



C O L U M N I S T S

The Instructor

Mark Dvoretsky

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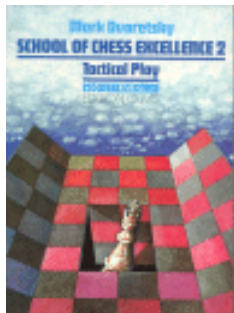
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Studies for Grandmasters

Many years ago, I worked out and began implementing an effective training method - playing out specially selected positions. I'm talking about positions in which it is not necessary, and occasionally not even possible, to foresee everything from beginning to end. Thus the player will find himself making, not just one decision (however deep and difficult it may be), but a series of consecutive decisions. You may read further on this training method in the 1st and 2nd books of my series, *The School of Chess Excellence*.

The student will, as a rule, play against his trainer, who is familiar with the analysis of the position. There are also some examples in which both sides stand equally (or almost equally), and in which both sides will have to resolve difficult and interesting tasks; these positions are suitable for "two-sided play", in which two players play against each other.

There are a number of studies suited for play-training. But two-sided play of these positions is really impossible - because here there is no equality: Black, try as he might, is nevertheless doomed. This may be taken as axiomatic - although there are exceptions. Also suitable for two-sided play are those difficult studies which feature lengthy and double-edged play (these are the difficult studies, but not analytical ones, which are too



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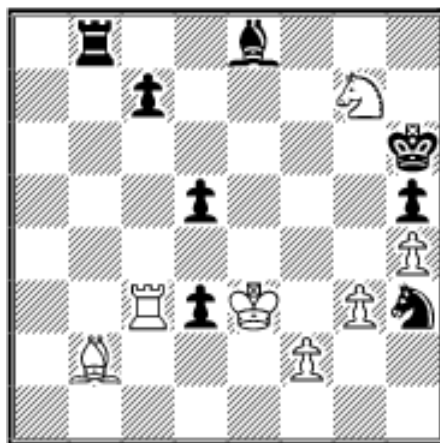


difficult to be assigned as exercises). There are relatively few such studies, but they do exist. And in the second place, there are some incorrect studies. It is this second set of exceptions I wish to discuss here.

I offer three complex studies, which have been successfully cooked. Regardless of the fact that, as far as the study world is concerned, these studies have ceased to exist - despite that (or perhaps we should say, even because of it), they remain useful for the trainer.

To those wishing to test their skill I would recommend playing these studies out against friends, and then comparing the "game" continuations with your analysis. I warn you: all these examples were pretty difficult, even for players of the highest qualification. So, allow both yourself and your opponents extra time - a minimum of an hour each.

I will not call these exercises. First of all, because training must resemble a real-world fight over the board; and during a tournament game, no one ever tells you whether you should be playing for a win or a draw/ And second, because the tasks set in these studies are, in all likelihood, impossible. Just try to play them as strongly as possible, and set your opponent the most complex problems you can.



J. Timman, 1990

The first two moves are relatively easy, for both sides:

1. Ng7xe8!

1. Rxd3? Bg6 2. Rd2 Rb3+,
 or 1. Nf5+? Kg6 2. Ne7+ Kf7

are both hopeless.

1...d5-d4+!

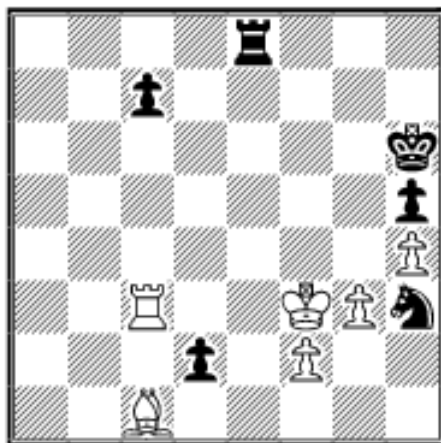
1...Rxe8+? 2. Kxd3 leads to equality.

2. Ke3xd4

Of course not 2. Kxd3? dc 3. Bc1+ Kg6 4. Nxc7 Nxf2+ 5. Kxc3 Ne4+.

2...d3-d2 3. Rc3-c6+!?

