



MODERN CHESS

ISSUE 17

MAGAZINE

Typical Attacking Ideas
Attack the Weakest
Point

You Don't Know?
So, Dig Deeper!
Part 3



Brilliant Missed Opportunities
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Endgame Series 17 - Strategies in Endgames with Same - Colored Bishops - Part 2

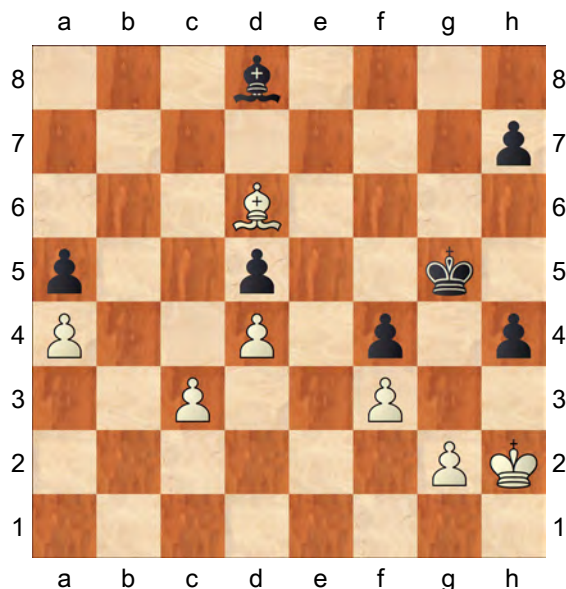


 **GM Davorin Kuljasevic**

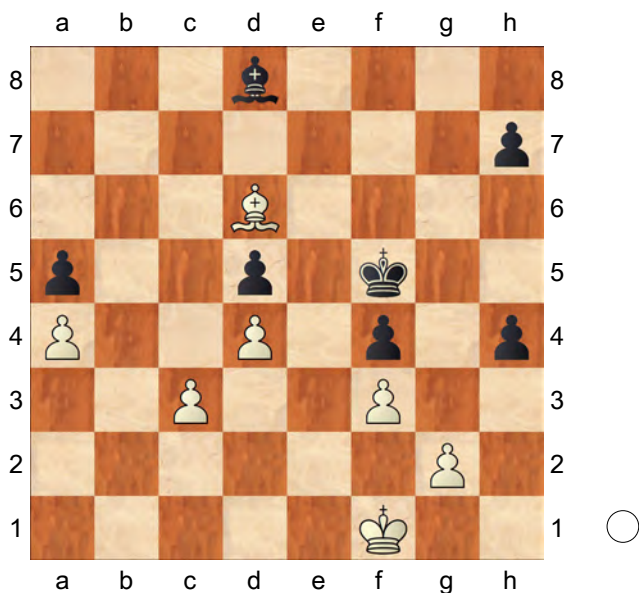
Hello, Dear chess friends!
In this issue, we will continue examining endgames with same-colored bishops. While in the previous issue we mostly looked at positions with fairly simple pawn structures (long pawn chains, symmetrical pawn structures, no passed pawns, etc.), this time we will expand our analysis to imbalanced pawn structures. It might be useful to review some of the rules about such endgames that we have formulated in the previous issue. The fundamental one is Capablanca's rule that states: When you have one bishop left on the board, place your pawns on the opposite colored squares to your bishop. It is also important to create as many weaknesses for your opponent as possible as one weakness is usually not enough to win in such endgames. In addition, one of best defensive strategies for the weaker side is to trade the bishops with hopes of transposing into another, more favorable type of

endgame. We will take a detailed look at five practical examples with same-colored bishops and imbalanced pawn structures and try to draw some common conclusions for this type of endgame. In them, you will have a chance to see wonderful endgame technique of top players such as Carlsen and Wesley So, as well as some instructive mistakes. Our first example is from the game between Wesley So and young Russian star Vladimir Fedoseev, played in the last year's World cup. As I followed this game on and off in live transmission I was impressed by So's maneuvering technique. In a position that appeared to be quite difficult to break, he kept on finding less than obvious maneuvers until his opponent's position fell down like a house of cards. Let us take a closer look.

