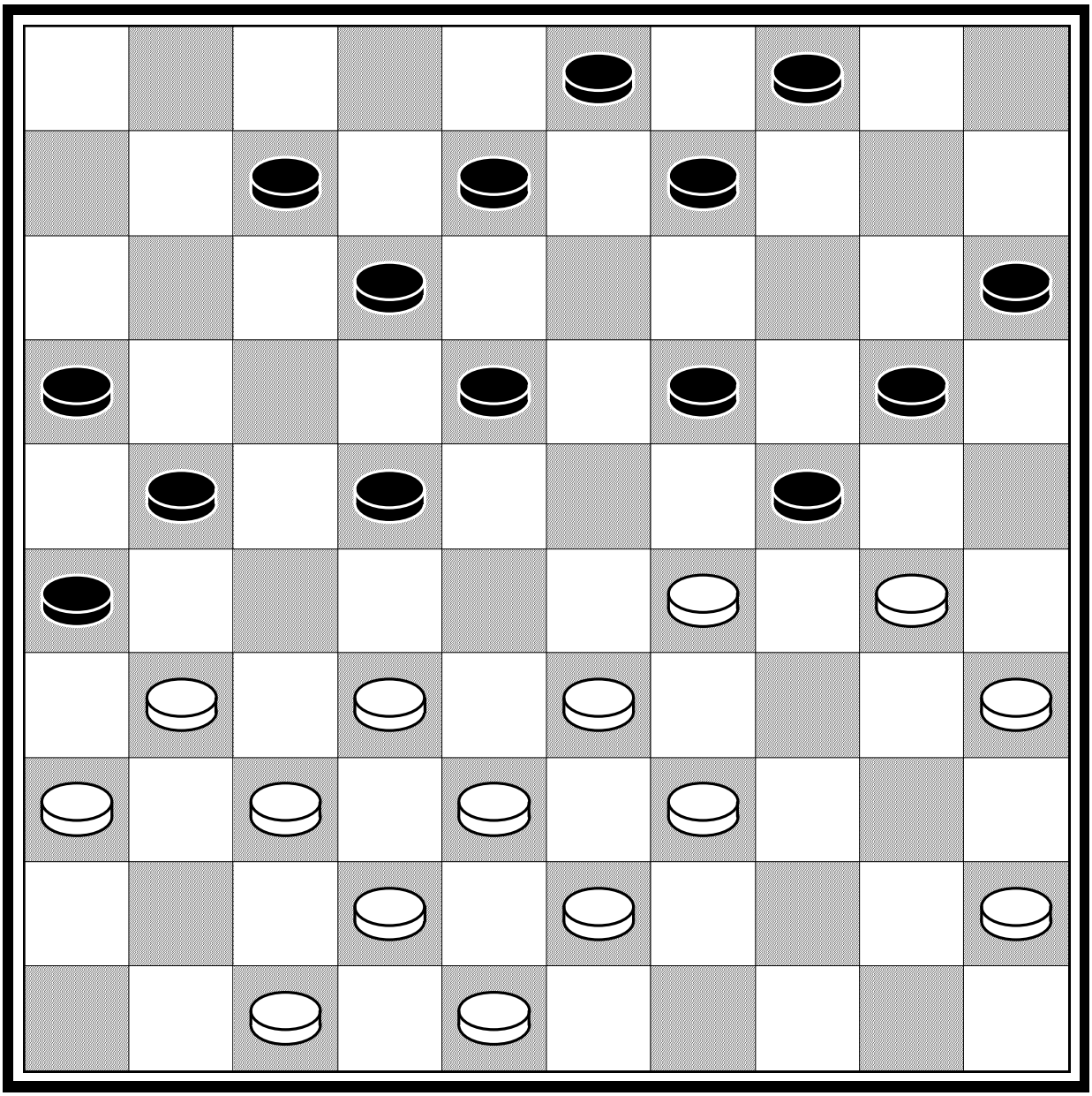
A COURSE IN DRAUGHTS

A guide for beginning and more advanced players
of the international game of 10 x 10 draughts



A course in international draughts

By Tjalling Goedemoed
Finished december 2008,
Leeuwarden / Netherlands

The diagram shows a composition by A. Ermakov. White to play and win!

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Sources

Opleiding tot het Sijbrands diploma
B. Dollekamp / H. Hylkema

Prisma Damboek
R.C. Keller

Monografie van de Coup Royal
Herman de Jongh

DamMentor
Tj. Goedemoed

Slagzetten in het klassieke middenspel
J. Stokkel / P. Levels

Geforceerd winnen
H. de Waard

500 Lokzetten op het dambord
H. de Waard

Kleine schuifdwangproblemen
A. v.d. Stoep

Strategie der honderd velden
J. F. Moser

Alle typezetjes
A. van der Stoep

Praktische damcombinaties (31) (34) (35)
I. Koeperman

Turbo Dambase
K. Bor

Strategie en taktiek
H. Wiersma / Tirion Sport

Honderd praktische problemen
V. Bulat

Introduction

This is a course for people who want to play the game of draughts at a higher level. Not only beginners but also fairly advanced players can gain a lot from this course.

The game of draughts is characterized by an unlimited number of tricks and surprises. The most important trick in the game is called a combination or a shot. The number of shots is so enormous that even grandmasters sometimes miss a shot during their games. The shots, sacrifices, forcings and other tricks make the game very attractive to play, watch and practise!

Teaching you how to become a stronger player is not the only goal of this course. The course also wants to show you some beautiful aspects of the game.

Every lesson consists of a theoretical part with examples you can perform at your board. Every lesson is completed by a number of exercises. You can note down the solutions to the exercises in an exercise book. The solutions of the exercises are given after every 10 lessons.

Usually the task is to look for a combination. Exercises like these are marked with a **C**.
C 3.4 means exercise 4 of lesson 3: white wins by means of a combination.

This course is mainly aimed at tactical aspects of the games. Tactics refers to shots, forcings, traps etc. A second course will have a more strategic approach.

I hope you will learn a lot from this course and above all I hope you will enjoy the game!

Tjalling Goedemoed, june 2008

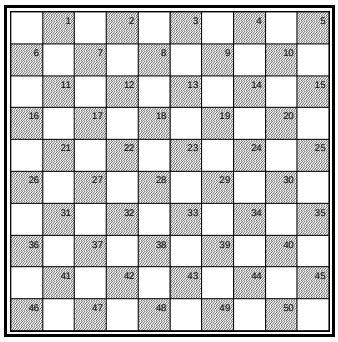
About the author

Tjalling Goedemoed is an experienced trainer in draughts. He has worked with many successful young players who played in World and European championships. Goedemoed is author of a Dutch draughts book (translated): “Uncle Ian teaches his nephew how to play draughts.” Goedemoed composed five courses in draughts at cd-rom. This trainings program containing thousands of exercises is called DamMentor. You can buy these cd-roms at www.bondsbureau@kndb.nl

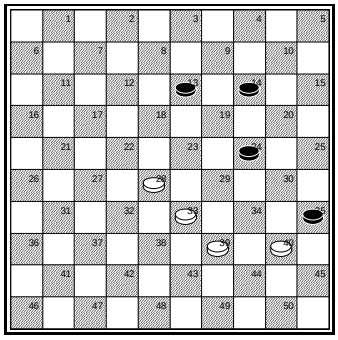
Thank you!

I want to thank Edwin Twiest for checking the technical part of this course and I thank Martijn de Jong and Martijn van der Klis for checking the English text.
Thanks to Frits Luteijn the course can be distributed internationally.

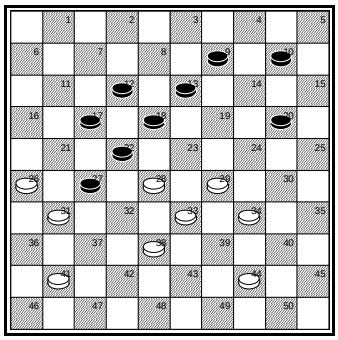
1. Notation



The squares of the draughts board are numbered from 1 to 50. The diagram shows the way the board is numbered. In the beginning of the game blacks pieces are at squares 1 until 20, white is at squares 31 until 50.



We can write down moves now.
33 – 29 means that the piece at 33 moves to 29.
After this move black has to capture 3 pieces:
35 x 22 (majority rule: you have to take the most pieces!). Piece 35 goes to 22. Because it is a capture we write down an "x" in stead of a "-" between the numbers.
White plays 29 x 27, taking 4 pieces and cleaning the board.



White performs a nice combination here with a c*oup Turc*.

Exercise 1.1: Put the position at your board and then play the following moves:

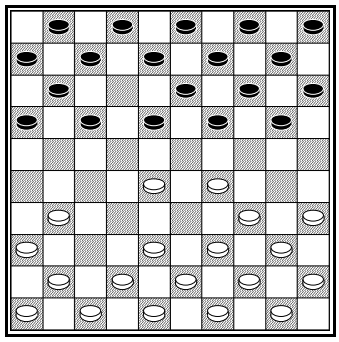
26 – 21 17 x 46
28 x 19 46 x 14
29 – 23 14 x 29

Write down the last capturing move for white!

Exercise 1.2: Put all the pieces on your board and try to follow the moves that are written down here: In front of the moves the number of the move is written. So 1.32 – 28 means that at the first move white moves piece 32 to square 28.

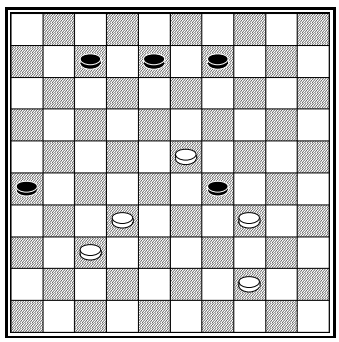
1.32 – 28 18 – 23
2.33 - 29 23 x 32
3.37 x 28 12 – 18?

A question mark (?) means: a weak move or a mistake. An exclamation mark (!) means: a strong move.



This is the position that should be at your board. White can perform a combination. So you have to give away pieces and take more pieces back. Try to find it!

Exercise 1.3



Black has just played a move attacking white pieces in two directions.

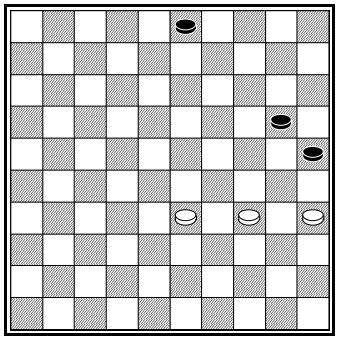
Which was black's last move?

Play the following move:

1.37 – 31!

How does black have to capture now?
Write down the capture of black and white.

Exercise 1.4



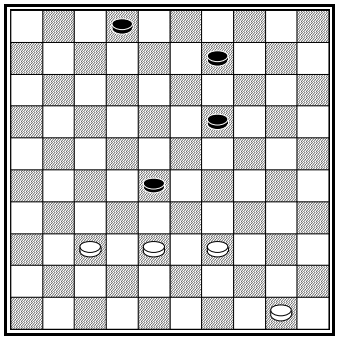
White can win **piece 20** by attacking it.
Write down the 3 moves white has to play. We show you black's moves:

…… **3 – 9**

…… **9 – 14**

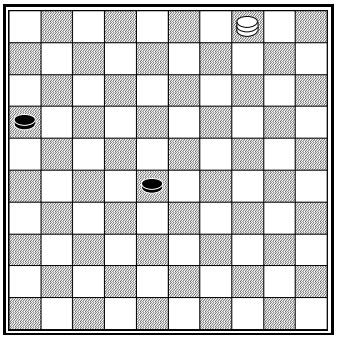
……

Exercise 1.5



Piece 28 is not protected well. White to play can win the piece by attacking it. Write down the move that wins a piece for white.

Example 1.6



Let's do this again. Whites king has to stop blacks pieces. First stop piece 16 and after it stop the other piece.

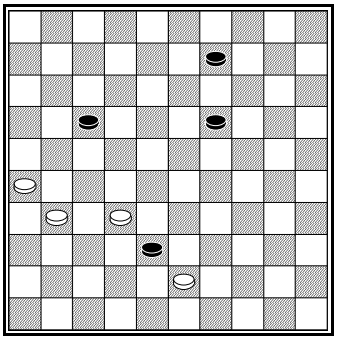
…… **28 – 33**

…… **16 – 21**

…… **33 – 39**

……

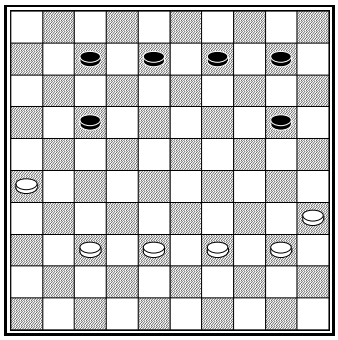
Exercise 1.7



White plays a move after which his opponent has to capture 3 pieces. After this white takes 4 pieces to king.
Write down the moves described above.

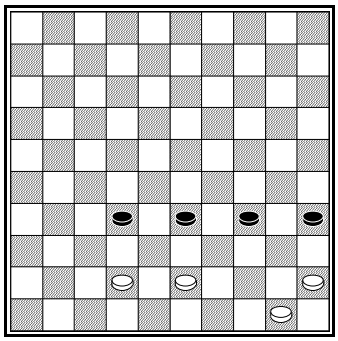
2. Combinations

A combination (or shot) is a sequence of moves in which your opponent has to take several pieces after which you take more pieces or get a king.



White gives all his pieces but one, taking a shot.

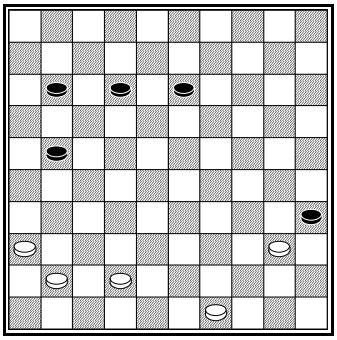
1.26 – 21 17 x 26
2.37 – 31 26 x 37
3.38 – 32 37 x 28
4.39 – 33 28 x 39
5.40 – 34 39 x 30
6.35 x 11



In this diagram you have to give away pieces in the right sequence. After 1.45 – 40? black takes 34 x 45.

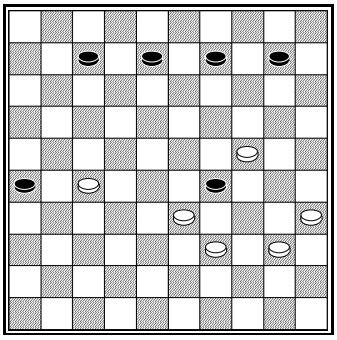
1.42 – 38 33 x 42
2.43 - 39 34 x 43
3.45 – 40 35 x 44
4.50 x 28

☼ **It often helps to ask yourself the question: Where do I want to get a black piece to make a shot?**



White wants a black piece at 31!
White has to begin playing 49 – 43 because playing other moves, white has to take back after 35 x 44 by 49 x 40 after which he loses his turn!

1.49 – 43! 35 x 44
2.43 – 39 44 x 33
3.42 – 38 33 x 42
4.41 – 37 42 x 31
5.36 x 9

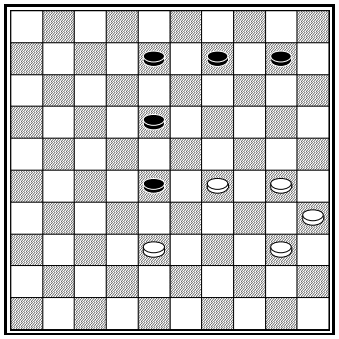


White wants black to go to 20 and bring piece 26 to square 30. Because black has to capture at the next move white has a free move.

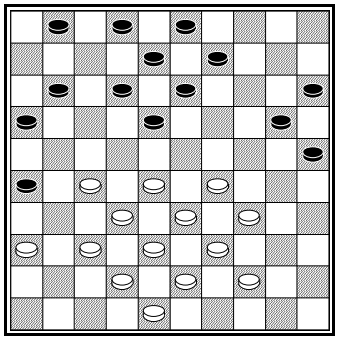
1.33 – 28! 29 x 20
2.27 – 21 26 x 17
3.28 – 22 17 x 28
4.39 – 33 28 x 39
5.40 – 34 39 x 30
6.35 x 11

☼ **When looking for a shot you always have to look at moves giving away pieces !**

Exercise 2.1

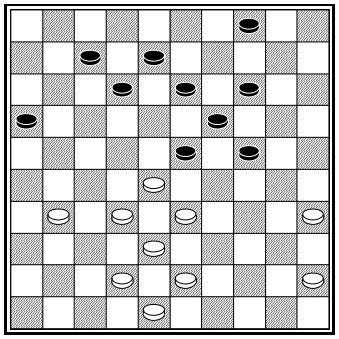


Write down the combination for white!



White can sometimes take one or more pieces during a combination. In this case black has to capture again to make sure white can move again. White removes piece 13 so that he can take a shot to king.

1.34 – 30! 25 x 23
2.28 x 19 13 x 24
3.37 – 31 26 x 28
4.33 x 4



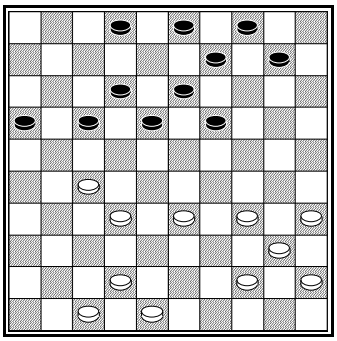
White gives away 3 pieces in order to take back 4 pieces himself.

1.33 – 29 24 x 22
2.32 – 28 choice
3.38 x 20

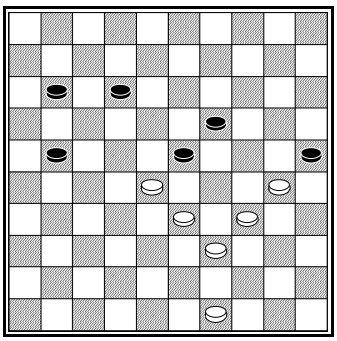
At the first move black has to take the most pieces. At the second move black can choose how to take one piece, but it doesn't make a difference.

☼ **The majority rule is very important when taking shots. You always have to take the most pieces!**

Exercise 2.2

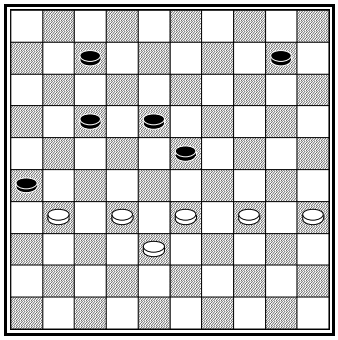


White to play can perform a combination. At the first move black has to take the most pieces. Write down the combination!



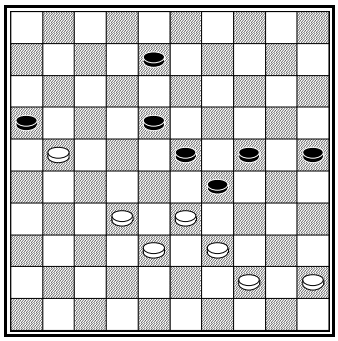
White will bring a black piece at 34 by taking backwards 34 x 43.

1.33 – 29 23 x 32
2.29 – 23 19 x 28
3.39 – 33 28 x 39
4.34 x 43 25 x 34
5.43 – 39 34 x 43
6.49 x 18



At the second move white takes a piece, but black has to take again, so that the combination goes on.

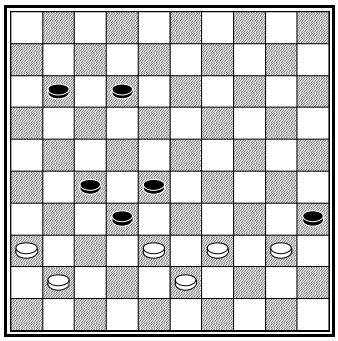
1.33 – 28 26 x 37
2.28 x 19 37 x 28
3.19 – 14 10 x 19
4.38 – 33 28 x 30
5.34 x 2



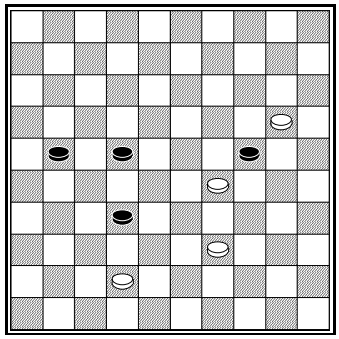
During the combination white takes two pieces. Removing piece 23 gives white a 45 x 3 shot.

1.33 – 28! 16 x 27
2.28 x 30 25 x 43
3.38 x 49 27 x 38
4.49 – 43 38 x 40
5.45 x 3

Exercise 2.3

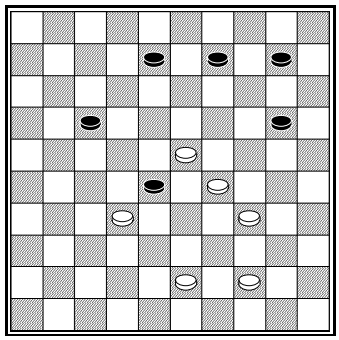


Write down the combination for white!



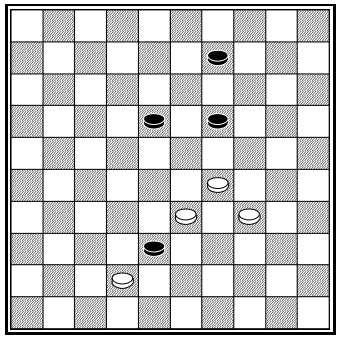
Sometimes it makes sense to look at the strangest move you can play! Black to move can get one or two pieces (of course he should take 2 if the situation doesn't change). White however offers him three pieces!

1.42 – 38 32 x 23
2.20 x 16

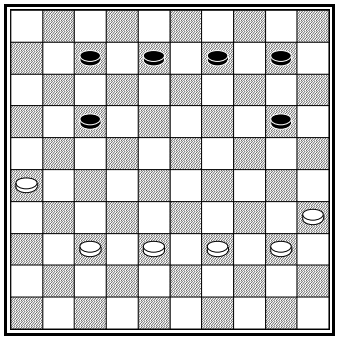


1.29 – 24! 20 x 27
2.23 x 5

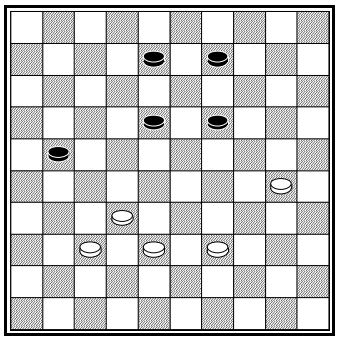
Exercise 2.4



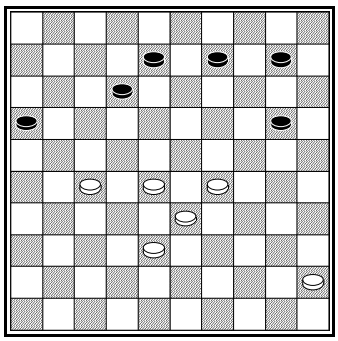
Write down the combination for white!



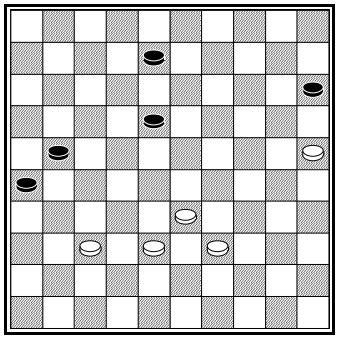
C 2.1



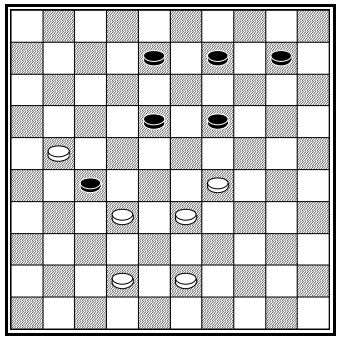
C 2.2



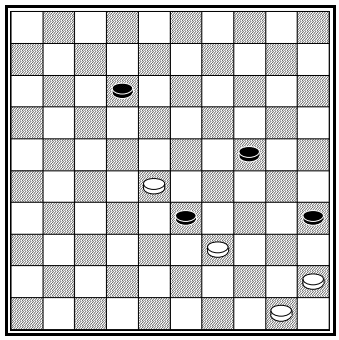
C 2.3



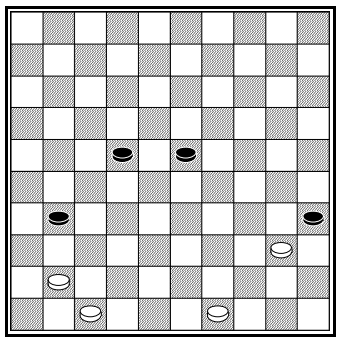
C 2.4



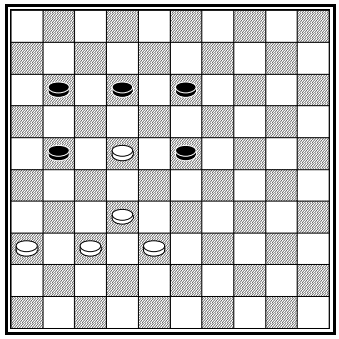
C 2.5



C 2.6



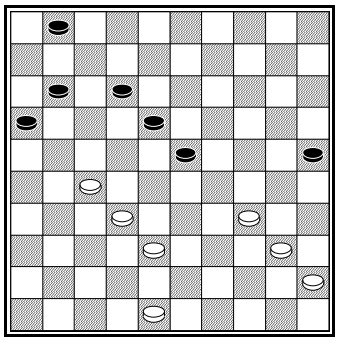
C 2.7



C 2.8

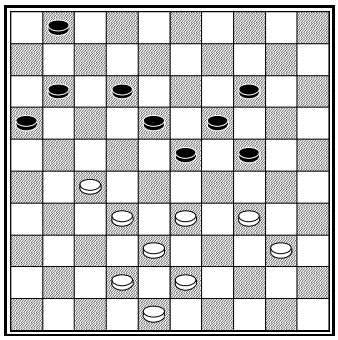
3. Coup Philippe

The French word for combination (shot) is ***coup***. Many combinations have been given a name. Most names were invented by French players, who were the strongest players of the world at the beginning of the 20th century. A very important type of combination is called after the French draughts player Philippe. In many, many games this combination plays a role.



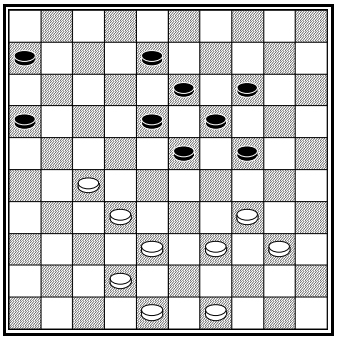
This diagram shows the basic pattern of the Coup Philippe.
White obtains the following goals:
He removes pieces 18 and 16.
He gets a black piece at 34.
He takes 4 black pieces: 40 x 16.

1.27 – 22! 18 x 27
2.32 x 21 16 x 27
3.34 – 30 25 x 34
4.40 x 16



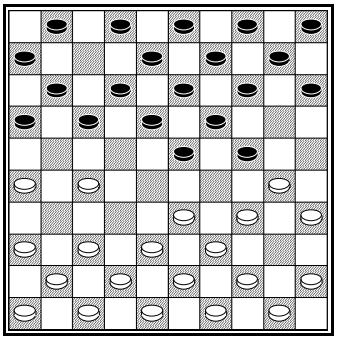
The same pattern, but this time white takes from 38 to 16.

Example 3.1 Write down this second example of the Coup Philippe!



In this case white will get a 38 x 20 shot. The piece at 20 is going to king.

1.27 – 22! 18 x 27
2.32 x 21 16 x 27
3.34 – 30 24 x 33
4.38 x 20



Pieces 16 and 18 are removed in a different way in this example.

1.26 – 21 17 x 26
2.27 – 22 18 x 27
3.37 – 31 16 x 37
4.41 x 21 16 x 27
5.33 – 29 24 x 33
6.38 x 16

Let's look at an opening of the game in which the coup Philippe plays a role.

1.33 – 28 18 – 23
2.39 – 33 12 – 18
3.44 – 39 7 – 12
4.31 – 26 20 – 25?

White put a piece at the edge of the board at the 4th move hoping his opponent will do the same.
White removes pieces 18 and 16 and makes a 34 – 30 shot.

5.28 – 22 17 x 28

6.33 x 22 18 x 27
7.32 x 21 16 x 27
8.34 – 30 25 x 34
9.40 x 16

Let's look at another opening:

1.32 – 28 18 – 23
2.38 – 32 12 – 18
3.31 – 27 7 – 12
4.43 – 38 20 – 24
5.37 – 31 17 – 21

Usually white plays 31 – 26 in such situations, but in this game white tries to trap his opponent:

6.27 – 22 18 x 27
7.31 x 22 12 – 18?

Black attacks piece 22, but white has prepared a shot.

8.22 – 17! 21 x 12

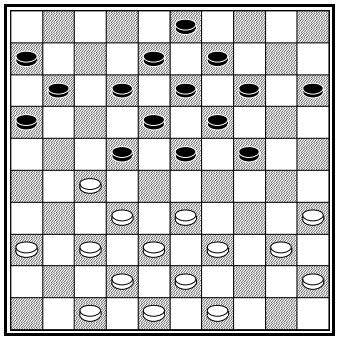
After 11 x 22 9.28 x 26 white gains a piece.

9.28 – 22 18 x 27
10.32 x21 16 x 27
11.33 – 29 24 x 33
12.38 x 16

Now we change black's 4th move. We let black play:

4… 17 – 22
5.28 x 17 11 x 31
6.36 x 27 1 – 7
7.49 – 43 20- 24
8.41 – 36

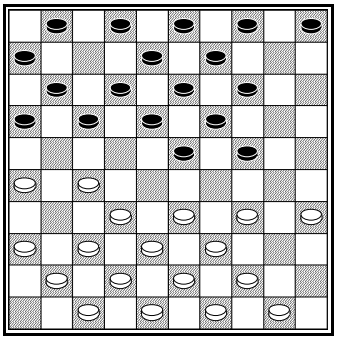
Exercise 3.2 White hopes for his opponent to play a move after which he can perform a coup Philippe.
Which move is white hoping for?



1.33 – 28! 22 x 44

Black must take 2 pieces, giving white the opportunity to remove pieces 18 and 16.

2.27 – 22 18 x 27
3.32 x 21 16 x 2 7
4.43 – 39 44 x 33
5.38 x 16



In this position the Coup Philippe is quite difficult, because black has a capturing choice. Try to concentrate well to understand what happens.

1.27 – 22!

Black has a choice. If black takes 18 x 27 the combination is easy: 32 x 21 16 x 27 33 – 29 24 x 33 38 x 16 and white is 2 pieces up. Better for black is to choose 17 x 28.

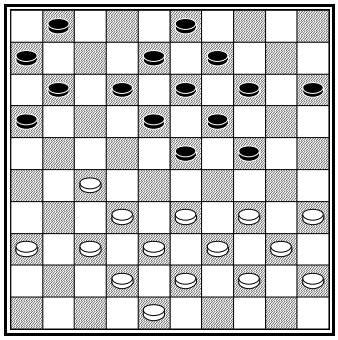
1… 17 x 28
2.33 x 22 18 x 27
3.32 x 21 16 x 27

The first goal is accomplished. Pieces 18 en 16 are removed. Now white must get a black piece at 33. White gives 3 pieces to do that.

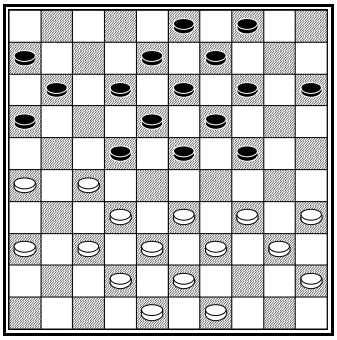
4.35 – 30! 24 x 35
5.44 – 40 35 x 33
6.38 x 16

The position seems equal. If you look well it is clear that piece 27 can't be defended. So white will gain a piece. You can investigate this yourself.

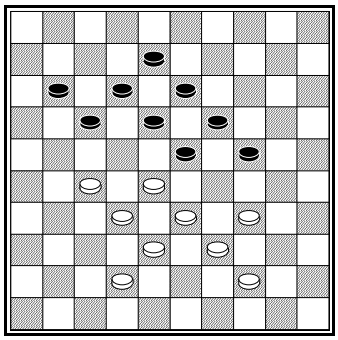
In the examples **3.1 / 3.8** white to move can perform a coup Philippe.



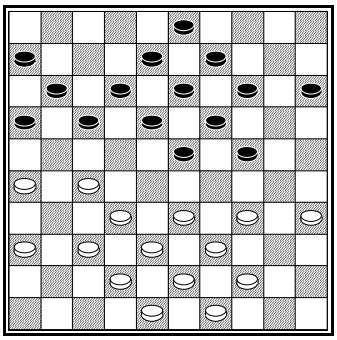
C 3.1



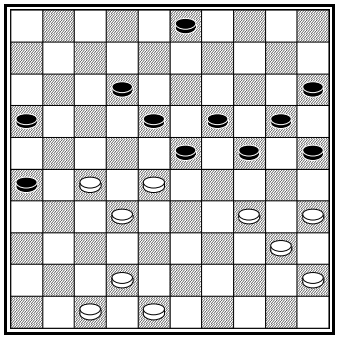
C 3.5



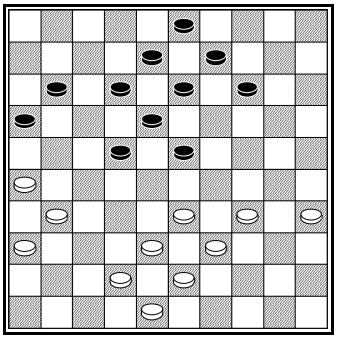
C 3.2



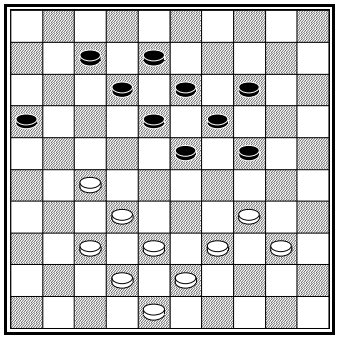
C 3.6



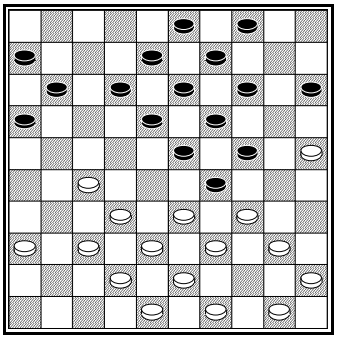
C 3.3



C 3.7



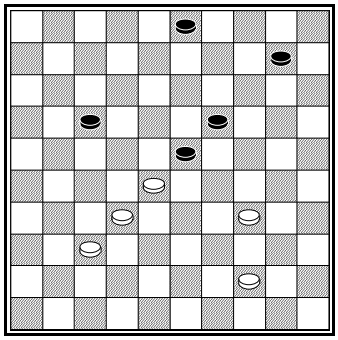
C 3.4



C 3.8

4. Harlem shot

This is a combinational pattern that is named after a Dutch city, Harlem. It is a famous shot.

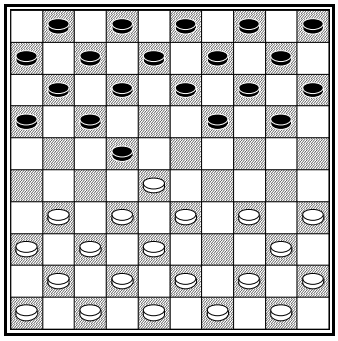


This diagram shows the idea of the combination. White brings 3 pieces in a row at 19, 23 and 28. Then he removes the middle piece, piece 23. After this white can take 3 pieces with 32 x 5.

1.28 – 22! 17 x 28
2.34 – 29 23 x 34
3.32 x 5

The reason this combination is so famous is because it can appear after only 2 moves in a game! Watch:

1.33 – 28 18 – 22
2.39 – 33?



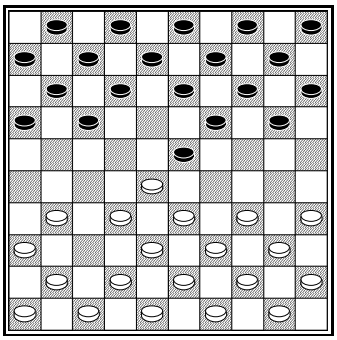
A mistake. Black wins two pieces by:

2…. 22 – 27
3.32 x 21 16 x 27
4.31 x 22 19 – 23
5.28 x 19 17 x 30
6.35 x 24 20 x 29

And also piece 19 is lost.

The same combination is possible after:

1.32 – 28 18 – 23
2.37 – 32?

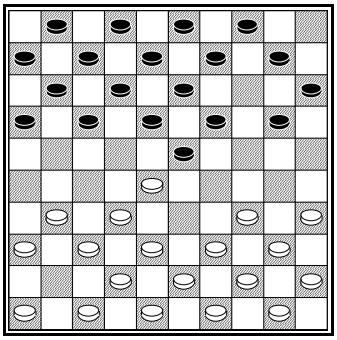


Black can bring 3 pieces in a row: 32, 28 and 23. Then he removes piece 28. After that he can take 19 x 26.

1… 23 – 29!
2.33 x 24 20 x 29
3.34 x 23 17 – 22
4.28 x 17 19 x 26

In the beginning of the game the Harlem shot can often play a role.
Let's play like this:

1.32 - 28 19 – 23
2.28 x 19 14 x 23
3.37 – 32 10 – 14
4.41 – 37 14 – 19
5.33 – 28 5 – 10?



The pattern is the same: White brings 3 pieces in a row to 19, 23 and 32 and removes the middle piece 23.

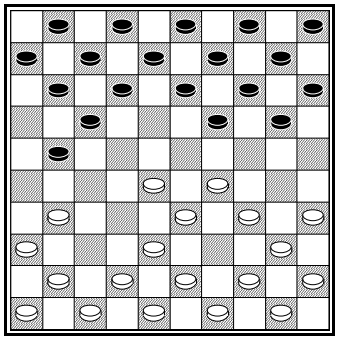
Do you see how the combination is performed?

We play from the beginning position:

1.32 – 28 18 – 23
2.33 – 29 23 x 32
3.37 x 28 16 – 21

White can change pieces 4.28 – 23 19 x 28 5.29 – 24 20 x 29 6.34 x 32 or play 4.31 – 26 or 4.38 – 33.
The logical move 4.39 – 33 playing towards the centre (which is normally good as we will learn later) is answered by a Harlem shot.

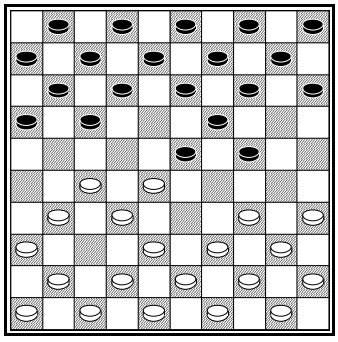
4.39 – 33?



4… 21 – 27!
5.31 x 22 19 – 23
6.29 x 18 12 x 32
7.38 x 27 17 x 30

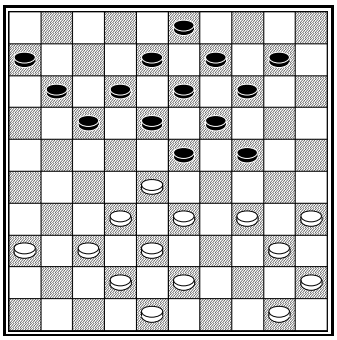
From the opening we play:

1.33 – 28 18 – 23
2.31 – 27 20 – 24
3.37 – 31?



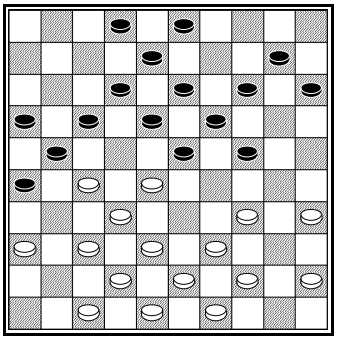
Black uses the majority rule (you always have to capture the most pieces) to perform a Harlem shot here.

1… 23 – 29!
2.34 x 23 17 – 22
3.27 x 18 13 x 33
4.38 x 20 19 x 26



First white opens square 14. After that a black piece is transported to square 28 in a way you should bear in mind.

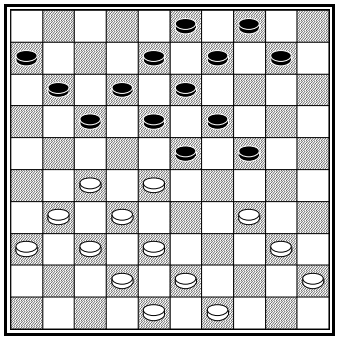
1.34 – 29 23 x 34
2.40 x 20 14 x 25
3.35 – 30 25 x 34
4.28 – 22 17 x 39
5.38 – 33 39 x 28
6.32 x 5



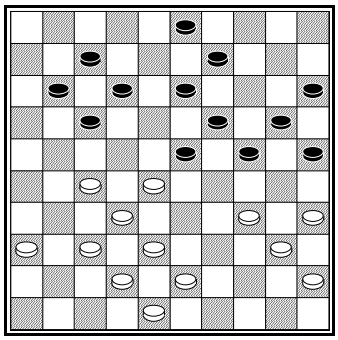
White has to sacrifice a lot of pieces before performing the final shot.

1.27 – 22 18 x 27
2.36 – 31 27 x 36
3.28 – 22 17 x 28
4.35 – 30 24 x 35
5.44 – 40 35 x 33
6.38 x 20 15 x 24
7.32 x 5

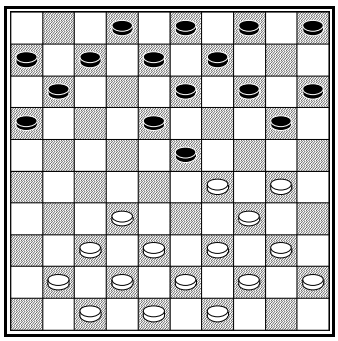
In each of the following exercises white to move can perform a Harlem shot all the time.



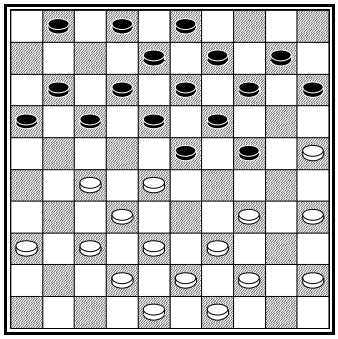
C 4.1



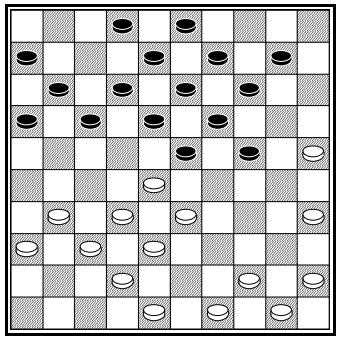
C 4.2



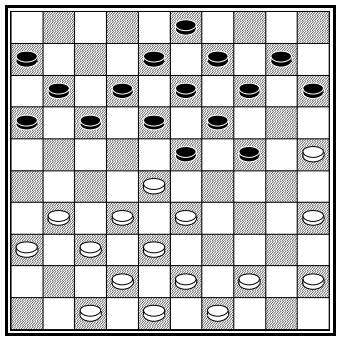
C 4.3



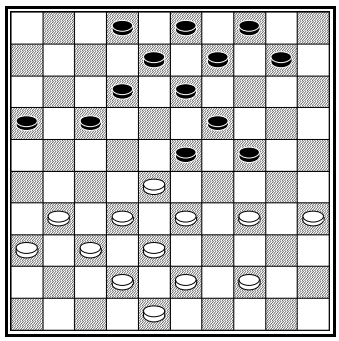
C 4.4



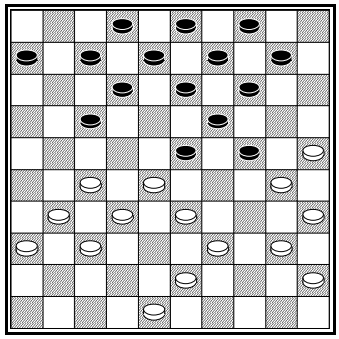
C 4.5



C 4.6

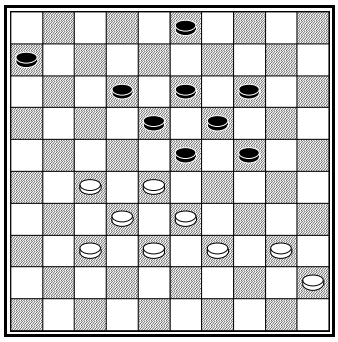


C 4.7



C 4.8

5. Coup Royal

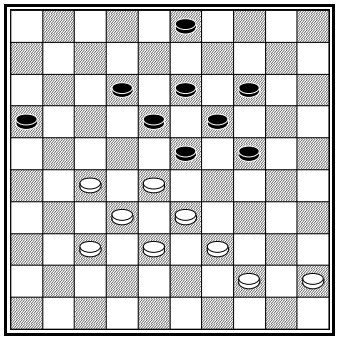


The pattern of the coup Royal goes like this:

1.27 – 22! 18 x 27
2.32 x 21 23 x 34
3.40 x 7

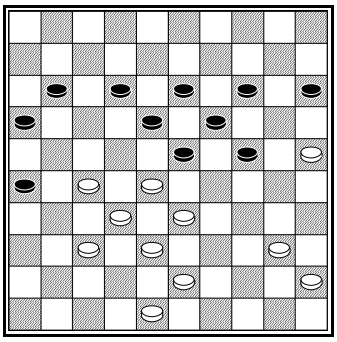
The first move 27-22 helps to achieve several goals:
Piece 18 is removed.
Because piece 32 disappears black must take 3 pieces at 34.
White takes several black pieces with piece 40.

☼ Pieces 40 and 45 work together nicely. The formation of pieces 40 and 45 is called the Olympic formation.



In this example the Olympic formation is not finished yet. During the combination white gains a free move to finish the formation playing 44 – 40.

1.27 – 22! 18 x 27
2.32 x 21 23 x 34
3.44 – 40! 16 x 27
4.40 x 7



The position is much better for white because white is in possession of the Olympic formation. White creates a threat by

1.43 – 39!

A threat is a strong move (which is mostly the beginning of a combination) you want to play at the next move. In this case white wants to play 27 – 22!! at the next move. So we can say: White threatens to perform the coup Royal.
What can black do to prevent this winning coup Royal?
If black plays 11 – 17 or 12 – 17 white plays the winning 27 – 22!. The only solution that doesn't cost black a piece, is to play 15 – 20. After this move white creates a longer formation than 40, 45 by putting an extra piece at 34. Now the formation is 34, 40, 45.

1… 15 – 20 2.39 – 34!

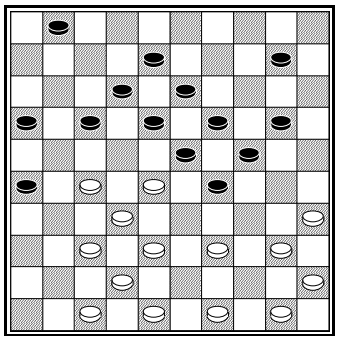
There is a new threat now. White wants to play the exchange 34 – 29 23 x 34 40 x 29 to create a (positionally) winning position.

For example: 2…. 11 – 17 3.34 – 29! 23 x 34 4.40 x 29 17 – 21 5.45 – 40 12 -17 6.40 – 35 17 – 22 8.28 x 17 21 x 12 7.32 – 28 12 – 17 8.38 – 32 17 – 22 (after 17 – 21 9.48 – 42 black is forced to give away a lot of pieces) 9.28 x 17 19 – 23 10.27 – 22! 18 x 38 11.29 x 9 14 x 3 12.25 x 14 38 x 29 and white wins.

After 2… 24 – 30 3.34 – 29! 23 x 34 4.40 x 29 30 - 35 there is the simple shot 29 – 23 W+1.

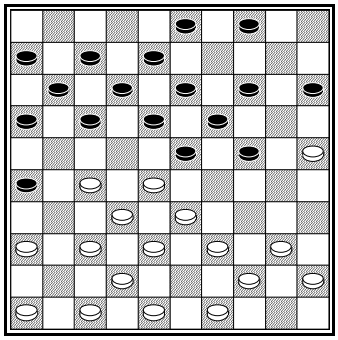
After 2… 23 – 29 3.34 x 23 18 x 29 white plays 4.48 – 43 11 - 17 (same plan for white after 13 - 18) 5.43 – 39 17 – 21 6.40 – 35 and at the next move white plays 35 – 30 +.

This position showed you some practical ideas in a normal position.

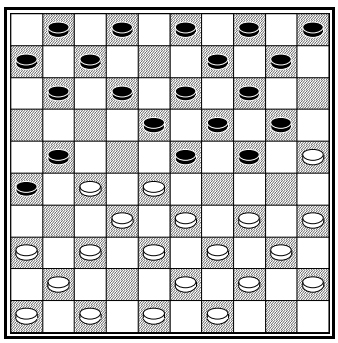


Sometimes the coup Royal is only the beginning of a deeper combination. In this case the coup Royal is followed up by a king shot.

1.27 – 22! 18 x 27
2.32 x 21 23 x 34
3.35 – 30 20 x 40
4.50 x 30 16 x 27
5.37 – 32 27 x 38
6.42 x 4

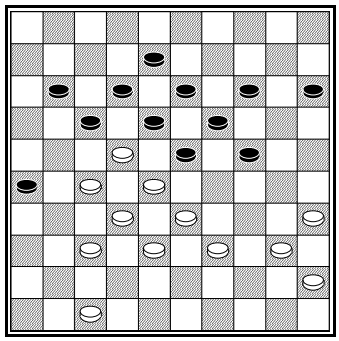


1.27 – 22! 18 x 27
2.32 x 21 23 x 34
3.40 x 18 16 x 27
4.47 – 41 12 x 23
5.37 – 31 26 x 37
6.41 x 1

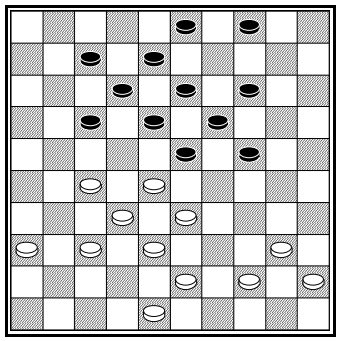


Right from the opening white fell into a nice trap. White has just played 31 – 27 attacking piece 21. You would expect black to play 11 – 16, but he performs a beautiful combination:

1… 24 – 29!!
2.33 x 15 19 – 24
3.28 x 17 11 x 33
4.39 x 28 24 – 30
5.35 x 24 14 – 20
6.25 x 14 10 x 50

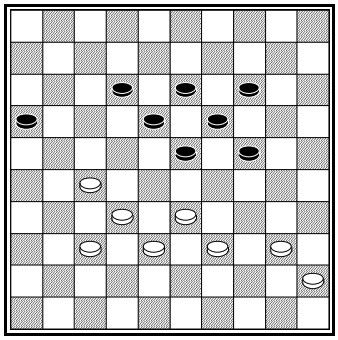


1.37 – 31 26 x 37
2.32 x 41 23 x 34
3.40 x 9 17 x 39
4.45 – 40 13 x 4
6.40 – 34 39 x 30
7.35 x 2

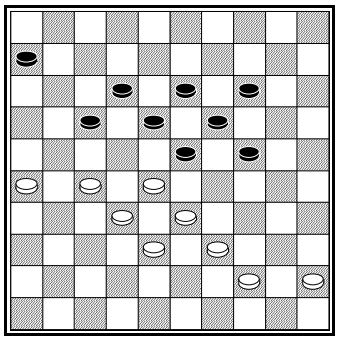


White forces a winning coup Royal. After 37 – 31 the threat of 27 – 22 emerges.

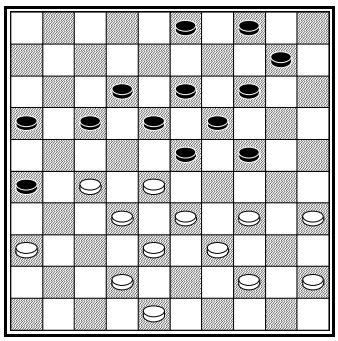
1.37 – 31! 7 – 11
2.27 – 22! 18 x 27
3.32 x 21 17 x 37
4.43 – 39 23 x 34
5.40 x 16



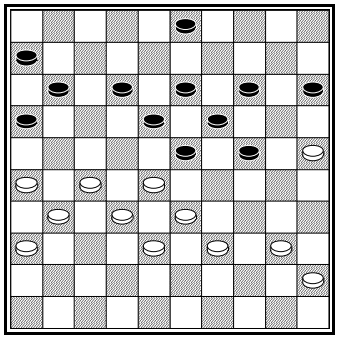
C 5.1



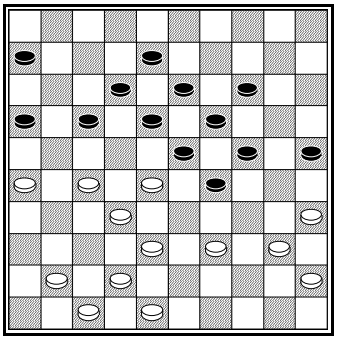
C 5.2



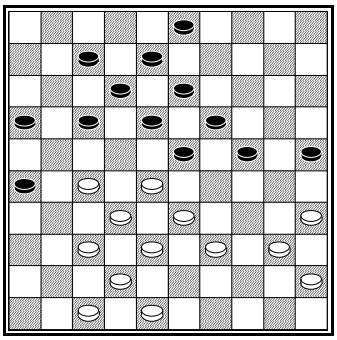
C 5.3



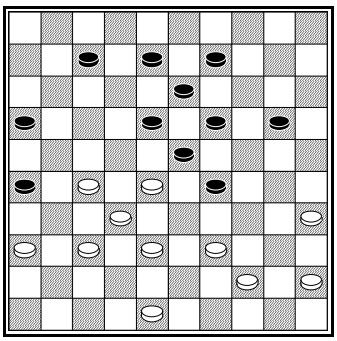
C 5.4



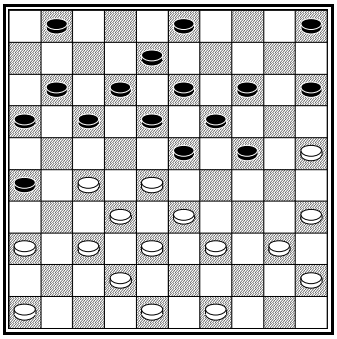
C 5.5



C 5.6

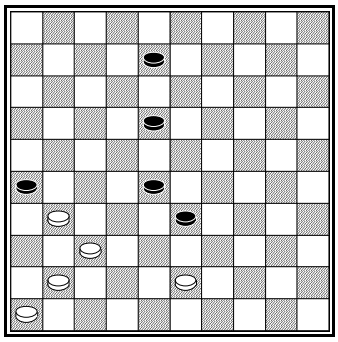


C 5.7



C 5.8

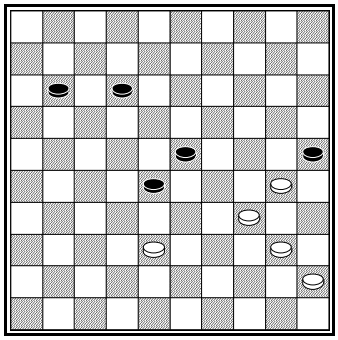
6. Kung Fu shot



The most important theme of this shot is that a square (square 37 in this case) is opened with taking backwards so that black jumps to this square.

1.43 – 38! 33 x 42
2.37 x 48 26 x 37
4.41 x 3

The combination can be performed at different places at the board.

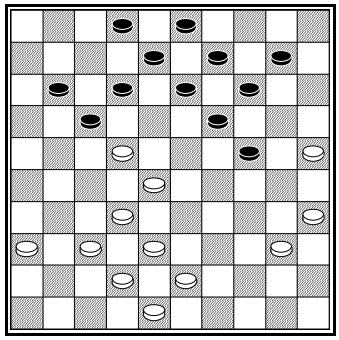


In this case square 34 is opened.

1.38 – 33! 28 x 39
2.34 x 43 25 x 34
3.40 x 16

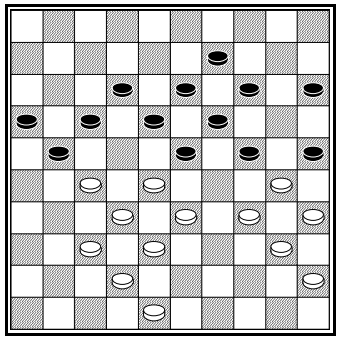
Sometimes you have to prepare the Kung Fu part of the combination.

☼ Kung Fu refers to the kicking back capture which opens a square in order to make black jump to the same square.



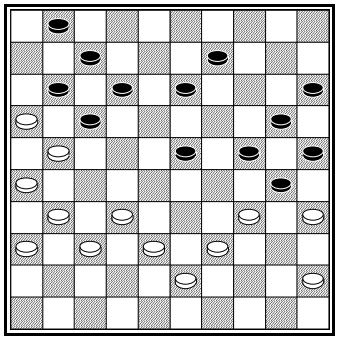
White gets a king at 5, by through the following actions:
Piece 14 is removed.
A black piece is transported to square 33. White can take back then with 28 x 39 opening square 28. Black has to capture piece 22 after which white jumps to king square 5.

1.35 – 30! 24 x 44
2.25 – 20 14 x 25
3.43 – 39 44 x 33
4.28 x 39 17 x 28
5.32 x 5



White achieves the following goals:
Piece 18 is removed.
Square 34 is opened by taking back 34 x 43.
Black must take 25 x 34 after which white jumps to square 7 and is on his way to a king.

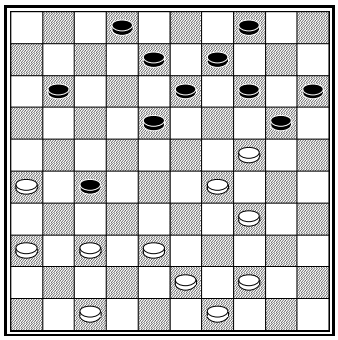
1.27 – 22! 18 x 27
2.28 – 22 17 x 39
3.34 x 43 25 x 34
4.40 x 7



1.38 – 33?

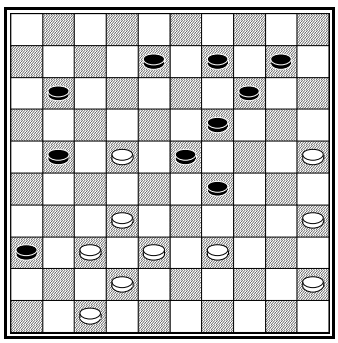
A very dangerous move opening a track to king for black.

1…. 23 – 29!
2.34 x 23 30 – 34
3.39 x 8 12 x 3
4.21 x 12 7 x 49
5.16 x 7 49 x 2



In this example white transports a king to square 33 and uses a free move to play 44 – 40.

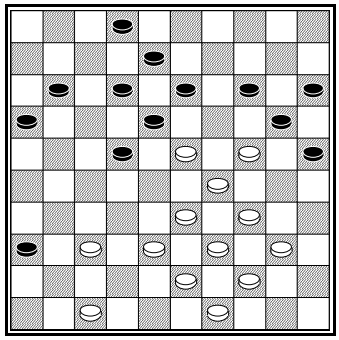
1.36 – 31! 27 x 36
2.47 – 41 36 x 47
3.44 – 40 47 x 33
4.29 x 38 20 x 29
5.34 x 3



This position occurred in a game between two grandmasters: G. Jansen beat Gantwarg during the Wch 1992.

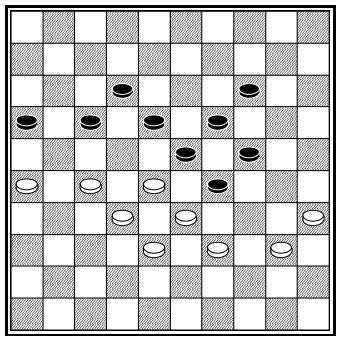
White wants a black piece at 27 after which he transports another piece to 43 to make the Kung Fu shot.

1.22 – 18! 22 x 13
2.37 – 31 36 x 27
3.25 – 20 14 x 25
4.35 – 30 25 x 43
5.38 x 49 27 x 38
6.42 x 15



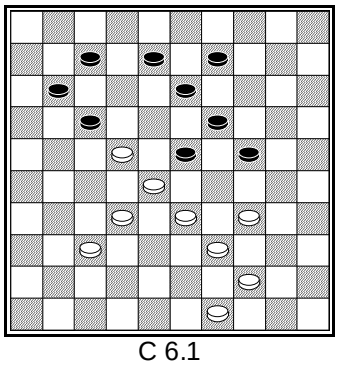
White is looking for a 39 x 6 shot.

1.24 – 19! 13 x 24
2.37 – 31 36 x 27
3.38 – 32 27 x 38
4.33 x 42 24 x 33
5.39 x 6

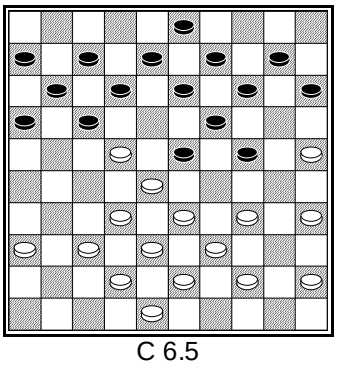


This is a special case! Square 33 is opened while piece 33 supports the shot at the same time!

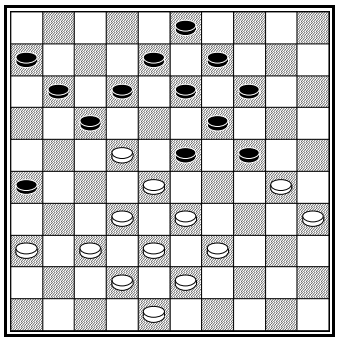
1.28 – 22! 17 x 37
2.27 – 21 16 x 27
3.35 – 30 24 x 44
4.33 x 42 44 x 33
5.38 x 7



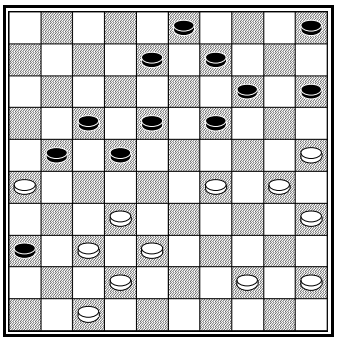
C 6.1



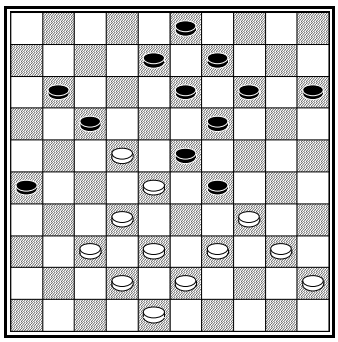
C 6.5



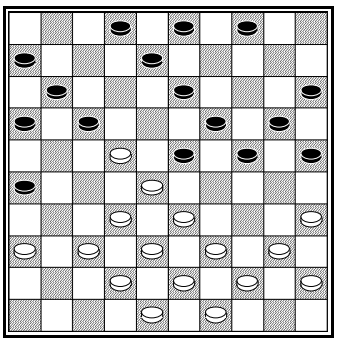
C 6.2



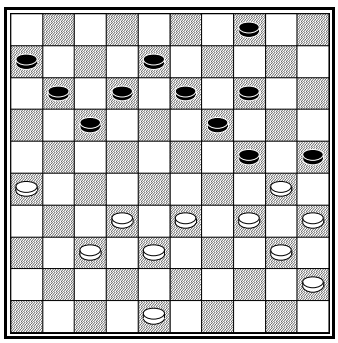
C 6.6



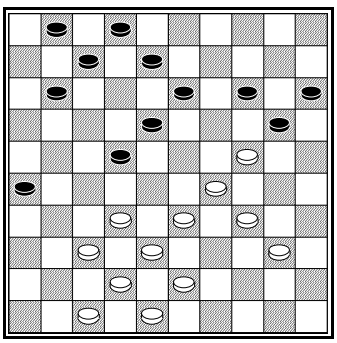
C 6.3



C 6.7



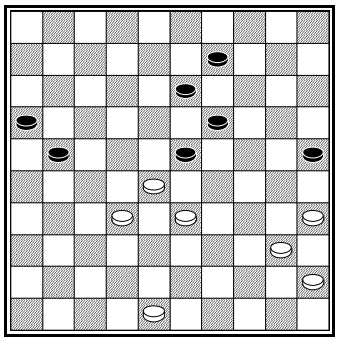
C 6.4



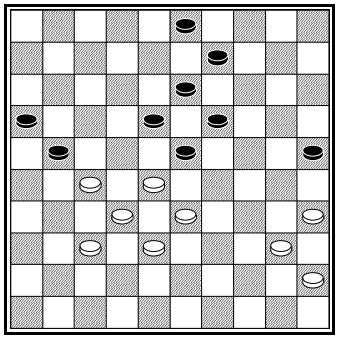
C 6.8

7. Ping Pong shot

In a ping pong shot there are several capturing moves in a row. The capturing part is like a rally in a ping pong game.

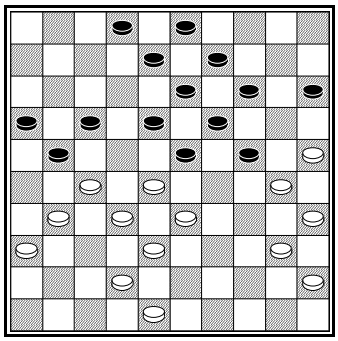


1.35 – 30! 25 x 34
2.40 x 18 13 x 22
3.28 x 26



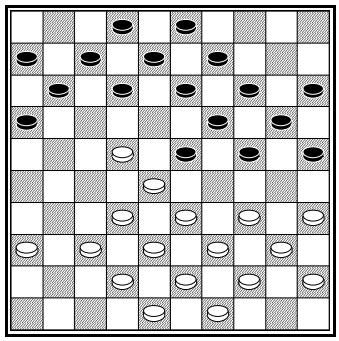
In this example white has to open square 18 first before the ping pong show begins.

1.27 – 22! 18 x 27
2.35 - 30 25 x 34
3.40 x 18 13 x 22
4.28 x 26



After removing pieces 17 and 18 white can take the ping pong shot winning a piece.

1.27 – 22 18 x 27
2.31 x 11 16 x 7
3.25 – 20 14 x 34
4.40 x 18 13 x 22
5.28 x 26

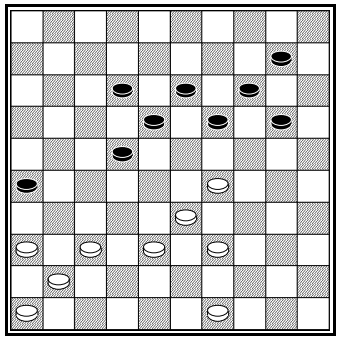


Here the situation is more complex, because black has a choice at the first move.

1. 22 – 17!

If black takes 1… 12 x 21 then white continues: 2.34 – 30 25 x 34 3.40 x 18 13 x 22 4.28 x 26 gaining a piece. The other capture allows a longer shot.

1…. 11 x 22
2.28 x 17 12 x 21
3.34 – 30 25 x 34
4.40 x 18 13 x 22
5.33 – 29 24 x 33
6.39 x 26

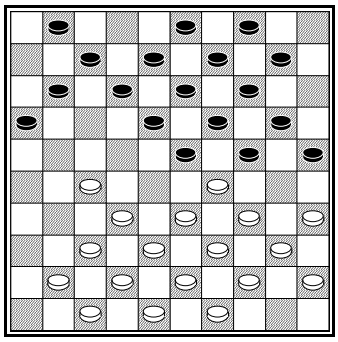


We see a similar idea in a different position of the board. At the first move black has a choice but only taking towards the centre makes sense.

1.29 – 23! 19 x 28
2.37 – 31 26 x 37

4.41 x 23 18 x 29
5.33 x 4

☼ When looking for a combination never forget to check moves after which black has a choice how to capture!

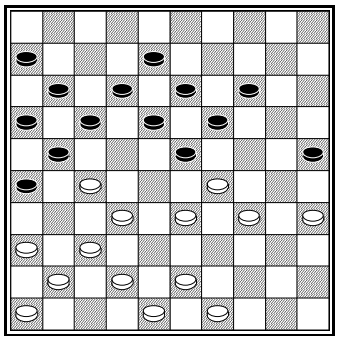


1.27 – 22 18 x 27
2.32 x 21 16 x 27
3.29 x 18 12 x 23

After 13 x 22 white wins a piece by 33 – 29 24 x 33 39 x 6.

4.34 – 30 25 x 34
5.40 x 18 13 x 22
6.33 – 29 24 x 33
7.39 x 6

White gains a piece.



1.35 - 30!

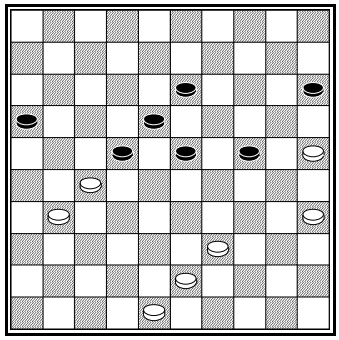
White has a nice position surrounding the black centre. Black wants to get space and makes an exchange to square 28. White however has foreseen this and gains advantage through a ping pong shot.

1… 23 – 28

2.33 x 22 17 x 28
3.32 x 23 19 x 28

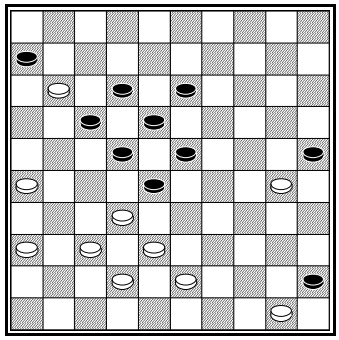
White has a free move to make a 'rally'.

