

# Preface

The hardest thing to learn in the game of draughts is winning a winning position. In draughts there often is only one way to win. Any deviation from the main line will result in the opponent being able to defend his position.

Calculating the winning line is hard, but the way to win is often *beautiful*. This book shows many examples from games, but compositions (forcings) are also shown. Forcings are included for several reasons. You can learn useful ideas that might be implemented in your own games. You will enjoy the beauty of our game and get **inspired** by the compositions. We only show forcings in game-like positions, since otherwise (if I included other compositions too) the amount of compositions that I could show, is huge. There are some rare exceptions (direct shots instead of forcings), when I wanted to show a useful endgame, emerging after the combination.

Only winning positions are shown in this book. Probably there will be positions in which there is still an escape possible. Although most positions are checked with an engine (Truus or Kingsrow) mistakes are inevitable, for the matter of draughts analysis is very complex.

In some rare cases we show a best chance situation. In this case the position isn't analytically winning, but you have a great chance to win in a practical sense. These positions are denoted as **BCS**.

You can use this book in different ways. You can use the positions to practice your calculations skills. You can also study the solutions or enjoy the compositions by replaying the winning lines. You can use the book to select positions for training sessions. **All positions are categorized by game types.**



This book focuses on the right moves to win. In many cases the best moves were not played in the game. Usually the right line is given without commenting on the game, since the focus is on beauty and the ego of the players is neglected. **Spelling of the names of players is according to the spelling used in Turbo Dambase.**

I hope the reader will be able to improve his or her skills in finishing off winning positions. Most of all, I wish that the reader enjoys the beauty of the shown positions.

I want to thank **Frits Luteijn, treasurer of FMJD**, for making it financially possible to offer this course to the international draughts world! Edwin Twiest did a great job correcting the analyses. He spent a lot of time and effort to do this properly, for which I am grateful. Martijn van der Klis helped with correcting the text. The cover was drawn by **Sylvia Edelenbos**.

**Tjalling Goedemoed**  
Leeuwarden 11-11-2015

## List of terms

<b>W+</b>	White wins
<b>B+</b>	Black wins
<b>=</b>	Equality
<b>?</b>	Bad move, mistake
<b>??</b>	A huge mistake or blunder
<b>?!</b>	Strong or surprising move
<b>!?</b>	Questionable or exciting move
<b>*</b>	Obliged move
	The scissors
	Dirod (difference in rate of development)

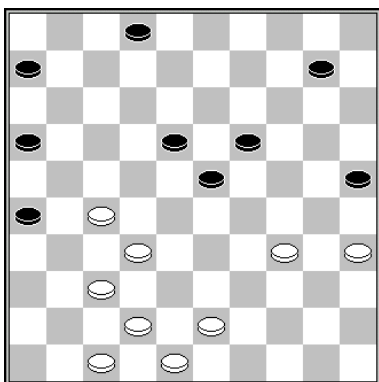
## List of sources

**Truus – Stef Keetman**  
**Kingsrow – Ed Gilbert**  
**Endgame database – Klaas Bor**  
**Compositions 2013 – Klaas Bor**  
**Mega Database 2013 – Klaas Bor**  
**Tournament Base – Piet Bouma**  
**De Problemist – Kring voor Damproblematiek**  
**Hoofdlijn – Dutch draughts magazine edited by H. Van Westerloo and Nico Leemberg**  
**Kleine schuifdwangproblemen – Arie van der Stoep**  
**Dammen – Harm Wiersma, A. Scholma, W. v.d. Kooij**  
**Collected training material – T. Goedemoed**  
**Atlas van het dammen – G. Bakker**  
**Damspel kleingoed – G. Bakker & G.L. de Bruijn**  
**Kleine schuifdwangproblemen – A. van der Stoep**  
**Miniatuurforcings – A. van der Stoep**  
**Strategie der honderd velden – J.F. Moser**  
**Geforceerd winnen – Harry de Waard**  
**W Warabach – E. Watutin**  
**25 jaar Nijmegen open – E. Sanders, Tj. Harmsma, P. Visser**  
**Liefhebbers en topdammers – S. Nagel, P. Tuik e.a.**  
**Damclub Huizum 1932 – 2007 – S. Nagel**  
**100 jaar WK dammen – Jan Apeldoorn**  
**Kombineren op een randschijf – Hylke Hylkema**

## Terms explained

### The heart

The heart is piece <38> for white, piece <13> for black. **The absence of the heart makes a position tactically vulnerable.**



White can exploit the absence of black's heart.

**1.42-38!**

White is going to build the springboard 33/39, activating the threat of 37-31 W+.

**1... 19-24**

Black can't close the gap on <13>, since 2-8 is punished by a kingshot: 1...2-8 2.37-31 26x28 3.38-33 28x30 4.35x2 W+

1.. 6-11 is met by 2.43-39! and 11-17 is punished by a Harlem shot with 27-22 17x28 34-29 W+.

**2.38-33 10-14 3.43-39!**

Threatening to invade black's position, by changing 37-31 26x28 33x13 W+.

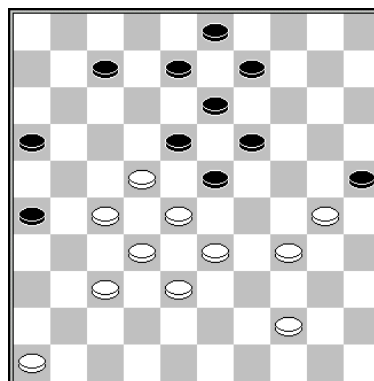
**3... 14-19 4.48-43 6-11 5.37-31 26x28 6.33x13 19x8 7.34-30 25x34 8.39x28 W+**



Most standard shots are covered in **A course in draughts part 1**. One can find the names of the combinations in this e-book. Some extra, special names for combinations are explained here.

### Heartshot

A heartshot is a shot through the heart. Often the heart is removed during the combination.



**T. Goedemoed**

Black just played 21-26?, thinking to force the gain of a piece, because of the 16-21 threat. White forces a win however. After 1.22-17 black must attack, after which white removes piece <13> and goes to king. If black changes piece 17 white can also force a win, exploiting black's lack of control over <24>.

**1.22-17! 7-12**

1... 8-12 2.17x8 13x2 3.28-22 9-13 4.22-17 7-12

*The surprising shot with 4...23-28 5.32x1 19-24 6.30x8 3x43 is met by 7.34-29 43-48 8.44-39 48x41 9.46x37 16-21 10.33-28 and white wins.*

5.17x8 3x12 and now the typical podkowa move 6.33-29! is decisive.

