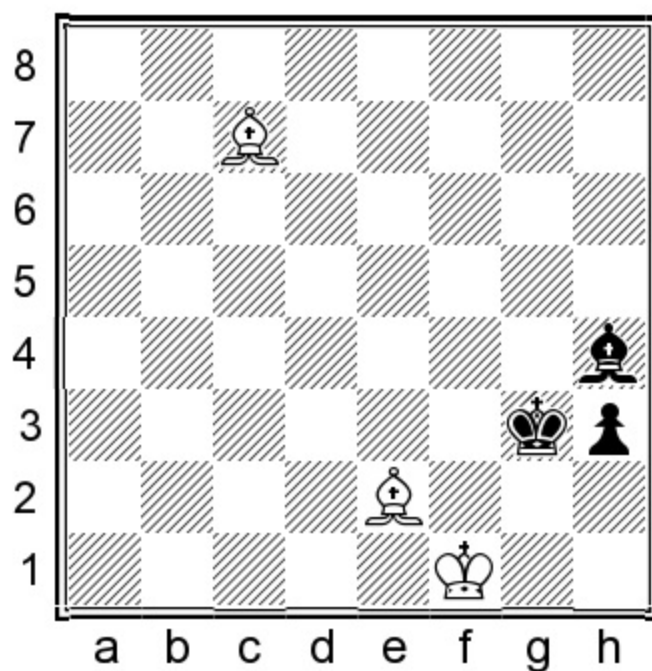
White to play and win

Show/Hide Solution

1. ♖e2 ♜h4! (1... ♜b4 2. h4) **2. ♜d3+ ♜g5 3. ♜f1!** 3... ♜e4? gxh3 4. ♜d8+, counting on 4... ♜g4? 5. ♜f3+ ♜g3 6. ♜c7#, is an error: after 4... ♜f4!, the black king gets out of the mating net.

3...gxh3 (3... ♜h5 4. ♜e2!) **4. ♜d8+ ♜g4**, otherwise black loses his bishop...

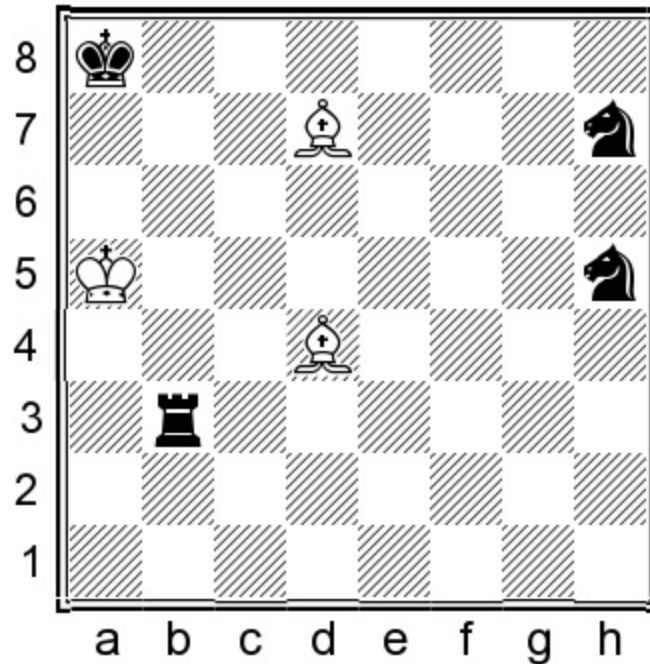
5. ♜e2+ ♜g3 6. ♜c7#!



Authors Y. Bazlov, V. Kovalenko, 1971 (position after black's 1st move)

Show in Text Mode

No. 71



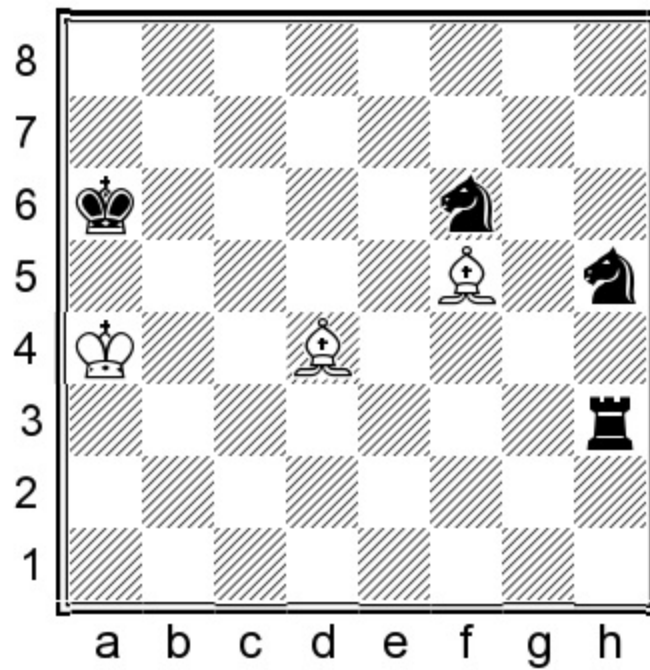
White to play and draw

Show/Hide Solution

1. ♖c6+! It's too early to attack the rook with the king: 1. ♔a4? ♜d3 2. ♖c6+ ♔b8 3. ♖e5+ ♔c8 4. ♖e4 ♜e3, and black wins.

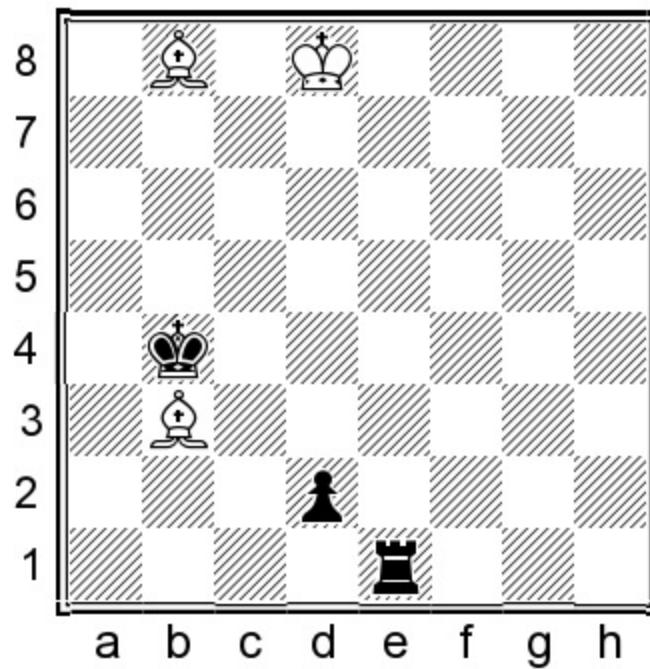
1. ♖c6+! ♔b8 2. ♖e4! ♜7f6 3. ♔a4! Now it's time!

3... ♜h3! (3... ♜g3 4. ♖e5+) **4. ♖e5+ ♔a7** (4... ♔c8 5. ♖f5+) **5. ♖d4+ ♔a6 6. ♖f5!** The whole point! Black has to give up his rook to avoid the threat 7. ♖c8#. Draw.



Author B. Olimpiev, 1973 (position after black's 1st move)

No. 72

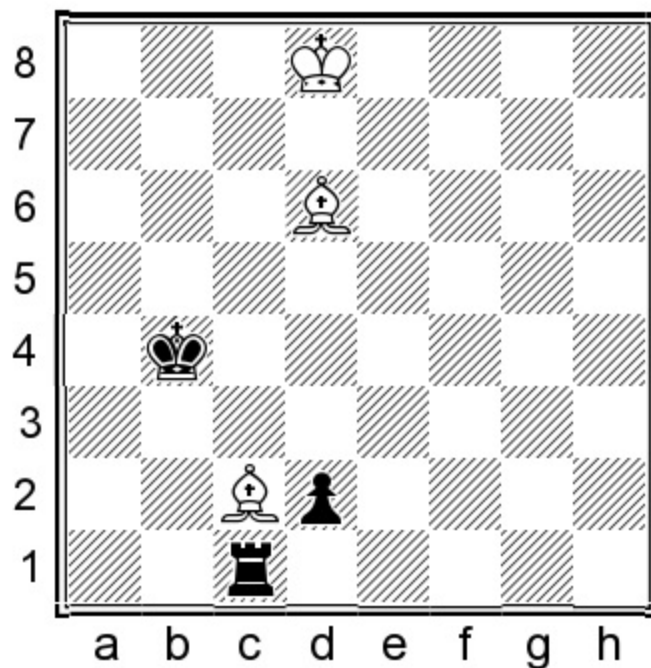


White to play and draw

Show/Hide Solution

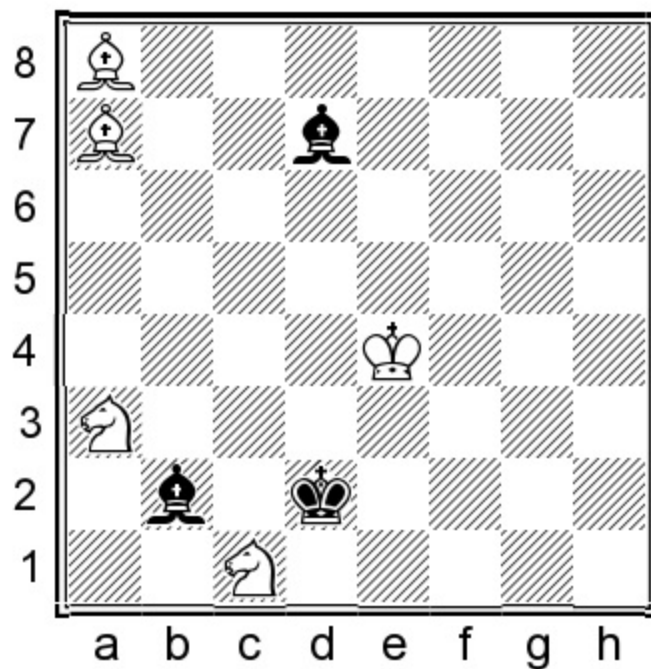
1.♙c2! White can't attack the pawn: 1.♙f4? ♚xb3 2.♙xd2 ♜d1, pinning the bishop.

1.♙c2! ♜c1 2.♙d6+! ♚c3 3.♙a4 ♜a1 4.♙e5+ ♚b4 5.♙c2 ♜c1 6.♙d6+. A positional draw.



Author V. Dolgov, 1974 (position after black's 6th move)

No. 73



White to play and win

Show/Hide Solution

White has enough material to win, but how to save the knights?

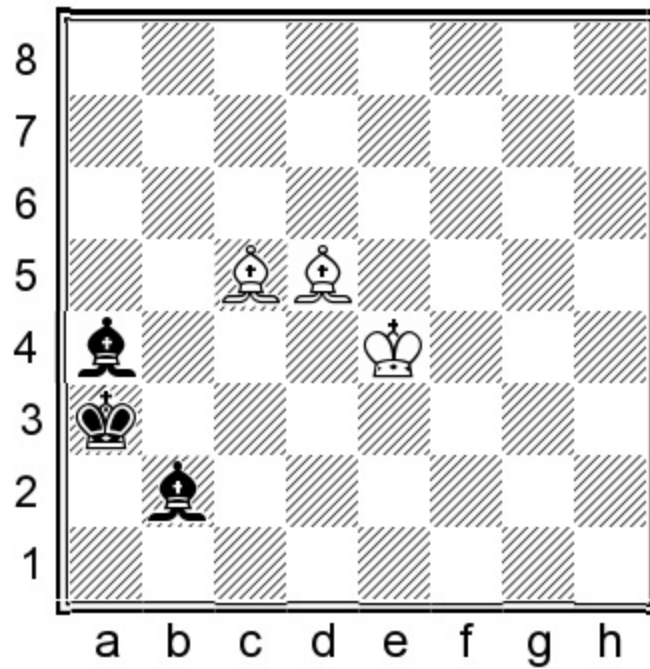
1. ♖b3+! Not 1. ♙e3+? ♜d1 2. ♖c4 ♙xc1, with a draw.

1. ♖b3+! ♜c3 2. ♖c5! ♙e8! Hoping for 3. ♖b1+? ♜c2, and the knight cannot be saved.

Suddenly: **3. ♖a4+!! ♙xa4** (3... ♜b3 4. ♖xb2) **4. ♙d4+ ♜b3 5. ♙d5+ ♜xa3.** After 5... ♜b4 6. ♙xb2

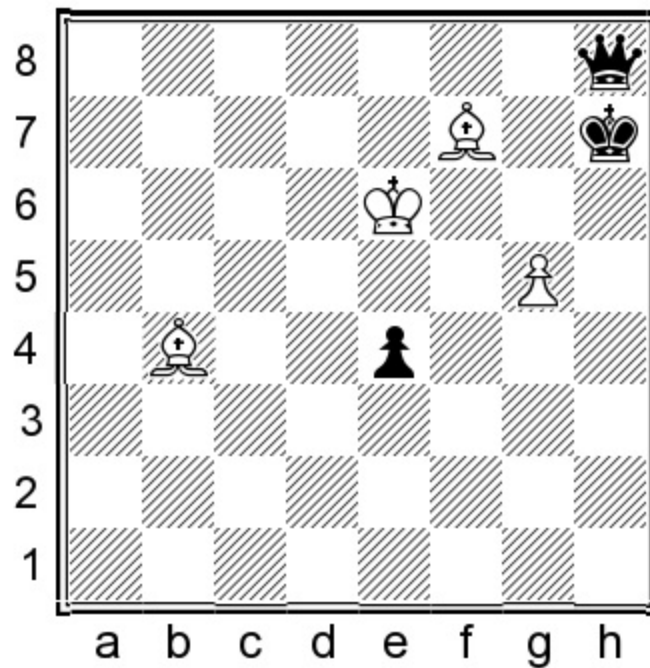
etc., black is doomed to a slow demise.

