A. A. Troitzky

360 Brilliant and Instructive End Games
360

BRILLIANT AND INSTRUCTIVE END GAMES

BY

A. A. TROITZKY

WITH AN INTRODUCTION BY
FRED REINFELD

DOVER PUBLICATIONS, INC., NEW YORK
INTRODUCTION

In chess, as in advertising, there are brand names. Few names are as honored in chess as that of Troitzky, who for more than forty years maintained a magnificent record of unbroken creative activity.

During that time he composed hundreds of these delightful endgame studies which are unsurpassable for elegance and subtlety. Troitzky is the great artist of the endgame domain, inimitable in his skillful manipulation of the chess pieces.

The present collection contains the studies that Troitzky considered his best. It would be difficult to think of a more enjoyable experience than savoring and enjoying these gems. Troitzky delights in making the seemingly impossible turn out to be eminently feasible. Take Diagram 4, for example; who would dream that White has a forced win by means of a masterly series of Queen moves?

On the other hand, Diagram 144 starts off with two perfectly obvious moves, but it is actually much harder! Then for good measure he elaborates the theme even more strikingly in Diagram 145. Coming upon these exquisite masterpieces today, we can only speculate on how many weeks—perhaps years—of devoted study went into them. Yet here they are, for our lasting delectation. I envy the reader who has the good fortune to enjoy these charming studies for the first time.

Fred Reinfeld
No. 1
1899.

1 K—Kt 6  Q—B 3!
2 Q×Q  P×Q
3 P—R 4  P—K B 5
4 P—R 5  P—B 6
5 P—R 6  P—B 7
6 P—R 7  P—B 8 (Q)
7 P—R 8 (Q) ch Q—B 1

...... White, utilising his King, forces a mating position.

8 Q—R 2 ch  K—R 1
9 Q—Kt 2 ch  K—Kt 1
10 Q—Kt 3 ch  K—R 1
11 Q—B 3 ch  K—Kt 1
12 Q—B 4 ch  K—R 1
13 Q—Q 4 ch  K—Kt 1
14 Q—Q 7 wins.

Similar stair-movements of the Queen are thematically used in studies Nos. 60, 74, 110 and 118.

No. 2

64, 1930.

1 P—Q 4 ch!

With this sacrifice of the Pawn a position is reached which leads to the capture of Black's Queen. If 1 Q—R 1 (or Kt 2) ch Black replies 1..., K—Q 4! If 1 Q—R 5 ch follows 1..., K—Q 3 and White achieves nothing.
1...Neither 1...K—Q 4 nor 1...K—K 3 saves Black. In the first case White plays 2 Q—R 5, K—K 5; 3 Q—K 1 ch, K×P; 4 Q—B 3 ch, K—Q 4; 5 Q—B 4 ch. In both cases Black loses his Queen.

2 Q—B 2 ch K—Q 4
   .......Or 2...K—K 4; 3 Q—Q 5 ch.

3 Q—Q 2 ch K—B 4
   .......Or 3...K—K 4; 4 Q—B 3 ch.

4 Q—Kt 4 ch K—Q 4
5 Q—B 4 ch K—Q 3
6 Q—Q 4 ch K moves
7 Q—R 7 ch wins.

No. 4

Shahmatni Shurnal, 1901.

1 Q—R 7 ch
   White begins with a sequence of checks which results in his Queen reaching the Q Kt file to protect his Pawn.

1 ... B—B 2!
   .......If 1...K—Q 3 (or Q 1); 2 Q—R 2 (or R 8) ch and 3 P—Kt 8 (Q).

2 Q—R 4 ch K—K 3!
   .......If 2...K—Q 2 (... K moves; 3 Q—Kt 4, R 8 or Kt 3 ch and 4 P—Kt 8 (Q)) then 3 Q—R 4 ch, K—K 3. (... K moves; 4 Q—Kt 4 or

3 P—Q 7!
   Sacrificing the Pawn, White (1) forces Black’s Bishop to occupy the square Q 7; (2) frees the eighth rank.

4 B×P

5 Q×P ch K—K 2!
   .......Or 4...K—K 4; 5 Q—Q 4 ch (see 8th move), or 4...K—Q 3; 5 Q—B 4 ch.

6 Q×P ch K—Q 3!

7 Q—B 4 ch K—B 4
   .......The primary position is repeated, only the Bishop has moved.

8 Q—Kt 4 ch K—Q 4
9 Q—B 6 ch K—K 3
10 Q—B 3 ch
   And wins the Queen.

No. 5

Russkaya Molva, 1913.

1 Q—R 7 ch
   White begins with a sequence of checks which results in his Queen reaching the Q Kt file to protect his Pawn.

1 ... B—B 2!
   .......If 1...K—Q 3 (or Q 1); 2 Q—R 2 (or R 8) ch and 3 P—Kt 8 (Q).

2 Q—R 4 ch K—K 3!
   .......If 2...K—Q 2 (... K moves; 3 Q—Kt 4, R 8 or Kt 3 ch and 4 P—Kt 8 (Q)) then 3 Q—R 4 ch, K—K 3. (... K moves; 4 Q—Kt 4 or

3 Q×Q

4 K—Kt 4!
   White King’s only correct move.

5 Q×P
   .......Apparently Black has removed all dangers, but a position has been created (compare with study No. 3) in which the Queen is lost.

6 Q—Kt 4 ch K—Q 4
7 Q—B 4 ch K—K 4
8 Q—B 3 ch K—K 4

9 Q—Kt 4 ch
   .......Or ... K—Q 3; 8 Q—B 5 ch, etc.

No. 6

Deutsche Schachzeitung, 1911.

1 Q—R 1 ch K—Kt 1
2 P×R ch Q×P
3 Q—Kt 1 ch B—Kt 7!
   .......After ... K—R 1 would follow 4 Q—Q 4 ch, etc. (see the 9th move). Sacrificing the Bishop Black deflects the White Queen from the first rank. But having travelled a rectangular course White’s Queen returns to K Kt 1 and will be able to check on Q 4.

4 Q×B ch K—R 1
5—16 Q—Kt 2, —R 2, —R 1, —K Kt 1, —Q 4, —B 4, —B 3, —Kt 3, —K 5, —K 6 (Kt 5), —B 6 and —B 8 mate.
No. 8

3 P—Kt 7     P—R 7
4 P—Kt 8 (Q)  P—R 8 (Q)
5 Q—Kt 3 ch!

If White had not sacrificed Knight and Pawn this strong move would not have been possible.

5... K×P!
6 K—B 7     Q—R 4 ch
7... If Q—Kt 6 ch and 8 Q—R 6 ch.
7 K—B 6     Q—Kt 5
8 Q—R 2 ch Q—R 4
9 Q×B4(K2) ch K—R 2
10 Q—B 7 (K7) ch

And mates in two moves.

No. 9
*Shahmatne Obserenie*, 1910.

1 Kt—Q 4!

The purpose of it is sacrifice is to enable White’s Pawn to move. If 1... P—R 7 then 2 Kt—Kt 3! and 3 P—Kt 7 but not 2 Kt—B 2? because of 2... Kt—K 6!

The following play gives nothing: 1 P—Kt 7, P—R 7; 2 P—Kt 8 (Q), P—R 8 (Q); 3 Q—Q 5, Q×P; 4 Kt×P (4 Q×Kt, Q—R 1 ch; 5 K—K 7, Q—K 5 ch), Kt—B 61; 5 Kt—B 8 ch, K—R 4; 6 Q×P ch, Kt—Kt 4, etc.

2 P×Kt!

3 P—B 5 ch!

The purpose of this sacrifice is to open the diagonal QR 2—K Kt 8 for the future Queen. It is still premature to play 2 P—Kt 7, P—R 7; 3 P—Kt 8 (Q), P—R 8 (Q); 4 any, Q×P (3 P—B 5 ch, K×P), etc.

2 P×P

... Should the King move White would Queen two Pawns, e.g., 2... K—R 2; 3 P—B 6, P—R 7; 4 P—B 7, P—R 8 (Q); 5 P—B 8 (Q), Q—R 4 ch; 6 Q—B 7 ch, or 2... K×R P; 3... P—B 6—B 7—B 8 (Q) ch; 6 P—Kt 7, Q—R 7; 7 K—K 7, etc.

6 Q—B 5 ch

And wins the Queen. If 1 P—Kt 7?, P—B 7: 2 B×P ch K—Q 6 is a draw.

No. 10
*Shahmaini Shurnal*, 1898.

1 B—R 7 ch K—Q 5
2 Q—Kt 4 ch K—Q 4
3 B—Kt 8 ch wins.

No. 11
*Deutsche Schachzeitung*, 1900.

The immediate Queening of the Pawn gives nothing to White. Preliminarily the Bishop is sacrificed to get Black’s King on the Queen’s file.

1 B×P ch! K×B
2 P—Kt 7     P—B 7

... Certainly not 2... P—Kt 7 as 3 P—Kt 8 (Q), P—Kt 8 (Q); 4 Q—R 7 ch wins the Queen.

3 P—Kt 8 (Q) P—B 8 (Q)

... Thanks to the Black King being placed on Q 5 the Queen’s end-game is won for White.

4 Q—Q 8 ch K—K 5
5 Q×Q 5 ch K—B 5

500 Endspielstudien.

No. 12

1 B—Kt 8 ch K—Q 6

... If 1... K—B 6; 2 Q—Kt 3 ch and 3 Q—Kt 2 ch wins Black’s Queen with check along the diagonal or the King’s file.

2 Q—Kt 5 ch

Check on Kt 3 would achieve nothing as the King could escape to his K 5 square. If the King now moves to K 5, follows 3 Q—K 2 ch and Black’s Queen is captured.
No. 13
500 Endspielstudien.

5 Q—Q4 ch K—B1
6 Q—B6 ch

Wins the Queen.

No. 14
500 Endspielstudien.

5 Q—Q4 ch K—B1
6 Q—B6 ch

Wins the Queen.

No. 15
500 Endspielstudien.

1 B—Q5!
On 1 B—K4? would follow 1..., Q—R6 ch! with a draw by stalemate.

No. 16

In this natural position Black avoids immediate loss by sacrificing the Knight, but is all the same forced to surrender in the Queen's end-game.
1 P—R 5 Kt—B 5!
   ...Pursuing White's Pawn secures the advance of his own Pawn.

2 P—R 6 P—B 7
3 P—R 7 Kt—Kt3 ch!
   ...To force the Bishop off the long diagonal. As long as the Bishop remains on the long diagonal Black cannot Queen his Pawn on account of mate in two moves.

4 B×Kt P—B 8 (Q)
   ...Thus Black has managed to Queen his Pawn, but because his King is badly placed the Queen is soon to perish.

5 P—R 8 (Q) ch K—Kt 2!
   ...If 5..., K—B 2 then 6 Q—B 3 ch, K—Kt 3; 7 Q—K 3 ch, etc., as later in the text.

6 Q—Kt 2 ch K—R 3!
   ...If 6..., K—B 3 then 7 Q—Kt 4! (threatening B—K 4 ch and Q—Kt 7 mate), K—Q 4; 8 Q—B 6 ch, K—B 5; 9 Q—R 6 ch or 7..., K—B 2; 8 Q—R 5 ch! with a mating position, but not 8 P—K 4?, Q—R 3!; 9 Q—B 3 ch, K—Kt 3; 10 K—Q 6, K—R 2 dis ch; 11 K—B 7 which would lead to 11., Q—B 5 ch! 12 Q×Q stalemate.

7 Q—R 3 ch K—Kt 3
   ...If the King had retreated to Kt 2 the Bishop could not have regained the domination of the long diagonal with a check.

8 Q—K 3 ch K—R 4
9 Q—Q 2 ch
White's Queen having reached the Queen's file leads to a speedy end.

10 Q—Q 8 ch! K—R 2 (B 4)
11 Q—Q 4 ch ((Q 6 ch)
   And wins the Queen. Interesting are the manœuvres of the Queen along the black squares, while the stationary Bishop commands the diagonals.

No. 17
28 Rijen, 1925.

1 P—R 6 P—B 5
2 P—R 7 P—B 6
3 B—R 1!
   This move characterises the Bristol idea. White moves his Bishop purposely to R 1 as the Kt 2 square is reserved for the future Queen. (Compare with the first moves of No. 42).

4 K—B 7!
   Only to B 7! (see note to 11th move).

5 B—B 3!
   ...Now Black's line of defence is revealed. Forcing the capture of the Bishop liquidates the mating threat. Had Black checked on his 3rd move on Kt 3 and played 4...
   B—K 5 ?; 5 B×B would follow and Black cannot Queen his Pawn.

6 P—R 8 (Q) P—B 8 (Q)
7 P—R 8 (Q) P—B 7
   Apparently Black has safely come out of all his troubles, but...

8 Q—R 2 ch K—Kt 6!
   ...The best retreat of the King.

9 Q—Kt 2 ch K—B 5!
   ...Again the best. If 8..., K—R 5 then 9 Q—B 2 ch, K—Kt 5; 10 B—Q 7 ch, etc.

10 Q—B 3 ch K—Kt 4!
11 Q—Kt 6 ch
   Only now it becomes clear why White's King on the fourth move had to retreat to B 7!

12 Q—R 6 ch
   And wins the Queen.

   The mode of play in this study shows two phases: 1. the struggle for the most advantageous position for the Queen- ing of the Pawns and in spite of Black's ingenious counterplay in favour of White thanks to his 4th move; 2. the Queen's end-game which ends with the capture of Black's Queen.

No. 18
Magyar Szakkivilág, 1930.
No. 19
Deutsche Schachzeitung, 1911.

1 Q–Kt 6 ch K–B 7

.......

...K–R 7?; 2 Q–R 5 ch, K moves; 3 Q–Kt 4 ch, K–B 7 (K–R 7?), 4 Q–R 3 ch and mate in two moves; 5 Q–B 5 with following; 5 Q–B 3, Q–Kt 3 ch and mate.

2 B–Q 5

A quiet move, similar to the move 6 B–K 4 in study No. 33. Threatening mate in three moves, but also permitting Black's Queen to move. 2 Q–B 5 ch?, K–K 6; 3 B–Q 5.

1 Q–Kt 6

.......

...K–B 7; 2 Q–R 5 ch, K moves; 3 Q–Kt 4 ch, K–B 7 (K–R 7?), 4 Q–R 3 ch and mate in two moves; 5 Q–B 5 with following; 5 Q–B 3, Q–Kt 3 ch and mate.

3 K–Q 5

.......

...Black's B Pawn prevents White from winning easily with 4 Q–Kt 5, as in study No. 19a (compare with 4 Q–Kt 5) and also prevents White from giving a check on K B 7.

4 Q–× P ch K–Kt 6

.......

...If 4...K–Kt 8; 5 Q–Q 4 ch and 6 Q–B 2 ch.

5 K–K 3 Q–B 1

.......

...Black's Queen has nothing better than to return to Q B 1. If 5...Q–Q 2 or

Kt 5; 6 B–K 6, and 7 Q–B 2 mate, and if 5...Q any; follows 6 Q–B 4 (or 3 or 2) ch. See the variations later.

6 Q–× P ch

If 6 B–K 6?, Q–B 4 ch.

6 K–R 5

7 Q–B 6 ch K–Kt 6

8 Q–K 5 ch K–R 5

9 K–B 3!

Black still having a Pawn prevents the stalemate by...Q–B 4 ch; 10 Q–Q 4 and Black's King cannot move.

9 Q–Kt 5

(R 6) ch

10 K–B 2 Q–Kt 3!

.......

The best move. If 10...Q–Kt 5; 11 B–B 3, Q–Kt 3; 12 B–K 2, etc. In all other cases, 11 Q–B 6, B 4, or R 2 ch decides.

11 B–B 3 P–R 4

.......

Checks are useless. For example, Q–Kt 3 ch; 12 K–Kt 2, or Q–B 7 ch; 12 B–K 2.

12 B–K 2

Threatening Q–B 4 ch and B–B 1 ch.

13 Q–B 2 ch or Kt 3 ch

14 K–R 2

Q moves ch

And White mates in two moves.

5 K–R 7 dis ch

.......

...Or K–Kt 5 dis ch;

6 B–B 3 ch and Q–B 4 mate.

6 B–B 3 Q–B 1

.......

See variations later.

7 Q–× P ch K–R 6

8 Q–R 6 ch K–Kt 6

9 Q–Kt 5 ch K–R 6

10 K–B 2 Q–B 7 ch

11 B–K 2 and wins

Variations to the 6th move.


6...Q–R 2; 7 Q–B 4 ch, etc.

6...Q–Kt 8; 7 Q–Kt 6, 7 ch, K–Kt 7; 8 Q–B 2, Kt 2 ch.

6...P–Q 4; 7 Q–Kt 5 ch, K–Kt 6! (K–Kt 7); 8 Q–Kt 2 ch, K–R 6; 9 Q–B 8 ch, Q–R 5; 10 Q–B 8 ch, K–Kt 6 (K–Kt 7); 11 Q–B 2 ch; 11 Q–Kt 8 ch.

6...P–R 4; 7 Q–× P ch, Q–Kt 6! (Q–Kt 7); 8 Q–Kt 2 ch, K–R 6; 9 Q–× P ch, Q–Kt 6 threatening Q–B 2 ch, K–Kt 6, B 8; 10 Q–R 7 ch, Q–R 6; 11 Q–B 2 ch, etc.

The final mating position is similar to the positions in Nos. 20, 24 and 33, and characteristic of the end-game Queen and Bishop against Queen. It must be tried to come to such positions in the practical game.

No. 19a

2 K–Kt 3!

If 2...B–B 3; 3 Q–Q 7, threatening B–Q 4 ch (if...K–K 4; 4 B–Q 4 ch) and if 2...K–R 3; 3 B–Q 4, B–B 1; 4 Q–R 2 ch, and mate next move. Not good is 2...K–Kt 1; 3 Q–B 4 ch, K–R 7; 4 Q–K 7 ch, K–K 3; 5 B–K 1.

3 B–Q 4

A quiet move, like 6 B–K 4 in No. 33 or 2 B–Q 5 in No. 19.

4 Q–Q 7!

If 4 Q–Kt 6 ch as in No. 10, then 4...K–Kt 2; 5 Q–Kt 1 ch; 5 K–B 5, Q–K 6; 6 Q–Kt 6 ch, K–B 1; 7 Q–B 8 ch, K–B 2; 8 Q–B 4 ch, K–Kt 1: White's Queen cannot reach the square Q 5 (as Black's Pawn prevents the check on Q B 6); therefore White is unable to play 9 K–B 6? on account of 9...Q–B 6 ch.

5 Q–Kt 1

6 Q–B 5 ch K–R 3 dis ch

7 K–R 4 Q–Q 1 ch

7 B–B 7 and wins

The presence of Black's Pawns prevents a possible stalemate by...Q–Q 5 ch.

No. 20
Deutsche Schachzeitung, 1912.

1 Q–Kt 6 ch K–Kt 2!

2 Q–B 7 ch

If 2 Q–× P ch?, K–B 1; 3 Q–B 8 ch, K–B 2; 4 Q–B 5 ch, K–K 1; 5 B–B 5, Q–R 5 ch; 6 K–Kt 5, Q–B 3; or 4 Q–B 4 ch, K–K 1; 5 B–B 5 ch, K–B 2; 6 Q–Q 5 ch, K–Kt 1 without any result.

1 Q–Q 5 ch K–K 2!

2 B–B 5!

Q–Kt 7 (Kt 8) ch; 3 K–B 8, or 2...Q moves anywhere; 3 Q–K 6 (Kt 8) ch.
2 Q—KB 5!
Threatening B—B 5 ch.
3 K—B 7 Q—R 7 ch
4 K—B 8
But not 4 B—K 5?, Q—R 3, and Black would be out of trouble. If for example, 5 Q—Q 7 ch; 6 B—Q 6 ch and 7 Q—K 8 ch then . . . . K—R 2!; 8 B—K 5, Q—Q 8 ch, etc.
4 Q moves
5 B—B 5 ch
And mate next move.

No. 22
Trudnovska Pravda, 1926.

No. 21
500 Endspielstudien.

No. 23

No. 24
Bohemia, 1911.

No. 25
Tidschrift für Schack, 1917.
4 Q—Kt 4!
Black is in Zugzwang and is going to lose the Queen in spite of having 22 squares open to go to. For example, 4... Q—Q 3 (B 2, Kt 1) or Kt 6 (Q R 6); 5 Q—Kt 4 (R 4) ch, K—R 7 (Kt 7); 6 Q—Kt 1 ch (B 2 ch), K—R 6; 7 Q—B 1 ch, K—R 7; 8 B—Kt 1 ch (and if Black's Queen is on Q Kt 6, 8 B—K 5 ch), K—Kt 6; 9 B—B 2 ch, K—B 6 (B 5) (if K—R 7 would not work because of 5 Q—Kt 8 ch).

4 K—B 8!
The threat is Q—Kt 8 ch.

4 Q—Kt 2!
4... K—K 1 does not work because of 5 Q—Kt 8 ch.

5 Q—R 4
Taking advantage of the fact that Black's Queen has with the last move deprived the King of a square and has freed the diagonal Q 8—R 4.

5 Q—Kt 3
...Providing against 6 Q—Q 8 ch, but opening another possibility.

6 Q—R 8 ch
And mate in two moves. The Pawn on K 4 was the cause of the defeat, limiting the area of activity of Black's Queen.

No. 26
Tidschrift für Schack, 1910.

1 Q—R 7 ch K—B 1
2 B—B 4 Q—Q 1 ch
...If... Q—B 6 then 3 KxP (threatening 4 Q—Kt 8 ch and 5 Q—Q 8 mate), K—K 1; 4 Q—Kt 8 ch, Q—B 1; 5 Q—Kt 6 ch and mate next move! but if 2... K—K 1 then 3 Q—B 7 ch! 4 Q—B 6 ch and 5 B—Kt 5 ch. A characteristic position (compare with No. 33).

No. 27
Tidschrift für Schack, 1910.

1 Q—R 4 Q—R 3 ch!

No. 29
Tidschrift für Schack. 1910.

1 B—Kt 1 ch K—K 6
2 Q—R 2 Q—B
3 Q—B 2 ch K—K 5
4 Q—B 4 ch
And wins the Queen.

No. 28
Deutsche Schachzeitung, 1914.

1 B—K 5 ch K—B 5
2 Q—B 6 ch K—Q 6
3 Q—K B 3 ch K—B 5!
...If... K—B 7 (Q 7) then 4 Q—K 2 ch (B—B 4 ch) and mate in two moves.

No. 30
Niva, 1911.

1 B—Kt 7 Q—R 2
......The only possible retreat of the Queen.
2 Q—R 2 ch K—B 4
3 Q—Kt 3!
3 Q—R 3 ch? does not win; 3... K—B 3!
3 K—B 3!
......Or 3... QxB: 4 Q—Kt 5 ch and 5 Q—Kt 2 ch. Or 3... P—Q 4 ?; 4 Q—Kt 6 ch and 5 Q—Kt 5 mate.
No. 32

For solving this study it must be taken into consideration that Black need not fear losing the Queen as the Pawn on QR 7 guarantees material equality.

1. Q-Kt 5 ch
2. Q-R 6 ch K-B 3!

White's plan is to force Black's King to Black's QR 8 square, where the King will obstruct the Pawn. Useless is 1. Q-R 6 ch?, K-B 6; 2 Q-B 7 ch, K-B 1; 3 Q-B 5 ch K-Q 4; 4 Q-K 7 ch K-Q 3; 5 Q-B 7 ch K-B 2; 6 Q-B 5 ch K-Q 5; 7 Q-Kt 7 ch K-Q 6; 8 Q-Kt 1 ch K-Q 6; 9 Q.Q 1!

And wins the Queen.

No. 31

Bohemia, 1909.

1. Q-Kt 5 ch
2. Q-R 4 ch K-B 1!

If ..., K-R 3? then 2 Q-R 4 ch and 3 Q-Q 7 ch.

2. Q-Kt 7 ch K-K 3!
3. B-Kt 4! QxB
4. Q-B 7 ch

And wins the Queen. If Black does not accept the sacrifice there are two echo-variants.

3. Q-B 4
4. Q-K 7 ch K-Q 4
5. Q-B 5 ch K-K 5
6. Q-B 2 ch

And wins the Queen.

No. 33

Deutsche Schachzeitung, 1912.

1. P-K 8 (Q) P-K 8 (Q)

In the resultant Queen's end-game White's plan is to drive Black's King into a mating net.

2. Q-Kt 6 ch K-B 1
3. Q-B 6 ch K-K 1
4. B-Kt 6 ch K-Q 2
5. B×P ch K-K 1

Now, having got the King in a mating net, follows a quiet move with the Bishop.

6. B-K 4

The threat is 7 B-B 6 mate.

An extremely typical move in a mate with Q and B.

6. Q-Q 8 ch

There is nothing left for Black than to play for perpetual check. If K-Q 2 then follows mate in two moves.

7. K-R 5

The King is endeavouring to reach the Q B 8 square where he will be protected from checks by Black's Pawn on QB 2.
3 B×Q!
To try to stop the Pawn would only weaken White's position and would lead to a draw. For example, 3 Q—Kt 8 (Q) P—Kt 8 (Q)
3 P—Kt 8 (Q) 

... Apparently Black emerged safely from all troubles having lost only a Pawn. But 4 B—R 7 ch K—Q 4 
4 B×R 7 ch K×Q 4 5 B×B ch K×Q 5 
5 B×B ch K×Q 5 And Black loses the second Queen. If 5... K×Q 4 then 6 Q—Q 6 mate.

No. 35
Chess Amateur, 1916.

1 Q—Q 4 ch K—Kt 4!
2 Q—B 6 ch K—Kt 5
3 Q—B 3 ch K—Kt 4
4 Q—Kt 3 ch B—Kt 5
5 Q×R 4 ch!

...Not... K—B 4 because 5 Q—Q 3 ch would win the Queen. Apparently Black has with this move finally repulsed the attack, as 5 Q—K 3 ch?, K—Kt 3 gives nothing. But unexpectedly 5 Q—R 4 ch!

Now the weakness of Black's previous forced move becomes evident as it deprived the King of the B 5 square and provoked White to sacrifice his Queen.

No. 34
Shahmatnoe Oboslenie, 1913.

1 B—Kt 6!
A move which forces Black to abandon his Queen, who has no squares available for safe retreat.

1 P—Kt 7!
....The only defence possible. If K—B 4 then 2 B—B 7 and not only the loss of the Queen is threatened but also Q—Kt 6 mate.

2 B—B 7 ch K—Kt 5!
No. 38

Deutsche Schachzeitung, 1912.

1 B—K 6 ch  K—B 1
2 Q—Q R 8 ch  Kt—B 1
3 Q×Kt ch  K—K 2
4 Q—Q 7 ch  K—B 3
5 Q—Q 8 ch  K—Kt 3
6 B—B 7 ch!

Taking advantage of the fact that Black's King has to protect the Queen, White succeeds in obtaining an advantageous position.

6 K—B 4
7 Q—Q 5 ch  K—B 5!
8 Q—Q 6 ch  K—R 5; 9 Q—R 8 ch, K—K 5; 10 B—K 6 ch, K—B 5; 11 Q—B 1 ch and wins the Queen.

8 Q—Q 4 ch  K—B 4
9 K—B 3!

White can achieve nothing with checks only. But now Black's King cannot move off her diagonal K R 3—Q B 8 because of mate.

9 P—Kt 3

......This move deprives Black's King of a very essential square, but there is no better move as Black is in Zugzwang. For example, 9... Q—R 3 or B 8; 10 Q—Q 5 ch, 11 Q—K 6 ch; 12 Q—K 5 ch and mate next move.

10 Q—Q 5 ch  K—B 3
11 Q—Q 8 ch  K—B 4
12 B—K 6 ch

And wins the Queen.

No. 39

Deutsche Schachzeitung, 1911.

1 B—Q 7 ch  K—R 5
2 Q—R 8 ch  K—Kt 4!

......Otherwise mate in two moves.

3 Q—Kt 7 ch  K—B 5!
4 Q—B 6 ch  K—K 6!
5 Q—Q 3 ch  K—B 5
6 K—R 2!  P—K 6!

......If ... K—Kt 4 then 7 Q—Kt 7 ch and if Q×B then 7 Q—Kt 3 ch.

7 Q—Q 4 ch

Useless is 7 Q—B 6 ch ?, K—K 5; 8 B—B 5 ch, K—Q 4!

7 K—Kt 4

......If ..., B—B 6 then mate in four moves: 8 B—Kt 4 ch, etc.; but if 7... Q—K 5 then 8 Q—B 6 ch.

8 Q—Kt 7 ch  K—B 5
9 Q—Kt 3 ch

And wins the Queen along the diagonal.

No. 40

Deutsche Schachzeitung, 1911.

1 Q—B 7 ch  K—B 6!
2 B×P ch  K—Q 6!
3 K—Q 1

In this position none of Black's pieces can be moved. For example, 3... K—K 5; 4 Q—Kt 7 ch (see the 5th move in the text) or 3... Q—R 7; 4 Q—Q 5 ch, K—K 6; 5 B—Q 4 ch and 6 B—K 5 ch or 3... Q—R 8 (R 8); 4 Q—Kt 3, or finally 3... Kt moves; 4 Q—Kt 3 ch and Q—B 2 ch wins the Queen.

1 B×P ch  K—B 5!
2 Q—B 3  P—R 4
3... Black is in Zugzwang.

For example 2... Q—K 6 (B 8); 3 Q—B 6 ch or 2... Kt—Q 5; 3 Q×Kt ch or 2... K—Kt 4; 3 Q—K 5 ch etc.

3 K—Kt 2

Now White is also in Zugzwang.

3... Again the only move.

4 K—B 2

With a double threat: 5 Q—Kt 3 mate and 5 Q—B 6 ch.

5 Q—K 5 ch  K moves
6 Q—Kt 3 (B 6) mate

Here as also in No. 23 White's Queen is shown arising from an ambush on the vertical line.

No. 41

500 Endspielstudien

No. 42

Deutsche Schachzeitung, 1911.

Here as in No. 17 the moves of White express the "Bristol" theme.

1 B—Kt 3

But not B—R 2? (See note to the third move). The purpose of this move is to hold the square K B 4 and to reserve it for the future Queen. If 1 B—R 7? Black is saved by the ingenious Knight sacrifice 1... Kt—K 4 ch; 2 K—B 7, Kt—B 3; 3 K×Kt, P—K R 7 and draws.

The present study as well as the previous one is composed on the theme of ambush. The piece is
after White's fifth move is very remarkable. Despite apparent freedom of action Black is unable to save his Queen. Very interesting is the combination of themes of a discovered check with the geometrical motif of capture of Black's Queen along the diagonal and the vertical lines.

No. 44
Trudovaja Pravda, 1927

No. 45
Eskilstuna Kuriren, 1916.

In the present study Black's piece is captured with the help of a discovered check (compare with Nos. 163, 165 and 166).

1 P—Kt 7

The attempt to prevent Black's Pawn from queening would lead to nothing. 1 B—B 2? B—Kt 8! (Only this fine move disproves White's plan. Disastrous would be 1..., P—R 7?; 2 P—Kt 7, P—R 8

(Q); 3 P—Kt 8 (Q) and Black is lost because of the bad position of the King. For example: 3..., K—Kt 2; 4 Q—B 7 or R 7 ch, K—R 5; 5 Q—R 7 ch wins the Queen). 2 P—Kt 7, B—B or 2 B×B, P—K 8 (Q) or 2 B—K 1 (Kt 3), (R 4), B—Q 5! In every case Black gets a draw. If 1 B—Kt 4? Black can fearlessly advance his Rock-Pawn to Q R 7 as White's Bishop has relinquished the domination on the diagonal Q R 7—K Kt 1.

1 P—K 8 (Q)

2 P—Kt 8 (Q)

The forces are equal in material but White has a great positional advantage as Black's King is very badly placed.

2 K—Kt 2

Having escaped from the corner Black's King is now exposed to the attack of White's Queen.

3 Q—Kt 3 ch

White is driving the King to the middle of the board. It would be wrong to attempt to mate the King in driving him to the Q R file. For example: 3 Q—Q 5 ch? K—R 3; 4 K—B 7, B×P ch and thanks to the check with the Bishop, Black is saved.

3 K—B 3

4 Q—Kt 6 ch K—Q 4

5 Q—Kt 5!

A very ingenious quiet move successfully ending White's attack. Black's King cannot move as the Queen is lost by 6 Q—K 8 ch. If Black's Queen moves to a black square the Bishop decides, as he discovers a check in moving. If Black's Queen moves to K 5 or K R 8 she is captured by 6 Q—Kt 7 ch but if to K 3 by 6 Q—Kt 3 ch. After 5...Q—Q 8 decides 6 Q—Q 7 ch, after 5...P—R 7 obviously 6 B—Kt 4 discovered. The position created

1 Q—B 3 ch K—K 5

2 Q—Q 4 ch K—B 4!

3 Q—Q 7 ch K—Kt 4

......Black's King is bound to protect the Queen.

4 B—B 6 ch K—B 5!

5 Q×P ch

If at once 5 Q—Q 4 ch? then Black escapes with the move ..., K—Kt 6!

5 K—K 5

......The move 5...K—B 6 would shorten the task of White by one move.

6 Q—K 5 ch K—B 6 (Q 6)

7 Q—B 3 ch K—K 5!

......The move 7...K—B 5 would bring the dissolution two moves earlier.

8 Q—Q 4 ch K—B 6

9 Q×Q 3 ch K—B 5

10 K—B 2! Q×P

......If Black after 7 Q—B 3 ch had replied ..., K—B 5 instead of ..., K—K 5 then after 8 K—B 2 Black could reply with ..., Q—Q 8 but then would follow mate in three moves, 9 Q—K 5 ch; 10 Q×Kt 5 ch and mate next move.

The position reached after 10...Q×P is similar to the position on the diagram only moved upwards and to the right. Therefore it is obviously sufficient for White to repeat the sequence of moves, corresponding to those previously
made, to reach an analogical position only again moved by one square upwards and to the right. It is clear that then Black would not have a defence similar to 10... Q×P as the role of the White Pawn will be taken up by the Black Pawn on R2 which only deprives the Black King of an essential flight square.

11 Q—Q 4 ch K—B 4
12 Q—K 5 ch K—Kt 3
13 Q—K 8 ch K—R 3
14 B—Kt 7 ch! K—Kt 4
15 Q—K 5 ch K—Kt 5
16 Q—Kt 4 ch K—Kt 4
17 K—Kt 3!

Compare the present position with the one after White's tenth move.

17

P—R 3

...There is nothing better. If Q—Q 8 then follows mate in three moves.

18 Q—K 5 ch K—Kt 3
19 Q—K 8 ch K—Kt 4
20 B—B 6 ch

And wins the Queen.

The feature of the King being chained to the Queen to protect it recalls the study No. 38.

No. 46
Shahmatni Shirtal, 1896.

1 P—B 8 (Kt) ch

Forcing Black's Queen to an unfavourable square. If 1

P—B 8 (Q)? then Q—R 4 ch:
2 K—Kt 3, Q—B 6 ch and perpetual checks. If 1 B—R 5 ch? then Q×B; 2 P—B 8 (Q), Q—R 4 ch and if 1 B—K 4 ch then K—Kt 2 and the Pawn is stopped.

1 Q×Kt

...King's moves would be followed by mate in four or five moves or loss of Black's Queen. For example: 1...
K—B 2; 2 B—Q 5 dbl ch, etc., or 1...
K—B 4; 2 B—Kt 2 dis ch, etc.

2 B—R 5 ch K—Kt 2
3 Q—Kt 2 ch K—B 3
4 Q—B 3 ch

White forces Black's King to his K 2 square.

4

Q—Kt 7

5 Q—Kt 4 (Kt 3) ch

6 Q—B 4 ch K—K 2

...After 6...
K—Kt 2 mate in two moves would follow.

7 Q—Kt 4 ch

And wins the Queen.

No. 47
Deutsche Schachzeitung, 1910.

1 Q—R 7 ch K—K 3!

...Any other retreat of the King would lead to an immediate loss of the Queen.

2 B—B 8 ch! K—B 3!

...K—K 4 would shorten the struggle by two moves.

3 Q—R 8 ch K—Kt 4

...Prohibited is K—Kt 3 or B 2 because of the following check with the Bishop.

4 Q—Kt 7 ch K—B 5

...If K—R 4? then 5 B—Kt 4 ch; 6 B—B 5, etc.

5 K—B 2! Q×B!

...If Q—R 4 then 6 Q—Kt 4 ch; 7 Q—Kt 5 ch, and if 5...
Q 5 moves then 6 Q—B 6 ch; 7 B—B 5 ch, 8 B—Kt 6 ch; 9 Q—B 5 ch and mate next move. If 5...
B×P?; 6 Q—B 6 ch and 7 Q×P ch.

6 Q—Kt 3 ch K—K 5
7 Q×P ch K—K 4

...If K—Q 5 then 8 Q—K 3 ch and 9 Q—B 1 ch.

8 Q—B 3 ch K—B 5!
9 Q—Kt 3 ch K—K 5
10 Q—K 3 ch

And wins the Queen.

The leading theme represents the capture of the Queen by checks on the vertical or horizontal lines, the diagonals, and by unpinning.

No. 48
Deutsche Schachzeitung, 1910.

1 Q—Kt 1 ch

To capture the Rook. If 1 Q—Q 1 (Q 3) ch? then K—Kt 7 and escapes from further checks to Kt 8 and after that to R 8. White can achieve nothing because of the threatened discovered check.

Black has two continuations:

1

K—R 5

2 Q×R

3 K×Q

P—R 7

No. 49
Shahmatni, 1924.
4 P—B 8 (R)
   Certainly not 4 P—B 8 (Q)? as 4...
   P—R 8 (Q); 5 Q—R 8 ch, K—Kt 5 and Black's
   Queen cannot be captured because of stalemate.
   But Black has a better defence, postponing the dissolution.

2 Q—K 2

3 Q—Q 6
   White must avoid perpetual check.

3 Q—Q 6 (Kt 4) ch

4 K—B 6!
   And three variations:

   Variation A: 4...
   Q—Q 6 or B 8 ch (Q—K 5 or
   K B 6 ch; 5 K—B 7, P—R 7;
   6 Q—R 6 ch or 4...
   P—R 7;
   5 Q—Q 1 ch, K—R 4;
   6 Q—R 5 ch, K—R 5; 7 Q—Kt 5
   ch; 5 K—Kt 7 and if 5...
   Q—Kt 6 ch, then 6 Q—Kt 6,
   Q—Q ch; 7 K—Q 7, P—R 7;
   8 P—B 8 (R) and if 5...
   Q—Kt 8 ch; 6 Q—Kt 6, P—R 7,
   then 7 P—B 8 (R); if 5...
   Q—Kt 7 ch; 6 Q—Kt 6, Q—
   Kt 2; 7 K—R 3 and finally
   if 5...
   P—R 7 then 6 Q—R 6
   ch, Q—R 4; 7 Q—B 4 ch, etc.

   Variation B: 4...
   Q—Kt 7 ch coming from K Kt 4;
   5 K—B 7, Q—K Kt 2! (P—
   R 7; 6 Q—R 6 ch; 6 K—
   Kt 6 and if Q—Kt 7 ch (P—
   R 7; 7 K—B 4 ch) then 7 K—
   R 7; 7 Q—B 7 ch (Q—K Kt 2;
   8 K—R 6, P—R 7; 9 Q—
   B 4 ch); 8 Q—Kt 6, Q—Q ch
   (Q—K B 4; 9 Q—Q 4 ch or
   R 6 ch); 9 Q—Kt 6, P—R 7;
   10 P—B 8 (R) and if 6...
   Q—Kt 8 ch then 7 K—Kt 7,
   Q—Kt 8 ch (Q—K Kt 2; 8 K—
   R 6, P—R 7; 9 Q—B 6 ch and
   10 P—B 8 (R); 8 Q—Kt 6,
   P—R 7; 9 P—B 8 (R).

   Variation C: 4...
   Q—Kt 4 ch coming from K Kt 4;
   5 K—B 7, Q—R 4 ch (P—R 7;
   Q—Q 4 ch); 6 K—Kt 8! (Q—Kt
   4 ch (P—R 7; 4 Q—Q 7 ch
   7 K—B 8, Q—B 5 ch (P—
   R 7; 8 P—B 8 (Q); 8 K—
   Q 8, Q—R 5 ch (P—R 7; 9
   P—B 8 (Q), Q—R 5 ch; 10
   the new Q—K 7); 9 K—B 7,
   Q—B 5 ch (P—R 7; 10 Q—
   R 6 ch); 10 Q—B 6 ch, Q—Q
   ch; 11 K—Q 5, P—R 7.

   In this interesting position
   (with White's King on B 6
   instead of on Kt 6) White can
   promote the Pawn to a Rook
   and also to a Queen. In the
   latter case 12 P—B 8 (Q),
   P—R 8 (Q); 13 Q—R 8 ch!,
   K—Kt 5; 14 Q—Kt 8 ch!,
   K—B 6; 15 Q—K 5 ch, K—Kt
   5; 16 Q—B 5 ch, K—R 5;
   17 Q—Kt 5 ch, K—R 6 and
   mate next move.

