



C O L U M N I S T S

The Instructor

Mark Dvoretsky

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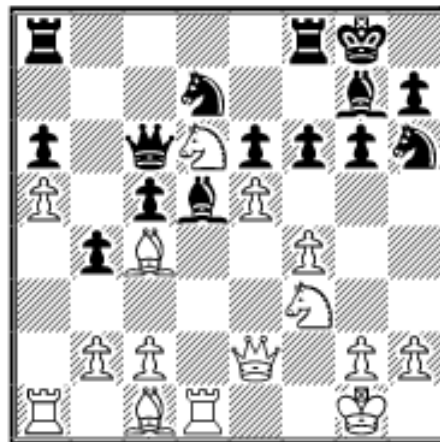
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Standard and Non-Standard Combinations

My previous column dealt with one of the most widely-known combinations: exploiting a back-rank weakness. Now we move on to a rarer, but still typical combinative idea: the double pin. Such combinations are sometimes dubbed "the Maltese cross."

The pin can be on a file and a rank, or on two diagonals. I offer for the readers' consideration a small selection of pretty examples.

Renet - Seret
French Championship 1991



1. Rxd5! exd5 2. Qe4!

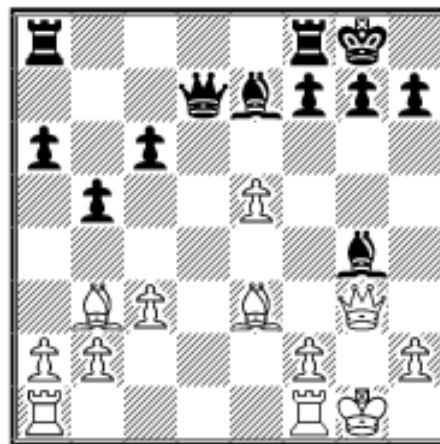
Two White pieces are *en prise*, yet neither can be taken, because of a pin! Black cannot escape material losses.

2...Kh8 3. Bxd5 Qc7 4. Bxa8 fe 5. fe Nxe5 6. Nxe5 Qxd6 7. Bxh6 Black resigned.

Dahl - Schultz
Berlin 1956



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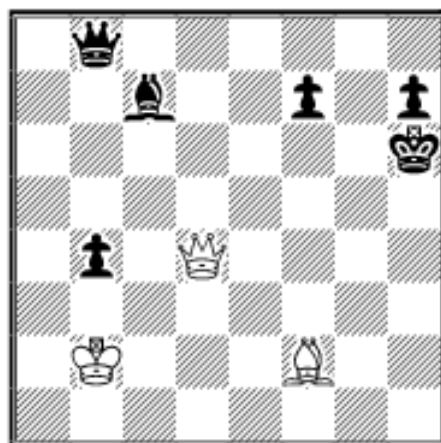
1. e6! Bxe6 2. Bd4 f6

2...g6 3. Qe5

3. Qg4!!

Black resigned, in view of 3...Kf7 4. Rfe1.

A. Troitsky, 1930



1. Qf6+ Kh5 2. Qf5+ Kh6 3. Be3+ Kg7 4. Qg5+ Kf8

4...Kh8 5. Bd4+

5. Bc5+ Bd6 6. Qe5!!

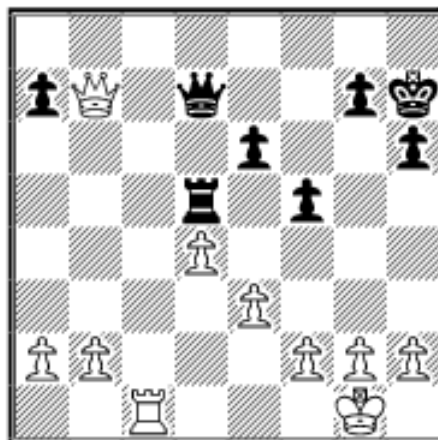
Black loses his bishop - but the battle is not yet over.