**2.44-39 12x21 3.30-24 19x30 4.28x19 13x24 5.37-31 26x28 6.33x2 21x43 7.39x48 30x39 8.2x43 25-30 9.43x25 9-14 10.25x9 3x14**

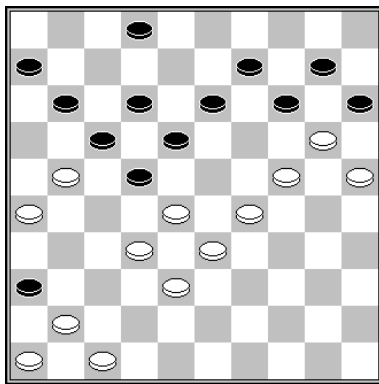
The ending will result in double opposition.

**11.48-43 14-19 12.43-39 19-23 13.39-33 16-21 14.46-41 21-27 15.41-37 W+**



**Martijn van Gortel playing Tjalling Goedemoed during Golden Praha 2015**

The next forcing shows a beautiful and spectacular example of a **heartshot**.



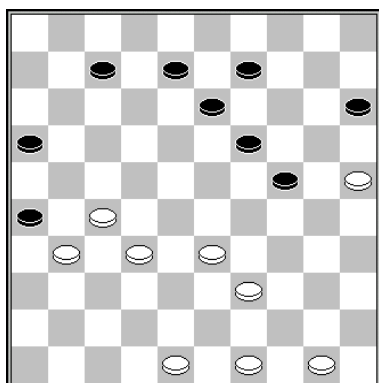
**D.H. Mollenkamp**

**1.41-37! 22-27**

1... 11-16 2.28-23 16x27 3.32x21 leads to a lost position for black.

**2.37-31! 27x16 3.24-19 14x34 4.32-27 15x24 5.47-41 36x47 6.46-41 47x36 7.26-21 17x37 8.38-32 36x22 9.28x39 37x28 10.33x15 W+**

**Bicycle shot**



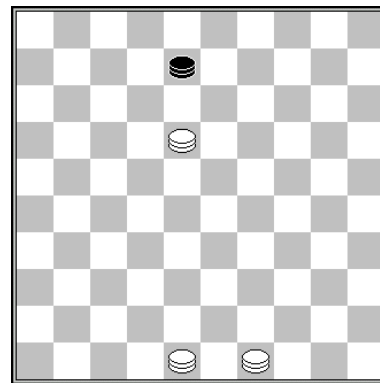
**T. Goedemoed**

The term bicycle shot is derived from the world of football (soccer). In football an attempt of scoring backwards is called a bicycle kick. In this position the backwards shot 25x34x23x14x3x1 is shown.

**1.27-21! 16x29 2.49-43 26x37 3.48-42 37x48 4.39-34 48x30 5.25x1 13-18 6.1x20 15x24 7.50-44**

**The Scissors**

The scissors are a technique to 'cut' the enemy king from the board in the endgame.



**Black to move**

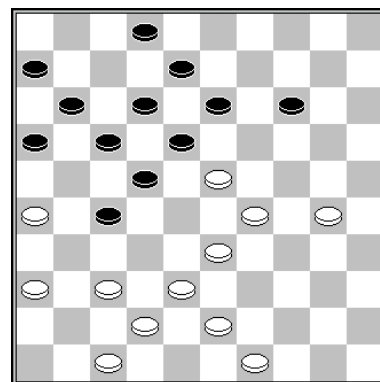
**Magic triangle**

The black king can't escape from the scissors.

- 1... 8-3 2.49-21 ♗ 3.18-31 W+
- 1... 8-2 2.48-30 ♗ 3.18-40 W+

**Boomerang**

A boomerang is a shot that is met by a (winning) counter shot.



A move that seems to be unplayable, but turns out to be a good move, I call an **impossible move**.

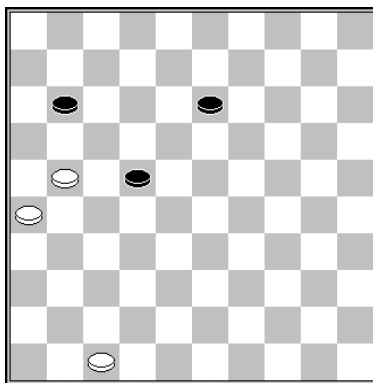
White plays the impossible move 30-24. The shot with 13-19 turns out to be a **boomerang**.

**1.30-24!! 13-19\* 2.24x13 8x48 3.29-23! 18x29 4.38-32 27x38 5.42x24 48x31 6.36x7 W+**

### Strategy

Strategy is about long term planning. The way any strategy will win the game is by:

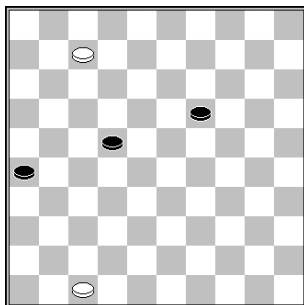
- Breaking through faster than the opponent, getting a king, winning the endgame
- Freezing out the opponent



G.L. de Bruijn

White breaks through, sac-ing a piece and due to the strong defender on <47> he can win the endgame. There are two lines in which white wins uniquely and sharp.

**1.21-16 11-17 2.26-21 17x26 3.16-11 13-19 4.11-7**



There are two lines:

1) 4... 19-24 5.7-2 24-29 6.2-7 29-33 7.7-11 22-28 8.11-17 26-31 9.17-26 31-36 10.26-17 28-32 11.17x39 32-37 12.39-28 36-41 13.47x36 37-42 14.28-37 42x31 15.36x27 W+

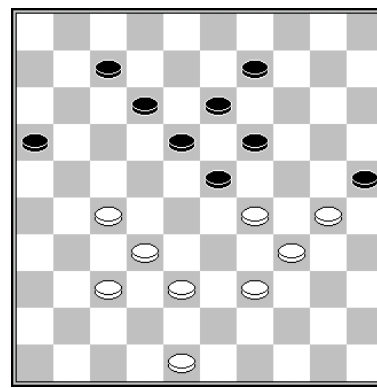
2) 4... 22-27 5.7-2 19-23 6.2-16 27-31 7.16-7 23-28 8.7-11 28-32 9.11-16 32-37

Black put his pieces on the right squares and now can attack piece 37 from behind (10. 16-7 is also fine).

10.16-2 31-36 11.2-19 36-41 12.47x36 37-42 13.19-37 42x31 14.36x27 W+



Edwin Twiest



T. Goedemoed (study)

The surrounding of black's center is aimed at freezing black out. The strategy white performs is called **podkowa** (see the chapter on Classics).

1.48-43? would be a major mistake, since black can make a winning shot (16-21, 18-22, 7-11 & 13x44 B+).

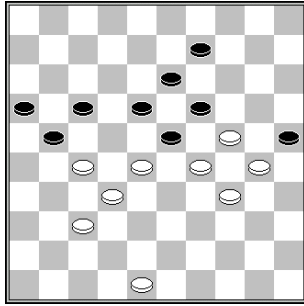
**1.39-33!**

Black can't play 1... 12-17 now, because of the kingshot with 30-24 and 27-22 W+. After the forced 1... 7-11 white uses the chain lock to reduce black's space to play.

**1... 7-11 2.33-28! 12-17 3.29-24!!**

A typical podkowa move, aiming at a complete freeze out.

