

Zapata Alonso:

Removing the Defender!

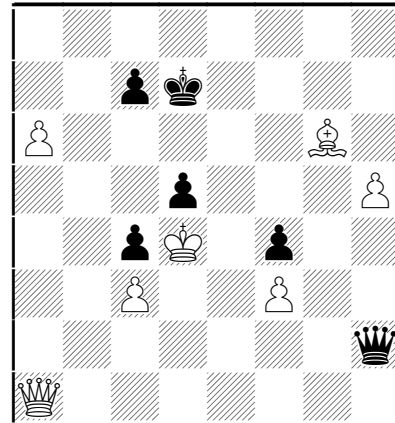
Concept:

There is a motif that will help us to find the key winning moves, sometimes amazing ones. Once we reach to positions of initiative or attack, the priority is to identify which piece or pieces are defending our opponent's weaknesses. We need to check if it would be possible to neutralize the piece that defends our enemy's position, and prevents our plan of assault, through captures, attacks, obstructions or by deflections. If we are able to nullify such defenders, our chances to succeed in our attack increase. In synthesis, what we must do is to identify and to neutralize the opponent's defender. This is a powerful strategic and tactical resource which could facilitate our judgment of dynamic positions in a more forcefully way, particularly in the competitive practice where the finding of movements and plans is the basis for success.

The procedure is as follow: Identify a defender, and imagine what would position look like if such a defender would not be there. Then, how should we remove it? Trying to capture it, obstructing it, or deflecting it? Following these questions will help us dramatically to improve our tactical skills and to play in a more consistent way according to the needs of the position. Ideally, under scenarios where we have the initiative or an attack, we can use this resource to find a weakness or occult themes of brilliant assaults. Sometimes, even intuitively, chess masters and experienced chess players use this method find solutions and unexpected plans. It is what we call "radar".

"In chess often the question is more important than the answer."

For the following diagram, imagine what would happen if we play Kd6 and if white would not have available the move Qa3. Soon we could reach the conclusion that the mate from black would be unstoppable after c5. In this way we could discover quickly the winning move.



Black to play and wins.

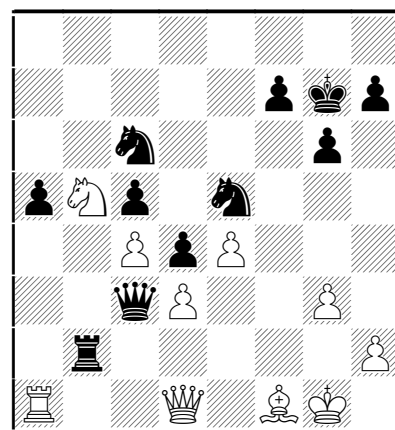
1...Qg1!!

Brilliant deflecting move!

2.Qg1 Kd6!

Followed by c5. Unstoppable mate! 0:1.

Ugoltsev : Ashin, 1976

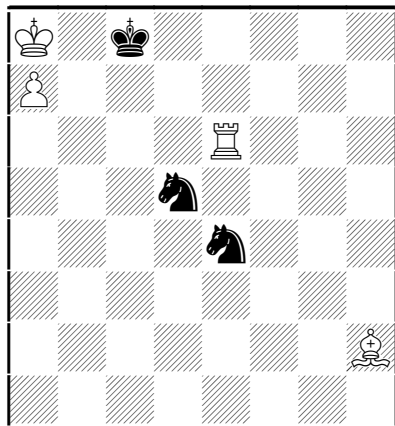


Black to play.

In this example we do something similar than in the previous one, deflecting the defender (the queen) away from the control of the square f3!

1...Qe1!

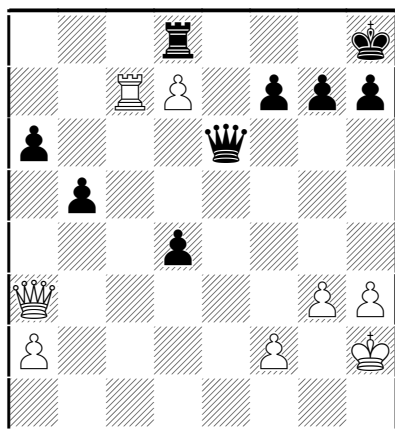
There is no defense against Qf2, and if white captures the black queen in e1, then Nf3! 0:1.



Black to play.

Obstructing one of the defenders, black wins brilliantly!

1...Nd6!! 0:1.



White to play.

Brilliant example of neutralizing the defender.

1.Rc8! Rc8

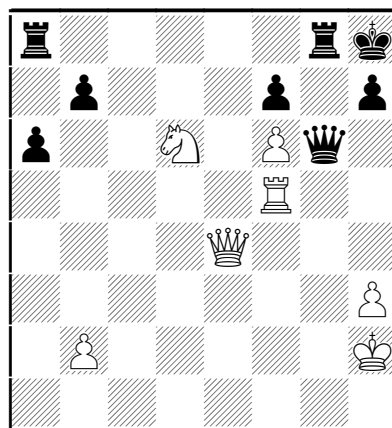
1...Qd7 2.Qf8+-.

2.Qe7!!

Winning in all variations. 2.Qe7!! h6 (2...Rg8 3.d8Q+-; 2...Qe7 3.dc8Q+-)

3.Qe6+- **1:0.**

Sutta : Sutei, 1953



White to play.

What is the major black weakness, and who is the defender of it?

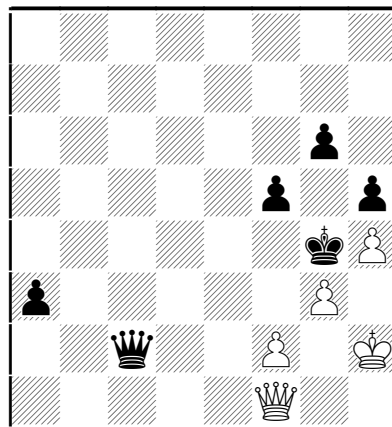
1.Rg5!

Playing against the restricted position of the Black king, against the weakness at f7 and against the defender Qg6. Therefore, we should focus on those objectives!

1...Qf6 2.Qd4!

Deviating the queen which is defending the square f7! Of course, not 2.Qe5?!, because of the immediate black response 2...Qe5+-.

2...Rg6 3.Rg6 1:0.



White to play.

Neutralizing the defender: remember that in chess we could detect objectives imagining ideal positions. When we are pressuring the opponent, when we have the

initiative or the attack, the priority is to identify the defender (or defenders).

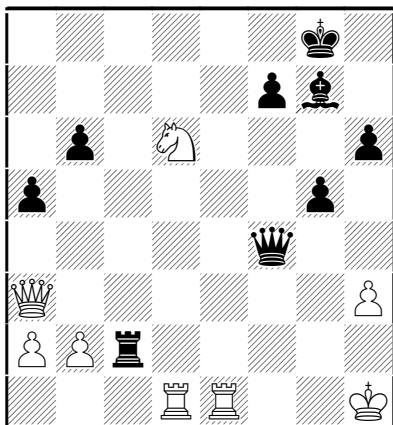
1.Qg2!

The defender is the Black queen. Now White threatens f3!

1...Qe2 2.f3 Qf3 3.Qh3# 1:0.

Vidmar : Euwe

Karlsbad 1929



White to play.

34.Re8 Bf8

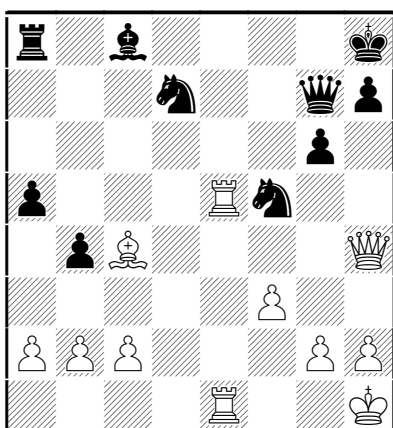
34...Kh7 35.Qd3+--.

