

Finishing off the game

In draughts, winning an winning position is not at all easy. Usually there is only one correct way to victory. This means that one can go astray easily. Underestimating the difficulty of winning such positions has been responsible for myriads of spoilt wins. Even the best players sometimes miss a winning continuation after which the game usually is drawn.

We discuss positions in which the player with an advantage can win if he plays correctly. You can learn a lot from studying these positions and making the exercises.

We divided the positions in four groups:

Introduction

- 1) Attacking positions
- 2) Centre positions
- 3) Classical positions
- 4) Endgame positions

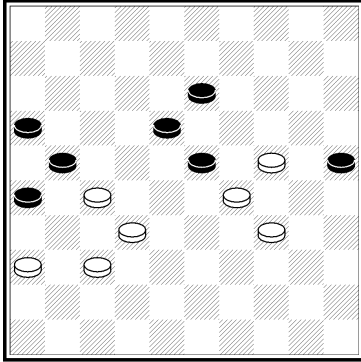
Ton Sijbrands once wrote that one doesn't usually lose ones concentration until one has gotten a winning position. Because of the relaxation this observation cause, concentration can decrease and the chance of spoiling the win is huge! A quote of the Dutch draughts genius one can learn from a lot!

Therefore winning positions should alarm you to get concentrated. Sijbrands is very good at finishing off his games, because he always stays serious and concentrated...



Andreiko – Korchov

Introduction



You have played a successful strategy leaving black with a seemingly hopeless position. Black is frozen out and has to give pieces. You lean backwards and relax. What can go wrong? The victory is in the pocket!

1... 13 – 19 2.24 x 22 25 – 30 3.29 x 18 30 x 39

Well, that was not the right thought, that the victory is in the pocket already. Winning a winning position often isn't simple at all! White has to play very precise. White has to make a deep calculation now. Where to take a king?

4.18 – 13 39 – 44 5.22 – 18!

Racing to king 5.13 – 9 leads to no more than a draw: 44 – 50 6.22 – 18 50 – 22 =.

If black had gone to <43>, 6.22 – 18 is winning quickly because the black king at <48 or 49> is immediately caught.

5... 44 – 50 6.18 – 12!

White could also have reached this position in another sequence: 4.18 – 12 39 – 44 5.22 – 18 44 – 50 6.18 – 13.

6... 50 – 39

White needs a trick to punish 39 – 48 now.

7.13 – 9! 39 – 34

7... 39 – 48 8.37 – 31 26 x 28 9.9 – 3 21 x 32 10.36 – 31 48 x 8 11.3 x 38 W+

8.12 – 8 34 – 48 9.36 – 31 48 – 39

Black's last resource is hitting at <32>.

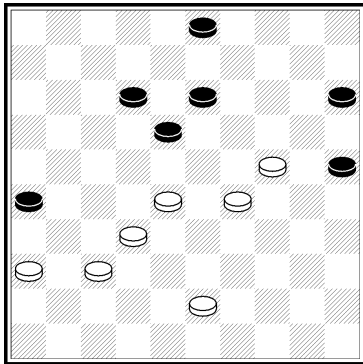
**10.9 – 4 39 – 28 11.32 x 23 21 x 41 12.8 – 3 26
x 37 13.3 – 21 16 x 27 14.4 x 47**

At last the job is done. This example shows that you should never underestimate the technique necessary to win an endgame.



Berke Yiggittürk showing a trophy he won with draughts in his class room

1. Attacking positions



D. Merkus – H. Risselada

In order to win white has to make a deep calculation. We show the charming line leading to victory:

- 1.36 – 31! 3 – 9
- 2.31 – 27 9 – 14
- 3.28 – 23 14 – 20
- 4.43 – 39 25 – 30
- 5.24 x 35 20 – 24
- 6.29 x 20 15 x 24
- 7.23 – 19

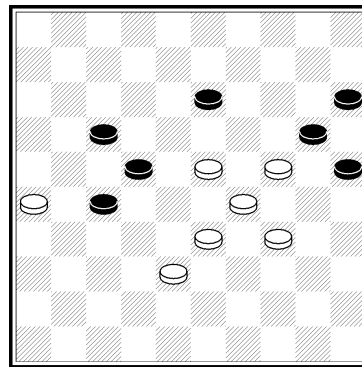
White should have calculated that the next stick-move isn't working for black. He can't take 31 x 42 for he has to take two pieces.

- 7... 26 – 31
- 8.19 x 17 31 x 11

White won a piece, but he still can't underestimate things. There is exactly one way to win this position! Being a piece ahead you can sometimes give back a piece in order to win by opposition.

- 9.32 – 28 11 – 17
- 10.28 – 23! 18 x 29
- 11.39 – 34 29 x 40
- 12.35 x 44

White wins by double opposition.



R. Clerc – A. Mathijsen

How to win this attacking position?

1.23 – 18? 13 – 19 2.24 x 13 20 – 24 3.29 x 20 15 x 24 (4.34 – 29 22 – 28) leads to no more than a draw.

- 1.38 – 32! 27 x 38
- 2.33 x 42 22 – 27
- 4.42 – 38 17 – 22

4... 17 – 21 5.26 x 17 27 – 31 6.17 – 11 31 – 36 7.11 – 7 36 – 41 gives white a nice shot to finish off the game: 8.23 – 18 13 x 22 9.34 – 30 25 x 23 10.7 – 1 20 x 29 11.38 – 33 29 x 38 12.1 x 9 W+

- 5.23 – 18 22 – 28

The best defence.

- 6.18 x 9 27 – 32
- 7.38 x 27 28 – 33
- 8.29 x 38 20 x 40
- 9.9 – 3 40 – 44
- 10.3 – 17! 44 – 50
- 11.27 – 22 50 – 45
- 12.17 – 8!

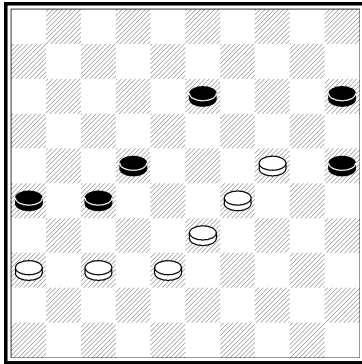
Keeping the pieces 15 & 25 behind the 2 / 35 diagonal. 12... 45 – 50 13.22 – 18 50 – 45 14.8 – 12 45 – 29 13.38 – 32 29 – 24 14.12 – 17 brings about that the piece of black can advance, but white marches on with piece 32 to second king: 14... 25 – 30 15.32 – 27
White shouldn't hurry: 15.18 – 12? 24 – 29 16.12 – 8 29 – 12 =.
 30 – 34 16.27 – 21 34 – 40 17.21 – 16
White can't go to the other end of the trictrac yet (17 – 50? 40 – 44 =), but waits until black plays 40 – 45 to go to <50>.
 Piece 16 is going to second king while black's running piece is stopped. White wins.

12... 45 – 40 13.8 – 35!

Keeping the enemy king out of the 2 / 35 diagonal.

13... 40 – 7
 14.22 – 17 15 – 20
 15.38 – 32 7 – 34
 16.17 – 11

Since it's clear that white can't be stopped from getting a second king, black resigned.



A. Scholma (analysis)

1.29 – 23 15 – 20
 2.24 x 15 25 – 30
 3.15 – 10 30 – 35

All logical moves, easy to find. But now there is only one winning move.