**3... 17-21 4.38-33 11-17 5.33-29**



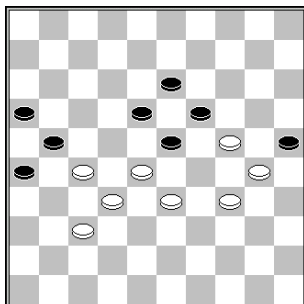
It is completely over for black. At 5... 21-26 6.27-22 wins (6.28-22 first, followed by 7.27-22 will also do) and 9-14 gives white the choice to either play 24-20 at once, or play 48-42 and freeze out black slowly.

**5... 9-14 6.48-42 21-26 7.24-20!**

7.42-38 16-21! 8.27x16 18-22 9.29x20 22x31 10.24x13 25x14 =

**7... 17-21 8.20x9 13x4 9.42-38 4-9 10.38-33 9-13 11.29-24**

Black is completely frozen out. 11... 23-29 12.34x12 25x34 13.12-7 19x30 14.33-29 34x23 15.28x8 is very convincing for white.



Game over.

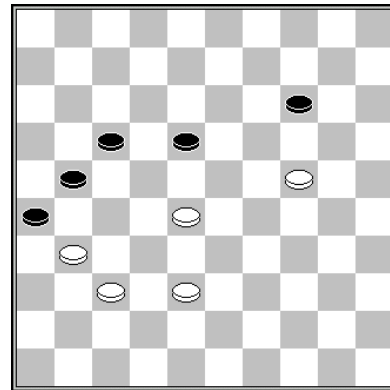
### About the drawing margin

It is very hard to win a game, when the opponent is not tactically trapped. Strategy must be very precise over a long period of moves in order to be successful.

Winning positions are not common in international draughts. Many times, a position that seems a winning one, contains a hidden defence. The drawing margin in the international game is huge. Three kings are not able to beat one, so in many endgames the player who is behind, still reaches a draw. You need to be aware of the drawing margin in any position in order to play correctly in a winning position.

I will give an example of how disappointing it can be if you think the position is won, but then

it turns out that there is still a defence leading to a draw.



**T. Goedemoed – Savané**  
**Rapid game 2015**

**1.38-32!**

I did not see a draw for black after a short calculation. 1... 17-22 2.28x17 21x12 3.32-28 12-17 4.31-27 leads to an ideal position for white, who possesses all strategic squares (27, 28, 24). So black must play 18-22, after which 24-19 looks winning for white.

**1... 18-22 2.24-19 22x33**

2...14x23 3.28x19 22-28 4.32x23 17-22 5.19-14 21-27 6.14-10 27x36 7.23-18 22x13 8.10-5 is a win, white simply waits for black to go to 27 and then changes 37-31x46: 8... 13-18 9.5-14 18-22 10.14-19 22-27 11.37-31 26x37 12.19x46 W+.

**3.19x10 17-22!!**

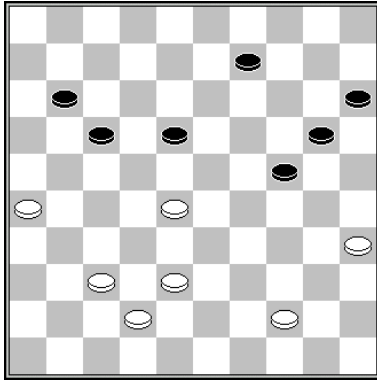
My calculation was 3... 33-39 4.10-5 and black has to sac two pieces with 21-27 and white becomes dominant, since otherwise the tactic with 32-27 21x41 5x46 26x37 46x... is winning. Black takes the time to change back 21-27x17, flying in an endgame of 3 kings against one ....

**4.10-5 21-27! 5.32x21 26x17 6.5-28 33-38 7.28-39**

7... 22-28 8.39x11 38-43 is punished by 9.11-16 and black is ambushed.

**7... 17-21 8.39x26 38-43**

And I offered my opponent a draw.



G. Ngankou – W. Sipma

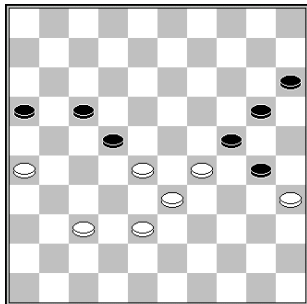
1... 11-16 2.44-40 20-25(!)

The game was 2...16-21 and white got a drawing endgame, but lost after a mistake.

3.40-34 9-14 4.38-33

This is a move, that nearly all humans would play, but white has a better defence...

4... 14-20 5.34-29 25-30 6.42-38 18-22



The white position is lost.

- 7.37-31 (or 7.37-32) is punished by 30-34 & 24-29 B+.
- 7.38-32 is punished by 30-34 & 24-30 B+.
- 7.28-23 is met by 7... 22-28 8.33x11 24x31 9.26x37 16x7 10.35x24 20x18 B+.
- 7.29-23 is met by 30-34 and it is game over.

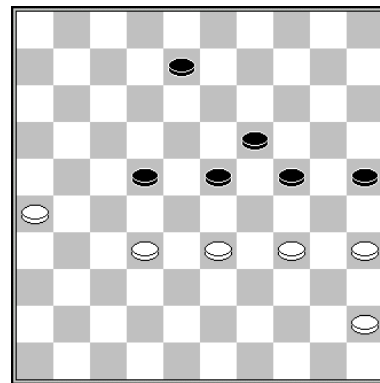
So, if white responds to the black threat of building the fork (with the 24-30 threat) he loses. But he can still save his butt by sacrificing a piece.

4.37-32! 14-20 5.28-23!! 18x40 6.35x44 gives white enough compensation for a draw. A sample line:

6... 24-29 7.32-27 20-24 8.42-37 15-20 9.44-39 24-30 10.37-32 29-34 11.27-21 16x27 12.32x12 34x32 13.12-7 =.



Alexei Chizhov teaching Chinese pupils



T. Goedemoed (study)

After 1.26-21 22-27 2.21-17 27x40 3.35x44 23-29 4.17-11 8-12 white's king will always be caught.

1.32-27? 22x31 2.26x37 8-13

- 3.34-29 is losing without a chance: 23x34 4.37-32 24-29 5.33x24 19x30 6.35x24 34-39 7.32-28 39-43 8.28-23 25-30 9.24x35 43-48 B+.
- 3.35-30 24x35 4.37-32 13-18 5.32-27 19-24 6.27-21 35-40 is also an obvious win.

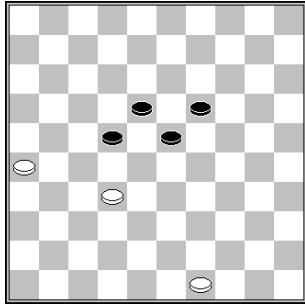
1.35-30 24x35 2.33-29 25-30 3.29x27 30x39 4.27-22 39-44 5.22-18 44-49 6.32-28 gives black a wide array of winning lines, for example 6... 49-44 7.28-22 44x11 8.18-13 8-12 9.13x24 11-28 B+.