6.♙c5#! Checkmate with equal material!



Author C. Sammelius, 1974

No. 74

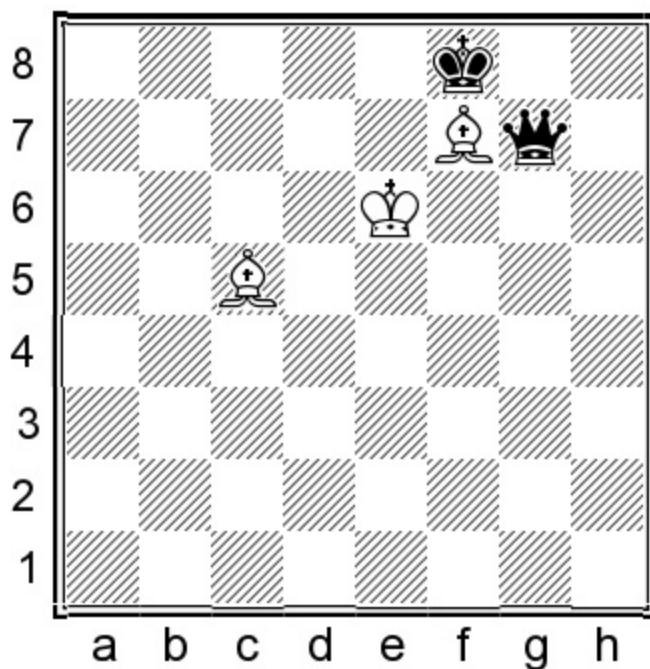


White to play and win

Show/Hide Solution

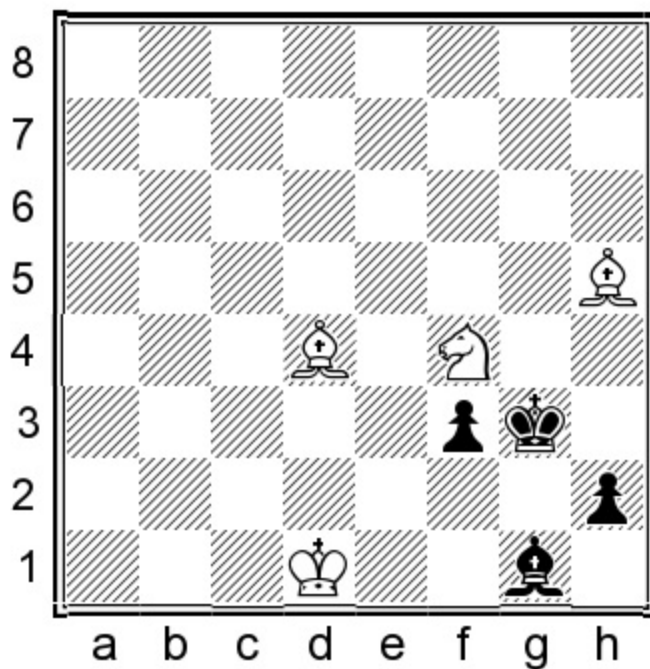
Black has enough resources to stop the white pawn, but his opponent has a more dangerous asset – a mating attack!

1.g6+ ♔h6 2.♞d2+ e3! Stalemate counterplay!
 3.♞xe3+ ♔g7 4.♞d4+ ♔f8 5.g7+! But not 5.♞xh8?, stalemate.
 5...♚xg7 6.♞c5#!



Authors V. Kalandadze and D. Gurenidze, 1974 (position after black's 5th move)

No. 75



White to play and draw

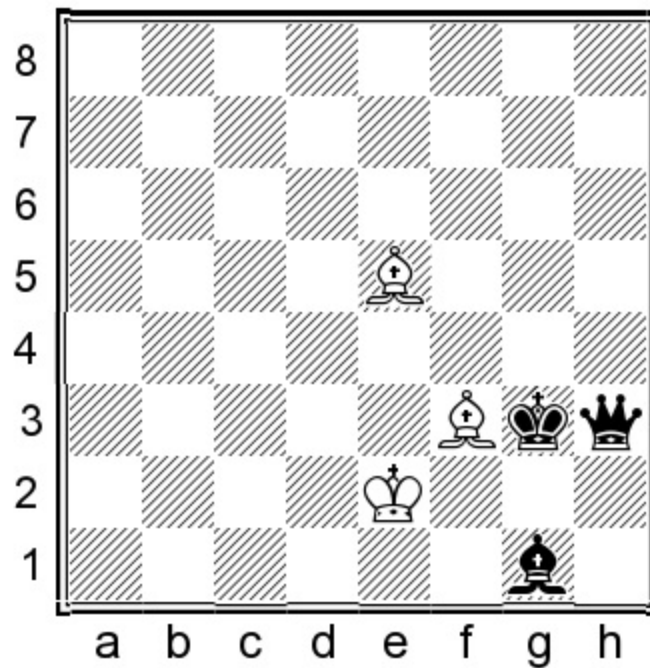
Show/Hide Solution

The black pawn is ready to promote. Can three minor pieces somehow stop it? Yes, but one of

them must be sacrificed!

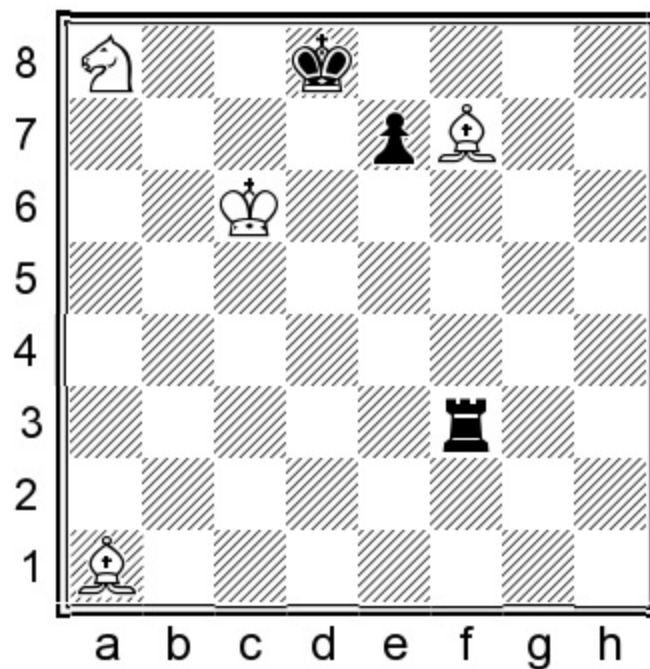
1. ♖e2+! fxe2+ (1... ♔g2 2. ♖xg1 f2 3. ♘f3+ ♔g3 4. ♘e5+) 2. ♔xe2 h1=♚ 3. ♘e5+ ♔h4 4. ♘f3! The point!

4... ♚h3 5. ♘f6+ ♔g3 6. ♘e5+. Perpetual check.



Author Y. Bazlov, 1974 (position after black's 4th move)

No. 76



White to play and win

Show/Hide Solution

The black rook threatens to win one of white pieces. Can white avoid that?

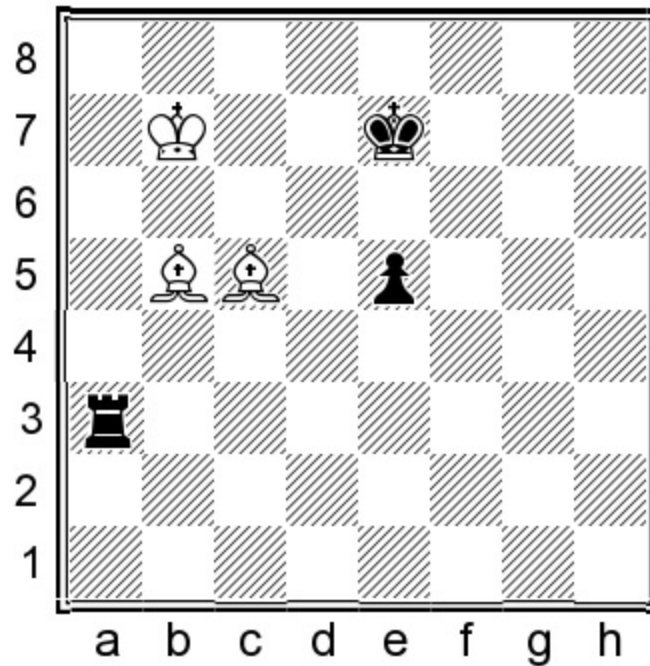
1.♔c4!! Not 1.♔g6 ♖g3! 2.♔f7 ♖f3, which only repeats the position.

On the other hand, 1.♔h5? misses the win entirely: 1...♖f5! 2.♔g4 ♖a5! with a draw.

1.♔c4!! ♖a3 2.♔d4! ♖xa8 3.♔b7! Domination!

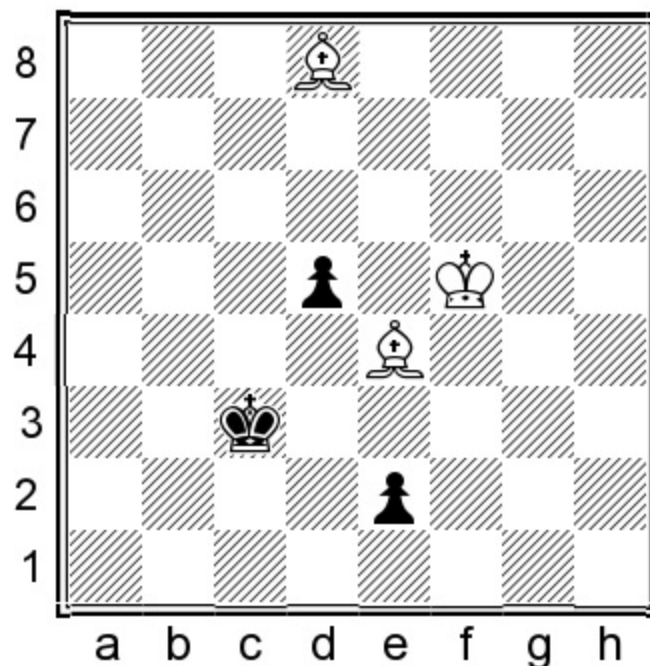
3...♖a3! Other moves can't save black either: 3...♖a5 4.♔b6+; 3...♖a4 4.♔b6+ ♔d7 5.♔b5+ or 3...♖c8 4.♔b6+ ♔d7 5.♔b5+, losing the rook in every line.

4.♔b5! (threatening 5.♔b6#) **4...e5** (4...e6 5.♔f6#) **5.♔b6+ ♔e7 6.♔c5+**, with a winning fork.



Author L. Veretennikov, 1976 (position after black's 2nd move)

No. 77

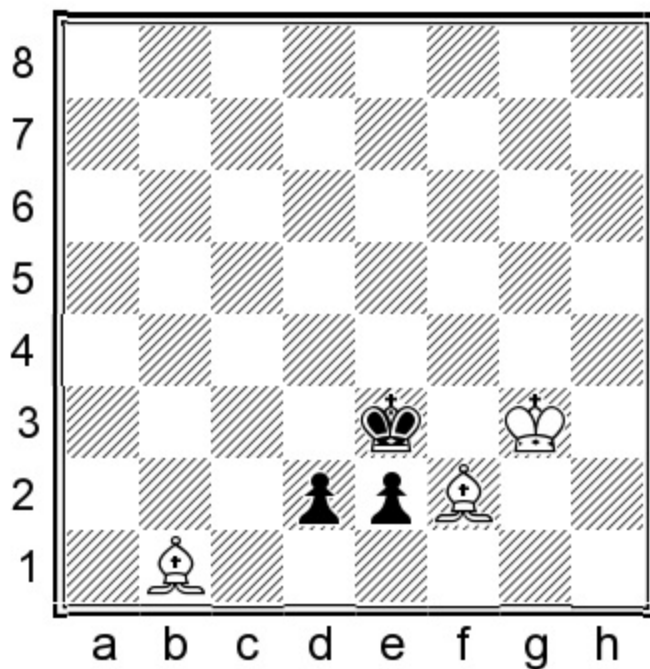


White to play and win

Show/Hide Solution

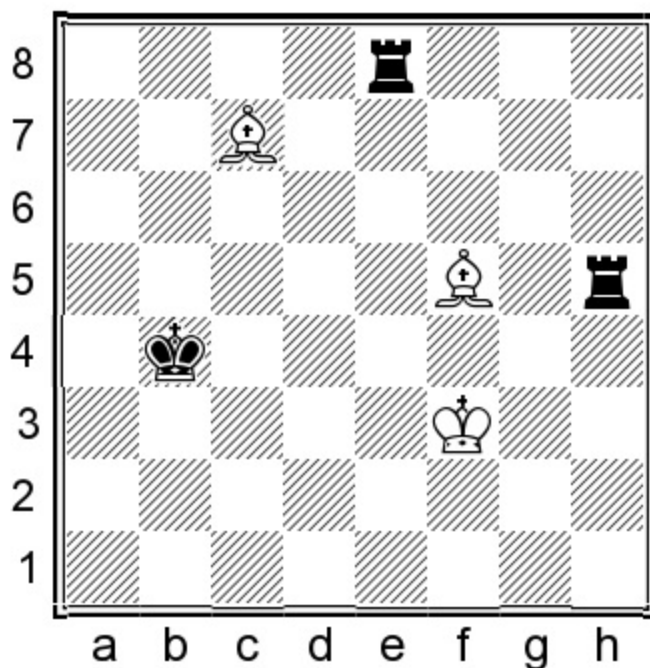
Not 1.♙f3? ♔d3 2.♙a5 ♚e3 3.♙g4 (or 3.♙xd5 ♚f2 4.♙b6+ ♚g3!! 5.♙a5 ♚f2) 3...d4! 4.♙e1 d3, with a draw.

