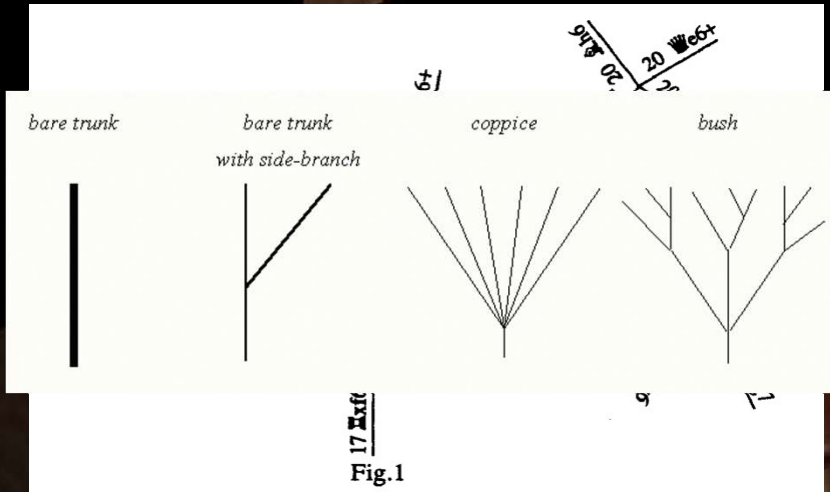


# Tree of analysis



# Exercises & Tips

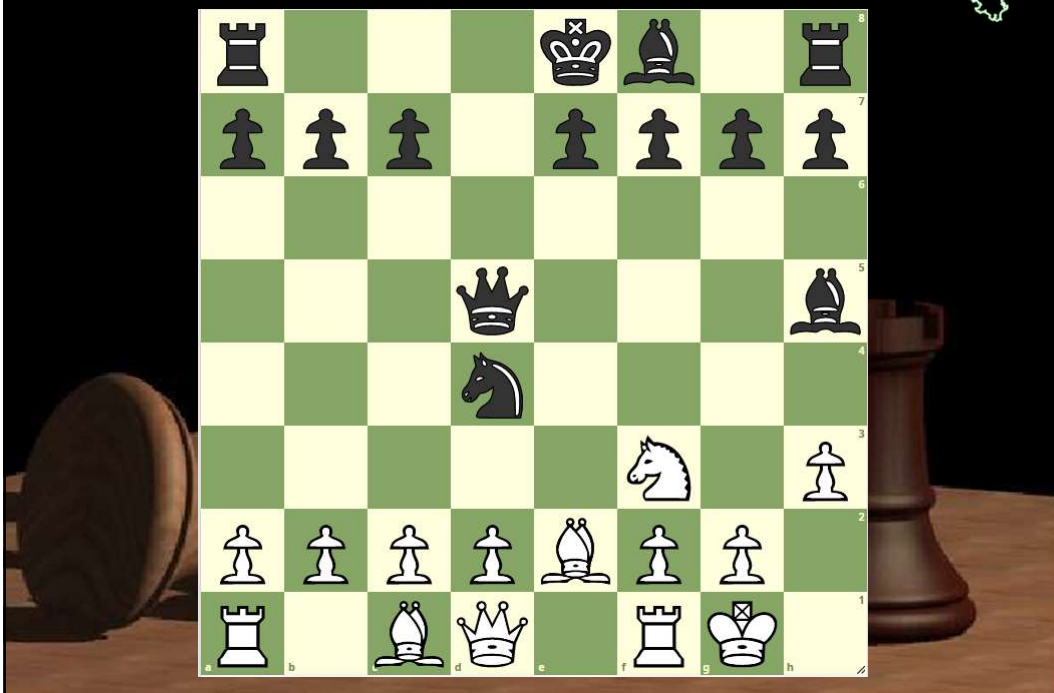


- Solving positions
  - Without moving the pieces
  - Writing down your solution
  - That require some minutes' thought
  - That you don't get all right
- Spotting and treating common errors

