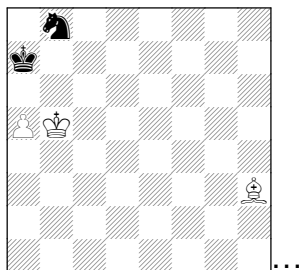


BISHOP AGAINST KNIGHT



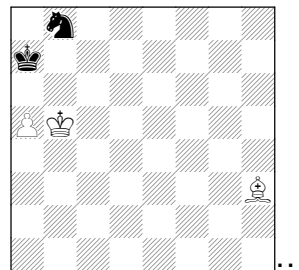
BISHOP AGAINST KNIGHT

A bishop and a knight are completely different pieces, which makes the fight between them picturesque. In the center of the board a bishop controls 13 squares; on the edge - 7. The knight, correspondingly, 8 and 2. That is, a bishop has more possibilities to influence on play. A bishop, however, can move along the squares of only one color, while a knight - all over the board.

Capablanca considered that a bishop is stronger than a knight, evaluating its advantage in the endgame as approximately half of a pawn (of course, his evaluation does not work always).

In order to better understand how these pieces battle against each other, let us examine their peculiarities. On our way we will study several theoretical positions.

BISHOP'S ADVANTAGES



BISHOP'S ADVANTAGES

A. A bishop can cut off a knight from the main theatre of events, or even trap it on the edge of the board.

B. A bishop itself can gain tempi, while a knight is unable to do this.

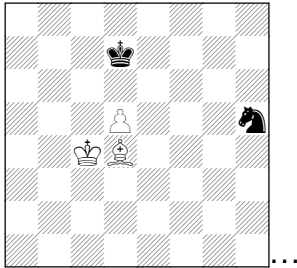
C. Being a long-range piece, a bishop supports its own passed pawns better than a knight.

D. Though a bishop moves along the squares of only one color, it can be maneuvered in such a way that it prevents an opposing knight from reaching a needed square.

A. A bishop can cut off a knight from the main theatre of events, or even trap it on the edge of the board.

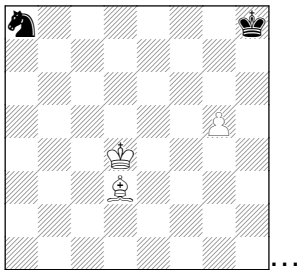
1. Bc8 Ka8 2. Kb6 , and Black is losing the knight.

Example 33



1. Be5! White shuts out of play the knight on the edge of the board and then promotes his d-pawn.

Zakhodyakin G



In this study also, in the end the knight is trapped. 1. Kc5 Nc7 (2. ♔c6 was threatened) 2. Kd6 Ne8+ 3. Ke7!

[After 3. Kd7? Ng7 4. Bg6 Kg8 5. Ke7 Kh8 6. Kf7 Black escapes by 6... Nf5! 7. Bxf5 - stalemate]

3... Ng7

[Or 3... Nc7 4. Kf7! Nd5 5. g6]

4. Bg6 Kg8 5. Bf7+ Kh7

[No better is 5... Kh8 6. Kf6 Kh7 7. Ke5

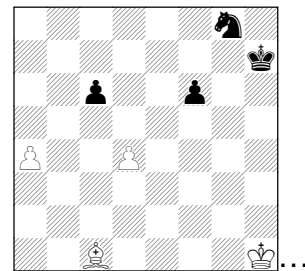
Kh8 8. Kf4 Kh7 9. Kg4 Kh8 10. g6 , and the knight is trapped.]

6. Kf6 Kh8 7. Ke5

[But not 7. Kg6? Ne6!=]

7... Kh7 8. Ke4! Kh8 9. Kf4 Kh7 10. Kg4 Kh8 11. g6 , and White wins the knight.

Troitsky A 4



1. Ba3! Cutting of the knight from the a-pawn.

[Bad is 1. d5? cxd5 2. Ba3 d4 3. Kg2 (or 3. a5 d3 4. Bb4 Ne7) 3... f5 4. a5 Nf6 5. a6 Nd5=;

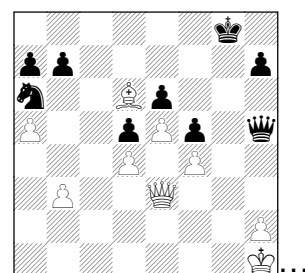
or 1. a5? Ne7 2. a6 Nd5= with a draw in all cases.]

1... f5 2. d5!

[2. a5? Nf6 3. a6 Nd5]

2... cxd5 3. a5 Nf6 4. a6 Ne8 5. Bd6! A decisive move - White wins.

Reti R. - Lasker E., New York, 1924

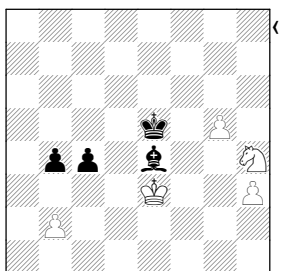


An ugly position of the a6-knight, which is shut out of play, quickly decides the game in White's favor. 1. b4 Kf7 2. Qd3!

[But not the immediate 2. b5 due to 2... Nc7 3. Bxc7 Qd1+ 4. Kg2 (4. Qg1 Qf3+) 4... Qc2+ 5. Kg3 Qxc7]

2... Qh4 3. Qf1! Qd8 (4. b5 was threatened) 4. Qh3! Kg8 5. Qg3+ Kf7 6. Qg5! Qc8 (the only opportunity) 7. b5 Qc1+ 8. Kg2 Qd2+ 9. Kh3 Qe3+ 10. Kh4 Qe1+ 11. Kh5 Qe2+ 12. Kh6 Qxh2+ 13. Qh5+ Qxh5+ 14. Kxh5, and the knight perishes. Soon Black resigned.

Solozhenkin E. - Rublevsky S., Paris, 1993



Despite his extra pawn, White loses due to an awkward position of the knight on h4. 1... c3! 2. b3

[2. bxc3 b3°]

2... Kd5 (zugzwang) 3. Ke2

[If 3. g6, then 3... Ke6 4. Ke2 Kf6 5. Kd1 Bxg6 6. Ng2 (6. Nf3 Bh5°; 6. Kc1 Be4°) 6... Ke5! 7. Kc1 Be4 8. Ne3 Kd4! 9. Ng4 (or 9. Nd1 Bf3°; 9. Nc4 Bd5 10. h4 Bxc4 11. bxc4 b3 12. h5 Kd3 winning) 9... Bf5 10. Nf2 Ke3 11. Nd1+ Kf3 12. h4 Bh7 13. h5 Bf5 14. h6 Bh7 15. Nxc3 (the last attempt) 15... bxc3

16. b4 Kf4! 17. b5 Ke5, and Black wins.]

3... Bc2 4. g6

[The alternatives do not save White: 4. Nf3 Bxb3 5. Kd3 Bc4+ 6. Kc2 Be2°; or 4. Ng2 Bxb3 5. Ne3+ Ke4 6. g6 Be6°]

4... Bxb3 5. Nf5

[5. g7 Ke4! 6. Nf3 Bc4+°; 5. Nf3 Ke4 6. Ng5+ Kf4°; 5. Ng2 Bc4+ 6. Kd1 Ke4 7. Kc2 Kd4°]

5... Bc4+ 6. Kd1 Kc5 7. Kc2 Be6 8. Ng3

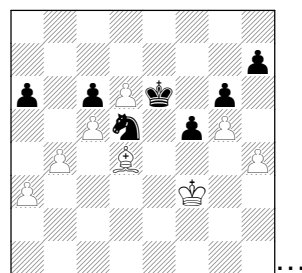
[There is nothing better: 8. Ne3 Kd4 9. Nd1 b3+ 10. Kc1 Bxh3 11. g7 Be6 12. Nf2 b2+°; 8. Ng7 Bd7 9. Kb3 Kd4°]

8... Kc4 9. h4

[9. g7 b3+ 10. Kb1 b2 11. Kc2 Kb4 12. Ne4 Bf5°]

9... b3+ 10. Kb1 b2 11. Kc2 Kb4 White resigned.

Kharitonov A. - Yunev A., Petersburg, 1994



In the following example the black knight was at first amazingly trapped in the center of the board, and finally on the edge.

1. Be5! The knight does not have any square to move to. 1... Kd7 2. Ke2 Ke6

3. Kd2!

[But not 3. Kd3? because of 3... Kxe5
4. d7 Nf4+°]

3... Kd7 4. Kd3 Ke6 5. Kd4 Kd7 6. Bh2
Ke6 7. Bg3 Kf7 8. Be1! Nf4 (White
threatened 9. ♔c2 followed by 10. ♕e5□)

9. Bd2 Nh5

[Black is defenseless in all cases: 9...
Nd5 10. Ke5□;

9... Ne6+ 10. Ke5 Nf8 11. d7! Nxd7+
12. Kd6□;

9... Ne2+ 10. Ke5 Ng1 11. d7 Ke7 12.
d8=Q+ Kxd8 13. Kd6□;

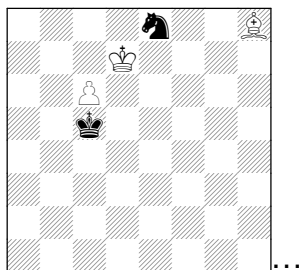
9... Ng2 10. Ke5 Nxh4 11. Kf4 (... ♕g3)
11... Ng2+ 12. Kf3 Nh4+ 13. Kg3□]

10. Ke5 Ng3 11. a4! Ne4 12. Be3 Nc3 13.
Bd4! Nxa4

[Or 13... Nd5 14. b5 Nb4 15. Bc3□]

14. h5 Zugzwang. Black resigned.