   Here also the result is
   delayed if play proceeds.

   II

   1 K—B 6
   2 Q—B 6 (Q)
   3 K—Q ch
   4 P—B 8 (B)!
   5 B—Kt 7 ch
   6 B—R 7 ch etc.

   And wins the Queen.

   A Q—K 2 ch

   3 Q—Q 6

   Variation A: 3...
   Q—R 2 ch; 4 K—Kt 5, Q—Kt 2
   ch (P—R 7; 5 Q—Q 6 ch, Q—Q
   7 or Q 6; 6 Q—Q 5 ch and
   7 P—B 8 (Q); or 5...
   K—Q 5 or Kt 7; 6 P—B 8
   (Q); 5 K—Q 5, Q—Q ch;
   6 K—Q ch, P—R 7; 7 P—B
   8 (B), etc.; or 5...
   Q—B 6 or
   B 1; 6 Q—B 6 ch and after exchanging Queens
   White's Pawn moves on and
   is promoted to a Bishop or a
   Queen. In the latter case play
   proceeds 8...
   P—R 8 (Q); 9 Q—B 6 ch, K—Kt 5; 10 Q—
   Kt 7 ch, K—Kt 5; 11 Q—Kt 5 ch; 12 Q—R 7 ch,
   13 K—Q 8 ch, etc.

   Variation B: 3...
   Q—K 6 ch; 4 K—Kt 5, Q—K 7
   ch (P—R 7; 5 Q—R 3 ch,
   K—Q 5; 6 Q—B 5 ch, K—
   Q 6; 7 Q—B 4 ch, Q—K 7;
   8 Q—B 6 ch; 5 K—Kt 6, Q—
   Kt 7 ch (P—R 7; 6 Q—R 3 ch,
   K—Q 5; 7 P—B 8 (Q); 8 K—
   R 3!; 8 Q—Kt 6, K—Kt 6; 9 Q—Q 5 ch and
   succeeds in mating.

   No 50
   Deutsche Schachzeitung, 1909

   1 B—Q 5 ch
   With this sacrifice White
   lures Black's Queen to an
   unfavourable square.

   1 Q—X B

   The sequence of checks leads
   to the capture of Black's Queen
   or mate.

   2 Q—Kt 4 ch

   The attempt not to
   accept the sacrifice is analysed
   later.

   2 Q—Kt 4 ch

   The sequence of checks leads
   to the capture of Black's Queen
   or mate.

   3 Q—Kt 5 ch

   4 Q—Kt 5 ch

   5 Q—Kt 6 ch

   6 Q—Kt 3 ch

   And wins the Queen.

   1 Q—K 4

   2 Q—K 8 ch

   3 Q—Kt 5 ch

   4 Q—K 7

   (or Kt 8 ch)

   Wins the Queen.

   1 K—Q 2 (B 2)

   2 Q—Q 6 ch

   And succeeds in mating.

   Comparing this with the
   studies Nos. 47 and 48 here we
   find a new idea. There the
   Queen accepted the sacrificed
   Bishop, here the King takes
   the Bishop and the Queen in
   parrying the attack of White is
   captured.

   No 51
   Deutsche Schachzeitung, 1911

   1 B—Q 5 ch

   ....... Or K—K 4; 2 Q—
   K 6 ch, K—Q 5; 3 Q—B 6 ch,
   etc. See later.
2 Q—R 8 ch! K—B 4
3 Q—B 8 ch

It is essential that Black's King make the capture on the Q 5 square. For that purpose White shifts the Queen to the sixth rank.
3 K—Q 5
4 Q—B 6 ch K—B 4
5 Q—Kt 6 ch K × B
6 Q—Q 6 ch

And wins the Queen.
The last variation reminds one of No. 22.

No. 52

The open, and at the same time cramped position of Black's King coupled with the unfavourable position of Black's Queen gives White the chance to succeed with a brilliant winning combination sacrificing Bishop and Pawn.
1 Q—K 8 ch K—Q 3
2 P—Q 3 dis ch! Q × B (Kt 5; 3 Q—K 2 ch, etc.); 3 Q—Kt 8 ch and 4 Q—Kt 3 mate.

2 Q—Q 8 ch

If 2 B—R 3 ch, Black has only one, but a sufficient reply, K—B 2.

2 K—K 3!

....Considerably weaker is K—B 3. 3 Q—B 8 ch, K—Q 3; 4 B—R 3 ch, K—K 4; 5 Q—K 6 ch, 6 B—Q 6 ch and mate in two moves. Bad is 2...K—B 4; 3 Q—K 8 ch, K—B 3; 4 Q—Q 8 B ch, K—Q 3; 5 B—R 3 ch, etc. Disaster quick as lightning follows 2...K—K 4?; 3 Q—K 7 ch and 4 P—Q 3 dis ch.

3 B—R 3!

White wastes time in order to bring the Bishop into play. Now mate is threatened by Q—K 7 ch. But Black uses the granted breathing time to free himself.
3 P—B 5 disch

.....After 3...K—K 4 follows a mate in three moves.

4 P—Q 3!

The time wasted by the quiet Bishop-move forces White to act energetically and not to hesitate in sacrificing Pawn and Bishop.

4 Q × P ch

.....If B × P ch then 5 K—Kt 5.
5 K × P

Had White not sacrificed the Pawn this move would have been impossible because of Black's Queen giving check on Kt 2.

5 Q × B!

.....This is necessary as White is threateningmate in three moves, 6 Q—Q 6 ch, etc. If 5...K—B 4 then 6 Q—Q 7 ch, K—Kt 4; 7 B—K 7 ch and mate in two moves.

6 Q—B 8 ch K—K 4
7 Q—K 8 ch K—B 4

.....If otherwise, White wins the Queen along the diagonal.

8 Q—Kt 6 ch K—K 4
9 Q—B 6 ch K—K 5

10 Q—K 6 ch K—Q 6

.....Now follows a check along the rank.

II Q—R 3 ch
And wins the Queen.

No. 53

500 Endspielstudien

White wins because of the inferior position of Black's King.
1 Q—Kt 4 P—B 4 ch

.....This forced move opens the long Black diagonal exposing Black's queen to the attack of White's Bishop.

2 K—Kt 3 Kt—K 7 ch
3 K—Kt 2 Kt—B 5 ch

.....White's second move seems to have been bad. But if 2 K—Kt 5?, after 2...Kt—R 6 ch!; 3 K × P, Q—Q 1 ch would lead to a draw as White's King would be in a similar position to Black's King.

4 Q × Kt ch!

The over zealous activity of the Knight makes this sacrifice of the Queen necessary. If 4...K × B 2 then K × P would free Black's King from the cramped position.

4 K × Q
5 B—Q 2 ch

Black's Pawn B 4 now blocks the retreat of the King.

5 K—K 4
6 B—B 3 ch
And wins the Queen.

No. 54

500 Endspielstudien

The play is divided into two parts: the combinative and the theoretical.

1 Q × Kt ch Q × Q
2 P × B (B) ch!

If P × B (Q) ch? then 2...K × P; 3 Q × Q, P—K 8 (Q) ch!; 4 Q × Q and stalemate.

2 K × P
3 B × Q K—K 3!

.....Should Black's King succeed in reaching his QR 1 square the result would be a theoretical draw.

4 K—R 5!

To thwart Black's plan. If, for example, 4 K × P? then K—Q 2!; 5 K—R 5, K—B 1; 6 K—Kt 6, P—K 8 (Q); 7 B × Q, K—Kt 1 and Black is saved.

4 K—K 7!
5 K—Kt 6! K—B 1
6 K—R 7

Now begins the theoretical part of the study. It is well known that White in this position cannot win with one Bishop. The presence of a second Black Bishop (seeming to be of no use at all) makes the win for White possible. Black's King can easily be driven away from White's King two files further. The shortest way against the best play of Black continues as follows:—

5 K—Q 1
7 K-Kt 8 K-O 2
8 K-Kt 7 K-O 1
9 K x P K x B 1
10 B(B 5) - Q 6 K - Q 1
11 B-R 4 ch K-B 1 (K 1)
12 B-R 2 P-K 8 (Q)
...... 12... K (if on K 1) - B 2; 13 K-Kt 5.
13 B x Q K-Q 1
14 K-Kt 7 K-K 2!
15 B-R 4 ch K-Q 2!
16 B-Kt 5 K-K 3(K 1)
17 K-B 6 K moves
18 K-Kt 5 K moves
19 K x P etc.

If Black on the first move does not take the Queen, but moves his King, for instance, to B 4, then White wins as follows:

2 Q-B 3 ch B-B 5!
3 Q-Q 3 ch K-B 3
4 B-K 7 ch! K-B 2
...... 4... K-Kt 2; 5 Q-B 3 ch, K-Kt 3; 6 Q-B 6 ch and after exchanging Queens on K Kt 8 White plays P-R 8 (Q) or B-R 4; but if 4... K x B; 5 Q x P ch and 6 Q-K 6 ch.
5 Q x P Q-Q R 1
6 Q-K 6 ch etc.

If in this variation Black instead of 3... K-B 3 plays:

3 B-K 7 ch K-Kt 4
4 Q x P ch K-Kt 5
5 Q-R 6 Q-Q R 1
6 P x P etc.

If Black instead of 2... B-B 5 plays
2 K-Kt 4
3 B-K 3 ch K-Kt 3
4 Q-Kt 4 ch etc.

If finally Black's King on the first move instead of K-B 4 moves to

I Kt-R 4 ch

Checks with the Queen give nothing.

1 K-B 5

...... The King cannot go on the Q Kt file because of check with the White Queen on Kt 2.
2 Q-B 3 ch K-Q 4
3 Q-B 3 ch!

Of all checks available for White only this one leads to victory.

3 K-K 3

...... The best. If 3... K-B 5 then 4 Q-Q 3 ch and if 3... K-Q 3 (K 4) then 4 Q-Kt 3 ch.
4 Kt-B 5 ch

The Knight is hurrying to help the Queen.

4 K-K 2
5 Q-K 4 ch K-Q 1

...... Or...... K-B 2; 6 Q-R 7 ch, K-B 3; 7 Kt-Q 7 ch.
6 Q-R 4 ch K-B 1
7 Q-R 8(R 3) ch K-B 2
8 Kt-R 6 ch wins

No. 55

Nina, 1911

Black's Queen having 27 squares to go to cannot save the King from mate.

No. 56

Shahmatnoe Obozrenie, 1910

1 Q-K 7 ch!

If Q-Q 3 ch then K-R 3!; 2 Q-Q 2 ch, K-Kt 3! gives a draw.
1 K-Kt 3!
2 Kt-B 8 ch! K-B 4
3 Q-R 7 ch K-B 5

...... If K-B 3 (or K 4) then 4 Kt-Q 7 ch.
4 Q-Q 3!

Threatening mate in the middle of the board: 5 Kt-Kt 6 mate.

5 Q-B 1 ch

And wins the Queen along the file. The same theme is to be found in No. 72, only this is more simple.

No. 57

Tidschrift for Schack, 1916

1 Kt-K 6!

From six squares available the Knight chooses to move to K 6.
1 Q-B 8

...... 2 Q-Kt 5 mate was threatened. If Black's King had moved White would have made in two or three moves.
1 Q-R 3 ch K-Kt 3
2 Q-Kt 4 ch K-R 3
3 Q-R 4 ch K-Kt 3
4 Kt-B 4 ch K-B 4!
5 Q-R 7 ch

And wins the Queen. For example, 6... K-Kt 5 (Kt 4); 7 Q-R 5 ch, etc.
1 Kt-Kt 4
2 Kt-B 4 ch K-R 5
3 Q-R 3 ch

And wins the Queen with the next move.
Black playing 1... P-R 8 (Q), P-K 8 (Q); 2 Kt-Kt 4 as now Black is not forced to move K×Kt?

3 K-B 4!

... If K-R 5 then 4 Q-R 2 ch, K-Kt 5; 5 Q-R 5 ch and the Queen is lost.

4 Q-Kt 6 ch K-B 5
5 Q-Kt 5 ch K-Q 5
6 Kt-K B 5 ch

And the Queen is lost with the next move by checking along the rank or file. Compare this final position with that in study No. 10.

No. 62
Deutsche Schachzeitung, 1912

1 Kt-Q 5 ch K-K 4
2 Kt-Kt 6
And wins the Queen. For example:

2 Q-Q 1
3 Kt-B 4 ch or
2 Q-K 2 (K 1)
3 Q-K 2 ch etc.

No. 63
500 Endspielstudien

1 Q-Q 5 Q-B 6!
2 Kt-Q 7 ch K-Kt 5
3 Kt-Q 3 ch K-B 5
4 Kt-Kt 2 ch K-Kt 5
5 Q-Kt 7 ch K-B 4
6 Kt-R 4 ch
And wins the Queen.

No. 61
Deutsche Schachzeitung, 1911

1 Kt-Q 5 ch K-K 4
2 Kt-Q 3 ch K-B 6
3 Kt-B 4!

The Knight deprives Black's Queen of all black squares (excepting K R 3) because of the threats 4 Q-Kt 3 ch or 4 Q-Q 3 ch, and no other moves either with the King or with the Pawn help. For example, 3... K-Kt 5 (K-B 7 ?; 4 Q-Q 2 ch and mate next move!); 4 Q-Kt 3 ch or 3... P-R 5: 4 Q-B 5 ch, K-Q 7: 5 Q-B 2 ch, etc.

3 Q-Kt 5

... The position of Black's Queen on the fourth rank allows White to win the Queen on the sixth move by

4 Q-B 5 ch K-Q 7
5 Q-Q 4 ch K-K 8

... Or K-B 7: 6 Q-Q 3 ch, etc.

6 Kt-Q 3 ch
And wins the Queen.

1 Kt-Q 5 ch K-K 4
2 Kt-Kt 6
And wins the Queen. For example:

2 Q-Q 1
3 Kt-B 4 ch or
2 Q-K 2 (K 1)
3 Q-K 2 ch etc.

No. 62
Deutsche Schachzeitung, 1912

1 Kt-B 8 ch K-R 1!
2 Kt-K 6 disch Q-Kt 1!

3 to 13: Q-Q R 1, Kt 1, Kt 2, B 2, B 3, Q 3, Q 4, K 4, K 5, B 5, B 6, all checks K R 2.

14 Kt-B 8 ch wins

In this study we find the stairs-like movement of the Queen approaching the Black King, as also in study No. 74 with the minimum of material.

A similar geometrical stairs-like movement of White's Queen away from Black's King will be found in studies Nos. 110 and 118.

No. 59
Tidschrift für Schack, 1910

Kt-Kt 4!

White does not get any profit from his material advantage of playing 1 P-R 8 (Q) at once. After Black has secured his Pawn 1... P-K 8 (Q) one of White's Knights is lost at any rate. But by sacrificing his Knight White forces Black's King into a bad position.

1 K×Kt

... Not 1... P-K 8 (Q) because of 2 Kt-B 2 ch.

2 P-R 8 (Q) P-K 8 (Q)
3 Q-Kt 2 ch

White would not have had this really disastrous move for...
1 Kt-R5 dblch K-R5!

...... Or K-B6?, 2 Q-B4 ch, 3 Q-B2 ch, and mate next move.

2 Kt-B6! Q-Kt3!

...... Besides this move there are only 2... Q-KR1 and K R5 possible as shown later. If 2... Q-B1? or Kt4? then follows 3 Q-QB4 ch, K-R6; 4 Q-B3 ch, K-R7; 5 Kt-Kt4 ch; 6 Q-Kt3 ch and mate next move.

3 Q-R2 ch K-Kt4
4 Kt-R7 ch K-Kt5!
5 Q-Kt2 ch K-B4
6 Q-KB2 ch

And wins the Queen. Compare this final position with that of Nos. 4 and 114.

2 Q-KR1 (K R5)

...... White now brings back the Knight to Q 4.

3 Q-R7 ch K moves
4 Kt-Q4 ch K-B5!
5 Q-R2 ch

And now the King is forced to capture the Knight. After that follows a check along the rank on Q R4 or Q Kt4 or along the long diagonal on Q R1 or Q Kt2 which wins the Queen. Compare with Nos. 75 and 84. As in the previous studies the material advantage alone is not sufficient to secure a win for White, and is presupposed by an advantage of time only, which in the course of the struggle is transformed into an advantage of space.

No. 64
Shahmati, 1923

1 Q-Q6 ch K-B1

...... If K-Kt1 White declares mate in three moves.

2 Q-B6 ch

Only with this check White succeeds in obtaining the required position. See fifth move.

3 Kt-R6 ch K-R2
4 Kt-B7 Q-QKt2!

...... As defence against 5 Kt-Kt5 ch.

5 Kt-Kt5 ch K-R1!

...... Nevertheless White plays it. If K-Kt1? then 6 Q-K8 ch, Q-B1; 7 Q-K5 ch, K-R1; 8 Q-R1 ch, K-Kt2; 9 Kt-Q6 ch.

6 Q-K8 ch Q-Kt1
7 Q-K4 ch

With this check White's Queen starts a manoeuvre which will eventually lead to the continuation refuted by Black with his fifth move.

7 Q-Kt2

...... Now the move 9 Q-K8 ch would at once be decisive. But White cannot make the move as the Knight is in the way. Therefore the Queen is transferred to R3. If that succeeds then with a check on K8 the required position will have been reached.

8 Q-R4 ch K-Kt1

No. 65
Komsomolskaya Pravda, 1931

1 Q-B6 ch K-R2!

...... If K-R4?; 2 Q-R8 ch and 3 Q-Kt8 ch.

2 Kt-B3 Q-Kt2

...... Or Q-Kt3: 3 Kt-Kt5 ch, K-R3; 4 Kt-B7 ch, K-R4; 5 Q-R8 ch etc.

3 Kt-Kt5 ch K-R1!

...... The same corner position as in the previous study has been reached. The different mode of play gives to the present study a right of separate existence.

9 Q-B4 ch K-R1
10 Q-B8 ch Q-Kt1
11 Q-B3 ch Q-Kt2
12 Q-R3 ch

White's Queen has now reached an unobstructed diagonal and the position after Black's fifth move has been reached again only the continuation is forced.

12 Q-Kt1
13 Q-B8 ch Q-B1

...... Now comes the finale.

14 Q-B4 ch K-R1
15 Q-R4 ch

And to prevent mate on the next move Black must sacrifice the Queen.

No. 66
Bohemia, 1910

1 Kt-K5 ch

Only this check is the right move.

1 K-Q3!

...... The best reply. About K-B4 or Kt3 see later.

2 Kt-Q3! Q-B2

...... The only defence to prevent 3 Q-Q7 mate.

3 Q-Q4 ch Q-Q4

...... If K-B3 then 4 Kt-K5 ch, and if K-K3 then 4 Q-K5 mate.

4 Q-B6 ch Q-K3
5 Q-Kt7! Q-B4!

...... There is no other satisfactory defence against the threat of 6 Q-B7 ch and 7 Kt-B4 ch.

6 Kt-B4!

With a minimum of material White creates a mating net (threat Q-B7 mate) round Black's King in the middle of the board.

6 Kt-B4
7 Q-B3 ch K moves
8 Q-B7 mate
4 Q—B 6 ch
And wins the Queen.

1 Kt—Q 3
2 Q—Q 4 ch
3 Q—Kt 2
4 Q—B 6 ch
5 K—B 2 etc.

A very instructive position. Although Black's King is in the middle of the board White with limited forces and a sequence of quiet moves does not let the King out of mating threats (threat of a frontal mate after the second move and a diagonal mate after the sixth move) and finally achieves a material win.

See also No. 79.

No. 67
Deutsche Schachzeitung, 1910

No. 68
Deutsche Schachzeitung, 1911

4 Q—B 2 ch
K—Q 4

....Black's King's forced line of retreat indicates that Black's Queen is not very comfortably placed on Q R 2.

5 Kt—Kt 4 ch
K—Q 3!

.....Or K—K 3: 6 Q—Kt 6 ch and 7 Kt—B 6 ch or 7 Q—Kt 7 ch.

6 Q—Kt 6 ch K—B 2!
7 Q—B 7 ch K—Kt 3
8 Kt—Q 5 ch K—R 3
9 Q—K 6 ch K—R 4!

.....Or .., K—Kt 2; 10 Q—Q 7 ch, K—Kt 1 (if K—R 3; 11 Q—Q 6 ch, K—Kt 2; 12 Q—B 7 ch; if K—R 1; 11 Q—B 8 ch and 12 Kt—B 7 ch; 11 Q—Q 8 ch; 12 Q—B 7 ch and 13 Kt—Kt 6 ch or 13 Kt—Kt 4 mate.

10 Q—Q 6! P—Kt 5!

.....If Q—Q 5 then 11 Q—Q 8 ch and 12 Kt—Kt 6 (B 7) ch.

11 Q×P ch K—R 3
12 Q—B 4 ch K—Kt 2!
13 Q—B 7 ch K—R 3
14 Kt—Kt 4 ch

And wins the Queen.

If Black had not a Pawn on B 5 he would have been saved after 13 ..., K—R 1! and if now White plays 14 Kt—Kt 6 ch, Q×Kt; 15 Q×Q stalemate.

No. 69
Deutsche Schachzeitung, 1911

2 Kt—K 2 P—R 7

.....Neither the King nor the Queen can move. For example, 2... Q—B 4; 3 Kt—B 4 ch, K—K 4; 4 Kt—Q 3 ch or 2... Q—Kt 5; 3 Kt—Q 4 ch, K—K 4; 4 Kt—B 6 ch in both cases the Queen is lost.

3 Kt—B 4 ch!

A rare case. The Knight does not capture the Queen. (See also studies Nos. 128 and 203) leaving that to his Queen.

3 K—K 4
4 Q—R 8 ch
And White not only captures Black's Queen but also stops the dangerous Pawn on R 7.

The study belongs to the group of positions in which White's pieces dominate over the pieces of Black. (The theme of domination.)

In study No. 61 the Pawn on B 2 deprives Black's Queen of seven squares, but here the Pawn on R 6 takes away only one square of possible retreat. Complete domination the reader will find in Nos. 148, 221, 227 and others.

No. 70
Deutsche Schachzeitung, 1911

2 Q—Q 6 ch K—R 4!

.....White cannot play now the deciding move Q—K 6 because of Black playing Q—Q 4 ch can force the exchange of Queens. The next four moves are made to annihilate this troublesome Pawn.

3 Q—R 2 ch Q—R 5
4 Q—K 5 ch Q—Kt 4!

.....Obviously not K—R 3; 5 Q—R 8 ch and 6 Kt—K 6 ch.

5 Q—K 8 ch K—R 3!

.....Weaker was ... K—R 5; 6 Kt—Kt 6 ch, K—R 4; 7 Kt—B 4 ch, etc.

6 Q×P ch K—R 4
7 Q—K 6 and wins

For example, 7... P—R 4; 8 Q—B 7 ch, K—R 5!; 9 Kt—Kt 6 ch, K—R 4; 10 Q—R 7 ch, K—R 3; 11 Kt—B 4 ch, K—Kt 4; 12 Kt—R 3 ch, K—R 4; 13 Q—B 5 ch and mate next move.

The centre of interest in this study is the maneuvre of the four Queen-moves to capture the Pawn and the position created after White's seventh move.
5 Kt—Kt 4    Q—K Kt 7

White cannot win as in Nos. 64 and 65 as after 6 Q—Kt 1 ch, 7 Q—K 4 ch, 8 Q R 7 ch, K—Kt 8; 9 Q—Kt 1 ch, Q—B 8 White is unable to give a check on Q Kt 6. Therefore White must force Black's Pawn on his B 2 square to move. But instead of this Pawn Black can move the other Pawn on the Kt 2 square. Consequently first of all this latter Pawn must be eliminated.

6 Q—Kt 1 ch    Q—Kt 8
7 Q—K 4 ch    Q—Kt 7
8 Q—Kt 1 ch    Q—Kt 8
9 Q×P ch    Q—Kt 7
10 Q—Kt 1 ch    Q—Kt 8
11 Q—K 4 ch    Q—Kt 7
12 Q—Kt 1 ch    Q—Kt 8
13 Q—K 2 !

As now Black's Queen is chained to the Kt 8 square Black's Pawn must move.

Depending now if the Pawn moves one square or two squares ahead there are two continuations:

I

13 Q—K 4 ch    Q—Kt 7
14 Q—R 7 ch    K—Kt 8
15 Q—Kt 1 ch    Q—B 8
16 Q×P ch    Q—Kt 7
17 Q—R 7 ch    K—Kt 8
and draws

II

13 P—B 4
14 Q—B 3 ch    Q—Kt 7
15 Q—R 7 ch    K—Kt 8
16 Q—Kt 1 ch    Q—B 8

Or draws

15 Q—Kt 1 ch    Q—Kt 8
16 Q—Kt 7 ch    Q—Kt 7
17 Q—R 7 ch    K—Kt 8

No. 71

Deutsche Schachzeitung, 1911

No. 72

1895

1 Q—B 6 ch    K—K 5
2 Q—B 3 !    P—R 3 ch
3 K—R 4    P—B 5
4 Kt—Q 6 ch    K—Q 4
5 Q—Q 8 ch    B—K 4 !

No. 73

500 Endspielstudien

1 Q—Q 3 ch    K—B 5
2 Q—B 3 ch    K—K 4
3 Q×P (domination)

1 Q—Q 3 (R 8) then 4 Kt—Q 3 ch and 5 Q—B 2 ch. If Q—R 6 then 4 Kt—B 3 ch; and if K—K 4 then 4 Q—Q 5 ch, K—K 6; 5 Q×Q ch.

No. 74

28 Ryen, 1925

1 Kt—Q 3
2 P—R 4    K—R 7
3 P—B 5    K—R 6
4 Kt—B 1 ch

No. 77

1841

1 Q—B 6 ch    K—K 5
2 Q—B 3 !    P—R 3 ch
3 K—R 5
4 Kt—Q 8 ch    B—K 4 !

5 Kt—Q 4
6 Kt—Q 8 ch    K—K 8

And wins the Queen.

No. 76

1841

1 Q—B 6 ch    K—K 5
2 Q—B 3 !    P—R 3 ch
3 K—R 4
4 Q—Kt 1 ch    K—Q 3
5 Q—T 7 ch
6 Q—Q 7 ch

And wins the Queen.

No. 75

28 Ryen, 1925

1 Q—B 6 ch    K—K 5
2 Q—B 3 !    P—R 3 ch
3 K—R 5
4 Kt—B 1 ch

And wins the Queen.

No. 76

1841

1 Q—B 6 ch    K—K 5
2 Q—B 3 !    P—R 3 ch
3 K—R 4
4 Q—Kt 1 ch    K—Q 3
5 Q—T 7 ch
6 Q—Q 7 ch

And wins the Queen.

No. 77

1841

1 Q—B 6 ch    K—K 5
2 Q—B 3 !    P—R 3 ch
3 K—R 5
4 Kt—B 1 ch

And wins the Queen.

No. 78

1841

1 Q—B 6 ch    K—K 5
2 Q—B 3 !    P—R 3 ch
3 K—R 5
4 Q—Kt 1 ch    K—Q 3
5 Q—T 7 ch
6 Q—Q 7 ch

And wins the Queen.
8 to 17: Q—R 7, Kt 7, Kt 6, B 6, B 5, K 5, K 4, Q 4, Q 3 and x P mate. The same geometrical motif as in No. 60 with altered position of Black's pieces (Queen in the corner) and a complicated introductory play.

No. 75
Bohemia, 1906

White would have obtained in three moves the same position if Black's King had moved otherwise. Now Black's King must turn to the Queen's side.

8 Q—B 4 ch
9 Q—Q 7 ch K—B 4
10 Q—Q 6 ch K—K 5

...Clearly not K—Q 5 because of 12 Kt—B 3 mate.

12 Kt—Q 3 ch K—K 6
13 Q—Q 5 ch K—B 7
14 Q—B 4 ch Q—B 6
15 Q—R 2 ch Q—Kt 7
16 Q x Q mate

The idea of the sacrifice of the Knight is similar to the sacrifice of the Bishop in No. 22.

No. 76
500 Endspielstudien

1 Kt—Q 6! P—R 7
2 Kt—B 7 ch! K—Kt 3!

...Black must play very carefully; if, for example, 2...

3 P—B 8 (Q), P—R 8 (Q); 4 Q—K B 5 (or R 8) ch and mate, or Queen is lost.

3 Kt—K 5 ch K—B 3
4 P—B 8 (Q)

Having prepared an advantageous position White is ready for the Queen's end-game.

4 P—R 8 (Q)
5 Q—B 8 ch

White leaves the Knight en prise as Black cannot take the Knight because of Q—R 8 ch.

5 K—Kt 4!

...The best move, after which White will have to spend a lot of time to force the King to the Queen's side of the board.

1 Kt—Q 5!

Only the sacrifice of the Knight brings victory to White. Not sufficient was 1 Kt—Kt 2 as in this position Black's King on the third move would command the QB 6 square.

No. 77
Bohemia, 1907

1 K—Q 5!

...The Knight cannot be captured because of 2 P—Kt 8 (Q), P—B 8 (Q); 3 Q—Q 6 ch and 4 Q—R 6 ch. If K—B 4 would also have shortened the struggle.

2 P—Kt 8 (Q) P—B 8 (Q)
3 Q—Kt 6 ch K—K 4
4 Kt—K 3!

And Black to avoid mate next move is forced to sacrifice the Queen.

No. 78
Bohemia, 1895

The position of Black's Pawn on Q R 7 and White's Pawn on K Kt 7 indicates that a Queen's end-game is unavoidable.

1 Kt—B 1 ch

Considering the coming events White prepares an advantageous position.

1 K—K 7 (Q 6)

...Bad is K—B 5 (B 7?); 2 P—Kt 8 (Q), P—R 8 (Q); 3 Q—Kt 4 (Kt 2) ch, etc.; or K—K 5 (B 6); 2 Kt—Q 2 ch stopping Black's Pawn from Queening.

2 P—Kt 8 (Q) P—R 8 (Q)
3 Q—Kt 4 ch

Or if 1...K—Q 6; 3 Q—R 7 ch, K—B 5! 4 Kt—Q 2 ch, K—K 4; 5 Q—Q 7 ch winning the next move.

3 K—Q 6!

The best move.

4 Q—B 5 ch K—B 5
5 Kt—Q 2 ch K—Kt 5
6 Q—K 4 ch K—Kt 4
7 Q x P ch

And wins the Queen with the next move.

6 K—R 6
7 Q—Q 3 ch K—Kt 7

...If Black's King here moves otherwise, then 8 Q—B 4 ch.

8 Kt—B 4 ch

And mate in four moves.

As in the previous studies the main thing is the geometrical motif of the capturing of the Queen by diagonal and horizontal checks.
7 Q-Q 7 ch K-Kt 1
     ....Or K-R 3, 8 Q-Kt 5 ch and mate next move.
8 K-Kt 6
     And mate in three moves.
     ....A similar mate will be found in the practical game in the lower corner only after
     Queening of a Black Pawn. The author transferred it to the top corner. According to
     his plan after the fourth move only Kings and Queens are left on the board.
3 Q x Kt ch
     The Knight must be taken.
     He would prevent, for example, the following continuation:
     3 Q-B 3 ch, K-Kt 4; 4 Q-B 5 ch, K-R 5, and if now
     5 Kt-Kt 6 ch, then K-Kt 6; 6 Q-B 3 ch, K-R 7 and
     after 7 K-Kt 1 (7 Kt-B 4?, Q-Kt 4) Black can reply Q-
     K 7! not fearing 8 Q-R 5 ch and 9 Q-Kt 4 as 10 Kt-Q 5 ch
     is not permissible because of 10...Kt x Kt, and if 5 Q-
     Q 4 ch, K-R 6!; 6 Kt-B 5 (6 Kt-Kt 6, Q-Kt 4; 7 Q-Kt 6, Q-
     Kt 4!); 7 Q-B 3 ch, K-Q 4! and the threat Q-B 3 ch is prevented.
     For example, 7 Q x Kt, Q-Kt 4 draw.
3 K-Kt 5 (Kt 4)

No. 79
Deutsche Schachzeitung, 1909

The theme of the present study presents the same twofold sacrifice of the Knight as No. 66, with the
only difference that here the mating threats follow in the reversed order:
first the diagonal mate and then
the frontal.
1 Kt-Kt 6! Q-Kt 1!
     Preventing the mate with White's Queen on K 3 and also the threats from 2
     Q-Q 3 ch and 3 Kt-Q 7 ch.
     Useless is also K-K 5 because of 2 Q-Kt 4 ch and 3 Kt-
     Q 7 ch.
2 Kt-Q 7!
     The second sacrifice of the Knight with the renewed mating threat 3 Q-Q 3 mate.

No. 80
1895

Looking at the diagram it is diffi-
cult to realise that White would waste
1 Q-K 6 ch K-B 5!
     ....If K-Kt 4? follows
     looking at the diagram it is difficult to realise that White would waste time by taking Black's Knight.

No. 81
Deutsche Schachzeitung, 1912

Capturing the Pawn, White gets the K 5 square which forces Black's King to retreat
to the Kt 4 square.
2 Kt-K 4!
3 Kt-B 3 ch!
Sacrificing the Knight White opens the K Kt file and blocks the B 3 square.
3 Q x Kt P x Kt
4 Q-Q 8 ch
Now follow checks leading to the capture of Black's Queen.
4 Q-B 7 ch K-K 6
5 Q-B 5 ch K-K 7
6 Q x Q P-B 7
7 Kt-Q 2
And thanks to the presence of the Knight, excluding a possible stalemate, White wins.
No. 82
Eskilstuna Kuriren, 1917

A peculiar position has resulted. Black's Queen is quite isolated and has no refuge from the attacks of White. If Q-R 5 (Kt 2) then 5 Kt—K 3 ch and 6 Kt—B 5 ch, and if Q—R 6; 5 Q—Q 7 ch and 6 Kt—K 5 (B 6) ch.

P—B 7

The consequences of a possible advance of P—Q 7 will be analysed later. King's moves give nothing because of the persecution by Black's Queen. K—Q 5 (B 5); 5 Q—R 4 ch, K—Q 4; 6 Kt—B 6 ch and if K—Q 3; 5 Q—B 6 ch or 5 Q—K 5 ch.

Q—B 6 ch!

Before capturing Black's Queen White must guard himself against a possible second Queen.

K—Q 5
6 Q—B 5 ch K—K 5
7 Kt—B 6 ch K—B 6
8 Kt×Q K—K 7
9 Kt—B 6 (Kt 5) K—Q 8

Or K—Q 7; 10 Kt—K 4 ch.

No. 83
Eskilstuna Kuriren, 1917

1 Q—R 5 ch K—K 3!

If K—K 5 then 2 Q—B 5 ch winning the Queen.

2 Q—Kt 4 ch

The following check is merely provocative: Q—B 5 ch, K—K 2; 3 Q—B 6 ch, K—K 1; 4 Kt—Kt 7, Q—Kt 6 ch etc. and achieves nothing.

No. 84
Iwastea Veik, 1924

Q—R 5 ch K—K 3!

If K—K 5 then 2 Q—B 5 ch winning the Queen.

2 Q—Kt 4 ch

No. 85
Deutsche Schachzeitung, 1909

Kt—B 5!

Securing the advance of his Pawn, but also opening the way to the Pawn of his opponent.

P—Q 7

A clever defence. Clearly hopeless for Black was 2..., P—Q 8 (Q); 3 P—B 8 (Q) ch, K—R 2; 4 Q—B 7 ch, Kt—K 2; 5 Q×Kt ch, K—Kt 3; 6 Kt—R 4 ch and mate in a few moves.

Kt×Kt P—Q 8 (Q)
4 P—B 8 (Q) ch K—Kt 2
5 Q—Kt 8 ch K—B 3
6 Kt—Q 5 ch!

Checks with the Queen are useless.

K—K 4
Q—Kt 7 ch K—K 3
8 Q—K 7 ch K×Kt
9 Q—Q 7 ch

And wins the Queen.

A study with the same idea as No. 75.

Kt—B 3 ch!

As will be seen later the position of the Knight on B 3 on the same diagonal as the future Black's Queen will enable White to secure the win quite mechanically by driving Black's King to the first rank.
1. Kt—K3 ch

This move is necessary, as, after Queenng the Pawns White's Queen has no check at all. 2. Kt—K6 ch, K—K7; 3. Q—Kt2 ch, K—Q6; 4. Q—Kt4 ch, K—Q7! and now the Knight will be in the way, preventing White's Queen from checking on K3, which at once

1. Q—Q2 ch K×P!

.....If K—K8? would follow 2. Kt—Kt6 with exchange of Queens and Queenng of the White Pawn. For example, 2. ... Q—B3 and 4. Q—B4 ch. Or 2... Q moves; 3. Q-Q5 ch, 4. Kt—B4 ch, etc.

2. Kt—K6! (domination)

3. Q—B3

4. Q—R6 ch

And wins the Queen.

2. Q—R3 (Kt2, K3)

No. 86

Deutsche Schachzeitung, 1908

would lead to a win provided the White Knight is for instance on Q R 3 or Q Kt 4.

1. K—K7!

2. Kt—B6 ch

This sacrifice is in order to block the Q B 2 square, and is evident for the reasons mentioned above.

2. B×Kt

.....Now everything is prepared for the Queenng of the Pawn.

3. P—Kt 8 (Q) P—R 8 (Q)

4. Q—Kt 2 ch K—Q 6

5. Q—K 4 ch K—Q 7

6. Q—K 3 ch

And wins the Queen.

No. 87

Deutsche Schachzeitung, 1912

1. Kt—B1!

The Knight has a very favourable position. Threatening now 2 Kt—Q 3 ch he forces the removal of Black's Queen. If now 1... K moves? would lead to an immediate loss of Black's Queen: 2 Q—K 6 ch or 2 Q×Kt P ch and 3 Kt—Q 3 ch.

1. Q×Kt

......In this position of Black's Queen White can do without the Knight.

2. Q—B 6 ch K—K 5!

3. Q×Kt P ch K—K 4 (Q 4)

4. Q—K 6 ch K—B 5

(Q 4)

5. Q—R6 (B 8) ch

And wins the Queen.

No. 89

Shahmatni, 1924

1. Kt—B5 ch

Opening the diagonal K R 2 to Q Kt 8 at the same time forcing Black's Pawn to blockade the K B 5 square.

1. Q—Kt 1?

.....Play proceeds as in the previous variation, only instead of 6 Kt—B 6 follows 6 Kt—B 2 ch and mate next move.

1. Q—B 6

2. Kt—Q 3 ch K—K 5!

3. Kt—B 2 ch K—K 4 (Q 4)

4. Q—K 6 ch K—B 5

5. Q×P ch K—K 4 (Q 4)

6. Kt—B 6 ch K—K 6

6. Kt—Q 1 ch

And wins the Queen.

No. 88

500 Endspielstudien

1. Q—Kt 8?

2. Q—K 6 ch K—B 5

3. Kt—Q 3 ch K—Kt 4

4. Q×P ch K—R 5

5. Q—K 6 ch K—Kt 5

6. K—B 6

With unavoidable mate in two moves.
No. 90
Bohemia, 1909

1 Kt—B 7 (domination)
   Q—R 7!

......If Q—Kt 7 then 2
Q—Kt 3 (ambush) with following check with the Knight.

2 Kt—Kt 5 ch K×P

No. 91
Deutsche Schachzeitung, 1909

1 Q—Kt 6 ch K—Q 4
2 Kt—B 4 ch
   If Q—Q 4 ch ?, K—K 3;
3 Q—Kt 4 ch, P—B 4 and
Black's position is not worse.

2 K—K 4
3 Kt—Kt 6 ch!
The Knight frees the square for the Queen at the same time
forcing Black to blockade his K Kt 3 square.

3 P×Kt
4 Q—Q 4 ch K—B 4
5 Q—B 4 ch
And wins the Queen.

No. 92
Deutsche Schachzeitung, 1909

1 Q—Kt 6 ch K—Q 4
2 Kt—B 4 ch
   If Q—Q 4 ch ?, K—K 3;
3 Q—Kt 4 ch, P—B 4 and
Black's position is not worse.

2 K—K 4
3 Kt—Kt 6 ch!
The Knight frees the square for the Queen at the same time
forcing Black to blockade his K Kt 3 square.

3 P×Kt
4 Q—Q 4 ch K—B 4
5 Q—B 4 ch
And wins the Queen.

No. 93
Deutsche Schachzeitung, 1911

1 Q—B 2
With the threat 2 Kt—B 6 ch and 3 Q—Kt 3 mate. Against
this threat Black has three defences.

1 P—Q 4
   Opening the diagonal for Black's Queen.
2 Kt—B 6 ch K—R 6
3 Q—B 3 ch
And mate in three moves.
The last variation appears to be the continuation of the original play, but the first and
second variations are of equal
value. The first is noticeable for the energetic play of the Queen and in the second Black's Zugzwang after 3 Kt—Q 5! is remarkable.

