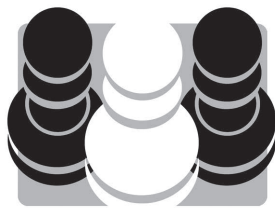


Key Elements of Chess Strategy

By

Georgy Lisitsin



Quality Chess
www.qualitychess.co.uk

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Key to Symbols used

- ? a weak move
- ?? a blunder
- ! a good move
- !! an excellent move
- !?! a move worth considering
- ?! a dubious move
- † check
- # mate



Publisher's Foreword

Quality Chess have produced a number of books in our Classics series over the years. The list of these famous titles makes for impressive reading, among them *My System* and *Chess Praxis* by Aron Nimzowitsch; *Questions of Modern Chess Theory* by Isaac Lipnitsky; *Soviet Middlegame Technique* by Peter Romanovsky; and *The Soviet Chess Primer* by Ilya Maizelis. This book by Georgy Lisitsin, *Key Elements of Chess Strategy*, together with its sister book, *Key Elements of Chess Tactics*, stands proudly within that company as an addition to the series.

These books were originally written in 1952 as one large volume, *Strategy and Tactics of the Art of Chess*. The wait for an English translation has been a long one but it is finally over. Due to its length and the clear division of the chapters between tactics and strategy, the decision was taken by Quality Chess to publish the English edition in two volumes. Each book can be read separately from the other, but we would of course like you to buy both volumes.

Georgy Lisitsin was a strong international master from Leningrad who lived from 1909 to 1972. His books had a strong influence on countless Soviet players. In particular, these two books were a successful attempt to classify the underlying elements of tactics and strategy, each element being illustrated with a number of apt examples. The examples both educate and entertain, and one feature of the work is that a number of interesting endgame studies are used as illustrations, in addition to examples from practical play. Some of the examples are famous and may well be familiar to you, in which case, we hope you enjoy seeing them again – and if they are new to you, you are in for a particular treat! But there are also numerous examples from some lesser-known games, particularly those played in the Soviet Union up to the early 1950s, which should be new to nearly all.

Another feature of the work is that, whilst it of course can be read and enjoyed as an instruction manual, it can also be used as a puzzle book to aid its pedagogical value. This is facilitated by the question in italics under each diagram, with the answer then being given in the narrative below.

As with previous Soviet classics, John Sugden performed an admirable translation into English, followed by the work of the team at Quality Chess.

Clearly with the passage of time and in particular the advent of modern engines, analytical mistakes can be found in older texts such as this one. We have no intention of ruining the flow of the text by pointing out every instance where Stockfish finds an improvement. On the other hand, if we left the original work completely unaltered, we would be doing an injustice to our readers. For example, some of you may wish to try solving the positions before checking your

answer against the solution given. Well, good luck with solving a “White/Black to play and win” position when no winning continuation exists...

When you see a short *Editor’s note* in the text, it’s Quality Chess pointing out a brief correction. We hope you will agree that it’s worth the minor disruption in the text to point out a significant error, omission or alternative solution. If you are attempting to solve the exercises, you will find these notes invaluable. Even if you are just reading the book for pleasure, you might still find it interesting to observe the kind of hidden resources that Lisitsin, as well as some World Champions and other great players, overlooked. (The *Editor’s notes* inserted by Quality Chess are not to be confused with those marked as *Editor’s note to the Russian second edition*.)

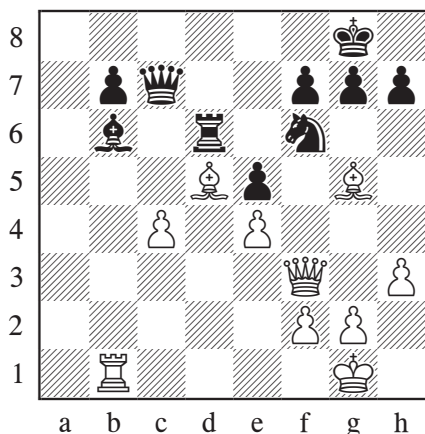
Some of the more complicated examples featured multiple corrections and generally more detailed explanations. There were fifteen such cases, each marked with a numbered note in superscript (^{Note 1}, ^{Note 2} etc. up to ^{Note 15}). These are discussed in the Appendix, beginning on page 187.

On a personal note, I feel it is a shame that no English translation of the work was available in the 1970s when I was developing as a player in my teenage years. It would have been of great benefit to me then. Equally, we hope that the reader will now be able to benefit from the book finally being available in English, learning from a classic of the Soviet chess school.

Jeremy Hart
November 2023

Lilienthal – Aronin

Moscow 1948

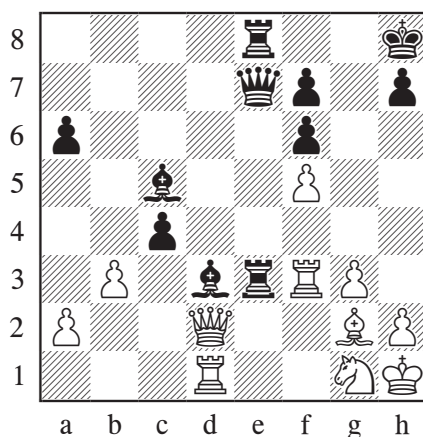
*White to play and win*

Lilienthal won elegantly from this position. With the aid of a pawn sacrifice, he broke through on the c-file: **1.c5!** ♖xc5 1...♙xc5 is wholly bad on account of **2.♖xb7**. **2.♖c1** ♗a5 So the first part of the task is solved and White now needs to invade the eighth rank, but the black rook is a hindrance to this; how is it to be diverted? **3.♙xf6!** ♖xf6 By means of an exchange, the aim is achieved. We should note that Black could not play 3...gxf6, on account of **4.♖c8†** ♖d8 **5.♗h5!** ♗xd5 **6.exd5** ♖xc8 **7.♗g4†** and **8.♗xc8**. **4.♖c8†** ♙d8 **5.♗c3!** Deflection. **5...♗b6** **6.♗b2!** ♗d6 If **6...♗a5**, then **7.♗b5!**. **7.f4!** exf4 **8.e5** ♗d7 **9.♗xb7** ♗e8 **10.♗b8** ♖d6 **11.♗xd6** ♙b6† **12.♗xb6** ♗xc8 **13.e6!** g5 **14.e7** ♙g7 **15.♙c6** Black resigned.