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<input checked="" type="checkbox"/>	Fedoseev, Vladimir1	2731
	FIDE World Cup (5.2)	16.09.2017



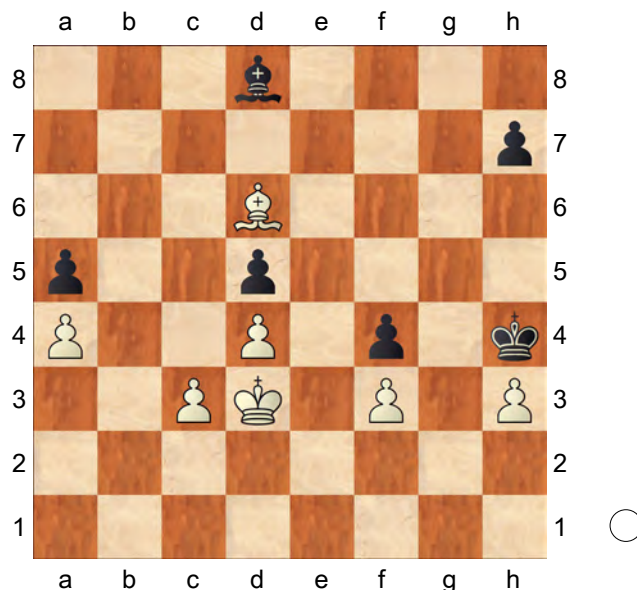
White's advantage in this endgame is undisputable. Black has three pawns on the "wrong color" and defending them requires his bishop to remain passive. Even his king can not maneuver much as it needs to protect the key f4 pawn. If white king had an in-road into black's position it would be all over right here and now, but Fedoseev has set up his pawns in such a way that white king cannot pass the fourth rank. It is no secret, then, that black is hoping to set up a fortress. How Wesley So systematically proceeds to break it down is both instructive and impressive in its own right. **57.Kg1** A logical centralization of the king. **Kf5** **58.Kf2** **Kg5** **59.Kf1** **Kf5**



60.Ba3! Even though the bishop was placed very well on d6, putting pressure on the weak f4 pawn, Wesley So found an even better square for it – e1!

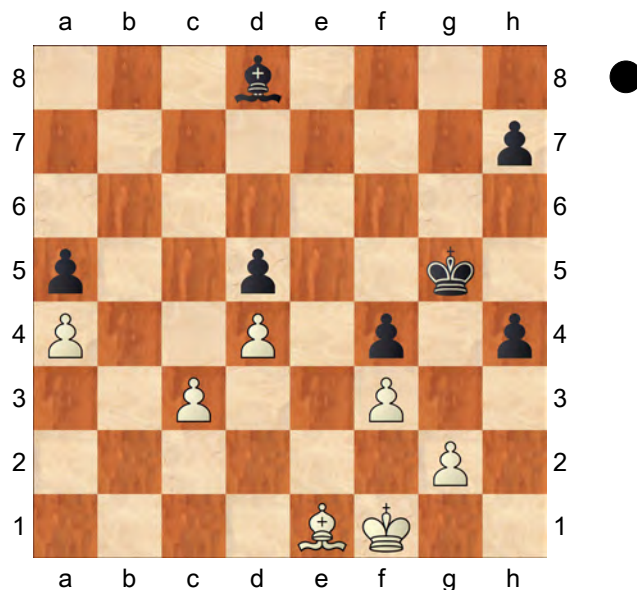
[The necessity of the intended bishop's maneuver can be understood from the following variation: **60.Ke2** **Kg5** **61.Kd3** White has, naturally, centralized his king and is ready to

carry out c3–c4 break, but the timing is wrong because of h3! **62.gxh3** **Kh4**