35.Rf8!

Eliminating the defender!

35...Kf8 36.Nf5

36...Kg8 37.Qf8! (The vulnerable square is f8!) 37...Kf8 38.Rd8# **1:0.**



White to play.

A typical example of eliminating the defenders.

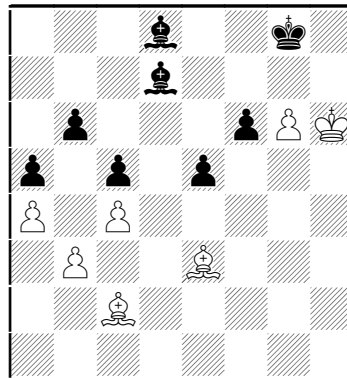
1.Rf5!

Think frequently about plans and positions excluding the defenders and you will be surprised to discover many hidden possibilities previously unknown for you!

1...gf5 2.Re8 Nf8 3.Rf8! Qf8 4.Qd4

4.Qd4 Qg7 5.Qd8. 1:0.

Hennings : Walter, 1964



White to play.

How could we find a brilliant move here?

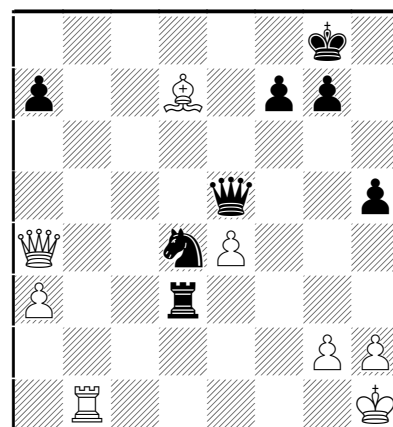
When analyzing this position we notice that White's major threat is g7, followed by Bh7, but it would be stopped with f5. If we could avoid that Black plays f5, g7 would be the decisive move!

1.Bg5!!

A splendid move which halt f5 and make unstoppable g7!

1...fg5 2.g7 1:0.

Stahlberg : Keres, 1936



Black to play.

This is an eloquent example of visualizing the weakness. Usually here the chess master feels that the conditions for a successful attack are given!

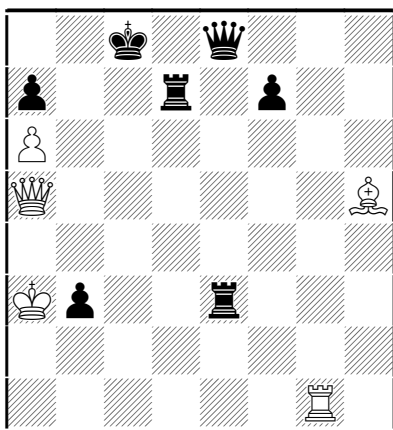
27...Nf3!!

The defender is the pawn at g2. Therefore, we have to remove it!

28.gf3 Rd2 0:1.



Duras : N.N., 1910



White to play.

An instructive example of deflecting the defenders.

1.Rc1

The ability to identify the defenders and to neutralize them is an important tactical resource which could help us to obtain creative victories. It is an ability that we can develop with practice.

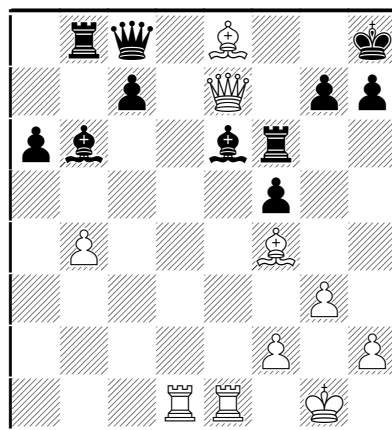
1...Kb8 2.Qb4! Ka8 3.Bf3!!

Removing the first defender.

3...Rf3 4.Qe4!!

And now, removing the second defender!

4...Qe4 5.Rc8# 1:0.



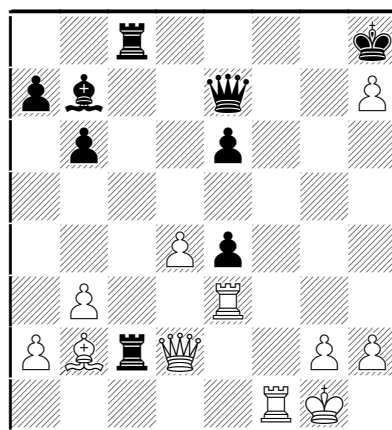
White to play.

This is an interesting diagram to understand the method of neutralizing the defenders. The Be6 defends Black's king at g8 and Rf6 protects f8. If we could remove or deflect both pieces we could have a successful attack. How to do it?

1.Rd7!! Bd7 2.Bh6!! 1:0.

Zukertort : Blackburne

London 1883



In the following diagram, observe that Black's king is in a difficult position. We suspect that there should be a tactical motif. Here we get a special feeling that something could be exploited if we use our initiative. Observe the main weakness and its defender!

27.d5 e5

27...Rb2 28.Qb2 e5 29.Re4+- Re8
30.Rf5+-

Identifying the guardian Qe7 and the weakness e5 it is easy to think and to calculate on how to disturb the defender e7.

28.Qb4!

Playing against the piece which support the defense. In this way we can intensify the attack!

28...R8c5

It also loses: 28...Qb4 29.Be5 Kh7 30.Rh3 Kg6 31.Rg3 Kh6 32.Rf6 Kh5 (32...Kh7 33.Rf7 Kh6 34.Bf4 Kh5 35.Rh7#) 33.Rf5 Kh6 34.Bf4 Kh7 35.Rh5#; 28...R2c5 29.Re4 followed by Re5.

29.Rf8! Kh7

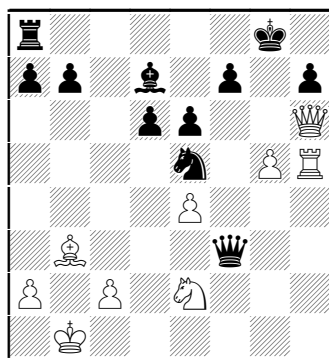
29...Qf8 30.Be5 Kh7 31.Qe4 Kh6 32.Rh3 Kg5 33.Rg3+-.

30.Qe4 Kg7 31.Be5 Kf8 32.Bg7 Kg8

33.Qe7 1:0.

Karpov : Gik

Moscow 1968



In this position the main defender of Black's king is the knight at e5, which protects the square f7. If we could deflect it, what would happen?

24.g6! Ng6

24...fg6 25.Qh7 Kf8 26.Qh8 Ke7 27.Rh7 Nf7 28.Qa8 Qe2 29.Qb7±.

25.Qh7 Kf8 26.Rf5!+-

Unexpected move, activating the hidden bishop at b3!

26...Qb3 27.ab3 ef5 28.Nf4 Rd8

28...Nf4 29.Qh8 Ke7 30.Qa8 fe4 31.Qb7 f5 32.Qa7±.

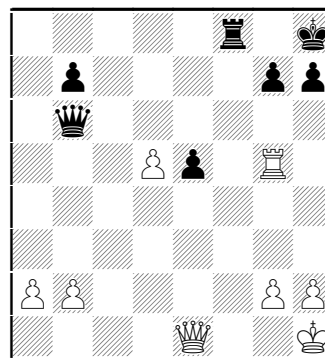
29.Qh6+-

The continuation is easy.

