



## Bavarian Impressions

It's now going on ten years since I was invited to Munich for a few sessions with the members of Team "Bavaria" – in those days, the leading club in Germany. The team was stocked with high-class grandmasters, such as Artur Yusupov and Robert Hübner; and with young masters like Michael Bezold, Christian Gabriel, and Markus Stangl, who would soon become grandmasters.

### COLUMNISTS

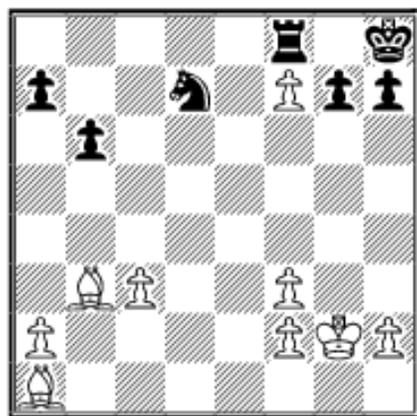
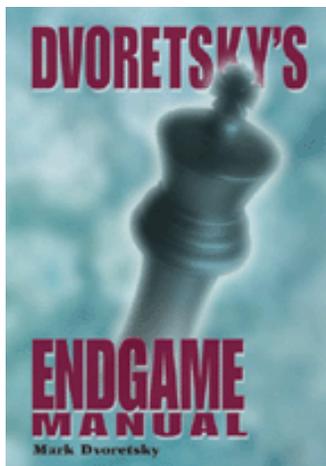
## The Instructor

Mark Dvoretsky

Working with highly qualified players is usually a mutually beneficial experience. Through discussions with strong opponents, the trainer sharpens and enriches the perceptions they offer, while correcting his own instructional examples and exercises. When analyzing students' games, sometimes curious situations appear, which the trainer may employ later on; and sometimes, the students themselves show the trainer some fragments of clarity they have played.

GM Stefan Kindermann showed me two episodes taken from his own games – wholly different in nature, both equally interesting and instructive.

*Lyrberg - Kindermann*  
Gausdal 1994



It's Black's move, and he has a tough decision to make.

Black's position is dangerous; the f7-pawn is a serious hindrance, and the two white bishops can become very powerful. Careless play will inevitably lead to catastrophe, for example: 22...Rd8? 23. f4! Nf6 24. Be6 g6 25. c4 Kg7 26. Bb2 Rd6 27. Ba3 (but not 27. Bxf6+? Kf8, nor 27. Bd5? Rxd5) 27...Rd8 28. Be7 Rb8 29. Kf3, when Black is helpless.

This was the course of a later training game, played between two strong grandmasters.

Instead of 26...Rd6, Black could have tried 26...Rf8 27. Kf3 Rxf7 28. Bxf7 Kxf7 29. Bxf6 Kxf6. I am not sure that the pawn ending is necessarily lost and suggest that readers check this for themselves. But the position after 27. f5! gf 28. Kf3 Kg6 (here 28...Rxf7 is altogether bad: 29. Kf4! Rf8 30. Kxf5, and zugzwang will soon cost Black his knight) 29. Kf4 Nh5+ 30. Ke5 is most probably lost.

Black would like to remove the f7-pawn as quickly as possible, but how?



22...Ne5? 23. Bb2 Nxf7 leads to a lost minor-piece ending after 24. Ba3 Kg8 25. Bxf8 Kxf8 26. Kg3. And 23...Rxf7 24. Bxf7 Nxf7 25. Kg3 Kg8 26. Kf4 Nd6 27. Bc1 and 28. Ke5 is no better for him.

As I recall, when Stefan offered me this position to consider, I found the strongest move – and the one he actually chose in the game – rather quickly.

### **22...Nd7-c5!!**

And now – turn the board around, and play White. Of course, your task is easier, as long as you have guessed the point of Black's move; but even then, making the optimal decision for White is not all that easy.

In the game, White continued **23. Bd5 Nd3** (threatening 24...Nf4+, and suddenly Kindermann's opponent saw that the natural 24. Kg3? is met by 24...Ne5 25. Bb2 Nxf7 26. Ba3 Nd6! 27. Bxd6 Rd8, and now it's Black who's winning. The "tempo-losing" Nd7-c5-d3-e5 decoyed the enemy bishop to d5, which in turn allowed Black to snatch the f7-pawn with impunity.

Having figured out what his opponent was up to, White replied **24. Bb3! Nc5** (24...b5? is a mistake, in view of 25. f4! Nxf4+ 26. Kg3 Nd3 27. f4, with advantage to White) **25. Bd5 Nd3 26. Bb3 Nc5 27. Bd5** Draw.

So, was the draw that occurred in the game the proper answer to your second task? No. As it happens, White can still try for the win.