1.45-40!

This incredible move is the key to a correct defence, leading to a draw. All other lines are lost.

1... 8-13 2.35-30 24x44 3.33-29 13-18 4.34-30 25x34 5.29x49



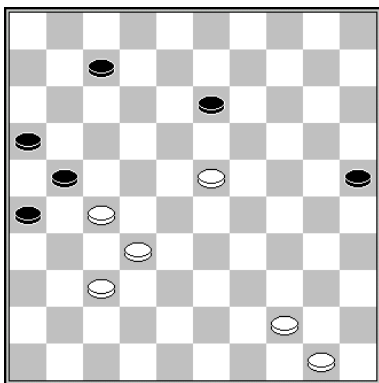


White will escape in an endgame with two pieces less, but this type of endgame, K + 3 versus K + 1 is usually a draw. The majority player only wins when his pieces are protected well. In this case they are too vulnerable, although white needs an accurate defence in order to hold the draw. It is a complex matter. We give only one line, but the computer engines (with 6 pieces endgame database) claim it is always a draw if white defends correctly.

5... 23-29 6.26-21 22-27 7.21-17 27x38 8.17-11 38-42 9.11-7 42-48 10.7-1 19-23 11.1-6 48-25 12.6-17 29-34 13.17-3 34-40 14.49-43 25x48 15.3-9 =



Chinese youth delegation on the World championship draughts Beilen (Netherlands) 2015



E. Prosman – K. ter Braake

White's advantage is huge. Pieces 16 / 21 / 26 are passive. White can freeze out black, forcing him to sac two pieces, but this turns out to be not enough to win the game, which can be quite shocking for the untrained mind.

#### 1.44-39

Prosman is a very strong player, with brilliant calculating skills. He probably calculated that the other line did not yield the wanted result and so he chooses another plan., but his opponent found the right defence.

The game was 1.27-22 7-12 2.32-28 21-27! 3.22x31 13-18=

#### 1... 25-30 2.50-44 7-12 3.39-33 30-34 4.33-28

It looks like a loss for black, but he can still make a draw by sacrificing two pieces. 4... 13-18 5.23-19 12-17 6.19-14 18-23 7.28x19 17-22 8.27x18 21-27 9.32x21 16x27 white has two pieces more and goes to king faster. Still, black can make a draw without problems, because the endgame will boil down to three kings against one which is not winning ...



A young Chinese draughts student tries to solve a composition shown in the Art of winning (first edition) assigned to him by Jasper Lemmen

## About the author

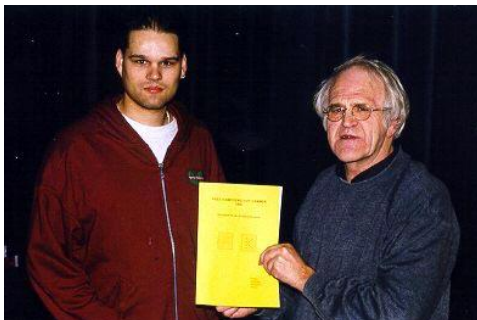
### Other publications by Tjalling Goedemoed:

#### **Friesch Dagblad weekly column**

The regional newspaper Friesch Dagblad publishes a column on draughts every week. Since 1994 I wrote this weekly article on draughts.

#### **Fries kampioenschap dammen 1999 (Het laatste FK van de twintigste eeuw)**

Analyses of games from the championship of Fryslân 1999



#### **The first copy of the book was presented to arbiter Wim Meijer**

#### **Jeugdolympiade Londen 2000**

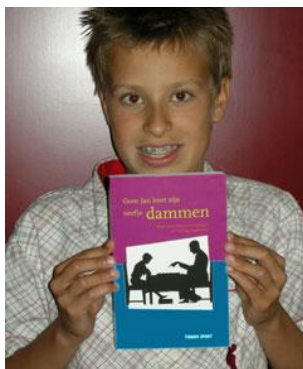
The booklet contains commented games of the Dutch youth team that won gold on the Olympiad for country teams and pictures taken by me (being the coach of the youth team) during the mind Games 2000 in London.

#### **Wereldkampioenschap dammen 2003 aspiranten & meisjes**

This booklet shows the games with comments and some pictures of the Dutch players, who participated in the world championship cadets 2003 in Beilen.

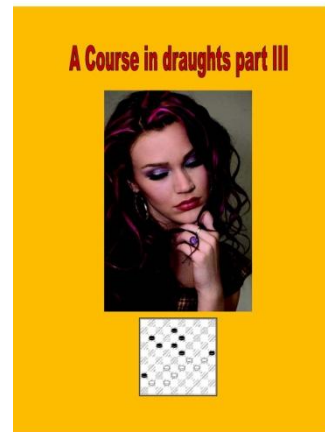
#### **Oom Jan leert zijn neefje dammen**

A Dutch book for beginning players, which was printed by **Tirion sport**

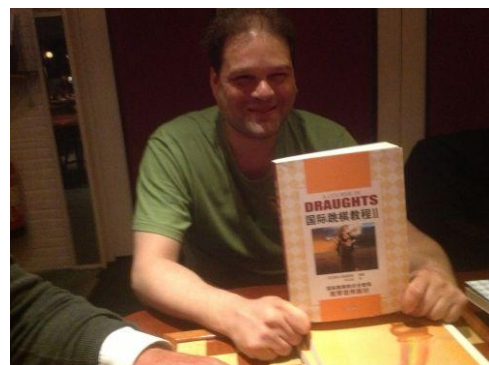


**A Course in Draughts** contains 7 courses, from **A Precourse in Draughts** to the **Exercise book** at part 3 of **A Course in Draughts**:

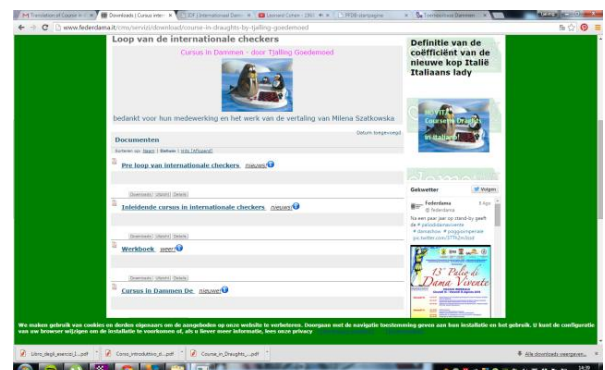
<http://www.fmjd.org/promo/cid.php>



The course was translated in at least 8 languages.



