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7+5

7r/1P1K4/5p2/P2P4/1B3P1N/3r4/1k6/2b5 w - - 0 1

The material advantage is on Black's side, but White has compensation - the active position of the King and strong passed pawns on the queenside. The theory recommends being active where there is an advantage, but in this position, White begins active actions on the opposite flank. (Studies are generally characterized by a paradoxical "exception to the rule.")

1.Ng6!, attacking the Rook and defending the pawn.

1...Rxd5+. The best protection!

After 1...Rg8 the fight quickly ends: 2.Ne7 Rb8 3.a6 Bxf4 4.d6+-.

2.Kc6! Both black Rooks are under attack.

+

2...Rhd8. If 2...Rb8, then 3.a6! (pawn **b** is more valuable than Rook!) 3...Rd3 4.Kc7 Rbd8 5.a7 R3d7+ 6.Kc6 Rxb7 7.Kxb7 Be3 8.a8Q Rxa8 9.Kxa8+-.

It's too early to play 3.Be7? because of 3...Rb8! 4.a6 Ra5! 5.Kc7 Rxa6 6.Kxb8 Rc6! 7.Bd6 Be3 8.Bc7 Kc2! 9.Kc8 Ba7 10.Kd7 Rc5 11.b8Q Bxb8 12.Bxb8 Kd3=.

3.a6! Be3. On 3...Kb3 will follow 4.Be7! Be3 5.Bxd8 Rxd8 6.Kc7 Re8 7.b8Q+ Rxb8 8.Kxb8+-. **4.Be7! Ba7 5.Bxf6+.**

This move puts Black in front of a choice: where to retreat with the King?

(Truth, the King does not have to retreat: 5...Rd4!?: 5...Rd4!? But in this case, White wins without any problems: 6.Bxd8! (6.Bxd4+? Rxd4=) 6...Rxd8 7.Kc7 Rg8 8.Ne7 Rf8 9.Nc6 Be3 10.Kd7 Kc3 11.b8Q Rxb8 12.Nxb8 Kd3 13.f5+-.)

Let's look at the two main continuations for Black.

A: 5...Ka3 6.Bxd8 Rxd8 7.Ne7! (But not 7.Kc7? Rd4! 8.Ne7 Rxf4! 9.Nc6 Rc4 10.Kd7 Rxc6=) **7...Rf8** (Simple game after 7...Rd1 8.Kc7! Rc1+ 9.Nc6! Ka4 10.Kd7+-)

8.Nc8 Rf6+ 9.Kd7!

Doesn't win other retreat of King: 9.Kd5? Bb8 (or 9...Rxa6 10.Nxa7 Rb6) 10.a7 Bxa7 11.Nxa7 Rb6. Pawn **b** dies. Draw.

9...Rxa6 (or 9...Bb8 10.a7 Bxa7 11.Nxa7 Rb6 12.Kc7 Rxb7+ 13.Kxb7+-)

10.Nxa7 Rxa7 11.Kc6 (Kc8) **11...Rxb7 12.Kxb7 Kb4.** The black King enters the passed **f**-pawn's square. But after **13.Kc6!** White wins.

With the King on a3, he lacked one move to hold the pawn.

Therefore, Black adjusts his game on the 5th move.

B: 5...Kb3 6.Bxd8 Rxd8 7.Ne7! (As in line A, it is weak here 7.Kc7?) 7...Rf8

Doesn't save either 7...Kc4 8.Nc8! Bb8 9.a7 Bxa7 10.Nxa7 Rb8 11.Nb5 Rxb7 12.Nd6+ Kd4 13.Kxb7+-.

8.Nc8 Rf6+ 9.Kd5! (9.Kc7 Rf7+ 10.Kc6 Rf6+ 11.Kd5 – loss of time)

Here, only this retreat of the King leads to victory!

The continuation 9.Kd7, which was the solution in variation A, here becomes a thematic try.

Thematic try: 9.Kd7? Rxa6! 10.Nxa7 Rxa7! (With the King on d7, the pawn gets pinned!)

11.Kc8 Rxb7 12.Kxb7 Kc4! 13.Kc6 Kd4 14.Kd6 Ke4=. The King made it on time!

9...Bb8 (or 9...Rxa6 10.Nxa7 Rb6 (10...Rxa7??)11.Nc6 Rxb7 12.Na5++-)

10.a7 Bxa7 11.Nxa7 Rb6 12.Nc6! Rxb7 13.Na5+ Kc3 14.Nxb7+-.

When the King is on b3, the Rook falls under the Knight's fork!

The main theme of the study is the **change of solution** in lines **A** and **B** (see my article "The Change Theme in a Study" EG No.181, July 2010).

A homogeneous game is played in two variants: the choice of the correct retreat of the white King on the 9th move after check with the Rook depends on the choice of the retreat of the black King on the 5th move after check with the Bishop.

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