4.37 – 32!!

Black can't play 4... 22 – 28 5.33 x 31 26 x 19 due to 6.10 – 4 W+

4... 35 – 40 5.32 x 21 26 x 17 is met by 6.10 – 4 40 – 44 7.4 x 27 40 – 49 8.38 – 32 etc. W+

But black can create a stick move after which it looks like he can get two kings...

4... 26 – 31
 5.32 x 21 13 – 19
 6.36 x 18 19 x 39
 7.10 – 4 39 – 44
 8.18 – 12 35 – 40

Black couldn't go to <49> because of 4 – 27 and 44 – 50 12 – 7 leads to the same variations.

9.12 – 7 40 – 45
 10.7 – 1 45 – 50

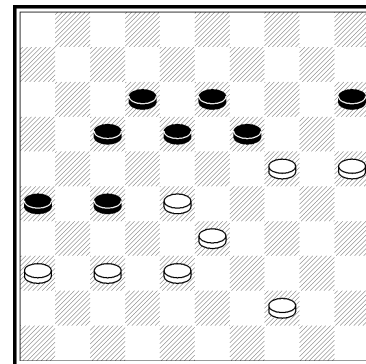
11.1 – 6 44 – 49
 12.4 – 27 49 x 32
 13.27 x 49!

The king at <49> will take care black can't escape the tritrac-zone.

13... 50 – 45
 14.21 – 17! 45 – 23
 15.49 – 40! 23 x 45
 16.6 – 1



GMI Auke Scholma



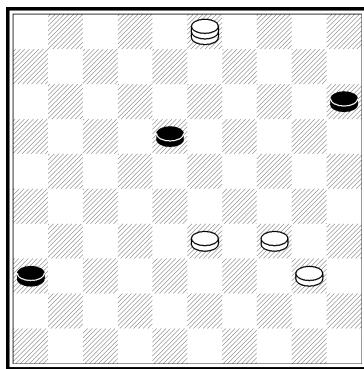
K. Thijssen – F. Ndonzi

White controls the centre and has a big advantage. He can force a breakthrough by playing either 44 – 39 or 44 – 40 and after 19 x 30 25 x 34 black has to play 18 – 22 37 – 32 13 – 18 32 x 21 26 – 31 36 x 27 22 x 31 and 38 – 32 17 x 26 32 – 27 31 x 22 28 x 8 gives the breakthrough. White has to be aware now already that 44 – 39 or 44 – 40 makes a huge difference for the endgame. He played the standard 44 – 39 however, centralizing piece 44 and making the 28 / 33 / 39 tail. Since 18 – 22 is the only move black can play anyway, white should have directed piece 44 to the edge of the board with 44 – 40! The game was drawn after

44 – 39, but we show the charming way to win.

1.44 – 40! 19 x 30
 2.25 x 34 18 – 22
 3.37 – 32 13 – 18
 4.32 x 21 26 – 31
 5.36 x 27 22 x 31
 6.38 – 32 17 x 26
 7.32 – 27 31 x 22
 8.28 x 8 26 – 31
 9.8 – 3 31 – 36

9... 31 – 37 10.3 – 9 18 – 23 11.9 – 14 23 – 29
 12.33 x 24 37 – 42 14 – 25 wins easily for white.



With piece 40 at <39> (if 1.44 – 39? instead of 1.44 – 40 is played) white wouldn't be able to win. But now white forces a nice win.

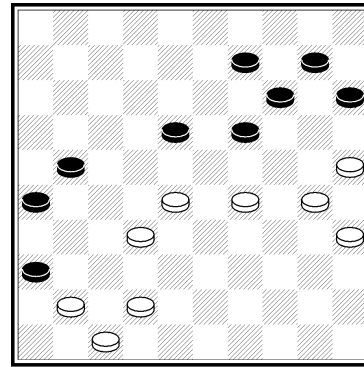
10.3 – 9!

There are 2 variations:

1) 10... 15 – 20 11.4 x 27 36 – 41 12.27 – 32! 41 – 47 13.32 – 49! 47 x 24 14.34 – 30 W+

2) 10... 18 – 22 11.9 x 27 36 – 41 12.34 – 30!!
The only winning move. 41 – 47 is met by 27 – 49 and 15 – 20 by 27 – 32 20 – 25 32 x 46 25 x 45 46 – 28 (45 – 50 28 – 6) W+

12... 41 – 46 13.30 – 24 46 – 14 14.40 – 35
 White built a catching construction to chase back away from the main diagonal. After 14... 14 – 3 15.33 – 28 white will become dominant and win.



J.M. Ndjofang – A. Schotanus

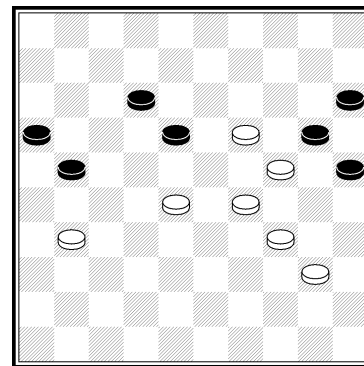
White probably saw that 1.30 – 24 19 x 30 2.35 x 24 26 – 31 3.41 – 37 18 – 23 would lead to no more than a draw. Without enough time to calculate the position he made a grave error playing 1.29 – 24?? 21 – 27! 2.24 x 31 26 x 48 and escaped with a draw from this losing endgame. White had to spot a surprising sacrifice to win the position!

1.30 – 24 19 x 30 2.35 x 24 26 – 31

The dangling piece at <10> gives white the chance to play a gambit:

3.28 – 22!! 18 x 38 4.42 x 33

And after 4... 21 – 27 5.33 – 28 black is frozen out.



A. Chizhov – A. Georgiev

White has a decisive advantage.

1.31 – 26! 21 – 27

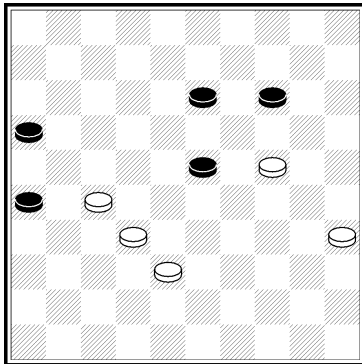
1... 12 – 17 2.28 – 23 28 – 22 3.23 – 18 22 x 13 4.19 x 8 is without a chance for black.

2.28 – 22 27 – 32
 3.22 x 13 32 – 37
 4.13 – 9 37 – 41
 5. 9 – 4 41 – 46

5... 41 – 47 6.4 – 36! 12 – 17 7.19 – 13 W+
 After the played 41 – 46 white uses a nice shot to end the game.

6.4 – 27! 46 x 5
 7.24 – 19 5 x 21
 8.26 x 8

White won after 8... 16 – 21 9.8 – 3 21 – 27
 10.29 – 23 20 – 24 11.3 – 9 27 – 32 12.9 – 13
 32 – 37 13.13 x 35 37 – 41 14.23 – 18 41 – 46
 15.18 – 12 46 – 14 16.12 – 7 14 – 3 17.7 – 1
 3 – 14 18.1 – 6 14 – 5 19.6 – 50 5 – 14 20.35
 – 24 14 – 20 21.24 – 47



W. Chogoliev – V. Weitsman

This position has also occurred in Haijink – Meijer.

