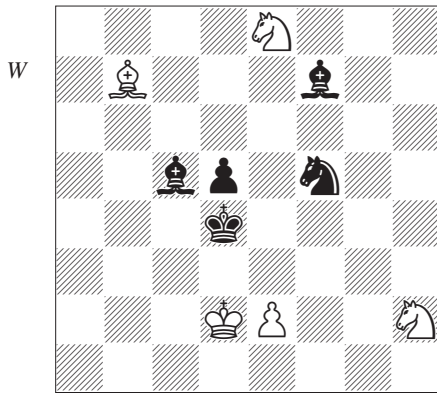
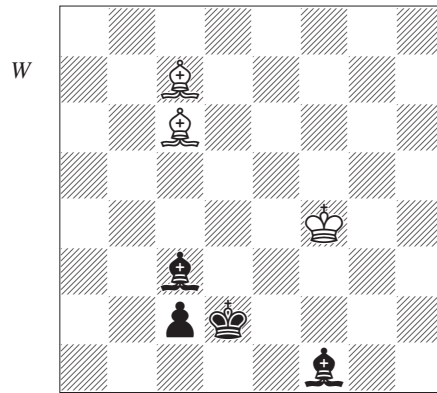


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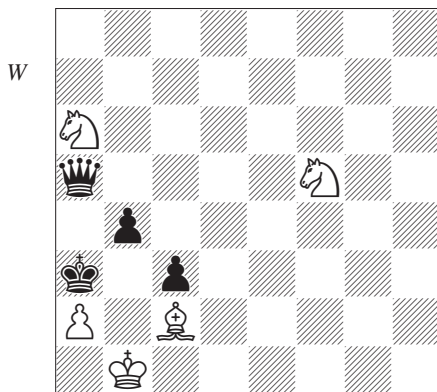
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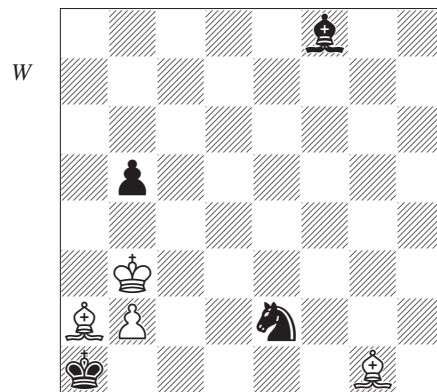
89) White to play and win
Solution on p. 123



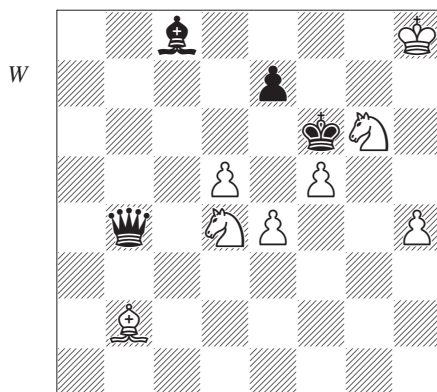
92) White to play and draw
Solution on p. 125



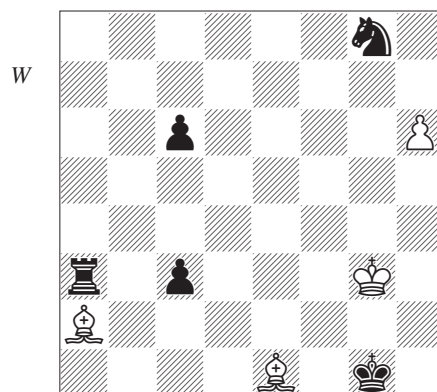
90) White to play and win
Solution on p. 124



93) White to play and draw
Solution on p. 126



91) White to play and win
Solution on p. 124



94) White to play and draw
Solution on p. 126

93) A. Avni

1st Pr., Guanabara Anniversary Tny, 1981

The solution to this study is short but surprising. Material is equal, but the g1-bishop is under attack and the a2-bishop is caught in a cage from which there appears to be no escape. The question is whether Black can actually win the incarcerated bishop.

1 ♖e3

Necessary to prevent 1...♗c1+.