## • Wide before deep



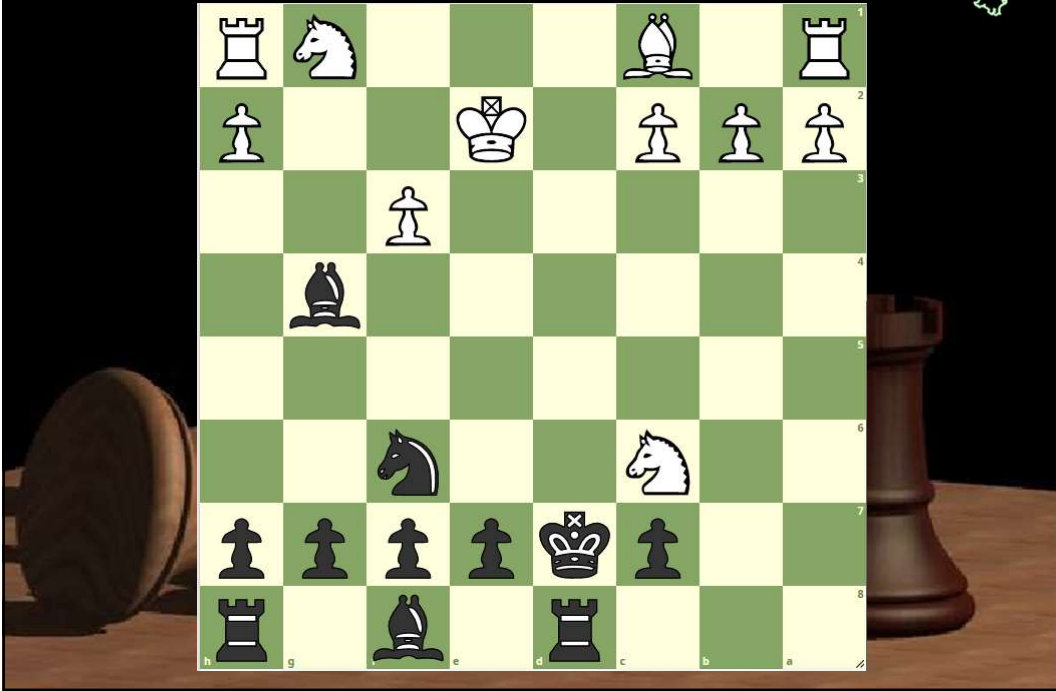
## • Always have a choice



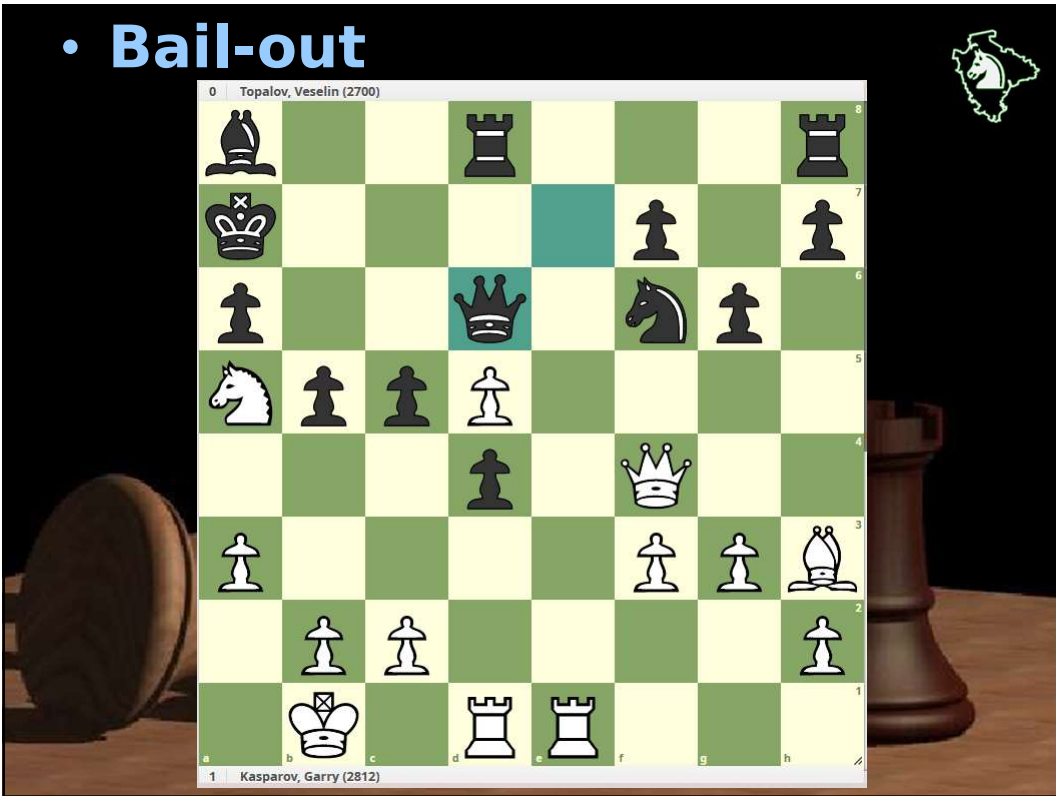
• **Quick scan/Progressive deepening**

**Elimination**  
Saidy Popovych 1982

# Comparison



# • Bail-out



## • Move orders



## Lawyer or scientist?



Arguing for a side?