1.35 – 30 16 – 21
 2.27 x 16 26 – 31
 3.32 – 27 31 x 22
 4.16 – 11 22 – 27
 5.11 – 7 23 – 28

5... 27 – 31 6.7 – 2 13 – 19 7.24 x 13 31 – 36
 loses after 8.13 – 8 36 – 41 9.8 – 3 41 – 47 10.3
 x 25 47 x 35 11.25 – 30 W+.

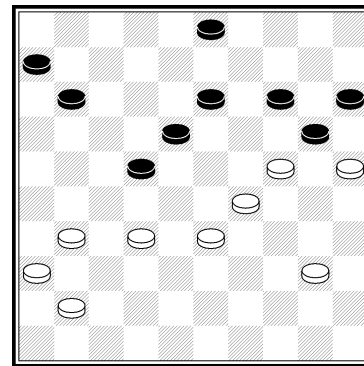
6.7 – 1! 28 – 32

6... 27 – 31 7.1 – 34! and Haijink won after 7...
 27 – 31 8.24 – 20 14 x 25 9.34 – 45 25 x 34
 10.45 x 46.
 After 7... 28 – 33 8.38 x 29 31 – 36 white makes
 a nice contra-sacrifice: 9.24 – 20! 14 x 25 10.29

– 23 36 – 41 11.23 – 18 13 x 22 12.34 – 45 25 x
 34 13.45 x 47 W+.

7.1 – 34 32 x 43
 8.34 x 48 27 – 32
 9.48 – 42?

Black has to waste no time and play the
 immediate 9.30 – 25 and after 9... 32 – 38 10.24
 – 20 black has no stick-move and loses, for if he
 plays 14 – 19, white races to <4>.
 In the game 9... 13 – 18 10.30 – 25 18 – 23
 11.24 – 20 14 – 19 12.20 – 15 23 – 29 13.42 x 2
 32 – 38 followed, with a draw.



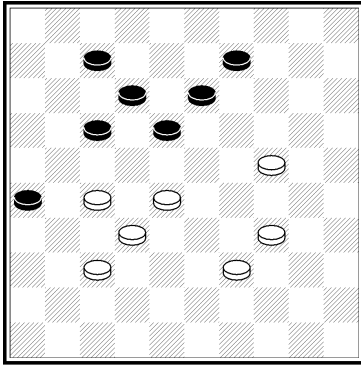
A. Georgiev – G. Verhagen

White has a good position, but it is hard to see
 how to convert the advantage to victory.

41.31 – 27! 22 x 31
 42.36 x 27 3 – 9
 43.32 – 28 18 – 22
 44.28 x 17! 11 x 31
 45.40 – 35

Brilliant play by Georgiev! He sacrifices a piece
 after which black has to face the strong threat 24
 – 19 W+.

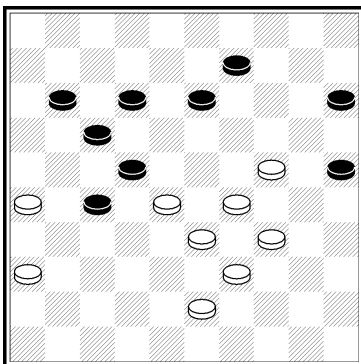
After 45... 13 – 18 46.24 – 19 14 x 34 47.25 x 3
 18 – 22 48.3 – 14 31 - 36 49.41 – 37 34 – 39
 50.33 x 44 6 – 11 51.37 – 31 36 x 27 52.14 – 37
 15 – 20 53.35 – 30 22 – 28 54.37 x 25 27 – 32
 55.25 – 14 32 – 38 56.14 – 37 black resigned.



M. van Ballegooijen

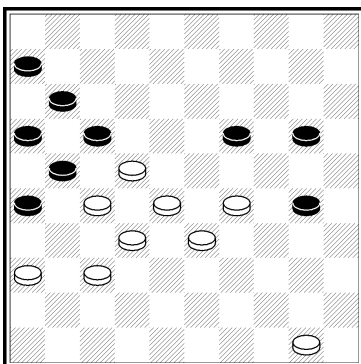
In this composition white can win his right wing attack by using tactics. He needs to perform a great king shot after 1.27 – 21! 18 – 22 2.39 – 33 22 – 27...

Ex 1.1 Try to find the winning king shot!



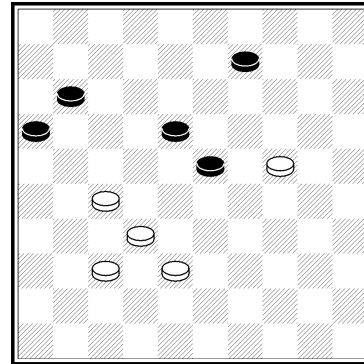
R. Clerc – A. Schwarzman

Ex 1.2 White didn't play accurately enough to win this great attacking position. Try to find the winning move for white. Try to show a logical line leading to a victory for white.



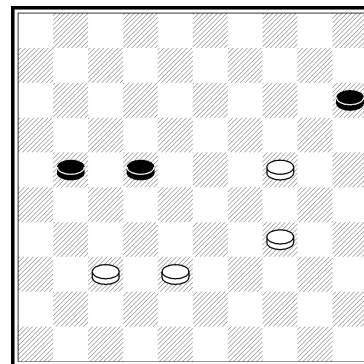
H. Meijer – M. Knipper

Ex 1.3 White forced a win using tactics. How?



W. van der Wijk – E. Heunen

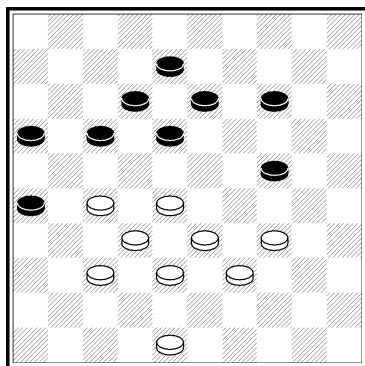
Ex 1.4 This game from the Dutch championship cadets was drawn. Try to find a winning variation for white.



R. Rentmeester – P. Hamera

Ex 1.5 This position stems from a game at the European championship girls 2005. How should white play to win?

2. Centre play



K. Thijssen

White has a strong centre position, possessing <27 & 28>, while black has only <24>. White wants to chase black away from this square and conquer <24 or 23> himself, like the strategy was described in part 2 of this course.

1.34 – 29!

Black can't defend with 14 – 19 29 x 20 19 – 23 28 x 19 13 x 15 because of the simple king shot 37 – 31 26 x 28 33 x 2 W+. So he must choose between 14 – 20 and the stick-move 17 – 22.

1) 1...14 – 20 2.28 – 22! 17 x 28 3.32 x 23 Black's play is severely restricted now. 3... 20 – 25 4.29 x 20 18 x 29 5.33 x 24 25 x 14 6.37 – 32 12 – 18 7.39 – 34 8 – 12 8.34 – 30 18 – 23 9.48 – 42 12 – 18 10.42 – 37 and white wins convincingly (14 – 19 24 – 20 23 – 29 38 – 33 etc.) W+

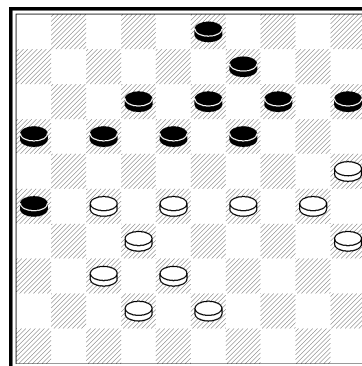
2) 1... 17 – 22 2.29 x 9 22 x 42 3.48 x 37 13 x 4 4.32 – 27!

