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## Test 9

## Efstratios Grivas－Petar Velikov

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Judgement：White has the advantage，as he has two（good）minor pieces against a（quite pas－ sive）rook．Unfortunately for Black，his extra pawn is of no importance，as it is isolated，weak and blockaded．Moreover，Black＇s e－pawns are more like weaknesses，as are his b－and g－pawns．Some attention must be paid to the white king＇s position，as its central presence offers Black some chances for counterplay．

Planning：Choose one of the following three plans：
A：I should attack the e－pawns，starting with the one on e5．This can be done by manoeuvring my minor pieces（by 菑f1 and c3．Black will not be able to defend this weakness，which will eventually drop．Then I would go af－ ter the e6－pawn．

B：I should exchange my a5－pawn for Black＇s on b7．Then my a3－pawn will become passed， giving me an easy win．I can do that by playing 宽f1－b5 and then a6．After the pawn exchange I shall play 鼻d3 and advance my a－pawn．

C：I am sure that I would like to exchange queens at a favourable moment and then proceed with all my forces against the opponent＇s b－pawn．But Black would never accept this trade，so I must force it by attacking the black king．By manoeuvring my pieces against the black g6－pawn（ 0 g5，宽 $\mathrm{f} 1-\mathrm{d} 3$ and H ene C ）I would be able either to exchange queens and easily win the endgame or deliver checkmate．

A blunder in time－trouble． 29 g 4 f 330 g 5
欮 434 彎h3 was essential．


30．．．㘳f6！0－1

## Test 9

Exchanging queens will allow White to include his king in the proceedings．However，Black will not readily agree to that，so White has to force him．Plan A（3 points）doesn＇t do much， as Black can defend with ．．．昆c5 and／or some－ times obtain counterplay with ．．．e4．Plan B（8 points）also looks excellent，but Black might get some counterplay after 47 鬼f1 笪c148察b5曾g1．The correct plan is $\mathbf{C}$（ 20 points）．

The game continued：
47 © 5 ！崓d7（ $D$ ）
 xe4．

W


48 宽 f 1 ？？
㯖h6 51 a6 was also winning，but during the game White was wrongly afraid of the possibil－ ity of perpetual check after 51．．．留g4．

48．．．党c7
This looks like the only try，as 48 ．．．总c149


## 49 息d3 撚c6 50 a4

The immediate 50 畋e 4 was possible，but White retains winning chances even in the end－ game，in case something goes wrong with his attack．

## 

The endgame after 51．．．宸xe4＋52 xe4 葸f7
 would be a slow death．


 Ne4．

W






58 新 $4+1-0$
Test 10
In such difficult positions there cannot be more than one satisfactory plan．Plan $\mathbf{B}$（ 0 points）is the worst of all，as after 38 曾bd1 曾ad8 39 e曾e6！Black would get at the white f6－pawn． Plan $\mathbf{A}$（5 points）is also not optimal，as after 38 ©xf4 gxf4 39 h4 Black can assume the initia－ tive with $39 \ldots \mathrm{~d} 5$ ！ 40 exd5（ 40 茴be1 dxe4 41
 things are far from clear，I still prefer Black． Plan C（20 points）is correct．

The game continued：

## 38 h4！d5！

As the lines $38 \ldots 0$ xg2 39 崽xg2 gxh4 40
 hxg5 hxg5 40 xf4 gxf4 41 情h2＋seem pleas－ ant for White，Black tries to mix things up．

## 39 exd5 e4 40 hxg5？

White should try 40 宽d1 e3！ 41 xe3 昆xe3
 45 䈓xb1 gxh4 46 昌e1，when he ought to hold the position．

40．．．${ }^{\text {V }} 6$ ？
40．．．exf3？ 41 ©xf4 and 40．．． $0 x$ x2？ 41 蔂xg2 are out of the question，but Black can grab the advantage with $40 \ldots . .0 x$ xd5！ 41 置e2 e3 42 嵝d 4