The try 3. Bc1? Rd8+ 4. Ke4 Rxe8+ 5.Kf3 must be rejected.



5...Rf8+! 6. Kg2 (6. Ke2 Rxf2+ 7. Kd1 dcQ+)
6...Nf4+! 7. gf d1Q, and Black wins easily (pointed out by V. Zvjagintsev).

Timman's main line was:

5...Re3+?! (it's a draw after 5...dcQ? 6. Rxc1 Rf8+ 7. Kg2 Nxf2 8. Rc6+)

6. Kg2! Nf4+! (6...d1Q? 7. Bxe3+ Kg6 8. Rc1=) **7. Kh2!** (7. gf Rxc3) **7...Rxc3 8. Bxd2 Rc2.**

The pawn endgame after 8...Rc4 9. Bxf4+ Rxf4? 10. gf is drawish: 10...Kg6 11. Kg3 Kf5 (11...Kf6 12. Kf3 Kf5 13. Ke3 c6 14. Kf3! - but not 14. f3? c5, and White's in zugzwang) 12. Kf3 c6 13. Ke3 c5 [13...Kg4 14. Ke4] 14. f3 [and now it's Black who's in zugzwang] 14...c4 15. Kd4 Kxf4 16. Kxc4.

9. Bxf4+ Kg6 10. Kg2 (followed by Kf3-e3). Timman considered the final position drawn; however, as R. Huebner pointed out, after **10...Kf5 11. Kf3 c5**, Black

retains good winning chances.

3...Kh6-h7 4. Rc6xc7+ Kh7-g6

Of course not 4...Kh8? 5. Ke4(e3)+ Rxb2 6. Nf6, with unavoidable mate.

5. Rc7-c6+

The only continuation given by Timman here is 5...Kf7 6. Nd6+ Kg8, and Black wins. As a matter of fact, things are much more complicated than that.

5...Kg6-f7!

5...Kf5? 6. Nd6+! (6. Rc5+? Ke6; 6. Rf6+? Kg4 7. Ke3 d1Q 8. Rg6+ Ng5) 6...Kg4 7. f3+! Kxf3 8. Rc3+ with a draw.

6. Ne8-d6+ Kf7-g8!

Black can't leave his king on the f-file: 6...Kf8? 7. Rc1! Nxf2 8. Rf1 d1Q+ (forced - White threatened to take the knight with check) 9. Rxd1 Nxd1 10. Bc1=.

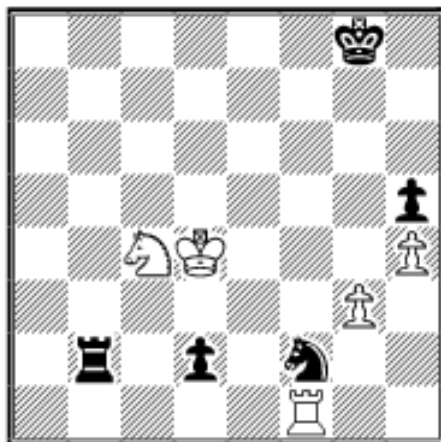
7. Rc6-c1! Rb8xb2

7...Nxf2 8. Rf1 Rxb2! leads to a transposition of moves (but not 8...d1Q+? 9. Rxd1 Nxd1 10. Bc1=).

8. Rc1-f1! Nh3xf2!

After 8...Rc2? 9. Ne4!, Black does not have 9...Rc1? in view of 10. Nxd2.

9. Nd6-c4!



9...Rb2-b4!

9...Rc2? 10. Nxd2 Rxd2+ 11. Ke3 leads to a draw.

It's not easy to calculate and assess the consequences of 9...Rb3!? 10. Nxd2 Rd3+ 11. Ke5 Rxd2. The continuation might be 12. Kf4 (12. Kf6?! Kh7 is weaker) 12...Ra2 (12...Ng4 13. Kg5 Kg7 14.Rf5! [but not 14. Kxh5? Ne3] 14...Rd4 15. Ra5=) 13. Rb1 (White intends 14. Rb5 or 14. Kg5 Ra5+ 15. Kg6; the direct 13. Kg5? Kg7! would be a mistake, as the pawn capture leads to mate) 13...Ra5 14. Rb8+ Kf7 15. Rb7+ Ke6 16. Rb6+, when it's doubtful whether Black can capitalize on his extra piece.