6...Qd8! 7. Bxd6+ Kg8 8. Qg3+ Kh8 9. Be5+ f6 10. Qg5!!+-

Once again, the Maltese cross!

Now, let's move from diagonal pins to simultaneous pins on rank and file.

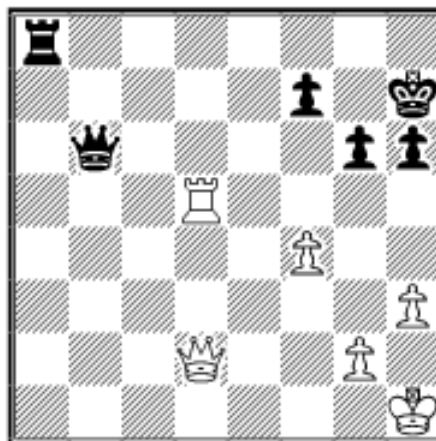
NN - NN
Yugoslavia, 1949



1. Rc7?? Rc5!!

Haste in a completely winning position here led to the opposite result. This sort of thing has, unfortunately, happened to all of us.

Bogatyrev - Zagoryansky
Moscow 1947



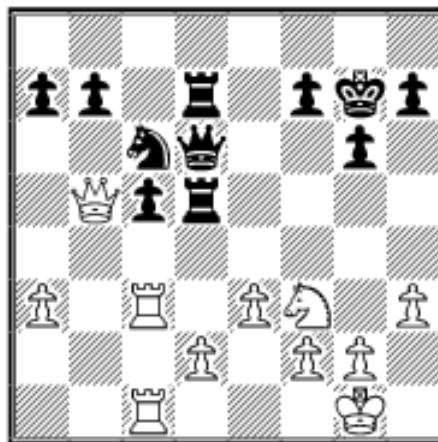
1...Ra1+ 2. Kh2 Qg1+ 3. Kg3 Ra3+ 4. Rd3

4. Kh4 or g4 is bad because of 4...Qb6 followed by 5...Qf6+ or 5...Qb3.

4...Qd4!!

This spectacular finishing blow remained, in fact, unplayed: Black actually continued 4...Ra7?, with equality.

Kagan - Shmuter
Israel 1995



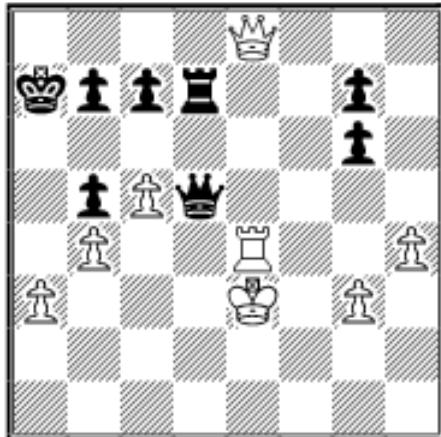
1...Nd4!! 2. ed

2. Nxd4 cd 3. Rc5 Rc7!! 4. ed b6

2...cd 3. Rc5 Rc7!! 4. Rxc7 Rxb5

and Black won.

NN - Kokshal
Prague 1928



Black has an overwhelming advantage: his king is secure, which is certainly more than one can say for his opponent. But the attack must be executed accurately: on 1...Qd3+? (or 1...Qb3+?) 2. Kf2, with Re2 to follow, White pulls together a defense, and the outcome becomes problematical.

1...Qd2+! 2. Kf3 Rd3+ 3. Re3

On 3. Kg4 Qf2 [3...Qd1+!?) 4. Qe5 Rxc3+! 5. Qxc3 Qf5 is mate.

3...Qe1!!

But not 3...Qd1+? 4. Kf2 Rd2+ 5. Re2.