Taking back the strategic square 27 and threatening to take a coup Weiss: 27 – 22 28 – 22 37 – 31 38 – 32 33 x 2 W+.

4... 8 – 13 5.33 – 29 4 – 9 6.28 – 23!

6.29 – 24 *doesn't work because of 12 – 17 39 – 33 9 – 14! 38 – 32 14 – 19 24 – 20 19 – 23! 28 x 8 17 – 22 =*

6... 9 – 14 7.38 – 32 and black is frozen out (14 – 20 32 – 28 20 – 24 39 – 34) W+



A. Scholma – J. de Heer

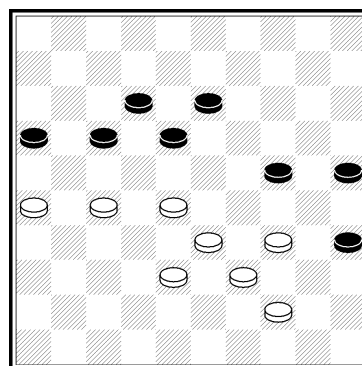
In the game white spoilt his winning position. He could have used tactics to freeze black out.

1.38 – 33! 17 – 21

White has made 3 – 8 (activating the 17 / 12 / 8 tail) impossible by the Harlem shot 25 – 20 33 – 29 28 – 22 32 x 3 W+.

2.28 – 22!

Launching a (closed) Highland attack, isolating the 16 / 21 / 26 arrow. Black can't play 19 – 23 due to 22 – 17, so 2... 3 – 8 is forced. After 3.33 – 28, black is frozen out completely.



W. Leijenaar – C. Rijk

1.44 – 40 35 x 44

2.39 x 50 13 – 19

3.34 – 29 19 – 23

4.28 x 30 25 x 23

5.38 – 32 17 – 22

In the game white won after 5... 16 – 21 6.27 x 16 12 – 17 7.50 – 44 28 – 22 8.33 – 29! 23 x 34 9.37 – 32 (22 – 28 10.32 x 23 17 – 22 11.23 – 18 22 x 13 12.16 – 11) W+

5... 17 – 22 is a better defence. We show the critical line.

6.32 – 28 23 x 21
7.26 x 8 22 – 27
8.9 – 3 27 – 31
9.3 – 26

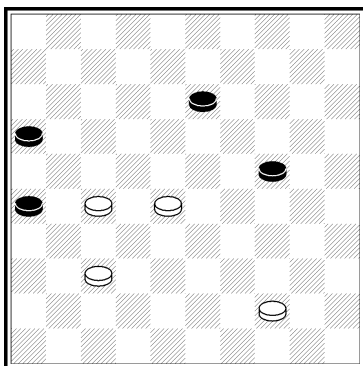
It's also good to play 9.3 – 14 with the same kind of ending.

9... 31 – 36
10.26 – 37 18 – 22

At 10... 16 – 21 white can even play 33 – 28 etc. W+.

11.50 – 44 16 – 21
12.44 – 39 21 – 27
13.37 – 19

White goes to the other side of the main diagonal, all squares from 23 / 19 / 14 / 10 / 5 are good. After 13... 27 – 31 white keeps waiting, for example 14.19 – 14 22 – 28 15.14 x 26 36 – 41 16.26 – 37 41 x 32 17.33 – 28 32 x 23 18.39 – 33 W+



White can only force a winning endgame with precise play.

1.28 – 23 24 – 29

The only chance, since 24 – 30 44 – 39 (or 44 – 40) leads to opposition.

2.23 x 34 13 – 18
3.44 – 39!!

The only winning move, based on tricks at the trictrac-zone. All other moves lead to no more than a draw.

3... 16 – 21

4.27 x 16 18 – 22
5.16 – 11 22 – 27
6.11 – 7 27 – 31
7.37 – 32 31 – 36
8.7 – 1 36 – 41

White could also play 8.32 – 27 36 – 41 9.6 – 1 After 8.7 – 1 26 – 31 is no problem however, for 32 – 27 31 x 22 1 – 23 simply wins.

9.32 – 27

The point is that 41 – 47 is met by 10.39 – 33! 47 x 45 11.27 – 22 W+.

9... 41 – 46 10.1 – 6!

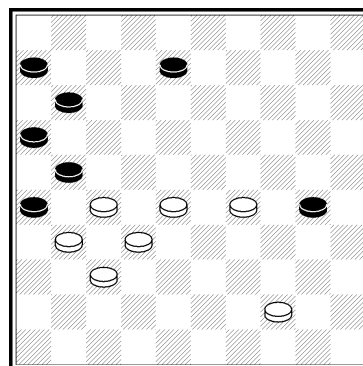
The black king can't go to wild squares because of 27 – 21. 10... 46 – 23 is met by 11.6 – 1! 23 x 45 12.27 – 21 (or 27 – 22 W+) 26 x 17 13.33 – 29 W+.

10... 46 – 5
11.34 – 29 5 – 46
12.39 – 34 46 – 5
13.29 – 24 5 – 46

After 13... 5 – 23 black is stuck at the trictrac again: 6 – 1 & 27 – 22 W+.

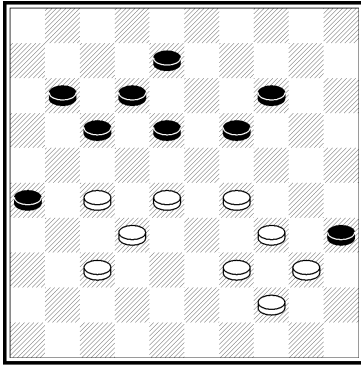
14.34 – 29 46 – 5
15.27 – 22

It's over. White threatens to play 29 – 23 and if black goes to the other side of the main diagonal 24 – 19 & 29 – 23 W+ follows.



J. Postma – L. Steijntjes

Ex 2.1 Finish off this position!

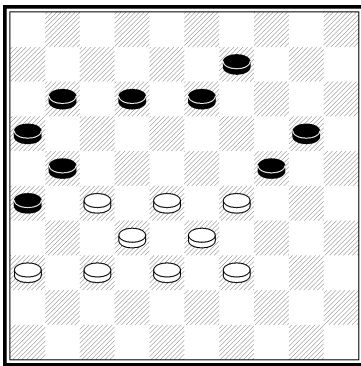


S. Winkel – V. Kudriavchev

Ex 2.2 Try to finish off this strong centre position!

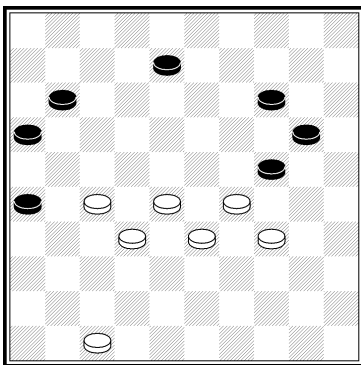


GMI J. Krajenbrink



A. Georgiev – F. Kemperman

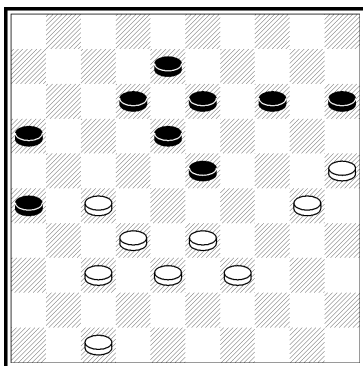
Ex 2.3 How did white transpose his advantage into a win?