No. 94

Deutsche Schachzeitung, 1911

1 Q—Q R 6! (domination) Threatening 2 Q—R 5 ch.

I Q—K 4

2 Kt—B 6 ch K—B 4 (K 1)

3 Kt—Q 7 ch

I Kt—K 4

Threatening to check with the Queen 2 Q—R 1 ch, following with 3 Kt—B 3 ch winning the Queen. Black can afford to sacrifice his Queen and get a new one in playing the Pawn on Q 6. But the new Queen will appear when Black's position is already disarranged. It will be sufficient for White to change and Queen his Pawn. For example, 1... P—Q 7; 2 Q—Kt 3 ch, K—Q 8 (K—K 7; 3 Kt—B 3 ch; 4 Q—B 3 ch, K—K 8; 5 Q—Q 1 ch and 6 Kt x Q or 4... K—K 8; 5 Kt—K 2 ch and mate in two moves); 3 Q x Kt ch, K—K 8 (K—B 8, 4 Q—B 3 ch, 5 Kt x P ch and mate in two moves); 4 Q—Kt 3 ch, K—Q 8; 5 Kt—B 3 ch, K moves; 6 Kt x Q, P—Q 8; 7 Q—B 3 ch and forces the exchange of Queens.

Therefore Black has to remove his Queen from Q Kt 4 to avoid the fork. The Queen cannot move to Q R 5 and to Q 4, and thus there are three defences.

I Q x P (or Q—B 5)

2 Q—R 4 ch K—K 7 (Q 8)

3 Kt—Kt 3 (B 2) ch

And wins the Queen along the rank.

II Q—B 3 (Q 4)

2 Q—R 1 ch K—K 7

3 Kt—Kt 3 ch

And wins the Queen along the diagonal.

III Q—K 4 (K 1)

2 Q—K 3 ch K—Q 8

3 Kt—B 2 ch

And wins the Queen along the file.

No. 96

Shahmatni Shurnal, 1901

6 Q—Q 8 ch

And wins the Queen.

I P—K 8 (Q 1)

The sacrifice of the Pawn cannot be avoided. If, for example, 1 Q—K 3? then 1... Q—Kt 5 ch; 2 Kt—B 3, Q—Kt 7 ch; 3 K—K 1, P—B 7 ch etc.

I Q x Q

2 Q—B 4 ch K—Kt 3

If... 3 Q—K 3, 3 Kt—B 7 ch.

3 Q—Kt 4 ch Kt—Kt 4

4 Q—R 5 ch!

An unexpected sacrifice of the Queen.

4 K x Q

5 Kt—B 4 mate

Compare with No. 35. See also No. 107 where a similar Queen sacrifice leads to mate in the middle of the board.

No. 97

Deutsche Schachzeitung, 1897

1897

I Q—R 6 ch K—B 4!

... The best retreat! If K—K 4, could follow 2 Q—Kt 5 ch; 3 Q—B 6 ch, K—B 2; 4 Kt—Q 5 ch, K—Kt 1; 5 Q—Q 6 ch, K—Kt 2 (R 2); 6 Q—Kt 6 ch and 7 Kt—B 7 ch. But if 1... K—B 2 then 2 Q—R 7 ch, K—B 3; 3 Q—Kt 6 ch, K—K 2 (K—K 4, 4 Q—Kt 5 ch, etc.); 4 Q—Kt 6 ch, K—B 3; 5 Q—B 6 ch, K—Kt 1; 6 Kt—K 7 ch. And if 1... K—K 2 then at once, follows 2 Kt—Q 5 ch or 2 Q—Kt 7 ch.
2 Kt—Q 5 K—K 4!
3 Kt—Kt 6 (domination)

Black’s Queen has nowhere to go to.

3 Q—Q r (Kt 2)

...Not safe is 3...Q—K Kt 1 as 4 Kt×P ch, K—K 4!; 5 Kt—B 6 ch (Incidentally also 5 Q—B 6 mate—A.D.P.)

4 Kt—B 4 ch K—B 4
5 Kt—Q 6 ch etc.

2 Q—Q 1!

......Preventing the threatened mate 3 Q×B 6 mate.

3 Kt—K 3 ch K—K 4
4 Kt—B 4 ch K—B 4
5 Kt—Q 6 ch K—K 4
6 Kt—B 7 ch and wins

No. 99
Deutsche Schachzeitung, 1910

1 Kt—Kt 6 ch K×P

......If K—Kt 2; 2 P—R 8 (Q) ch, Q×Q; 3 Kt×Q, K×Kt; 4 K×P, R—K B 2; 5 Q×P ch, K—R 2; 6 Q—B 3 and after that White’s King is brought over to K 6. Resulting into a Berger position. See Theory and Practice of End-games, 1st edition, page 183, diagram No. 147.

2 Kt—K 7 disch K—R 1

......If K—Kt 2 then after 3 Kt—B 6 ch, 4 Kt×Q dis ch, 5 Q—R 2 ch Black all the same loses the Knight’s Pawn and is forced to give up another of the remaining two Pawns.
For example, 5...K—Kt 1; 6 K×P, R—K B 2; 7 Q—R 6 ch, K—Kt 1; 8 Q×K 6, K—Kt 2; 9 Q—K 5 ch, K—R 2; 10 Q—K 4 ch, K—Kt 2; 11 Q—Q 4 ch, Q 3 ch, ×P ch, K—R 2; 14 Q—B 3 etc.

3 Q×P ch K—K 2!

......Or K—R 2; 4 Q—B 2 ch, K×R 1; 5 Q—B 8 ch etc. Or 4...K—Kt 2; 5 Kt—B 5 ch and as before.

After the text-move the question arises how shall White continue his attack. The solution of study No. 64 proved that White must have an unobstructed diagonal. If White’s Queen were placed on Q R 1 the play could have proceeded 4 Q—R 8 ch, K—R 2; 5 Q—K R 1 ch; 6 Q—Kt 1 ch, K—R 1; 7 Q—Kt 8 ch etc.

But White’s Queen is not on Q R 1 but on Q B 3 and the check on B 8 ch does not promise anything as the diagonal K R 3—Q B 8 is not free. Therefore the task is to bring White’s Queen to the only free long diagonal K R 1—Q R 8. To achieve this White has to give the following nine checks: 4—12 Q—B 8, B 2, R 2, Kt 2, Kt 8, Kt 1, R 1, Q R 1, R 8; Black’s reply is 12...R—Q 1! Sacrificing the Rook Black avoids the immediate dissolution, which would have followed after 12...K R 2; 13 Q—K R 1 ch etc.

Now White’s Queen has again to make a sequence of moves to come to the open diagonal.

13 Q×R ch K—R 2

......14...Q—Q 3, R 3, B 3, B 8, B 3, B 7, Kt 2, Kt 8, Kt 1, R 1, Q R 1, R 8.
And now comes the finale:

26 Q—R 1 ch Q—R 3
26 Q—Kt 1 ch K—R 1
28 Q—Kt 8 ch
And wins the Queen.

No. 100
500 Endspielstudien

This study is interesting not only on account of the ideas expressed but also by the fact that after White’s first move there are two quite equal variations in the corners of the K R 1 and the K R 8 squares. In study-composition such symmetry is a rarity.

1 Kt—K 6 dis ch!

I

1 K—Kt 5
2 Q—B 4 ch K—R 6
3 Kt—Kt 5 ch K—K 7
4 Q—B 3 ch K—Kt 8!

......If K—R 7, 5 Q—B 2 ch, 6 Kt—K 4 and 7 Kt—K 5 ch.
5 Kt—R 3 ch

Not good is 5 Q—K 2? (threatening Kt—B 3 ch) because of 5...Kt—Q 7; 6 Q×Kt, Q—Q 2 ch and if now 7 Q—K 2 then 7...Q×P ch, and if 7 Kt—B 3 ch, K—B 8 and White can do nothing more.

5 Kt—B 4!

If 5 Kt—B 2? (threatening Kt—Kt 4 ch) then 6...P—Q 6!; 7 Kt—Kt 4 ch, K×Kt 8; 8 Kt—K 3, Q—K Kt 2; 9 Q—B 1 ch, K—K 7; 10 Q—B 2 ch, K—K 6; 11 Q×Q, K—K 8 and if now 9 Kt—K 3 ch, K—K 7; 10 Q×B 3 ch, K—K 8 draw. But if 9 Kt—R 2 ch, K—K 7; 10 Q×B 3 ch then K×Q 7!; 11 Kt—B 1 ch, K—B 6 again with no result.

6 Q—B 2 ch K—R 8
7 Kt—K 2

If here 8 K×Kt (Q Kt 1)?, Kt×P; and if 8 K×Kt (Q Kt 2)?, Kt—B 6; and White has no more threats.

8 Q—Kt 7

......Parrying the threat 9 Kt—Kt 3 ch. If 9 Kt×Kt 3, Q×Kt; 10 Q×Q, P—Q 7; 11 Q—B 3 ch, K moves; 12 Kt×Kt (Q Kt 2) and wins.
9 Q—R 4 ch

Immediately taking advantage of the awkward position of Black’s Queen which is hampering the King in space. Nothing gives more 9 Q—K R ch, K—R 7; 10 Q—R 4 ch, Q—R 6; 11 Q—B 4 ch, K—Kt 7! etc.

10 K—Kt 5
11 Q×Kt ch K—R 7
11 Q×Kt ch K—R 7

......Black cannot be saved by 11...K—Q 8, 12 K×Kt ch, K—R 7; 13 Kt×P etc.
12 Q—R 7 ch

And White wins by forcing the exchange of Queens.

II

1 K—Kt 3
2 Q×Kt 5 ch K—R 2
3 Q×R 5 ch K×Kt 1
4 Q-Kt 6 ch  K-R 1  
5 Kt-Kt 5  Q-Kt 2  
6 Q-Kt 8 ch  Q-Kt r  
7 Q-Kt 5 ch  Kt-Kt 2  
8 Q-R 2 ch  K-Kt r  
9 Q-Kt 8 ch  Q-B 1  
10 Q-Kt 3 ch  Kt-B 5.  

Turning White's Queen off the important rank. Black's Pawn on Q 5 is preventing White's Queen from checking on R 4.

II Q×Kt ch  K-R 1  
12 Q×P ch  K-Kt r  
13 Q-B 4 ch  K-R 1  
14 Q-R 4 ch and wins.

No. 101  
Deutsche Schachzeitung, 1910

1 Q-K 5  K-Q 1!  
....If P-Q 3? then 2 Q-K 8 ch and 3 Kt-Q 5 mate. And if 1... B-B 5 then 2 Q-K 8 ch, 3 Q-Kt 8 ch, 4 Q-Kt 7 ch, K-B 4!: 5 Kt-K 4 ch, 6 Q-Kt 2 ch and wins the Queen, which is unprotected now because the Bishop has moved.

2 Q-K 8 ch  K-B 2  
3 Q-Kt 8 ch  K-B 3  
4 K-R 7!  

Obviously it is useless now to play 4 Q-Kt 7 ch etc. as above because Black's Queen is protected. White's King-move threatens mate.

No. 102  
1896

1 Q×P  
2 Q-B 2 ch  K-B 6!  
3 Q-Kt 2 ch  K-Q 6  
4 Q-Q 2 ch  

And wins the Queen.

1 Q-B 8 ch

Nothing comes of the check with the Knight. For example, 1 Kt-K 4 ch, K-B 5; 2 Q-R 6 ch, K-Kt 6!: 3 Kt-Q 2 ch, K-B 7; 4 Kt×B, P-Q 6 (Q-B 4 ch) etc. If 3 Kt-B 5 ch, K-B 6; 4 Q×B, Kt-R 4 ch, K-Q 7; 5 Q×B, P-R 6, P-R 6: also a draw. But if 3 Q-Kt 6 ch, K-B 7; 4 Q×P ch, P×B ch and Black even wins. Finally, if 3 Q×P ch, K-Q 7; 4 Q-Kt 6 ch, K-B 7; 5 Q×P (5 Q-B 5 ch, K-Q 6), Q-B 2 ch; 6 K-Kt 4 (6 K-R 4? and mate follows in two moves), Q-Kt 2 ch; 7 K-B 5, Q-B 2 ch; 8 K-Q 5, B-Kt 7; and a draw as the following variation proves: 9 Q-K 5, Q×Q ch; 10 K×Q, K-Q 6; 11 Kt-B 3 ch, K-B 5; 12 Kt-K 4, B×Kt; 13 K×B, P-R 6; 14 K-B 3, K-Q 5; 15 K-Kt 3, K-K 5 draw. If 11 P-K B 5, P-R 6; 12 Kt×P, B×Kt; 13 P-B 5, B-Kt 5!  

To a draw leads also: 2 Q-B 6 ch, K-Q 6; 3 Kt-B 5 ch, K-Kt 7; 4 Q×P ch, K×P etc.

No. 103  
1895

1 B moves (or P-Kt 5)  
2 Q-B 2 ch  
3 Q-Kt 2 ch  

And wins the Queen.

No. 104  
Neuburger Wochenschach, 1911

1 P-Kt 3  Q-R 3  
2 Kt-K 4 ch  

....Black's Queen retreats to the only available square.

3 Kt-Q 5 ch  K-B 4 (B 3)  
.....Or 2... K moves; 3 Q-Q 7 (B 8) ch etc.

4 Q-B 2 ch  K×Kt  

(3-Q 3)

A very curious position has been created. After any move Black now loses the Queen. For example, 4..., P-K 3: 5 Q-B 6 ch, K-Q 5: 6 Q-B 4 ch, K-K 6; 7 Q-B 1 ch; or 4..., P-K 5; 5 Q-B 5 ch, K-Q 3: 6 Q-B 6 ch; or 4... K-K 5 (or B moves); 5 Q-B 4 ch etc.
No. 105

Deutsche Schachzeitung, 1909

1 Q—Kt 1 ch  K—B 5!

6 Q—B 4 ch!

But not Q—R 6? as then Black's King escapes over his QB 2 square.

7 Q—R 4 ch  K—Q 3

8 Q—Kt 3 ch

The Queen could not check previously from the K Kt file as Black's King had a retreat to KB 2 or KB 1.

8 K moves

9 Q—Kt 7 or K 3 ch

Winning the Queen.

No. 106

1897

1 Q—Kt 2 !!

This move contains a subtle threat 2 P—Q 4 and 3 Q—R 2 mate. It seems unbelievable but Black has no defence.

2 P—Q 4!

The Queen is captured on any square she goes to but one, and that is K Kt 4, which is the one escape for Black's King from the threatened mate.

A schedule on the theme of domination.

No. 107

Deutsche Schachzeitung, 1909

1 Q×P ch  K—K 3

......If K—K 1 then White after exchanging Queens captures the Knight on B 5.

2 P—Q 7!!

This unexpected move is made to force Black's Knight to give up command of Black's K 5 square and to block up the Q 2 square. 2 Q—K 7 ch gives nothing.

2 Kt×P

3 Kt—Q 4 ch  K—Q 3!

......If K—K 4(Q 4) then 4 K—K 4 ch, K—Q 3; 5 Kt×P ch, and 6 Q—B 2 ch winning the Queen.

4 Kt×P ch  K—K 3!

5 Q—K 4 ch  Kt—K 4

......Protecting the King, Black's Knight opens the diagonal QB 1—KR 6 of Black.

6 Q—B 5 ch!!  K×Q

7 Kt—Q 4 mate

Compare with study No. 96.

Variations to Black's second move:—

1 Q—B 2

......Threatening ..., Q—K 4 ch.

2 P—Q 8(Kt) ch! Q×Kt

......Or K—Q 3, 4 Q×Q ch, 5 Kt×Kt.

No. 108

1895

1 Kt—K 4 ch

Without any chances is 1 Kt×R?

2 Kt—B 6 ch!

This sacrifice is made for the following intricate and complex reasons:—

1. White needs the Q 7 square for a check. 2. White requires an open diagonal on Q R 2—K Kt 8. This could lead, K B 6 being occupied by
a Black piece, to the capture of Black's Queen. 3. White must have for this latter purpose the K 4 square, now occupied by the Knight. (Compare with No. 86.) 4. It is necessary when the Knight is removed that the K B 6 square is (a tempo) blocked.

1. Kt—R 5 ch  K—Kt 3
2. Q—Kt 6 ch  Q—Kt 1
3. Q—R 1 ch  B—B 3
4. Q×B 6 ch  K×B 5
5. Q—Kt 4 ch  K—K 4

5. Q—K 2 ch  K—Q 4

A position is created in which the sacrificing of the Knight is decisive for two reasons: it removes Black's Rook, opening the Q 1 file, and blocks Black's K B 3 square with the same Rook.

6. Kt—B 6 ch  R×Kt
7. Q—Kt 2 ch  K—K 3
8. Q—R 2 ch  K moves
9. Q—R 7 (B 2) ch

Winning the Queen.

7. Q—R 2 ch  Q—K 5
8. Q—R 8 ch  K—B 3

And wins the Queen.

The variation following the move with the Rook happens to be also in favour of White.

3. R—Q 3
4. Q—B 5 ch  K—B 5
5. Q—B 2 ch  And wins the Queen.

No. 110

L'Echiquier, 1929

1. Kt—K 6 disch  Q—Kt 1
2. Q—R 1 ch  B—B 3
3. Q×B 6 ch  Q—Kt 1 ch, K—Kt 3; 5 Kt—B 4 ch, etc.

No. 109

Deutsche Schachzeitung, 1910

1. Kt—R 5 ch  K—Kt 3
2. Q—Kt 3 ch  K—B 4!
3. Q×B 4 ch  K—K 4!
4. P—B 4 ch  K—K 5!

No. 112

Deutsche Schachzeitung, 1910

1. Q—Kt 6 ch  K—K 4
2. Q×B 7 ch  K—K 3
3. Q—B 5 ch  B 3
4. Q—K 2 ch  K—R 1
5. Q×Kt 4 ch, K—K 4, Q 4, Q 3, B 3, B 2, Kt 2, Kt 1 and now 13–15, Q—K R 1 ch, Q R 1 ch, R 8 ch winning the Queen.

No. 111

Deutsche Schachzeitung, 1913

1. Q—R 3!  K—K 4

The only satisfactory defence against the threatened mate in one move.

2. Kt×B ch  R×Kt
3. Q—B 5 ch  R—Q 4
4. Or K—K 3; 4 Q×KBP ch, K—K 2; 5 Q—B 6 ch and wins the Queen along the rank.

4. Q—K 7 ch

Because the Rook is now blocking Black's Q 4 square it will be possible for White to drive Black's King to the Q Kt file on which Black's Queen is placed.

5. K—Q 5
6. Q—K 3 ch  K—B 5
7. Q—B 3 ch  K—Kt 4
8. Q—Kt 3 ch

And wins the Queen along the file.

No. 111

Deutsche Schachzeitung, 1913

1. Q—Kt 6 ch  K—K 4
2. Q×B 7 ch  K—K 3
3. Q×Kt 4 ch, K—K 4, Q 4, Q 3, B 3, B 2, Kt 2, Kt 1 and now 13–15, Q—K R 1 ch, Q R 1 ch, R 8 ch winning the Queen.

No. 112

Deutsche Schachzeitung, 1910

1. Q—Kt 6 ch  K—K 4
2. Q×B 7 ch  K—K 3
3. Q×Kt 4 ch, K—K 4, Q 4, Q 3, B 3, B 2, Kt 2, Kt 1 and now 13–15, Q—K R 1 ch, Q R 1 ch, R 8 ch winning the Queen.

No. 111

Deutsche Schachzeitung, 1913

1. Q—R 3!  K—K 4

The only satisfactory defence against the threatened mate in one move.

2. Kt×B ch  R×Kt
3. Q×B 5 ch  R—Q 4

Or K—K 3; 4 Q×KBP ch, K—K 2; 5 Q—B 6 ch and wins the Queen along the rank.

4. Q—K 7 ch

Because the Rook is now blocking Black's Q 4 square it will be possible for White to drive Black's King to the Q Kt file on which Black's Queen is placed.

5. K—Q 5
6. Q—Q 7 ch

Having got Black's Queen to the third rank White's task will be to drive Black's King to the same rank, or to the diagonal Q R 3 — K B 8.

No. 112

Deutsche Schachzeitung, 1910

1. Q—Kt 6 ch  K—K 4
2. Q×B 7 ch  K—K 3
3. Q×Kt 4 ch, K—K 4, Q 4, Q 3, B 3, B 2, Kt 2, Kt 1 and now 13–15, Q—K R 1 ch, Q R 1 ch, R 8 ch winning the Queen.

No. 111

Deutsche Schachzeitung, 1913

1. Q—R 3!  K—K 4

The only satisfactory defence against the threatened mate in one move.

2. Kt×B ch  R×Kt
3. Q×B 5 ch  R—Q 4

Or K—K 3; 4 Q×KBP ch, K—K 2; 5 Q—B 6 ch and wins the Queen along the rank.

4. Q—K 7 ch

Because the Rook is now blocking Black's Q 4 square it will be possible for White to drive Black's King to the Q Kt file on which Black's Queen is placed.

5. K—Q 5
6. Q—Q 7 ch

Having got Black's Queen to the third rank White's task will be to drive Black's King to the same rank, or to the diagonal Q R 3 — K B 8.
10 Q—B 4 ch
Winning the Queen with the next move.

No. 113
Deutsche Schachzeitung, 1911

1 Kt—K 4 ch K—B 5!

...... K—R 4? is not permissible as it will be found that Black's Queen and Bishop are barring the exit of the King. For example, 2 Q—Q 6 ch, K—Kt 2; 3 Q—B 6 ch and 4 Kt—Kt 5 ch.

2 Q×Q P!

With the threat Kt—B 6 dis ch.

2 P×Kt

...... Considering that Black's Queen has no satisfactory retreat this move is relatively the best. If Q—K 3? would follow 3 Q—B 2 ch and 4 Q—K 2 ch. If Q×P; 3 P—Kt 3 ch and 4 Kt—Q 2 ch; and if Q×B 1?; 3 Kt—B 5 dis ch.

3 Q—B 6 ch
White at once uses the opened line. And the fact that Black's K 5 square is blocked is of great significance.

3 K—K 6
4 Q—B 2 ch K—Q 6
5 Q—Q 2 ch K×P

6 Q—R 2 ch
Winning the Queen. Having accepted the sacrifice of the Knight Black has weakened his position, opening the KB file and blocking the K 5 square.

No. 114
Tidschrift für Schach, 1909

1 Q—K 8

This quiet move contains besides the direct threat of mate with the Queen on K 3, another more hidden threat: 2 Kt—K 8 ch and 3 Kt—Q 4 ch. Black has two defences:—

I

I Q×B P
2 Q—B 7 ch K—K 6
3 Q—R 7 ch

And wins the Queen.

II

I K—K 5
2 Q—B 8 ch K—K 4
3 Kt—B 3 ch K—Q 4
4 Q—R 8 ch

And wins the Queen.

Exactly the same position repeats itself on different coloured squares (echo). If 1 Q—Q 6 (Q 7); then 2 Q—Q 6 with the unrefutable threat 3 Q—B 6 ch, K—K 5; 4 Q—B 5 ch, K—Q 5; 5 Kt—B 3 ch etc.

No. 115
Bohemia, 1907

7 K×Q

The fundamental idea of this study is the struggle of Bishop against Knight. The Bishop is attacking certain squares and the Bishop is defending them, but not allowing the Knight to reach the square from which he could mate Black's King. The introductory play leads to the same corner position as in study No. 32.

I Q×K 8

At the same time preventing a check with Black's Bishop and attacking the Q Kt P.

I P—Kt 8 (Q)

..... If P—R 8 (Q); 2 Q×P ch, K—R 6! (K—R 7, 3 K—B 2); 3 Q—R 5 ch, K—Kt 7; 4 Q×Kt 4 ch, K—R 7; 5 K—B 2, Q×B 8 (Q) ch; 6 K×Q P×Kt 8 (Q) ch; 7 K—B 2 etc.

2 Q×Kt P ch K—R 6
3 Q—R 5 ch K—Kt 7!

..... If K—Kt 6; then 4 Q—B 3 ch, and 5 Q×B 4 ch and mate in a few moves.

4 Q—B 3 ch K—Kt 8
5 Q—B 2 ch K—R 8
6 Q×B 1 ch

A similar exchange of Queens as on the fourth move in No. 32.

6 Q×Q ch
If Black captures the other Pawn 7... B — B 6 ch; 8 K — B 2, B x P then after 9 Kt — Kt 5, B — K 6 (B — B 3, 10 Kt x Q 6 and 11 Kt x P and should Black play 10... B — K 4?, 11 Kt — K 4 (and mate in two moves) White captures Black's Pawn; 10 Kt — Q 6, P — B 3 (B — B 7; 11 P — Kt 4, P — B 3; 12 Kt — K 4, B — K 6; 13 Kt x P; 11 Kt — K 4, P — B 4!), 12 Kt — Q 6, P — B 5 (B — B 4 (or moves), 13 Kt x P; 13 Kt — B 4! and mate in two moves; or also 13 Kt — Kt 7!, B — Kt 3; 14 P x P and mate in two moves. In all continuations above White's moves can be differently varied.

This study, together with all others on the same theme, have a theoretical significance. They prove a Bishop can always prevent a Knight from reaching one certain square (in a duel), but the same cannot be said of two squares.

No. 116

Deutsche Schachzeitung, 1909

1 P — Q 7
2 P — Q 8 (Q)
3 Q — Q 6
4 K — R 7!

... The move 4... Q — R 8 ch is analysed later.

5 Q — Q 7 ch K — B 3
6 Q — Q 8 ch K — B 4
7 Kt — R 4 ch K — B 5
8 Q — Q 2 ch

And wins the Queen.

In the finale note that Black's King is chained to his Kt 4 square. (Compare with Nos. 38, 45, 51, 85 a.o.)

2 K — K 4

3 Kt — B 6 ch K — B 4
4 Q — R 8 ch

No. 117

Shahmati, 1924

3 Kt — B 6 ch K — B 4
4 Q — Q 4 ch

The Knight is sacrificed to bring Black's Queen to an awkward square.

4 Q x Kt

... The sacrifice must be accepted. If the King moves the Queen is lost.

5 Q — R 5 ch K — K 3
6 Q — B 7 ch K — Q 3!
7 Q — Q 7 ch K moves
8 Q — R 7 (Kt 7) ch

And wins the Queen.

Compare with No. 103.

No. 118

L'Echiquier, 1930

5 K — Kt 7 Q — R 4!

... Or Q x Kt; 6 Q — B 6 ch and 7 Q — B 6 ch winning the Queen.

6 Q — Q 7 ch K — Kt 4
7 Q — K 6 P — Kt 6

... Securing an exit for the King.

8 Q x P ch K — Kt 5
9 Q — K 4 ch K — R 6
10 Kt — B 4 ch

Winning the Queen. This study has two variations with the motif of winning the Queen along the diagonal and by a fork with the Knight.

I P — R 8 (Q)
2 Q — B 8 ch Q — B 1
3 Q x P ch K — R 1

... Now the Queen retreats with stairlike movement to the second rank with checks. 4... Q — K 5, x P (on Q 5), x P (on Q 4), B — B 3, Kt 3, Kt 2, R 2, K — R 1;

12 R — R 2 ch Q — R
13 Q x Q ch K — Kt 1
14 Q — R 7 ch and mate

I Q — B 2 ch
2 K — R 6 ch K — B 1
3 K x P

And from the following checks White King escapes to Q 1. For example, 3... Q — B 5 ch; 4 K — Kt 6, B — Q 2 ch (Q — Kt 5 ch, 5 K — B 6); 5 K — Kt 5, Q — Kt 2 ch (or Kt 3 ch); 6 K — B 4, Q — B 3 ch (Q — Q 3 ch; 7 K — B 3 or Q — B 2 ch; 7 K — K 4); 7 K — Kt 4 etc. Or 3... Q — B 2 ch; 4 K — R 5, Q moves; 5 K — Kt 4; or 3... Q — B 3 ch; 4 K — R 5, Q — B 6 ch; 5 K — Kt 5, Q moves; 6 K — B 6 etc.

1 Q — Kt 1
2 Q — B 2 ch Q moves
3 K — B 6 dis ch

And succeeds in matting.

I Q — K 5 ch
2 Q x Q
3 R — B 6 dis ch K — B 1
4 R x P etc.

I Q — B 1
2 K — R 5 dis ch K — R 1

...Or K — B 2; 3 R — B 2 ch.
3 R×P etc.
Here as in No. 110 the stair movement of the Queen is in the opposite direction to that in Nos. 2, 60 and 74.

No. 119
Shahmatni Shurnal, 1898

In this simple position White sacrifices a piece with the idea of opening the lines and blocking a square.

1 R—K 6 ch! R×R
2 Q—R 7 ch K—K 6
3 Q—K 8 ch K—K 8
4 Q×B 1 ch Q—K 6
5 Q—Q 3 ch K—K 5
6 Q—Q 3 ch

Or K—B 5; 6 Q—B 3 ch and 7 Q—Q B 3 ch.

And wins the Queen.
The whole strength of the initial sacrifice lies in the fact that all Black’s moves are forced.

No. 120
1897

1 Q—R 3 ch K—Q 8

....If K×P mate follows in two moves.
2 Q×R! Kt×P
3 Kt×P ch K—B 8

....If K—Q 7; 4 Kt—K 4 ch.
4 B—Kt 7! Q moves
5 B—B 4 ch Q×B
6 Kt—K 2 ch

Winning the Queen. The purpose of this sacrifice is to drive Black’s Queen into an unfavourable position.

No. 121
1896

1 B—B 7!
2 Kt—Q 7 ch! Q×Kt

The sacrifice of two pieces in succession has created an interesting position in which White succeeds in bringing about a mating finale, driving Black’s King from the centre to the edge.

3 Q—K 3 ch K—Q 4

....If K×P; then 4 Q—R 3 ch, and if K—Q 3 then 4 Q—B 5 mate.
4 Q—Q 3 ch K—B 3
5 Q—B 4 ch K—Kt 3
6 Q—B 5 ch K—R 3
7 Q—R 5 mate

No. 122
1895

1 B—B 7!
2 Kt—Q 7 ch! Q×Kt

The sacrifice of two pieces in succession has created an interesting position in which White succeeds in bringing about a mating finale, driving Black’s King from the centre to the edge.

3 Q—K 3 ch K—Q 4

....If K×P; then 4 Q—R 3 ch, and if K—Q 3 then 4 Q—B 5 mate.
4 Q—Q 3 ch K—B 3
5 Q—B 4 ch K—Kt 3
6 Q—B 5 ch K—R 3
7 Q—R 5 mate

No. 124
1897

Although possessing a Queen it seems at first glance that White has nothing to provide against the threats of ..., R—Kt 8 ch and P—Kt 7.

1 B—B 6!
The beginning of a combination involving sacrifice of the Queen.

No. 123
Deutsche Schachzeitung, 1908

1 R—R 6 ch Q×R

....Having sacrificed a Rook White opens the eighth rank for checks. White has to provide a defence against the threat of ..., P—Kt 8 (Q) mate. At first White captures the Q P, which protects the Knight.

2—8 Q—R 8 ch, Kt 7 ch, B 8 ch, Q 7 ch, K 8 ch, K 7 ch, ×P ch.

After that follow four groups of checks which lead in succession to the captures of the Knight on the Queen’s file and all the Pawns.

9—16 Q—K 7, K 8, Q 7, B 8, Kt 7, R 8, R 7, ×Kt.
17—21 Q—R 7, R 8, Kt 7, B 8, ×P.
22—28 Q—B 8, Kt 7, R 8, Q 7, Q 4, Q 3, ∗P.
29—34 Q—Q 3, Q 4, R 7, Kt 7, ×P.

Further three checks lead to the capture of the Bishop

35—38 Q—Kt 7, B 8, Q 7, ∗B.

And now White is sure to win.
I R—Kt 8 ch
2 K—K 2
3 B—Kt 2 ch!
The point of the combination.
3 Kt—B 4 ch
4 K—Kt 2

In this position the imprisonment of Black's pieces are absolutely helpless and only prevent Black's King from escaping.
5 K—Kt 1
6 Kt—K 2 mate
A "romantic" study.

No. 125

1 Q×R
To obtain a passed Pawn. Nothing gives 1 Q—Kt 8 ch; 2 K—K 2, threatening R×B P and R×R P. For example, 2 Q—Kt 8, P—B 7 ch; 3 K—

B 1, R—R 8 ch; 4 K×P, R×B P ch; or 2 Q—K 5, R (R 6)
×R P; 3 K—B 2, R×B P; 4 Q×P ?, R—R 7 ch, etc.
1 P×Q
2 P×B 7
3 K×P

Unavoidable. If K—Kt 2 ?, R—R 7 ch; 4 K×B 1, K
2; 5 P×B 8 (Q). R—R 8 ch;
6 K×P, R—R 8 ch; 7 K×R

stalemate.

3 K—Kt 2
4 K—Kt 2!
The only refutation of Black's combination. Harassing Black's Rook White prepares the following move.
5 P×B (B)!

Certainly not 5 P×B 8 (Q) ?,
R—R 7 ch, with perpetual check or stalemate, or exchange of Rook for Queen with Pawn endgame following, leading to a draw. But now Black, being in Zugzwang, loses the Rook.

No. 126

1 R×Q
2 R×K 8 ch
3 P×Kt (Kt) ch
4 Kt×Q

......To reach B 6 square earlier before White has played 5
Kt—K 4 and 6 Kt—B 3.

Now comes the theoretical part of the study. In the present position against Black's Pawn on the Q 6 square, White's task is to drive Black's King into the top left hand corner on Q R 8.

This can be achieved only as follows:—

5 K—Q 6!
Not to Q B 6. See later.
6 P—B 6

6 Kt—Q 5

Should White have the move in the present position this position could not be maintained. But now Black has to move

5 Kt—B 1
6 K—K 7
7 K—Q 8
8 K—Kt 2
9 K—Q 7

White's King has the opposition!
10 K—B 7
11 K—B 6
12 Kt—K 7
13 Kt—B 8
14 Kt—Kt 6!
The point is that the stationary Knight helps, preventing Black's King from moving to Q R 6.

15 Kt—B 4 etc.

Compare with diagram 18 of the Supplement.

If White had played 5 K—B 6 ?, P—B 6; 6 K—Q 7 ! (so as to reply on ..., Kt—Kt 2) with 7 Kt—Q 5. If at once 6 Kt—Q 5 then K—B 1 !; 7
Kt—B 7, K—Q 1; 8 K—Q 6, K—B 1; 9 Kt—K 6 and Black's King cannot be driven into the corner, and escapes to his Q R 4 square.

But on 6 K—Q 7 Black instead of ..., Kt—Kt 2 ? replies ..., K—R 2, inviting White's King to take the opposition with the Knight still on K B 6.

If 7 K—B 6 then K—Kt 1 ! (the only move); 8 K—Q 6 (White's King is still forced to take the opposition), K—B 1; 9 K—Q 6, K—Q 1; 10 Kt—B 7, K—B 1; 11 Kt—K 6, etc.

There is also no danger in 9 ..., K—Kt 1; 10 K—K 7 !, K—R 2 or R 1. Black keeps the opposition.

The summary in the theoretical language of the supplement is: with Pawn on Q B 6 Black's King can be driven into the top left corner only on the hurried march around the Knight on Q 5 to the left and not otherwise.

No. 127
Magyar Sakkvlag, 1931

If Black is to move then Black loses at once.

For example, 1 ..., K—R 5; 2
R×R B 8, P—R 4; 3 R×R 8. Or 1
K—R 3; 2 K—Kt 4. Or 1 ...
P×B 3; 2 R—R 8 etc. Therefore it is necessary to give Black the move. It cannot be done with the Rook. For example, 1 R—K B 8, K—R 3 ! and White is forced to play 2 R—Kt 8. Consequently "to lose the move" must be done with White's King. Usually this is done with the help of the "triangle," but in the given position a "triangle" cannot be found because of checks with Black's Bishop. Nevertheless White's King is possible to return to the initial square in an odd number of moves by the following route:—

1—9 K—B 2, Q 1, Kt 1, B 2, Kt 3, B 4, K 5, Q 4, or reversed, Black all the time moving the King.

But if for example after 6 K—B 4, Black replies with 6 ..., B×P ch; 7 K×B. After ..., P×R 3 White's King immediately returns to Q B 3. Best at the moment when Black's King is on his R 5 square. Then K—B 3, K—R 4; R—R 8. But if Black's King is on his R 4 square, then K—B 3, K—R 5; R—Q B 8, K—R 4; R—R 8.
Although scarcely real, the position still represents a study and not a problem because mate is not possible in a given number of moves. The theme of the study is the transfer of the move (of initiative) from White to Black, here undertaken by White's King.

The exhaustive study of this theme has been inspired by a 14-moves problem of Loyd, in which White's King makes 13 moves to lose "the move" (K on KB2 square moves as far as QR7, QR8, Q Kt 8, QR7 and back to KB2).

In the January number of Deutsche Schachzeitung, 1914, the author has published the following position, which represents a record.

R—K Kt 3! Q × R

......Or P × B; 2 Kt × B ch etc., but not 2 R × Q ch?, B × R with equal play. The Rook has pinned the Queen to deprive Black's Bishop of protection.

2 Kt × B ch!

That is the reason White did not capture Black's Queen. 2 Kt × Q?, P × B and draw.

2 K—R 1

......The King is forced into this awkward position. If K—Kt 2; 3 Kt—B 5 ch.

3 B—Q 6!

Immediately taking advantage of the corner position of Black's King.

3 B—K Kt 3! Q × R

4 B—K Kt 5 ch Q × B

5 Kt—B 7 ch

Winning the Queen.

Later the attention of the author was drawn to a position in which to "lose the move" there was no "triangle" available. In the April number there are two positions published, but in the form of "conditional problems" and not as studies, as the author then did not believe in the possibility of such a construction. And only in 1930 he ventured to make a trial. As a result of this the present study was created.

No. 128

1898

1 B—Kt 5!

Sacrificing the Bishop White not only deprives Black's King of the Queen's file but also Black's Queen of the diagonal Q 1—R 5.

1 Q × B

2 Kt—B 5 ch K—K 4

......If K—B 6; then 3 R—Q 3 ch, K—Kt 7 (Kt 5); 4 R—Kt 3 ch etc.

3 P—B 4 ch K (or Q) × P

4 Kt—K 6 (or Q 3) ch

And wins the Queen.

1 Q—Kt 5

......The attempt to decline the sacrifice does not save Black.

2 Kt—Q 6 ch K—K 4

3 Kt—B 4 ch K—K 5

......Black's King is again on the same rank with his Queen with only one square between them and again a check with the Pawn is decisive (etc.).

4 P—B 3 ch K (or Q) × P

5 Kt—K 5 (or Q 2) ch

And wins the Queen.

The initial sacrifice of the Bishop leads to two thematically equal echo-variations. The Bishop's Pawn moving one or two squares respectively.
No. 131

Deutsche Schachzeitung, 1910

1 Kt—K 5 ch K—K 3!
2 R×Kt ch

White's only hope is the Queening of his Pawn.

K×Kt

......Or K—K 2; 1 R—K 6 ch, K×R; 2 P—B 8 (Q) ch, or Q×R; 3 Kt×Q or P×B 8 (Kt) ch.

3 P—B 8 (Kt)!

Threatening 4 R—K 6 mate.

Not good is 4 P—B 8 (Q)? because of ......Q×R.

Q—Kt 1!

......Or Q×R; 4 Kt×Q ch and 5 Kt (Kt 2)—B 4.

4 Kt—Q 7 ch K—K 5
5 Kt—B 6 ch

And wins the Queen.

No. 132

Pravda, 1926

1 R—B 6 ch K—Q 4

......Or K—K 2; 2 B×P etc.

2 Kt—K 3 ch K—K 5
3 Kt—B 5 Q—R 6
4 Kt—Q 6 ch K—Q 4
5 Kt—K 5 O—K Kt 6
6 Kt—B 3 ch K—K 5
7 Kt—K 2 ch

And wins the Queen.

A study on domination.

Interesting is the work of the Knight, absolutely terrifying the opponent.

No. 133

L'Échiquier, 1927

1 K—Q 8 Q—Q 8 ch
2 R—Q 7 Q×R ch
3 K×Q Kt—B 1 ch!

......If Kt—B 3 ch? then the Pawn Queens.

4 P×Kt (Q) ch

If K—Q 8? then Kt—K 3 ch; or K—Q 6?, Kt—Kt 3; 5 Kt—Q 5 (B 6), Kt×P.

K×Q

5 Kt—Q 3!!

Having been left with two Knights against K R P on the sixth rank White must take care to avoid a stalemate position. The Knight's move in text provides for three possibilities.

I. 5, K—B 2; then 6 Kt—B 2, P—R 6; 7 Kt—K 4.
II. 5, K—Kt 2; then 6 Kt—B 4, P—R 6; 7 K—K 7.
III. 5, P—R 6; then 6 Kt—K 5; Kt—K 2; 7 K—K 7.

In the first two variations White wins only if Black has to move. That has been achieved with the manoeuvre of the Knight.

No. 134

1 K—Q 8 Q—Q 8 ch
2 R—Q 7 Q×R ch
3 K×Q Kt—B 1 ch!

......The Queen cannot move to B because of 3 Kt—K 6 ch, 4 R—Q 8 ch, 5 P—Kt 6 ch etc.