29...Ke8 30.Ng6 fg6 31.Qg6 Ke7 32.Qg5 Ke8 33.ef5 Rc8 34.Qg8 Ke7 35.Qg7 Kd8 36.f6 1:0.

Lowcki : Tartakower

Jurata 1937



Black to play.

Objective: The queen! How to win? Notice that the defender of the 8th file is the queen. Is there a winning method to exploit White's 8th file weakness and the hanging rook at g5?

32...Qb5 33.Kg1 Qc5 34.Kh1 Qc4

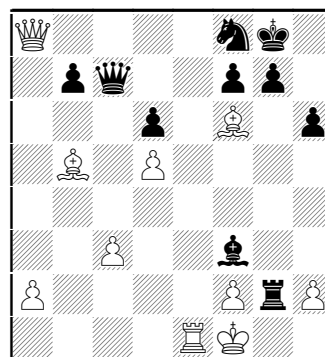
35.Kg1 Qd4 36.Kh1 Qe4 37.Qc1

37.Qd1 Qf4+-.

37...Qd3 38.Kg1 Qd4 39.Kh1 Qd2!

Fulfilling the objective of attacking simultaneously the defender of the 8th file and the hanging rook at g5! **0:1.**

Bunyan : Groll, 1933



Black to play.

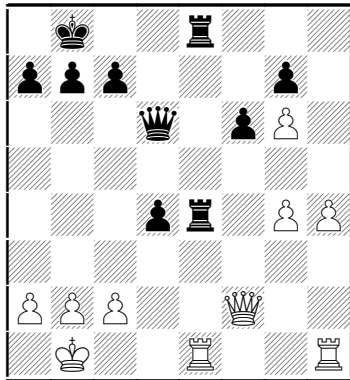
White threatens Qf8, followed by Re8, supported by Bb5. If Black could stop that

threat at least for a tempo, its own threat against White would be Rh2 and mate would be unstoppable.

1...Qc4!!

Deflecting the piece which would support Re8!

2.Bc4 Rh2 0:1.



Black to play.

Observe the defender Qf2 and play against it!

2...Qh2!

Directly against the guardian (Qf2), there is nothing to do against the multiple and decisive threats. **0:1.**

Adrian Michalchisin:

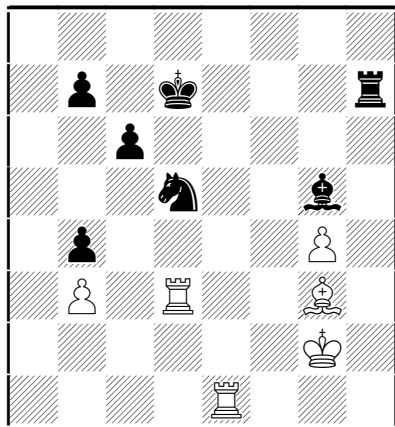
Capablancas method of realization

Realization is very important part of the game, where juniors have usually a lot of technical problems.

The Great Capa was one of the most finest players in the history of the game. His games are extraordinary instructive and he left for future generations few very important and simple tips.

He taught, that to realize the extra exchange in the simplest way, you have to try to sacrifice it back, winning one pawn. Then realization of extra pawn is usually much easier, than realization of exchange. Let us see how this method was used in practice. And we can start, naturally with the game of Rules author.

Capablanca J. R. : Janowski D.
New York 1916



It seems, that Black Knight d5 and pawn for exchange keep the strong blockade. But White is able to destroy it.

49.Re5! Bf6 50.Red5! cd5 51.Rd5 Ke8 52.Rb5

Now White wins a pawn and his Rook is more active than Black.

52...Rd7 53.Rb4 Kf7 54.Rb6

Probably better was to try to transfer into Rook endgame, where White Rook would be extremely well placed. **54.Kf3.**

54...Bd4 55.Rd6

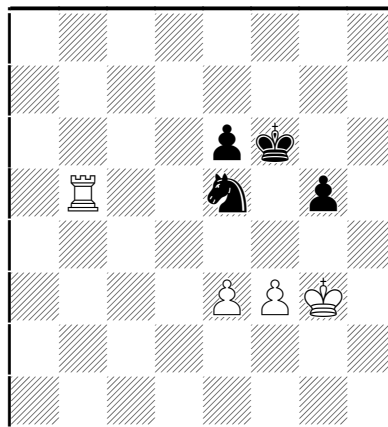
It seems to be correct realization is transfer into Bishops endgame.

55...Rd6 56.Bd6 Kg6 57.Kf3 Bf6 58.Bf4 Kf7 59.Ke4 Ke6 60.Be3 Be7 61.g5 Bd8 62.Kf4 Bc7 63.Kg4 Be5 64.Kh5 Kf7 65.Kh6 Kg8 66.Bb6 Bc3 67.Kg6 Bd2 68.Kf6 Bc3 69.Ke6 Bd2 70.g6 Bc3 71.Kd5 Bd2 72.Bd4 b5 73.Ke4 b4 74.Be3 Bc3 75.Kd3 Be1 76.Bd2 Bf2 77.Ke4 Bc5 78.Kd5 Be7 79.Kc4 Kg7 80.Bb4 Bd8 81.Bc3 Kg6 82.b4 Kf5 83.Kd5

Here Janowski resigned, but years later Yuri Averbach found the drawish method here!

83...Kf4 84.b5 Ke3 85.Kc6 Kd3 86.Be1 Kc4 87.Bf2 Ba5 88.Bb6 Be1 89.Bc7 Bf2 1:0.

Przepiorka D. : Gruenfeld E.
Debrecen 1925



With the extra exchange, according to great Capablanca, the most natural way to win is to sacrifice exchange back, winning some pawn. It is necessary to prepare correct pawn end transfer.

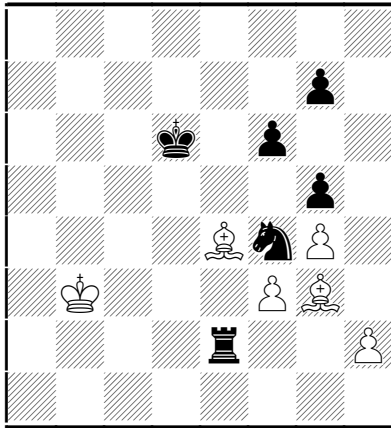
93.e4 Nf7 94.Kg4 Kg6 95.f4 gf4 96.Kf4 Kf6 97.e5 Ke7 98.Kg4 Kd7 99.Rb7 Ke8 100.Rf7! Kf7 101.Kh5!

It is classical outflanking manoeuvre.

101...Kg7 102.Kg5 Kf7 103.Kh6 1:0.



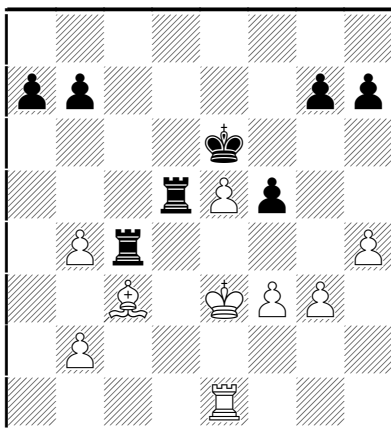
Reshevsky S. : Smyslov V.
USA - URS (radio m)1945



Bishop pair and its control of all squares around looks unbreakable, but with exchange sacrifice Smyslov uses this fact, that White king is too far from the King flank.

64...Re4! 65.fe4 Ke5 66.h4 Ke4
Another way was 66...gh4 67.Bh4 Ke4
68.g5 f5 69.Kc2 g6 70.Kd1 Kf3 71.Kd2 Kg4
72.Be1 Nh3 73.Ke2 Ng5.
67.hg5 fg5 68.Kc4 Kf3 69.Be1 Kg4 70.Kd4
Kf3 71.Ke5 g4 0:1.