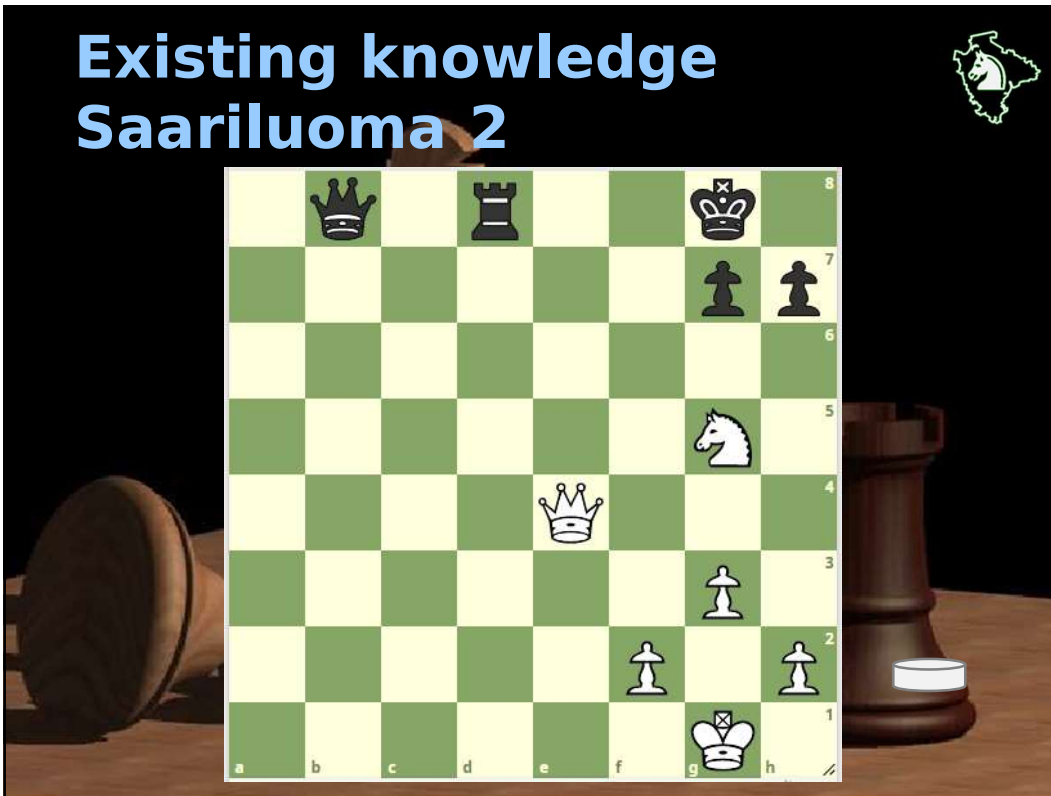
Trying to find the truth?

- Picking a move and trying to prove it's the best, not picking the best move



1 White to play

# Existing knowledge Saariluoma 2



10/78 Black to play



## Verbal summaries



"Talk to yourself – not out loud of course, and not in front of the camera."

