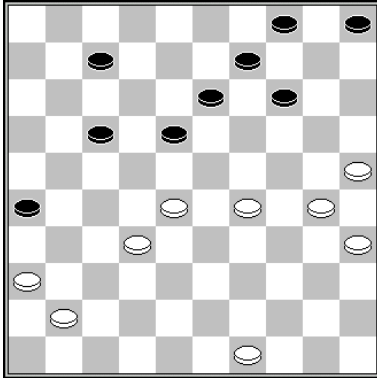


Attacking systems

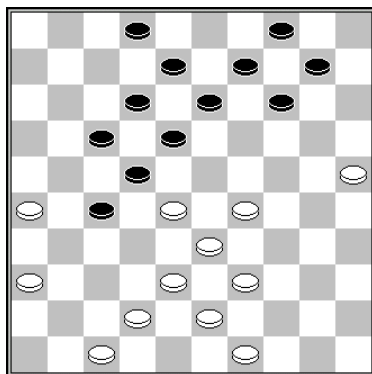
1. Center attack



White puts an ultra strong outpost on <23>. Black can't attack the piece and after white also takes <27> black is paralysed.

1.28-23! 7-12 2.32-27!

Since black can't play 13-19 because of 25-20! he will be frozen out.



A. Presman

White takes a **center attack** by putting an outpost at <23>. It looks dangerous, but after 13-19 white performs a great shot. At other moves the attack will grow in strength.

1.28-23! 13-19

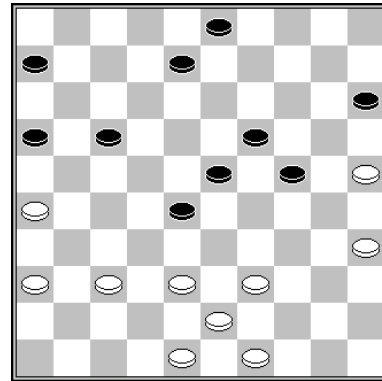
1... 10-15 2.38-32 27x38 3.43x32 2-7 4.36-31 13-19 5.32-27 19x28 6.29-23 18x38 7.27x18 12x23 8.42x13 9x18 W+

1... 2-7 is met by 2.38-32 27x38 3.43x32 7-11 4.32-27 22x31 5.36x27 with a winning advantage for white.

2.25-20! 19x28 3.38-32 28x48 4.47-41 14x25 5.29-23 18x38 6.43x21 48x34 7.49-43 34x48 8.41-37 48x31 9.36x7 2x11 10.21x5 W+

2. Playing against a center attack

You will learn many methods playing against the center attack.



K. Bor – D. van Dam

The black attacking position contains a few weaknesses. Piece <15> is weak and creates the 15 / 24 portal, making her position tactically vulnerable. White attacks the outpost, creates a free move by another attack and then performs a kingshot.

1.38-33! 6-11 2.33x22 17x28 3.25-20! 24-29 4.37-31 15x24 5.35-30 24x35 6.26-21 16x27 7.31x2 W+

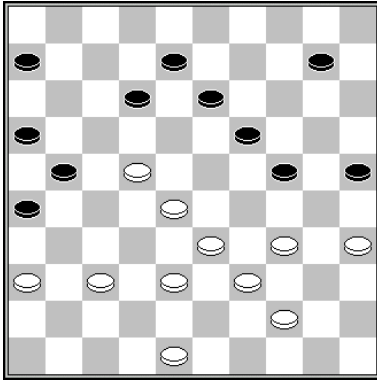
3. Highland attack

Attacking with an outpost at <22> while black has no piece on <23> is called a Highland attack. It is named after Dutch world champion 1912 **Herman Hoogland**. In Dutch it is called Hoogland attack.

With a black piece on <23> we call it a classical attack or graveyard attack. These positions are covered in the chapter on classics.



Jasper Lemmen and Darya Tkachenko



M. Dolfing – A. Scholma

White has a strong Highland attack. He could have tactically forced a win by going to <17>.

1.22-17!

Threatening 37-31 and white will win the piece on <37> after 26x37 17x26.

Black can't play 1... 12-18 because of a kingshot with 2.44-40 21x12 3.28-22 18x27 4.38-32 27x29 5.34x5 W+.

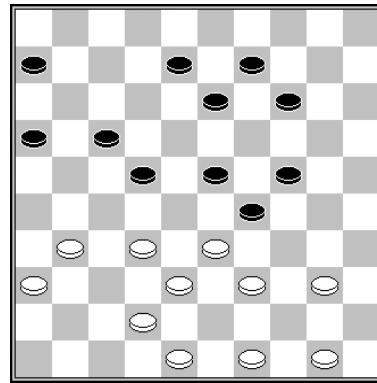
Sac-ing a piece first and playing 12-18 after is also met by a nice combination, a **bicycle shot**.

1... 25-30 2.34x25 12-18 3.44-40! 21x12 4.28-22 18x27 5.38-32 27x29 6.37-31 26x37 7.48-42 37x48 8.39-34 48x30 9.25x5 W+



Martin Dolfing

4. Playing against a Highland attack



T. Sijbrands – R.J. van den Akker

This game was played during Sijbrands' world record blindfold simultaneous play against 32 opponents. White played against a Highland attack and forced a win by using tactics.

1.49-44! 13-19

1... 14-19 2.39-34 9-14 3.34-30 24x35 4.33x24 19x30 5.44-39 35x33 6.38x20 W+

2.40-35 8-13

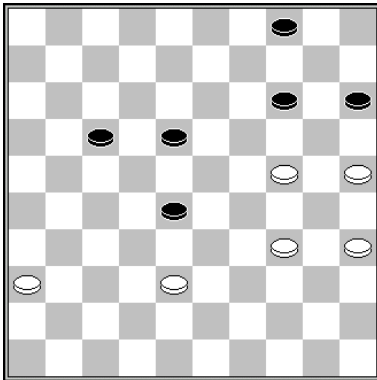
2... 9-13 3.35-30 24x35 4.33x24 19x30 5.44-40 35x33 6.38x20 W+

3.42-37 17-21 4.35-30! 24x35 5.33x24 19x30 6.31-27 22x33 7.39x8 W+



Ton Sijbrands

Center attack



Black to move

G. Zijlema – T. Goedemoed

Black uses a well known idea to play against white's threat of building the 24 / 25 / 30 / 35 fork.

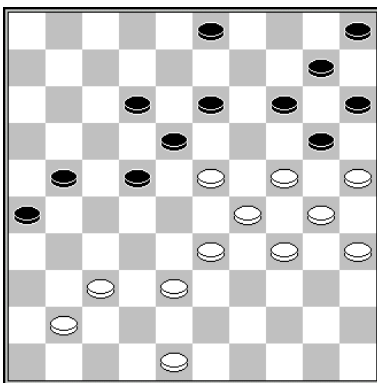
1... 4-9! 2.36-31

2.34-30 and 2.35-30 are both met by the **gambit** with 2... 28-33! 3.38x29 9-13 B+

2... 17-22 3.35-30

3... 38-32 28x26 4.34-30 also loses: 15-20 5.24x15 26-31 6.30-24 31-37 7.25-20 14x25 8.15-10 9-14 9.10x19 37-41 10.19-14 41-47 11.24-20 47x15 12.14-9 15-20 B+

3... 28-33 4.38x29 9-13 5.24-20 15x33 6.30-24 33-38 B+

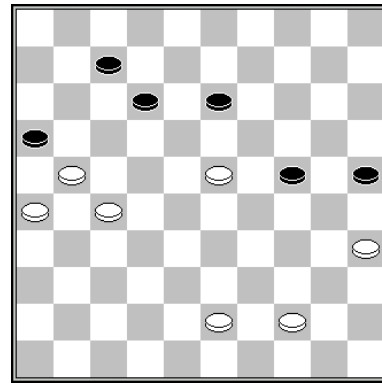


M. Barkel – K. Thijssen

1.24-19! 13x24 2.30x19 3-8

2... 20-24 3.29x9 18x40 4.35x44 3x23 5.33-29 23x34 6.44-39 34x32 7.37x8 W+

3.34-30 21-27 4.48-42 27-31 5.41-36 22-27 6.37-32 W+

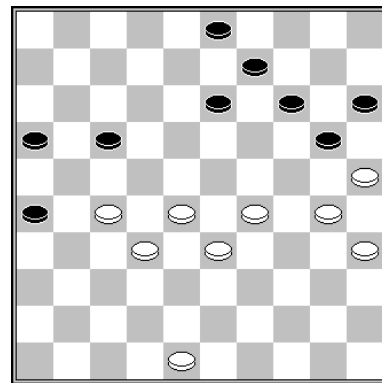


B. Aalberts – S. den Hollander

1.44-39!

The game was 1.23-19 13-18 2.19x30 25x34 3.44-39 18-22 and the endgame was drawn.

1... 13-18 2.21-17! 12x32 3.23x1 32-37 4.1-23 37-42! 5.23-37 42x31 6.26x37 W+

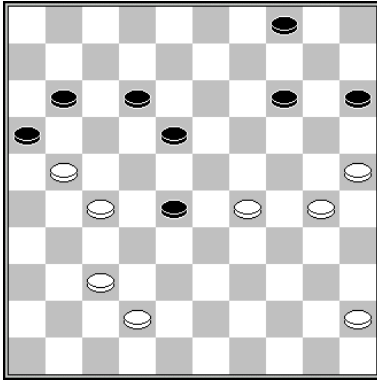


K. van Amerongen – M. Stempfer

White has a strong center, while black has a lack of space to play. Many of his pieces are at the edges of the board. White should take a center attack to exploit his advantage. After a couple of moves he can perform a nice kingshot.

1.29-23! 13-19 2.23-18 3-8 3.27-21 16x29 4.28-22 17x28 5.18-13 9x18 6.30-24 19x30 7.35x2 W+

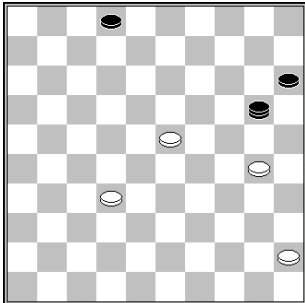




Black to move

A. Mironov

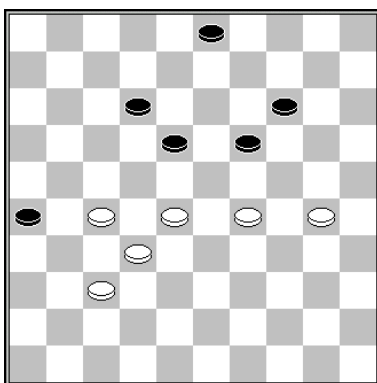
1... 14-20! 2.25x14 4-10 3.14x5 18-22 4.27x7 11x2 5.5x32 16x47 6.29-23 47-20 7.37-32



7... 20-14 8.32-28 15-20

8... 2-8 9.30-24 14-20 10.24-19 20-3 is also winning.

9.45-40 2-8 10.40-34 8-13 11.34-29 14-10 12.30-24 20-25 13.24-20 25x14 14.28-22 10-15 B+



E. Twiest - M. Bremer

After a long calculation white chose the right way to convert his advantage, which is taking a center attack. Other moves are not sufficient.

1.30-25 3-8 2.37-31 26x37 3.32x41 12-17 4.41-37 8-12! 5.37-31 17-21 6.27x16 12-17 yields no more than a draw for white.

1.29-24 26-31 2.24x22 31x42 3.22-18 12x23 4.28x10 also is a draw, with several ways for black to defend.

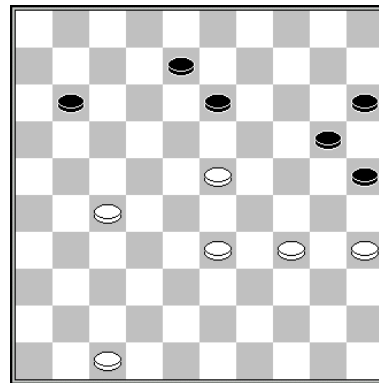
1.28-23! 19x28 2.32x23 14-20

2... 3-8 3.30-24 8-13 4.37-32 loses without a chance for black.

3.37-32 20-25 4.30-24 3-8 5.23-19 12-17 6.19-14 18-22 7.27x18 26-31 8.32-27 31x13 9.14-10 13-18 10.10-5 25-30 11.24x35 17-21

White can use several methods to win this. I give one example. White should take care that he ambushes the piece (on <36>) that will eventually go to king after black sacs two pieces, removing the white king from the main diagonal.

12.29-24 21-27 13.24-20 27-31 14.20-15 31-36 15.5-37 18-22 16.37-5 8-13 17.35-30 22-27 18.5-14 13-18 19.14-46 18-22 20.46-19 27-31 21.19-46 22-27 22.30-24 31-37 23.46x21 36-41 24.21-32 W+



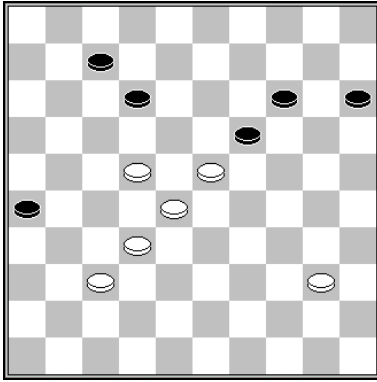
M. Douwes - D. Ijsselseijn

The black edge pieces 15 / 20 /25 are passive. White expands his attacking position, and being on a roll black is not able to stop him.

1.33-28! 8-12 2.28-22 11-16

2... 13-19 3.23x14 20x9 4.27-21 9-14 5.47-42 W+

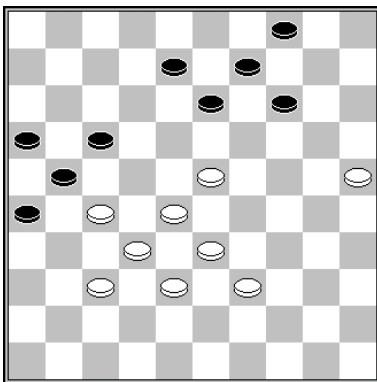
3.35-30 13-19 4.23x14 20x9 5.30-24 9-13 6.47-42 12-18 7.22-17 W+



M. Nogovitsjina – A. P. Brito

A forcing move, followed by a pseudo sacrifice creates a quick breakthrough.

1.32-27! 7-11 2.27-21! 26x17 3.22-18 15-20 4.18x16 20-25 5.28-22 17x28 6.23x32 25-30 7.16-11 19-24 8.11-7 24-29 9.40-35 29-34 10.35x24 34-39 11.7-1 W+



T. Goedemoed – T. Eekelschot

White holds a strong attack. Black has little space to play. Helped by tactics white can force the win.

1.27-22!

Since black can't play 8-12 or 13-19, he has to play his last base piece.

