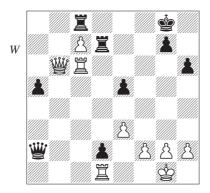
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Resulting Moves

The expression 'candidate move' is well known in chess and was formulated by the famous Soviet grandmaster and author Alexander Kotov. Amongst other advice, he expounded the strict principle of finding all candidate moves before a detailed analysis and he also recommended analysing every candidate move only once without coming back to it. No doubt his theory was an enormous help to chessplayers in disciplining their thinking. Nevertheless, in practice things are often more complicated.



Korchnoi – Spassky Belgrade Ct (7) 1977

The nature of the position is obvious: far-advanced passed pawns on both sides. Which could be the candidate moves? Probably 1 營b7 or 1 營b8. Do you see any other moves, such as 1 營a6 or perhaps 1 罩d6? However, these look dubious in view of 1...罩cxc7 (the latter even loses outright to 1... @c2!). So let's look at the analysis:

a) 1 營b8 罩dxc7 2 營xc8+ 罩xc8 3 罩xc8+ 含h7 4 罩d8 and White stands much better.

b) 1 豐b7 邕cxc7 (what else?) 2 邕xc7 豐a4 3 邕c8+ 會h7 4 豐b1+.

Impressed by line 'b', we move our hand towards the queen in order to play 1 營b7 but suddenly we notice the answer 1...營a4. After a short analysis this proves to be very uncomfortable! Indeed: 1...營a4!! 2 營xc8+ 含h7 3 營h8+? 含xh8 4 c8營+ 含h7 5 罩c2 營a1!!. The same thing happens after 1 營b8.

In the game White played **1 h3!!**, which leaves Black without his main motif for counterplay.

After 1...,響a4 2 罩xd2! 罩xd2 3 響b7 罩dd8 4 cxd8響+ 罩xd8 5 罩c7 響a1+ 6 含h2 e4 7 響xe4 響f6 8 f4! White soon won.

How can White play for a win in the following diagram? Of course one has to try 1 b7 or 1 2f6+.

a) 1 b7 a3 2 ②f6+ 含c6! (2...含d8? 3 含a7; 2...含e6? 3 ④e4 a2 4 ②c5+ and 5 ②b3) 3 含c8 a2 4 b8響 a1響 5 響b7+