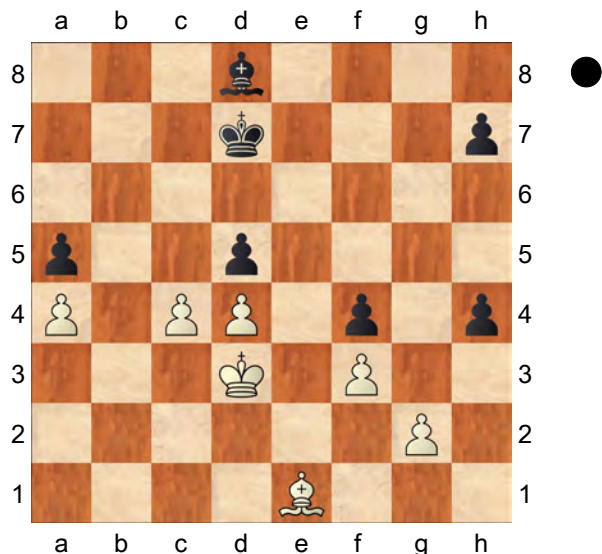


and Black's counterplay via h4 square guarantees him a draw with accurate play. That is why the bishop is needed on e1. **63.Bxf4** **h5!** (Hasty **63...Kxh3?** throws away the draw **64.Bh6!** **Kg3** **65.f4** **Kg4** **66.c4+-**) **64.c4** **dxc4+** **65.Kxc4** **Kxh3** **66.Be5** **h4** **67.d5** **Kg2** **68.f4** **h3** **69.f5** **h2** **70.Bxh2** **Kxh2** **71.Kb5** **Kg3=**]

60...Ke6 **61.Ke2** **Kf5** **62.Bc1** **Kg5** **63.Kf1** **Bc7** **64.Bd2** **Bd8** **65.Be1**

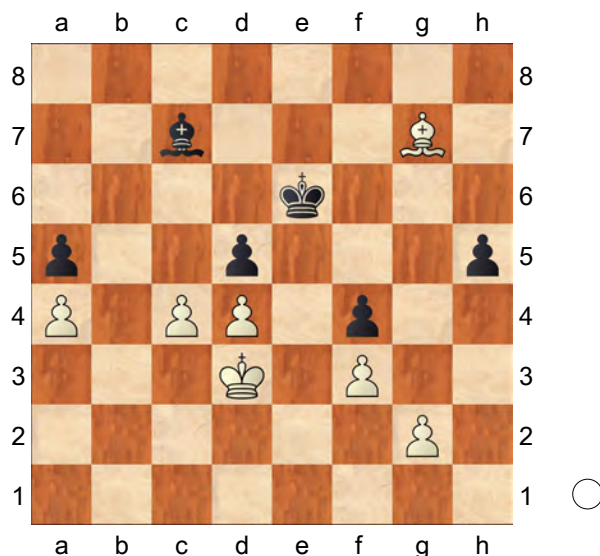


White has completed the bishop's maneuver to e1. He is now ready to bring his king to d3 and break in the center with c3-c4. **Kf5 66.Ke2 Ke6 67.Kd3 Kd7 68.c4**

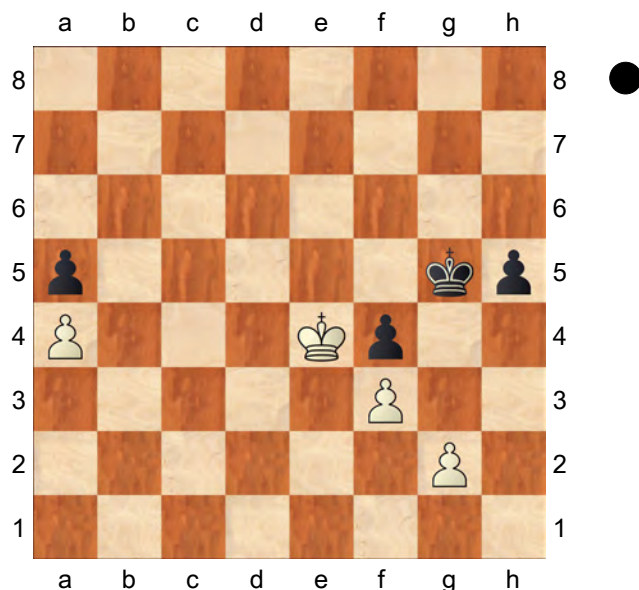


Now black has four weaknesses (a5,d5, f4, and h4) and his defense hangs by a thread. **Kc6**