### **23. Bb3-c4!**

Or 23. Bd5 Nd3 24. Bb3! Nc5 25. Bc4!

### **23...b6-b5**

After 23...g5 24. Bd5 Kg7 25. c4+ Kg6 26. Be5 or 26. f4!?, Black's position is difficult.

### **24. Bc4-d5 Nc5-d3 25. Kg2-g3! Nd3-e5 26. c3-c4!**

Here's the point: thanks to the insertion of his 23rd move, White attacks, not only the knight, but also the b5-pawn.

### **26...Ne5xf7**

26...Nxc4 27. Bd4 Nd6 28. Bc5 Rxf7 29. Bxf7 Nxf7 30. Bxa7 is hopeless.

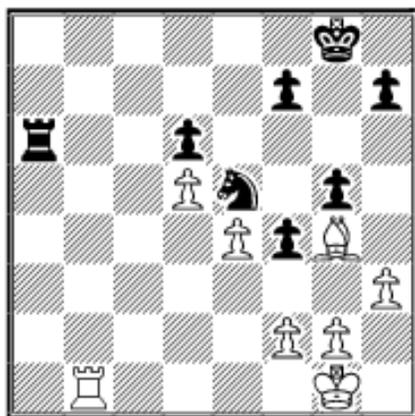
### **27. c4xb5 Nf7-d6 28. a2-a4**

Or 28. Bc6. White follows up with f3-f4 and Be5, etc. White's position isn't necessarily won; but with two pawns for the exchange plus the powerful pair of bishops, he risks nothing, and has solid winning chances.

Among the themes of our work in Germany were the development of prophylactic thinking, and the perfecting of our technique in converting the advantage. Later, Stefan showed me how he had used the valuable lessons he had learned in practice.

### *Hirndl - Kindermann*

Austrian League, 1996



Black's positional advantage is indisputable: his powerful knight clearly outclasses White's "bad" bishop. White has no counterplay, so one would expect 28...Kg7, improving the king's position – in strict accordance with the chief principle of endgame play.

Kindermann took a deeper look at the position. He used prophylactic thinking, asking himself: "How is my opponent going to defend?" He decided that White was going

to put his bishop back on e2, his king on f1, and probably push his pawn to f3. Of course, Black would still enjoy a pleasant and trouble-free life then as well; but breaking down the enemy defenses would be very difficult: the bishop, after all, impedes the knight's mobility, and prevents it from participating in the attack. And the White rook can, in some lines, attack the pawns at d6 or f7.

So Black's first priority is to keep the bishop from retreating to e2.

#### **28...Ra6-a4!**

28...Ra2, with the same idea, is weaker because of 29. Kf1 (preparing 30. Be2 after all) 29...Nc4?! (29...Ra4!) 30. Rb4!?, or 30. Ke1!? Kg7 31. Be2 Nd2 32. Rb4 Kf6 33. f3.

#### **29. Bg4-f5**

Of course, Black had to consider that White could attack the d6-pawn; it's the only weak link in Black's position. But in that case, the White king would come under fire. Here's a sample line: 29. Rb6 Nc4 30. Rc6?! Ra1+ 31. Kh2 Nd2 32. g3 f3 33. Rxd6 h5! 34. Bxh5 Nf1+ 35. Kg1 Nxg3+ 36. Kh2 Nxh5, and wins.

#### **29...h7-h5 30. f2-f3 Kg8-g7**

As the game went, White could probably have defended better, but his position would have been hopeless, nonetheless. His problem is that now Black's knight can always join in an attack on the kingside by way of d3 or c4; and it's scarcely possible for him to withstand the concerted assault of all Black's pieces.

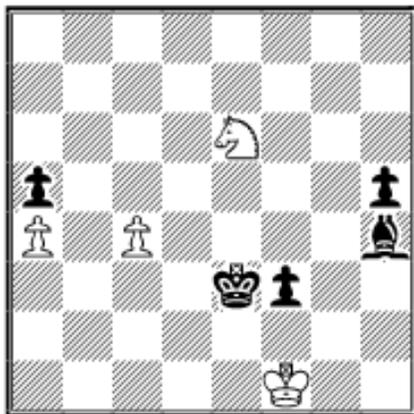
#### **31. Rc1 Kf6 32. Rc3 Nc4 33. Bd7 Ra1+ 34. Kf2 Ra2+ 35. Kg1 Ne3 36. g4 h4!**

**37. Rc7 Rg2+ 38. Kh1 Rg3 39. Be8 Rxh3+ 40. Kg1 Rxf3 41. Rxf7+ Ke5 42. Re7+ Kd4 43. e5 Rg3+ 44. Kh1 f3** White resigned.

Now I'll show you one more episode, which went into my notebook after our joint analysis of one of Markus Stangl's games. Later, this example would be included in *Dvoretsky's Endgame Manual*.