4.43 – 39! 21 x 32
5.39 – 33! 28 x 39
6.34 x 43 25 x 23
7.37 x 10



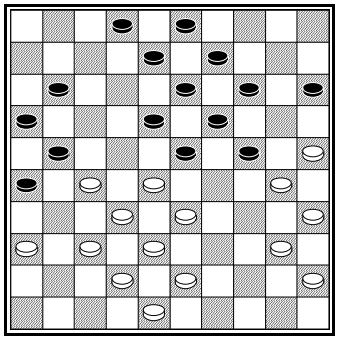
White thought this to be a strong move, but he was mistaken:

1.25 – 20? 24 – 30!
2.35 x 24 13 – 19
3.24 x 13 18 x 9
4.27 x 29 15 x 44

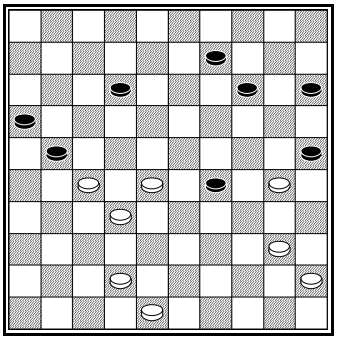


This is a famous composition of Dutch composer Gortmans. We hope you enjoy this nice piece of art in which white performs a ping pong shot ending in a surprising, winning position.

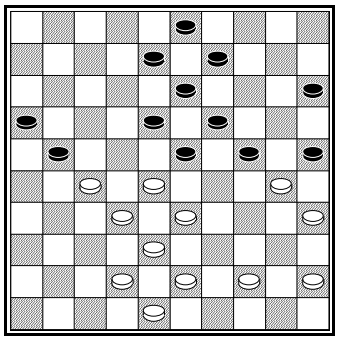
1.38 – 33! 28 x 48
2.50 – 44 25 x 34
3.44 – 39 34 x 43
4.42 – 38 48 x 31
5.36 x 27 22 x 31
6.11 x 22 18 x 27
7.32 x 21 43 x 32
8.26 x 17



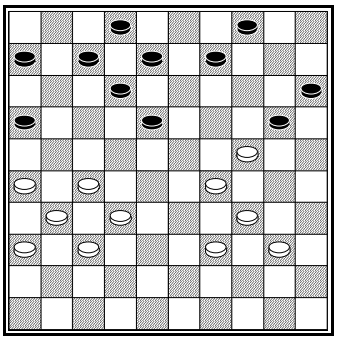
C 7.1



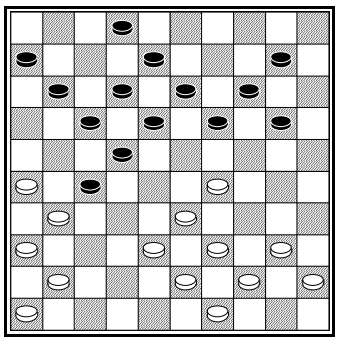
C 7.5



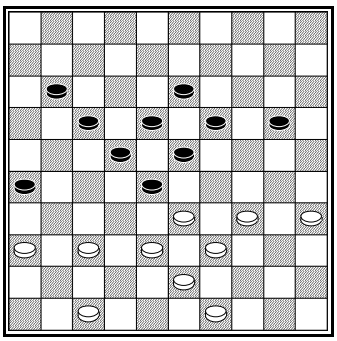
C 7.2



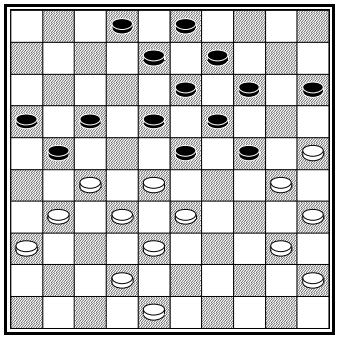
C 7.6



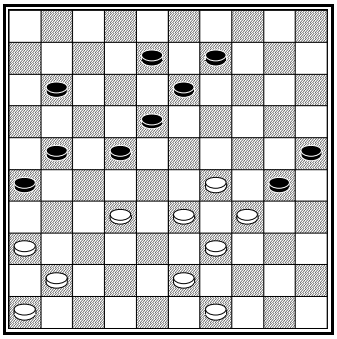
C 7.3



C 7.7

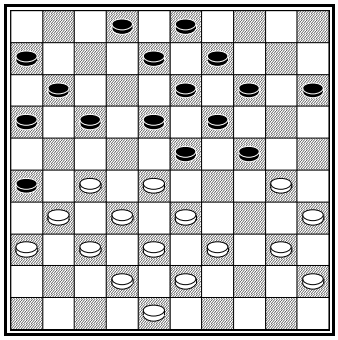


C 7.4



C 7.8

8. Bomb shot



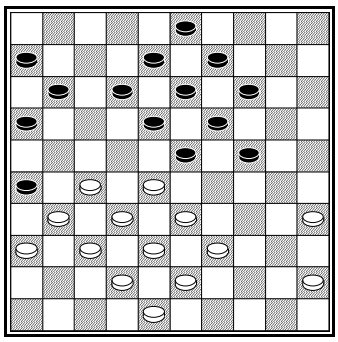
In this position white can win using the combinational idea of the Bomb shot.

1.27 – 21! 16 x 27
2.32 x 12 23 x 41

This is what it is all about. Black has to take 2 pieces so that piece 12 can inflict damage to the black position. Piece 12 blows up the black position like a bomb.

3.12 x 23 19 x 28
4.30 x 10 15 x 4
5.36 x 47 26 x 37
6.33 x 22

And white will also win piece 37. White will gain 2 pieces by 'the Bomb'.

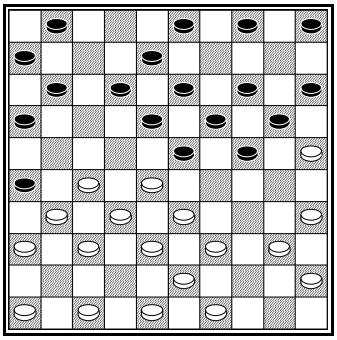


Black to play

After black plays

1… 12 – 17?

White can perform the Bomb shot playing 27 – 21. This is a standard situation. As you will see, white gains one piece.



Calculating the Bomb combination is often complicated. This is a position from a real game between two young Dutch players.

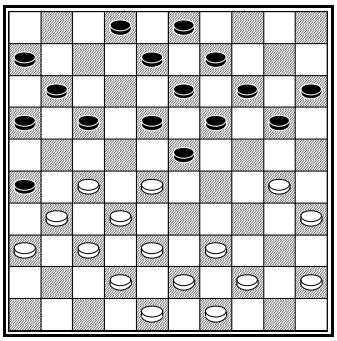
1.39 – 34!

It seems that black can perform a good Bomb combination, but white has calculated deeper… The open square at 9 appears to be the problem for black.

1… 24 – 30?
2.35 x 24 19 x 39
3.28 x 10 39 x 28
4.25 x 14 4 – 9
5.32 x 23 15 x 4

White has two free moves now! He uses them to gain a piece.

6.43 – 39! 18 x 29
7.39 – 33 9 x 20
8.33 x 15

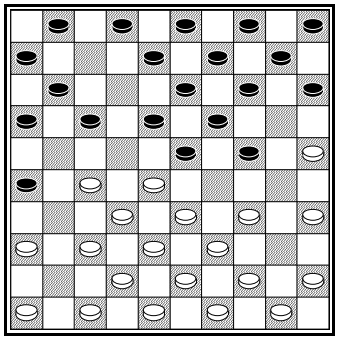


Taking the Bomb shot 27 – 21 results in a big exchange. White should give an extra piece first before 'dropping the bomb'.

1.30 – 24! 20 x 29
2.27 – 21 16 x 27
3.32 x 12 23 x 41
4.12 x 34 26 x 37

5.36 x 47

White will gain a piece at the next move.

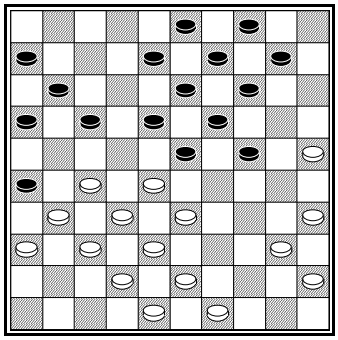


Black has just played the dangerous 12 – 17 move. White calculated that the Bomb shot would result in an equal number of pieces:
1.27 – 21? 16 x 27 2.32 x 12 23 x 41 3.12 x 23 19 x 28 4.33 x 22 13 – 19 5.46 x 37 24 – 29 6.34 x 23 19 x 17 =.

It's not enough to only look at the Bomb shot in such situations. You have to check if white can get rid of piece 34 and take a 27 – 21 shot after.

1.25 – 20! 14 x 25
2.34 – 29 23 x 34
3.39 x 30 25 x 34
4.27 – 21 16 x 27
5.32 x 14 9 x 20

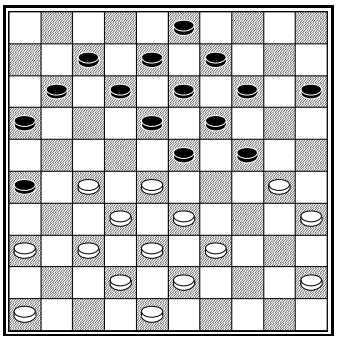
And after 6.44 – 39 13 – 19 7.39 x 30 20 – 25 8.50 – 44 25 x 34 9.44 – 39 etc. white gains a piece.



To be able to remove pieces 23 and 14 white first has to remove piece 24.

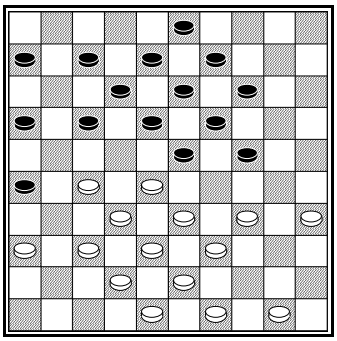
1.33 – 29! 24 x 22
2.25 – 20 14 x 25
3.35 – 30 25 x 34
4.40 x 29 23 x 34

5.27 – 21 16 x 27
6.32 x 5



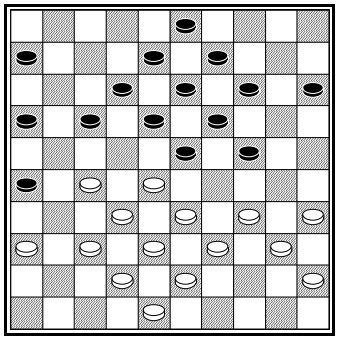
If black plays 11 – 17? In such situations you can also look at a shot, which is called the Atomic Bomb shot, because its impact is even greater than the conventional Bomb shot.
A Bomb shot always has the move 27 – 21 in it. An Atomic Bomb shot includes the moves 27 -22 16 x 27 32 x 21.

1.27 – 22! 18 x 27
2.32 x 21 23 x 41
3.46 x 37 16 x 27
4.37 – 31 26 x 37
4.42 x 2

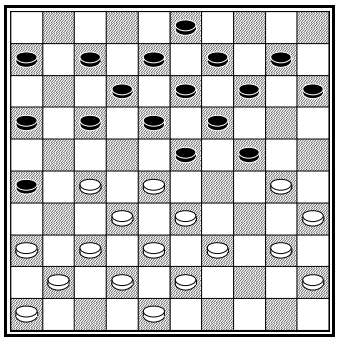


An immediate 27 – 22 shot would only succeed having a piece at 46. In this case white removes piece 23 before playing 27 – 22 etc.

1.35 – 30 24 x 35
2.34 – 29 23 x 34
3.39 x 30 35 x 24
4.27 – 22 18 x 27
5.32 x 21 16 x 27
6.37 – 31 26 x 37
7.42 x 2



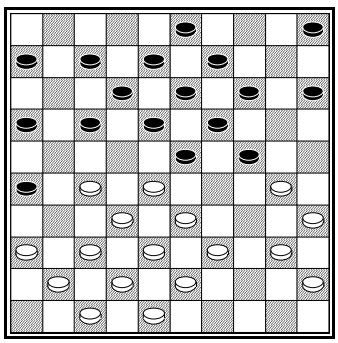
1.34 – 29 23 x 34
2.40 x 20 15 x 24
3.27- 22 18 x 27
4.32 x 21 16 x 27
5.37 – 31 26 x 37
6.42 x 11 6 x 17
7.28 – 23 19 x 28
8.33 x 11



If white has piece 46 and 41 an immediate 27 – 22 will work.

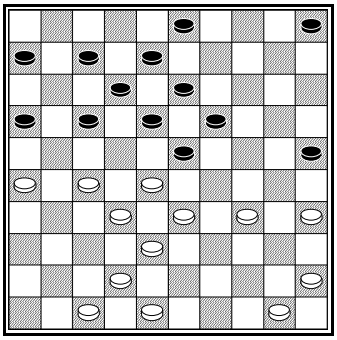
1.27 – 22 18 x 27
2.32 x 21

Black has an unpleasant choice between 2… 16 x 27 3.37 – 31 etc. or 2… 23 x 32 3.37 x 28 16 x 27 4.28 – 23 19 x 28 5.33 x 2.



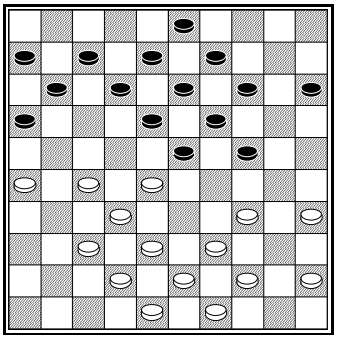
Having a piece at 41 gives white quite another idea to perform an Atomic Bomb shot:

1.27 – 22 18 x 27
2.32 x 21 16 x 27
3.37 – 31! 26 x 46
4.40 – 34 23 x 32
5.47 – 41 46 x 37
6.42 x 2

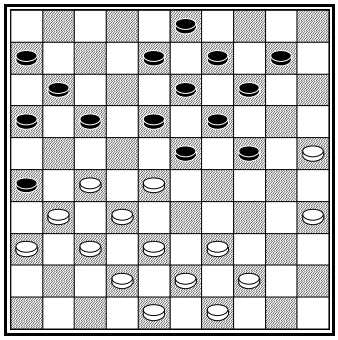


White has to give piece 25 up and down before being able to get rid of 23 by 33 – 29.

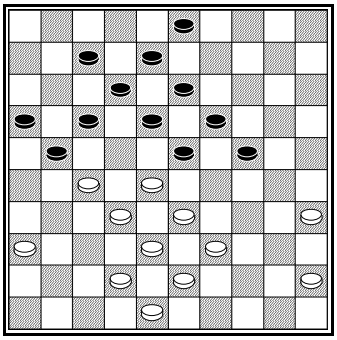
1.34 – 30 25 x 34
2.35 – 30 34 x 25
3.33 – 29 23 x 34
4.27 – 22 18 x 27
5.32 x 21 16 x 27
6.28 – 23 19 x 28
7.38 – 32 27 x 38
8.42 x 2



1 … 11 – 17?
2.35 – 30 24 x 35
3.34 – 29 23 x 34
4.39 x 30 35 x 24
5.27 – 22 18 x 27
6.32 x 21 16 x 27
7.28 – 23 19 x 28
8.37 – 32 28 x 37
9.42 x 2



C 8.1



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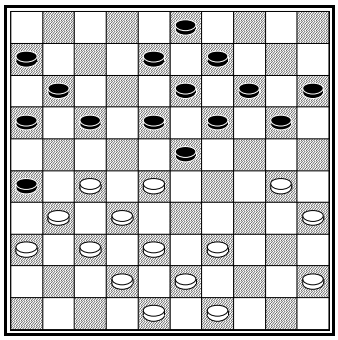
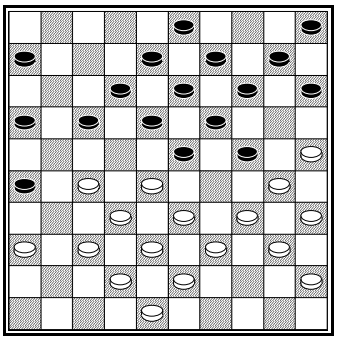
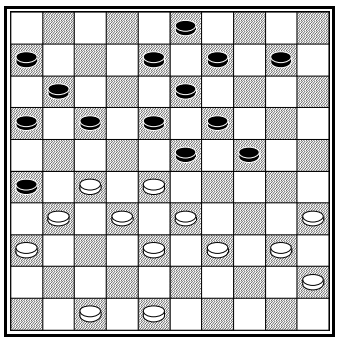


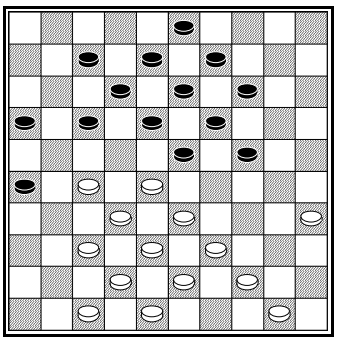
C 8.2



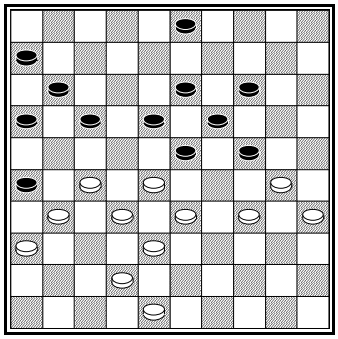
C 8.6



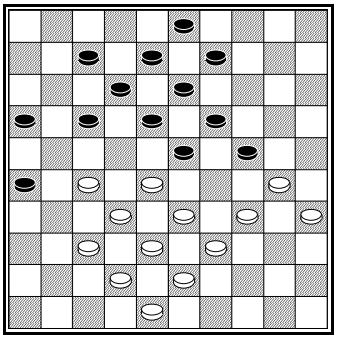
C 8.3



C 8.7

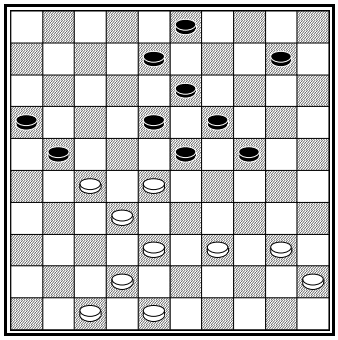


C 8.4



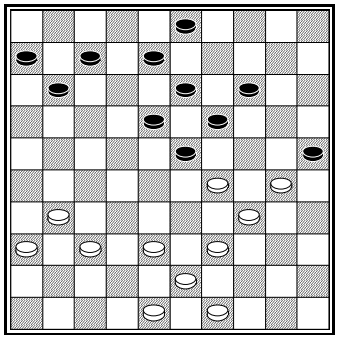
C 8.8

9. Arch shot



The black piece at 18 is transported to square 29. The piece moves in the shape of an arch from 18 to 29. While doing this white gains a free move because piece 23 will have to capture at the next move.

1.27 – 22! 18 x 27
2.38 – 33 27 x 29
3.39 – 34 23 x 32
4.34 x 5



In this example the same pattern is shown, but this time in another direction.

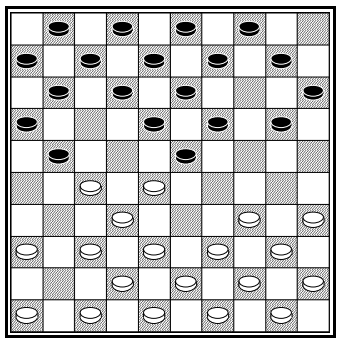
1.30 – 24 19 x 30
2.39 – 33 30 x 28
3.38 – 32 23 x 34
4.32 x 1

Let's put all the pieces at the board and play the following moves:

1.32 – 28 19 – 23
2.28 x 19 14 x 23
3.37 – 32 10 – 14
4.41 – 37 14 – 19
5.33 – 28

Now the move 5 – 10 is prohibited, just as we have seen in the lesson about the Coup Harlem. It is correct for black to play the exchange 17 – 22 28 x 17 11 x 22. Black normally plays:

5…. 17 – 21
6.31 – 27 5 – 10?



White can perform an Arch Shot. Piece 18 is transported to 29. The capture 23 x 32 at the next move gives white a free move.

7.27 – 22! 18 x 27
8.38 – 33 27 x 29
9.37 – 31!

This is the best way to use the free move. Now the piece at 32 is attacked by the king at 5 immediately.

9… 23 x 32 10.34 x 5

After this it is a good plan to hide your king behind your own pieces, so it can't be captured easily. After the position of the opponent is weakened you can bring the king into the game again to make some combinations with it or attack pieces.

If black plays

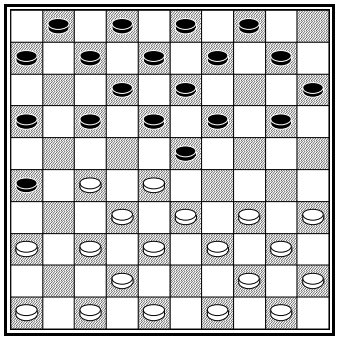
6… 21 – 26

White can try to trap black again by playing

7.38 – 33

After this black is not allowed to play 5 – 10 again. Can you spot the Arch shot?

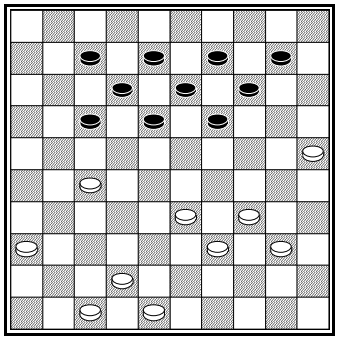
7… 11 – 17
8.43 - 38 5 – 10?



White can take a king shot although it is not winning. Black has a choice at the second move of the combination, but white will end up at 5 anyway.

9.27 – 22 18 x 27
10.32 x 21 23 x 43
11.49 x 38 16 x 27
12.38 – 32 27 x 29
13.34 x 5

The king is caught by 13… 13 – 19! 14.5 x 11 6 x 17 with an equal amount of pieces.

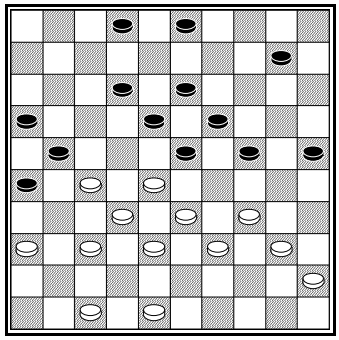


The arch by which piece 18 is going to 29 is bigger now.

1.25 – 20! 14 x 25
2.27 – 22 17 x 28
3.33 x 22 18 x 27
4.36 – 31 27 x 36
5.47 – 41 36 x 38
6.39 – 33 38 x 29
5.34 x 1

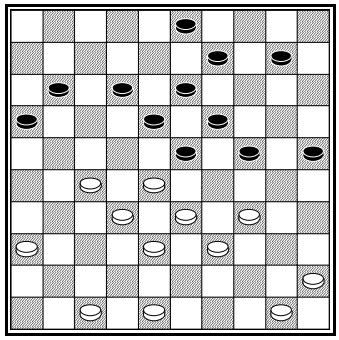
(Diagram next column)

This is a very difficult but beautiful shot. Piece 18 is transported to 29 in a special way.
Black gets a king at 47 while one of his pieces is trapped at 43. After the king shot white's king can capture more pieces.



1.27 – 22 18 x 27
2.36 – 31 27 x 36
3.47 – 41 36 x 47
4.37 – 31 26 x 37
5.32 x 41 23 x 43
6.41 – 37 47 x 29
7.34 x 5 43 x 34
8.40 x 20 15 x 14
9.5 x 26

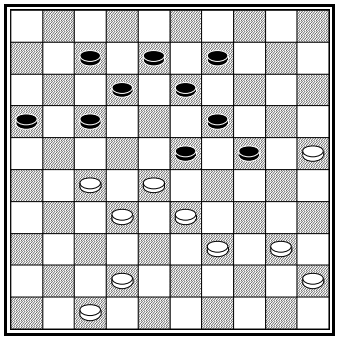
This is the Grand Prix shot. We will give another example.



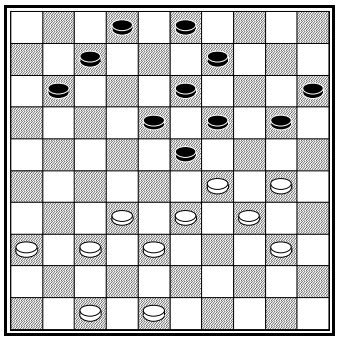
Grand prix shot

White gains two free moves enabling him to build the Olympic formation during this beautiful combination. The trapped piece at 43, will come into play after white has got his king, inflicting more damage to the black position.

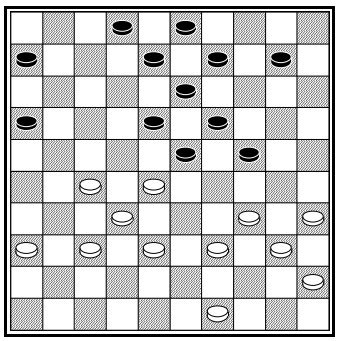
1.27 – 22! 18 x 27
2.32 x 21 23 x 43
3.45 – 40 16 x 27
4.36 – 31 27 x 36
5.47 – 41 36 x 47
6.50 – 45 47 x 29
7.34 x 5 43 x 34
8.40 x 20 25 x 14
9.5 x 16



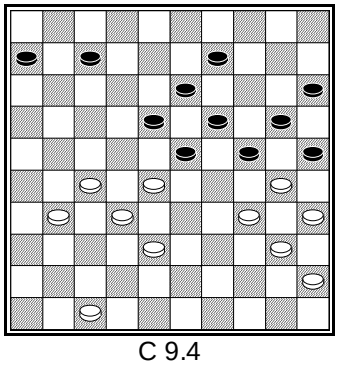
C 9.1



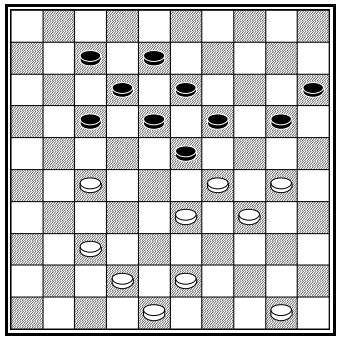
C 9.2



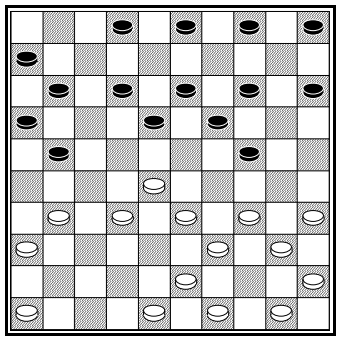
C 9.3



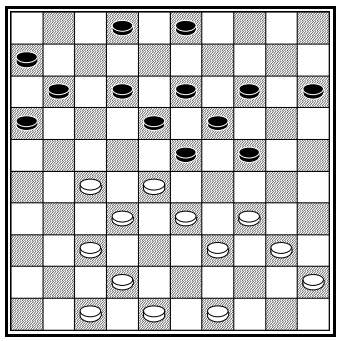
C 9.4



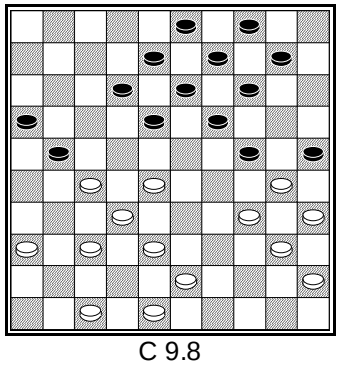
C 9.5



C 9.6



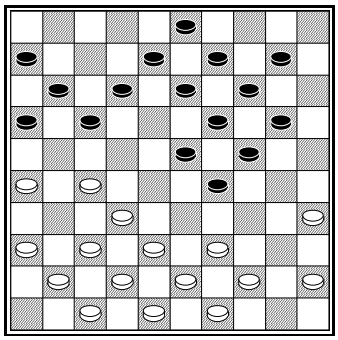
C 9.7



C 9.8

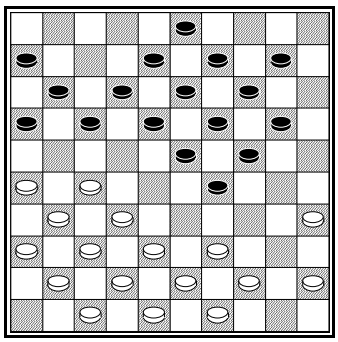
10. Coup Napoleon

A legend tells us that the famous emperor Napoleon was fond of playing draughts with his officers and generals.



The story tells of Napoleon once having this position against a general. Napoleon performed the following devastating combination:

1.27 – 22! 17 x 28
2.37 – 31 28 x 46
3.38 – 32 46 x 28
4.35 – 30 24 x 35
5.26 – 21 16 x 27
6.31x 4



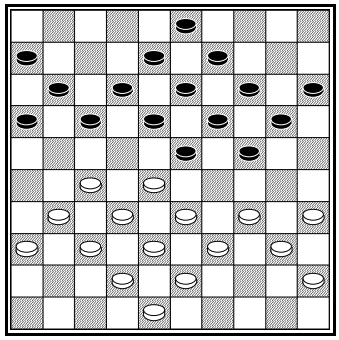
When adding a black piece at 18 and a white piece at 31, the combination is also possible.

1.27 -22 18 x 27

After 1… 17 x 28 whites goal to bring a piece to 28 is immediately reached. White continues 35 – 30 24 x 35 26 – 21 16 x 27 31 x 4.

2.31 x 22 17 x 28

Now the combination continues in the same way as the first example: 37 – 31 28 x 46 38 – 32 46 x 28 35 – 30 24 x 35 26 – 21 16 x 27 31 x 4 +.

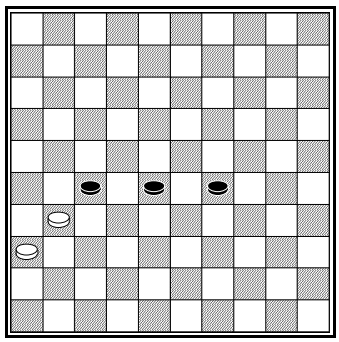


We see both players having identical positions. Such a position is called symmetrical.
Black makes a mistake here:

1… 24 – 29?
2.33 x 24 20 x 29

Square 29 is called ***the graveyard***, because it is pretty dangerous to go to this square, although sometimes it is very strong. In this case white can perform a little Coup Napoleon, winning a piece.

3.28 – 22! 17 x 28
4.27 – 21 16 x 27
5.31 x 24 19 x 30
6.34 x 25

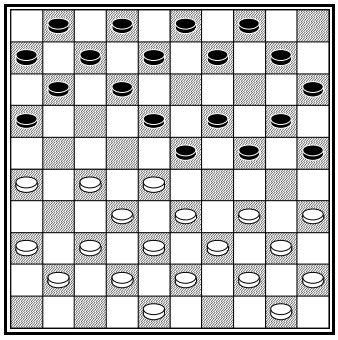


The capturing part of the Coup Napoleon is characterized by a capture forwards, followed by a capture backwards and then proceeding forwards again.

Let's look at a game in which black was successful with a coup Napoleon in the opening.

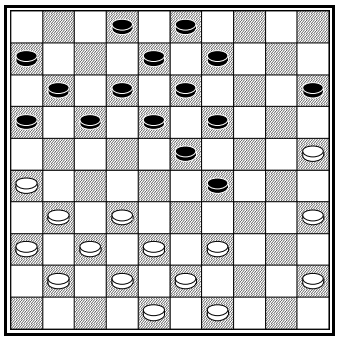
Rabatel – Drost
1.32 - 28 20 - 25
2.38 - 32 14 - 20
3.31 - 27 17 - 21
4.43 - 38 21 - 26
5.37 – 31 26 x 37

6.42 x 31 10 - 14
7.47 - 42 5 - 10
8.41 - 37 20 - 24
9.46 - 41 18 - 23
10.49 - 43 14 - 20
11.31 - 26 13 - 18



White has to take care. Both 37 – 31 as 36 – 31 are punished by a shot.
At 12.37 – 31 black takes the arch shot 24 – 29 12.33 x 22 12 – 17 13.28 x 19 17 x 46 +.
After white played 36 – 31? black performed a coup Napoleon.

12.36 – 31 24 – 29!
13.33 x 22 23 – 29
14.34 x 23 16 – 21
15.27 x 16 25 – 30
16.35 x 24 20 x 47



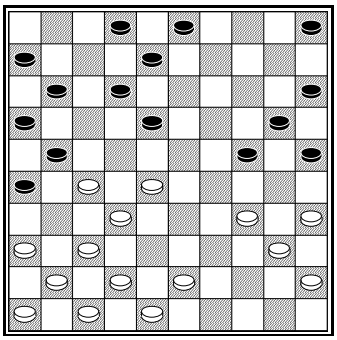
White forces a coup Napoleon.

1.39 – 33! 19 – 24

After 1… 29 – 34 2.33 – 29 piece 34 gets lost.

2.33 – 28! 13 – 19
3.28 – 22! 18 x 27
4.31 x 22 17 x 28
5.37 – 31 28 x 46
6.38 – 32 46 x 28
7.35 - 30 24 x 35

8.26 – 21 16 x 27
9.31 x 4

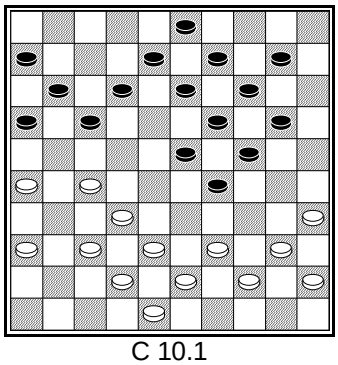


In the Hisard – Chiland game (Yalta 1961) white played a seemingly strong move.

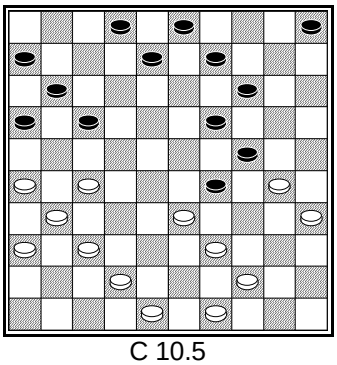
1.28 – 22?

Black answered 1… 5 – 10 2.22 x 13 8 x 19 after which 3.32 – 28! 21 x 23 4.34 – 30 25 x 34 5.40 x 7 followed.
At 1… 8 – 13 white would play 2.32 – 28 21 x 23 3.42 – 38 18 x 27 4.34 – 30 25 x 34 5.40 x 7 16-21 6.7 x 16 after which black is in trouble.
However black could have performed a fabulous combination, which was shown after the game by the legendary grandmaster Baba Sy from Senegal.

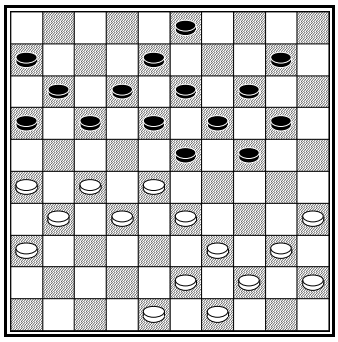
1… 3 – 9!!
2.22 x 4 26 – 31
3.37 x 17 11 x 31
4.36 x 27 12 – 18
5.4 x 22 16 – 21
6.27 x 16 24 – 29
7.34 x 23 25 – 30
8.35 x 24 20 x 49



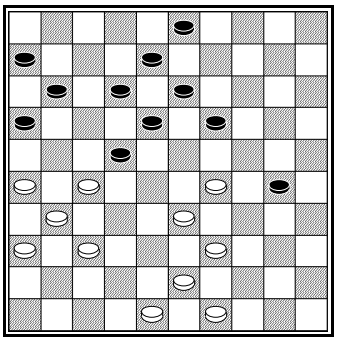
C 10.1



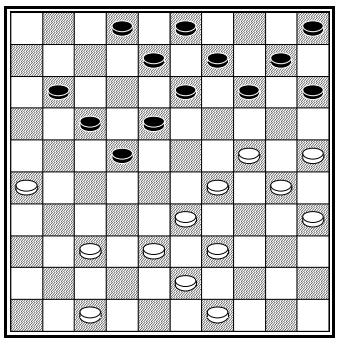
C 10.5



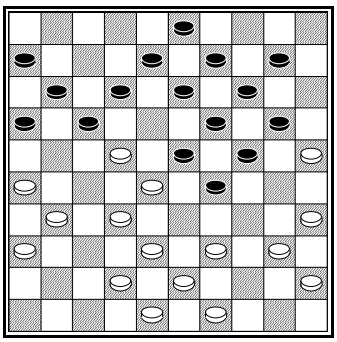
C 10.2



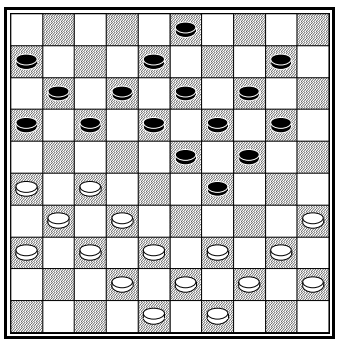
C 10.6



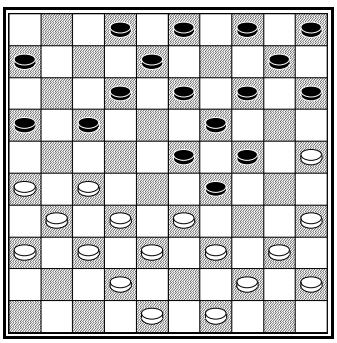
C 10.3



C 10.7



C 10.4



C 10.8

Solutions lessons 1 till 10

Lesson 1: Notation

Exercise 1.1 33 x 31

Exercise 1.2 White can perform the combination in two ways:

1) 29 – 24 19 x 30 35 x 24 20 x 29 34 x 21 16 x 27 31 x 22 W+2
2) 28 – 23 19 x 28 29 – 24 20 x 29 34 x 21 16 x 27 31 x 33 W+2

Exercise 1.3: Black has played 24 – 29. 37 – 31! 26 x 19 34 x 1

Exercise 1.4 35 – 30 3 - 9 33 – 29 9 – 14 30 – 24

Exercise 1.5 38 - 33

Exercise 1.6 4 – 27 28 – 33 27 – 43 16 – 21 43 x 16 33 – 39 16 – 49

Exercise 1.7 26 – 21 17 x 28 43 x 3

Lesson 2: Combinations

Exercise 2.1: 38 – 33 28 x 39 29 – 23 18 x 29 30 – 24 29 x 20 40 – 34 39 x 30 35 x 2

Exercise 2.2: 27 – 21 16 x 29 34 x 5

Exercise 2.3 38 – 33 35 x 44 33 x 31 44 x 33 31 – 27 32 x 21 43 – 38 33 x 42 41 – 37 42 x 31 36 x 18

Exercise 2.4 29 – 24 19 x 28 42 x 4

C 2.1 26 – 21 17 x 26 37 – 31 26 x 37 38 – 32 37 x 28 39 - 33 28 x 39 40 – 34 39 x 30 35 x 11

C 2.2 30 – 24 19 x 30 39 – 34 30 x 39 38 – 33 39 x 28 32 x 14

C 2.3 27 – 21 16 x 27 28 – 22 27 x 18 29 – 23 18 x 29 33 x 2

C 2.4 37 – 31 26 x 37 38 – 32 37 x 28 33 x 2

C 2.5 29 – 23 19 x 28 21 x 5

C 2.6 39 – 34 33 x 22 34 – 29 24 x 33 45 – 40 35 x 44 50 x 8

C 2.7 49 – 43 35 x 44 43 – 39 44 x 33 41 – 37 31 x 42 47 x 27

C 2.8 22 – 18 13 x 22 32 – 28 22 x 31 36 x 29

Lesson 3. Coup Phlippe

Exercise 3.1: 27 – 22 18 x 27 32 x 21 16 x 27 33 – 29 24 x 33 38 x 16

Exercise 3.2 White hopes for 7 – 11? 27 – 22! 18 x 27 32 x21 16 x 27 33 – 29 24 x 33 38 x 16.

C 3.1 27 – 22 18 x 27 32 x21 16 x 27 33 – 29 24 x 33 38 x 16

C 3.2: 27 – 21 17 x 26 28 – 22 18 x 27 32 x 21 26 x 17 33 – 29 24 x 33 38 x 16

C 3.3 27 – 22 18 x 38 42 x 33 23 x 32 33 – 28 37 x 28 34 – 30 25 x 34 40 x 7

C 3.4 27 – 22 18 x 27 32 x 21 16 x 27 34 – 30 24 x 33 38 x 20

C 3.5 33 – 28 22 x 44 27 – 22 18 x 27 32 x 21 16 x 27 43 – 39 44 x 33 38 x 16 gaining piece 27.

C 3.6 27 – 22 17 x 28 33 x 22 18 x 27 32 x 21 16 x 27 35 – 30 24 x 35 44 – 40 35 x 33 38 x 16 gaining piece 27.

C 3.7 26 – 21 16 x 27 33 – 28 22 x 44 31 x 22 18 x 27 43 – 39 44 x 33 38 x 16

C 3.8 27 – 22 18 x 27 32 x 21 16 x 27 34 – 30 24 x 44 33 x 24 19 x 30 25 x 34 44 x 33 38 x 16

Lesson 4: Harlem shot

C 4.1 28 -22 17 x 28 34 – 29 24 x 33 38 x 29 23 x 34 32 x 5

C 4.2 28 – 22 17 x 28 34 – 30 25 x 34 40 x 18 13 x 31 32 x 25

C 4.3 29 - 24 20 x 29 32 – 28 23 x 32 34 x 1

C 4.4 25 – 20 14 x 25 28 – 22 17 x 28 34 – 29 24 x 33 38 x 29 23 x 34 32 x 5

C 4.5 35 – 30 24 x 35 25 – 20 14 x 25 33 – 29 23 x 34 28 – 22 18 x 27 31 x 22 17 x 28 32 x 5

C 4.6 35 – 30 24 x 35 33 – 29 23 x 34 25 – 20 15x 24 44 – 40 35 x 44 49 x 20 14 x 25 28 – 22 18 x 27 31 x 22 17 x 28 32 x 5

C 4.7 35 – 30 24 x 35 44 – 40 35 x 44 34 – 29 23 x 34 33 – 29 34 x 23 28 – 22 17 x 28 43 – 39 44 x 33 38 x 7 2 x 11 32 x 5

C 4.8 25 – 20 14 x 34 40 x 18 13 x 22 27 x 18 12 x 23 35 – 30 24 x 35 33 – 29 23 x 34 39 x 30 35 x 24 28 – 22 17 x 28 32 x 5

Lesson 5: Coup Royal

C 5.1 27 – 22 18 x 27 32 x 21 16 x 27 33 – 28 23 x 34 40 x 7

C 5.2 26 – 21 17 x 26 27 – 22 18 x 27 32 x 21 23 x 34 44 – 40 26 x 17 40 x 7

C 5.3 35 – 30 24 x 35 34 – 30 35 x 24 27 – 22 18 x 27 32 x 21 23 x 34 44 – 40 16 x 27 40 x7

C 5.4 27 – 21 16 x 27 31 x 22 18 x 27 32 x 21 23 x 34 40 x 16

C 5.5 27 – 22 18 x 27 32 x 21 23 x 34 41 – 37 16 x 27 37 – 32 27 x 38 42 x 33 29 x 38 40 x 7

C 5.6 27 – 22 18 x 27 32 x 21 23 x 34 40 x 20 25 x 14 33 – 28 16 x 27 28 – 23 19 x 28 37 – 32 28 x 37 42 x 2

C 5.7 27 – 22 18 x 27 23 x 34 37 – 32 16 x 38 35 – 30 34 x 25 48 – 43 38 x 40 45 x 1

C 5.8 27 – 22 18 x 27 32 x 21 23 x 34 40 x 7 1 x 12 45 – 40 16 x 27 37 – 31 26 x 37 42 x 22 17 x 39 40 – 34 39 x 30 35 x 2

Lesson 6: Kung Fu shot

C 6.1 33 – 29 24 x 33 34 – 29 23 x 43 28 x 48 17 x 28 32 x 1

C 6.2 22 – 18 13 x 22 37 – 31 26 x 37 32 x 41 23 x 32 38 x 16

C 6.3 37 – 31 26 x 37 32 x 41 23 x 32 38 x 27 17 x 28 34 x 32

C 6.4 26 – 21 17 x 26 37 – 31 26 x 39 34 x 43 25 x 34 40 x 16

C 6.5 35 – 30 24 x 35 34 – 29 23 x 34 39 x 30 35 x 24 25 – 20 14 x 25 33 – 29 24 x 33 28 x 39 17 x 28 32 x 5

C 6.6 29 – 23 18 x 29 37 – 31 36 x 27 25 – 20 14 x 34 44 – 39 34 x 43 38 x 49 27 x 38 42 x 2 (or 42 x 4)

C 6.7 33 – 29 23 x 34 39 x 30 25 x 34 40 x 29 24 x 33 28 x 39 17 x 28 32 x 25

C 6.8 33 – 28 22 x 33 37 – 31 26 x 28 38 – 32 28 x 37 29 x 38 20 x 29 34 x 3

Lesson 7: Ping Pong shot

C 7.1 27 – 22 18 x 27 25 – 20 14 x 34 40 x 18 13 x 22 28 x 6

C 7.2 27 – 22 x 44 – 40 x 40 x 18 13 x 22 28 x 26

C 7.3 29 – 23 19 x 28 26 – 21 17 x 37 41 x 23 18 x 29 33 x 4

C 7.4 27 – 22 18 x 27 31 x 11 16 x 7 25 – 20 14 x 34 40 x 18 13 x 22 28 x 26

C 7.5 42 – 38 25 x 34 38 – 33 29 x 38 32 x 43 21 x 23 40 x 7

C 7.6 27 – 21 16 x 38 37 – 32 38 x 27 31 x 13 8 x 30 34 x 3

C 7.7 34 – 29 23 x 34 39 x 30 28 x 48 30 – 25 48 x 31 25 x 21 26 x 17 36 x 9

C 7.8 32 – 27 21 x 32 36 – 31 26 x 37 43 – 38 32 x 43 39 x 48 30 x 28 41 x 14

Lesson 8: Bomb shot

C 8.1 35 – 30 24 x 35 25 – 20 14 x 25 27 – 21 16 x 27 32 x 12 23 x 41 12 x 5 26 x 37 36 x 47

C 8.2 30 – 24 20 x 29 27 – 21 16 x 27 32 x 12 23 x 41 12 x 34 26 x 37 36 x 47

C 8.3 27 – 21
1) 16 x 27 32 x 12 23 x 34 12 x 5 26 x 37 40 x20
2) 26 x 37 32 x 41 23 x 34 12 x 5

C 8.4 27 – 21 16 x 27 32 x 12 23 x 43 12 x 23 19 x 39 30 x 10 39 x 30 35 x 24 26 x 37 48 x 39 37 x 48 10 – 5 48 x 19 5 x 23

C 8.5 35 – 30 24 x 35 33 – 29 23 x 34 39 x 30 35 x 24 27 – 22 18 x 27 28 – 23 19 x 37 42 x 2

C 8.6 34 – 29 23 x 34 40 x 20 15 x 24 27 – 22 18 x 27 32 x 21 16 x 27 37 – 31 26 x 37 42 x 11 6 x 17 28 – 23 19 x 28 33 x 11

C 8.7 35 – 30 24 x 35 33 – 29 23 x 34 39 x 30 35 x 24 27 – 22 18 x 27 32 x 21 16 x 27 28 – 23 19 x 28 37 – 32 28 x 37 42 x 2

C 8.8 34 – 29 23 x 25 27 – 22 18 x 27 32 x 21 16 x 27 28 – 23 19 x 28 33 x 2

Lesson 9: Arch shot

C 9.1 27 – 21 16 x 29 39 – 34 23 x 32 34 x 3

C 9.2 30 – 24 19 x 28 40 – 35 23 x 34 32 x 1

C 9.3 27 – 22 18 x 27 32 x 21 23 x 43 (or 23 x 41 with the same shot) 49 x 38 16 x 27 38 – 32 27 x 38 39 – 33 38 x 29 34 x 5

C 9.4 27 – 22 18 x 36 47 – 41 36 x 47 38 – 33 47 x 29 32 - 27 23 x 21 34 x 3 25 x 34 3 x 30

C 9.5 30 – 24 19 x 28 43 – 38 23 x 34 27 – 22 18 x 27 37 – 32 28 x 37 42 x 2

C 9.6 28 – 22 18 x 29 34 x 23 19 x 28 31 – 27 21 x 32 43 – 38 32 x 34 40 x 7

C 9.7 27 – 22 18 x 29 37 – 31 23 x 32 34 x 23 19 x 28 42 – 38 32 x 34 40 x 7

C 9.8 27 – 22 18 x 27 36 – 31 27 x 36 47 – 41 36 x 47 38 – 33 47 x 29 34 x 23 25 x 34 40 x 20 14 x 25 23 x 5

Lesson 10: Coup Napoleon

C 10.1 27 – 22 17 x 28 37 - 31 28 x 37 38 – 32 37 x 28 35 – 30 24 x 35 26 – 21 16 x 27 31 x 4

C 10.2 27 – 22 18 x 29 28 – 22 17 x 28 35 – 30 24 x 35 26 – 21 16 x 27 31 x 4

C 10.3 26 – 21 17 x 26 24 – 19 14 x 34 33 – 29 34 x 23 25 – 20 15 x 24 30 x 6

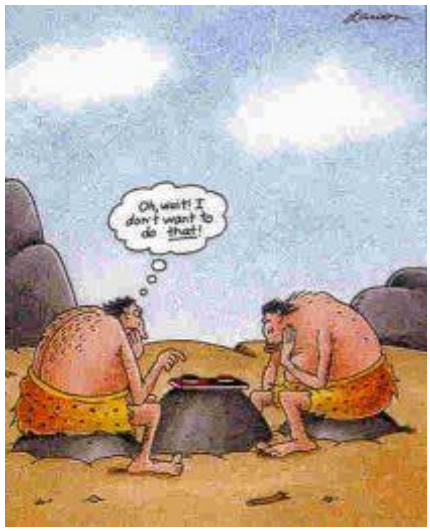
C 10.4 27 – 22 18 x 27 31 x 22 17 x 28 37 – 31 28 x 37 38 – 32 37 x 28 35 – 30 24 x 35 26 – 21 16 x 27 31 x 4

C 10.5 30 – 25 29 x 47 39 – 33 47 x 29 35 – 30 24 x 35 27 – 22 17 x 28 26 – 21 16 x 27 31 x 4

C 10.6 39 – 34 30 x 28 29 – 23 18 x 29 27 x 9 3 x 14 26 – 21 16 x 27 31 x 2

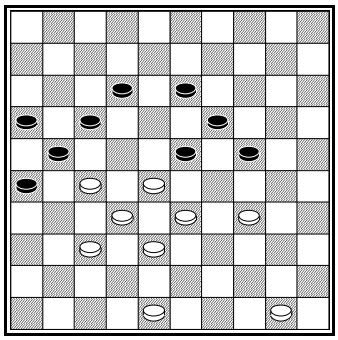
C 10.7 35 – 30 24 x 33 28 x 39 17 x 37 38 – 32 37 x 28 26 – 21 16 x 27 31 x 4

C 10.8 32 – 28 23 x 34 25 – 20 29 x 47 20 x 7 2 x 11 40 x 20 15 x 24 39 – 33 47 x 29 35 – 30 24 x 35 27 – 22 18 x 27 26 – 21 16 x 27 31 x 2



11. More shots

There are a lot more combinations with a name. We will not show them all, but will give you some beautiful examples.

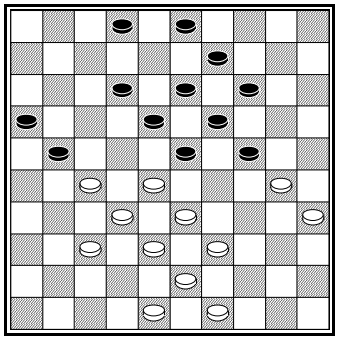


Coup Raphael

This combination is considered one of the most beautiful by many draughts players.

1.34 – 29! 23 x 34
2.28 – 23 19 x 39
3.37 – 31 26 x 28
4.50 - 44 21 x 43
5.44 x 11 16 x 7
6.48 x 17

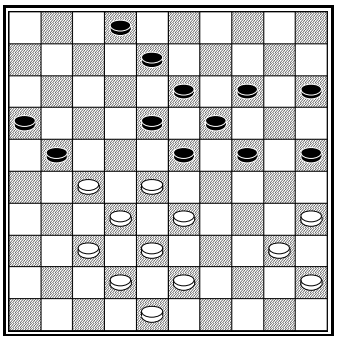
The position that remains (black 7, white 17) we call ***opposition***. The one who has to play always loses in the case of opposition.



Moon shot

1.27 – 22! 18 x 27
2.33 – 29 24 x 31
3.30 – 24 27 x 38
4.43 x 32 19 x 30
4.28 x 37

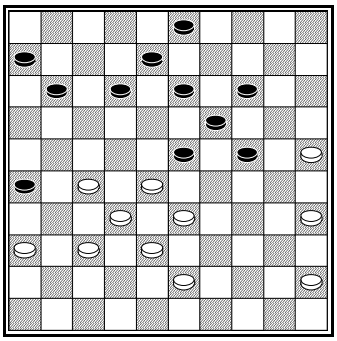
Piece 24 is removed in a special way. The last capture of white has the shape of a crescent.



Coup Raichenbach

This coup resembles the Coup Philippe. Now piece 24 has to be transported to 22 where it can be used later on in the combination.

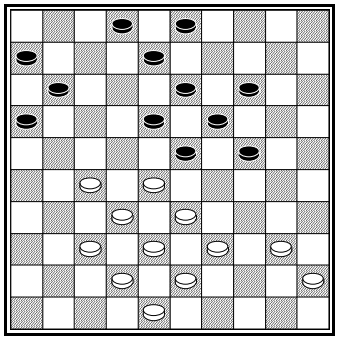
1.27 – 22! 18 x 27
2.33 – 29 24 x 22
3.35 – 30 25 x 34
4.40 x 20 15 x 24
5.32 – 28 22 x 33
6.38 x 20



Coup Deslauriers

This combination is named after the former world champion from Canada, Marcel Deslauriers. Characteristic for this shot is that white transports piece 23 to 21 by capturing backwards 32 x 41. Piece 24 is brought to square 31. Piece 36 makes the shot.

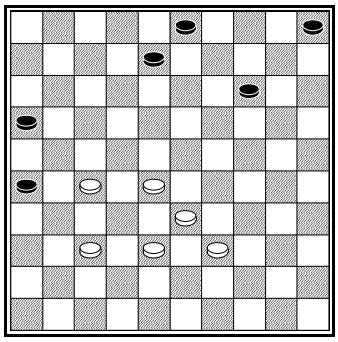
1.37 – 31! 26 x 37
2.32 x 41 23 x 21
3.33 – 29 24 x 42
4.41 – 37 42 x 31
5.36 x 20



Coup Springer

This combination is named after Dutch world champion 1928 Benedictus Springer.
Because black has to capture 2 pieces at the second move white can give the piece at 21 at square 17, bringing a black piece at 22. Then he uses piece 41 to combine with:

1.27 – 22! 18 x 27
2.32 x 21 23 x 41
3.21 – 17 11 x 22
4.42 – 37 41 x 32
5.38 x 29



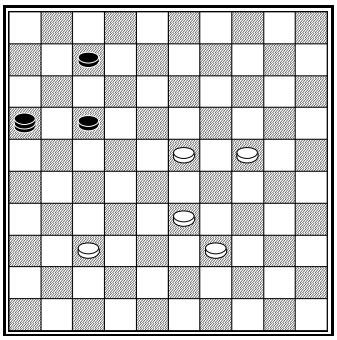
Coup Weiss

Isidore Weiss was the first world champion of draughts at the beginning of the 20th century. These days draughts was dominated by combinations. Later positional play became more important.

1.37 – 31 26 x 37
2.27 – 21 16 x 27
3.28 – 22 27 x 18
4.38 – 32 37 x 28
5.33 x 2

After black catches the king white wins through opposition:

5… 3 - 8 6.2 x 10
5 x 14 6.39 – 34



Coup Turc

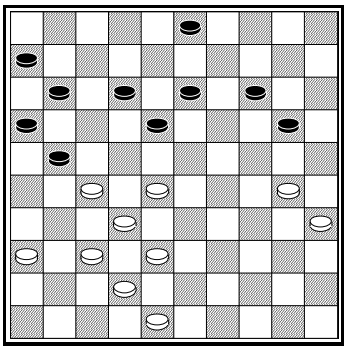
This is a special coup in which an enemy king is caught.

1.37 – 32!!

The coup Turc is characterized by three features:

1) The black king has to take the most pieces (majority rule).
2) He can only jump over piece 32 once.
3) He should finish the capturing first and only after that he is allowed to take the pieces off of the board. So the white piece at 33 remains there to make the winning jump to square 2.

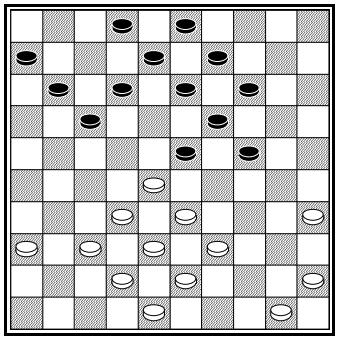
1… 16 x 28 2.33 x 2



Semi Turc

1.30 – 24! 20 x 29
2.38 – 33 29 x 47
3.48 – 42 47 x 42
4.37 x 10

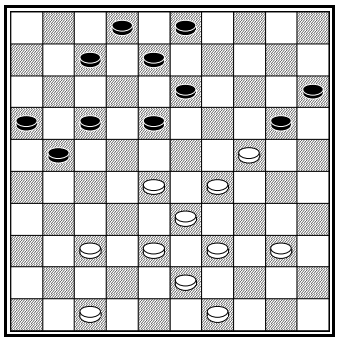
Feature number 2 doesn't play a role here. Therefore it is only a semi-Turc. As a matter of fact giving three pieces is never a full Turc.



Trap shot

The piece at 24 is transported to square 44, where it **is trapped in between two white pieces**. The piece at 44 is used for a combination resembling the Coup Philippe.

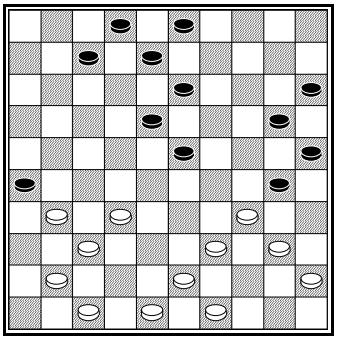
1.35 – 30 24 x 35
2.45 – 40 35 x 44
3.28 – 22 17 x 28
4.33 x 22 44 x 33
5.38 x 16



Catapult shot

Piece 18 is put in between the white pieces. Then the piece is put back at his original spot enabling white to take a shot like a catapult.

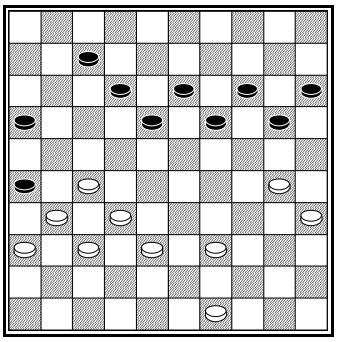
1.29 – 23! 18 x 29
2.28 – 23 29 x 18
3.39 – 34 20 x 29
4.34 x 1



Coup Manoury

1.32 – 28! 23 x 32
2.37 x 28 26 x 46
3.40 – 35 46 x 40
4.35 x 24 20 x 29
5.45 x 1

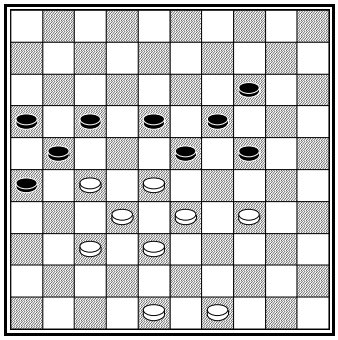
The coup Manoury is characterized by not taking an enemy king at once but first capturing a piece after which the king and several pieces are taken.



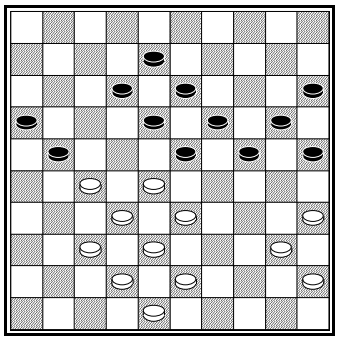
Coup Ricou

After white transports a black piece to square 29, he plays 27 – 21 **which gives black a choice, which is typical for the coup Ricou**. However it doesn't matter in which way black captures, the goal is to bring a piece to square 17 and then transport piece 29 to 27 making the 31 x 2 shot.

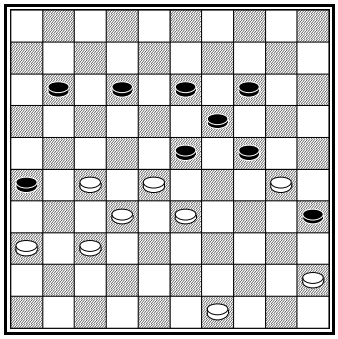
1.30 – 24! 19 x 30
2.35 x 24 20 x 29
3.27 – 21 16 x 27
4.32 x 21 26 x 17
5.38 – 33 29 x 38
6.37 – 32 38 x 27
7.31 x 2



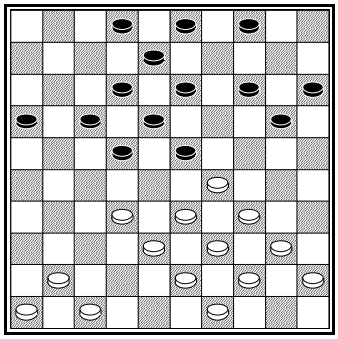
C 11.1



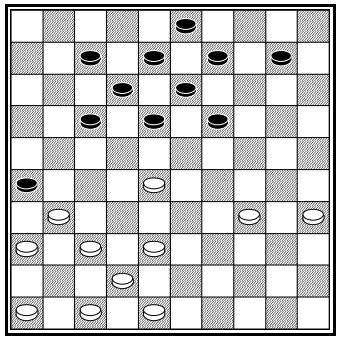
C 11.2



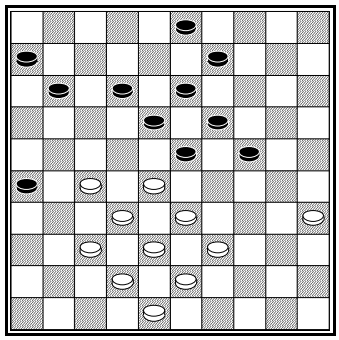
C 11.3



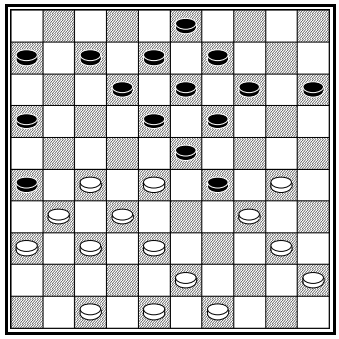
C 11.4



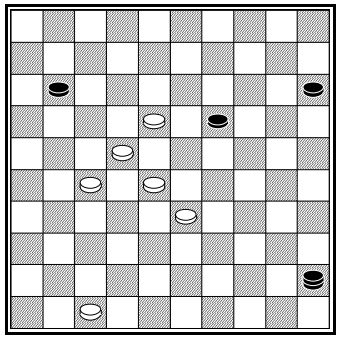
C 11.5



C 11.6



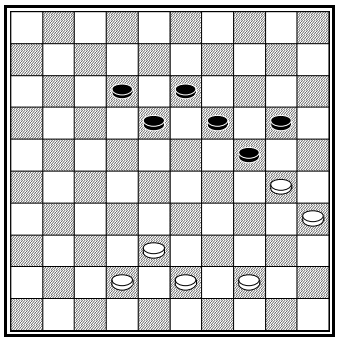
C 11.7



C 11.8

12. Forcing

In some situations you can force a combination. Before the combination takes place you play a move that forces your opponent to answer in a certain way. After this forced answer you can take a shot.

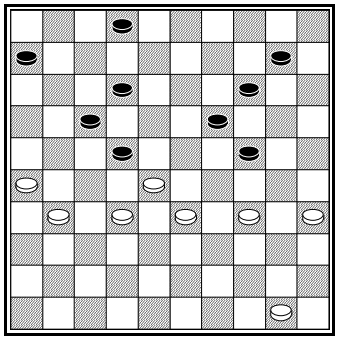


White attacks piece 20.

1.30 – 25!

Now black can only defend the attacked piece by playing the exchange with 18 – 23 25 x 14 19 x 10. After this white can perform a Coup Philippe.

1… 18 – 23
2.25 x 14 19 x 10
3.35 – 30! 24 x 35
4.44 – 40 35 x 44
5.43 – 39 44 x 33
6.38 x 7

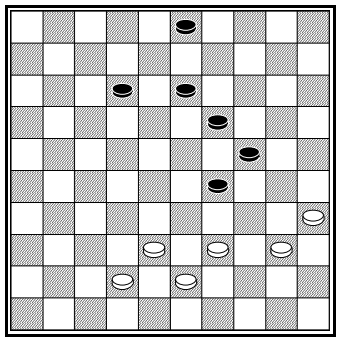


White begins with a forcing move:
He attacks with 34 – 29, forcing black to play 14 – 20.

1.34 – 29! 14 – 20
2.26 – 21! 17 x 37
3.28 x 8 37 x 39

White has two free moves. He doesn't go to king but uses the free moves to perform another combination:

4.50 – 45 2 x 13
5.45 – 40 24 x 33
6.40 – 34 39 x 30
7.35 x 2

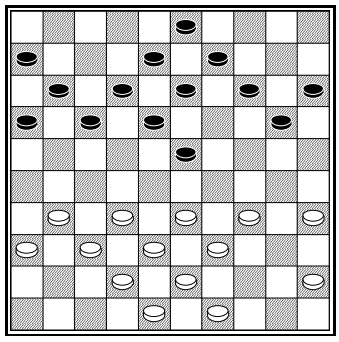


In this example white plays two forcing moves before performing a Kung Fu shot.

1.39 – 34! 19 – 23*
2.34 – 30 13 – 19*

The * - sign means that a move is forced.

3.40 – 34! 29 x 40
4.35 x 44 24 x 35
5.44 – 40 35 x 44
6.43 – 39 44 x 33
7.38 x 7

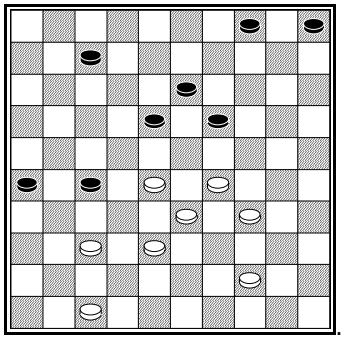


Sometimes the opponent has more than one answer, but will always lose.

In this case black has no good answer after:

1.33 – 28!!

Investigate this position yourself!



White takes advantage of the gaps in black's position.

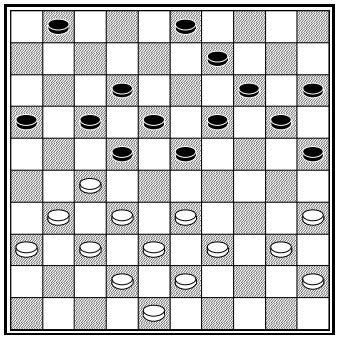
1.44 – 39!

Threatening 28 – 23 19 x 28 33 x 31 W+1.

1… 27 – 31
2.37 – 32! 7 - 12

White was threatening 28 – 22 18 x 27 32 x 21 29 – 23 19 x 28 33 x 2.
2… 7 – 11 isn't possible because of 32 – 27 31 x 22 28 x 6. After 7 – 12 however white will get a break through.

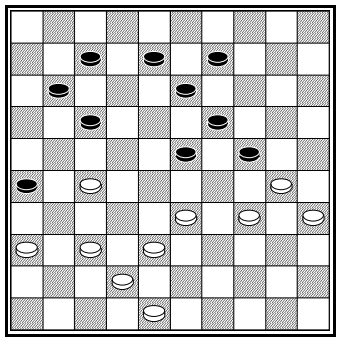
3.28 – 22 18 x 27
4.32 x 21 26 x 17
5.29 – 23 19 x 28
6.33 x 11



1.31 – 26! 22 x 31
2.36 x 27

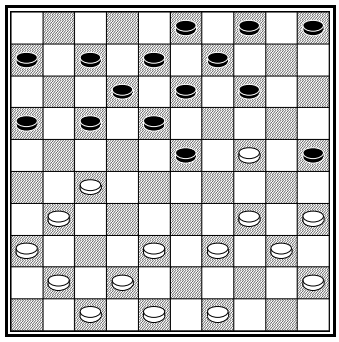
White is threatening 26 – 21 17 x 26 37 – 31 26 x 28 33 x 4 while 2… 9 – 13 is punished by the coup Philippe 3.27 – 22 17 x 28 4.33 x 22 18 x 27 5.35 – 30 25 x 34 6.40 x 9.
So black should play 17 – 22 after which white performs a special trap shot.

2… 17 – 22
3.35 – 30 25 x 34
4.39 x 30 22 x 31
5.30 – 24 19 x 30
6.40 – 34 30 x 28
7.26 – 21 16 x 27
8.37 x 26 28 x 37
9.42 x 4



White is able to remove piece 13 and makes a shot using an opponents king.

1.27 – 21 8 – 12
2.33 – 29 24 x 33
3.38 x 18 13 x 22
4.37 – 31 26 x 37
5.42 x 31 17 x 37
6.48 – 42 37 x 48
7.30 – 25 48 x 30
8.35 x 4



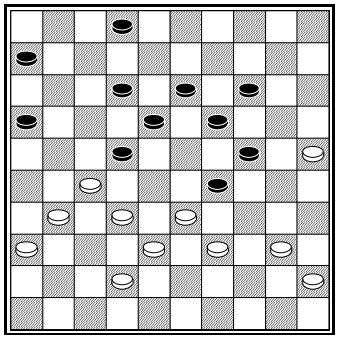
White forces his opponent to play 14 – 19 after which piece 19 is transported to square 28 after which white is able to make the 27 – 22 shot.