10. Kd4-c3 d2-d1Q!!

Black does not win with 10...Rxc4+? 11. Kxd2! Ne4+ (11...Ng4 12. Rf5=) 12 Ke3! (threatening 13. Rf4 or 13. Rf5) 12...Nd6 (12...Nxc3 13. Rg1 Rg4 14. Kf3=), and now the simplest is 13. Rf4 Rc3+ 14. Kf2 followed by 15. g4=, but White could also play 13. Rf6 Ne8 14. Rf5 Ng7 15. Rg5 Kh7 16. Kf3 and 17. g4=.

11. Rf1xd1 Rb4xc4+ 12. Kc3xc4 Nf2xd1 13. Kc4-d3 Kg8-g7(h7)!

13...Nf2+? is a mistake: 14. Ke3 Ng4+ 15. Kf4 Kg7 16. Kg5 Nf6 17. Kf5 Kf7 18. Kg5, and Black can't win with his extra knight.

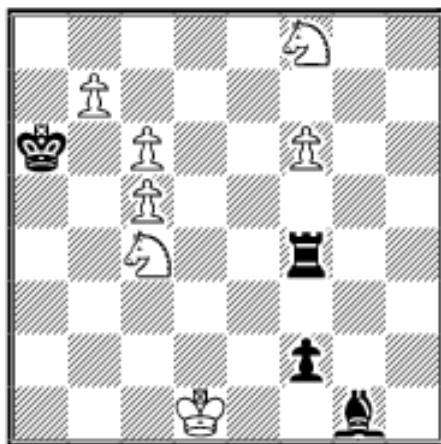
14. Kd3-e2 Nd1-b2! 15. Ke2-f3 Nb2-d3 16. Kf3-e4

16. g4 Ne5+

16...Nd3-f2+ 17. Ke4-f5 Kg7-h6!

Black wins, because he has succeeded both in preventing g3-g4 and controlling the g5 square.

As you can see, the move 3. Rc6+!? allows Black to put up rather stubborn resistance. By the way, when Vadim Zvjagintsev played the White side of this study in 1994 against Joel Lautier, this was the line he played, because he had calculated the forced refutation of the 3. Bc1? line. The new main line can hardly be called studylike; but it does just fine for practical training - both players must display constant alertness and accuracy.



T. Gorgiev, G. Preuyt, 1959

I found this position in John Nunn's excellent, recently-published *Endgame Challenge* - a collection of what, in one grandmaster's opinion, are the best studies of all time.

In the foreword, Nunn says that he subjected the 2,500 studies he originally selected to computer analysis; as a result, he rejected over 1,000 of them, after finding either refutations or additional solutions. I consulted with a few well-known chess composers, and came away with the impression that they were less interested in the studies Nunn included in his book than in which ones he rejected. This is understandable - everyone would like to know if his own favorite creations are among them.

Nunn's professionalism regarding chess as well as computers is well known. But even today's powerful computers are still not flawless: their farseeing vision was nevertheless insufficient to spot the insolubility of

this study - something discovered during the course of a training exercise by the young grandmaster Vladimir Potkin (and he was blindfold!).

1. Nc4-e3

1. Nd2? Rd4 2. Kc2 Rxd2+ 3. Kxd2 f1Q 4. b8Q Qf2+ guarantees Black a perpetual.

1...f2-f1Q+

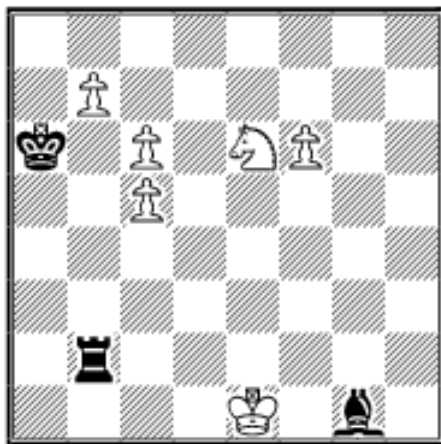
Of course not 1...Rb4? 2. f7 (or 2. Nd7).