"Chess players chronicle"



B. A bishop itself can gain tempi, while a knight is unable to do this

Putting into zugzwang is an important method while fighting with a bishop against a knight. Many theoretical

positions are won with the help of zugzwang.

1. Bc3! A decisive move. 1... Kb6

White's task is to gain a tempo.

[Now Black loses after both 1... Kd5 2.
Bd4!±;

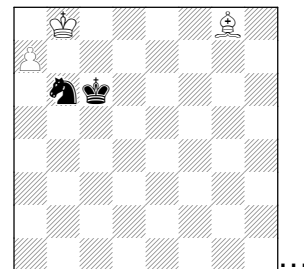
and 1... Kb5 2. Bd4]

2. Ba5+! Kc5

[Or 2... Kb5 3. Bd8 Kc5 4. Bh4! Kb5
(4... Kd5 5. Be7□) 5. Bg5! Kc5 6. Be3+
Kd5 7. Bd4 Nd6 8. c7□]

3. Bd8 Kb5 4. Bh4 Kc5 5. Bf2+ Kd5 6.
Bd4! Nd6 7. c7 Black is in zugzwang and
loses.

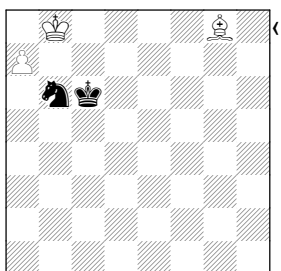
Example 34



Theoretical position

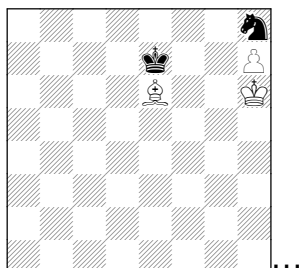
1. Be6! Kc5 2. Kb7 Kb5 3. Bf7 Kc5 4. Be8
, and White wins.

Example 35



If it is Black to move, he gives perpetual check. 1... Nd7+ 2. Kc8 Nb6+ , and so on.

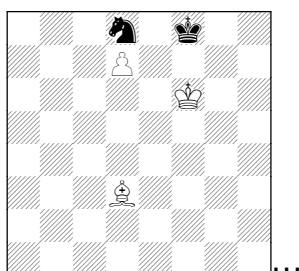
Betinsh I



Conclusion of a study

1. Bg4! The bishop is transferred to h5. 1... Kf7 2. Bf3! (giving the opponent the move) 2... Kf6 3. Bh5 Ke7 4. Kg7 , and White wins.

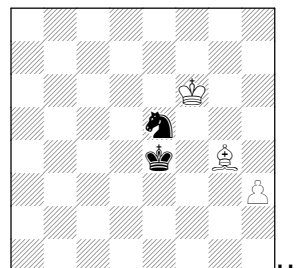
Example 36



Theoretical position

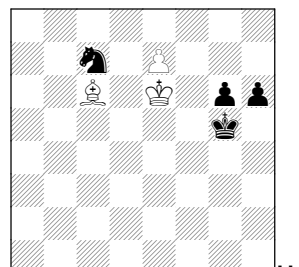
1. Be4 Nf7 2. Bf3 (gaining a tempo) 2... Nd8 3. Bd5 Nf7! 4. Ke6! Nd8+ 5. Kd6 Kg7 6. Kc7 , and White wins.

Fischer R. - Taimanov M., Vancouver, 1971



1. Bc8! □ Kf4
[1... Nf3 2. Bb7+ □;
or 1... Nd3 2. Bf5+ □]
2. h4 Nf3
[2... Ng4+ 3. Kg7]
3. h5 Ng5 4. Bf5! Nf3 5. h6 Ng5 6. Kg6
Zugzwang. Black resigned.

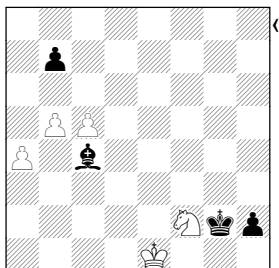
Lukov V. - Duriga, Poland, 1975



White manages to win by using zugzwang several times. 1. Ke5!
[1. Kd6? Kf6=]

1... h5
 [1... Kh4 2. Kd6□]
 2. Ba4! h4 3. Bd7 (zugzwang) 3... h3 4.
 Bxh3 Ne8 5. Be6! Kh6
 [No better is 5... Nf6 6. Bf7 Ng4+ 7.
 Kd6! Nf6 8. Ke6]
 6. Bd7 Ng7
 [6... Nc7 7. Kd6□]
 7. Kf6 g5 8. Kf7 Kh7 9. Kf8 Kg6
 [9... Kh8 10. Bf5□]
 10. Bg4 Kf6 11. Bf5! g4 (the bishop is
 immune) 12. Bxg4 Kg6 13. Bd7 (gaining a
 tempo) 13... Kh7
 [Or 13... Kf6 14. Bf5□]
 14. Kf7 Kh6
 [14... Kh8 15. Bf5□]
 15. Bg4! Kh7 16. Be2 Black resigned. [...]
 [16... Kh8 17. Bd3□;
 16... Kh6 17. Bd3□]

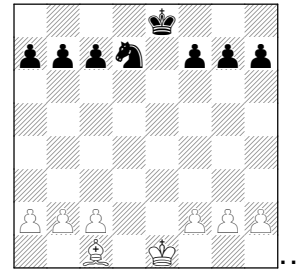
Pritchett - Shinzel, Decin, 1976



White's pieces are badly placed, thus
 sooner or later he will end up in
 zugzwang. 1... Kg3 2. Nh1+
 [Or 2. Ne4+ Kf3 3. Nf2 Kg2 , giving the
 opponent the move.]
 2... Kf3 3. Nf2 Kg2 (zugzwang) 4. c6
 [Or 4. b6 Ba6 5. a5 Bb5°]

4... bxc6 5. bxc6 Ba6 6. Nh1 White is
 defenseless. 6... Kxh1 7. Kf2 Bc4 8. a5
 Bb5 White resigned. [...]
 [9. c7 Ba6°]

Capablanca Jose Raul (CUB) 2



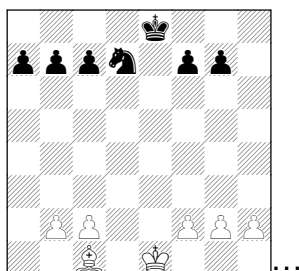
C. Being a long-range piece, a bishop
 supports its own passed pawns better
 than a knight

At the same time it can prevent an
 opponent's pawn advance.

Let us examine three positions by
 Capablanca with his evaluations in the
 ten-point scale.

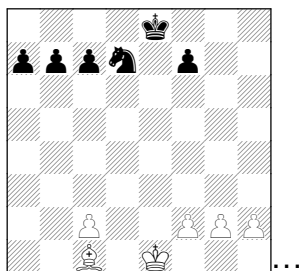
The position is equal, 5:5.

Capablanca Jose Raul (CUB) 3



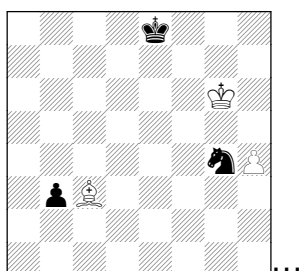
White can create a passed pawn on the K-side, so he is better, 6:4.

Capablanca Jose Raul (CUB) 4



White has an obvious advantage, 8:2. Capablanca even does not give any variations - everything is clear without explanations.

Kolliander - Krassing, Munich, 1936



The white bishop blockades the opponent's passed pawn and at the same time supports its own. 1. h5 Kf8?

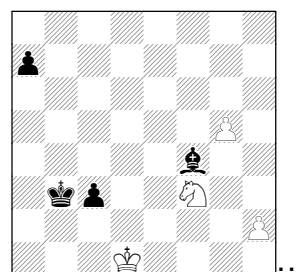
[As it was later pointed out by Averbakh, Black could have drawn by 1... Ke7! 2. Kg5 (or 2. Bb2 Ke6 3. Kg5 Ne5=) 2... Nf2 3. Bd4 (now 3. h6 does not work in view of 3... Ne4+ 4. Kh5 Nxc3 5. h7 b2 6. h8=Q b1=Q=) 3... Kf7! 4. h6 Ne4+ 5. Kf5 Ng3+ (or 5... Nd6+) 6. Kg5 Ne4+ 7. Kh5 Nf6+=]

2. Kg5 Nf2 3. h6! Ne4+

[3... Kf7 does not help either. After 4. h7 Ne4+ 5. Kf5! Nxc3 6. h8=Q b2 7. Qh7+ White is mating.]

4. Kg6 Nd6 5. Bg7+! Ke7 6. h7 Nf7 7. Bb2 Black resigned.

Dubya S. - Steinitz W., 1862



1. Nd4+ Kb2 2. g6 Bh6! The bishop controls both flanks. 3. h4 a5 4. h5 a4 5. Nc2 a3 6. Nd4

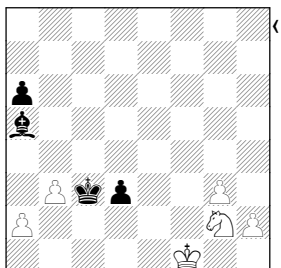
[Or 6. Nb4 a2 7. Nxa2 c2+! 8. Ke2 Kxa2, and Black wins.]