Seizure of an open file usually requires preparation, which most often amounts to doubling or tripling major pieces behind the cover of a *minor* piece, so as to avoid exchanges.

Smyslov – Botvinnik

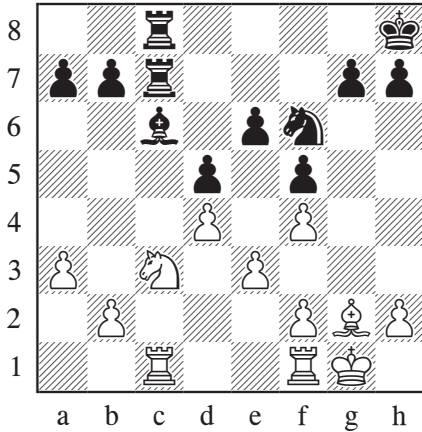
Moscow 1948

*Black to play and win*

This game exemplifies the great value of taking control of an open file. The tripled major pieces on the e-file, not to mention the splendidly placed bishops, guarantee Black a fairly simple win: **1...♖e1!** The first result of possessing the open file. **2.bxc4** ♙xc4 Maintaining the threat of **...♙xg1**. **3.♙f1** ♖xd1 **4.♗xd1** ♖d8 Black now wins the exchange and the game. **4...♗e1** would also have led to a win. **5.♗c2** ♙d5 **White resigned** five moves later.

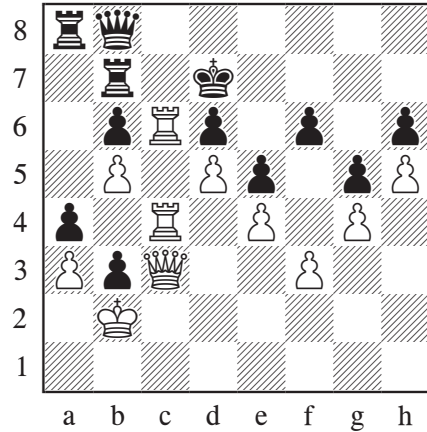
Keres – Botvinnik

Moscow 1947

*Black to play*

Rossolimo – Wood

Southsea 1949

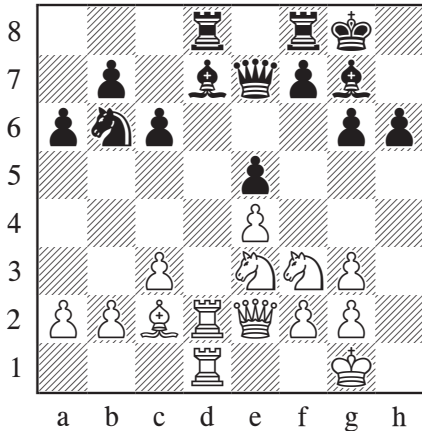
*White to play and win*

In this position, the black rooks have carried out the essential preparatory work. Botvinnik now proceeds to the decisive operations: **1...♖b5!** **2.♞fe1 ♔g8** At the same time he improves the placing of his pieces. **3.f3 3.♙f1** would be met by **3...♙xf1 4.♙xf1 ♖e4!** **5.♖a2 ♜c2. 3...♙c4 4.♙f1 ♖e8 5.♙xc4 ♜xc4 6.♙f2 ♖d6 7.♙e2 b5** Making use of the fact that White's knight is tied to c3, Black strengthens his position significantly. The ...b5-b4 break that he has in mind is closely linked to the fight for the open c-file and leads to the win of a pawn. **8.♙d3 b4!** **9.♖a2** There was no improvement in **9.axb4 ♜xb4 10.♞b1 ♜cb8 11.♙c2 ♖c4** winning a pawn, or in **9.♖e2 ♜xc1 10.♜xc1 ♜xc1 11.♖xc1 bxa3 12.bxa3 ♖c4 13.a4 ♖b2†**. Botvinnik's suggestion of **9.♖e2 ♜xc1 10.♖xc1! bxa3 11.bxa3 ♜b8!** merits attention, and would have been White's best option. **9...bxa3 10.bxa3 ♜a4 11.♜xc8† ♖xc8 12.♖c3 ♜xa3 13.♙c2 ♖d6 14.♞b1 ♙f7** As the result of the well-planned combat, Black has won a pawn. He subsequently conducted his advantage to victory.

If our possession of the open file doesn't yet enable us to break through to the last or penultimate rank, a solution to the problem must be sought in some diversionary activities in a different sector of the front. For example, here White has built up in the c-file with his major pieces, but cannot directly utilize this factor. There is nonetheless a way to win: **1.f4!** The decisive breakthrough. If now **1...gxf4**, then **2.g5! ffg5 3.♞h3†. 1...♞ba7 2.♞h3 ♞d8 3.fxf5 fxf5 4.♞c1 ♞e7 5.♞c3 ♞d8 6.♞f1 ♙e7 7.♞f5 ♞d7 8.♞xc5†! Black resigned** in view of **8...dxe5 9.♞e6#**.