J. Krajenbrink – E.J. de Bruijn

Ex 2.4 What's the winning move for white?

3. Classical positions



J.P. Drost – A. Sobakina

Black's position is vulnerable. She doesn't have control over <24> and can't play at her left wing either. White needs patience to finish the game.

1.30 – 24! 14 – 19

1... 23 – 29 is punished by 2.25 – 20 14 x 25
3.24 – 19 13 x 24 4.37 – 31 26 x 28 5.33 x 2 W+.

2.47 – 41 19 x 30
3.25 x 34 15 – 20

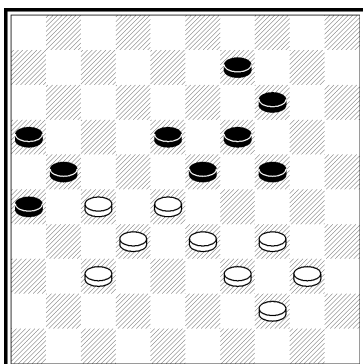
3... 13 – 19 still isn't possible because of 4.37 – 31 W+.

4.34 – 30!

White can't play 5.33 – 29? just yet, because of
5... 23 – 28 6.32 x 23 20 – 24 7.29 x 20 18 x 40
=. Therefore white prepares the 33 – 29 move.

4... 20 – 25
5.39 – 34 13 – 19
6.33 – 29!

The 27 – 22 threat now is lethal.



White forces a win using the Ghestem lock.

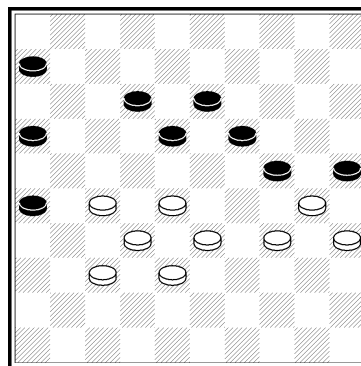
1.28 – 22! 9 – 13
2.33 – 29 24 x 33
3.39 x 28 14 – 20
4.44 – 39 20 – 24
5.39 – 33!

Forcing black to go into an endgame that looks a draw, but white has a big surprise in store...

5... 24 – 29
6.33 x 24 19 x 39
7.28 x 8 39 – 43
8.22 x 13 43 – 48
9.32 – 28!!

The surprising punch line of the forcing!

9... 48 x 35
10.8 – 2 35 x 8
11.2 x 13 W+



H. Jansen – P. Sier

The pieces at white's right wing 30 / 34 / 35 are locked by 3 black pieces. Surprisingly, white can win this position:

1.37 – 31 26 x 37
2.32 x 41 18 – 23

Both 6 – 11 and 12 – 17 are punished by 27 – 22 & 28 – 23.

3.38 – 32 12 – 17

Otherwise white takes <26> under control and black is frozen out, for example: 3... 6 – 11 4.41 – 37 11 – 17 5.37 – 31 12 – 18 6.31 – 26 etc. W+

4.41 – 36!

In the game 41 – 37? was played and the game ended in a draw. The punch line of 4.41 – 36 is that 4... 17 – 21 can be answered by 5.28 – 22! (after 4.41 – 37 17 – 21 5.28 – 22 23 – 28 = follows), taking more space.

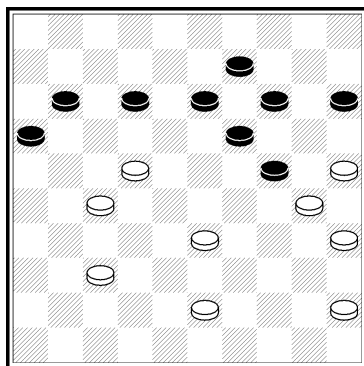
4... 17 – 21
5.28 – 22 21 – 26

5... 6 – 11 6.36 – 31 21 – 26 7.33 – 29 26 x 17
 8.29 x 9 W+

6.22 – 17 13 – 18
7.33 – 28 24 – 29
8.28 – 22 29 x 40
9.22 x 24 25 x 34
10.35 x 44

Black hopes to escape by sacrificing another piece, but white treats him on a last trick.

10.... 23 – 29
11.24 x 33 34 – 39
12.27 – 21 16 x 29
13.44 x 24 W+



E. Wanders – E. Chitaikina

White has an excellent position. Black's right wing isn't developed well. She has weak pieces at <9> & at <15>. At the other wing, white has an initiative. Therefore she should be able to win, although it is not easy. The game ended in a draw. We show a nice way to win the game.

1.33 – 28! 24 – 29

Black couldn't play either 11 – 17 x 7 nor 12 – 18 because of 28 – 23 W+.

1... 12 – 17 2.43 – 38 17 – 21 3.38 – 32 24 – 29
 4.45 – 40 21 – 26 5.37 – 31! 26 x 37 6.32 x 41
 11 – 17 7.22 x 11 16 x 7 8.27 – 22

Taking the strategic <22> again. White should

never allow black to activate piece 9 with 13 – 18 and 9 – 13.

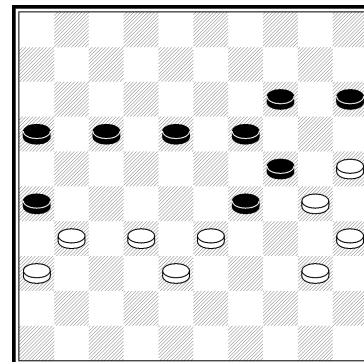
8... 7 – 12 9.41 – 37 12 – 18 10.22 – 17 18 – 22
 10... 18 – 23 11.28 – 22 29 – 33 12.40 – 34 33 – 28 13.34 – 29 23 x 34 14.30 x 39 also loses.

11.17 – 11 22 x 33 12.11 – 7 33 – 38 13.40 – 34
 29 x 40 14.35 x 44 etc. W+

2.43 – 38 11 – 17
3.22 x 11 16 x 7
4.38 – 32 7 – 11
5.27 – 21 11 – 16

White now takes a shot after which the white king gets active at once.

6.25 – 20! 16 x 38
7.28 – 23 14 x 34
8.23 x 3 12 – 18
9.3 – 25 W+



D. Staal – A. van Prinsenbeek

Black just played 1... 21 – 26?

White performed a nice shot leading to a winning endgame.

2.32 – 28 26 x 37
3.28 – 23 19 x 39
4.30 x 10 15 x 4
5.38 – 32 37 x 28
6.40 – 34 ad lib.
7.35 x 13

The endgame needs to be played very precise.

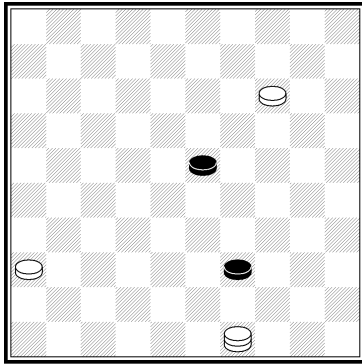
7... 17 – 22
8.13 – 8 22 – 28
9.8 – 2 28 – 33
10.2 – 30 4 – 9

10... 33 – 28 11.30 – 48 loses without a chance.

11.30 – 48! 9 – 14
12.48 – 43!