#### **Happy to be able to show the Chinese book version of A course in Draughts**



#### **Italian translation of ACID announced on website of Italian draughts foundation**



## A video on A Course in Draughts:

[https://www.youtube.com/watch?v=\\_bWqcxCFvUM](https://www.youtube.com/watch?v=_bWqcxCFvUM)

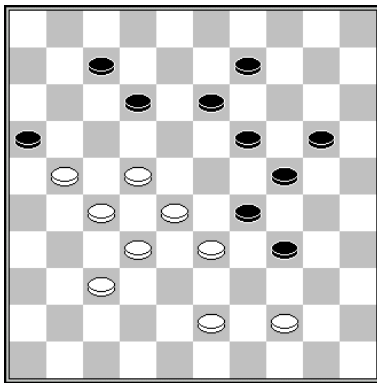
On my **Youtube channel** many more videos on draughts can be watched

## Dam Mentor

A series of DVD's containing lessons on different levels. There are 5 DVD's from beginners level (Van der Wal) to expert (Hoogland), one can do with a computer. The lessons are in Dutch and can be ordered at the KNDB shop.

## Compositions Tj. Goedemoed

A booklet with a selection of my best compositions from 2001 till 2015



Big Bang

**1.22-18! 13x42**

1... 29x40 2.28-23 leads to the same scenario 13x42 3.23x3 16x38 4.3x2 W+.

**2.28-23 16x40 3.23x3 29x38**

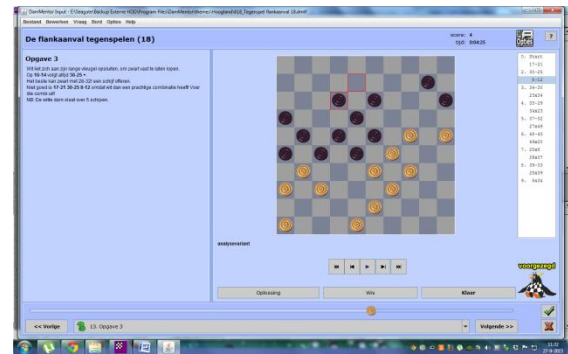
The white king can capture all 8 black pieces **clockwise**.

**4.3x2 W+**

If piece <20> is removed white can also win by the same shot. In this case white captures all seven pieces **counter clockwise**.



Martijn van der Klis



Screenshot of DamMentor

The art of winning (first edition) was covered on [Alldraughts.com](http://www.alldraughts.com) by Jasper Lemmen:

<http://www.alldraughts.com/index.php/nl/share/alldraughts-news/item/new-e-book-the-art-of-winning>

## Hoofdlijn

Tjalling Goedemoed published many articles in this draughts magazine edited by Herman van Westerloo and Nico Leemberg. He published 48 articles on the opening so far. Most articles cover the fascinating Keller opening (1.33-29 17-22)

Tjalling Goedemoed is not only plays the international game of draughts, but he is also interested in other draughts variation and other abstract mind games. He also plays the Frisian version of draughts on a high level and made study of this fascinating game. Goedemoed released two courses on **Frisian draughts**.

Goedemoed has a strong opinion about the drawing margin in the international game of draughts. It is a rare situation in a draughts game that three kings can't beat one. In all other variations accept the inferior Canadian two or three kings beat one. The international game is an exception! Ktar draughts, hexdame, dameo, Frisian draughts, Thai draughts, Turkish draughts, Russian draughts, Brazilian draughts, checkers, bushka and all other draughts variations always allow two or three kings to beat one. In Ktar draughts the boards are not (n by n) squares, but n by N+1 or n by N+2. We experimented with 10 x 11 and 10 x 12 boards and the most modern variation is 11 x 9, which turns out to be a very cool game. We played a competition 11 x 9 **Ktar draughts** on Facebook with some brave, intelligent players, not afraid of exploring unknown territories. The latest invention is **knights draughts**, in which pieces move like a

knight in chess, one square diagonal and one right (skipping the white square).



**A 10 x 12 Ktar game T. Goedemoed – K. Thijssen played in Nijmegen**

Three kings not being able to beat one, is not acceptable for a high level game in Goedemoed's view and therefore the future of draughts should be **killer draughts**. This game has only one deviating rule, in order to take care that advantage can be converted more easily than in the international game, which shows much too many draws. Goedemoed published a course on killer draughts, which uses the (restricted) king's demotion rule: If a king captures an enemy king as the last piece in a capture, then and only then, the king has to stop directly at the square behind the captured king. Two kings can always beat one, like in Frisian draughts. A tournament with these rules was played in Amsterdam during the world championship 2004 and resulted in 95% wins.



Killer draughts can be played on the Internet at the mind sports arena (webmaster Christian Freeling is an expert on abstract mind games).

<http://www.mindsports.nl/index.php/arena/draughts/382-killer-draughts-rules>

It will surely take some time before people will accept that the killer rule is necessary. Most

people are just too chauvinistic, defending simply what they are used to, without being critical enough. Some authors of draughts books even claimed that the many draws in the international game, are not a problem of the game, which is simply denying the obvious. The opposite is true, it is a huge problem, that is due to the rules. Too many draws will never attract much enthusiasm by press and sponsors. Therefore it is in the interest of the draughts world itself to become more progressive. My judgement is that they will not change soon. It will take a long time before the inevitable change will take place. The draughts world simply is too conservative to have the courage to develop in a serious way, like all other sports have done recently in order to become more attractive for spectators and sponsors. Instead they still try to solve the problem by forcing decisions with blitz play. It only creates more draws... Using blitz play to force a decision after normal games are drawn, violates the principle of mind sports however, since it is about high quality decision making and blitz does not allow this. In reality we see terrible blunders being made after long series of draws in the blitz games, the grandmasters are forced to play. Goedemoed himself does not find these blitz games interesting at all. Draughts games Goedemoed likes to play are dameo, killer draughts, Ktar draughts (especially 11 x 9), knight draughts and chess. There are more games that he played, like emerge, hex draughts (moving in three directions), bushka which can be played at the **Mindsports Arena**.

More about the author can be found at:

<http://www.graficelly.nl/klant/tg-web/>



**Goedemoed playing Frisian draughts**

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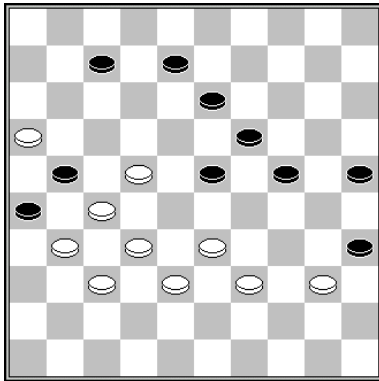
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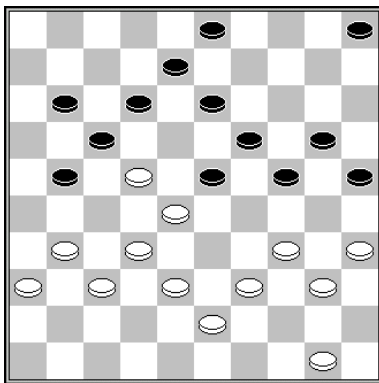
## Compositions by T. Goedemoed

A selection of compositions by the author of The Art of Winning is shown.