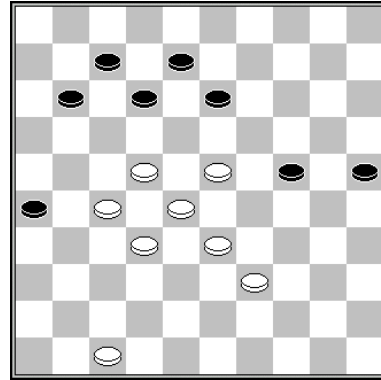
1... 4-10 2.22x11 16x7 3.28-22 10-15

If black plays 3... 7-11 4.32-28 11-16, white takes all strategic squares: 5.33-29 8-12 6.29-24 12-17 7.22x11 16x7 8.28-22 7-12 9.39-33 and black is frozen out.

4.32-28! 13-19

Now white performs a typical shot for Highland games, taking the 33 x 22 x 11 x 2 x 13 x 4 route to king.

5.22-17! 21x12 6.28-22 19x17 7.37-31 26x37 8.38-32 37x28 9.33x4 W+



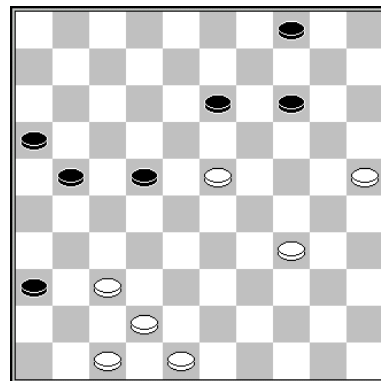
Joppe Lemmen – S. Buurke

White can take advantage of black's hanging pieces, missing base pieces and formations. He can use the gambit 27-21 to freeze black out.

1.39-34

Also good is the immediate 1.27-21 26x17 2.39-34.

1... 24-30 2.27-21! 30x39 3.33x44 26x17 4.32-27 25-30 5.44-39 17-21 6.27x16 12-17 7.47-42 8-12 8.42-38 W+



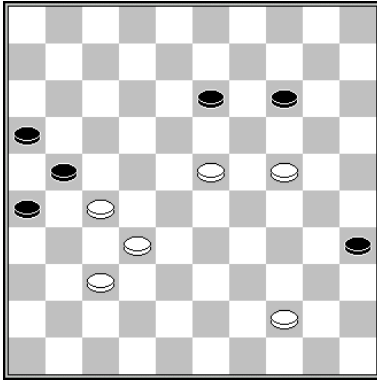
H. Wiersma – N. Samb

White breaks through black's center, helped by a sacrifice.

1.37-31! 36x27 2.23-18 13-19

After 2...14-19 3.18x9 4x13 4.25-20 19-24 5.20x29 13-19 6.34-30 white also breaks through and wins.

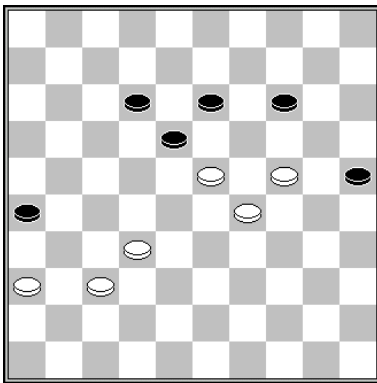
3.18-12 19-24 4.12-7 24-30 5.7-1 30x39 6.1-6 W+



S. Nagel – D. van Dijk

White can convert his huge advantage by taking a third outpost.

1.27-22 14-19 2.23x14 13-18 3.22x13 21-27
4.32x21 16x27 5.13-9 27-31 6.37-32 31-36
7.9-4 36-41 8.24-19 41-47 9.32-28 etc. W+



Black to move

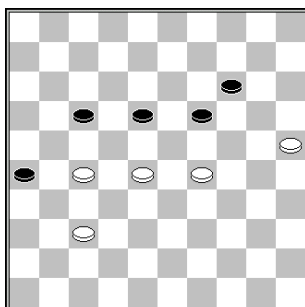
P. Oudshoorn – H. Spanjer

W+ after 1... 25-30? 2.24x35 18-22

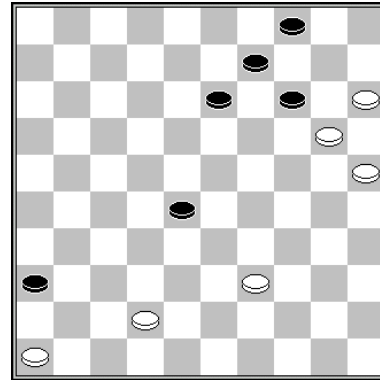
1... 25-30

1... 18-22! 2.24-20 14-19 3.23x14 13-19
4.14x23 25x14 =

2.24x35 18-22 3.36-31 13-18 4.35-30 22-28
5.30-25 28x19 6.32-28 12-17 7.31-27



7... 18-22 8.27x18 17-21 9.18-12 21-27 10.12-8
27-31 11.28-23! 31x42 12.8-2 19x28
13.29-23 28x19 14.2x47 W+



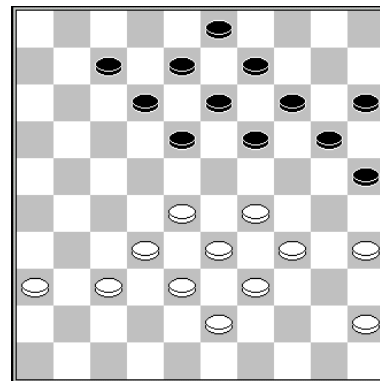
Black to move

W. an der Kooij – H. Meijer

1... 13-18 2.39-34 18-22 3.34-29

3.34-30 28-33 4.30-24 33-39 5.24-19 14x23
6.20-14 9x20 7.25x14 39-44 8.14-10 23-28
9.10-5 36-41! B+

3... 28-33!! 4.29x38 22-28 B+



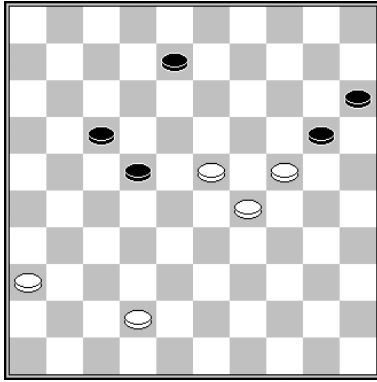
It looks as if white can't go to <23>, but he can play the impossible exchange, generating a strong center attack.

1.28-23! 19x28 2.32x23 7-11

2... 20-24 3.29x20 18x40 4.45x34 15x24 fails due to 5.34-30 25x34 6.39x10 W+

3.36-31 11-17 4.31-27 17-22 5.37-31 W+





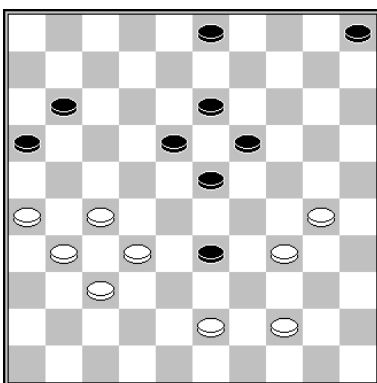
Hein Meijer – J.M. Drent

1.36-31!

The game was drawn after the weak continuation 1.24-19? 17-21 =. White should take the left wing under control before expanding his attack.

1... 17-21 2.31-26 21-27 3.42-38 20-25 4.23-19 22-28 5.26-21 27x16 6.29-23

White will win, for example: 6... 15-20 7.24x15 25-30 8.23x32 30-34 9.15-10 34-40 10.10-5 40-45 11.19-14 45-50 12.14-10 50-6 13.10-4 W+

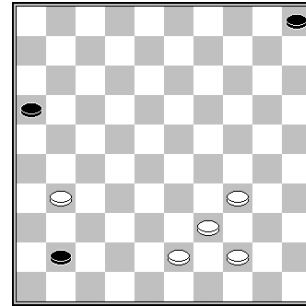


Black to move

H. Wiersma – M. Wichgers

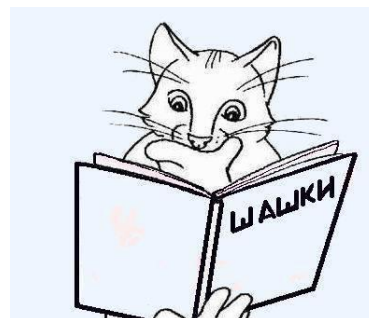
Black's outpost is under fire, but he could have forced a win, using a shot via the 3 x 12 x 21 x 32 x 41 route.

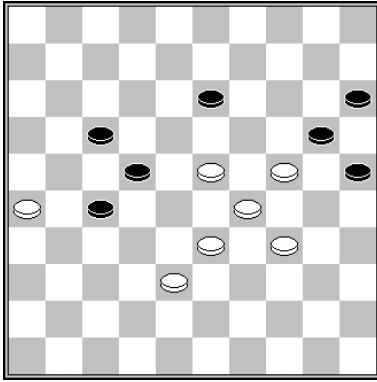
1... 33-38! 2.43-39 11-17 3.32x43 17-21 4.26x17 19-24 5.30x28 18-23 6.28x8 3x41



There is no escape for white, since his pieces are placed too badly:

- 7.34-29 41-47 8.39-33 47-36 9.31-26 36-18 10.29-24 18-29 11.33-28 29x20 12.28-23 20-14! 13.23-18 14-9 14.18-12 9-3 15.12-7 16-21 16.26x17 3x1 B+
- 7.31-27 41-46 8.39-33 46-23 9.33-29 23-18 10.43-38 18x36 11.29-23 36-13 12.38-33 16-21 13.44-39 13-4 14.23-19 5-10 15.33-28 21-27 16.34-30 27-31 17.30-25 31-37 18.28-22 4x27 19.25-20 37-42 20.20-15 42-47 21.15x4 47-36 22.4x31 36x48 B+
- 7.39-33 41-47 8.43-38 16-21 9.44-39 47-41 10.34-30 41-36 B+
- 7.43-38 41-46
 - 8.34-30 16-21 9.30-25 46-14 10.39-34 21-26 11.31-27 14-9 B+
 - 8.34-29 16-21 9.29-24 46-14 10.39-34 5-10 11.44-39 21-26 12.31-27 14-9 13.34-30 9x36 14.24-20 10-14 15.20x9 36x4 B+





R. Clerc – A. Mathijsen

1.38-32!

1.23-18? 13-19 2.24x13 20-24 3.29x20 15x24
4.34-29 22-28 =

1... 27x38 2.33x42 22-27 3.42-38 17-22

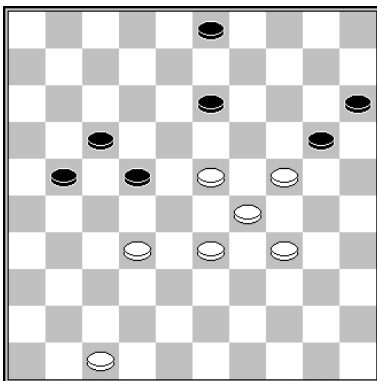
3... 17-21 4.26x17 27-31 5.17-11 31-36 6.11-7
36-41 7.23-18 13x22 8.34-30 25x23 9.7-1
20x29 10.38-33 29x38 11.1x9 W+

4.23-18 22-28 5.18x9 27-32

5... 28-32 6.9-3 32x43 7.34-30 25x23 8.3x48
W+

**6.38x27 28-33 7.29x38 20x40 8.9-3 40-44 9.3-17
44-50 10.27-22 50-45 11.17-8**

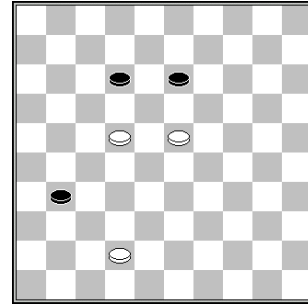
And white won by becoming dominant.



N. Werkman – P. Leijenaar

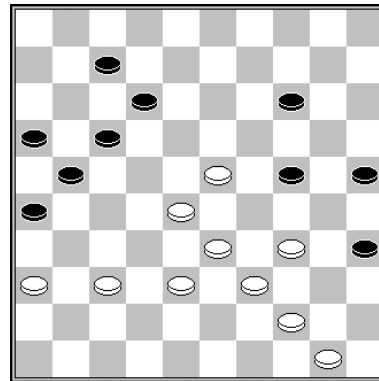
White should try to get a breakthrough at the right wing. After black defends against this, he gets into a lost 3 x 3 position.

**1.34-30! 20-25 2.32-28 25x34 3.29x40 21-26
4.23-19 3-9 5.19x8 17-21 6.28x17 21x3 7.33-28
3-8 8.28-22 8-12 9.24-19 9-14 10.19x10
15x4 11.40-34 4-9 12.34-29 9-13 13.29-23 26-31
14.47-42**



14... 13-18 15.22x13 12-17 16.13-9 17-21
17.9-3 21-26 18.3-20 31-36 19.23-19 36-41
20.42-37 41x32 21.19-14 32-37 22.14-10 37-41
23.20-47 41-46 24.10-5 W+

14... 31-36 15.42-37 13-18 16.22x13 12-17
17.13-8 17-21 18.37-31 36x27 19.8-2 27-32
20.2-16 21-27 21.23-18 W+

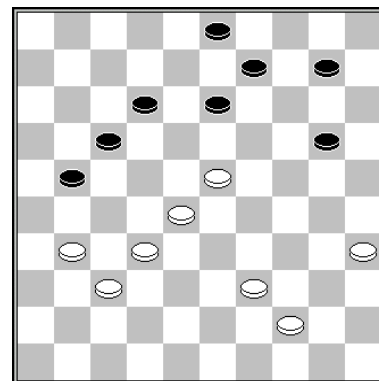


D. van den Berg

1.37-32!

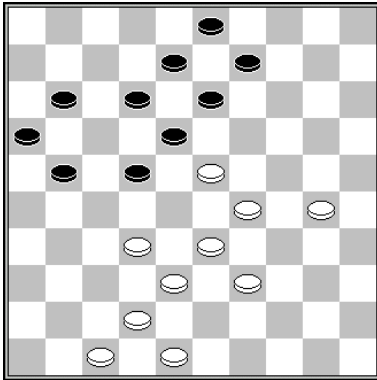
White is threatening with 23-18, which is also played if black replies with 1... 14-20. In that case the exchange white makes is followed up by a kingshot with 36-31 W+.

**1... 21-27 2.32x21 16x27 3.44-40! 35x44
4.28-22! 27x40 5.36-31 26x37 6.38-32 37x28
7.33x2 44x33 8.2x20 25x14 9.50-44 W+**



D. van den Berg

1.31-27! 21-26 2.27-22! 17-21 3.23-18 12x23
 4.28x8 3x12 5.22-17! 12-18 6.44-40 21x12
 7.37-31 26x28 8.39-33 28x39 9.40-34 39x30
 10.35x22 W+



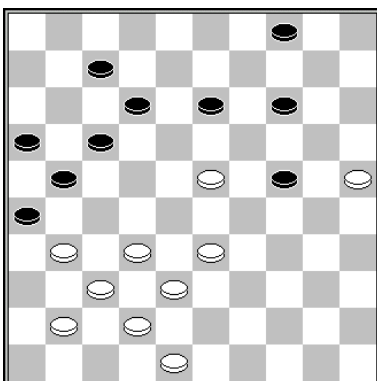
A. v.d. Stoep

White has a strong attack. He finishes it off, by making a forcing.