1.49 – 43! 14 – 19

Black had to stop the 24 – 19 13 x 24 34 – 30 threat.

2.39 – 33 19 x 28
3.27 – 22 18 x 27

4.31 x 2

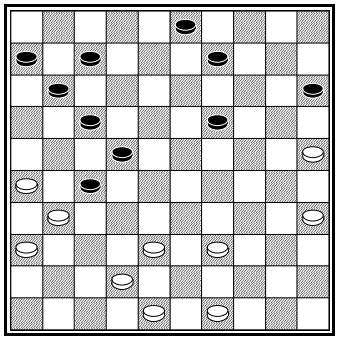


White forces a win in a very surprising way.

1.32 – 28!! 2 – 8

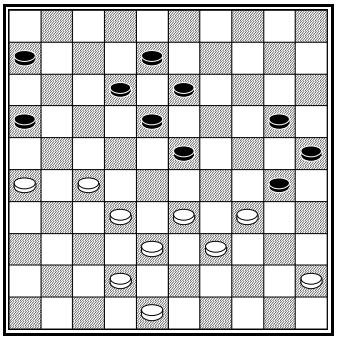
Other moves don't help either.
1… 12 – 17 2.28 – 23 19 x 28 3.39 – 34 28 x 30 4.25 x 21 W+1
1…. 18 – 23 2.27 x 20 23 x34 3.42 – 38! 24 x 15 4.33 x 13 +

2.28 x 17 12 x 34
3.42 – 37! 29 x 38
4.40 x 9 13 x 4
5.37 – 32 38 x 27
6.31 x 2



Blacks position has some weaknesses. There are gaps at 12 and 13. White can force a king shot by attacking piece 27.

1.42 – 37! 7 – 12
2.37 – 32 11 – 16
3.32 x 21 16 x 27
4.26 – 21 17 x 37
5.48 – 42 37 x 48
6.39 – 34 48 x 30
7.35 x 4



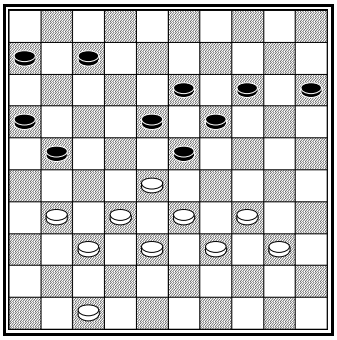
1.33 – 29!

Because of the threat 27 – 22 black is obliged to reply making a planned sacrifice.

1…. 23 – 28
2.32 x 23 30 – 35

Black thought he was OK because of the threat 20 – 24. But white surprises his opponent.

3.34 – 30! 25 x 21
4.26 x 17 12 x 21
5.23 x 3

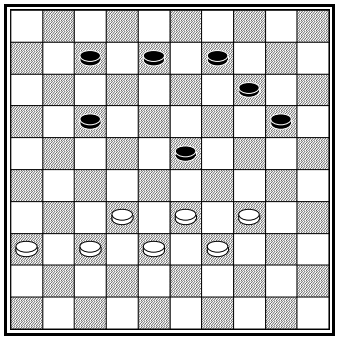


It looks silly at first sight but white's next move forces a winning shot.

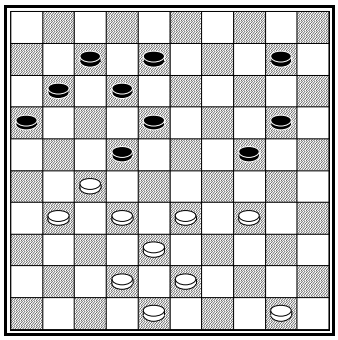
1.31 – 26!! 21 - 27

1… 18 – 22 is answered by 2.26 x 17 22 x 11 3.33 – 29! 13 – 18 4.29 – 24 19 x 30 5.28 x 10 15 x 4 6.34 x 25 W+1.

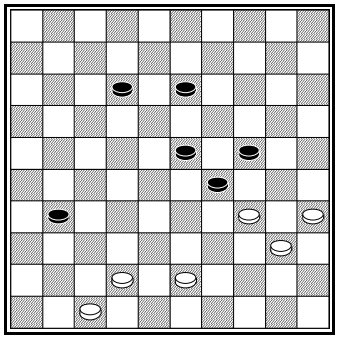
2.32 x 21 23 x 43
3.39 x 48 16 x 27
4.37 – 32 27 x 29
5.34 x 1



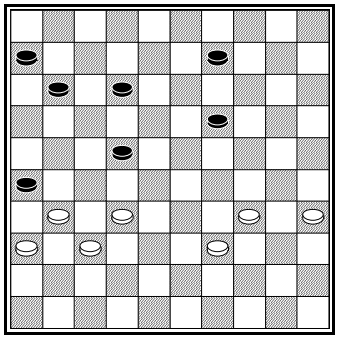
F 12.1



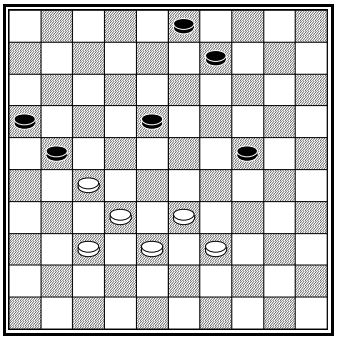
F 12.2



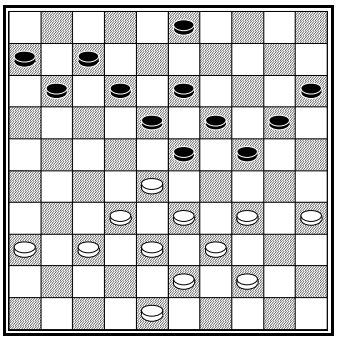
F 12.3



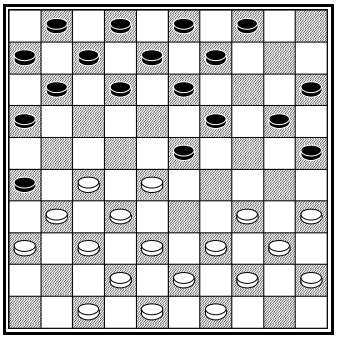
F 12.4



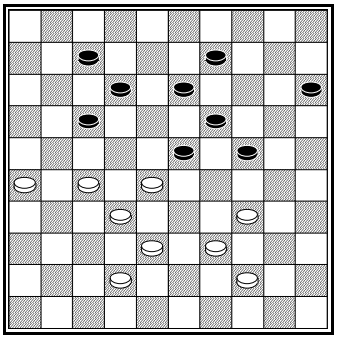
F 12.5



F 12.6

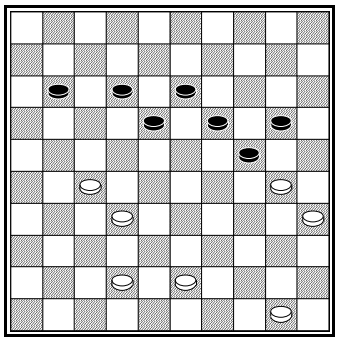


F 12.7



F 12.8

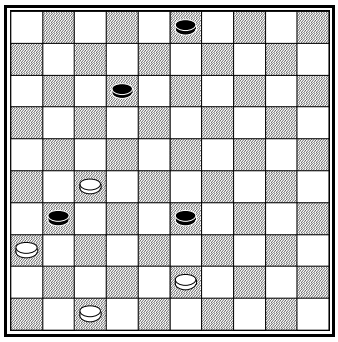
13. The free move



In the first example of the last chapter white was attacking a piece. You have to be aware that attacking a piece gives your opponent a free move. Therefore it is dangerous to attack pieces. If white attacks here with 30 – 25, black is not forced to play 18 – 23. Black can use his free move to perform a Coup Weiss.

1.30 – 25? 19 – 23!
2.25 x 14 24 – 30
3.35 x 24 23 – 29
4.24 x 33 13 – 19
5.14 x 23 18 x 47

If black takes 5… 18 x 49? the king is caught by 50 – 44 49 x 40 35 x 44 W+1.
Back to the diagram position: If white is not allowed to play 30 – 25, what should he do to defend against the threatening attack of black 20 – 25?
White can play 1.50 – 44 in order to make an exchange after 20 - 25 by playing 2.44 – 39 25 x 34 3.39 x 30.



Black has just attacked the white piece at 27. White now has a plan:
The piece at 31 will go to square 22. If I can transport piece 33 to 31 I have a combination.

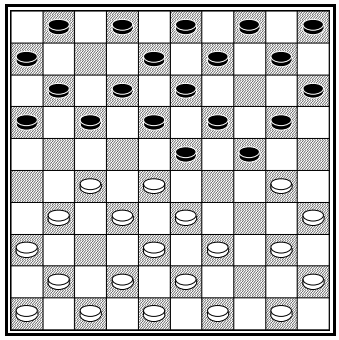
1.47 – 41! 31 x 22
2.43 – 38 33 x 42
3.41 – 37 42 x 31
4.36 x 7

Let's put all the pieces at the board and play:

1.33 – 28 18 – 23
2.39 – 33 12 – 18
3.44 – 39 7 – 12
4.31 – 27 20 – 24

This is the Old Dutch opening. This opening used to be very popular and is still being played! White occupies the strong squares 27 and 28, while black is in possession of squares 23 and 24. We call this a **classical structure**. The position is symmetrical now.

5.37 – 31 14 – 20
6.34 – 30



Black can play 20 – 25 now. White cannot exploit the free move he gets. A likely play after 20 – 25 is: 7.41 – 37 25 x 34 8.40 x 20 15 x 24.
Things change after:

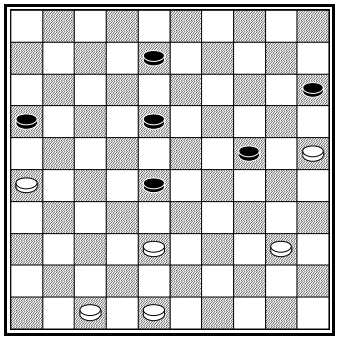
6… 17 – 21

Now white must resist the temptation to attack 31 – 26?

7.31 – 26? 24 – 29!!

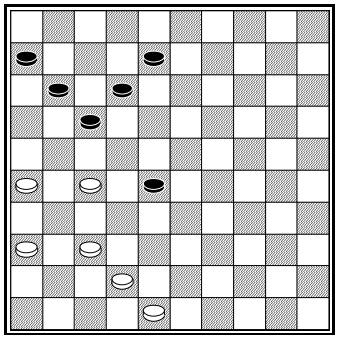
Black uses the free move to win a piece. For example: 8.26 x 17 11 x 31 9.36 x 27 29 - 34! 10.40x29 23 x 25 B+1.
After 7.41 - 37 it's blacks turn to watch out. After 20 – 25 white gains a piece with 27 – 22!.

☼ Attacking pieces is dangerous, because your opponent gets a free move!



In this composition (Scheijen) white forces a win by creating a free move.

1.25 – 20! 24 – 30
2.38 – 32! 28 x 37
3.26 – 21 15 x 24
4.47 – 42 16 x 27
5.42 x 2 30 – 35
6.2 x 30 35 x 44
7.30 – 39 44 x 33
8.48 - 43



In this composition H. van Meggelen shows a nice way to use a free move in this composition.

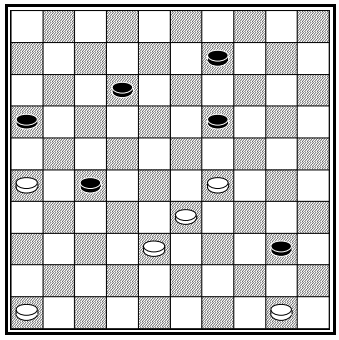
1.27 – 22! 28 – 33
2.26 – 21!

Piece 21 or piece 22 will be sacrificed at square 17. 2… 17 x 26 gives the longest defense.

2… 17 x 26
3.22 – 17 choice
4.42 – 38 33 x 31
5.36 x 7 6 – 11
6.7 x 16 26 – 31
7.48 – 42 31 – 36
8.42 – 37 8 – 12
9.16 – 11 12 – 18
10.11 – 7 18 – 22

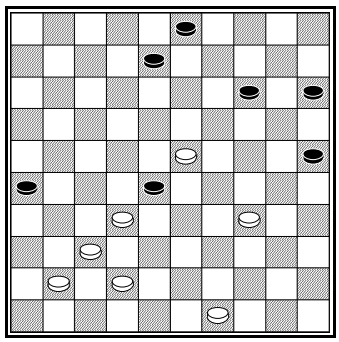
White has to pay attention: After 11.7 – 2? 22 – 28 it's a draw.

11.37 – 31! 36 x 27
12.7 – 2 27 – 32
13.2 – 11 22 – 27
14.11 - 16



In this composition (D. v.d. Berg) white creates a free move to be able to take a shot.

1.26 – 21! 27 – 31
2.33 – 28 16 x 27
3.50 – 44 40 x 49
4.29 – 23 49 x 32
5.23 x 3 32 x 5
6.3 x 37 5 x 41
7.46 x 37



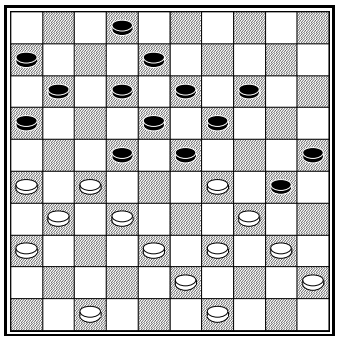
White creates no less than 3 free moves. White uses his free moves to make a trip from 49 to 35.

1.37 – 31!!

It doesn't matter which of 4 possible captures black takes first. In any case black gets kings at 46 and 48, after which the kings will end up at 19 and 30 as food for the marching piece at 49.

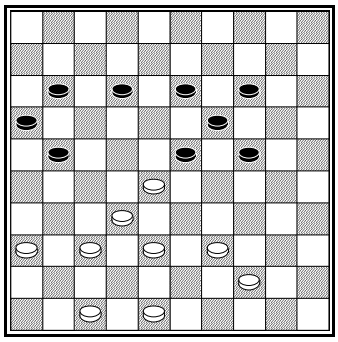
1… 26 x 48
2.49 – 44 28 x 46
3.44 – 40 46 x 19

4.40 – 35 48 x 30
5.35 x 2



White creates a free move and makes a nice shot. White forces piece 30 to attack white's pieces, giving him the opportunity to prepare a shot.

1.29 – 24! 30 – 35
2.34 – 30!! 35 x 42
3.47 x 38 25 x 34
4.27 – 21! 16 x 27
5.32 x 21 19 x 30
6.21 – 17 12 x 21
7.26 x 10



Black has just played 17 – 21 threatening 21 – 27.

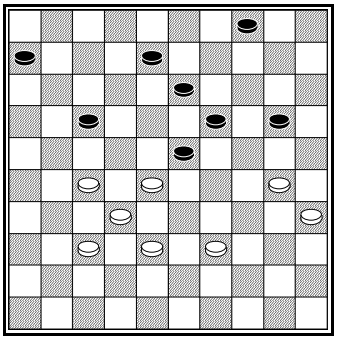
1.36 – 31 21 – 27?

After 2.31 x 22 12 – 18 white looses.

2.32 x 21! 23 x 34

White can use the free move to perform a coup Royal, because black has to apply the majority rule.

3.44 – 40 16 x 36
4.40 x 16

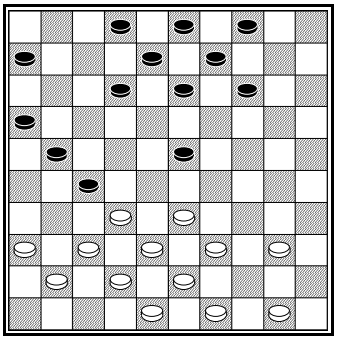


In this game position white made a sacrifice hoping to get an advantage, but his opponent took advantage of the free move he got.

1.30- 24? 20 x 29
2.39 – 33 29 – 34
3.33 – 29

After 3… 13 – 18? 4.29 x 40 black would be in trouble. 3… 34 – 39 4.29 x 9 4 x 13 5.28 – 22 etc. would be probably end in a draw. But black made a simple shot and won.

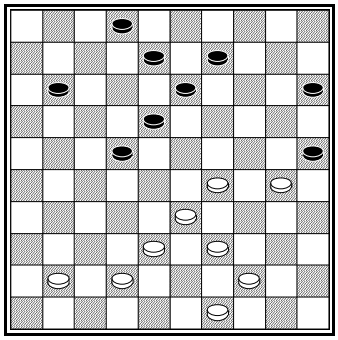
3…. 4 – 9!
4.29 x 40 17 – 22!
5.27 x 29 19 – 23
6.28 x 19 13 x 31



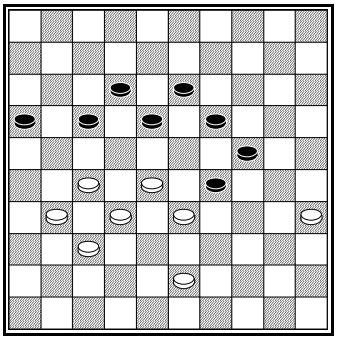
In the game white played a naïve move giving his opponent a free move. Black uses the track 6 x 46 for a shot. He only needs to transport a piece to square 11…

1.37 – 31? 2 – 7!
2.31 x 22 23 – 29
3.33 x 24 13 – 19
4.24 x 11 6 x 46

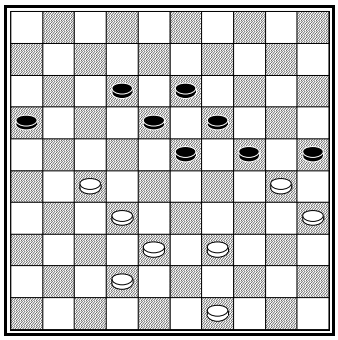
In exercise 13.7 and 13.8 you have to force a win!



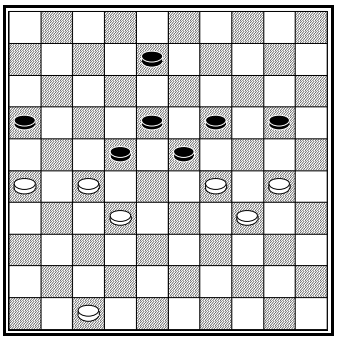
C 13.1



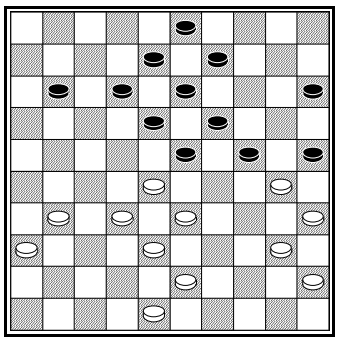
C 13.5



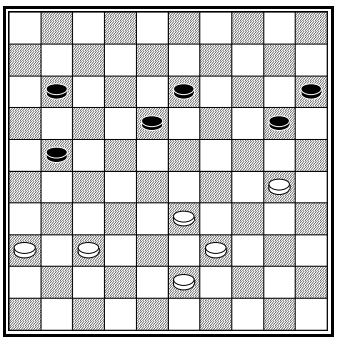
C 13.2



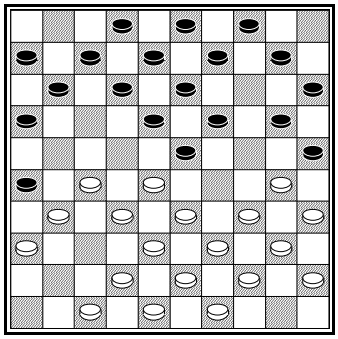
C 13.6



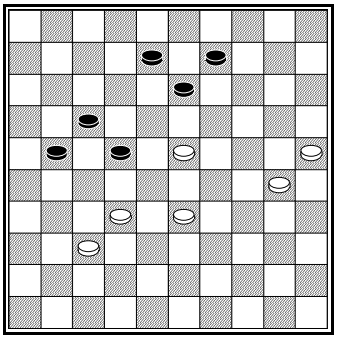
C 13.3



F 13.7



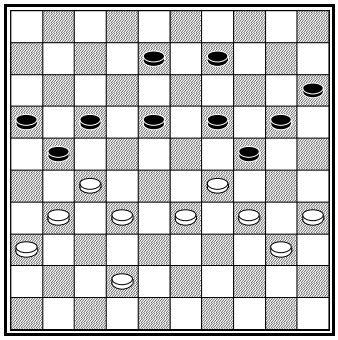
C 13.4



F 13.8

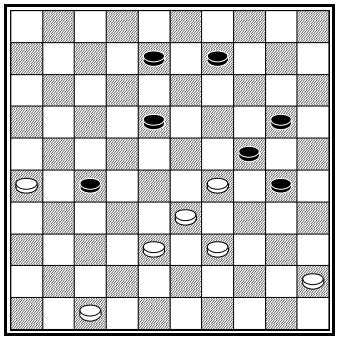
14. The stick move

Attacking multiple pieces is dangerous. Your opponent could make a stick move.



In the game black played 21 – 26. In this case the move is very dangerous. Not only does he attack multiple pieces, his position is very vulnerable because the many gaps, especially the gap at 13. White took a shot to get two kings.

1… 21 – 26?
2.27 – 22! 26 x 30
3.22 x 2 24 x 33
4.35 x 4

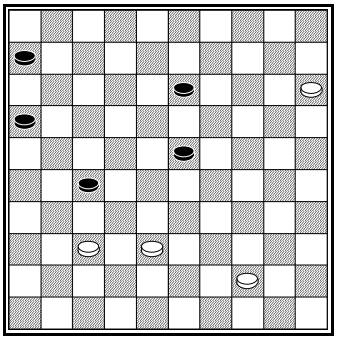


White can make a shot using the stick move.

1.39 – 34! 30 x 28
2.26 - 21! 24 x 42
3.21 x 25 42 – 48
4.45 – 40

The black king is trapped: 48 – 26 5.47 – 42 26 x 48 6.40 – 34 48 x 30 7.25 x 34 +

☼ Attacking multiple pieces is dangerous because of a possible stick move!



In the game white played 38 – 33 fearing the stick move that comes into play after 15 – 10 23 – 28 but in this case white has a nice solution.

1.15 – 10 23 - 28

White can't go to king immediately. If he goes to 5 the king is caught and after 2.10 – 4 the stick move 28 – 32 3.4 x 36 32 x 43 makes a draw.

2.37 – 32!! 28 x 37
3.10 – 4!

Now the stick move 27 – 32 doesn't work: 4.4 x 48 32 x 43 5.48 x 25 +

3… 27 – 31
4.4 x 36 16 – 21
5.38 – 32 37 x 28
6.36 – 41

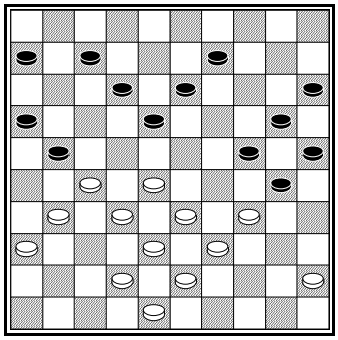
It's also possible to play 44 – 39 first and make an attack using the king at the next move.

6… 28 – 33
7.41 – 47 21 – 27
8.47 x 20 27 – 32

The game is not over yet. Always stay concentrated until the job has been done.

9.20 – 42 6 – 11
10.44 – 39! 11 – 17
11.39 – 33! 17 – 21
12.42 – 26! 21 – 27
13.26 – 48

☼ When defending a difficult endgame you can often use the stick move especially in case the enemy king attacks several pieces.

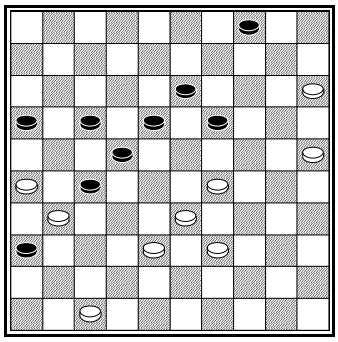


A position from a G. Kolk – H. Jansen game. White forced a shot using the stick move. During the shot white creates a free move enabling to activate his king at once.

1.28 - 22! 21 – 26

Black can't stop the 31 – 26 threat by 7 – 11 because of 2.22 – 17 11 x 22 3.31 – 26 22 x 31 4.26 x 19 24 x 13 5.36 x 27 W+1.

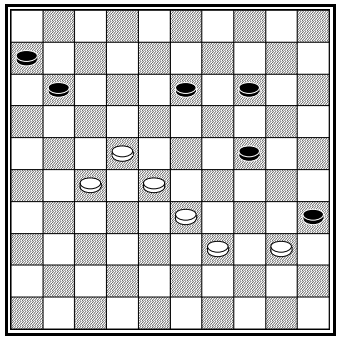
2.33 – 29!! 26 x 17
3.27 – 22! 24 x 44
4.22 x 2 30 x 39
5. 2 x 49



White could have forced a winning shot using a stick move.

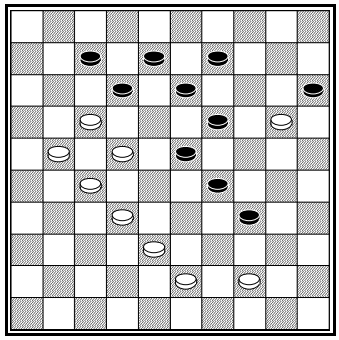
1.25 – 20 19 – 23
2.38 – 32! 23 x 43
3.32 x 23 36 x 27
4.33 – 28 22 x 33
5.23 – 19 13 x 24
6.20 x 49

In compositions we often see a special kind of stick move.



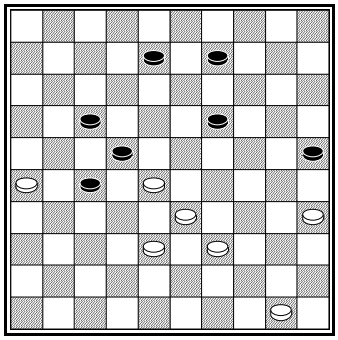
1.22 – 17 11 x 31
2.33 – 29! 35 x 22
3.29 x 36

At the second move 33 – 29 creates the majority capture for black. In this case it is called an **African stick move**.

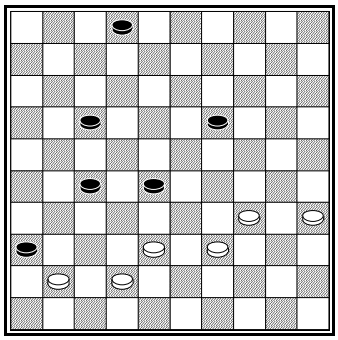


In this composition white uses an African stick move to get a shot and empties the board with his king.

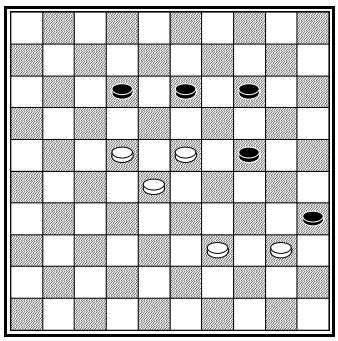
1.17 – 11! 7 x 16*
2.22 – 18 13 x 31
3.38 – 33 16 x 40
4.33 x 2 15 x 24
5.2 x 28 40 – 45
6.28 – 50



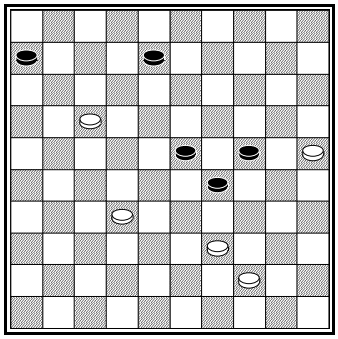
C 14.1



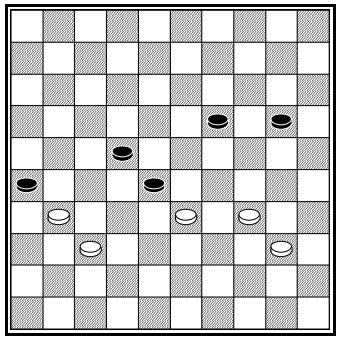
C 14.2



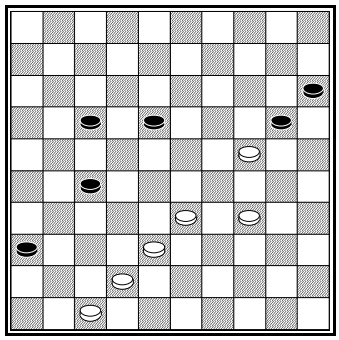
C 14.3



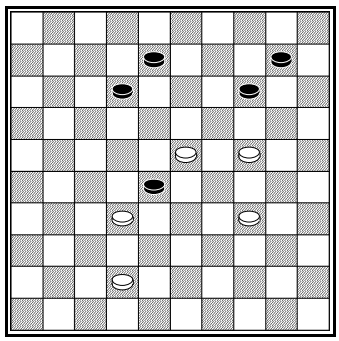
C 14.4



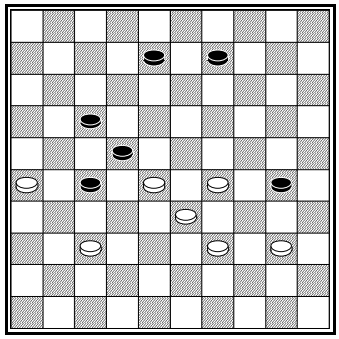
C 14.5



C 14.6



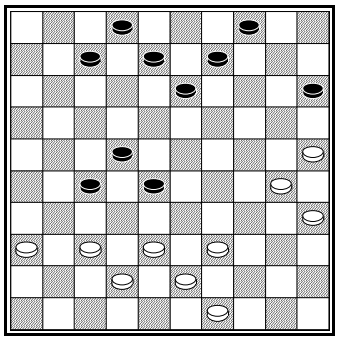
C 14.7



C 14.8

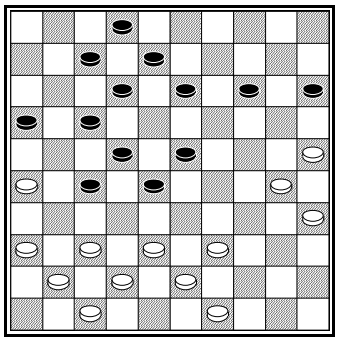
15. Giving your opponent a king

Sometimes you can make a shot by giving your opponent a king.



White needs a black piece at 20 to make a shot. He can get a king there:

1.38 – 32! 27 x 47
2.30 – 24 47 x 20
3.25 x 1

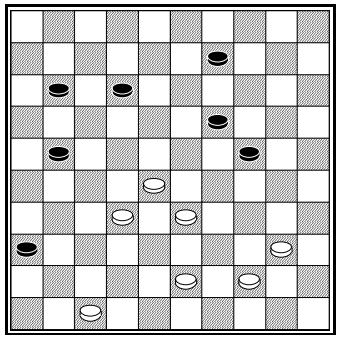


White gives his opponent a king at 48. Then he transports the king to square 31, while at the same time piece 27 is removed.

1.39 – 33! 28 x 48
2.38 – 32 27 x 38
3.42 x 33 48 x 31
4.36 x 20 15 x 24
5.30 x 28

In some situations there is a good reason to look for shots after giving your opponent a king. Such a situation arises when your opponent has a piece at 36.

We look at a position composed by Swizinski.

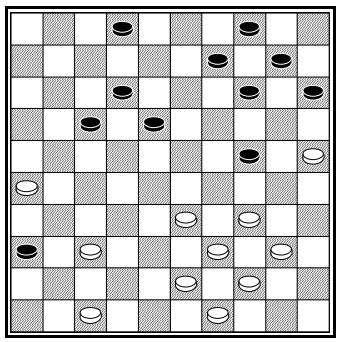


You always have to look for shots with 47 – 41 now. In this case there is no immediate combination, but white can force a shot.

1.40 – 34!

White introduces the threat 47 – 41 36 x 47 44 – 40 47 x 29 34 x 3. Therefore black has only one sensible reply. After that white makes a nice shot using the majority rule.

1… 9 – 14
2.47 – 41! 36 x 47
3.32 – 27! 47 x 23
4.27 x 9



Black to move

This is a position from a game (Winkel – Heusdens) that was played during the Dutch championship 2008.
Black has big problems because of the possible shots with 47 – 41. For this reason black cannot play 14 – 19. Look for yourself which shot white takes in case black plays 14 - 19.

At 1… 18 – 23 white plays 2.37 – 32! And after 2 – 7 (there is no better move) white forces the shot with 3.40 – 35 threatening 25 – 20 14 x 25 34 – 30 25 x 34 39 x 28 W+1, so black should

play 3… 14 – 19 and instead of winning a piece with 25 – 20 even more convincing is: 4.47 – 41! 36 x 47 5.44 – 40 47 x 29 6.32 – 28 23 x 32 7.34 x 5 W+.

1… 15 – 20

This move weakens the position of black even more. The position of piece 14 is very vulnerable now. White should aim his arrows at this weak point:

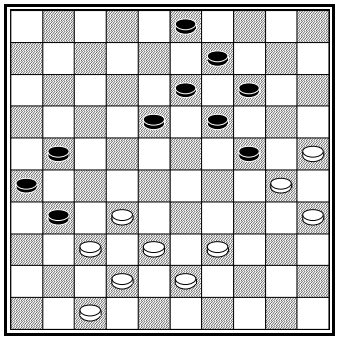
2.33 – 28!

White prepares the exchange 28 – 23 18 x 29 34 x 23. For example: 2… 10 – 15 3.28 – 23! 18 x 29 4.34 x 23 9 – 13 5.23 – 19 14 x 23 6.25 x 14 etc. looks very dangerous for black.

If black prevents 28 – 23 through 9 – 13 white has a shot in which he uses the king in a surprising way.

2… 9 – 13
3.47 – 41! 36 x 47
4.43 – 38! 47 x 22
5.26 – 21 17 x 26
6.34 – 29 24 x 33
7.39 x 19 14 x 23
8.25 x 5

In some situations it is even possible to give your opponent two kings.



White can force a shot in a spectacular way.

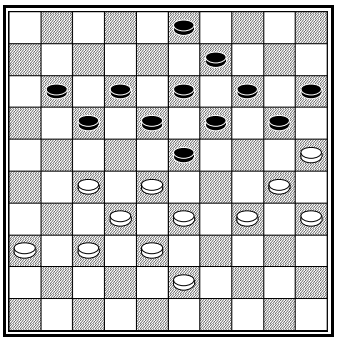
1.47 - 41!!

Threatening to win piece 31 by 41 – 36. So black has no real choice.

1… 31 – 36

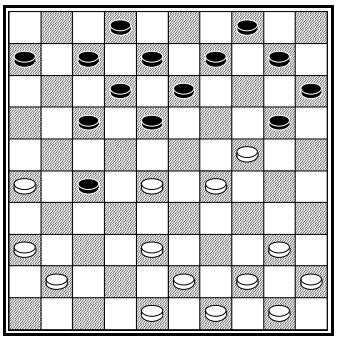
White uses his free move for a show in which black gets a second king!

2.32 – 28! 36 x 47
3.37 – 31! 26 x 48
3.38 – 33 47 x 29
4.28 – 23 19 x 28
5.30 x 8 3 x 12
6.39 – 34 48 x 30
7.35 x 4



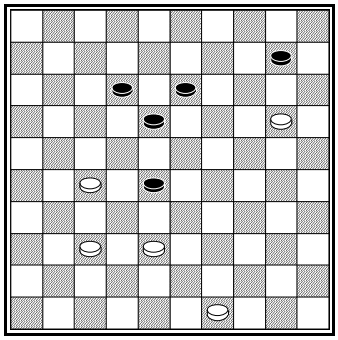
This is a quite different type of combination. Blacks king is removed quickly after the shot.

1.27 – 21! 17 x 26
2.30 – 24! 19 x 48
3.28 x 6 48 x 31
4.36 x 27



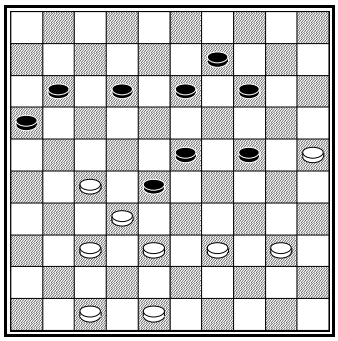
Giving his opponent a king white gains a free move he uses to open square 12 and subsequently making the king shot.

1.28 – 22! 17 x 28
2.36 – 31 27 x 47
3.26 – 21 47 x 33
4.29 x 38 20 x 29
5.21 – 17 12 x 21
6.38 – 33 28 x 39
7.43 x 5



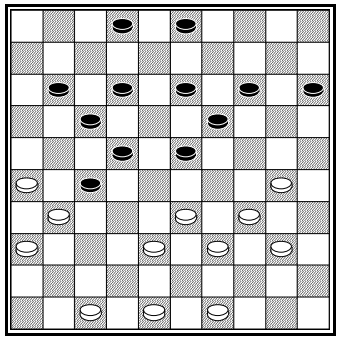
After giving your opponent a king you can sometimes use a stick move. White forces a shot giving a king and playing a stick move.

1.20 – 15 10 – 14
2.38 – 33 28 x 39
3.49 – 43 39 x 48
4.15 – 10 48 x 22
5.10 x 28



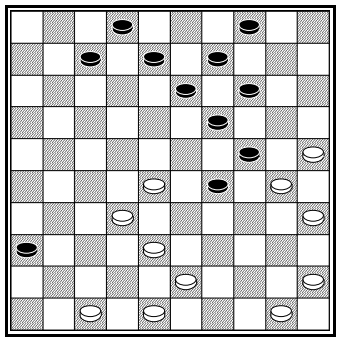
In a Koeperman – Wiersma game black played the dangerous move 1… 13 – 18? allowing white to gain a free move by attacking the outpost at 28. White uses the free move to make a shot in which he gives his opponent a king and makes the shot by a stick move.

1… 13 – 18?
2.38 – 33! 9 – 13
3.33 x 22 12 – 17
4.40 – 35! 17 x 28
5.39 – 33 28 x 39
6.48 – 43 39 x 48
7.35 – 30 48 x 22
8.30 x 6



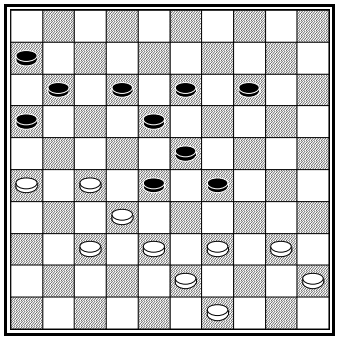
Black has a strong outpost at 27 and seems to have a good attack in this game position (R. v.d. Pal – Bedinovs 1995) . However white takes advantage of the gaps in black's position by giving his opponent a king followed by a stick move winning a piece and the game.

1.38 – 32 27 x 29
2.39 – 33 29 x 38
3.49 – 43 38 x 49
4.31 – 27 49 x 24
5.27 x 16

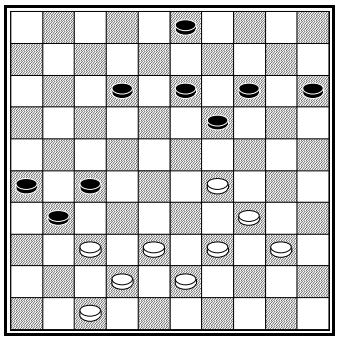


This is a special case in which the opponent is offered no less than 3 kings!

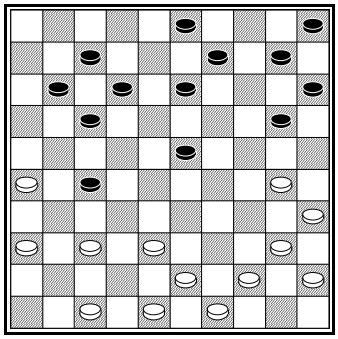
1.28 – 23! 19 x 37
2.30 x 10 4 x 15
3.38 – 33 29 x 49
4.48 – 42 37 x 48
5.47 – 41 36 x 47
6.50 – 44 49 x 40
7.45 x 34 48 x 30
8.35 x 24 47 x 20
9.25 x 1



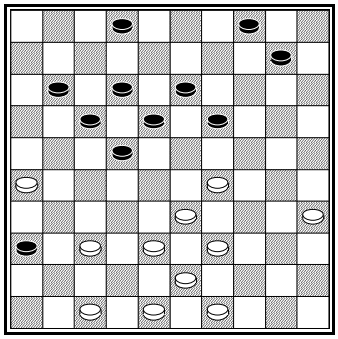
C 15.1



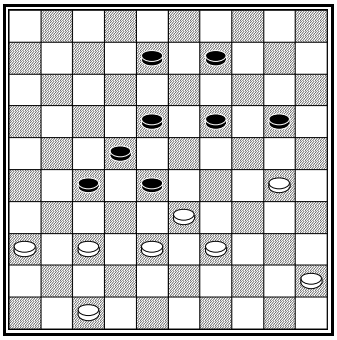
C 15.2



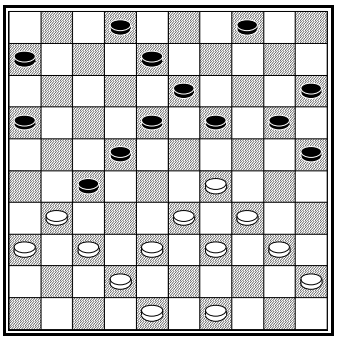
C 15.3



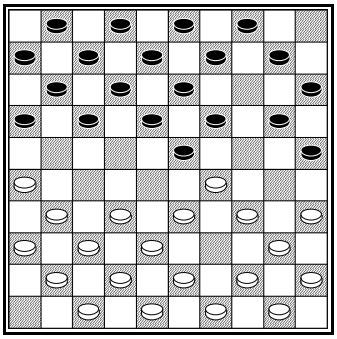
C 15.4



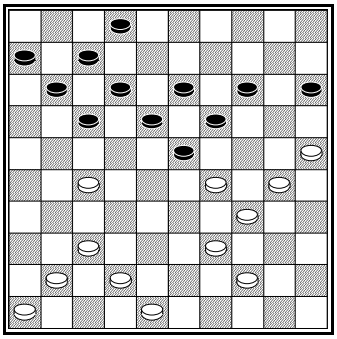
C 15.5



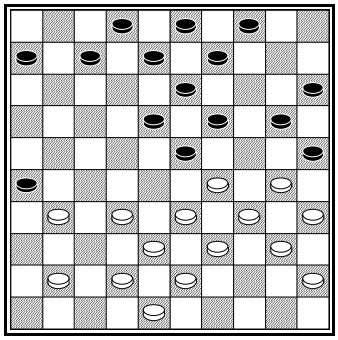
C 15.6



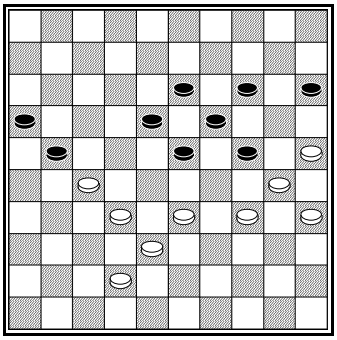
C 15.7



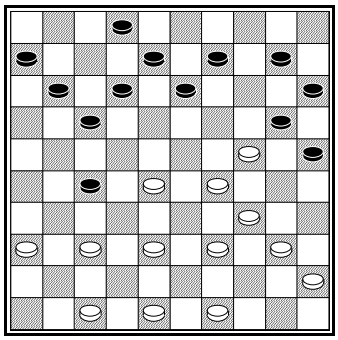
C 15.8



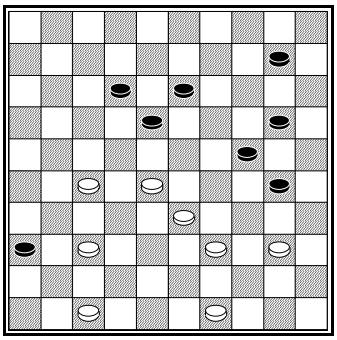
C 15.9



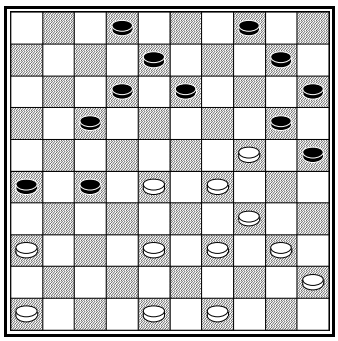
C 15.13



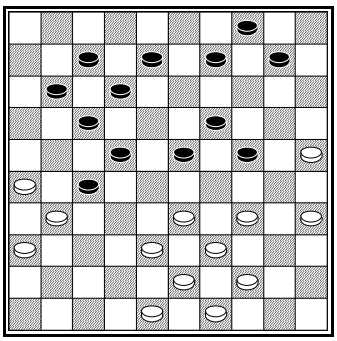
C 15.10



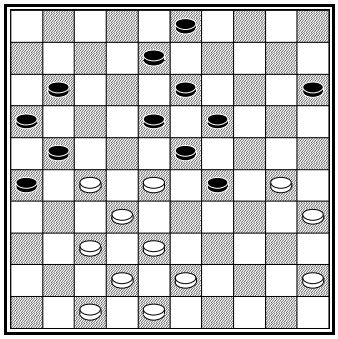
C 15.14



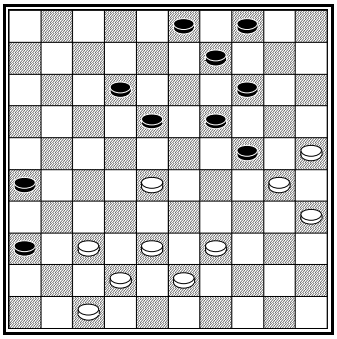
C 15.11



C 15.15

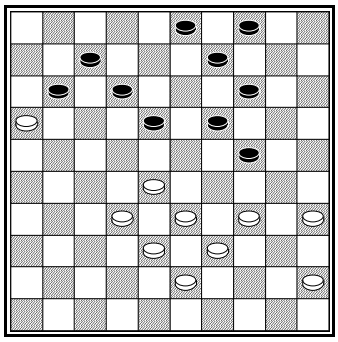


C 15.12



C 15.16

16. Attacking a wing



White's left wing is weak. Too few pieces defend this side of the board. Black makes a plan to attack this wing.

1… 12 – 17!

White can't protect his left wing by playing 32 – 27, because black plays 18 – 23!! 38 - 32 (check other moves yourself!) 23 – 29! 34 x 23 24 – 30 35 x 13 9 x 49 B+.

2.34 – 29 18 – 22!
3.29 x 20 14 x 25

Black's plan is quite simple. He wants to bring a piece to square 12, to be able to change 22 – 27 32 x 21 17 x 26 and piece 26 will break through with a little help from the other pieces.
We will show this plan:

4.39 – 34 19 – 24

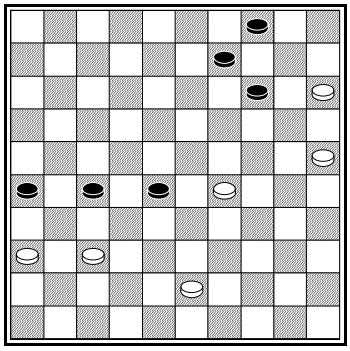
Patience is needed. If black hurries 4… 3 – 8? white has a shot: 5.32 – 27! 22 x 31 6.28 – 22 17 x 48 7.45 – 40 48 x 30 8.35 x 2 =. The = - sign means it will be a draw.
The 19 – 24 move threatens 25 – 30 34 x 25 24 – 29 33 x 24 22 x 44 so the next move is forced.

5.34 – 29 3 – 8!
6.29 x 20 25 x 14
7.45 – 40 8 – 12
8.40 – 34 22 – 27
9.32 x 21 17 x 26
10.38 – 32

Now an immediate 26 – 31 is punished by 32 – 27 31 x 22 28 x 8, so black has to get some reinforcement (help).

10… 12 – 17!

11.32 – 27 is met by 17 – 21 12.27 – 22 21 – 27 13.22 x 31 26 x 37 with a breakthrough.
Otherwise black goes to king with 26 – 31 etc.

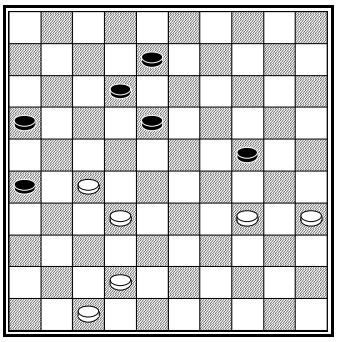


Isjimbaev – Tsjizjow

In this position tenfold world champion Tsjizjow attacks his opponent's left wing. His attack appears to be unstoppable.

1… 27 - 32!
2.43 - 39 32 x 41
3.36 x 47 26 - 31
4.29 – 24 31 - 36
5.39 - 34 28 - 32
6.34 - 29 32 - 37
7.29 - 23 37 - 41
8.23 – 18 9 - 13!
9.18 x 20 41 - 46
10.47 - 41 46 x 30!
11.25 x 34 36 – 41

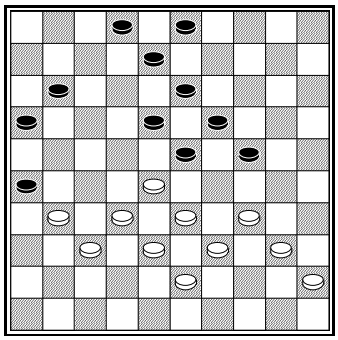
Because 12.20 – 14 is answered by 41 – 46 13.15 – 10 4 x 15 14.14 – 9 46 – 14! 15.9 x 20 15 x 24 with opposition, white surrendered.



Sometimes a sacrifice helps to create a way to king. In this case piece 24 is attacked very quickly by the sacrifice:

1.27 – 22!! 18 x 38
2.42 x 33

White will get a breakthrough at the right wing.



Whites pieces work together perfectly. All his pieces are making contact with each other. This is good. White attacks piece 24. If he plays 34 – 29 23 x 34 40 x 20 black can win back the lost piece with 19 – 23 28 x 19 13 x 15 =.
White can prepare the attack with a very strong move.

1.31 – 27!

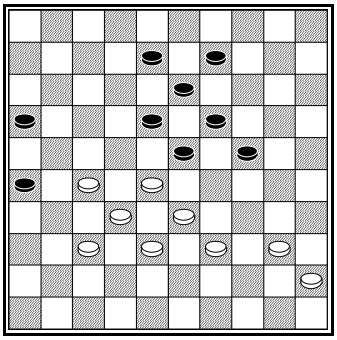
Now black has difficulties finding a move! He can't play 8 – 12 because white wins a piece with 34 – 29. If black plays 1… 11 – 17 the attack with 34 – 29 23 x 34 40 x 20 is winning now, because after 19 – 23 28 x 19 13 x 15 white plays 27 – 21! 16 x 27 32 x 23 +.
So black has to play 2 – 7 or 3 -9. In both cases 34 – 29 is winning.

1… 2 – 7
2.34 – 29! 23 x 34
3.40 x 20 19 – 23
4.28 x 19 13 x 15
5.37 – 31! 26 x 28
6.33 x 2

White waited to make the attack until black's position was weakened and was rewarded for his patience.

(Diagram)

It seems that white can't play 39 – 34 here, because of 24 – 29. But you have to see what happens next:



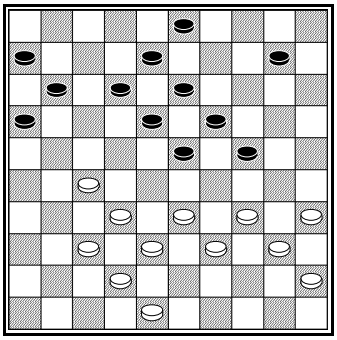
1.39 – 34!

If black plays 24 – 29 2.33 x 24 19 x 39 3.28 x 19 13 x 24 white replies 4.38 – 33! 39 x 28 5.32 x 14 +.

You have to consider if black can sacrifice a piece before playing 24 – 29. In this case both 16 – 21 and 26 – 31 fail.

1… 26 – 31 2.27 x 36!

24 – 29 is still not possible. White wins.

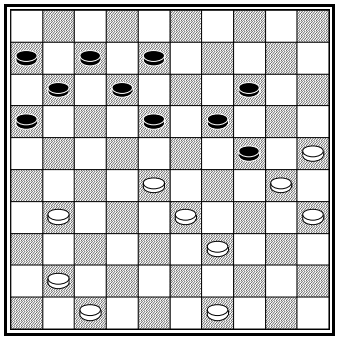


1.48 – 43!

White wants to attack piece 24. He threatens 34 – 29.

1… 10 – 15
2.34 – 29 23 x 34
3.40 x 20 15 x 24
4.39 – 34

Black can't stop the next attack playing 18 – 23 because of 33 – 29 etc. nor can he play 19 – 23 because of a coup Philippe: 27 – 22 18 x 27 32 x 21 16 x 27 33 – 29 24 x 33 38 x 16.
That means that white plays 34 – 29 at the next move winning a piece after 24 – 30 35 x 24 19 x 30 29 – 23 18 x 29 33 x 35.

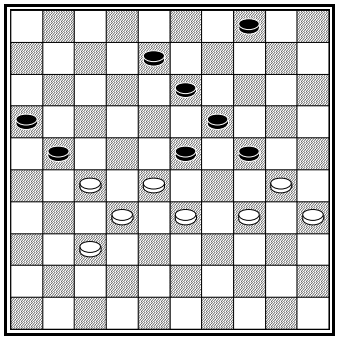


Scholma composed this example of a double sacrifice to get a winning attack at 24.

1.28 – 22! 18 x 36
2.39 – 34 12 – 18
3.34 – 29 8 – 13
4.29 x 9 13 x 4

There as no other defense for black, but now white takes a nice shot.

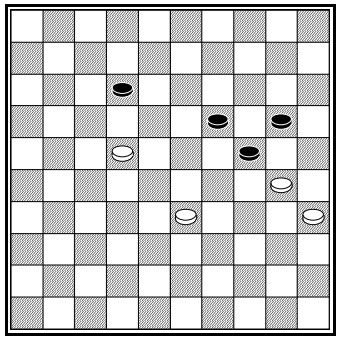
5.47 – 42! 36 x 29
6.30 – 24 choice
7.25 x 1



In this example white attacks black's right wing. Piece 21 is isolated from the rest of black's pieces.

1.37 – 31!

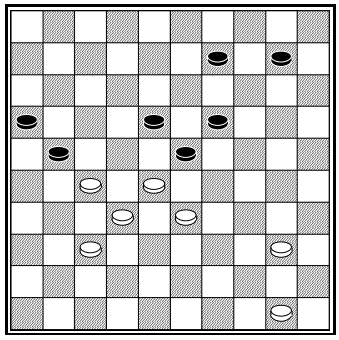
Black can't prevent the threat 31 – 26. 1… 21 – 26 is answered by 2.33 – 29! 24 x 22 3.27 x 9 26 x 28 4.9 – 3 8 – 13 5.3 – 9! etc. W+. Black also can't use the sacrifice 1… 24 – 29 2.33 x 24 21 - 26 to attack piece 31, for white has the answer 3.27 – 22! 26 x 37 4.32 x 41 23 x 32 5.27 – 22 18 x 27 6.24 x 2 and white wins the endgame.



If white attacks immediately 1.30 – 25? black plays the stick move 12 – 17 with a draw.
White won the game making a surprising sacrifice:

1.22 – 18!! 12 x 23
2.30 – 25!

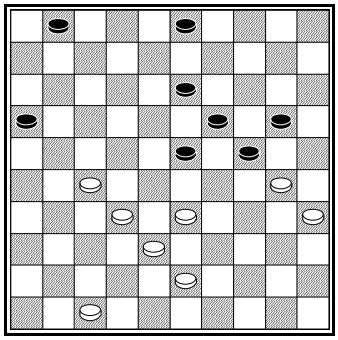
What to do now? Black is obliged to move! After 2… 24 – 29 3.33 x 15 white is winning.



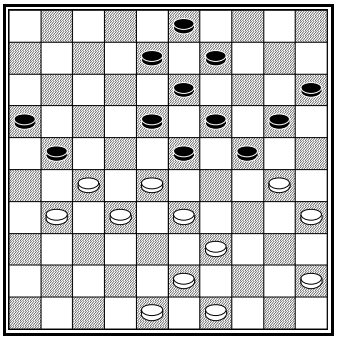
White forces a nice shot attacking piece 21:

1.28 – 22! 9 – 13
2.37 – 31! 21 – 26
3.33 – 29 26 x 17
4.27 – 21 23 x 45
5.21 x 5

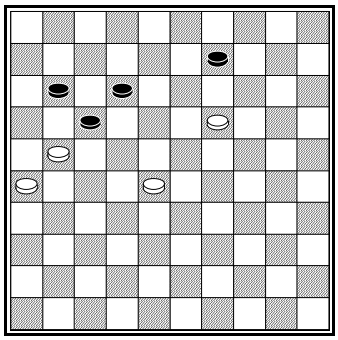
☼ Examples: At every position you have to look for the best attacking moves! Don't forget to consider sacrifices and shots making your plans!



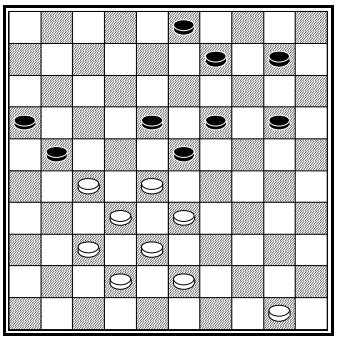
16.1



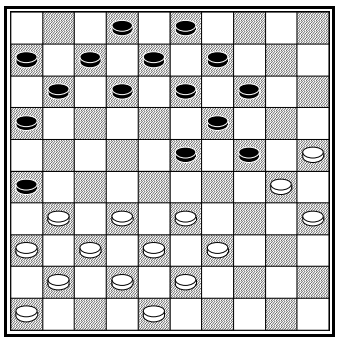
16.5



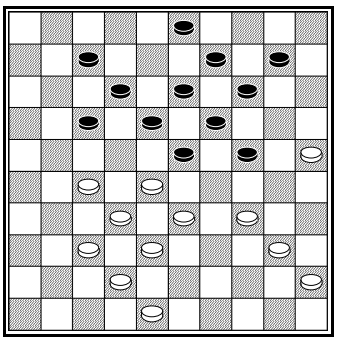
16.2



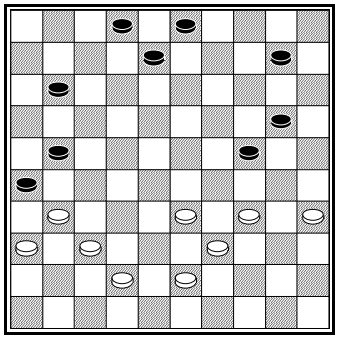
16.6



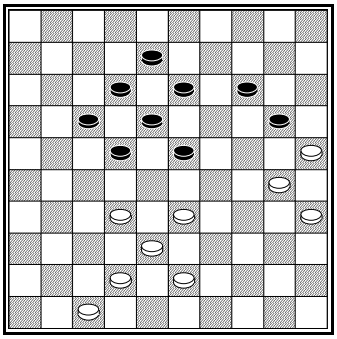
16.3



16.7



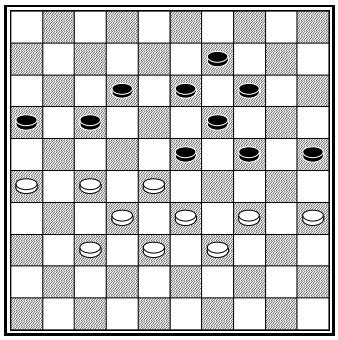
16.4



16.8

17. The sacrifice

Giving your opponent a piece is sometimes very smart as we have seen at several occasions. After giving your opponent a piece you can sometimes attack successfully.

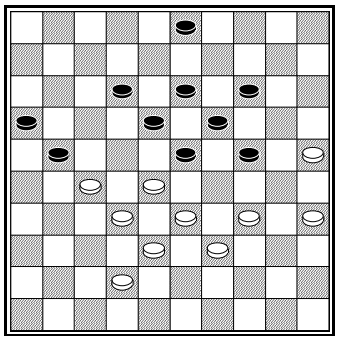


In this game position white makes a sacrifice followed by an attack. The strong piece at 24 is removed to be able to attack 23.

1.35 – 30! 24 x 35
2.33 – 29

Of course this is a dangerous situation. You have to check carefully if black has a stick-move or a shot. In this case black has to close square 18.

2… 12 – 18
3.29 – 24 19 x 30
4.28 x 10



Dussaut – De Heer 1886

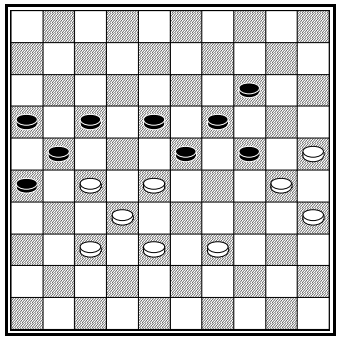
A famous game in which the French player Dussaut made a double sacrifice. His sacrifice is still called the Dussaut sacrifice. Note that the first example was also a Dussaut sacrifice.

1.35 – 30! 24 x 35
2.27 – 22! 18 x 27
3.33 – 29

No stick moves or shots available for black.

3…. 13 – 18
4.29 – 24 19 x 30
5.28 x 10

White won the endgame.

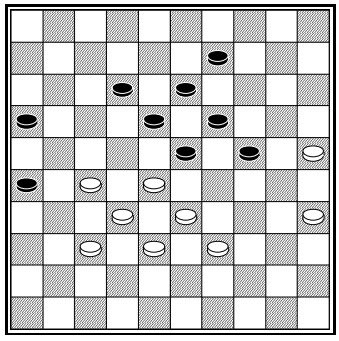


White attacks the vulnerable piece at 19 making a sacrifice followed by an attack.

1.28 – 22! 17 x 28
2.38 – 33

Even the possible stick move is losing for black:

2… 26 – 31
3.33 x 13 31 x 42
4.32 – 28!!



White removes piece 24 in order to attack the vulnerable piece at 19.

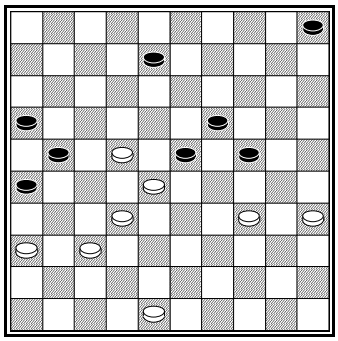
1.25 – 20! 24 x 15
2.35 – 30!

Threatens to play 30 – 24, which is also played also after 15 – 20.

Black has no choice but to give back the piece. However, this gives white a very strong position.

2… 23 – 29
3.33 x 24 9 – 14
4.38 – 33! 14 – 20
5.33 – 29 20 – 25
6.39 – 34

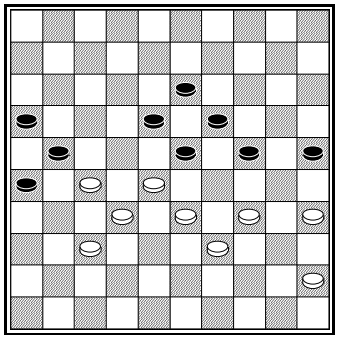
Black has no good moves left. 12 - 17 is met by 28 – 22 +.



In this case the purpose of the sacrifice is to break through to the kings row.

1.37 – 31! 26 x 37
2.32 x 41 23 x 32
3.22 – 18!

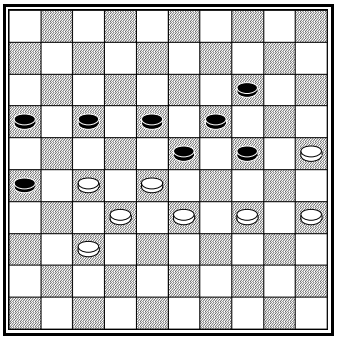
White wants to play 18 – 13 8 -12 13 – 9. There is not much black can do about this…



Both players possess the strong squares 27 and 28, for black 23 and 24. This type of position is called a **classical position**. In classical games sacrifices play an important role. Because piece 24 is so strong it is often removed by a sacrifice, like in this example.

1.35 – 30! 24 x 35
2.45 – 40 35 x 44
3.39 x 50

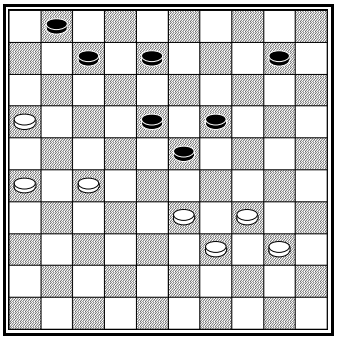
Black has to give back at least two pieces and loses.



This position has emerged in many games.
The way to attack piece 24 is something to remember!

1.37 – 31!! 26 x 37
2.32 x 41 23 x 21
3.34 – 29

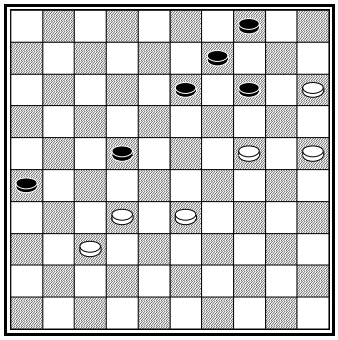
White sacrificed two pieces for a winning attack.



This position is composed by the former Dutch world champion Piet Roozenburg. The sacrifice is not followed by an attack here, but by a double threat.

1.16 – 11! 7 x 16
2.26 – 21!

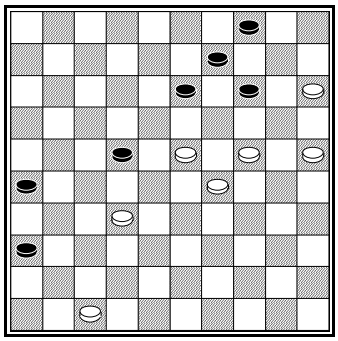
White threatens to take the shot a shot at 3 or 5:
33 – 28 23 x 32 27 x 38 16 x 27 38 – 32 27 x 38 39 – 33 38 x 29 34 x 3 + or 34 x 5 +.
2… 18 – 22 2.27 x 29 16 x 27 is met by 3.29 – 23 19 x 28 4.33 x 31 +.
Black is without defense.



White played

1.32 – 28! 22 – 27
2.28 – 22 27 x 18
3.33 – 28

Leaving his opponent with no sensible move. 3… 14 – 19 is answered by 4.32 – 28 18 x 20 5.25 x 3 +

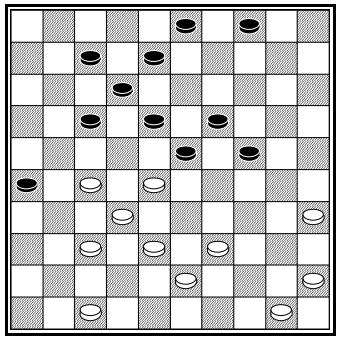


White seems to be in trouble. Both 24 – 20 and 32 – 28 22 x 33 29 x 38 lose because of 13 – 19. In the game white lost playing 1.25 – 20? 14 x 25 2.23 – 19 13 – 18 and white doesn't have a break through because 3.19 – 13 is punished by 22 – 27 4.13 x 31 36 x 38 B+.
White should have destroyed black's strong formation 4/9/13/14.

1.15 – 10!!

Two possibilities:

1) 1… 14 x 5 2.23 – 19! 13 – 18 3.29 – 23 18 x 20 4.25 x 3 +
2) 1… 4 x 15 2.32 – 28! 22 x 33 3.29 x 38 26 – 31 4.38 – 32 and black can only give away a lot of pieces.

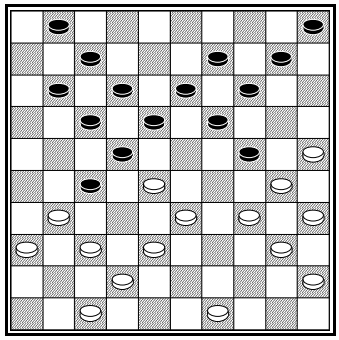


This is a beautiful composition by Dutch grandmaster A. Scholma in which a triple sacrifice gives white the opportunity to make a nice shot.

1.28 – 22 17 x 28
2.27 – 21 26 x 17
3.35 – 30!! 24 x 35

An immediate 3.38 – 33? is punished by 3 – 9! 4.33 x 22 24 – 30 5.35 x 13 9 x 49

4.38 – 33 18 – 22
5.45 – 40! 35 x 44
6.32 – 27 22 x 42
6.33 x 13 44 x 33
7.47 x 7



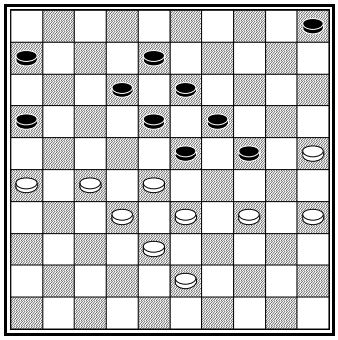
This sacrifice composed by Scholma is very surprising:

1.25 – 20 24 x 15

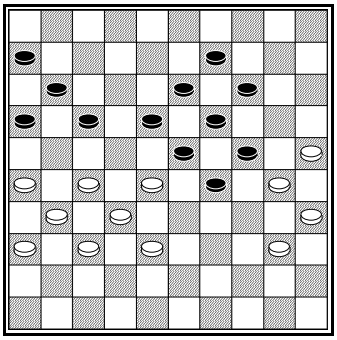
At 1… 14 x 25 2.38 – 32 etc. wins.

2.37 – 32!!

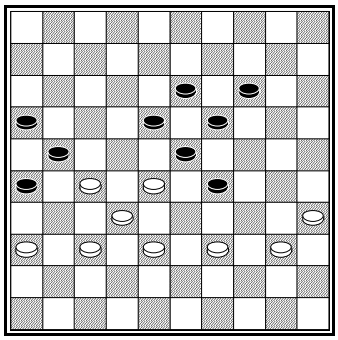
Quite shocking. Black gets a king and some pieces for free, but after this white plays 30 – 25 48 x 30 35 x 4… There is no solution for black.