Only the well-coordinated play of all white pieces leads to a win: 1.♙a5+! ♚d4 2.♙b1!! ♚e3 3.♙e1! d4 4.♚g4! d3 5.♚g3! d2 6.♙f2#



Author V. Yakimchik, 1977 (position after black's 6th move)

No. 78



White to play and draw

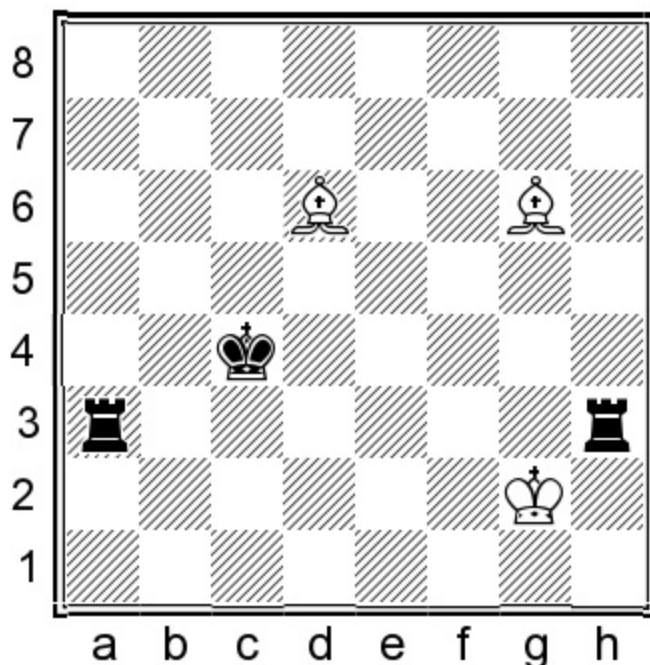
Show/Hide Solution

1.♙d6+! After the immediate 1.♙g6? ♜f8+ 2.♚g4 ♜d5!, black wins.

1.♙d6+! ♜c4 2.♙g6 ♜h3+ 3.♚g2! Not 3.♚g4? ♜eh8 4.♙e5 ♜8h4+, and the black rooks escape the attacks.

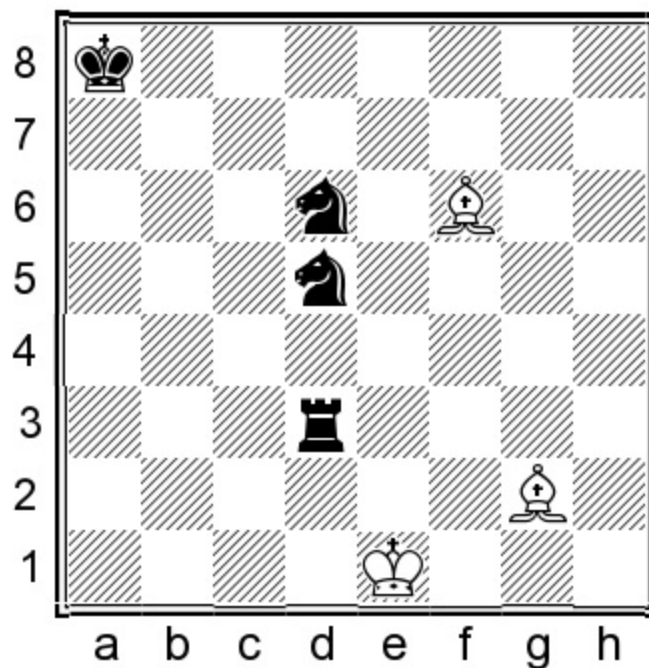
3...♜ee3. Or 3...♜eh8 4.♙e5 ♜8h6 5.♙f4 ♜6h4 6.♙g3 ♜h8 7.♙e5, a positional draw with the pursuit of the rook along the h-file.

4.♙f4 ♜c3 (4...♜ef3 5.♙f5) **5.♙e5 ♜a3 6.♙d6!** with the pursuit of the rook along the third rank.



Author E. Pogosyants, 1977

No. 79

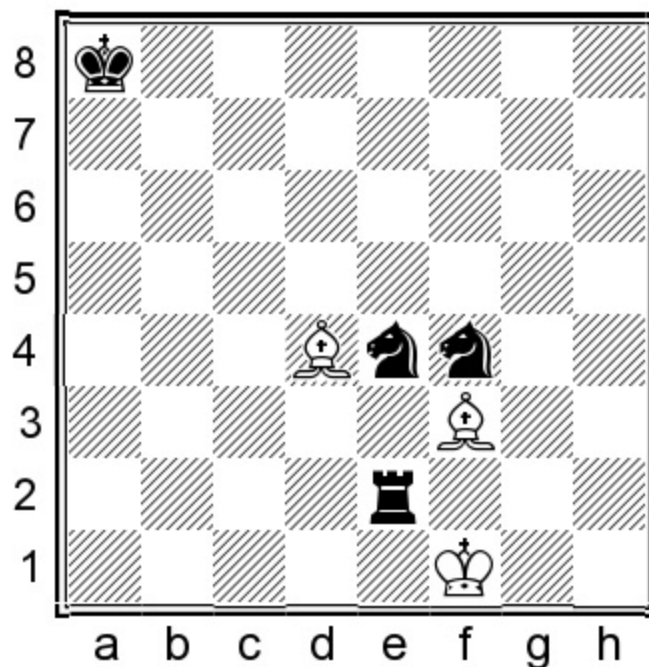


White to play and draw

Show/Hide Solution

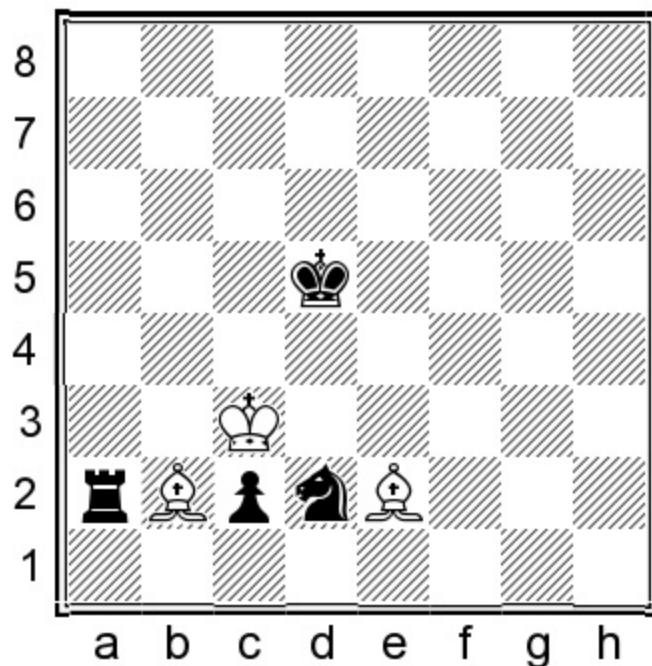
Exploiting the pin along the long diagonal, white starts to pursue the rook...

1.♙e2! ♜e3+ 2.♙f1! ♞e4 3.♙g7!! After 3.♙b2? ♙b7 4.♙c1 ♜c3 or 3.♙d4? ♜d3 4.♙g7 ♜d1+ 5.♙e2 ♜d2+, black wins.
3...♞d2+ (3...♙b7 4.♙h6!) **4.♙f2 ♞e4+ (4...♜d3 5.♙e2)** **5.♙f1 ♞f4! 6.♙d4!** But not 6.♙h6? ♜e2! 7.♙xf4 ♜f2+, curtains.
6...♜e2 7.♙f3, and black loses material. Draw.



Author G. Kasparian, 1977 (position after black's 2nd move)

No. 80



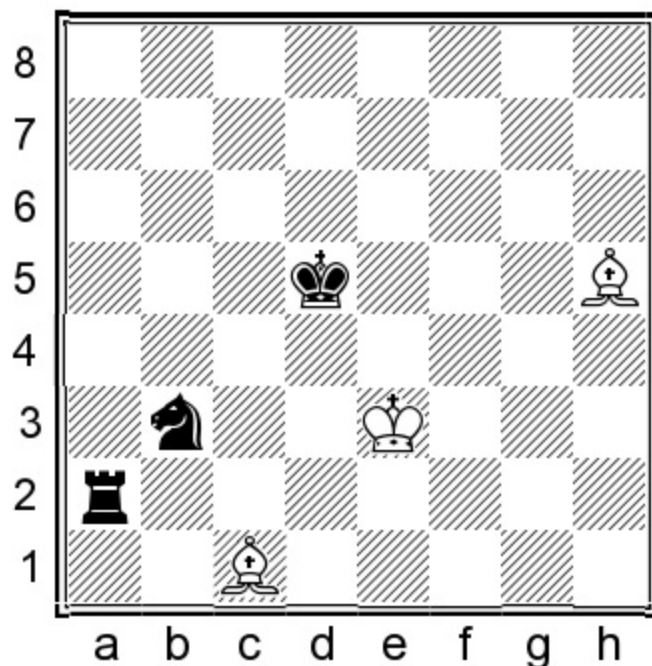
Black to play. White draws

Show/Hide Solution

Black sacrifices his pawn to sharpen the play...

1...c1=♚+! **2.♙xc1 ♜e4+** **3.♞d3 ♜c5+** **4.♞e3 ♜b3!** The point of black's combination: the dark-squared bishop is trapped.

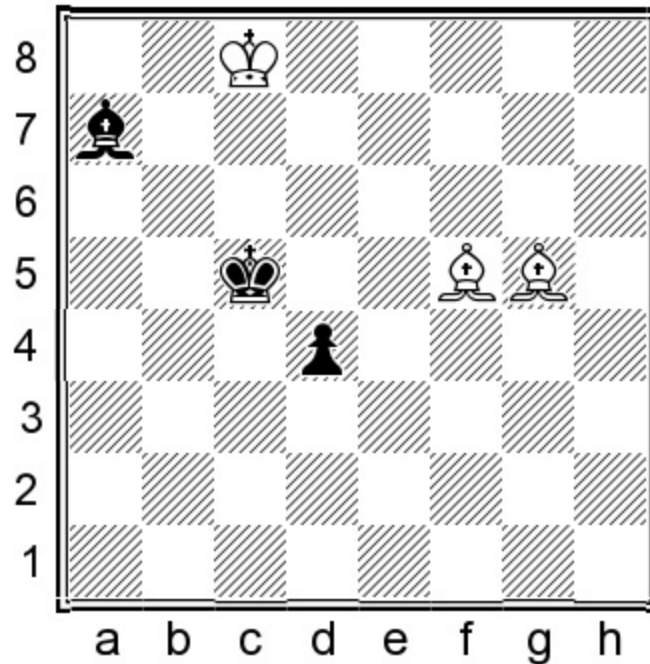
Suddenly: **5.♙h5!! ♜e6** (5...♜xc1 6.♙f7+ or 5...♜d6 6.♙f7) **6.♙e2! ♜d5** (6...♜d6 7.♙c4 or 6...♜xc1 7.♙c4+) **7.♙h5!** A positional draw.



Author Y. Makletsov, 1980 (position after white's 2nd move)

Show in Text Mode

No. 81



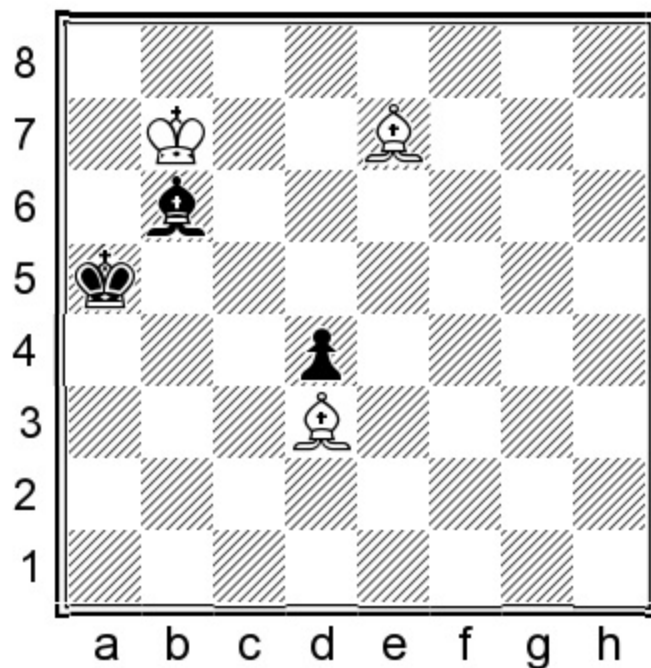
White to play and win

Show/Hide Solution

The black bishop is trapped, and white skillfully exploits this weakness...

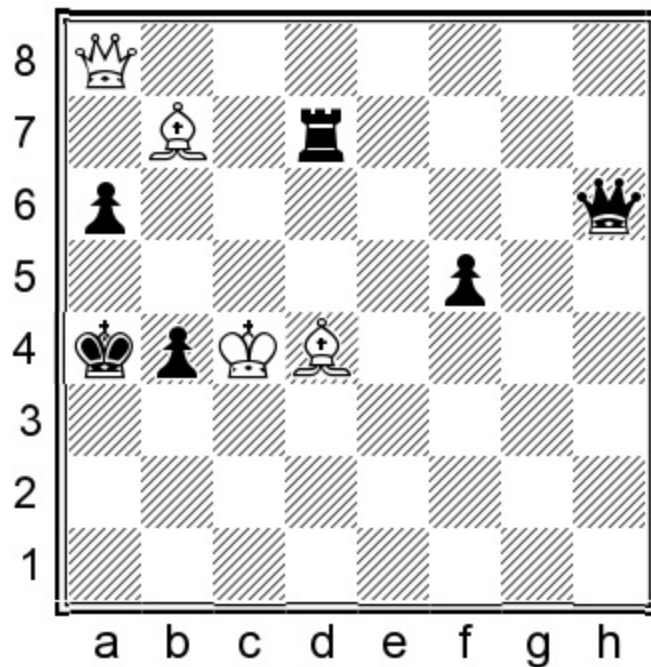
1. ♖b7! ♜b6 2. ♜e7+ ♜b5 3. ♜d3+! Not 3. ♜d7+? ♜a5 4. ♜f5 d3!, and the cage is open.