2. Ne3xf1 Rf4xf1+ 3. Kd1-e2

White must attack the rook, or else Black gets time for 3...Bh2.

3...Rf1-f2+ 4. Ke2-e1 Rf2-b2 5. Nf8-e6!?

Nothing comes of 5. f7? Bxc5 6. Nd7 Bd6! 7. b8Q Rxb8 8. Nxb8+ Kb6 9. Ke2 Kc7=. After 5. Nd7 Bh2, Nunn gives the variation 6. f7 Bg3+ 7. Kd1 Rf2 8. f8Q Rxf8 9. Nxf8 Kb5=. It's also good to look at 6. Kf1 Bg3 7. b8Q Bxb8 8. f7 - the saving line for Black here is 8...Rb4! 9. Ke2 Rf4 10. Nxb8+ Ka7 11. Nd7 Rxf7, when the draw becomes obvious (the simplest response to 12. Kd3 is 12...Rf4!?!; or if 12. Ke3 Ka6 13. Ke4 Kb5 14. Kd5 Rh7=).



5...Bg1-f2+!!

This is how it has to be:
5...Bh2? 6. f7 Bg3+ 7. Kd1
transposes into a lost position
from the authors' solution.

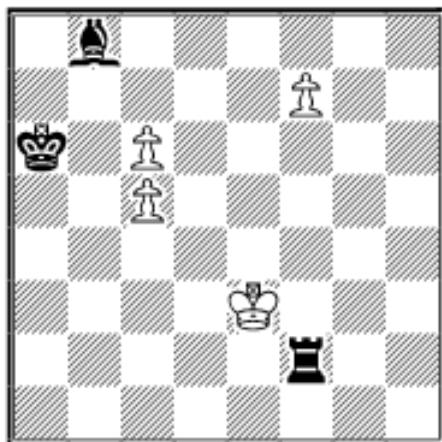
6. Ke1-d1

6. Kf1? Bg3 7. Kg1 Bh2+ 8.
Kh1 Rf2 9. f7 Bb8 10. f8Q Rxf8 11. Nxf8 Kb5= is not
dangerous for Black.

6...Bf2-e3!

This defensive resource found by Potkin refutes the
study.

The authors' solution was **6...Bg3? 7. f7 Rf2 8. Nf4!** (8.
f8Q? Rxf8 9. Nxf8 Kb5=) **8...Rxf4 9. b8Q Rf1+ 10. Ke2**
Rf2+ 11. Ke3 Bxb8



Now the naive 12. Kxf2?
boots the win: 12...Ba7! 13.
f8B! (13. f8Q Bxc5+! 14.
Qxc5 is stalemate) 13...Bb6!
(threatening 14...Kb5;
13...Bb8? 14. Bd6 would be
bad) 14. Bd6 Ba5! 15. c7 (15.
Ke3 Kb5 16. c7 Bxc7=) 15...
Kb7=. The right way is **12.**
c7!! Bxc7 13. Kxf2, and

wins.

7. f6-f7

Be3-h6

I must point out that if Black had aimed for this position,

but without the in-between check - 5...Be3? 6. f7 Bh6, he would have lost after 7. Nd8! (with the unstoppable threat of 8. c7). Here, this move is no longer dangerous: 8. Nd8 Rd2+ 9. Ke1 Rxd8 10. c7 Rd1+! 11. Kxd1 Kxb7=.

8. f7-f8Q Bh6xf8 9. Ne6-d8!?

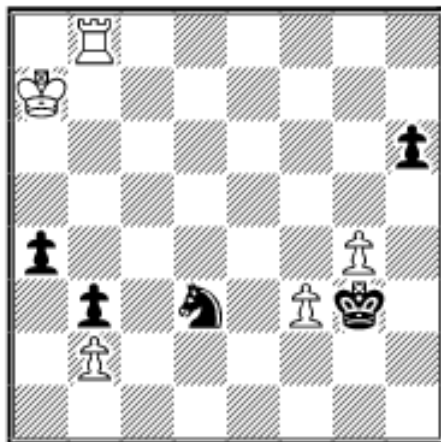
If 9. Nxf8 Rxb7! 10. cb Kxb7 11. Kc2 Kc6 12. Ne6 Kd5 13. Kc3 Kxe6 14. Kc4 Kd7 15. Kb5 Kc7=. Black arrives just in time!