6... a2 7. Nc2 Bg7! 8. Na1 Kxa1 9. Kc2

[Or 9. Kc1 Bf8 10. Kc2 Bh6]

9... Bh6 10. g7 Bxg7 11. Kc1 c2 12. Kxc2 Bh6 White resigned.

Grigorian - Aidarov N.,URS,1981



By exact play Black manages to promote his passed pawn. 1... Bb6! 2. Nf4

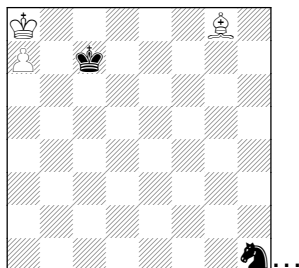
[2. Ke1 Kc2°]

2... d2 3. Nd5+

[3. Ne2+ Kc2°]

3... Kc2 4. Nb4+ Kd1! 5. Nd3 Bd4! 6. g4 a5! 7. g5 Kc2 8. Ne1+ Kb1! 9. Ke2 dxe1=Q+ White resigned.

Richter K

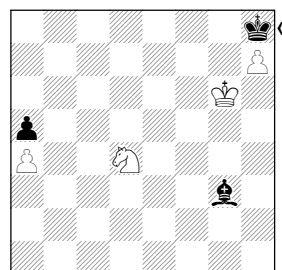


D. Though a bishop moves along the squares of only one color, it can be maneuvered in such a way that it prevents an opposing knight from reaching a needed square

At first sight it may seem that White will be mated from b6. But deceptive is the appearance: the bishop is able to prevent the knight from reaching b6. This

requires exact play, using corresponding squares. If the knight is at e7, the bishop must be at e6 or b7. The other corresponding squares are: to f6 - e6 and c6, to d6 - e6 and a6, to c5 - from a4 to e8, to c3 - b3 and c6, etc. The game may continue as follows: 1. Be6 Nf2 2. Bf7 Nd3 3. Bc4 Nc5 4. Bb5! Ne4 5. Bc4 Nd6 6. Be6 Nb5 7. Bc4 Nc3 8. Bb3! , and so on. Draw.

Gey F



Here Black's task is complicated by a necessity to defend the a5-pawn; nevertheless, he manages to hold his ground. The corresponding squares are: to f3 - f4, to e6 - e7, to c6 and b7 - c7, to f5 - f8, to e4 - e7, and so on. 1... Bd6! (the only, but sufficient move) 2. Nf5 Bf8 3. Ne3 Bd6! 4. Ng4

[Or 4. Nc4 Bc7]

4... Bf4 5. Nf6 Bd6 6. Ne4 Bf4

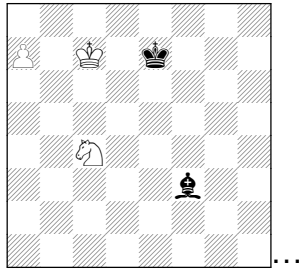
[Also possible is 6... Be7]

7. Nf2 Bg3 8. Nh3

[If 8. Ne4 , or 8. æg4, then 8... Bf4; on 8. Nd3 there follows 8... Bd6]

8... Bf4! 9. Ng1 Bh2 10. Nf3 Bf4! 11. Nd4 Bd6 , and everything repeats from the beginning. Draw.

KNIGHT'S ADVANTAGES



KNIGHT'S ADVANTAGES

A. The knight can block a bishop's diagonal.

B. The centralized knight can severely restrict a bishop, hampering it to get to a needed diagonal.

C. The knight can erect a barrier in the path of the enemy king, or even build a fortress.

D. The knight has a great advantage over a bishop restricted by its own pawns.

E. The knight is the best blockading piece; it defends and attacks simultaneously.

A. Knight can block a bishop's diagonal

Many theoretical positions are won using the threat of blocking a bishop's diagonal.

1. Na5 (threatening to block the diagonal by 2. ♖b7 or 2. ♙c6) 1... Ba8 2. Kc8!

[Only a draw results from 2. Kb8? Kd8! (but not 2... Kd7 3. Nb7□)]

2... Ke8

[Or 2... Ke6 3. Kb8 Kd6 4. Nc4+ Kc6 5. Kxa8 Kc7 6. Nd6□]

3. Nc4 Ke7

[3... Bg2 4. Nd6+ Ke7 5. Nb7□]

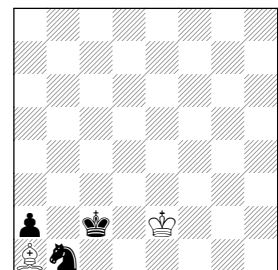
4. Kb8! Kd8

[4... Kd7 5. Nb6+□;

4... Bg2 5. Na5 followed by 6. ♖b7□]

5. Nd6! Kd7 6. Nb7 Kc6 7. Kxa8 Kc7 8. Nd6! , and White wins. As we have seen in this example, a knight together with a king can gain a tempo. This is of great importance.

Sakaev K. - Sunye N.,Sao Paolo,1991



As well as in the previous example, Black's position is won. In a practical game, however, mistakes are possible due to a lack of knowledge of typical positions. 1... Nc3+ 2. Ke3 Na4! (so far so good) 3. Ke2

[3. Kd4 Kb1 4. Kd3 Nc5+ 5. Kc3 Kxa1 6. Kc2 Nd3°]

3... Nb2

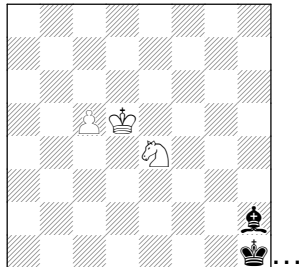
[3... Kc1! wins.]

4. Ke3 Kb1?? (a decisive mistake, missing the win) 5. Kd2! Nc4+ 6. Kd1 Na5 7. Bg7 Nb3 8. Bc3 Nc5 9. Bg7 Nd3 10. Ba1!= Nb4

[10... Kxa1 11. Kc2=]

11. Bg7 Nc2 12. Kd2 Na3 13. Kd1 Nc4 14. Ba1 Ne3+ 15. Kd2 Draw.

Koshek V



Theoretical ending

White wins by force: 1. Nd6 (blocking the diagonal) 1... Bg1 2. c6 Bb6 3. Ke6! Bc7

[Worse is 3... Kg2 due to 4. Kd7 followed by 5. ♟c4]

4. Kd7 Bb8 5. Nb5! Kg2 6. Nc7! Kf3 7. Kc8 Ba7 8. Nb5 Bb6

[Weaker is 8... Be3 9. Nd6 Bb6 10. Kd7 followed by 11. ♟c4]

9. Kb7 Bd8

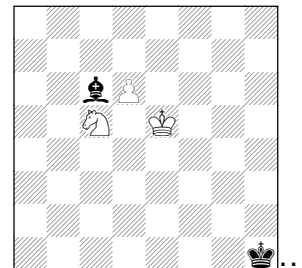
[Or 9... Ba5 10. Nd6 Bd8 11. Kc8]

10. Nd6! Kg4 11. Kc8 Ba5 12. Nc4 Be1 13. Kd7 Bg3 14. Nd6 The last blocking. White wins.

In positions of this kind the result is determined by the following rule: if the

stronger side is able to deprive the opponent's bishop of all squares on the diagonal on which it is stopping the pawn, then he wins. Otherwise - draw. In the examined example White is able to deprive the bishop of its four squares, a5, b6, c7, and d8, therefore he wins. If the diagonal, on which the bishop is watching over the pawn, is five squares or longer, then the defender draws even without the help of his king.

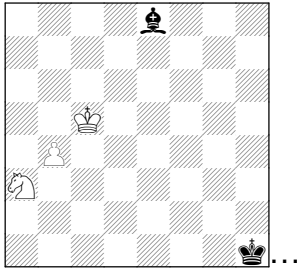
Example 37



Theoretical ending

The black bishop alone stops the pawn without any help from the king. 1. Ke6 Bb5 2. Ke7 Bc6 3. Kd8 Bb5 4. Kc7 Kg1 5. Nd3 Kh1 6. Ne5 Be8! (7. ♟c6 was threatened) 7. Nd7 Kg1 8. Kd8 Bg6 9. Ke7 Bf5 White has ousted the bishop from one diagonal, but Black transfers it to another. 10. Nc5 Bc8! 11. Nd7 Kh1 12. Kd8 Ba6 13. Kc7 Bb5 14. Ne5 Be8! , and so on. Draw.

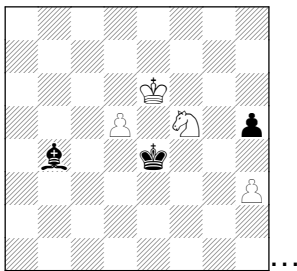
Example 38



Theoretical ending

In this example too, White is unable to advance his pawn.

Ruban V. - Barbulescu D., Ulan Bator, 1988



1. d6 Kf4

[White's task is simpler after 1... Bxd6 2. Nxd6+ Kf4 3. h4 Kg4 4. Nf5□; or 1... Kf3 2. d7 Ba5 3. Nd6 Bd8 (3... Kg3 4. Nb7 Bb6 5. Kd5 Kxh3 6. Kc6□) 4. Nb7 Bh4 (no better is 4... Bg5 5. Kf5! Bh4 6. Na5 Bd8 7. Nc6 Bc7 8. Kg5 Kg3 9. h4□) 5. Kf7 Kg2 (5... Kf4 6. Ke8 Ke5 7. Nd8! Kd5 8. Nf7 Ke6 9. d8=Q Bxd8 10. Nxd8+ Kf5 11. Nf7! Kf6 12. h4 Kf5 13. Nh8!□) 6. Ke8 Kxh3 7. Na5 Bg5 8. Nc6, and White wins in all cases.]