1...♖e7

Simply waiting proves the most awkward plan. The alternative is to try to play the knight to a better square, but once the knight has lost contact with c1, White can play ♖d2-b4. For example: 1...♗g3 2 ♖d2 ♗e4 (2...♗e2 3 ♖e3 repeats) 3 ♖b4 ♖g7 4 ♖a5 threatens 5 ♗b4, and there is nothing better for Black than to play the bishop back to f8.

2 ♖b1!!

A very surprising drawing move. The alternatives fail:

1) 2 ♖d2? ♖c5! (threatening ...♗d4+) 3 ♖c3 ♗xc3 4 bxc3 ♖d6 5 c4 b4 and White will have to surrender his bishop within a few moves.

2) 2 ♖h6? ♗d4+! (2...♖c5? doesn't win here since 3 ♖g7 is a good defence; indeed after 3...♗c1+ 4 ♗c2 ♗xa2? 5 b4+ White would even win) 3 ♗c3 b4+ (3...♗xa2 4 ♗xd4 b4 is also possible, transposing, but not 3...♗f5? 4 ♖e6! b4+ 5 ♗b3 ♗xh6 6 ♗c2, when White has set up a defensive fortress; for example, 6...♖d6 7 ♗c1 ♖e5 8 ♗c2 ♖xb2 9 ♗b3 ♖a3 10 ♗c2 ♖b2 11 ♗b3 ♖c3 12 ♗c2 ♖e5 13 ♗c1 and it is impossible to make progress) 4 ♗xd4 ♗xa2 5 b3 ♗xb3 6 ♖d2 ♖f6+ 7 ♗d3 ♖c3 8 ♖g5 ♗a2 9 ♖e7 b3 and Black wins.

2...♗xb1 3 ♖c5!

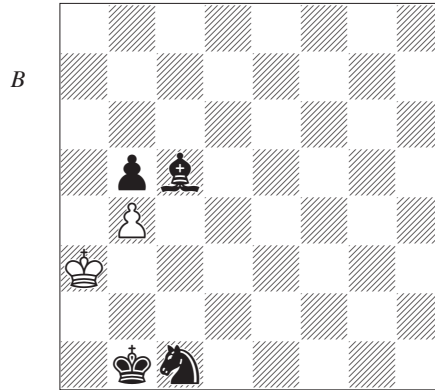
This move is the point. If Black takes the bishop then it is stalemate, while if the bishop moves away then White plays ♗b4 and eliminates Black's last pawn. But there is a third possibility...

3...♗c1+

...which looks strong, because 4 ♗b4 loses to 4...♗d3+.

4 ♗a3!

This is the final finesse. Black has nothing better than to take, because moving the bishop still allows ♗b4.

4...♖xc5+ 5 b4 (D)

An amazing drawn position has arisen. If the bishop moves it is stalemate, while after...

5...♗d3 6 bxc5 ♗c2 7 c6 b4+ 8 ♗a4

...White's pawn is just in time.

94) K.A.L. Kubbel1st Pr., *Shakhmaty*, 1925

Black is the exchange ahead, but this material advantage plays only a small part in the subsequent play. Of more importance are the dangerous h6- and c3-pawns, and the fact that Black's pawn can advance with check.

1 ♖f2+

White must be careful with his move-order. 1 h7? is wrong owing to 1...c2+ 2 ♗h4 (or 2 ♗g4 ♗f6+) 2...♗e7! 3 ♖d2 (otherwise Black will promote first) 3...♖xa2 followed by ...♖a8, when Black will win with his extra rook.

1...♗h1

1...♗f1? is a mistake due to 2 ♖c4#.

2 h7

Once again White must take care. He loses if he sacrifices on d5 prematurely: 2 ♖d5+? cxd5 3 h7 c2+ 4 ♖e3 (4 ♗h4 loses to 4...♗e7) 4...♖xe3+ 5 ♗f2 ♖f3+! (this opens the c1-h6 diagonal so that Black's queen can defend the knight) 6 ♗xf3 ♗h6 7 h8♖ c1♖ and Black wins with his material advantage. 2 ♖c5? is wrong due to 2...♖xa2 3 h7 ♖h2!.

2...c2+

A critical moment. The obvious king moves all lose; for example, 3 ♗g4? ♗f6+, 3 ♗f4? c1♖+ or 3 ♗h4? ♗e7; thus White has to come up with something special.