1.32-28! 11-17 2.30-24! 9-14

Otherwise 23-19 follows. Now white starts a combination, in which he is using the idea of a **coup Springer**.

3.24-19! 13x24 4.29x9 3x14 5.48-43 18x29
 6.33x24 22x44 7.24-19 14x23 8.43-39 44x33
 9.38x7 8-12 10.7x18 17-22 11.18x27 21x32
 12.42-37 32x41 13.47x36 W+

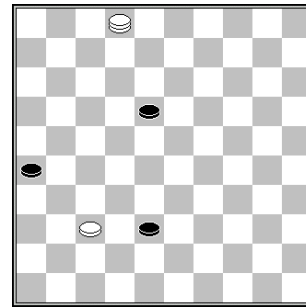


J.J. van Tol

1.23-18! 12x23

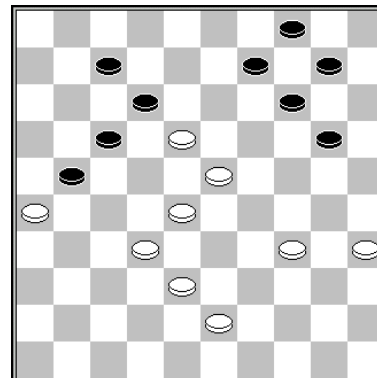
1... 13x22 2.33-28 22x33 3.38x9 4x13 4.25-20 gives white a winning breakthrough.

2.33-29 23x34* 3.32-27 21x43 4.48x8 7-12
 5.8-2 14-20 6.25x14 4-9 7.14x3 12-18 8.3x21
 16x38



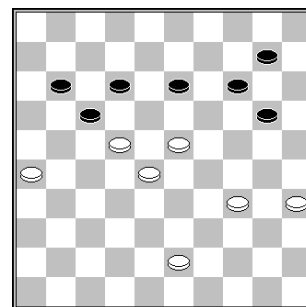
This is an endgame that the famous endgame composer and scribe **J.F. Moser** already showed. Moser is famous for his book about the endgame **Strategie der hunderd velden**.

9.2-7! 18-22 10.7-16 26-31 11.37x26 38-42
 12.16-27! 22x31 13.26x48 W+



D. van den Berg

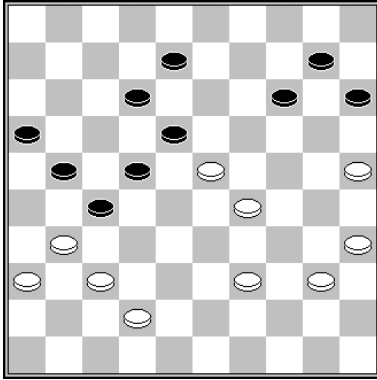
1.32-27! 21x32 2.38x27 9-13 3.18x9 4x13
 4.27-22! 7-11



5.23-18! 12x32 6.43-39 17x28 7.39-33 28x30
 8.35x4 13-19 9.4-27!! 32x21 10.26x6 19-23

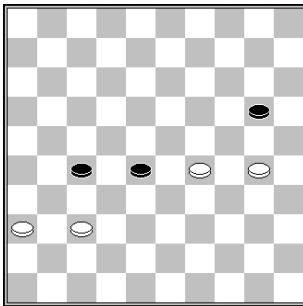
Attacking systems

11.6-1 23-28 12.1-29 28-32 13.29-42 14-19
14.42-15 19-23 15.15-20 23-28 16.20-42 W+

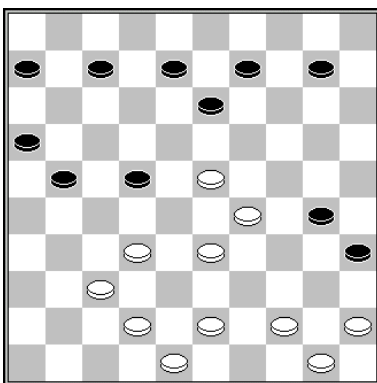


A. Timmer

1.39-33! 8-13* 2.29-24 18x47 3.31-26 47x20
4.26x19 14x23 5.25x5 23-28 6.5x21 16x27
7.40-34 22-28 8.34-29 15-20 9.35-30



9... 27-32 10.30-24! 32x41 11.36x47 28-32
12.24x15 32-38 13.47-42 38x47 14.29-24
47x20 15.15x24 W+



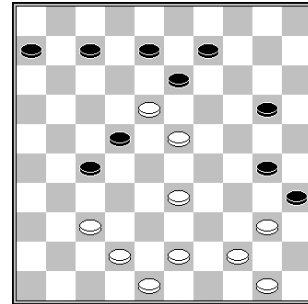
F. Hermelink

1.23-18! 21-27 2.32x21 16x27 3.29-23! 10-14
4.45-40!

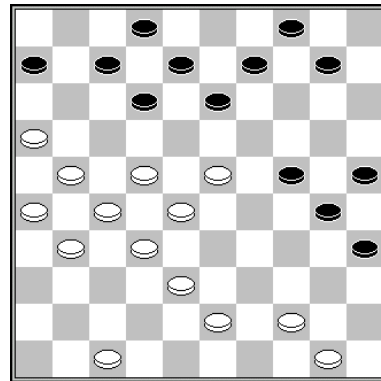
White is threatening with an attack on piece <30>.

4... 14-20

4... 13-19 is met by 43-39 and 40-34 winning a piece.

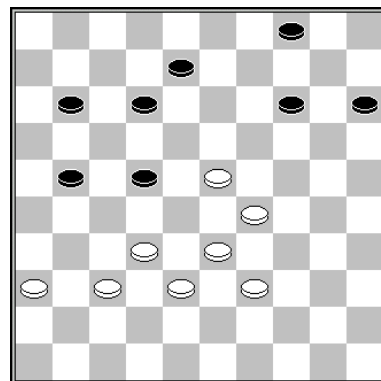


5.33-28! 22x33 6.37-32 27x47 7.48-42 47x49
8.40-34 49x29 9.23x1 13x22 10.1-40 35x44
11.50x17 W+



F. Hermelink

1.21-17! 12x21 2.26x17 24-29 3.23x34 30x48
4.27-21 48x26 5.17-12! 7x27 6.16-11! 26x42
7.47x38 6x17 8.32x5 4-10 9.5x8 2x13 10.38-
33 13-19 11.33-29 19-24 12.29x20 25x14
13.50-45 14-19 14.44-39 19-24 15.39-34 35-40
16.34-30 24x35 17.45x34 W+

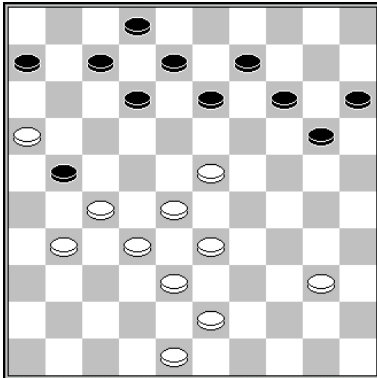


F. Hermelink

1.39-34! 14-20 2.33-28 22x31 3.36x18 20-24
4.29x20 15x24 5.32-28 8-13

5... 4-9 6.28-22 24-29 7.18-12 8x19 8.34x3 W+

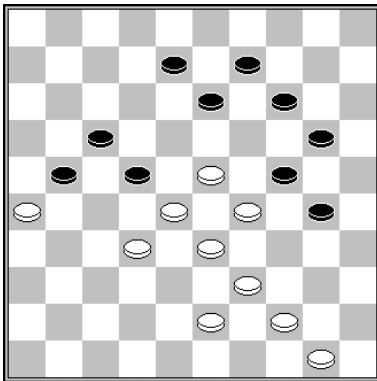
6.18x9 4x13 7.23-19 24-29 8.34x23 13x24
9.23-19 24x13 10.28-23 W+



D. van den Berg

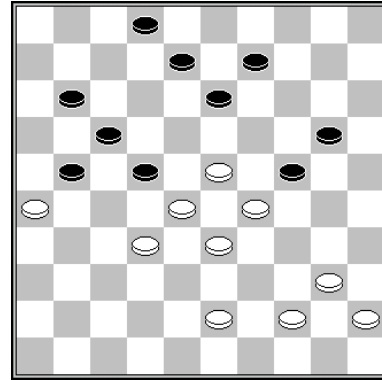
White first opens the route to king 43 x 1 and then forces the shot.

1.23-18! 12x23 2.28x10 15x4 3.27-22! 21-26
4.40-34! 26x30 5.16-11 6x28 6.38-33 28x39
7.43x1 2-7 8.1x9 4x13 9.48-43 W+



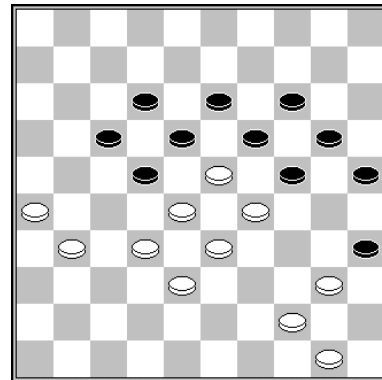
J. van den Boogaard

1.23-18! 22-27 2.28-23 27x40 3.23-19 14x43
4.33-29 24x33 5.50-45 13x22 6.45x12 17x8
7.26x48 W+



A. Kuyken

1.23-18! 22-27 2.40-34 27x40 3.28-22 17x30
4.45x12 24x33 5.26x6 13x22 6.12-7 2x11
7.6x39 W+

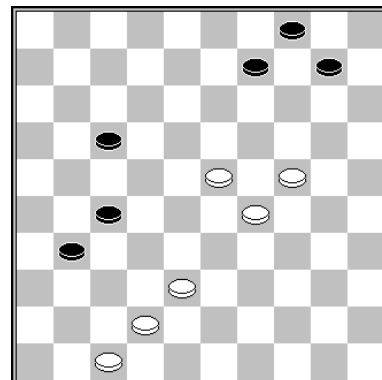


F. Hermelink & A. van der Stoep

1.26-21! 17x37 2.28x8 19x39

2... 37x39 3.44x33 19x39 4.8x10 24x42 5.10-4
35x44 6.4x30 25x34 7.50x30 W+

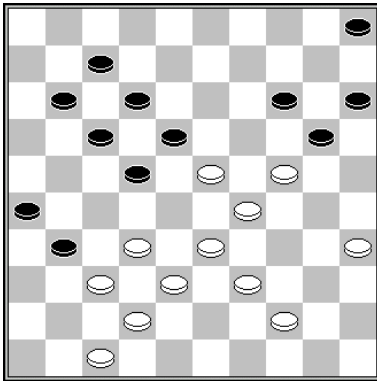
3.8x10 24x42 4.44x33 37x39 5.10-4 35x44
6.4x30 25x34 7.50x30 W+



O. Dijkstra

1.24-19! 10-14 2.19x10 4x15 3.23-18 15-20
4.18-13! 9x18 5.29-23 18x29 6.38-32 27x38

7.42x15 17-22 8.15-10 22-28 9.10-5 28-33
10.5-37 31x42 11.47x29 W+



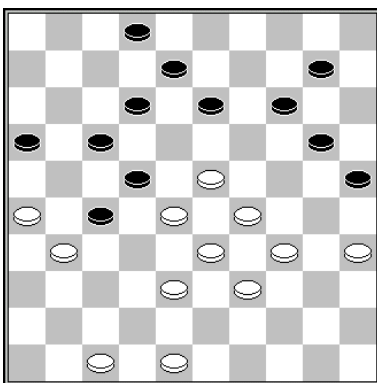
A. van der Stoep

This is a brilliant composition. After two introductory forcing moves, white makes a great shot.

1.32-27! 31-36 2.27-21! 11-16

If black plays 2... 5-10 white can win in a similar way: 3.44-40 11-16 4.40-34 16x27 4.33-28 22x44 6.37-31 26x48 7.34-30 48x25 8.47-41 36x47 9.35-30 25x19 10.24x2 47x24 11.2x8 W+

3.39-34! 16x27 4.33-28 22x33 5.44-39 33x44 6.37-31 26x48 7.34-30 48x25 8.47-41! 36x47 9.35-30 25x19 10.24x2 47x24 11.2x8 20-25 12.8-24 15-20 13.24x15 25-30 14.15-10 30-35 15.10x23 5-10 16.23x5 35-40 17.5-28 40-45 18.28-50 W+



R. Boomstra

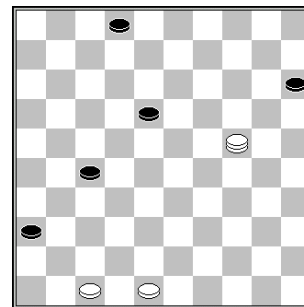
The forcing is introduced by sacrificing and attacking.

1.35-30! 27x36 2.30-24! 10-15 3.23-18! 12x43 4.34-30 25x23 5.26-21 20x38 6.21x3 43x34 7.3x29 16-21 8.29-12! 21-27



8... 21-26 is met by 9.48-42 15-20 10.42-37 blocking all pieces.

9.12-8! 13-18 10.8-24!



White is threatening to play 24-38 27-31 38-42 W+. Black has to play 2-7 in order to meet 24-38 by playing the sticker 36-41-46 =.

10... 2-7 11.24-2! 7-12 12.2-19 15-20 13.48-43 12-17

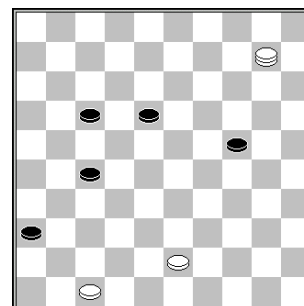
13...18-22 143-39 12-17 15.19-23 20-24 16.23-40!

Threatening with 40-35 W+

16... 24-30 17.40-23 blocking all pieces W+

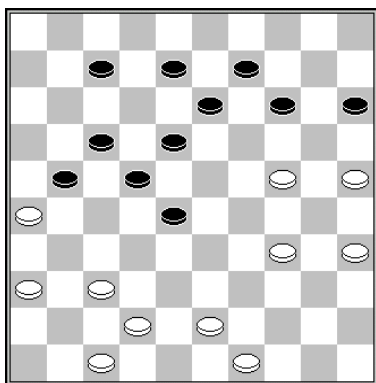
14.19-10! 20-24

Black's only chance for a draw is advancing with piece 20 to <29> in order to meet 43-39 with 18-22 and changing 29x33x33 =. But white ends all hope by forcing a shot.