3... ♜a5 4. ♜c6! ♜a7 5. ♜c7 ♜b6+ 6. ♜b7! Using triangulation, white gives his opponent the right to move. Black loses due to zugzwang.



Author A. Sochnev, 1980 (position after black's 3rd move)

No. 82



White to play and win

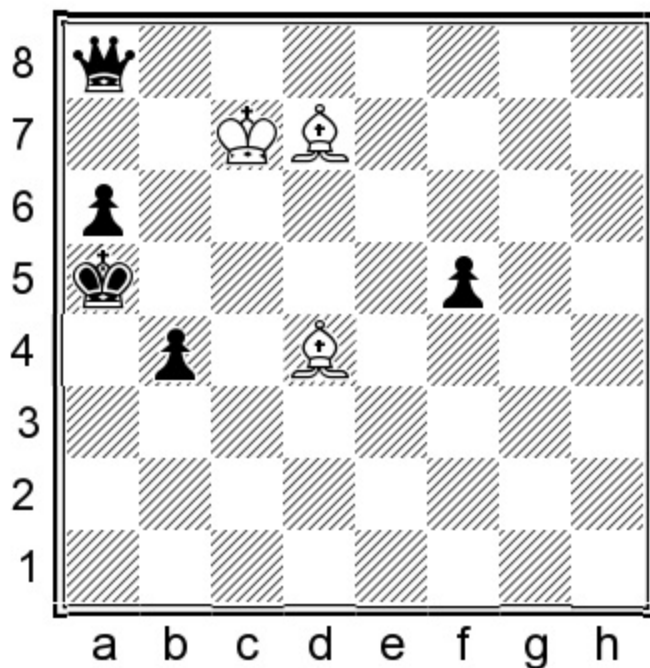
Show/Hide Solution

The black rook is vulnerable. However, his opponent is targeting even bigger prey...

1. ♖c6+ ♔a5 2. ♖xd7 ♚c1+ 3. ♖d5!! Not 3. ♖d3? ♚d1+ 4. ♖e3 f4+ or 3. ♖b3? ♚b1+ 4. ♖c4 ♚c2+ 5. ♖d5 ♚e4+ 6. ♖d6 ♚xd4+ etc.

3... ♚h1+ 4. ♖d6! ♚xa8 5. ♖c7! The point of the combination: the black queen cannot help her

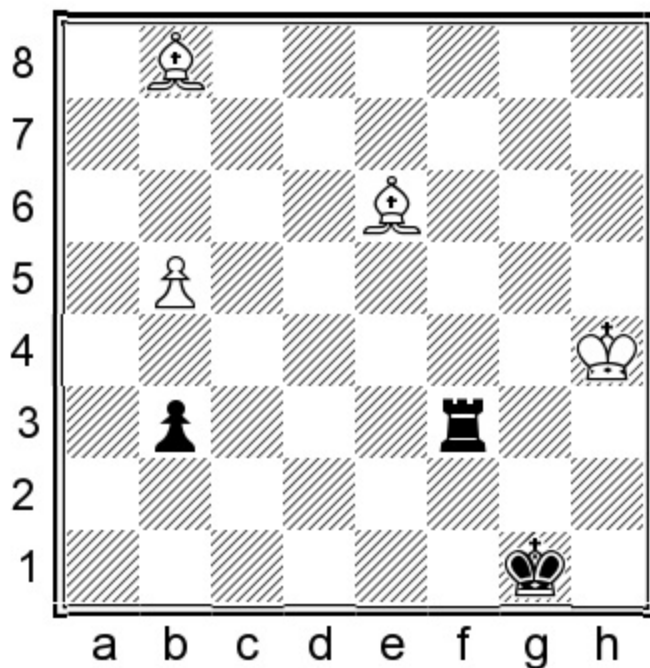
king. White threatens 6.♔b6#.



5...b3 6.♔c3#!

Author A. Studenetsky, 1980

No. 83



White to play and win

Show/Hide Solution

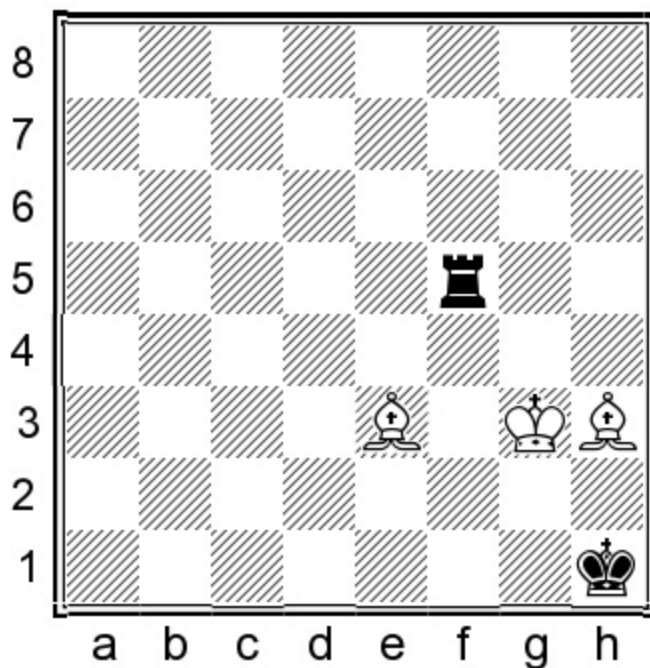
White needs to stop his opponent's pawn and promote his own...

1.♔e5! b2! Passive defense doesn't help here: 1...♖f2 (1...♜e3 2.♔d4) 2.b6 b2 3.♔xb2 ♜f4+

4.♔g5 ♖b4 5.♙c3 ♜xb6 6.♙d4+ or 1...♔f1 2.b6 b2 3.♙xb2 ♜f4+ 4.♔g3 ♖b4 5.♙c3! ♜xb6 6.♙c4+ ♔g1 7.♙d4+, losing the rook in both lines.

2.♙xb2 ♜f4+ 3.♔g3! ♖b4 4.♙c1! Not 4.♙c3? ♜xb5 5.♙d4+ ♔h1!, and black saves the game.

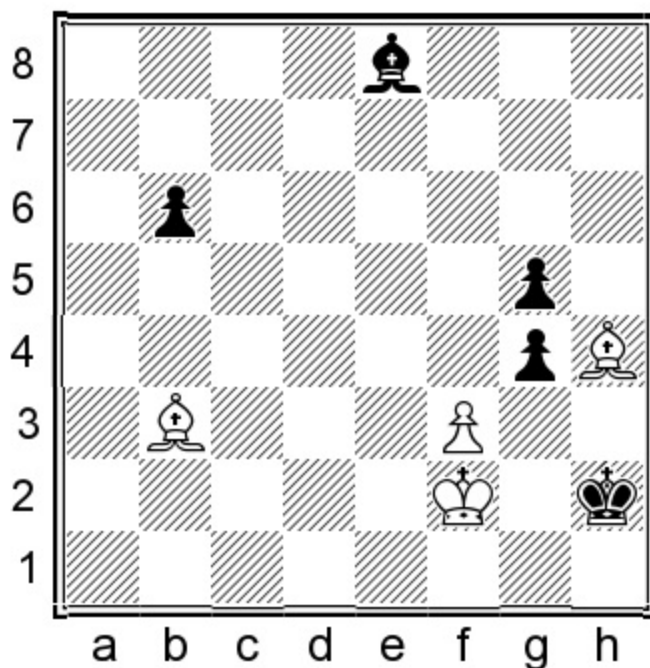
4...♜xb5 5.♙e3+ ♔h1 6.♙g4! (threatening 7.♙f3#) **6...♜f5! 7.♙h3!** But not 7.♙xf5?, stalemate.



There's no good defense to checkmate: 7...♜f2 8.♔xf2! etc.

Author E. Kolesnikov, 1980

No. 84



White to play and win

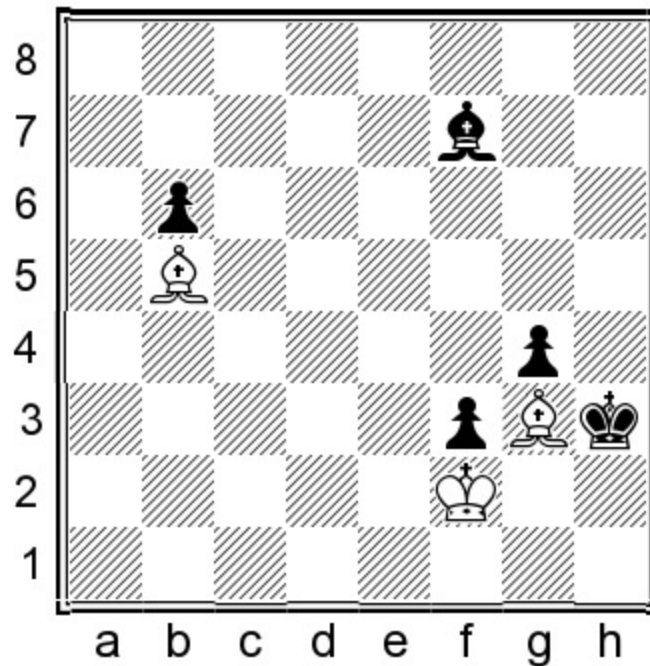
Show/Hide Solution

1.♙g3+ ♔h3 2.♙e6! 2...♙c4? is too early: 2...gxf3 3.♙e6+ g4 4.♙c4 ♙b5! 5.♙xb5, stalemate.

2...♙h5 3.♙c4!! And now it's time! Both 3.♙d5? gxf3 4.♙c4 ♙e8 and 3.♙d6? ♔h4! 4.♙d7 b5 5.♙g3+ ♔h3 6.♙xb5 gxf3 7.♙a6 ♙e8 8.♙c8+ g4 9.♙a6 ♙b5! miss the win for white.

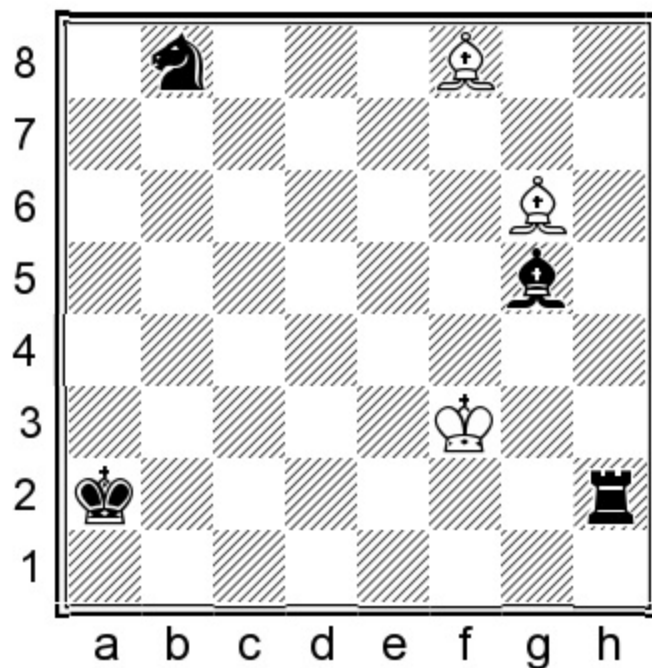
3...gxf3 4.♙b5!! An impulsive check spoils the win: 4.♙e6+? ♙g4 5.♙c4 ♙d7, with a draw.

4...♙f7 (4...♔g4 5.♙d7#; 4...g4(♙g4) 5.♙f1#) 5.♙d7+ g4 6.♙b5!, and now there are no stalemate tricks to prevent mate. White wins.



Author M. Matous, 1981 (position after black's 1st move)

No. 85



White to play and draw

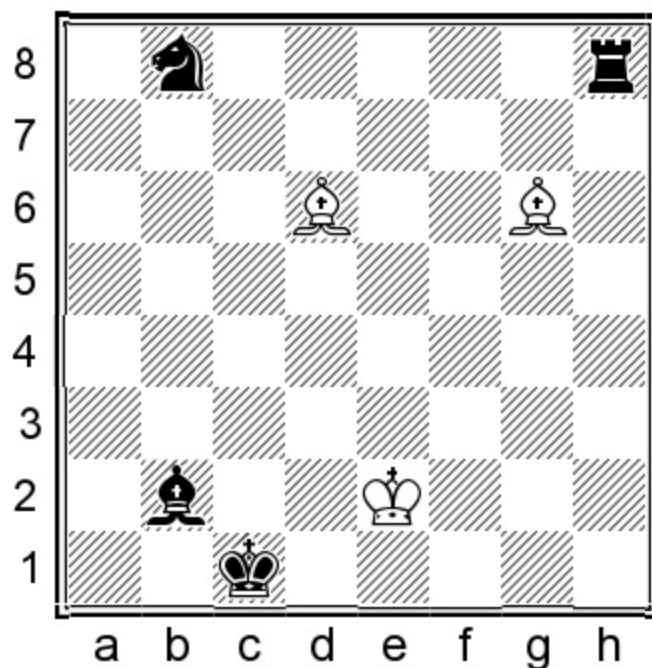
Show/Hide Solution

Black has an extra rook, but white's bishop pair is formidable!