Botvinnik – Boleslavsky

Moscow 1945



White to play

The finish of this game is interesting. The white rooks have taken up a conspicuously active position in the open d-file. This is all Botvinnik needs in order to take the file into his control. The game continued with **1.b4!**. Of course, there is more to White's plan than domination of an open file. The chief aim of any activities in open files is to break through to one of the last two ranks. White therefore prepares to drive back the black knight which at the moment is securely guarding the d7-point. There followed: **1...♙e6 2.♙b3 ♜xd2** This exchange will be forced in any case after ♜d2-d3 and ♙e2-d2, for example **2...♙f6 3.♜d3 ♜xd3 4.♙xd3 ♜d8 5.♙xd8† ♙xd8 6.♜xd8† ♙xd8**, and Black loses his pawn on e5. Now the second phase of White's plan begins, aimed at invading the seventh rank. **3.♙xd2 ♙xb3 4.axb3 ♙e6 5.c4 ♙f6 6.c5! ♜c8** The counterblow **6...♜d8** would give White more than enough compensation for the queen after **7.♙xd8† ♙xd8 8.♜xd8† ♙g7 9.cxb6. 7.♙d7! ♙xb3 8.♙xb7 ♙g5**

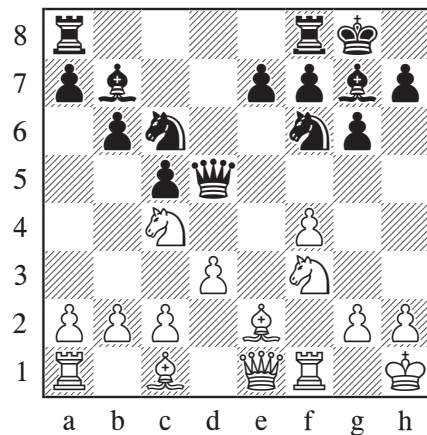
From here on, the struggle enters its concluding phase in which White exploits

the advantage he has gained: **9.♜xg5 hxg5 10.♙xa6 ♜e7 11.♙b7 ♜e8 12.♙d7 ♙f8 13.♙d6 ♙xb4 14.♜g4! ♙a8**

Botvinnik continued with **15.♙xe5**, which allowed Boleslavsky to resist for another 10 moves. Instead **15.♜xe5!** leads straight to the goal: **15...♙xe4 16.♙f6 ♙f5 17.♜d7†** and White wins.

Thomas – Alekhine

Baden-Baden 1925



Black to play

If there are no open files at present, the exchange or removal of pawns creates them. Sometimes a player forces the opening of a file by placing his knight in a powerful position. This game continued with **1...♜d4!**. Here the knight is occupying a superlative post, exerting uncomfortable pressure on White's game. Should the knight be exchanged, Black will recapture with his pawn, and the open c-file will be a good thoroughfare for the actions of his major pieces. For the moment White can't exchange knights on account of **2...♙xg2#**, but he will be compelled to do so shortly.

There followed: **2.♜e3 ♙c6 3.♙d1 ♜d5! 4.♜xd4 cxd4 5.♜xd5 ♙xd5 6.♙f3 ♙d7 7.♙xb7 ♙xb7 8.c4** White's wish to rid

himself of the backward pawn on c2 is natural. **8...dxc3! 9.bxc3** As a result Black has obtained a marked positional advantage, since the hanging pawns on the third rank are very weak. The rest of the game is a model of how to turn an advantage into a win: **9...Bac8 10.Bb2 Bfd8 11.Bf3 Qf6** To free the queen from the duty of guarding the e7-pawn. **12.d4 Qd5 13.Qe3 Qb5!** Black's plan is to exploit the weakness of the white pawns. To this end he needs to transfer his rooks to the a-file after a preliminary exchange of queens. **14.Qd2 Bd5 15.h3 e6 16.Qe1 Qa4 17.Ba1 b5 18.Qd1 Bc4 19.Qb3 Bd6 20.Qh2 Ba6 21.Bf1 Qe7 22.Qh1 B4c6 23.Bfe1 Qh4!** To drive the rook from the e-file. If now **24.Qe2**, then **24...Qxb3 25.axb3 Bxa1† 26.Qxa1 Ba6 27.Qb2 Ba2**, which clearly favours Black. **24.Bf1 Qc4** In this way Black finally forces the queen exchange, for otherwise **25...Ba4** and **26...Bca6** will follow.

The remaining moves were: **25.Qxc4 Bxc4 26.a3 Qe7 27.Bfb1 Qd6! 28.g3 Qf8 29.Qg2 Qe7 30.Qf2 Qd7 31.Qe2 Qc6 32.Ba2 Bca4 33.Bba1 Qd5 34.Qd3 B6a5 35.Qc1 a6 36.Qb2 h5! 37.h4 f6 38.Qc1 e5 39.fxe5 fxe5 40.Qb2 exd4 41.cxb4 b4!** After a few more moves **White resigned**.

Undermining and Breaking Through

In many games the opening stage culminates in a position of a closed nature. Long chains of pawns, a lack of open lines for the rooks and bishops, or, finally, powerful fortresses (such as the well-known Stonewall opening formation) hold up the development of warlike operations.