9...Rb2xb7!

There appears to be no other defense to 10.c7. Black is prepared to give up all his pieces for the dangerous enemy pawns, for example: 10. Nxb7 Bxc5! =.

10. c6xb7 Ka6-a7 11. c5-c6 Bf8-d6 12. Kd1-e2 Ka7-b6 13. Ke2-f3 Kb6-c7 14. Nd8-f7 Bd6-h2 15. Kf3-g2 Bh2-f4 Black's bishop has five squares available on the b8-h2 diagonal, of which White's knight and king between them can interdict only four.

These are tough positions, aren't they? But our last one is harder still!



P. Benko, 1979

1. Ka7-b6!

On 1. Ka6? Black wins by 1...Nxb2 2. Ka5 (2. Rb4 Nd3; 2. f4 Kxg4!) 2...a3! 3. Kb4 (3. Rxb3 a2 4. Ra3 Nc4+) 3...a2 4. Ra8 Na4! 5. Rxa4 b2. Now, with the king on b6, taking the pawn no longer accomplishes anything:

1...Nxb2? 2. Kc5! Nd1 3. Kb4 b2 4. Ka3! Kxf3 5. Ka2 Ke2 (5...Kxg4 6. Rd8=) 6. Kb1 a3 7. Rb3=. So Black must come up with a combination, and carry out an effective pawn breakthrough.

First, let's examine some other White tries on the first move, to prevent the enemy combination.

Ernesto Inarkiev offered the clever idea **1. g5?! hg 2. Kb6**. Here Black's pawn breakthrough loses its force: 2...a3? 3. ba Nb4 4. Rg8! b2 5. Rxc5+ Kf2 6. ab b1Q 7. b5 - this "rook and pawn vs. queen" endgame is drawn. However, analysis showed that Black wins by **2...Kxf3!**

1. f4?! Kxc4! 2. Kb6 is difficult to refute:

2...a3? 3. ba b2 (3...Nb4?? 4. ab b2 5. Rg8+) 4. Kc6 h5 5. f5! Kxf5 6. Kd5 h4 7. Kd4 h3 8. Kxd3 h2 9. Rf8+ Kg4 10. Rf1, and White wins;

2...Nxb2?! 3. Kc5 Nd1 (3...Kxf4 4. Kd4! Nd1 5. Rf8+ Kg3 6. Rf1 Nf2 7. Kc3 Ne4+ 8. Kb2 Nd2 9. Rh1=; or 8...h5 9. Rg1+!?) 4. Kb4 b2 5. Ka3 Kxf4 6. Ka2 (threatening 7. Rd8=) 6...Ke3 7. Kb1 a3 (otherwise, 8. Kc2=) 8. Rb3+, and draws.

Black must run his king immediately over to the queenside: **2...Kxf4! 3. Kb5 Nxb2 4. Kb4 Ke3!**, and here, there is no saving White:

5. Kc3 Nd1+ 6. Kb4 b2 7. Ka3 Kd2;

5. Rd8 (intending 6. Kc3=) 5...Ke2!;

5. Ka3 Nc4+ 6. Kxa4 (6. Kb4 Kd3) 6...b2 7. Rb3+ Kd4!, and White is helpless - Black simply pushes his h-pawn.

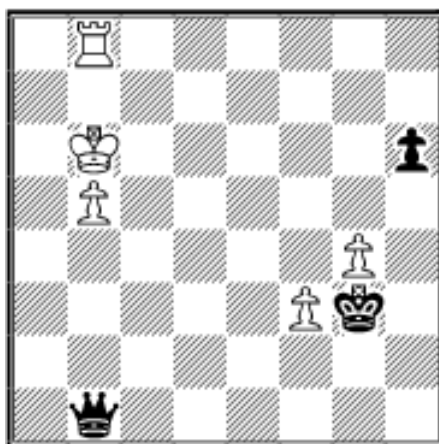
This rather complex analysis shows that we cannot cook this study on the first move. Very well, then: let's follow

the main variation.