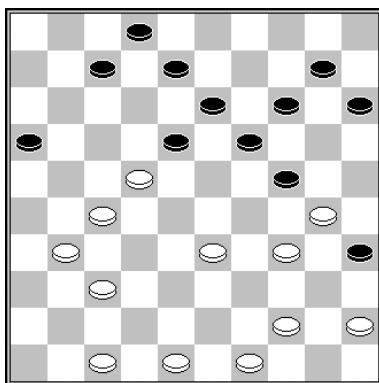
**The round about (2001)**

1.39-34 35x44 2.32-28 23x43 3.16-11 21x41  
4.11x2 26x37 5.33-29 24x33 6.34-30 25x34  
7.22-18 13x22 8.2x47 W+



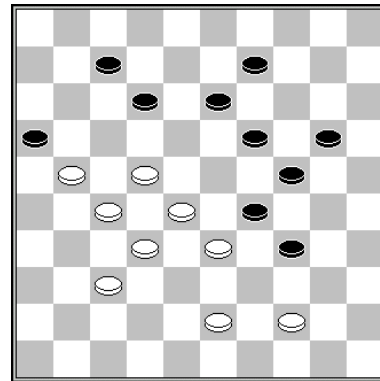
**Coup Deslauriers  
Forcing 2010**

1.31-27 21-26\* 2.37-31 26x37 3.32x41 23x21  
4.41-37 17x28 5.34-29 24x31 6.36x9 3x14  
7.39-33 28x48 8.40-34 48x30 9.35x2 25-30  
10.2x35 20-24 11.35x10 5x14 12.50-44



**The Terminator (2010)**

1.27-21 ad lib. 2.34-29 ad lib. 3.29x18 35x24  
4.47-41 36x47 5.18-13! 47x29 6.37-32 27x38  
7.49-43 38x40 8.45x5 8x19 9.5x1 2-7 10.1x20  
15x24 11.48-43 24-29 12.43-39 W+

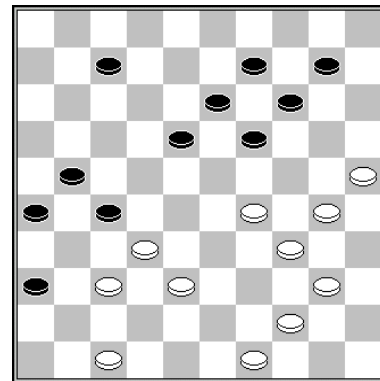


**Big Bang**

**1.22-18! 13x42**

1... 29x40 2.28-23 leads to the same scenario  
13x42 3.23x3 16x38 4.3x2 W+

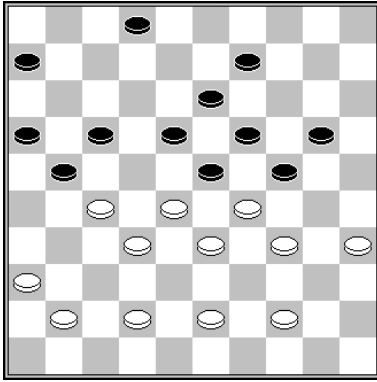
**2.28-23 16x40 3.23x3 29x38 4.3x2 W+**



**The peacock (2010)**

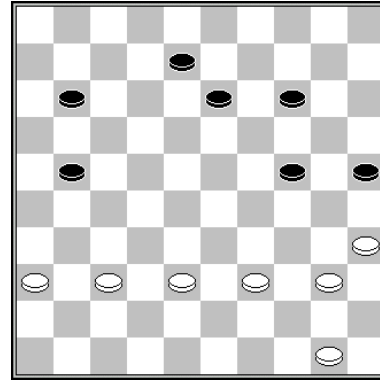
1.25-20 14x25 2.29-23 18x29 3.34x3 25x45  
4.47-41 36x47 5.3-25! 47x50 6.25-3! 27x38  
7.37-31 26x37 8.3x1 50-28 9.49-44 28x50  
10.1-6 W+





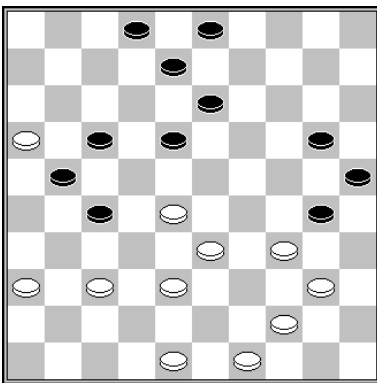
**Scrum (2012)**

1.35-30 24x35 2.44-40 35x44 3.29-24 19x46  
 4.28x8 46x39 5.8-3 21x32 6.3x49 16-21  
 7.49x16 6-11 8.16x7 2x11 9.36-31 11-17  
 10.31-27 W+



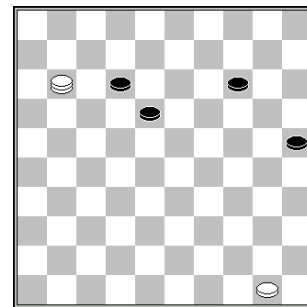
**The local group (2015)**

**1.35-30! 24x31 2.36x7 13-18 3.7-2 8-12 4.2-11!**



**Fusion (2014)**

1.33-29 30x50 2.48-43 50x22 3.29-23 18x29  
 4.36-31 27x36 5.16x9 3x14 6.37-31 36x27  
 7.38-33 29x38 8.43x3 25-30 9.40-34 30x39  
 10.3-17 39-43 11.49x38 2-8 12.17x3 20-25  
 13.3x20 25x14 14.38-33 14-19 15.33-29 W+



Black still can't catch the king, because of opposition: 4...12-17 5.11x20 25x14 6.50-44 W+  
**4... 18-23**

4... 14-19 5.11-33, boils down to the main line.

**5.11-33! 25-30**

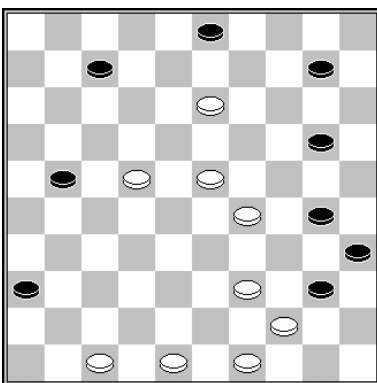
5... 14-19 6.50-44 19-24 7.33x15 23-28 8.15-38! 25-30  
 8... 12-17 9.38-43 28-33 10.43-49 17-22 11.49-43 22-28 12.43-49 25-30 13.44-39 33x44 14.49x32 W+  
 9.38-21! 30-34  
 9... 28-33 10.21x35 33-38 11.35-24 38-43 12.44-39 43x34 13.24-35 (or 24-33) 34-39 14.35-49 W+  
 10.21x3 28-32  
 10... 28-33 11.3-25 33-39 12.44x33 34-40 13.25-39 40-45 14.39-50 W+  
 11.3-26 32-38 12.26-48 W+