1.♘d6! (a fork) **1...♖h8!** After **1...♖b2 2.♙f7+ ♔b1** (2...♔a1 3.♙e5) **3.♙g6+ ♔c1 4.♙a3** or **1...♖h3+ 2.♙g4** white saves the game.

2.♙f7+ ♔b1 3.♙g6+ ♔c1 4.♔e2!! Threatening **5.♙a3#**.

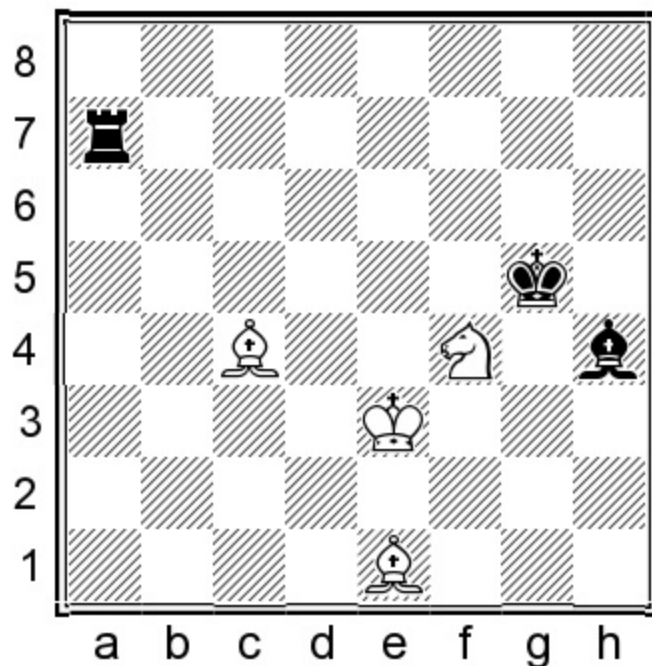
4...♙f6! (4...♔b2 5.♙e5+) **5.♙a3+ ♙b2 6.♙d6!** But not **6.♙e7? ♖h2+! 7.♔e1 ♙c3+**, curtains



White threatens **7.♙f4#**, and so black is forced to repeat the position: **6...♙f6** (6...♖h4 7.♙xb8) **7.♙a3+**. Draw.

Author J. Fritz, 1985

No. 86

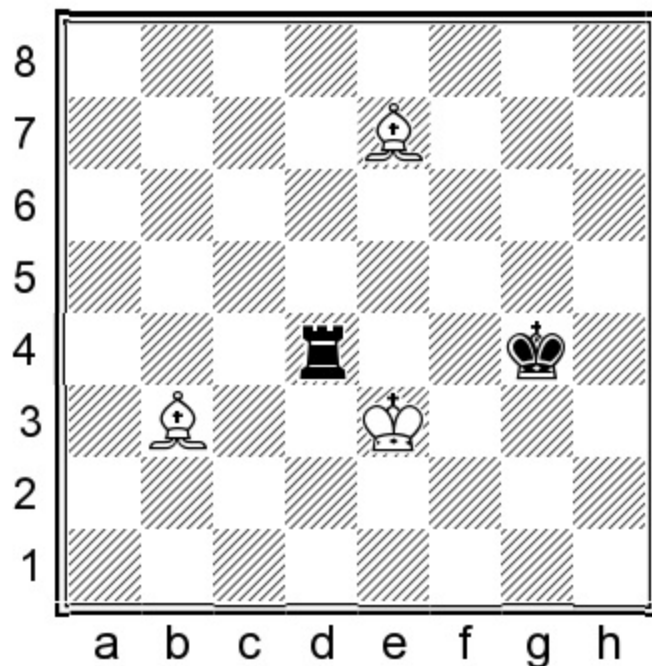


White to play and win

Show/Hide Solution

1. ♖e6+ ♔f5! Black shouldn't try to hold on to his bishop: 1...♖h5 2. ♘e2+ ♔g6 3. ♘xh4 with a technical win.

2. ♘xh4 ♜a4! 3. ♖d4+ ♔g4 4. ♘b3! ♜xd4 5. ♘e7! Domination.

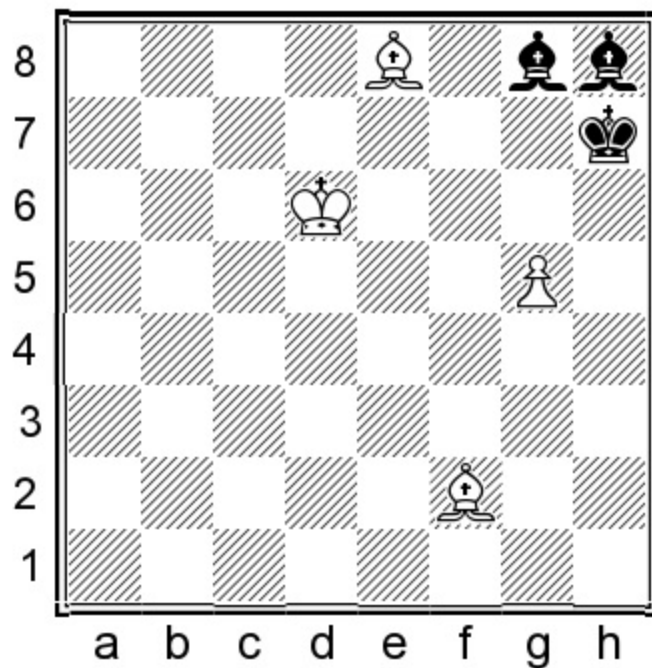


5...♜f4 (5...♜d7 6. ♘e6+, a fork) 6. ♘e6+, and the rook is doomed.

The rest is simple: 6...♔g3 7. ♘d6 etc.

Author N. Ryabinin, 1985 (position after black's 2nd move)

No. 87



White to play and win

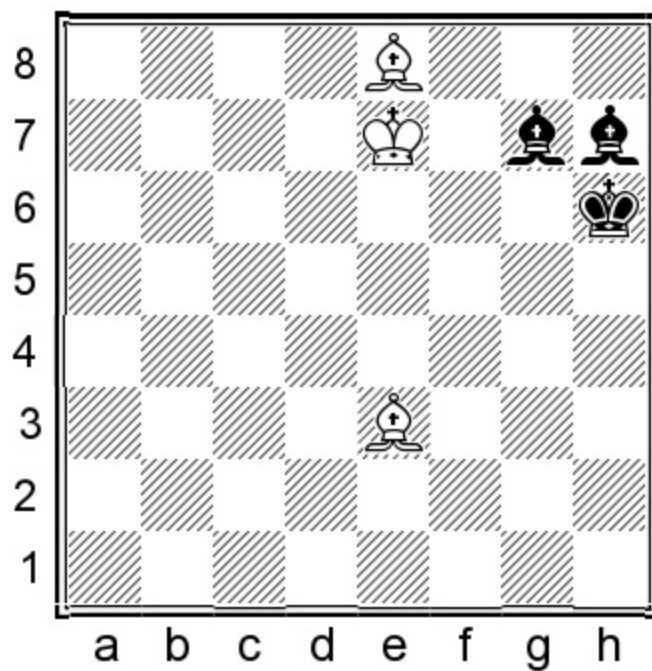
Show/Hide Solution

1.g6+! It's too early for the king to join in the attack: 1.♔e7? ♕e5, with a draw.

1.g6+! ♔h6 2.♕e3+ ♔g7 (2...♔h5 3.g7+) **3.♔e7!** But now it's time!

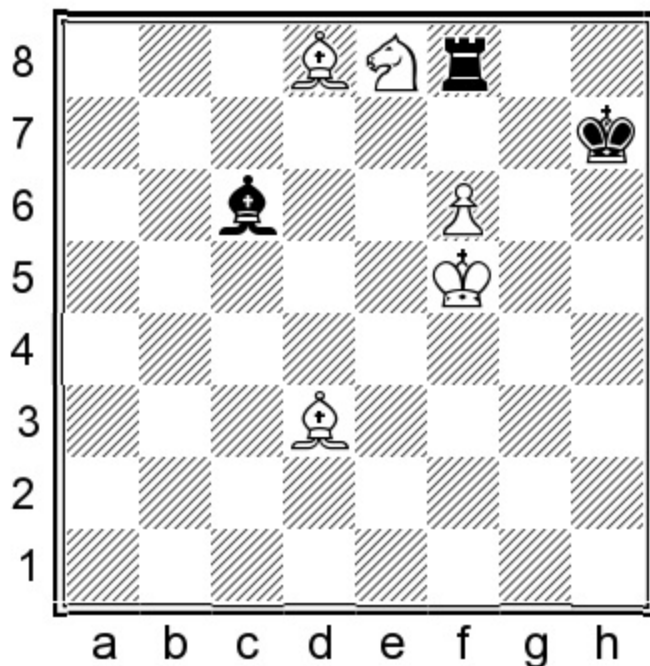
3...♕h7. Or 3...♕a2 4.♕d4+ ♔h6 5.♕xh8, curtains.

4.♕d4+ ♔h6 (4...♔g8 5.♕f7#) **5.g7! ♕xg7 6.♕e3#!**



Author Y. Makletsov, 1986

No. 88



White to play and win

Show/Hide Solution

1.♔g5+! Both 1.♙e7? ♜xe8 2.♔g5+ ♔h8 3.f7 ♔g7 and

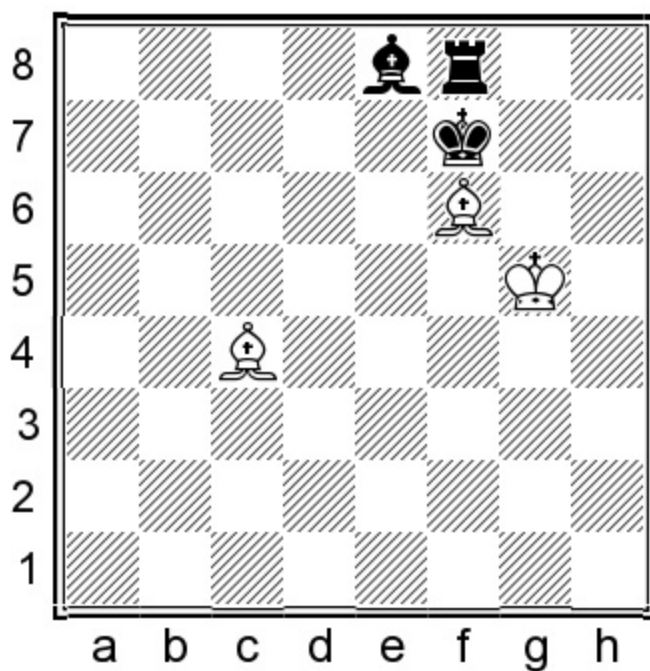
1.♔e6+? ♔g8 2.♙e7 ♜xe8 3.f7+ ♔g7 only lead to a draw.

1.♔g5+! ♔g8. 1...♔h8 is hopeless: 2.♘d6 ♜xd8 (2...♙d5 3.♙e7) 3.♘f7+, forking.

2.♙c4+. But not 2.♙e7? ♜xe8 3.♙g6 ♜xe7 with a draw.

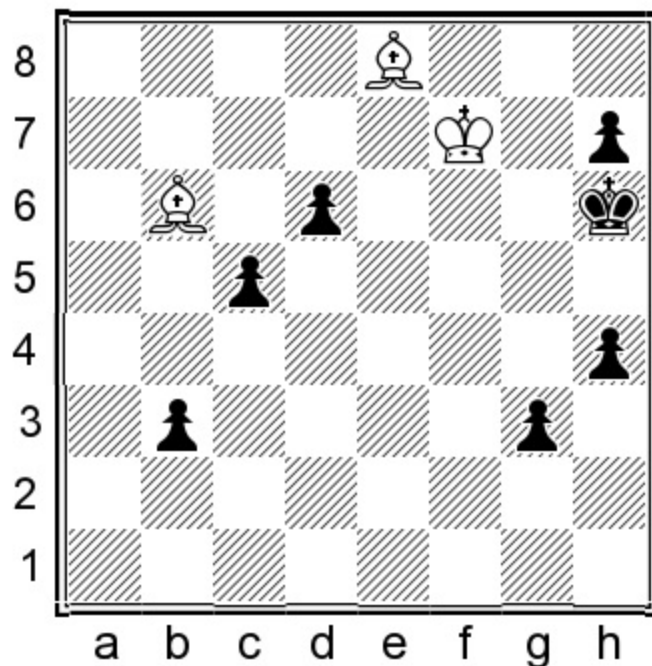
2...♔h7 3.f7 ♙xe8. Or 3...♜xe8 4.♙f6! with a mating attack.

4.♙d3+ ♔g7 (4...♔h8 5.♙f6#) 5.♙f6+ ♔xf7 6.♙c4#!



Author G. Kasparian, 1987

No. 89



White to play and win

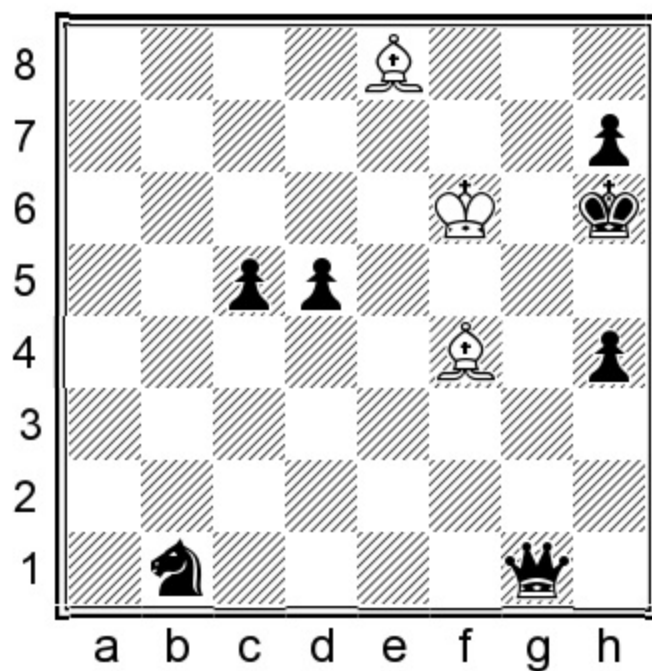
Show/Hide Solution

1.♘f6! Playing for checkmate!