2. d7 Ba5 3. Nd6 Bd8 4. Nb7 Bg5 5. Nc5!

[Bad is 5. Kf7? Kg3 6. Ke8 Kxh3 7. Na5 h4!=]

5... Bd8

[5... Bh4 6. Kf7 Kg3 7. Ne4+ Kxh3 8. Nf6! , blocking the diagonal.]

6. Kf7 Kg3

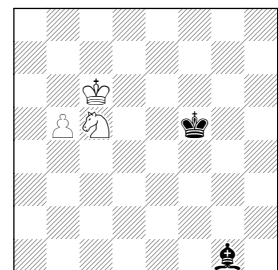
[More stubborn would have been 6... Kf5! 7. Ne6 Ba5 (7... Bh4 8. Ng7+□) 8. Ke7 (but not 8. d8=Q? Bxd8 9. Nxd8 Kg5! 10. Ne6+ Kh4 11. Nf4 Kg3= with a draw) 8... Bb4+ 9. Ke8 Ba5 10. Kf7! (zugzwang) 10... Bb6 11. Ke7 Ba5 12. Kd6 Bb4+ 13. Kc6! Be7 14. Kd5 Bh4 15. Nd4+ Kf4 16. Kd6! Ke4 (the only move) 17. Nc6 Bg3+ 18. Ke6 Bc7 19. d8=Q Bxd8 20. Nxd8 Kf4 21. Nf7 Kg3 22. Ng5□]

7. Ne6 Bh4

[Or 7... Ba5 8. Ke7 Bb4+ (8... Kxh3 9. Kd6 Bb4+ 10. Nc5 Ba5 11. Nb7) 9. Kd8! Kxh3 10. Nc7 Bd2 11. Ke8 Bg5 12. Nd5, winning.]

8. Ke8 Kxh3 9. Nf4+ Kg3 10. Ng6 Bg5 11. Ne7 Black resigned.

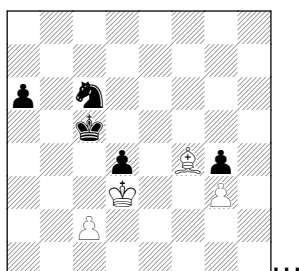
Example 39



The defender draws if he is able to control the interception square with both his pieces, king and bishop.

Theoretical ending Black manages to take under double control the interception square, c7. 1... Kf6 2. b6 Ke7 3. b7 Bh2 4. Na6 Kd8! The king has arrived just in time. Draw.

Kapengut A. - Begun S.,URS,1976



By exact play White draws. 1. c3! (simplifying the position) 1... dxc3 2. Kxc3 Kd5 3. Bc7! Ke4 4. Kc4 White should hurry to capture the a-pawn. 4... Nd4

[4... Kf3 would be met by 5. Bd6! (but not 5. Kc5? Ne7!°) 5... Nd8 6. Kd5=]

5. Kb4 Kf3 6. Ka5 Nf5 7. Kxa6 Nxc3 8. Kb5 In order to draw, White must reach e1 on time. 8... Ne2 9. Bh2!

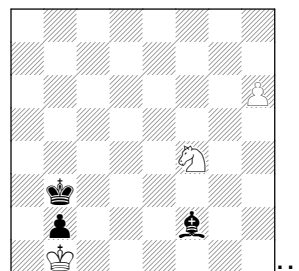
[9. Kc4 loses after 9... Nf4! 10. Kc3 Nd5+°]

9... Ng3 10. Bg1 Nf1 11. Kc4 g3

[Or 11... Ke2 12. Kd4 Nd2 13. Ke5 Kf3 14. Bh2 Nf1 15. Bf4 and White draws, because he controls the f4-square with both his pieces.]

12. Kd3 Nh2 13. Ba7 Ng4 14. Kd2 Ne5 15. Ke1 g2 16. Kd2! Ng4 17. Bg1 Nf2 18. Ke1 Nd3+ 19. Kd2 Nf4 20. Ba7! Draw.

Kubbel L 2



B. A centralized knight can severely restrict a bishop, hampering it to get to a needed

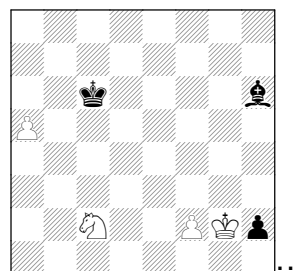
diagonal

1. Ne6! Bh4

[Or 1... Bg3 2. Nd4+ Kc4 3. Nf3!□; 1... Be1 2. Nd4+ Kc4 3. h7□]

2. Nc5+ Kc4 3. Ne4!□ In all cases the knight does not allow the bishop to stop the h-pawn.

Reti Richard 2



In many cases, a centralized knight threatens to fork opponent's pieces.

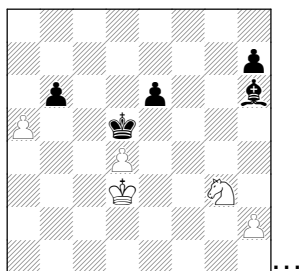
1. Nd4+ Kc5

[Or 1... Kb7 2. Kxh2 Ka6 3. Nb3 Bf4+ 4. Kh3 Kb5 5. Kg4 Bb8 6. f4 Kb4 7. f5

Kxb3 8. f6 Kb4 9. f7 Bd6 10. a6 , winning.]

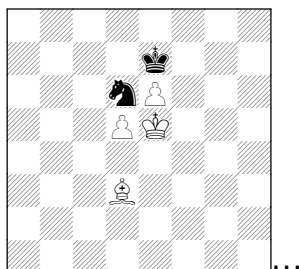
2. Kh1! Zugzwang. On the empty board the black bishop does not have any square to move to - it will be forked everywhere. White wins.

Troitsky A 5



1. a6 Kc6 2. d5+! exd5 3. Nf5 Bc1 [3... Bf8 (the same move follows in response to ♔g5 or ♔f4) 4. Nd4+ Kc7 5. Ne6+□] 4. Kc2! Ba3 5. Nd4+ Kc7 6. Nb5+ , and White wins.

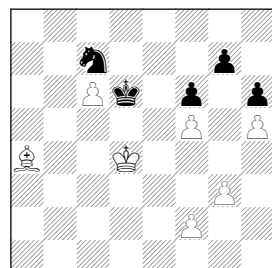
Averbakh Yuri L (RUS) 9



C. A knight can erect a barrier in the path of the enemy king, or even build a fortress

Black's fortress is impregnable, for example: 1. Kd4 Ne8 2. Kc5 Nd6 3. Kc6 Ne8 4. Bg6 Nd6= White is powerless to deprive the black knight of all its squares.

Example 40



Instructive example

Black easily maintains the balance. 1... Na6 2. Kc4 Nc7 3. Kb4

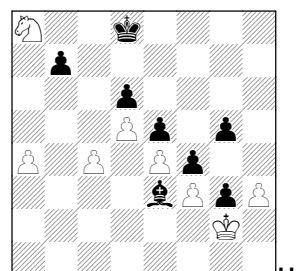
[Or 3. g4 Nd5 4. Bd1 Ne7! 5. Bf3 Nxc6 6. Bxc6 Kxc6 with a draw.]

3... Nd5+ 4. Ka5

[Or 4. Kb5 Nc3+ 5. Ka5 Nxa4 6. Kxa4 Kxc6 , and the arising pawn ending is drawn.]

4... Nc3 5. Bb5 Nd5 6. Ka6 Kc7! 7. Ba4 Nc3 8. Bb5 Nd5= , and so on.

Nebylitsky - Galuzin,URS,1969



In this difficult for him position White manages to set up a fortress. 1. a5 (1... b6° was threatened) 1... Bd2 2. a6! The only move.

[2. Nb6 loses in view of 2... Bxa5 3. Na4 b6! followed by the black king's raid to the Q-side.]

2... bxa6

[Bad is 2... Kc8 3. a7! Be3 4. Nb6+! , and it is White who wins.]

3. Nb6 Be3 4. Na4 Bd4 5. Kf1 The fortress is built up. Now Black's only chance is to transfer his king to h4. 5... Ke7 6. Kg2 Kf6 7. Kf1 Kg6 8. Kg2 Kh5 9. Kf1 Kh4 10. Kg2 a5 (Black has reinforced his position to the maximum extent, but...) 11. c5! Bxc5

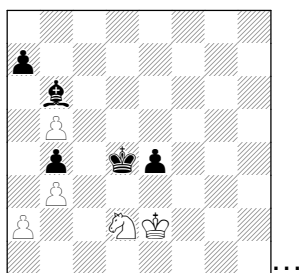
[11... dxc5? 12. d6□]

12. Nxc5 Kh5 13. Na4!

[13. Nb7? a4°]

13... Kg6 14. Nc3 Kg7 15. Kf1 Kf8 16. Kg2 Ke7 17. Nb5! a4 18. Kf1 Kd8 19. Kg2! Draw.

Spassky B. - Botvinnik M., Moscow, 1966



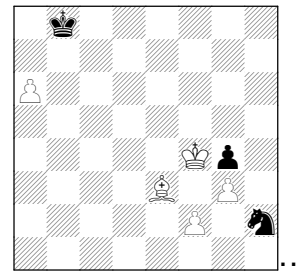
In the following game White could have created a fortress, but missed this opportunity.