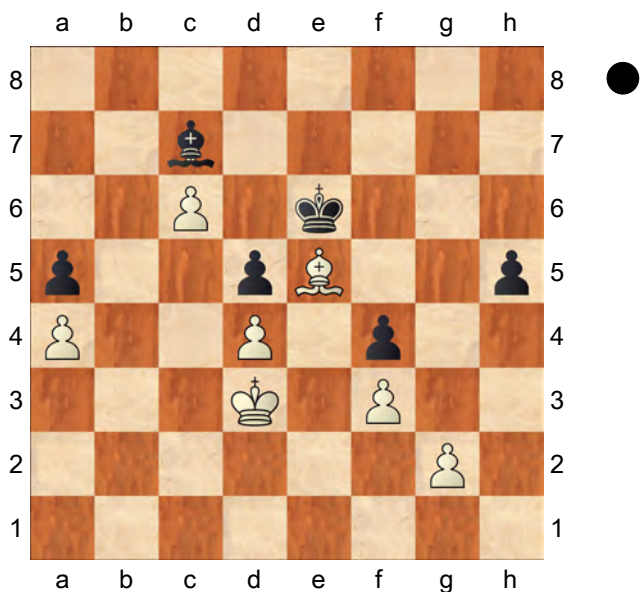
[The alternative 68...Ke6 has a benefit of controlling the e5 square (we will see in the game that white won by maneuvering his bishop to this square), so it is worth analyzing: 69.Bc3 White can use the same bishop maneuver as in the game. Bb6 70.Bb2 Bd8 71.Ba3 Bc7 72.Bf8 Bd8 73.Bh6 Bc7 74.Bg5 h5 75.Bxh4 Bb6 76.Bg5 Bc7 77.Bh6 Bb8 78.Bg7 Bc7



and we reach the critical position. The only way to successfully convert the extra pawn is 79.c5! putting black in zugzwang. (but not 79.Be5? because black can save the game with a pretty self-stalemate motive: dxc4+ 80.Kxc4 Bxe5 81.dxe5 Kxe5 82.Kc5 Kf5 83.Kd5 Kg5 84.Ke4



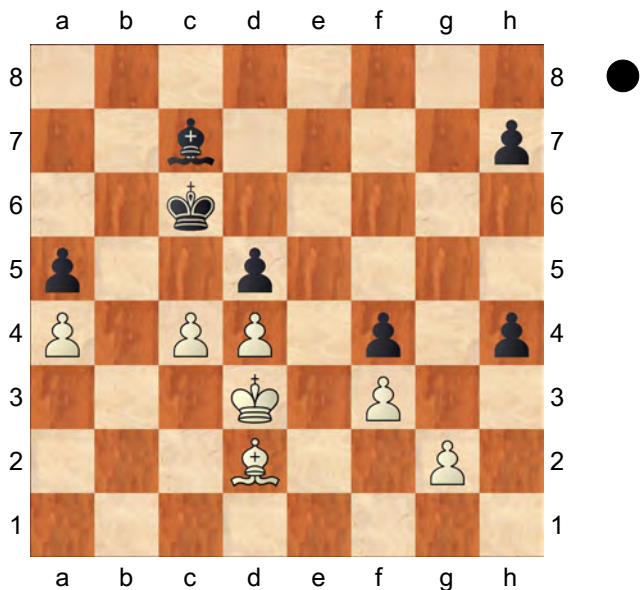
Kh4! 85.Kxf4= Stalemate!) 79...Bb8 (79...Kf5 80.c6 Ke6 81.Be5+-) 80.c6 Bc7 (80...Kd6 81.Be5+ Kxc6 82.Bxb8+-) 81.Be5!



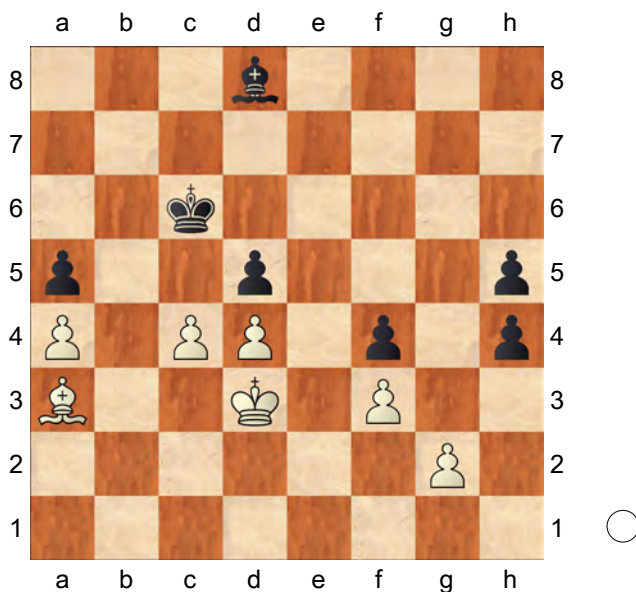
and this time there is no salvation in the pawn endgame. Bd6 82.c7+-]