Lombardy W. : Fischer R.
New York 1960



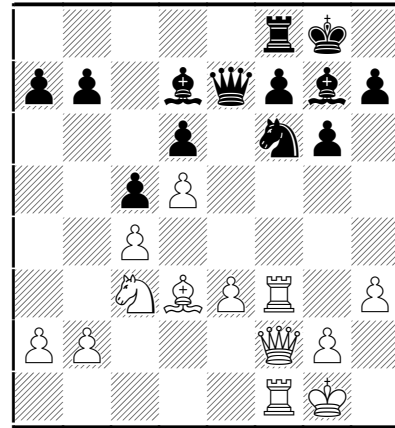
Fischer has exchange for one pawn, but the best way for win is to return this exchange back.

30...Rc3! 31.bc3 Re5 32.Kd2 Re1 33.Ke1
Kd5 34.Kd2 Kc4 35.h5 b6!

Preparing the far passed pawn, which easily decides the result of this pawn end.

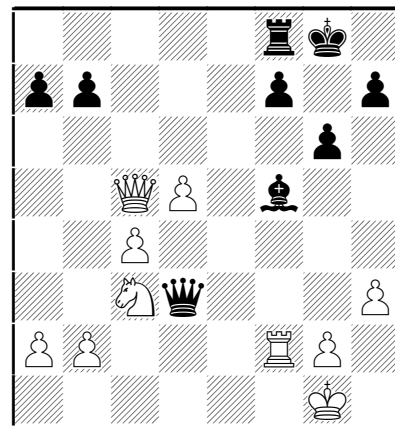
36.Kc2 g5 37.h6 f4 38.g4 a5 39.ba5 ba5
40.Kb2 a4 41.Ka3 Kc3 42.Ka4 Kd4
43.Kb4 Ke3 0:1.

Gelfand B. : Morozevich A.
Moscow 2013



Very interesting way in middlegame-to return exchange and to obtain dangerous passed pawn.

18.Rf6! Bf6 19.Qf6 Qe3 20.Rf2 Qd3
21.Qd6 Bf5 22.Qc5±



White has changed the overall picture: he returned the exchange, but won a pawn and has a good winning chances. All according to Capablanca rule!

22...b6?!

After 22...Rc8 23.Qa7 Re8 24.Kh2!
(24.Qb7? Qd4!) 24...Qc4 25.Qb7 Qd4
White's advantage is preserved only by
26.Qb5!, Golubev.

23.Qc7 Rc8 24.Qa7 Qe3 25.d6!+- Qd4
After 25...Qc1 the simplest is 26.Kh2! Qe3
27.d7 Qf2 28.dc8Q Bc8 29.Qb8+-.

26.Nb5?!

More precise was 26.Qe7! Rc4 and now 27.Ne2!! (a move, which is difficult to foresee) decides: 27...Qd1 (or 27...Qc5 28.Qe8 Kg7 29.d7) 28.Rf1 Qd5 29.Rf5! followed by d7, winning - Golubev.

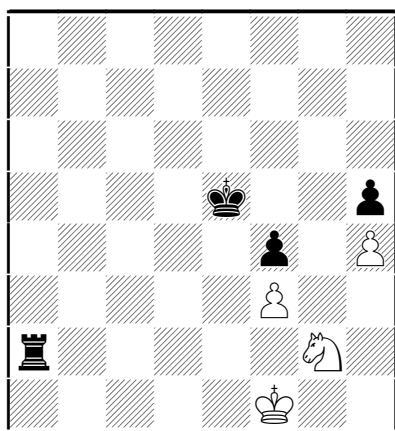
26...Qc4 27.Qb6 Qc1?

More stubborn was 27...Qb4, but also here White should slowly win. 28.Kh2 Bd7 29.a4! Qa4 30.Nc7!? and so on.

28.Kh2 Re8 29.Qc7! Qd1 30.Rf5 gf5 31.d7 Rf8 32.Qg3 Kh8 33.Qd6 1:0.

Geller E : Mikhalchisin A.

Riga 1985



Best way to win is immediately transfer into pawn endgame sacrificing exchange.

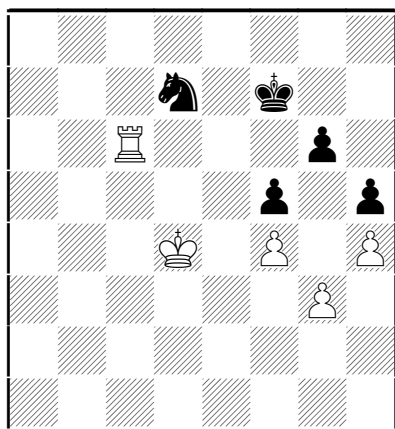
48...Rg2! 49.Kg2 Kd4

With outflanking Black wins pawn f3.

50.Kf2 Kd3 51.Kf1 Ke3 52.Kg2 Ke2 0:1.

Ruan Lufei : Zhao Xue

Jermuk 2012

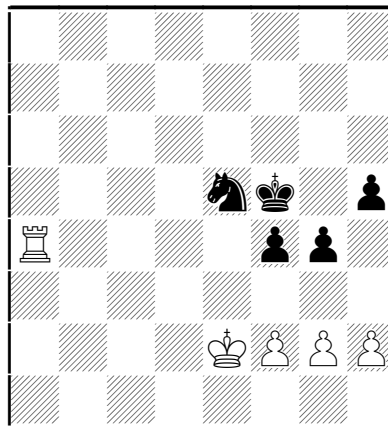


In the very simple form it was demonstrated in the next game.

47.Kd5 Nf6 48.Rf6 Kf6 49.Kd6 1:0.

Menzi N. : Stojkovska M.

Novi Sad 2009



Young players studies from old ones how to transfer correctly.

63.g3!

Clearing the way for the King.

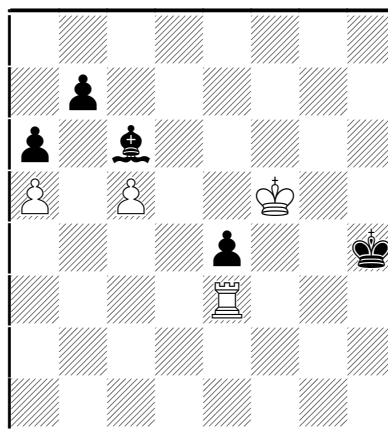
63...fg3 64.hg3 Nf3 65.Rf4 Kg5 66.Rf3!

Even 12 years juniors know the correct technique nowadays!

66...gf3 67.Kf3 Kf5 68.Kg2 Kg4 69.f3 Kf5 70.Kh3 Kg5 71.f4 Kf5 72.Kh4 Kg6 73.f5 Kh6 74.f6 Kg6 75.f7 Kf7 76.Kh5 Kf6 77.g4 1:0.

Goryachkina A. : Arabidze M.

Kocaeli 2013

**89.Re4??**

Capablanca taught generations of players, that the best realization of extra exchange is

to sacrifice it back, winning a pawn. But young girls is performing it automatically. Correct was to force e4 pawn forward 89.Rb3 Bd5 90.Rb6 e3 (90...Kh5 91.Ke5 Bc6 92.Rc6! - now! - 92...bc6 93.Ke4 Kg6 94.Ke5; 90...Kg3 91.Ke5 Bc6 92.Rc6 bc6 93.Ke4 Kf2 94.Ke5 Ke3 95.Kd6 Kd4 96.Kc6) 91.Kf4 Bc6 92.Rb2 Kh5 93.Ke3 Kg6 94.Rf2! and King comes to c7 and just then sacrificing exchange.