1...a4-a3! 2. b2xa3 Nd3-b4!! 3. Rb8-d8

The rook heads for the 1st rank. White loses immediately on 3. Kc5(c7)? Na6+ or 3. Ka5(a7) Nc6+; no better is 3. Rc8? b2. Unfortunately, we have a small dual here: White's task may also be resolved by **3. Re8!?** - after **3...b2** (3...Nc2? 4. Kc5 followed by 5. Rb8; 3...Kf2?! 4. Rd8 Ke2 5. Re8+ Kd2 6. Rd8+ =) **4. Re1 Na2** (4...Nc2 5. Rg1+! Kxf3 [5...Kf2 6. Rb1 Nxa3 7. Rxb2+] 6. a4=) **5. Rb1**, we reach the main variation again.

What is considerably more unpleasant is the fact that the assessment of the "queen vs. rook" endgame which arises after **3. ab!?** **b2 4. b5 b1Q** is far from clear:



As Benko tells us (in his book, *Chess Endgame Lessons*), many years ago Robert Fischer voiced the opinion that after **5. Rf8!?** (intending to build a fortress by 6. Rf5), White can save himself. In order to prevent the fortress, Benko offered **5...Qg1+ 6. Kb7** (6. Ka6

Qa1+ 7. Kb6 Qd4+) **6...h5!?** **7. gh Qc5**, and considered this position won. I acquainted myself with Benko's book only recently, and then reopened my own old notes. I discovered that I too had looked into this variation once; however, I had continued the analysis as follows: **8. Rg8+ Kxf3 9. Ka6 Qa3+ 10. Kb6!** (10. Kb7? loses the rook: 10...Qe7+ 11. Ka8 Qe4+ 12. Ka7 Qh7+) **10...Qe3+ 11. Ka5! Qa7+ 12. Kb4**. Black has made considerable progress, but still cannot win the rook; if White can hold on to the rook, he must consolidate and gain the draw.

I think White could also save himself with 5. Rc8!? Kxf3
6. Rc6 Qb3!? (Benko gives 6...Qh7, but then the same
reply becomes even stronger) 7. Ka6 Qa4+ 8. Kb6 Qf4 9.
Ka6 Qxg4 (how else is Black to make progress?) 10. b6
Qa4+ 11. Kb7 h5 12. Kc7 Qa5 13. Kc8 Qd5 14. Kc7.

It's too bad this study turned out to be cooked. In contrast
to our preceding examples, here the secondary variant is
not necessary for the trainer. As you will soon see, the
main line is exceptionally instructive. It amounts to a full-
fledged game of chess in itself, with chances for both
sides.

3...b3-b2 4. Rd8-d1 Nb4-a2!

Threatening to shut out the rook by 5...Nc1.

5. Rd1-b1 Na2-c3

The pawn is untouchable, owing to the knight fork: 6.
Rxb2? Na4+ 7. Kb5 Nxb2.

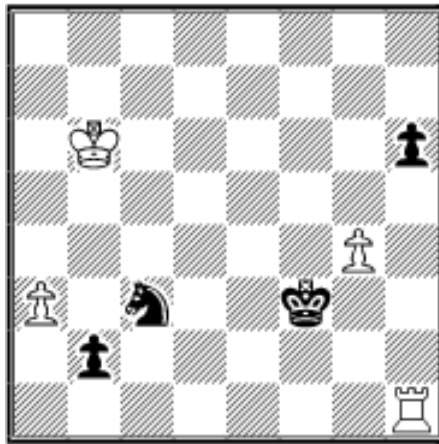
6. Rb1-h1

6. Rg1+ Kf2 7. Rh1 amounts to the same thing.

6...Kg3-g2! 7. Rh1-e1 Kg2-f2 8. Re1-h1 Kf2-e2

Again threatening to cut White off by 9...Nd1 10. Rh2+
Nf2. And 9. Rg1? Nd1 10. Rg2+ Kxf3 11. Rxb2 Nxb2 is
no help.

9. Rh1-h2+! Ke2xf3 10. Rh2-h1



Maneuvering carefully, Black has captured the f3-pawn without loss of time. But this is still not enough to win.