15.10-15! 24-30 16.47-41! 36x47 17.43-38 47x33 18.15x25 W+

Playing against a center attack



Jasper Lemmen – A. Shaibakov

Black's position has many gaps and he misses base pieces. Therefore his outpost is too vulnerable. White exploits the weaknesses, by using tactics.

1.42-38 7-12

1... 18-23 is met by 2.43-39 8-12 3.34-30 14-19 4.39-33 28x39 5.24-20 15x24 6.49-43 39x48 7.38-32 48x31 8.36x20 12-18 9.20-15 9-14 10.30-24 19x30 11.35x24 18-22 12.25-20 14x25 13.15-10 W+

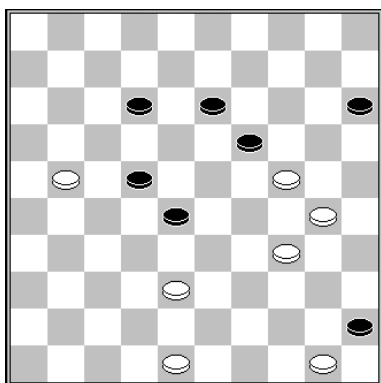
1... 8-12 2.34-29 7-11 3.38-33 28x48 4.29-23 18x20 5.49-44 48x31 6.36x27 17-22 7.27x18 13x22 8.26-21 gives white a winning breakthrough.

2.34-29! 28-33

White uses a nice gambit to freeze out black.

3.38-32 33-38 4.37-31 38x27 5.43-38

Black has to sac back with 15-20 but this is terrible. White won convincingly.



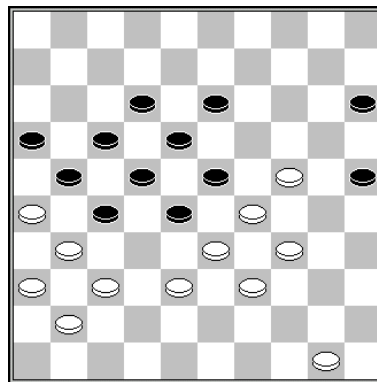
T. Sijbrands – A. Andreiko

Black faces a surrounding of his center position. White could have won by playing

1.48-42! 13-18 2.24x13 18x9 3.30-24 9-13 4.42-37 13-18 5.34-29 28-33 6.37-32 33x42 7.32-28 22x33 8.29x47 18-23 9.47-42 12-18 10.42-38 23-28 11.21-17 18-23

11... 18-22 12.24-19 22x11 13.19-13 15-20 14.13-8 20-24 15.8-3 24-29 16.3-14 W+

12.24-19 23x14 13.17-12 W+



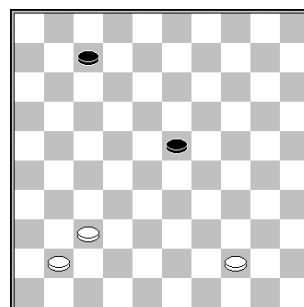
A. Domchev – E. Buzjinski

Black's next move will be 27-32x32. White prepared a nice shot with the surprising route 26 x 17 x 8 x 19 x 30 x 39 x 43 x 32.

1.50-44! 27-32

1... 15-20 2.24x15 25-30 3.34x25 23x32 4.44-39 32-38 5.33x42 18-23 6.15-10 W+

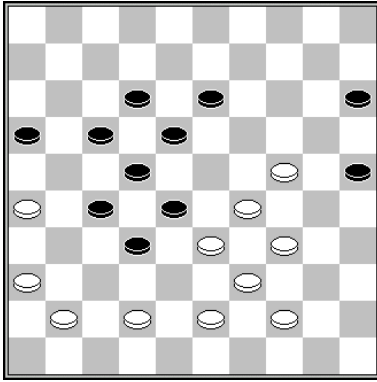
2.38x27 21x32 3.31-27! 22x42 4.33x11 16x7 5.34-30 23x43 6.36-31 25x34 7.24-20 15x24 8.31-27 32x21 9.26x37 18-23



10.37-32 7-12 11.41-37

11.44-39 is also winning.

12-18 12.32-27 23-28 13.44-39 18-23 14.37-31 23-29 15.27-22 28x17 16.31-27 W+



W. Sipma – M. Kroesbergen

Black has little space. He can change back twice with 13-19x9, but after that he is frozen out.

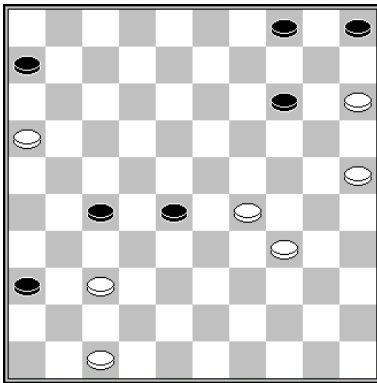
1.44-40!

White should take care not to fall victim to the trap 1.42-37? 17-21!! 2.26x19 18-23!

Creating two free moves!

3.29x18 22x13 4.33x31 16-21 5.19x8 21-26 6.37x28 26x46 7.28-22 46-32! =

1... 13-19 2.24x13 18x9 3.29-24 9-13 4.34-29 12-18 5.40-34 13-19 6.24x13 18x9 7.29-24 9-13 8.42-37 16-21 9.37-31 W+



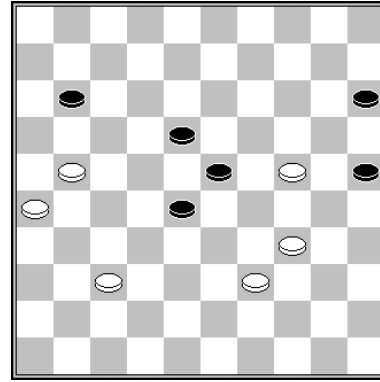
A. Domchev – G. Bosker

White exploits the weak piece on <5> by using a nice **gambit**.

1.29-23! 28x19 2.34-29 5-10

2... 4-9 3.37-31 27-32 4.31-27 32x21 5.16x27 6-11 6.27-22 11-16 7.22-17 9-13 8.15-10 W+

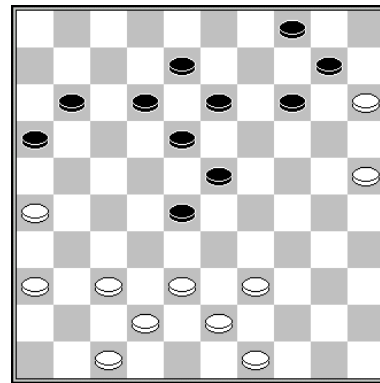
3.37-31 27-32 4.31-27 32x21 5.16x27 19-23 6.29x18 14-19 7.18-12 19-23 8.12-8 23-29 9.8-2 29-34 10.25-20 W+



V. Shchegolev – A. Petukhov

How to win? A **gambit** is the solution for white.

1.21-17! 11x22 2.37-31 25-30 3.34x25 22-27 4.31x13 28-32 5.13-8 32-37 6.8-2 37-41 7.39-33 23-29 8.25-20 29x38 9.24-19 15x13 10.2x36 W+



K. Overes – H. Verheul

The dangling piece on <10> is very weak.

1.38-32! 12-17* 2.39-34! 8-12 3.32-27 17-22

The game was: 3... 28-33 4.26-21! 17x26 5.27-22 18x27 6.25-20 14x25 7.34-30 25x34 8.43-39 34x43 9.49x9 4x13 10.15x4 W+

3... 13-19 4.34-30 28-33 5.43-38 W+1

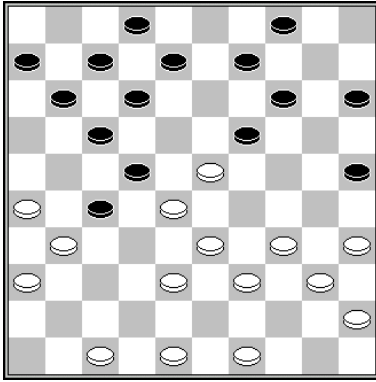
4.37-31 11-17

4... 28-33 5.43-38 W+1

5.49-44 13-19

5... 23-29 6.34x32 16-21 7.27x16 22-27 8.31x11 12-17 9.11x22 18x40 10.16-11 and white will win the endgame.

6.34-30 28-33 7.43-38 23-29 8.30-24 W+



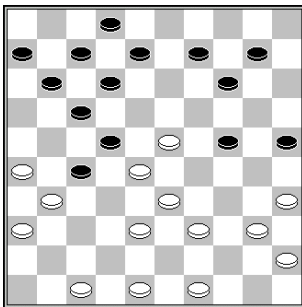
A. Koster – T. Goedemoed

A sharp position from a blitz game, emerging from **the Fox** (the name of this opening):

1.32-28 18-23 2.33-29 23x32 3.37x28 20-25
4.29-24 19x30 5.35x24 14-19 6.40-35 19x30
7.35x24 10-14 8.44-40 17-21 9.50-44 11-17
10.38-33 6-11 11.31-26 1-6 12.42-38 13-18
13.41-37 9-13 14.46-41 3-9 15.37-32 18-22
16.41-37 21-27 17.32x21 16x27 18.37-31 5-10
19.40-35 14-20 20.44-40 20x29 21.34x23 10-
14 22.39-34 13-19 23.43-39?

Black takes <24> and simply builds the 15-20-24-25 fork with threats like 24-30. Playing on <34> is always met by 24-29!, with black winning a piece.

23... 19-24! 24.34-29 4-10! 25.29x20 15x24



26.49-44

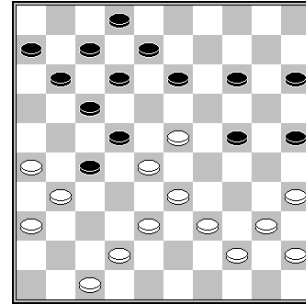
26.47-42 10-15 27.48-43 14-20 28.39-34 is not met by 24-30? of course, but black makes a **heartshot** with 27-32! 29.38x18 24-30 30.35x24 20x47 B+

26.48-42 10-15 27.49-44 11-16 28.40-34 24-30 29.35x24 17-21 30.26x17 12x21 31.28x26 14-20 32.31x22 20x49 B+

26... 10-15 27.48-42 9-13

This is even stronger than 27... 14-20 28.39-34 9-13 29.34-30 25x34 30.40x29 13-18 31.44-40 27-32 32.28x37 22-27 33.31x13 8x39 34.47-41

24x33 35.38x29 20-24 36.29x20 15x24 37.42-38.

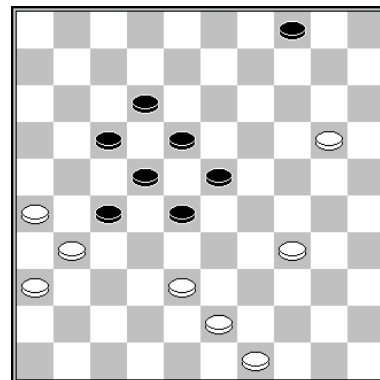


28.40-34

Other moves also lose without a chance:

- 28.47-41 14-20 B+
- 28.42-37 14-20 29.47-42 11-16 30.39-34 17-21 31.26x17 12x21 32.28x26 7-12 33.31x22 13-18 34.22x13 8x50 B+

28... 24-30! 29.35x24 17-21 30.26x17 12x21 31.28x26 14-20 32.31x22 20x49 B+



A. Mogilianski – J. Bom

White has surrounded black's attacking position. He has a hard choice between 1.20-14 and 1.20-15. Tactics decide in favour of 1.20-15.

1.20-15!

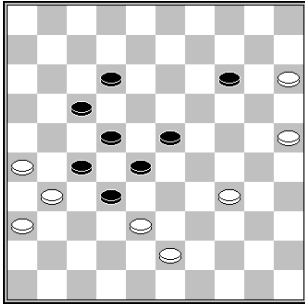
The game was 1.20-14? 28-32 2.38-33 23-29 3.33x24 17-21 4.26x37 4-10 5.31x13 10x48 =

1... 4-9

1... 28-32 2.38-33 23-28 3.33-29 W+

2.49-44 9-14 3.44-39 28-32 4.34-30 23-28 5.30-25 18-23 6.39-34

Attacking systems



6... 12-18

6... 23-29 7.34x23 28x19 8.25-20 14x25 9.15-10 12-18 10.10-4 18-23 11.38-33 23-28 12.33-29 25-30 13.4-15 30-35 14.29-23 19-24 15.15x29 28x19 16.29-7 W+

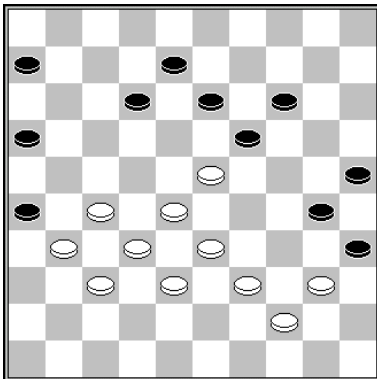
7.34-30 23-29 8.30-24 29x20 9.15x24 18-23 10.24-19 23-29 11.19x10 29-34 12.43-39 32x43 13.39x48 34-40 14.10-5 28-33 15.5-28 33-38 16.28-50 40-45 17.25-20 W+

1... 2-8! 2.37-32

2.24-19 21-27 3.19x10 15x4 4.37-32 9-14 5.32x21 16x27 B+

2.40-35 21-27 3.37-32 27-31 4.26x37 22-27 5.32x21 16x27 B+

2... 21-27 3.32x21 16x27 4.40-35 27-31 5.26x37 22-27 6.37-32 27-31 7.32-27 31x22 8.34-30 25x34 9.39x30 22-27 B+

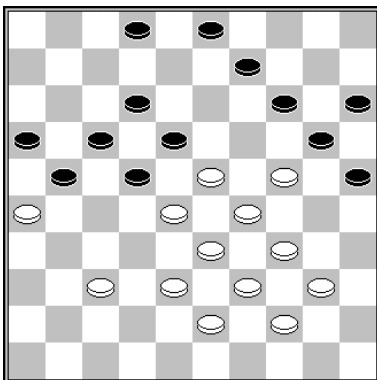


Black to move

C. van der Tak – H. Jansen

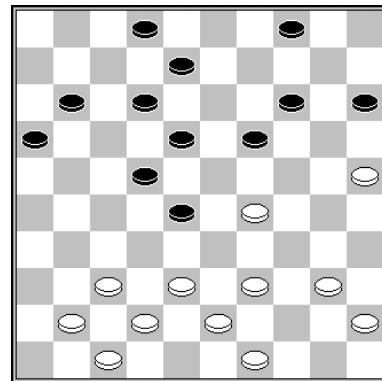
Black could have punished white's last move, 36-31? by playing an impossible move.

1... 13-18!!



Black to move

T. Goedemoed – A. Schotanus



A. Georgiev – R. Clerc

1.39-34!