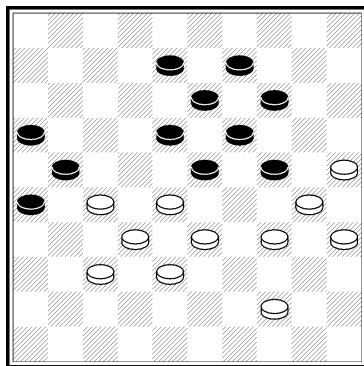
In the game 12.36 – 31? 33 – 38 followed. After 13.31 – 27 14 – 19 14.25 – 20 19 – 23 15.20 – 15 23 – 29 16.15 – 10 29 – 34 17.48 25 38 – 42 black escaped with a draw.

12... 16 – 21
13.43 x 16 33 – 39
14.16 – 49 14 – 19
15.25 – 20 19 – 23
16.20 – 14



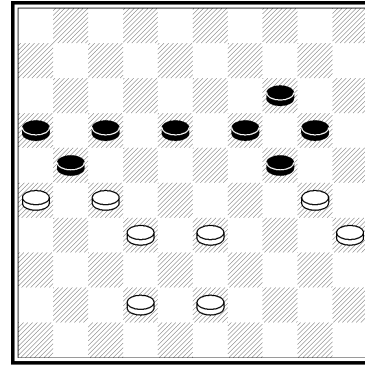
1) 16... 23 – 28 17.14 – 10 28 – 32 18.49 x 27 39 – 44 19.10 – 5 44 – 49 20.5 – 32 and the king is caught at the next move.

2) 16... 23 – 29 17.14 – 9 29 – 34 18.9 – 3 34 – 40 19.49 x 35 38 – 43 20.35 – 49! Forcing the scissors (see the endgame section on three kings against one) 43 – 48 21.36 – 31 48 x 26 22.49 – 21 W+



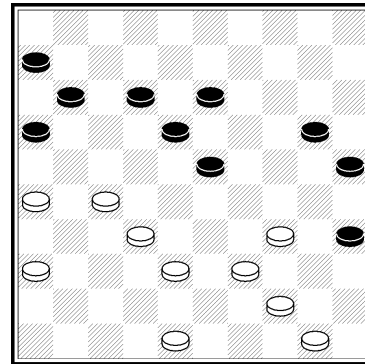
L. Andriessen – S. Rijgersberg

Ex. 3.1 How should white win this position?



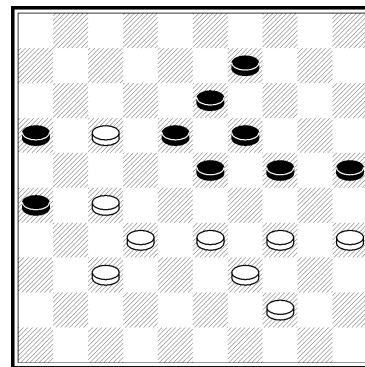
T. Goedemoed – G. Kolk

Ex 3.2 Try to find the winning plan for white!



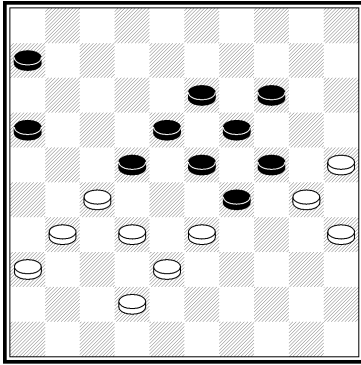
T. Goedemoed – J. Algra

Ex 3.3 White controls the left wing and can use the black piece at <35> to force a win! How?

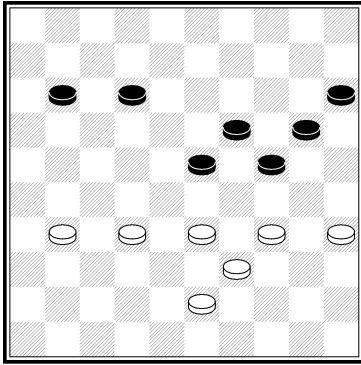


H. Lansbergen – W. Vrijland

Ex. 3.4 Try to find out how white wins quickly.



Ex 3.5 How can white convert his wing control to victory?



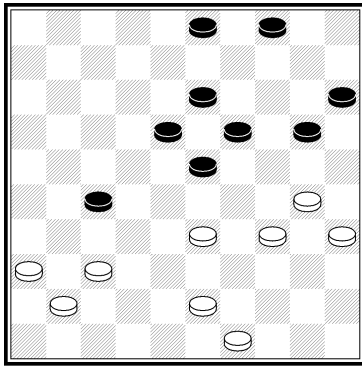
R. Boomstra – P. Tortereau

Ex 3.6 White should play precise to win this position. Show us how.



Roel Boomstra

4. Endgame positions



A. Baliakin – S. Winkel

This is not the exact position from the game from 2010 (Dutch club competition), but if white had played differently (37.20 – 14 instead of 37.33 – 28) this position would have been on the board. You can find the entire game at Toernooibase (Tournament base, <http://toernooibase.kndb.nl/>). If you don't know how to search for games, look for the explanation in the epilogue of this course.

From this position white can force a win in a beautiful way. You need a very deep calculation to see the winning ambush in the end...

**1.33 – 28! 23 x 32
2.37 x 28 20 – 25**

White was threatening 28 – 22 27 – 32 30 – 25, so black's move was forced. At 2... 20 – 24 the simple 3.28 – 22 27 – 32 4.22 – 17 follows and 2... 18 – 23 is simply met by 3.30 – 25 W+.

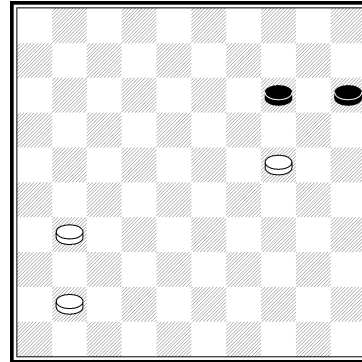
**3.28 – 22 27 – 32
4.22 – 17 19 – 24
5.30 x 8 3 x 21
6.34 – 30! 25 x 34
7.43 – 39 34 x 43
8.49 x 16**

White wins a piece, while breaking through, but piece 18 will go to king too...

**8... 18 – 23
9.16 – 11 23 – 28
10.11 – 7 28 – 33
11.7 – 1 33 – 39
12.1 – 34! 39 x 30
13.35 x 24**

White sacrifices his king to get a winning endgame, that is decided by laying an ambush.

**13... 4 – 9
14.36 – 31 9 – 14**

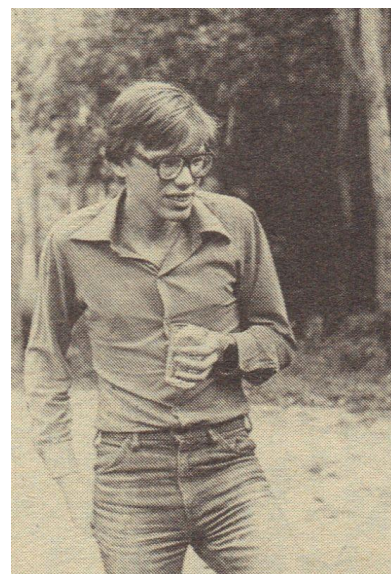


15.41 – 37!!