3 Kt—K 6 ch K—Kt 1!
4 K—Q 8 ch K—K 2
5 R—K 8 ch!

The final blow.

5 Kt×Q

6 Kt—B 7 ch K—Kt 1
7 Kt×Q B moves
8 Kt—Kt 6 and wins

For example, 8 B moves (excepting B—K 6): 9 K—B 5, B moves; 10 Kt—Q 7 ch, K—B 1; 11 Kt—B 6, and if now B×Kt; 12 K×B, if ... P—Kt 3 then 12 Kt×P, B×P; 13 Kt×B, K—Q 2 (Kt 2); 14 Kt—K 4 etc. Or 8 ..., B—K 6; 9 Kt—Q 7 ch; 10 Kt—B 6, 11 Kt×F, B×P; 12 Kt×B and will have time to protect the other Knight on K 5.

The final struggle of two Knights with a Pawn against Bishop with a Pawn took place in a game Znosko-Borovsky v. Seitz (Tournament, 1931, at Nice), which ended in the victory of the Knights against a B P. The ending will be found in the treatise two Knights against Pawns.

No. 135

Shahmatni Listok, 1925

The material forces are nearly equal, but the advantageous position of White's pieces enables White to launch an attack on Black's King and Queen.

1 Kt—Q 6 ch K—B 2

......At any other retreat of Black's King immediately the Queen would be lost.
In this study besides the elements of combination, the theoretical moment of the final struggle of two Knights against a Pawn is to be noticed.

1 Kt (B 4)—K 3

1 R—R 2? does not lead to a win. Black’s Pawn advances to his fifth or sixth square and Black’s King being on the bottom right hand corner (K R 8) gives a drawn game. Likewise 1 R—R 4, Q—Kt 5 ch gives nothing but a draw.

1 Q—R 8!

......If Q moves then 2 R—R 2 ch, 3 R×Q, and 4 Kt—B 5 arresting the march of the Pawn.

2 R—K Kt 2!

Again a draw would result if 2 R—R 2 ch?, Q×R, 3 Kt×Q, P—B 4! also if 2 R—R 4 ch?, K—R 6; 3 K—K 5, Q—B 6 ch.

2 Q×R

......Preventing mate in two moves.

3 Kt×Q ch K—R 6

......If K—Kt 5 then 4 Kt (Kt 2)—K 3 ch and 5 Kt—B 5.

4 Kt—K 1!

Only thus is White making preparations for Black’s Pawn advancing to B 5 and B 6 and for forcing it even to the B 7 square.

4 P—B 4!

......If K—R 4 then 5 K—B 5 with the play of two Knights against Pawn on B 5.

5 K—R 5 (Kt 5) P—B 5

6 K—Kt 5 (R 5) P—B 6

7 K—K 5 (Kt 5) P—B 7

......Black’s King is in a stalemate position. And now

8 Kt—B 3 K—Kt 7

9 Kt (B 3)—Q 2 or R 2

And in this given position theoretically White wins.

No. 136

Magyar Sakkvilag, 1930

No. 137

In simple position White with a sequence of checks succeeds in exchanging his Rook for the Queen and in stopping just in time the advance of Black’s Pawn on his K R 6 square.

1 R—B 1 ch K—Q 7

2 Kt—B 4 ch K—B 6

3 R—B 1 ch K—Kt 5

......Black all the time makes the best moves, but that still does not save Black’s King.

4 R—K 1 ch K—R 5

5 R—B 1 ch K—Kt 5

6 Kt—B 6 ch K—B 6

7 R—R 3 ch K—B 7

8 Kt—K 3 ch K—Kt 7

9 Kt×Q K×R

10 Kt—R 2

No. 138

In the present study as in the previous a sequence of checks leads to victory.

1 R—R 5 ch K—Kt 7!

If K—Kt 5 then White will have time to bring into the battle one more piece, the Knight, on K 6: 2 R—R 4 ch; K—Kt 6; 3 Kt—Q 4 ch, K—Kt 7; 4 R—R 7 ch, K×Kt; 5 R—R 3 ch, etc.

......Hoping to come out of the vice safely over R 3.

3 R—R 7 ch K—R 3

......Clearly not K×Kt 1, 4 Kt—K 5 ch.

4 R—R 7 ch K—Kt 4

5 Kt—Q 4 ch! K—Kt 5

......If ... K—B 4? follows mate in three moves 6 R—R 5 ch; K—Kt 5; 7 Kt—B 2 ch and 8 R—R 3 mate.

6 Kt—B 2 ch K—B 4

7 R—R 5 ch K—B 3

8 Kt—K 5 ch K—Kt 3

9 Kt×Q K×R

10 Kt—B 2

With the endgame two Knights against K R P on his fifth square.

No 138

Or 10... K—Kt 6; 11 K—Q 4 etc.
win are not fulfilled. The Knight had to move to K B 4! (instead of Q 4!). It would have been possible to play 5 K-Kt 5, K-Kt 6; 6 Kt-K B 4! (now it is the only move!) etc.

(1) the presence of Black Pawns on the board, without which a win would be impossible, and (2) the favourable position of his Knight on Q 6.

**No. 139**

In the position of the diagram, as in the previous studies, a sequence of checks leads to a win.

1 R-Kt 3 ch K-Kt 5
2 R-Kt 3 ch! K-R 4!

......If Black accepted the sacrifice: K×R; 3 Kt-B 5 ch!, K-B 5; 4 Kt×Q, K-K 4; 5 Kt-B 3 ch!, K-K 5; 6 K-Kt 2, P-K R 4 (P-Q R 4; 7 Kt×Q Kt 5, K-Q 6; 8 Kt-K 5 ch, K-K 5; 9 Kt-B 4; 7 Kt×P, P-R 5; 8 Kt-Kt 5 ch, and 9 Kt-R 3; or 5...K-B 4; 6 K-Kt 2, P-K R 4; 7 Kt-Kt 1!, P-Q R 4; 8 Kt-Kt 5 and 9 Kt-Q R 3 and the endgame is theoretically a win for White.

3 R 3 ch K-Kt 3
4 R×P ch K×R
5 Kt-B 5 ch, etc.

Sacrificing the Rook on Kt 3, R 4 and R 6 White utilises:

1 R-K B 6!

The sacrifice of the Rook is dictated by the necessity to curb the activity of Black’s Queen.

1 Q-Kt 1!

......The only retreat for the Queen.

2 Kt(Kt 7)×B 5 ch K-R 7(R 6)
3 R-R 6 ch K-Kt 8

......Or K-Kt 5; 4 R-R 4 ch, K-Kt 4; 5 R-Kt 4 ch, etc.

4 Kt-K 2 ch K-B 7

......If K-B 8 then mate in three moves.

5 Kt-K 3!

This quiet move is decisive because of the undefendable threat R-B 6 ch! and R-B 1 ch.

5 Q-Kt 4
6 R×B 6 ch Q×R
7 Kt-Kt 4 ch

And wins the Queen.

The sacrifice of the Queen is based on the same principles as the previous study.

3 Kt-Q 6!

......To retreat Black’s Queen has three more squares: Q-K 2; 4 K-Kt 6 with the threat Kt-K 5 or 3...Q-R 4; 4 R-R 8 ch (or Kt-B 6 threatening mate) or 3...,Q-Kt 3; 4 R×Q, P×R; 5 Kt-K 5 and 6 Kt-K 4.

4 K-B 6!

Planning 5 Kt-K 5 which threatens mate.

5 P-R 4!

......Black’s Queen is doomed to passivity. Beside 4...,Q-Kt 3 (Kt 1); 5 R×Q there is only one more possible continuation: 4...,Q-Kt 6 (K 2); 5 Kt-K 5 after which Black’s Queen-checks do not save from mate. For example, 5...Q-R 5 ch (Q-B 6 ch; 6 K-Q 7 or Kt from Q 6-B 4); 6 K-B 7, Q-R 4 ch (Q-R 2 ch, 7 Kt-Kt 7); 7 Kt-Q 7, Q-R 5 (R 2) ch; 8 Kt-K 6, Q-Kt 6 ch; 9 K-K 6.

6 R-Kt 2 ch K-R 1!

......Or K-Kt 2; 7 Kt-B 4 dis ch, Q-Kt 5; 8 Kt×P ch.

7 Kt-B 4 disch Q-Kt 5

......Continuing now 8 Kt-K 4, K-B 2; 9 R×Q, P×R; 10 Kt-R 5 White will be able to stop the K R 3 Pawn. But the theory teaches that this will lead all the same to the endgame of two Knights against Pawn on K R 6 and as the King, should the Pawns advance, could now be arrested in the top right hand corner,
4 Kt—Q 7 ch  K—Kt 2

5 R—Kt 4 ch  Q—Kt 3!

6 Kt—K 6!

8 R×Q ch  P×R

9 Kt—R 5 and wins

If now for example, 9...
P—Kt 6; 10 Kt×P, P×R, then 11 K—Q 5, P—R 5 (if K moves; 12 K—K 6); 12 Kt—B 1, K—Kt 2; 13 K—K 6, K—Kt 3; 14 Kt—B 7 etc., if at any time ..., P—R 6 then Kt—R 2.

This and the next study are of equal theoretical value. Both lead to the same finale.

No. 143

Deutsche Schachzeitung, 1908

The solution of the present study comprises two parts: first comes the struggle of White's Rook against Black's Queen and Bishop and then after the exchange of these pieces follows the endgame of two Knights against Pawns. The first part has the character of combinitive play, but the second part (representing the main theme of the study) is theoretical.

1 R×P  B—K 5!

2 R—K 3!  P—Kt 8 (Q)

3 R×B ch  K—B 1!

......If Q×R then 4 Kt×Q and White captures the QP and will succeed in stopping the other two Pawns.

4 Kt—Q 7 ch  K—Kt 2

5 R—Kt 4 ch  Q—Kt 3!

6 Kt—K 6!

8 R×Q ch  P×R

9 Kt—R 5 and wins

Therefore White, to shorten the struggle, decides immediately to transpose into the endgame.

10 K—B 5  K—R 5

11 Kt (Q 7)—B 6  P—R 4

12 Kt(B 4)×P  K—Kt 6

13 Kt(B 6)—K 4 ch  K—Kt 7!

14 Kt—K 6!  P—R 5!

......Black has advanced his Pawn to the limit square. One more move with the Pawn and Black is saved from the unconditional loss.

15 Kt—B 4 ch  K—R 7!

......Preventing the Knight from being placed on Kt 3.

16 K—Kt 4  P—R 6!

......After all the Pawn has moved over the limit square. But White is not discouraged yet. White's pieces are closely surrounding the King.

17 K—B 3  K—Kt 8

18 Kt—Kt 3  K—R 7

......Certainly not P—R 7? because of 19 Kt (B 4)—K 2 mate.

19 Kt(Kt 3)—K 2

And mate in four moves.

No. 144

Deutsche Schachzeitung, 1908

1 R—Kt 7 ch  K—Kt 1

2 R—Kt 8 ch  K—Kt 2

3 R×Q  Not good is 3 Kt—K 6 ch?, K—R 2; 4 R×Q ch, K×R; 5 K×Kt, P—Q 6 (the only move! otherwise mate in four moves) and draw. For example, 6 Kt—Q 2, K—R 2; 7 K—Kt 5, K—Kt 1! (again the only move; if K—Kt 1, 8 K—Kt 6 and mate in four moves) etc.

3 K×R

......Although White succeeds in exchanging his Rook for the Queen the position appears at the first glance to lead to a draw, for if now 4 K×Kt is a draw: two Knights against a Pawn on Q 6. But in this very interesting position White finds an unexpected combination, which leads to the endgame of two Knights against a Pawn on Q 5.

4 Kt—Q 3!

As Black's Knight is attacked and Black is losing time to save the Knight, White succeeds in winning a tempo to place his Knight on K 5, at the same time not allowing Black's Pawn to advance. Therefore 4 Kt—Q 7? would have been bad because of ..., P—Q 6.

4 Kt—Kt 2

......Black cannot afford now the sacrifice of his Knight. Saving the Knight Black's King is locked up.

5 Kt—B 6

Black's King is imprisoned!

5 K—K 3 ch

6 K—R 6!

Accurate play is of the greatest importance. 6 K—Kt 6 would lead to a draw: Kt—B 1 ch; 7 K moves, Kt—Kt 1!!

6 Kt—Kt 2

......To be able to reply on 7 Kt—K 5, with Kt—B 4 ch; 8 K—Kt 6, Kt—Q 3.

7 K—Kt 6!  Kt—K 3

8 Kt—K 5  Kt—Q 1

9 K—R 6

And mate next move.
No. 144a

3 R × Q  P × R
4 Kt × Kt 4 ch  K × B 5
5 K × R 3

In this exceptional position White wins, because Black has all diagonals closed and his King cannot reach the right hand border and is therefore mated in the top right hand corner!

White is always able to force Black's King to retreat in the direction of this corner (as explained in the special treatment), not permitting the King to the K Kt 2, K R 3, K R 4, K R 5 squares which would lead to a draw.

In the lower left hand corner position with White's King on B 2, Knight on B 4 and Black's King on Q R 7, after ..., K R 8, a mate cannot be achieved and only the Bishop is captured. For example, Kt (K Kt 4) — B 2, P × Kt 5; 2 K × B 4, B × Kt 4!; 3 Kt × B, P × Kt 6; 4 K × Kt 3 with an endgame against the Pawn on K Kt 3. (Black's King marches into the middle of the board.) Therefore it must be better to change the front (see the same treatment). Then with White's King on Q Kt 3, Knight on Q 3, and Black's King on Q Kt 8, after ..., K × R 8 follows Kt (K Kt 4) — K 3, 2 Kt × B 2 ch, 3 Kt × R 3 ch, and mate in two moves.

Consequently Black's King must avoid this corner and retreat to the top left hand corner.

But in this corner mate cannot be achieved at all, and only the Bishop can be won. After which again follows the endgame against the Pawn on K Kt 3.

For example, in the position White's King on Q Kt 6, Knight on Q 6, and Black's King on Q Kt 5, after ..., K × Q R 1 White continues: 1 Kt × B 8!, K × Kt 1; 2 Kt × K 7, K × R 1; 3 Kt (K Kt 4) —

K 5, P × Kt 5; 4 Kt × B 6, B × K 6 ch; 5 K × R 6, B × Kt 4!; 6 Kt × Q 5, B × Q 1 (forced); 7 Kt × B, K × Kt 1 etc.

The change of the front does not help either. In the position White's King on Q B 7, Knight Q B 5, and Black's King on Q R 2 after ..., K × Q R 1 exactly the same mode of play would follow (echo).

But in the latter case the manœuvre of expulsion of the King from the corner can be used. After ..., K × Q R 1; 1 K × Kt 6!, K × Kt 1; 2 K × Q 7 ch, K × B 1! (otherwise it is mate in four moves); 3 K × B 6, K × Kt 1; 4 K × Kt 6, K moves; 5 K × Q 5. Thanks to the help of the stationary Knight on K Kt 4, which covers the square B 6 Black's King is easily driven first to the K B file and after placing the free Knight on K 5 also into the top right hand corner. After that K × B 8, K × R 2; K × B 7, K × R 1; K × P ch, K × R 2; Kt (K Kt 4) — K 5, P × Kt 5; Kt × B 8 ch, and Kt (K 5) — Kt 6 mate. In this study the Knights produce the maximum of work.

No. 145

1 Kt × Kt 3  Q × Kt 3!

....With other replies White is left with Rook and Knight against Bishop and Pawns.

2 R × R 6 ch  K × K 4!

No. 147

No. 146

1 P × Kt 7  Q × P ch!

....If Q × Kt 7 ch! then 2 K × Q, P × R 7; 3 Kt × P

P × Q 7; 4 K × R 7 etc.

2 K × Q  P × R 7!

3 K × P  P × Q 7

4 Kt × Q 6 ch

White wants to shift his Knight to Kt 7 from where it commands the Q B 5 square.

5 R × B 3

Making preparations to capture the prospective Queen.

6 Kt × Q 7 ch

Certainly not Kt ∗ P ch?

The absence of Black Pawns on the board would give Black a draw.

7 R × K 3 ch  P × Q 8 (Q)

9 Kt × B 5 ch

And wins the Queen.

9 K × Q 3

10 Kt × Q  P × B 4

11 Kt × B 3! any

12 Kt × B 2

And wins the Queen.
No. 148

500 Endspielstudien

1 Kt—Kt 4

An interesting position has been created. Black's Queen cannot be saved in spite of 25 unobstructed squares available for retreat. (Domination.)

1 Q—R 5 (Q 2, K 3)
2 Kt—Q 3 ch K—K 5
3 Kt—B 5 ch

And wins the Queen.

1 Q—R f (Kt 2)
2 Kt—Q 3 ch K—K 5
3 B—B 3 ch

And wins the Queen.

1 Q—K Kt 3
2 B—3 ch K×Kt
3 Kt—K 5 ch

And wins the Queen.

1 Q—R 8
2 Kt—Q 3 ch K—K 5
3 Kt—Kt 5 ch K—Q 4
4 B—B 3 ch

And wins the Queen.

No. 149

1 Kt—Q 5
2 B—R 3 (domination)

R—R 5!

Q—Q 7 ch.
3 Kt—B 7 ch K—K 1
4 B—Q 7 ch

And wins the Queen.

If 4... K×B; then 5 Kt—Kt 6 ch, K—B 3; 6 Kt×Q, K—Kt 4; 7 Kt—Kt 6! (but not Kt—Kt 2, K×P; 8 Kt—Kt 5, K—B 6!; 9 Kt—R 4 ch, K—Q 6; 10 Kt—B 5 ch, K—Q 5; 11 Kt (B 5)—K 4 (K 6), K—K 6 draw). Now if 7... K×P; 8 Kt—K Kt 5!; but if 7... K×Kt; 8 Kt—Kt 5, and if 7... P—Kt 4; 8 Kt—Q 5, K—B 5; 9 Kt—K 5 ch, K×Kt; 10 Q—Q 3.

Compare with No. 153.

No. 150

1 P—B 7
2 K×Q
3 Kt—Kt 5 ch K—B 3!

...... Advancing towards the Bishop. If K—K 4; then 4 Kt—B 5, P—B 8 (Kt 1); 5 B×P and if K—Q 4; then 4 B×P ch, K—K 4!; 5 Kt—B 5 etc.

4 Kt—Q 4 ch K—B 2
5 Kt×P K×B

...... Now Black is apparently sure not to lose as the Pawn cannot be stopped neither at Kt 2 nor at Kt 3. But the position represents an exceptional case: White wins here also with the Pawn on Kt 4 and Kt 5.

And herein lies the theoretical value of the study.

6 Kt—Kt 4!

With the threat 7 Kt—Kt 6 ch. Or if Black should have replied 6... K—B 2 ?; 7 Kt—Q 5 ch and 8 Kt—Kt 6.

6 P—Kt 4!

...... If P—Kt 3; then 7 Kt—B 3, P—Kt 4!; 8 K—K 7, K moves; 9 Kt (B 3)—Q 5 and Black's King is surrounded. Mate is achieved on the 17th move.

7 Kt—B 5 K—Q 1
8 K—B 8

Black's King is imprisoned in the triangle Q 1—Q R 4—Q R 1—Q 1. That represents the maximum of space, which White is able to surround with the Pawn on Q Kt 4. Black's King can hurry along the diagonal to Q R 4, but he will not succeed in breaking through. For example:

8 K—B 2
9 K—K 7 K—K 3
10 K—Q 6 K—R 4
11 Kt—B 6 ch K—Kt 3
12 Kt—Kt 3! P—Kt 5!
13 Kt (B 6)—Q 4

Black's King is surrounded.

No. 151

1 P—Kt 7
2 P—Kt 8 (Q) ch Q×Q
3 Kt—K 7 ch K—K 3!
4 Kt×Q K—B 2
5 Kt—K 2
6 Kt—K 4!

Endeavouring to shut in either Black's King or Bishop depending on Black's reply.
Variation I

6
P—B4

....If B—Kt2; then 7 Kt—Q6 with an easier game as in the text.

7 Kt—Q6

Shutting in Black's King. Not good is Kt—Kt5! Why—will be clear later.

White's plan will be to advance the King to KB6 or K7, to bring the King to K7 or KB6 and to mate with the Bishop.

Black has to manoeuvre with his Bishop in such a manner as to hamper the movements of White's pieces and at the right moment to sacrifice his BP on having reached Q B8, in order to extricate the King.

8 B—Kt7

Or B moves (excepting to Q4). If 7...B—Q4; 8 K —Q3, B—K3!; 9 K—K4, P—B5; K—K5 would shorten the game by one move.

Unsatisfactorily is also to advance the Pawn on the seventh move: 7...P—B5; 8 K—B3, B—Q4; 9 K—K4, Q—Q4; 10 K—K5. Compare with the tenth move in the text.

8 K—Q3

B—Q4

....Again it would shorten the game; if 8...B—B8 ch; 9 K—K4, P—B5; 10 K—K5.

9 K—K3

B—K3!

....The mate is not prevented by 9...B—B2?; 10 K—K4, P—B5; 11 K—K5 (or 11 K—Q4, B—K3; 12 K—K5, as in the text); P—B6; 12 K—B6, B—K3; 13 Kt—B8, 14 Kt—K7 ch and mate next move. Being on the diagonal Q B1—K R 6 Black's Bishop would prevent White's Knight from moving to KB5 or Q B6.

10 K—K4

P—B5!

II K—K5

B—R6!

....Worse is B—Q2? As White after bringing his King to K7 would win an important tempo through this attack on the Bishop. For example, 12 K—B6, P—B6; 13 K—K7, B—B7! (preventing the Knight from reaching KB6); 14 K—K6 (to bring the Knight to K7), P—B7; 15 K—K6, B—B5 or Q B8, P—B8 (Q); 16 K—Kt7 ch, K—K1; 17 B×Q, and Black has not time to extricate his King out of the mating net as his Bishop is en prise.

Still, in this variation White had another continuation: 13 Kt—K4, P—B7; 14 K—K7, P—B8 (Q); 15 Kt—B6 ch, K—R1; 16 B×Q.

Therefore 11...B—Q2? leads Black to unavoidable loss.

Also not good is 11...B—Kt5, as the Bishop will be attacked as soon as White's Knight moves to KB6 with check.

So, evidently one must come to the conclusion that the move 11...B—R6 is the very best.

12 K—B6

P—B6

13

K—K7!

Threatening mate in four moves, which can be prevented only by Queening the Pawn.

14

Kt—K4 (K8) B—B8 (Q)

15

Kt—B6 ch K—R1

16 B×Q

Kt—K2

....It seems as if Black's King escapes safely from the mating net. This move would not be possible if Black's Bishop had moved to K Kt5 (see note to the eleventh move.)

17

Kt—R5 ch

Alas, after all Black's Bishop has not found a safe retreat!

17 K—Kt3

Or K—R1; 18 B—R6 and the King is imprisoned again.

18

Kt—B4 ch

And wins the Bishop.

Now after the whole variation has been analysed it becomes clear why 7 Kt—Kt5 was not good. Black could easily refute this move, when White's King goes to KB6, K 7 in moving his Bishop to Q4.

Variation II

6 K—B2

....Extricating his King. But in that case the Bishop is shut in.

7 Kt—B5

K—Kt3

....It is useless for Black's King to move towards his Bishop as White's Bishop would not allow him to reach the Q Kt1 square. Therefore Black tries to base his combination on advancing his K R P with the idea of forcing White's King to move to the King's side when Black's King will work round to the QR2 square. But White succeeds in retarding this plan. There is for example, the following possible variation:

8 B—B8

P—R4

9 K—Q2

K—B4

10 B—Q6

Kt—K5

11 K—K2

P—R5

12 K—B2

And wins the Pawn.

Or 8...K—B4; 9 B—Q6, K—K5; 10 K—Q2, K—B6; 11 K—K1, K—Kt7 (K—K6, 12 B—K5); 12 K—K2, P—R4; 13 B—K7, K—Kt6; 14 K—B1, and if P—R5; then 15 K—Kt1, P—R6; 16 B—Q6 ch, K—B6; 17 B—K5 etc.

Black's Bishop will be lost as a result of the King's marching to the Q Kt3 square.

Second Game

5 Kt—B4

To follow with 7 Kt—Q6 making the position similar to the one in the first game.

6

B—Q4!

....With any other move White manages to retain all his three pieces. For example, 6...P—B5; 7 K—B3, any move; 8 Kt—Q6 ch and if K—Kt3 (K3) then 9 B—B4 etc.

7 Kt—Q6 ch

But not Kt—K5 ch? That would permit White to retain the Bishop, but after 7...K × Kt mate could no longer be enforced. For example, 8 K—Q3, P—B5 ch; 9 K—Q4, B—B2; 10 K—K4, B—K3; 11 K—B4, P—B6; 12 K—Kt5, P—B7; 13 K—B6, B—Q4; 14 K—K7, P—B8 (Q) etc. Or 10...B—B5, P—B6; 11 K—Q6, B—Kt6; 12 K—K7, P—B7; 13 Kt—Kt4 (13 K—B6, P—B8 (Q)), P—B8 (Q); 14 Kt—B6 ch, K—R1; 15 B×Q, Kt—K2 draw.

7 Kt—K7 ch

8 Kt—K7 ch K—B

9 Kt×B

This results in a curious endgame two Knights against a K RP and a QBP which must be played with circumspection.

9 K—Kt4!

....On 9...P—B5 would follow 10 Kt—K4, any move; 11 Kt—B2! and White cannot be prevented from placing his Knights one on K R 3 and the other on K B 4. But it would have been wrong for White to play either 10 Kt×P? or 10 K—Kt3? In the first case Black's K RP would have advanced to R 6, and in the latter case Black's K RP could not be captured without letting Black's King reach the bottom right hand corner (K R 8).
10 Kt—Q B 4!

White succeeds in capturing the KRP without depriving the Knight on Q B 4 of protection should he be attacked. For example:

10 P—R 4
11 K—Q 2 P—R 5
12 K—K 2 K—Kt 5
13 K—B 2 P—R 6!
14 Kt(Q5)—K3 ch K—B 5
15 K—B 1

The struggle for the opposition.

15 K—Kt 1 K—R 5

If K—B 5 or R 4; then 17 K—R 2 etc. The variations are comparatively simple.

17 K—B 2 K—R 4
18 K—B 3 etc.

...If Black's King goes in front of his KRP he is mated in the bottom right hand corner (K R 8).

A very instructive study! The fifth move opens a sequence of very fine moves for both sides.

The second game contains combinative moments together with a struggle of two Knights against two Pawns, which are of theoretical value. Transposing the second and third moves has no appreciable result.

1 P—Kt 7 Q—K B 2
2 Kt—K 7 ch K—Q 3
3 P—Kt 8(Q) K × Kt!
4 Q—Kt 5 ch

Or 4 B—Kt 5 ch, K—K 3;
5 Q—B 8 ch, K—K 4; 6 Q—Kt 8 ch, K—B 4;

4 Q—Kt 4 ch Q—K 3
5 Q—Q 7 ch Q—K 2
6 Q—Q 4 ch Q—Q 3
7 Q—R 7 ch K—K 3

...And if now 9 Q × B? then ... Q—B 4 ch winning back a piece.

If Black’s Queen had been placed on Q 1 the move 1 Kt—Q 4 would be immediately decisive. (See the fourth text-move.) The following manœuvre of the Bishop enforces this position.

1 B—Q 4

If now Black plays ... K—Kt 4 or Q—R 3 the Queen is at once lost by 2 Kt—K 6 (or B 5) ch. But as the other Knight cannot move to Q 4 which square is taken up now by the Bishop, Black is saved from mate.

1 Q—Q 1!

...Now White has to remove the hindering Bishop from Q 4 so as not to spoil the position.

2 B—B 2 ch K—Kt 4
3 B—R 4 ch! K × B

...Black's King has returned to his previous square and the Knight's move is decisive.

4 Kt—Q 4! K—Kt 4

......Preventing the mate but losing the Queen.

5 Kt (Kt7)—K 6 ch
6 P × Kt

Comparing this study with No. 206 Knight and Bishop have changed their roles. Here the Bishop hinders the Knight instead of the Knight the Bishop.

2 K × B Q—B 3 ch

White with a few checks drives Black's King to the edge of the board and creates a mating net.

1 Kt—K 6 ch K—Kt 3!

......If the King retreats to any other square the Queen is lost.

2 P—R 5 ch K × P

......See the previous note.

3 Kt—Q 6!

Entirely shutting in Black's King and forcing the Queen to guard the Q B 2 and Q B 4 squares on which immediate mate is threatened. Compare with the position in No. 228 after 3 Kt × P.

1 B—R 4!

If moved to Q 7 will be attacked by Black's Queen. (See third move).

1 B—R 5 ch!

Sacrificing the Bishop Black will be able to capture White's Pawn on K 7.

2 K × B Q—B 3 ch

No. 153
500 Endspielstudien

3 Kt—Kt 5! Q × K P

......Having finished with the KP Black apparently has freed himself of all troubles. But not for long!

4 Kt—K 3 ch K—B 4
5 K—R 5!!

A position has been created in which Black is in Zugzwang. Any move loses the Queen. Compare with Nos. 149, 153

No. 155
Deutsche Schachzeitung, 1910

1 B—K 4 Q—B 1
2 Kt—B 5 Q—K 1
3 B—Q 5 Q—Kt 3!

......Or Q—R 4; 4 Kt—Q 7 ch and 5 Kt—B 6 ch; or Q—B 1; 4 Kt—K 6 ch etc.

4 Kt—Q 7 ch K—K 1
5 B—B 7 ch

And wins the Queen.

Compare with No. 149.
4 B—Q 2

Being in Zugzwang White saves himself by sacrificing the Bishop. Clearly not B—Kt 4 because of ..., Q×P ch. Any move with the King is followed by a check with Black's Queen.

4 ... P—R 5

...... If ... Q×B the Queen is lost by a subsequent check with the Knight.

5 B—K 1

Again the only move.

5 ... P—R 6

And now Black is forced to move.

6 Q—B 3

...... The long prepared move.

6 ... Kt—K 4!!

Black is now in Zugzwang. For example, ..., Q—B 5 (B1); 8 Kt (K 6)—B 4 ch and 9 Kt—Q 5 ch; or ..., Q—B 7; 8 Kt (K 4)—B 5 ch and 9 Kt—Q 4 ch.

On the basis of mutual Zugzwang a strenuous struggle of White's three minor pieces with Black's Queen.

No. 156

Deutsche Schachzeitung, 1910

Black's position appears to be quite free, but already after White's opening move it becomes clear that Black is helpless against the pressure of his opponent's minor pieces.

1 B—B 7! Q—K 5!

...... Black's Queen has no other satisfactory retreat.

2 B—Q 6! Q—R 8

...... Black has other defences against the threat 3 Kt—B 5 ch, 4 P—Q 3 ch, which will be analysed later.

3 Kt—B 5 ch

As will be seen later the Knight has quite a lot of work to do.

3 ... Q—B 8

4—10 Kt—K 3 ch, B 2 ch, R 3 ch, Kt 5 ch, B 3 ch, × P ch, Kt 3 ch, and wins the Queen.

2 Kt—B 5 ch

And here the tireless Knight also settles the matter.

3 K—B 5

4—6 Kt—K 3 ch, B 2 ch, R 3 ch and wins the Queen.

Or 3 ... K—B 5; 4 Kt—K 3 ch (P—Q 3 ch), K—Q 5; 5 Kt×P ch, K—B 5; 6 P—Q 3 ch.

2 Kt—Kt 4

3 Kt—B 5 ch K—B 5

...... Or Q×Kt; 4 P×Q, Kt×P?; 5 B—B 4!!

4 Kt—K 3 ch K—Q 5

...... Or Q×Kt; 5 P×Q, Kt×P; 6 B—B 4!

5 Kt—B 2 ch K—B 5

6 P—Q 3 ch and wins.

For example, P×P; 7 Kt×Q, K×Kt; 8 Kt—K 1 ch, K—K 5; 9 P—R 6, and if 9 ... Kt—R 2; 10 P—R 4 etc. if 9 ... Kt—B 2; 10 P—R 7 with the threat 11 P—R 4; and if 9 ... P—B 4; 10 P—R 4, Kt—B 2 (R 2); 11 P—Kt 5 etc.

1 P—Kt 8(Q)!

Driving Black's Queen away to obtain command of the K 3 square. Not winning is 1 Kt—K 3 ch, Q×Kt; 2 P—Kt 8 (Q) because of 2 ... Q×B 7 ch with perpetual check or Black equalizes the game Kt×P ch, etc.

...... Should Black not take the Queen a very strong attack would follow. For example, 1 ... Q—Q 6; 2 B—Kt 4, Q—Q×Q

No. 158

Deutsche Schachzeitung, 1914

To win White must prevent Black's Pawn from Queening. Consequently the primary task is to bring the Bishop on the long diagonal Q R 1—K R 8.

1 Kt—B 2 ch K—K 4

...... If K—Q 4; then 2 Kt—Kt 4 ch, and 3 Kt×P with a won endgame.

2 Kt—Kt 4 ch K—K 5

1 Kt—K 6 ch and wins.

For example, 2 ... K—K 5; 3 Kt×Q, P—Q 5; 4 Kt—Kt 4, K—B 5; 5 Kt×Q 5 ch, K—Kt 6?; 6 P—R 6, K—B 7 (K×P?; 7 Kt×P!); 7 Kt—Q 3 ch, and 8 Kt×P!
3 Kt × P ch
Capturing the K B P White opens the long diagonal for his Bishop.
3 K——K 4
4 Kt——Kt 4 ch K——K 5
5 Kt——B 2 ch
The Knight has done his share and has returned to his starting square commanding the K 4 square.
5 K——K 4
6 B——B 8 !
The absence of Black's K B P gives White the possibility of this strong move.
6 K——B 3
...... Apparently preventing White from obtaining command of the long diagonal.
7 B——Kt 4 !
The position of Black's King being on his K B 3 square opens for White a new possibility — the sacrifice of the Bishop for the Queen.
7 P——R 8 (Q)
8 B——B 3 ch Q×B
9 Kt——K 4 ch and wins
The fact of Black's King being forced to guard Q 5 square is utilised by White for the introductory manœuvre with the Knight.

No. 159
Trudovaia Pravda, 1925

1 R——Q Kt 1 !
By offering the important Pawn or the Rook White lures Black's Queen to an unfavourable square. If 1 R——K 1 ch, K——Q 2 !; 2 R——K 7 ch, K——B 3 and draw.
1 Q×P
2 R——K 1 ch
Now this move is correct, as Black's King will be unable to protect his Queen.
2 K——Q 2
3 R——K 7 ch
And wins the Queen.

No. 160

No. 161

1 R——K 4 ch
If B——B 5 ch then K——K 3.
1 K——B 1
2 B——K 3
Threatening B——R 6 ch.
Again useless is here 2 B——B 5 ch ?, K——Kt 2 ; 3 R——Kt 4 ch, K moves.
2 Q——Q 3 ch !
...... If Q——K 8 ch ?; 3 K——R 2, K——Kt 1 ; 4 R——K 8 ch and 5 B——R 6 ch.
3 B——B 4 Q——B 3 !
...... Defending both squares K r and K B 3. If Q——Q 2 (Q 1) ; then 4 R——R 6 ch, 5 R——Kt 4 ch, 6 B——Kt 7 ch, 7 B×P dis ch and 8 R——Q 4 .
4 B——R 6 ch K——Kt 1
5 R——Q 4 !
Forcing Black's Queen to relinquish the command of the K B 3 square.
5 Q——R 1 !
...... About Q——K 1 see note to the ninth move.
6 R——Kt 4 ch K——R 1
7 B——Kt 7 ch K——Kt 1
8 B×P dis ch K——B 1
9 R——Q 4
This move would not have been possible with Black's Queen on K r because Black could then reply Q——K 6 ch ! On the other hand White would have played instead of the text-move 9 B——Kt 7 ch, K——Kt 1 ; 10 B×P dis ch, K——B 1 ; 11 B——Kt 4 ch, etc.
10 P——B 5 !
White's King cannot advance at once. For example, 10 K——R 4 ?, P——B 4 !; 11 R——Q 5, Q——Kt 1 (threatening Q——Kt 3)
10 P——B 3
11 K——R 4 Q——Kt 1
12 R——Q 6 Q——B 1
13 P——Kt 4
And Black cannot prevent White's King from marching to K Kt 7.

No. 162

This natural position allows a combination with the sacrifice of the Rook.
1 R——Q 7
Threatening R——B 7 ch and R——Q 7 dis ch.
1. Q × P!
2. ... P – K 5; then 2 P – Kt 5 ch and 3 R – Q 5 mate.
3. 2 P – Kt 5 ch K – B 4
4. R – Q 3!
    Threatening a beautiful mate
5. 4 P – K 4 ch and 5 B – R 7 mate.
6. 3 Q × R
7. 4 B – R 7 ch and wins

No. 163

Wiener Schachzeitung, 1912.

Black has the material advantage, but the cramped position of Black’s King allows White an interesting combination with discovered check.

1. B – B 2!

The immediate 1 R × P is not good because Black would not reply Q × R but Q × P 1 thus precluding the danger of the discovered check. The retreat of White’s Bishop forces Black’s Queen to move from the diagonal K B 1/Q R 6 to the diagonal K Kt 1/Q R 7.

2. Q – Kt 1

(2 B2, Q R 1)

Intending with the next move to attack White’s Bishop and subsequently to capture it, making the discovered check harmless.

2 R – P × P
3 B – K 4!
4 R – K 5 dis ch K – B 2
5 Q – B 5 ch

And wins the Queen.

1 K × P

.... Leads to a Pawn endgame lost for Black.

2 R × P ch Q – R 5
3 B × Q K × B
4 K – R 2, etc.

White’s plan could not succeed had he played with the first move B – Kt 5 or Q 3. Black would have replied ... Q – R 1 and if now 2 R × P then Q – R 8 (R 6); 3 B – K 4, Q – Q 5 or Q × P.

To a draw leads 1 P – Kt 5?, Q – B 4; 2 R × P, Q – Kt 5, Q 5 or K 6.

No. 164

Shahmatni Listok, 1930.

Black’s King and Queen are in a cramped position. White’s opening moves still more increase the advantage in space.

1 R – B 3 Q – R 5!

...... Black’s Queen retreats retaining command over the Q 5 square. If Q – R 8 (R 4, Kt 7, Kt 5) then 2 R – B 8 ch and 3 B – B 3 ch, and if Q – R 7 (R 3) then 2 R – K Kt 3, P – K Kt 3; 3 B – B 3 ch, 4 R – Kt 7 ch and 5 R × P dis ch.

2 R – Kt 3! P – Q 4!
3 ... If P – R 3; then 3 B – B 3 ch, K – R 2; 4 R – Kt 7 ch and 5 R – Kt 4 dis ch, winning the Queen.
4 B – B 3 ch P – Q 5
5 R – Kt 4

(Compare with the position in No. 44 after the sixth move.)

4 P – K R 3
5 R × P!

If B × P ch? then K – R 2; 6 R – Kt 7 ch, K – R 1; 7 B – K 5, Q – K 5, etc.

But after the text-move Black has no defence against the threat 6 R – Q 8 ch and 7 R – R 8 mate.

No. 165

Deutsche Schachzeitung, 1907.

...... An attempt at active play. Not so good would have been 4..., Q – B 8; 5 K – R 2!, Q – B 7; 6 K – R 1! Q – B 5; 7 P – K 4! and Black being in Zugzwang must lose the Queen.

5 K – R 1!

The only retreat, where White’s King need not fear checks. If 5 Kt – R 1, obviously follows ..., Q – K 8 ch; and if 5 K – R 3, then Q – K 3 ch!

5 Q – K 3!

...... Winning a tempo. If Black plays at once ... Q – B 5 then 6 B – R 1 which drives Black’s Queen out of her hiding place. It is curious, that with Black’s Queen on Q B 5 it would be a mistake on White’s part to play 6 R – R 2 (instead of 6 B – R 1) as ... Q – R 3; 7 B – Q 4, Q – B 5; and now White cannot play 8 B – R 1? because of ... Q – R 7 ch. On the other hand Black cannot play 5... Q × P ch (instead of Q – K 3) because of the reply 6 K – R 2! and Black’s Queen has nowhere to hide.

6 B – Q 4

With this move White starts a Bishop manœuvre, the three-fold repetition of which, puts Black into Zugzwang.

6 Q – B 5!
7 B – R 1 P – R 5
8 B – B 6 Q – K 3
9 B – Q 4 Q – B 5
10 B – R 1 P – R 6
11 B – B 6 Q – K 3
12 B – Q 4 Q – B 5
13 B – R 1 P – R 7
14 B – B 6 Q – K 3
15 B – Q 4 Q – B 5
16 B – R 1

And Black’s Queen because of Zugzwang is forced to move into danger.
**No. 166**  
*Shahmatni Listok, 1925.*

As in the previous study the awkward position of Black's King is White's trump card.

1 **B—Kt 2**!  
An unavoidable preparatory move to prevent Black's Queen from reaching the Q B 1 square. If at once 1 **R X P ch**, K—R 1; 2 **B—B 6**, Q—Q B 8! and the discovered check is harmless.