The game continued 1. Nc4? , and White lost quickly.

[Instead, correct would have been 1. Nf1! Kc3 (or 1... Bc7 2. Ne3 Bf4 3. Ng4 Bg5 4. Nf2! , maintaining the balance) 2. Ng3! e3 3. Kd1 Kb2 4. Ne2 Kxa2 5. Kc2 Fortress. Draw.]

1... Kc3 2. Kd1 Bd4 3. Ke2 e3! (zugzwang) 4. Na5 Kb2 5. Nc6 Bc5 6. Ne5 Kxa2 7. Nd3 Be7 , and White resigned.

Morozevich A. - Makarov M., Moscow, 1995



One should remember that not all fortresses are impregnable - they can be broken up with the help of zugzwang or pawn sacrifices. Here are two examples.

At first sight Black has set up a fortress, because the white bishop is the wrong color. White, however, can win by putting his opponent into zugzwang. 1. f3!?

[Simpler is 1. Kg5 Ka8 2. Kh4 Kb8 3. f4 gxf3 4. Bf2! Ka8 5. Kh3 Nf1 6. g4 Nd2 7. Kg3! Kb8 8. Kf4 , and the g-pawn queens.]

1... gxf3 2. Bg1 Ka8 3. Kf5

[An immediate draw results from 3. Kg5? Nf1 4. g4 Nh2]

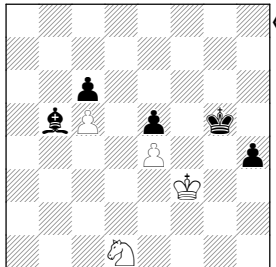
3... Kb8 4. Kg5 Ka8 5. Kh4? White lets

the win slip out of his hands.

[Necessary was 5. Kh5! , putting Black into zugzwang. If 5... Kb8 , then (after 5... Nf1 6. g4 the g-pawn is unstoppable) 6. Kh4 f2 7. Bxf2 Nf1 8. g4 , and 8... Nh2 would be met by 9. Bg3+!□]

5... Nf1 6. g4 f2 7. Bxf2 Nh2 Draw.

Chiburdanidze M. - Gaprindashvili
N.,Pitsunda,1978



Black could have won by sacrificing her h-pawn in order to break through with the king. 1... h3!

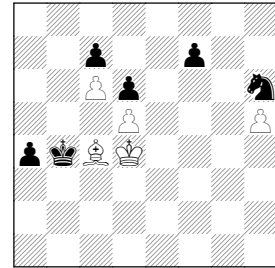
[The game continued 1... Bc4? 2. Nf2 Bf1 3. Nh1 Bh3 (no better was 3... h3 4. Kg3 h2 because of 5. Nf2 Be2 6. Nh3+! Kh5 7. Nf2 , with a draw) 4. Nf2 Be6 5. Nd3 Bg4+ 6. Kf2 Kf6 7. Nb4 Bd7 8. Kf3 h3 9. Kg3 Ke7 10. Nd3 with a quick draw.]

2. Kg3 h2 3. Nf2 Bf1! 4. Nh1 Bd3 5. Kf3
[Or 5. Nf2 h1=Q°]

5... Kh4 6. Nf2 Bc2 7. Nh1
[7. Kg2 h1=Q+°]

7... Bd1+ 8. Kg2 Be2 9. Nf2 h1=Q+! 10. Nxh1 Kg4 11. Kf2 Bf3 12. Ng3 Kf4 , and Black wins.

Grancharov - Kaikamdzozov J.,Bulgaria,1975



In the following example the knight has erected a barrier in the path of the enemy king (this device was already examined in the chapter "Knight Endings").

1... Ng4!

[Erroneous is 1... a3 2. Ba2 Nf5+ 3. Kd3 Kc5 4. Bb3 with a draw.]

2. Be2

[2. Ba2 Ka3]

2... Ne3! 3. Bd3

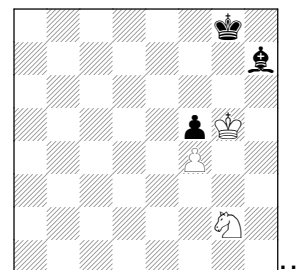
[Or 3. h6 a3°]

3... a3 4. Bb1 Nf5+! 5. Kd3

[5. Ke4 Ng3+]

5... Kb3 White resigned.

Troitsky A 6



D. A knight has a great advantage over a

bishop restricted by its own pawns

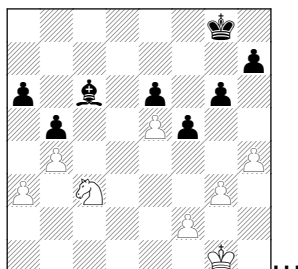
White manages to win, exploiting an awkward position of the black bishop which is stuck behind its own pawn. 1.

Kh6! Kh8 2. Nh4 Kg8

[2... Bg8 3. Ng6#]

3. Nf3 Kh8 4. Ne5 Kg8 5. Nc6 Kh8 6. Ne7 Bg8 7. Ng6#

Spielmann Rudolf (AUT)

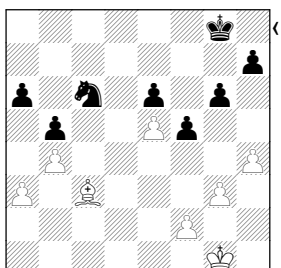


Three positions by Rudolf Spielmann

This position is evaluated as 8:2. White brings his king to c5, and then attacks Black's K-side pawns with his knight.

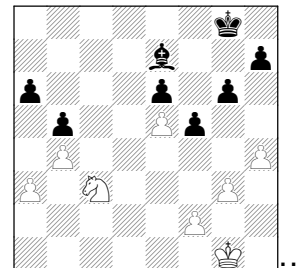
1. Kf1!□ If the opponent's pawns are placed on the same colored squares as his bishop, then the player with a knight has a doubtless advantage.

Spielmann Rudolf (AUT) 2



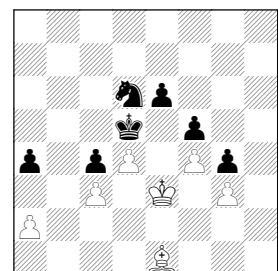
Here an advantage is Black's, though it is not large. The evaluation is 4:6.

Spielmann Rudolf (AUT) 3



In this position Black is better; his bishop is stronger than the white knight. The evaluation is 3.5:6.5.

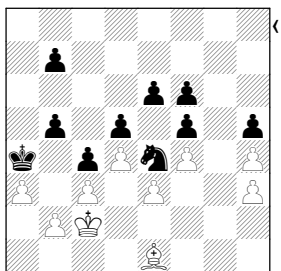
Henneberger - Nimzowitsch A., Wintergut, 1931



Black's plan consists of the following steps. First, he transfers his knight to b1, after which White will be forced to play ♞b2. Second, Black plays a3!, forcing ♞a1. Third, he gives his opponent the move by triangulation with his king on the squares d5, d6 and c6. And finally, the back king penetrates to the enemy camp

via e4. 1... Nb5 2. Bd2 Na3 3. Bc1
 [Or 3. Be1 Nc2+ 4. Kd2 Nxe1 5. Kxe1
 Ke4 6. Ke2 a3!°]
 3... Nb1 4. Bb2 a3! 5. Ba1 Kd6 6. Ke2
 Kc6! (triangulation) 7. Kd1
 [White loses also after 7. Ke3 Kd5 8.
 Kf2 Nd2 9. Ke3 Nb3!]
 7... Kd5 8. Kc2 Ke4 9. Kxb1 Kf3 10. Bb2!
 (the only chance) 10... axb2 11. a4 Kxg3
 12. a5 Kh2 13. a6 g3 14. a7 g2 15. a8=Q
 g1=Q+ 16. Kxb2 Qg2+ 17. Qxg2+ Kxg2
 18. Ka3 Kf3 19. Kb4 Kxf4 20. Kxc4 Ke3
 21. d5 exd5+ 22. Kxd5 f4 White resigned.

Faibisovich V. - Polovodin I.,URS,1988



This ending is also won for Black, precise game supposed.

1... b6! 2. Bd2
 [2. Kb1 loses in view of 2... Kb3
 followed by b4!, b5, and
 ♖d6-c8-b6-a4°]

2... Nf2?!
 [The win could have been achieved by
 2... b4! 3. axb4 (if 3. cxb4 , then 3...
 Nxd2 4. Kxd2 Kb3 5. Kc1 c3! , winning)
 3... Nf2 4. Be1 (also 4. b5 could not
 save White due to 4... Nd3! 5. b3+
 Kxb5 (zugzwang) 6. bxc4+ Kxc4°) 4...
 Nd3! 5. Bg3 (or 5. Bd2 b5 6. b3+

cxb3+ 7. Kxd3 Ka3 8. Bc1+ b2 9.
 Bxb2+ Kxb2 10. Kd2 Ka3! 11. c4 dxc4
 12. Kc3 Ka4 13. e4 fxe4 14. f5 exf5 15.
 d5 e3 16. d6 e2 17. Kd2 c3+ 18. Kxe2
 Kb3 19. d7 c2 20. d8=Q c1=Q ,
 winning in the arisen queen ending)
 5... b5! (another zugzwang) 6. Bh2
 Ne1+ 7. Kd1 Ng2! 8. Bg1 Kb3 9. Bf2
 Kxb2 10. Kd2 Kb3 (zugzwang again)
 11. Bg3 Nxe3! 12. Kxe3 Kxc3 13. Be1+
 Kb2 14. Kd2 c3+ 15. Kd3 c2 16. Bd2
 c1=Q 17. Bxc1+ Kxc1 18. Kc3 Kd1 19.
 Kd3 Ke1 20. Ke3 Kf1 21. Kf3 Kg1 22.
 Kg3 Kh1!°]

3. Be1 Nxh3?

[Irrevocably missing the win; it was not
 too late to retreat by 3... Ne4 4. Bd2
 b4!]

