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23	•••	<b>≜f6</b>
24	<u></u> <b>≜ d 4</b>	≗xd4
25	≅xd4	<b>ℤe3</b>

### 

There is no salvation; 26 營c6 is answered by 26...營d8!, and the threat of ...迄e5-d3+ is decisive.

<b>26</b>	•••	<b></b>
27	bxc3	₩xc3+
<b>28</b>	<b>Ġd1</b>	

28 ... \( \bullet b1+

White resigned. He is mated after 29 \$\ddot{\delta}e2 \boxed{\delta}b2+ 30 \$\ddot{\delta}f1 \$\boxed{\delta}d3+.

0-1

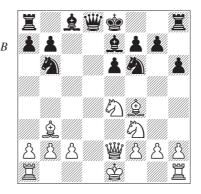
## Game 57

# Sanakoev - A.R. Zaitsev (Moscow)

Bashkir Cup, 1990-2 Caro-Kann Defence, 4... 2d7 [B17]

1	e4	<b>c6</b>
2	d4	d5
3	<b>⊘d2</b>	dxe4
4	∅xe4	©d7
5	<b>≜c4</b>	Øgf6
6	<b>⊕</b> g5	<b>e6</b>
7	₩e2	<b>∅b6</b>
8	≜b3	<b>c5</b>
9	<a>□1f3</a>	<b>h6</b>
10	dxc5	≗xc5
11	<b>©e4</b>	<u></u> ≗e7
12	<b>≜f4!</b> (D)	

This hinders the natural deployment of Black's forces. Black has to drive the enemy bishop off the h2-b8 diagonal, but cannot do so without seriously weakening his own position. The weaknesses he incurs in the centre and on the kingside will be of decisive importance later.

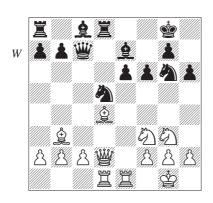


12	•••	0-0
13	<b>ℤd1</b>	∮∂fd5
14	≗e5	f6
15	<u></u> <b>≜ d 4</b>	<b>②f4</b>
16	₩d2!	<b>≝c7</b>

Taking the pawn would be too dangerous: 16...♠xg2+17♠f1 f5 18♠g3

②h4 19 ②xh4 ②xh4 20 ②h5 罩f7 21 罩g1, and the g7-point cannot be held.

17	0-0	<b>∅g6</b>
18	<b></b> ≣fe1	≣d8
19	<b>₽</b> g3	②d5 (D)



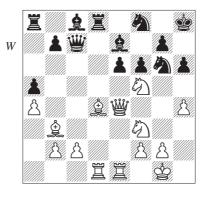
It's hard for Black to develop his queenside, and the e6-pawn is a palpable weakness; but how is White to increase his advantage and create specific threats? A pawn-storm is not easy to carry out. Hence White decides to bring his queen to the fore in an attempt to induce new weaknesses in the enemy camp.

#### 20 營d3! 勾f8

After 20... 2df4 21 \$\mathbb{\text{"e4}}\$ the threat of h4-h5 is highly unpleasant, since 21...f5? obviously fails to 22 \$\angle xf5\$. Nor is 20... 2gf4 adequate, because 21 \$\mathbb{\text{"e4}}\$ threatens c4, which is hard to parry without losses. Black is therefore compelled to retreat still further.

White was threatening to gain an overwhelming position on the kingside with ፟∅f5 and ∰g4. Black throws

his second knight across to the defence, but it is too late to help.

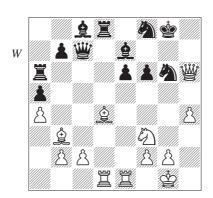


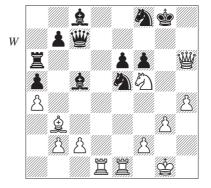
Black seems to have forced the active white knight to retreat or be exchanged, but the position is now ripe for a decisive stroke.

An interesting dual attack. One threat is 26 \(\hat{2}\)b6 with immediate material gains.

The point! The attack is not based on variations that win by force; but thanks to the open position of the enemy king, White's enduring initiative more than compensates for the slight material deficit.

This modest, 'quiet' pawn move is the key to White's combination. The threats of h5 and \( \mathbb{Z} e4-g4 \) are far stronger than any immediate blows at the





black king. After 28 h5 豐f4, or 28 蓋e4 Qd6! 29 蓋g4 豐h7 30 豐xh7+ \$\delta\$xh7 31 h5 e5 32 hxg6+ ②xg6 Black would beat off all the threats and obtain the advantage.

28 ... \(\beta\) \(\beta\) xd4

Trying to reduce the pressure by exchanges, but with his small remaining contingent White forces the attack home. Black's queenside pieces are just too far from the main scene of action.

On 30... 2f3+31 2g2 2xe1+32 2xe1, Black has no answer to the threat of 2e4-g4+.

With this exchange sacrifice White destroys the knight that was the black king's chief defender. An invasion with the other rook crowns the attack.

There is no adequate defence to the threatened 罩xc8!, e.g.: 32...罩a8 33 ②xe6+ ②xe6 34 豐xe6+ �h7 35 豐h6+ �g8 36 罩xa8 and White wins.

32	•••	<b>ℤc6</b>
33	<b>ℤxc8</b>	₩d7
34	₩g6+	<b>∲h8</b>
35	<b>₩f6</b> +	<b>∲h7</b>

36 **\(\bar{\pi}\)d8 1-0** 

I cannot imagine how anyone who has played correspondence chess for years can ever give up this immensely absorbing pursuit – for before one tournament has finished, another one, just as interesting, will have begun. I fancy that by the time this book appears, the 11th Olympiad final – in which I am heading the Russian team – will not be over, but the first moves will already have been played in the German Chess Federation jubilee super-tournament in memory of Hans-Werner von Massow. It follows that a postal chess player has to live for ever to complete all the tournaments in which he starts... This alone is a good reason to play postal chess!