1 **Q—R 7**!  
2 **R X P ch**  
3 **B—B 6**  
Certainly not 3 **B—B 3**?  
Q—R 6!; 4 **B—B 6**, Q—Q B 8!  
3 **Kt—R 6**!  
......Covering the Queen against the attack by White's Rook. But now the Queen comes into a new danger. The Knight cramps the movement of the Queen and White succeeds in shutting in the Queen.

Bad would have been 3 Q R 6; 4 R R 7 dis ch, K—Kt 1; 5 R X Q, Kt X R; 6 B—K 7 etc.

4 **R—Kt 7 dis ch**  
5 **R—Kt 2**!  
Unexpectedly Black's Queen is placed in just the same deplorable position in which Black's King has been.

5 **Q—R 8**

6 **R—Kt 8 ch**  
And wins the Queen.

1 **Q—Kt 5**  
2 **R X P ch**  
3 **R—Kt 7 dis ch**  
4 **R X Q**  
5 **B—R 3**  
And White wins easily. For example, 5 K X P; 6 B X P, Kt—B 7; 7 P X B 5, Kt—K 5; 8 K—R 5, K X R 2; 9 K X Q, Kt—B 6; 10 P X B 6, Kt—Q 4; 11 B X Q 8 etc. Or 6 K B 2; 7 K—R 5, K—K 3; 8 P—B 5, any move; 9 K X P etc.

1 **Q—B 4**  
2 **R X P ch**  
3 **K—R 2**  
4 **R X Q**  
5 **P X R**  
**B—B 3** and wins  
For example, 5... Kt—K 6; 6 K Kt 3, K Kt 3; 7 K—B 3, Kt—B 4; 8 K—K 4 and Black loses the Q B P.

**No. 167**

**No. 166**  
*Deutsche Schachzeitung, 1910*  

If White manages to exchange his two pieces for Black's Queen, White wins the ensuing Pawn endgame.

1 **R—B 4 ch**  
2 **B—B 6 ch**  
3 **R—K 4 ch**  
4 **B—K 7 ch**  
5 **R—Kt 4 ch**  
6 **B—Kt 5 ch**  
7 **B—B 4**  
8 **B—Kt 5 ch**  
9 **Q—Kt 8**!  
10 **R—Kt 1 dis ch**  
11 **B—K 3**  
The Bishop is saved from the persecution of Black's Queen.

11 **Q—R 7**  
......The Queen is forced from active defence to passive defence. Q R 7 is the only square on which the Queen is protected from the attack of White's Rook after the discovered check.

12 **R—Kt 5 ch**  
13 **K—R 4**  
Creating a mating net. The advance of the Q R P is refuted by the advance of Black's KBP.

13 **Q—R 6**  
14 **R—Kt 3 ch**  
And wins the Queen.

**No. 168**

**No. 169**  
*1895*  

1 **P—Kt 4 ch**  
2 **P—Q 4!**  
As will be seen later this move is very essential; it prevents Black from checking on the fifth move... Q R 4 ch or... Q K 3 ch.

2 **Q—B 1 ch**!  
......The idea of this move is to force the Bishop off the diagonal on which he could mate with the next move. B—K 3 mate.

3 **B X Q**  
4 **R—K 1**!  
In his turn White deflects Black's Pawn from the KB file to the K file. At the same time White gains a tempo and is able to bring his Bishop into play.

3 **P X R**  
4 **P X R** (Q or Kt)
No. 170

Deutsche Schachzeitung, 1914

5 B—Q 6 Q (Kt) moves (ch)
6 B—B 4 ch Q (Kt) x B
7 K x Q (Kt) and wins

No. 171

Shahmatni Shurnal, 1901

1 R—R 7
Threatening 2 P—Q 8 (Q) dis ch, the only move to win.
For example, 1 Kt—B 6, Q—R 3; 2 P—Q 8 (Q), Q—R 4 ch
and after loss of the Rook White cannot win. If 2 R—R 7, then ...
Q—R 2 ch; 3 K—B 4, Q—R 7 ch; 4 K—K 4 (B 3) (4 K moves,
Q—Kt 8 ch, and Q x R), Q—Kt 7 (R 8) ch and White's King has
no hiding place. If 2 R—K Kt 4 (instead of R 7) then
Q—R 2 ch; 3 K—B 4, Q—R 3 ch; 4 K—Kt 3, Q—Kt 6 ch
with perpetual check. If finally 2 R moves, Q—R 6 ch;
3 R—K Kt 4, Q moves, Q x P, Q—B 6 ch etc.
If 1 Kt—K 6? follows Q—Q Kt 1 and if now 2 P—Q 8 (Q)
then Q—Kt 4 ch, but if 2 R—R 5 then Q—Kt 8 ch; and
later Q—Kt 5 ch. If 2 R moves then Q—Kt 4 ch; and ...
Q x P.
If White plays 1 R moves? Q—K 2 would follow, threat-
ening Q—K 4 ch etc.
1 Q—Q 2 ch
....Attacking the Rook.
Now 2 P—Q 8 (Q) leads to a
draw, as 2...

No. 172

Bohemia, 1907

1 P—K 7 Q x Q P!
2 R x R ch K—Kt 2!
3 P—Kt 8 (Kt) ch K x R
4 Kt x Q P—K 7!
5 Kt x P P—K 5!
Black is saved now from unavoidable loss should the
K P have become stuck on K 4 or K 5 square. But in the
given position, with Black's King badly placed, White can
win with the Pawn even on K 6.
6 K—Kt 5! K—Kt 1
....A bad, but forced move! If K—K 2 (Kt 2) then
Kt—B 5 ch and 8 Kt—K 3 and if ...
P—K 6; then K—B 6.
7 Kt—B 5 P—K 6!
8 K—B 6 K—B 1
9 Kt—Kt 7
And mate follows on the 26th move.

No. 173

Deutsche Schachzeitung, 1914

2 K—Kt 2!
The King must go to this
square to escape further checks.
2 Q x P
....Or 2...
K x R; 3 P—
B 8 (Q) ch, and 4 Kt—Kt 3 and
White must win.
3 R—Kt 7 ch K—R 1
4 Kt—B 6! K x R
....Otherwise it is mate
next move: 5 R—R 7 mate.
5 Kt—Q 8 ch
And wins the Queen.
The diagram position could
have happened after the actual
following play: R—K 8 ch,
K—R 2; R x P, P—K R 8 (Q)

In the present as well as in the
subsequent studies the theme is the
capture of a piece by offering a
White piece.
1 R—Kt 7!
First offer of the Rook.
1 Q—Kt 1 (Q R 1)
2 Kt—K 5 ch K—B 4
3 R—Kt 8!
Second offer.
1 P—Kt 4 ch Q—R 2
3 P—Kt 4 ch Q—K 3
5 R—K R 8!
Third offer.
5 Q x R
....Finally Black's Queen
is forced to take the annoying
Rook.
6 Kt—B 7 ch
And wins the Queen.
The three offers of the Rook
are a simple combination.
Remarkable is the helplessness
of Black's Queen, crawling
along the edge unable to come out.
No. 174
1896

1 P—K 7!

White sacrifices a Pawn to get Black's Queen to the unfavourable square.

2 Kt—Kt 3 ch K—Kt 4
3 Kt—B 5!

And Black's Queen is lost. A little study on the theme of partial domination (14 squares) with a curious final position. Compare with No. 213.

No. 175
Deutsche Schachzeitung, 1911

Black's King is exposed and the Queen in a cramped position on the edge of the board. To realise his advantage White attacks.

No. 176
500 Endspielstudien

No. 177
Isvestia Vech, 1924

And to prevent mate Black must sacrifice the Queen.

No. 178
Niva, 1910

White has such considerable advantage in space as to be able to force a win with quiet moves.
No. 179
1895

1 Kt—Kt 3 ch K—Q 5
2 R—B 8 Q×R
3 Kt—B 5 ch K—B 4
4 P—Kt 4 ch

And wins the Queen with the next move.

No. 180
500 Endspielstudien

1 R—B 8! Q—K 4
2 P—Q 4!

Although Black's Queen is in the centre of the board the co-ordinated movements of White's pieces make her helpless. White's pieces are excellently placed.

No. 181
1897

1 R—Kt 7 ch K—B 3
2 Kt—Q 8 ch

White intends to force Black's King to capture the KP.

2 R—Q 7 ch K×P
3 R—Q 7 ch K×P

...... Now follows the unexpected Pawn sacrifice.

No. 182
Deutsche Schachzeitung, 1910

1 R—Kt 4! Q—B 1
2 R—Kt 8! Q—R 6
3 R×Kt 8! Kt—R 5
4 R×Kt 8! Q—B 1
5 R—R 8! Q—Kt 2
6 R—Q Kt 8!

And wins the Queen.

This study has a record number of offers of the Rook—six!

No. 183
1898

1 P—R 4 ch K—Kt 5
2 K—Kt 2 Q—Q B 4
3 R—R 5!

White offers the Rook—to obtain command of the K 3 square.

4 R×P

Second offer of the Rook, with the same idea.

5 R—R 5!

Third offer of the Rook.

6 P—B 3 Q—Q 7
7 R—R 2!

The fourth offer.

8 R—B 2!

For the fifth time the Rook is offered and now Black is forced to accept it.

9 Kt—K 3 mate
No. 184

1 R—R 4 ch K—Kt 2!
2 R—R 1 Kt—B 8
3 R—Kt 1 ch K—R 3!

...... Or K—B 2; 4 Kt—K 5 ch, and 5 Kt—B 3. Or K—R 1?; 4 Kt—B 6 and mate next move.

4 Kt—K 5 P—K 8 (Q)
5 R—Kt 5! Q—B 7
6 Kt—Kt 4 ch K—R
7 Kt×Q and wins

No. 186

Shachmatnoe Obosrnie, 1916

1 P—Q 4 P—B 8 (Q)

...... 2 Kt—Q 3 was threatened.

2 R×P ch K—B 4
3 K×P P—Kt 5!

...... Or .. Q—B 3; 4 R ×Q, P×R; 5 P—R 4 and White must win.

4 R—B 6 ch K—Kt 4
5 Kt—Kt 4 ch K—K 4!

Because of the threatened mate on K R 1 Black is forced to accept the sacrifice.

6 Q×R
7 Kt—Kt 3 ch and wins

No. 185

Deutsche Schachzeitung, 1913

1 R—B 2 ch K—Kt 6

...... If K—Kt 8 then Black loses without any struggle. 2 Kt—K 2, P—R 8 (Q); 3 Kt—B 3 ch, Q×Kt; 4 K×Q, P—R 7; 5 R—Kt 2 ch etc.

2 R—B 1 P—R 8 (Q)!
3 R×Q K—Kt 7

4 P—R 7

5 K—B 4!

Making room for the Knight at the same time cutting off the escape of Black’s King over K Kt 3.

5 P—R 8 (Q)

...... Taking advantage of Black’s King being chained to the Queen, the Knight advances towards the opponent’s pieces.

6 Kt—Q 3 ch K—R 7
7 Kt—Kt 4 ch K—Kt 7

...... White constructs a mating position now.

8 R—B 2 ch K—Kt 8

...... If K—B 8; then 9 Kt—R 2 ch, K—Kt 8; 10 K—Kt 3. The Knight also does not allow 8.., K—R 6? because of 9 Kt—B 2 ch.

9 K—Kt 3

And there is no defence against mate next move—10 R—B 1 mate, as the Knight is covering the Q R 6 square prohibiting the move 9.., Q—R 3. Should White’s Rook be now on K Kt 2 or K R 2 Black could prevent mate by moving the Queen to Q R 2 or Q R 1. Thus the fourth move of White together with the seventh give a new interpretation of the Behing theme. Instead of closing the diagonal (as with Behing) or depriving the Queen of a square of attack (as No. 233) here a suitable square is found for the Rook and that looks less artificial and almost appears to be taken from an actual game.

8 Kt—B 2 mate

Remarkable is the changing of the roles between the Knight and the Rook. In the first variation the Knight is a supplementary piece and the Rook the deciding factor; in the second variation it is just the other way round.

Compare with No. 233.

No. 187

Deutsche Schachzeitung, 1897

1 R—R 8 ch Kt—B 1
2 R×Kt ch K—R 2
3 P—B 7

A draw would result if 3 R—B 7?, K—Kt 3; 4 R×P ch, K×P; 5 R×P, K—K 4.

3 K—Kt 3!!

...... If P—Kt 7; then 4 R—R 8 ch, K—Kt 3!; 5 K—K 7!, P—Kt 8 (Q); 6 P—B 8 (Kt) ch, etc., as in the text.

4 K—K 7 P—Kt 7

...... Or Kt×P; 5 R—K Kt 8!?, P—Kt 7; 6 P—B 8 (Q), P—Kt 8 (Q); 7 R×P ch etc.

5 R—K R 8! P—Kt 8 (Q)
6 P—B 8 (Kt) ch K—Kt 4
7 Kt—K 6 ch K—Kt 3
8 Kt—B 4 ch  K—Kt 4
9 Kt—R 3 ch  K—Kt 3
10 Kt×Q and wins.

Certainly should Black play
5 . . . P—Kt 8 (Kt) would follow
6 P—B 8 (Q).

No. 188
Investia Vech, 1924

1 P—Kt 7!  Q×P
2 P—B 4 ch  K moves
3 Kt—R 5 ch or B 5 ch
And wins the Queen.

Black threatens to Queen his Pawn. White cannot prevent this. But White attacks the King and succeeds in bringing about a position in which Black, to prevent mate, is forced to sacrifice the Queen.

1 Kt—Q 6!  P—K 8 (Q)
Or . . . K—R 5; 2 Kt—K 4,
P—K 8 (Q); 3 Kt—B 5 ch,
K—R 4; 4 B—R 6. Or 2 . . .
K—Kt 6; 3 Kt—Q 2 ch, and
4 Kt—B 3 stopping the Pawn.

2 Kt—Kt 7 ch  K moves
3 Kt—B 5 ch  K—R 4
4 B—R 6!
This quiet move is decisive.

4 . . . Q moves
5 B—Q 2 ch  Q×B
6 Kt—Kt 3 ch and wins.

White’s combination is based on the awkward position of Black’s King on the edge of the board. Compare with No. 190.

No. 189
1805

3 P×P
After this move White succeeds in playing his Bishop on the diagonal Q R 4/K 8.

Q—K 1
. . . . Apparently Black has no other moves.

3 B—B 8!  Q moves
5 B—Q 7 ch  Q×B
6 Kt—Kt 6 ch and wins.

No. 191
Shahmati, 1923

Although Black’s King has four squares to go to, the move P—B 4 gives White the win in both echo-variations of this little study.

No. 190
500 Endspielstudien

1 P—Q 7!
2 B—Kt 3 ch  K—Kt 4
3 B—R 4 ch  K×B
4 Kt—B 5 ch
And wins the Queen.

In the last variation the whole beauty of White’s second move is revealed if the wrong reply is analysed: 2 K—Kt 5?
(instead of B—Kt 6!), Q—Q 4 ch!; 3 B—B 5 (K—R 4,
Q—R 8 ch; 4 K—Kt 3, Q—K 8 ch; 5 K moves, Q×P;
6 P—Q 8 (Q), Q×P ch; 4 K—B 6! (4 K moves
Q—R 7 (Kt 7) ch, Q×P ch; 5
K—K 7, Q—Kt 5 ch; 6 Kt—Q 6 ch, K—Q 4; 7 P—Q 8 (Q),
Q—R 5 ch.

If 5 K—B 7, Q—K B 6; 6
Kt—Q 6 ch, K—Q 4.

If 5 K—K 6, Q—K 6 ch; 6
K—B 7, Q—B 5.
If 5 K—Kt 6 (Kt 5), Q—Kt 6 ch; 6 K moves, Q—B 2.

Also not good is 3 K—B 6
(Kt 6) because of the reply
Q×P (on Q 2 of White); 4 P—Q 8 (Q), Q×P ch (or ×B ch).

If 2 K×P?, Q—K 7 ch; 3
K—R 4 (3 K moves, Q×P),
Q—R 7 ch; 4 K—Kt 5, Q—
Kt 7 ch; 5 K—R 5, Q—R 7 ch
draw.

Both variations are very similar in idea (echo-variations)

No. 192
500 Endspielstudien

1 B—Kt 5
The idea of this move is to force Black’s Queen from a favourable to an unfavourable square: Q B 8, Q Kt 7, Q R 8,
Q Kt 6 or Q R 3.

Q—B 1
2 Kt—K 5 ch
The Knight intends to move to Q 4 to let the Bishop take his square.
No. 193
Shahmatnoe Obosrenie, 1910

1 Kt—B 4 ch K—B 6
2 B—B 6 ch Kt—K 5
3 B—Q 7 ch Q×B
4 Kt—K 5 ch and wins
5 Kt—K 5 ch

ymee

1 Q—Kt 2
2 Kt—K 5 ch K—K 6
3 Kt—B 4 ch K—B 6
4 B—B 6 ch and wins
5 Q—Kt 3(R6)
6 Kt—B 4 ch and wins

In this variation 2 B—R 5 ch, K—K 1 ! could not be played. If now White plays 3 P—B 7 then K—Q 2 ; 4 Kt—K 7 ? ? , Q—B 7 ch ; 5 K×P, Q—K 6 ch and Black wins.

In the first two variations will be noticed a similarity of ideas with No. 191.

No. 194
500 Endspielstudien

1 P—B 7 !

An unexpected offer of a Pawn. White threatens now B—Q 7 ch and P—B 8 (Q) or the other way round.

1 Q—R 2 ch

....... Or K—R 5 ; 2 B—Q 7, Q—R 2 ch ; 3 K—Kt 2 !, Q×P ; 4 Kt—K 1 etc., as in the text.

No. 195
Deutsche Schachzeitung, 1910

1 K—Kt 4
2 B—Q 1

And wins the Queen.

No. 196
Bohemia, 1911

1 B—B 2 ch

White's task is to force Black's King to his Q Kt 4 or Q B 5 squares; in the meantime White endeavours to bring his Bishop to the K 2 square.

1 K—Kt 5
2 P—B 8 (Q)

....... Or K—B 5 ; 3 Kt—B 5 !, K—Q 6 ; 4 Kt—Kt 3 etc.

3 Kt—B 2 ch K—B 4 (R 4)
4 P—Kt 4 ch K—Kt 4

....... And now White has finally forced Black's King to the same diagonal with his Queen.

5 B—K 2 ch Q×B
6 Kt—Q 4 ch and wins

For example, K×P ; 7 Kt×Q, P—R 4 ; 8 P—R 4, P—R 5 ; 9 P—R 5, P—R 6 ; 10 Kt—B 1, P—K 6 ; 11 P—R 6, P—K 7 ; 12 P—R 7 ! P—R 7 ; 13 P—R 8 (Q).

1 B—Q 1

The unfavourable position of Black's Queen can prevent the threatened check with the Bishop also from R 1, B 1 and Kt 4, but that would be at once followed up decisively by a fork with the Knight on K B 3 or K Kt 6.
4 P—R 3!
  To give Black the move.
  4 P—R 4
  5 P—R 4
  Black is in Zugzwang.
  5 K—Kt 4
  6 B—Q 8
  7 Kt—B 7 ch and wins

No. 197
Isvestia Velh, 1924

Black’s King being in the corner dictates the plan of action.

1 Kt—Kt 5
  Threatening mate in two moves.
  1 Q—K 2
      ....The only move commanding the K 6 square of Black.
  2 Kt—B 7 ch K—R 2
  3 B—R 3
  The last two moves force Black’s Queen to a square from which it is impossible to check. Useless here is 3 B—Kt 2? because of Q—B 1 ch.
  3 Q—K 6
      ....It is clear that the Bishop cannot be captured, because of 4 Kt—Kt 5 ch. Also not good is ...P—Q 3 because of 4 B X P!, Q—K 6; 5 B—K 5 and White wins the Queen.

No. 198
500 Endspielstudies

1 B—K 3!
  ...If Q moves; 2 P—Q 5 mate, and if Q X B then 2 Kt—Q 5 ch. Maneuvering with his Knight White manages to arrive at the same position only with the Knight now on K 7 instead of on K B 6. From here the Knight commands the Q 5 square and also deprives Black’s King of the B 6 square.
  2 Kt—Q 5 ch! K—B 3
      ...Or ...K—R 2; 3 P X P dis ch, etc.
  3 Kt—K 7 ch K—Kt 3
      ...Or K—Q 3; 4 Kt—B 5 ch.
  4 P X P dis ch Q X B
      ...With White’s Knight now on K B 6 Black’s King could escape to his B 3 square.
  5 Kt—Q 5 ch and wins

No. 199
500 Endspielstudies

1 Kt—K 6 ch K—K 1!
  2 K—Kt 7 Q—K 5!
      ....Why Q—Q 2? cannot be played will be clear later.
  3 B—Q 5! Q—Q R 5
      ....If Q X B then 4 Kt—B 7 ch.
  4 P—K B 3!


With this Pawn move White threatens B—K 4 and B—Kt 6 ch, following with Kt X B P ch.

As Pawn moves do not prevent this threat Black is forced to move the Queen.

4 Q—Q 2
  5 B—B 4!
  6 B—Kt 5 ch Q X B
  7 Kt—B 7 ch
  And wins the Queen.

No. 200
Bohemia, 1911

1 Kt—B 3 ch K—Kt 3
  2 Kt—R 4 ch K—Kt 4
  3 B—B 7!
  4 P—Kt 3 ch K—Kt 4
  5 P—B 4 ch K—Kt 5
  6 B—K 6 ch
And wins the Queen.

No. 201
64, 1928

1 Kt—R 6
  Threatening 2 B X P ch and 3 Kt—B 7 ch.

1 Q—R 6 ch
  ....Removing the Queen with the move thus, making it
possible to extricate Black’s King from the corner.

2 K—Kt 1 K—Kt 2
3 B—Q 6!

Evidently Black’s Queen is on an extremely awkward square.

3 P×P

......Or......Q×B; 4 Kt—B 5 ch.

4 B×Q P×P ch
5 K×P K×Kt
6 B—Q 6 and wins

Not correct would have been
3 Kt—B 5 ch?, K—B 3; 4 B—Q 6, P×P; 5 B×Q, P×P ch; 6 K×P, K×Kt draw.

3 Kt×P ch K—Kt 6
4 B—Q 1 ch
And wins the Queen.

Compare with No. 207.

No. 203

Deutsche Schachzeitung, 1913

The solution of this rather simple position study contains many original moments.

1 Kt—Kt 5 ch K—R 3!

......Black is playing for a stalemate. If K—Kt 1 (K—Kt 2; 2 B—K 4) then 2 P—R 6, K—B 1; 3 B—B 5 ch, K—Q 1; 4 P—R 7, K—K 2; 5 P—Q 3, threatening B—K 4 and the Pawn goes through to Queen. 5......Q×Kt (or Q×B); 6 P—R 8 (Q), Q×B (or Q×Kt); 7 Q—R 7 ch, 8 Q×P etc. If after 2 P—R 6 Black replies 2......Q—R 1; then White wins advancing his Queen P; 3 P—R 7 ch, K—B 1; 4 B—K 4, Q×B; 5 Kt—Q 6 ch etc. Or 2......Q—B 6 (Kt 7, R 8, B 3, K 4); 3 P—R 7 ch, K—K 1! (K—B 1 (Kt 2); 4 B—K 4; 4 B—B 7 and 5 E—Q 5 ch, but if 2......Q×K 3 (Q moves); 3 P—R 7 ch, K—K 2; 4 B—K 4 ch.
2 Kt—B 7 ch K×P!

Attacking Black’s Queen twice. It is clear that the Queen could not be captured:
3 Kt×Q? stalemate.

3 Q—K Kt 4 (K B 4)
4 Kt—Q 5 Q×P (Q—Q B 7)
......Pinning the Pawn and thus preventing mate in two moves.

5 K—R 3

And Black has no defence against the threatened mate 6 P—Kt 4 ch.

The subvariations after 1 K—Kt 1 constitute a study by itself.

No. 204

Geshe Casopis Sachistu, 1924

1 P—Kt 7 Q—Kt 3 (Q 1)

......If P—Kt 5 White can at once reply with 2 P—Kt 8 (Q), P×P ch; 3 K×P, Q—Kt 5 ch; 4 K—Q 3, Q—Q 3 ch; 5 K—K 2, and White’s King marches to the KR file.

2 Kt—B 8

It would have been bad to play 1 Kt—B 8? intending 2 P×Kt 7, Black would have replied: 1......K—Q 3 and 2......Q—Kt 8.

2 Q—Kt 6!

(Kt 7, Kt 8)

......Or Q×K B 2; 3 Kt—Q 7 ch, 4 Kt—B 6 etc.

3 B—Kt 4!

To drive the Queen to an unfavourable square. Not good here is 3 B—B 5? (intending 4 B—Kt 6 and 5 P×Kt 8 (Q) because of 3......P—Kt 5; 4 B—Kt 6 (R 7), and Black gets a perpetual check: Q×P ch; 5 K—Kt 1, P—Kt 6; 6 P—K 5, Q—K 8 ch.

3 Q×B

......If 3......P—Kt 5; 4 P×P ch, K×P; 5 P×Kt 8 (Q), Q—B 6 ch; 6 K—Kt 1, Q—K 8 ch; 7 K—R 2.

4 Kt—Q 7 ch K—Q 3
5 Kt—B 6 Q—Kt 3

(Kt 4)

......Or......Q×P; 6 Kt—K 8 ch.

6 P—Kt 8 (Q) Q×Kt
7 Q—Q 5 ch

And White must win.

No. 205

Niwa, 1910

Although Black’s King is in the centre of the board his position is very dangerous.

1 B—K 6 Q—R 1

......Black’s Queen can move also to Kt 7, R 8, R 6, R 2, Kt 8, which variations are analysed later.
2 Kt—Q 6 ch
To bring the Knight to Kt 5 where the Knight commands the Q B 3 and Q B 7 squares.
3 Kt—Kt 5 ch K—K 5
4 B—Q 5 ch Q (K) × B
5 Kt—B 3 ch (B 7 ch)
and wins
1 Kt—Kt 4 ch K—B 4
2 Kt—Q 5
Threatening mate by 3 P—Kt 4 mate.
2 K × Kt
...... Now the check with the Bishop is decisive.
3 P—Kt 4 dis ch K—K 5
4 B—Kt 1 ch
And wins the Queen.
1 Q—R 8
2 Kt × P ch K—Q 5
3 Kt—Kt 3 ch and wins
1 Q—R 6
(R 2, Kt 8)
2 Kt—Q 6 ch K—Q 5
3 Kt—Kt 5 ch and wins
(If the Queen has moved to Kt 8, 4 Kt—B 3 ch and wins.)
Compare with No. 211.

No. 206

Tidskrift for Schack, 1910

If White’s Knight were not on the diagonal Q Kt 1/K R 7 White could win the Queen by 1 P—Q Kt 4 dis ch and 2 B—Kt 1 ch. The obstructing Knight must be removed, but in such a way as not to spoil the position.

1 Kt—Kt 4 ch K—B 4
2 Kt—Q 5
3 P—Kt 4 dis ch K—K 5
4 B—Kt 1 ch
And wins the Queen.

No. 207

Deutsche Schachzeitung, 1910

1 Kt—B 7 Q—Kt 1!
......Or ... Q—R 1; 2
B—B 5 ch and 4 B—K 4 ch.
2 Kt—K 5 ch K—K 3
...... Or ... K—B 1; 3
B—R 6 ch.
3 Kt—B 6! Q—R 1!
4 B—K 4 Q—R 3
...... As defence against Kt—Q 4 ch, but allowing a decisive sacrifice of the Bishop.

No. 208

No. 209

Shahmatni Shurnal, 1896

For example, K—B 2 (or P—Q 4; 8 P × P, K × P; 9 K—Kt 2, K × Kt 3; 10 P—Kt 5, K—R 2; 11 K—R 3; or 8 ..., Kt × P; 9 P—Kt 5, K—R 2; 10 P—Kt 6); 8
Kt—Kt 4, K—Kt 3; 9 Kt—Q 5, P—R 3; 10 P × P, K × P; 11 P—B 7 etc.

The tremendous advantage in space permits White to take his time in preparing the decisive attack.

1 P—R 3 ch K—R 4!
...... If ... K—Kt 4; 2
B—K 3 ch and if ..., K × P;
2 Kt—B 5 ch, K × P; 3 Kt × Q, K × B; 4 K—Q 6, Kt—B 5;
5 P—R 5, etc.
2 P—Kt 4 ch K—Kt 4
3 B—K 3 ch K—B 5 ch
4 B × Kt ch K × B
5 P—Kt 3 ch K—Kt 4
6 Kt—K 6 ch K—Kt 3
7 P—Kt 5
Wins the Queen and White Queens the Pawn.
No. 210

*Eskilstuna Kuriren, 1917*

The struggle of two minor pieces against a Queen opens up a wide field to the composer.

1 B—Q 7 ch  Kt—Kt 4
2 K—B 4  Q—Kt 1 ch
   ...... The only defence against the threat 3 B×Kt mate.

3 P—Q 5  Q—Kt 1
4 P—Q 4!
   Providing for the threatened Q—B 5 ch. Now Black has nothing left to do but to move Pawns.

5 P—R 6
   ...... If ... Q—Kt 2; 5 B—B 6!, Q—Kt 1 (R 3); 6 P—K R 3 would only have shortened the game.

5 B—B 6
   But White has also nothing else to move but the Bishop.

6 B—Q 7
   White is forced to surrender the Q Kt 7 square to Black's Queen.

6  Q—Kt 2
   ...... Pawn moves would only bring the end nearer.

No. 211

*Deutsche Schachzeitung, 1911*

1 B—K 8!  Q—R 1!
   ...... The Bishop cannot be taken because of 2 Kt—B 5 ch, K—Q 4; 3 P—K 4 ch! On any move of the King, White checks with the Knight on Q 6 or K Kt 7 and wins the Queen.

2 Kt—B 5 ch
   It is interesting to note here that a transposition of White's two first moves is impossible: 1 Kt—B 5 ch?, K—K 5; 2 B—K 8, Q×R P! and White has no threat. On 1 B—K 8! Black cannot capture the QRP because of 2 Kt—B 2 ch.

2 K—Q 4!
   ...... Not K—K 5? because of 3 B—B 6 ch.

3 B—B 7 ch  K—K 5
4 Kt—Q 6 ch
   Intending to bring the Knight to Q Kt 5 where the squares K B 3 and K B 7 will be covered.

4 Kt—Kt 5 ch  K—K 5
5 B—Q 5 ch  K (or Q)×B
6 Kt—B 7 ch (or B 3 ch)
   And wins the Queen.
   A study on the same theme as No. 205.

No. 212

*Deutsche Schachzeitung, 1911*

1 Kt—Q 8
   The author's discovery of this position with White's Knight and Black's King and Queen on the squares as indicated excited much attention. Later on this position appeared in many studies with different materials on the theme of capture of Queen or Bishop. Particularly in studies of H. Rinck the "expert for capturing of pieces." As a matter of
fact in such a position the Knight is aggressive to the utmost degree, directly or indirectly depriving the Queen of nine squares!

1  

Q—Q 2 (B 1)

... The Queen is forced to the same diagonal with White’s Bishop and White is going to utilise this at once.

If Q—R 1 (K 3, Kt 4) then 2
Kt x K P ch, K—B 5; 3 B—B 1 ch, K—Q 4; 4 Kt—B 7 ch
(or Q x Q) winning the Queen.

2 Kt x K P ch K—Q 4
3 B—Kt 2 ch K—B 5
4 B—B 1 ch K—Q 4
5 P—Kt 3!

With the piquant threat:
B—B 4 mate.

5  

P—B 4

... White’s Knight cannot be captured neither with the King nor with the Queen. But nevertheless White forces Black to do so.

6 B—Kt 2 ch K x Kt
7 B—R 3 ch

And wins the Queen.

Curious is the manœuvre of the Bishop: moving from K R 5 Kt 2, K B 1 and back again to K R 3.

Compare with No. 222.

No. 214

500 Endspielstudien

1 P—R 7!  

Q x P

... It is best for Black’s Queen to remain on the seventh rank. If for example, 1 ... Q—Kt 1; 2 B—B 7!, Q x B; 3 Kt—B 3 ch and 4 P—R 8 (Q).

Or 2 ... Q—K R 1; 3 B—K 5, Q x P; 4 Kt—B 3 ch and 5 P—R 3 ch and wins the Queen.

2 Kt—B 3 ch K—Kt 5
3 P—R 3 ch K—B 5!
4 B—Kt 6  

Q—K 2

5 B—Q 4!

This study like No. 210 is constructed on Zugzwang. White’s Bishop with his last move forces Black’s Queen to protect two squares: Black’s K 4 and K 6 squares.

5  

Q—K 3!

... If Q—K 1 then 6 B—R 7 and Black is forced to Pawn moves which resource soon stops.

6 B—R 7!

But not 6 B—B 5? because of ... P—Q 4!; 5 B x Q P, Q x P ch. With the Queen on K 2 or Kt 1 this check is impossible and the move of Black’s Pawn P—Q 5 is fatal as White after exchanging his Bishop and Knight for the Queen gets a winning endgame. To force Black to make this fatal move is White’s task.

6  

Q—K 1

7 B—B 5!

Now this move is the only correct move. White has no intermediate move. On 7 B—Kt 6? would follow Q—K 2; 8 B—Q 4, Q—K 3; and White having lost two moves had to start the manœuvre all over again: 9 B—R 7, Q—K 1 etc.

7  

Q—K 3

8 B—Q 4!

With the three moves of the Bishop, White has transferred the initiative move to Black. If Black does not make a Pawn move he is forced to move the Queen. Thus clearly is felt the advantage of White having won a tempo.

8  

Q—K 2!

... Not so good would have been 8 ... Q—Kt 1; 9 B—R 7 (on the sixth move there was the same position only with White to make the initiative move), P—Q R 4; 10 B—B 5!, Q—K 3; 11 B—Q 4, and White has reconstructed the position, again having given Black to make the initiative move but having shortened Black’s possible Pawn moves by one.

9 B—Kt 6  

P—Q R 4

Q—K 3!

10 B—Q 4  

P—Q R 4

Q—K 3!

... The position is the same as after Black’s fifth move, but one of Black’s Pawns has advanced. Repeating the same Bishop manœuvre (as moves 6-9) 11 B—R 7, 12 B—B 5, 13 B—Q 4, 14 B—Kt 6, White again wins a tempo and forces Black to move a Pawn.

14  

P—Q R 5

... Repeating the Bishop manœuvre two more times Black is forced to make two more Pawn moves:

19

P—K R 5

and finally

24  

P—Q 5

25 B x P  

Q—B 4

(Q R 2)

... Having lost the Pawn.

Black cannot afford to exchange Queen for the two minor pieces and provokes a stalemate, but without success.

26 K—K 2!

Q—K 2 ch

27 B—K 5 ch  

Q x B

28 Kt x Q  

K x Kt

29 K—K 3 (B 3)

And thanks to the two Pawns on Q 3 B 3 and Q 3 White wins easily at any position of Black’s K R P and Q R P’s.

With Black’s Pawn (Q 4) left on the board (for example if 6 B—K 5 ch etc. instead of 6 B—R 7 had been played) the result would have been a draw. For example, 1 K—B 3 (if K—K 3, P—Q 5 ch! draw), K—B 3 (Q 3) (if K—K 3?; 2 K—B 4, K—B 3; 3 P—Q 4! and Black loses); 2 K—B 4, K—K 3! (if K—Kt 3?; 3 K—K 5, K—Kt 4; 4 P—B 4 etc. and again Black loses); 3 P—B 4, P x P; 4 P x P, K—Q 3; 5 K—Kt 5! (5 K x K P?, K—B 4!), K—B 4; 6 K x R P, K x P; and Black’s Pawn Queens after White’s Pawn.

Or 3 K—Kt 5, K—K 4; 4 K x P (if 4 P x P, P x P; 5 P x P, P x B 5, 6 K x P, K—K 5; 7 P—B 5, B—B 6 etc.), K—B 5; 5 P—B 4, P x P; 6 P x P, K—K 6; and after 10 P—B 8 (Q), P—B 8 (Q) White has to content with a draw. For example, 11 Q—B 5 ch, K—Q 7; 12 Q x P, Q—B 5 ch; 13 K—K 5, Q—B 4 ch; 14 K—R 6, Q—B 3 ch; 15 K—R 7, Q—K 5 ch; 16 K moves, K—B 7; 17 K moves, K—Kt 8! 18 moves, Q—B 5 etc. Or 11 Q—K 8 ch, K—K 7; 12 Q x P, Q—K 8 ch; 13 K—Kt 4 (13 K—Kt 5, Q—K 2 ch; 14 K moves, Q—K 3 (K B 2 ch); 15 K moves, Q x Q R P, Q—Q 8 ch and draw. In this study as in No. 210 there is a deep Bishop manœuvre to win a tempo. This manœuvre is repeated three times.
No. 215

Shahmain Shurnai, 1896

1 B—K 2 ch
Bad is Kt—Q 5 because of Q×P etc.
2 Kt—Q 5!
3 B—Q 3 ch
And wins the Queen.

No. 216

Pravda, 1928

1 Kt—Kt 2!
2 P—B 3 ch K (or Q)×P
3 B—Q 1 ch (or B 6 ch)
And wins the Queen.

No. 217

8 P—Kt 6
9 P—Kt 5
And Black is forced to let the Pawn pass.
A study of controlled squares combined with Zugzwang.

No. 218

1895

1 B—K 3!
With the idea of bringing the Bishop on the long diagonal.
2 P×P
3 K—R 2
A great mistake would have been P—R 4? because of Q—R 8 ch and 4... Q—Q 8 controlling Q 5 and threatening Q×P ch.
4 P—R 4
5 B—Kt 5!
Now this move is correct, as the Queen cannot reach the Q Kt 3 square.
No. 219
Trudovaja Pravda, 1927

2 Kt—B 6 ch K—K 4
3 Kt—Q 7 ch

And wins the Queen.

Although in the centre of the board the position of Black's King is very cramped. This fact permitted the two Knights by co-ordinated play to gain the victory.

No. 220
1895

It is difficult to believe that in such a simple study with sparse material the two Knights are victorious and not the Queen.

I Kt—K 8!

A quiet move, forcing the Queen to retreat to one of the many, but alas, all equally unlucky squares.

I

Q—K R 7 (KB 5, K 4)
2 Kt—B 6 ch K—K 4
3 Kt—Kt 4 (Q 3) ch

And wins the Queen.

Or if 2.. K—B 5; then 3 Kt—Q 3 mate!

I

Q—R 4 (R 2, Q 1, K 2)
2 Kt—B 6 ch K—K 4
3 Kt—B 6 ch

And wins the Queen.

I

Q—B 6
2 Kt—B 6 ch K—K 4
3 Kt—Q 3 ch K—Q 3
4 Kt—K 4 ch

And wins the Queen.

I

Q—Kt 1 (Kt 3, B 4)

7 Kt—Q 5 Kt—B 7

...... (See here the variations.)

8 Kt (K 4)—B 3 Kt—Q 5

...... Or 8.. Kt—R 6; 9 K—B 7, and if K—R 3; then 10 K—Kt 8, Kt—B 7; 11 Kt—Q B 4 and mate next move. Or 10.. K—R 4; 11 K—Kt 7, and mate next move; but if 9.. Kt—B 7; 10 K—Kt 7, Kt—R 6; 11 K—R 7.

9 Kt—B 4 ch K—R 3
10 K—B 8

Threatening Kt—B 7 ch.

11 K—Kt 8

And mate next move.

No. 221

The present study differs from No. 219 only by the fact that here a Knight appears on K 8 by Pawn promotion.

1 P×P Kt—B 2

...... It is important to prevent the Pawn from Queen- ing as after that White would get sufficient material advantage for a win.

2 B×Kt Q×B

...... Unexpectedly after this exchange it has become useless to play 3 P—K 8 (Q) because of 3.. Q—R 2 ch; 4 K—Kt 3, Q—B 2 ch and draw by perpetual check. Playing preliminary 3 Kt—Q 5 White could prevent a perpetual check.
and if 3... K x Kt; 4 P—K 8 (Q) even win. But the thing is that Black instead of capturing the Knight plays 3... Q—B 8! threatening Q—K B 8 ch, etc. Nevertheless Black is going to get a surprise.

3 P—K 8 (Kt)! Q—R 2 ch
4 Kt—Kt 3 Q—R 1
5 Kt—Q 6 ch K—K 4
6 Kt—B 7 ch

And wins the Queen.

In all the variations here the play is the same as in No. 221; there White's men dominate 23 squares, here 30 squares.

This study like No. 274 proves that domination can be achieved not only by "mechanical" moves but also by moves based on "ideas."

No. 222

1 Kt—K 7 ch K—K 4 (B 5)
2 Kt—Kt 6 ch

Taking advantage of the King's restrained position. There is no win for White by Queening the Q B P. For example, 2 P—B 6?; Q—B 4; 3 Kt—K 5, Q x Kt; 4 P—B 7, if Black's King is now on K 4 the reply is 4... K—Q 3 and after 5 P—B 8 (Q) Black gets a draw by perpetual checks.