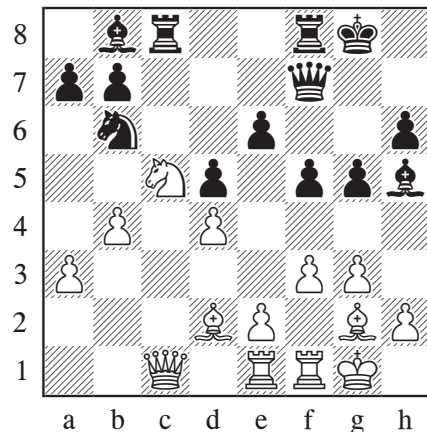
The thought occurs to both opponents: can't I somehow weaken these pawn chains and fortresses? Can't I open some lines and take control of them or of some particular key points, by means of pawn exchanges or even sacrifices?

These strategic concepts go by the names of *breaking through* and *undermining*. Quite often they complement each other.

The aim of a *breakthrough* is to open lines in order to seize control of them afterwards, or to obtain a preponderance of pawns in one section of the board. The aim of an *undermining* action is a weakening of the pawn chain or some particular points in the opponent's position. Cases of breaking through and undermining are encountered in all phases of the game. In some cases the breakthrough can be achieved by tactical means – see the section about Exchanges and Positional Combinations on page 158 of *Key Elements of Chess Tactics*.

Kotov – Goldberg

Moscow 1949



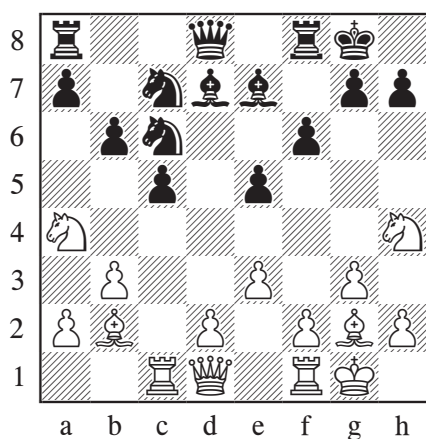
White to play

Kotov executed a central breakthrough that may be called typical, since in the Dutch Defence it is frequently seen: **1.e4! dxe4?** This plays into White's hands, as the opening of lines is what he is dreaming of. **1...Bce8** was somewhat better, but Black was evidently afraid of **2.g4!**. **2.fxe4 f4 3.Qh3!** Black had underrated the strength of this fine move. Now **3...g4** fails to **4.Qxf4!**. **3...Bce8 4.Bf2**

Threatening to win the f4-pawn with 5.♞f1. 4...g4 5.♙f1! fxg3 If 5...f3 then 6.♙xh6. 6.♞xf7, and White won.

Keres – Smyslov

Leningrad 1947

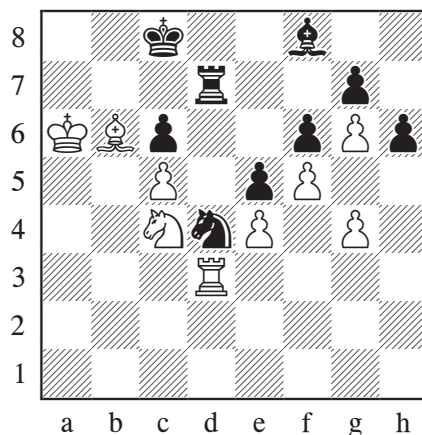


White to play

Also in Keres – Smyslov, White broke through in the centre: 1.d4! exd4 White was threatening 2.d5 and 3.d6. 2.exd4 ♞c8 3.dxc5! b5 4.♘c3 f5 5.♞c2! ♙xh4 6.♞d2! ♞f7 7.gxh4 ♘e6 8.♘xb5 ♘xc5 9.♘d6 ♞e7 10.♘xc8, and Black resigned three moves later.

Kopaev – Kunin

Odessa 1949



White to play

Kopaev skilfully realized his advantage from this position. His pieces have occupied dominating posts, but how is he to make use of this? The further course of the game answers our question: 1.g5! A splendid breakthrough! Now:

a) 1...hxc5 is met by 2.♞h3 ♞e7 3.♞h8 ♞e8 4.♘d6†.

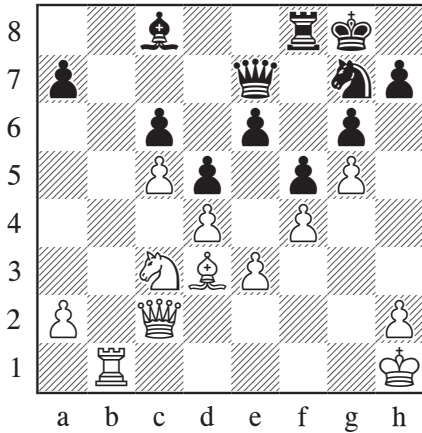
b) If 1...fxg5 then 2.♘xe5.

c) On 1...♙b8 White plays 2.gxh6 gxh6 3.♘d6! ♙xd6 4.cxd6 ♘c8 5.♞h3 ♘b5 6.♞xh6 ♘xd6 7.♞h8†.

d) In the game, there followed: 1...♘b5 2.♘d6† ♘xd6 3.gxh6! ♘f7 4.♞xd7 ♘xd7 5.hxg7 ♙xg7 6.gxf7 ♙f8 7.♙b7 ♙h6, and all White needs to do to win this position is to transfer his bishop along the route ♙b6-a5-e1-h4 or ♙b6-c7-d6. Black resigned after another three moves.