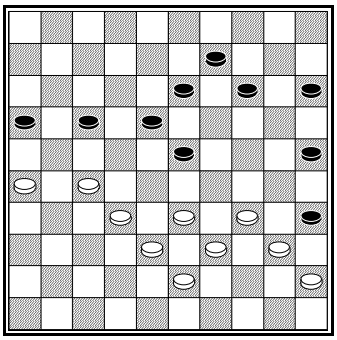
17.1



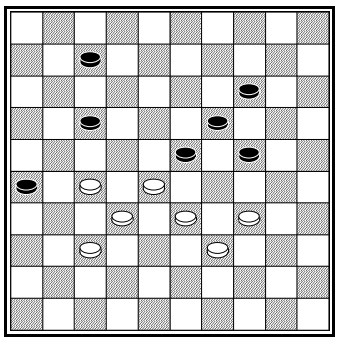
17.5



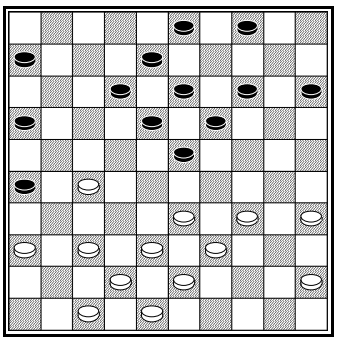
17.2



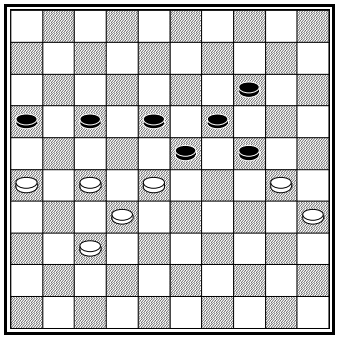
17.6



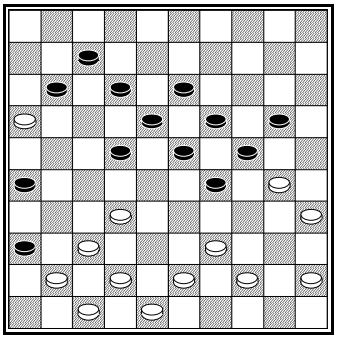
17.3



17.7



17.4

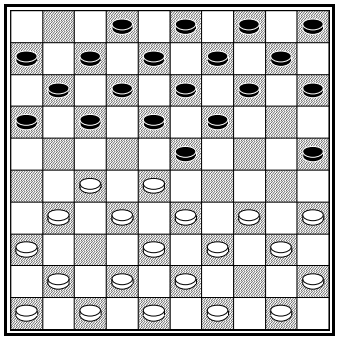


17.8

18. Strong threats

Let's play from the beginning position:

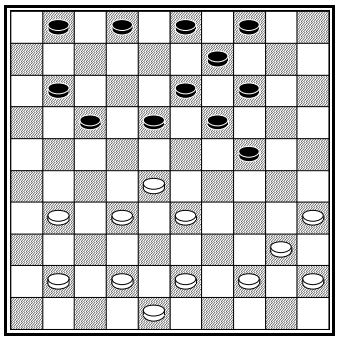
1.33 – 28 18 – 23
2.39 – 33 12 – 18
3.44 – 39 7 – 12
4.31 – 27 1 – 7
5.37 – 31 20 – 25?



Black's last move, putting a piece at the edge of the board, was a serious mistake. White can face his opponent with a strong threat.

6.27 – 22! 18 x 27
7.31 x 22

White is threatening to play 22 – 18 13 x 22 34 – 30 25 x 34 40 x 27 W+1.
There is nothing black can do against this threat!



Look at the gaps in white's position! Black to move has to look for a way to take advantage of these weaknesses.

1… 18 – 23!!

Blacks plan is to play 13 – 18 at the next move, threatening both with the arch shot 24 – 30 and 24 – 29. For this reason white has to close squares 37 and 39. But even then white can't avoid a shot from black.

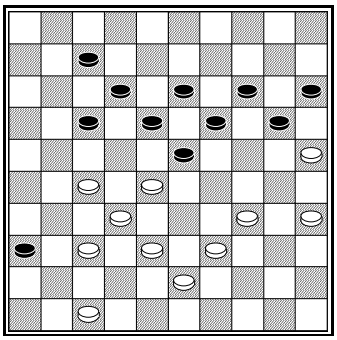
2.41 – 37 13 – 18!

So if white plays 31 – 27 black makes the Arch shot with 24 – 30! 35 x 22 14 – 20 28 x 19 17 x 50 +.

3.44 – 39 24 – 30!

There was one gap left: square 38.

4.35 x 22 23 – 29
5.33 x 24 14 – 19
6.24 x 13 9 x 49



Do you remember that the piece at 36 can often be used for shots? In this case white faces his opponent with a threat. If black avoids the threat white has a nice shot.

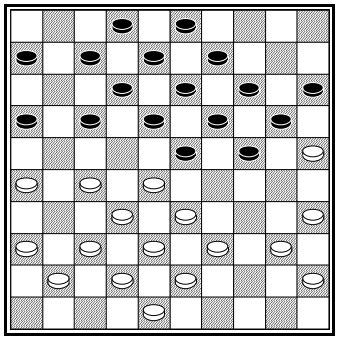
1.39 – 33!

White threatens 33 – 29. For example: 1… 7 – 11 2.33 – 29 11 – 16 3.27 – 22! etc. +
1… 23 – 29 costs a piece, so there is only one reply left to avoid 33 – 29 to be played.

1… 20 – 24
2.47 – 41! 36 x 47
3.33 – 29!! 47 x 30
4.29 x 9 13 x 4
5.35 x 2

A very nice shot: Six pieces are fed to the king!

☼ Too many gaps make your position dangerous because of enemy shots



Hoogland - Molimard

This game was played during the World Championships of 1912. White made a wrong exchange:

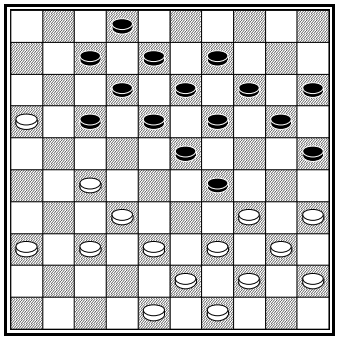
1.27 – 21? 16 x 27
2.32 x 21 23 x 32
3.37 x 28

Black took the opportunity to face his opponent with a strong threat:

3… 18 – 22!

Black threatens to win a piece with 24 – 29 etc.
If white replies 4.40 – 34 black wins by the Haarlem shot 24 – 29! 5.34 x 23 22 – 27 6.21 x 32 17 – 22 7.28 x 17 19 x 46 +.
White became victim of an even more devastating combination.

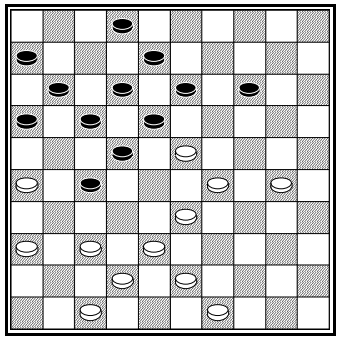
4.39 – 34 22 – 27!
5.21 x 32 17 – 22
6.28 x 17 12 x 21
7.26 x 17 24 – 30
8.35 x 24 19 x 46



Thijssen – Tsjizjow

1…. 20 – 24!

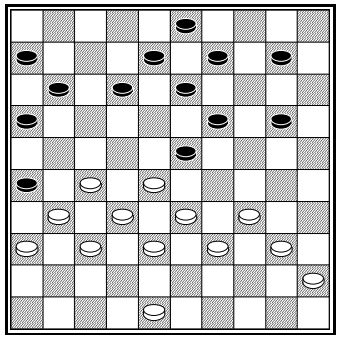
Black threatens to force a king at 50. For example: 2.37 – 31 15 – 20!! And white has no sensible reply against the threat 29 – 33! 38 x 29 24 x 33 39 x 28 25 – 30 35 x 15 14 – 20 15 x 24 19 x 50 28 x 19 13 x 24 B+.
If white plays 2.34 – 30 25 x 34 3.39 x 30 15 – 20! Black threatens both 29 – 33 and 29 – 34.
White can't stop both threats.



1.30 – 24!!

Threatening 24 – 19, so black can't refuse to take a 1 to 4 king shot.

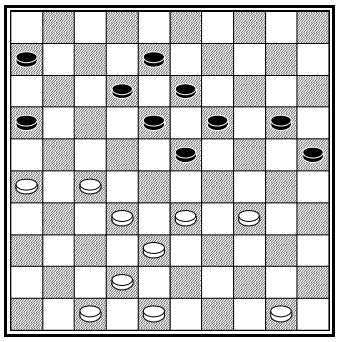
1… 13 – 19
2.24 x 13 8 x 48
3.29 – 23 18 x 29
4.38 – 32 27 x 38
5.42 x 24 48 x 31
6.36 x 7



33 – 29!!

Sijbrands surprised his opponent during a blindfold game. Black can't make the 12 – 17 29 x 7 or 11 – 17 29 x 7 8 – 12 shot because of the contra shot 27 – 22 17 x 28 32 x 5.
At 12 – 18 white makes the shot playing 29 – 24 20 x 29* 27 – 22 18 x 27 32 x21 etc. W+

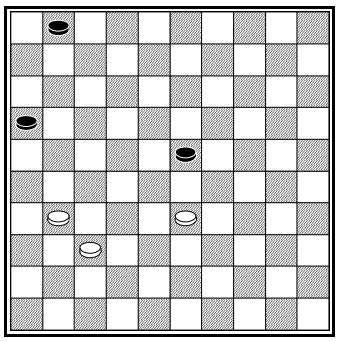
☼ A silent move is a move that doesn't face the opponent with a threat, but still gives a shot at every possible reply.



This position is from a game between two young Dutch players. White (Rutger Oskam) was considering what black can play at his next move. White has built a position that makes both 20 – 24 and 19 - 24 impossible because of the Coup Philippe 27 – 22 18 x 27 32 x 21 16 x 27 33 – 29 24 x 33 38 x 9 (or 38 x 7) +.
Black also cannot play 12 – 17 because of 27 – 21 16 x 27 32 x 3 +.
The only move black has left is 6 – 11. So white tried to find a move to be able to make a shot after 6 – 11.

1.48 – 43!!

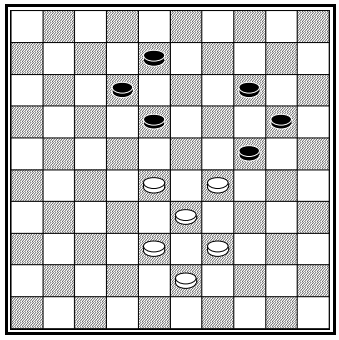
Very well played! Notice that white doesn't face his opponent with a threat at all, but still he can make a shot at every sensible reply.
At 6 – 11 white plays 32 – 28! 23 x 21 26 x 6. So there is no good move left for black…



A small position with a charming solution. Usually it is good to move your pieces towards the centre, but here white should play the opposite way.

1.31 – 26! 1 – 7
2.37 - 31

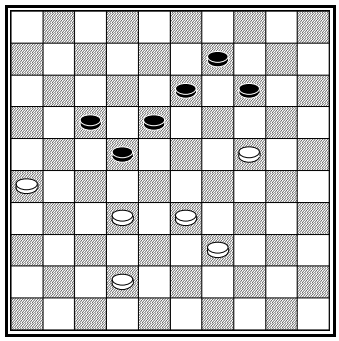
Black can play 7 – 11 or 7 – 12 but both moves are punished by 33 – 28 23 x 32 31 – 27 32 x 21 26 x 6 or 26 x 8.



White's pieces work together in a better way than black's pieces. White can prove this with a silent move.

1.28 – 23!!

Black can reply in three ways:
1) 1… 8 – 13 2.23 – 19 14 x 34 3.39 x 17
2) 1.. 18 – 22 2.23 – 18 12 x 34 3.39 x 10
3) 1… 24 – 30 2.29 – 24 30 x 28 3.33 x 2

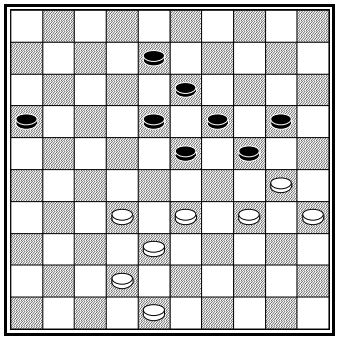


1.33 – 29!!

There is no threat but black has only one reply after which white takes a shot by giving his opponent a king followed by a stick move.

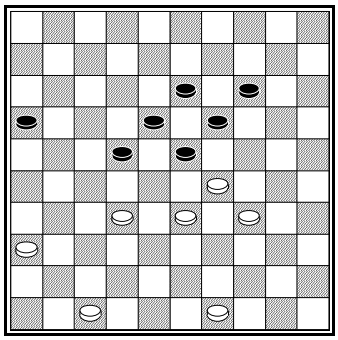
1… 14 – 19
2.29 – 23! 19 x 48
3.26 – 21 49 x 19
4.21 x 3

Ex.18.1 – 18.8: Look for a strong threat!
Ex.18.9 – 18.16: Look for a winning silent move!

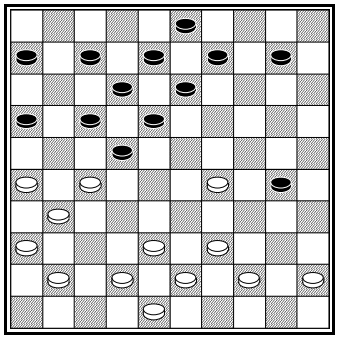


18.1

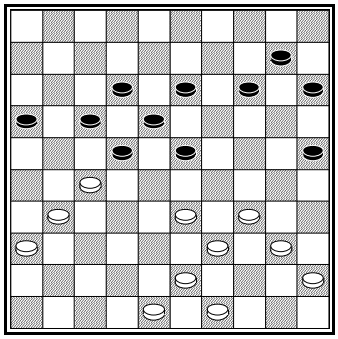
Look for a strong threat!



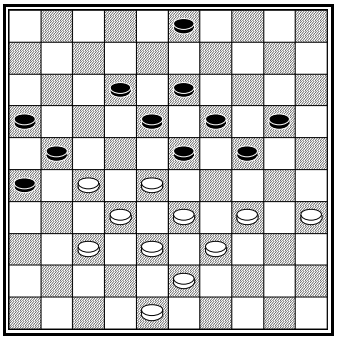
18.2



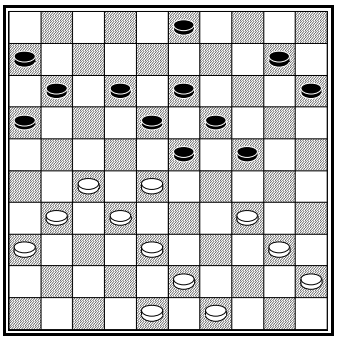
18.3



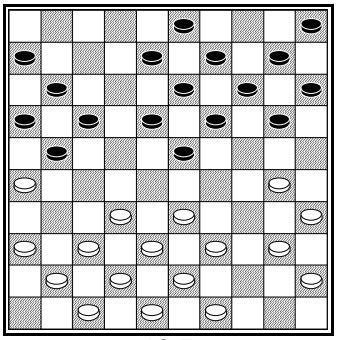
18.4



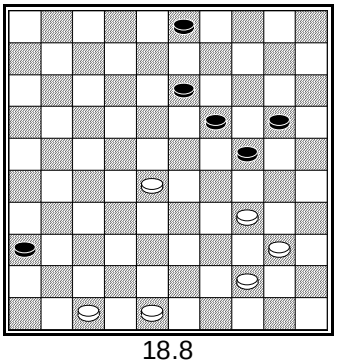
18.5



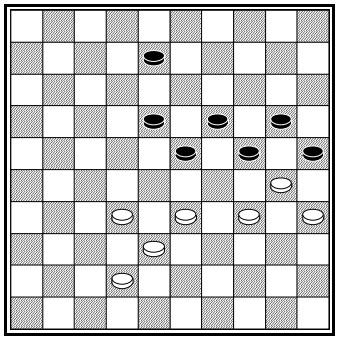
18.6



18.7

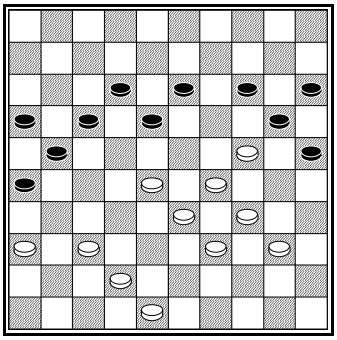


18.8

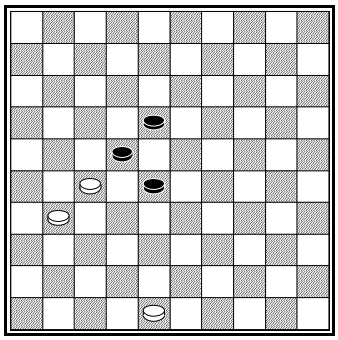


18.9

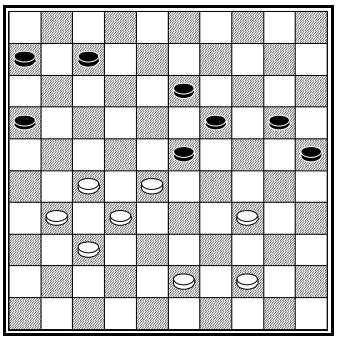
Look for a winning silent move!



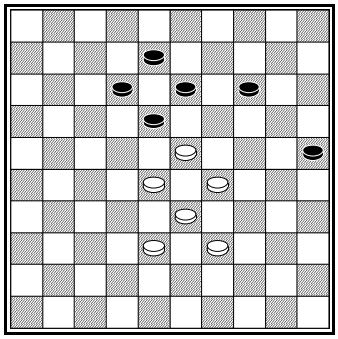
18.13



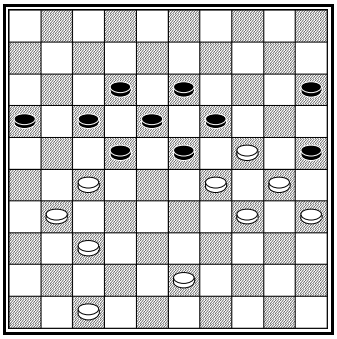
18.10



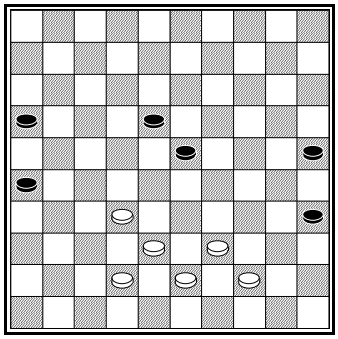
18.14



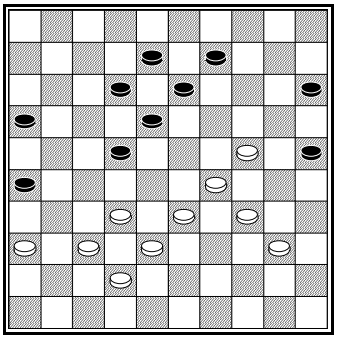
18.11



18.15

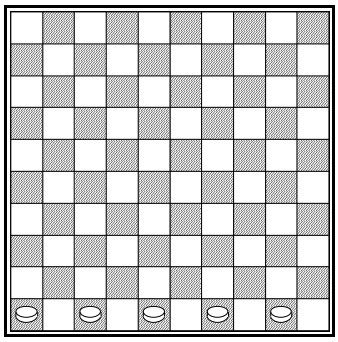


18.12

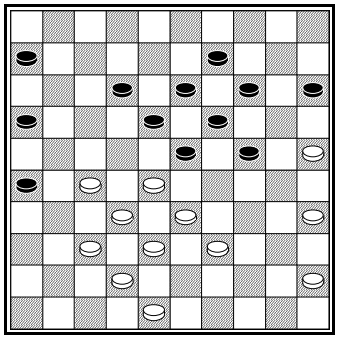


18.16

19. Base pieces



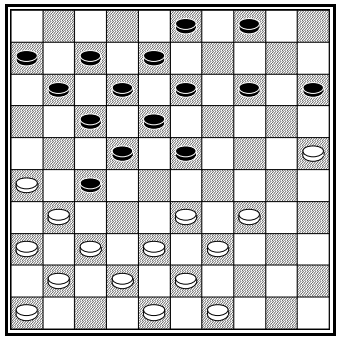
Pieces 46 – 50 are white's base pieces. Black's base pieces are 1 – 5.
Usually base pieces are only played when there is a good reason for it. Piece 46 is considered the least valuable base piece. It is often brought into play early in the game. Piece **48** is considered the most valuable piece, it is called the **golden piece**.



We see a nearly symmetrical classical position.
There is only one difference between both positions. White has the golden piece, black has a weak piece at 15. Because black misses the golden piece, piece 9 is weak. It is a dangling piece. Both 9 and 15 are not active.
White uses the formation 37/42/48 to take control over the left wing. Black will be without good moves soon.

1.37 – 31 26 x 37
2.42 x 31 6 – 11
3.31 – 26 11 - 17
4.48 – 42 23 – 29
5.42 – 37

It's over already. Both 5… 18 – 23 and 5… 15-20 are met by 6.35 – 30 etc. +



Wiersma – Sijbrands

1.49 – 44?

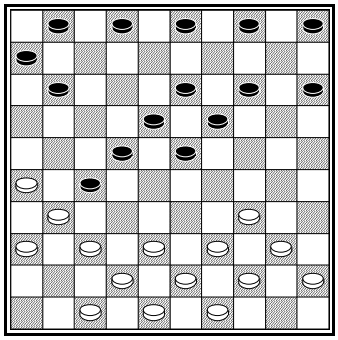
Black plays an attack having an outpost at 27. In this case it is dangerous to play without basic piece 49. Without formation 38/43/49 white can't change the outpost anymore. Moreover his opponent can take advantage of the open square 49 by threatening to take king shots.

1… 14 – 19!

Black threatens to play 27 – 32! Looking for shots it makes sense to look at sacrificing the most advanced pieces first. The 27 – 32 move removes piece 38 opening tracks to king.
Let's consider white's forbidden moves:

1) 2.37 – 32 23 – 28! 3.32 x 14 27 – 32 4.38 x 27 13 – 19 5.14 x 23 18 x 49 6.27 x 18 47 x 29 +
2) 2.34 – 29 23 x 34 3.39 x 30 17 – 21 4.26 x 28 27 – 32 5.38 x 27 15 – 20 6.25 x 23 18 x 40 +
3) 2.34 – 30 19 – 24! 3.30 x 28 27 – 32 4.38 x 27 15 – 20 5.25 x 14 13 – 19 6.14 x 23 18 x 40 7.27 x 18 12 x 32 8.37 x 28 17 – 21 9.26 x 17 11 x 44
4) 2.44 – 40 27 – 32 3.38 x 27 (37 x 28 23 x 32 38 x 27 15 – 20 B+) 23 – 29 4.34 x 14 13 – 19 5.14 x 23 18 x 49 6.27 x 18 49 x 35 +

Moves like 2.33 – 28 or 2.33 – 29 are not attractive at all. White decided to make the exchange 2.25 – 20 15 x 24 3.33 – 28 22 x 33 4.38 x 20. Black got a great attacking position and won the game (4… 4 – 10! 5.31 x 22 18 x 27 6.43 – 38 [6.20 – 15 19 – 24 7.15 x 4 24 – 29 8.4 x 31 29 x 47 B+1] 10 – 15 7.39 – 33 15 x 24 8.33 – 29 24 x 33 9.38 x 9 3 x 14 10.42 – 38 17 – 22 with advantage for black).



Valneris - Hezemans

To give you an idea how this position was reached we show the opening moves of the game:

1.32-28 18-23	2.33-29 23x32
3.37x28 17-22	4.28x17 11x22
5.39-33 12-18	6.44-39 19-23
7.50-44 14-19	8.41-37 16-21
9.31-26 21-27	10.46-41 07-11
11.29-24 20x29	12.33x24 19x30
13.35x24 10-14	14.37-31 13-19
15.24x13 08x19	16.41-37 09-13

The situation is quite different from the former example. Black's attack is not so strong. White has built the right formations to neutralize the attack. He attacks the outpost and removes centre piece 23 changing 34 – 29 x 29.
After having removed black's outpost white ultimately breaks through at the left wing.
Of course white couldn't do this without piece 49! Watch how white performs his plan successfully.

17.37 – 32! 11 - 16
18.32 x 21 16 x 27
19.42 - 37 6 - 11
20.37 - 32 11 - 16
21.32 x 21 16 x 27
22.47 - 42 2 – 7

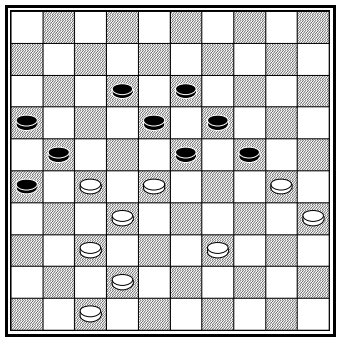
Black can't defend the outpost playing 23 – 28 because after 23.42 – 37 18 – 23 24.34 – 29! 23 x 34 25.40 x 29 (threatening 29 – 23) black loses a piece.

23.42 - 37 7 - 11
24.37 - 32 11 - 16
25.32 x 21 16 x 27
26.48 - 42 1 - 7
27.42 - 37 7 - 11
28.34 – 29! 23 x 34
29.40 x 29 3 - 8
30.29 – 23! 18 x 29
31.38 – 33 29 x 38
32.43 x 21 11 - 16
33.49 – 43! 16 x 27
34.43 - 38 19 - 23
35.37 - 32 13 – 18
36.32 x 21 8 - 12
37.31 - 27 22 x 31
38.36 x 27 23 – 29

38… 12 – 17 39.21 x12 18 x 7 40.26 – 21 etc. won't stop the break through at the left wing either.

39.38 - 32

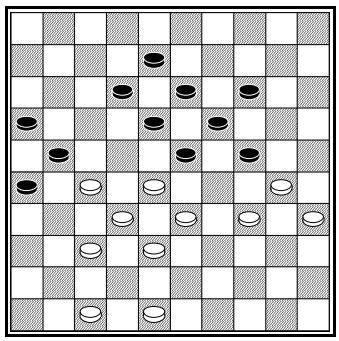
Black surrendered.



Piece 47 can be a very strong defender, especially in classical positions. Thanks to piece 47 white can force a beautiful win.

1.42 – 38 12 – 17
2.28 – 22! 17 x 28
3.38 – 33!

Black has no good defense. After 3… 26 – 31 4.37 x 17 28 x 37 5.39 – 34 black has run out of moves…



White has two strong base pieces in this classical position. Which piece to play? There is no general rule which piece to play. You can only know by investigating the position. So let's look at both possibilities.
1.48 – 43 looks nice after 1… 12 – 17? 2.43 – 39 but black can play 1… 23 – 29 2.34 x 23 18 x 29 gaining space. White should not allow this if he wants to win.
Piece 47 usually goes to 41 in such positions. This is logical, because now you can play 2 more moves at this wing (41 – 36 & 36 – 31) while after 47 – 42 the piece is dangling. In this case 47 – 41 has another benefit. Blacks natural move 12 – 17 can be answered by a shot!

1.47 – 41!!

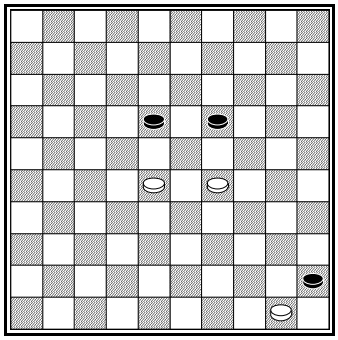
After 1… 12 – 17 black's position is annihilated by 2.34 – 29! 23 x 25 3.28 – 23 19 x 39 4.38 – 33 39 x 28 5.32 x 3 21 x 32 6.3 x 19 +.

1… 23 – 29
2.34 x 23 18 x 29
3.41 – 36!!

An excellent, patient move. White prepares ideal conditions for the endgame that is reached after 28 – 23.

3… 12 – 18
4.28 – 23! 19 x 39
5.30 x 10

Black can't play 39 – 44 now because of the shot 6.37 – 31! 26 x 28 7.10 – 5 21 x 43 8.5 x 3 +. After 5… 29 – 33 6.38 x 29 39 – 44 white takes the shot 7.29 – 23 18 x 29 8.37 – 31 26 x 28 9.10 – 4 21 x 32 10.4 x 3 +.
After sacrificing 2 pieces by 26 – 31 6.37 x 17 39 – 44 7.10 – 4 white has a won endgame.

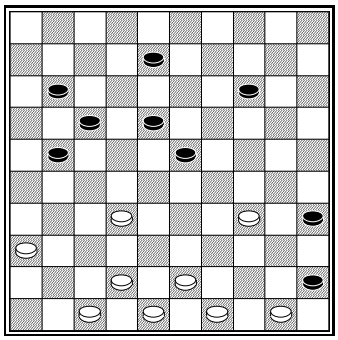


Black to move

The piece at 45 is stopped by piece 50. You would expect white never to be able to play piece 50. In this endgame (composed by V. Nicod) black loses because of some tricks.

Black can try to break through in 2 ways:

1) 1… 18 – 23 2.29 x 18 19 – 24 3.18 – 12 (going to 3 wins too) 24 – 30 4.12 – 7 30 – 34 5.7 – 1 34 – 39 6.50 – 44! 39 x 50 7.1 – 6 +
2) 1… 19 – 23 2.28 x 19 18 – 22 3.19 – 14 22 – 27 4.14 – 10 27 – 32 5.10 – 5 32 – 38 6.50 – 44!! A brilliant move! White threatens to play 44 – 40 + while 6… 45 - 50 7.29 – 23! also loses.



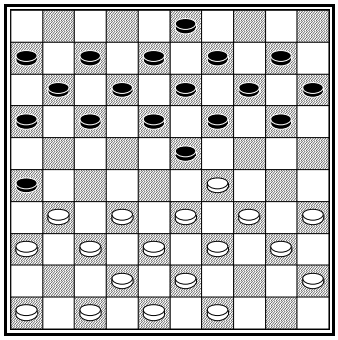
Galkin

This is a famous composition. White forces a win in a very special way:

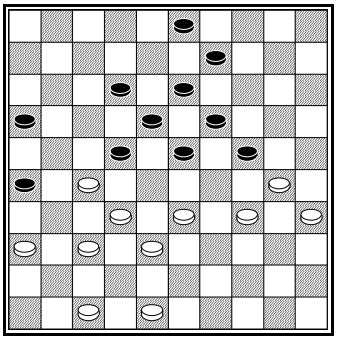
1.34 – 30! 35 x 24
2.50 – 44!!

Black can't go to king: 45 – 50 32 – 27 50 x 31 36 x 7. White is threatening both 44 – 40 45 x 34 32 – 27 21 x 32 43 – 38 32 x 43 48 x 10 + and 44 – 40 45 x 34 32 – 28 23 x 32 43 – 39 34 x 43 49 x 7. At 18 – 22 white can take the shot 3.44 – 40 45 x 34 4.32 – 27 21 x 32 5.43 – 39 34 x 43 6.49 x 9 + and 17 – 22 is answered by 3.44 – 40 45 x 34 4.32 – 28 22 x 33 5.43 – 39 33 x 44 6.49 x 9.
Black has no good way to sacrifice either, so he loses.

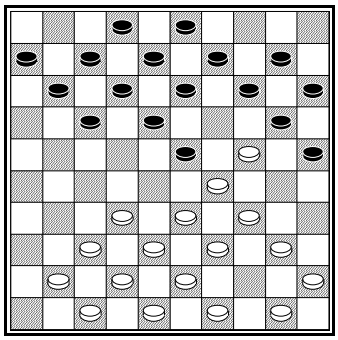
In the exercises you have to select the best of the two moves.



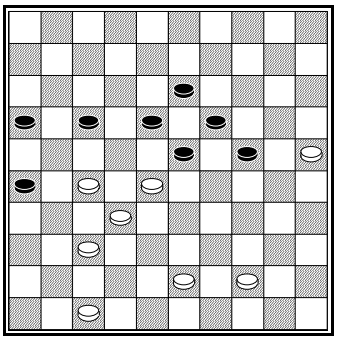
19.1 46 – 41 / 47 - 41



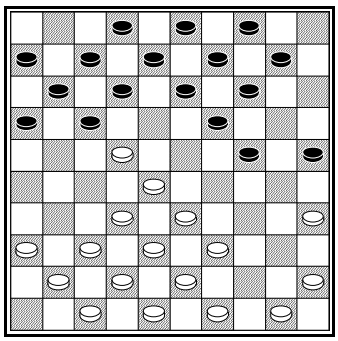
19.5 47 – 42 / 48 - 42



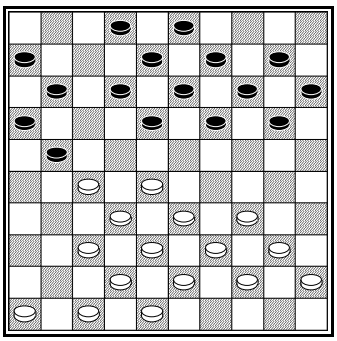
19.2 50 – 44 / 49 - 44



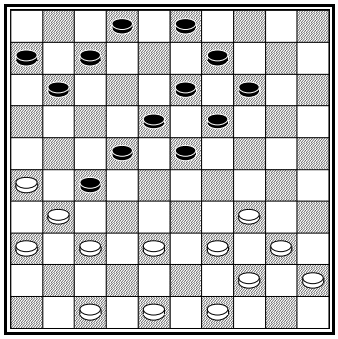
19.6 47 – 41 / 47 - 42



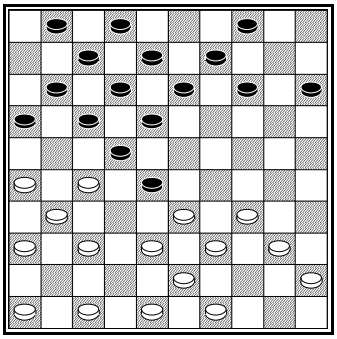
19.3 50 – 44 / 49 – 44



19.7 46 – 41 / 47 - 41

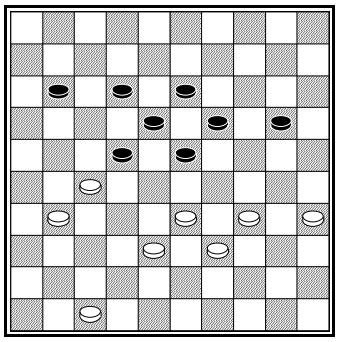


19.4 48 – 43 / 49 – 43



19.8 47 – 41 / 48 - 42

20. Trapping your opponent



In this position white wants to trap his opponent.

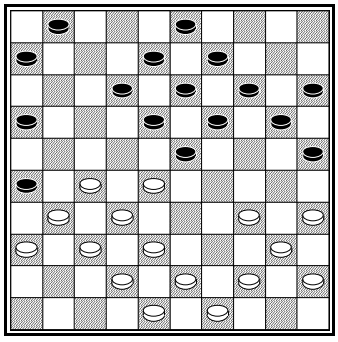
1.33 - 29?!

De ?! - sign means white is speculating for his opponent will play a move that looks good but which is actually a mistake. In this case it looks as if black can force a win by 19 – 24. If white closes the gap with 39 – 33 black wins a piece by 22 – 28 33 x 22 24 x 42 47 x 38 12 – 17 B+1. But white has prepared a trap.

1… 19 – 24? 2.34 - 30!!

The surprise. Black has to take 4 pieces with piece 23.

2… 23 x 21 3.30 x 6



1.44 – 39?!

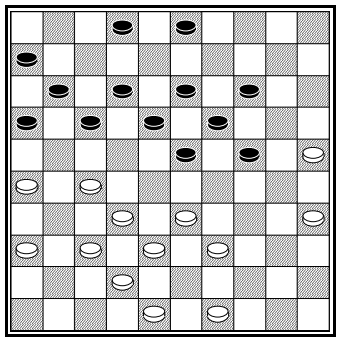
White is provoking a trap shot.

1… 16 – 21?
2.27 x 16 6 – 11
3.16 x 7 23 – 29
4.34 x 23 18 x 29
5.7 x 18 13 x 44

Black goes to 44 with the intention of getting a king. White however takes advantage of the gaps in blacks position, especially the gap at 13.

6.40 – 34! 29 x 40
7.45 x 34

Going to king with 44 – 50 loses because of 8.49 – 44 50 x 30 9.35 x 2 +. It's better to sacrifice a piece with 9 – 13 39x30 etc. to remain in the game.

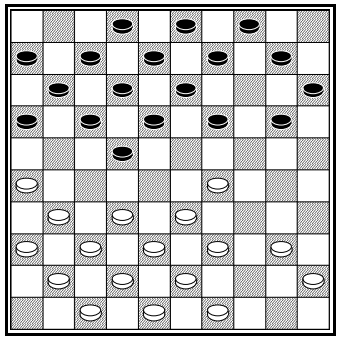


1.49 – 44?!

White offered her opponent a king shot. In the game black calculated the king shot accurately and didn't take the shot. This is the calculation black made:

1… 24 – 30
2.35 x 24 19 x 30
3.25 x 34 23 – 28
4.33 x 22 17 x 28
5.32 x 23 18 x 49
6.38 – 33! 49 x 21
7.26 x 10

Black played 1… 2 - 8 and got a good position.

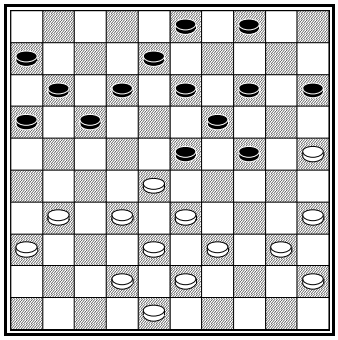


1.39 – 34?!

White plays **a snare**: a move trying to seduce your opponent to take a shot after which you have a shot yourself.

1… 22 – 27?
2.32 x 21! 16 x 27
3.31 x 22 17 x 30
4.29 - 23 18 x 29
5.40 – 34 30 x 39
6.43 x 5

There were choices for black at the 4th and 5th move. Check by yourself that other captures will also result in a king shot for white.



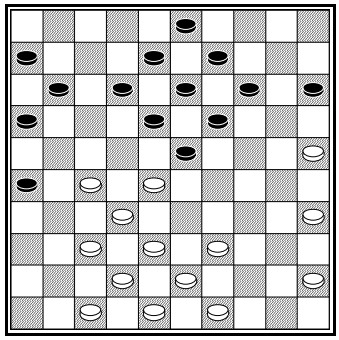
1.39 – 34?!

It seems that white has made a mistake. Black can take a Harlem shot! But white calculated deeper.

1… 23 – 29?
2.34 x 23 17 – 22
3.28 x 17 19 x 26
4.33 – 28!! 11 x 33
5.38 x 7

White has to watch out for other shots too. If black plays the Bomb Shot 1… 24 – 30 2.35 x 24 19 x 39 3.28 x 10 39 x 26 4.10 – 5 white has a king for 2 pieces.

If the piece at 6 was at square 1 in this position white would not be possible to play 1.39 – 34 because of the shot 17 – 22! 2.28 x 6 24 – 30 3.35 x 24 19 x 26 B+2.
If you want to trap your opponent always watch out you aren't trapped yourself (like in the case black's piece 6 was at 1)!



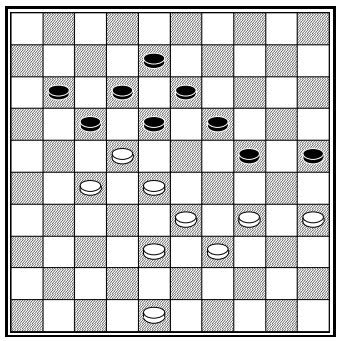
1.35 – 30?!

Can black resist the temptation to take a Kung Fu shot? By taking this shot piece 13 is removed. White will use this gap to make a king shot.

1… 14 – 20?
2.25 x 14 19 x 10
3.28 x 19 13 x 35
4.37 – 31! 26 x 28
5.27 – 21 16 x 27
6.38 – 32 27 x 38
7.42 x 2

The white king costs a piece but after 11 – 16 8.2 – 8 8 – 13 9.8 – 13 white wins a piece and will finish the game easily.

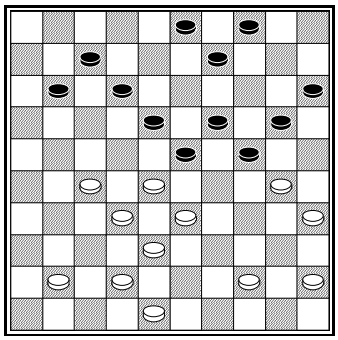
☼ It is extremely dangerous to have a gap at square 38 (13)



White to move seems to have a major problem. What to do against the threatening 18 – 23 after 38 – 32 followed by 24 – 29 etc. White finds a shot to solve the problem!

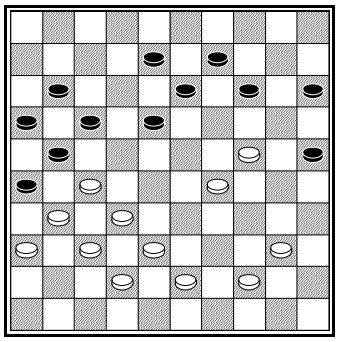
1.48 – 43?! 18 – 23?
2.35 – 30! 23 x 21

3.34 – 29 25 x 23
4.33 – 28 23 x 32
5.38 x 9 17 x 28
6. 9 – 3



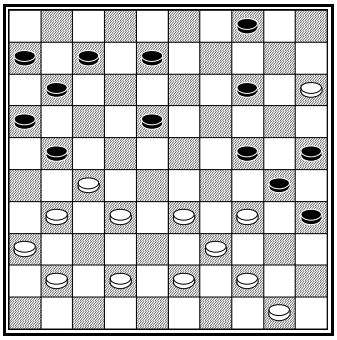
White played 1.46 – 41?! provoking an arch shot.

1… 24 – 29?
2.33 x 22 12 – 17
3.28 x 19 17 x 46
4.19 – 13! 9 x 18
5.30 – 24 20 x 29
6.42 – 37 46 x 40
7.45 x 1



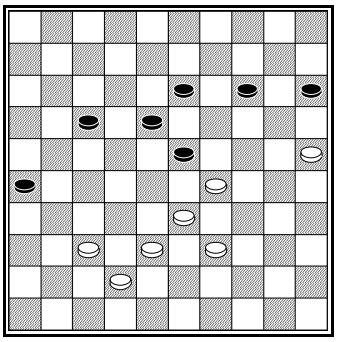
Blacks trap is ready. White wanted to change 27 – 22 18 x 27 31 x 22 17 x 28 32 x 23 but was shocked by black's 17 x 28 capture…

1.27 – 22 17 x 28!
2.32 x 3 13 – 19
3.24 x 4 11 – 17
4.3 x 20 15 x 33
5.38 x 29 17 – 22
6.4 x 27 21 x 41
7.36 x 47 26 x 50



White saw his opponent was threatening 4 – 10 15 x 4 21 – 26 4 x 22 26 x 17. White spotted a trap shot to reply to this shot.

1.43 – 38?! 4 – 10?
2.15 x 4 21 – 26
3.4 x 22 26 x 17
4.44 – 40! 35 x 44
5.27 – 22 17 x 28
6.33 x 22 44 x 33
7.38 x 9 30 x 39
8.9 – 4

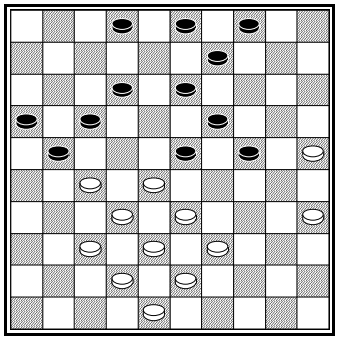


1.29 – 24?! 23 – 29?

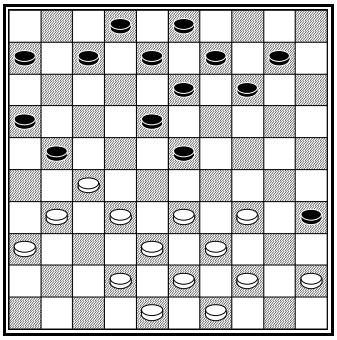
White prepared a shot with a familiar theme: He gives his opponent a king and works with a stick move to open the position.

2.37 – 31! 26 x 48
3.25 – 20 48 x 19
4.20 x 9 13 x 4
5.33 x 11

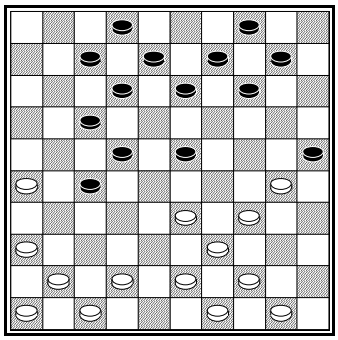
The nice thing about this combination is that white doesn't take a shot with the stick move immediately, but opens the position for a shot to come!



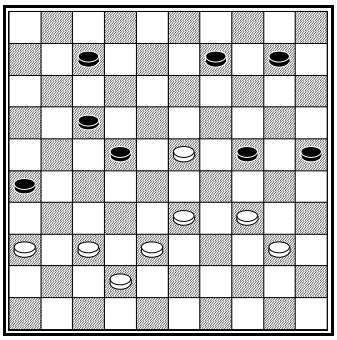
20.1 39 – 34?! 24 – 30?



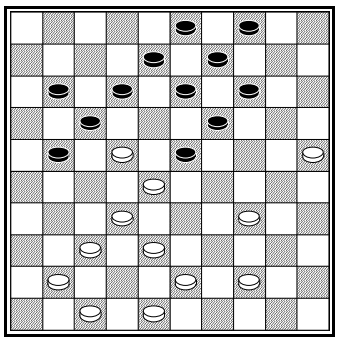
20.5 33 – 28?! 21 – 26?



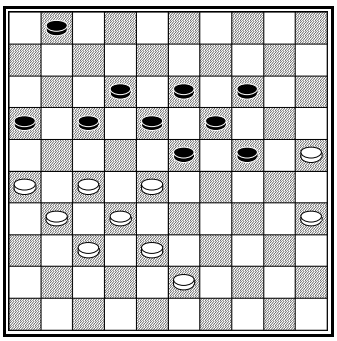
20.2 30 – 24?! 14 -19?



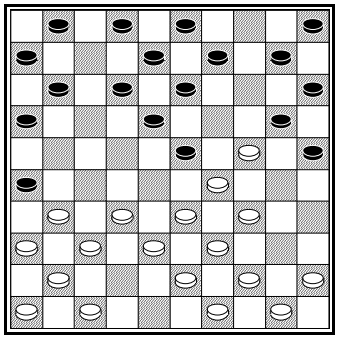
20.6 37 – 32?! 24 – 29? 33 x 24 22 - 28



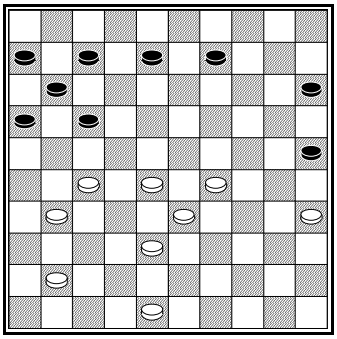
20.3 34 – 30?! 14 – 20 x 10?



20.7 38 – 33?! 23 – 29?



20.4 33 – 28?! 25 – 30?



20.8 29 – 24?! 25 – 30?

Solutions lessons 11 - 20

Lesson 11: Other shots

C 11.1 34 – 29 23 x 34 28 – 22! (28 – 23 etc. will result in a draw) 17 x 39 37 – 31 26 x 28 49 – 44 21 x 43 44 x 13 19 x 8 48 x 10 (Coup Raphael)

C 11.2 27 – 22 18 x 27 33 – 29 24 x 22 35 – 30 25 x 34 40 x 7 (Coup Raichenbach)

C 11.3 37 – 31 26 x 37 32 x 41 23 x 21 33 – 29 24 x 33 49 – 43 35 x 24 43 – 38 33 x 42 41 – 37 42 x 31 36 x 29 (Coup Deslauriers)

C 11.4 32 – 27 22 x 31 41 – 37 31 x 42 29 – 24 20 x 29 33 x 24 41 x 33 39 x 10 (Trap shot)

C 11.5 28 – 22 17 x 28 37 – 32 28 x 37 38 – 32 37 x 28 47 – 41 26 x 37 41 x 5 (Catapult shot)

C 11.6 27 – 22 18 x 27 32 x 21 23 x 41 21 – 17 11 x 22 (or 12 x 21) 42 – 37 41 x 32 38 x 7 (Coup Springer)

C 11.7 30 – 24 19 x 39 28 x 10 15 x 4 43 x 23 18 x 29 27 – 21 16 x 27 32 x 21 26 x 17 38 – 33 29 x 38 37 – 32 38 x 27 31 x 2 (Coup Ricou)

C 11.8 47 – 41 45 x 1 22 – 18 1 x 22 28 x 6 19 – 23 6 – 1 23 – 28 1 – 29 28 – 32 29 – 42 etc. +

Lesson 12: Forcing

F 12.1 33 – 28 14 – 19 28 – 22 17 x 28 34 – 29 23 x 43 32 x 1 43 x 41 36 x47

F 12.2 32 – 28 11 – 17 34 – 30 24 x 35 28 – 23 18 x 29 33 x 4

F 12.3 34 – 30 13 – 19 40 – 34 29 x 40 35 x 44 24 x 35 44 – 40 35 x 44 43 – 39 44 x 33 42 – 37 31 x 42 47 x 7

F 12.4 32 – 27 12 – 18 37 – 32 26 x 28 39 – 33 28 x 30 35 x 4 22 x 31 4 x 22 11 – 17 22 x 11 6 x 17 36 x 27

F 12.5 37 – 31 21 – 26 32 – 28 26 x 37 27 – 22 18 x 27 28 – 22 27 x 18 38 – 32 37 x 28 33 x 4

F 12.6 34 – 29 23 x 34 39 x 30 20 – 25 28 – 23 19 x 50 30 x 17 11 x 22 38 – 33 50 x 28 32 x 1

F 12.7 28 – 22 12 – 18 (11 – 17 22 x 11 6 x 17 27 – 21 16 x 27 31 x 11 7 x 16 34 – 30 25 x 34 40 x 7 1 x 12 W+1) 27 – 21 26 x 28 34 – 30 25 x 34 40 x 29 23 x 34 32 x 25

F 12.8 27 – 22 24 – 29 (7 – 11 22 – 18 13 x 33 38 x 16 +) 22 x 2 29 x 49 32 – 27 23 x 34 2 – 16 49 x 21 16 x 17

Lesson 13: The free move

C 13.1 42 – 37 25 x 32 37 x 6

C 13.2 39 – 33 25 x 34 27 – 22 18 x 27 32 x 21 16 x 27 33 – 29 24 x 33 38 x 9 (or 38 x 7)

C 13.3 31 – 26 25 x 34 40 x 20 15 x 24 32 – 27 23 x 21 26 x 6

C 13.4 33 – 29 26 x 37 32 x 41 23 x 21 29 – 24 20 x 29 34 x 5

C 13.5 31 – 26 29 x 49 28 – 22 17 x 28 32 x 14 49 x 21 26 x 30

C 13.6 26 – 21 22 x 31 32 – 28 choice 30 – 25 choice 25 x 3

C 13.7 30 – 25 20 – 24 25 – 20 24 – 30 43 – 38 15 x 24 33 – 29 24 x 31 36 x 7 18 – 22 39 – 34! 30 x 39 7 – 2 13 – 18 2 – 7

C 13.8 23 – 18 22 – 27 37 – 31 27 x 29 31 – 26 13 x 22 30 – 214 29 x 20 25 x 12 17 x 8 26 x 28 +

Lesson 14: The stick move:

C 14.1 38 – 32 27 x 29 26 – 21 22 x 44 21 x 34 44 – 49 34 – 30 25 x 34 50 – 44 49 x 40 35 x 44

C 14.2 39 – 33 28 x 30 35 x 13 36 x 47 38 – 32 47 x 8 32 x 3

C 14.3 23 – 18 12 x 32 22 – 18 35 x 33 18 x 27

C 14.4 39 – 34 29 x 49 25 – 20 49 x 12 20 x 7 (missed opportunity in Georgiev – G. Jansen Wch 2005)

C 14.5 37 – 32 28 x 30 40 – 34 26 x 28 34 x 32

C 14.6 47 – 41 20 x 40 38 - 32 47 x 29 32 x 45

C 14.7 23 – 19 28 x 48 24 – 20 48 x 13 20 x 7

C 14.8 29 – 24 30 x 19 37 – 32 27 x 29 26 – 21 22 x 35 21 x 34

Lesson 15: Giving your opponent a king

C 15.1 38 – 33 29 x 38 49 – 44 38 x 49 37 – 31 28 x 37 31 x 42 49 x 21 26 x 10

C 15.2 38 – 32 27 x 49 39 – 33 49 x 35 34 – 30 35 x 24 29 x 7

C 15.3 30 – 24 36 – 31 27 x 36 26 – 21 17 x 26 47 – 41 36 x 47 43 – 39 47 x 33 39 x 6

C 15.4 26 – 21 17 x 26 47 – 41 36 x 47 37 – 31 26 x 37 38 – 32 37 x 28 48 – 42 47 x 38 43 x 5

C 15.5 30 – 24 19 x 30 36 – 31 27 x 36 37 – 32 28 x 37 38 – 32 37 x 28 47 – 41 36 x 47 39 – 34 47 x 40 45 x 32

C 15.6 29 – 24 19 x 30 38 – 32 27 x 47 40 – 35 47 x 40 35 x 24 20 x 29 45 x 3 (coup Manoury)

C 15.7 26 – 21 16 x 27 32 x 21 17 x 26 33 – 28 23 x 32 37 x 28 26 x 46 29 – 23 18 x 29 34 x 5 46 x 19 5 x 46

C 15.8 27 – 21 17 x 26 30 – 24 19 x 30 25 – 20 15 x 33 39 x 17 30 x 50 42 – 38 11 x 22 38 – 33 50 x 28 37 – 31 26 x 37 41 x 1

C 15.9 33 – 28 26 x 46 30 – 24 19 x 30 28 x 19 13 x 44 40 x 49 46 x 40 35 x 24 20 x 29 45 x 1 (coup Manoury)

C 15.10 38 – 32 27 x 38 28 – 22 17 x 28 49 – 43 38 x 49 37 – 32 49 x 19 32 x 5

C 15.11 38 – 32 27 x 38 28 – 22 17 x 28 36 – 31 26 x 37 49 – 43 38 x 49 46 – 41 49 x 19 41 x 5

C 15.12 38 – 33 29 x 49 30 – 24 19 x 30 28 x 19 13 x 24 37 – 31 26 x 28 45 – 40 21 x 32 48 – 43 49 x 38 42 x 2 (with the lethal threat 40 – 34 +)

C 15.13 27 – 22 18 x 27 33 – 29 24 x 33 38 x 20 27 x 47 20 – 14 19 x 10 30 – 24 47 x 20 25 x 5

C 15.14 47 – 41 36 x 47 40 – 35 47 x 29 39 – 33 29 x 22 28 x 19 24 x 13 35 x 4 (semi Turc)

C 15.15 26 – 21 17 x 37 48 – 42 37 x 48 33 – 29 24 x 42 43 – 38 42 33 39 x 6 48 x 30 35 x 11

C 15.16 37 – 31 26 x 48 47 – 41 36 x 47 38 – 33 47 x 29 28 – 23 19 x 28 30 x 10 4 x 15 39 – 34 48 x 30 35 x 4

Lesson 16: Attacking a wing

16.1 32 – 28 23 x 21 30 – 25

16.2 19 – 13 9 x 18 21 - 16

16.3 32 – 28 23 x 32 37 x 28 26 x 37 41 x 32 and black can't resist the threat 28 – 23.

16.4 34 – 30 3 – 9 30 x 19 9 – 14 39 – 34 14 x 23 33 – 28 23 x 41 36 x 47 26 x 30 35 x 4 +

16.5 31 - 26 24 – 29 (23 – 29 26 x 17 29 x 38 28 – 23 19 x 37 43 x 41 followed by a 27 – 21 16 x 27 17 – 11 break through) 26 x 17 29 x 38 17 – 11 16 x 7 27 – 21 38 x 16 30 – 25 23 x 32 25 x 1

16.6 37 – 31 21 – 26 27 – 22

16.7 34 - 29 23 x 34 40 x 20 10 – 15 28 – 22 17 x 39 27 – 21 15 x 24 21 – 17 12 x 21 38 – 33 39 x 28 32 x 1

16.8 32 – 28 23 x 32 38 x 27 22 x 31 33 – 29 and 30 – 24 at the next move breaking through in the end.

Lesson 17: The sacrifice

17.1 25 – 20 24 x 15 33 - 29

17.2 27 – 22 18 x 27 39 – 33

17.3 37 – 31 26 x 37 32 x 41 23 x 21 34 – 29 14 -20 29 – 23 19 x 28 33 x 2

17.4 26 – 21 17 x 26 28 – 22

17.5 26 – 21 17 x 26 28 – 22 11 – 17 22 x 11 16 x 7 27 – 21 26 x 17 38 – 33 29 x 27 31 x 2 (Scholma)

17.6 34 – 30 35 x 44 (35 x 24 33 – 28 +)
39 x 50 25 x 34 45 – 40 34 x 45 33 – 28

17.7 27 – 22 18 x 27 33 – 29 23 – 28 37 – 31 26 x 37 42 x 33

17.8 32 – 27 22 x 31 30 – 25 11 – 17 25 x 14 19 x 10 42 – 38 31 x 33 39 x 8 12 x 3 47 – 42 36 x 40 45 x 1

Lesson 18: A strong threat

18.1 32 – 27 threatening 27 – 22

18.2 32 – 27 22 x 31 36 x 27

18. 3 39 - 33 threatening both 29 – 23 18 x 29 33 x 35 and 27 – 21 16 x 27 33 – 28 22 x 24 31 x 2

18.4 34 – 29 23 x 34 40 x 29 threatening 29 – 23 (also possible after 17 – 21)

18.5 34 – 29 23 x 34 39 x 30 (threatening 30 – 25) 20 – 25 28 – 23 19 x 39 30 x 17 21 x 12 43 x 34

18.6 38 – 33 threatening 27 – 21 etc. and because 10 – 14 loses a piece there is no good defense for black.

18.7 30 – 24 20 x 29 33 x 24 19 x 30 35 x 24 (threatening 24 – 19 32 – 27) 14 – 20 (14 – 19 40 – 35 19 x 30 35 x 24 with the same threat) 39 – 34 20 x 29 32 – 27 21 x 32 37 x 19 13 x 24 34 x 21

18.8 44 – 39 threatening 47 – 41 36 x 47 39 – 33 etc.

18.9 32 – 27 9 – 13/14 27 – 22 18 x 27 33 – 29 +

18.10 48 – 43! (48 – 42? 28 – 32! 27 x 38 22 – 28 =) 28 – 33 43 – 38 m33 x 42 31 – 26 22 x 31 26 x 48

18.11 39 – 34 18 – 22 (14 – 20 or 13 – 19 39 34 +) 28 x 17 12 x 21 23 – 19 +

18.12 39 – 34

18.13 37 – 32 14 – 19 (18 – 22 24 – 19 13 x 24* 32 – 27 21 x 23 29 x 7 +) 40 – 35 19 x 30 35 x 24 18 – 22 24 – 19 13 x 24 32 – 27 21 x 23 29 x 7

18.14 28 – 22 20 – 24 22 – 18 23 x 12 34 – 29 24 x 33 32 – 28 33 x 22 27 x 9

18.15 43 – 38 17 - 21 (23 – 28 29 – 23 +) 31 – 26 22 x 33 26 x 8 13 x 2 24 x 22 33 x 24 30 x 28

18.16 32 – 27 22 x 31 36 x 27 12 – 17 (9 – 14 27 – 22 18 x 27 24 – 20 15 x 24 29 x 7) 37 – 31 26 x 48 27 – 21 48 x 19 21 x 12

Lesson 19: Base pieces

19.1 47 – 41! to be able to change 32 – 28 23 x 32 7 x 28 26 x 37 41 x 32.

19.2 50 – 44! 49 – 44? Would allow 14 – 19! 40 – 35? 19 x 30 35 x 24 18 – 22 B+

19.3 49 – 44! At 50 – 44 black takes the shot 19 – 23 28 x 30 25 x 34 39 x 30 17 x 50 +

19.4 48 – 43! White should have the formation 38/43/49

19.5 48 – 42! 22 x 31 36 x 27 24 – 29 (12 – 17 gives a 27 – 21 16 x 27 32 x 12 18 x 7 33 – 29 24 x 33 38 x 18 13 x 22 27 – 31 26 x 48 30 – 25 48 x 30 35 x 4 +) 33 x 24 9 – 14 24 – 20! 14 x 25 38 – 33 (after having played 47 – 42 this move would be impossible! Because of 23 – 28 etc.) 9 3 – 9 33 – 29! With a good position for white.

19.6 47 – 42! prevents 16 – 21 18 – 22 because of 43 – 38. After 47 – 42 white has a winning position.

19.7 46 – 41! In such situations you should simply centralize pieces.

19.8 47 – 41 gives white the opportunity to remove piece 28 by 37 – 32 x 32.

Lesson 20: Trapping your opponent

20.1 39 – 34?! 24 – 30? 35 x 24 19 x 39 28 x 8 39 x 28 32 x 23 21 x 41 23 – 18! 2 x 22 42 – 37 41 x 32 38 x 7

20.2 30 – 24?! 14 – 19? 33 – 29! 19 x 30 29 x 18 12 x 23 39 – 33 30 x 37 41 x 5

20.3 34 – 30?! 14 – 20 25 x 14 19 x 10? 28 x 19 13 x 35 22 – 18! 12 x 23 32 – 28 23 x 32 38 x 7

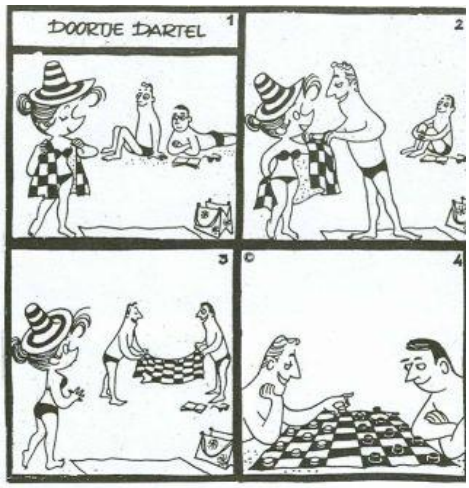
20.4 33 – 28?! 25 – 30 34 x 14 10 x 30 28 x 19 13 x 42 37 x 48! 26 x 28 39 – 34 30 x 39 44 x 4

20.5 33 – 28?! 21 – 26? 28 x 19 26 x 28 42 – 37 14 x 23 34 – 29 23 x 34 39 x 30 35 x 24 27 – 21 16 x 27 38 – 32 27 x 38 43 x 1

20.6 37 – 32?! 24 – 29? 33 x 24 23 – 19 28 x 48 40 – 35 48 x 30 36 – 31 26 x 37 38 – 32 37 x 28 19 – 14 9 x 29

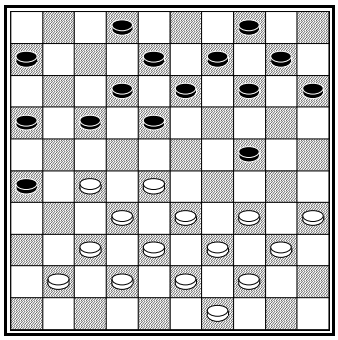
20.7 38 – 33?! 23 – 29? 35 – 30! 29 x 49 25 – 20 14 x 34 28 – 22 17 x 28 32 x 14 49 x 21 26 x 39

20.8 29 – 24?! 25 – 30 28 – 22 17 x 39 27 – 21 16 x 47 48 – 43 47 x 20 43 x 1



21. King shots

Combinations in order to get a king are important and often charming to watch.



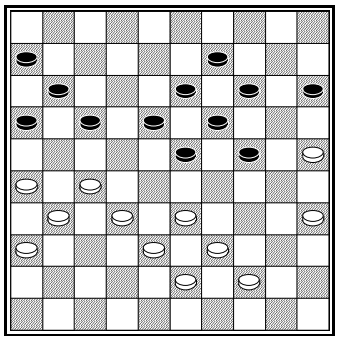
White wanted to attack and played

1.28 – 23? 18 x 29
2.34 x 23

To spot the shot it helps to look for a track to king. In this case the track is 8 x 19 x 28 x 37 x 46.
So you know what to do now:
Remove piece 37.
Transport a piece to square 13.

2… 16 – 21!
3.27 x 16 26 – 31
4.37 x 26 24 – 30
5.35 x 24 13 – 19
6.24 x 13 8 x 46

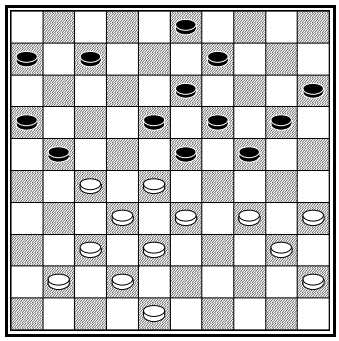
The king is for free and therefore easily winning.



Black has just played 12 – 18 and white spotted a track to king. The track is 32 x 21 x 12 x 23 x 14 x 3.
What has white got to do?
Remove pieces 14 and 23.

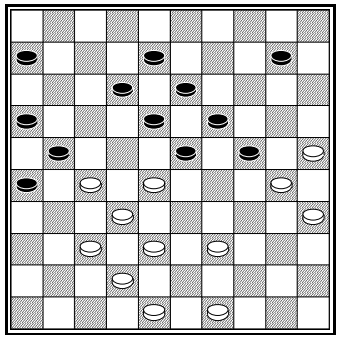
Make the shot with 27 – 21.

1.35 – 30 24 x 35
2.33 – 29 23 x 34
3.39 x 30 35 x 24
4.25 – 20 14 x 25
5.27 – 21 16 x 27
6.32 x 3



White spots a track to king: 32 x 1. To be able to make the shot you will have to remove piece 23 and transport a piece at 28. Usually this would cost white too many pieces, but in this case he can capture several pieces with his king.

1.35 – 30! 24 x 44
2.34 – 29 23 x 34
3.28 – 23 19 x 39
4.38 – 33 39 x 28
5.32 x 1 21 x 32
6.1 x 27

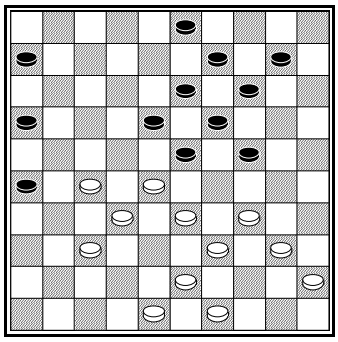


In this position white wants to remove piece 13. To achieve this goal he has to get rid of piece 24 first. After having opened square 13 white can gain a free move by playing 37 – 31 enabling him to make the 33 x 2 shot.

1.25 – 20! 24 x 15
2.30 – 24 19 x 30
3.28 x 19 13 x 24
4.37 – 31 26 x 28

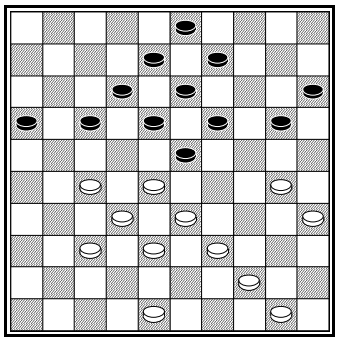
5.38 – 33 21 x 32
6.33 x 2

White has a king for 2 pieces. Because of the threat 39 – 34 white will win easily.



White uses a trap shot to get to king. Square 14 en 23 are opened. A black piece is brought to square 38 after which 37 – 31 gives white a shot to king.

1.34 – 29! 23 x 34
2.40 x 20 14 x 25
3.28 – 23 18 x 38
4.37 – 31 26 x 28
5.43 x 5



Never forget to look at moves that give the opponent a choice. In this position white can remove piece 13 with 30 – 24 and bring a piece to 28. After that the piece at 30 gives white a 39 - 34 shot to king. In this process black has several choices, but he idea stays the same.

1.30 – 24 20 x 29
2.33 x 24 19 x 30
3.28 x 19 13 x 24
4.27 – 21 16 x 27
5.32 x 21 17 x 26
6.37 – 31 26 x 37
7.38 – 32 37 x 28
8.39 – 34 30 x 39
9.44 x 2

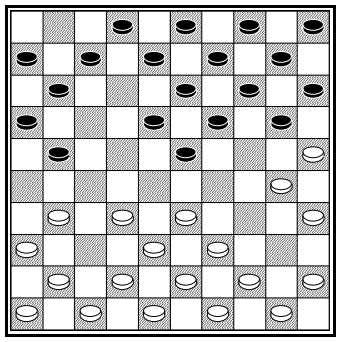
Check yourself that other captures of black will result in a king for white too.

Sometimes, already in the opening of a game, you will have to look for king shots.

1.34 – 30 18 – 23
2.30 – 25 12 – 18
3.40 – 34 7 – 12
4.34 – 30 1 – 7

Black plays logical moves in the direction of the centre. White prepares a trap.

5.31 – 26 17 – 21
6.26 x 17 12 x 21
7.37 – 31?!