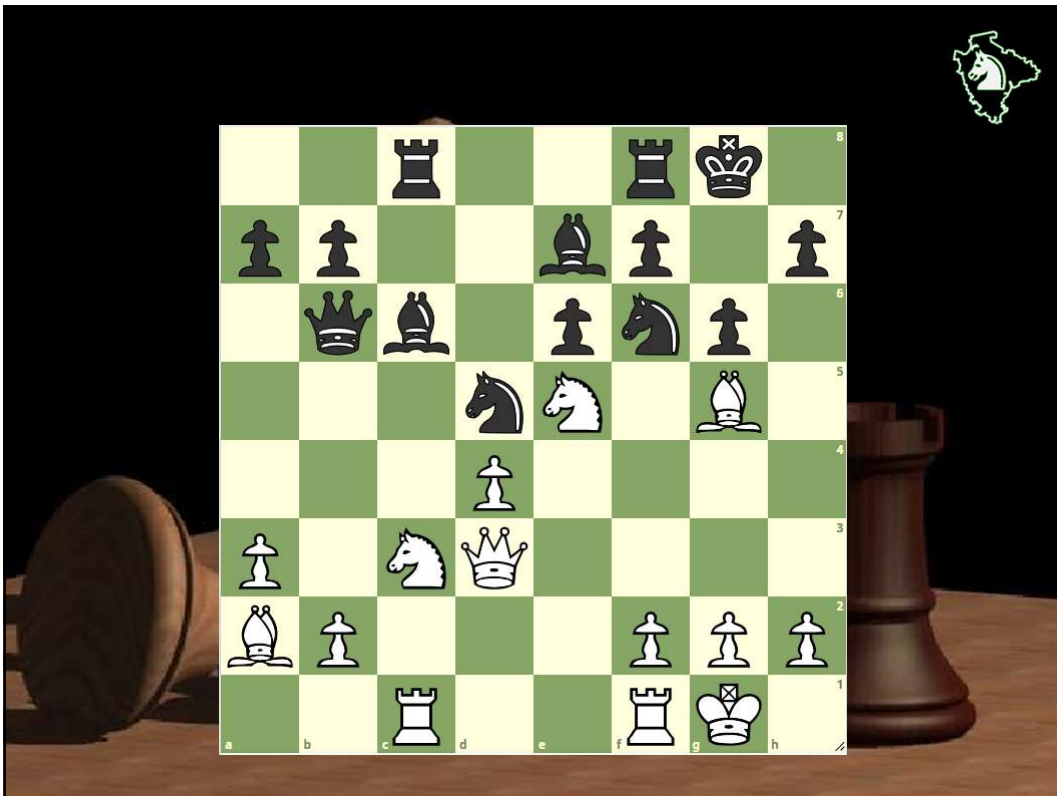
"First I looked at 16...♗e4 but didn't like it in view of 17 ♘xe4 dxe4 18 ♙xd8 ♖axd8 19 ♘g5. Then I considered 16...♘d7 but rejected it because of 17 ♘d4. Next I asked myself, 'OK what is White's next move?' The answer was 17 c4; this is why he played ♖c1. It was only after that I came up with a move, which originally was not among my candidates."

DALL

## Verbal summaries



CLARKE: This seems very aggressive to me - he's going to play his rook to h3 and try and deal a knock-out on the king's side. He's evidently going to show that he's a grandmaster and knock me out straightaway. I don't like knight from f6 to d5 because of the attack rook h3 followed by queen h5. I think I'd better develop on the queen's side and try to counterattack with rook c8, but I'm very unhappy about this position at the moment.



24. Nf4

24. Re3

24. e5

24. Nxf6

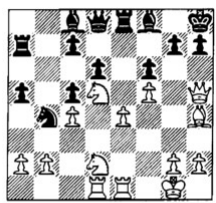
**Position 2**  
**Broadbent-Aitken**  
London 1948

*White to play*

After 23 moves, White has built up a promising position with good central control and play on the kingside. Black has just played his knight in to b4 in an attempt to force exchanges and free himself. How should White respond?

- a) The dramatic 24 e5, planning to bring the d2-knight to e4 and developing a vicious attack.
- b) 24 ♖e3, intending to ferry the rook across to the kingside when Black's position will soon come under too much pressure.
- c) 24 ♘f4, aiming at the weak e6 and g6-squares.
- d) The combinational 24 ♘xf6, breaking into Black's position.

**Position 2  
Broadbent-Aitken  
London 1948**



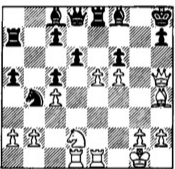
White to play

a) 24 e5 is a good try, as 24...dxe5 loses to 25 Qxf6! gxf6 26 Qe4 and 24...Nxe5 loses similarly to 25 Nxe5 dxe5 26 Qxf6! gxf6 27 Qe4. Unfortunately after 24 e5 the simple 24...Qxd5! 25 cxd5 Nxe5 leaves White without a decent continuation.

b) 24 Nc3 is possible but rather feeble.

c) 24 Qf4 – see 'b'.

d) 24 Qxf6 wins by force, but perhaps not for the obvious reason. After 24...gxf6 25 Qxf6+ Wxf6 26 Wxe8 Qb7, the White position is promising, but the game is not over, e.g. 27 e5! Wg7! and 28...fxe5. Instead, White should combine ideas from 'a' and 'd' with 24 Qxf6 gxf6 25 e5! after which the white pieces co-ordinate beautifully and his attack cannot be met.