4. Bg3= Ng1 5. Bf2 Nf3 6. Bg3 A pawn
 is of no importance, while the black knight
 is simply offside. 6... b4 7. cxb4

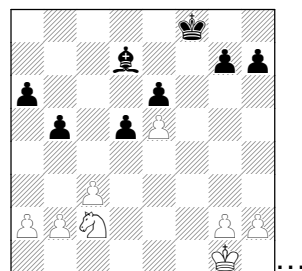
[Also possible is 7. axb4 b5 8. Kd1!
 Kb3 9. Kc1 Ng1 10. Kb1 Ne2 11. Be1
 Ng1 12. Bg3=]

7... b5 8. Kc3 Ng1 9. Bf2 Nf3

[Not falling into the last trap: 9... Ne2+
 10. Kc2!□]

10. Bg3 Ng1 11. Bf2 Nf3 Draw.

Zubarev N. - Aleksandrov,Moscow,1915



Let us now examine two more difficult examples of utilizing the knight's advantage over a "bad" bishop. They have become classics thanks to typical plans demonstrated by the winners.

White's plan consists of the following steps. 1) White brings his king to c5; Black must meet this with his king on c7.

2) The knight attacks the g7- and h7-pawns, thus creating new weakness in the opponent's camp. 3) Black is forced to defend his weak pawns with his bishop. 4) A zugzwang position is achieved. 5) Black loses material.

1. Kf2 Ke7

[1... Kf7 does not save Black. After 2. Ke2 Kg6 3. Ne3 Kg5 4. g3! the black king is faced by a "wall" on the K-side, whereas the white king penetrates into the opponent's camp on the Q-side.]

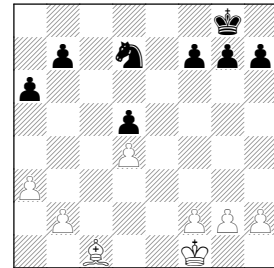
2. Ke3 Kd8 3. Kd4 Kc7 4. Kc5 Bc8 5. Nb4 (starting the second stage of the plan) 5... Bb7 6. g3 Bc8 7. Nd3 Bd7 8. Nf4! g6 (otherwise White plays 9. ♖h5, and in response to 9... g6, attacks the h7-pawn by 10. ♖f6) 9. Nh3! h6 10. Nf4! g5 11. Nh5 Be8 12. Nf6 Bf7 13. Ng4 h5 14. Ne3! Bg6

[Now, if 14... h4, then 15. gxh4 gxh4 16. Ng2;

or 14... g4 15. Ng2 Bg6 16. Nf4 Bf7 17. b4 Zugzwang.]

15. h4! (fixing the h5-pawn) 15... gxh4 16. gxh4 Be4! So far Black prevents the white knight from reaching f4. 17. Nf1 Bf3 18. Nd2 Be2 19. Nb3 Bg4 20. Nd4 Bh3 21. Ne2 Bf5 22. Nf4 Bg4 23. b4! (zugzwang) 23... Kd7 24. Kb6 Bf3 25. Kxa6 Kc6 26. Nxe6, and Black resigned.

Seidy A. - Fischer R., 1963



It is not easy for Black to utilize his advantage, since White has only one weakness, the d4-pawn. Black's plan involves a K-side pawn advance in order to create White another weakness. 1... Nf8 2. Ke2 Ne6 3. Kd3 h5 4. Be3 Kh7 5. f3 Kg6 6. a4 Kf5 7. Ke2 White has to stick to waiting tactics. 7... g5 8. Kf2 Nd8! The knight is transferred to a more active square. 9. Bd2! Kg6 10. Ke3

[10. g4!? deserved attention.]

10... Ne6! 11. Kd3 Kf5 12. Be3 f6 Black does not hurry. 13. Ke2 Kg6 14. Kd3 f5 (seizing space) 15. Ke2 f4 16. Bf2 Ng7

[16... g4!?]

17. h3 Nf5 18. Kd3 g4 19. hxg4 (Black threatened 19... g3 followed by 20... ♖h4) 19... hxg4 20. fxg4 Nh6 21. Be1?! A fatal mistake.

[By 21. Ke2 Nxc4 22. Bg1! White could have maintained the balance, for example: 22... Kf5 (or 22... a5 23. Kf3 Kf5 24. g3!) 23. Kf3 (with the idea of 24. g3) 23... Nf6 24. Bh2 Nh5 25. a5! Kg5 26. g3! (or even 26. g4!)=]

21... Nxc4 Now White has two weaknesses, d4 and g2. 22. Bd2

[Bad is 22. Ke2 Kf5 23. Kf3 due to 23... Nh2+ 24. Ke2 Ke4°]

22... Kf5 23. Be1 Nf6 24. Bh4 Ne4 25. Be1 Kg4 26. Ke2 Ng3+! 27. Kd3

[27. Kf2 Nf5 28. Bc3 Ne3!°;

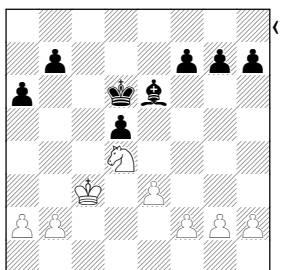
27. Bxg3 Kxg3 28. Kf1 f3°]

27... Nf5 28. Bf2 Nh4 29. a5

[No better is 29. Bxh4 Kxh4 30. Ke2 Kg3 31. Kf1 f3°]

29... Nxg2 30. Kc3 Kf3 31. Bg1 Ke2 32. Bh2 f3 33. Bg3 Ne3 (... 34... ♔f5°). White resigned.

Flohr S. - Capablanca J., Moscow, 1935



The previous examples proves that even though a bishop is restricted by its own pawns, one weakness is usually insufficient for a win.

By exact play Black holds his ground. His main task is to avoid the creation of new weaknesses. In order to do this, he has to properly place his pawns on both wings. 1... b6! 2. f4 Bd7 3. Nf3 f6! 4. Kd4 a5 5. Nd2 Bc8 6. Nb1 Be6! 7. Nc3 Kc6! White is unable to penetrate into the opponent's camp neither with his knight, nor with his king - all the invasion squares are protected. 8. a3 h6 9. g3 h5! Otherwise White transfers his knight

to h4, advances his pawn to f5, and supports it by g4. Then he transfer the knight to f4, and with the black king at c6, White plays ♔e6!, transposing into a won pawn ending. 10. b4 axb4 11. axb4 Kd6 12. b5! g6 This is the position Black aimed for. 13. f5! (White's only chance to play for a win) 13... gxf5

[This is forced, because in response to 13... Bxf5, White has the decisive 14. Nxd5 Bd7 15. Nxf6 Bxb5 16. Nd5 Kc6 17. Ne7+□]

14. Ne2 Bd7

[More precise would have been 14... Bg8 15. Nf4 Bf7 16. h3 Be8, but the move in the game is also sufficient for a draw.]

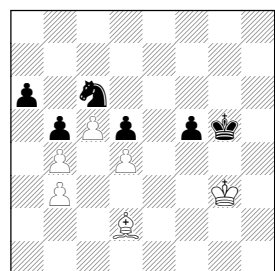
15. Nf4 Be8 16. Nxd5 Bxb5 17. Nxb6 Bc6 18. Nc4+ Ke6 19. Nb2 Bb5 20. Nd1 Be2 21. Nf2 Bf1! 22. Nd3 (the last attempt, which is parried by Black) 22... Bxd3! 23. Kxd3 Ke5 24. Ke2 Ke4! 25. h3

[25. Kf2 h4! 26. gxh4 f4=]

25... Kd5! 26. Kf3 Ke5 A draw was agreed. [...]

[Indeed, after 27. h4 Kd5 28. Kf4 Ke6 29. e4 fxe4 30. Kxe4 f5+ the rest is clear.]

Vaganian R. - Chechelian S., Kaluga, 1968



E. Knight is the best blockading piece; it defends and attacks simultaneously. Standing on c6, the knight not only blockades the c5-pawn, but at the same time attacks the white pawns at b4 and d4. Black elegantly converts his advantage into a win. 1... f4+! 2. Bxf4+ Kf5 3. Bd2

[Or 3. Kf3 Nxd4+ 4. Ke3 Nc2+ 5. Kf3 Nxb4°]

3... Ke4 4. Bc3 (the best chance) 4... Kd3 5. Ba1 Kc2! 6. Kf4 Kxb3 7. Kf5

[7. Ke3 is even worse.]

7... Nxb4 8. Ke6 Kc4! 9. Kd6 a5 10. Bb2

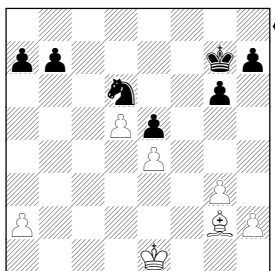
[10. c6 does not save White in view of 10... Nxc6! 11. Kxc6 a4 12. Kb6 a3 13. Ka5 (Black threatened 13... b4 followed by 14... b3) 13... a2! 14. Kb6 b4 15. Ka5 Kb3!°]

10... a4 11. Ba3 Na6 12. Kc6 b4 13. Kb6 Nb8! 14. Bc1 a3 15. Ka5

[15. Kb7 Kxd4!°]

15... Nc6+ White resigned.