If black plays 1... 28-33 white organizes a breakthrough with 1...28-33 2.37-32 33x24 3.32-28 22x33 4.38x9 4x13 5.34-29 11-17 6.42-38 17-22 7.38-33 22-28 8.33x22 18x27 9.43-38 12-18 10.38-33 19-24 11.29x20 15x24 12.40-34 18-23 13.34-30 24x35 14.25-20 and white wins.

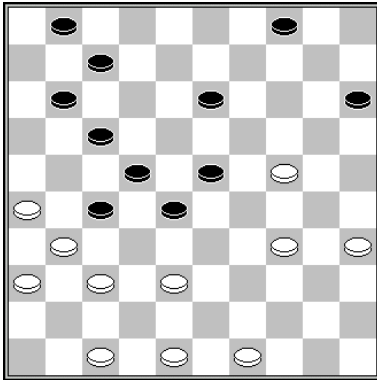
1... 19-23 2.34-30!

This move is the start of an attack at the outpost.

2... 23x34 3.40x29 8-13 4.38-32 13-19 5.32x23 19x28 6.42-38 2-8

Because of the 'gate' on <7> black can't escape via square 33. 6...28-33 7.29-23! 33x31 8.41-36 18x29 9.36x7 W+.

7.38-32 8-13 8.32x23 13-19 9.43-38 19x28
10.38-32



K. ter Braake – E. Haagh
White wins after 1... 4-10

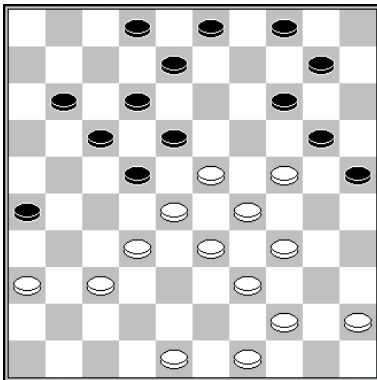
2.34-30 10-14

2... 7-12 3.38-32 27x38 4.26-21 17x26 5.24-20
15x24 6.30x6 W+

2... 13-18 3.38-33 28x39 4.24-20 15x24
5.30x28 22x33 6.31x13 W+

2... 23-29 3.24x33 28x39 4.37-32 W+

3.38-33 28x39 4.26-21! 27x16 5.48-43 39x48
6.31-26 48x25 7.24-19 13x24 8.35-30 25x31
9.36x9 W+



F. Luteyn – J.M. Ndjofang
Position after 1.30-24?

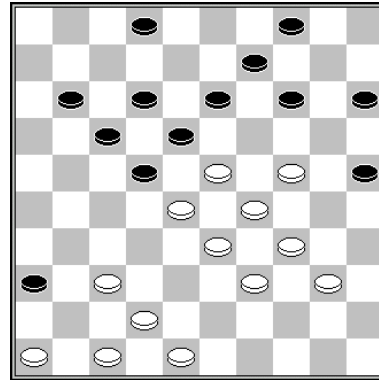
Black did not play the expected 1... 10-15 but showed a nice tactical walk over.

1... 11-16! 2.24x15 22-27! 3.32x21 16x27

Black threatens to make a breakthrough by playing 27-31 followed by 17-22.

4.37-32 27x38 5.33x42 18-22! 6.45-40 22x24
B+1

6.39-33 is met by 17-21 7.28x17 4-9 8.15x13
8x50 9.17x8 B+



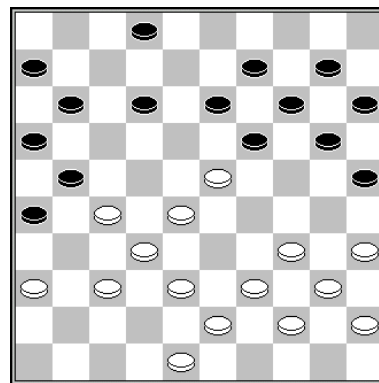
H. Macaux – T. Brouwers

Black showed a brilliant double sacrifice.

1... 36-41! 2.47x36 13-19! 3.24x13 15-20!
4.42-38

4.13-8 2x13 5.42-38 is met by 5... 25-30
6.34x25 20-24 7.29x20 18x29 8.33x24 22x35
B+.

20-24 5.29x20 18x29 6.34x23 9x29 7.33x24
22x35 8.20x9 4x13 B+



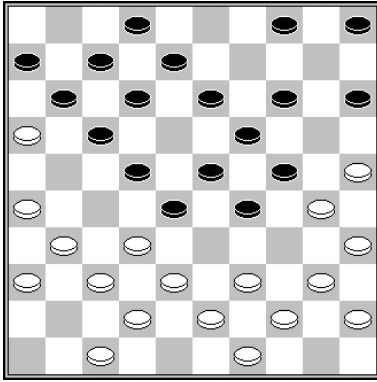
Black to move

H. Vroom – H. Vlegthert

Black gains a piece by playing an impossible move. White can't take a shot with 34-30 or 23-18 shot, since they turn out to be boomerangs.

1... 19-24!

White has no good remedy against the threatening 24-30 B+1.

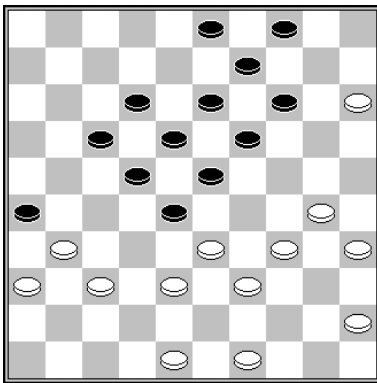


J. van der Wal – C. Hofstee

1.31-27! 22x31 2.36x27 17-21

2... 15-20 3.27-22 W+1

3.26x17 11x31 4.37x26 28x48 5.38-33 29x38
6.43x32 48x34 7.40x29 W+



F. Tiemensma – T. Kooistra

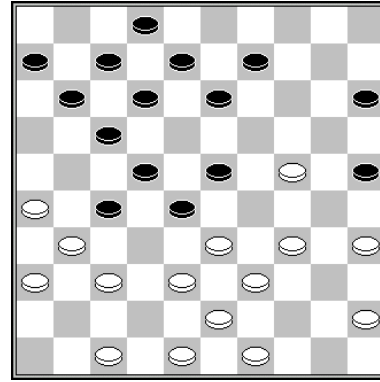
1.48-43 17-21 2.33-29! 3-8

2... 12-17 3.38-32 W+1

3.30-25 12-17

3... 21-27 is met by a kingshot introduced by
4.25-20 14x25 5.34-30.

4.38-32! 8-12 5.25-20 14x25 6.34-30 25x34
7.39x30 23x25 8.32x3 W+



A. Scholma – N. Waterink

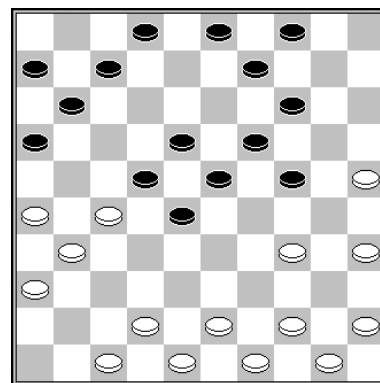
White conquered <24> and has strong formations to play against black's attack.

1.47-42! 17-21

1... 12-18 2.37-32 28x37 3.34-29 23x34
4.39x30 25x34 5.24-19 13x24 6.33-28 22x33
7.31x4 W+

1... 11-16 2.34-30 25x34 3.39x30 28x39
4.43x34 7-11 5.37-32 9-14 6.32x21 16x27
7.24-19 13x24 8.30x28 22x33 9.38x29 W+1

2.26x17 12x21 3.34-30! 25x34 4.39x30 28x39
5.43x34 23-28 6.38-32 27x47 7.30-25 47x20
8.25x1 W+



R. Boomstra – B. Provoost

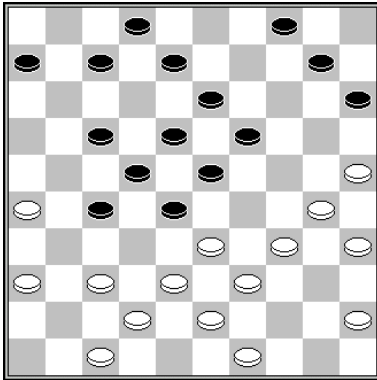
Black has gaps at both <12> and <13>. White exploits these weaknesses tactically.

1.26-21! 9-13

1... 7-12 2.31-26 22x31 3.26x37 16x27 4.35-30
24x35 5.37-32 28x37 6.42x24 W+

1... 28-32 2.27x38 16x27 3.38-33! 9-13 4.34-29
23x34 5.33-28 22x33 6.31x22 18x27 7.44-39
33x44 8.49x18 W+

2.31-26! 22x31 3.26x37 16x27 4.35-30 24x35
5.34-29 23x34 6.36-31 27x36 7.47-41 36x38
8.43x1 W+

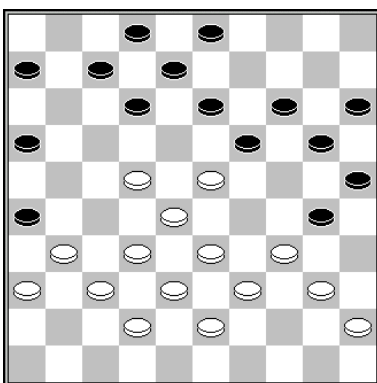


Jan van Dijk – G. Hessing

1.34-29!! 23x34 2.36-31! 27x36 3.38-32 19-23

3... 18-23 4.43-38 34x43 5.45-40 28x39 6.37-31 36x27 7.32x1 43x32 8.1x9 4x13 W+1

4.43-38 34x43 5.45-40 28x39 6.37-31 36x27
7.32x3 43x32 8.25-20 15x24 9.30x17 39-44
10.35-30 44x24 11.3-8 13-19 12.17-12 2x13
13.12x5 W+



Black to move

A. Teeuw – T. Goedemoed

1... 12-17! 2.22x11 6x17 3.32-27

3.31-27 26-31 4.37x26 16-21 5.27x16 17-22
6.28x17 19x48 B+

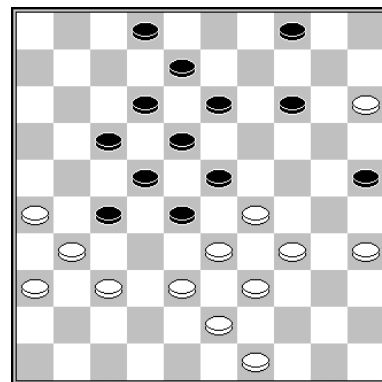
3... 17-21 4.38-32 7-12 5.42-38

5.34-29 13-18 6.42-38 12-17 7.23x12 30-34
8.39x30 25x23 9.43-39 20-24 10.39-34 14-20
11.34-29 23x34 12.40x29 20-25 and white has
to sacrifice.

5... 30-35 6.34-29 35x44 7.39x50 3-9 8.45-40
20-24 9.29x20 15x24 10.43-39 13-18 11.39-34
18x29 12.34x23 9-13 B+1



Roel Boomstra

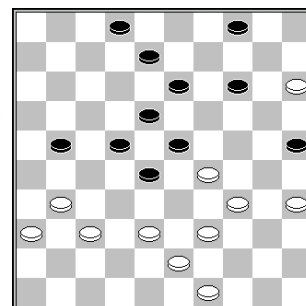


R. Boomstra – B. Provoost
(analysis TG)

White wins after 1.38-32 27x38
2.33x42 17-21? 3.26x17 12x21

4.42-38!

White is surrounding the black center position.



4... 21-27 5.34-30! 25x34 6.39x30 23x25 7.38-32 27x38 8.43x3 22-28 9.3x20 25x14 10.31-26 W+

4... 2-7 5.29-24 14-19

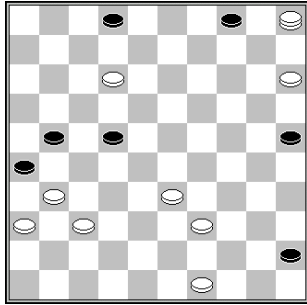
5... 14-20 is punished by 34-29 followed by 38-32 +.

6.38-32 19x30 7.35x24 7-12 8.31-26 22-27
9.26x17 12x21 10.34-29! 27x38 11.43x32
23x43 12.32x3 43-48 13.3x26 48x31 14.26x37 W+

Attacking systems

4... 8-12 5.29-24! 13-19 6.24x13 18x9 7.34-29!
23x34 8.39x30 25x34 9.38-33 28x48 10.31-26
48x31 11.36x7 2x11 12.26x6 W+

4... 13-19 5.38-32 8-12 6.43-38 12-17 7.38-33
21-26 8.29-24 19x30 9.35x24 17-21 10.24-19
23-29 11.32x12 29x40 12.19x10 40-45 13.10-5
W+



13... 45-50 14.33-29 50x24 15.12-7 2x11
16.37-32 26x28 17.5x35 W+

13... 25-30 14.33-28 22x44 15.49x40 45x34
16.12-7 2x11 17.37-32 26x28 18.5x45 W+

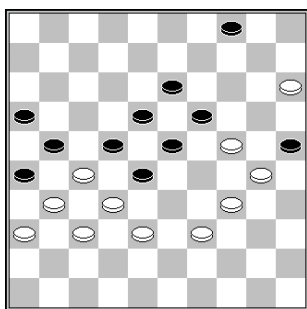
4... 21-26 5.38-32 8-12 6.32-27!

White blocks the left wing by having his own left wing locked.

6... 2-7 7.35-30

Preparing 43-38-32, which wasn't possible yet, because of 14-20 25-30 B+.

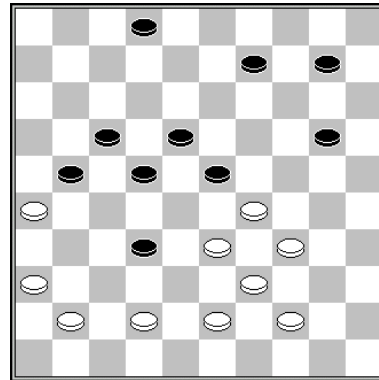
**7... 7-11 8.43-38 11-16 9.38-32 12-17 10.49-43
17-21 11.43-38 14-19 12.29-24!**



Black is frozen out, after 12... 23-29 13.34x12
25x43 14.27x9 4x13 15.32x14 43x41 16.36x47
26x37 17.12-7, white wins easily.



Petra Duskova



Petra Duskova & TG
The cat roll

Black expanded his strong attack by going to <32>. The only way for white not to lose, is forcing a winning shot.

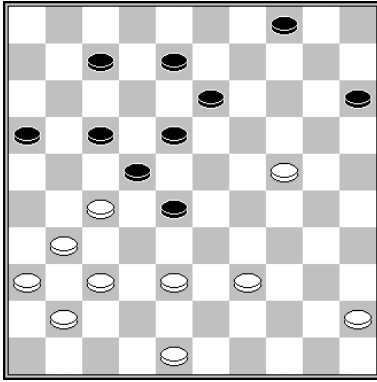
1.36-31! 21-27

1... 20-24 2.29x20 21-27 3.41-36 32-37 4.42-38
10-14 5.31x42 14x25 6.34-30 25x34 .39x30
can't save the game for black.