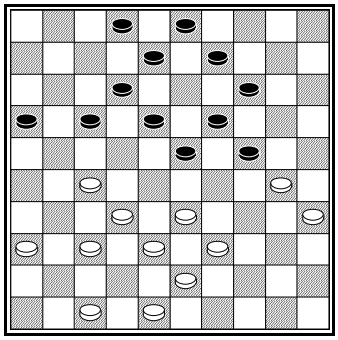
White is hoping for black to play:

7… 21 – 26?
8.33 – 29!! 26 x 28
9.30 – 24! 19 x 30

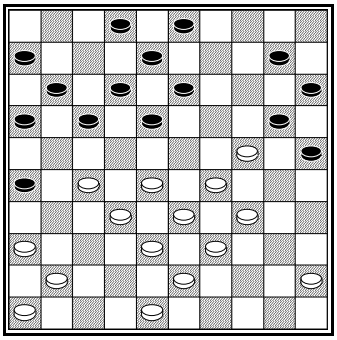
9… 23 x 34 10.39 x 30 20 x 29 11.38 – 33 +

10.35 x 24 23 x 34
11.39 x 30 20 x 29
12.38 – 33 28 x 39
13.43 x 1

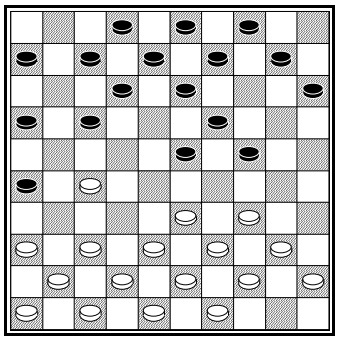
Choices for the opponent make the combination more surprising.



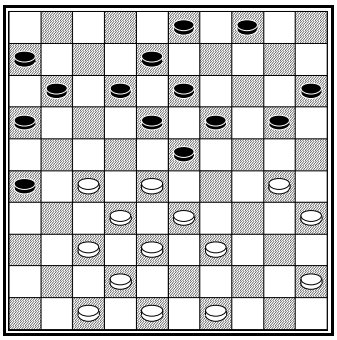
C 21.1



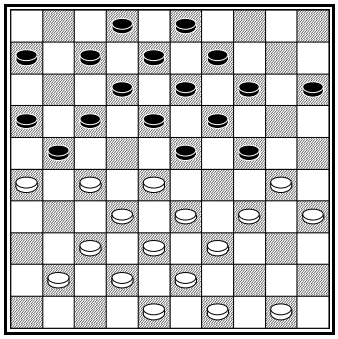
C 21.5



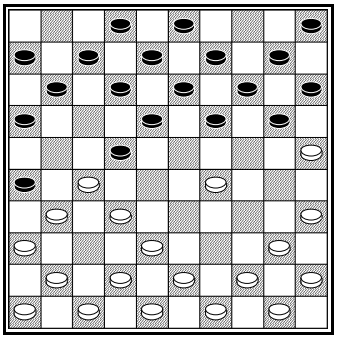
C 21.2



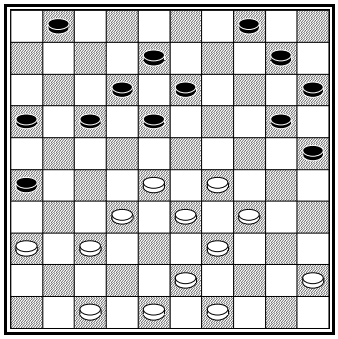
C 21.6



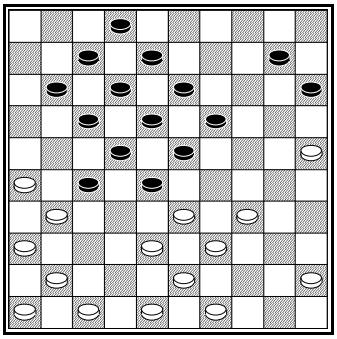
C 21.3



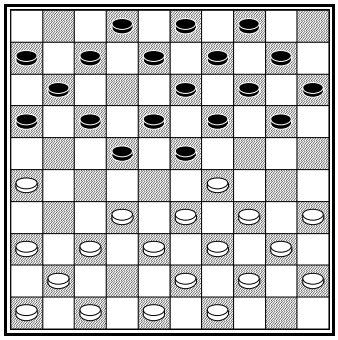
C 21.7



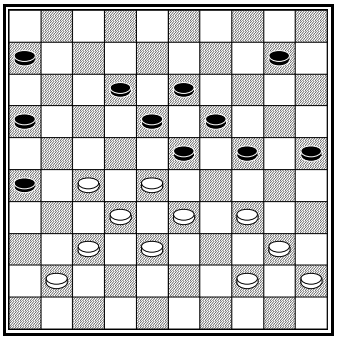
C 21.4



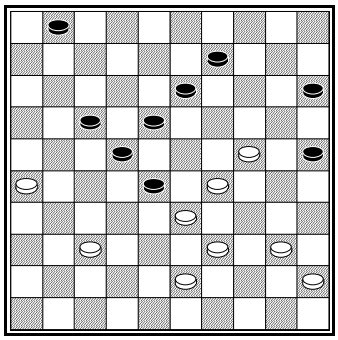
C 21.8



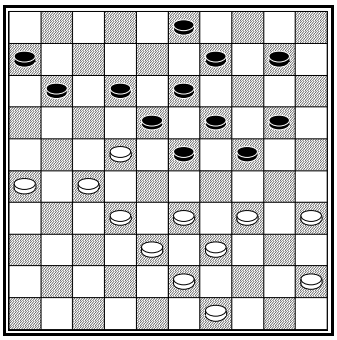
C 21.9



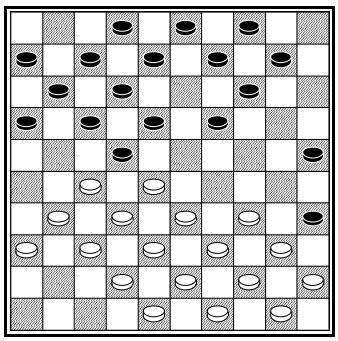
C 21.13



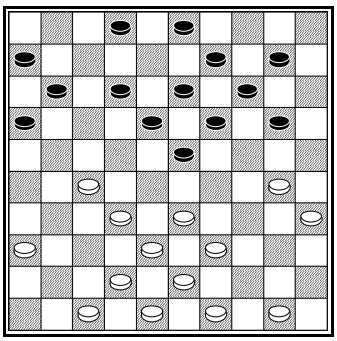
C 21.10



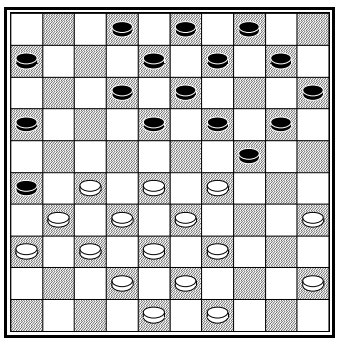
C 21.14



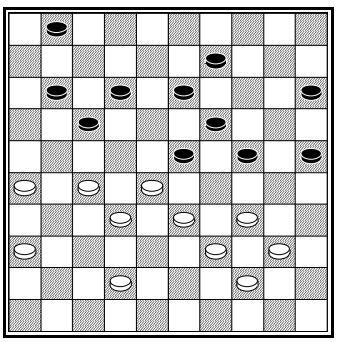
C 21.11



C 21.15



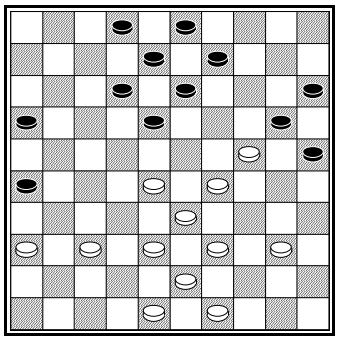
C 21.12



C 21.16

22. The king is caught

If you spot a king shot you should consider whether your opponent is able to catch the king.



White can make a king shot. Before taking the king shot you have to consider: Can black catch the king?
This is not an easy task. You have to visualize the position after the combination. Then, if black can catch the king, you have to be able to determine what's the value of the position after the king is caught.
In this case white decided not to take the king, but to play 38-32 (and 43-38 to build a strong centre supporting the outpost at 24).
White made this calculation:

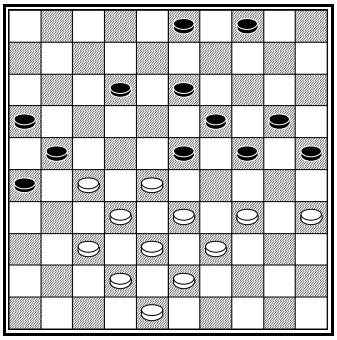
1.24 – 19 13 x 24
2.29 – 23 18 x 29
3.28 – 23 29 x 18
4.37 – 31 26 x 37
5.38 – 32 37 x 28
6.33 x 4

After this Coup Weiss white has a king for 2 pieces (we count the king as 1 piece). Black can catch the king equalizing the number of pieces.

6… 2 – 7!

Black is threatening 3 – 9 3 x 11 16 x 7. If white goes to the other side of the line 4/36, for example 7.4 – 31 black catches the king 12 – 18 8.31 x 11 16 x 7. The position after the catch of the king is still slightly better for white, but as a matter of fact black can hold a draw quite easily.

If you make a breakthrough to king the same procedure should take place. You should consider if your opponent can stop the breakthrough or catch the future king.



In the game white missed the winning breakthrough shot with 1.34 - 29!! 23 x 34 2.39 x 30 25 x 34 3.37 – 31 26 x 37 4.32 x 41 21 x 23 5.33 – 29 24 x 33 6.38 x 7.
Instead of this white played:

1.28 – 22? 12 – 18

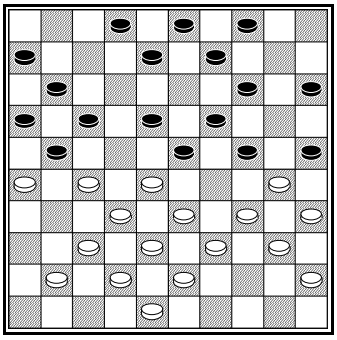
Now white made a shot to 7, costing him two pieces. It appears to be losing.

2.22 – 17? 21 x 12
3.27 – 22 18 x 27
4.32 x 21 16 x 27
5.33 – 29 24 x 44
6.43 – 39 44 x 33
7.38 x 7

Black is two pieces ahead. He can capture piece 7.

7…. 27 – 32!
8.37 x 28 19 – 23
9.28 x 8 3 x 1

With a piece down white lost.



Gantwarg – H. Jansen

This is a position from a game during the world championships of 1976. Black tried to trap his opponent:

1… 4 – 10?

Black discovered a contra-combination after 2.28 – 22 etc. but whites calculation was deeper and more accurate:

2.28 – 22! 17 x 28
3.33 x 4 3 – 9(!)

Black performs a Semi-Turc, followed by a king shot.

4.4 x 20 15 x 24
5.26 x 17 11 x 31
6.37 x 26 24 – 29
7.34 x 23 19 x 46

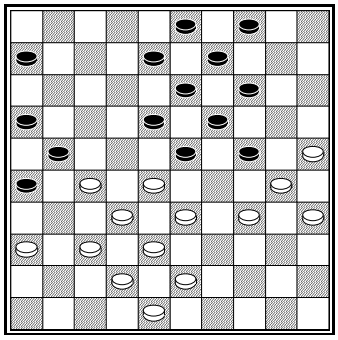
The black king costs two pieces. White calculated he could always catch the king for only one piece.

8.38 – 33! 25 x 34
9.40 x 29

There is nothing to do about the threat of 33 – 28 catching the king.

9… 46 – 32 10.33 – 28

Black surrendered.



Making efficient calculations in draughts is a hard thing to do! In this position white must make a deep calculation to establish whether the exchange 27 - 22 18 x 27 37 – 31 26 x 37 42 x 22 is good or not. White must see the following variation sharply:

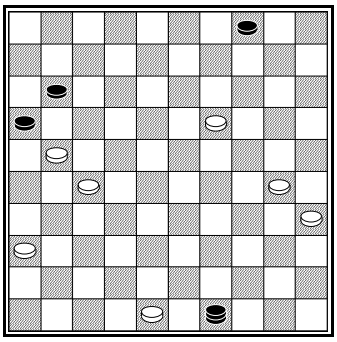
1.27 – 22 18 x 27
2.37 – 31 26 x 37
3.42 x 22

Black can take a king shot. If piece 34 would be at 40, like in a game Letsjinski - Gantwarg Wch 1980, the next combination would be winning.

3… 13 – 18?
4.22 x 2 21 – 27
5.32 x 21 23 x 32
6.38 x 27 14 – 20
7.25 x 23 6 – 11
8.30 x 19 3 - 8
9. 2 x 13 8 x 48

The king costs black no less than 3 pieces. Because in the Letsjinski – Gantwarg game the piece at 34 was at 40, 11 – 17 was a lethal threat. In this case white has a strong response.

10.34 – 30!



Now 11 – 17 doesn't work anymore. Moreover white threatens to play 21 – 17!! 49 x 24 30 x 19 W+.

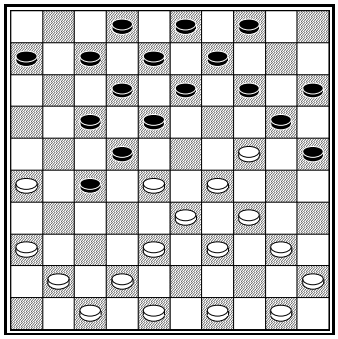
10… 49 – 44

White can't catch the king now, but with 3 pieces more it's sufficient to just go to king himself.

11.19 – 13!

White has a winning advantage in the endgame.

☼ Before taking a king shot you have to check if the king can be caught and what is the result of this!



Sijbrands – Andreiko

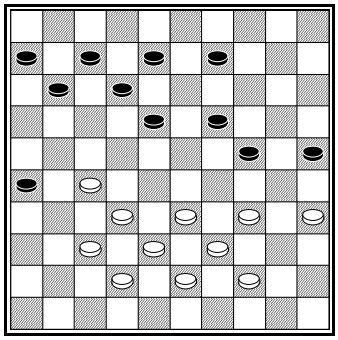
A famous game in which the legendary Andris Andreiko took a losing king shot, resulting ultimately in losing his world title to Sijbrands.

1… 14 – 19
2.41 – 37 19 x 30
3.38 – 32?

White should have played 3.37 – 32.

3… 27 x 38
4.26 – 21 17 x 26
5.28 x 17 12 x 21
6.29 – 24 30 x 19
7.36 – 31 38 x 29
8.34 x 1 9 – 14!

White only considered 8… 20 – 24? 9.1 – 34 8 – 12 10.34 x 1 19 – 23 11.1 x 20 15 x 24 with equal amount of pieces and a slightly better position for white.
White was completely surprised by 9 – 14. He loses a piece now! Black threatens 8 – 12 and after 1 – 34 he catches the king by 19 – 23.



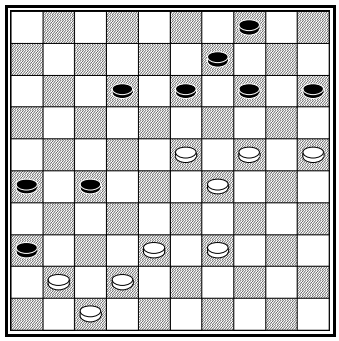
Tsjizjow's opponent Mol had just played 1… 13 – 19? Tsjizjow could have made a king shot now but he calculated the king wasn't winning. His calculation was wrong however!

1.37 – 31! 26 x 48
2.33 – 29 24 x 42
3.43 – 38 42 x 33
4.39 x 28 48 x 30
5.35 x 4 11 – 16
6.4 x 22 7 – 11

It looks as if black will catch the king drawing the game. White missed the following king sacrifice that would have won him the game.

7.22 – 18!! 12 x 23
8.28 x 19

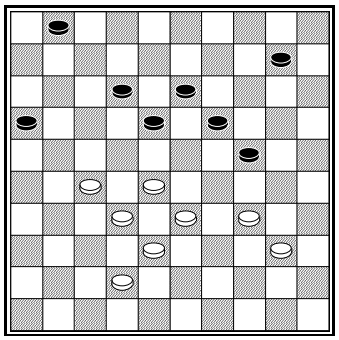
Piece 19 is on its way to a new king.



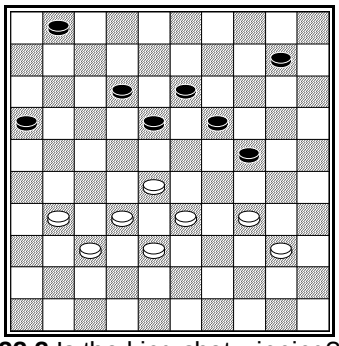
This game position (J. Lemstra – G. Postma) contains an enormous surprise. Black to play made a erroneous king shot that was punished by locking the king!

1…. 15 – 20
2.24 x 15 4 – 10
3.15 x 4 13 – 18
4.4 x 31 26 x 46
5.23 – 19!! 14 x 32
6.42 – 37 32 x 41
7.25 – 20

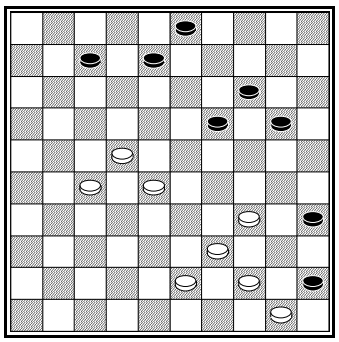
Piece 12 is stopped just in time by white's future king.
In spite of the beautiful way white won, black could have won the game by taking a different kind of king shot: giving your opponent a king and then play a stick move!
1…. 14 – 20!! 2.25 x 3 13 – 19 3.3 x 32 19 x 46 B+.



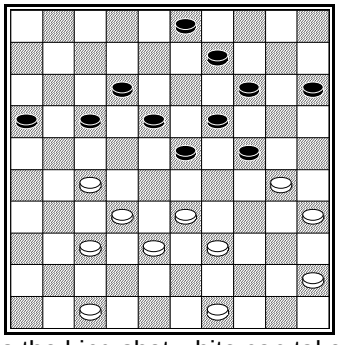
22.1 Is the king shot white can take winning?



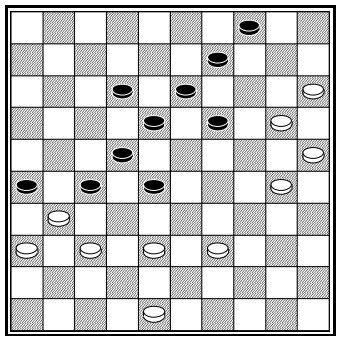
22.2 Is the king shot winning?



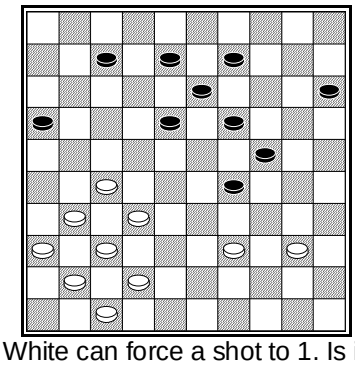
22.3 Can white take a winning shot to 10?



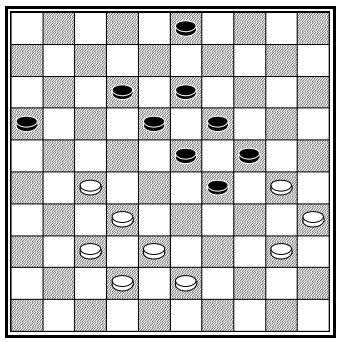
22.4 Is the king shot white can take OK?



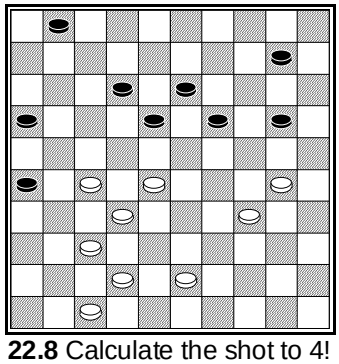
22.5 Is the king shot to 5 OK?



22.6 White can force a shot to 1. Is it OK?



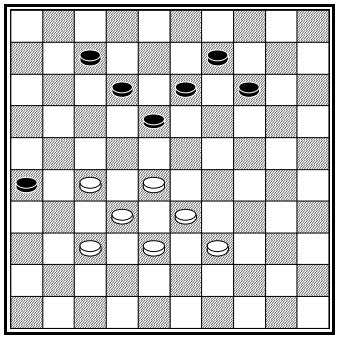
22.7 Would you take the coup Philippe?



22.8 Calculate the shot to 4!

23. Formations

Pieces having contact with each other are called formations. It is good that your position consists of a lot of formations.



Black to move

White's pieces work together in the centre.
All white pieces are making contact with each other. Black's position is less strong. Although black has only one piece at the edge of the board (26) he has little control over the centre because of a lack of effective formations.
Black has only one move left in this position from a game Sijbrands – Andreiko.

Exercise 23.1 Find out how white wins after the following moves:

1) 1… 14 – 20?

2) 1… 14 – 19?

3) 1… 13 – 19?

4) 1… 12 – 17?

Black played:

1… 7 – 11 2.39 – 34

Play the following variation (= sequence of moves) at your board.

2… 11 – 16 2.33 – 29 14 – 20 3.34 – 30 13 – 19 4.28 – 23 19 x 28 5.32 x 23 9 – 13 6.30 – 24 20 – 25 7.38 – 32

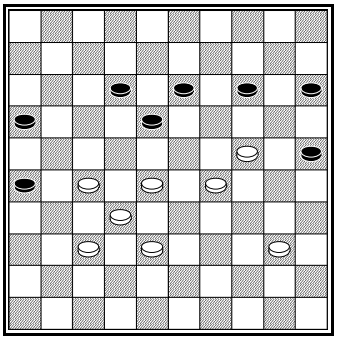
Exercise 23.2 Draw the position that is at your board in your exercise-book.

Black is lost. He can only play moves that give away pieces.
You have to remember that squares 23, 24 and 27 are usually strong squares to possess or to control.

2… 13 – 19 3.34 – 30

Exercise 23.3 Write down the shot for white after 3… 14 – 20

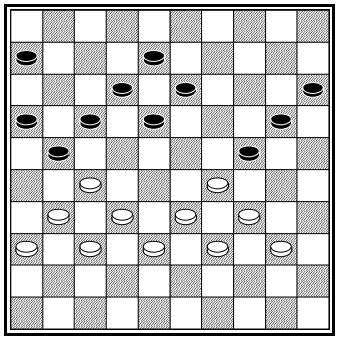
In the game black saw no better move than **3… 18 – 23** and white won the endgame after **4.30 – 24 19 x 30 5.28 x 10** etc.



In this position the outpost at 24 combined with the cross-formation 27/28/32/37/38 is very strong. Black to play has a lost position. He has no formations. After black attacks the outpost with 1… 14 – 19 2.40 – 35 19 x 30 3.35 x 24 and after that no good move is left.

The ***strategic squares*** for white are 24, 27 and 28 here.

☼ Squares 27, 28 and 24 are strategic important squares for white!



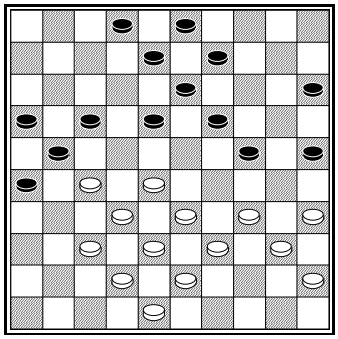
All white pieces are making contact with each other. White has built two strong triangles with tops at 27 and 29. Blacks position is much weaker. He doesn't have strong formations.
White can force a win:

1.31 – 26!

This minimizes the number of possible moves of black.
After 1… 13 – 19 white plays 2.29 – 23! +
A move like 1… 6 – 11 makes no sense because it weakens the position even more. Piece 17 becomes extremely vulnerable.

1… 20 – 25
2.29 x 20 15 x 24
3.33 – 28!

With the strong threat 28 – 22 17 x 28 26 x 17 12 x 21 32 x 3 W+.
Black has no good defence left.



Whites pieces are working together in nice formations. He has a strong centre, with control over the strategic squares 27 and 28.
White performs a nice combination, using a lot of his formations.

1.34 – 30! 25 x 34
2.40 x 20 15 x 24
3.28 – 23! 18 x 29

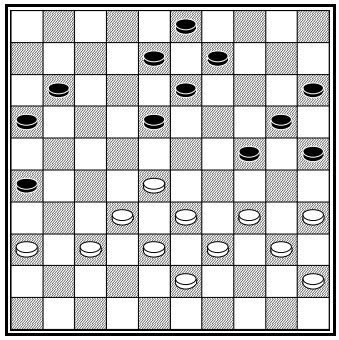
If black takes 3… 19 x 28 white wins a piece: 4.33 x 11 16 x 7 5.27 x 16 W+1.

4.27 – 22 17 x 28
5.32 x 14 9 x 20
6.35 – 30 24 x 35
7.33 x 15

The combination isn't over yet. Black tries to defend against a breakthrough.

7… 3 – 9
8.15 – 10 9 – 14
9.10 x 19 13 x 24
10.45 – 40! 35 x 33
11.38 x 20

It is not until the 10th move that the whole point of the combination is revealed…



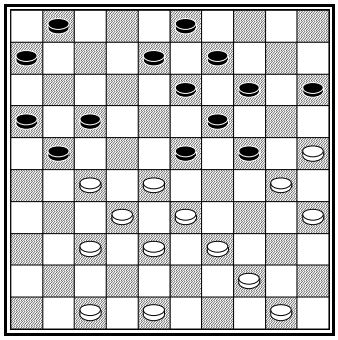
The whites pieces are working together in the centre. Blacks choice of moves is severely restricted. White uses the weak piece at 25 to make shots.

1.32 – 27!

Leaves black with only one move. At 1… 8 – 12 or 1… 9 – 14 white plays 2.34 – 30 etc.
At 1… 13 – 19 the Coup Weiss 2.27 – 22 18 x 27 3.28 – 22 27 x 18 4.37 – 31 26 x 37 5.38 – 32 37 x 28 6.33 x 4 follows W+.

1… 11 – 17
2.28 – 22 17 x 28
3.33 x 22

Now white has occupied square 22 black is faced with the annoying threat 34 – 30 etc.
If black changes with 3… 24 – 29 4.34 x 12 8 x 28 white will win the piece by 5.38 – 33 (16 – 21 6.33 x 22! 21 x 41 7.36 x 47 etc. W+).



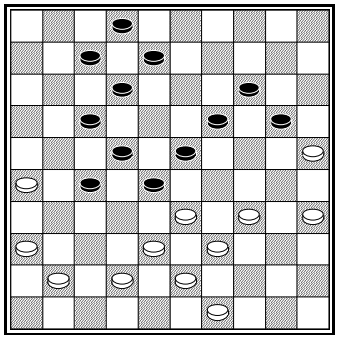
In the Wiersma – Bronstring game (1997) white is going to build a strong formation at his right wing. Black's centre piece 23 is not supported by a piece at 18, so black plays 1 – 7 – 12 - 18.

1.44 – 40 1 – 7
2.50 – 45 7 – 12
3.39 – 34 12 – 18

White blows up the black position now.

4.34 – 29! 23 x 34
5.40 x 20 15 x 24
6.27 – 22!! 18 x 27
7.45 - 40

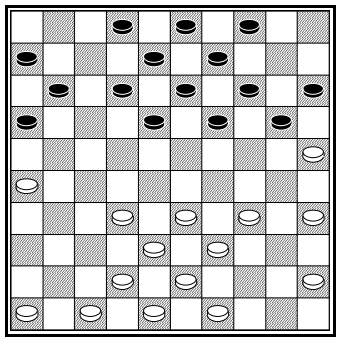
Removing piece 18 enables white to attack piece 24 again. Black gave back the piece 24 – 29 after which white went to 15 ultimately breaking through to king.
7… 13 – 18 would be met by 8.28 – 23! +



In the Baljakin – Kalk game black had a strong attack. He could have won the game by reinforcing his attack by closing gaps and building more formations. We show you the best way to play this position:

1… 12 – 18!

1) 2.49 – 44 7 - 12 34.41 - 37 20 - 24 35.37 - 31 and black takes the shot 27 - 32 38 x 27 28 - 32 27 x 38 17 - 21 26 x 28 23 x 32 38 x 27 14 - 20 25 x 23 18 x 47 +
2) 2. 33.41 - 37 20 - 24 34.37 - 31 7 - 12 35.42 - 37 (49 - 44 will result in the first variation) 8 – 13 and white has run out of moves because he can't change back 37 – 32 x 42 because of the 27 – 32 king shot!



Dutch grandmaster Thijssen showed the strength of formations with the black pieces against Kosior (2002).

1… 16 – 21
2.26 x 17 11 x 22
3.46 – 41 12 – 17
4.41 – 37 6 – 11
5.34 – 29 8 – 12

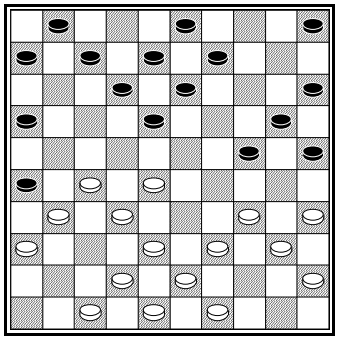
Black built the strong triangle 11/12/17/18/22.

6.32 – 28 2 – 7!
7.47 – 41 20 – 24!
8.29 x 20 15 x 24
9.49 – 44 11 – 16
10.37 – 31

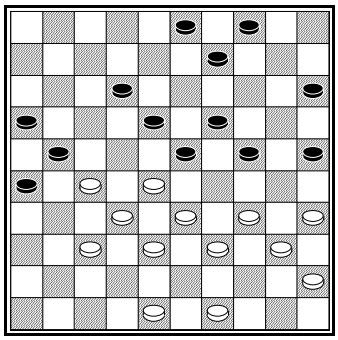
At 10.44 – 40 16 – 21 11.39 – 34 22 – 27! white can't play 34 – 29 because of 27 – 32! 38 x 16 14 – 20 25 x 23 9 – 14! 29 x 9 18 x 36 9 x 18 12 x 41 +.

16 – 21
11.31 – 26 21 – 27
12.44 – 40 4 – 10
13.39 – 34 27 – 32!

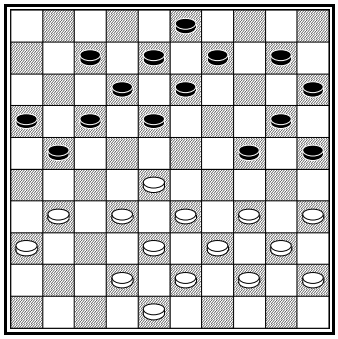
The decisive blow. Black got a breakthrough after 14.38 x 27 22 x 31 15.26 x 37 14 – 20 16.25 x 5 17 – 21 5 x 23 18 x 36. Black won the game.



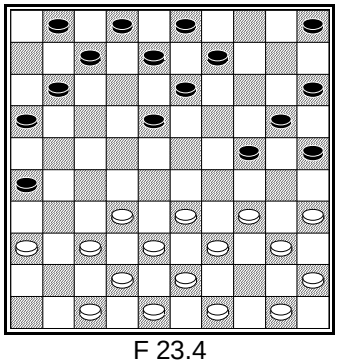
C 23.1



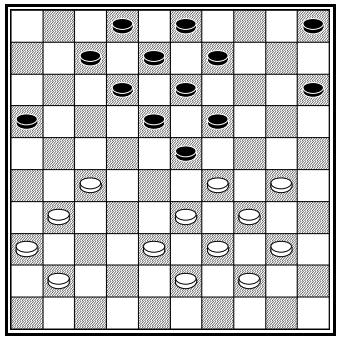
F 23.2 Forcing!



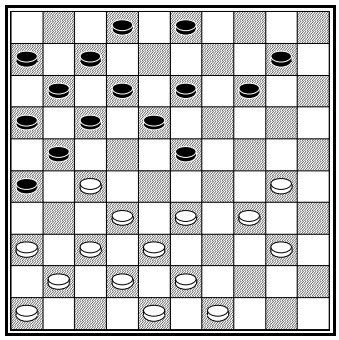
C 23.3



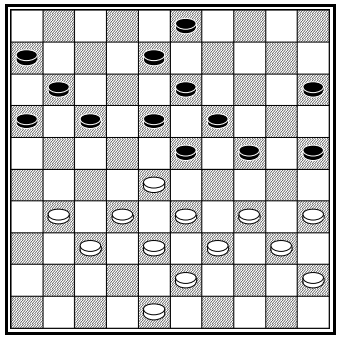
F 23.4



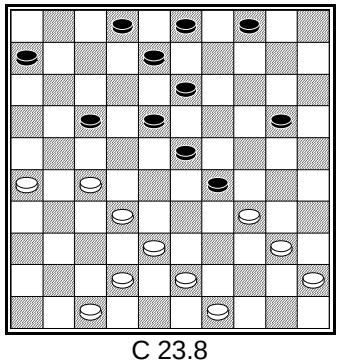
C 23.5



C 23.6



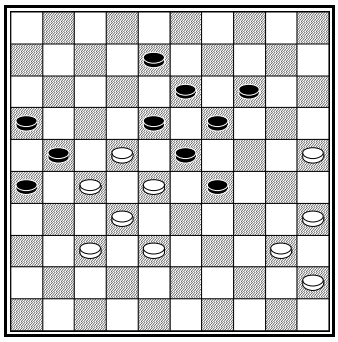
C 23.7



C 23.8

24. Freezing out your opponent

A nice and important way to win a game is leaving your opponent with no sensible move left.



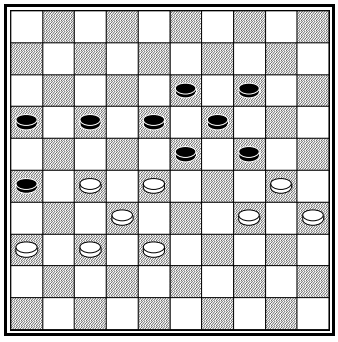
White is able to freeze out his opponent.

1.40 – 34! 29 x 40
2.45 x 34 8 – 12

The only move. Now white must stop the exchange 23 – 29 x 29.

3.25 – 20!! 14 x 25
4.38 - 33

The solution for white is a sacrifice! Black is completely frozen out. Giving pieces back won't change the situation.



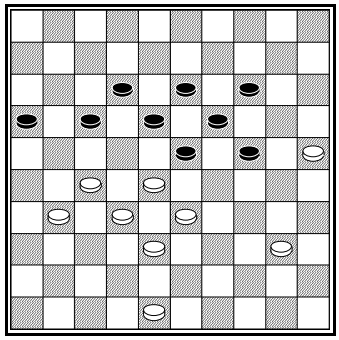
Ricou - Bonnard

This is a famous classical position with black to play. Black will be frozen out. We will look at his possibilities:

1) 1… 17 – 21 2.38 – 33 and because 14 – 20 loses to 30 – 25 black is out of moves.
2) 1… 16 – 21 2.27 x 16 18 – 22 The Dussaut sacrifice is punished by 3.34 – 29! 22 x 31 (24 x 31 is even worse) 4.29 x 29 W+
3) 1… 24 – 29 2.30 – 25 29 x 40 3.35 x 44

3.1) 3… 17 – 21 4.38 – 33 and black is frozen out again.

3.2) 3… 16 – 21 2.27 x 16 18 – 22 3.25 – 20 22 x 31 4.20 x 29 W+



1.31 – 26! 23 - 29

White takes control over both wings in this classical position. Pieces 25 and 26 are very strong here. The plan is to freeze out the opponent, an important idea in late classical positions.
White has to decide in which direction piece 48 should be played. In the game white chose the wrong direction.

2.48 – 42? 18 – 23
3.42 – 37 12 – 18
4.37 - 31

White has what we call "the last temp". But this is often not enough to win because of a saving sacrifice. In this case black plays a double sacrifice and even acquires a better position!

4… 29 – 34!!
5.40 x 9 13 x 4

Astonishing: White has two pieces more but has difficulties making a draw. He should defend playing 6.25 – 20 4 - 9 7.20 – 15 9 – 14 8.33 - 29 23 x 34 9.26 – 21 17 x 37 10.32 x 41 34 – 40 11.28 – 22 etc.

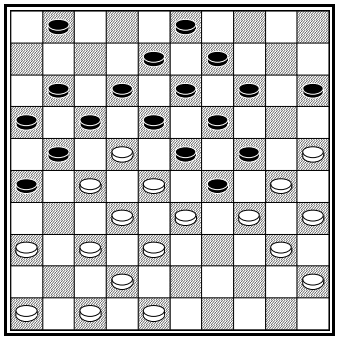
White should have been alarmed: The position of piece 31 is actually quite terrible… It is more logical to play the piece in the other direction, where the play is going on.

2.48 – 43! 18 – 23
3.43 – 39 13 – 18

After 3… 12 – 18 4.40 – 35 29 – 34 5.39 x 30 black has run out of moves (23 – 29 27 – 21 etc.).
After 3… 13 – 18 4.40 – 35 will also be winning. After 29 – 34 5.39 x 30 23 – 29 6.28 – 23! the endgame is winning, especially because of the weak position of pieces 12, 17 and 18.
However white has an even faster way to win the game. An immediate 3.39 – 34 would be punished by the Kong Fu shot 17 – 22 4.28 x 8 18 – 22 5.27 x 18 23 x 3 6.34 x 23 19 x 37 B+.
But white prepares the 39 – 34 move.

4.25 – 20!! 14 x 25
5.39 – 34!

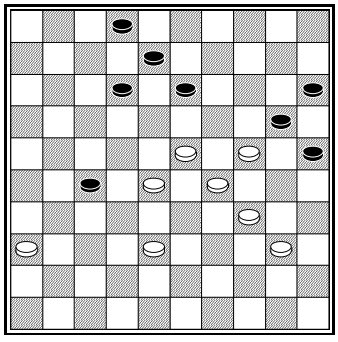
Black is frozen out. He has to give back a lot of pieces after which white can win the game.



In this game position white can win by the ultimate freeze out.

1.25 – 20!! 14 x 25
2.36 - 31

White has the last temp. For example: 9 – 14 3.46 – 41 14 – 20 4.41 – 36 3 – 9 5.47 – 41 9 – 14 6.48 – 43 1 – 6 7.43 - 39 W+.



Both players have the same plan. Black tried to freeze out the white attack. It looks as if his strategy is working. For example: 1.40 – 35 12 – 17 2.23 – 19 2 - 7 3.28 – 23 7 – 12 4.38 – 33 17 – 22 5.35 – 30 13 – 18 and white is completely frozen out.

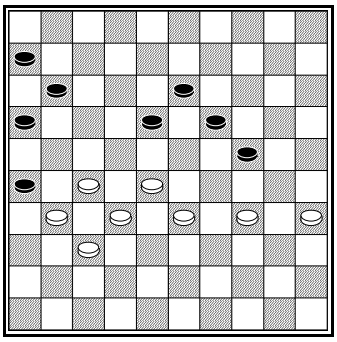
However, white makes a sacrifice after which black will be frozen out!

1.28 – 22! 27 x 18

Black has only one piece left to play. It is an easy task for white to change blacks last piece.

2.38 – 32 2 – 7
3.36 – 31 7 – 11
4.31 – 26 11 – 17
5.32 – 27 17 – 22
6.40 – 35 22 x 31
7.26 x 37

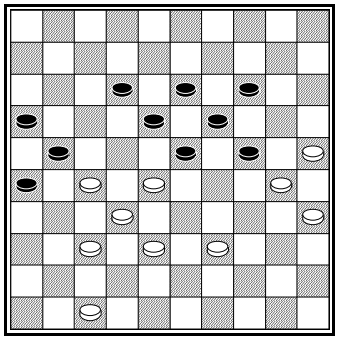
Black has no good moves left. After 7… 18 – 22 8.23 – 18 12 x 23 9.29 x 9 20 x 40 10.35 x 44 white gets a king and wins.



In the Schalley – Clerc game Wch 2001 white could have forced a freeze out. As a matter of fact white can choose between two winning sacrifices to freeze out his opponent.

1.34 – 29! 24 – 30
2.35 x 24 19 x 30
3.29 – 24! 30 x 19
4.33 – 29

White could also have played: 1.35 – 30! 24 x 35 2.33 – 29 +.



The main plan in late classical positions is to freeze out your opponent. In the Baljakin – Ba game Wch rapid 1999 white froze out his opponent.

1.28 – 22!

If black has the formation 16/21/26 white often can play this strong move to gain space and deprive black of some temps. After 28 – 22 piece 12 can't play anymore. This is called the Ghestem lock. Ghestem was a French former world champion who invented this play.

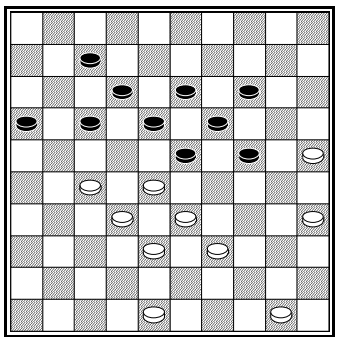
If black replies 1… 23 – 29 he is simply frozen out: 2.39 – 33 18 – 23 3.33 – 28 12 – 18 4.47 – 41 and black has run out of moves.

1…. 24 – 29
2.47 – 41! 29 – 34

2… 14 – 20 3.25 x 14 19 x 10 would be punished by the Kong Fu shot 4.38 – 33 29 x 38 5.32 x 43 21 x 32 6.37 x 17 +.

3.30 – 24! 19 x 30
4.35 x 24 34 x 43
5.38 x 49

Black has no sensible moves left.
5… 13 – 19 4.22 x 13 19 x 8 5.24 – 19 W+



Black sacrificed a piece (T. Kooistra – T. Goedemoed) depriving white from his strategic piece at 27. White is forced to give back the piece. After that he is frozen out.

1… 16 – 21!
2.27 x 16 7 – 11
3.16 x 7 12 x 1
4.48 – 42 17 – 21

White has to give back the piece to stop the 21 – 27 threat. Black's piece at 27 is very strong.

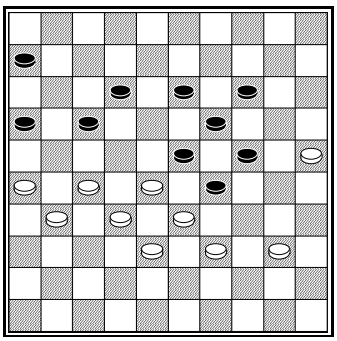
5.28 – 22 18 x 27
6.42 – 37 1 – 7
7.50 – 44 7 – 11
8.44 – 40 11 – 16
9.40 – 34 13 – 18
10.34 – 30 23 – 29

White has no sensible moves left. After 33 – 28 18 – 23 white is faced with the horrible 21 – 26 threat.

11.37 – 31 27 x 36
12.32 – 28 18 – 22
13.28 x 26 36 – 41
14.33 – 28 41 – 46
15.28 – 22 46 – 41
16.39 – 33

16.22 – 18 is met by 14 – 20! 17.25 x 34 41 – 47 18.30 x 19 47 x 44

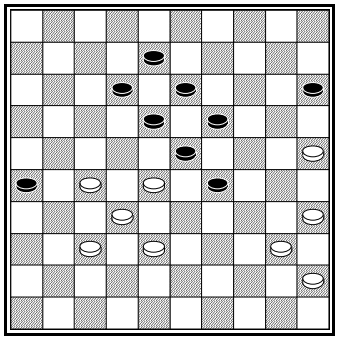
16… 14 – 20
17.25 x 34 41 – 28
18.30 x 19 28 x 43



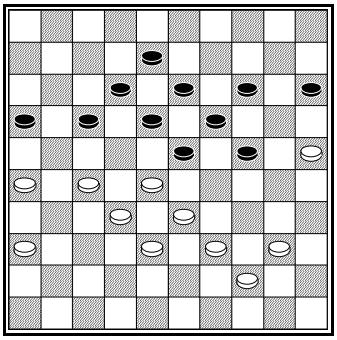
White won a piece but lost the game:

1.40 – 35? 29 – 34!
2. 39 x 30 12 - 18

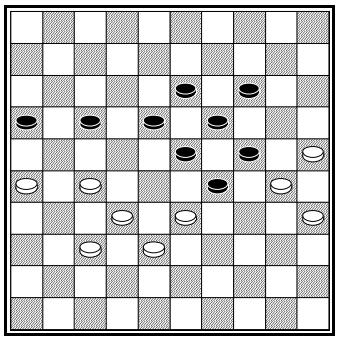
White's situation is hopeless.



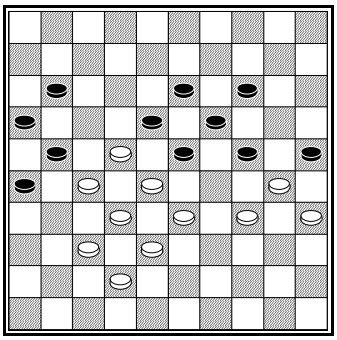
24.1



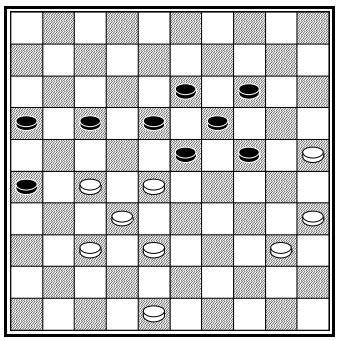
24.5



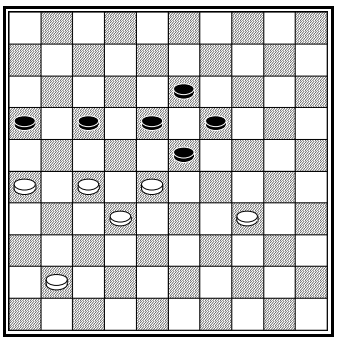
24.2



24.6



24.3



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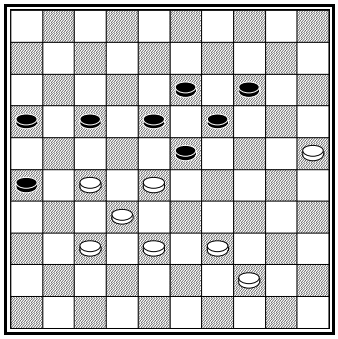
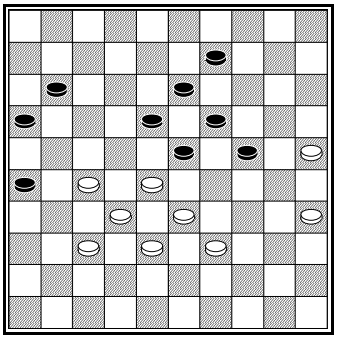


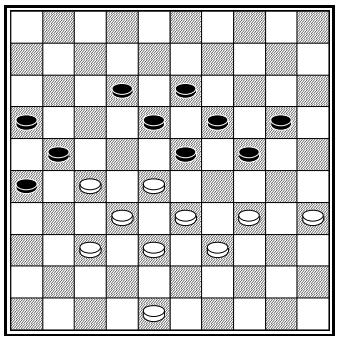
24.4



24.8

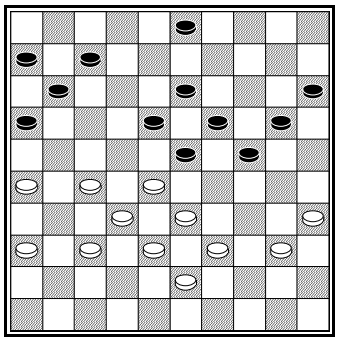
25. Tactical freeze out

A beautiful way to win a game is to get a position where all your opponents moves are tactically punished.



1.34 – 30! 20 – 25
2.39 – 34 12 – 17
3.48 – 42!

Black is tactically frozen out. 17 – 22 is met by a coup Philippe. So black has no good move left.



Mensonidus – Baba Sy

The famous player from Senegal played a very smart move, based on several shots.

1… 3 – 9!!

We will discuss all possible moves for white now:

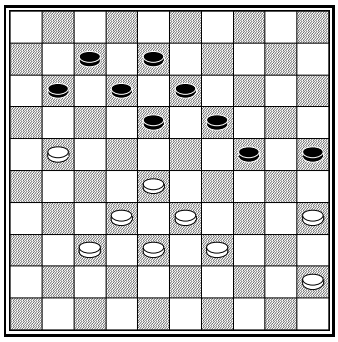
1) 2.39 – 34 24 – 29! 3.33 x 24 19 x 48 4.28 x 8 48 x 22 and black wins, for example: 5.8 – 3 22 – 31! 6.3 x 25 15 – 20! 7.25 x 22 31 x 45 B+.

2) 2.40 – 34 24 – 29! 3.33 x 24 20 x 40 4.35 x 44 18 – 22 5.27 x 29 16 – 21 6.26 x 17 11 x 31 7.36 x 27 19 – 23 8.29 x 18 13 x 31 (Coup Raichenbach) B+.

3) 2.26 – 21 24 – 30! 3.35 x 24 20 x 29 (also possible is 19 x 30 28 x 8 7 – 12 8 x 17 11 x 42 38 x 47 16 x 49 B+) 4.33 x 24 19 x 30 5.28 x 17 11 x 35 (Coup Royal) B+.

4) 2.37 – 31 24 – 30 3.35 x 24 20 x 29 4.28 x 8 9 – 13 8 x 19 18 – 22 27 x 18 30 – 34 39 x 30 (or 40 x 29) 16 – 21 26 x 17 11 x 44 B+.

The best move is 2.28 – 22 after which black will try to take advantage of the weak position of piece 22. 2.28 – 22 7 – 12 3.37 – 31 9 – 14 4.33 – 28 20 – 25 5.40 – 34 23 – 29! 6.34 x 23 18 x 29 7.39 – 34 29 x 40 8.35 x 44 12 – 17! 9.43 – 39 (after 9.38 – 33 24 – 29! 10.33 x 24 19 x 30 11.43 – 39 30 – 34 12.39 x 30 25 x 34 white is frozen out) 17 – 21 12.26 x 17 13 – 18 13.22 x 13 11 x 42 14.13 – 8 42 – 48 and black will win the endgame.



White has a central triangle but more important is that black controls the wings. With the help of some shots black can freeze out his opponent who is to move. In the game white played 37 – 31 allowing his opponent to force a win.

1.37 – 31 11 – 16!

The exchange with 2.31 – 26 16 x 27 3.32 x 21 allows black to take the shot 19 – 23! 4.28 x 30 25 x 32 B+.

2.31 – 27 18 – 22!
3.27 x 9 16 x 27
4.32 x 21 8 - 13
5.9 x 18 12 x 34

The only other sensible move for white was 1.21 – 16.
Not possible is 1.45 – 40 or 1.32 - 27 because of 19 – 23! etc. B+.
1.39 – 34 18 – 23 faces white with the horrible threat 24 – 29 +.

1.21 – 16 18 – 23!

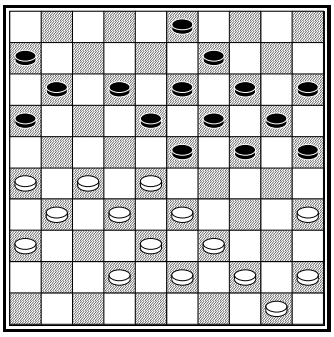
Now 2.28 – 22 is punished by 12 – 18!! 3.45 – 40 (3.32 – 27 23 – 28 B+1) 18 x 27 4.32 x 21 23 – 28 5.33 x 22 13 – 18 5.22 x 2 19 - 23 6.2 x 30 25 x 41 B+.

2.45 – 40 12 – 18

Still white can't break the classical pattern with 28 – 22 x 21 because of the same shot as before.

3.40 – 34 8 – 12
4.37 – 31 11 - 17
5.31 – 27 17 - 21
6.28 – 22 21 – 26

It's a tactical freeze out. The only white move 7.33 – 28 is answered by 26 – 31 27 x 36 18 x 27 32 x 21 23 x 43 39 x 48 24 – 30 35 x 24 19 x 39 B+.



1... 24 - 29?
2.33 x 24 20 x 29

Black went to the graveyard (29). With the next exchange white takes control over the situation.

3.35 - 30! 25 x 34
4.39 x 30

Black can't play at his left wing. After 14 – 20 or 15 – 20 white plays 30 – 24 +. Black must play his strongest defending piece.

4… 3 - 8
5.44 - 40 11 – 17

Black can't play 14 – 20 because of the shot 6.30 – 24! 19 x 30 7.28 x 19 13 x 24 8.27 – 21 16 x 27 9.31 x 4 +. The next exchange weakens blacks right wing.

6.27 - 21! 16 x 27
7.31 x 11 06 x 17
8.36 – 31!

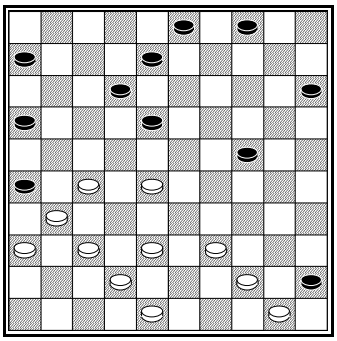
Blacks moves are running out. This time 14 – 20 is answered by 9.30 – 24 19 x 30 10.28 x 19 13 x 24 11.26 – 21! 17 x 39 12.40 – 34 29 x 40 13.45 x 3 (24 – 29 14.3 - 25) +. So, black has no good move left, because what black plays is no solution to his problems at all.

8... 17 - 21
9.26 x 17 12 x 21
10.31 - 26! 18 - 22
11.28 x 17! 21 x 12
12.26 - 21

Threatening with 21 – 17 12 x 21 32 – 28 23 x 32 38 x 16 with a breakthrough.

12... 12 - 18
13.21 - 16 18 - 22
14.32 - 28 22 x 33
15.40 – 34 29 x 40
16.38 x 18 13 x 22
17.45 x 34

Piece 16 walked to king and white won.



Black's last move 10 – 15 was too slow. He forgot to close the gap at 13. Now white can freeze out his opponent in a nice way.

1.37 – 32! 26 x 37
2.42 x 31 8 – 13
3.48 – 43!

White uses piece 45 to threaten 44 – 40. The threat can't be parried by 3 - 8 because of 44 – 40 and after 27 – 21 +.

3… 24 – 30 4.39 – 33!

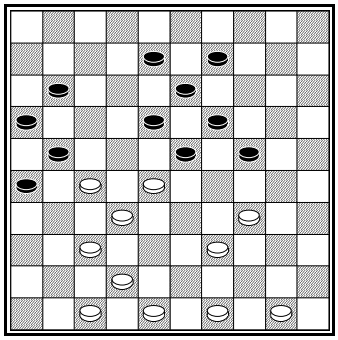
Threatening both 28 – 23 and 44 – 40.

4… 30 – 35
5.33 – 29! 3 - 8

5… 15 – 20 6.44 – 40! etc. +

6.29 – 24!

White is patient. He doesn't take the king shot 44 – 40? 45 x 23 28 x 19 13 x 24 27 – 21 16 x 27 31 x 2 because the king is caught: 15 – 20 2 x 30 35 x 24 =.
After 29 – 24 black is tactically frozen out. He has no good reply at the 24 – 19 threat.



Tsjizjow - Keisels

Tsjizjow used a couple of shots to freeze out his opponent. Take a look at the nice basic pieces white possesses.

1.39 – 33!

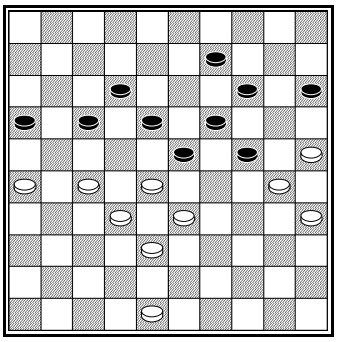
Black can't play 1… 24 – 29 2.33 x 24 19 x 39 3.28 x 19 13 x 24 because of 4.37 – 31! 26 x 28 5.49 – 44 21 x 32 6.44 x 4 +
1… 11 – 17 is met by 2.34 – 30 24 x 35 3.33 – 29 23 x 34 4.28 – 22 17 x 28 5.32 x 23 21 x 41 6.47 x 36 W+1.

1… 9 - 14 2.42 – 38!

At 11 – 17 white performs a coup Raphael: 3.34 – 29! 23 x 34 4.28 – 23 19 x 39 5.37 – 31 26 x 28 6.50 – 44 21 x 43 7.50 x 11 16 x 7 8.48 x 10 +. At 8 – 12 white also performs a coup Raphael.

2… 14 – 20 3.28 – 22!!

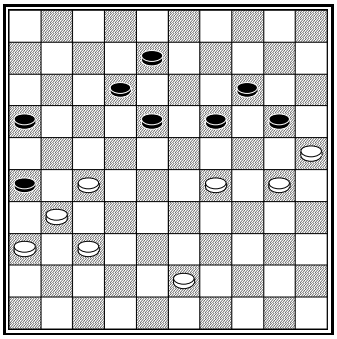
The Ghestem lock will do the freezing out job. After 14 – 20 4.33 – 28 black will soon be run out of moves.



Black to play has a choice between 9 – 13 and 23 – 29. To find out which move is best black has to see the following tactical freeze out:

1… 9 – 13? 2.48 – 43!

Black's natural move 23 – 29 is met by the shot 3.28 – 23! 19 x 48 4.30 x 8 12 x 3 5.27 – 21 16 x 27 6.32 x 34 48 x 30 7.35 x 24 W+.
2… 15 – 20 3.27 – 21! 16 x 27 4.32 x 21 23 x 32 5.38 x 27 results in a winning arrow lock for white.
The best defence is 2… 16 – 21 23 – 29 although this position is probably lost.
To prevent these problems black has to play 1… 23 – 29! 2.48 – 42 (2.48 – 43 15 – 20!) 18 – 23.

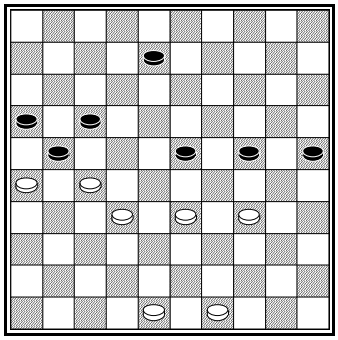


1.43 – 39! 8 – 13

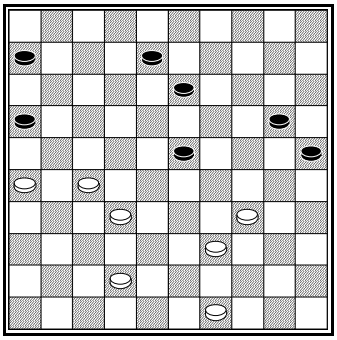
At 1… 19 – 23 the coup Ricou 2.29 – 24! 20 x 29 3.27 – 21 26 x 17 4.39 – 33 29 x 38 5.37 – 32 38 x 27 6.31 x 2 follows.

2.39 – 34!

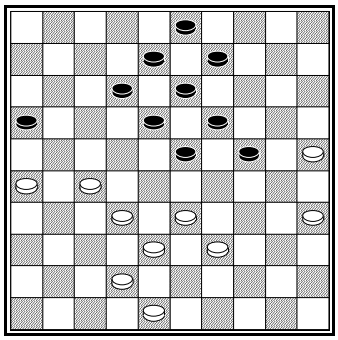
Black is completely blocked.



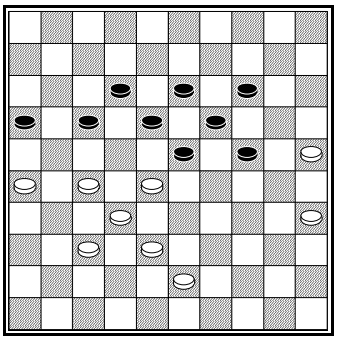
25.1



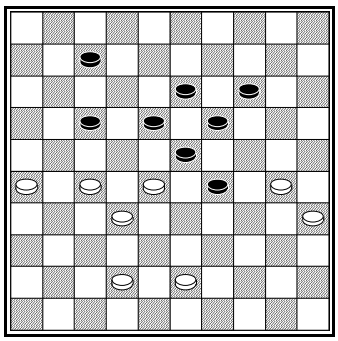
25.5



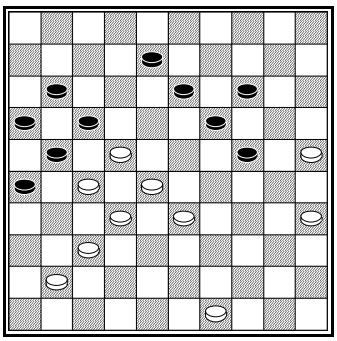
25.2



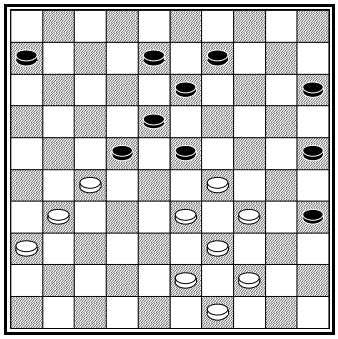
25.6



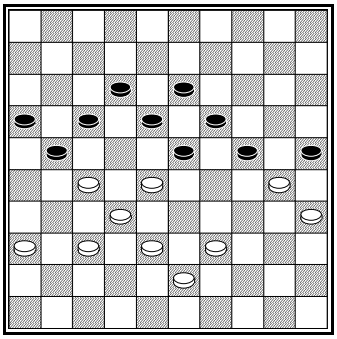
25.3



25.7

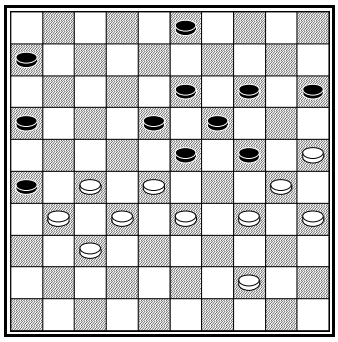


25.4



25.8

26. Exploiting a weak spot



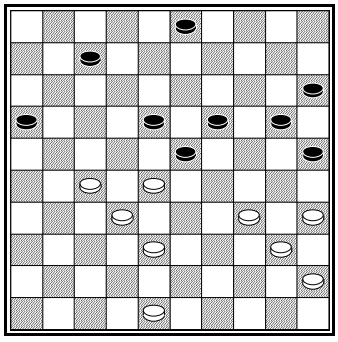
White is to move in this classical position.
White has a weak spot at 38. There is no piece at this important square and no piece can be transported to this square anymore.
Piece 31 and 44 aren't placed well either. They aren't part of any formations.
Moreover, white has few moves left. The only sensible move he can play is:

1.34 – 29 23 x 34
2.30 x 39

Black can exploit the weakness at 38 by a cute little plan. He brings a piece to square 12, after which black threatens with a shot.

2… 3 – 8
3.44 – 40 8 – 12

Black's threat is 16 – 21 27 x 16 14 – 20 25 x 23 18 x 36. White doesn't have a sensible defence, for 28 – 22 is punished by 16 – 21 27 x 16 18 x 29 B+2.



The piece at 13 is missing again. White did not have enough patience to exploit this enormous weakness. The game was 1.28 – 22? 19 – 24 2.22 x 13 23 – 29 3.34 x 23 24 – 30 4.35 x 24 20 x 9 =.

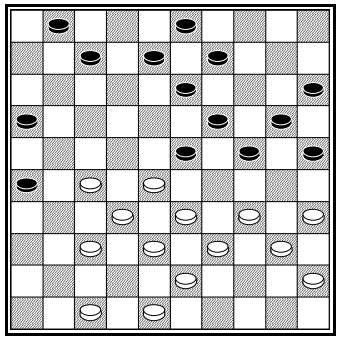
White should play quietly:

1.48 – 42!

Several moves can't be played now.
At 1… 20 – 24 white responds 28 – 22! And after the captures (for example 7 – 11 22 x 13 19 x 8) white wins a piece by 34 – 30 25 x 34 40 x 18.
If black plays 3 – 8 (or 3 – 9) white forces a Coup Philippe: 1… 3 – 8 2.28 – 22! 8 - 13 3.27 – 21! 16 x 27 (after 18 x 27 immediately 34 – 30 etc.) 4.32 x 21 18 x 16 5.34 – 30 25 x 34 6.40 x 7 W+.

1… 7 – 11 2.42 – 37!

Now black doesn't have any good move left.
2… 11 – 17 is punished by the Harlem shot 3.28 – 22 17 x 28 4.34 – 30 25 x 34 5.40 x 29 23 x 34 6.32 x 25 +, while 20 – 24 and 3 – 8 and 3 – 9 are followed by the same moves as before.
So blacks position is lost.



A classical position with a piece at 25 for black, which gives white extra opportunities. White's pieces work together well. White's plan is to inflict damage to the black position.

1.27 – 22 8 – 12

After 1 … 16 – 21 2.34 – 30 25 x 34 3.40 x 18 8 – 12 white has a shot with 4.28 – 23! 19 x 17 5.37 – 31 26 x 28 6.33 x 2 13 x 22 7.2x 30 W+.

Black can't go to the graveyard (square 29): 1 … 24 – 29 2.33 x 24 20 x29 because of the small Kung Fu shot 3.37 – 31 26 x 37 4.32 x 41 23 x 32 5.34 x 14 9 x 20 6.38 x 27 W+1.

Black can make an exchange to square 30: 1… 24 – 30 2.35 x 24 20 x 29 3.33x24 19 x 30 4.28 x 19 13 x 24 but after 5.32 – 27 white can build a

strong central position, although this variation is the best choice for black.

2.22 – 18! 13 x 22
3.28 x 8 3 x 12

Look what happens to the black position! Its defence is weakened severely. Blacks pieces are shattered and thus fail to work together!

4.47 - 42

It is also good to play 4.32 – 27 9 – 14 5.34 – 30 25 x 34 6.40 x 18 12 x 23 because the black position is split once and for all.

4… 16 – 21?

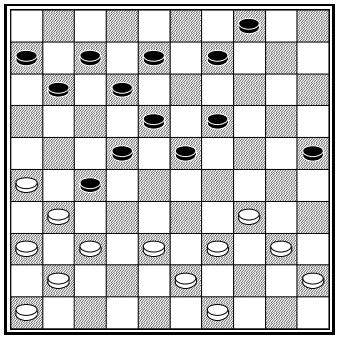
After this move white succeeds in exploiting the blacks split position easily. Let's look at other moves.

It's not possible to connect blacks two groups of pieces with 4… 12 – 18? because of the 37 - 31 shot.

The only defense left was 4… 9 – 14 5.32 – 27 with a difficult position. After 5… 23 – 28 6.33 x 22 24 – 29 7.34 x 23 19 x 17 8.37 – 32 blacks position remains split.

5. 34 – 30! 25 x 34
6.40 x 18 12 x 23
7.39 – 34

Black has no good reply to prevent 33 – 29 24 x 33 38 x 18 W+1.
White won the game.
This example shows how important it is that your pieces are built in formations, so that they work together.



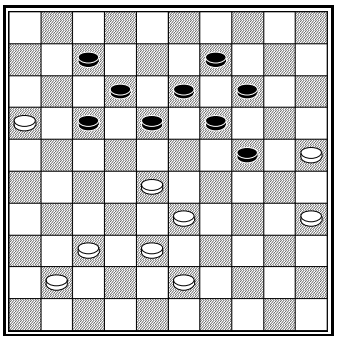
Black played a move weakening her position.

1… 8 – 13?

Now white takes advantage of the gap at square 8.

2.40 - 35!

White is threatening 34 – 29 23 x 34 39 x 30 25 x 34 43 – 39 34 x 32 37 x 8 13 x 2 31 x 24. If black plays 2… 11 – 17 the same moves give white a shot to king square 2.
The only move left to avoid the threatening combination was 12 – 17 after which white could attack and win blacks outpost with 3.37 – 32!



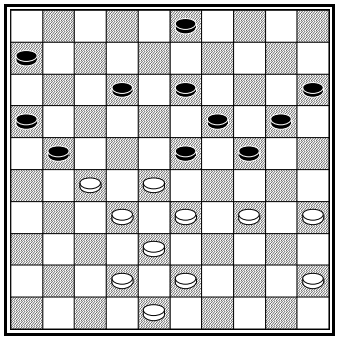
White has a weak spot: Piece 28 is not supported by a strong centre. Especially the lack of control over square **42** makes white's position vulnerable. White played 1.43 – 39 so that he could play a sacrifice after 18 – 22. For this reason black didn't play 18 – 22 but he was mistaken! He overlooked that he could use piece 16 for a shot!

1.43 – 39 18 – 22!
2.28 – 23 19 x 28
3.37 – 31

It looks as if white is ok because of the 31 – 27 threat.

3… 24 – 29!!
4.33 x 24 19 x 30
5.35 x 24 28 – 33!
6.38 x 29 17 – 21
7.16 x 18 12 x 43

With a winning breakthrough.



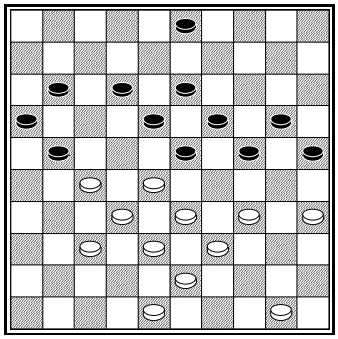
White is aiming his arrows at black's weak left wing:

1.34 – 30!

Black has many gaps in his position. Therefore he can't play 20 – 25? because of 2.28 – 22 25 x 34 3.33 – 29 24 x 33 4.38 x 7 W+.
After 1… 24 – 29 2.33 x 24 20 x 29 white wins the outpost by 3.43 – 39 & 4.39 – 33.

1… 3 - 9 2.27 – 22!

White's outpost at the graveyard can't be attacked (12 – 18 30 – 25 +).
2… 24 – 29 3.33 x 24 20 x 29 is met by 4.22 – 18 13 x 33 5.30 – 24 etc. +
Changing 2… 12 – 17 3.22 x 13 6x 17 (or 16 x 7) gives white the forcing opportunity 4.30 – 25! 9 – 14 5.33 – 29 24 x 22 6.32 – 28 choice 7.38 x 9 13 x 4 8.25 x 23 W+1.



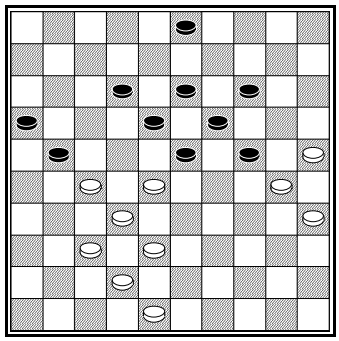
The dangling piece at 20 seems to be only temporary, because the change 34 – 30 x 30 is answered by 20 – 25. However, this only *seems* to be the case. Because of the gaps at his other wing, white can take advantage of the situation playing:

1.34 – 30! 25 x 34
2.39 x 30 3 - 9

2… 20 – 25 gives white a free move he uses for a breakthrough shot 3.48 – 42 25 x 34 4.33 – 29 24 x 31 5.37 x 6

3.27 – 22! 18 x 27
4.33 – 29 24 x 31
5.30 – 25 27 x 49
6.25 x 3 23 x 32
7.3 x 14

And black's king is caught at the next move!



