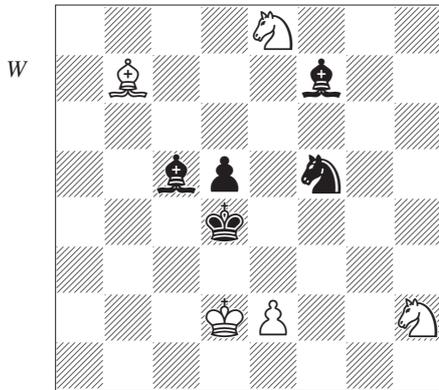
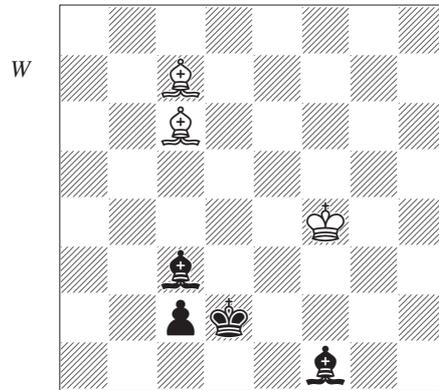


# Contents

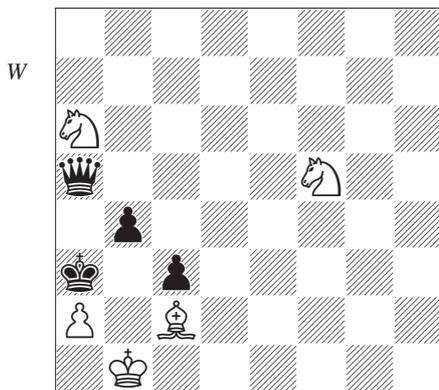
Symbols and Terminology	4
Acknowledgement	4
Introduction	5
The Studies	10
Solutions	52
Index of Names	252
Index of Material	254



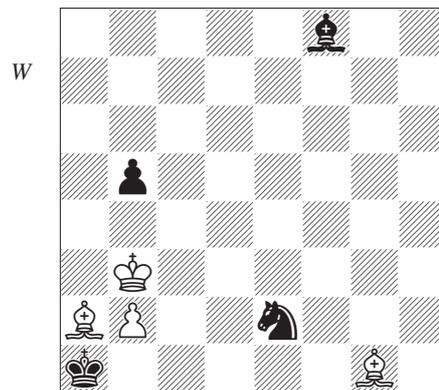
**89)** White to play and win  
Solution on p. 123



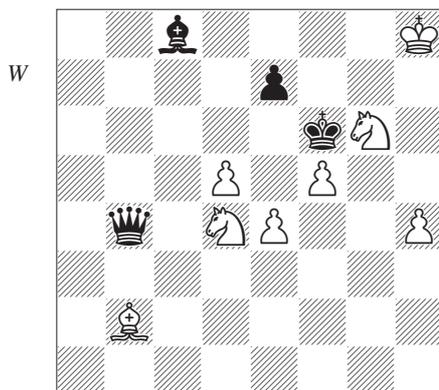
**92)** White to play and draw  
Solution on p. 125



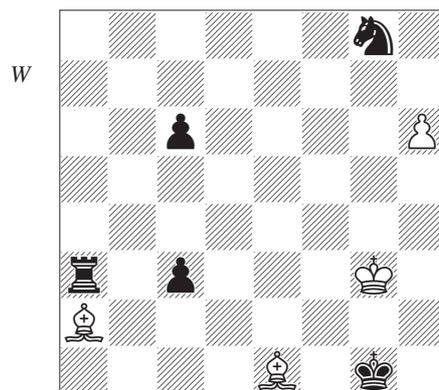
**90)** White to play and win  
Solution on p. 124



**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!**

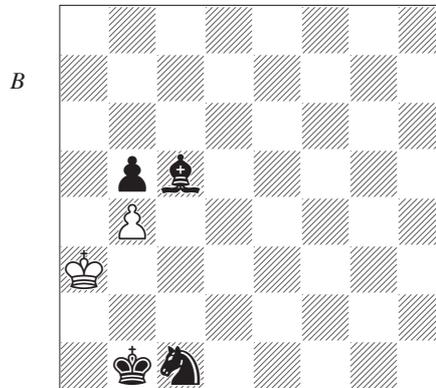
This move is the point. If Black takes the bishop then it is stalemate, while if the bishop moves away then White plays ♗b4 and eliminates Black's last pawn. But there is a third possibility...

**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. Kubbel**1st 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.