4. Qe5

4. Qe6 Qf1+ 5. Kg4 (5. Ke4 Rxc3+ 6. Kxc3 Qe1+) 5...Rxc3 6. Qxc3 Qf5 is mate again. And on 4. g4 Qf1+ 5. Kg3, Black can employ the Maltese cross once more: 5...Qe2! 6. Kf4 Qf2+, although 5...Rd2! 6. Rf3 Qg2+ 7.

Kf4 Rd4+ is no worse.

4...Qf1+ 5. Ke4

On 5. Kg4 Rxe3.

5...Rd4+!!

A spectacular conclusion! Either recapture of the rook leads to mate: 6. Qxd4 Qf5, or 6. Kxd4 Qc4.

The chessplayer is obliged to study typical combinations, for he must make frequent use of them in his own games. But I must acknowledge that I place even greater value upon unusual combinations, which do not resemble the typical, and which I enthusiastically offer my students during our training sessions. Solving the non-standard, and therefore more difficult, problems aids in the development of the combinative sense, fantasy and resourcefulness. Besides which, any idea - even the most unusual one - may at some point repeat itself.

In Reuben Fine's 1945 book, *Chess Marches On!*, I found a pretty, though little-known game.

Santasiere - Levy New York 1942

1. Nf3 d5 2. b4 f6!? 3. d4 e5! 4. a3 (4. de Bxb4+ 5. c3 Bc5; 4. e4!? de 5. Nxe5!) 4...e4 5. Nfd2 Bd6 6. e3 f5 7. c4 c6 8. Nc3 Nf6 9. Qb3 Be6 10. cd cd 11. Be2 Nbd7 12. a4 Rc8 13. a5



Here, Black played the spectacular **13...Bxh2!!** The tactical basis for this is simple: 14. Rxh2 Qc7, with a double attack on c3 and h2, leaves Black a pawn up. Such an idea, as non-standard as it is, may be easily overlooked in an over-the-board game. In any event, I was unable to recall any other example where the bishop took on h2, in front of the rook (and not in front of the king, of which there are thousands of examples).

Computers, by contrast, find such little combinations almost instantly. Nevertheless, when I started up the ChessBase analytical module, Fritz5, it did not suggest the h2 capture.

Here, we are clearly dealing, not with calculation, but with evaluation. White could avoid the loss of a pawn by 14. Ncxe4 fe 15. Rxh2. How should we evaluate this position? To any experienced player, it would be clear that, after 15...0-0, White would stand worse, since his king has no safe haven. But a computer program might reach a different conclusion, since White has technically traded a wing pawn for a center pawn, which is generally good for him; also, he has opened the h-file for the rook (although, unfortunately, there is nothing with which to support its activity on this file).

Both humans and computers would have a tougher time evaluating the consequences of **14. g3 Bxg3 15. fg Qc7** (also worth considering was the in-between move **14.a6!?**) Here, as Fine points out, White would have to play 16. Bb2 Qxg3+ 17. Kd1, offering yet a fourth pawn for the piece. However, Black should not take the e-pawn, since after 17...Qxe3?! 18. Nb5! Qf4 (18...Qxb3+ 19. Nxb3 Ke7 20. Nxa7 Ra8 21. Nb5) 19. Rf1! (19. Nxa7) 19...Qb8 20. a6! b6 21. Qe3 0-0 22. Qf4, the initiative passes to White.

More solid would be 17...a6, 17...0-0 or 17...Ng4 18. Bxg4 Qxg4+ 19. Ne2 g5.