89...Be4 90.Ke4 Kg4 91.Ke5

But huge dose of luck accompanied the winner in few games. Cori did not perform trifold repetition and lost on time. Arabidze did something out of order in elementary pawn end.

91...Kf3!

Correct way - it is necessary to go around with the King.

92.Kd6 Ke4 93.Kc7 Kd5 94.Kb6 Kc4??

Only and simply way was 94...Kd4 95.c6 bc6 96.Kc6 (96.Ka6 c5 97.Kb5 c4 98.a6 c3) 96...Ke5! and now second time travelling around to get to key square c7 or c8. 97.Kb6 Kd6 98.Ka6 Kc7.

95.c6!

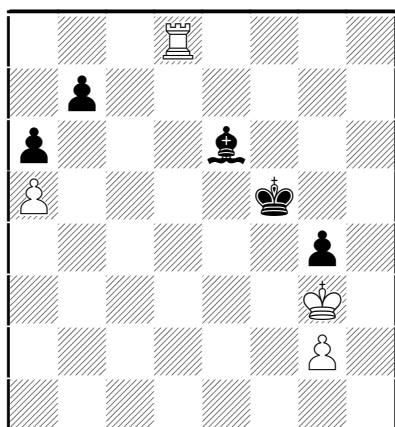
Now Black King can not come to key square c7.

95...bc6 96.Ka6 c5 97.Kb6 Kb4 98.a6 c4

99.a7 c3 100.a8Q Kb3 101.Qa1 1:0.

Kortchnoi V. : Serper G.

Luzern 1993



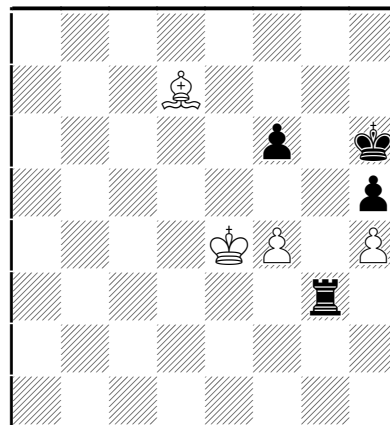
52.Rd4 Ke5 53.Rg4!

As before - exchange sacrifice is the simplest winning way. Two Black pawns are paralyzed by White pawn a5.

53...Bg4 54.Kg4 Kd6 55.Kf4 b5 56.ab6 a5 57.Ke3 1:0.

Mikhalchisin A. : Bareev E.

Lviv 1987



32...Rg4!

The only way to win this position is to sacrifice exchange, transferring into pawns end.

Not correct was 32...Rg1 33.Kf3 Rh1 34.Kg3 Kg6 35.Be8.

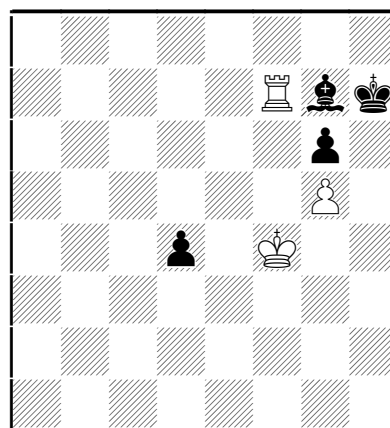
33.Kf3

Simple was 33.Bg4 hg4 34.Ke3 Kh5.

33...Rh4 34.Kg3 Rh1 35.Bh3 Rh3 36.Kh3 Kg6 0:1.

Kosintseva N. : Lomineishvili M.

Dresden 2008



But not all of them are performing it correctly!

69.Rd7??

69.Ke4 Kg8 70.Rg7! Kg7 71.Kd4 Kf7 72.Kd5! (Diagonal opposition.) 72...Ke7

73.Ke5 Kf7 74.Kd6 Kg7 75.Ke7 and White outflanks Black King and win g6 pawn with the theoretically winning position.

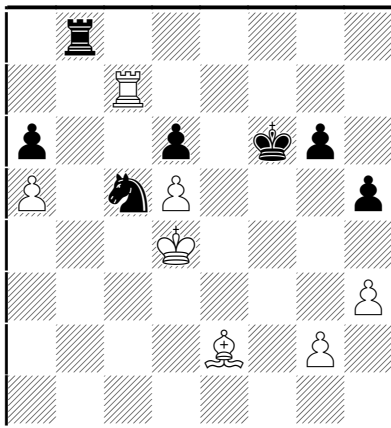
69...Kg8 70.Ke4 d3! 71.Rd3 Bb2

Now we have another famous theoretical position - it is draw! ½.

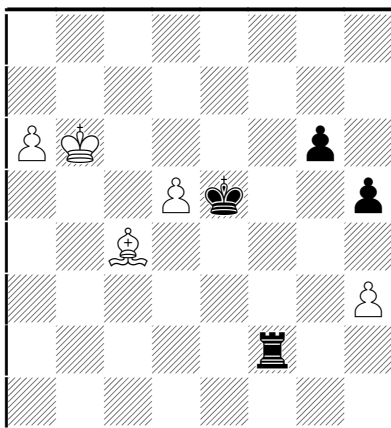
Mamedyarov S. : Gelfand B.

Tashkent 2014

Sometimes similar method is used to sacrifice exchange in the pure way to support own passed pawns.



**42.Rc5! dc5 43.Kc5 Rc8 44.Kb6 Ke5
45.Ba6 Rc2 46.Bf1 Rf2 47.Bc4 Rg2 48.a6
Rf2**

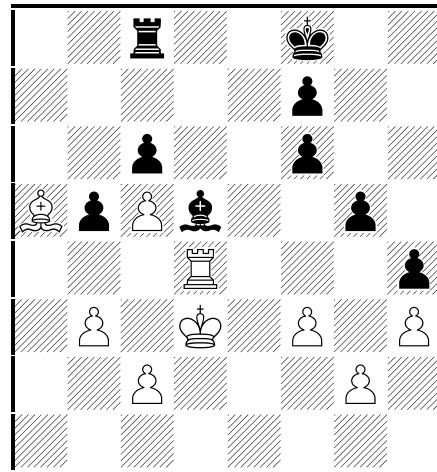


Now Mamedyarov finds very convincing way to win the endgame.

**49.Kc5! Rf8 50.Bb5 Ra8 51.d6 Ke6 52.h4
g5 53.hg5 h4 54.d7 Ke7 55.g6 h3 56.g7 h2
57.Bc6 1:0.**

Tal M. : Bronstein D.

URS 1974



31.Rd5!

Very powerful exchange sacrifice. This is only way to play for win.

**31...cd5 32.Kd4 Ke7 33.Kd5 Kd7 34.b4
Re8**

Does not help 34...Rc6 35.c4 bc4 36.b5 Re6
37.c6 Kc8 38.Bc3 Kc7 39.Kc5.

**35.c6 Kc8 36.c4 Re5 37.Kd4 bc4 38.Kc4
Re2 39.b5 Rc2 40.Kd5 Ra2 41.Bc3 Rg2
42.b6 Rf2 43.b7 Kb8 44.Bf6 1:0.**

Reinaldo Vera: Time Trouble

“... and in the last minute, or sometimes even seconds, just one mistake or a little delay, fades away the job of 5 hours ...”
V. Panov.

The problem and causes of time trouble is a wide matter and has been treated in several books with different standards of deepness. For instance those of Krogus, Nunn and Dvoretsky, among others.

The objective of our article is just trying to help those players (or trainers) who suffer the illness of zeitnot and its adverse consequences in his or her results, confidence, and direct affection of nervous system.