69.Bc3 Now white bishop will do its magic thanks to the theory of correspondent squares (please refer to issue 11 of Endgame series). **Bb6**

70.Bb2 Bd8 71.Bc1 Bc7 72.Bd2!

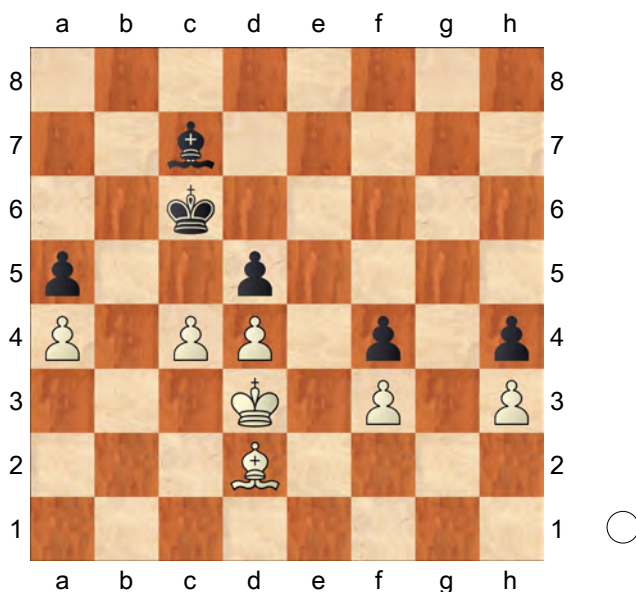


The first zugzwang for black (correspondent squares are d2 and c7). He can move neither his bishop nor the king, so only pawn moves remain. **h5 73.Bc3 Bb6 74.Bb2 Bc7 75.Ba3 Bd8**



76.Bf8 The active move in the game wins, of course, though white could have also won in a more "academic" way.

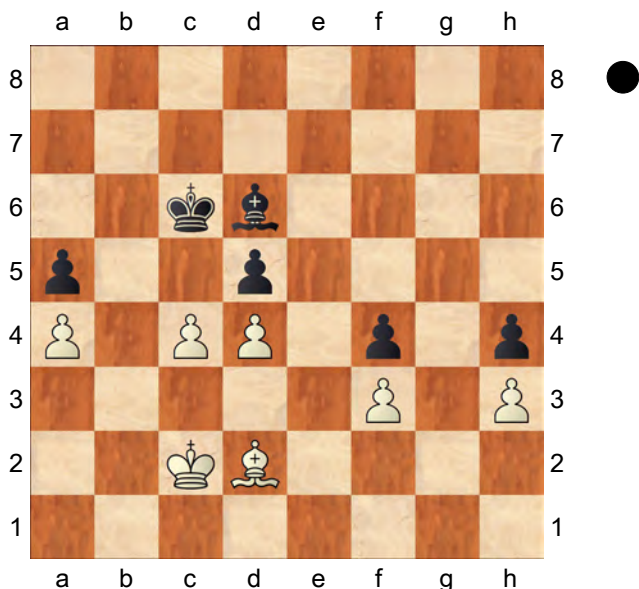
[He can force the familiar zugzwang position for the second time with 76.Bc1!? Bc7 77.Bd2 Now black has to use up his remaining pawn moves: h3 78.gxh3 h4



All white needs to do now is to get the

same position with black to move. In essence, he needs to "waste" one move, which is a technique we explained in an earlier issue on zugzwang and mutual zugzwang. He can again do it with the bishop:

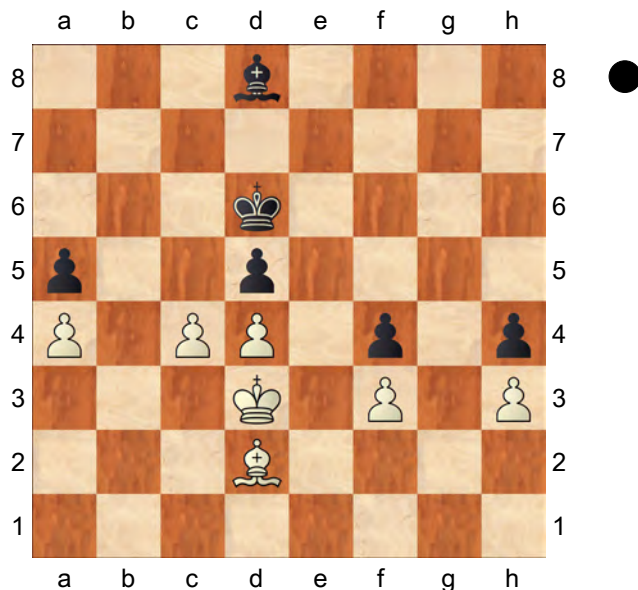
A) In addition, white has another route to victory, using triangulation with the king: 79.Kc3!? Bd6 80.Kc2!



and after dxc4 (If 80...Bc7 white would complete triangulation with 81.Kd3+- and get the same position with black to move. Black would be in the final zugzwang!) 81.Bxa5 white gets two passed pawns in the bishops endgame, which is enough for victory. For example: Kd5 82.Kc3 Ba3 83.Bb6 Kc6 84.Bc5+-;

B) 79.Be1 Bd8 80.Bc3 Bb6 81.Bb2! White bishop has more maneuvering options and he wins the battle of correspondent squares. Bc7 82.Ba3 Bd8 83.Bc1! Bg5 (or 83...Bc7 84.Bd2+-

Zugzwang.) 84.Bd2 Bd8 85.Be1 Kd6 and finally 86.Bd2!+-

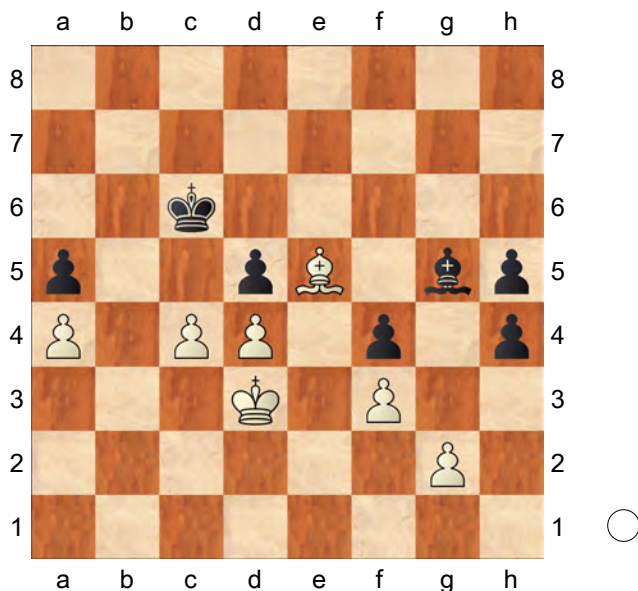


wins the second pawn.]

76...Bg5

[In case of 76...Bc7 77.Be7 Kd7 78.Bxh4 Ke6 79.Bg5 white wins the same way as in the note to 68... Ke6.]

77.Bg7! The bishop is headed toward e5-square, which proves to be the winning maneuver. **Kd6 78.Be5+ Kc6** [78...Ke6 79.Bc7+-]



79.Kc3! and black is in zugzwang again.

Bh6 80.Bf6 Bf8 81.Kd3

[White cannot win the a5 pawn yet
81.Bd8 due to Bb4+]

81...h3

[Nothing is changed by 81...Bd6
82.Bxh4 Bc7 83.Bf6 followed by Be5,
as in the game.]

82.gxh3 Bd6 83.Be5! and black loses
his f-pawn, so he resigned. Impeccable
endgame technique by Wesley So!

1-0

The next two examples bear some similarities in pawn structure to the first one, though in general, they both have different features. In the first one, we will see how white missed a study-like win based on many instructive endgame ideas.