10...b2-b1Q+!

10...Ke2 11. Rh2+ is useless.

10...Kxg4, on the other hand,

is not so simple. White continues **11. Kc5! b1Q** (11...h5 12. a4!) **12. Rxb1 Nxb1 13. a4 Nd2 14. Kb4! Ne4 15. a5 Nd6 16. a6 Nc8 17. Kc5 h5 18. Kc6 h4 19. Kc7!** (but not 19. Kb7? Nd6+ 20. Kc6 h3!) **19...Na7 20. Kb6!** (20 Kb7? Nb5) **20...Nc8+ 21. Kc7! h3 22. Kxc8 h2 23. a7 h1Q 24. Kb8=.**

Note that I have given Benko's study many times for play-training - for young players (allowing them first to spend an hour or two analyzing the starting position themselves) as well as grandmasters. Even the most successful of them only reached move 10 at best, and there Black invariably played 10...Kxg4. Here, for example, is the continuation of Chernin - Dolmatov, played in 1984:

10...Kxg4?! 11. Kc5! Kf3!? **12. Kc4?** A fatal mistake! Also fatal is 12. Kb4? b1Q 13. Rxb1 Nxb1 14. a4 Ke4! 15. a5 Kd5. The draw is available by 12. a4!? Ke2 13. Rh2+! (13. Rg1? Nd1 14. Rg2+ Nf2 15. Rg1 Nd3+ and 16...Ne1) 13...Kd3 14. Rh1! (14. Rxb2? Nxa4+ 15. Kd5 Nxb2 16. Ke5 Nc4+ 17. Kf5 Nd6 18. Kg6 Nf7) 14...Nxa4+ 15. Kd5! Nc3+ 16. Ke5=, as well as after the simpler 12. Kd4! =.

12...b1Q 13. Rxb1 Nxb1 14. a4 Nd2+ 15. Kc3 All else loses: 15. Kd5 Nb3 16. Kc4 Na5+ 17. Kb5 h5; 15. Kb4 Ke4 16. a5 Kd5 17. Kb5 Kd6; 15. Kb5 Nb3 16. Kd4

Nd4.

15...Ne4+ 16. Kd4 h5 17. a5 Nd6 18. a6 h4 19. Kc5 Nc8 20. Kc6 h3

Compared to the variation examined above, White is a tempo down - there, the Black pawn had only reached h4 by this point.

21. Kb7 (21. Kc7 Na7 22. Kb6 h2) **21...Nd6+ 22. Kc6 h2 23. a7 h1Q** White resigned.

So you see that White has some ways to go wrong after 10...Kxg4; winning the rook immediately, however, sets him far more difficult problems.

11. Rh1xb1 Nc3xb1 12. a3-a4 Nb1-d2

In this endgame, White must maneuver his king with great precision.

13. Kb6-b5!

13. a5?? is completely wrong, owing to 13...Nc4+ and 14...Nxa5. 13. Kc5? is also a mistake; Black would then reply, not 13...Kxg4? 14. Kb4, with the same draw as given above, but 13...Ke4! 14. Kb5 (14. a5 Nb3+; 14. Kb4 Kd5) 14...Kd5 15. a5 Kd6, winning.

13...Nd2-b3 14. Kb5-b4!

Wrong is 14. Kc4? Na5+ 15. Kb5 Kxg4! 16. Kxa5 h5.

14...Nb3-d4 15. Kb4-c5!

White is losing after 15. Kc4? Nc6 16. Kb5 Nb8 17. a5 Kxg4 18. Kb6 h5 19. Kb7 (19. Kc7 Na6+ 20. Kb6 h4 or 20...Nb4) 19...Nd7 20. Kc6 (20. Kc7 Nc5 21. Kb6 h4) 20...h4! 21. Kxd7 h3.

15...Kf3-e4! 16. Kc5-c4!

16. Kb6? Nb3 17. Kb5 Kd5 is bad.

16...Nd4-c6 17. Kc4-c5!