Now white makes a double shot, I called the **cat roll**.

**2.26-21!! 27x40 3.21x12 18x7 4.29x38 40x29
5.33x13 W+**





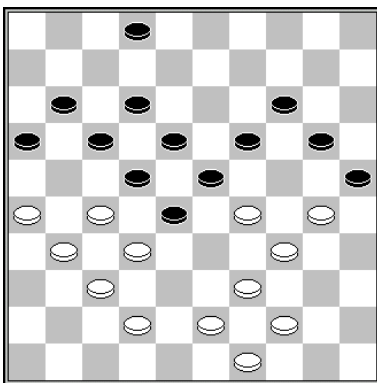
T. Goedemoed

An immediate attack would not yield a positive result. Black simply makes an exchange, playing 1... 8-12 =. White makes a sacrifice first and then attacks. Now black has no good reply.

1.24-20! 15x24 2.38-32! 8-12

2... 28-33 3.39x28 22x33 4.27-21 16x38 5.37-32 38x27 6.31x2 W+

3.32x23 18x29 4.27x9 4x13 5.39-33 29x38 6.37-32 38x27 7.31x2 W+



A. Timmer

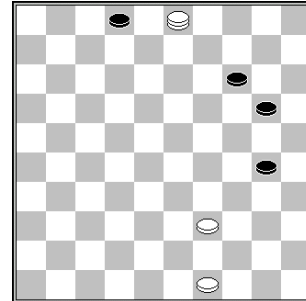
It looks as if white's surrounding fails. The only sensible move 1.44-40? is punished by 28-33! 2.29x38 23-29 3.34x23 25x45 -/+. White however, starts a beautiful forcing with a 3 x 2 sacrifice, after which black has to deal with the threatening breakthrough 24-20. He can only play 2-8, since sac-ing back results in being frozen out, for piece <11> is terribly hanging. White forces a nice kingshot, resulting in opposition after another brilliant sacrifice (12.39-34!).

1.30-24! 19x30 2.29-24 20x40 3.44x24 2-8

If black returns the piece with 3... 25-30 4.24x35 14-19, white wins by giving shape to a

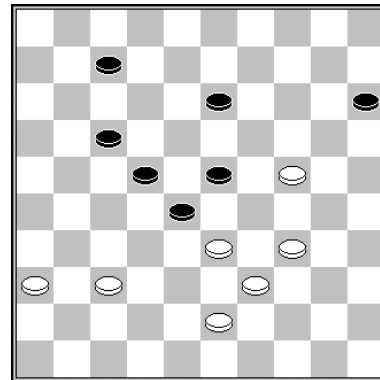
chain lock: 5.42-38 19-24 6.38-33 2-8 7.49-44! 8-13 8.35-30 24x35 9.33-29 23x34 10.39x30 35x24 11.32x23 18x29 12.27x9 W+.

4.24-19! 14-20 5.42-38 23x14 6.32x23 18x29 7.27x7 11x2 8.26-21 16x36 9.37-31 36x27 10.38-33 29x38 11.43x3 25-30



It appears black will catch the king with a draw, but white has a charming solution, first sac-ing a piece and attacking only after this. The result is a win by opposition.

12.39-34! 30x39 13.3-17 39-43 14.49x38 2-8 15.17x3 20-25 16.3x20 25x14 17.38-33 14-19 18.33-29 W+



O. Dijkstra

The attack with 33-29 is followed by a sticker, but white surprises his opponent with making a sacrifice, followed by a double attack, allowing black to play another stick move.

1.33-29! 15-20

1... 13-18 is followed by 43-38 & 38-33 and a breakthrough with 24-20 +.

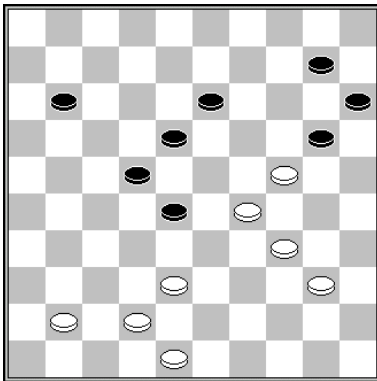
2.29x27! 20x40 3.39-34 40x29 4.27-22

The sticker can't help black, since he is ambushed.

4... 29-34 5.22x2 34-39 6.2x32 39x48 7.36-31 + ♠ W+



Oege Dijkstra



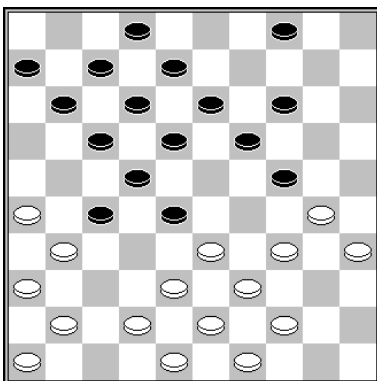
H. Schurer

White attacks the outpost on <28>. After the forced black reply, white takes a combination, resulting in a sharp, classical endgame.

1.41-37! 22-27 2.37-32 28x37 3.42x22 18x27
4.38-32! 27x38 5.48-43 38x49 6.34-30 49x35
7.30-25 35x19 8.25x5

The black king will always be caught.

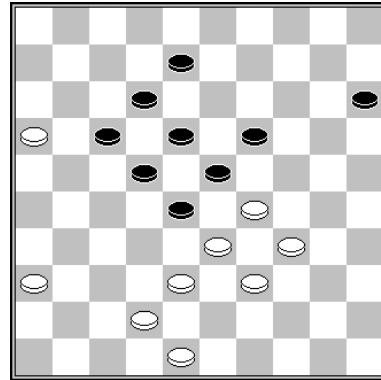
8... 19-24 9.29x20 15x24 10.5-19 13-18
11.19x30 18-23 12.30-24 23-28 13.24-38 11-17
14.38-16 28-33 15.16-43 17-22 16.43-16
22-28 17.16-43 W+



H. Meijer – A. Aksanov

White forced a kingshot, playing the impossible move 34-29!!

1.34-29!! 4-9 2.29x20 14x34 3.39x30 28x50
4.38-33 50x28 5.26-21 17x37 6.41x3 W+



F. van Leeuwen

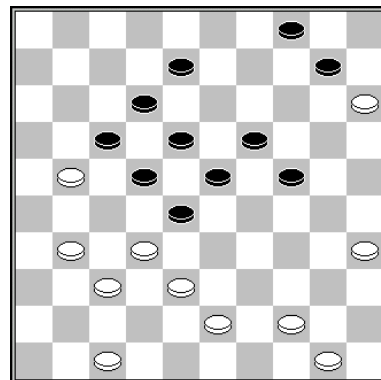
1.29-24!

1.36-31 17-21 2.16x27 28-32 =

1... 19x30 2.34x25 8-13 3.36-31

Black is forced to sac and attack. White can use the free move to make a shot, resulting in opposition.

3... 17-21 4.16x27 28-32 5.25-20! 32x34 6.33-28
23x21 7.42-38 15x24 8.31-27 21x43
9.48x28 W+



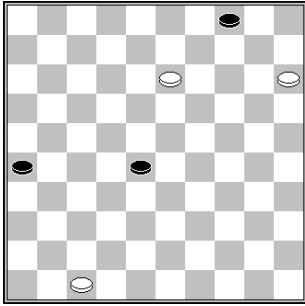
T. Sijbrands

1.43-39 17x26 2.38-33! 8-13 3.33-29 23x43
4.32x5 43-48

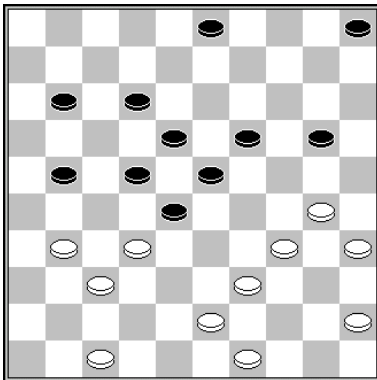
4... 24-30 5.35x24 43-48 6.37-32 26x28 7.5x46
W+

5.5-28! 22x33 6.31-27 48x22 7.35-30 24x35
8.44-40 35x44 9.50x19 18-22 10.19-13 22-28

Attacking systems



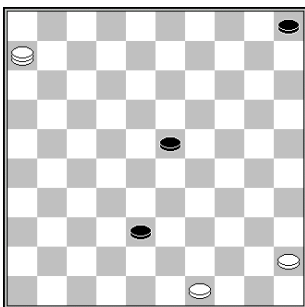
11.13-9! 4x13 12.15-10 13-18 13.10-4 18-23
14.4-10 26-31 15.10-14 31-37 16.14-20 W+



T. Sijbrands

White takes a combination, a kingshot to <3>, resulting in a sharp endgame.

1.39-33! 28x48 2.31-26 48x31 3.26x8 3x12
4.47-42 31x48 5.30-25 48x30 6.35x13 18x9
7.25x3 22-27 8.3x6 27x38



9.6-1 23-28

9... 23-29 is met by 10.1x34! 38-42 11.49-43!
5-10 12.43-38 42x33 13.34-43 W+

10.1-29 28-33 11.29-24 5-10 12.24-15 10-14
13.49-44 14-19

Threatening 19-24 B+

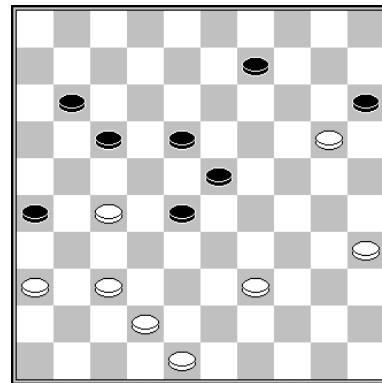
14.15-10! 19-24 15.10-15 24-29 16.44-40

Black can't go on with piece <38>, because of 40-34 etc. It seems he can still escape by playing 33-39. Black will get a king, but he is ambushed.

16... 33-39 17.15x50!

Black can't go to <43> because of 50-39 W+.

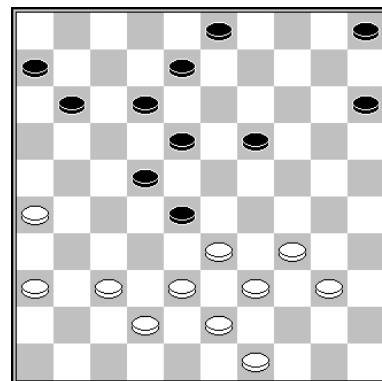
17... 38-42 18.40-34 42-48 19.50-39 W+



A. van der Stoep

Black has just attacked piece <20> by playing 10-15. White uses his free move to attack the outpost. After the forced defence with 9-13 white performs a nice shot and wins the endgame sharply.

1.42-38 15x24 2.38-33! 9-13 3.33x22 17x28
4.39-33! 28x39 5.48-43 39x48 6.35-30 48x22
7.30x6 18-23 8.6-1 23-28 9.1-7! 28-32 10.7-2
13-18 11.2-7 18-22 12.7-11 22-27 13.11-16
W+



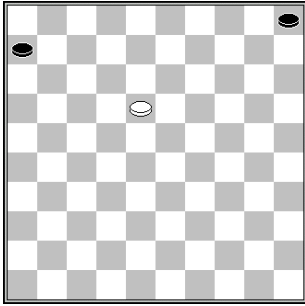
J.J. van Tol

1.37-31! 8-13 2.31-27! 22x31 3.36x27 28-32
4.27-21

Forcing black to take a kingshot.

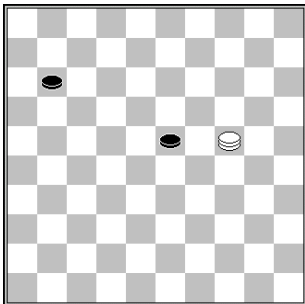
4... 19-24 5.38x27 24-30 6.34x25 15-20
7.25x14 13-19 8.14x23 18x47 9.43-38 47x35

10.49-44 35x49 11.21-16 49x21 12.26x8 3x12
13.16x18



This endgame (black to move) is called **David and Goliath**.

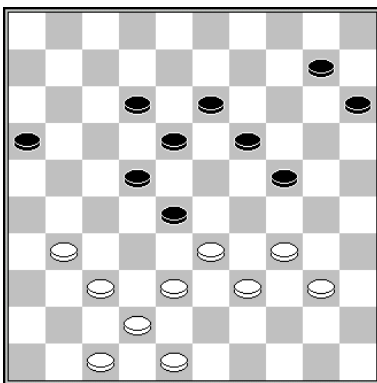
13... 5-10 14.18-12 6-11 15.12-8 10-14 16.8-3
14-19 17.3-8 19-23 18.8-24!



18... 23-28

- 18... 11-16 19.24-38 28-32 20.38-27 (or 27-49) 28-33 21.27-43 W+
- 18... 11-17 19.24-38 etc. W+

19.24-38 11-17 20.38-49 28-33 21.49-43 17-22
22.43-16 22-28 23.16-43 W+



D. van den Berg

This is a famous composition by a famous composer.

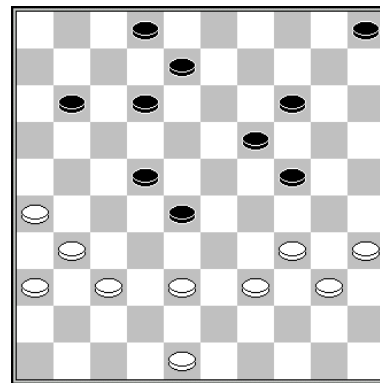
1.31-27! 22x31 2.37x26 10-14

2... 19-23 3.33x22 18x27 is punished by the coup Philippe with 4.34-30 24x33 5.38x7 W+.

2... 18-22 3.26-21 16x27 4.38-32 27x29 5.34x5 W+

2... 15-20 3.33x22 18x27 4.26-21 27-31 5.39-33 16x27 6.38-32 27x29 7.34x5 W+

3.33x22 18x27 4.26-21! 27-31 5.48-43! 16x27
6.38-32 27x49 7.39-33 49x35 8.33-29 24x33
9.34-30 35x24 10.42-37 31x42 11.47x7 19-23
12.7-1 23-28 13.1-29 28-32 14.29-42 W+



T. Goedemoed

White forces the win by using many tactical delicacies.