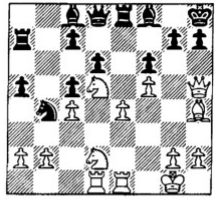
Black cannot defend his position, e.g.

d1) 25...Qg7 26 exf6 Nxe1+ 27 Nxe1.

d2) 25...Wd7 26 Qxf6+ and White soon piles through, e.g. 26...Qg7 27 e6 Wc6 28 Qxg7+ Qxg7 29 Wg5+ (29 Wf7+ also wins) 29...Qh8 (29...Qf8 loses to 30 f6 or 30 Wf6+ and 31 Nc3) 30 Wf6+ Qg8 and now the introduction of the rook into the attack with 31 Nc3 is decisive.

d3) 25...Nxe5 26 Nxe5 and Black's cause is again hopeless as 26...dxe5 loses simply to 27 Qe4.

**Position 2  
Broadbent-Aitken  
London 1948**



White to play

After 23 moves, White has built up a promising position with good central control and play on the kingside. Black has just played his knight in to b4 in an attempt to force exchanges and free himself. How should White respond?

a) The dramatic 24 e5, planning to bring the d2-knight to e4 and developing a vicious attack.

b) 24 Nc3, intending to ferry the rook across to the kingside when Black's position will soon come under too much pressure.

c) 24 Qf4, aiming at the weak e6 and g6-squares.

d) The combinational 24 Qxf6, breaking into Black's position.

### 55. Fridman – Harikrishna, Nancy (rapid) 2011

White has a lovely combination here, winning a pawn. What he does not have is a mating combination. In the game White went for an attractive combination, which worked fine in practice: **18.Qxd5?! exd5 19.hxg6 hxg6 20.Rxd5?** 20...Wxa2± would still be okay, but White is aiming for glory. **20...Qxd5 21.Qe5** Black was now hypnotized by his opponent's great idea and failed to look at the position objectively. This is of course a forgivable mistake in a rapid game, but would not be so if we had it in a real game. **21...Wc5?** Letting his opponent off the hook. Black could have won the game with 21...Qh3!! (1 point) **22.We4** (22.Rxh3 W e1† is obvious) **22...W a1† 23.Qd2 Wxh1 24.Qxd5 Qb4†!! 25.Wxb4 Qxg2** and wins. **22.Qd2 Wb4† 23.Qc3 Wxc3† 24.bxc3 Qd8 25.Qxf7 Qxc3† 26.Qxd8† 1-0**

The solution was **18.hxg6! hxg6 18...Qxc3?! 19.gxf7† Qxf7 20.bxc3 Wxc3† 21.Wc2** would lead to a win for White. **19.Qxd5!** (1 point) **19...exd5 19...Qxd5? 20.Rxd5! exd5 21.Qe5** is mate. **20.Qe5** These are all simple moves. But sometimes this is what it takes. White is now threatening 21.Rh6 with the point 21...Qf5 22.Rdh1!. **20...Qf5** The other move that does not lose immediately is 20...d4, when White has a nice combination in 21.Qxd4 Qf5 (21...Wxg5 22.Qe4 Qf5 23.Qxg5 Qfc8† 24.Qd2 gives White an extra pawn and better positioning of his pieces in the endgame.) 22.Qge4 Qg7 Obviously we would stop here in our calculation – if we had even made it this far. 23.g4! Qxg4 24.Rd1 Qf5 25.Qg5! Qac8 26.Qxf6 Qxf6 27.Rxf5! Wxf5 28.Wxf5 gxf5 29.Qg1† White wins. **21.Rxd5!** (2 points) **21...Wb6 22.Wa2** White has a winning attack and an extra pawn. Mistakes are still likely to happen from both sides, but it is a good starting point for White!

# KK MG3 (allow 30 minutes!)



<https://www.youtube.com/watch?v=0NFBiVixjDs>

The chessboard diagram shows a game in progress. The pieces are positioned as follows:

File	Rank 8	Rank 7	Rank 6	Rank 5	Rank 4	Rank 3	Rank 2	Rank 1
a	Rook		Pawn				Pawn	Rook
b		Bishop		Pawn	Bishop	Pawn	Bishop	
c						Knight		
d	King	Knight		Pawn	Pawn	Bishop		
e	Rook			White Knight				
f		Pawn	Knight		Pawn	King		Rook
g	King	Pawn			Pawn			King
h		Pawn			Pawn		Pawn	