**6.33-39 30-35 7.39-33 14-20**

7... 14-19 8.50-45 12-18 9.33-50 W+

**8.33x15 23-28 9.15-20! 28-32 10.20-3 12-18 11.3-9 18-23 12.9-14 23-28 13.50-45! 28-33 14.14x37 33-39 15.37-32 39-44 16.32-28**

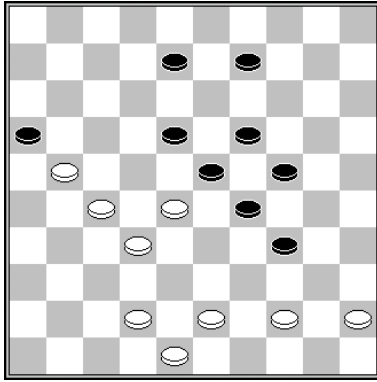
With the famous motive of **E. van Emden 1785**



**The resurrection (2015)**

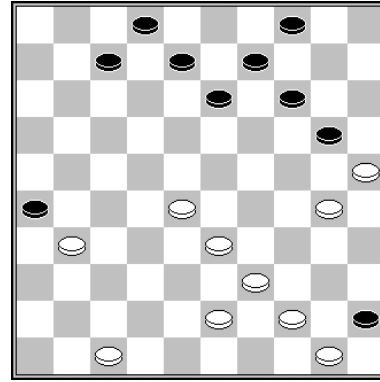
1.13-8 3x12 2.47-41 36x47 3.22-18 47x24  
 4.49-43 40x38 5.39-33 38x29 6.23x5 12x23  
 7.5x30 35x24 8.48-43 W+





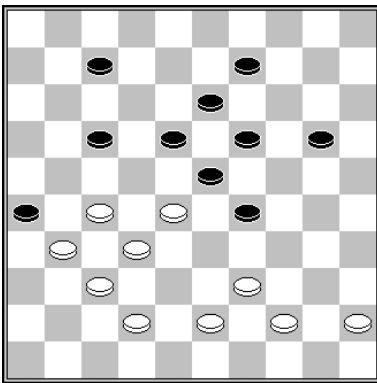
**Kosmos (2014)**

**1.27-22 18x40**  
 1... 16x40 2.22x2 23x32 3.42-38 32x43  
 4.48x30 24x35 5.45x3 W+  
**2.21-17 23x32 3.17-11 16x7 4.42-38 32x43**  
**5.48x30 24x35 6.45x1 W+**



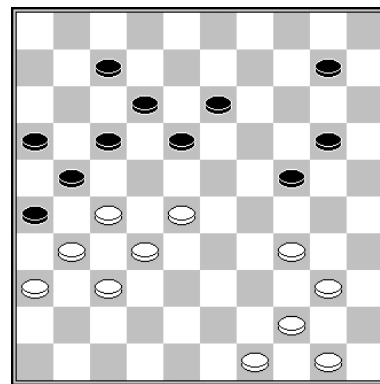
**Ermakov's lasso**

1.44-40 26x37 2.50-44 45x34 3.47-41 37x46  
 4.33-29 46x24 5.39x10 4x15 6.25x1 W+



**Coup Kamikaze (2015)**

1.27-22 18x40 2.45x34 23x41 3.34x3 26x48  
 4.3x25 48x34 5.25x46 W+

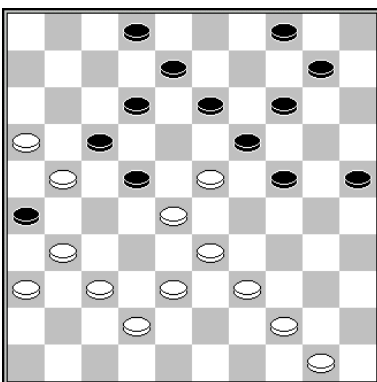


**Arjen Robben (2015)**

**1.34-30! 24x35 2.28-22 17x28 3.32x23 21x41**  
**4.36x47 26x37 5.49-43 18x29 6.47-42 37x39**  
**7.44x4 35x44 8.50x39 12-18**

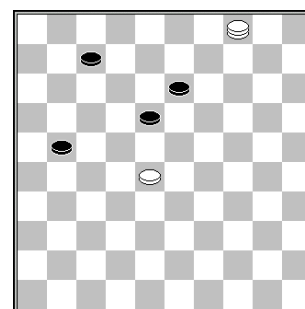
The ending is sharp, also in two side lines.

**9.39-33 16-21 10.33-28**



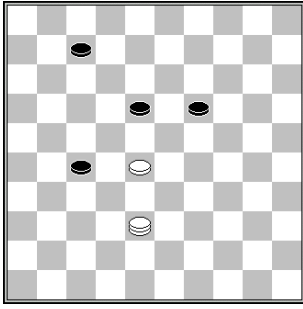
**Levitation shot 18/23 (2015)**

1.37-32 26x48 2.32-27 48x18 3.33-29 18x23  
 4.27x7 17x26 5.7-1 W+



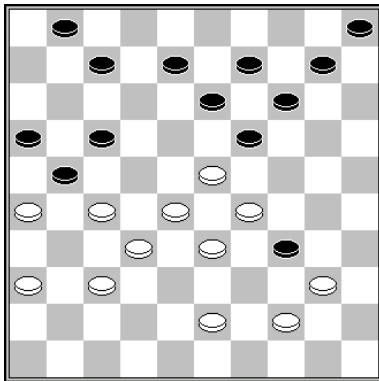
**10... 18-23**

10...21-27 11.4-15! 13-19  
 11...27-31 12.28-23 18x29 13.15x26 13-19  
 14.26-8 19-23 15.8-17 23-29 16.17-39 7-12  
 17.39-6 W+  
 12.15-38!



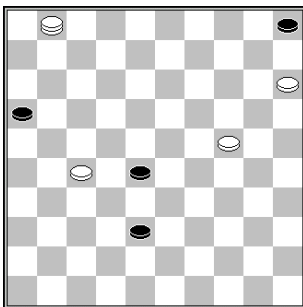
12... 27-31  
 12...19-23 13.38x2 23x32 14.2-7 18-22 15.7-11 22-27 16.11-16 27-31 17.16x38 31-37  
 18.38-47 is winning sharply.  
 13.28-22 18x27 14.38x24 31-37 15.24-47 is also winning sharply.