5... Q—B 8 ch; 6 K—K 8 (otherwise the Knight is lost), Q—Kt 4 ch etc., but if Black's

King is now on K B 5 the reply if 4... Q—Q 2 (Kt 2); 5 P—B 8 (Q), Q x Q; 6 Kt x Q, P—K 6; 7 P x P ch, K x P; 8 moves, K—B 7, etc. In the latter case (1... K—B 9): 2 Kt—K 2 ch, K—K 4; 3 P—B 6 would lead to 3... Q—Q 3; 4 Kt—B 3, Q x P; 5 Kt—Kt 5, Q x P. Also not good is 1 Kt—Q 4 ch?, K—K 4; 2 P—B 6, because of 2... Q—B 4; 3 Kt (B 3)—Kt 5, P—R 3. Or 3 K—K 8, K x Kt; 4 K—Q 7, P—K 6; 5 P x P ch, K x Kt.

2 K—B 4

Threatening mate. The same, now and at any other time, the advance of the Q B P would lead to the same results as before. And if now 3 Kt—Q 1? P—K 6; 4 Kt x P ch, K—K 5; 5 P—B 6, Q—Q 3 (B 8) and after winning a Pawn and exchange of Queens Black's King captures the Knight.

3 Q—Q 6!

...... Covering both squares Q 5 and K Kt 6.

But now White wins the Queen by the following manoeuvre.

4 Kt—K 7 ch K—K 4
5 Kt—B 6 ch K—B 4
6 Kt (K 2)—Q 4 ch K—B 5
7 Kt x P ch K—B 4
8 Kt—K 7 ch K—K 4
9 Kt—Kt 6 ch K—Q 4

...... If K—B 4 mate follows next move.

10 Kt—B 4 ch P x Kt
11 Kt (Kt 6) x P ch K x P
12 Kt x Q ch P x Kt

And White Queens his K R P.

Interesting are the Knight moves along the same squares to both sides, recalling the similar Bishop moves in No. 213.

No. 223

Deutsche Schachzeitung, 1912

5 Kt—B 8 ch K—K 2 (K 4)
6 Kt—Kt 6 ch

And wins the Queen.

No. 225

Volkharnia Moskva, 1933

1 P—Kt 3

Nothing is achieved by P—Q 8 (Q) ch, K x Q; 2 P—Kt 3, Q—K 1?? For example, 3 Kt—Q 5 (to be able on ... Q—Kt 4 to reply 4 Kt—B 4), B—Kt 8 and draw; 4 Kt—B 4, B x P; 5 Kt (B 4)—K 6 ch, K—B 1; 6 Kt—B 8, Q—B 3; or 4 Kt—B 6, Q—K 6 ch (K 2 ch) with following capture of Knight on K Kt 5 or the Pawn on Kt 7. If 4 K moves, then follows ... B x P and finally if 4 P—B 4, B—B 4 (threatening Q—Q 2 ch); 5 Kt—B 6, Q—K 6 (K 2 ch), etc., and White will not be able to queen his Pawn.

1 Q—B 2 ch
2 K—R 6 B x P!

The reason for this sacrifice (it could have been offered also on the previous move) will become clear later (see the note to White's 6th move).

3 P x B Q—Kt 1!

An interesting defence! Black does not fear the continuation 4 Kt—Q 5 ch, K x P because on 5 P—Kt 8 (Q) Black intends a Queen sacrifice Q—Kt 2 or Kt 4 ch, which
results in a draw by stalemate; and on 5 P—Kt 8 (R), Q×P; and if 6 R—Kt 7 ch, K—B 1 or K 1.

4 P—Q 8 (Q) ch!

Removing the Queen from the Q Kt file White smashes his opponent’s plans.

4 Q×Q
5 Kt—Q 5 ch K—Q 2
6 P—Kt 8 (R)!

On 6 P—Kt 8 (Q) ? Black has a subtle defence, prepared by the Bishop sacrifice on the second move: 6 . . . Q—R 1 ch; 7 K—Kt 5, Q—B 3 ch; 8 K—Kt 4, Q—B 4 ch; 9 K—R 4, Q—R 2 ch, and draw by perpetual check. Entirely bad would have been 6 Kt—B 6 ch ? ?, K—B 3 and mate next move.

6 Q×R
7 Kt—B 6 ch K—B 3
8 Kt×Q

And Queens his Pawn.

If White now had no Pawn the game would have been a draw, because White could not prevent Black’s Pawn from reaching the Q 6 square.

The clever counter-play of Black forces White to play with great care and inventiveness.

If Black had not sacrificed his Bishop then after 2 . . . Q—Kt 1; 3 Kt—Q 5 ch, K×P; 4 P—Kt 8 (Q), Q×Q; 5 Kt—B 6 ch, K moves; 6 Kt×Q, if B—Kt 8; then (Black’s King being on B 1): 7 Kt—K 6, B×P; 8 Kt—Q 4, B×P; 9 Kt×B. Or 8 . . . B—K 5; 9 K—R 7 and advances his Q Kt P.

With Black’s King on Q B 3, White can play at once 7 P—Kt 4, B×P; 8 P—Kt 5 ch and 9 K—R 7; and with Black’s King on Q 1 (B 2) 7 P—B 3, B—K 7; 8 Kt—K 6 ch, K moves; 9 Kt—Q 4, etc.

No. 226

Deutsche Schachzeitung, 1914

1 Kt—B 3 ch K—Q 5

If K—B 5 (K 6) then 2 Kt×P ch, K×P; 3 Kt×Q, K×Kt; 4 P—Kt 3 or Kt 5.

2 Kt—R 4! (domination)

As a result of this move there are twelve variations leading to loss of Queen:

2 . . . Q—K B 3; 3 Kt—B 5 ch, K—K 5; 4 Kt—B 3 ch, K—B 5; 5 K—R 3, P—K 5 (Q×Kt); 6 P×Q; 6 Kt×P ch, K—K 4; 7 Kt×Q, K×Kt; 8 K—Kt 4, etc. Or 3 . . . Q×Kt; 4 P×Q, Kt—Q 3; 5 P—B 6, and White advances the Pawns on the King’s side.

2 . . . Q—Q 3: 3 Kt—B 5 ch, etc.

2 . . . Q—R 4: 3 Kt—B 6 ch, K—K 6; 4 Kt×Q, K×Kt; 5 P—Kt 5! (The only way to win. Although White has two Pawns more Black will be saved, thanks to the centre Pawns, if White plays otherwise). Kt—B 1; 6 P—Kt 6, Kt—K 2; 7 P—Kt 7 and wins. If Black on the third move retreats the King K—K 5 (instead of K 6) then after the exchange of Queen and Knight White’s fifth move will not be 5 P—Kt 5 (to which Black has the good reply K—B 4) but 5 K—Kt 3, taking advantage of the fact that Black, to capture the K P, has now to lose an extra tempo in comparison with the previous play.

2 . . . K—K 5 (considering it unavoidable to give the Queen against the Knight Black tries at once to bring the King nearer to White’s Pawns); 3 Kt×Q, K×Kt; 4 P—Kt 5 and wins as Black’s King cannot reach the KB 4 square. If 2 . . . K—K 6; 3 Kt×P ch and 4 Kt (B 4)×Q, etc.

All other possible retreats of Black’s Queen lead after 3 Kt—K B 5 ch, K—K 5; 4 Kt—B 5 (B 3) ch. Or 3 Kt—B 6 ch to loss of Queen and White is left with two Knights.

No. 227

Eskilstuna Kuriren, 1917

In this study as in the previous one the position of Black’s pieces is not so free as it appears to be.

1 Kt—Kt 4 ch

As usual with Knights’ attacks it is important to which square the attacked King retreats, black or white. In the present position Black’s King has two squares for retreat. In both cases loss of Queen follows, which has 23 squares for retreat in one case and 19 squares in the other case.

No. 228

Bohemia, 1912

1 Kt—Q 7 ch K—Q 5(Kt 5)

If the King moves otherwise a fork and check with the Knight decides at once.

2 P—B 3 ch K—Q 6!

. . . . Or K—K 5; 3 Kt×P ch, K×P; 4 Kt—Kt 6 ch.

3 Kt×P

And now in this position Black has no satisfactory defence against the threatened mate with the Knight on K 5 or Q B 5. Compare with the position in No. 155 after 3 Kt—Q 6.
3 Q×P

......This defence is not sufficient.

4 Kt—B 4 !

Threatening if Black moves now a Pawn with 5 Kt (B 4)—
K 5 ch, K—K 5; 6 Kt—B 6 ch winning the Queen, and
if 4... K×Kt; 5 Kt—Kt 6 ch; if 4... K—K 5; 5 Kt—B 6 ch.
Not good for White was here 4 Kt—K 4 ? (instead of 4 Kt—
B 4 !) because of Q×P.

4 .......There are other retreats for the Queen about
which see later.

5 Kt (B 4)—Kt 6

Attacking the Queen, at the same time threatening again
mate with Kt—B 5.

5 Q—B 3

6 Kt—K 5 ch

And wins the Queen.

If 4... Q—Q Kt 4 or K B 4, then 5 Kt (Q 7)—K 5 ch, K—
K 5; and 6 Kt—Q 6 ch, and if 4... Q×Kt 1 (K 3, R 4); then
5 Kt (B 4)—K 5 ch, K—K 5; 6 Kt—B 6 ch or Kt—B 5 ch
winning the Queen.

No. 229

The cramped position of Black permits White to make use of his
two advantages: two well-placed Knights and the strong Q Kt P.

1 Kt—B 4 ch K—B 4

......If K—B 2 ?; 2 P—
Kt 7. If K—Kt 4 ?; 2 Kt—
K 6 ch, K—B 4; 3 P—Kt 7

...

No. 230

Hoch, 1930

1 Kt—Q 6 Q—K B 1

......To reply to 2 P—
B 8 (Q) with Q×Kt ch.

2 P—B 8 (Kt) ! Q×Kt (B 1)

3 Kt×Q and wins

For example, 3... P—B 4;
4 Kt—Q 6, P—B 5; 5 Kt—
Q 3, P—B 6 !; 6 Kt—K 5
(threatening mate next move), K—Kt 3:
7 Kt×P, etc.

2 Q×Kt ch

3 Kt×Q and wins

For example, 3... P—B 4;
4 Kt×P, K—Kt 4; 5 Kt—
Kt 2, and the Knight from
K B 5 moves to Q R 3.

2 Q—Kt 1

3 Kt—Kt 3 ch Q×Kt ch

4 K×Q P—B 4

5 Kt×P etc.

1 P—B 4

2 Kt—Kt 3 ch K—Kt 3

3 P—B 8 (Q), etc.

No. 231

Deutsche Schachzeitung, 1913

White's plan is: taking advantage of the not quite happy position of
Black's King cramped by his Pawns on the edge, to stop Black's Q P,
and if not successful to prepare a position in which two Knights
would be stronger than the Queen.

1 K—Kt 2

Approaching Black's Q P at
the same time still more
cramping the position of
Black's King.

1 Kt—Kt 6

White plays for a mate,
which Black can prevent only
by sacrificing the Queen.
The position has the appearance of being taken from a game. Obviously White cannot prevent Black from
Queen his QR P. Therefore White must base his combination on a mating threat, bringing his
King to Q Kt 3. That cannot be done at once: 1. K Kt 3, P R 8 (Q); 2. K Kt 3 on account of
Black's reply 2... Q B 3. Consequently White sacrifices a Pawn to remove Black's Pawn from
K Kt 2 where it protects the K B 3 square.

1 P R 6! P X P

.... Clearly not 1... P R 8 (Q)? 2. R B 1 ch, 3
R X Q and 4 P X P.

2 K B 3 P R 8 (Kt)

.... Black has grasped the situation. 2. P R 8 (Q); 3 K Kt 3 and Black is
immediately lost. Nor does the Knight help Black much. Without the Q R P White
would win easily, keeping his Rook on the second rank and
holding Black in Zugzwang.

3 R Kt 2 ch K B 5

4 R Q R 2 K Kt 8

5 R X P P R 4

.... Black cannot escape the Zugzwang 5... Kt 7; 6 R K 6, P R 4 (or Kt R 8
or K B 8); 7 R K 2, but
if 6... Kt 7; 8 R X Kt 1
ch; 8 R K 2 ch and 9 K Kt 3.

6 R R 4 P R 3

.... Or Kt 7; 7 R K 4, etc.

7 R K R 4 K 7

8 R R 2 ch K R 6

9 R X P K R 7

.... Or Kt Kt 6 7; 10
R Q Kt 5.

10 R X P K Kt 8

11 R R 2 and wins!

The idea of sacrificing a Pawn on the first move is related somewhat to the famous theme of Behring. Instead of
closing a diagonal which is characteristic of the Behring theme, here on the contrary it
opens a diagonal but leaves Black's Queen no square of attack.
Black’s passed KBP and QBP are very strong but Black’s King is badly placed.

1 B—B 4 ch K—R 2

....... . Or K—R 4; 2 P—Q 7, P—B 8 (Q); 3 B×Q, P—B 7; 4 P—Q 8 (Q), P—B 8 (Q) ch, and White mates in three moves.

2 P—Q 7 P—B 8 (Q) !

....... If ..., P—B 7; then 3 P—Q 8 (Q) mate next move.

3 B×Q P—B 7

4 P—Q 8 (Kt) !

White promotes the Pawn to a Knight to build up a mating net, which is impossible with 4 P—Q 8 (Q) because of Black’s reply P—B 8 (Q) ch.

4 P—B 8 (Q) ch

5 Kt—B 6 ch K—R 1

6 B—R 6 Q×Kt ch

7 K×Q and wins

No. 238

The position of Black’s King is so bad that even the colossal material advantage does not save the game.

1 K—R 2 Q×P

...... Not helpful is P—Kt 5; 2 B—K 7 ch, P—Kt 4; 3 P—Kt 3 mate.

2 B×P

Threatening 3 B—K 5 and if B—Kt 3 mate. If at once 2 B—Q 6? then P—Kt 5; 3 B—K 7 ch, P—Kt 4.

2 Q—K 7

...... If Q—Q 7; then 3 B—K 5, Q—B 5 ch; 4 P—Kt 3 ch !

3 B—B 3 !

But not 3 B—Q 4?, Q—K 8 !; 4 B—K 3 ?, Q—K 7.

Alternatively Black could here at once force a draw by 4... Q—Kt 6 ch, etc.

3 Q—K 7

4 B—K 5

And Black’s Queen is forced to surrender the fatal square of K Kt 3.

(The only possible alternative is 4... P—Kt 5 which is also followed by 5 B—B 6 mate.—The Translator.)

1 B×P

2 Q—K 7

3 B—B 3 !

4 P—R 4

And advances the Pawn to Queen.

In the first variation Black, capturing the Pawn loses a tempo, and after 2... Q—K 7; 3 B—B 3 comes into Zugzwang.

In the second variation, on the contrary, White after 3 B—B 3, Q—K 7 comes into Zugzwang but is saved by the passed Pawn.

No. 239
No. 240

5 B×R
6 R×Q
7 K—Kt 6!

This is the point. With the Rook on Q R 7 White could not make this move without losing a tempo. But now to prevent immediate mate Black must give up the Rook.

5 K—R 2
6 R×Q
7 K—R 3

...... If K—R 2; 8 R—R 1 ch, K—Kt 1; 9 K—Q 6, etc.

8 K—B 5 and wins

No. 241

Shahmatni Listok, 1923

1 B—K 3
2 P—Q 7!

...... If R—Q 2 ch; 2 K—B 6, P—Q 7; and now White besides 3 B×P can play 3 R—R 3 ch and 4 B—B 4 ch winning at once.

2 B×P
3 K—B 6
4 K—B 7!

If B—Q 5? then K—Kt 1 with a draw.

4 P—B 8 (Q)!

...... If R—Q 6: then 5 R×P and wins. For example, R—Q R 6; 6 K—Kt 6, K—Kt 1; 7 B—K 6; or 5.. R moves; 6 B—Q 5 ch and 7 R—R 2 ch; or 5.. K—R 2; 6 B—Kt 3, etc.

5 B—Q 5 ch!!

This move expresses the idea of the study. (Compare with the first move of No. 331.) If 5 R×Q? then after R×B Black is saved from mate on the Q R file. After the Rook has captured the Bishop on Q 5 the Rook can still protect the Q R file, but at the same time Black's position will be weakened.

No. 242

Shahmatni Listok, 1923

5 B—B 5!
6 B—Q 6!
7 Kt—B 7 ch

And wins the Rook.

An interesting finish. Black's Rook, having nearly the whole board at his disposal, is powerless against the Bishop and the Knight, which holds Black's King in a vice.

No. 243

Shahmat ni v. S.S.S.R., 1934

1 P—Q Kt 7
To bring the Bishop into play.

1 K—R 1
2 P—B 6 ch
3 B—Kt 6 ch
4 B×P

...... Shows at once the unfortunate position of Black's Rook on Q 2 as it does not allow the Pawn to be captured by the King.

5 R—Q 8 ch
6 R×R ch

...... Apparently the King frees himself.

4 Kt—R 6 ch

...... Alas! K—Kt 2 is impossible because of 5 Kt—B 5 ch winning the Rook.

5 Kt—B 7
6 R—R 5

...... Or 6... B×P; 7 P—K 8 (Q), B×Q; 8 P—R 7, Kt—R 6; Black plays for a draw by stalemate.

7 R×Kt
8 B×P

...... If 7... B—Kt 4; 8 P—R 7 (but not 8 P—Kt 7?, B—K 7?).

9 P—K 8 (R)!

Certainly not 8 P—K 8 (Q)?, B—K 5 ch; 9 Q×B, P—R 8 (Q) ch; 10 R×Q, stalemate.

8 B×R
9 P—R 7
10 P—R 8 (B)!

White is in a defensive position as mate is threatened in a few moves.

1 P—Q 7

...... If 2... B—B 2 or R 4; 2 P—R 8 (Q). But if White after the next move plays 10 P—R 8 (Q)?, B—K 5 ch; 11 Q×B would lead to a stalemate.

2 K—R 1
3 K—Kt 2
4 R—K 5 ch

 Leads to a draw.
when the Bishop checks the King.

5  R—K1
6  R—K1

Black's King must be hindered to reach the diagonal QR2/KKt8.
6  K—B3
7  K—Kt4
8  K—R5
9  R—Kt1

Forcing Black's King to move to a black square, after which comes a check with the Bishop.

The exchange could not be avoided by 1 B—Q5?, Kt—Q3; 2 R—K5 (R—K R5, R—R7 ch); 3 Kt—B5, etc.

No. 244
Shahmaty v. S.S.S.R., 1934

1  R—B6
2  B—Kt2 dis ch K—R2!

....Or K—Kt4 (R4); 3 R—B5 ch, K moves; 4 K—Kt3.
3  R×P ch
4  R—B2
5  R—Q2
6  R—B2
7  R—Kt2

And Black loses the Rook after White has given a check with the Bishop.

No. 245
L'Echiquier, 1927

1  B—Q2 ch
2  B—Q4 ch R—Kt7!

....If R—Kt2; 3 B—Q3 ch, K—K3; 4 Kt—B5 ch
3  B—Q3 ch
4  B—B3
5  K—Kt3 (domination)
6  R—B2

And wins the Rook.

No. 246
L'Echiquier, 1927

1  Kt—Kt4 ch K—R2!
2  Kt—B4 (domination)
3  Kt—B6 ch K—Kt2 (R1)
4  Kt—K5 dis ch

And wins the Rook.

No. 247
L'Echiquier, 1927

1  Kt—Kt6
2  K—Kt5 (domination)
3  B—Kt3 ch K moves
4  Kt—Kt5 (B6) ch

And wins the Rook.

If 2... R—K5 (B5); 3 Kt—B6 ch.

1  B—Kt1
2  Kt—B2 ch
3  B×R
4  P—Kt8 (Q)!

If Kt×Q? then K—Kt7; 5 B—R7, P—R6; draw.

5  K—Kt4!
6  K—R2!

....If K×B; 7 K—B3 (see ninth move).

7  K—B4!

If 7 K—B3? gives nothing.

8  K—K3
9  K—Kt7
K×B

....Now this is forced.

9  K—B3

With Black's King on RH7, the open move is correct to have a tempo for the Knight maneuvre.

10  K—B2

And White mates in five moves.

This is the position: Bonus sacrés. See treatise "Two Knights against Pawns."
No. 250

This study as well as No. 272 represents the Indian theme.

1. Kt—R 3 ch  K—R 8
2. B—B 3  P—R 4!

...If P—R 3? then mate in two moves.

3. B—B 6!

This move expresses the idea of the study. (Compare with the fourth move of No. 272.)

White intends to play Kt—K 5. This cannot be done at once because after Black has played P—R 5 White is forced to unpin Black's Rook or to move the Knight from Q R 3 otherwise it would be stalemate. One thing is as bad as the other. For example, 3 Kt—K 5? P—R 5; 4 Kt—B 4, K—Kt 8; 5 B×R, P—R 6 gives a draw. But not 5... P—R 8 (Q); 6 B×Q, K×B;
7 Kt—R 3, and White wins.

Discounting this, White preliminarily moves the Bishop higher up along the long diagonal beyond the K 5 square; if now the Knight moves to K 5 the long diagonal is obstructed and there is no stalemate as Black can move.

INDIAN THEME.

For the same idea the Bishop could be moved to Kt 7 or K R 8 but there the Bishop would be exposed to the attack by Black's Rook which is un- pined by the Kt—K 5 move. For example, 3 B—R 8?; P—R 5; 4 Kt—K 5, R—Kt 1 (but not R—R 7? after which White is able to correct his mistake by 5 B—B 6, K—
Kt 7; 6 Kt—B 3 ch, K×Kt; 7 Kt×Kt, K—Kt 6; 8 Kt—
B 3 (B 1), K—B 7; 9 K—B 4 (B 3), K—Kt 8; 10 Kt—Q 2 ch and wins.)
5 B—B 6, K—Kt 7; 6 Kt—B 6 (Q 7) ch, K×Kt, etc., draw.

3. P—R 5
4. Kt—K 5  R—Kt 3

(K B 7)

5. Kt—Q B 6
6. Kt—Q 4  R—Kt 7 ch

(K Kt 5)

7. K—B 3  R—Kt 7

(or moves)
8. Kt (Q 4)—Q B 2 dis ch etc.

If Black on the fourth move plays 4... R—Kt 7 ch; then 5 K—B 3, R—Q Kt 7; 6 K—K 3, R—Kt 3; 7 Kt—B 6 dis ch, R—Kt 7; 8 Kt—Q 4, etc.

Although the Indian Theme is shown here as well as in No. 272 in the form of a mating combination, this is still a study and not a problem, as mate cannot be achieved in a given number of moves.

No. 251

Trudovaia Pravda, 1927

4. B—K 4

If Black had no Pawn on Q R 2 and the K Kt P would stand on K Kt 2 the endgame could be avoided now by moving 4... P—Kt 4, but on the other hand White after a few moves wins the Rook and keeps his three pieces placing Black in Zugzwang. As it is now Black forces the exchange Bishop for Rook.

5. Kt—K 5 ch  K—Q 3
6. Kt—B 4 ch  K—K 3

7. B×R ch

This is now forced.

7 K×B
8. Kt—R 3 or Kt (Kt 3)—Q 2

And wins two Knights against Pawn on Q R 5.

No. 253

1. Kt(Q 3)—K t 4 ch  K—K t 4
2. Kt—R 3 ch  K×K t
3. B—K 1 ch  K×K t
4. B×R  K—K t 3
5. B—Q 2 (K 1)  P—K t 4
6. B—B 3  P—K t 5

7. B×P (Kt 2) mate

3. K—B 4
4. B×R  P—K t 4
5 K×P

And White must win.

No. 252

1. K—K 2 (domination) R—K Kt 8
2. K—B 2 (dom.) R—Q 8
3. B—B 2 (dom.) R—Q 4
4. B—K 4  P—B 3!

If K—B 3 it will be clean loss of the Rook.

5. B×R  P×B

6. Kt—Q 4

Gives the easiest winning continuation for White.

Diffs from the previous study only by the position of Black’s King. Compare also with No. 248. All three studies have the Knights on exactly the same squares.

No. 254

White has excellent but badly placed forces, and has to exchange Bishop and Pawn for the Rook, after which, is left with two Knights against Pawns. Both Pawns do not give an unconditional win. Nevertheless White succeeds in creating a position in which Black loses.
1 B—Q 7
   Not good is B—B 7?, R×P; 2 B×R ch, K×B; and if 3 K—Kt 6 then Black's King goes for the Knight on K R 2.

   1 K—K 4!
   2 B×R K×B
   3 Kt—Q B 3!
   The Q Kt P cannot be stopped. For example, 3 K—Kt 6?, K—B 3; 4 Kt—Q B 3, K×P; 5 Kt—K 4, K—B 4; 6 Kt—B 2, K—B 5; 7 Kt×P ch, K—Kt 6; and 5 Kt—Kt 5, K—B 4; and moves to K Kt 6.

3 K—B 3
   4 K×Q P
   5 K×Kt 5, K—B 4, etc.

5 K—K 6
   And here not 5 Kt—Kt 5, K—B 4, etc.

5 K—Kt 4

6 K—K 5 P—Kt 4
   ...Now this move is forced. If 3 Kt—Kt 3; then 7 Kt—Kt 5, K—B 2; 8 K—B 4, K—K 3; 9 K—Kt 3, K—Q 4; 10 Kt—K B 3, K—B 4; 11 Kt (K B 3)—Q 4.

7 Kt×P
   The result is a winning endgame position for White: two Knights against a Pawn on K R 6 (but only if Black is to move). For example:

   7 K—Kt 3
   8 Kt—Q 6 K—Kt 4

   ..., B—K 8 ch, K—R 4
   2 B—Q 2 ch P—B 6

   ...It is more advantageous for Black to let the Knight go to Q B 6 than to Q 7. For example, R×B: 3 Kt×R, threatening Kt—B 4 mate.

3 B×P ch R×B
   4 Kt×R B—Q 5 ch

   ...This is Black's chance.

5 K—B 7!
   White loses the Knight and cannot stop Black's Q Kt P from Queening, but after Black's Bishop move White is able to Queen his Q P.

White's task is to take advantage of the awkward position of Black's King and Rook.

1 R—K B 5
   As White's Rook on K B 2 cannot easily reach the K R file as Black's Bishop protects the K R 2 square, the Rook attacks the Bishop and is placed without loss of tempo on a square from where it will be able at any moment to move to the K R file.

1 B—R 7!
   ...Or B—Kt 2; 2 R—Q B 8 ch, K—R 2; 3 R—R 5 ch. Or B—Q 3?; 2 R—K t 1 ch and mate in two moves.

2 R—Q B 8 ch K—Kt 2
3 R×R
   If 3 R—Kt 5 ch then K—B 3; 4 R×R, B—B 2 ch!

3 B—B 2 ch
   ...As if being saved.

4 K—Kt 5! K×R
5 K—B 6
   And the Bishop is trapped (domination).

   Compare with No. 296.

No. 257
   Nawa, 1909

White with obvious advantage in space still further restricts the position of Black's King.
No. 258

Bohemia, 1912

1 R—B4 ch

Before moving the passed Pawn White forces Black's King on the same rank with Black's Rook. It is useless to play at once 1...K—Kt 7; R—K 6; 2 R—B 4 ch as now Black replies 2...K—Kt 4.

Not 1 R—B 8 in reply to which Black sacrifices his Bishop for the Pawn, i.e., R—Q 7 ch; 2 K—Kt 3, B—X P; 3 B—B, R—P; 4 White moves, R—B 7 and after that...K—Kt 4 winning the last White's Pawn.

Nord 1 B—B 5?, R—Q 7 ch; 2 K—B 3 (if 2 R—B 2, R—X R ch and after that...B—X P; and...K—Kt 5), B—X P; 3 B—B, R—P; 4 K—K 3, K—Kt 5; 5 R—B 1, P—Q R 5; or R—K Kt 7 and draws.

2...K—Kt 6

1 P—Q 1 ch?, K—Kt 5; 2 P—K 7, R—K 6; 3 R—B 8, B—Q 4 ch; and...R—B 4. If 4 R—Q 1? R—R 3; 2 B—X R ch, K—Kt 5; 3 P—K 7, B—B 2; and Black's King captures both Pawns on Q 8 B and K 7.

3 R—Q 7, R—R 6; 2 B—X R ch, K—Kt 5; 3 P—K 7, B—B 2; and Black's King captures both Pawns on Q 8 B and K 7.

3 B—Kt 4

The threat is B—B 8 ch.

4 R—K 1

And wins.

For example, 4...R—Q 3 ch; 5 K—Kt 4; 6 P—R 5, K—P 7; 7 P—R 6, K—B 6; 8 B—R 2, K—Q 6; 9 K—K 4, B—Kt 7; 10 P—K 5, K—K 5; 11 P—B 4, K—B 6; 12 B—Q 2, K—Q 5; 14 K—Kt 5, B—Kt 4; 15 R—R 8, K—R 6; 16 R—K 8 ch, K—R 5; 17 R—R 5 ch, K—R 2; 18 R—Q 5, K—R 1; 19 R—R 5, R—B 3; 20 B—Kt 7, R—R 2; 21 B—B 6 ch, K—R 6; 22 R—K 5, R—K 3; 23 B—K 7, R—R 2; 24 R—K 1, etc.

No. 259

Schahmatni Shurnal, 1898

1 R—R 3 ch

Black's threats force White to look for an energetic continuation.

1...Kt—R 5 ch

2 R—Kt ch K—R 5

3 B—Q 1 ch K—R 4

4 P—Kt 4 ch K—R 3

No. 260

Deutsche Schachzeitung, 1914

1 R—K 2 ch

Not letting the King come out of the corner.

1...R—K 1

2 R—Kt 8 R—R 1

3 P—R 7 R—R 1

If the Pawn is promoted to a Queen, then R—B 7 ch and stalemate.

This is the position of Kling and Kuiper.

3...R—R 4; 4 B—Kt 3, R—B 4 ch; 5 B—B 2, R—R 4; 6 R—B 8, K—R 5; 7 R—B 3, K—R 8!; 8 B—K 4, R—R 7; 9 R—B 5, R—R 6; 10 B—B 3!, R—R 7; 11 K—Kt 5, R—R 5; 12 K—B 2, K—R 7; 13 B—K 2,

K—R 6; 14 B—K 3, R—Q 5; 15 R—R 5 ch, R—R 5; 16 R—Q Kt 5, R—R 2; 17 R—B 4, R—K 5; 18 R—Q B 5, R—R 1; 19 R—Q 5, R—R 3; 20 B—Kt 7, R—R 2; 21 B—B 6 ch, K—R 6; 22 R—K 5, R—R 3; 23 B—Kt 7, R—R 2; 24 R—K 1, etc.

K—R 6; 14 R—B 3, R—Q Kt 5; 15 R—R 5 ch, R—R 5; 16 R—Q Kt 5, R—R 2; 17 R—B 4, R—K 5; 18 R—Q B 5, R—R 1; 19 R—Q 5, R—R 3; 20 B—Kt 7, R—R 2; 21 B—B 6 ch, K—R 6; 22 R—K 5, R—R 3; 23 B—Kt 7, R—R 2; 24 R—K 1, etc.

No. 261

Deutsche Schachzeitung, 1914

White's advantage is the awkward position of Black's King.

1 Kt—R 6

Not letting the King come out of the corner.

1...R—R 2

....Black must try his utmost not to allow White's Rook to reach the Q Kt file. Should White succeed in doing so, then, after bringing the King to Q B 8, Black would be forced to exchange the Rook for the Knight (Kt—K B 7 ch).

2 K—Q 6 R—K 6

3 R—Q Kt 2! R—Q Kt 6

4 K—Q B 7, R—B 6 ch; 5 K—Q 8, R—Q 6 ch; 6 K—B 8, R—B 6 ch; 7 Kt—B 7 ch.

5 R—K B 7

Again Black's King cannot come out.

5...R—R 1

6 K—B 8 R—K 8 (Q)

7 Kt—B 7 mate
No. 262

Deutsche Schachzeitung, 1912

1 Kt—Q 2

Moving the Knight to safety White gives up a Pawn, but on the other hand achieves a position in which Black's Rook is captured.

1 R—B 8 ch

If R—B 3; 2 Kt—B 8, or simpler still 2 P—K 7!.

R—K 3; 3 KtxP, R×Kt ch;

4 K—Kt 2, R—Kt 3 ch;

5 K—B 3, R—Kt 1; 6 R—

K 1, R—K 1; 7 K—B 4, etc.

2 K—B 2!

Certainly not 2 K—Kt 2?,

R × R; 3 K × R, K—B 3; or

3 P—K 7, R—K 8.

3 P—K 7 R—R 7 ch

...... Now starts a long sequence of checks from which White's King has great difficulty in escaping.

4 K—B 3

A safe place for White's King would be the Q 6 square, but before reaching that, it is necessary to capture Black's Pawn. Otherwise as soon as White's King moves to Q 5 Black could reply R—R 4 ch and after K—Q 6, R—K 4; and White's Pawn is stopped.

4 R—R 6 ch

5 K—B 4 R—R 5 ch

6 K—B 5 R—K 4 ch

7 K×P R—R 3 ch

8—15, K—B 5, B 4, B 3,

Q 3, Q 4, Q 5, Q 6.

16 Kt—B 6!

Getting the Rook to the K B file. If 16 . . . R—R 1; 17

Kt—Q 7 ch and 18 Kt—B 8, etc.

16 R×Kt ch

17 K—Q 5 R—B 4 ch

18 K—Q 4 R—B 5 ch

19 K—Q 3 R—B 6 ch

20 K—K 2

And White's King is safe from further checks.

If 15 . . . R—R 8 (instead of

R—R 3 ch) intending after 16

P—K 8 (Q) to reply with 16 . . .

R—Q 8 ch and 17 . . .

R—K 8 ch, then White's answer

is 16 Kt—B 6, and if now 16 . . .

R—Q 8 ch? then 17 Kt—

Q 6 ch, and if 16 . . . R—R 1

(K 8); 17 Kt—Q 7 ch and 18

Kt—B 8 (K 9), etc.

A rare systematic idea with

a record marching of White's

King combined with a sacrifice of the Knight to deflect Black's

Rook.

No. 264

Bohemia, 1912

It would appear that the only possible way for White to win is to advance the passed Pawn on Q R 4. But after examining the variations this plan has to be rejected.

1 P × P

With this move White gives up the Rook; but to play for a win White had no other possibilities.

1 R—B 8 ch

...... If R—B 3; 2 Kt—

B 8, or simpler still 2 P—K 7!.

R—K 3; 3 KtxP, R×Kt ch;

4 K—Kt 2, R—Kt 3 ch;

5 K—B 3, R—Kt 1; 6 R—

K 1, R—K 1; 7 K—B 4, etc.

2 K—B 2!

Certainly not 2 K—Kt 2?,

R × R; 3 K × R, K—B 3; or

3 P—K 7, R—K 8.

3 P—K 7 R—R 7 ch

...... Now starts a long sequence of checks from which White's King has great difficulty in escaping.

4 K—B 3

A safe place for White's King would be the Q 6 square, but before reaching that, it is necessary to capture Black's Pawn. Otherwise as soon as White's King moves to Q 5 Black could reply R—R 4 ch and after K—Q 6, R—K 4; and White's Pawn is stopped.

4 R—R 6 ch

5 K—B 4 R—R 5 ch

6 K—B 5 R—R 4 ch

7 K×P R—R 3 ch

8—15, K—B 5, B 4, B 3,

K 2, Q 3, Q 4, Q 5, Q 6.

16 Kt—B 6!

Getting the Rook to the K B file. If 16 . . . R—R 1; 17

Kt—Q 7 ch and 18 Kt—B 8, etc.

16 R×Kt ch

17 K—Q 5 R—B 4 ch

18 K—Q 4 R—B 5 ch

19 K—Q 3 R—B 6 ch

20 K—K 2

And White's King is safe from further checks.

No. 265

Shahmatyi, 1924

For White to win by 1 P × P, R—

B 7; 2 Kt—R 4 ch, K—Q 6; 3

Kt—B 5 ch is made impossible by

the fact that White's Rook is in

the way. The combination of the

present study is to free the square

R 4 for the Knight.

1 Kt—R 4 ch K—Q 6(Kt 6)

...... If K—B 7 then 2 P×

P, R—B 7; 3 R—K 2 ch.

2 Kt—Q 2 ch K—Kt 5

...... Or K—Q 6; 3 Kt—

K 4 ch, K×Kt; 4 R×R, and

5 P—R 5.

3 R—Kt 1 ch K × P!

4 Kt—K 4 (domination)

Black's Rook is trapped.

5 Kt—B 5 ch R × R

6 Kt—Kt 3 (Kt 7) ch

And wins the Rook.

Compare the position after

the fourth move of White with

the position after the third

move in No. 174. Remarkable

is the part played by White's

Pawn. Although remaining

inactive it influences the whole

game, threatening to advance

and forcing Black to the indicated defensive moves.

No. 264

Shahmatyi, 1924

It would appear that the only possible way for White to win is to advance the passed Pawn on Q R 4. But after examining the variations this plan has to be rejected.

1 P × P

With this move White gives up the Rook; but to play for a win White had no other possibilities.

1 R—B 8 ch

...... If R—B 3; 2 Kt—

B 8, or simpler still 2 P—K 7!.

R—K 3; 3 KtxP, R×Kt ch;

4 K—Kt 2, R—Kt 3 ch;

5 K—B 3, R—Kt 1; 6 R—

K 1, R—K 1; 7 K—B 4, etc.

2 K—B 2!

Certainly not 2 K—Kt 2?,

R × R; 3 K × R, K—B 3; or

3 P—K 7, R—K 8.

3 P—K 7 R—R 7 ch

...... Now starts a long sequence of checks from which White's King has great difficulty in escaping.

4 K—B 3

A safe place for White's King would be the Q 6 square, but before reaching that, it is necessary to capture Black's Pawn. Otherwise as soon as White's King moves to Q 5 Black could reply R—R 4 ch and after K—Q 6, R—K 4; and White's Pawn is stopped.

4 R—R 6 ch

5 K—B 4 R—R 5 ch

6 K—B 5 R—R 4 ch

7 K×P R—R 3 ch

8—15, K—B 5, B 4, B 3,

K 2, Q 3, Q 4, Q 5, Q 6.

16 Kt—B 6!

Getting the Rook to the K B file. If 16 . . . R—R 1; 17

Kt—Q 7 ch and 18 Kt—B 8, etc.

16 R×Kt ch

17 K—Q 5 R—B 4 ch

18 K—Q 4 R—B 5 ch

19 K—Q 3 R—B 6 ch

20 K—K 2

And White's King is safe from further checks.

No. 265

Shahmatyi, 1924

For White to win by 1 P × P, R—

B 7; 2 Kt—R 4 ch, K—Q 6; 3

Kt—B 5 ch is made impossible by

the fact that White's Rook is in

the way. The combination of the

present study is to free the square

R 4 for the Knight.

1 Kt—R 4 ch K—Q 6(Kt 6)

...... If K—B 7 then 2 P×

P, R—B 7; 3 R—K 2 ch.
2 Kt—B 5 ch  
K—B 6!

If K—R 6 (from Kt 6) then 1 P×P; R—B 7; 4 R—K 3 ch and 5 R—K 2 ch or 5 Kt—Q 3 ch.

3 R—K 2!  
R×R

If ... P×P; then 4 Kt—R 4 ch, K—Q 6; 5 R×R ch, K×Kt; 6 R—Q 6, etc., but if 3 ... R moves; 4 P×P, and after that 4 ... R—K B 1; 5 R—B 2, and 6 Kt×Kt P. 
Or 4 ... R—B 4; 5 R—B 2, R×R; 6 Kt—K 4 ch, etc.

4 P×P  
R—B 2

5 Kt—K 4 ch, etc.

Compare with Nos. 152 and 206 where the "hindering" pieces were a Bishop and a Knight.

4 R—R 7 ch  
K—Kt 1

5 R—R 8 ch

The Rook has taken the part of the Knight and is now covering the Q 8 square.

5 K—B 6

And wins. For example, 6 ... K—B 3; 7 K×R, K—B 4; 8 R—B 8 ch, etc.

No. 268

Deutsche Schachzeitung, 1913

1 R—K 1 ch

White wants to drive Black's King to Q R 2 (see sixth move). If at once 1 P×P? (or P—R 7) then R—B 3 ch; 2 K—R 5, R—K Kt 3 (or K R 3); 3 R—K 1 ch, K—B 7! refuting White's combination.

1 P×P  
R—B 3 ch

2 Kt—Kt 5 ch

Preparing the combination to win Black's Rook.

2 K—B 3

3 Kt×B  
K×Kt

.......Or K×P; 4 K—B 6 and the Rook is trapped.

3 K—R 5  
R—Kt 3

4 R—K 2 ch  
K—Kt 8

.......If K—Kt 6; then 5 R—K 3 ch and 6 R—K Kt 3, and if 4 ... K—R 8; then Kt—B 3, etc.