White's position is split. Black isolates pieces 25/30/35.

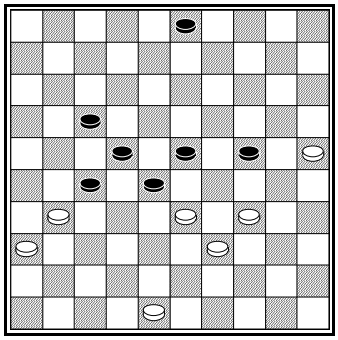
1… 24 – 29!

After 2.37 – 31 21 – 26 white has no temp to make the exchange, so he has to play 3.42 – 37 12 – 17 4.48 – 43 3 – 8! And white is frozen out (43 – 39 is met by 16 -21 27 x 16 17 – 21 16 x 27 29 – 33 38 x 29 23 x 43 B+).

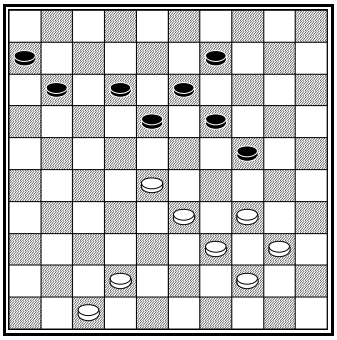
2.48 – 43 21 – 26
3.28 – 22 29 - 33

Even 3 – 8 4.43 – 39 29 – 33 5.39 x 28 16 – 21 would be winning.

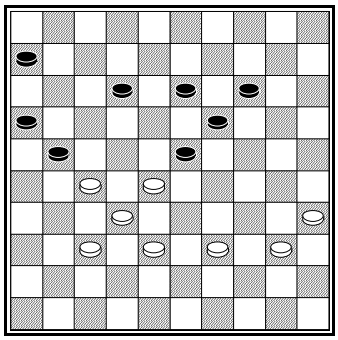
4.38 x 29 23 x 34
5.30 x 39 16 – 21
6.27 x 16 18 x 47



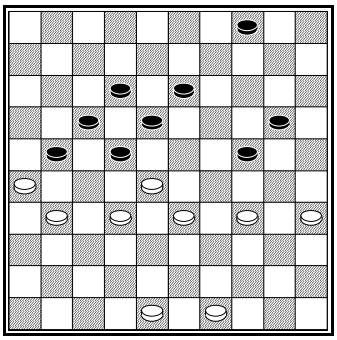
F 26.1



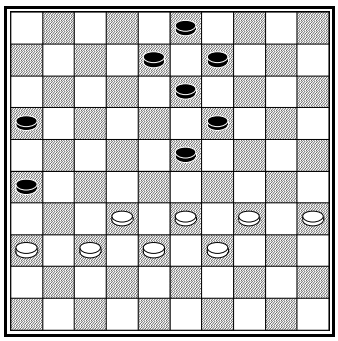
F 26.5



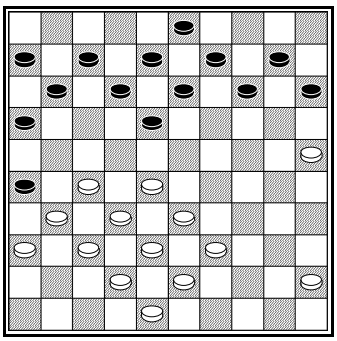
F 26.2



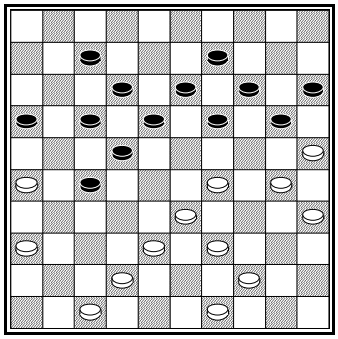
F 26.6



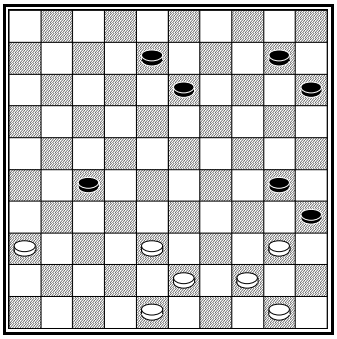
F 26.3



F 26.7



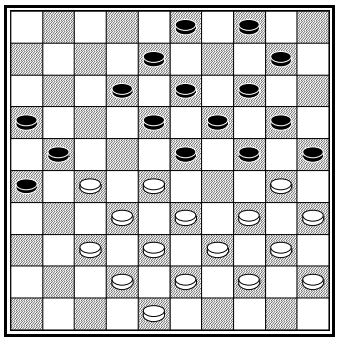
F 26.4



F 26.8

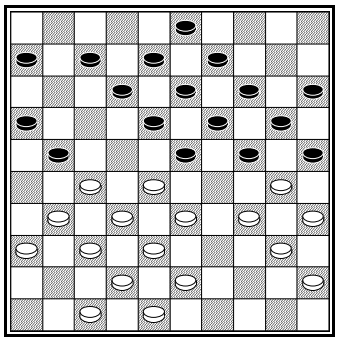
27. Locks

If a group of pieces can't play we call it a lock. Locks are very important for the strategy of draughts. There are several sorts of locks.
In this lesson, we will discuss several kinds of locks.



Right wing lock

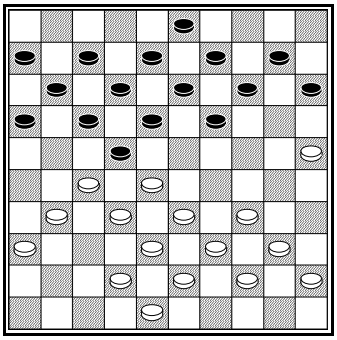
White's pieces at his right wing are locked. The 34 – 29 move is not possible, it loses two pieces. In this case the lock is completely deadly. White has no space to move in the centre and at his left wing either.



1.34 – 29!

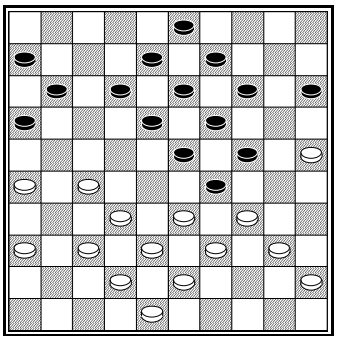
White escapes from the lock. Black should take 23 x 34 30 x 39. The 25 x 34 capture is punished by a ping pong shot.

1… 25 x 34?
2.27 – 22 18 x 27
3.29 x 18 12 x 23
4.40 x 18 13 x 22
5.28 x 26



Chain lock

The group of pieces behind piece 22 are locked up. The chain is given shape by the pieces 27/ 31 and 28/33 that embrace the group of pieces 6/7/11/12/16/17/18/22. Black can't play pieces 17 and 18. If black tries to break the chain lock 1… 19 – 23 2.28 x 19 14 x 23 white wins a piece by 3.25 – 20! 15 x 24 4.33 – 28 22 x 33 5.39 x 30.



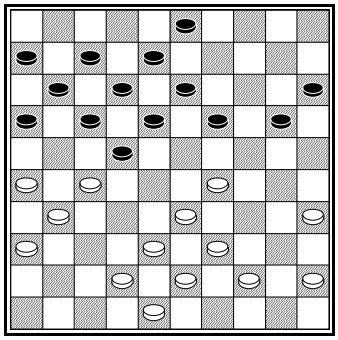
The chain lock can also occur at different places on the board. Pieces 33/38/34/40 hold the group of black pieces behind 29.
White to play can perform a coup Philippe.

1.27 – 22 18 x 27
2.32 x 21 16 x 27
3.34 – 30 24 x 44
4.33 x 24 19 x 30
5.25 x 34 44 x 33
6.38 x 16

(Diagram)

The fork 26/27/31/36 locks the group of pieces 6/7/11/12/16/17/18/22.

White to move can take advantage of the lock by changing pieces at the other wing.



Fork lock

1.29 – 24! 20 x 29
2.33 x 24 19 x 30
3.35 x 24

Black can't get rid of piece 24. The only piece that can still play is piece 3. After 3 – 9 45 – 40 9 – 14 42 – 37 14 – 19 40 – 35 19 x 30 35 x 24 black is frozen out.

Gantwarg - Andreiko
1.32 – 28 19 – 23
2.28 x 19 14 x 23
3.37 – 32 10 – 14
4.41 – 37 14 – 19
5.46 – 41 5 – 10
6.35 – 30 20 – 25
7.33 – 29 10 – 14
8.40 – 35 17 – 22
9.44 – 40

Usually 9.31 – 27 22 x 31 10.36 x 27 is played.

11 – 17
10.38 – 33 6 - 11
11.32 – 28 23 x 32
12.37 x 28 16 – 21
13.41 – 37?

White should have closed square 38 (42 – 38 or 43 – 38). Now white is fork-locked.

13… 11 – 16!

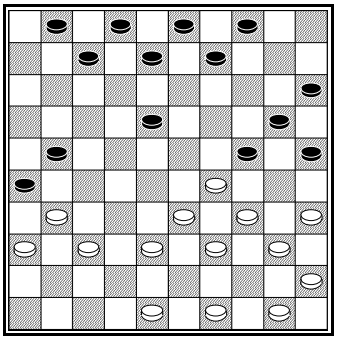
Threatening 14 – 19 40 – 35 19 x 30 35 x 24 18 – 23 29 x 27 21 x 41.

14.37 – 32 21 – 27!
15.32 x 21 17 x 37
16.42 x 31 14 – 20
17.28 x 17 12 x 21
18.43 – 38 19 - 24

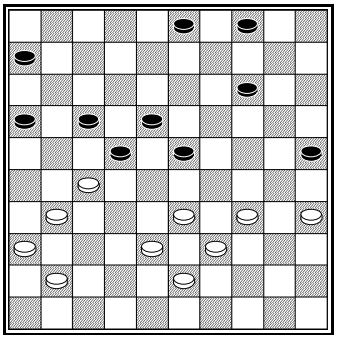
Black could also play 20 – 24 x 24 locking blacks right wing, but the fork lock is even stronger in this case.

19.30 x 19 13 x 24
20.47 – 42 21 – 26
21.42 – 37 16 – 21!

The game was 21… 8 – 13? but we show black's strongest continuation.



White's position is terrible. He can never play 38 – 32. If white plays 22.38 – 32 now, black replies 18 – 23 23.29 x 18 24 – 30 24.35 x 24 20 x 27 25.31 x 22 9 – 13! (black changes piece 18 to win 22!) 26.18 x 9 4 x 13 27.49 - 43 and 7 – 12 & 12 – 18 wins the piece.
Instead of 22.38 – 32 24 – 30 black can also play 22… 9 – 13 and the fork lock should be winning. You can play the position with some one else. Black has to try to change pieces at his right wing to take advantage of the fork lock!



Semi – Fork

This is a partial lock, because black can still play 17 – 21 attacking piece 27. The semi fork is often used as a means to get a surrounding position. The goal of surrounding play is to freeze out your opponents centre position or to play a counterattack.

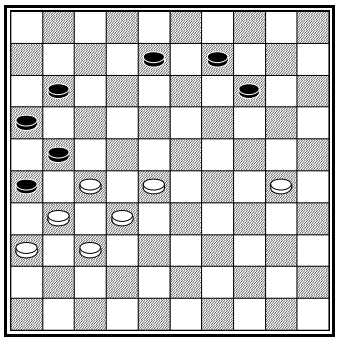
Often the semi fork is temporary. White can break the semi fork at any time with 31 – 26 x 27 or 31 – 26 x 37.

1.31 – 26! 22 x 31
2.36 x 27 6 – 11
3.41 – 36 17 – 22
4.35 – 30! 22 x 31
4.36 x 27

Black can't stop piece 30 from going to the strong square 24, because 14 – 19 is punished by 32 – 28 23 x 21 26 x 6 W+.

4… 11 – 17 5.30 – 24!

There is no defence against the threatening 24 – 19 W+1. White won the game.



Arrow lock

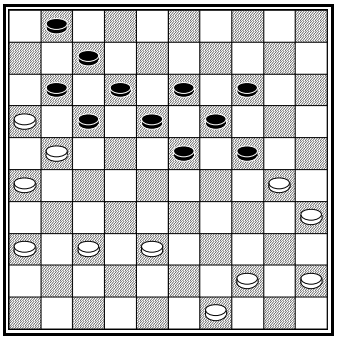
Whites pieces 27/31/32/36/37 are locked by pieces 16/21/26.
This means that black has a majority at the other side of the board.

In the game black made a mistake. He played 1… 14 – 19? After which white 'unlocked' sacrificing a piece: 2.28 – 23! 19 x 28 3.32 x 23 21 x 41 4.36 x 47 26 x 37 5.23 – 19 and white's contra attack drew the game.
Black could have frozen out his opponent by:

1… 14 – 20!
2.28 – 23 9 – 14
3.23 – 18 8 – 12
4.18 x 7 11 x 2

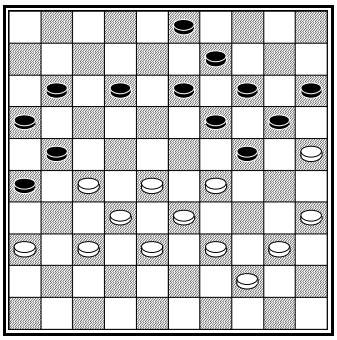
White has run out of good moves.

An arrow lock is also possible at the other side of the board.



Arrow lock

Pieces 16/21/26 lock pieces 1/7/11/12/17.
The lock is not absolute. You have to take care piece 17 stays at its place. If white plays 1.44 – 39 black can play 17 – 22 getting out of the lock. White can't play 21 – 17 12 x 21 26 x 6 because of 7 – 11 6 x 28 23 x 25 +.



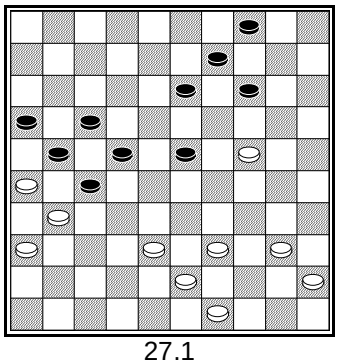
Left wing lock

Pieces 29 and 25 are doing a terrific job, locking blacks left wing.
Sijbrands won the game after:

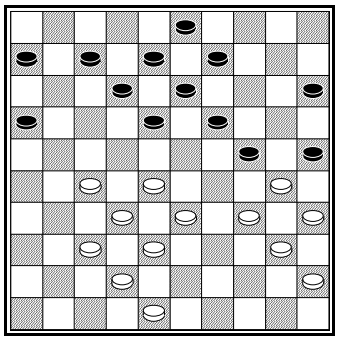
1… 12 – 18
2.29 – 23! 18 x 29
3.27 – 22 11 – 17
4.22 x 11 16 x 7
5.36 - 31

Black surrendered already. After 7 – 11 6.31 – 27 11 – 16 7.27 – 22 blacks position is hopeless in spite of one piece more.
7… 3 – 8 is punished by 8.22 – 18 13 x 22 9.28 x 17 21 x 12 10.35 – 30 24 x 35 11.33 x 4 +.
Giving back a piece 7… 29 – 34 8.40 x 29 3 – 8 9.29 – 23 doesn't help black at all.

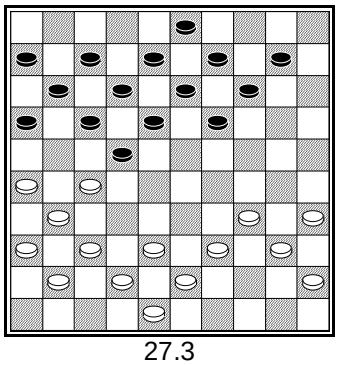
27.1 – 27.8 Write down the type of lock that is shown!



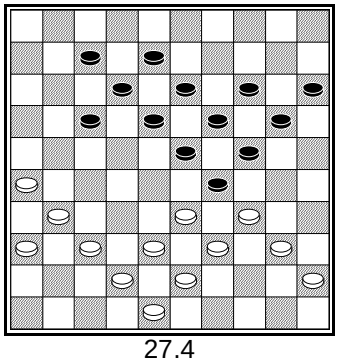
27.1



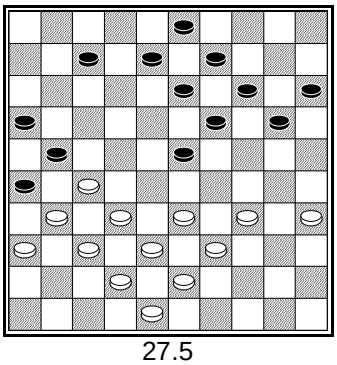
27.2



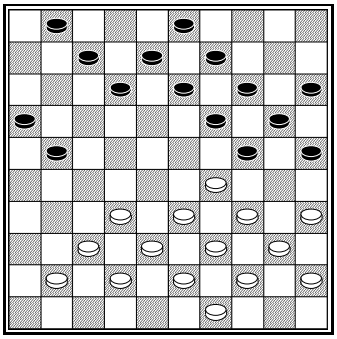
27.3



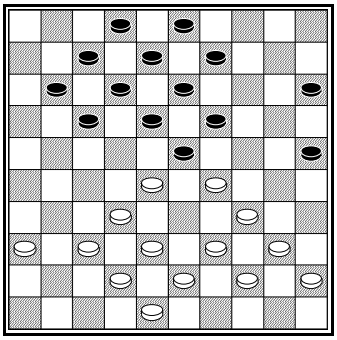
27.4



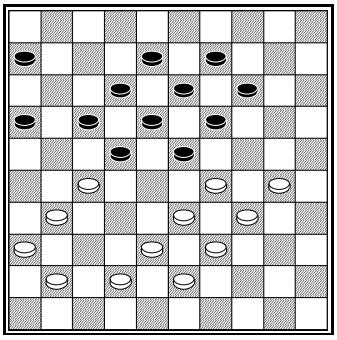
27.5



27.6

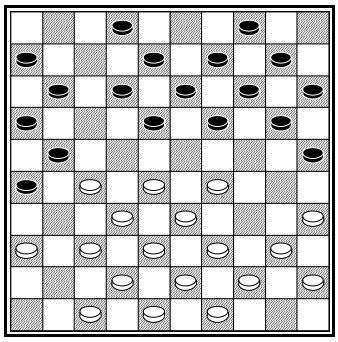


27.7



27.8

28. The fork lock



In this game position white played 1.40 – 34? Allowing his opponent to get a very strong fork lock. It would have been better for white to attack with 29 – 24, taking an outpost at 24.

1.40 – 34? 19 – 23!
2.28 x 19 13 x 24

This exchange is much stronger than 1… 19 – 24, after which white can escape from the fork lock with 2.34 – 30 25 x 23 3.28 x 30.
Now piece 27 and 29 form a bad combination.
White can't get to the centre anymore. White is locked at the right, but at the other side of the board he has got no freedom to play either.

3.44 – 40 12 – 17
4.49 – 44

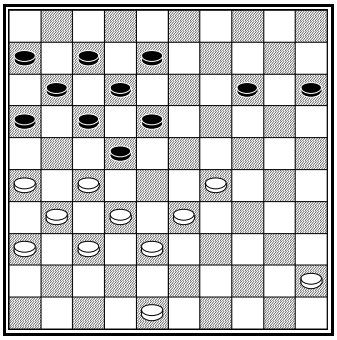
Now white is threatening with the standard king shot 35 – 30 24 x 35 29 – 24 20 x 29 34 x 3.

4… 8 – 13 5.47 – 41?

Now black gets a shot. After 5.36 – 31 14 – 19! 6.47 – 41 (29 – 23 19 x 28 etc. B+1) 10 – 14 7.41 – 36 17 – 22 white has to sacrifice a piece.

5… 26 – 31!
6.37 x 26 24 – 30
7.35 x 24 13 – 19
8.24 x 22 17 x 46
9.26 x 17 11 x 31
10.36 x 27

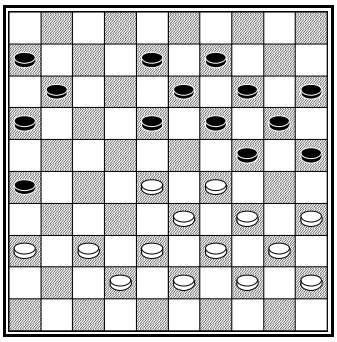
Black won easily.



White can tactically freeze out his opponent.

1.48 – 42!

Activates the threat 33 – 28 22 x 24 27 – 21 16 x 27 31 x 2 +.
1… 18 – 23 will be answered by 2.27 x 18! 23 x 34 3.31 – 27! 12 x 23 4.27 – 21 16 x 27 5.32 x 1 W+.
At 1… 8 – 13 2.29 – 23 etc. W+1 follows.



Black has built formations at his right wing to be able to change pieces there.

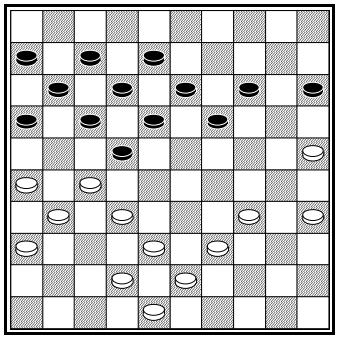
1.38 – 32 18 – 22!!
2.28 x 17 11 x 22

After 3.32 – 28 black can take the shot 26 – 31!! 4.36 x 18 13 x 22 5.28 x 17 19 – 23 6.29 x 18 24 – 30 7.35 x 24 20 x 47 with a big advantage for black.

3.43 – 38 16 – 21!
4.32 – 28 21 – 27!
5.28 x 17 26 – 31
6.37 x 26 27 – 32
7.38 x 27 19 – 23
8.29 x 18 13 x 31
9.36 x 27 24 – 30
10.35 x 24 20 x 47

After 11.27 – 21 47 – 38! 12.21 – 16 38 – 27 black won the endgame.

In the diagram position white should have changed 1.28 – 22 18 x 27 2.29 - 23 19 x 28 3.33 x 31 with a slightly better position for black.



White forces a win:

1.34 – 29! 19 – 23

1… 15 – 20 2.38 – 33 19 – 23 3.42 – 38 23 x 34 4.39 x 30 leaves black without good moves. (13 – 19 5.30 – 24! W+)

2.35 – 30 23 x 34
3.25 – 20 15 x 35
4.39 x 30 35 x 24
5.32 – 28 22 x 33
6.38 x 9 13 x 4
7.27 – 21 16 x 27
8.31 x 2

Sijbrands – Morsink
1.34 – 30 18 – 22
2.31 – 26 12 – 18
3.37 – 31 7 – 12
4.30 – 25 1 – 7

4… 22 – 27 gives a more active play.

5.32 – 27 19 – 23
6.33 – 29 23 x 34
7.40 x 29 13 – 19

A logical play is 7… 20 – 24 8.29 x 20 15 x 24 9.45 – 40 13 – 19 10.40 – 34 19 – 23 11.34 – 29 23 x 34 12.39 x 19 14 x 23 13.38 – 33.

8.39 – 34 8 – 13

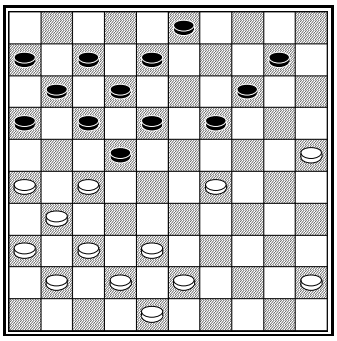
Black can escape from the fork lock changing 17 – 21 9. x 28 19 – 23 10.29 x 18 12x 21 but this gives black an unpleasant position due to his undeveloped left wing.

9.34 – 30 2 – 8?

Black definitely had to play 19 – 23. He is tactically frozen out now!

10.30 – 24! 19 x 30
11.35 x 24

Black sacrificed a piece by 16 – 21 etc. because he can't play the planned move 11… 18 – 23 12.29 x 18 20 x 29 13.27 – 21! 16 x 27 14.41 – 37 (or another temp) 12 x 23 15.38 – 33 29 x 38 16.43 x 1 +.



Tactics govern this position. White shouldn't play 1.45 – 40? because of 17 – 21 26 x 28 19 – 23 28 x 19 14 x 45 B+.

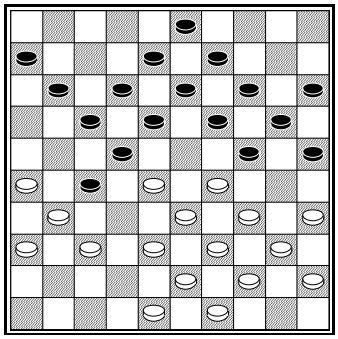
White can use the gap at 13 in black's position to prevent black from playing 19 – 23. Playing 1.37 – 32 8 – 13 brings white nothing. Therfore white plays in a way 8 – 13 is not possible.

- 32

Not the central 37 – 32 but the ugly 38 – 32 meets white's goals. 1… 8 – 13 is answered by 2.29 – 23!
If black plays 1… 10 – 15 white shouldn't take the king shot 2.32 – 28 22 x 24 3.27 – 21 16 x 27 31 x 2 for the king is caught by 3 – 8 =.
White should take the shot using a trapped piece at 42. 2.25 – 20!! 15 x 33 3.42 - 38 33 x 42 4.32 – 28 22 x 33 5.27 – 21 16 x 27 6.31 x 2 42 x 31 7.2 x 47 +.

1… 19 – 23
2.42 – 38 23 x 34
3.32 – 28 22 x 42
4.27 – 21 16 x 27
5.31 x 2 42 x 31

6.36 x 27

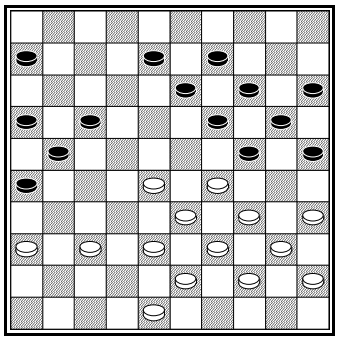


In case you have a fork lock you must be able to change pieces at the other side of the board.
In this case black has a fork lock, but at the other wing he has little space to play. In this case a fork lock usually is not good.
White to play can force a breakthrough:

1.37 – 32! 11 – 16
2.32 x 21 16 x 27
3.48 – 42 6 – 11
4.42 – 37 11 – 16
5.35 – 30! 24 x 35
6.28 – 23 19 x 28
7.29 – 24 20 x 29
8.34 x 21 16 x 27
9.33 – 28! 22 x 42
10.31 x 11 42 x 31
11.36 x 27 12 – 17
12.11 x 22 8 - 12

☼ When playing a fork lock, you have to take care you can change pieces at the other side of the board.

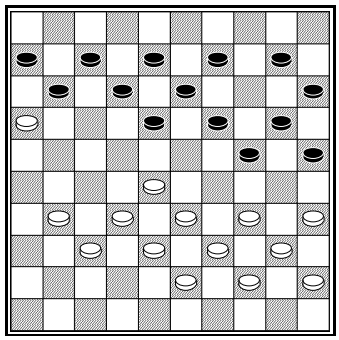
White can reach the breakthrough by 26 – 21 – 16 etc. or by 38 -32 – 27 followed by 22 – 17 x 16.



Usually the player who is fork-locked builds a strong centre. Black wants to change 17 – 22 28 x 17 21 x 12 but white to play can perform a famous combination.

1.37 – 31! 26 x 37
2.48 – 42 37 x 48
3.28 – 22 17 x 28
4.33 x 22 24 x 42
5.22 – 18 13 x 22
6.43 – 38 42 x 33
6.39 x 26 48 x 30
7.35 x 2

This is the fork lock destructor shot!



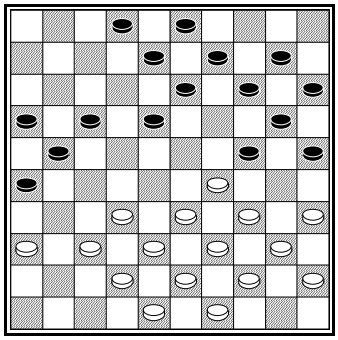
White considered he had a strong enough centre to allow a fork lock. But the **gap at 42** and his **piece at 16** allow black to tactically freeze out his opponent using his formations.

1.34 – 29? 10 – 14

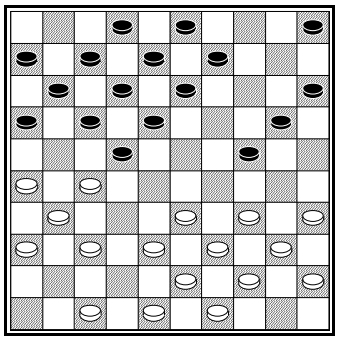
After 2.40 – 34 black can remove piece 29 to make a 24 – 30 king shot: 18 – 22! 3.28 x 17 12 x 21 4.16 x 27 19 – 23 5.29 x 18 13 x 22 6.27 x 18 24 – 30 7.35 x 24 20 x 49 +.
2.28 -23 19 x 28 3.32 x 23 is answered by 25 - 30 followed by 20 – 25 x 24 winning piece 23.

2.31 – 26 18 – 22!
3.28 x 17 12 x 21!
4.26 x 17 11 x 22

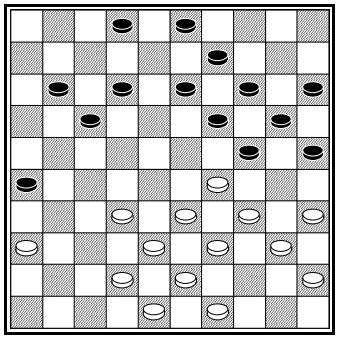
After 4.16 x 27 black takes the shot 19 – 23 5.29 x 18 13 x 42 6.38 x 47 24 – 30 7.35 x 24 20 x 49 +.
But now white has no good reply at blacks threat 22 – 28 etc. +. The point is that 5.32 – 28 is punished by 7 – 12! 6.28 x 17 12 x 21 7.16 x 27 19 – 23 8.29 x 18 13 x 42 9.38 x 47 24 – 30 10.35 x 24 20 x 49 B+.



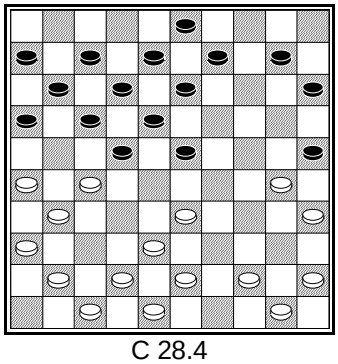
C 28.1



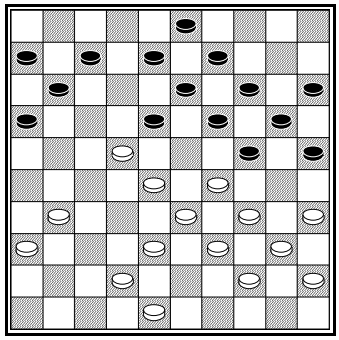
C 28.2



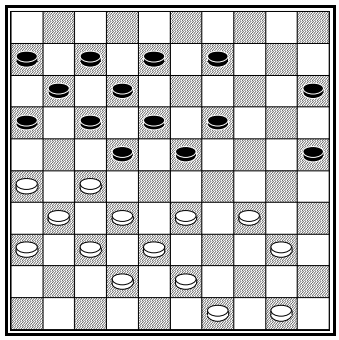
C 28.3



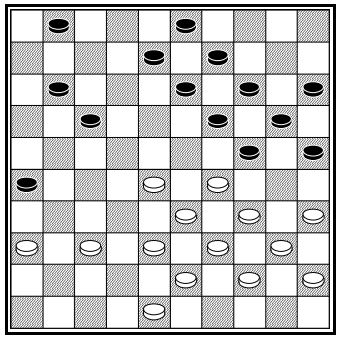
C 28.4



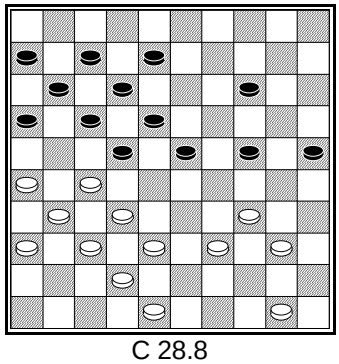
C 28.5



C 28.6

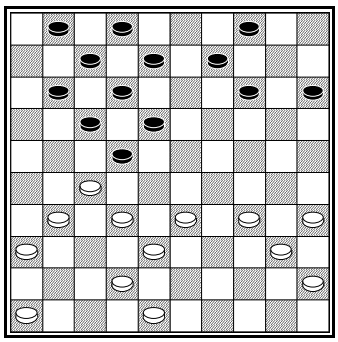


C 28.7



C 28.8

29. The chain - lock



Lewina - Wanders

White has ideal conditions for chain-locking her opponent. There are many pieces behind piece 22, that can be locked up. Black doesn't have formations to break the chain.

1.32 – 28! 11 – 16

Black responds to the threat 27 – 21 17 x 37 28 x 6 W+1.

2.38 – 32 9 – 13
3.42 – 38 13 – 19

Black is building the formation 10/14/19 to be able to get rid of piece 28. White sees this plan and is taking precautions.

4.35 – 30! 4 – 10
5.30 – 25!

With the idea to answer 19 – 23 6.28 x 19 14 x 23 by 7.25 – 20 15 x 24 8.34 – 29 23 x 34 9.40 x 20. White gets a piece at 15 which will go to king with a little help from the other pieces.

5 … 1-6
6. 46 – 41 19 – 23

Black has no real choice. For example: 6… 8 – 13 7.34 – 29! With the lethal threat 29 – 23 +.

7.28 x 19 14 x 23
8.25 – 20 15 x 24
9.34 – 29 23 x 34
10.40 x 20 8 – 13
11.41 – 37 2 – 8
12.33 – 29!

With the threat 20 -15 10 – 14 29 – 23 18 x 29 27 x 20 +.
Black can't get rid of the piece at 20: 12 … 10 – 14 13.20 x 9 13 x 4 is answered by the shot 14.29 – 23! 18 x 29 15.27 x 18 12 x 23 16.38 – 33 29 x 27 17.31 x 13 +.

The next game between two young players shows that in the opening of a game the chain lock can be dangerous already.

1.32 – 28 18 – 22
2.37 – 32 13 – 18

It is better to play towards the centre with 12 – 18 7 – 12 and 1 – 7.

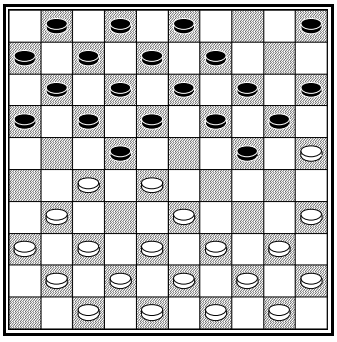
3.41 – 37 9 – 13
4.46 – 41 4 - 9
5.34 – 30 20 – 24

After 5 moves black's position is strategically lost! White uses the chain lock to freeze out his opponent.

6.32 – 27! 14 – 20
7.30 – 25

White checked if there wasn't a shot for black, but there isn't.

7… 10 – 14



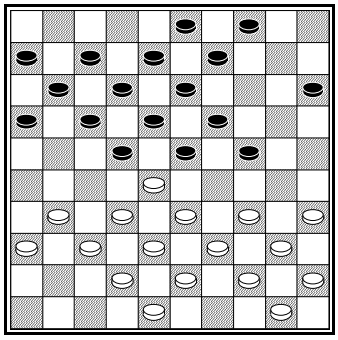
White should anticipate blacks next move 24 – 29 x 29.

8.38 – 32!

White builds the formation 28/32/37 to punish the 24 – 29 x 29 exchange. Waiting doesn't help black, because after 5 – 10 9.43 – 38 the situation hasn't really changed.

8… 24 – 29
9.33 x 24 20 x 29
7.28 – 23 19 x 28
8.32 x 34

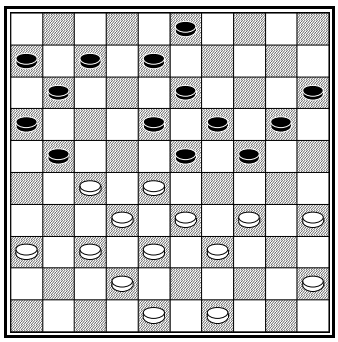
White won a piece.



Black has locked the white centre with the chain 17/22019/23. White wants to get rid of the chain lock. White succeeds to break black's chain and chain-locking black himself !

1.34 – 29! 23 x 34
2.40 x 20 15 x 24
3.32 – 27!

With a very good position for white.



Black changed:

1… 24 – 29
2.33 x 24 20 x 40

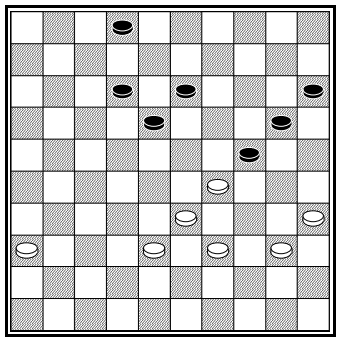
Usually it makes sense to capture backwards in a classical game in order to keep enough moves (for the last temp). In this situation taking forwards is recommended, because white can use the chain lock to take control over the position.

3.45 x 34! 15 – 20
4.39 – 33! 7 – 12

Black couldn't play the natural move 20 – 24, because of a king shot: 34 – 29 23 x 34 28 – 23 19 x 39 38 – 33 39 x 28 32 x 1 21 x 41 36 x 47 W+.

5.33 – 29!

Blacks chain lock is very strong. For example: 5… 20 – 25 6.35 – 30 21 – 26 7.37 – 31 26 x 37 8.42 x 31 and 27 – 22 wins a piece at the next move.



Black to move has a semi-fork. He sees a nice opportunity to put his opponent in a chain lock.

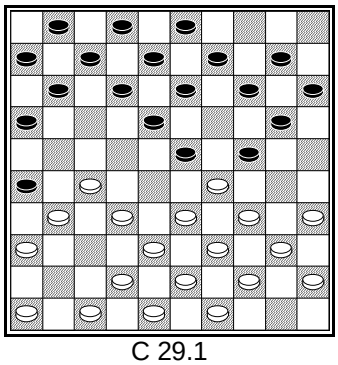
1… 13 – 19!!

Allowing the lock loses after 2.38 – 32 19 – 23 3.40 – 34 2 – 7 4.36 – 31 7 – 11 5.31 – 26 12 – 17 6.32 – 27 17 – 22 and white is frozen out.

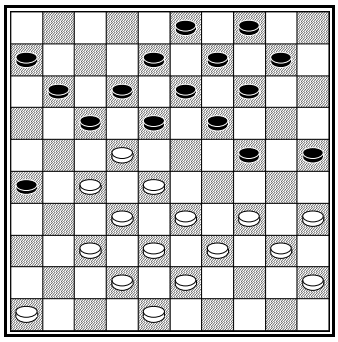
White thought he could escape from getting locked by 2.29 – 23 18 x 29 3.39 – 34 19 – 23 4.34 – 30 = but he was surprised by

2.29 – 23 19 x 28
3.33 x 13 2 – 8!!
4.13 x 2 20 – 25
5. 2 x 30 25 x 32

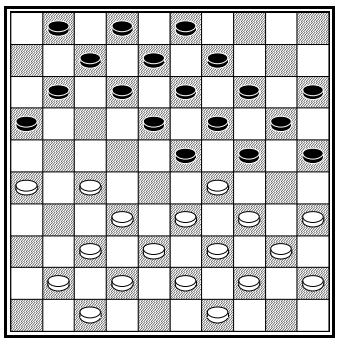
White surrendered.



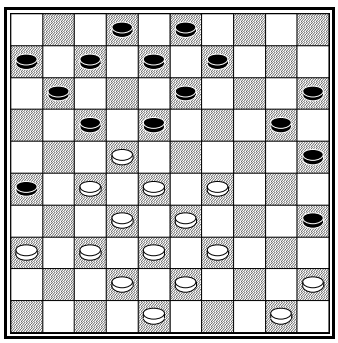
C 29.1



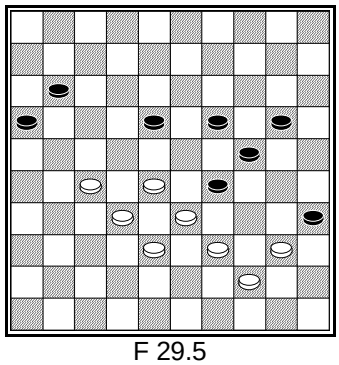
C 29.2



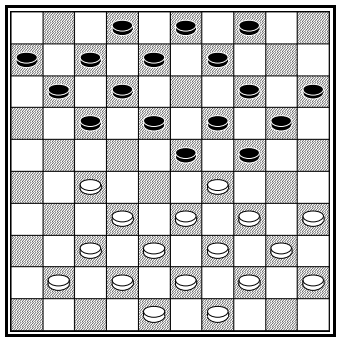
C 29.3



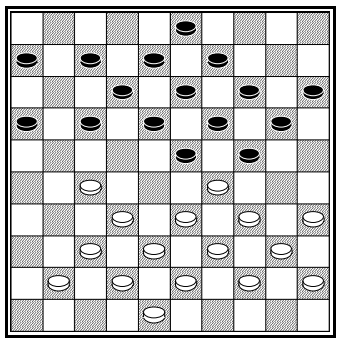
C 29.4



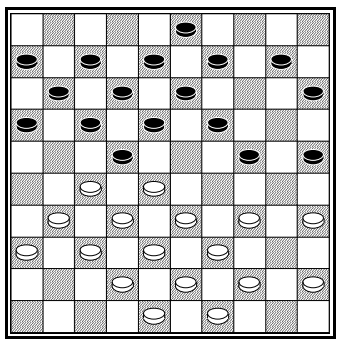
F 29.5



C 29.6

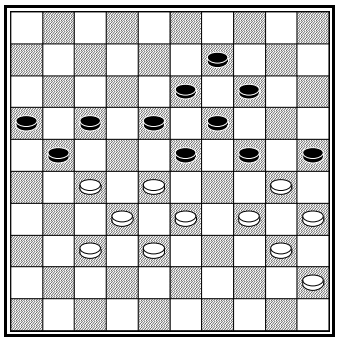


C 29.7



C 29.8

30. Right wing lock

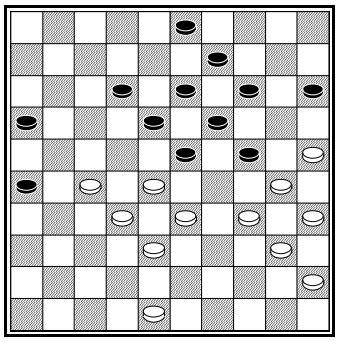


White's play is severely restricted by the right wing lock. He can try to escape from the lock, but still he is frozen out.

1.34 – 29 25 x 34
2.29 x 20 14 x 25
3.40 x 29 23 x 34
4.35 – 30 34 – 40!
5.45 x 34 18 – 22!

Black restricts white's play in the right way. Only piece 37 can play.

6.27 x 18 13 x 22
7.37 – 31 9 – 13
8.31 – 26 13 - 18



In this game position black found a strong plan to lock a group of white pieces.

1… 14 – 20!
2.25 x 14 9 x 20

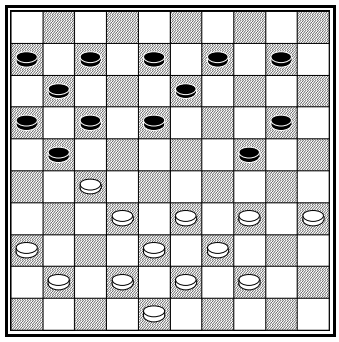
Black uses the Bomb shot to punish 30 – 25:
3.30 – 24 24 – 30!!
1) 4.25 x 14 19 x 10 5.28 x 17 30 x 37 B+
2) 4.35 x 24 19 x 39 5.28 x 17 39 x 37 6.25 x 14 37 – 41 B+

Because white can't play 30 – 25 he has to allow a right wing lock, but is frozen out.

3.48 – 42 20 – 25
4.42 – 37 3 – 8
5.28 – 22 15 - 20

6.33 – 28 is answered by 16 – 21! 7.27 x 16 18 x 27 8.32 x 21 23 x 41 B+.
White tries a shot which doesn't work.

6.34 – 29 25 x 34
7.22 – 17 12 x 21
8.27 – 22 18 x 27
9.29 x 9 34 – 39!
10.33 x 44 8 – 13
11. 9 x 18 19 – 23
12.18 x 29 24 x 31



Grandmaster Podolski exploited the weak spots in blacks position (gaps!) with the help of a shot.

1.36 – 31!!

An excellent move! Black can't play 21 – 26 because of 2.33 – 28! 26 x 46 3.35 – 30 (white wants to get rid of piece 34) 24 x 35 4.34 – 30 35 x 24 5.27 – 22 18 x 27 6.32 x 5 and the black king is caught. So blacks right wing is locked.

1… 10 – 15
2.31 – 26 13 – 19
3.42 – 37 8 – 13
4.41 – 36 20 – 25
5.48 – 42 9 - 14?

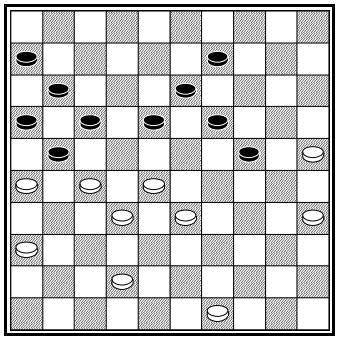
White freezes out his opponent tactically now:

6.34 – 29! 14 – 20
7.36 – 31!

All of blacks moves are answered by a shot:
1) 7… 19 – 23 8.27 – 22 18 x 36 9.29 x 9

2) 7… 7 – 12 8.27 – 22 18 x 36 9.29 – 23 19 x 28 10.33 x 22 17 x 28 11.26 x 30 25 x 34 12.39 x 30
3) 7… 25 – 30 8.29 – 23 18 x 29 9.27 – 22 17 x 28 10.32 x 23

Black surrendered.



White has a good lock but in the game he lost.

1.49 – 43? 18 – 23
2.42 – 38 13 – 18
3.43 – 39 9 – 13

White doesn't succeed in freezing out his opponent, because 4.36 – 31 is answered by 17 – 22! with two possibilities:

1) 5.26 x 17 24 – 29 6.33 x 24 22 x 44 B+
2) 6.28 x 17 21 x 12 7.33 – 28 12 – 17 8.39 33 23 – 29! B+ (Check that 25 – 20 doesn't work for white!)

White should have played 4.25 – 20! 24 x 15 5.35 – 30 17 – 22 6.26 x 17! 22 x 31 7.36 x 27 11 x 31 8.30 – 24 19 x 30 9.28 x 8 =. White played 4.35 – 30 24 x 35 5.25 – 20 and lost the endgame after 23 – 29 etc.

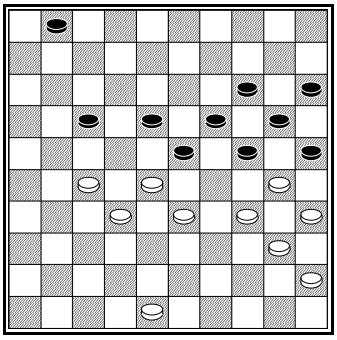
1.49 – 44! is a more *flexible move* than 1.49 – 43? This means that after 49 – 44 white has more choices how to build his position. Piece 44 can not only go to 39 but also to 40. Actually to use the lock effectively there shouldn't be a piece at 39. We will explain why.

1.49 – 44! 18 – 23
2.42 – 38 13 – 18
3.44 – 40! 9 – 13
4.36 – 31!

Now the big difference appears to be that black can't play the important 17 – 22 move.

4… 17 – 22
5.26 x 17! 24 – 29
6.33 x 24 22 x 42
7.25 – 20! 19 x 30
8.35 x 24 11 x 22
9.31 – 26! 22 x 31
10.26 x 48

Black has one other move left: 4… 23 – 29 after which white wins nicely after: 5.25 – 20! 24 x 15 6.33 x 24 19 x 30 7.35 x 24 17 – 22 8.28 x 17 21 x 12 9.38 – 33 12 – 17 10.33 – 29! and the game is over for playing at 22 is answered by 29 – 23 +.



In some situation the lock is beneficial for the locked player. This is especially the case when too many pieces are involved in locking.
In this case black uses 6 pieces to lock 5 pieces. White to play can force a win.

1.48 – 43!

1.48 – 42? gives black the opportunity to draw the game with the shot 17 – 22! 2.28 x 17 23 – 29 3.34 x 12 25 x 34 4.40 x 29 19 – 23 5.29 x 18 24 – 30 6.35 x 24 20x47. This combination loses after 1.48 – 43.
Whether white plays 1.48 – 42 or 1.48 – 43 black should not take the shot 17 – 21? 27 x 16 18 – 22 28 x 17 23 – 29 34 x 23 19 x 48 30 x 10 15 x 4 40 – 34! 48 x 30 35 x 15 W+.

1… 1 – 7
2.43 – 38 7 - 11

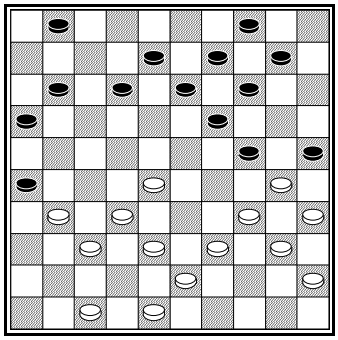
2… 7 – 12 3.34 – 29! 23 x 34 (25 x 34 4.27 – 22! +) 4.30 x 39 18 – 23 5.39 – 34 (also 40 – 34 12 – 18 45 – 40 wins) 12 – 18 6.34 – 29 23 x 34 7.40 x 29 W+.

3.34 – 29! 25 x 34

3… 23 x 34 4.30 x 39 18 – 23 5.39 – 34 W+

4.27 – 22! 18 x 27
5.32 x 12 23 x 43
6.35 – 30!! 24 x 44
7.29 x 38

The point of the position is hidden until the 35 – 30 shot is discovered. These kind of surprises make our game so difficult and interesting.



Games with a short wing lock are often characterized by combinational possibilities.

1.32 – 27!

Threatening to take the arrow shot 27 – 21 16 x 36 47 – 41 36 x 47 38 – 33 47 x 29 34 x 23 25 x 34 40 x 20 14 x 25 23 x 5.
After 1… 13 – 18 white takes the arrow shot in a different way: 27 – 22! 18 x 36 47 – 41 36 x 47 38 – 33 47 x 29 34 x 23 25 x 34 40 x 20 14 x 25 23 x 5 +.

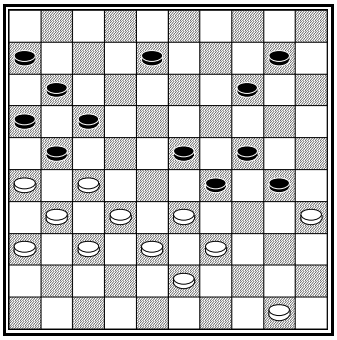
1… 11 – 17!

The right answer. After the king shot white's king is caught with equality.

2.27 – 21 16 x 36
3.47 – 41 36 x 47
4.38 – 33 47 x 29
5.34 x 23 25 x 34
6.40 x 20 14 x 25
7.23 x 5

After 6.23 x 3? 10 – 14 7.3 x 20 25 x 14 B+1.

7… 9 – 14
8.5 x 7 1 x 12

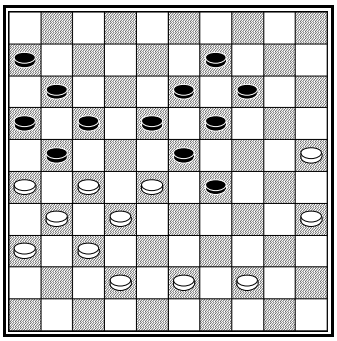


In this game position white could have forced a winning shot.

1.33 – 28! 29 – 34

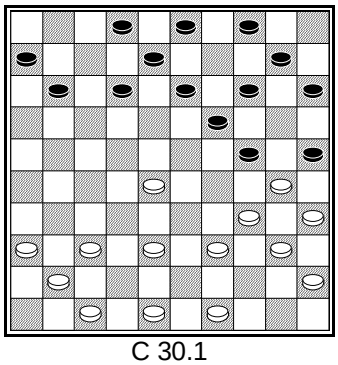
The only sensible reply, because 14 – 19 is punished by 2.28 – 22 17 x 28 3.26 x 17 11 x 22 4.27 x 18 23 x 12 5.32 x 5 +.

2.28 x 19 14 x 23
3.27 – 22! 17 x 28
4.26 x 17 11 x 22
5.39 – 33 28 x 48
6.31 – 26 48 x 31
7.36 x 20

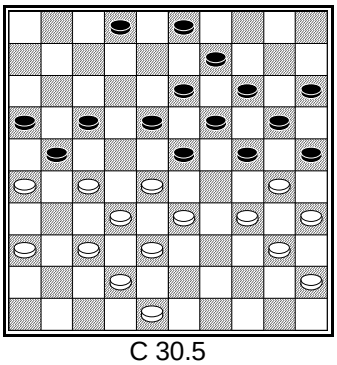


Black has built formations but his position isn't flexible at all. He has only one way to play at the next move: 18 – 22. White anticipates in a very smart way:

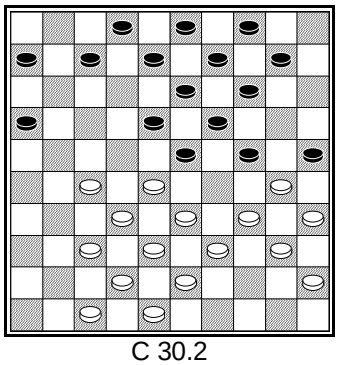
1.35 – 30! 18 – 22
2.27 x 18 13 x 33
3.31 – 27! 9 – 13
4.27 – 22! 17 x 28
5.26 x 17 11 x 22
6.42 – 38 33 x 31
7.36 x 20 28 x 37
8.20 – 14 19 x 10
9.30 – 24 29 x 20
10.25 x 5



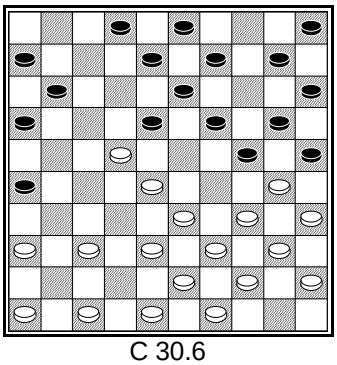
C 30.1



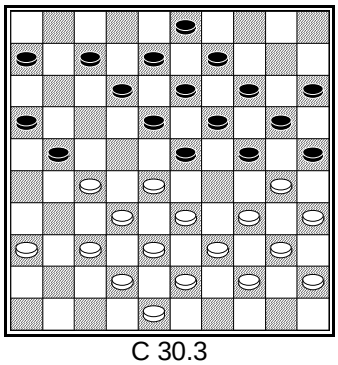
C 30.5



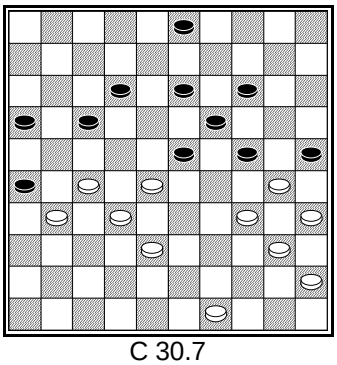
C 30.2



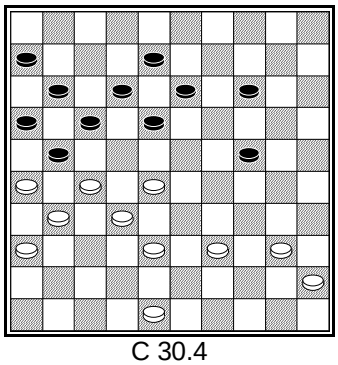
C 30.6



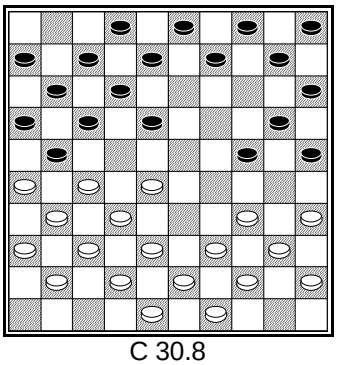
C 30.3



C 30.7



C 30.4



C 30.8

Solutions lessons 21 – 30

Lesson 21: King shots

C 21.1 27 – 21 16 x 27 32 x 21 17 x 26 37 – 31 26 x 37 38 – 32 37 x 28 33 x 4

C 21.2 34 – 30 24 x 35 33 – 29 23 x 34 39 x 30 35 x 24 27 – 22 17 x 28 37 – 31 26 x 37 41 x 5

C 21.3 34 – 29 23 x 25 28 – 22 17 x 28 26 x 17 12 x 21 32 x 1

C 21.4 34 – 30 25 x 23 28 x 19 13 x 24 37 – 31 26 x 28 33 x 2

C 21.5 36 – 31 26 x 37 24 – 19 13 x 24 34 – 30 25 x 23 28 x 30 37 x 28 33 x 13 8 x 19 27 – 22 17 x 28 30 – 24 choice 39 – 33 28 x 39 43 x 5

C 21.6 30 – 24 20 x 29 33 x 24 19 x 30 28 x 19 13 x 24 37 – 31 26 x 28 27 – 21 16 x 27 38 – 32 27 x 38 (or 28 x 37) 42 x 2

C 21.7 27 – 21 26 x 28 21 – 17 12 x 21 29 – 24 19 x 30 35 x 24 20 x 29 38 – 33 28 x 39 (or 29 x 38) 43 x 1

C 21.8 25 – 20 15 x 24 34 – 30 24 x 35 33 – 29 23 x 34 39 x 30 35 x 24 26 – 21 17 x 37 41 x 5

C 21.9 26 – 21 17 x 26 32 – 28 23 x 32 37 x 17 11 x 22 29 – 24 19 x 30 35 x 24 20 x 29 34 x 1

C 21.10 29 – 23 18 x 49 37 – 32 49 x 19 32 x 3

C 21.11 33 – 29 22 x 24 34 – 30 25 x 34 40 x 20 14 x 25 27 – 22 18 x 27 31 x 22 17 x 28 32 x 5

C 21.12 27 – 21 16 x 27 (26 x 17 29 – 23 18 x 29 28 – 22 17 x 28 32 x 5 +) 32 x 21 26 x 17 29 – 23 18 x 29 35 – 30 24 x 35 33 x 24 choice 28 – 22 17 x 28 39 – 33 28 x 39 43 x 5

C 21.13 27 – 22 18 x 27 32 x 21 23 x 43 37 – 31 16 x 47 44 – 39 47 x 29 34 x 5 43 x 34 40 x 20 25 x 14 5 x 17 (Grand Prix shot)

C 21.14 32 – 28 23 x 21 26 x 8 3 x 12 45 – 40 18 x 27 38 – 32 27 x 29 34 x 5

C 21.15 27 – 22 18 x 27 32 x 21 16 x 27 38 – 32 27 x 29 30 – 24 19 x 30 35 x 4

C 21.16 28 – 22 17 x 48 33 – 29 24 x 33 39 x 28 23 x 21 26 x 8 13 x 2 40 – 35 48 x 30 35 x 4

Lesson 22: The king is caught

22.1 27 – 22! 18 x 27 32 x 21 16 x 27 38 – 32 27 x 47 28 – 22 47 x 29 34 x 5 13 – 19 5 x 7 1 x 12 40 – 34 is winning for white (double opposition).

22.2 28 – 22? 18 x 36 37 – 31 36 x 27 32 x 21 16 x 27 38 – 32 27 x 29 34 x 5 13 – 19 5 x 7 1 x 12 is winning for black.

22.3 28 – 23 19 x 17 34 – 30 35 x 24 44 – 40? 45 x 34 39 x 10 17 – 22! 27 x 18 8 – 13 18 x 9 3 x 5 results in a draw. But 28 – 23 19 x 17 34 – 30 35 x 24 27 – 22! 17 x 28 44 – 40 45 x 34 39 x 10 is winning for white.

22.4 27 – 21? 17 x 26 37 – 31 26 x 28 33 x 4 3 – 9! 4 x 20 14 x 32 is winning for black.

22.5 20 – 14? 19 x 10 38 – 32 27 x 38 48 – 42 38 x 47 30 – 24 47 x 20 25 x 5 28 – 33!! 39 x 19 9 – 14 19 x 10 18 – 22 B+

22.6 39 – 34! 29 – 33 27 – 21 16 x 38 37 – 32 38 x 27 31 x 22 18 x 27 36 – 31 27 x 36 42 – 38 33 x 42 47 x 38 36 x 47 38 – 33 47 x 29 34 x 1 13 – 18 1 x 20 15 x 24 40 – 34 (opposition) W+

22.7 27 – 22 18 x 27 32 x 21 16 x 27 40 – 34 29 x 40 35 x 44 24 x 35 44 – 40 35 x 44 43 – 39 44 x 33 38 x 7 27 – 32 37 x 28 19 – 23 28 x 8 3 x 1 42 - 38 = results in a draw.

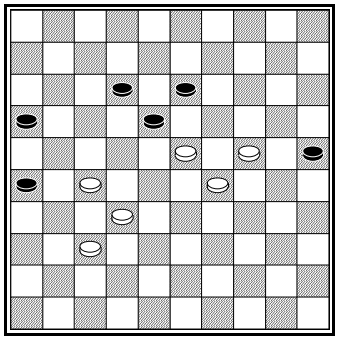
22.8 30 – 24 19 x 48 28 – 23 18 x 29 27 – 21 16 x 38 42 x 4 48 x 31 4 x 36 26 – 31 36 x 7 1 x 12 47 – 42 (opposition) W+

Lesson 23: Formations

Exercise 23.1

1… 14 – 20 2.28 – 23 18 x 29 3.33 x 15 W+1
1… 14 – 19 2.27 – 22! 18 x 27 3.32 x 21 26 x 17 4.28 – 23 19 x 28 5.33 x 2 +
1… 13 – 19 2.28 – 23 18 x 29 (or 19 x 28) 3.33 x 4 +
1… 12 – 17 2.28 – 22 17 x 28 3.32 x 1

Exercise 23.2



Exercise 23.3 27 – 21 26 x 17 28 – 22 17 x 39 38 – 33 39 x 28 32 x 3

C 23.1 34 – 30 25 x 34 39 x 19 13 x 24 27 – 21 26 x 17 28 – 23 18 x 29 38 – 33 29 x 27 31 x 4

F 23.2 49 – 43 (or 48 – 43) 12 – 17 28 – 22 17 x 28 33 x 13 9 x 18 37 – 31 26 x 28 38 – 33 21 x 32 33x 13 19 x 8 34 – 30 25 x 34 39 x 37

C 23.3 34 – 30 25 x 34 39 x 19 13 x 24 28 – 23 18 x 29 35 – 30 24 x 35 33 x 24 20 x 29 40 – 34 29 x 49 45 – 40 35 x 44 43 – 39 44 x 33 38 x 29 49 x 27 31 x 4

F 23.4 49-44! For example 7 – 12 34 – 30 25 x 34 39 x 19 13 x 24 35 – 30 24 x 35 44 – 39 35 x 44 37 – 31 26 x 28 33 x 4 44 x 33 38 x 29

C 23.5 30 – 24 19 x 30 34 x 25 23 x 45 25 – 20 15 x 24 44 – 40 45 x 34 39 x 19 13 x 24 27 – 21 16 x 27 31 x 4

C 23.6 27 – 22 17 x 39 32 – 27 21 x 32 37 x 17 11 x 22 38 – 33 39 x 28 36 – 31 26 x 37 41 x 1

C 23.7 28 – 22 18 x 36 34 – 30 25 x 34 40 x 9 3 x 14 37 – 31 36 x 27 32 x 3

C 23.8 26 – 21 17 x 26 27 – 21 26 x 17 32 – 28 23 x 32 34 x 21

Lesson 24: Freezing out your opponent

24.1 25 – 20! 15 x 24 28 – 22 +

24.2 26 – 21! 17 x 26 33 - 28

24.3 1.48 – 42! (After 1.48 – 43? Black will play the Dussaut sacrifice: 16 – 21 2.27 x 16 18 – 22 3.38 – 33 22 – 27 =) 24 – 29 (1… 17 – 21 2.38 – 33 23 – 29 3.42 – 38 18 – 23 4.27 – 22 +) 2.40 – 34 29 x 40 3.35 x 44 17 – 21 4.38 – 33 Black can still go on with 18 – 22 5.27 x 20 21 – 27 6.32 x 21 23 x 41 7.42 – 37! 41 x 32 8.20 – 15 16 x 27 9.15 – 10 but the king at 5 will win the game in the end.

24.4 1.38 – 33 17 – 21 Now white has to avoid the 18 – 22 27 x 20 21 – 27 shot: 2.25 – 20 14 x 25 3.39 – 34 W+.

24.5 36 – 31! 23 – 29 40 – 35 (18 – 23 35 – 30) +

24.6 33 – 29 24 x 33 38 x 29 14 – 20 42 – 38 20 – 24 29 x 20 25 x 14 30 – 25! (38 – 33? 26 – 31! 37 x 6 16 – 21 etc. =) +

24.7 26 – 21 17 x 26 41 – 37

24.8 25 – 20 24 x 15 35 – 30 23 – 29 33 x 24 9 – 14 38 – 33 14 – 20 33 – 29 20 – 25 39 – 34 +

Lesson 25: Tactical freeze out

25.1 48 – 43 24 – 30 (at 8 – 12 or 8 – 13 follows 33 – 29 24 x 33 34 – 30 25 x 34 43 – 39 33 x 44 49 x 7/9) 43 – 39 30 – 35 (8 – 13 33 – 28 13 – 19 27 – 22 W+) 49 – 44 8 – 13 44 – 40 35 x 44 39 x 50 13 – 19 33 – 28 +

25.2 48 – 43! 23 – 29 (at 9 - 14 27 – 22 coup Philippe, after 12 – 17 35 – 30 24 x 35 33 – 29 23 x 34 39 x 30 35 x 24 27 – 21 16 x 27 32 x 14 9 x 20 25 x 14 +) 27 – 21 16 x 27 32 x 21 9 – 14 33 – 28 3 – 9 21 – 16! 12 – 17 28 – 23! 19 x 28 38 – 32 28 x 48 39 – 34 48 x 30 25 x 3 +

25.3 27 – 21 7 – 12 (7 – 11 21 x 12 18 x 7 32 – 27 +) 21 – 16 18 – 22 43 – 38 22 x 33 30 – 24 19 x 30 35 x 24 29 x 20 38 x 7 +

25.4 29 – 24! 8 – 12 (9 – 14 24 – 20 15 x 24 34 – 29 of 33 – 29 +. After 23 – 28 24 – 19 13 x 24 31 – 26 22 x 31 33 x 4 +) 24 – 20! 25 x 14 34 – 30 35 x 24 33 – 29 23 x 34 39 x 28 +

25.5 42 - 38! 20 - 24 38 - 33 13 - 19 (24 - 30 49 - 44 30 - 35 33 - 29! 13 - 18* 29 - 24 +) 49 - 44 8 - 13 44 - 40!! 24 - 30 40 - 35 19 - 24 33 - 28 13 - 19 28 - 22 +

25.6 38 – 33 23 – 29 35 – 30 29 x 49 25 – 20 14 x 34 28 – 22 17 x 28 32 x 14 49 x 21 26 x 39 +

25.7 41 – 36 8 – 12 37 – 31 26 x 37 32 x 41 21 x 23 25 – 20 17 x 39 20 x 20

25.8 39 – 34 24 – 29 (21 – 26 38 – 33 17 – 21 28 – 22 +) 36 – 31 29 x 40 35 x 44 25 x 34 31 – 26 +

Lesson 26:Exploiting a weak spot

26.1 25 – 20 24 x 15 33 – 29 +

26.2 35 – 30 14 – 20 30 – 24 20 x 29 39 – 33 +

26.3 33 – 29 (attacking piece 13) 13 – 18 37 – 31 26 x 28 39 – 33 28 x 30 35 x 2 23 x 34 2 - 7 +

26.4 38 – 32! 27 x 38 30 – 24 19 x 30 35 x 24 and at the next move white plays 24 – 19 etc. +

26.5 34 – 29 24 – 30 42 – 38 30 – 35 39 – 34 9 – 14 28 – 22 18 x 27 34 – 30 35 x 24 29 x 16

26.6 34 – 30 13 – 19 32 – 27 21 x 23 30 – 25

26.7 28 – 22 15 – 20 27 – 21 26 x 28 32 x 23 18 x 29 33 x 4

26.8 48 – 42 8 – 12 42 – 37 12 – 17 37 - 32 17 – 21 43 – 39 15 – 20 38 – 33 27 x 29 39 – 34 30 x 39 44 x 4 35 x 44 4 x 16 44 – 49 36 – 31 49 – 35 50 – 44 35 x 49 31 – 27 +

Lesson 27: Locks

27.1 Arrow lock

27.2 Right wing lock

27.3 Fork lock

27.4 Chain lock

27.5 Arrow lock

27.6 Fork lock

27.7 Chain lock

27.8 Semi-fork

Lesson 28: Fork lock

C 28.1 35 – 30 24 x 35 37 – 31 26 x 28 33 x 11 16 x 7 29 – 24 20 x 29 34 x 1

C 28.2 26 – 21 17 x 26 37 – 32 26 x 28 34 – 30 22 x 31 30 x 19 13 x 24 33 x 4

C 28.3 29 – 23 19 x 37 42 x 31 26 x 37 38 – 32 37 x 28 33 x 22 17 x 28 34 – 30 25 x 34 39 x 6

C 28.4 42 – 37 25 x 34 27 – 21 16 x 27 43 – 39 34 x 32 37 x 19 13 x 24 33 – 28 22 x 33 31 x 4 (or 31 x 2)

C 28.5 28 – 23 19 x 17 35 – 30 24 x 35 29 – 24 20 x 29 34 x 1

C 28.6 34 – 30 25 x 45 33 – 29 23 x 34 32 – 28 22 x 33 38 x 40 45 x 34 27 – 21 16 x 27 31 x 2

C 28.7 37 – 31 26 x 37 48 – 42 37 x 48 28 – 22 17 x 28 33 x 22 24 x 42 22 – 18 13 x 22 43 – 38 42 x 33 39 x6 48 x 30 35 x 2

C 28.8 34 – 30 24 x 33 38 x 29 23 x 34 32 – 28 22 x 33 27 – 21 16 x 27 31 x 2

Lesson 29: Chain lock

C 29.1 35 – 30 26 x 28 30 x 19 13 x 24 33 x 4

C 29.2 34 – 30 25 x 34 40 x 20 14 x 25 27 – 21 18 x 16 28 – 22 17 x 28 32 x 5

C 29.3 27 – 22 18 x 27 32 x 21 16 x 27 29 x 18 12 x 23 34 – 30 25 x 34 40 x 18 13 x 22 33 – 29 24 x 33 39 x6 (Ping Pong shot)

C 29.4 45 – 40 35 x 44 29 – 24 20 x 29 33 x 24 44 x 33 28 x 39 17 x 28 32 x 1 (Kong Fu shot)

F 29.5 28 – 22! 18 – 23 22 – 18 23 x 12 39 – 34 19 – 23 34 – 30 (or 33 – 28) W+1

C 29.6 35 – 30 24 x 35 27 – 22 18 x 27 (or 17 x 28 33 x 24 W+1) 29 x 18 12 x 23 32 x 1

C 29.7 32 – 28 23 x 21 29 – 23 18 x 29 34 x 23 19 x 28 33 x 2

C 29.8 35 – 30 24 x 35 33 – 29 22 x 24 27 – 22 18 x 27 31 x 22 17 x 28 32 x 5

Lesson 30: Right wing lock

C 30.1 34 – 29 25 x 34 40 x 16

C 30.2 34 – 29 23 x 34 40 x 20 25 x 34 39 x 30 14 x 34 28 – 23 19 x 39 38 – 33 39 x 28 32 x 1

C 30.3 33 – 29 24 x 31 37 x 17 12 x 21 30 – 24 19 x 30 35 x 24 20 x 29 32 – 28 23 x 32 34 x 1 (Haarlem shot)

C 30.4 28 – 23 18 x 29 32 – 28 21 x 34 28 – 22 17 x 28 26 – 21 16 x 27 31 x 33 29 x 38 40 x 16 (coup Royal)

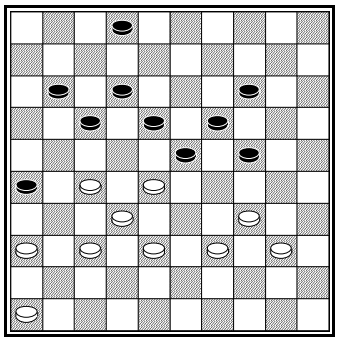
C 30.5 27 – 22 18 x 27 28 – 22 17 x 39 34 x 43 25 x 34 40 x 18 13 x 22 26 x 28 (Ping Pong shot)

C 30.6 28 – 23 19 x 17 30 x 19 13 x 24 37 – 31 26 x 37 38 – 32 37 x 28 33 x 4 (Coup Weiss)

C 30.7 27 – 22 26 x 37 32 x 41 23 x 43 49 x 38 17 x 28 38 – 33 28 x 39 34 x 43 25 x 34 40 x 7 (Kong Fu shot)

C 30.8 28 – 22 17 x 28 26 x 17 11 x 22 32 x 23 18 x 29 27 x 18 12 x 23 34 – 30 25 x 34 39 x 28

31. Other locks



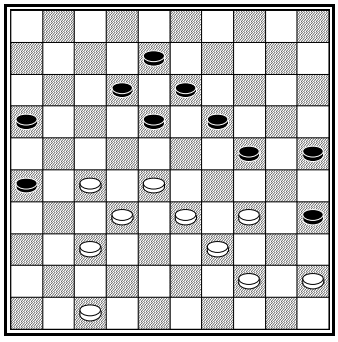
White's left wing is not developed well. Pieces 36 and 46 are not active. To activate these, white played 46 – 41 36 – 31 41 - 36 building the formation 27/31/36. Black (Ainur Shaibakov) anticipated this plan by locking white's left wing.