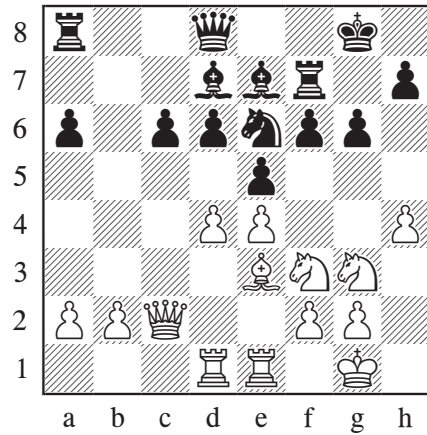
Ilivitsky – Panov

Moscow 1948

*Black to play*

Abramov – Lisitsin

Leningrad 1950

*Black to play*

Sometimes the breakthrough helps the player to free himself from a cramped position. This is what happened for instance in Ilivitsky – Panov: **1...e5!** A dramatic breakthrough, as a result of which Black obtains a fully viable game. **2.♞d2** Taking the pawn with 2.dxe5 or 2.fxe5 is not in White's favour, since with 2...♞xc5 or 2...♞xg5 Black would already be able to prepare an attack. **2...exd4 3.exd4 ♞c7** Preparing to exchange rooks on the b-file. **4.♘e2 ♘e6 5.♙g2 ♞e8** The immediate 5...♙d7 and 6...♞b8 would be better. **6.h4 ♙d7 7.♙f3 ♞b8 8.♞b4 ♞xb4 9.♞xb4 ♙c8 10.♞d2 ♙f7**, and a draw was agreed.

A well prepared and executed break with a backward pawn can give the opponent a great deal of trouble. This game continued with: **1...c5!** White now has difficulty defending, as the black knight will land on d4. **2.dxc5 dxc5 3.h5?** White continues to advance on the kingside out of inertia, without taking account of what has happened in the last two moves. After 3.♘d2 ♘d4 4.♞b1!, with ♞d1-c1 and ♘d2-c4 to follow, he would retain chances of successful resistance. **3...♘d4! 4.♞c1? 4.♙xd4**, getting rid of the menacing knight at once, would be better. **4...♙g4 5.hxg6 hxg6 6.♙xd4 cxd4 7.♞h6? ♙f8!** It now turns out that the pawn can't be taken owing to a combination based on a discovered attack, for example 8.♞xg6† ♞g7 9.♞h6 ♙xf3 10.gxf3 ♞xg3†! and 11...♙xh6 – so the queen is forced to retreat. **8.♞d2 ♞b6** Threatening to win the exchange by ...♙f8-b4. **9.a3 ♞b3**

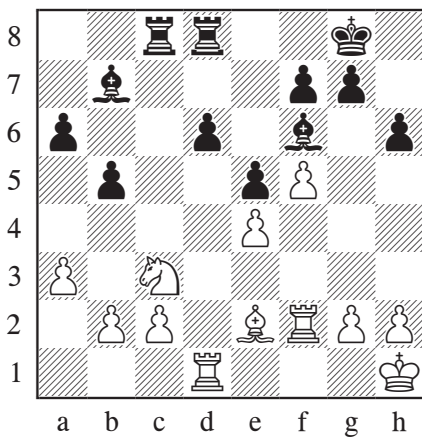
White now decided to give up a pawn to create counterplay, seeing that the variation 10.♞e2 ♞b7 11.♞b1 (11.♞d2 ♙h6! is still worse) 11...♙xf3 12.gxf3 (or 12.♞xf3 ♞xf3 13.gxf3 ♞b3 14.♙g2 ♙h6) 12...♙h6 wouldn't leave him with many saving chances.

That would nevertheless have been better than what happened in the game: **10.♖c1 ♗xf3 11.gxf3 ♜xf3 12.♖c6 ♔h7 13.♜a5 ♗h6! 14.♜d5 ♖af8** Black fortifies all the undefended points, so as not to give his opponent any counter-chances. **15.♜e6 d3 16.♖d6 d2 17.♖a1 ♗f4!** Black wants to drive the white knight back into a worse position. At this point White could have played for a trap: **18.♜h3† ♔g7?? 19.♔f5†!**, and the black queen perishes. This variation shows that care must be taken even in a won position. The correct reply to **18.♜h3†** is of course **18...♔g8**, threatening **...♖f7-c7-c1** to which White has no defence.

The concluding moves were: **18.♔f1 ♔g7! 19.♖d7** The only defence against **19...♖h8. 19...♖xd7 20.♜xd7† ♖f7 21.♜a4 ♜g4† 22.♔h1 ♖f8** **White resigned.**

Petrosian – Smyslov

Moscow 1949



Black to play

An analogous break with a backward pawn was carried out by Smyslov in his game with Petrosian: **1...d5!** Black wants to open lines to create scope for all his pieces. In Smyslov's opinion White should now have played **2.exd5 e4! 3.♔xe4 ♗xb2 4.♗f3 ♗xa3 5.♖d3**, with a

passed pawn by way of compensation for Black's two sweeping bishops.

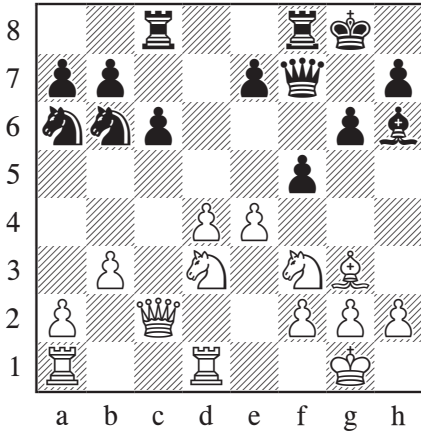
The line chosen by Petrosian was less good: **2.♔xd5 ♗xd5 3.exd5 ♖xc2** Black has renounced the advantage of the bishop pair but penetrated to the second rank. **4.b3 e4!** This pawn is destined to play the decisive role! **5.g4** Black was threatening to win the white bishop with his next move. **5...e3 6.♖g2 ♖d2** Black's aim is to cut off and destroy the d5-pawn. To crown his woes, White is forced to exchange rooks, and Black's passed pawn on e3 advances to d2.