1.26-21! 11-16

1... 11-17 2.35-30 24x42 3.31-26 42x31 4.36x7
2x11 5.21x3 W+

1... 12-18 2.21-17 W+

1... 2-7 2.31-26 11-16 3.39-33 28x30 4.38-33
16x27 5.33-29 24x33 6.35x11 W+

1... 8-13 2.31-26 24-30

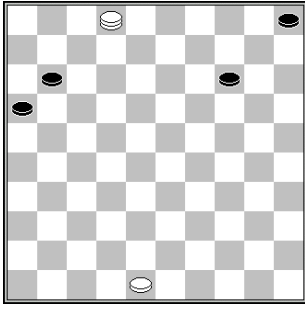
2... 11-16 3.34-29 24x31 4.36x20 16x27 5.39-33
28x39 6.40-34 39x30 7.35x13 W+

3.34x25 11-16 4.35-30 16x27 5.39-33 28x39
6.30-24 19x30 7.25x43 2-7 8.37-32 7-11
9.32x21 11-16 10.48-42 16x27 11.42-37 W+1

1... 5-10 2.31-26! 11-16 3.34-29! 24x31 4.36x7
2x11 5.40-34 16x27 6.39-33 28x30 7.35x2 W+

2.31-26 16x27 3.26-21 27x16 4.34-29 24x31
5.36x7 2x11 6.39-33 28x39 7.40-34 39x30
8.35x2

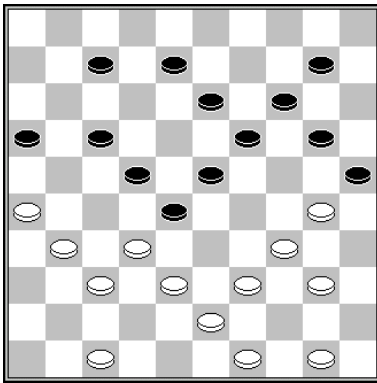
Attacking systems



8... 16-21

8... 11-17 9.2-24 and white wins, for example
17-21 10.48-42 21-26 11.42-37 16-21 12.24-38
W+

9.2x10 5x14 10.48-43 14-19 11.43-39 W+

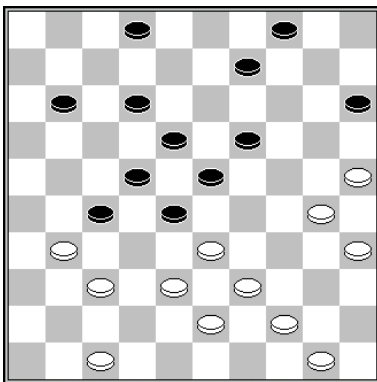


P. Meurs

1.30-24! 19x30

1... 20x29 2.32-27! 13-18 3.27-21 16x36 4.37-31 36x27 5.38-33 29x38 6.43x1 W+

2.39-33 28x48 3.47-41 30x39 4.50-44 39x50
5.49-44 50x27 6.32x1 48x31 7.1x36 8-13
8.36x20 25x14 9.40-34 W+

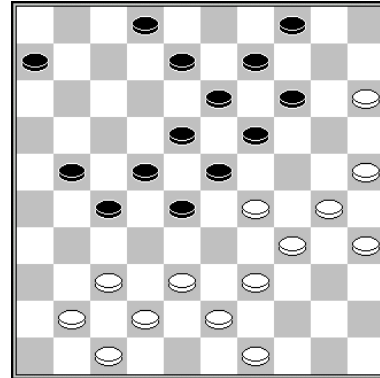


T. Goedemoed

1.25-20! 15x24

1... 27x36 2.38-32 15x24 3.33-29 23x25
4.32x3 W+

2.38-32 27x40 3.35x44 24x35 4.44-40 35x44
5.31-27 22x42 6.33x24 44x33 7.47x16 2-7
8.24-19 4-10 9.50-44 10-15 10.44-39 9-14
11.19x10 15x4 12.39-34 W+



T. Goedemoed

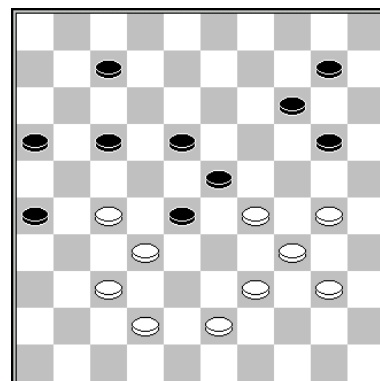
1.30-24! 19x30 2.35x24

Threatening 34-30 followed by 38-32 W+

2... 8-12

2... 13-19 3.24x13 8x19 4.34-30 23x34 5.38-32
27x38 6.43x12 34x43 7.49x38 W+

3.15-10 4x15 4.34-30 23x34 5.38-32 27x38
6.43x23 18x20 7.42-38 34x32 8.37x10 15x4
9.25x3 W+



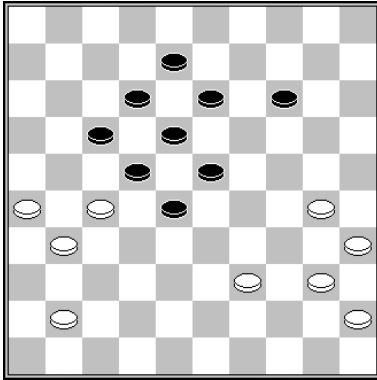
A. Timmer

1.30-24! 10-15

1... 20-25 2.34-30 25x45 3.24-19 23x34 4.32x1
14x23 5.1x40 45x34 6.39x30 W+

1... 16-21 2.24x4 17-22 3.27x16 26-31 4.37x26
28x48 5.40-35 W+

2.37-31! 26x48 3.43-38 28x37 4.38-32 37x28
 5.27-22 18x27 6.29x18 20x29 7.34x1 48x45
 8.18-12 45x7 9.1x5 15-20 10.5-32 20-24
 11.32-38 24-30 12.38-43 30-35 13.43-49 16-21
 14.49x16 35-40 15.16-11 40-45 16.11-50 W+



A. Timmer

1.40-34!

1.30-24? is not right, due to 23-29 2.24x33 28-32 3.27x38 22-28 4.33x11 12-17 5.11x22 18x47 B+

1... 14-19

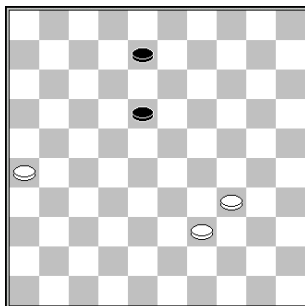
1... 13-19 2.30-24 19x30 3.35x24 8-13 4.41-36 14-19 5.24-20 28-33 6.39x28 23x21 7.20-15 etc W+

1... 14-20 2.30-25 20-24 3.27-21 24-29

3... 13-19 4.25-20 24x15 5.39-33 28x30 6.35x2 W+

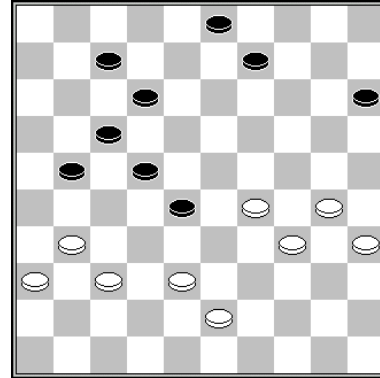
4.41-36 29x40 5.45x34 W+

2.30-24 19x30 3.35x24 28-32 4.27x38 23-29 5.24x33 22-28 6.33x11 12-17 7.11x22 18x47 8.38-33 47x40 9.45x34 13-18



10.34-29 18-22 11.29-23 22-27 12.26-21 27x16 13.23-19 16-21 14.19-14 21-27 15.14-10 27-32 16.10-5 32-38 17.5-37 8-13 18.37-26 13-18 19.39-33 38x29 20.26-3 29-33 21.3-9

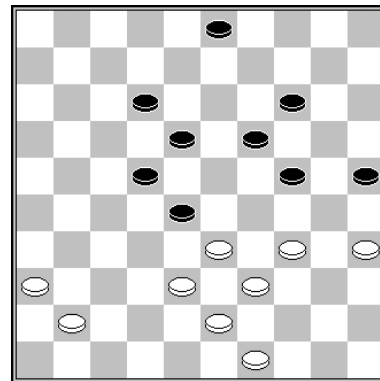
18-23 22.9-14 23-29 23.14-20 29-34 24.20x38 34-40 25.38-33 40-45 26.33-50 W+



D. van den Berg

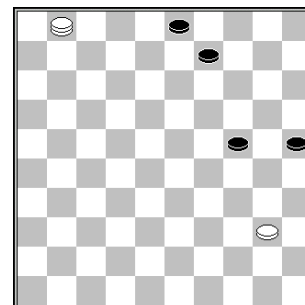
White attacks the outpost, after which black is forced to make an exchange. The forcing continues with attacking and making a shot, culminating in opposition.

1.38-32! 7-11 2.32x23 22-27 3.31x22 17x19 4.29-24! 9-13 5.24-20 15x24 6.34-29 24x33 7.43-38 33x31 8.36x9 3x14 9.30-24 19x30 10.35x24 W+



M. Sabater

1.34-29 14-20 2.39-34 28x48 3.49-44 24x42 4.44-40 48x30 5.35x13 18x9 6.41-37 42x31 7.36x7 20-24 8.7-1



Black can't catch the white king with 24-29, 25-30 and 9-14, since white wins by opposition.

8.25-30 9.1-7! 9-14 10.7-18!

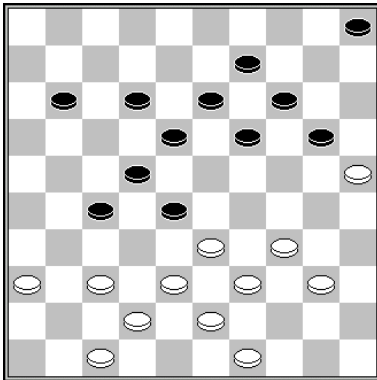
10.40-35? 24-29! 11.7x9 3x14 B+

10... 24-29

10... 14-19 is met by 11.40-35 W+, with blocking all black pieces.

10... 3-9 11.18x4 30-35 12.4-15 35x44 3.15x50 W+

11.18x9 3x14 12.40-34 W+



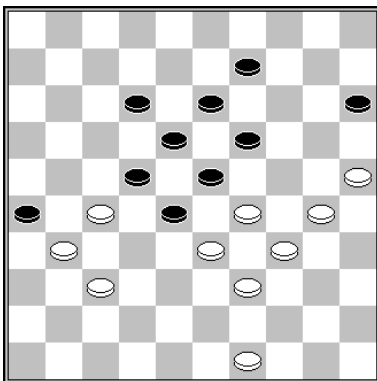
J. Metz

1.34-29! 19-23

1... 19-24 2.38-32 27x38 3.43x23 13-19 and now for example 4.40-35 19x28 5.37-32 28x48 6.35-30 48x23 7.30x6 W+

1... 11-17 2.38-32 27x38 3.43x23 19x28 4.40-35! 17-21 5.49-43 21-27 6.43-38 12-17 7.36-31 27x36 8.38-32 W+

2.36-31! 23x45 3.33-29 27x36 4.37-32 28x48 5.29-23 18x29 6.47-41 36x47 7.49-44 47x33 8.39x10 48x50 9.25x3 5x14 10.3x6 W+

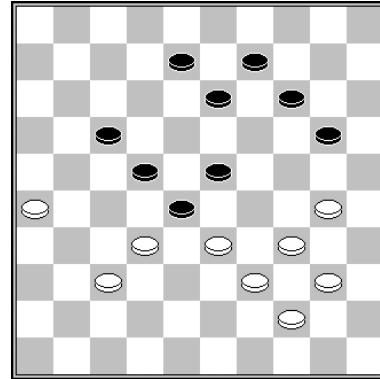


F. Hermelink

1.49-43!

After 1... 9-14 2.43-38 12-17 3.38-32 14-20 4.25x14 19x10 5.30-24 black is frozen out.

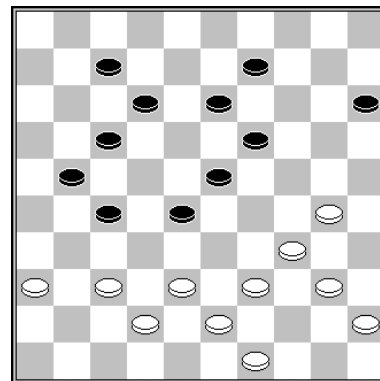
1... 12-17 2.30-24 19x30 3.25-20 15x24 4.34x25 23x34 5.39x8 28x48 6.37-32 26x28 7.8-3 22x31 8.3x34 48x30 9.25x34 W+



R. Boomstra

White attacks twice, giving black no real choice and then makes a cool shot, emptying the board with his king.

1.33-29! 13-18 2.30-24! 20-25 3.26-21! 17x26 4.34-30 25x45 5.37-31 23x43 6.32x3 26x37 7.44-40 45x34 8.24-19 14x23 9.3x29 W+



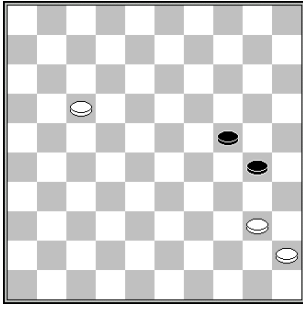
W. Baars

1.37-31! 17-22 2.42-37!

Threatening to make a kingshot with 34-29 followed by 38-32 W+.

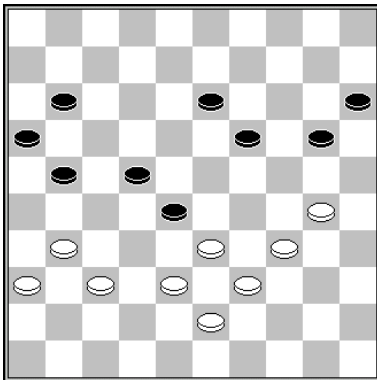
2... 9-14 3.34-29! 23x25 4.38-32 27x38 5.43x23 19x28 6.39-33 28x39 7.49-43 39x48 8.31-26 48x31 9.36x20 15x24 10.26x8 7-12 11.8x17 25-30

Attacking systems



White wins the endgame by ambushing his opponent.

**12.17-12 24-29 13.12-8 29-33 14.8-3 33-38
15.3-25 30-35 16.40-34 38-42 17.25-20 W+**



A. Kuyken

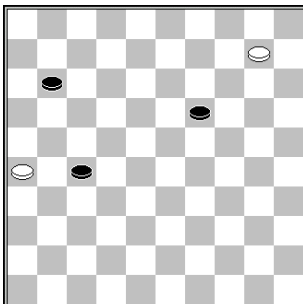
1.33-29!

A nice opening move. 1.30-25 is not right:
1.30-25? 19-24 2.25x14 21-27 3.31-26 11-17
4.34-29 24-30 yields no more than a draw.

**1... 20-24 2.29x20 15x35 3.34-30! 35x24 4.38-32
19-23 5.39-33 28x48 6.31-26 48x31 7.36x20
21-27 8.32x21 16x27 9.20-15**

Threatening to go to 4 attacking black's pieces from behind.