1… 2 – 8!
2.46 – 41 11 – 16
3.36 – 31 17 – 21
4.41 – 36 8 – 13
5.40 – 35

Going to the graveyard 27 – 22? 18 x 27 31 x 22 12 – 18 simply loses the piece. Now black makes a strong exchange gaining space. After this black has a lot of possibilities, while white is running out of moves.

5… 23 – 29!
6.34 x 23 18 x 29

White will be frozen out, for example: 7.39 – 34 29 x 40 8.35 x 44 24 – 29 44 – 40 14 – 20 40 – 35 20 – 24 28 – 22 12 - 18 B+



1.45 – 40?

White played this move to make a formation 34/40. At 24 – 30 he can play 27 – 22 18 x 29 34 x 14 13 – 19 14 x 23 8 – 13 40 – 34 12 – 17 34 – 29 with the winning threat 29 – 24 +.
Black prepares an arrow lock.

1… 18 – 23

White has little space to play. He must fly to square 22.

2.28 – 22 24 – 29!
3.33 x 24 19 x 30

Since white is locked, he has one playable piece left.

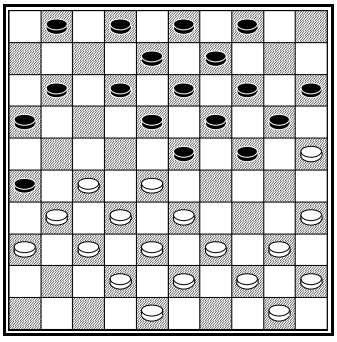
4.47 – 42 12- 17
5.22 x 11 16 x 7

6.27 – 22 loses because of 8 – 12 7.42 – 38 (7.32 – 27 7 - 11 8.42 – 38 13 – 19 9.38 – 33 12 – 17 etc. B+) 12 – 17! 8.22 x 2 26 – 31 9.2 x 28 31 x 22 and black wins: 10.34 – 29 30 – 34 11.39 x 30 25 x 45 12.29 – 24 45 – 50 13.44 – 40 35 x 44 14.24 – 19 22 – 28! 15.32 x 23 44 – 49 16.23 – 18 50 – 17 17.19 – 14 49 – 27 +

6.42 – 38

Black could have forced a win by playing 6… 13 – 18! 7.38 – 33 8 – 13

1) 8.33 – 28 13 – 19 9.28 – 22 26 – 31! (stick move) 10.22 x 24 31 x 42 B+
2) 8.33 – 29 13 – 19 9.29 – 24 26 – 31! (stick move) 10.24 x 22 31 x 42 B+



1.39 – 34!

Black can't take the Bomb shot in this situation. If piece 4 was at 5 the Bomb should would win black a piece. Black should anticipate white's next moves: 34 – 29 23 x 34 40 x 29 and play 2 – 7. Then he is able to remove the dangerous piece at 29: 18 – 23 29 x 18 12 x 23.

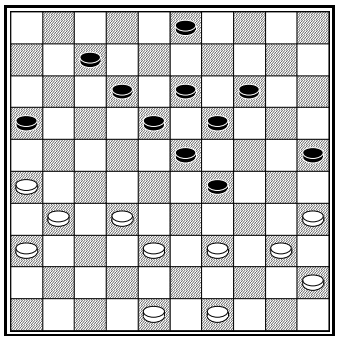
After 1.39 – 34 2 – 7 2.44 – 39 (or 2.34 – 30) black can go to the graveyard without problems: 24 – 29 33 x 24 20 x 29.

1… 1 – 6?
2.34 – 29 23 x 34
3.40 x 29 2 – 7

It's too late for this move now. White freezes out his opponent.

4.28 – 22!

Black has left only the poor 4… 4 – 9, but after 5.44 – 39 19 – 23? is no good and black has to sacrifice.



1.39 – 34!

White takes a fork lock at a different spot of the board than we are used to.
White is threatening the Coup Philippe 34 – 30 25 x 34 38 – 33 29 x 27 31 x 22 18 x 27 40 x 20.
1… 19 – 24 is followed by 34 – 30 25 x 34 32 – 28 23 x 43 48 x 17 +.

1… 3 – 9
2.32 – 27! 14 – 20

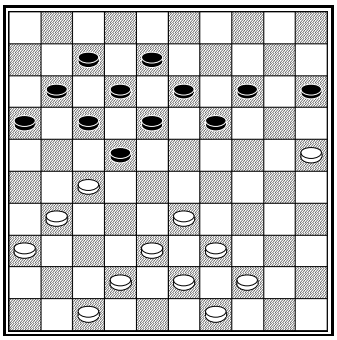
2… 19 – 24 is met by 3.38 – 33 29 x 38 4.49 – 43 38 x 49 5.48 – 32 49 x 21 6.26 x 10 +.
At 2… 7 – 11 white can take a coup Philippe again.

3.38 – 32!

The threat 32 – 28 is not stopped by 9 – 14 and 19 – 24 is punished by 32 – 28 +.

3… 18 – 22
4.27 x 18 13 x 22
5.31 – 27! 22 x 31
6.36 x 27

The death blow. There is no good answer to the threatening 32 – 28.



White has a semi-fork that works as a perfect lock here, because white prepares a shot at 17 – 21.

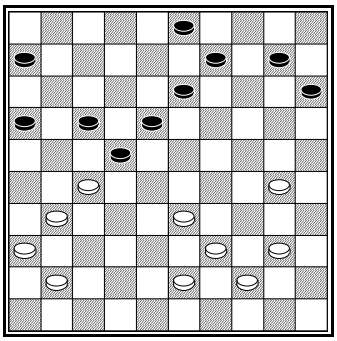
1.33 – 29! 15 – 20

The only move. Both 17 – 21 and 19 – 23 are answered by 2.25 – 20!!

2.42 – 37!!

Black is tactically frozen out.

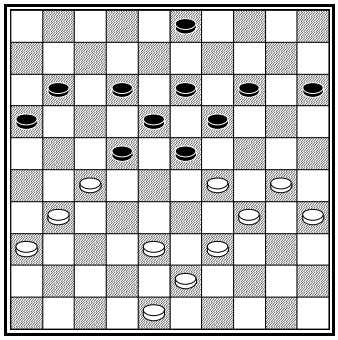
2… 19 – 23
3.29 – 24! 20 x 29
4.31 – 26 22 x 33
5.39 x 10



Black has attacked piece 27 several times with 17 – 21. White can stop the attack tactically.

1.41 – 37! 17 – 21?
2.37 – 32 21 – 26
3.30 – 24! 26 x 28
4.24 – 19 22 x 31
5.36 x 27 13 x 24
6.33 x 4

So black can't play 17 – 21. A logical variation is 1.41 – 37 13 – 19 2.37 – 32 9 – 14 after which white's position is much better.



Gantwarg – Galkin

1.30 – 24 19 x 30
2.34 x 25 23 x 34
3.39 x 30 11 – 17?

Too slow. The only defence was 3… 13 – 19.

4.30 – 24

White's strategy is helped by tactical means. Black can't play 4… 17 – 21 because of the nice shot 5.38 – 33! 21 x 32 6.24 – 20 15 x 24 7.33 – 29 24 x 33 8.43 – 38 choice 9.48 x 10 +.
At 4… 14 – 19 white forces a win by 5.38 – 33! 19 x 30 6.35 x 24 3 – 9 (17 – 21 is answered by a 33 – 29 24 – 20 43 – 38 shot) 7.33 – 29! With the decisive threat 29 – 23 +.

4… 3 – 8
5.43 – 39 17 – 21
6.48 – 43 21 x 32
7.38 x 27 12 – 17
8.39 – 34 8 – 12

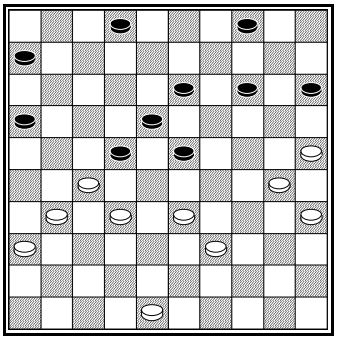
White would use the free move after 8… 17 – 21 to play 9.34 – 30 21 x 32 10.24 – 20 15 x 24 11.30 x 10 +.

9.34 – 29

Black couldn't parry the 29 - 23 threat and surrendered.

Diagram next column: White breaks the semi-fork in order to surround black's centre pieces.

1.31 – 26! 22 x 31
2.26 x 27



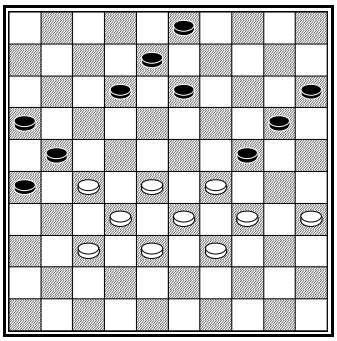
White threatens to attack the centre playing 33 – 28. At 23 – 29 white attacks again 28 – 23 and at 14 – 19 30 – 24 is decisive.

2… 2 – 8
3.33 – 28! 4 – 10
4.28 x 19 13 x 24
5.30 x 19 14 x 23
6.35 – 30!

This piece is on its way to the strategic square 24. Black will be frozen out. He can never play piece 6 because of 32 – 28 +.

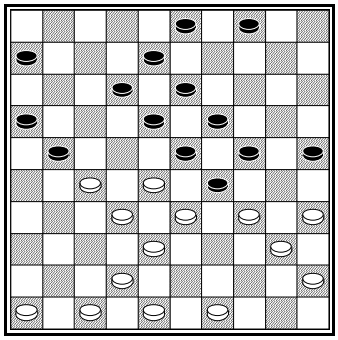
6… 10 – 14
7.30 – 24 8 – 13
8.39 – 34 14 – 19
9.34 – 30

The job has been done. Black ran out of moves.

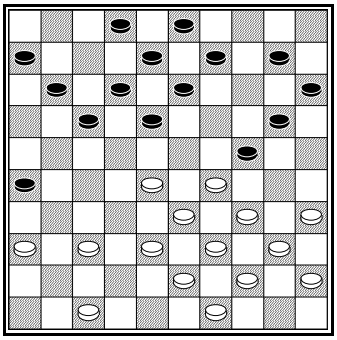


White saw no trouble ahead, but after 1. 28 – 23? he was trapped in a beautiful way:

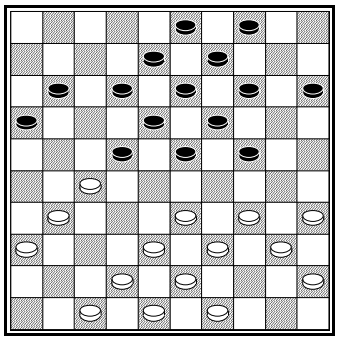
1.28 – 23? 13 – 18
2.34 – 30? 20 – 25!
3.30 x 19 12 – 17!
4.23 x 12 8 – 13
5.19 x 8 17 – 22
6.27 x 18 21 – 27
7.32 x 21 26 x 17
8.12 x 21 3 x 41



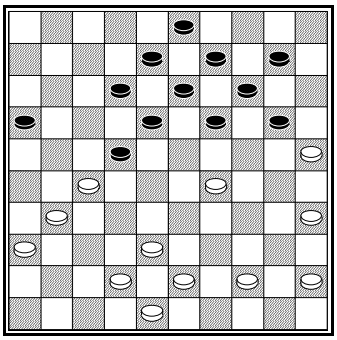
C 31.1



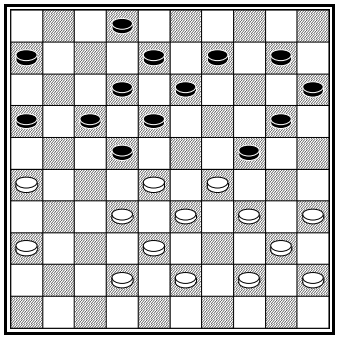
C 31.5



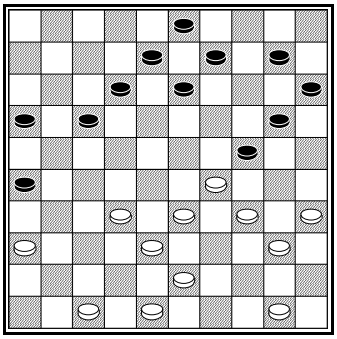
C 31.2



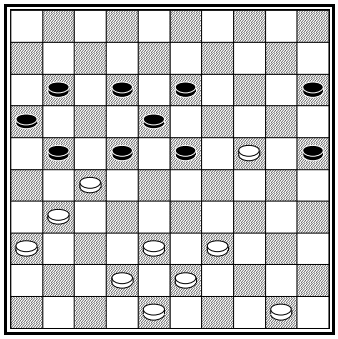
C 31.6



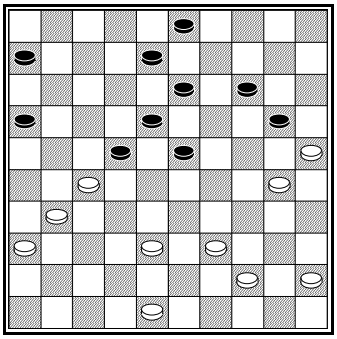
C 31.3



C 31.7



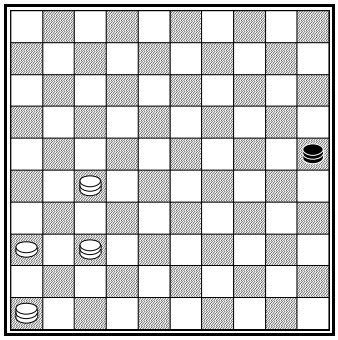
C 31.4



C 31.8

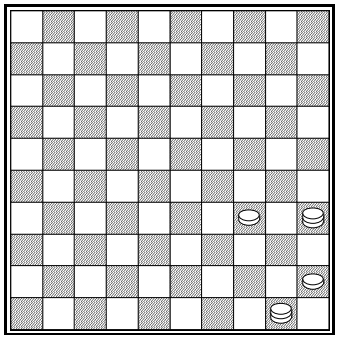
32. The endgame

When the number of pieces gets smaller and kings come into play, the game usually gets even more difficult than it already is.
When the opponent gets a king and the king can't be caught before long, only being dominant can win the game. Being dominant is only possible having at least 4 pieces.

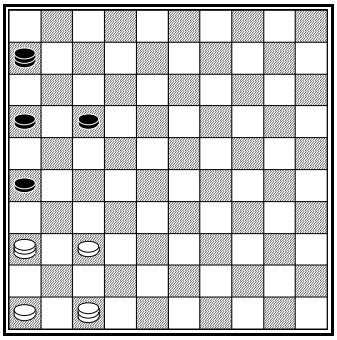


White is dominant

3 Kings and a piece are always able to catch a single king. It's not necessary to get a 4th king.
It saves time to make a catching construction immediately. In this position black's king is not safe at any square.
At 25 it is caught by 37 – 14 25 x 31 36 x 27 +.
At 3 it is caught by 27 – 9 3 x 41 46 x 37 +.
At 26 it is caught by 36 – 31 26 – 3 27 – 9 + (or 27 – 21 3 x 26 37 – 48 +).
At 48 it is caught by 37 – 26 (or 36 – 31) followed by 27 – 43 46 – 37 catching the king.



In case the white pieces work together it is enough to have two kings to catch the opponent's king. Black's king isn't safe anywhere. At 48 it is caught by 50 – 39 etc. at 25 it is caught by 35 – 30 etc.



The extra pieces of black don't help him much. After having caught black's king the remaining white king will stop the black pieces.
Pieces 46 and 37 are very strong. A little patience is enough to win this dominant position.

1.36 – 4 6 - 11

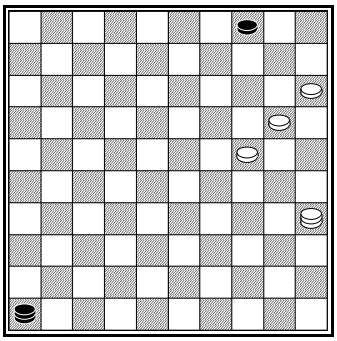
If black plays 1… 16 – 21 white can attack the piece by 2.47 – 38. At 1 – 6 the king is caught by 4 – 18 +.

2.47 – 33! 16 – 21

After 2… 11 – 6 3.33 x 11 black must capture 6 x 41 4.46 x 37 W+.

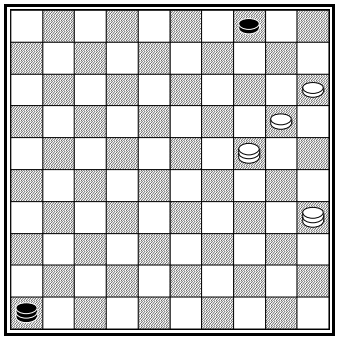
3.4 - 36

Black doesn't have a serious defence left.



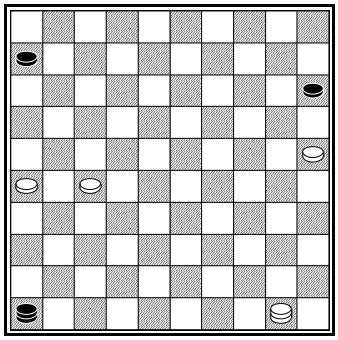
Strategic draw

If black has a king and a piece things get more complex. Black holds the main diagonal 46/5. White has to conquer this diagonal to be able to bring more pieces to king. In this position white's goal will not be achieved. He can't chase black's king from the main diagonal.



Possessing two kings white will succeed in chasing black's king from the main diagonal.
Black to play doesn't have a good move.
At 41, 37, 32, 28 or 23 white catches the king by 15 – 10! 4 x 15 (if the king takes 20 - 14 + follows) 24 – 30 15 x 24 35 x 46 +.
Squares like these, not at the edge of the board, are called **wild squares for the king**.

If white is to move he plays 1.15 – 10! 4 x 15*
2.35 – 49 (black's king can't go to a wild square because of 24 – 35 +) 46 – 5 3.49 – 44 5 – 46 4.44 – 35 and black has no safe square for his king anymore.



Tag 15 / 25

Black can draw this position if he succeeds in changing one of his pieces. With only 3 pieces left white can't win theoretically.
Black's piece at 15 is a problem for white. It opposes piece 25, so there is a threat 15 – 20 25 x 14 46 x 5 drawing the game. The position 15 / 25 is an example of **a tag**.
White tried to stop the exchange 15 – 20.

1.50 – 33

Now at 15 - 20 white takes with his king 33 x 15.

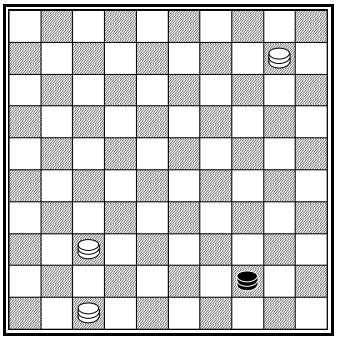
1… 6 – 11!

2.33 x 6 15 – 20
3.25 x 14 46 x 5

Usually a draw is agreed in such positions.
If white still wants to play for a win you have to remember an important rule:

☼ **Being in a situation having 3 pieces of which at least one is a king, the game is a draw after 16 mutual moves.**

In this situation black holds the main diagonal. In such a case the chance of winning is very small.



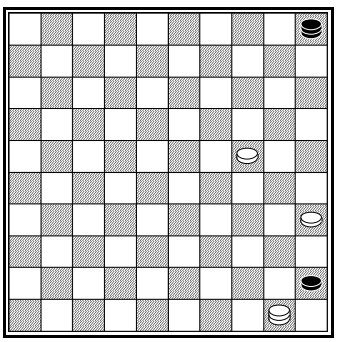
You should be aware of some standard tricks.
Black to move is faced with the threat 47 – 33!

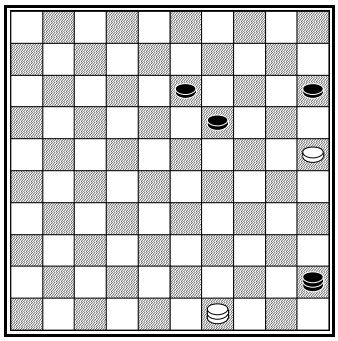
1) 44 x 46 10 – 5 W+
2) 44 x 5 37 – 46 +

Black to move should go to the other side of the main diagonal, for example square 11. However, in several games black was trapped:

1… 44 – 22?
2.37 – 31! 22 x 36
3.10 – 4

Black's king is locked!

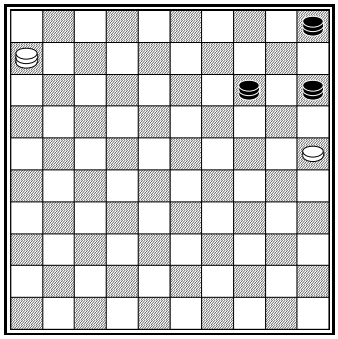




White can force a draw.
An immediate attack by 49 – 27? is losing because of 15 – 20!! B+.

1.25 – 20 15 x 24
2.49 – 27 45 – 22
3.27 – 32 22 – 28
4.32 – 27

Black can't do anything else but defend the piece with his king. After the moves have been repeated for three times white can claim a draw.



White has refused to sacrifice her piece at 25 for a long time already. This is very dangerous! Still white was reluctant to give up the piece.

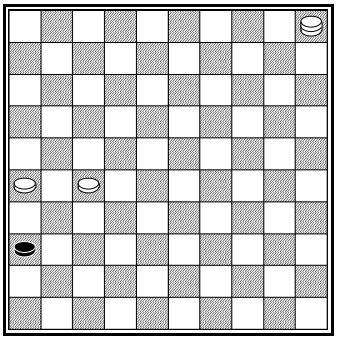
1.6 – 1 15 – 33

Now sacrificing the piece is obliged. But white refused to do so.

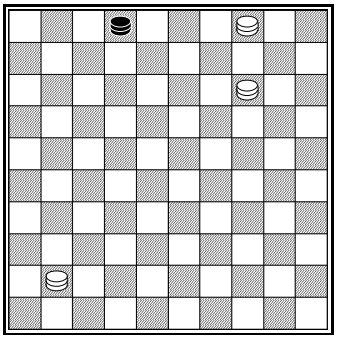
2.1 – 6?? 33 – 22!

White surrendered.

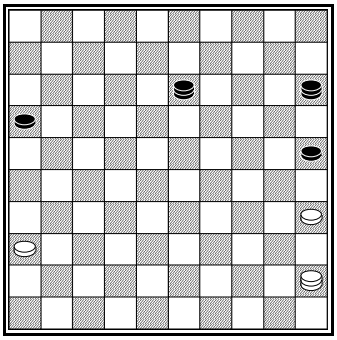
Exercise 32.1 There is a white king missing! You have to put it at the board!
Find out at which spot whites second king is to be put, so that blacks king has no save spot at the main diagonal!



Exercise 32.2 There is a white king missing! You have to put it at the board!
Find out at which spot whites second king is to be put, so that blacks king has no save spot anymore!

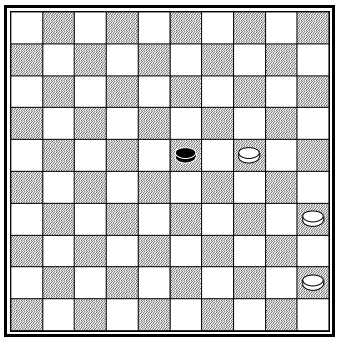


Exercise 32.3 White to play wins!
If black to move plays 2 – 24? White also wins. How?



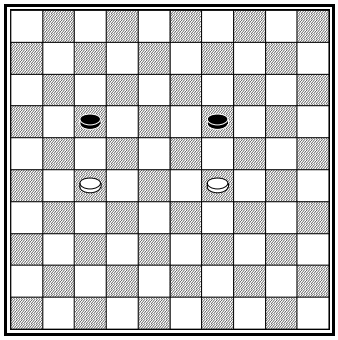
Exercise 32.4 32. 4 White to play forces black into a draw!

33. Opposition



White can force opposition by a double sacrifice.

1.24 – 19! 23 x 14
2.35 – 30 14 – 19
3.30 – 24 19 x 30
4.45 – 40



Sometimes we see double opposition or opposition of 3, 4 or even 5 pieces.
In the diagram black's pieces are still working together, so this is not the end of the game:

1… 17 – 22
2.27 x 18 19 – 23

White wins according the fourth-rank-rule:
The fourth rank consist of squares 16, 17, 18, 19 and 20. If white is first at this rank he wins. If black is first it's a draw.

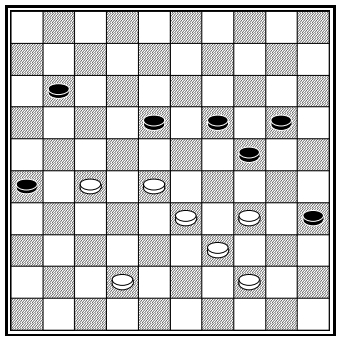
3.29 – 24 23 x 12
4.24 – 19

Find out for yourself how the black piece is stopped just in time.

If white is to play he draws the game by:

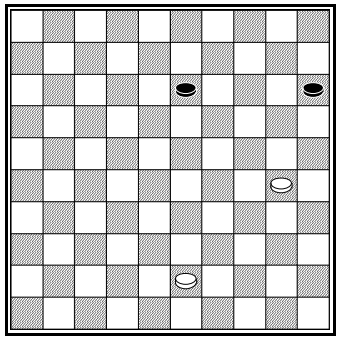
1.27 – 22 17 x 28
2.29 - 23

It's also possible to play 1.29 – 23 19 x 28 2.27 – 22 =.



1.28 – 22!

White calculated that after 1… 20 – 25 2.22 x 13 19 x 8 3.33 – 29! 24 x 33 4.39 x 28 black would lose by fivefold opposition.
For example: 11 – 17 5.28 – 23 8 – 13 6.42 – 37 and black has to give all his pieces (or surrender).



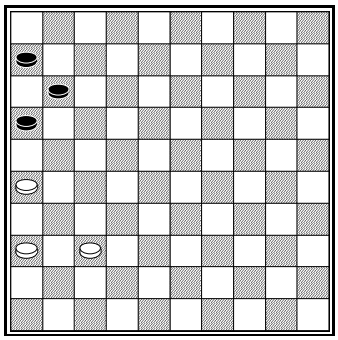
This is a famous composition of a very strong Dutch old master Keller.
White can win by double opposition. Nearly all people who see this position for the first time tend to play 1.30 – 24? It looks a natural move, but black escapes after 13 – 18 2.43 – 38 18 – 23 34.38 – 32 15 – 20 35.24 x 15 23 – 29 =.

1.30 – 25! 13 – 19
2.43 – 39 19 – 24

White can't mechanically follow blacks moves: 3.39 – 34? 24 – 30 lets black escape.

3.25 – 20! 24 – 30
4.20 - 14

And white has achieved the needed double opposition.

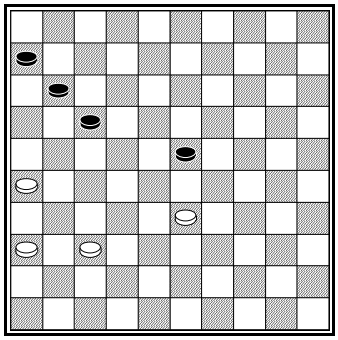


White has only one winning move:

1.36 – 31!

Black has two different replies:

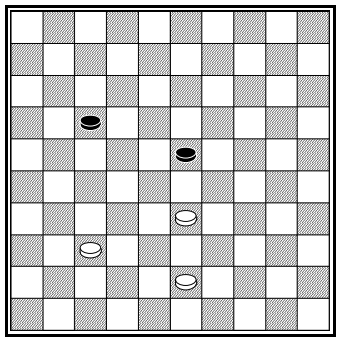
1) 1… 16 – 21 2.26 x 17 11 x 22 3.37 – 32 6 – 11 4.31 – 26 11 – 17 5.32 – 27 22 x 31 6.26 x 37 and white wins by opposition.
2) 1… 11 – 17 2.31 – 27 and black is simply frozen out.



1.37 – 32!

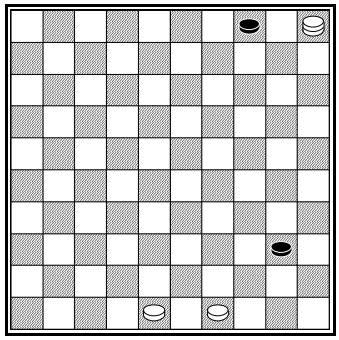
Black can defend in three ways. In all cases white wins in a charming way.

1) 1… 17 – 21 2.26 x 17 11 x 22 3.32 – 27 22 x 31 4.36 x 27 6 – 11 5.27 – 21 double opposition.
2) 1… 11 – 16 2.32 – 27 6 – 11 3.36 – 31 23 – 28 4.33 x 22 17 x 28 5.27 – 22! 28 x 17 6.31 – 27 and after 17 – 22 7.27 x 18 11 – 17 8.18 – 13 17 – 22 9.13 – 9 22 – 28 10.9 – 4 28 – 33 11.4 – 27 33 – 39 12.27 – 49 white is just in time to stop the black piece.
3) 1… 17 – 22 2.32 – 27 22 x 31 3.36 x 27 11 – 17 4.27 – 21 17 – 22 5.21 – 17! 22 x 11 6.16 – 11 11 – 16 7.21 – 17 and two white pieces are superior to 3 pieces of black.



With a piece more white can search for a sacrifice forcing double opposition:

1.43 – 39 17 – 22
2.39 – 34 23 – 28
3.33 – 29 22 – 27
4.29 – 23! 28 x 19
5.34 - 29

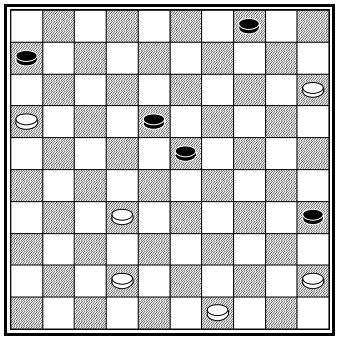


White prevents black from going to king after which he forces opposition.

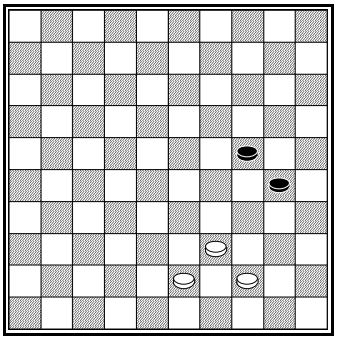
1.5 – 23! 40 – 45
2.23 – 40! 45 x 34
3.49 – 44 4 - 9
4.44 – 39 34 x 43
5.48 x 39

33.1 From a game Tsjizjow – Schwarzman Wch 2003. How did white win quickly?

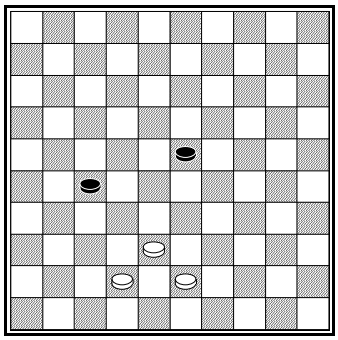
33.2 – 33.8 White plays and wins!



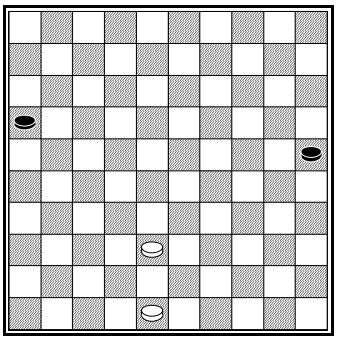
33.1



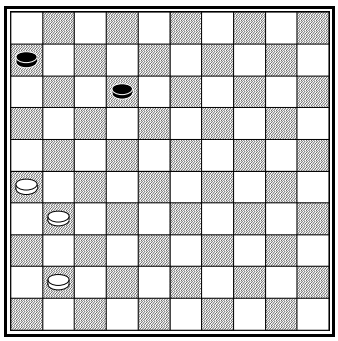
33.5



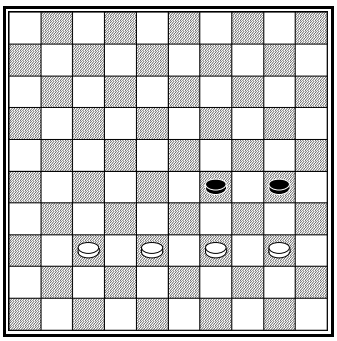
33.2



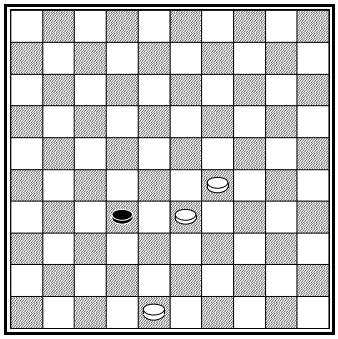
33.6



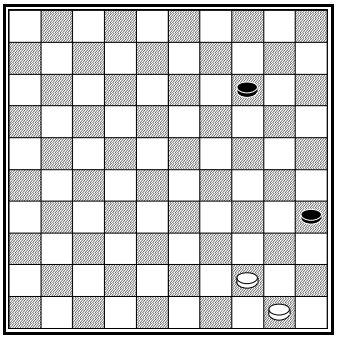
33.3



33.7

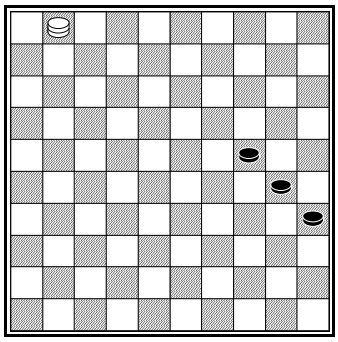


33.4



33.8

34. King against pieces

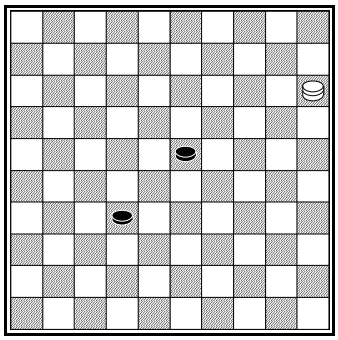


White's king controls line 1/45. Black to move has to sacrifice two pieces in order to pass the line, but is still lost.

1… 24 – 29
2. 1 x 25 35 – 40
3.25 – 39 40 – 45
4.39 – 50

If white is to play he simply stays at the line 1/45.

If blacks pieces are at the middle of the board the king has to become active and catch one of the pieces.



If black is to move there are two variations:

1) 1… 32 – 37 2.15 – 10 +
2) 1… 23 – 28 2.15 – 42 etc. +

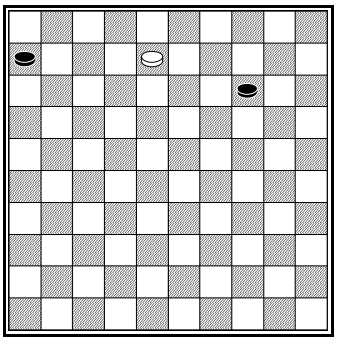
So white can:

1) attack the pieces from behind or
2) block the pieces

If white is to move, patience is necessary. An immediate attack with 1.15 – 10? 23 – 28 2.10 – 14 fails to 28 – 33 3.14 x 37 33 – 39 with a draw. White shouldn't go to 42 at once either. After 1.15 – 42 23 – 28 white has to move his king again. White solves the problem by doing nothing, by losing a temp.

1.15 – 20!

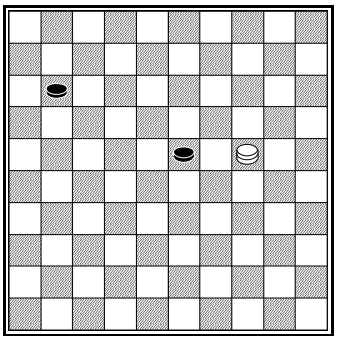
Now at 32 – 37 white attacks from behind 20 – 14 + and after 23 – 28 blocks the black pieces with 20 – 42 +.



Black to move

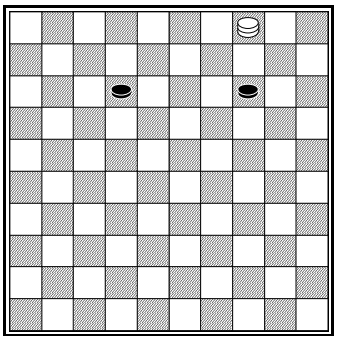
In this endgame we see some important ways to win with a king against two pieces.

1) 1… 14 – 20 2.8 – 2 20 – 25 3.2 – 19 6 - 11 3.19 – 28 11 – 16 4.28 – 32 25 – 30 5.32 – 43 30 – 35 6.43 – 49 +
2) 1… 14 – 19 2.8 – 3 19 – 24 (6 – 11 will be treated in the next variation) 3.3 – 8 24 – 29 4.8 – 17 29 – 34 5.7 – 44 +
3) 1… 6 – 11 2.8 – 3 14 – 19 3.3 – 8 19 – 23 4.8 – 24! (A silent move)



3.1) 4… 11 – 17 5.24 – 8 17 – 22 6.8 – 13 22 – 28 7.13 – 24 28 – 32 8.24 – 15 + (see diagram 2 of this lesson.)
3.2) 4… 23 – 28 5.24 – 38 11 – 17 6.38 – 16 28 – 33 7.16 – 43 17 – 22 8.43 – 16. At 22 – 28 follows 9.16 – 43 + (blocking) and 33 – 39 is followed by 9.16 – 11 (attacking from behind) +.

3.3) 4… 11 – 16 5.24 – 38 23 – 28 6.38 – 27 28 – 33 7.27 – 43 +



1.4 – 15! 12 – 17

White wants to bring black's pieces together at the same line. Other moves make this task easier.
At 1… 12 - 18 white plays 2.15 – 4 18 – 23 3.4 – 15 23 – 28 4.15 – 38 14 – 19 5.38 – 15 +
At 1.. 14 – 19 white has many choices, for example: 2.15 – 33 12 – 18 3.33 – 11 19 – 24 4.11 – 2 24 – 29 5.2 – 7 18 – 23 6.7 – 12 +

2.15 – 42! 17 - 21

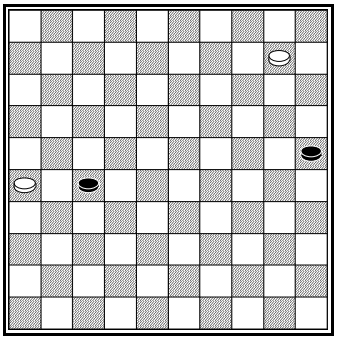
2… 17 – 22 3.42 – 38 14 – 19 4.38 – 15 22 – 27 5.15 – 4 27 – 32 6.4 – 10 +

3.42 – 26! 21 – 27
4.26 – 3 14 – 19
5. 3 - 9 27 – 32

White has accomplished his first goal. Black's pieces are brought together at the main diagonal. Now white must use the block & attack from behind method.

6. 9 - 4 19 – 23
7.4 – 15

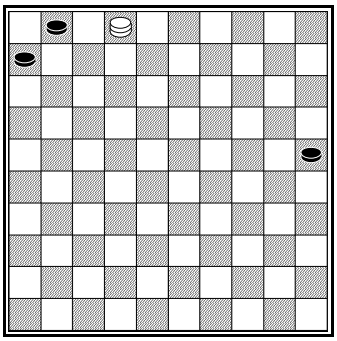
With the attack form behind (32 - 37 15 – 10 +) or a block (23 – 28 15 – 42 +) at the next move. White's king made a journey all over the board: 4 – 15 – 42 – 26 – 3 – 9 – 4 – 15 ending where it started!



White has to sacrifice a piece at the right moment to win.

1.10 – 5 25 – 30
2.5 – 23! 30 – 35
3.26 – 21 27 x 16
4.23 – 12!

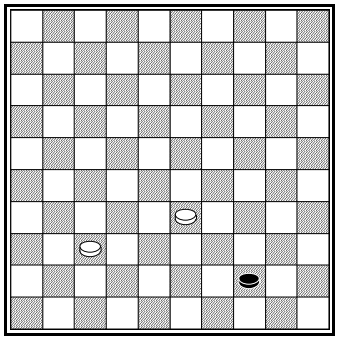
Pieces 16 and 35 are fork-blocked.



Guerra (*black to move*)

This is a famous endgame, which was already known at the 8 x 8 board. This smaller board was current until the 17th century. Guerra was a Spanish author who published this endgame first. There are two variations in which white has to fork-block both black pieces.

1) 1… 1 – 7 2.2 x 16 25 – 30 3.16 – 43 30 – 35 4.43 – 49 6 – 11 5.49 – 44 11 – 16 6.44 – 49 with the fork block.
2) 1… 6 – 11 2.2 x 16 25 – 30 3.16 – 43 30 – 35 4.43 – 34 1 – 6 5.34 – 7 with a fork-block again.



This is a game situation. White made a mistake by putting his pieces at the same line:

1.33 – 28?

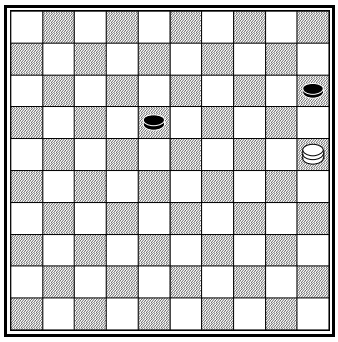
White should have played 33 – 29 or 37 - 31 moving the pieces away from each other.

1… 44 – 50!
2.28 – 23 50 – 22!

Keeping the pieces at the main diagonal.

3.23 – 19 22 – 9
4.37 – 32 9 – 36
5.32 – 28 36 – 31!

Winning like we saw before.



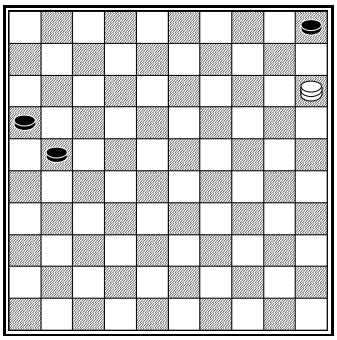
1.25 – 39 15 - 20

1… 18 – 23 2.38 – 33 +

2.39 – 25! 20 – 24
3.25 – 9 18 - 23
4.9 – 13 24 – 29
5.13 – 9!

Black's pieces are brought together. Black plays a move enabling him to attack the pieces from behind.

5… 29 – 33
6. 9 – 14 23 – 29
7.14 – 20 29 – 34
8.20 x 38



The white king beats 3 pieces here.

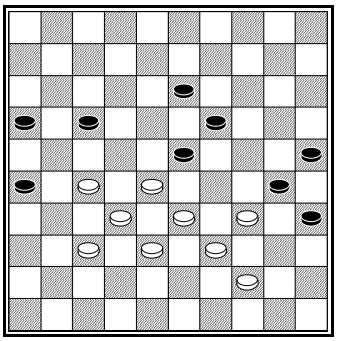
1.15 – 4 21 – 26
2. 4 – 15 26 – 31

After 2… 16 – 21 3.15 – 4 all pieces are blocked. After 3… 26 – 31 4.4 x 36 5 – 10 5.36 – 41 10 – 15 6.41 – 32 21 – 26 7.32 – 37 15 – 20 8.37 – 42 20 – 25 9.42 – 48 black is fork-blocked.

3.15 – 42 31 – 36
4.42 - 37

Keeping the main diagonal is winning because piece 5 is not active.

Exercise 34.1

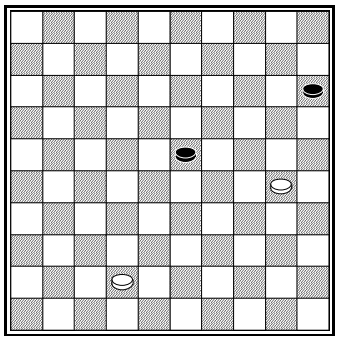


In the game the play went:

1.33 – 29 26 – 31?

Find out how white won with a combination leading to a king against two pieces!

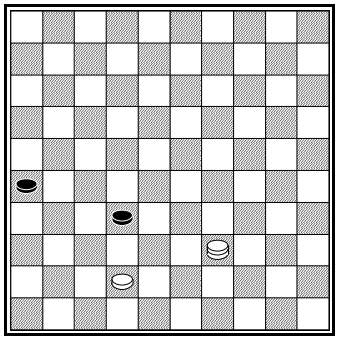
In the examples we saw, the white king had to do the job alone. Now we will look at methods to win with a king which is accompanied by one or more pieces.



1.30 – 24 15 – 20
2.24 x 15 23 – 29
3.15 – 10 29 – 34
4.10 – 4!

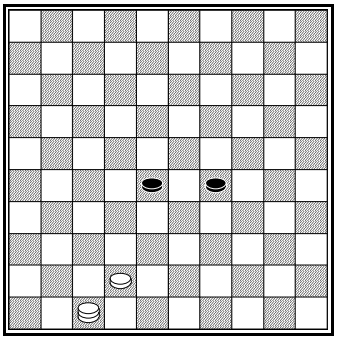
Now piece 42 will help the king.

34 – 39
5.4 – 22 39 – 43
6.42 – 38 43 x 32
7.22 – 33 32 – 37
8.44 – 47



Exercise 34.2

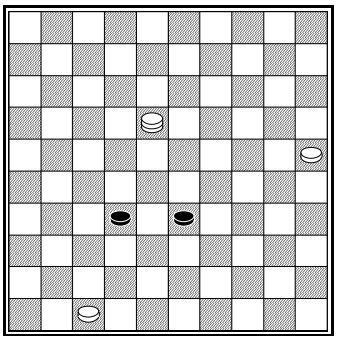
Find out how white wins with the help of piece 42.



The attack from behind is a dangerous weapon in the endgame.

1.47 – 41! 28 – 33
2.41 – 36! 33 – 39
3.36 – 18 29 – 33
4.18 – 22

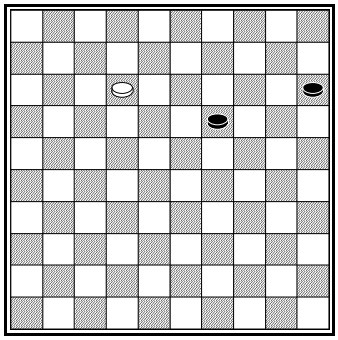
The king and piece 42 work together perfectly to stop the black pieces!



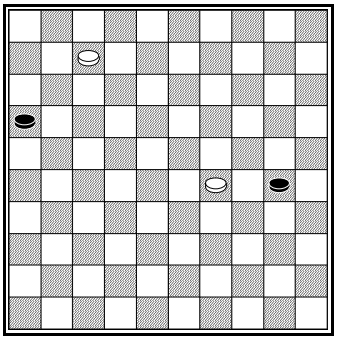
White thought for 20 minutes but didn't find the winning continuation. He didn't know the importance of attacking pieces from behind. He was looking only at moves like 18 – 34? or 18 – 31?

1.18 – 12!

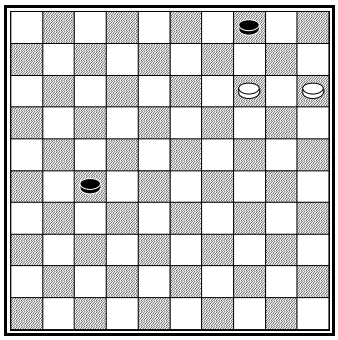
White can also play 1.18 – 7. The point is that after 29 – 33 white stops the pieces by 12 – 21 32 – 37 21 – 49 +.
As a matter of fact, white can do without piece 25!



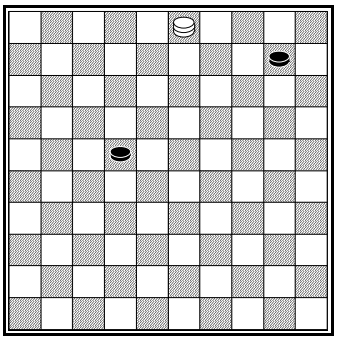
34.1



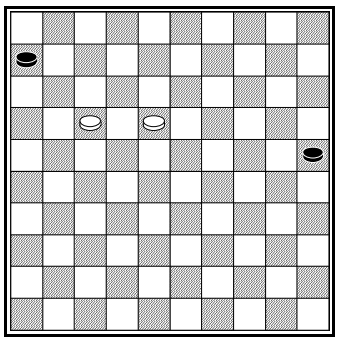
34.5



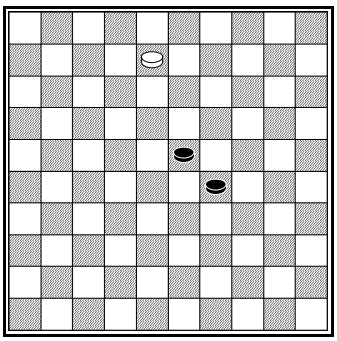
34.2



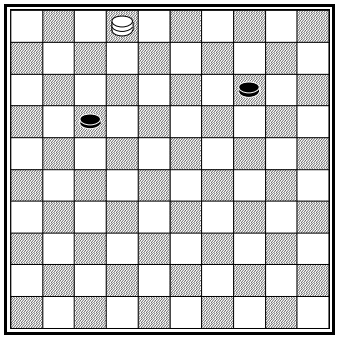
34.6



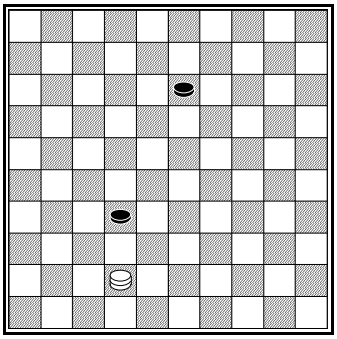
34.3



34.7

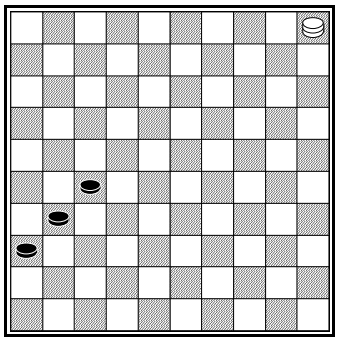


34.4



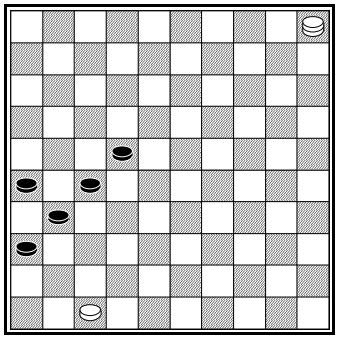
34.8

35. The main diagonal

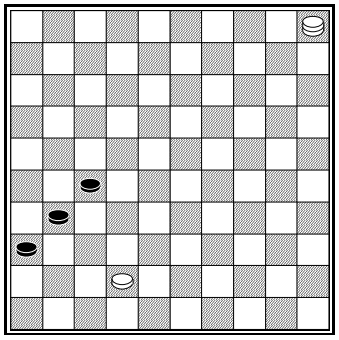


White needs an extra piece to be able to win this endgame.
Black to move would draw the game by 27 – 32 5 x 26 36 – 41 =.
White to move can't prevent this (5 – 46 31 – 37 =).

A piece at 47 is a great help.

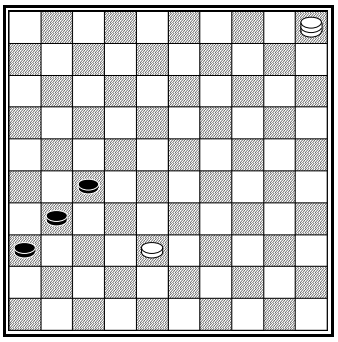


1.5 – 41! 27 – 32
2.41 x 17 31 – 37
3.17 – 28 36 – 41
4.47 x 36 37 – 42
5.28 – 37 42 x 31
6.36 x 27



With the help of piece 42 it is an easy win.

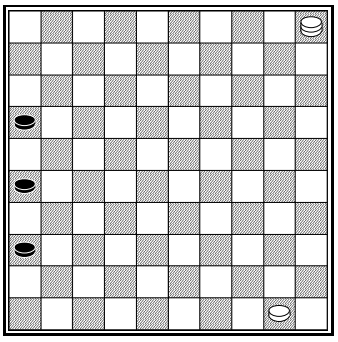
1… 27 – 32
2.5 x 26 36 – 41
3.42 – 37 41 x 32
4.26 – 42



White can attack piece 32 because black has no free temp to chase white's king from the main diagonal.

1. 5 – 32!

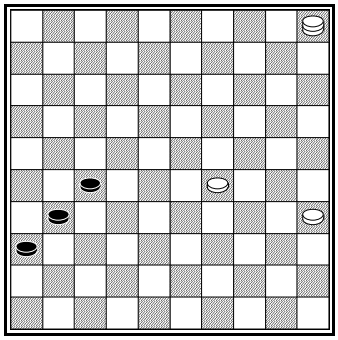
At 31 – 37 or 36 – 41 white takes 32 x 46 +.



White's piece gets right in time to help the king.

1.50 – 44 16 – 21
2.44 – 39 21 – 27
3.39 – 33 26 – 31
4.33 – 28!

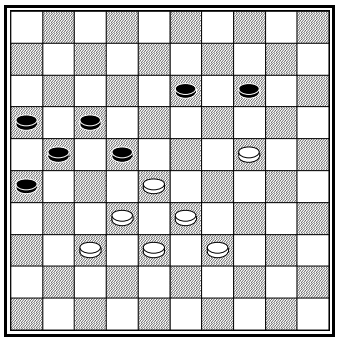
At 31 – 37 or 36 – 41 white plays 28 – 22! 27 x 18 5 x 46 reducing the number of black pieces to only two.



Sometimes you can allow your opponent to get a king after which it is caught.

1.29 – 24! 27 – 32
2. 5 x 26 36 – 41
3.26 – 12!

3… 41 – 46 is answered by 4.12 – 23 + while 3… 41 – 47 is answered by 4.12 – 29! 47 – 36 5.29 – 18 +.
You can check yourself that 3.26 - 42 is also winning.



White won the game going to an endgame where he controls the main diagonal.

1.39 – 34! 22 – 27
2.24 – 20 14 x 25
3.34 – 30 25 x 34
4.33 – 29 34 x 23
5.28 x 8 17 – 22

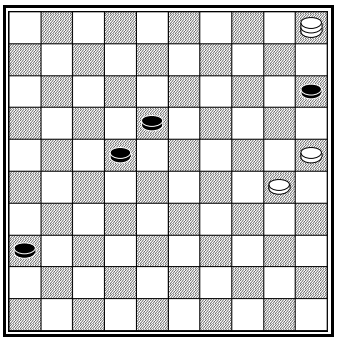
After 5… 27 – 31 6.8 – 3! 31 x 33 7.32 -27 21 x 32 8.3 x 24 26 – 31 9.24 – 19 +.

6. 8 - 3 27 – 31

White can win in two different ways. We will show both ways.

1) 7.32 – 28 22 x 42 (31 x 33 8.28 x 17 21 x 12 9.3 x 39 followed by 39 – 28 +) 8.37 x 48 31 – 36 (after 31 – 37 piece 37 is consumed 3 – 14) 9.3 – 14 31 – 36 10.48 – 42 26 – 31 11.14 – 46 etc. +
2) 7.3 – 17 31 x 33 8.17 x 39 26 - 31 9.39 – 28 31 – 36 10.28 – 5 21 – 26 11.32 – 27! 26 – 31 12.27 – 22 16 – 21 13.5 – 23! 21 – 27 14.23 – 1! 27 x 18 15.1 x 23 +

In variation 2 it is also possible to play: 10.28 – 23 21 – 26 11.32 – 27 26 – 31 12.27 – 22 16 – 21 13.23 – 1! 21 – 26 14.1 – 23 +



White won with the help of some catching-the-king possibilities. At 1.30 – 24? black would be able to draw playing 15 – 20! 24 x 15 18 – 23 5 x 17 36 – 41 =.

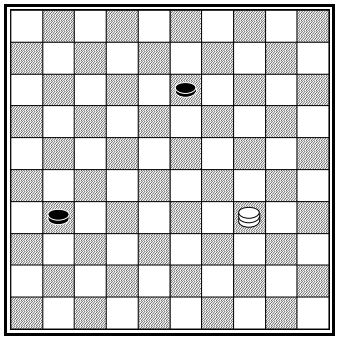
1.5 – 19! 22 – 27

After 1… 18 – 23 2.19 x 17! both 2… 36 – 41 17 – 28! + and 2… 15 – 20 3.25 x 14 36 – 41 4.30 – 24! 41 – 46 (41 – 47 17 – 3 +) 5.24 – 19! followed by 17 – 28 + lose.

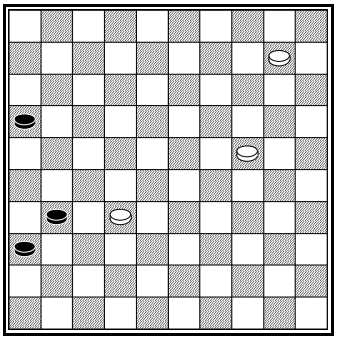
2.30 – 24 27 - 31

After 2… 18 – 23 3.19 x 21 15 – 20 4.25 x 14 36 – 41 either 5.21 – 17 or 5.21 – 8 (41 – 46 6.8 – 13) win.

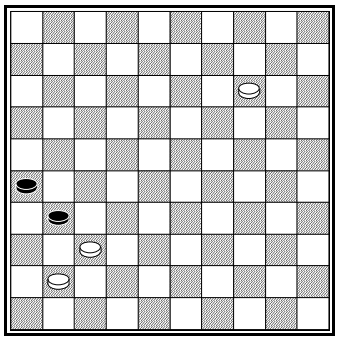
3.19 – 32 18 – 22
4.32 – 46 22 – 27
5.25 – 20! 31 – 37
6.46 x 21 36 – 41
7.21 – 32 41 – 47
8.32 – 10 15 x 4
9.20 – 15 47 x 20
10.15 x 24



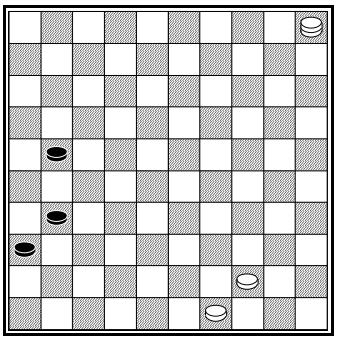
35.1



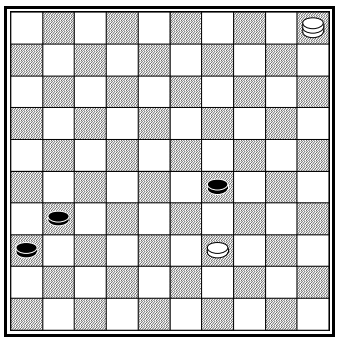
35.5



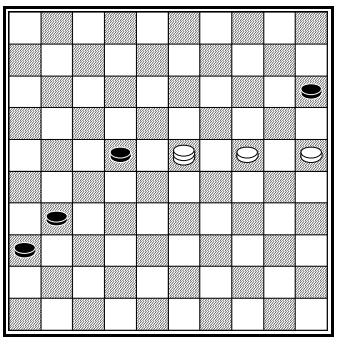
35.2



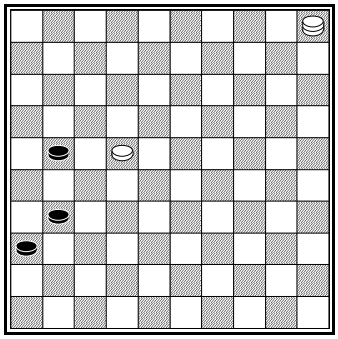
35.6



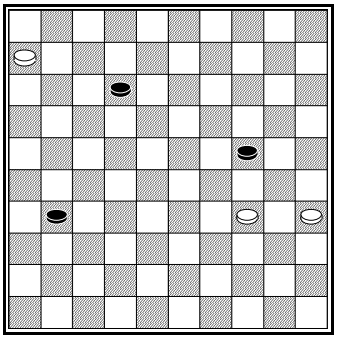
35.3



35.7

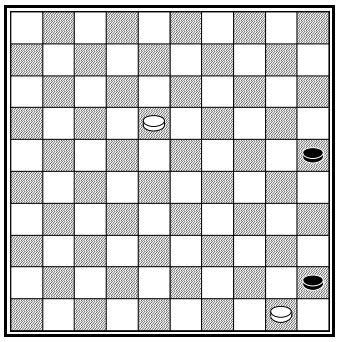


35.4



35.8

36. Trictrac lines



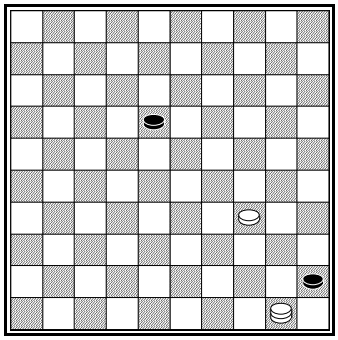
Lines 6/45 and 1/50 are very special lines in the endgame. In French they are called ***trictrac***. *En trictrac* literally means facing each other. Many tricks are possible at the trictrac lines.

1.18 – 12 25 – 30
2.12 - 7 30 – 34
3.7 – 1 34 – 39

After 3… 34 – 40 4.1 – 6 40 – 44 5.50 x 39 44 – 50 6.39 – 33 blacks king is caught.

4.50 – 44! 39 x 50
5.1 - 6

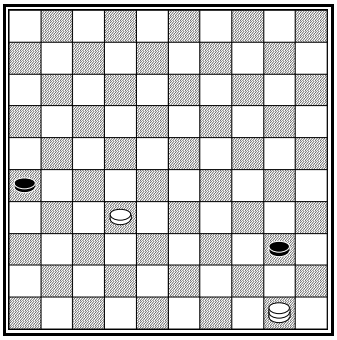
Black must play with his king after which white takes to square 50 and wins.



Whites control over the trictrac lines guarantees a win.

1.34 – 29 18 – 22
2.50 x 6 45 – 50
3.29 – 23

After 50 – 45 4.6 – 1 blacks king is caught.



White has to lose a temp to reach the winning position.

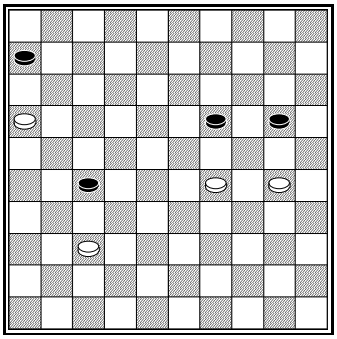
1.50 – 39! 40 – 45

1… 26 – 31 2.32 – 27 31 x 22 4.39 x 6 40 – 45 6.6 – 50 +

2.39 – 6!

White plays to square 6 at the right moment.

2… 26 – 31 3.32 – 27 31 x 22 4.6 x 50 + or
2… 45 – 50 3.32 – 28 etc. +



In the game white made a mistake allowing black to play a stick move reaching a famous endgame win.

1.30 - 25?

White could simply draw the game by 1.30 – 24 19 x 30 2.29 – 23 =.

1… 27 – 31
2.25 x 23 31 x 42
3.23 – 19 42 – 47
4.29 – 23 47 – 41

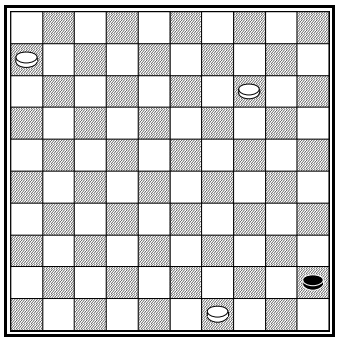
White's pieces are blocked.

5.23 – 18 41 x 14
6.18 – 12 14 – 19!

You should remember this famous endgame! It is very practical.

7.12 – 7 19 – 23!

8… 7 – 1 23 – 45 +
8… 7 – 2 23 - 7 +



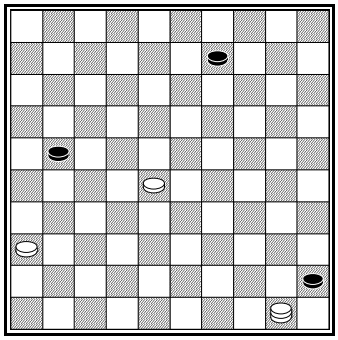
Pieces 6 and 49 give white control over the trictrac lines. The other piece goes to the trictrac zone too.

1.14 – 9! 45 – 50
2. 9 – 3 50 – 45

Obliged because of the threat 3 – 17 +.

3.6 – 1 45 – 50
4.3 – 12 50 – 28
5.49 – 44! 28 x 50
6.1 – 6

We see the role of piece 49: it takes care of the return of blacks king to the edge of the trictrac.



A practical endgame.

1.36 – 31 9 – 14

Black has to avoid the opposition after 9 – 13 2.28 – 23 +.

2.28 – 23 14 – 20
3.23 – 19 20 – 25
4.19 – 13 25 – 30
5.13 - 8 30 – 34

Black is threatening 34 – 39 50 x 26 45 – 50 now.

6.31 – 26!!

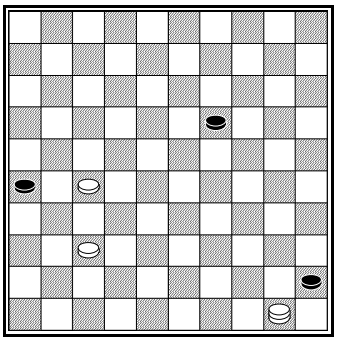
6… 34 – 39 is answered by 7.50 x 6 45 – 50 8.26 x 17 +.
6… 21 – 27 7.26 – 21 27 x 16 8.8 – 3 +

6… 34 – 40
7.26 x 17 40 – 44
8.50 x 22 45 – 50
9.8 – 2!

The king at square 2 will help throw black's king back to the edge of the trictrac.

9… 50 – 45
10.22 – 50 45 – 23
11.2 – 7! 23 x 1
12.50 - 45

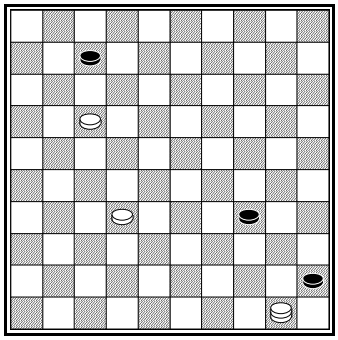
Black is trapped at the trictrac.