The rest of the game is a fine example of the technical exploitation of an advantage: **7.♖xd2 exd2** Owing to the opposite bishops, winning for Black isn't so simple. To achieve victory he must bring his king to the centre and then, utilizing the threat to queen his d-pawn, clamp down on the actions of White's pieces. **8.♗d1 8...♗f3?** is useless on account of **8...♖xd5. 8...♖xd5 9.♔g1 ♔f8 10.♔f1 ♗g5 11.a4 h5!** The black pawn heads for h4 to limit the mobility of the white rook. Black's answer to **12.h4** is not **12...♗xh4 13.♖h2**, but **12...♗d8!**, winning another pawn. **12.h3 h4 13.axb5 axb5 14.♖f2** If **14.♖e2**, preventing **...♔f8-e7-f6**, then **14...♖d3!**, and the white rook is forced to go to h2. **14...♔e7 15.♖f3 ♔f6 16.♖c3 ♗f4! 17.♔e2 ♔g5 18.♖f3 b4** Cramping the white pieces even further. Black's king must now endeavour to join his passed pawn, while White can undertake nothing constructive. **19.♔f1** Against **19.♖d3** Smyslov intended **19...♖e5† 20.♔f2 ♖e1 21.♗e2 ♖h1**, after which White cannot avoid succumbing to zugzwang. **19...♖e5 20.♗e2 ♗e3!** Cutting the white rook off, Black prepares for his king's conclusive march. **21.♗d1 ♔f6 22.♗e2 ♖e4** **White resigned.**

The undermining of a pawn chain is achieved through pawn advances. Black twice relied on the device of undermining in the next example.

Smyslov – Botvinnik

The Hague 1948



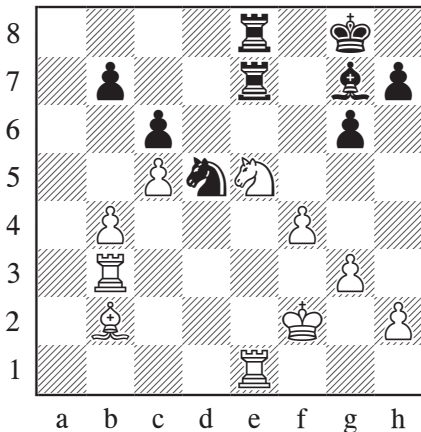
Explain the aim of ...f6-f5

Black's last move was ...f6-f5. In this way the square d5 becomes available to the knight on b6. There followed 1.♘c5 fxe4 2.♙xe4 ♘xc5 3.dxc5 ♘d5 4.♞e1 ♞ce8, and Black had accomplished the strategic task he had set himself.

Later Smyslov succeeded in winning a pawn:

Smyslov – Botvinnik

The Hague 1948

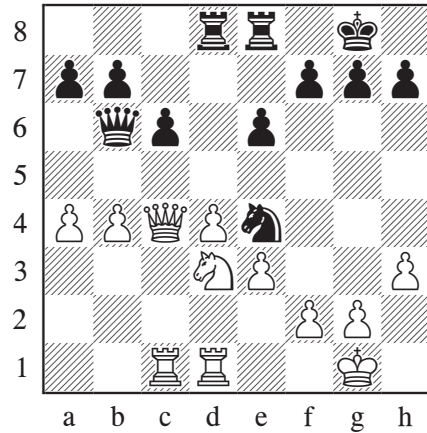


Black to play and draw

However, by means of the undermining move **1...g5!**, Botvinnik gained a draw with no trouble: 2.♔f3 ♞f8 3.♞e4 ♘f6! Aiming to repeat moves. 4.♞e2 ♘d5 5.♞e4 ♘f6 6.♞e2 Not 6.♞c4, in view of 6...♘d5 7.♘d3 ♞e3† 8.♔f2 ♙xb2. 6...♘d5, and a draw was agreed.

Lisitsin – Capablanca

Moscow 1935

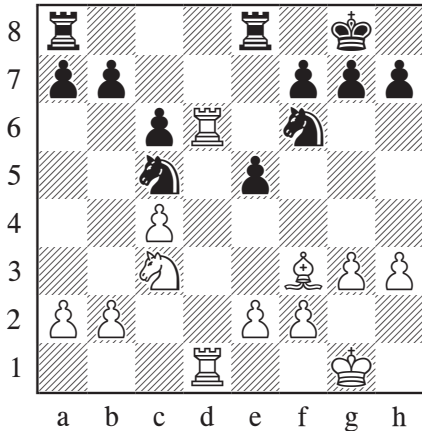


White to play

In Lisitsin – Capablanca, White succeeded in weakening his opponent's queenside pawns by an undermining action: **1.a5!** ♞c7 **2.a6!** ♞c8 **3.axb7** ♞xb7 **4.♞a1** ♞c7 **5.♞dc1** ♞b8 **6.♞c2!** Threatening to win the exchange by means of 7.f3 and 8.♘c5. **6...♞c8** White has achieved a won position. At this point, instead of 7.♞a5? as occurred in the game, **7.♘e5!** would have been immediately decisive. For example, 7...♘f6 8.♘xc6 ♔h8 (otherwise 9.♘e7† follows) 9.♞xa7 ♞xa7 10.♘xa7; or 7...♘d6 8.♘xc6 ♔h8 (if 8...♔f8, then 9.♞c5) 9.♞xa7 ♞xa7 10.♘xa7 ♞xc2 11.♞xc2 ♞xb4 12.♞c6, winning a piece.