5 Kt—B 3 ch  
K—B 8!

6 R—K Kt 2!

Accepting the sacrifice, Black's Rook will move to K Kt 7 where White's Knight will be able to obstruct the Kt file, moving to K Kt 3.

No. 269

Wiener Schachzeitung, 1912

1 Kt—Q 4 ch  
K—B 5

2 P×P

Still more restricting the activity of Black's King.

2 P—B 4

......As defence against mate. If R×Q P?; 3 P—R 7.

The presence of the passed Pawn on Q 6 allows White to succeed with a combination based on Pawn sacrifice and line obstruction.

1 P—Q 7

It is important not to let Black's Rook go to the eighth rank. Therefore not good is: 1 Kt—K 4?, R—B 1; 2 P—Q 7 (or Kt—B 6), R—K B 1; draw.

1 P—Kt 7  
B—B 2

.......If K—B 2; 2 P—Kt 8 (Q) ch, K×Q; 3 Kt—B 6 ch wins the Rook.

2 Kt—Kt 5 ch

Preparation to win Black's Rook.

2 K—B 3

3 Kt×B  
K×Kt

.......Or K×P; 4 K—B 6 and the Rook is trapped.

No. 267

1895
3 R-B1 ch  K-K4
4 Kt-Kt5!  R×R P!
5 K-Kt5!

And Black's Rook cannot be saved (domination). For example, 5... R-R7 (R5, R1, K B3); 6 R-K1 ch, and 7 Kt-B 7 ch (B3 ch). Or 5... R-R4 (Kt3, Q B3); 6 R×P ch and 7 Kt-Q4 ch or 7 R-B6 ch.

No. 270
1896

1 P-B7
If 1 R-KB2? Black succeeds in stopping the Pawn. 1... Kt-Q1; 2 Kt-Q5, R-K1; 3 K-Q2, Kt-K3; 4 K-Q3, K-Kt4; draw. Likewise there is no win if 1 Kt-Q5 ?, R-K8 ch; 2 K-Q2, R-K4; 3 Kt-B3, P-Kt4. R-K3; 4 Kt-Kt4, Kt-Q1, threatening... P-R4.

1 R-B3
2 R-K B2
Enticing Black's Rook to KB2 intending to obstruct the file with the Knight on KB3.

2 R×R
3 Kt-B 6 ch  K-Kt 4

No. 271
1908

1 R×B ch  K×R
2 P-R7  R-B5 ch
......Black's Rook is endeavouring to come to the QR file.

3 K-B5 !  R-B4 ch
4 K-Kt4 !
White's King is back to the fourth rank but now he deprives Black's King of two squares.

4 R-B5 ch
5 Kt-Q4 !
With White's King on K4 this was refuted by... R-B1.

5 R×Kt ch
......If now 4... R-B1 is refuted by 6 Kt-B 5 ch and 7 Kt-K 7 ch.

6 K-B3
Now the Rook is on the Q file, unable to check on the third rank, and White's Pawn cannot be stopped from Queen-ing.

No. 272
Shahmati, 1926

1 Kt-B3
Threatening mate in two moves. Bad would have been 1 P×P? because of 1... P-K 6. If 1 K×P?, then K-K 8; and if 1 R×P?, then P×P, etc.

1 B-Q7 !
......Not so good was 1...
B-B 8?; 2 R-Kt1, K-K 8; 2 R×B ch, K-Q 7; 3 R-R7, and wins easily stopping Black's Pawns.

2 R-Kt1 ch!  B-K 8
3 P×P
......P×P was threatened.

4 R-R1 !
This move is the principal idea of this study. The Rook retires to make room for the Knight, which is to unpin Black's Bishop.

4 P-K 6
Compare with No. 250, third move.

5 Kt-Kt1
With the Bishop now on QB8 Black could achieve a draw by stalemate.

5 B-B 6 (moves)

6 Kt-Q 2 mate
The idea of this study is called the "Indian" idea, as it was at first represented by a four-move problem sent in from India in 1845 to the French journal Palamède. The idea is almost exclusively used in problem composition and if found in studies then nearly always as a mating combination.

The position of the diagram is one of those unique positions in which the "Indian" idea has really found a study-like expression. It was presented in the form of a study for the first time by the brothers Platoff.

No. 273
L'Echiquier, 1928

1 Kt-R5 !
If Kt-B 5 (K 6) then R×Kt.

1 K×Kt
......If 1... R-B1; then 2 B-B 7 (but not 2 P-Kt 7?, R-Kt 1!); R-Q R 1; 3 Kt-Kt 3, etc.

2 P-Kt 7 dis ch
Now depending on Black's reply there are two variations.
2  R—Kt 3 ch
3  B × R ch!
   Or 3 K moves, K—R 3;
   4 B × R, K P; draw.
5  K—R 3!

And wins. If 4 P—Kt 8 (R) stalemate.

2  K—R 3
3  P—Kt 8 (R)!
   And wins. If 3 P—Kt 8 (Q) then R—B 8 ch!; 4 K—R 2, R×R;
   5 K—Kt 2, K × R and stalemate; and if 3 P—Kt 8 (Kt)
   ch?, K—Kt 2; 4 K × R, K × Kt; draw.

No. 274
Deutsche Schachzeitung, 1913

At the first glance it appears as if White wins easily by simple positional play. As a matter of fact the task is not easy. White cannot prevent the loss of the K Kt P after which Black would endeavour to exchange the Rook for the Knight. Therefore not good is for example 1 P—R 4?, R × P
   (threatening R × R). 2 K—R 2, R—Q Kt 3; 3 Kt—Q 7, R × B;
   4 B—Kt 7, R—B 2. Or 1 P—R 3?, R × P; 2 B—Kt 4, K—K 5 (threaten-
   ing R × B); 3 K—R 2, K—B 5; 4 B moves, R—Kt 5; 5 K—Q 7, R—Kt 7
   ch, etc., and if 5 B—B 5, K—Kt 3; 3 Kt—Q 7, R × Q; 4 Kt—Kt 8, K—K 4;
   5 B moves, K—B 5, etc. Absolutely useless is

1  Kt—R 6? (1 Kt—Q 7?, R × P, threatening R × B; 2 Kt × B 8
   (Kt 8) or 2 B × Kt 7, would lead to
   R—Kt 1 (Kt 3, K Kt 2), R × P;
   2 Kt—Kt 4 (2 Kt—B 7, R × Q 3;
   3 Kt—Kt 5 ch, K—B 4; 4 B—
   Kt 4, R × Kt 1), R × Kt 3; 3 Kt—
   B 2 ch, K—K 5; 4 Kt—R 3, K
   B 6 (threatening R × Kt 6); 5 B
   × B 5, R × B 3; or 5 P × R 3, K
   × Kt 6, etc., draw. Victory can be
   achieved only by the following
   combination leading to the capture
   of the Rook.

1  Kt—B 6 ch!
   Threatening 2 Kt—K 7 and then P—R 4 to drive the Rook
   off the Kt file and to advance the
   K Kt P.

1  K—K 6!!
   Only with this move is White's threat parried. It is
   useless to attack the Knight. 1...K—Q 4; 2 Kt—K 7 ch,
   K—Q 3; 3 K × R, K × B 6;
   4 K—R 2. Or 3 K—R 4;
   4 P—Kt 7, etc. But if after
   the text-move White plays
   2 Kt—K 7? would follow K—B
   7!!; 3 P—R 4, R—Kt 8 ch!
   and draw by perpetual check!

2  P—R 4!
   Preventing perpetual check at the cost of the K Kt P. Not
good is 2 P—R 3?, because instead of K—B 7; 3 B—Kt 4
would simply follow 2...R × P;
   3 Kt—Q 7, R—Kt 6; 4 Kt—B
   5 ch, K—B 7; 5 K × R, K × Kt;
   draw.

2  R × P!
3  Kt—K 7 R—Kt 6
   All other moves of the
   Rook lead to a clean loss of the
   Rook.

4  Kt—B 5 ch
   And after

4  K × R
   K × Kt
   ...White Queens the
   Pawn. The author values this
   study very highly as in prefer-
   ence to many similar themes
   the play, although economical
   to the utmost, is far from
   "mechanical."

No. 275
Deutsche Schachzeitung, 1913

Materially White has the advantage,
   but the necessity of saving the
   Knight loses a tempo and as a result
   of this a Pawn.

1  Kt—Q 5!
   As will be evident later the
   Knight must move exactly to
   this square.

1  K—Q 5
2  B—B 6
3  K × P

   ...The only retreat.
   Clearly it is bad. 3...R—
   R 7?; 4 Kt—Kt 6 ch and
   5 B—K 5 ch, and because of
   the unfavourable position of
   the King Black loses the Rook.

4  P—B 3
   The Pawn deprives Black's
   Rook of the last two safe
   squares on the rank.

4  R—Kt 6
   ...Again the only re-
   treat.

5  Kt—Kt 6 ch
6  B—K 5 ch

   And wins. If Black does not
   capture the Pawn White wins
   by advancing the two Pawns.

No. 276
Deutsche Schachzeitung, 1914

1  Kt—B 7 ch
2  B—B 6!
3  R × Q
   ...Black cannot be saved
   by sacrificing the Rook. For
   example, 2...R × P; 3 P × R,
   K—Kt 5; 4 Kt—Q 6 and
   White must win.

3  K—B 3
   And wins the Rook standing
   in the centre of the board
   (domination).

No. 277
Eschiluna Kuriren, 1916

1  P—R 7!
   It is important for White to
   have Black's King on Q Kt 7.

1  K—Kt 2
2  K—Kt 2 (dom.)
3  K—Kt 2 (Q Kt 6)

   ...At any other retreat
   the Rook is immediately lost
   after Kt—R 5 ch, Kt—Q 6 ch,
   B—K 4 ch, or P × R.
3 Kt—Q 6 ch!
This move leads to a win. On the other hand 3 Kt—
Q Kt 6? after R—Kt 1 (Q R 6) gives nothing as after exchange of
Pawns and Knights against the Rook there is theoretically
a draw.

3 K—R 1
......Certainly the Pawn cannot be captured because of the
Rook being lost.

4 B—K 4 ch K×P
5 Kt—B 8 (Kt 5) ch
And wins the Rook.
The advantage of two minor pieces against a Rook becomes
here very conclusively evident.

No. 279
500 Endspielstudien

1 P×P
2 P—R 4 K—Q 2
3 P—R 6!
...... Or R—Kt 5: 3 Kt—
K 5 ch, K×P; 4 Kt×R, P×
Kt; 5 P—R 5, etc.
Or R—Kt 2: 3 Kt—Q 6,
K×P; 4 Kt—K 8 ch.
Or R—Kt 1: 3 Kt—K 5 ch,
etc.

No. 278
Deutsche Schachzeitung, 1913

1 P—B 6!
White creates a strong Pawn formation taking advantage of
Black’s Rook being on the same
diagonal with Black’s King.

1 R×B.

2 P—R 7 ch!
Sacrificing one Pawn, White advances the other. But cer-
tainly not 2 P—B 7 ch?, K×
P; 3 P—R 7, R—K 5 ch and
4..., R—K 1.

No. 280
500 Endspielstudien

1 P×P
2 R—K 4 K—Q 4!
......Black presumes the
following continuation: 2 P—
Q 7?, R—Q 4 ch; 3 K—B 3,
P×Kt; 4 B—K 8, K—R 3; draw.

1 B—B 7
Preventing check and
threatening to advance the
Pawn.

2 K—B 3!
......Stopping the danger-
ous Pawn and apparently
saving the game—but

3 Kt—B 3
And the Rook has no safe
retreat.

No. 281
Shakhmatn Listok, 1923

1 R—K Kt 2
(QKt 2, QR 2)
......This is easily refuted.

2 B—K 8 ch K×P
3 Kt—B 7
And Black is forced to
sacrifice the Rook for the Pawn.

No. 282
Eskilstuna Kuriren, 1916

1 P—Q Kt 6! R—K 3!
......To obtain a draw it
is essential for Black to win
the passed Pawn. If 1..., R—
Q 7 (K R 7): 2 K—B 3 (×P)
threatening B×P. For example, 2...
P—K 3; 3 B×
P, P×B; 4 P—K Kt 6, etc.

2 P—Kt 7 R—Kt 3 ch
3 K×P! K—P 3
......Now it seems the
Pawn is doomed, but White
finds a fine defence.

1 B—B 6 R×P
......Or R—B 4: 2 P—
Kt 4 ch, etc.

2 K—R 3 R—Q 5
......Or R—Kt 8 (B 5): 3
B—B 3 ch, K—Kt 3: 4 B—
K 4 ch or 4 Kt—K 5 ch.

3 Kt—K 5
And wins the Rook with 4
B—K 8 ch, or B—B 3 ch, or
P—Kt 4 ch (domination).
No. 283
_Deutsche Schachzeitung, 1914_

6 Kt—Q 5 ch
Winning the Rook.
Other retreats of the Rook do not save either. There is a weak continuation 3 Kt—
Q 5? (threatening 4 B—R 5 ch) which is refuted by 3... R×P;
4 B—R 5 ch, R×B; 5 P—
K 8 (Q) ch, K×Q; 6 Kt—
B 6 ch. This leads only to a draw as Black advances his KR P.

No. 284
_500 Endspiele Studien_

1 P—K 7
Playing the trump at once
the passed Pawn. Moves with
the Knight or Bishop do not give a win: 1 Kt—R 5 ch?
(1 Kt—Q 5?, R×K R P), K—
B 1; 2 Kt—B 6, R×K R P;
3 Kt—Q 5, P—B 3; 4 P—
K 7 ch, K—B 2; 5 B—R 5 ch,
R×B, etc. Or 1... B—B 6? (1 B—
Q 5?, P×Kt), R—Q 5 ch; 2 K—
B 2, K—B 3; 3 Kt—K 2, R×
P; 4 B—Q 7, P—R 4; 5 Kt—
B 3, K—K 4; 6 Kt—Q 5 ch,
K—Q 3; 7 B—B 8, R—K Kt 5;
8 Kt—B 6, R—K 7 ch; 9 K
moves, P—R 5; etc.

1... R—Q 5 ch!
...... If R—Kt 1 or K—B 2
is refuted at once by 2 B—B 6
(R 5 ch).
2 K—B 1
Why the King has to move
exactly to K Kt 1 will be seen later.

2... K—B 2
...... Now this move is
admissible as the threat 3 B—
R 5 ch, K×P; 4 Kt—Q 5 ch
is prevented. But then the
Rook becomes vulnerable from
another square.
3 Kt—K 6!
After this move the Rook
must perish.

3... R—Q 6
4 K—B 2
R—K 6
...... If R×B; then 5
Kt×P K P.
5 Kt×P

No. 285
_Deutsche Schachzeitung, 1912_

1 Kt—B 3
2 Kt—Q 4 ch
3 Kt—K 6
R—Kt 5
4 P—R 3 (dom.) R—K R 5

...... If R—K 5; 8 Kt—
B 5 ch; 6 Kt×R and 7 P—
K R 4, threatening 8 B—B 7
or 7 B—B 4 threatening 8 P—
Q R 6.

With quiet moves White has
restricted the movements of
Black's Rook. And now follows the coup de grace.

5 K—Kt 3
And wins.

No. 286
_Magyar Sakkvilag, 1930_

1 B—Kt 6 ch
2 P—B 4 ch
3 Kt—Kt 6!

In this position Black is to
lose the Rook. For example,
if 3... R—B 8; 4 Kt—B 4 ch,
K—K 4; 5 Kt—Q 3 ch, and
if 3... R—Q 5; then 4 Kt—
K 7 ch, K—K 3; 5 B×R,
K×Kt; 6 P—B 4 and White's
King advances to Q Kt 6.

No. 287
_Shahmati, 1924_

1 P—Q 7
2 B—B 7!

...... Giving up the Pawn
and the Rook Black calculates
to obtain a draw by stalemate.

2 B×P
3 B×R
Kt—B 4
4 P—Q 8 (B)!

...... If otherwise would follow Kt—B 4 ch, or Kt×P ch.
If 3... K—K 4; 4 P—
Q 4 ch, K moves; 5 Kt×P ch.

Or 4... R×P; 5 B×R ch,
K moves; 6 K—Kt 6, etc.

4 Kt—B 4 ch
Like that after all.

5 R×Kt
6 B—K 3
7 B—Kt 1, etc.

All squares of the eighth rank
are controlled by the Knight
after White's second move.
For example, 2... R—Q 1
(Q1, K B 1, K R 1); 3—5
Kt—B 4 ch, Kt 6 ch, K 7 ch;
6 Kt×P ch, etc.

If 2... R—Q 1 (Q B 1);
3—5 Kt×P ch, Q 7 ch, Kt 6 ch
etc.
No. 288

Shahmati, 1924

The present study differs from the previous one by the presence of one Black Pawn more on K 2. Such studies, very similar in position but with different solutions, are called "twins."

1 P—Q 7  P—B 7
2 B×P  R—K Kt 6 ch
3 B×R  Kt—B 4!

...Up to now it is exactly as in the previous study. Should the Pawn be promoted to a Queen or Rook it is again stalemate.

4 P—Q 8 (Kt)!

There is the difference occasioned by the presence of the extra Pawn. If 4 P—Q 8 (B)? Black gets a draw by 4... P—K 4; 5 Kt moves, Kt—K 3 ch; but at the same time thanks to the extra Pawn White is enabled to promote his Pawn to a Knight.

4 Kt—K 5 ch
5 Kt—Q 4 (Kt 2) P—K 5
6 K×Kt  P—K 4
7 Kt—Q 5 (Kt 2) P—K 5
8 Kt—B 7 mate

And thanks to the extra Pawn White wins in the endgame two Knights against a Pawn on K 5.

No. 289

Deutsche Schachzeitung, 1909

White's only winning chance depends on Q Kt P, therefore:

1 P—Q 7  P—B 7
2 K—Q 6!

If K—K 5, then R×B ch; 3 K moves, Kt—Q R 3.

2 B—Q 3 ch  Kt—R 3!

...... Or K—R 4; 4 B×Kt, R×P ch; 5 Kt—Q 5.

4 B×Kt  R×P ch
5 Kt—Q 5 ch  R×Kt ch
6 K×R  K—B 2
7 P—Kt 8 (Q) ch!

An unexpected Pawn sacrifice.

7 K×Q
8 K—Q 6  K—R 1
9 K—B 7
10 B—Kt 7 mate

The same mate as in No. 257 after a long and fierce struggle.

No. 290

Sydvenska Dagbladet, 1912

1 P—Q 7  R—B 8 ch
2 K—Kt 2  R—Q 8
3 Kt—B 2!  R—Q 5!

...... The Rook remaining on the Queen's file can only move to black squares. If R×P or R—Q 4 follows Kt—Kt 4 ch and Kt—B 6 ch. Taking advance of the position of Black's King the Bishop commands the Q 2, Q 4, Q 6 squares.

4 B—B 5  R—Q 7
5 B—Kt 4  R—Q 5
6 B—B 3  R—Q 3
7 B—K 5  R—Q 7
8 B×P ch  And wins.

No. 291

Chess Amateur, 1916

1 Kt—K 5 ch!

Aiming at the K B 3 square.

1 K—R 3!
2 P×P  R—B 7 ch!
3 B—B 3  R×B ch
4 Kt×R  B×P

...... If now 5 P—Kt 8 (Q) to reply with B—Q 4 ch. If 4... B—R 5 (Kt 4) then 5 Kt—Q 2 and 6 P—Kt 8 (Q).
5 P—Kt 8 (Kt) ch! K—R 4

...... Or K—R 2; 6 Kt—Kt 5 ch and 7 Kt×B.
6 Kt—B 6 ch  K—R 3
7 Kt×B  P—R 6
8 Kt—R 2  And wins.

No. 292

Deutsche Schachzeitung, 1914

White utilises his advantage in space to Queen the Pawn.

1 Kt—B 7 ch  R×Kt
2 P×R  P—Kt 8 (R) ch

...... Black calculates for a stalemate after 3 K—R 2, R—Kt 2; 4 P—B 8 (Q) ? Not good is 3... B—Kt 2 (instead of ... P—Kt 2) as it would follow 4 P—B 8 (Q), B×Q; 5 B×B ch, R—Kt 2; 6 P—B 6, etc. Equally bad is 2... B—Kt 2 (instead of P—Kt 8 (R) ch) because of 3 B—B 5; and finally 2... P—Kt 8 (Q) ch loses also as will be seen later.

3 K—R 2  R—Kt 2!
4 P–B 8 (R)!
This unexpected move refutes Black's combination. For example, 4..., R–Kt 5; 5 B–Q 7!, K–Kt 2; 6 P–B 6 ch, K moves; 7 R×B, and if now R×P?, 8 B–P 7, etc. Or 5..., B moves (R moves); 6 R–B 7 threatening B–B 8 ch or B–Kt 5 ch. Also simply 5 R×B wins.

2 P–Kt 8(Q) ch
3 K–R 2
Q–K 5(R 7)!
Or Q–Kt 2 (B–Kt 2); 4 P–B 8 (Q), Q (B)×Q; 5 B×Q (B) ch and after exchanging on Q Kt 7 White Queens a Pawn.
4 P–B 8 (Q) ch B–Kt 2
5 Q–K 6 ch
And wins. For example, 5..., Q–B 3; 6 Q×Q, B×Q; 7 B–B 8 ch, etc. Or 5..., B 3; 6 Q×Q, B×Q; 7 B–B 8 ch. Or 5..., Q×Q; 6 B×Q, B moves; 7 B–B 8 ch, etc.

No. 293
500 Endspielstudien

1 B–Q 2 ch R–Kt 4!
......Or K–R 2; 2 B×R ch and 3 B×P.
2 B–B 7
Black's King and Rook are unable to move. Only the Pawn can move.

No. 294
L’Echiquier, 1925

1 B–K 3 R×P
2 K–K 7 (domination)
R–K Kt 3
3 B–B 3 ch R–Kt 5
4 K–B 6 P–R 6
5 B–Kt 5
And wins. For example, 5..., P–R 7; 6 K–B 5, and 7 B×R mate.

5 B×P
6 B–Q 4 ch K–Kt 1
7 B–B 7
And wins. For example, 7..., P–R 6; 8 B–K 4 ch, R–Kt 3; 9 B–Kt 7, P–R 7; 10 B×R mate.
Or 7..., R–Q 3 (Q R 3); 8 B–K 4 ch, K–R 3; 9 B–K 3 ch, K–R 4; 10 B–B 3 mate.
Or 7..., R–R 4; 8 B–K 4 ch, K–R 3; 9 B–K 3 ch, R–Kt 4; 10 K–B 6, etc.

No. 295
Tidskrift for Schack, 1917

Black threatens P–Kt 7 ch and White is forced to sacrifice his Black Bishop. But after 1 B×P, R×B; 2 K×P, R–Kt 3 or Q 6, White has nothing left to hope for.

No. 296
L’Echiquier, 1930

1 R–Kt 4 ch
2 P–B 7 B–B 4
3 R–K 4 B–Kt 6 (Q Kt 3)
4 R×B B×P
5 K–B 6 (domination)
And the Bishop is trapped.
A draw would result if 1 P–B 7?, B–K 4; etc. Here after 4 K–B 6 the Bishop would be safe on K 7.
A study on the same theme as No. 256.

No. 297
Pravda, 1926

1 B–K 6 ch K–K 1
......If K–B 1; then 2 B–Q 6 ch, K–K 1; 3 B×P and Black cannot capture the Bishop because of 4 P–R 7 and even after 3..., R–B 1; 4 P–R 7 also wins.
2 B–K 5 ch K–B 2
3 B×P R×B
4 K×P (domination)
And thanks to the altered position of Black’s King the Rook is lost and White Queens his Q Kt P after 4..., R–Kt 3; 5 B–B 5, etc.
White must Queen his Pawn. This cannot be done by 1 P—R 7, R—K 6 ch; 2 K—Kt 4, R—K 5 ch; 3 K—Kt 5, R—K 4 ch; 4—Kt 6, R—K 3 ch; 5 K—B 7, R—K 2 ch; 6 Kt—Q 7, R—Kt 1 and White is helpless against the threat R—Q R 1. With the following combination White makes the checks not dangerous.

1 Kt—B 4

Roman theme (Compare with No. 240).

If now Black leaves the Rook on the King's file, then 2 P—R 7, and from checks White's King goes to the sixth or second rank. If 1... R—K 2??; 2 Kt—Kt 6 ch. After

1 R×Kt!

......Black's Rook can again check along the Kt file. But now the Knight protects the Pawn.

2 P—R 7 R—B 8
3 K—Kt 2 (R 2) R—B 7 ch
4—Kt 3, Kt 4, Kt 5, Kt 6, B 7.
5 Kt—Q 7
6 R—B 2 ch
7 And Black cannot move the Rook to the eighth rank.

1 Kt—Q 6 ch

With any other move White loses both Pawns.

1 K—Q 6!

......Playing for a stalemate.

2 P—Kt 7 R×P
3 P—Kt 8 (R)!!

And wins. If 3 P—Kt 8 (Q)? Black forces a stalemate by R—K 7 ch; 4 K—Q 1, R—Q Kt 7!; 5 Q×R, Stalemate.

No. 299

Deutsche Schachzeitung, 1909

500 Endspielstudien

1 P—B 7 R—Q B 4!

......Or R—Kt 4 ch?: 2 K—B 6, R—Kt 7; 3 K—Kt 6 (Q 7) and Queens the Pawn.

In the present position White need not fear to exchange the Pawn for the Rook as being left with two Knights White must win as there is a Black Pawn on the board.

1 P—K 7 R—K 3!
2 Kt—Q 6!

Only a draw would result if 2 Kt—K 3, R×P; 3 Kt—Q 5 ch, as it would not have been possible to stop Black's Pawn on Q R 5.

2 R×Kt ch
3 Kt—Q 4

White sacrifices the second Knight to prevent Black from taking command of the King's file.

1 K—K 3 R—Q 8
2 K—K 2

And must win. For example,
5... R—Q 4 (Kt 8); 6 P—K 5 (Q), R—Q 4 (en-voying to create a stalemate position by P—R 3 and K—Kt 2); 7 K—Q 3, P—R 3; 8 Q—Q R 8 not permitting Black's King the square Q Kt 2), R—Kt 1 (R—Kt 6 ch; 9 K—B 4, R—Kt 4 and also 8... K—R 4; 9 Q—Q 8 ch would only have shortened the play); 9 K—B 3, R—Kt 4; 10 Q—Kt 8 ch with three variations:
10... K—B 3; 11 Q—R 7, R—R 4 (Kt 3), 12 K—B 4; 13 K—Kt 4, R—Kt 4 ch; 13 K—R 4, R—Kt 3; 14 K—R 5 and wins the Pawn.
10... K—B 4; 11 Q—B 7 ch, K—Q 4; 12 Q—B 4 ch, K—Q 3 (K—B 4; 13 Q—B 6); 14 K—Kt 4; 14 Q—B 2 (K—K 2); 14 Q—B 6; 14 Q—R 4, etc.
10... K—R 4; 11 Q—Q 8 ch, K—R 5; 12 Q—Q 6, K—B 4, P—R 4; 14 Q R 4; 14 K—B 4 and Black is in Zugzwang. 13... R—Kt 8; 14 Q—Q 8 ch, K—R 5; 15 Q—Q 2, etc.

2 R×P

And wins. For example,
3... K—Kt 4; 4 Kt×R, K—B 5! (P—R 4; 5 K—B 3); 5 Kt—B 5, K—Kt 6! (P—R 4; 6 Kt—Q 6 ch, K—B 4!;
7 Kt (B 3)—K 4 ch and 8 Kt—B 3; 6 Kt—Q 4 ch, K—B 5; 7 Kt—K 2, P—R 4; 8 Kt—B 3 and stops the Pawn on Q 5.

In the first variation White sacrifices both Knights and twice deflects the Rook, first along the rank and later along the file.

Compare with No. 303.

**No. 302**

*Deutsche Schachzeitung, 1911*

1 K—B 7!

It is necessary for White to exchange his Pawn on Q Kt 7 and not on Q 8, because in two moves to reach Q 5 (see fifth and sixth move). Therefore not good is either 1 K—B 8, R—Kt 6; 2 Kt (Q 2) B—B 1, R—Kt 3, or 3 K—Kt 3, and if 3... R—Kt 3; then 4 Kt—B 6.

3 Kt—B 6!

Enticing the Rook into an unfavourable position.

1 K×Kt

2 P×P

If 2 P—Kt 7? then R—Kt 3; 3 P—Kt 8 (Q), R—Kt 3 ch.

2 K—Kt 2

And White's King escapes from further checks on Q Kt 5.

**FIRST VARIATION**

2 K—B 8

3 R×Kt

4 R—R 4

If at once K—K 7; then 5 Kt—Kt 3 ch, and 6 Kt—R 5.

5 K—B 6

6 Kt 5

If P—R 5; 7 Kt 4 and forces the "Flotiten" position. For example, 7 Kt—Q 5; K—B 3, K—K 8 (or Kt—B 8, Kt—K 3, Kt—K 8; 10 Kt—B 3, etc.); 9 K—Q 3, K—B 7, Kt—Q 2, etc., but if 9... Kt—Q 8; 10 Kt—Kt 3 ch, K—K 8 (Kt—B 8); 11 Kt—K 3; 11 Kt (R 2)—K 4.

7 K—Kt 3!

The king is in the balance. The threat is P—R 5, P—R 6, after which only a check, Kt—Kt 4 ch, wins.

7 P—R 5!

......Black's King can only move to the second rank which White is trying to force. If 7... K—B 6 (K 6) then 8 and 9: 8 Kt—Q 4 ch and Kt—Q 5 (K—B 3) or Kt—B 5 ch and Kt—R 4. If 7... K—K 7 the best is 8 Kt—K 4, P—R 5; 9 K—B 4.

8 Kt—R 5!

If now 8... P—R 6 to move to 9 Kt—B 4 ch.

8 K—K 6

......Or K—K 7 (if K—B 6, K—B 7; 9 Kt—K 4, P—R 6; 10 Kt—B 5 or Kt—Q 4, B 4); 9 K—K 4, K—B 7; 10 Kt—B 6, K—K 7 (Kt—Kt 6, Kt 7); 11 Kt (B 6)—K 4; 11 Kt—B 6; 12 Kt—B 3, K—B 7 (B 8); 13 Kt—K 7; 13 Kt (K 4)—R 2, K—B 7; 14 K—K 3.

9 K—K 5

10 Kt—B 6

11 Kt (B 6)—Kt 4 ch

And Black’s King is forced to move to the second rank.

(If Kt—Q 6; 12 Kt—B 2 ch and 13 Kt—R 3.) For example, Kt—Q 7; 1 Kt—Q 4, K—B 7; 14 Kt—K 5, Kt—Kt 5; 15 Kt—B 3, etc.

**SECOND VARIATION**

2 K—B 8

3 R×Kt

4 R—R 5

5 K—B 6

6 Kt—K 4

7 Kt—Q 5 ch; K—B 5 and Black is saved as the Pawn would now advance to Q 8. 6 Kt—B 8, P—R 5; 7 Kt—Q 2, P—R 4; 8 Kt (Q 2) B; 8 Kt—R 5, etc. Not to a draw would lead 5... P—R 4; 6 Kt—K 5 (but not 6 Kt—Q 2); Kt—K 6; 7 Kt (Q 2)—B 3, P—R 5; 8 Kt—Q 5, Kt—B 4 drawn. Kt—K 4; 7 Kt—K 5, P—B 8 ch, Kt—K 5; 9 Kt—K 4, P—R 6; 10 Kt (B 1)—R 2 ch.

6 Kt—Q 2!

Betraying the hopes of Black! If now 6... P—R 4 or Kt—B 4; then 7 Kt (Q 2)—B 3 ch and Black’s Pawn will be stopped at K R 4.

6 Kt—B 5!

7 Kt (Q 2)—B 3 Kt—K 6!

......The advance of Black’s Pawn to K R 6 is now guaranteed, but the manœuvre of the King means both lost tempi (fifth and sixth moves) which go to the benefit of White’s King.

8 K—Q 5

9 K—K 4

And wins, as the exit for Black’s King over K B 5 is closed.

In the first variation Black’s King reaches the third rank as in Nos. 138 and 299.
No. 303
Shahmatni Listok, 1923

Black's Pawn on K R 4 permits White to expect a win with two Knights if Black exchanges the Rook for Pawn.

1 Kt—K 3
   If P—Q 7 then R x Kt ch
2 K—R 1, K—Kt 6!
I
   R x Kt
   ......Clearly not R—Q 6?!
2 Kt—B 3 mate.

2 P—Q 7
   Having got the Rook to the King's file White cannot be checked along the second rank.
2 R—Q 6
3 Kt—B 3 ch! R x Kt
4 P—Q 8 (Q) ch
   And wins. For example, 4...
   K—Kt 5; 5 Q—Kt 8 ch, K—B 5 (B 4); 6 Q—B 7 ch, K—Kt 5; 7 Q—Kt 6 ch, K—R 5; 8 Q—K 4 ch, etc. Or 5...
   K—R 5; 6 Q—Kt 2, R—B 6
   (Kt 6, R 6); 7 Q—K 4 ch, K—Kt 4; 8 Q—K 5 (Q 5, K 7) ch.

1 K—Q 5
2 Kt—B 3 ch
   But not 2 Kt—R 3 ch, K—R 3; 3 Kt—B 5 ch, K—Kt 3; or 3 P—Q 7, R—Q 6; 4 Kt—B 5 ch, K—R 2; in both cases—
2 K—B 3!
   ......If K—R 3; 3 P—Q 7, R—Q 6; 4 Kt—B 5 ch and 5 Kt—Q 4. If 2..., K—
   Kt 3; 3 P—Q 7, R—Q 6; 4 Kt—K 5 ch and if 2 ..., K—B 5; 3 Kt—Q 5 ch, etc.
3 Kt—Q 5 ch K—K 3
4 Kt x R
   And wins.
   In the first variation White sacrificing both Knights twice deflects the Rook along the rank.
   Compare with No. 300.

5 K—Kt 4!!
   That is the point! White's King, threatening mate in two moves, for a moment prevents Black's Rook from moving to Kt 1 and thus wins time to come nearer to his Pawn.
   K—R 8
   ......Or R—Q Kt 1 (K K 5) ch.
6 K—B 5
   And wins the Rook for the Pawn, as Black's King cannot escape from his prison. After the exchange White's King will return to Q R 4 (Q Kt 4) in such a moment when Black's King is on Q R 8 and then after ... K—Q R 7 follows mate in two moves.

No. 304

L'Echiquier, 1914

White's only hope is the passed Pawn. Very promising looks 1 Kt—B 6?; R—Kt 4 ch; 2 K—R 6!, R—K 4; 3 Kt—B 4 ch, K—Kt 5; 4 Kt x R, P—Kt 8 (Q); 5 R—K 8 (Q) as the material advantage of two Knights would guarantee a win. But, after 5..., Q—B 8 ch! one Knight is lost, after which a draw is certain.

The correct way to win is as follows—:
1 Kt—B 7! R—Kt 1
   ......Now 1..., R—Kt 4 ch is not possible because of 2 Kt—Kt 5 ch.
2 Kt—Kt 5 ch
   There is no hope to Queen the Pawn, as the Knight on Q 2 is unable to render assistance. White instead plays for mate.
2 K—R 7
3 Kt—B 3 ch K—R 6!
4 Kt (B 3) Kt 1 ch
   K—R 7

No. 305

L'Echiquier, 1914

1 P—Q 6 R—B 6 ch
   ......Or R—K Kt 6; 2 P—Q 7, R—Kt 1; 3 Kt (Kt 7)—Q 6, R—Kt 7 ch; 4 K—Q 3.
2 K—Q 2 R—B 2!
   A sacrifice of the Rook to bring the Pawn on a square where it can be captured by the King.
3 P—Q 7
   Passing the Rook the Pawn forces the Rook to a square where it will be vulnerable. If P x R?, K x Kt draw.
3 R x Kt
   ......Or R x P; 4 Kt—B 5 ch!; 5 Kt x R, and 6 Kt—K 5.
4 P—Q 8 (Q) R x Kt
5 Q—Q 6 ch K—R 2!
6 Q x P ch K—Kt 1
7 Q—Q 5
   And wins the Pawn.
   The theme of the present study is the sacrifice of White's Pawn in response to the sacrifice of Black's Rook.

No. 306

Deutsche Schachzeitung, 1914

1 Kt—B 3 ch K—Q 5
2 Kt—R 4 (domination) R—Kt 6!
3 P x R P x P
4 Kt—B 5 ch
   And wins in the end-game two Knights against the Pawn on K 5.

1 P—Q 6 R—B 6 ch
   ......Or R—K Kt 6; 2 P—Q 7, R—Kt 1; 3 Kt (Kt 7)—Q 6, R—Kt 7 ch; 4 K—Q 3.
2 K—Q 2 R—B 2!
   A sacrifice of the Rook to bring the Pawn on a square where it can be captured by the King.
3 P—Q 7
   Passing the Rook the Pawn forces the Rook to a square where it will be vulnerable. If P x R?, K x Kt draw.
3 R x Kt
   ......Or R x P; 4 Kt—B 5 ch!; 5 Kt x R, and 6 Kt—K 5.
4 P—Q 8 (Q) R x Kt
5 Q—Q 6 ch K—R 2!
6 Q x P ch K—Kt 1
7 Q—Q 5
   And wins the Pawn.
No. 307

Just in time! In this position White wins only because Black has the move. If for example 8 K—Kt 1? then K—B 7; 10 K—K 2, K—B 6!; 11 K—Q 1, K—B 7; 12 K—Q 4, K—B 8!; 13 K moves, K—B 7! and White’s King cannot come near the KP.

P—K 7 ch

..... Now this is forced. If K—B 6, then K—K 1, etc.

K—Q 2!

But not at once 11 Kt x P?, P—B 6 and draws.

11 Kt x P

P—B 8 ch

12 K—K 3

K—K 7!

14 K—B 4

K—R 6!

15 K—Kt 5!

Again in time! Black’s King is surrounded and mated in the lower right hand corner. For example, 15... K—R 7; 16 K—R 4, K—Kt 7; 17 Kt 4, K—B 8 (K—B 7; 18 Kt—B 4); 18 Kt (K 2)—Q 4, K—Kt 7! (K—B 7; 19 K—R 3); 19 Kt—K 6 and if... K—B 7 or R 7 then 20 Kt—B 4, but if 19... K—B 8; then 20 K—B 3, etc.

No. 308

Tidschrift for Schack, 1916

No. 309

500 Endspielstudien

No. 309

P x P

R—R 8 ch!

2 K—Kt 4

R—R K B 8

3 K—Kt 6

If K—Q 5? then R—Kt 8 ch; 4 K—B 5, R—B 8 ch; 5 K—Q 6, R—B 8, and draws. For example, 6 K—K 7, R x P ch (but not R—K 8 ch ?), K—Kt 6, etc.

R x P

4 Kt—Q 5

R—Kt 2 ch

5 K—R 4

R—Kt 4

6 Kt—B 7 ch

And wins.

No. 308

No. 309

No. 310

Deutsche Schachzeitung, 1907

No. 311

Shahmatai, 1925
1. Kt—K 3  R—K 5!
   ....If R x Kt; 2 Kt—Q 5 ch, K—Kt 6; 3 Kt x R, K x P; 4 Kt—Q 3 ch.
2. Kt—Q 3 ch  K—Kt 4
3. Kt—K B 5! (domination)
   A move seemingly accentuating the helplessness of Black's Rook despite the fourteen available squares for retreat.

3. R—K Kt 5
   ....Or R x P; 4 Kt x R, P—R 5 Kt—B 5; 5 Kt—B 6; 6 P—Kt 5, P—Kt 4
   5 Kt—B 6; 6 P—Kt 3, P—Kt 4; 7 Kt—Q 4 ch; 8 Kt—B 3, P—R 4
   (K—Kt 5; 7 Kt—Q 4, P—R 6; 8 Kt—Kt 3); 7 P x P, K x Kt 4; 8 Kt—Q 4 ch.
4. P—Kt 3
   With the disagreeable threat of mate in one move.

4. P—R 5
5. Kt—Q 6 ch  K—R 4
6. Kt—B 4 ch  K—Kt 4
7. Kt—R 3 ch!
   Now White not only protects the Q Kt 5 square (restricting the movement of Black's King) but also stops Black's Pawn from advancing.

7. K—Kt 4
8. P—Kt 4 ch  R x Kt P
9. Kt x R  K x Kt
10. Kt—Kt 1
    And wins.

No. 312
Bohemia, 1913

No. 313
500 Endspielstudien

No. 314
No. 315
Bohemia, 1907

No. 316
Shahmatni Listok, 1924
1 P—Kt 6
Sacrificing the Pawn, White sets a trap for Black's Rook.

1 R—B 6 ch
......Or K x P; 2 Kt—K 5 ch, K x Kt; 3 Kt x R, K—B 4 (Kt 4); 4 Q—Q 2 and wins.

2 K—Kt 2
The King prevents the Rook from moving to Q Q 3 or Q R 3.

2 K x P (domination)
Unexpectedly the Rook is trapped. After exchanging Knights for Rook White Queens his Pawn. For example 3... R—K 6; 4 K x R, P x Kt; 5 K—B 2, K—B 4 (Kt 4); 6 K—Q 3, K—Kt 5; 7 K—Kt 5 ch, K—B 4; 8 K—B 4 ch. K—Kt 5; 9 K x P ch. Or 3... K—B 4; 4 K x R, P x Kt ch; 5 K x P, K—Kt 5; 6 K x Kt 5 ch, K—R 6; 7 K—B 3.