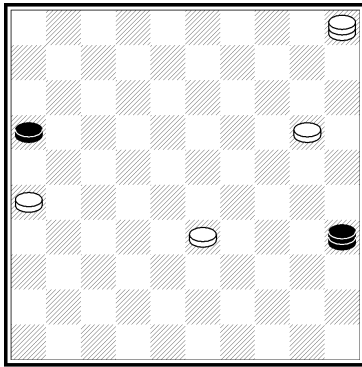
Creating a catching construction for the future black king...

**15... 14 – 20
16.24 – 19 20 – 25
17.19 – 13 25 – 30
18.13 – 8 30 – 34
19.8 – 2 34 – 39
20.2 – 11 39 – 43
21.11 – 16**

And the black king is caught at the next move.



GMI Alexander Baliakin



A. Dibman – R. Letsjinski

White has a winning endgame, but needs to play precise.

1.20 – 15?

Now black could have forced a draw by playing 1... 35 – 8 2.5 – 32 16 – 21! 3.32 x 16 8 – 17 4.33 – 29 17 – 12 5.29 – 24 12 – 8 6.24 – 20 8 – 3 =.

White should have first protected his pieces:

1.5 – 32! 35 – 44

1... 35 – 8 2.20 – 14 etc. W+

2.33 – 29 44 – 40

2.... 16 – 21 doesn't work here: 3.32 x 16 44 – 40 4.29 – 24 40 – 35 5.16 – 2 W+

3.29 – 24 40 – 35

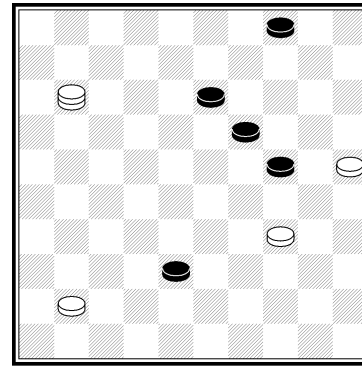
4.32 – 19 35 – 44

5.20 – 15!

Black can't change now with 16 – 21 26 x 17 44 x 6 now because of 19 – 28 W+.

5... 44 – 6 6.19 – 32

And white can easily get a second and third king, winning the game by dominance.



A. Dibman – A. Gantwarg

Dibman was considered one of the most brilliant players ever. That he missed the opportunity to decide the world title match 1987 in this position only goes to show how difficult it is to finish off a game, especially with little time on the clock...

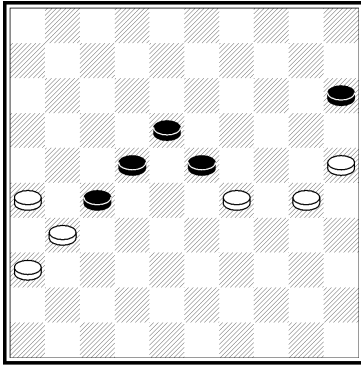
49.41 – 37 19 – 23

Black can't go on to king with 38 – 43 because of 34 – 29 W+. Now white has to find the right move, but since it is the 50th move white probably hadn't left much time to calculate...

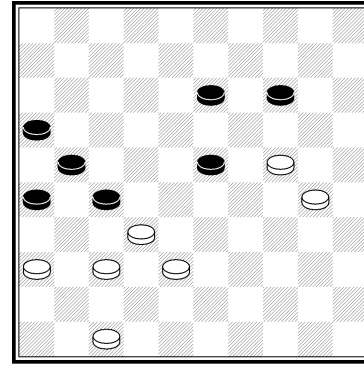
50.11 – 2?

The game was drawn after 50... 13 – 18 51.2 x 35 23 – 28 52.35 – 49 28 – 32 53.37 x 28 38 – 42 54.49 – 27 42 – 47 55.27 x 13 47 – 41 56.28 – 22 41 – 23 =.

White had to play a sacrifice first, before attacking at <2>: 50.25 – 20! 24 x 15 51.11 – 2 (White can't play 11 – 16 yet, since his king is caught by 23 – 28 – 32 then) 13 – 18 52.2 – 16 and white wins pretty easily.

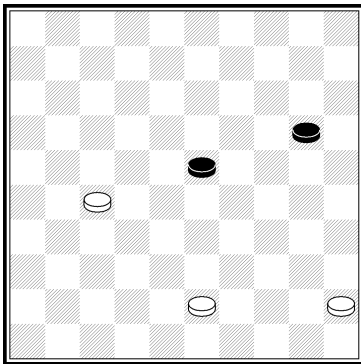


Ex 4.1 Try to find out how white forces a winning endgame which wins by laying an ambush.



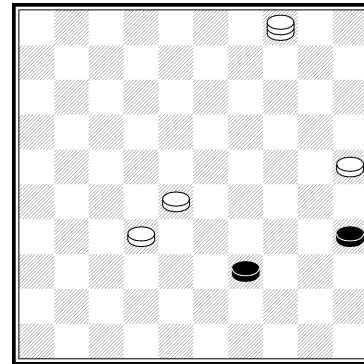
R. Sloot – W. Hoek

Ex 4.4 Black to play can go to a winning endgame. Show the crucial line.



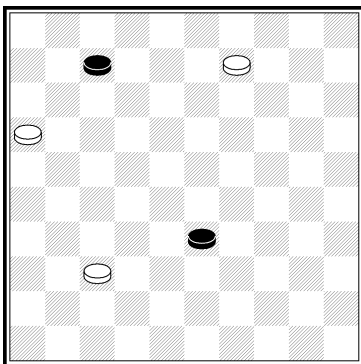
J. Marek – J. Prib

Ex 4.2 How does white have to play to stop the two black pieces?



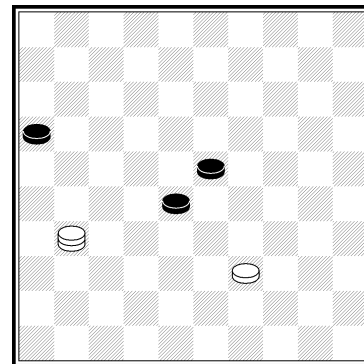
M. de Jong – R. Richters

Ex 4.5 White can win with the help of tactics. How does he have to play?



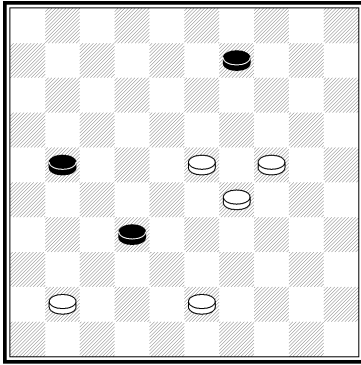
F. Luteyn – H. Jacobsen

Ex 4.3 How can white win?

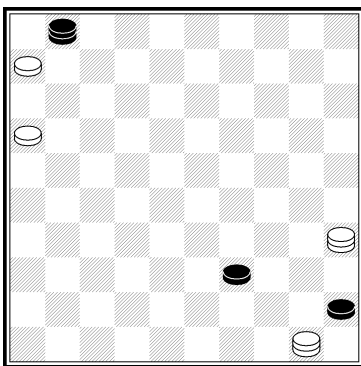


A. Schotanus – R. Schrooten

Ex 4.6 How can white stop the black pieces?

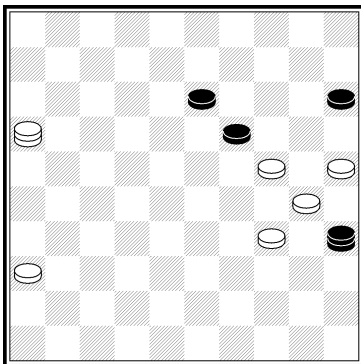


Ex 4.7 How can white win, helped by tactics?