Euwe – Noteboom

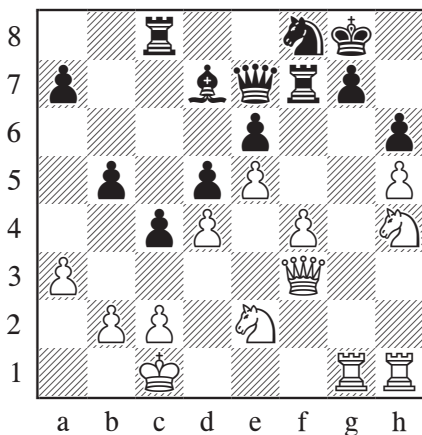
Amsterdam 1931

*White to move*

The next example illustrates the undermining of a black pawn on the diagonal of White's bishop: **1.b4!** d6 1...e4 can be met by either 2.bxc5 exf3 3.exf3 or 2. g2 a6 3.a3, since the e4-pawn is bound to fall sooner or later. **2.b5!**, winning a pawn. If 2...cxb5 then 3. xb7 ab8 4. c6 and 5.cxb5.

Estrin – Yudovich

Moscow 1949

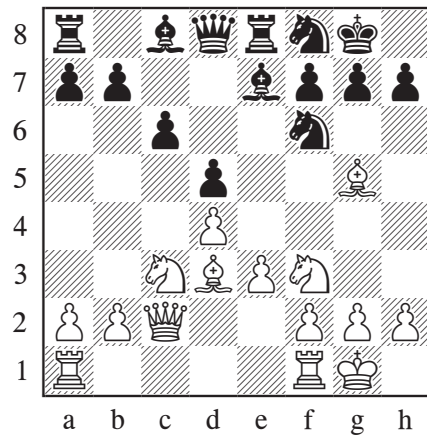
*White to move*

In his game with Yudovich, Estrin played excellently: **1.f5!** exf5 2. f4 e6 3. hg6 White's aim is achieved – the pawn on d5 is weakened and will soon fall. 3... d7 Or 3... xg6 4. xg6 c6 5. xe6 xex6 6. xd5 . 4. xf8 xf8 5. xe6 xex6 6. xg6 e7 7.e6 xf6 8. xd5 As a result, White gained an advantage sufficient for victory.

Quite often an undermining action and a breakthrough complement each other. Let us look at the game Averbakh – Ravinsky.

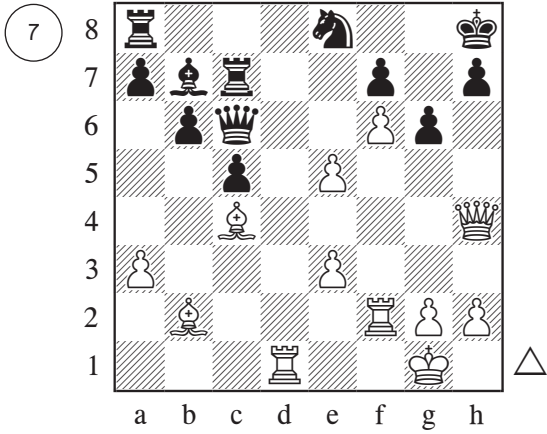
Averbakh – Ravinsky

Moscow 1950

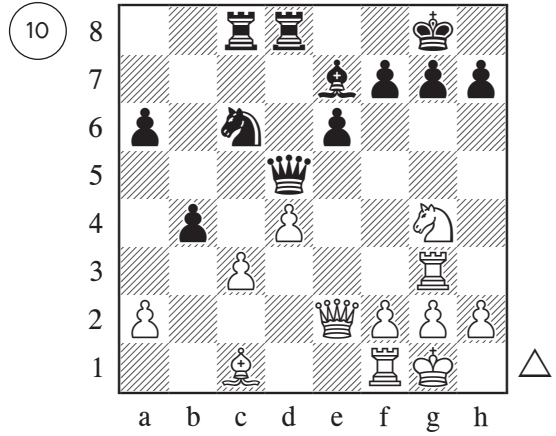
*White to play*

With **1. ab1** g4 2. e5 h5 3.b4 a6 4.a4 White prepared to break through with b4-b5. Black for his part created counter-chances on the kingside: 4... g4 5. xe7 xex7 6. xg4 xg4 7.b5! axb5 8. axb5 g5 9. h1 ad8 **10.bxc6** bxc6 Whose chances are better is difficult to say. There followed: **11. e2** d6 **12. b6** xh6 Black attempts to launch an attack at the cost of a pawn sacrifice. Instead 12... d7 was calmer and apparently stronger. Averbakh accepted the pawn, beat off the attack and went on to win the game.