1...b2 2.♙a5! b1=♖! (otherwise 3.♙d2#) **3.♙e1!!** The point! The immediate 3.♙c7? is met with 3...♖c3! 4.♙xd6 ♖e4+, forking.

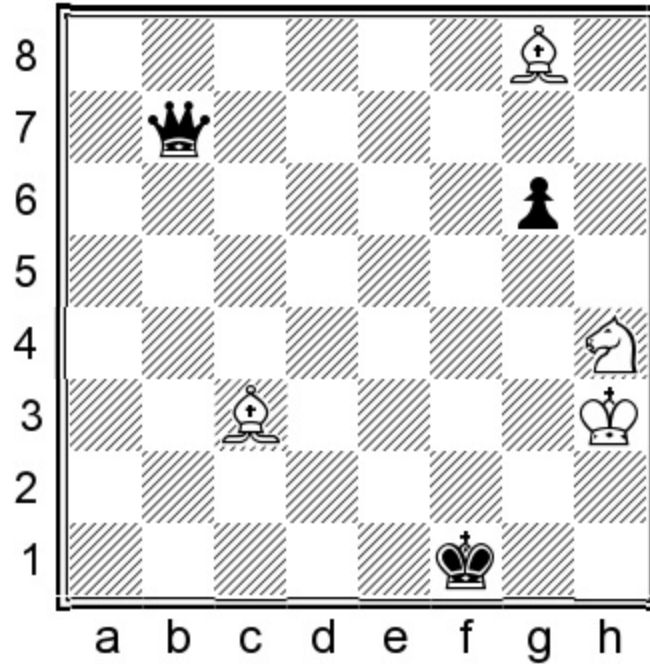
3...d5 (3...c4 4.♙b4; 3...g2 4.♙f2!) **4.♙a5!** And back! The waiting move 4.♙f7? g2 5.♙f2 d4 6.♙xh4 g1=♚, on the other hand, even loses.

4...g2 5.♙c7! g1=♚ 6.♙f4+ with inevitable mate.



Author V. Kichigin, 1988

No. 90



White to play and draw

Show/Hide Solution

1.♙c4+ ♔g1! After other king moves, white easily consolidates his pieces. For instance: 1...♔f2 2.♙d4+ ♔e1 3.♘g2+ ♔d1 (or 3...♔d2 4.♙e3+ ♔c3 5.♙e2) 4.♘e3+ ♔d2 5.♔g3 ♚c7+ 6.♔f3, with a draw.

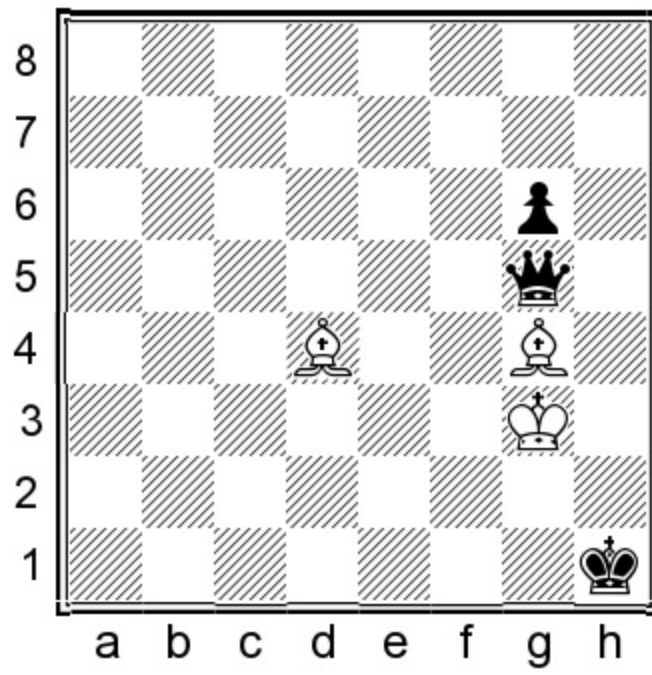
2.♙d4+! Not 2.♙e6? ♚e4 3.♙d4+ (3.♙g4 ♚h1+ 4.♔g3 ♚h2+) 3...♔h1 4.♙c8 ♚d3+, curtains.

2...♔h1 3.♙e2! But not 3.♙f1? ♚b3+ 4.♔g4 ♚d1+, and white loses material.

3...♚d7+. Is the dark-squared bishop doomed?

Suddenly: **4.♘f5!! ♚xf5+.** Or a positional draw after 4...♚h7+ 5.♘h4 (5.♔g3? ♚h2+) 5...♚d7+ 6.♘f5 etc.

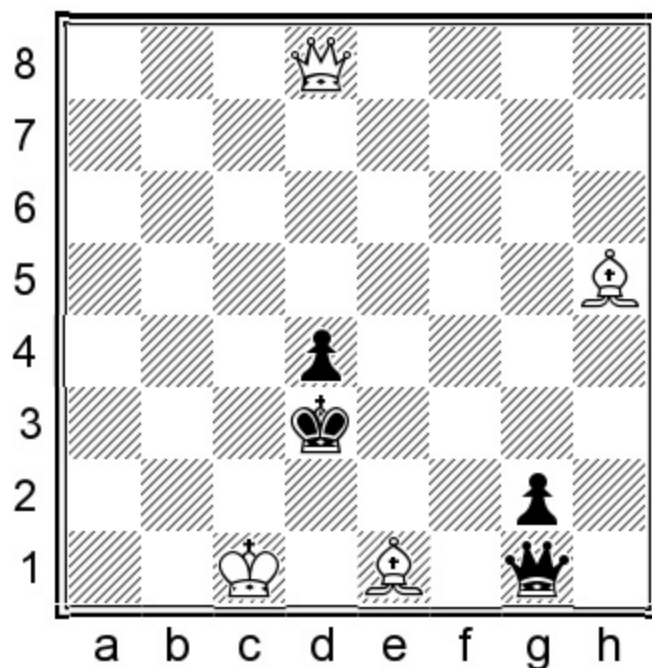
5.♔g3 ♚g5+ 6.♙g4! The point of the combination! Black is in zugzwang and is forced to settle for a draw.



Author Y. Afek, 1995

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No. 91

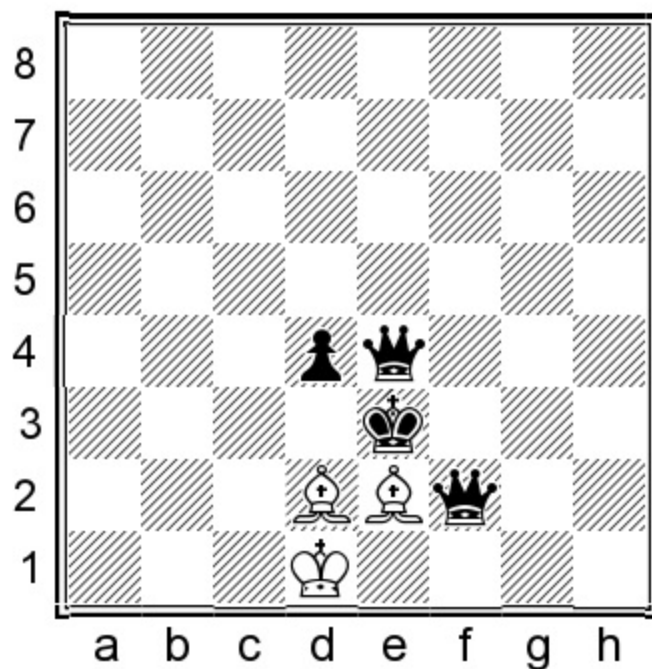


White to play and win

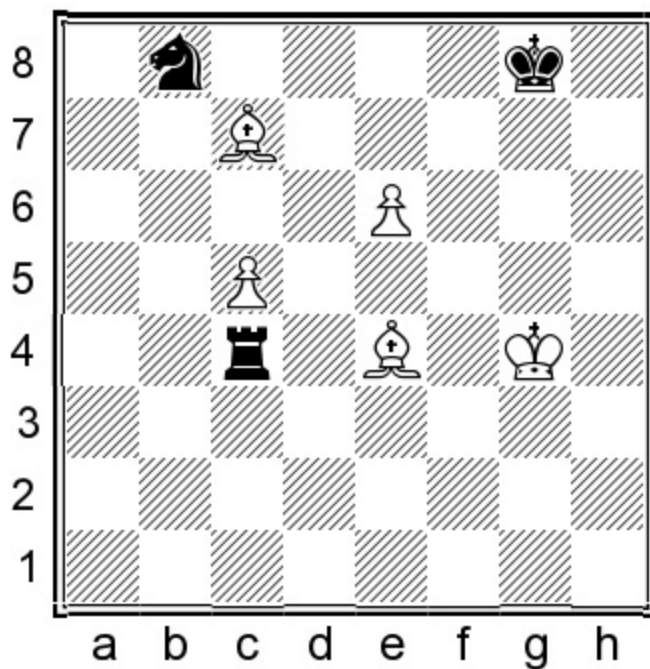
Show/Hide Solution

1. ♔a5! 1. ♖g6+? leads only to a draw: 1... ♔e2 2. ♗h5+ (2. ♗e7+? ♗e3 even loses) 2... ♔xe1 3. ♗a5+ etc.

1. ♔a5! ♗e3+ 2. ♔d1! g1=♗ 3. ♗f5+ ♗e4 (3... ♔c4 4. ♗f7+) 4. ♗e2+ ♔e3 5. ♗f2+!! ♗xf2 6. ♗d2#!



No. 92



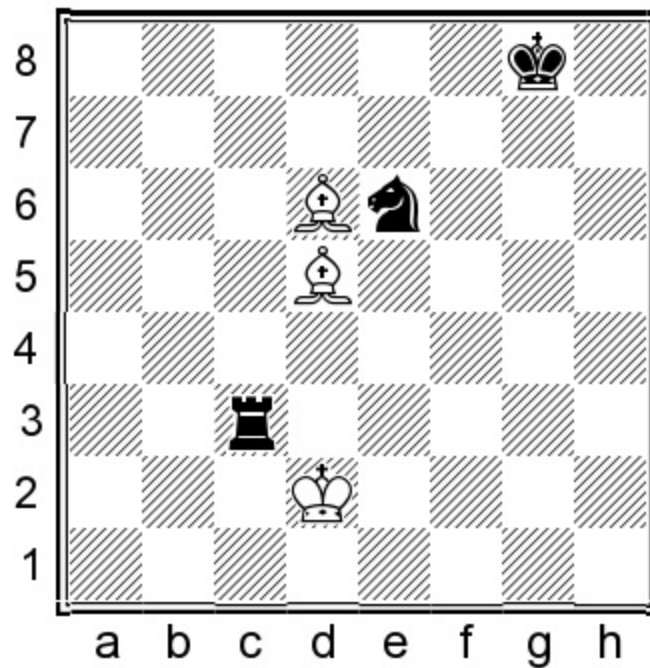
White to play and win

Show/Hide Solution

1. ♖f3! Simplifications are in black's favor: 1. ♙xb8? ♜xe4+ 2. ♖f5 ♜c4! 3. ♙d6 ♔g7! 4. ♖e5 ♜c2 5. ♖d5 ♔f6 6. e7 ♔f7 7. c6 ♔e8 8. ♙b4 ♜e2, and black successfully defends.

1. ♖f3! ♜a6 2. ♙d6! But not 2. ♙d5? ♜c3+ 3. ♖e4 ♜xc7, and black even wins.

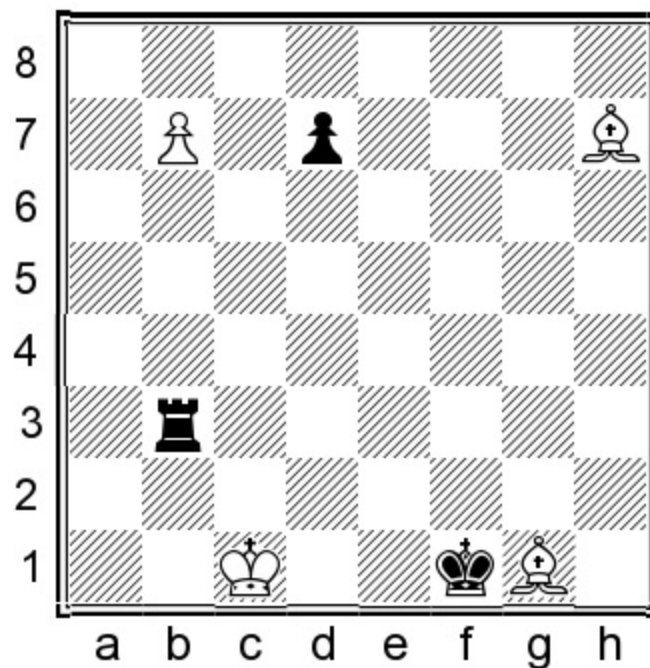
2... ♜xc5 3. ♙d5! (3. e7? ♜xe4!) **3... ♜c3+ 4. ♖e2 ♜xe6 5. ♖d2!** Domination, despite having less material!



The rest is simple: 5...♔f7 6.♔xc3, and the two bishops are stronger than the knight. Or 5...♖h3(c8) 6.♙xe6+ ♔~ 7.♙x♖ etc.