J. Lemmen – M. Koopmanschap

Ex 4.8 How does white have to capture to win?



M. Wallen – J. Groenendijk

Ex 4.9 How can white force a win?



GMI Hein Meijer

Solutions

1. Attacking positions

1.1 27 – 21 18 – 22 39 – 33 22 – 27 28 – 22 17 x
19 37 – 31 26 x 28 21 x 3

1) 12 – 18 3 – 12 18 – 22 12 x 1 22 – 28 1 – 29
28 – 32 29 – 15 13 – 18 15 – 4 18 – 23 4 – 15 23
– 28 15 – 42 W+.

2) 13 – 19 3 x 21 19 – 24 21 – 16 7 – 12 16 – 21
12 – 18 21 – 27 18 – 23 27 – 13 24 – 29 13 – 9
(or 13 – 4) etc. W+

1.2 43 – 38 13 – 18 24 – 19 9 – 14 (15 – 20 19 –
13 9 – 14 28 – 23 18 x 9 23 – 19 14 x 23 29 x 16
9 – 13 34 – 29 (13 – 19 26 – 21 17 x 26 16 – 11)
etc. W+) 19 x 10 15 x 4 29 – 24 4 – 9 34 – 29 9
– 13 28 – 23 11 – 16 39 – 34 16 – 21 23 – 19
W+

1.3 29 – 23 26 – 31 23 x 34 31 x 42 28 – 23 17 x
30 32 – 28 21 x 32 28 x 48 (piece 23 is breaking
through) W+

1.4 38 – 33 23 – 29* 14 – 19 29 x 38 32 x 43 11
– 17 43 – 38 17 – 22 27 – 21 16 x 27 38 – 33 (19
– 13 will also win) W+

1.5 24 – 19 22 – 27 19 – 13 21 – 26 13 – 8 27 –
31 8 – 2 31 x 33 2 – 24 W+ (not correct is 38 –
33? 22 – 27 34 – 29, for black plays 27 – 32 37 x
28 21 – 26 =)

2. Centre play

2.1 44 – 40 30 – 35 40 – 34 8 – 13 34 – 30 35 x
22 27 x 9 11 – 17 9 – 4 W+

2.2 27 – 21 18 – 22 (8 – 13 21 – 16 W+; 11 – 16
29 – 24 16 x 38 24 x 2 W+) 29 – 24 19 x 30 34 x
25 22 x 33 39 x 28 8 – 13 40 – 34 13 – 19 34 –
29 11 – 16 32 – 27 W+

2.3 27 – 22 11 – 17 (12 – 18 29 – 23 W+) 22 x 11
16 x 7 36 – 31 7 – 11 (24 – 30 31 – 27 30 – 35
27 x 16 35 – 40 29 – 23 40 – 45 23 – 18 leads to
a winning endgame for white) 29 – 23 (12 – 17
31 – 27 11 – 16 23 – 19) W+

2.4 29 – 23 11 – 17 (20 – 25 23 – 19 24 x 13 34
– 30 25 x 34 33 – 29 34 x 23 28 x 10 W+) 47 –
41 17 – 21 41 – 37 and black has no good move
left.

3. Classical positions

3.1 28 – 22 23 – 28 (8 – 12 33 – 28 23 – 29 34 x
23 18 x 29 28 – 23 etc. W+) 32 x 3 21 x 41 33 –
29 24 x 42 24 – 20 14 x 25 3 x 36 W+

3.2 30 – 25 19 – 23 (18 – 23 42 – 38 23 – 29 43
– 39 19 – 23 33 – 28 W+) 32 – 28 23 x 32 27 x
38 18 – 23 43 – 39 21 – 27 39 – 34 17 – 22 34 –
30 etc. W+

3.3 38 – 33 11 – 17 (12 – 17 36 – 31 13 – 19 26
– 21 W+) 36 – 31 6 – 11 33 – 28 23 – 29 34 x 23
18 x 29 44 – 40 35 x 22 27 x 9 W+

3.4 44 – 40 9 – 14 33 – 28 24 – 29 (14 – 20 39 –
33 W+) 17 – 11 16 x 7 37 – 31 26 x 37 32 x 41
23 x 21 34 x 1 W+

3.5 31 – 26 22 x 31 36 x 27 6 – 11 26 – 21 11 –
17 21 x 12 18 x 7 33 – 28 7 – 12 28 – 22 12 – 17
22 x 11 16 x 7 27 – 22 (taking the strategic <22>
again) etc. W+

3.6 32 – 27 (31 – 26? 12 – 17 32 – 27 23 – 28 33
x 22 17 x 28 43 – 38 11 – 17! 27 – 22 (27 – 21
17 – 22 21 – 16 28 – 32 38 x 18 19 23 18 x 29
24 x 44 =) 24 – 30! 34 x 32 17 x 37 =) 12 – 17
(11 – 17 31 – 26 12 – 18 43 – 38 20 – 25 27 – 21
etc. W+) 43 – 38 11 – 16 31 – 26 20 – 25 27 –
22 17 x 28 33 x 22 24 – 29 22 – 17 etc. W+

4. Endgame positions

4.1 26 – 21 23 x 34 30 x 39 27 x 16 31 – 27 22 x
31 36 x 27 16 – 21 27 x 16 18 – 22 16 – 11 22 –
27 11 – 7 27 – 32 7 – 2 15 – 20 (32 – 37 2 – 19
37 – 42 19 – 24 W+) 25 x 14 32 – 37 2 – 8 37 –
41 39 – 33 W+

4.2 43 – 39 20 – 24 45 – 40 24 – 29 27 – 22 W+

4.3 9 – 3 33 – 39 3 – 17 39 – 43 17 – 21 W+

4.4 23 – 28 32 x 23 27 – 31 36 x 27 21 x 43 20 –
15 43 – 49 24 – 20 14 – 19! 23 x 14 26 – 31 37 x
26 49 – 32 B+

4.5 4 – 18 39 – 44 (39 – 43 28 – 22 W+) 28 – 22
44 – 50 18 – 34 50 x 17 32 – 28 17 x 30 25 x 34
W+

4.6 31 – 37 16 – 21 37 – 26 21 – 27 26 – 37 27 –
32 37 – 42 23 – 29 42 x 24 32 – 37 24 – 47 28 –
32 39 – 33 W+

4.7 23 – 19 21 – 26 19 – 14 9 x 20 24 x 15 26 –
3 15 – 10 31 – 37 (31 – 36 10 – 4 36 x 47 4 – 15

W+) 29 – 23 37 x 46 43 – 38 10 – 5 46 x 19 5 x
49 W+

4.8 50 x 22 45 – 50 16 – 11 50 x 17 11 x 22 1 –
23 35 – 40 23 x 45 6 – 1 W+

4.9 25 – 20 35 – 44 (35 – 49 30 – 25 19 x 39 36
– 31 15 x 24 31 – 27 49 x 21 16 x 8 W+) 30 – 25
19 x 39 16 – 2 15 x 24 2 x 49 W+

Sources:

Collection of Finishing off positions – T.
Goedemoed

Turbo Database – K. Bor

Huizumer Highlights – R. van der Pal
<http://huizumerhighlights.blogspot.com/>