

on the d file. Exchanges are not in his interest.

23.♞xd8 ♜xd8 24.♞d1+ ♚e7 25.g3 h5?! This move has little to do with the position. Correct is 25...Bc5 with the idea of Bb8, e5 and f5 where the Bishops blockade the White pawns and his pawns are rolling.

26.b4! h4 27.a5! hxg3 28.hxg3 ♚e5 29.♞d3 White's King is safe and his pawns are moving. Black's pawns are stationary and his attack is fizzling. 29...♞c6 30.♞e3! Allowing the pin 30...Ba6 would ruin all of White's work. So he steps out with tempo.

30...f6 31.♚b2! The king himself advances to help out his pawns.

31...♞c4 32.♚b3! ♞g4 33.♚e2! ♚d5+ 34.♚a4! intending a6, Ka5!, Kb6 etc.

34...♞e4 35.♞xe4 ♚xe4 36.♚b3 [36.c4? ♚d3!]

36...♚b7 [36...♞f3 37.♚bc3]

37.c4 ♚b8 Finally! But White has made too much headway from move 18. 38.♚bc3 f5 39.c5 Keeping the King away from d6.

39...g5 40.b5 f4 41.gxf4 gxf4 42.♚g1! Knights were made to blockade pawns! [42.c6 f3!+]

42...f3 43.♚h3! e5 44.♚f2! ♚c8 45.♚b4 ♚e6 46.a6 ♚d7 47.♚a5 ♚c7 48.b6+ ♚c6 49.a7 ♚xa7 50.bxa7 ♚b7 ♚b7 White is up a piece but, if Black can sacrifice his Bishop for the pawn, 2 knights cannot mate. Black's f3 pawn is too far advanced to execute the mate. [See the section on Endings for a successful mate involving 2 Knights versus a pawn - Editor] Therefore, White has to:a) Win both Black pawns, which will have to be done with the King;b) Watch his c pawn and carefully advance it. Without this pawn the game is a draw;c) Avoid allowing the Bishop to sacrifice itself for the c pawn;d) Keep the Black king back and away from White's c pawn. This is necessary in order to win the f and e pawns;e) Avoid giving up the Knight for the 2 pawns as Bishop versus Knight ending is a draw;f) After winning the pawns, use the Knights to blockade diagonals, harass the King and escort the c pawn to promote or to mate. 51.a8♞+1 ♚xa8 52.♚b6 ♚d7 53.♚c7 ♚e8 54.♚d6 ♚b7 55.♚ce4 ♚b5 56.♚xe5 ♚c6 57.♚d4 ♚a6 58.♚g5 ♚e2 59.♚f7 ♚c7 60.♚e5 ♚b7 61.♚e3 ♚c7 62.♚xf3 ♚c6 63.♚e4! [63.♚xe2? ♚xc5 Draw.]

63...♚f1 64.♚d4 ♚g2 65.♚e5+ The Cav-

alry to the rescue. This ending is interesting in that the Knights show surprising timing.

65...♚c7 66.♚d5 ♚h1 67.♚d3 ♚f3 68.♚f4 ♚g4 69.♚g5 ♚d7 70.♚ge6+ ♚h7 71.♚d6 ♚e8 72.♚d4 ♚a4 73.♚d5 ♚e8 74.♚c3 ♚c8 75.♚cb5 ♚d7 76.♚a7+ ♚d8 77.♚e6+ ♚e8 78.♚c6 That's one way to slow down the Bishop.

78...♚c8 79.♚b4 ♚d7 80.♚d5 ♚c8 81.c6 At last! 81...♚f7 82.♚c5 ♚e8 83.♚b6 ♚h3 84.♚bd7 ♚d8 85.c7+ ♚c8 86.♚b6# 1-0

Diagram 3