At first, let us define what we can consider as time trouble. GM Krogus, in his excellent book *Psychology in Chess*, he points that when a player has less than one minute per move to be made, he is in zeitnot. This opinion is also shared by British GM John Nunn in his *Secrets of Practical Chess*.

Even when both Krogus and Nunn were talking about different time controls that are applied today, I think that their formula of 1 minute per move, even with the increment of the current 30 seconds, may be considered as adequate nowadays. Of course there is a strong dependence of the type of position. In a complicated one most of the players should need more time to find the right move. However, with 1 minute and a half per move, we would be able to make a reasonable move in most of the positions.

Krogus believes that the objective causes of time trouble are the following:

- Lack of theoretical preparation in the Opening.
- Lack of practical preparation.

- Objective complexity of the game.
- Self imposed time trouble.
- Problems with the calculation of variations.

Obviously, if you have to discover all the moves in the opening or you are surprised over and over again in your favorite systems, you are going to spend a lot of time in the first moves. By other hand, if you are out of practice (it frequently happens after a long time without playing or training) your brain works much slower than normal and you are going to spend much time trying to find moves and ideas even rather simples and besides, you shall get confused and fall in zeitnot. Other times, the game may be complicated since the very first moves or there is an exchange of rhythm, e.g.: since a position of attack derivate another with material advantage but with the opponent having the initiative, in these situations is common to spend more time.

Besides, if when analyzing a position, we go from move to move without the correct order, we are going also to spend a lot of time. Nevertheless, most frequently the subjective causes are the main ones to fall in zeitnot. These are plenty and different. In the opinion of GM Nunn the more frequent are the following ones:

- Lack of decision.
- Too much worrying about little details.
- To provide oneself of a excuse.
- To be afraid to play and loose a good position.

Lack of decision is the most important of the subjective causes and is typical in many players. Krogus points that this is very related with the character of the player and his or her behavior in life. One frequent way to spend time is to

give more importance than necessary to irrelevant details. Sometimes we are too perfectionist thinking too much evaluating small differences between or among two or three moves of approximately equal value, instead of choosing soon one of them and preserving time for the critical moments of the game, mainly when involved in tactical situations when every move has great importance for the final result of the game.

To fall consciously or not in time trouble is also a way to defend our own ego trying to justify our mistakes. It is not infrequent to hear some players with this problem saying that they had a good position but loosed when in zeitnot.

Are you a usual time consumer?

If you are, you must search the reasons and also define the phases of the game in which the time runs and you are not aware of it. To do that, it is mandatory to write the time used after each movement in your score sheet. This is not going to distract you during the game more than the obliged action of writing down the moves.

To know if you are an *unhealthy thinker* and which is the moment in the game you spend more time, I do recommend you to fill the following control after each game and after each Tournament. If you have time trouble in 4 of 9 games or more, obviously you qualify as a *thinker*.

Games Opponent ratings.

Time used after 15th move.

Time used after 25th move.

Time used after 35th move.

Moves that took more than 7 minutes.

General valuation of the time used 1-5.

It is important to write down the name of the opponent and his or her ELO to know if there is relationship between the strength of the rival and our own time spend. This point helps to know ourselves.

The control after the 15th move gives us the handling we made in the opening, and the one between the 15th and the 25th let us observe the time consumed in the transition from the opening to the middle game and the time we needed to develop the typical plans of the opening.

The control after the 35th reveal us if there are serious time trouble or not and how many time we were left for the last 5 moves.

I think it is important to know how many times we overpass the 7 minutes in one move, because if it happens several times in the same game, certainly we are going to be in time trouble and it is a clear indication that we are not able to know when we are in a critical moment in the game (in which of course, it is necessary to think adequately) or if it is a position in which we can choose the move after a brief analysis with both logic and calculation. The general valuation of the last column is to reflect among 1 to 5, how the player considers he distributed the time in general, including after the 40th move. If there was not time trouble evaluation should be 1, and if most of the game he was short of time, evaluation should be 5.

Helped with this, after each tournament you can analyze the general utilization of the time and the specific phases of the game in which you spend more time. This would let us to be more attentive to the distribution of time and also to train specifically in order to improve this important factor in the chess battle.

As I understand, a ideal distribution of time must approach to the following conceptions:

- The first 15 moves have to be made in 15 minutes (with digital clocks we should have 75 minutes when making the 15th).
- From 16th to 25th we should spent 30 minutes (so that after the 25th we should have 45 minutes left.
- From 26th to 35th we spent 35 minutes (after the 35th clock should show 10 minutes.
- 10 minutes left for the last 5 moves before the 40th.

Generally speaking the actual mastership administrating the time of reflection arrives when one is able to make fluidly the logic or *building* moves and only to spend more time in the critical moments of the game.

Differences in time administration depending of different time controls.

A lot of games are defined around the 40th move. More often than not when the player who has the advantage overpass the time control he is able to find the way to victory in the second control (30 minutes more to finish the game) with the aid of the 30 additional seconds.

By other hand, if around the 40th move we are only the 30 additional seconds left it is very probable that the game become complicated.

By this it is necessary to differentiate between having to arrive to the 40th in order to receive 30 more minutes, and to have only 30 additional seconds for all the remaining moves.

In the first case, the objective is to arrive at the second control, and in a position with advantage most important is not to increase it, but to keep it surely until receiving the 30 minutes of the

second control that let us to find the definitive solution.

But if we have only the 30 additional seconds per move to find the way to victory, we are obliged to improve the position, so we have to recur to some resource as repeat moves or to make very fast moves without changing the main features of the position. In this way we can get some additional time to take the most important decisions.

Those appreciations are valid if we are the ones that have the advantage and considering only our own time of reflection, but of course there are several other different situations in other factors as the remaining time of the opponent, and if our position is worse or in an even position. By this wide range of possibilities it is very difficult to give general recommendations.

Problematic situations to decide how many time to spend.

- Positions clearly inferiors when practically any move can improve them. In these cases it is not advisable to spend time reevaluating alternatives with a vain hope of suddenly solve all the problems. Instead we have simply to choose the best alternative keeping as much time as possible waiting for any chance to alter the position.

- When we have to decide between making a easy and logic move that does not require too much time and keeps the advantage or calculating other very attractive move that can be decisive but takes much thinking time in order to verify its effectiveness. Here the most adequate decision is a mixed one based in intuition.

- Tiredness usually makes to spend a lot of thinking time, so take note of your physical state because being tired makes one to spend the time. You could activate yourself eating some fruits,

chocolate, drinking a coffee or another fluid, or simply taking a little walk to oxygenate yourself.

Practical advices to avoid the time trouble

1. Get accustomed to not rethink your decisions; neither justify the delay of playing with new arguments. Simply play!
2. Try to save time if possible. For instance make the first moves with a rhythm of 30 seconds per move.
3. Do arrive at the playing hall before the time of start in order not to give any time and to concentrate adequately.
4. Do not think too much to decide which opening you are going to play. Decide it before the game.
5. Decide before the game if you are going to play for a win or for a draw, so that this lack of decision does not bother you during the game.
6. Do not think too much the forced or only moves such as recapturing, etc.
7. Maintains your concentration and focus. A lot of times time trouble is linked to the lack of concentration.
8. Use the time of the opponent, mainly for planning and general considerations.
9. Never spend more than 10 minutes for only one move. This is the opinion of GM Kaidanov which I fully share. If you suffer with usual time troubles this is a rule to follow, although there are opposite opinions such as the ones of Johnn Nunn and Bent Larsen, who considers that the time for a move can extend up to 20 minutes. Meanwhile Aaagard points that it is possible to think a move even more than 20 minutes in some critical moments of the game.
10. If the opponent thinks very much for the next move, you can prepare a specific answer for his move and then make it quickly.