In the game white played 37 – 32? and black surrendered! As a matter of fact 1.37 – 32 19 – 23! is a draw. White has no good temp left. After 2.50 – 6 26 – 31 3.27 x 36 45 – 50 = follows.

1.50 – 6!

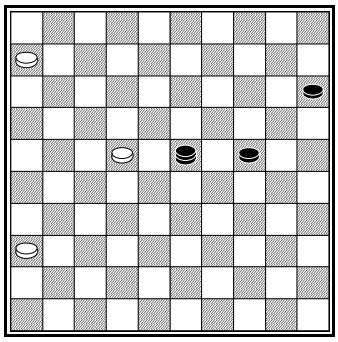
White should just go up and down with his king. After 26 – 31 he can always take 37 x 26, such that a future king at 50 will be caught.



In the game white played 1.32 – 27? and after 34 - 39 2.50 x 33 7 – 12 3.17 x 8 45 – 50 it is a draw.

1.32 – 28! 34 – 39
2.50 x 33 7 – 12
3.17 x 8 45 – 50
4. 8 – 2 50 – 45
5.33 – 50 45 – 34
6.2 – 7! 34 x 1
7.50 - 45

Exercise 36.1 How does white win after 1.32 – 28 34 – 40 ?



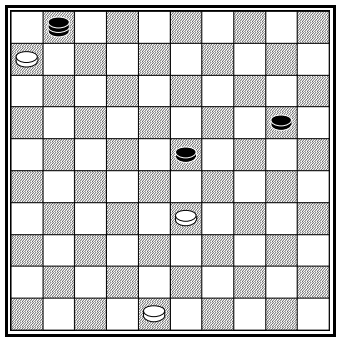
Blacks pieces 15 and 24 are waiting to catch a future white king at 1.

1… 23 – 1?

White could have forced a draw now: 1.36 – 31 1 – 45 2.31 – 26 45 – 1 3.22 – 17! 1 - 45 4.6 - 1! White can use the catching position of pieces 17 and 26! To avoid this trick black should have changed the odds.

1… 23 – 45!

After 1.36 – 31 45 – 1 2.31 – 26 1 – 45 3.22 – 17 black is back at square 1 to stop the trick.



In a game at the Wch girls white played

1.48 – 43?

White should play 1.48 – 42 20 – 24 2.42 – 37 24 – 30 3.37 – 32 30 – 35 and now:

1) 4.33 – 28? 23 – 29 and we have the position we will get in the game.
2) 4.32 – 28! 23 x 32 5.33 – 29 =

1… 20 – 24
2.43 – 38 24 – 30?

2.43 – 39 is totally lost. After 2.43 – 38 black should play 2… 23 – 29! 3.33 – 28 24 – 30! 4.28 – 22 (or 4.38 – 32 30 – 35 5.28 – 22 35 – 40 with the game position) 29 – 33! An important change! 6.38 x 28 1 x 45 and white wins: 7.22 – 17 45 – 1 8.17 – 11 1 – 45 +

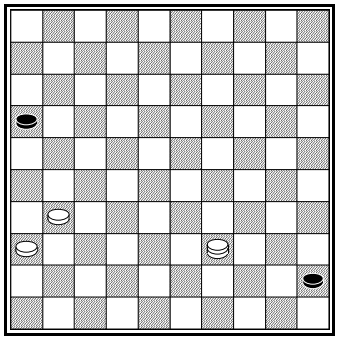
3.38 – 32 30 – 35
4.33 – 28?

White misses the escape with 4.32 – 28 23 x 32 5.33 – 29 =

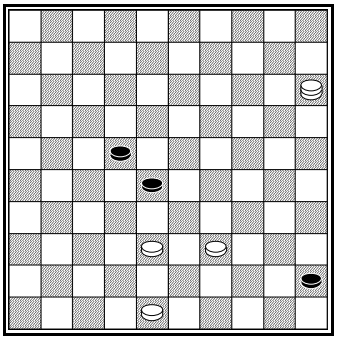
4… 23 – 29
5.28 – 22 35 – 40
6.22 – 18 1 x 37
7. 6 – 1 37 – 23!
8.1 – 6 23 – 1!
9.1 – 28 40 – 44!
10.28 x 50 1 – 6

A beautiful ending!

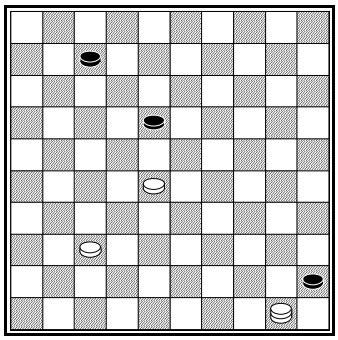
36.6 Kalmakov – Schwarzman Wch 2001
White missed the winning move.



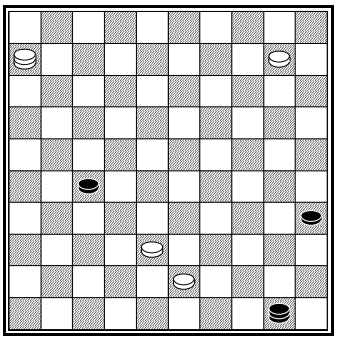
36.1



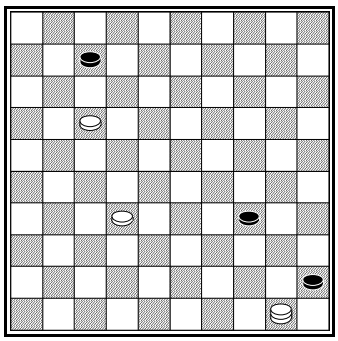
36.5



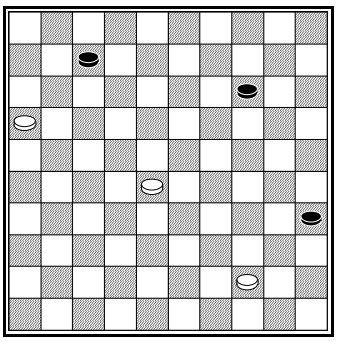
36.2



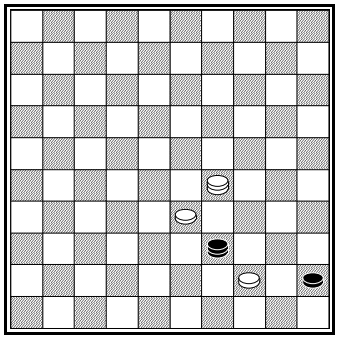
36.6



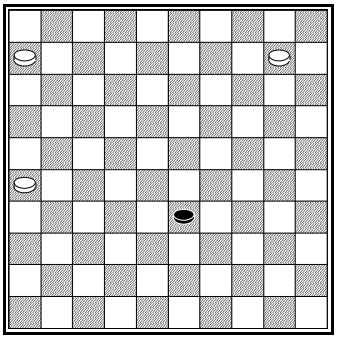
36.3



36.7

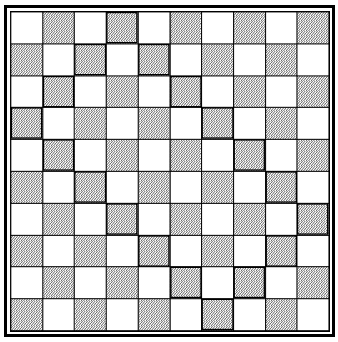


36.4



36.8

37. Quadrants

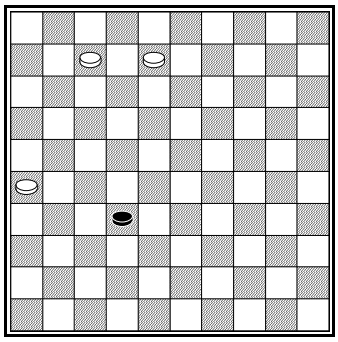


The board is divided in 5 quadrants. Quadrants are given shape by a rectangle. In the diagram quadrant 2 – 25 – 49 – 16 is marked.

The board consists of 5 quadrants:

- The main diagonal (10 by 1)
- Trictrac zone (9 by 2)
- 4/15/47/36 (8 by 3)
- 2/35/49/16 (7 by 4)
- 3/25/48/26 (6 by 5)

While playing an endgame it is often very useful to consider the quadrants.



Two of whites pieces are in quadrant 2/35/49/16. Piece 26 also has a function in the quadrant as we will see. White wants to trap his opponent in quadrant 2/35/49/16.

1.8 – 2! 32 – 38

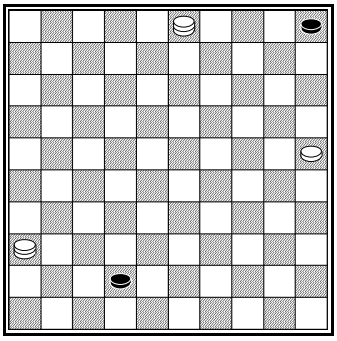
Black can't go to 37: 32 – 37 2. 2 – 19 37 – 42 3.19 – 37! 42 x31 4.26 x 37 +.

2.2 – 19 38 – 43
3.7 – 2! 43 – 49

White added a second king to the quadrant.

Now he traps blacks king using piece 26.

4.19 – 35 49 – 32
5.26 – 21! 32 x 16
6.35 - 49



Most of the time you have to consider how to play in two quadrants. Black will get a king at 47 or 48 here.

1.3 – 20!

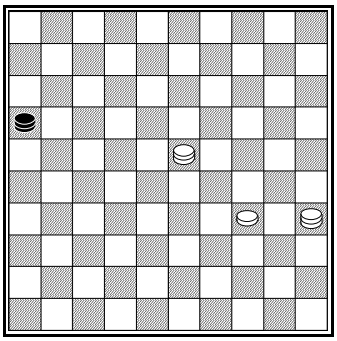
White has two kings in the 4/15/47/36 quadrant. After 1… 42 – 47 2.20 – 15 5 – 10 3.15 x 4 47 – 33 white locks his opponent by 4.25 – 20 33 x 15 5.36 – 47 +

1… 42 – 48

Now white has to make a catching position with 25. White must consider both 20 – 29 and 36 – 18.

2.36 – 18!

Black is caught in the 3/25/48/26 quadrant. At 48 - 26 white catches the king by 3.20 – 42! 26 x 48 4.18 – 34 48 x 30 5.25 x 34 +



The play is taking place in two quadrants:

quadrant 2/35/49/16 and the trictrac zone.

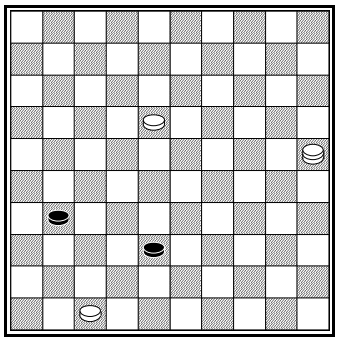
1.35 – 49! 16 - 11

At 1… 16 – 2 the king is caught by 2.34 – 30 2 x 35 2.23 – 40 +

2.23 - 1!

A very important move in this type of endgame. King 49 guards the trictrac zone. If black stays at the trictrac white will play 49 – 44 and 1 – 6 +. So black must leave the trictrac line.

2… 11 - 16
3.34 – 29 16 - 2
3.49 – 35 2 - 16
4.1 - 7 16 x 2
5.29 - 24 2 x 30
6.35 x 24



It's smart to consider what your opponent is going to do. Black wants to play 31 – 37 and after that he has two ways to go to king (black can't play 37 – 42 because of 25 – 48) ;

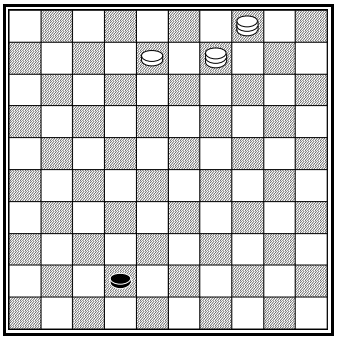
1) 37 – 41 47 x 36 37 – 42
2) 38 – 42 47 x 38 37 - 41

It is logical to get the second king at square 4 because you need a king in the 4/15/47/36 quadrant.

1.18 – 13 31 – 37
2.13 – 9 37 – 41

2… 38 – 42 3.47 x 38 37 – 41 4.25 – 14! 41 – 47 5.9 – 3! +

3.47 x 36 38 – 42
4.25 – 48 42 – 47
5.9 – 4 47 – 33
6.48 – 42 33 x 47
7.4 – 15



In the endgame of three kings against one it is strongly recommended to watch the quadrants! It is dangerous to put the single king in a quadrant in which enemy kings are present.

Black will go into the 4/15/47/36 quadrant or the 3/25/48/26 quadrant at his next move. Therefore white puts in two kings in both quadrants!

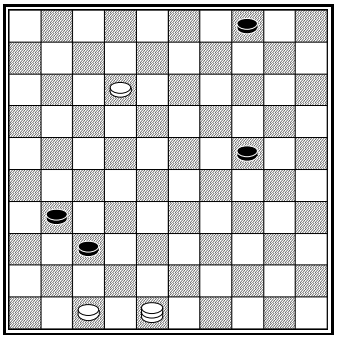
1.8 - 3!

King 9 is active in both quadrants.

1… 42 – 47

1… 42 – 48 2.9 – 25 48 – 37 3.4 – 31 48 x 26 4.25 – 48 +

2.9 – 36 47 – 33
3.3 – 20 33 x 15
4.36 – 47

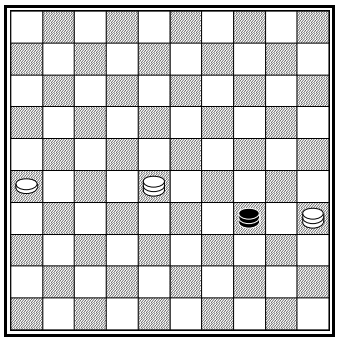


A very interesting game position. White has to discover black's plan: 24 – 30 48 x 25 31 – 36 35 – 14 37 – 42 47 x 38 4 – 9 14 x 3 36 – 41. This knowledge helps to establish whether 12 – 7 or 12 – 8 should be played. In the game white missed this defence and carelessly played 12 -7, drawing the game…

1.12 – 8! 24 – 30

2.48 x 25 31 – 36
3.25 – 14 37 – 42
4.47 x 38 4 – 9
5.14 x 3 36 – 41
6.3 – 14!

The point of the endgame: at 41 – 47 black's king is caught by 8 – 3 +.



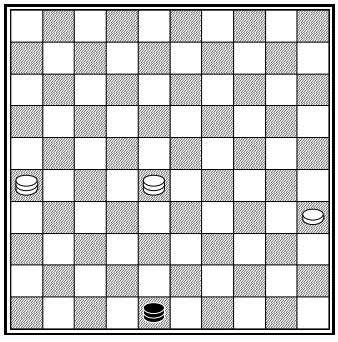
The position is a draw, but black didn't defend well.

1… 34 – 43?

Black is in the same quadrant as king 35.

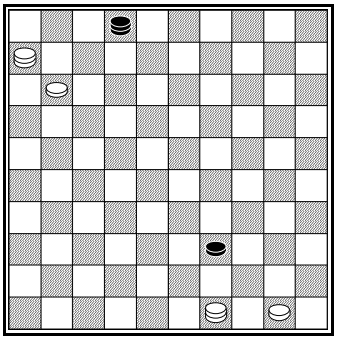
2.35 – 49!

The king is always caught. At 43 – 16 white plays 28 – 32 +. After 43 – 25 49 – 43! 25 x 43 28 – 37 + follows.



Exercise 37.1

Black to move. What should black play?



In this game position white could have won in a beautiful way. It seems as if the position is a draw, because white will lose piece 11. But he can keep the opponents king in the quadrant 2/35/49/16.

1.50 – 45! 2 x 16
2.6 x 44 16 – 2
3.44 – 39!

Threatening 39 – 30 45 – 40

3… 2 - 16 4.45 – 40!

Piece 45 is marching to square 29!

4…. 16 – 7
5.39 – 34 7 - 11

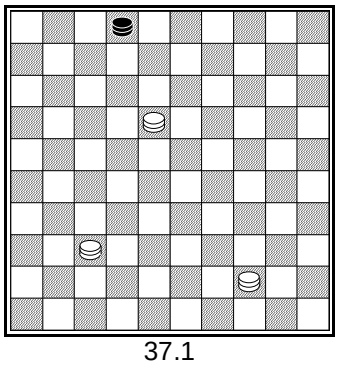
Taking control over the trictrac lines. White is threatening 49 - 44 1 - 6 +.
If black plays 5… 7 – 16 the fastest way to win is 6.49 – 44! (threatening 34 – 43 16 x 49 40 – 35 +) 16 – 2 7.34 – 30 2 x 35 8.44 – 49 +.

6. 34 – 1! 11 - 2
7.40 – 34! 2 – 16
8.34 – 29 16 – 2
9.49 – 35

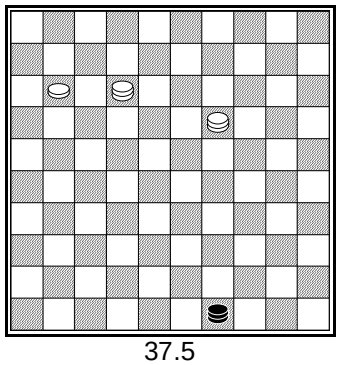
Exercise 37.2

Show how white wins using the same strategy after black plays 2… 16 – 7

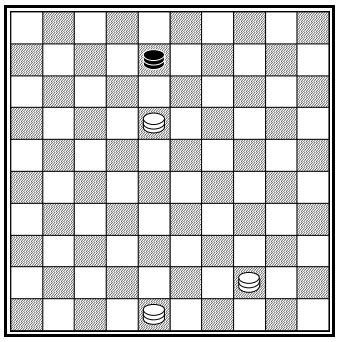
37.1 – 37.8 White wins the endgame. Watch the quadrants!



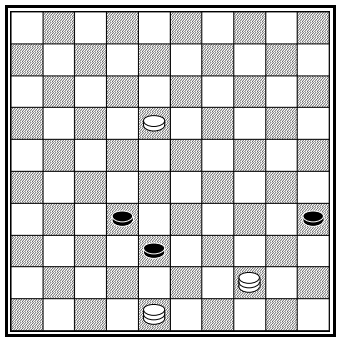
37.1



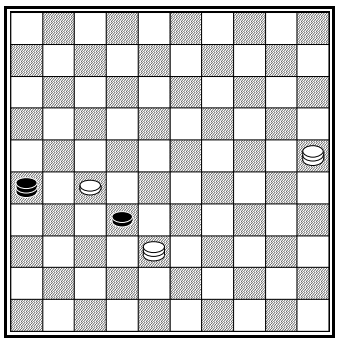
37.5



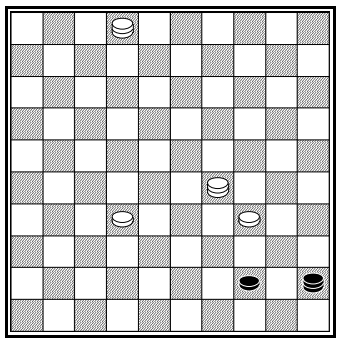
37.2



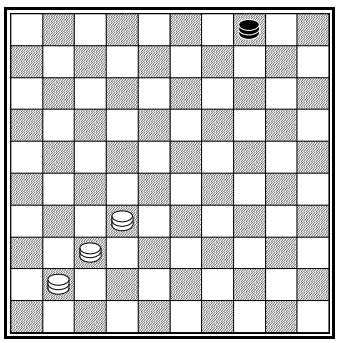
37.6



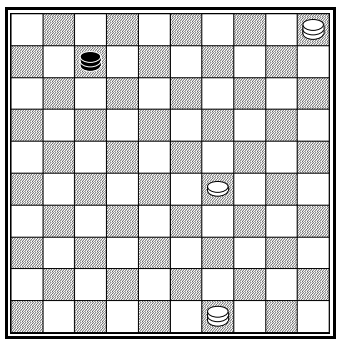
37.3



37.7



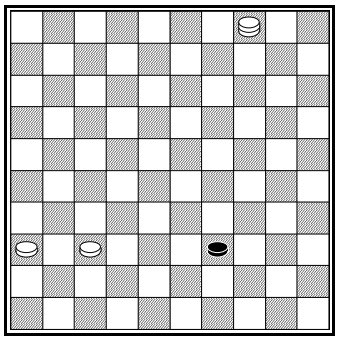
37.4



37.8

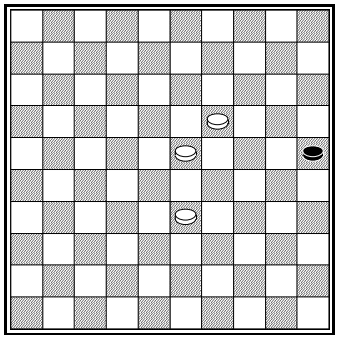
38. Laying an ambush

Sometimes your opponent gets a king but you can catch it immediately. We call this situation **an ambush**.



1.4 – 27 39 – 44
2.37 – 32

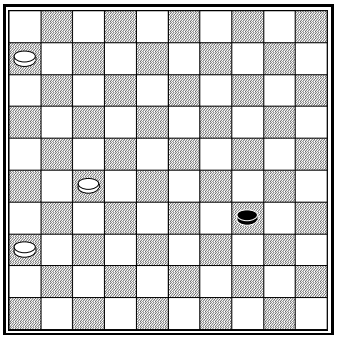
Black is ambushed. At 44 – 49 white catches the by 27 – 16 +. At 44 – 50 the king is caught by 32 – 28 50 x 31 36 x 27.



White can only catch a future king at 50, so he has to prevent black from going to 49.

1.19 – 13 25 – 30
2.13 – 8 30 – 34
3.8 – 2 34 – 40
4.2 – 35! 40 – 45
5.35 – 19 45 – 50
6.23 – 5 50 x 19
7.5 x 23

Two things are necessary to be able to catch the opponents king. You have to guide the piece to the right square and you have to make an ambush.



White wants black to go to square 44. It is necessary to prevent black from going to 48. White makes an ambush, catching the king at 49 or 50.

1.6 – 1 34 – 39
2.1 – 29!

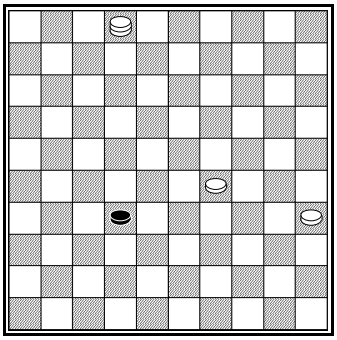
Preventing black from going to 43, because of 29 – 38! 43 x 21 36 – 31 with opposition.

2… 39 – 44
3.29 – 38 44 – 49

The ambush was ready for square 50 (38 – 33) but when black goes to 49 catching the king is delayed by one move. The next situation is very important to remember!

4.38 – 32!!

At the next move blacks king is caught. For example: 49 – 35 5.32 – 19 +.

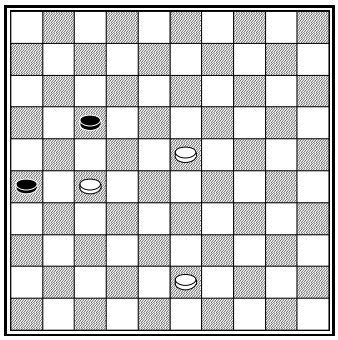


A similar situation. Black is guided to square 41. Then the king is caught by a delayed ambush.

1.2 – 16 32 – 37
2.16 – 38 37 – 41

3.29 – 24 41 – 47
4.33 – 29

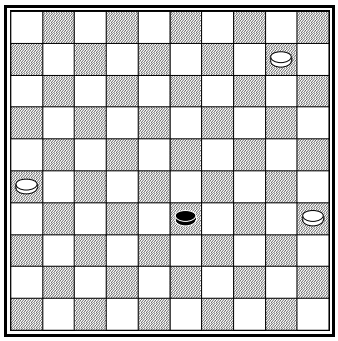
And the king is caught at the next move.



Usually you go to king with the piece closest to promotion (=getting a king). This is not always the best thing to do. In this case you have to focus on how to create the right ambush.

1.43 – 38! 17 – 21
2.27 x 16 26 – 31
3.16 – 11 31 – 36
4.11 – 7 36 – 41
5.7 – 2!

At 5… 41 – 46 6.2 – 19 white catches the king at the next move by 19 – 5.
At 5… 41 – 47 the king is caught by 6.23 – 19 +.



This is a very practical endgame. It has occurred in at least 5 official games recorded in the database of Turbo Dambase. In 3 out of 5 cases white went wrong and played 10 – 5? drawing the game.

1.10 – 4! 33 – 38

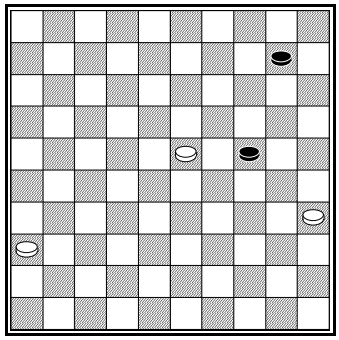
1… 33 – 39 2.4 – 22 39 – 43 3.22 – 28
with a perfect ambush.

2.4 – 10! 38 - 43

White loses a temp, to get the right position at the right moment. Black couldn't go to 42 because of 10 – 37 +.

3.10 - 28

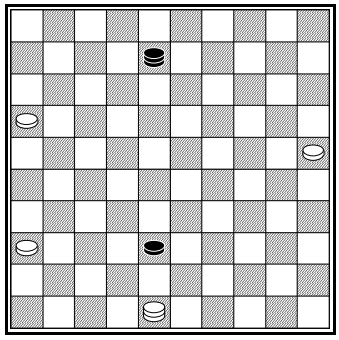
The ambush is ready.



In this game position the young Ainur Shaibakov didn't rush to king with piece 23 but played the winning move:

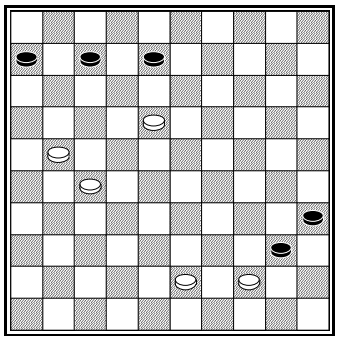
1.36 – 31! 10 – 14
2.31 - 26! 14 – 19
3.23 x 14 24 – 29
4.14 – 10 29 – 33
5.10 – 5??

White was too impatient. He should have calculated the endgame till the end before playing. Black escaped with a draw because after 33 – 39! 6.5 – 28 39 – 43 white is at the right spot at the wrong time!



Black to play wanted to force a draw, but he was impatient. He should have waited until piece 16 or 25 is played before going to 26. After going to 26 immediately black was ambushed.

1… 8 – 26?
2.36 – 31! 26 x 37
3.48 x 31 38 – 43
4.31 – 18!



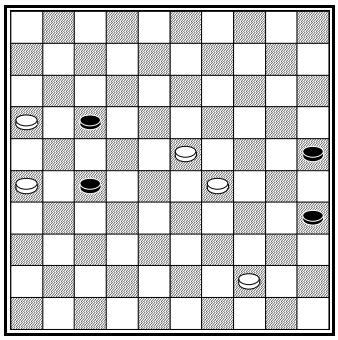
White was in time trouble. He didn't have enough time to calculate and gambled:

1.18 – 13?

White should have defended playing 1.44 – 39 40 – 45 2.21 – 17 with stick moves after 45 – 50.

2… 40 x 38
2.13 x 11 6 x 26

White had time again to calculate, but it was too late. White will be ambushed:
3.27 – 22 38 – 42 4.22 – 18 42 – 47 5.18 – 13 (5.18 – 12 47 – 29 6.12 – 8 29 – 33 +) 47 – 20 6.13 – 8 20 – 33! +



White (J.P. Drost) made a good calculation winning the endgame in a beautiful way:

1.16 – 11! 17 x 6
2.26 – 21 27 x 16
3.23 – 19 16 – 21
4.19 – 14 21 – 27
5.14 – 10

After 5… 27 – 32 6.10 – 5 32 – 38 7.29 – 24 black has no defence against the threat 24 – 20 +. Therefore black has to sacrifice two pieces.

5… 35 – 40
6.44 x 35 25 – 30
7.35 x 24 27 – 32
8.10 – 4 32 – 37

The formation 24/29 is helping white. After 32 – 38 the piece would be changed by 4 – 27 38 – 42 27 – 38 42 x 33 29 x 38 +.

9.4 – 27 6 – 11

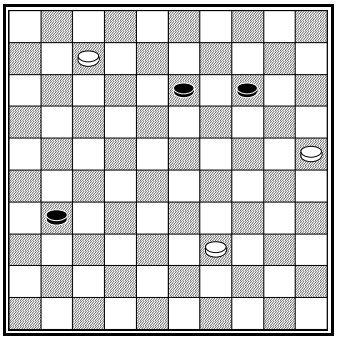
9… 37 – 41 10.27 – 32 +

10.27 – 38 11 – 17
11.38 – 47 17 – 22
12.24 – 20 22 – 28
13.20 – 15 28 – 32
15.15 – 10 37 – 41

15… 37 – 42 16.47 x 33 37 – 41 17.33 – 47 41 – 46 18.10 – 5 +.
White could also have played 15.29 – 24 37 – 41 16.47 x 36 32 – 38 17.36 – 31 38 – 43 18.16 – 49 43 – 49 19.48 – 43 +.

16.47 x 36 32 – 38
17.36 – 27 38 – 42
18.27 – 38 42 x 24

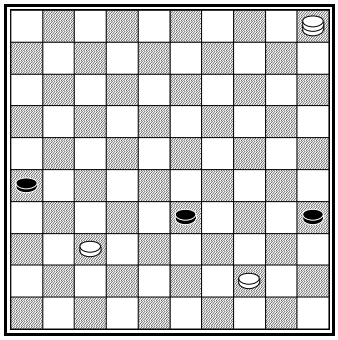
Black surrendered.



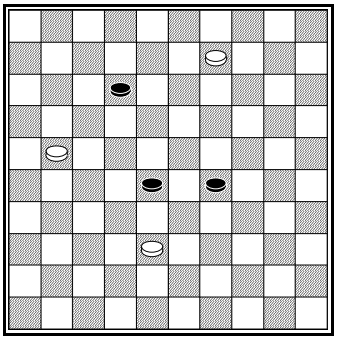
White could have forced an ambush.

1.7 – 2! 14 – 19
2.25 – 20 19 – 24
3.2 x 30 31 – 37
3.20 – 15!

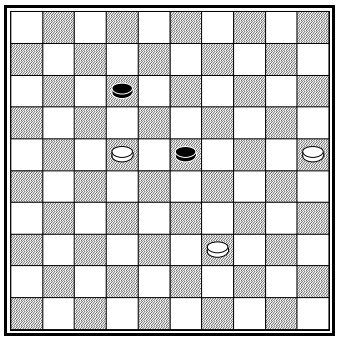
At 37 – 41 4.30 – 19 follows.
At 37 – 42 4.39 – 34 + follows.



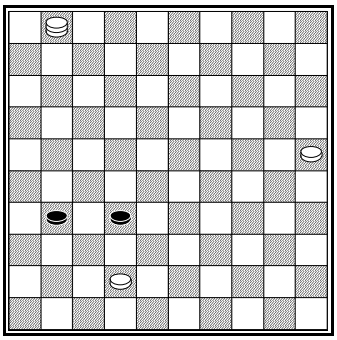
38.1



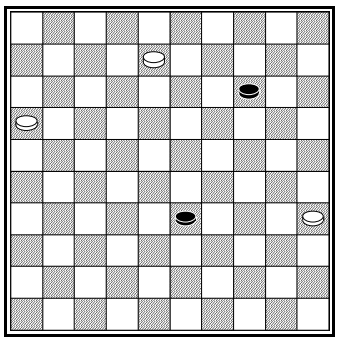
38.5



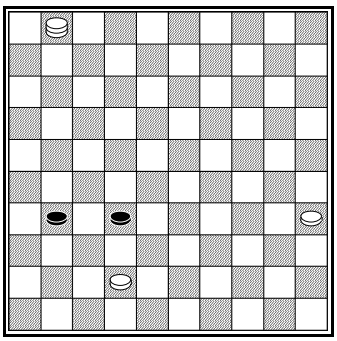
38.2



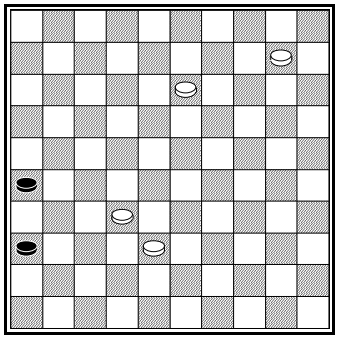
38.6



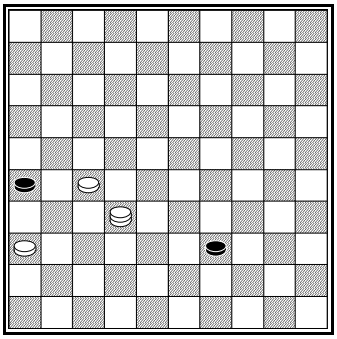
38.3



38.7



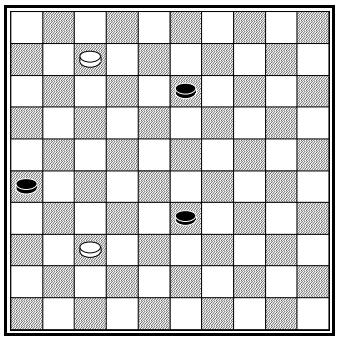
38.4



38.8

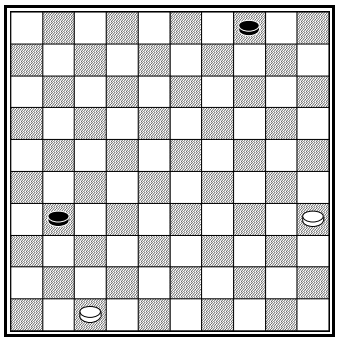
39. Tactics in the endgame

In the endgame combinations, forcings and sacrifices play an important role.



White attacks both black pieces ending the game with a little combination.

1.7 – 2! 13 – 18
2.2 – 11 33 – 38
3.11 – 7 18 – 22
4.7 – 16! 26 – 31
5.37 x 26 38 – 42
6.16 – 27! 22 x 31
7.26 x 48



Only two pieces each player, but still white wins using a combination!

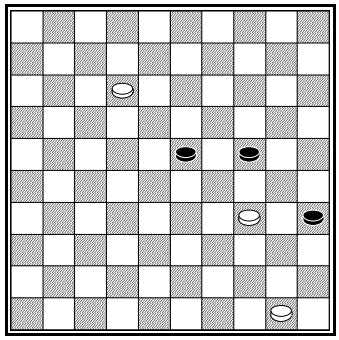
1.35 – 30 4 – 9

Black must evade opposition (4 – 10 47 – 41 W+).

2.30 – 24 9 – 13
3.24 – 20 13 – 19
4.20 – 15 19 – 23
5.15 – 10 23 – 29
6.10 – 5 29 – 34

At 6… 29 – 33 white plays 7.5 – 37 31 x 42 8.47 x 29. Now white can force this tactical possibility.

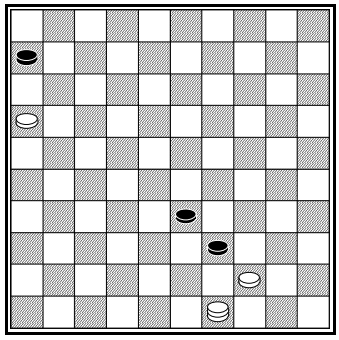
7.5 – 23 34 – 39
8.23 – 28 39 – 43
9.28 – 37 31 x 42
10.47 x 49



1.12 – 7 23 – 28
2. 7 - 1

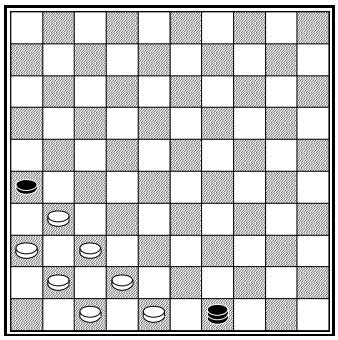
Black can't continue 2… 28 – 32 because of the shot 3.34 – 29 24 x 33 4.1 – 40 35 x 44 5.50 x 37 +.
At 2… 24 – 30 3.34 x 25 28 – 32 white wins by 4.1 – 23 32 – 38 5.23 – 29 38 – 43 6.29 – 40 35 x 44 7.50 x 48 +.

2… 35 – 40
3.34 x 45 28 – 32
4.1 – 23 32 – 38
5.23 – 37 38 – 43
6.37 – 48 43 – 49
7.48 – 30! 24 x 35
8.50 – 44 49 x 40
9.45 x 34



1.44 – 40 39 – 44
2.49 – 21! 44 x 35
3.21 – 17 33 – 38
4.16 – 11!

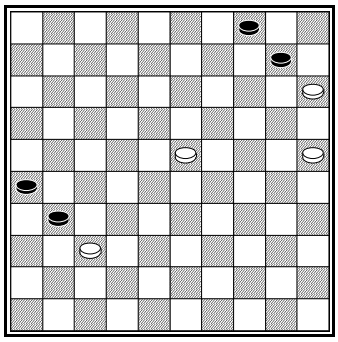
White wants to use piece 16 for a shot, while black can't sacrifice the piece!



White's position seems lost. All his pieces are behind line 16/49 controlled by blacks king.
But what a surprise: White can lock the opponent king!

1.31 – 27! 49 x 16
2.37 – 32 16 x 49
3.42 – 38 49 x 46
4.36 – 31 26 x 37
5.47 – 41 37 – 42
6.48 x 37

Blacks king suffocates…

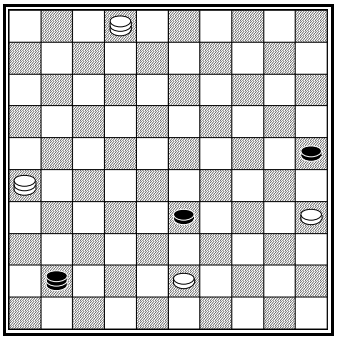


White could have drawn the game after 1.37 – 32, but he thought he could force a draw faster.

1.23 – 19 31 x 42
2.25 – 20?

Black saw a classical lock to end the game.

2… 42 – 48
3.20 – 14 48 – 25!
4.14 x 5 25 – 14
5.19 x 10 26 – 31



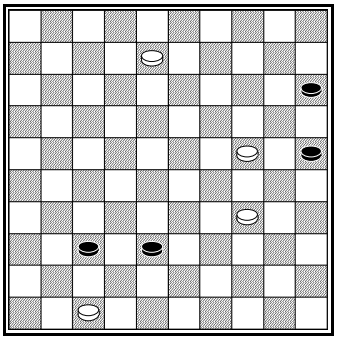
1.26 - 42

It seems as if black can force a draw now, but white has a trick.

1… 41 – 32 2.42 x 20!

Creating a free move to catch blacks king.

2… 32 x 49
3.2 – 7 25 x 14
4.7 – 44 49 x 40
5.35 x 44

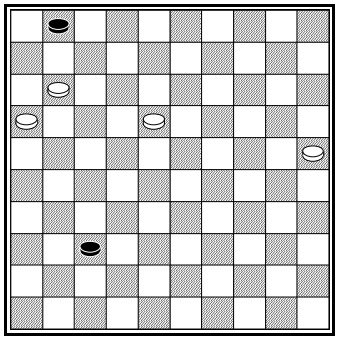


White makes a combination with a choice for black:

1.47 – 42! 38 x 47

1… 37 x 48 is followed by 2.8 – 2 etc. +

2.8 – 3 47 x 20
3.34 – 30 25 x 34
4.3 x 26



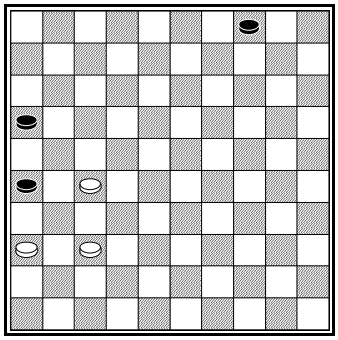
In this composition (Leo Springer) white traps the opponent king in a surprising way.

1.18 – 12 37 – 42
2.11 – 7 42 – 48
3. 7 – 2 48 – 26

Black wants to reduce the number of white pieces to three to draw the game. Now white tricks his opponent.

4.16 – 11! 26 x 3
5.11 – 7! 1 x 12
6.2 - 19

Piece 12 blocks his own king. At the next move blacks king is caught.

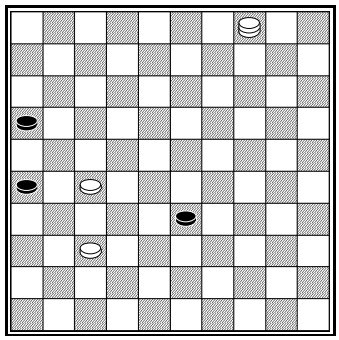


This is a famous composition of A. Molimard. The tricks white uses to win this endgame are very practical.

1.36 – 31!

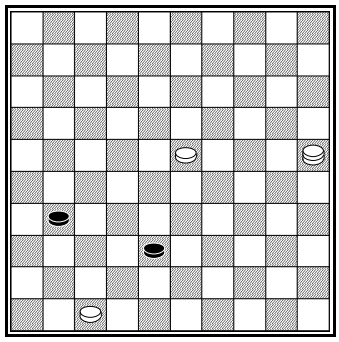
If white rushes playing 1.27 – 22? 16 – 21 2.22 – 18 21 – 27 3.18 – 12 26 – 31 37 x 26 27 – 32 the game is drawn.

1… 4 - 9
2.27 – 22 9 – 13
3.31 – 27 13 – 19
4.22 – 18 19 – 24
5.18 – 13 24 – 29
6.13 – 9 29 – 33
7. 9 – 4



White threatens to make the combination 37 – 31 26 x 37 27 – 21 16 x 27 4 x 15, so black must sacrifice:

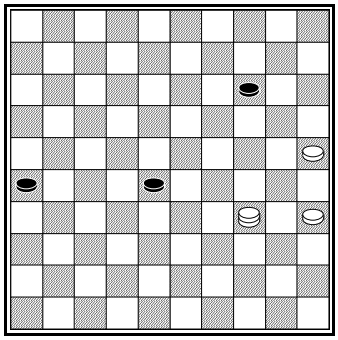
1) 7… 16 – 21 8.27 x 16 33 – 39 9.4 – 22 39 – 43 10.22 – 31 and black is ambushed +
2) 7… 26 – 31 8.37 x 26 16 – 21 (otherwise white plays 26 – 21 with the threat 27 – 22 +) 9.27 x 16 33 – 38 (33 – 39 4 – 22 39 – 43 22 – 31 +) 10.4 – 10 38 – 43 (38 – 42 10 – 37 +) 11.10 – 32 +.



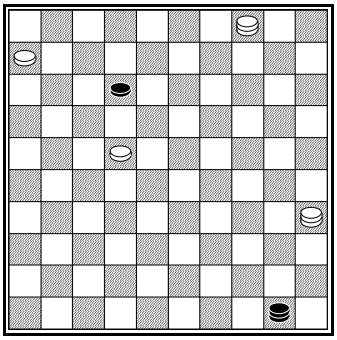
This game looks like a draw, but white has a beautiful trick.

1.25 – 30! 31 – 37
2.47 – 41! 37 x 46
3.30 – 19

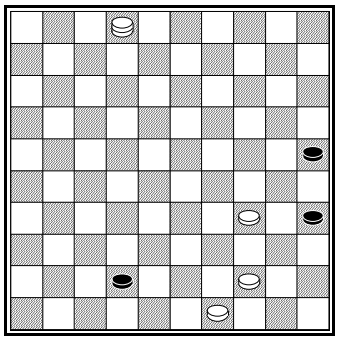
There is no sensible reply against 23 – 5 +.



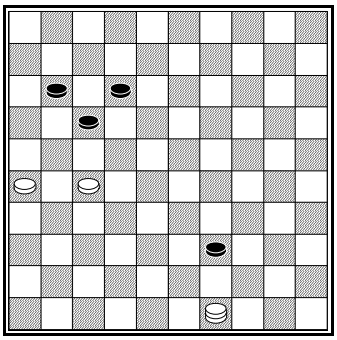
39.1



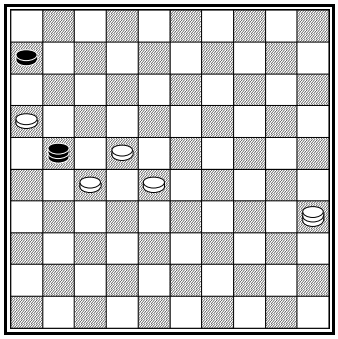
39.5



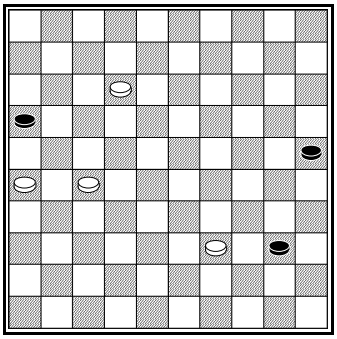
39.2



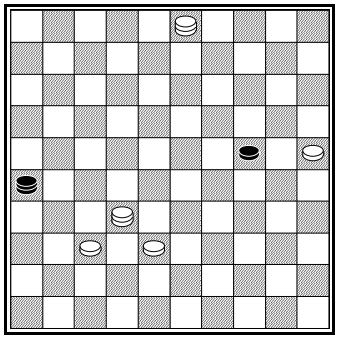
39.6



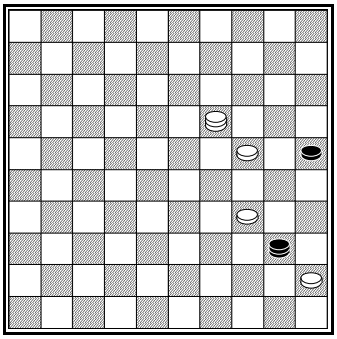
39.3



39.7



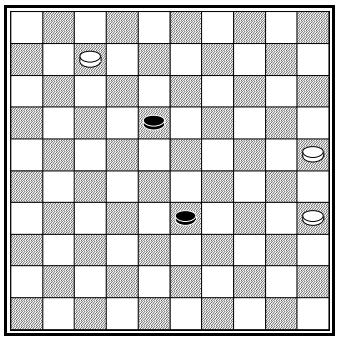
39.4



39.8

40. Practical endgames

We will show you some nice endgames that occurred during a game.



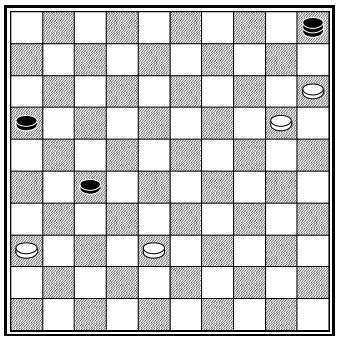
G. Heerema – M. de Jong

White missed a nice way to ambush his opponent.

1.7 – 1! 18 – 22
2.1 – 6 22 – 28
3.25 – 20 28 – 32
4.6 x 39 32 – 37
5.35 – 30 37 – 42

5… 37 – 41 is answered by 6.39 – 28 41 – 47 7.20 – 15 47 – 36 8.28 – 41 36 x 47 9.30 – 24 +.

6.39 – 28! 42 – 48
7.28 – 14 48 x 30
8.14 – 3 +



Mironov – Tsjizjow

1.38 - 33

1.20 – 14 5 x 43 2.15 – 10 is punished by 43 – 32 3.10 – 4 16 – 21 4.4 x 31 21 – 26 +.

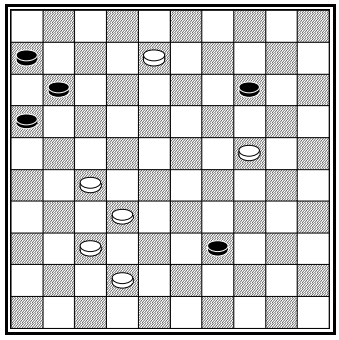
1… 16 - 21 2.33 - 29?

It was not easy to see the drawing possibility: 2.36 – 31! 27 x 36 3.33 – 29 21 – 27 4.29 – 24 and black has no good plan to ambush white. Only if white was to move he would win.

2… 21 - 26! 3.29 - 24

3.20 – 14 5 x 34 4.36 – 31 (15 – 10 34 – 23 +) 26 x 37 5.15 – 10 is answered by 6.34 – 43! and white is ambushed.

Exercise 40.1 How did black win now?



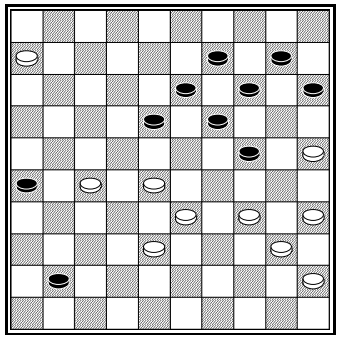
H. Meijer – W. Sjtsjogoljew

White needs a couple of combinations to win the endgame.

1.8 – 3 39 – 44
2.3 x 20!!

After 2.3 x 25 black would escape later. After 3 x 20 black has 3 possibilities, all losing by a shot.

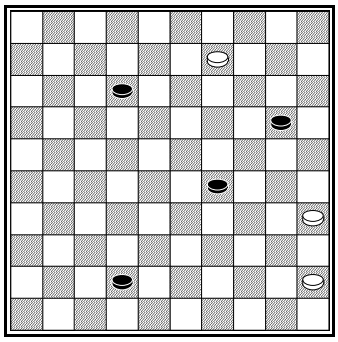
1) 2… 44 – 50 3.27 – 22 50 x 17 4.32 – 28 17 x 47 5.20 – 15 47 x 20 15 x 47 +
2) 2… 44 – 49 3.32 – 28 49 x 21 4.37 – 32 21 x 47 5.20 – 15 +
3) 2… 11 – 17 3.27 – 21 16 x 47 4.20 – 15 47 x 20 5.15 x 50 +.



Baba Sy - Agafonow

Black gave his opponent a free move by attacking 18 – 23? White performed a spectacular combination!

1… 18 – 23
2. 27 - 21 23 x 43
3. 6 - 1 26 x 17
4.25 - 20 14 x 25
5.35 - 30 24 x 44
6.34 - 30 25 x 34
7.1 x 46



C. van Leeuwen – Sjtsjogoljew

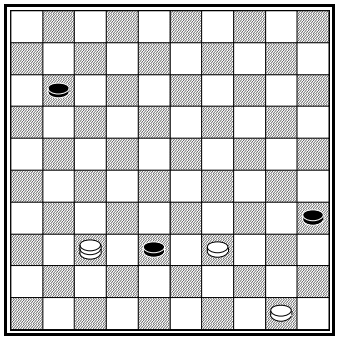
White thought he could force a draw by attacking both 12 and 20.

1.9 – 3?

White only checked moves with black's most advanced piece, 42.

1… 20 – 25!
2.3 x 48 29 – 34
3.48 x 30 25 x 34

An unpleasant surprise…



H. Jansen – A. Abidin

White could have finished a nice game in a charming way, but missed it and saw the game being drawn.

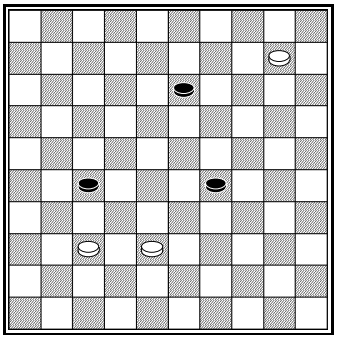
1.39 – 33! 38 x 29
2.37 – 42 29 - 34
3.42 – 48 34 – 40
4.48 – 42!!

White prevents the sacrifice 40 – 44 50 x 39 35 – 40, which would be drawing the game at every other move, by 39 – 34 40 x 29 42 x 15 +.

4… 11 – 17
5.42 – 38 40 – 45

After 5… 17 – 22 white consumes piece 40 by 6.38 – 33! 22 – 27 7.50 – 45 +.
Now black has a piece at 45 white should take care that he keeps controlling square 49, because 35 – 40 should be answered by the king moving to 49 at all time.

6.38 – 27! 35 – 40
7.27 - 49

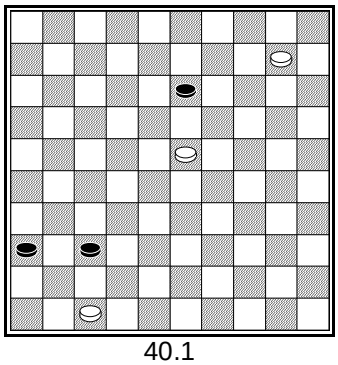


W. Leijenaar – J. Oost

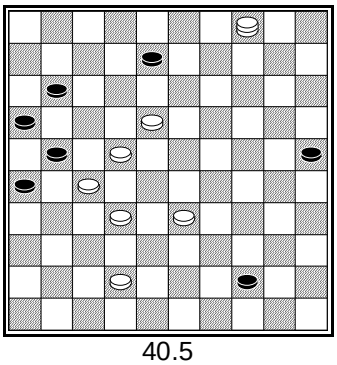
White will not win playing 1.10 – 4? Because of the stick move 27 – 32! =.
In the game white played 1.10 – 5 after which black could have escaped playing 1… 29 – 34 2.5 – 28 27 – 32! 3.38 x 27 13 – 19 4.32 x 14 34 – 39 =.

1. 38 – 32! 27 x 38
2.10 - 4

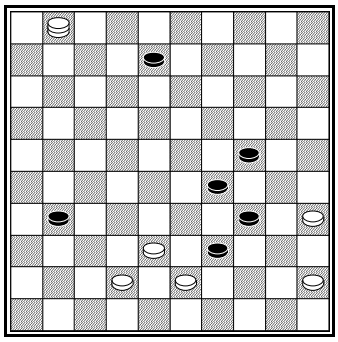
A sacrifice is the solution! 2… 13 – 19 3.4 – 27 gives white an easy win.



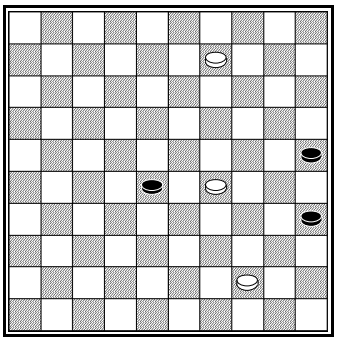
40.1



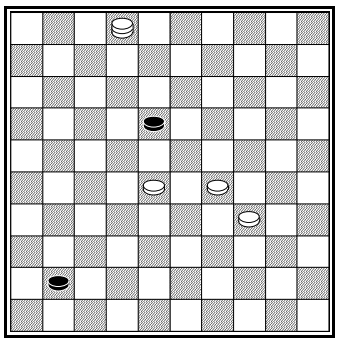
40.5



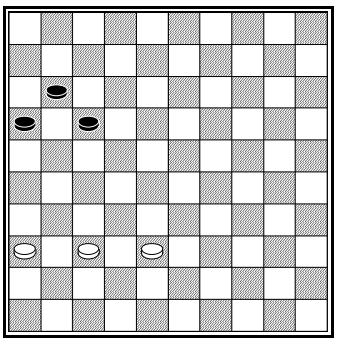
40.2



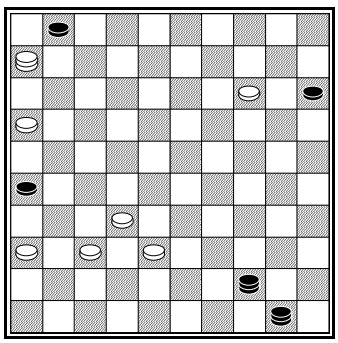
40.6



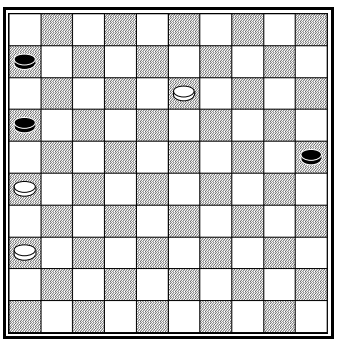
40.3



40.7



40.4



40.8

Solutions lessons 31 - 40

Lesson 31: Other locks

C 31.1 27 – 22 18 x 27 34 – 30 25 x 34 35 – 30 24 x 44 33 x 24 19 x 30 49 x 7

C 31.2 27 – 21 16 x 27 33 – 28 22 x 44 31 x 22 18 x 27 43 – 39 44 x 33 38 x 16

C 31.3 26 – 21 16 x 27 32 x 21 17 x 26 28 x 17 12 x 21 35 – 30 24 x 35 29 – 24 20 x 29 34 x 5

C 31.4 38 – 33 21 x 32 33 – 29 23 x 34 39 x 30 25 x 34 24 – 20 15 x 24 43 – 38 32 x 43 48 x 6

C 31.5 35 – 30 24 x 35 37 – 31 26 x 37 47 – 41 37 x 46 29 – 24 46 x 30 34 x 5

C 31.6 29 – 24 20 x 29 25 – 20 14 x 25 27 – 21 16 x 27 38 – 32 27 x 40 45 x 5

C 31.7 36 – 31 26 x 30 40 – 34 24 x 42 34 x 5

C 31.8 30 – 24 20 x 29 39 – 34 29 x 49 31 – 26 49 x 21 26 x 10

Lesson 32: The endgame

Exercise 32.1 Square 34

Exercise 32.2 Square 3

Exercise 32.3 4 – 13! ; 2 - 24? 14 – 20 24 x 15 41 – 47

Exercise 32.4 36 – 31 13 x 36 35 – 30 25 x 34 45 x 23

Lesson 33: Opposition

33.1 32 – 28 23 x 32 42 – 38 32 x 43 49 x 38

33.2 38 – 33 27 – 32 43 – 39 32 – 38 42 – 37 38 x 29 37 - 32

33.3 41 – 37 12 – 18 37 – 32 18 – 23 32 – 28 23 x 32 31 – 27 32 x 21 26 x 17

33.4 48 – 42 32 – 38 29 – 23 38 x 18 42 – 38
33.5 44 – 40 24 – 29 40 – 35 29 – 34 35 x 24 34 – 40 39 – 34 40 x 20 43 – 39 20 – 24 39 - 34

33.6 48 – 43 25 – 30 43 – 39 16 – 21 38 – 32

33.7 38 – 32 30 – 35 39 – 33! 29 x 27 40 - 34

33.8 50 – 45 14 – 19 44 – 39 19 – 24 39 – 34 35 – 40 34 – 30 24 x 35 45 x 34

Lesson 34: King against pieces

Exercise 34.1 33 – 29 26 – 31 29 x 9 31 x 31 44 – 40 35 x 33 32 – 28 30 x 39 9 – 3 33 x 22 3 x 27 25 – 30 27 – 43 30 – 35 43 – 49 +

Exercise 34.2 39 – 48 26 – 31 48 – 43 32 – 37 43 – 48 37 – 41 42 – 37 41 x 32 48 x 26 32 – 38 26 – 48 +

34.1 12 – 7 19 – 23 7 – 1 23 – 28 1 – 29 32 – 38 29 – 42 etc. +

34.2 14 – 9 4 x 13 15 – 10 13 – 19 10 – 4 27 – 32 4 – 10 +

34.3 18 – 12 25 – 30 12 – 7 30 – 34 7 – 1 (or 17 – 11 first) 34 – 39 17 – 11 6 x 17 1 – 6 +

34.4 2 – 8 17 – 22 8 – 13 (8 – 3 is also winning) 22 – 28 13 – 24 28 – 32 24 – 42 14 – 19 42 – 15 +

34.5 7 – 1 16 – 21 (30 – 35 29 – 24 16 – 21 1 – 18 etc. +) 1 – 12 21 – 27 (21 – 26 12 – 18 30 – 35 29 – 24 +) 12 – 18 27 – 32 29 – 24! 30 x 19 18 – 4 +

34.6 3 – 21 10 – 14 (10 – 15 21 – 38 22 – 28 38 – 24 28 – 32 24 – 42 +; 22 – 28 21 – 38 10 – 14 38 – 15 28 – 32 15 – 42 14 – 19 42 – 15 19 – 23 15 – 20 +) 21 – 38 14 – 19 38 – 15 22 – 27 15 - 4

34.7 9 – 3 29 – 34 (29 – 33 3 – 14 23 – 29 14 – 20 29 – 34 20 x 38 34 – 40 38 – 33 40 – 45 33 – 50; 23 – 28 3 – 14 28 – 33 14 – 20 +) 3 – 14 23 – 29 14 – 20 29 – 33 20 x 38 34 – 40 38 – 33 40 – 45 33 – 50

34.8 42 – 15 13 – 18 15 – 4 18 – 23 4 – 15 +

Lesson 35: The main diagonal

35.1 34 – 48 31 – 36 48 – 37 +

35.2 14 – 10 31 x 42 41 – 37 42 x 31 10 – 5 +

35.3 5 – 32 +

35.4 5 – 23 21 – 27 23 – 1 27 x 18 1 x 23 +

35.5 10 – 4 16 – 21 4 – 10 21 – 26 10 – 4 +

35.6 44 – 39 21 – 27 39 – 33 27 – 32 5 x 26 36 – 41 26 – 37 41 x 32 28 – 23 32 x 23 48 – 43 +

35.7 23 – 46 22 – 27 (31 – 37 46 x 17 15 – 20 25 x 14 36 – 41 17 – 8 +) 25 – 20 31 – 37 46 x 21 36 – 41 21 – 32 41 – 47 32 – 10 15 x 4 30 – 25 47 x 30 35 x 24 +

35.8 35 – 30 (6 – 1? 24 – 30 =) 24 x 35 6 – 1 12 – 17 1 – 23 +

Lesson 36: Trictrac lines

Exercise 36.1 28 – 22 40 – 44 50 x 28 7 – 12 17 x 8 45 - 50 8 – 2 50 – 45 28 – 50 45 – 23 2 – 7 23 x 1 50 – 45 +

36.1 39 – 33 (or another waiting move: 39 – 28 or 29 – 44) 16 – 21 (45 – 50 31 – 27 +) 28 – 50 21 – 26 31 – 27 26 – 31 50 – 6 31 x 22 6 x 50

36.2 37 – 32 7 – 11 (7 – 12 32 – 27 12 – 17 28 – 23 18 x 29 50 x 6 +) 28 – 23 18 x 29 50 x 6 etc. +

36.3 32 – 28 34 – 39 50 x 33 7 – 12 17 x 8 45 - 50 7 – 2 50 – 45 33 – 50 45 – 23 2 – 7 23 x 1 50 – 45 +

36.4 33 – 28 39 x 6 (39 x 50 29 – 33 +) 29 – 1 6 x 50 1 – 6 +

36.5 38 – 33 28 – 32 33 – 28 22 x 44 15 – 38 32 x 43 48 x 50

36.6 10 – 4 35 – 40 4 x 36 40 – 44 43 – 39 44 x 42 36 – 22 50 x 17 6 x 47

36.7 28 – 22 14 – 19 22 – 17 19 – 23 17 – 11 23 – 29 11 x 2 29 – 33 2 – 24 33 – 39 (35 – 40 24 x 38 40 x 49 38 – 27 +) 44 x 33 35 – 40 24 – 13 40 – 44 13 – 22 +

36.8 10 – 5 33 – 39 (33 – 38 5 – 32 38 x 27 26 – 21 27 x 16 6 – 1 +) 5 – 32 39 – 44 32 – 49 44 – 50 26 – 21 50 – 45 21 – 17 45 – 23 49 – 40 23 x 45 6 – 1 +

Lesson 37: Quadrants

Exercise 37.1 Correct is 48 – 34! Not good are 1… 48 – 43? 2.26 – 48 43 – 16 3.48 – 43 16 x 49 4.28 – 44 + and 1… 48 – 25? 2.26 – 3 25 – 43 3.35 – 30 43 x 25 4.28 – 14 +

Exercise 37.2 3.44 – 39 7 – 16 4.45 – 40 16 – 7 39 – 34 7 – 11 34 – 1 16 – 2 40 – 34 2 – 16 34 – 29 +

37.1 44 – 35 2 – 16 18 – 7 16 x 2 37 – 14 +

37.2 44 – 49 threatens both 48 – 30 18 – 40 + as 49 – 21 18 – 31 +

37.3 38 – 29 32 x 21 29 – 12 +

37.4 41 – 36 4 – 15 32 – 27 15 – 47 27 – 4 47 – 29 37 – 42 39 x 47 4 – 15 +

37.5 19 -2 49-44 11-6 44-49 2-16 49-35 6-1 35-44 1-6 44-35 16-2 35-49 12-21 6-11 +

37.6 18 – 12 32 – 37 48 x 26 35 – 40 44 x 35 38 – 43 12 – 8 and now: 1) 43 – 48 8 – 3 48 – 39 35 – 30 39 x 25 26 – 48 or 2) 43 – 49 8 – 2 49 – 38 26 – 21 38 x 16 35 – 49

37.7 2 – 11 45 – 50 11 – 16 44 – 49 (50 – 45 29 – 33 +) 29 – 1 49 x 27 16 x 49 50 – 28 49 – 44 28 x 50 1 – 6 +

37.8 5 – 23 7 – 11 29 – 1 11 – 16 29 – 23 16 – 2 49 – 35 2 – 16 1 – 7 16 x 2 23 – 19 +

Lesson 38: Catching a king

38.1 5 – 23 26 – 31 37 x 26 33 – 38 23 – 19 (or somewhere else at the main diagonal) 35 – 40 (38 – 43 44 – 39 43 x 34 19 – 28 etc. +) 44 x 35 38 – 43 19 – 28 +

38.2 25 – 20 12 – 17 22 x 11 23 – 28 20 – 15 28 – 32 11 – 7 32 – 37 7 – 2 37 – 42 (37 – 41 2 – 19) 2 – 30 +

38.3 8 – 3 14 – 19 3 – 21 33 – 39 21 – 49 19 – 23 16 – 11 23 – 28 11 – 6 28 – 32 49 x 27 (of 49 x 21) 39 – 44 27 – 22 +

38.4 13 – 9 36 – 41 9 – 4 41 – 47 4 – 36 47 x 4 32 – 27 +

38.5 9 – 3 12 – 17 21 x 12 29 – 33 (29 – 34 3 – 25 34 – 40 25 – 39 with a trictrac win) 38 x 29 28 – 32 3 – 25 32 – 37 12 – 8 37 – 42 (37 – 41 25 – 14 +) 8 – 3 42 – 48 (42 – 47 25 – 14 +) 3 – 26 +

38.6 1 – 34 32 – 38 (32 – 37 34 – 48 37 – 41 42 – 37 +) 42 x 33 31 – 37 34 – 23 37 – 42 23 – 29 +

38.7 1 – 23 31 – 37 42 x 31 32 – 38 31 – 26 38 – 43 23 – 28 +

38.8 32 – 38 39 – 44 (26 – 31 38 – 33 39x28 27 – 22 28 x 17 36 x 27) 38 – 49 44 – 50 49 – 44 +

Lesson 39: Tactics in the endgame

39.1 25 – 20 14 x 25 35 – 30 +

39.2 34 – 30 35 x 24 2 x 30 25 x 34 44 – 39 34 x 43 49 x 47

39.3 16 – 11 21 x 5 (21 x 23 35 – 40 +) 35 – 19 6 x 28 19 x 46

39.4 3 – 20 26 x 29 32 – 19 24 x 15 19 – 24 29 x 20 25 x 14

39.5 35 – 8 50 x 17 4 – 22 17 x 50 8 x 17 +

39.6 26 – 21 17 x 26 27 – 21 26 x 17 49 – 16 +

39.7 39 – 34 40 x 29 26 – 21 29 – 34 12 – 7 34 – 40 7 – 1 40 – 45 1- 6 25 – 30 6 – 50 30 – 34 50 – 6 34 – 40 6 – 50 +

39.8 34 – 30 25 x 34 19 - 2

Lesson 40: Practical endgames

Exercise 40.1 3… 26 – 31 4.20 – 14 5 x 30 15 – 10 30 – 19 10 – 4 19 – 41 36 x 47 31 – 36 4 x 31 36 x 27

40.1 23 – 18 13 x 22 10 – 5 36 – 41 47 x 36 37 – 42 5 – 37 42 x 31 36 x 18

40.2 45 – 40 39 x 37 35 – 30 24 x 44 28 – 33 29 x 38 1 x 41 +

40.3 34 – 30 41 – 47 28 – 22 47 x 35 22 x 13 35 x 8 2 x 13

40.4 32 – 28 44 x 22 6 x 44 50 x 31 36 x 27 (missed by Tsjizjow versus Ba)

40.5 18 – 13 8 x 19 32 – 28 21 x 23 33 – 28 23 x 32 22 – 17 11 x 22 4 x 13 + (missed by Dibman versus Presman)

40.6 29 – 23 28 x 19 9 – 3 19 – 23 3 – 12! 23 – 28 12 – 21 28 – 33 21 – 43 +

40.7 38 – 32 17 – 22 (16 – 21 32 – 28 21 – 26 36 – 31 17 – 21 28 – 23 11 – 17 23 – 18 +) 37 – 31 11 – 17 (22 - 28 32 x 23 16 – 21 23 – 18 11 – 17 18 – 13 17 – 22 13 – 8 22 – 28 8 – 2 28 – 33 2 – 11 33 – 38 11 – 16 +) 31 – 26 16 – 21 36 – 31 21 – 27 32 x 12 22 – 28 12 – 7 28 – 33 7 – 1 (or 7 – 2) 33 – 39 (33 – 38 1 – 29 38 – 43 29 – 38 43 x 32 31 – 27 +) 1 – 6 39 – 43 26 – 21 +

40.8 13 – 8 25 – 30 8 – 2 30 – 34 2 – 35 34 – 39 35 – 49 6 – 11 36 – 31 11 – 17 31 – 27 16 – 21 27 x 16 17 – 22 26 – 21 22 – 28 16 – 11 28 – 33 11 – 6 39 – 44 49 x 40 33 – 38 40 – 49 38 – 42 21 – 17 + (missed by Zimmerman versus Balédent in 1899)