Authors I. Bondar and V. Bartosh, 1997 (position after black's 4th move)

No. 93



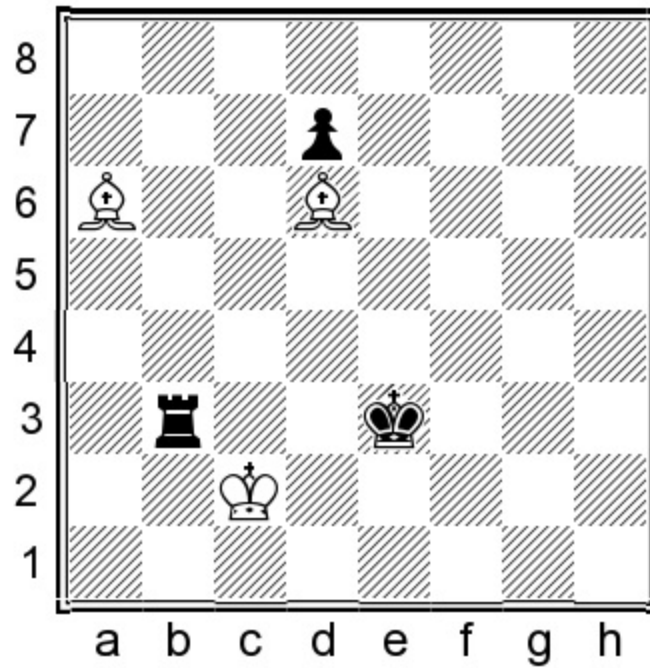
White to play and win

Show/Hide Solution

A bishop and the pawn are under attack...

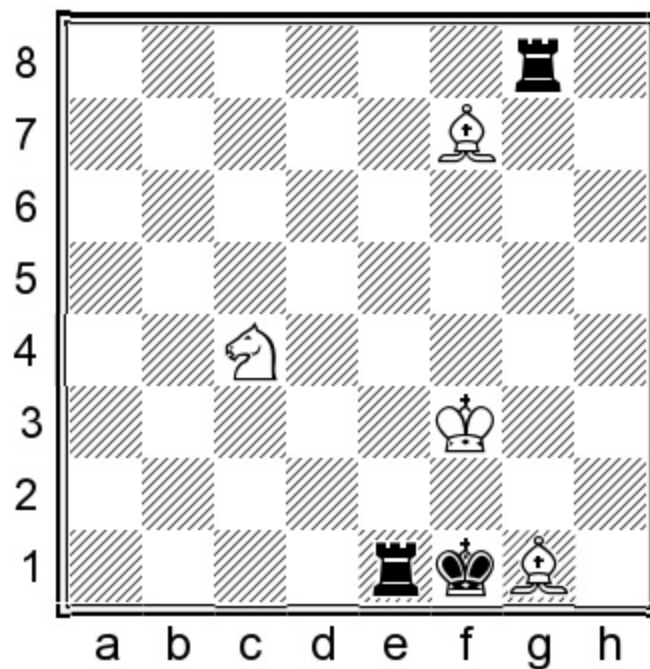
1.♙c5! ♖xb7 **2.♙d3+** ♔e1 (2...♔g2 3.♙e4+, forking) **3.♙d6!** Threatening 4.♙g3#.

3...♙f2 4.♘c4!! The point! The toothless 4.♙c2? ♙f3! or 4.♘a6? ♜b3! only leads to a draw.
 4...♙e3 5.♘a6! Now it's time!
 5...♜b3 6.♙c2!, and the rook is trapped.



The rest is simple: 6...♜b6 7.♘c5+ etc.
 Author N. Ryabinin, 1998 (position after black's 4th move)

No. 94

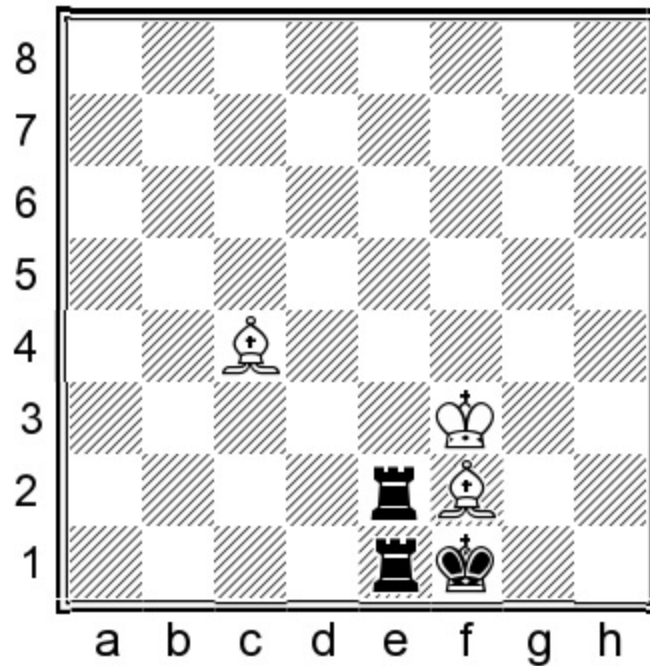


White to play and win

Show/Hide Solution

1.♔e3!! Not the thematic try: 1.♔f2? ♖d8! 2.♘d2+! ♖xd2 3.♔c4+, counting on 3...♞de2? 4.♔b5, curtains. After 3...♞ee2!, black saves the game.

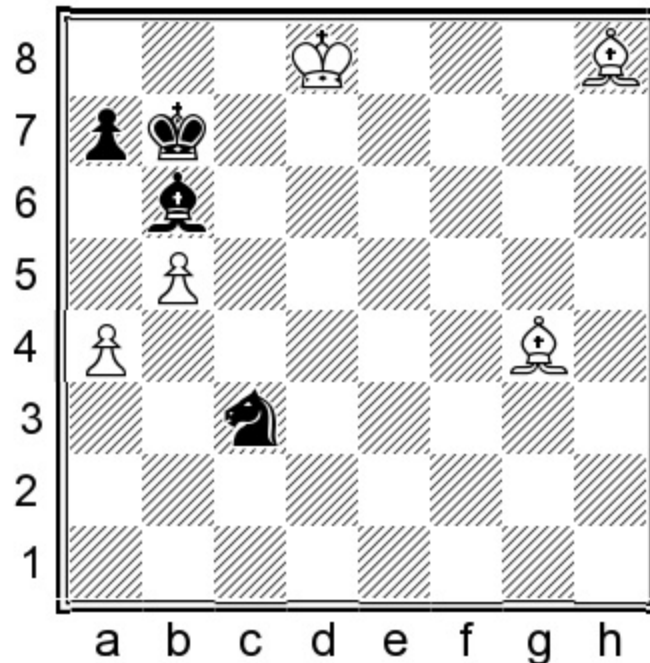
1.♔e3!! ♜g2 (1...♞xe3+ 2.♘xe3+) 2.♘d2+! ♖xd2 3.♔c4+ ♞de2 (3...♞ee2 4.♔xd2!) 4.♔f2!! The point of the combination: the two bishops are stronger than two rooks.



4...♞c1 5.♔xe2#.

Authors O. Pervakov, S. Tkachenko and N. Rezvov, 1999 (position after black's 4th move)

No. 95



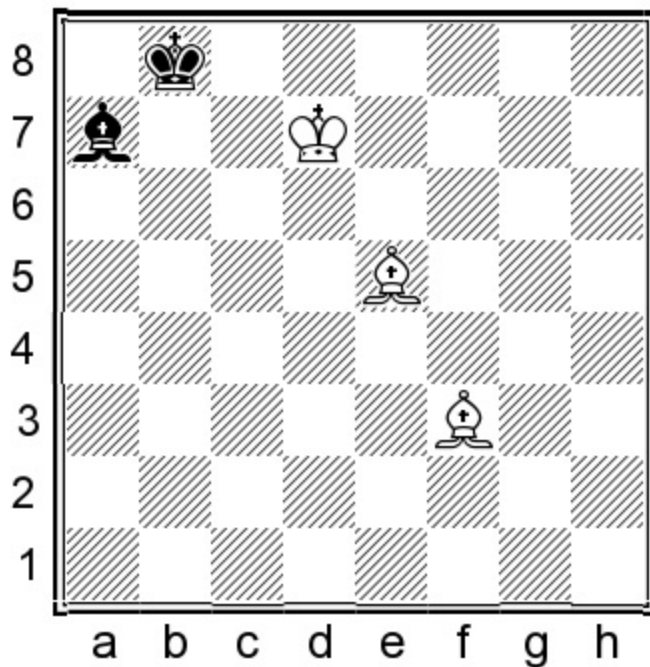
White to play and win

Show/Hide Solution

1.♔d7! ♚xb5! (otherwise, black loses quickly) 2.♙f3+! ♚b8. 2...♔a6 doesn't help either: 3.♙e2!, pinning the piece.

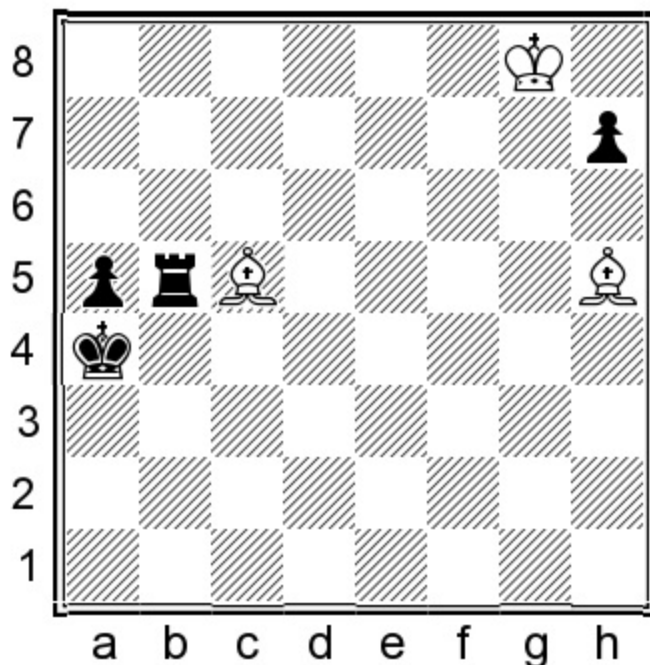
3.axb5 a6 4.bxa6 ♙d4! 5.a7+!! Not the greedy 5.♙xd4? – stalemate.

5...♙xa7 6.♙e5#



Authors I. Bondar and S. Bartosh, 2000

No. 96



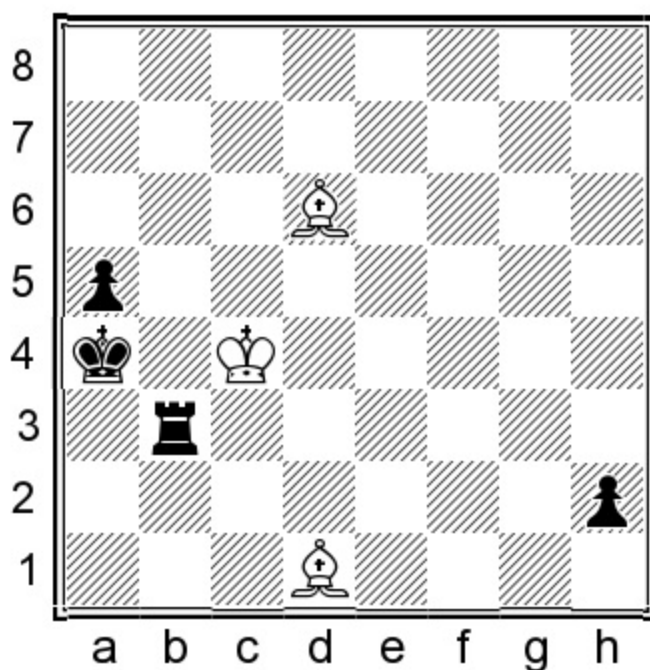
White to play and win

Show/Hide Solution

Immediately pinning the rook is thematically wrong: 1.♙e8? h5! 2.♚f7 h4 3.♚e6 h3 4.♚d5 ♜b3!! (4...h2? 5.♚c4 h1=♚ 6.♙xb5#) 5.♙xb5 h2, and white loses.

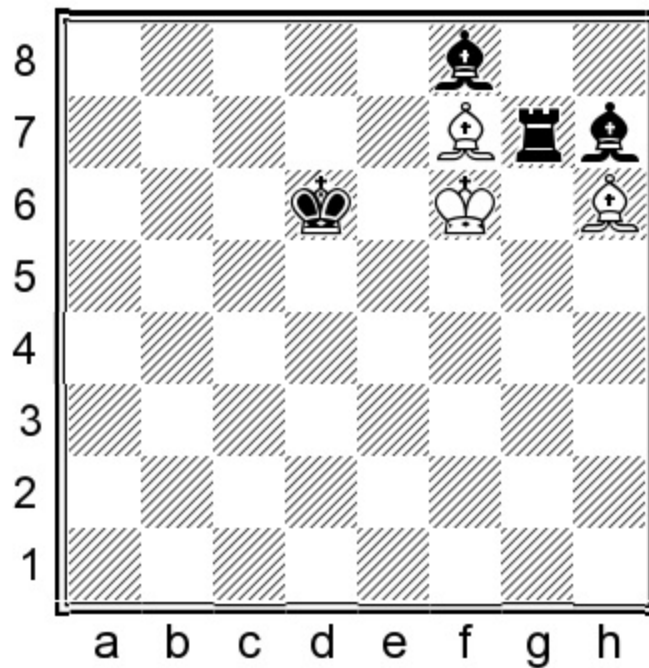
The correct move is 1.♙d1+! ♜b3 2.♙d6!! Another false try: 2.♙e7? h5 3.♚f7 h4 4.♚e6 h3 5.♚d5 ♜b5!!, and white can't win.