11. Organize properly the candidate moves and analyze them with order.
12. If you are not able to completely calculate a attractive combination, trust in your intuition and make the move.
13. Do not mourn neither think in previous opportunities left in the game.
14. Do not be afraid to make mistakes, they are part of the chess game.

Exercises to improve the managing of time

Recently I trained a Young player who suffered serious time troubles. In almost each of his games he was only with the 30 additional seconds left after the 25th move. We make the following plan of training to fight the problem.

1. Play games of only 25 moves against an unexpected opening previously prepared by the Trainer. Time control for the 25 moves: 45 minutes with 30 additional seconds per move. The game finishes in the 25th move trying to play as good as possible.
In these games the following time controls are advised:
 - The 15 first moves in 15 minutes. (Actually 22.5 minutes with the increment.
 - 30 minutes for moves between 15th and 25th.
 - Never spend more than 10 minutes for one move.
- 2) Solve 5 positions of different features in 25 minutes. The management of the time is up to the player.
- 3) Play positions with a big advantage against the computer with only 15 minutes plus 30 seconds per move.
- 4) Practice basic endings against the computer or the trainer with only 3 minutes and 30 seconds per move.
- 5) Play blitz games in INTERNET or live games trying to maintain high technical standards. Time

recommended: 4 minutes plus 2 seconds per move.

Finally I want to share with the reader the wise words of GM Kaidanov (published in www.examiner.com) about how to fight the time trouble:

“If you have problems with clock start to concentrate in the problem as it should be the only you have in your chess. For the next tournament, completely forget the results. It does not matter if you win or loose. Your main goal is to avoid the time troubles so that if you are not in zeitnot in any game you have had reached you goal. This is the way to fight and overcome the time trouble.”

Georg Mohr: Mobile center - the typical pawn structure d4 + e4 : e6

It is very easy to describe the mobile center: we can talk about the mobile center, when one of the players has some pawns in the center (at least two) and the other player has one or even none. For example: **e4, d4 : e6** or **e4, d4 : d6** or **d4, e5, f5 : c6, f7** or **e3 : d5, e5, f5**.

We talk about mobility, because one of the attacker's pawns is able to move freely due to not having any pawns in front of him. That kind of positions are usually very tense and the value of every move is very high. Every tempo can be decisive for the end result of the game. There is no room here for slow maneuvers, for standing still, but only for a concrete action supported by accurate calculations.

It is clear that a player with the mobile center has the positional advantage. The pawns (the two pawns) are putting pressure on the opponent and are taking his space. Seemingly, the defender's play is also quite simple. His first wish will be to attack the opponent's center in order to block or even destroy it. And yet another very important rule: when there is an active, mobile center, the defender needs to forget about any kind of wing activation!

The d4-e4 pawn against the e6 pawn

The very important Pawn structure for this kind of mobile center is the position with a pawn pair d4-e4 against the e6 pawn. This position was representing a huge problem for many chess masters!

White has a pawn up in the center and Black has a pawn up on the queenside which is good for the Ending. White's plans are clear: everything is spinning around the d4-d5 move or around the e4-e5 move. In the first case White will place his bets on the passed d-pawn that will disturb the coordination between Black's pieces.

After the exchange on d5 White in some cases takes with the piece when he thinks that the active pieces would bring him more benefits than a passed pawn. In the second case White is placing his bets on the attack on the king. A version of the second possibility is also very important where White sacrifices d4-d5 and after the taking he does not take back, but on the contrary he progresses with the e4-e5 move, with a sharp attack (the d-pawn is being sacrificed to block the dark-squared bishop's way and so destroys the coordination between the defence pieces). Let us get to know some classic games on the previously described themes, which will help you to understand how difficult this pawn structure is.

Keres P. : Geller E.
Moscow 1962

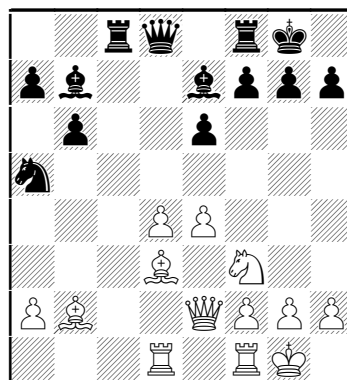
1.d4 Nf6 2.c4 e6 3.Nf3 d5 4.Nc3 c5 5.cd5 Nd5

This time the pawn structure comes from an improved Tarrasch Defence variation, where Black takes on d5 with the knight instead of with the pawn like in original Tarrasch.

6.e3 Nc6 7.Bc4 Nc3

The exchange is maybe premature. Black could have chosen 7...cd4 8.ed4 Be7, with the positions with the passed pawn and with other type of play that will be shown in the next games.

8.bc3 Be7 9.0-0 0-0 10.e4 b6 11.Bb2 Bb7 12.Qe2 Na5 13.Bd3 Rc8 14.Rad1 cd4 15.cd4



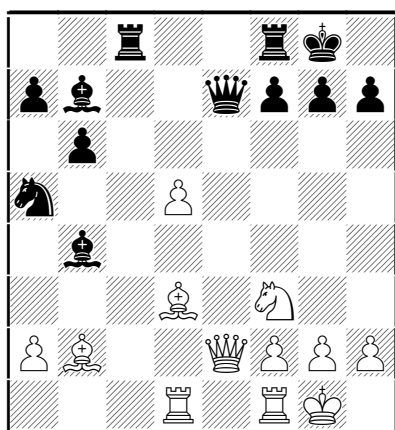
A classic position on our theme. White's bishops are placed behind the pawns, but there is a great attack potential in them. It is clear that in this kind of positions the center needs to be opened. The progression with the e4-e5 has less sense here, because it would close the dark-squared bishop. That is why White is left with the progression with the d4-d5 move.

15...Bb4?

Due to the previously described it would be better to play 15...Bf6.

16.d5! ed5 17.ed5 Qe7

It is hard to give Black a wise advice. It is bad 17...Bd5? 18.Qe5 f6 19.Qh5 g6 20.Bg6 hg6 21.Qg6 Kh8 22.Qh5 Kg7 23.Rd5 or 17...Bc3 18.Bf5! Rc4 19.Ne5; the best it would be 17...Re8 18.Ne5 (with the threat 19.Bh7) 18...Qh4 19.Bb5 Red8 20.Bd7 and White always has an advantage.



18.Ne5

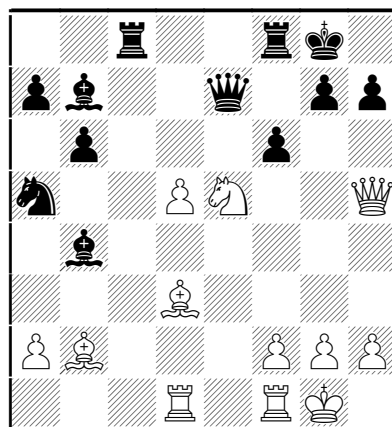
"After this move, there is no defence."
(Kasparov)

18...f6

It would also be hopeless 18...Bd6 19.Qh5 g6 20.Ng4!! (Keres) or 18...Rfd8 19.Qe4 g6 20.Qd4! Rd5 21.Ng6! fg6 22.Qh8 Kf7 23.Qh7 Ke8 24.Bb5! Rb5 25.Qg8 Qf8 26.Qg6 Qf7 27.Rfe1! Be1 28.Re1 Kf8 29.Qh6! (Rybka, Kasparov).

19.Qh5! g6

19...fe5? 20.Bh7 Kh8 21.Bg6.



20.Ng6! hg6 21.Bg6 Qg7

This move lead to a quick loss, but Black is already lost. For example 21...Ba6 22.d6! or 21...Rc7 22.Bf5!