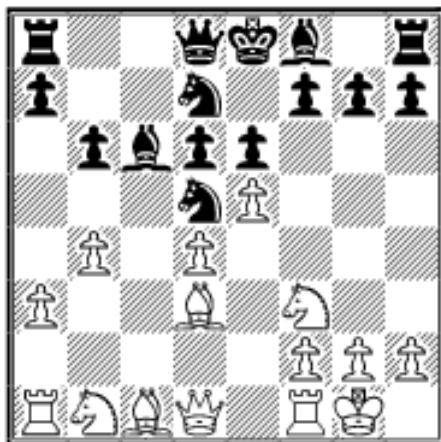
In the game, White played too passively: **16. Nd1?! Qxg3+ 17. Nf2**, and after **17...Ng4! 18. Bxg4 fg**, his position was difficult indeed. On 19. Nf1, Fine gives the following pretty variation: 19...Qg2 20. Rh2 Qf3 21. Nh1 h5 22. Nfg3 h4! 23. Rf2 hg! 24. Rxf3 Rxh1+ 25. Rf1 g2, and Black wins.

19. Ndx4 Qg2 (threatening 20...g3) **20. Nd6+ Kd8 21. e4** (21. Nxc8 g3 22. Rf1 Rf8! 23. Ra2 Bh3) **21...g3 22. Bg5+ Nf6 23. Bxf6+ gf 24. Rf1 gf+ 25. Rxf2 Qh1+ 26. Rf1 Qh4+ 27. Rf2** (27. Kd2 Qh2+) **27...Rg8! 28. Ke2 Bg4+ 29. Ke1 Be6 30. Ke2 Rg3 31. Qa4 Bg4+ 32. Kd2 Qh6+** White resigned.

When I showed this game to GM Vadim Zvjagintsev, he shocked me by saying that he had already seen this sort of tactic; then he showed me the following opening line:

1. e4 c5 2. Nf3 e6 3. c3 Nf6 4. e5 Nd5 5. d4 cd 6. cd d6 7. a3 Bd7 8. Bd3 Bc6

9. 0-0 Nd7 10. b4!? b6?!

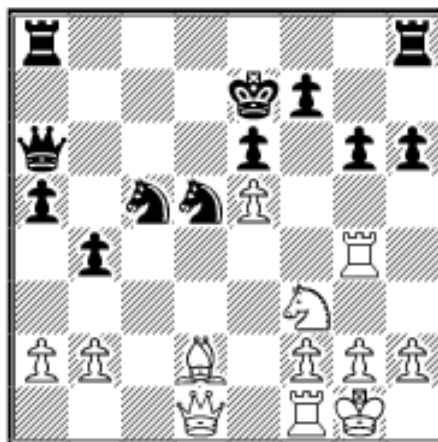


Our familiar 11. Bxh7 capture is possible here; but White should probably not play it. When behind in development, it's too risky to lose time capturing a pawn, especially when it opens the h-file for the enemy rook. (Here, in contrast to the preceding example, the rook **does** have something to help him!) In any event, in all three games I found in my database, White refrained from the pawn capture (or perhaps he just didn't see the possibility), preferring 11. Re1 or 11. Bd2.

In conclusion, a somewhat distantly related cousin of the "little combination" we have been studying.

Cvitan - Arakhamia
Moscow 1989

1. d4 d5 2. c4 c6 3. Nc3 Nf6 4. e3 e6 5. Nf3 Nbd7 6. Bd3 dc 7. Bxc4 b5 8. Bd3 Bb7 9. e4 b4 10. Na4 c5 11. e5 Nd5 12. Nxc5 Bxc5 13. dc Nxc5 14. Bb5+ Kf8 15. 0-0 h6 16. Bd2 Qb6 17. Be2 Ke7 18. Rc1 a5 19. Rc4 Ba6 20. Rg4 g6? (20...Nd3!?) 21. Bxa6 Qxa6 (21...Rxa6 22. Rh4, with advantage to White)



22. Bxh6! Rxh6 23. Qc1 Rhh8 24. Qxc5+ Kd7 25. Rd1 Rac8 26. Qd4 Rc7 27. Ng5 Qe2 28. Re4 Qh5 29. Nf3 Qh6 30. Qd3 Rc1 31. Rh4 Rxd1+ 32. Qxd1 Qf8 33. Qa4+ Ke7 34. Qxa5 Black resigned

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Translated by Jim Marfia

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