2...h5 3.♚f7! h4 4.♚e6 h3 5.♚d5 h2. Now 5...♜b5 doesn't help: 6.♙xb3 h2 7.♙xh2 etc. 6.♚c4! The king arrives at the execution just in time: 6...h1=♚ 7.♙xb3#.



Author V. Vlasenko, 2002

No. 97



White to play and draw

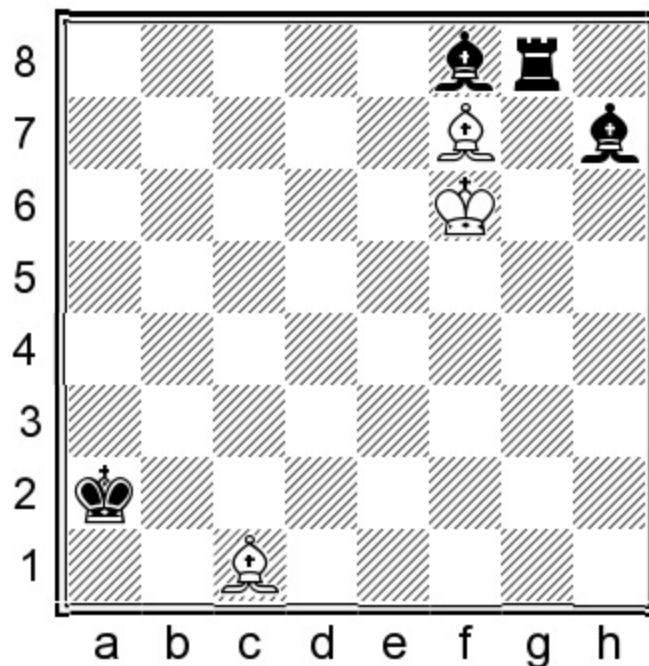
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Black has an extra rook, but white is to move!

1.♙e8!! Restoring material equality is mortally dangerous: 1.♙xg7? ♜e7#!

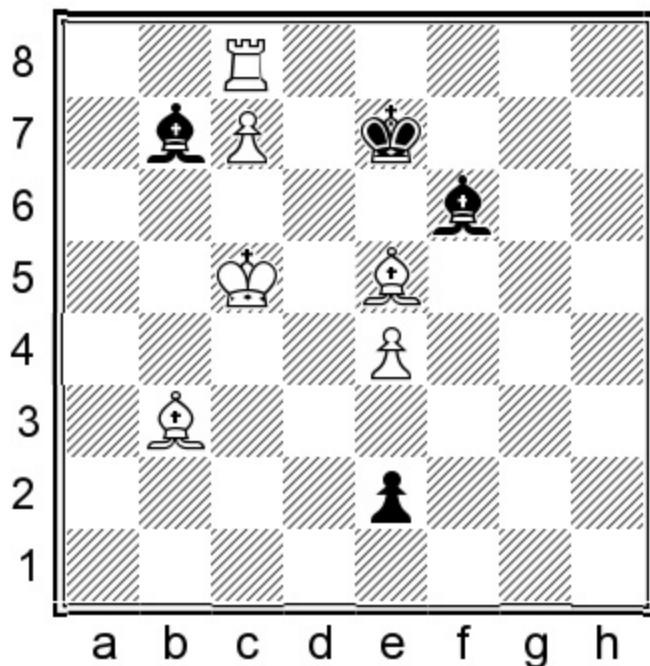
1.♙e8!! ♞g8 (1...♞e7 2.♙xf8) **2.♙f4+ ♔c5** **3.♙e3+ ♔b4** **4.♙d2+ ♔a3** **5.♙c1+ ♔a2** **6.♙f7+**, with perpetual check.

Otherwise, black loses material: 6...♔b1 7.♙xg8 etc.



Author S. Hornecker, 2007

No. 98



White to play and win

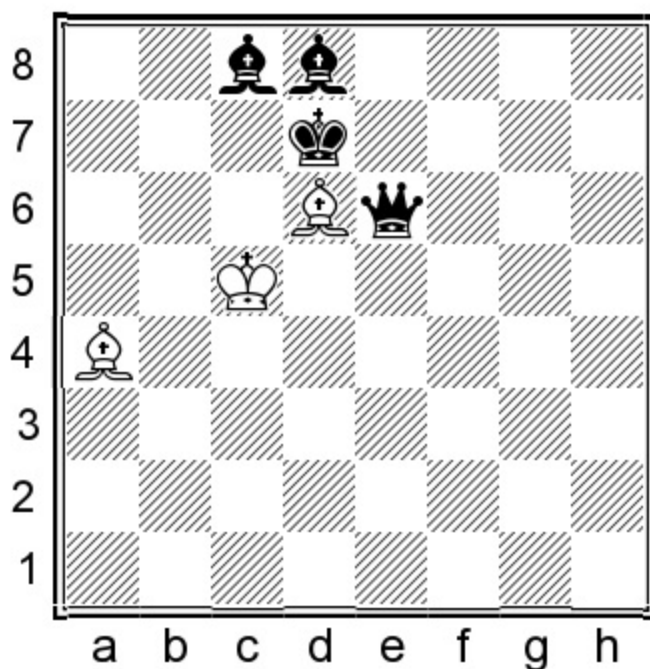
Show/Hide Solution

After the “obvious” 1.♘g3? (or 1.♖b8 ♘xe5 2.♗xb7 ♘xc7 3.♗xc7+ ♔d8)

1.♘g3? ♘xc8 2.♘c4 ♘e5 3.♘h4+ ♔d7 4.♘xe2 ♔xc7, white cannot win. So, he needs to find something atypical!

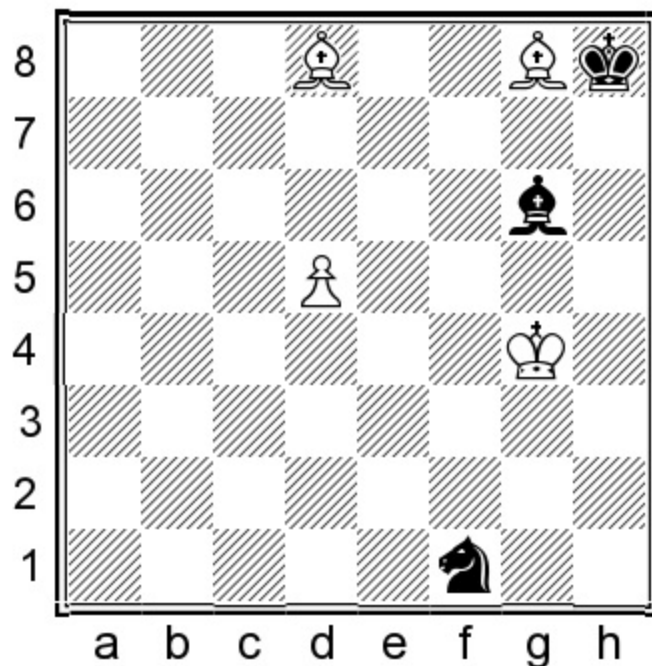
1.♘d6+! ♔d7 2.e5! e1=♔. Otherwise, black loses immediately: 2...♔xc8 3.♘e6#; 2...♘xc8 3.e6+ ♔e8 4.♘a4+ ♘d7 5.♘xd7#.

3.♗d8+! ♘xd8 4.c8=♔+! ♘xc8 5.e6+ ♔xe6 (5...♔e8 6.♘a4+ ♘d7 7.♘xd7#) 6.♘a4#!



Author A. Jasik, 2009 (position after black's 3rd move)

No. 99



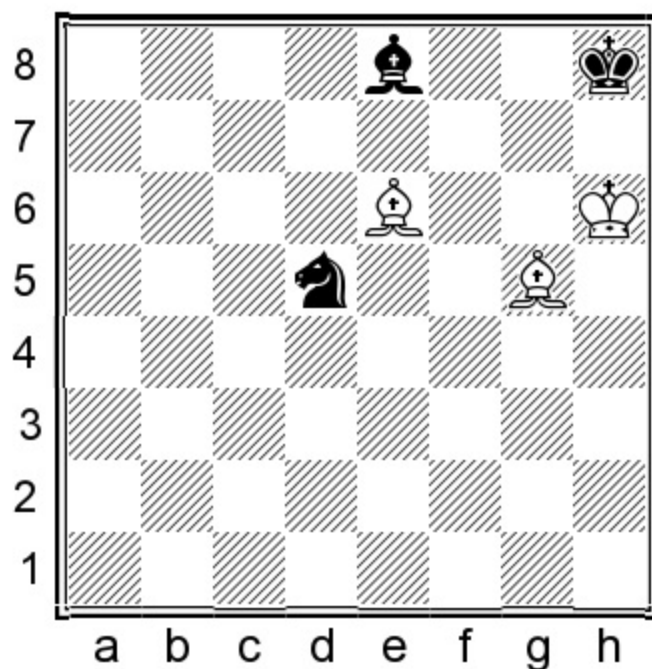
White to play and win

Show/Hide Solution

1.♙e6 ♜e3+ 2.♚g5 ♜xd5! 2...♙e8 is just hopeless: 3.♙f6+ ♚h7 4.d6, curtains.

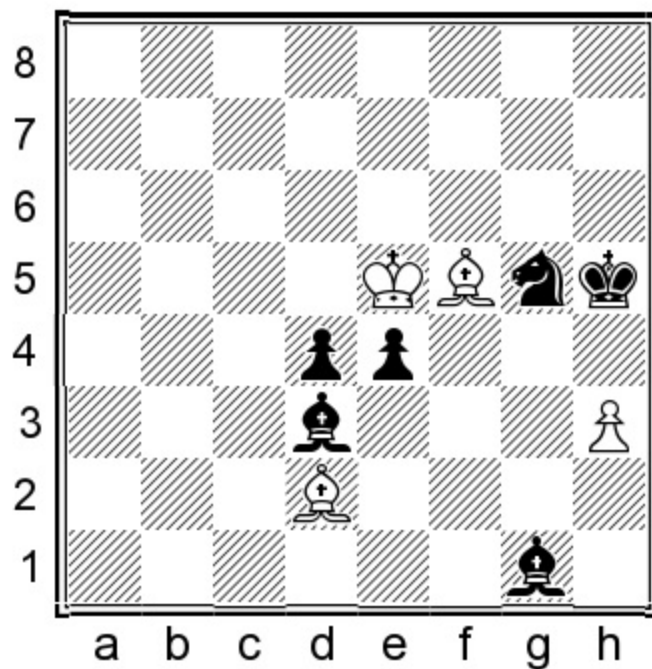
3.♜h6! (3.♜xg6? ♜f4+,forking) **3...♙h5! 4.♙h4!!** The point! There's a thematic false try: 4.♙g5? (4.♙xd5? ♙f7) 4...♙e8!! (mutual zugzwang) 5.♙h4 ♙h5! 6.♙d8 ♙g6!! (another mutual zugzwang), and white cannot improve his position.

4...♙e8 5.♙g5! And now it's black who's in zugzwang! But not 5.♙f2? ♜f6 6.♙d4 ♙f7! 7.♙xf7, stalemate.



The rest is simple: 5...♜f4 6.♙f6# or 5...♙h5 6.♜xh5, and there's no lifesaving fork.

No. 100



White to play and draw

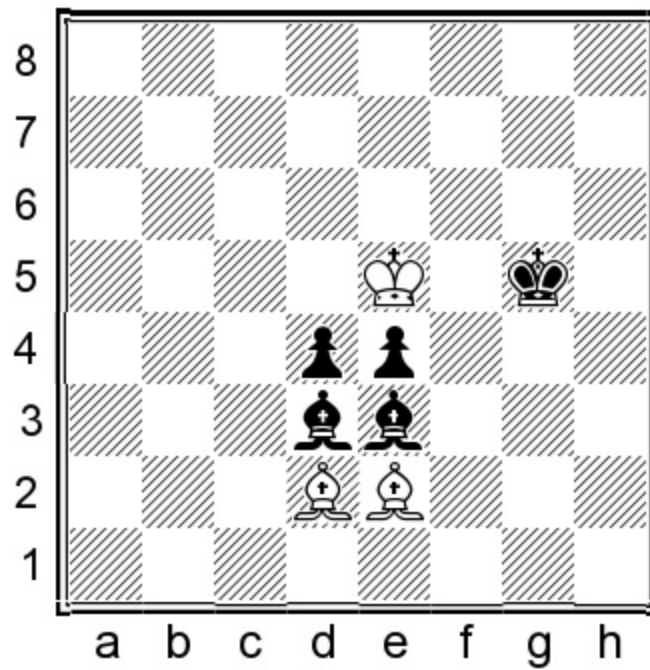
Show/Hide Solution

Black's material advantage should be enough to win...

1. ♖g4+ ♜h6! 1... ♜g6 is no better (1... ♜h4?? 2. ♖e1+, mating): 2. ♖f5+ ♜h6 3. h4 ♖e3 4. hxg5+ ♖xg5 5. ♖xe4, with a draw.

2. h4 ♖e3! 3. hxg5+. Not 3. ♖xe3? dxe3 4. hxg5+ ♜xg5 5. ♖d1 ♖b1 6. ♖e2 ♖c2! 7. ♜d4 ♜f4, curtains.

3... ♜xg5 4. ♖e2!! The point. A picturesque confrontation of bishops!



Now it turns out that black can't avoid the drawing simplifications: 4...♙xe2 (or, symmetrically, 4...♙xd2 5.♙xd3 exd3 6.♔xd4) 5.♙xe3+ dxe3 6.♔xe4 etc.

Authors O. Pervakov and K. Sumbatian, 2014 (position after black's 5th move)

Table of Contents

Title Page	3
Introduction	4
Studies 1-10	6
Studies 11-20	18
Studies 21-30	30
Studies 31-40	42
Studies 41-50	53
Studies 51-60	65
Studies 61-70	77
Studies 71-80	88
Studies 81-90	99
Studies 91-100	111