White cannot allow the Black king onto the d-file: 17. Kb5? Kd5 18. Kb6 Kd6 (18...Ne5!) 19. Kb5 (19. a5 Nxa5 20. Kxa5 Ke5 21. Kb4 Kf4 22. Kc3 Kxg4 23. Kd2 Kf3 24. Ke1 Kg2; 19. Kb7 Kc5 20. Kc7 Ne5) 19...Kc7 20. Kc5 Ne5 21. Kd5 Nxg4 22. Ke6 h5 23. Kf5 Kb6 24. Kg5 Nf6.

17...Nc6-a5

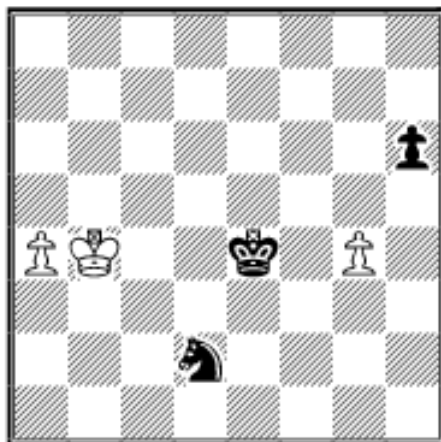
On 17...Nb8, Benko gives the variation 18. a5 Ke5 19. Kb6 Kd6 20. Kb7 Nd7 21. Kc8! Nc5 22. Kd8! Nd3 (22...Ke5 23. Kc7 Kd5 24. Kd8=) 23. a6! Kc6 24. Ke7 Ne5 25. Kf6 Nxg4+ 26. Kg6 Kb6 26. Kh5=. Simpler, however, is 18. Kd6! Na6 19. a5=.

18. Kc5-b5!

This is the only way! 18. Kb6? Nb3 or 18. Kb4? Nb7! 19. Kb5 Kd5 don't work.

18...Na5-b3 19. Kb5-b4(c4) Nb3-d2!

19...Nd4 20. Kc4 Nc6 21. Kc5! repeats the position.

**20. Kb4-c3!!**

It looks as though the king is chasing the knight, when his real task is still keeping Black's king off the d-file.

White loses after 20. a5? Kd5
21. Kb5 (21. a6 Kc6 22. Kc3 Ne4+ 23. Kd4 Nf6!)

21...Kd6! 22. a6 (22. Kb6

Nc4+ 23. Kb5 Nxa5) 22...Kc7 23. Kc5 Ne4+ 24. Kd4 Nf6! 25. Ke5 Nxf4+ 26. Kf5 h5 27. Kg5 Nf6! And 20. Kc5? Ke5 21. Kc6 Nb3 22. Kb5 Kd5 is no better.

20...Nd2-f3 21. Kc3-c4!

21. a5? Kd5

21...Ke4-e5!

21...Ne5+ 22. Kc5! (but not 22. Kb5? Kd5! 23. a5 Kd6!), and 22...Nxf4? allows 23. a5.

22. a4-a5!

22. Kc5? Nd2! doesn't work. However, once again, at the end, there is a small dual in this study. A second drawing line is **22. Kd3!? Nh2** (22...Kd5 23. Ke3=; 22...Kf4 23. a5 [23. Kc4!?] 23...Ne5+ 24. Kc3 Kxf4 25. a6 Nc6 26. Kc4 h5 27. Kc5 h4 28. Kxc6 h3 29. a7 h2 30. Kb7 h1Q+ 31. Kb8=) **23. a5 Kd5** (23...Nxf4? 24. a6) **24. a6 Kc6 25. g5! hg 26. Ke4=.**

22...Ke5-d6 23. a5-a6! Kd6-c6 24. a6-a7! Kc6-b7 25. Kc4-d5! Nf3-h2 26. g4-g5! =

The knight can no longer defend the pawn: 26...hg 27. Ke4 Kxa7 28. Kf5 g4 29. Kf4 Kb6 30. Kg3.

Despite the flaws that have been uncovered, I must confess that this is one of my favorite studies (too bad it is as yet so little known). I find myself charmed by the naturalness of the initial position, the extreme tenseness of the struggle, with an unpredictable outcome, and the beauty and variety of the ideas this study contains. Any one of the tasks set before the players may be resolved; but solving every one of them, over the course of three dozen moves, is something of which very few are capable.

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Translated by Jim Marfia

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