### ***Stangl - Schneider***

Berlin 1992



White must choose between 58. Ng7, snapping up the h5-pawn, or winning the bishop for his c-pawn with 58. c5.

Markus gave the second plan practically no consideration. And in fact, pushing the pawn looks terribly risky; it's quite likely that it would lose quickly. But the alternative is quite joyless; so I suggested looking at winning the bishop anyway, to see where it might lead. In desperate situations, it's too late to be afraid. You must examine every

chance, explore every hope – forcing variations first among them, as they can sharply alter the course of the game.

Let's see what kind of absorbing line I managed to find.

**58. c4-c5! Bh4-g3 59. c5-c6 h5-h4 60. c6-c7 Bg3xc7 61. Ne6xc7 h4-h3 62. Nc7-d5+**

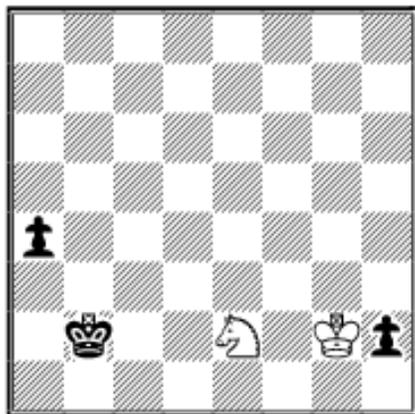
Good news: the h-pawn apparently won't queen after all. On 62...Ke4, White plays 63. Nf6+ Kf5 64. Nh5, with equality; and if 62...Kd4, then we find 63. Ne7! But what if Black's king heads for the queenside, aiming to make the a5-pawn passed?

**62...Ke3-d4 63. Nd5-e7! h3-h2**

63...Ke4 is useless, in view of 64. Kg1! =.

**64. Ne7-f5+ Kd4-c4 65. Nf5-g3 Kc4-b4 66. Kf1-f2 Kb4xa4 67. Kf2xf3 Ka4-b3 68. Kf3-g2 a5-a4 69. Ng3-e2 Kb3-b2**

If 69...a3 70 Nc1+. But now, we have reached a position which forms the closing tableau of one of Nikolai Dmitriyevich Grigoriev's lovely miniatures (WK: a6, N: a2; BK: e3, p: h6; 1. Nb4! h5 2. Nc6! Ke4! 3. Na5!! h4 4. Nc4, etc.):



**70. Ne2-f4! Kb2-c3!? 71. Nf4-d5+!**

But not 71. Ne2+? Kd2! 72. Nd4 a3, and the pawn gets to a2. Now the knight wants to go to b4, in order to stop the pawn, and to meet 71...Kc4 with the forking 72. Nb6+.

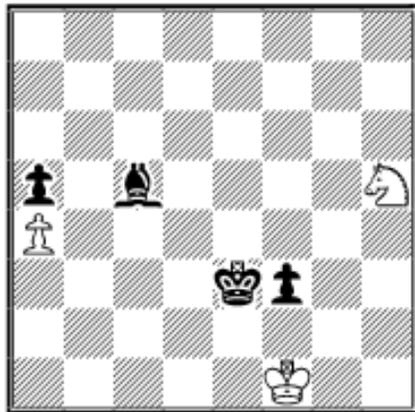
**71...Kc3-b3 72. Nd5-f4! a4-a3 73. Nf4-d3**

And the knight stops the pawn from c1.

The game continuation was **58. Ng7? Bf6 59.**

**Nxh5**, when **59...Bd4!** stopped the c-pawn and took away the f2-square from White's king. Now there appears to be no way to prevent Black's king from getting to the queenside pawns.

**60. c5 Bxc5**



**61. Nf6?!**

White could have held out longer with 61. Ng7!? Kd3 62. Ne6. White saves himself by 62...Be3 63. Nd8 Kc4 64. Nc6, or 62...Kc4 63. Ng5 Kb4 (63...f2 64. Ne4) 64. Nxf3 Kxa4 65. Nd2 Kb4 66. Ke2. As Karsten Müller pointed out, Black gets what he wants after 62...Be7! 63. Kf2 Ke4 64. Nc7 Bh4+ 65. Kg1 Kd4 66. Nb5+ Kc4 67. Nd6+ Kb4 68. Nf5 Bf6 69. Kf2 Kxa4 70. Kxf3 Kb3.

**61...Kd4 62. Nd7 Kd5 63. Ke1 Bd4 64. Kd2 Kc4 65. Nb8 Kc5 66. Nd7+ Kb4 67. Nb8 Kxa4 68. Nc6 Bb6 69. Ne5 f2 70. Ke2 Kb3 71. Nf3 a4 72. Nd2+ Kb4**  
White resigned.