Eliskases E. - Flohr S., Semmering, 1937



In this ending too, Black manages to use his blockading knight. 1... b5 2. Kd2 a5 3. Kd3 Kf6 The king is heading for the Q-side. 4. Bf3 Ke7 5. h4?

[White should not weaken his K-side pawns. Stronger would have been 5. Bd1 Kd8 6. a4!? Nevertheless, after 6... bxa4! 7. Bxa4 Kc7 White's position remained difficult.]

5... h6 6. Bd1 Kd8 7. a4 Now this is not as strong as it was previously. 7... bxa4

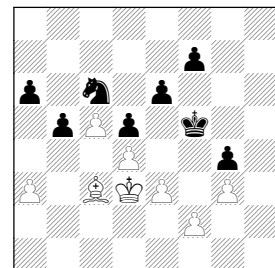
[Even stronger was 7... b4!]

8. Bxa4 Kc7 9. Bc2 Kb6 10. Kc3 Kb5 11. Kb3 Kc5 12. Ka4 Nc4 13. Bb3? A decisive mistake.

[White could have resisted after 13. Bb1 Nd2 14. Bd3]

13... Nd2 14. Bc2 Nf1! 15. Kxa5 Nxc3 16. Ka4 Nh5 The rest is clear. 17. Kb3 Kd4! 18. Kb4 Nf6 19. d6 g5 20. hxg5 hxg5 21. Kb5 g4 22. Bd1 g3 23. Bf3 Ke3 24. Bh1 Kf2 25. Kc6 g2 26. Bxg2 Kxg2 27. d7 Nxd7 28. Kxd7 Kf3 White resigned.

Kolarov A. - Karner H., Bulgaria, 1970



1... f6 2. Be1 e5 3. Bd2 Ke6 4. Be1 Kd7 5. Bc3 Kc7 6. Kc2? White waits passively.

[White should have tried to create counterplay by 6. Ke2! with the idea of 7. f3, though Black would have retained a doubtless advantage.]

6... Kb7 7. Kb3 a5 8. Ba1 a4+! 9. Kc2

[If 9. Kc3 , then 9... Ka6 with the idea of 10... c5 followed by 11... b4]

9... b4! 10. axb4 Nxb4+ 11. Kc3 Nc6 12. Bb2 Ka6 13. Bc1 Kb5 14. Bb2 Nb4 15. Ba3 Na6 16. Bb2 Nc7 17. Ba3 Ne6 18. Kd3 Ng5 19. Bb2 exd4 20. exd4 Ne4 21. Ke3 Kb4 22. c6 a3 23. c7 Nd6 24. Ba1 Kb5 25. Kd3

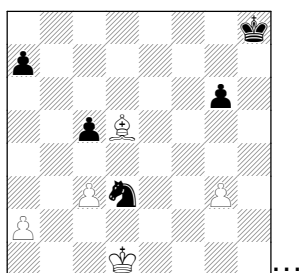
[25. Kf4 Kc6 26. Kxg4 Kxc7 27. Kf4 Kc6 28. Ke3 Kb5 29. g4 Kc4 30. f4 Ne4!°]

25... Kc6 26. Kc3 Kxc7 27. Kb4

[27. Kd3 Ne4 28. Ke3 Kc6]

27... Ne4 28. Kxa3 Nxf2 29. Bb2 Kd6!° 30. Bc1 Ke6 31. Be3 Nd1 32. Bg1 Nc3 33. Kb3 Ne2 34. Bf2 Kf5 35. Kb4 Ke4 36. Kc5 f5 , and in view of 37... f4°, White resigned.

BISHOP AGAINST KNIGHT - CONCLUSIONS



BISHOP AGAINST KNIGHT - CONCLUSIONS

Having studied the previous examples, one can come to the following conclusions.

A knight is stronger than a bishop when:

- 1) The bishop is restricted by its own pawns.
- 2) The knight is a good blockading piece.
- 3) As it was once noticed by Smyslov, the knight is a more "tricky" piece, which creates different tactical possibilities.

The bishop turns out stronger than the knight much more often.

- 1) The bishop can cut off the knight from the main theatre of events.
- 2) The bishop is evidently stronger in positions with passed pawns, especially on different wings.
- These bishop's advantages have already been examined. Besides them, the bishop has some other remarkable features.
- 3) The defender is unable to protect his weak squares from an enemy's king's invasion - sooner or later the bishop will help its king to penetrate into the opponent's camp.
- 4) A bishop is good while attacking opponent's weak pawns.

Black is powerless to prevent a white king's penetration either on the Q-side, or on the K-side. 1. Ke2

[Also possible is 1. Kc2]

1... Ne5

[1... Nb2? 2. Bb3]

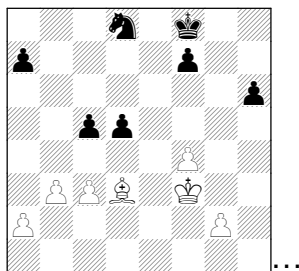
2. Ke3 Kg7 3. Ke4 Kf6 4. Bg8! (... 5. ϕ d5)

4... Nc6 5. Bb3!

[5. Kd5? Ne7+]

5... Ne7 6. g4! (zugzwang) 6... Kg5 7. Be6 Kf6 8. Bd7 g5 9. a3 Black is helpless. 9... a6 10. a4 a5 11. c4! (White's complete domination) 11... Ng6 12. Kd5 Ke7 13. Bf5 Nh4 14. Be4! Black resigned.

Browne W. - Pilnick G., Lone Pine, 1975



In this position too, White wins easily. 1. c4! d4

[No better is 1... dxc4 2. Bxc4 Ke7 3. Ke4 Kd6 4. Kf5 Ke7 5. Ke5 Nc6+ 6. Kd5 Nb4+ 7. Kxc5 Nxa2 8. Kc6]

2. Ke4 Ne6

[Or 2... Ke7 3. Kd5 Ne6 4. g3 ... 5. f5]

3. f5 Nc7 4. Ke5 Ke7 5. f6+ Kd7 6. Bf5+ Ne6

[On 6... Kc6, 7. Bg6 decides.]

7. b4! d3

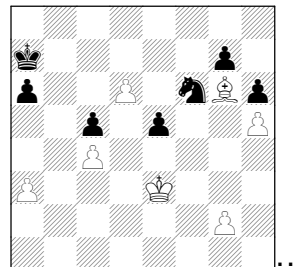
[7... cxb4 8. Bxe6+ fxe6 9. Kxd4]

8. Bxd3 Kc7

[8... cxb4 9. Bf5]

9. b5 Nd8 10. Be4 Black resigned. In the examined examples, invasion squares in the defender's camp were evident, but sometimes the stronger side must create them.

Estrin Y. - Stojanov, Bulgaria, 1969



White breaks with his king into the opponent's camp. 1. d7! Nxd7 2. Ke4 Kb7 3. Kd5 Kc7 4. Bf7

[4. Bf5 Nf6+]

4... e4 (this is forced) 5. Kxe4 Kd6 6. Kf5 Ke7 7. Bd5

[7. Kg6? Ne5+]

7... Nb6 8. Bg8! Nd7

[8... Kf8 9. Be6 Ke7 10. Ke5]

9. Kg6 Kf8 10. Be6 Nb6

[10... Nf6 11. Bc8 (or 11. g4)]

11. Kf5 Ke7 12. Ke5 (zugzwang) 12... Na8 13. Bc8 a5 14. Ba6 Nc7 15. Bb7 Kd7 16. Bf3 Ke7 17. Bc6! Ne6 18. Kd5 Nf4+

[18... Kf6 19. g3]

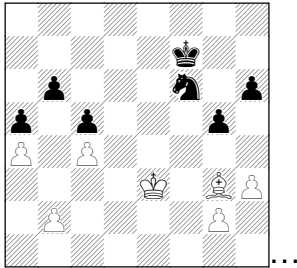
19. Kxc5 Nxh5 20. Kb6 Kd8

[20... Kd6 21. c5+]

21. Kxa5 Kc7 22. Kb5 Nf4 23. c5 Nd3 24.

a4 Ne5 25. Be4 h5 26. a5 h4 27. a6 Kb8
28. c6 **Black resigned.**

Konstantinopolski A. - Kasparian G., Moscow, 1947



4) A bishop is good while attacking opponent's weak pawns

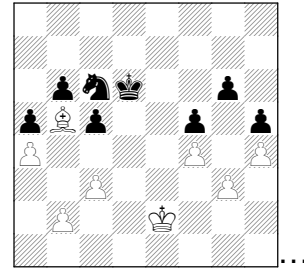
Black's position is hopeless. The winning plan, consisting of three steps, is typical.

1) Black's pieces are tied to the defense of his weak pawns. 2) White improves the position of his king. 3) Being in a zugzwang position, Black is forced either to create himself new weaknesses, or to allow the enemy king's penetration into his camp. The game continued: 1. Bc7 Nd7 2. Ke4 Ke6 3. Bd8 (zugzwang) 3... Ne5 4. b3 Nc6 The only opportunity.

[After 4... Nd7 5. g4 Black can resign.]