22.Rd3 Bd6

22...Ba6 23.Rg3 Bf1 24.Bh7 Kh8 25.Bf5 +-.

23.f4 Qh8 24.Qg4 Bc5 25.Kh1 Rc7

26.Bh7! Kf7 27.Qe6 Kg7 28.Rg3 1:0.

The theme of the next game is the d4-d5 progression, along with e4-e5 and with another kind of attack.

Keres P. : Fine R.

Ostende 1937

1.Nf3 d5 2.d4 Nf6 3.c4 e6 4.Nc3 c5 5.cd5 Nd5 6.e4 Nc3 7.bc3 cd4 8.cd4 Bb4

This exchange variation was among the theoreticians for a long time considered to be one of the basic variations that ends with a draw and it was used by all "great draw players" in the chess history. The move itself is pointing to the difference between the last variation – after the exchange of the dark-squared bishops White's attack potential will minimize.

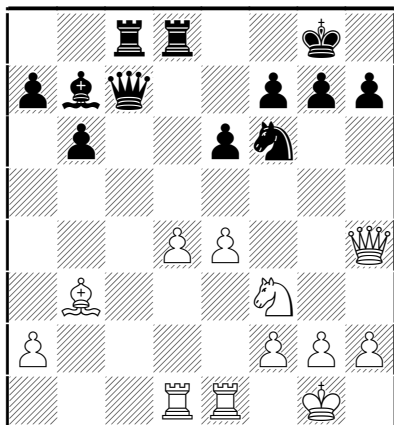
9.Bd2 Bd2

For some time the players with black pieces tried to play 9...Qa5, until the great Akiba Rubinstein discovered the 10.Rb1 move!

10.Qd2 0–0 11.Bc4 Nd7

The second possibility is 11...Nc6, and we will take a look into it in the next game.

**12.0-0 b6 13.Rad1 Bb7 14.Rfe1 Rc8
15.Bb3 Nf6 16.Qf4 Qc7 17.Qh4 Rfd8**



A very important moment! White is standing on the crossroad: if he wants to achieve anything, he will need to move one of the central pawns. The d4-d5 penetration and the big exchanges do not do him any good and that is why he started to fancy the 18.e5 move. The move is logical, because White is opening a potential diagonal for his bishop and he is at the same time getting rid of the knight on f6, from where it is able to defend the king and he is also creating a known trampoline on the e4-square for his pieces, above all for his knight that will with the help of the Ng5-e4 maneuver join the attack. For example: 18.e5 Nd7 19.Ng5 Nf8 20.Ne4 or 18.e5 Nd5 19.Ng5 h6 20.Ne4 Nc3 21.Nf6!

But Keres decided for another kind of penetration, for a motive, which was unknown until then.

18.Re3 b5! 19.Rde1 a5!

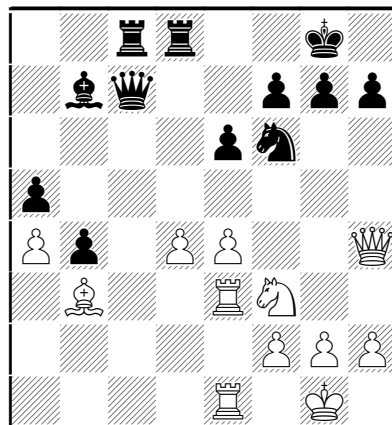
Black managed to achieve a nice counterplay – White's bishop is in danger.

20.a4

The only move.

20...b4?

This move is freeing White's hands and above all it giving White some extra time or a tempo for an opening of the action. It would be correct 20...ba4 21. Ba4 h6 and White's attack is being stopped.



21.d5! ed5 22.e5!

Fine was surely not expecting that.

22...Nd7 23.Ng5 Nf8

It would be more resistant 23...h6, where White's attack would go on like this:

24.e6! hg5 25.ef7 Kf7 26.Re7.

24.Nh7! Nh7 25.Rh3 Qc1 26.Qh7 Kf8

27.Rhe3 d4 28.Qh8 Ke7 29.Qg7 Rf8

30.Qf6 Ke8 31.e6 1:0.

When the attacker, after the penetration, takes with the piece there are present some different kind of dangers, which the defender is facing.

Spassky B. : Petrosian T.

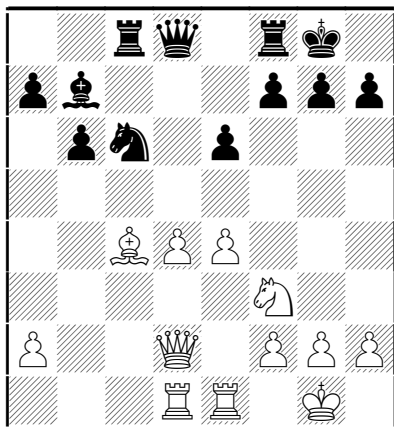
Moscow 1969

1.c4 Nf6 2.Nc3 e6 3.Nf3 d5 4.d4 c5 5.cd5 Nd5 6.e4 Nc3 7.bc3 cd4 8.cd4 Bb4 9.Bd2 Bd2 10.Qd2 0-0 11.Bc4 Nc6 12.0-0 b6 13.Rad1

This move and this placement of the rooks on d1 and e1 were prepared by Spassky especially for this match. Alekhine preferred to play 13.Rfd1, but what Spassky had in mind was the penetration in the center, of which we already heard about.

13...Bb7 14.Rfe1 Rc8

Later on player, with more success, tried 14...Na5 15.Bd3 Qd6.



15.d5 ed5 16.Bd5

The play on the domination of the pieces in the center. With the bishop on c4 it is hard for White to count on the attack and due to that it would be worse 16.ed5 Na5 17.Bf1 Qd6 18.Ng5 Qh6!

16...Na5 17.Qf4 Qc7

The swap of the queens is usually in favor for the player that is defending.

18.Qf5 Bd5 19.ed5

Without the white-squared bishops the passed pawn is a decisive factor on the board. It is supported by both White's rooks and by the queen and Black will not be able to set up the basic defence plan in the battle against the passed pawn – The blockage.

19...Qc2

It is to slow 19...Nc4 20.Ng5 g6 21.Qh3 h5 22.Ne4± or 19...Qd6 20.Ng5 Qg6 21.Qg6 hg6 22.d6! Nb7 23.d7 Rcd8 24.Re7 Nc5 25.Rd5! +-.

20.Qf4! Qa2 21.d6!

White is proving how powerful a passed pawn is with a great play.

21...Rcd8 22.d7 Qc4 23.Qf5 h6 24.Rc1 Qa6 25.Rc7 b5 26.Nd4 Qb6 27.Rc8! +- Nb7

27...b4 28.Re8 Qd4 29.Rf8 Rf8 30.Rf8 Kf8 31.Qc5!!+-; 27...g6 28.Rd8 Qd8 29.Qb5+-; 27...Qd4 28.Rd8 Rd8 29.Re8+-.

28.Nc6 Nd6 29.Nd8!! Nf5 30.Nc6 1:0.

The conclusion

To achieve a mobile, full center is considered to be advantageous. The player that manages to achieve it has a space advantage, because the opponent's pieces are pulled back and they need to wait. We can evaluate the position only after some time has passed, because every move and every won tempo is important.

Undoubtedly there is no room here for a sleepy play and slow maneuvers!

The attacker will try to progress with the pawns and squeeze the opponent even more. With the maneuver in the center he will gain a passed pawn or he will move the play to the wing, from where he will start to attack the opponent's weaknesses. The defender has got no choice. He will try to block the opponent's center first and then try to destroy it.

It is important to know that as rule there is no room for the defender's actions on the wing in this kind of position (we attack on the wing when there is a fixed center).