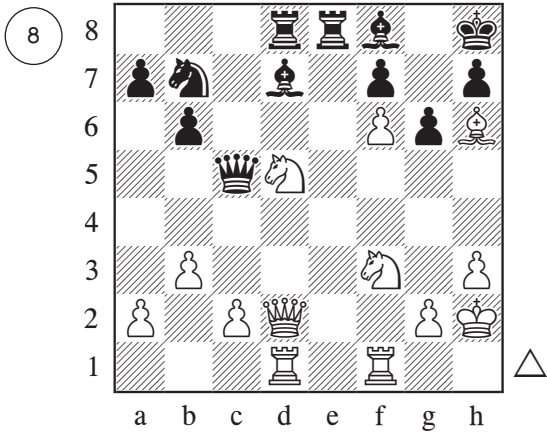




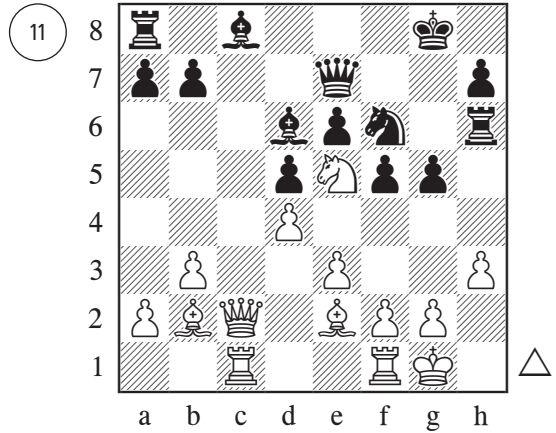
White to play and win



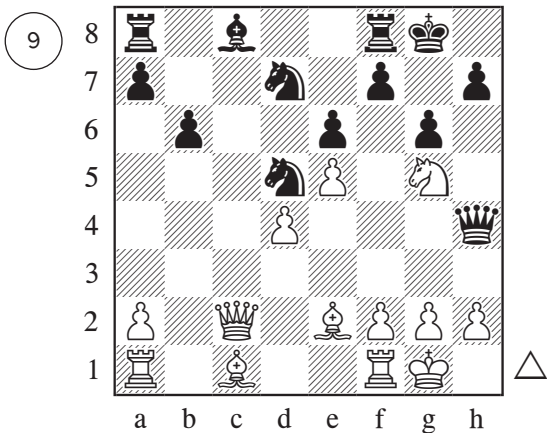
White to play and win



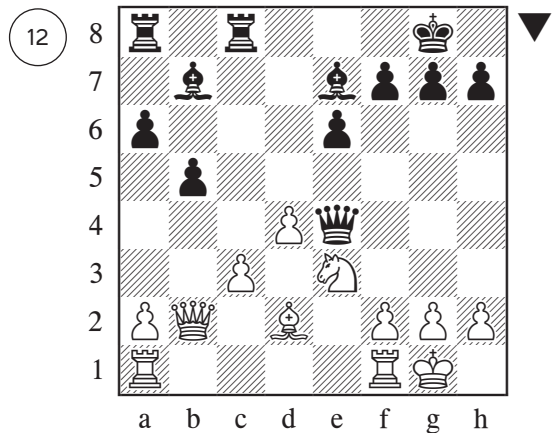
White to play and win



White to play and win



White to play and win



Black to play and win

7. Zheliandinov – Karagadian, Moscow 1953

1.e6! With threats of 2.♖h6 ♘g8 3.e7, and also 2.exf7. 1...♗d6 2.♖h6 ♖g8 3.♖xd6! ♖xd6 4.♖g7†! **Black resigned**, due to the variation: 4...♖xg7 5.fxg7† ♘g8 6.exf7† ♖xf7 7.♗xf7#

8. Lisitsin – Ufimtsev, Leningrad 1953

1.b4! ♗xh6 Or 1...♖d6† 2.♗f4 ♖c6 3.♗e7 ♗xe7 4.fxe7 ♖xe7 5.♗g5 f6 6.♗e5 wins. In this line 3.♗e5 is also good. 2.♖xh6 ♖f8 3.♗g5! ♖xh6 If 3...♖g8, then 4.♗e7. 4.♗xf7† ♘g8 5.♗xh6† ♘f8 6.f7 **Black resigned**.

9. Shamkovich – Zilber, Riga 1953

1.♖d1! ♗b7 1...♗f4 also wins for White after 2.♗f3 ♖b8 3.♗e4, threatening 4.g3. 2.g3 ♖h6 3.♗xe6 ♖h3 4.♗g5 ♗e3 5.♗xh3 ♗xc2 6.♖b1 ♗e4 7.♖b2 ♖ac8 8.♗h6 ♖fe8 9.f3 ♗b7 10.♗f2 f6 11.♗b5 ♖e7 12.e6 ♗b8 13.d5 f5 14.♗g5 **Black resigned**.

10. Tolush – Sokolsky, Moscow 1950

1.♗h6† ♘f8 2.♖xg7! ♘xg7 3.♖g4† ♗g5 If 3...♘f6, then 4.c4 ♖a5 5.d5 exd5 6.♗g5† and mate in 2 moves. 4.c4! ♖xd4 Or 4...♖a5 5.d5!; White could also play 5.♗xg5. 5.♖xg5† ♘f8 6.♗e3 ♖h8 7.♗c5† ♘e8 8.♗g4 ♘d7 9.♖f4! In the game, 9.♗b6 was played, and Black resigned 10 moves later. 9...♖c7 10.♗b6 White wins.

11. Tarasov – Vistaneckis, Riga 1950

1.♖xc8†! A correct queen sacrifice. It's very hard for Black to improve the position of his rook on h6. 1...♖xc8 2.♖xc8† ♘g7 3.♖fc1 ♗d7 White was threatening 4.♗a3 and 5.♖1c7. There followed: 4.♖1c7 ♗xc7 5.♖xc7 ♖b4 6.♖xd7† ♘g8 7.♗d3 ♖d2 8.♗f1 ♖f6 9.♗a3 ♖f7 10.♖d8† ♘g7 11.♗d6 ♖a5 12.♗e5† ♘h6 13.♖g8 ♖xa2 14.h4! g4 15.♗f4† **Black resigned**.

12. Loktev – Borisenkov, Kiev 1950

1...♗g5! 2.f4 ♗xf4 3.♖ae1 ♗xe3† 4.♗xe3 ♖xc3! Black came away with two extra pawns.