**11.4x2 23x32 12.2-24 32-37 13.24-47 W+**



**Tromboning (2015)**

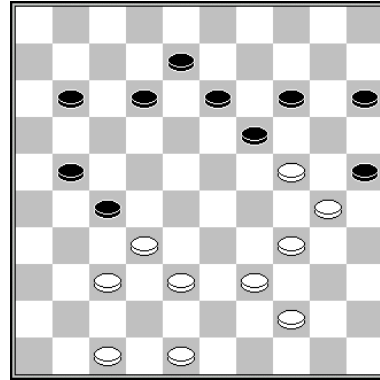
1.23-18! 13x42 2.29-23 34x45 3.44-40 45x34  
 4.43-39 34x43 5.32-27 21x32 6.28x39 19x28  
 7.33x15 14-19 8.36-31 1-7 9.31-27 7-12 10.26-21 19-24 11.39-34 12-18 12.21-17 18-23  
 13.17-12 24-29 14.34-30 29-33 15.12-7 33-38  
 16.7-1 23-28 17.30-24



**17... 5-10**  
 17...28-33 18.24-19! 5-10 19.15x4 38-43 20.4-22 43-49  
 20... 33-38 21.27-21 16x18 22.1x48 +  
 21.22x39 49x21 22.39-11! 16x7 23.1x26 +  
**18.15x4 38-43 19.1-12 28-33**  
 19... 43-48 20.12-17 +

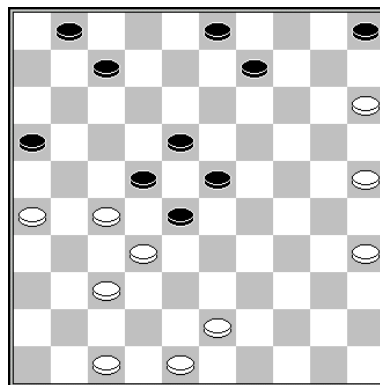
**20.12-26! 43-48**  
 20...33-39 21.4-22 +  
**21.4-18 33-39**

21...33-38 22.18-29 38-43 23.27-21 16x27  
 24.29-42 +  
**22.18-40 39-43 23.40-49** and black is **tromboned**.



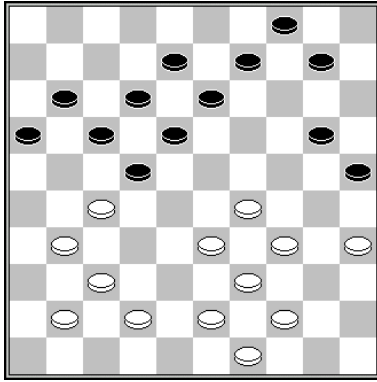
**Pinball Wizard (2015)**

1.37-31 27x36 2.47-41 36x47 3.32-27 47x49  
 4.27x20 25x43 5.24x2 15x24 6.2x35 W+



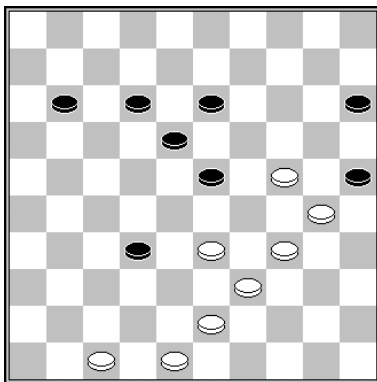
**Fierljeppen (2015)**

1.48-42 22x31 2.15-10 5x14 3.25-20 14x25  
 4.35-30 25x34 5.43-39 34x43 6.26-21 16x38  
 7.42x4 31x42 8.47x49 3-9 9.4x29 7-12  
 10.29x7 1x12 11.49-43 12-17 12.43-38 17-21  
 13.38-32 21-26 14.32-27 W+



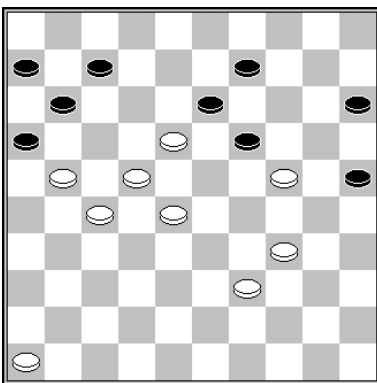
**Double slit experiment (2015)**

1.29-23 18x36 2.27x7 11x2 3.34-29 36x27  
 4.29-24 20x29 5.39-33 29x38 6.43x5 4-10  
 7.5x8 2x13 8.44-39 13-18 9.39-33 16-21  
 10.49-43 18-22 11.33-28 22x33 12.37-31 W+



**Phone call (2015)**

1.43-38 32x43 2.33-28 23x32 3.34-29 25x23  
 4.47-42 43x34 5.24-20 15x24 6.42-38 32x43  
 7.48x6 23-29 8.6-1 18-23 9.1-12 23-28  
 10.12x34 28-32 11.34-29 32-37 12.29-47 W+



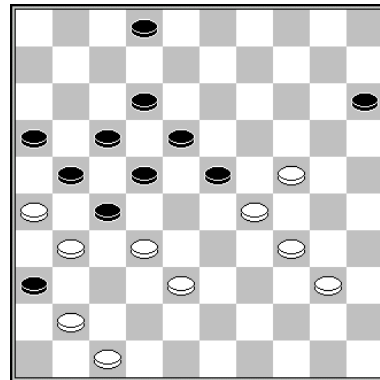
**Hitchhiking (2015)**

**1.34-30!**

Note that 1.22-17 is not winning.

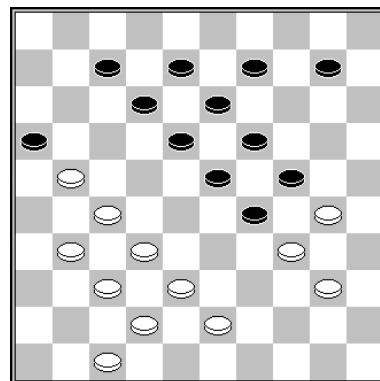
1... 25x43 2.22-17 11x33 3.46-41 13x31  
 4.24x4 16x27 5.41-37 31x42 6.4x2 15-20 7.2-

16 20-24 8.16-38 24-30 9.38-43 30-35 10.43-  
 49 6-11 11.49-44 11-16 12.44-49 16-21  
 13.49x16 35-40 14.16-11 40-45 15.11-50 W+



**The pan within (2015)**

1.24-19 23x14 2.47-42 36x47 3.32-28 22x24  
 4.31x11 16x7 5.26x8 2x13 6.38-33 47x29  
 7.34x1 14-19 8.1-34 13-18 9.34x12 19-23  
 10.12x20 15x24 11.40-34 W+



**E. Zubov  
 Arrangement TG (2015)**

1.21-17 24x44 2.27-21 16x36 3.32-28 23x41  
 4.34x3 12x21 5.3x49

This brilliant motive was discovered by **E. Zubov**.

Black must go to king, since 21-27 is met by  
 42-37 41x32 43-39 32x34 49x48 W+.

5... 41-46 6.38-32 46x14

6... 46x28 also gives a sharp ending: 7.47-41  
 36x38 8.43x23 21-26 9.49-27 26-31 10.27x15  
 31-37 11.15-47 7-12 12.23-19 12-18 13.19-14  
 18-23 14.14-10 23-29 15.47x24 37-41 16.24-  
 47 41-46 17.10-5 W+

7.47-41 36x38 8.43x32 14x46 9.49x5 W+