5. Bxb6 Kd6 6. g4 Nd4 7. Bxa5 Nxb3 8. Bc3 , and White wins.

Fischer R. - Taimanov M., Vancouver, 1971 2



Black is clearly worse: he has weak pawns, whereas White has invasion squares, b5 and d5. Fischer precisely converts his advantage into a win. 1.

Kd3 Ne7 (White already threatened 2. ♗xc6 ♜xc6 3. ♜c4 ♜c7 4. ♜b5 ♜b7 5.c4! ♜c7 6. ♜a6 ♜c6 7. ♜a7 ♜c7 8. b3! ♜c6 9. ♜b8, winning) 2. Be8 Kd5 3. Bf7+ Kd6 4. Kc4 Kc6! 5. Be8+ Kb7

[Nothing is changed by 5... Kc7]

6. Kb5 Nc8! 7. Bc6+ Kc7 8. Bd5 Ne7

[No better is 8... Nd6+ 9. Ka6 Ne4 10. Bf7 Nxc3 11. Bxc6 Kc6 12. Be8+ Kc7 13. Ka7 Ne2 14. Bxc5 Nxf4 15. Bf7 , and White wins.]

9. Bf7!

[Nothing is achieved by 9. Bf3 Ng8;

bad is 9. Bb3? Kb7 10. Bf7 Ka7 11. Bxc6 Nxc6 with a draw]

9... Kb7 10. Bb3 Ka7 11. Bd1! Kb7 12. Bf3+ Kc7

[Black is forced to allow the white king in at a6. Even worse is 12... Ka7 13. Bg2]

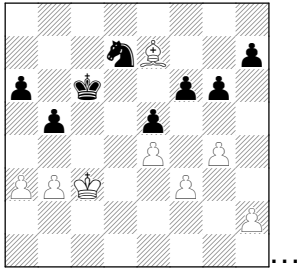
13. Ka6 Ng8 14. Bd5 Ne7 15. Bc4! Nc6

[Or 15... Kc6 16. Bb5+ Kc7 17. Be8]

16. Bf7 Ne7 17. Be8! (forcing Black's next move) 17... Kd8 18. Bxc6! (a decisive sacrifice) 18... Nxc6 19. Kxb6 Kd7 20. Kxc5 Ne7 21. b4 White's pawns are unstoppable. 21... axb4 22. cxb4 Nc8

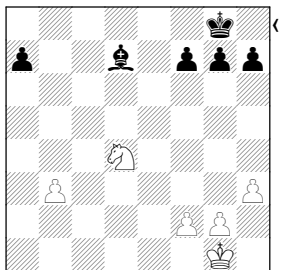
23. a5 Nd6 24. b5 Ne4+ 25. Kb6 Kc8 26. Kc6 Kb8 27. b6 **Black resigned.**

Pekarek - Prandstetter E., Czechoslovakia, 1991



Here too, Black loses due to his weak pawns. 1. Kb4 Kb6 2. Bd8+ Kc6 3. a4! (clearing a pathway for the king) 3... bxa4 4. bxa4 g5?! 5. Be7 Kc7 6. a5 Kb7 7. Kc4 Kc6 8. h3 h6 9. Bb4 Nb8 10. Bf8 Kd7 11. Kc5! Nc6 12. Kb6 **It's all over now.** 12... Nd4 13. Kxa6 Kc6 14. Be7! Nxf3 15. Bxf6 Ng1 16. Ka7 Nxh3 17. a6 Nf4 18. Kb8 Ne6 19. a7 **Black resigned.**

A BISHOP IS SIMPLY STRONGER THAN A KNIGHT



A BISHOP IS SIMPLY STRONGER THAN A KNIGHT

Because a bishop is slightly stronger than a knight, all other things being equal, the side with the bishop often manages to tilt the balance in his favor in some way: by trapping the knight, by putting the opponent in zugzwang, by creating a passed pawn, or by penetrating to the enemy camp with the king.

Let us examine some examples.

At first sight the position seems equal, but bishop is bishop! 1... Kf8 2. Kf1 Ke7 3. Ke2 Kd6 4. Kd3 Kd5 5. h4 (preventing the unpleasant 5... g5) 5... Bc8 6. Nf3

[After 6. f3 Ba6+ 7. Ke3 Kc5 White also has difficult problems.]

6... Ba6+ 7. Kc3 h6 (restricting the white knight) 8. Nd4 g6 9. Nc2 Ke4 10. Ne3 f5 11. Kd2 f4 12. Ng4

[If 12. Nc2, then 12... Bf1 13. Ne1 Kf5 14. f3 g5 15. hxg5 Kxg5, and the king penetrates to g3.]

12... h5 13. Nf6+ Kf5 14. Nd7 Bc8 15. Nf8 [15. Nc5 Kg4]

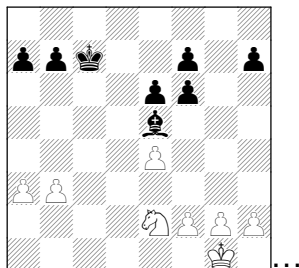
15... g5! 16. g3

[After 16. hxg5 Kxg5 the knight is trapped.]

16... gxh4 17. gxh4 Invasion squares have appeared in White's camp. 17... Kg4 18. Ng6 Bf5 19. Ne7 Be6 20. b4 Kxh4 Somehow insensibly Black has won a pawn. 21. Kd3 Kg4 22. Ke4 h4 23. Nc6 Bf5+ 24. Kd5 f3! 25. b5 h3 26. Nxa7 h2 27. b6 h1=Q 28. Nc6 Qb1 29.

Kc5 Be4 , and at last White resigned.

Chekhover V. - Lasker E.,Moscow,1935



The game continued: 1. Kf1

[In spite of his doubled pawn, Black has an edge. White does not have time for setting up a fortress, transferring his knight to d3. On 1. a4 there follows 1... Kc6 2. Nc1 Kc5; whereas 1. Nc1 is impossible due to 1... Bb2]

1... b5! Fixing the weak pawn at a3.

[Nothing is achieved by 1... Bb2 2. a4 Kc6 3. Ke1 Kc5 4. Kd2 Kb4 5. Kc2 , and the white king has arrived just in time.]

2. Ke1 Bb2 3. a4 bxa4 4. bxa4 Kc6!

[Worse is 4... Kb6 5. Kd2 Ka5 6. Kc2 Be5 7. f4 followed by 8. φb3.]

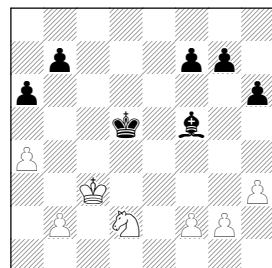
5. Kd2 Kc5 6. Nc3

[6. Kc2 Bd4 7. f3 Kc4!]

6... Kb4 7. Nb5 a5! 8. Nd6 Kxa4 9. Kc2 (9... φb3 was threatened) 9... Be5 10. Nxf7 Bxh2 11. Nd8 e5 Black has obtained an extra passed pawn. 12. Nc6 Bg1 13. f3 Bc5 14. Nb8 Kb5! (chasing the knight) 15. g4 Be7 16. g5 fxg5 17. Nd7 Bd6 18. Nf6 Kc4 , and White resigned, [...]

[because 19. Nxe7 fails in view of 19... Be7°]

Spassov L. - Panchenko A.,Plovdiv,1982

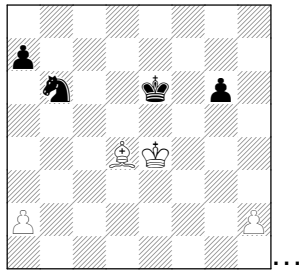


If it were White to play, he could have successfully defended by 1. h4. But the move is Black's... 1... g5! (fixing the opponent's weak pawns) 2. a5 h5 3. Nc4 Be6 4. b4 h4! 5. f3?! f6 Black does not have to hurry. 6. Nb2 Bd7! The bishop is transferred to the a6-f1 diagonal. 7. Nc4 Bb5 8. Ne3+ Ke5 9. Ng4+ Kf4! 10. Nxf6 Bf1 11. Nh5+ (the only chance) 11... Kf5?

[Black could have easily won by 11... Ke5! 12. g3 Bxh3 13. f4+ gxf4 14. Nxf4 (otherwise Black would promote his h-pawn) 14... Bf5!°]

12. g4+ Kg6 13. Kd2 Bxh3 14. Ke1 A draw was agreed. Suddenly the bishop is trapped.

Krnic - Flear G.,Wijk aan Zee,1988



In this position the players agreed a draw.
 After the game Flear demonstrated that
 White could have won by 1. Kf4! Nc8
 2. Kg5 Kf7 3. Kh6! White wins by
 putting his opponent in zugzwang. 3...
 Nb6

[3... a6 4. Bc5! (trapping the knight) 4...
 Kf6 5. h4 Kf5 (or 5... Kf7 6. Kh7 a5 7.
 a4 (zugzwang) 7... Kf6 8. Kg8 Kf5 9.
 Kf7 Kg4 10. Ke8! Kxh4 11. Kd7 Kg4
 12. Kxc8 Kf5 13. Kb7 Ke6 14. Bb6□)
 6. Kg7 Kg4 7. Kf7! Kxh4 8. Ke6 Kg4 9.
 Kd7 Kf5 10. Kxc8 Ke6 11. Kb7 Kd5 12.
 Be7 a5 13. a4□]

4. Kh7 Nc8

[4... Nd5 5. Bxa7 Nf6+ 6. Kh8□]

5. a4! Nb6 6. a5 Nc8

[6... Nc4 7. a6□]

7. h4□