2 R—R 6
......To capture both Pawns of White.

3 P—Kt 7
4 K—B 1!
Playing now K—Kt 3? White would miss the win 4... R—R 6 ch (R—Kt 7); 5 P—Kt 8 (Q) and wins by the end-game two Knights against Pawn on Q 3; 5 K—B 2, P—Q 6 ch (R—R 7 ch ?; 6 K—B 1 and wins. Or 5... K t 6; 6 P—Kt 8 (Q), P—Q 6 ch; 7 K—Q 2 (and wins); 8 K—Q 2, R—R 7 ch !. 7 K x P (forced), K—Kt 7! (R—R 6 ch ?; 8 P—Kt 8 (Q), R x Q; 9 K x R, P—P Q 5, draw.

4 R—Kt 7
......If the Rook checks White's King moves to Q 2, Q 3, Q 4 which does not alter the final issue.

5 P—Kt 8 (Q)
And wins. The simplicity of the starting position strengthens the impression of the main variations based on the capture of the Rook.

---

No. 317
L'Echiquier, 1927

1 Kt—R 6
A draw results if 1 K—B 2, R—B 6; 2 Kt—Kt 4, R—B 4; 3 Kt—Q 3, R—B 7 ch; 4 K—K 3, P—O 5; 5 Kt—B 2, K—B 3; 6 K—Kt 4 ch, K x P; 7 Kt x P, R—Q R 7. Or 2 Kt x P, K—B 3; 3 Kt—B 5, R—B 7 ch; 4 K—Kt 3 (K—K 3, K x Kt), P—Q 3; 5 Kt (B 5)—Q 7 ch, K—Kt 2; 6 P—B 4, P x Kt; 7 K t x P, R—K 7; 8 K moves, R x Kt. In this variation White's 3 P—B 4 would be answered by Black with 3... P—Q 3; 4 Kt—Q Kt 4, P x Kt, etc., draw.

1 R x P ch
......If R—B 6; then 2 P—Kt 7, R—B 1; 3 P Kt 8 (Q); or 2... R x P ch; 3 K—K 2, R—B 1; 4 P x R (Q) ch and if 1... K—K 3 (Q, etc.) then 2 P—Kt 7, R x P ch; 3 K—K 2, R—Kt 6; 4 P—Kt 8 (Q), R x Q; 5 K t x R. As result also two Knights against Pawns on Q 4 and K 4. But if 1... K—B 1?; 2 P—Kt 7 ch, K x P; 3 Kt—B 5 ch, etc.

2 K—K 2 K—K R 6!
......If K—Kt 6; then K t—B 5 ch, K b 3; 4 Kt x R, K x P (P—Q 4?; 5 Kt—KB 5, K x P; 6 Kt—K 7 ch; 7 Kt x P and 8 Kt—K 3); 5 Kt—B 7 moves; 6 Kt—Q 5 or Kt—K 4.

3 P—Kt 7
4 P—Kt 8 (Kt) ch
If 4 P—Kt 8 (Q) then R x Kt, draw.

4 K—K 3
(or moves)
5 Kt x R P—Q 4!
......Black renders the greatest resistance with this move. The further continuation is already a matter of theory. See the treatise of Two Knights against Pawn in the second part of this book.

Here I want to say only that the win is guaranteed against Pawns on K 4 and Q 4 if White's King is in front of the Pawns and the other pieces are placed in such a manner that the quick advance of one of the Pawns does not prevent White's King stopping the other Pawn. Here are just the conditions as needed after 6 K—Q 3 (or K 3). Then after Black's 6... P—K 5 (ch), 7 K—Q 4, P—K 6 follows 8 Kt—B 5 ch; 9 Kt—B 5 or Kt 4 and 10 K t x P, and if 6... P—Q 5 (ch); 7 K—K 4, P—Q 6; 8 Kt—Q B 5 ch. If 6 K—Q 3 and Black in reply does not move one of the Pawns but moves the King, then White's plan must be to bring his Knights to Q B 2 and Q B 3 (or to K B 2 and K B 3 if White's King had moved 6 K—K 3). For example: 6 K—K B 3; 7 Kt—K Q 4, K—K t 4; 8... Kt—K B 7 ch, Q 6, Q Kt 5, Q B 3, or 7... K—K K t 3; 8... Kt—K K t 4; K B 2, Q B 3, and 12 K t—Q B 2, K—K B 6!

If Black's King marches in the opposite direction 6... K—Q 3; then 7 Kt—K Q 4, K—Q B 3; 8 K—K 3, and all the moves are repeated mirroredly.

(Echo-variation.)

---

No. 318
L'Echiquier, 1928

1 Kt—Q 4!
2 K x P
3 P—B 7 ch K—B 1
4 K—B 6
5 K x R
6 Kt—B 6
And wins. The study demonstrates the maximum of space possible to be covered by White's pieces in the upper part of the chessboard.

---

No. 319
Tidschrift for Schack, 1917

1 Kt—B 5 ch K—K 5!
......If K—B 5 (Q 6); then 2 Kt x P ch, K x P; 3 K t x R, K—Kt 6; 4 Kt—Q 4 ch, and 5 Kt—B 3; or 3... P—B 6; 4 K t x K 3, etc.

2 Kt—K 7 (domination)
R—K 3
(Kt 2, Q 3)
No. 322
Deutsche Schachblätter, 1912

It would be a draw if White tries 1 P—R 7?, R—R 1; 2 Kt—K 8, R—R 3 ch; 3 K—B 7 (K—Q 5, R—R 4 ch; and ... R—Q R 4), R—R 2 ch; 4 Kt—Q 7, R—R 1; 5 Kt—Kt 2 ch, K—Kt 5; 6 Kt—K 3 ch, K—R 6; 7 K—Kt 7, P—B 6; etc. The following combination gives a win for White.

1 Kt—Kt 2 ch K—B 6!
   ... If K—B 4 (Kt 4) then 2 P—R 7, R—R 3 ch (R—R 1; 3 Kt—Kt 8, R—R 3 ch; 4 K—Q 5, R—R 1; 4 Kt—Kt 8, and if 1 ... Kt 5 (K 5): 2 Kt—B 6 ch.

2 P—R 7 R—R 1!
   ... If R—R 3 ch; 3 K—K 7, R—R 2 ch (R—R 1; 4 Kt—B 8); 4 K—K 8.

3 Kt×KRP ch! K—K 5
4 Kt—Kt 8
White is prepared for the Rook checks having put Black's King in an unfavourable position.

5 Kt—Kt 6!
Now the Rook also must go into an unfavourable position.

5 K—B 7 R×Kt ch
6 K—B 2 ch

No. 323
Eshilstuna Kuriren, 1917

1 Kt—K 7 R—Kt 2
   ... An interesting position of the two Knights depriving Black's Rook of all eight squares of the eighth rank. Compare with No. 321.

2 Kt—B 6 ch K—K 5
   ... On all other King moves follows a fork and check with Knight on K 8 or K 6.

3 Kt—K 8 (domination)
4 P—R 4 R—Kt 4
And the Rook is lost.

1 R—Kt 4
2 P—B 4 ch K×P
3 Kt—K 6 ch, etc.
No. 324
Eskilstuna Kuriren, 1917

2 Kt—R 4 (domination)
   R—Kt 4 ch
   ....... Or R × P; 3 Kt—B 5 ch, K moves; 4 Kt—K 4 (Kt 4) ch, etc.

3 K × P
   And Black loses the Rook.
   For example, 3 ... K moves; 4 Kt—K 4 ch or Kt—B 3 ch.

5 Kt—Q 6
   leads to unavoidable mate.
   Therefore Black had been wiser not to capture the Pawn but to continue

3 ... Kt—K 2

5 Kt—B 4
   White brings the King into the quadrangle of Black's Pawn.
   White's further plan is now simple. As Black's Knight cannot leave the squares K 2,
   K Kt 1, K R 3 and Black's King cannot come near to White's King having first captured Black's
   Pawn returns to his pieces which cannot be prevented by Black.

6 Kt—K 2
   The Bishop is sacrificed to force the Knight to relinquish the command of the
   K R 8 square.

3 Kt × B
   R—R 1

5 Kt—R 2
   And wins.

No. 325
500 Endspielstudien

1 Kt—B 5 ch
   K—B 4
   ....... Or K—Q 6; 2 Kt—B 4 ch, K—K 5 and 3 Kt—Q 6 ch.

1 P—Q 7
   R—Q 6 ch

No. 326
Eskilstuna Kuriren, 1916

2 K—Kt 4
   Certainly not K—R 4? because of 2 ... Kt—B 4 ch and not K—Kt 2? Kt—B 4;

2 Kt—B 6 ch! 
   ....... Forced. If otherwise (for example, R—Q 8 or Kt—B 4) then 3 P—Kt 8 (Kt) mate.

5 Kt—B 8 (R)!
   Not 3 P—B 8 (Q) because of R—B 5 ch; 4 Q × R stalemate. After the text-move Black loses because the King

is badly placed. For example

3 ... K—R 7 (R—R 2); 4 R—B 3, R—R 1; 5 Kt—Kt 4 (ch),
   K—R 8 (or R—R 2); 6 K—B 1, R—R 4; 7 R—K Kt 3, etc.

No. 327
Shahmatni Listok, 1913

1 Kt—Kt 6!
   Freeing the square for the Pawn and preventing Black's Rook from advancing to the
eighth rank.

2 Kt × B
   ...... If King moves Black can force a draw in two ways:

2 ... R—R 5 ch!

No. 328

1 P—Q 7
   R—Q 3!

2 Kt—K 4 ch
   K—K 3!

3 Kt × R
   B—K 3 ch

4 K—R 4!
   Only this move is correct!
   Having finished with the Rook White is now going to capture the Bishop.

3 P—B 8 (R)!

4 B × P
5 Kt—Q B 5 (domination)
If 5 Kt—K 5? Black has only one but sufficiently good reply, B—K 3.
6 Kt—B 5 ch K—Kt 3
7 Kt—K 7 ch K moves
8 Kt×B
And wins.

K—Kt 3 (R 4)
3 Kt—B 4 ch K—B 2
4 Kt×R ch K—K 2
5 Kt—Kt 7! K×P
6 Kt—B 5 ch, etc.

No. 329
Bohemia, 1907

3 P—R 7
Now the Black Rook obstructs the long diagonal for the Bishop. Thus the sacrifice of the Knight is based on the Roman idea on obstruction. Compare with No. 240.
3 B—B 6
Or R×P; 4 P—R 8 (Q) and must win.
4 P—R 8 (Q) R—Q 7 ch
5 Kt×R etc.
6 B—R 5
And the Bishop obstructs the Rook.

No. 330
500 Endspielestudien

White's strength is in the passed Pawns. But it is not advisable to advance the Pawns immediately. For example, 1 P—Q 7?, R—Q 6; 2 P—R 7, B—B 6; or 1 P—R 7?, R—B 1; and both Pawns are stopped.

1 Kt—B 4 ch!
A sacrifice of twofold purpose. If ..., P×Kt; 2 P—R 7 wins, as the Rook, obstructed by the Pawn cannot reach the eighth rank, and after 2... R—K R 6; 3 P—Q 7, B—K R 5; the Bishop obstructs the Rook. If the Knight is captured by the Rook
1 R×Kt
White continues:
2 P—Q 7 R—Q 5

No. 331
Bohemia, 1912

1 P—K 7 ch!
Sacrificing the one Pawn White is enabled to advance the other Pawn.
1 K×P
Or R×P; 2 Kt—B 6 ch, K—K 1; 3 Kt×R, K—B 2; 4 Kt×B, K—Kt 3; 5 Kt×P.
2 P—R 7 R—Q 2 ch
The only way to stop the Pawn. If 2 R×Kt; 3 P—R 8 (Q) and the other Knight cannot be captured.
3 K—Kt 1!
White moves the King in such a way as to be able after the win of the Rook to capture the Bishop.

No. 333
Casopis Cehoslovak Sachistu, 1923

1 P—K 7 Kt—Kt 7 ch
...Black brings the Knight into play forcing White's King to K R 5, and hopes to reach the K B 3 square where he would check and at the same time cover the K t square.

2 K—R 5!
K—Kt 4? leads to a draw and White's King is forced to K R 5 having helped Black's Knight to a better position.
2... Kt—K 6 ch; 3 K—Kt 5, K—R 1; 4 Kt—B 7 ch, K—R 2; 5 Kt—Q 8, Kt—B 4 (Q) and if now 6 P—K 8 (Q) then Kt—Kt 2 ch or (B 3) etc.

3 Kt—B 6 ch K—B 2!
4 Kt×R ch K—Kt 2
6 Kt—B 7!
If Kt—Kt 5? Black's defence is B—B 4!
7 Kt (B 7)—Q 6 (domination)
...The Bishop is driven off the diagonal Q B R 1/K R 6. If 7... P—R 4 would follow 8 Kt×B, P—R 5; 9 K—Q 2 and White must win.

8 Kt—Q B 5 (domination)
Now it becomes evident why White's King on the third move had to go just to K 1. Black's Bishop has no square to go to without being captured. Thus the Bishop is deprived of two diagonals: Q B R 1/Q R 3 and Q R 3/K B 8. Only a draw gives
1 Kt—B 6 ch? K—B 2!
2... P—R 7, R—Kt 7 ch; 3 K moves, R—K R 7; 4 P—K 7, B—Q 2; etc.

In the present study, as in No. 297, the sacrifice of a Knight with the idea of deflecting Black's Rook into an unfavourable position is demonstrated with the maximum of simplicity. Compare with No. 322.

1 P—R 7 R—R 1
\[ \text{No. 333}\]

Shahmatny Listok, 1925

1 P–R 7

If Kt–Kt 6 ch?, K × P; 2 P–R 7, R × R; 3 Kt–R 6, K × Kt; 4 K × R, K × P

and Black after exchanging Rook for Queen has the chance thereby to play K–Kt 6, Kt 5, B 4.

8 K–Kt 6

draw), R × Q; 10 K × R, K–B 4; 11 K–Kt 7, K–B 5;
12 Kt–Q 4, K–K 6! (\ldots, K–Kt 6? loses draw).

2 K–R 8 (Q)? is not good in this variation because of R–K R 1!; likewise not good is 2 R–B 6 ch, K–Q 7; and now 3 R–R 6? because of R–K R 1; Black forces a draw. For example 2 K–R 2, R–K R 1; 3 R–K R 6, K–B 7! (K–Q 7? 4 R–R 3, K–K 7 5 K–Kt 3, K–B 7;
6 K–B 4, K–Kt 7; 7 R–R 6, K–B 6; 8 K–Q 5, K–B 5; 9 K–K 6, K–Kt 4; 10 R–R 1, K–Kt 3; 11 R–Kt 1 ch, K × P or K–K 3; 12 K–K 7 or 11 K–K 7; 12 K–B 6 and wins); 4 R–R 2
ch!, K–Q 6; 5 R–R 4, K–K 6!; 6 K–Kt 3, K–B 6;
7 K–B 4, K–Kt 3; and Black succeeds in time to capture the Pawn. 8 R–R 1, K–Kt 5; 9 K–Q 5, K–B 4! etc.

\[ \text{No. 334}\]

500 Endspielstudien

8 Kt–B 7

\ldots Or R × P; 9 K × R, K–B 4; 10 K–R 6, K–Kt 5; 11 Kt–B 5 ch, K × P; 12 K–B 5 and wins. Black presses for an exchange on Q R 1 threatening R–B 2 ch and after that R–B 1. If 9 Kt–Q 4 ch then K–K 4; 10 Kt–B 3 ch, K–B 5; 11 Kt–R 2, B–B 2 ch, and White will not be able to exchange the Pawn for the Rook.

9 P–R 8 (Q)!

And wins. For example, R × Q; 10 R × K, K–B 4 (or Q 4); 11 K–Kt 7 and if K–Kt 5; 12 Kt–K 5 ch, K × P; 13 K–B 6, etc.
No. 336  
**Deutsche Schachzeitung, 1911**

1 P—R 7  R—K 8 ch
2 K—B 4  !

Thus only! If K—B 3 (B 2)!
R×R; 3 P—R 8 (Q), R—K Kt 4! and draws.

2 P—R 8 ch!

......If R×R; 3 K×R,
P—R 6; 4 P—R 8 (Q), P—R 7; 5 K—B 4, etc.

No. 337  
500 Endspielstudien

1 K—B 4  K—R 4
2 R—Kt 5 ch  K—R 3

......And now comes a Rook sacrifice with the idea of blocking the file.

3 R—Kt 5  P×R
4 P—Kt 7 moves
5 P—Kt 8 (Q)

And must win.

1 K—K 6

No. 338  
Shahmati, 1923

1 P—R 6  R—R 6
2 R—R 5  R—R 2
3 R—R 8 ch, etc.

......Other defences are analysed later.

2 R—R 5

In this and the three following variations White in sacrificing the Rook gets Black's Rook to a rank where it cannot reach the K R file (as the Pawn on K 4 is in the way). Should Black not accept the sacrifice then White's Rook is in the best position on the Q R file.

2 R×R

......Or R—Kt 6 ch; 3 K—B 2!, R—B 6 ch; 4 K—K 2, R—B 1 (R—B 2; 3 P—R 7, R×P; 6 R—R 8 ch); 5 R—R 7, P—Kt 6; 6 P—R 7, P—Kt 7; 7 R—K Kt 7, etc. Or R—R 6; 3 P—R 7, K moves; 4 R—R 8, and 5 P—R 8 (Q).

1 P—R 7  R—K 6
2 P—Kt 7  R—Kt 6
3 R—Kt 3 ch

Deflecting the Rook from the file.

4 P—Kt 8 (Q)

And wins. For example, 4...K—Q B 6; 5 Q—B 6 ch, K—Q 2; 6 K—Kt 2, etc., or 4...R—Q 4; 5 Q—B 6, etc.

1 R—R 1
2 R—R 5  R—B 1
3 R—R 7  ! R—B 3
4 P—R 7  R—K 3
5 P—R 8 (Q), etc.

1 K—Q 2
2 R—B 8!

The Rook is sacrificed to block the eighth rank for Black's Rook (Black's King has only just cleared the rank).
No. 339  
Deutsche Schachzeitung, 1910

White's winning chances are based on the advance of the passed KP. The struggle starts about this Pawn.

1 P—K7  
R—K6 ch!

......Trying to stop this Pawn on the eighth rank would not be successful. For example, R—Kt 1; 2 R—B 2, R—K 7; 3 R—B 7 and White must win.

2 K—B 2  
R×P
3 R×P ch  
K—Kt 5

......It looks as if White can do nothing more and that the KP is lost. But in this simple position White has a beautiful winning Rook sacrifice.

4 R×P ch  
K—B 4
5 R—Q 5!

The purpose of the sacrifice is the pinning of the Rook.

5 R×R  
K—B 3
6 R×R

And wins.

3 R×P  
K—R 7
4 R×P ch  
K—R 4 ch

......Or K—R 6; 5 R—Q 3 ch, and 6 R—R 3.

5 K—K 3  
R—K 4 ch
6 R—K 4, etc.

No. 340  
Deutsche Schachzeitung, 1909

Having the move permits White to Queen his Q R P earlier than Black.

1 P—R 7!  
R—Kt 4 ch!
2 K—B 6 (K 6)  
R—Q 4 ch!
3 K—B 7, R—Q 3; 4 R—R 1 ch, etc.

3 K—B 7

Harassing Black's King, White prepares the sacrifice of his Rook.

4 R—B 6 ch  
K moves
5 R—B 5 (ch)  
R×R
6 R—R 3 (Q)

And must win. It does not win if 1 K—B 4 (Q 4, B 5, Q 3) expecting R—Kt 3? 2 P—R 7, R—R 3; 3 R×P ch, K—Kt 3 (Kt 1); 4 R—B 6 (B 8) ch. Or 2 R—Q 3 (B 3) ch; 3 K—K 5, R—Q 1 (B 1); 4 R×P ch, K moves; 5 R—B 3, and wins. Instead of 1..., R—Kt 3? (with White's King on Q 4, B 5, Q 3 this move also would lead to a draw) Black must reply ..., R—Kt 5 or 4 (ch) and then 2 R×P ch, K—Kt 3; 3 P—R 7, R—R 5 (R 4); 4 White moves, P—R 7, etc.

If 1 R×P ch?, K—Kt 3; 2 P—R 7, R—Kt 4 ch; 3 K moves, R—R 4, threatening ..., P—R 7; or 2 R—B 5, P—R 7; 3 R—R 5, R—Kt 4 ch and Black wins.

No. 341  
Deutsche Schachzeitung, 1910

1 P—K 7

Obviously there is no other way to win.

1 R—R 2  
R—K 6
2 R—B 2  
R—B 6 ch

......Bad is R—B 6 ch (K moves; 3 R×P); 3 K—Q 6; R—R 6 (B 1) (R—Q 6 ch; 4 K—K 2, R—Q 7 ch; 5 K—B 1); 4 R×P ch, K moves; 5 R—K 2 (B 8), etc.

3 R×P ch  
K—R 8!

......If K—R 6; 4 R—B 3!

4 R—B 3!

The sacrifice is based on the idea of deflection and pinning the Rook.

4 R—K 8 ch  
5 K—B 2  
R—K 7 ch
6 K—Kt 3

Still threatening mate in one move.

6 R—Kt 7 ch

......Or P—R 5 ch; 7 K—R 3, R—R 7 ch; 8 K—Kt 4, etc.

7 K—B 3  
R—K 7

......Having prevented the threatened mate the Rook goes again for the Pawn.

8 R—B 1 ch  
K—R 7
9 R—B 2!

A similar sacrifice as mentioned in the note to the fourth move.

No. 342  
500 Endspielfragen

And wins. For example, R—B 6 ch; 11 K—B 4, R—Q 6; 12 Q—K 2 ch, K—Kt 8; 13 Q—Q 2, R—R 7; 14 Q—Q 1 ch, K—Kt 7; 15 Q—Kt 3 ch, K—R 8; 16 K—B 3, etc. Or 10..., K—R 6?; 11 Q—K 7 ch, K—R 5 (K—R 7; 12 Q—K 6 ch); 12 Q—Q 7 ch, K—R 6; 13 Q—Q 5, and wins the Pawn or the Rook.

Not leading to a win was 4 R—B 7? because of P—R 5; 5 K—Q 2, R—K 3; 6 B—R 1 ch, K—Kt 7; 7 R—K 1, R—Q 3 ch; 8 K—K 3, R—K 3 ch; 9 K—B 2, R×P draw.

Thanks to the unfavourable position of Black's King White is able to exchange Rooks and thus obtain a passed Pawn.

1 R—R 3

Of no use is R—R 4, K—R 7; or R—R 7, R×P.
1 R×R
2 P×R  
P—B 5
3 P—R 4

Certainly not K×P?, P—R 4; 4 P—R 4 (4 K—B 3, P—R 5; 5 K×P, or 5 K—Kt 4, K—Kt 7), P—R 5; 5 P—R 5, P—R 6, etc., draw.
the King from a rear attack. This can be done in two ways: either by moving the Rook over Q-B 2 to K 2 or by moving the Rook to Q 3 and Q 2. If Black plays 1... P--R 6; then 2 P--R 7, P--R 7; 3 R--K 8 ch, K--B 2; 4 P--R 8 (Q), P--R 8 (Q); 5 R--B 8 ch and White wins.

1 R--B 2

...... The variation 1... R--Q 3 ch is analysed later.

2 P--R 7 R--K 2

...... Or R--Q 2 ch; 3 K--B 5, R--K 2; 4 K--Kt 6 as seen later in the variation.

3 P--K 5!

The Pawn is sacrificed to open the sixth rank for the activity of White’s Rook on the King’s side.

3 P--P P--P ch

...... If P--R 6; 4 P--P ch, R--Q 2; or 4... R--Q 2 ch; 5 K--B 5.

4 K--K 4 P--R 6

5 R--R 8 R--P

6 R--R 6 ch K moves

7 R--R 7 ch

And wins the Rook.

VARIATION

1 R--Q 3 ch

...... To remove White’s King from commanding the K 4 square and prevent the sacrifice of White’s R P.

2 K--B 5! R--Q 2

3 P--R 7 R--K 2

...... But now White’s King has come nearer to his Q R P and is just in time to protect it, which White’s King was not able to do in the previous variation 3 K--B 5? (instead of P--K 5), K--K 4; 4 K--Kt 6, K--Pch. For example 5 R--K 8, R--P; 6 K--X R, K--B 5; 7 R--P ch, K--P, etc.

4 K--Kt 6 K--K 4

...... Or P--R 6; 5 R--R 7, R--P; 6 K--X R, K--K 4; 7 R--P, K--P; 8 R--R 3, K--B 5; 9 R--Q 4 ch, etc.

5 R--K 8

And wins. For example, 5... R--P; 6 K--X R, K--P; 7 R--P, P--R 6; 8 K--Kt 6, P--R 7; 9 K--B 1, K--K 6 (if P--R 8 (Q)? then 10 R--Q 9, K--B 6; 11 R--Kt 1); 10 K--B 5, K--K 7; 11 R--K R 1, K--B 6; 12 R--P, K--P; 13 R--K 8, K--K 6 (K--Kt 6); 14 R--B 8, 14 K--Q 4, P--Kt 5, 15 K--K 3, K--Kt 6; 16 R--B 8, Black moves; 17 R--K Kt 8, etc.

6 P--R 8 (R)!

If 6 P--R 8 (Q)? then R--Q 1 ch; 7 Q--R stalemate.

7 K--B 7

And wins. After promotion of the Pawn to a Rook the position is very interesting as White, with equality of material, wins only on account of having mating threats.

No. 345

Deutsche Schachzeitung, 1908

No. 344

Caske Slovo, 1924

White’s winning chances are the advanced passed Pawns.

1 P--K B 7

But not 1 R--X P ch?, K--Kt 4; 2 P--K B 7, R--B 6; 3 P--B 7, B--R 3!

1 R--B 6

2 P--B 7, B--R 6

3 R--P ch K--Kt 4!

...... If K--P X P? White wins with 4 R--Q 3! After the text-move 4 R--Q 3?, R--X P!

4 R--Q 5 ch K--R 3!

...... If K--R 5? then again 5 R--Q 3 wins.

5 R--K B 5!

The idea of this double sacrifice of the Rook was first discovered by the problem composer, Anton Nowotny, in 1854. This idea, which is very popular in problem composition is based on the principle
that two different moving pieces of Black in capturing an opponent's piece on the intersecting point block one another.

5  \[ \text{R} \times \text{R} \]

Or \[ \text{B} \times \text{R} \]; 6 \[ \text{P} - \text{KB8 (Q)} \text{ ch, etc.} \]

6 \[ \text{P} - \text{Q} \times \text{B} \times \text{B} \text{ ch} \]

\[ \text{K} - \text{K} \times \text{K} \]

And wins. With Black's King on 4, \[ \text{K} - \text{R} \text{ 5} \] this Rook sacrifice is impossible: 5 \[ \text{R} - \text{KB5} \text{?}, \text{BxR} \text{ ch} \]; 6 \[ \text{P} - \text{KB8 (Q)} \text{, B-B7 ch. But on the other hand with Black's King on K R5 White had another Rook sacrifice at his disposal: 5 R-Q3, R\times R \text{ (KxP); 6 RxR ch; 7 P-QB8(Q); 6 K-K2 and wins.} \]

No. 347

Kagan's N. Nachrichten, 1925

1 \[ \text{B-B5 ch} \] \[ \text{K-Rx!} \]

\[ \text{... Hoping for a stalemate.} \]

2 \[ \text{P-R7} \]

3 \[ \text{P-R8 (R)} \]

After 3 \[ \text{P-R8 (Q)} \] ?, \[ \text{P-R8 (Q)} \] \[ 4 \text{QxQ result in a curious stalemate with a pinned Rook.} \]

3 \[ \text{RxQ} \]

Now it is possible to come to a position of Lolli or King and Kuiper. For example, 1 \[ \text{B-B7} \] \[ \text{R-R4 ch} \]

\[ \text {... Or R-Kt8; 2 P-R7, R-R8 ch; 3 K-Kt6, R-Kt8 ch; 4 K-B7, R-B8 ch; 5 K-K7, R-K8 ch; 6 K-Q7, R-Q8 ch; 7 B-Q6 ch.} \]

2 \[ \text{K-Kt7} \]

3 \[ \text{K-B7} \]

\[ \text{... Or R-B4 ch; 4 K-Kt6, P-B6; 5 KxR, P-B7; 6 B-B4 or 4. . . R-B8; 5 P-R7, R-Kt8 ch; 6 K-B7, etc.} \]

3 \[ \text{R-B2} \]

4 \[ \text{R-R6 (R4, R3), etc.} \]

But not 4 \[ \text{RxP} \text{? because of R-KB2 ch. If 3 P-R8} \]

(Q), \[ \text{P-R8 (Q)} \] \[ 4 \text{Q-Kt8 (Kt7), R-B2; 5 QxR, Q-B3 ch; 6 White moves, Q-B2 ch; or 4 Q-Q8 (K8), R-B1; 5 White moves, Q-Kt2 ch; or 4 Q-Q5, R-B1 ch; 5 BxR, Q-Kt2 ch; 6 K moves, Q-Kt1 ch, and finally 4 Q-K4 (Kt2), R-B1 ch; 5 BxR, Q-B3 ch; 6 K-K8, Q-KKt3 ch; 7 QxQ stalemate.} \]

No. 348

Trudovija Pravda, 1933

1 \[ \text{B-Q5} \]

To prevent the Rook from moving to the Q Kt file.

1 \[ \text{R-R6 ch} \]

\[ \text{... Forcing the King on the same file with the Pawn.} \]

2 \[ \text{K-Kt1} \]

3 \[ \text{P-K7} \]

4 \[ \text{B-K6 ch!} \]

White succeeds in bringing the Bishop with the move to Q B8.

4 \[ \text{B-B8} \]

5 \[ \text{B-B8} \]

\[ \text{... Black's Rook again tries to reach the Q Kt file.} \]

6 \[ \text{B-K6!} \]

The second sacrifice of the Bishop meaning to deflect the Rook.

6 \[ \text{B-Q7} \]

7 \[ \text{B-K5} \]
No. 352
*L'Echiquier*, 1929

1 B—Kt 6
   If K—Q 2? then R—K 5;
2 K—Q 3?; R—Q Kt 5.

1 R—K 4
2 B—B 7 ch K—R 6!
   The King is calculated
to get on Q R 6 eventually a
stalemate position. If K—B 6,
follows 3 P—Q 7, R—K 5; 4
P—Q 8 (Q), R—Q 5 ch; 5 Q×
R ch, etc.

3 P—Q 7 R—K 5!
4 P—Q 8 (R)!
   Should Black play now 4...
   R—Q 5 ch ?; 5 R×R and
Black's King has the square
Q Kt 7 to go to.

No. 354
*Trudovaia Pravda*, 1927

1 P—Q 3!
   Sacrificing a Pawn White
opens the line for the Bishop.

1 R×P
2 B—Kt 4
   Preventing Black's Rook
from occupying the Q R file.

2 R—K 6!
3 P—R 7 K—B 3 dis. ch
4 K—B 8
certainly not K—Q 8 ??,
R—K R 6.

4 R—K R 6
5 B—B 3 ch
6 P—R 8 (Q)
   And White must win.

No. 353
*500 Endspielstudien*

1 B—B 6 R—Q 8 (Q 7)
2 B—K 5 ch!
   Blocking the King's file and
simultaneously covering the
Q Kt 8 square.

2 K×P
3 P—K 7 R—Kt 8 ch
4 K—R 3
   And Queens the Pawn.

No. 355
*Chess Amateur*, 1925

1 P—Kt 7
2 P—R 7
   ...To transposition of
   moves leads 1... R—B 8 ch;
2 K—R 2!; R—B 7 ch; 3 K—
Kt 3, P—R 7; 4 B×P.

1 B×P R—B 8 ch
2 K—R 2!
   If K—Kt 2? then R—B 4;
3 P—R 4, K×P.

2 R—B 7 ch
3 K—Kt 3!
   R—B 4
   ...If R—B 8; then 5
   B—Q 5 or R—B 3; 5 B—
   Kt 1.

4 B—Q 5 or R—B 3; 5 B—
Kt 1.

5 P—R 4 R—B 3
6 B—Kt 1
   To a draw would lead B—
   B 7 ch ?, R×B; 7 P—Kt 8
   (Q), R—Kt 2 ch; 8 Q×R
stalemate; or 7 P—Kt 8 (R),
R—B 3 draw; or 6... K—
Kt 3; 7 P—Kt 8 (Kt) ch, K—
Kt 2; or 7 P—Kt 8 (Q), R—
B 6 ch; 8 Q×R stalemate;
or 7 P—Kt 8 (R), R×B, etc.

6 R—Kt 3 ch
   ...One more obstacle!

7 B×R ch K—R 3
8 P—Kt 8 (Kt) ch!
   If P—Kt 8 (R) ? stalemate.

9 K—Kt 4
   And wins.

No. 351
*500 Endspielstudien*

1 B—B 6
2 B—K 5 ch!
   Defending the QBP from
being attacked by the Rook.

1 P—Kt 7
2 P—K 7, etc.
No. 356

Shahmatni Listok, 1930

3 P—Q 8 (Q) R×Q
5 B×R P×P
6 K—B 7!

And mate in three moves:
P—R 6; 7 B—R 4, P—R 7;
8 K—B 6 and 9 B—Kt 5 mate.

2 K—B 7!

3 K—R 2! R×P
4 P—K 7 R—K Kt 3!
5 P—K 8 (Kt)

And must win. Not good was P—K 8 (Q or R) because of R×P ch with perpetual check or stalemate.

To try 1 B—B 5? (threatening P—K 7) is refuted by K—B 5; if now 2 P—Kt 4, K—Kt 6; 3 B—B 2, R×Q B P; and if 2 P—Kt 7, K—Kt 6; 3 B—B 2, K—Kt 7; 4 P—Kt 3, R—Q 3 and Black wins.

Not leading to a win is likewise 1 K—R 2?, R×P;
2 K—Kt 3, R—K 5. For example, 3 B—Kt 4, K—Q 5;
4 K—R 4, K—K 4 (also permissible is R—K 4); 5 K—Kt 5, K—Q 3; 6 B—B 5, R—K 7; 7 P—Kt 4, K—K 2; 8 K—Kt 6, R—K Kt 7 draw. Or 3 B—B 5, R—K 4; 4 B—Kt 4, R—K 5; 5 K—Kt 4, K—B 5; and if 4 K—Kt 4, K—B 7; 5 P—Kt 3, R—K 5, etc., draw. And finally, 2 P—Kt 4 would be followed by K—B 5, 1 B—Kt 2; R—B 4!! with draw (but not 3..., K×P?)
4 P—K 7, R—B 1; 5 B—R 3 ch and wins).

No. 357

Shahmatni Listok, 1925

1 P—B 5!

By moving this Pawn Black's Rock will be enticed into an unfavourable position. About 1 B—B 5? or 1 K—R 2?. See later.

1 R—Q B 5

..... Or first 1..., K—B 7; and then R—Q B 5 which does not alter the case.

2 P—B 6!

If P—K 7? then R—K 5 draw. For example, 3 P—B 6, R×K P; 4 B—Q 7, K—B 7 (threatening K—Kt 6 and R—

K 8 mate); 5 K—R 2!, R—R 2 ch; 6 B—R 3, R—K 2, etc.

No. 358

Shahmatni Shurnal, 1908

1 P—K 7

Not good is 1 P×P as the Rook will be able to come behind the Pawn. 1... R—Q R 5; 2 B—B 5, K—B 5;
and if now 3 B moves, K×P; and if 3 P—Q 6, K×B, etc.

1 R—Kt 5 ch

2 K—B 2

... For one of his passed Pawns White will get the Rook. Black cannot prevent that; but Black has a hidden combination.

3 P—Q 6 K—B 5!

Black's King hurries to Q R 3.

4 P—Q 7

5 P—Q 8 (Q) R×Q

6 B×R K—R 3

..... Now it becomes evident that Black has prevented the promotion of White's passed Pawn to a Queen or a Rook (stalemate). The promotion of the Pawn to a Knight also leads only to a draw. For example, 7 P—Kt 8 (Kt) ch; K—Kt 2; 8 K×Q, K—B 1; 9 Kt—B 6, K×B; 10 Kt×P, K—K 2; 11 K—B 3, K—B 2; 12 Kt—Kt 5 ch, K—Kt 3; 13 P—R 7, K—Kt 2; or 9 B—R 5, K×Kt; 10 K—B 3, K—K 3, etc.

It would also not help White to play 8 Kt—R 6, K×Kt; 9 K—K 3, K—Kt 4; 10 K—Q 4, K—B 3; 11 K—K 5, K—Q 2; 12 B moves, K—K 1; 13 K—B 6, K—B 1; etc.

Therefore nothing else is left but to promote the Pawn to a Bishop.

7 P—Kt 8 (B)!!

Although Black's King still succeeds in reaching KR 1, White has mating chances by placing his Bishops along the diagonals Q R 3/K B 8 and Q R 1/K R 8.

7 K—Kt 2

8 B—K 5 K—B 1
9 B—K 7 K—Q 2
10 B (K 7)—Q 6 K—K 3
11 K—B 3 P—R 4
12 K—B 4 P—R 5
13 B—R 3 K—B 2
14 K—B 5

And if now

15 K—Kt 1
16 K—B 7 mate
7 B—K 6 ch K moves
8 B—B 8 R—R 2 ch
9 B—Kt 7
And Queens the Pawn.

1 R×B
.....Or R—Kt 7; 2 P×P, R×P; 3 P—Q 7.
2 P×P R—B 6 ch
3 K—Kt 7 R—Kt 6 ch
4 K—B 6
And must win. For example, R—Kt 1; 5 P—Q 7, P—B 4;
6 K—B 7, R—K Kt 1; 7 P—Q 8(Q); or 4..., R—B 6 ch;
5 K—Q 5, R—B 1; 6 K—K 6, R—Q 1; 7 P—Kt 7, etc.

2 P—R 7 B—Q 4
3 B—K 4!
White's Bishop is sacrificed again. The idea is to force
Black's Bishop to the King's file where the Bishop blocks
the line for the Rook and
saves White's KP from being attacked.

3 B×B
4 P—K 7
And wins. 4..., R—K 6
gives nothing for Black.
3 B×P
4 P—K 7
And wins.

A CATALOGUE OF SELECTED DOVER BOOKS
IN ALL FIELDS OF INTEREST

No. 359
Deutsche Schachzeitung, 1908

1 B—Q 3!
The combination of Nowotny.
As in No. 345 it appears when
there are two passed Pawns for
Queening. A similar technique
is mostly used in study
composition.

1 B—R 7!
.....If B×B, then 2 P—R 7 is decisive as the Rook
cannot reach Q R 6, and if
R×B; 2 P—K 7, and the
Bishop cannot move to K Kt 3.
For example, 2..., R—Q 8 ch;  
3 K—B 2, B—Kt 3; 4 P—R 7,   
R—Q 7 ch; 5 K—K 1, etc.

No. 360
64, 1927

1 B—Q 7
Protecting Q B 6, Q B 8 and
K 7.
1 Kt—B 4 ch
.....Sacrificing the Knight
Black hopes to bring his King
to K B 3, with mating threats,
and eventually by sacrificing
the Rook to obtain a stalemate
should White Queen his Pawn.

2 P×Kt K×P
3 P—K 7 dis. ch K—B 3
4 P—K 8 (R)!
And wins, refuting Black's
combination of a stalemate.
A.A. TROITZKY

360 BRILLIANT AND INSTRUCTIVE END GAMES

Among the almost legendary figures in the area of the composed end game is the late Alexis Troitzky, the great Russian master. For roughly the first half of the 20th century his contributions, as they appeared in various Russian and Western European journals, were eagerly followed by chess enthusiasts. One of the revivifying influences in this area of chess, he was not only among the first to adapt older themes to more modern renderings; he also led in constructing end games that embody modern strategical concepts. His end games are often among the most brilliant, and usually among the most profound.

For this present collection, Troitzky himself selected the 360 studies that he considered his finest. The result is a basic book in the literature of chess, especially since it contains Troitzky's own annotations, which are usually not available elsewhere. As a result it is one of the dozen or so essential books in the library of every chess problem enthusiast.

Unaltered, unabridged republication of Chess Handbook of 360 Brilliant and Instructive End Games. Introduction by Fred Reinfeld. 192pp. 5¾ x 8½.

A DOVER EDITION DESIGNED FOR YEARS OF USE!

We have made every effort to make this the best book possible. Our paper is opaque, with minimal show-through; it will not discolor or become brittle with age. Pages are sewn in signatures, in the method traditionally used for the best books, and will not drop out, as often happens with paperbacks held together with glue. Books open flat for easy reference. The binding will not crack or split. This is a permanent book.