9... 13-19 10.15-10



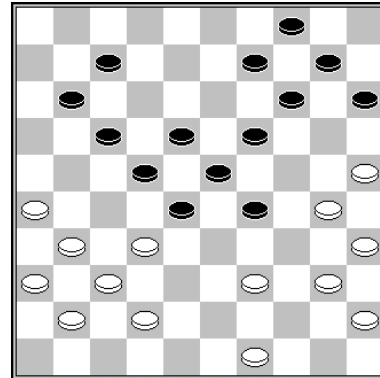
10... 19-23

10... 11-17 11.10-4 17-22 12.26-21 27x16
13.4x27 19-24 14.27-38 24-30 15.38-43 30-35
16.43-49 16-21 17.49x16 35-40 18.16-11 40-45
19.11-50 W+

11.10-4 27-32

11... 23-28 12.4x31 28-33 13.31-48 33-38
14.26-21 W+

**12.4-27! 32x21 13.26x6 23-28 14.6-1 28-32
15.1-29 32-37 16.29-47 W+**



T. Goedemoed (study)

1.31-27! 22x31 2.36x27

White introduces a surprising threat: 39-33 & 25-20 with the 32 x 1 kingshot.

2... 7-12

2... 17-22 is met by 3.30-24! 29x20

3... 22x31 4.24x24 31-36 5.32-28! 36x38
6.28x19 14x23 7.39-33 38x20 8.25x5 W+

4.39-34 22x31 5.34-29 23x34 6.32x1 31-36
7.40x29 36x38 8.1-6 W+

2... 9-13 can be met by a kingshot, but white can also win by positional play.

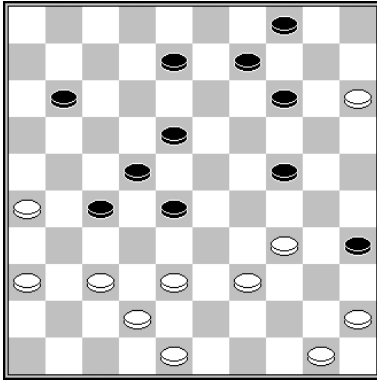
1) 3.39-33 29x36 4.25-20 14x34 5.40x29
23x34 6.32x1 W+

2) 3.27-21 7-12 4.21-16 17-22 5.16x7 12x1
6.40-34 29x40 7.45x34 15-20 8.42-38 20-24
9.38-33 with a great (winning) chain lock.

If black plays 2... 7-12 the kingshot with 39-33 and 25-20 does not work. White has a completely other tactical idea at his disposal however.

**3.30-24! 29x20 4.39-33 28x39 5.32-28 23x21
6.40-34 39x30 7.35x22 17x28 8.26x6 W+**

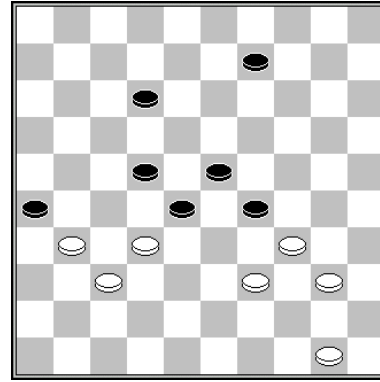
Attacking systems



A. Scholma

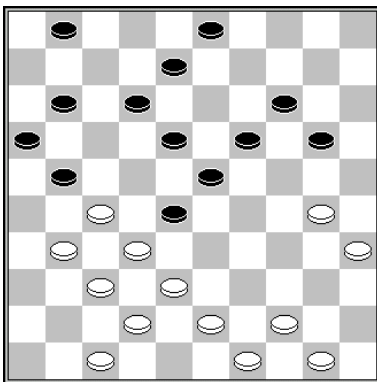
This is a complicated, dynamic forcing, attacking, sac-ing, attacking, and combining.

1.34-30 14-19 2.26-21! 27x16 3.38-32 18-23
 4.15-10! 4x15 5.45-40 35x33 6.42-38 33x31
 7.36x20 15x35 8.32x12 11-17 9.12x21 16x27
 10.50-44 W+



A. van der Stoep

1.32-27! 12-18 2.39-33! 28x30 3.37-32 26x28
 4.40-35 22x31 5.35x4 31-36 6.4-10 23-29
 7.50-44 29-33 8.10-15 33-39 9.44x33 36-41
 10.15-10 W+



W. Sipma

The impossible move that white plays, is introduced by a sacrifice.

1.30-24! 20x29 2.31-26!! 11-17

2... 1-6 3.26x17 11x31 4.37x26 28x39 5.44x2
 W+

3.27-22

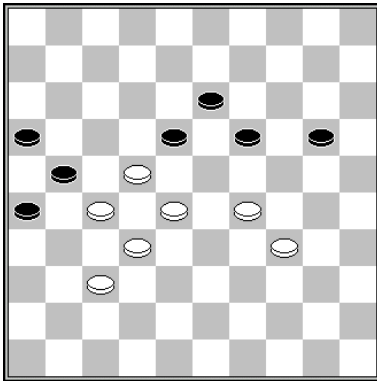
Or 3.38-33 28x48 4.27-22 18x38 5.42x2 48x31
 6.26x37

3... 18x27 4.38-33 28x48 5.44-40 27x38
 6.42x2 48x31 7.26x37 W+



Sometimes you can be seduced into thinking chess might not be such a bad game after all ...

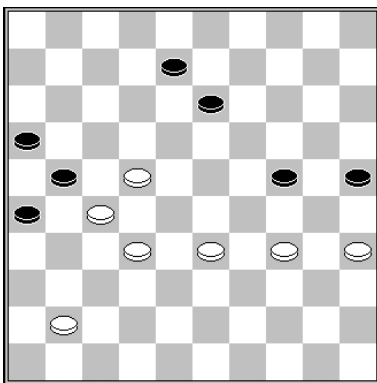
Highland attack



A. Chizhov – I. Rybakov

A small Kung Fu shot gives white a winning endgame.

1.37-31! 26x37 2.32x41 21x23 3.41-37 18x27 4.29x9 19-23 5.9-4 20-24 6.4x36 24-29 7.34-30 29-33 8.36-22 23-28 9.22-17 16-21 10.17x26 33-38 11.37-32! 38x27 12.26-42 W+



Hein Meijer – M. Kemperman

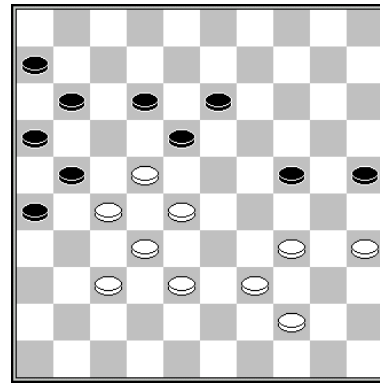
1.41-37 8-12 2.34-29 12-18

2... 13-19 3.29x20 25x14 4.33-28 14-20 5.22-17 W+

3.29x20 25x14 4.33-28 14-19

4... 14-20 5.35-30 20-25 6.30-24 13-19 7.22x13 19x30 8.13-8 30-34 9.28-23 34-40 10.37-31 26x19 11.8-2 21x32 12.2x27 25-30 13.27-43 30-35 14.43-49 W+

5.35-30 18-23 6.30-24 19x30 7.28x8 30-35 8.8-3 35-40 9.37-31 26x17 10.3-8 21x32 11.8x35 W+



Apodictus (blitzgame)

White wins after 1.38-33 12-17?

1.38-33 12-17?

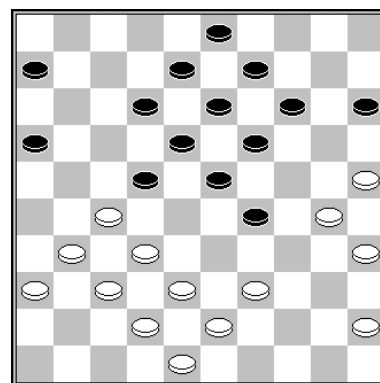
The only right defence is 1... 26-31!! 2.37x30 16-21 3.27x7 18x49 4.39-34 6-11 5.7x16 49-44 6.28-23 44-50 7.30-24 50-45 8.34-29 25-30 9.24-19 30-34 10.29x40 45x18 with a narrow escape ...

Now 2.44-40? is met by 26-31! 3.37x26 18-23 =. White sacrificed a piece in order to rob black from the possibility to use the 18-23 move, removing piece <28>.

2.35-30!! 24x35 3.33-29 13-19 4.22x24 17-22 5.27x18 21-27

5... 25-30 6.34x25 35-40 7.44x35 26-31 8.37x17 11x44 can't save black either: 9.25-20 16-21 10.20-15 44-49 11.18-12 49x27 12.15-10 W+

6.32x21 16x27 7.18-13 27-31 8.28-23! 31x42 9.44-40 35x33 10.29x47 W+



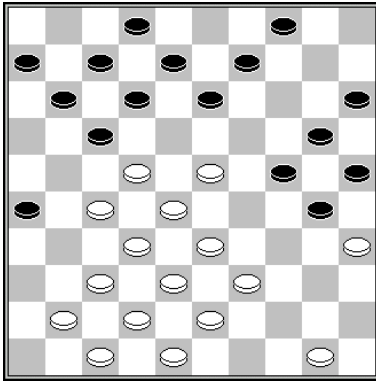
Black to move

L. Schnieders – H. Verheul

1... 29-34!

Threatening to win a piece by playing 14-20 B+1.

2.39-33 34-40 3.45x34 16-21 4.27x16 23-28 5.32x23 18x40 6.35x44 14-20 7.25x23 22-27 8.31x22 12-18 9.23x12 8x50 B+



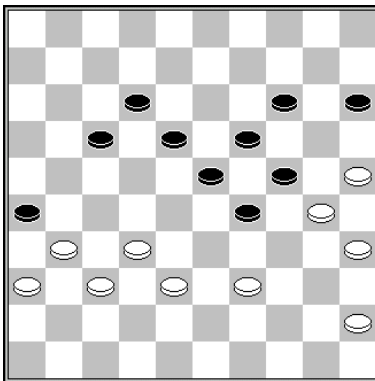
S. den Hollander – C. Remeijer

White could have forced a win by penetrating black's position.

1.23-18! 12x23 2.28x19 17x28 3.33x22 13-18

3... 4-10 4.19-14 10x19 5.27-21 26x28 6.32x1 W+

4.22x13 9x18 5.41-36 24x13 6.35x24 20x29 7.37-31 26x28 8.39-33 28x39 9.43x3 W+



Black to move

L. Zalitis – R. Vipulis

Black could have converted his advantage by playing:

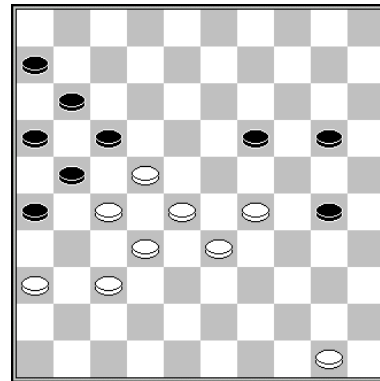
1... 18-22! 2.32-27 22-28 3.39-33

3.27-22 29-34 4.22x11 34x41 5.36x47 26x37 6.11-6 28-33 7.45-40 33-38 8.40-34 37-42 9.34-29 23x34 10.30x39 14-20 11.25x23 42-48 12.39-34 48x25 13.6-1 15-20 14.1x18 38-42 15.47x38 24-29 16.23x34 25x13 B+

3.38-32 29-34 4.27-22 34x43 5.22x11 43-49 B+

3.39-34 29x40 4.35x44 24x35 5.27-22 28-32 6.22x11 32x43 7.11-6 43-48 8.6-1 35-40 9.1x29 40x49 B+

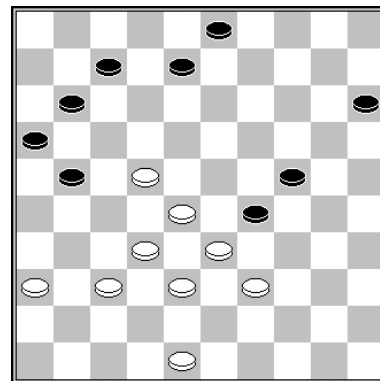
3... 28x39 4.45-40 39-43 5.38x49 29-33 6.49-43 33-39 7.43x34 15-20 8.27-21 17-22 9.21-16 12-17 B+



H. Meijer – M. Knipper

White uses tactics to convert his advantage. The sticker black is forced to take, is punished by a counter shot.

1.29-23! 26-31 2.23x34 31x42 3.28-23!! 17x30 4.32-28 21x32 5.28x48 W+



P. Lodder – T. Hage

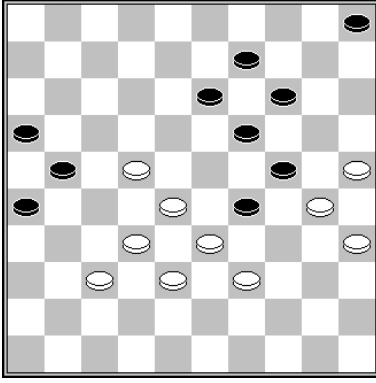
White could have attacked black's right wing, using an impossible move.

1.37-31! 21-27

1... 21-26 2.32-27 26x37 3.28-23 29x18 4.22x2 W+

2.32x21 16x18 3.38-32 29x27 4.31x2 W+

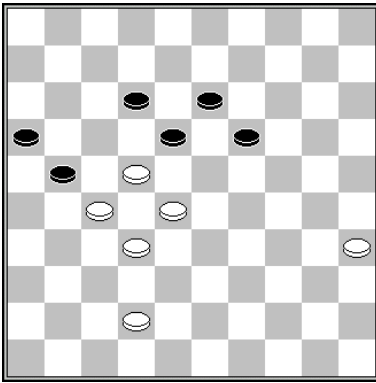
Attacking systems



S. Dijkstra (analysis)

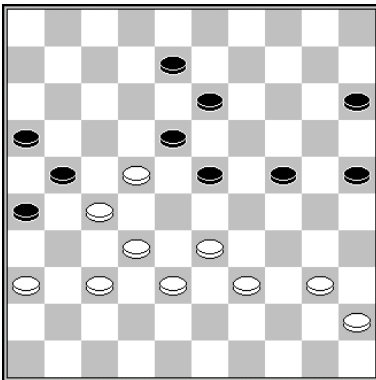
White plays a gambit. He sacs a piece in order to get more space. After this he is heading for a breakthrough.

1.39-34! 29x40 2.35x44 24x35 3.33-29 5-10
4.29-23 10-15 5.38-33 15-20 6.23-18 21-27
7.22x31 13x22 8.28x17 9-13 9.32-28 13-18
10.31-27 20-24 11.37-32 W+



M. Douwes

1.35-30 21-26 2.22-17! 12x21 3.42-37 18-23
4.30-24 19x30 5.28x8 30-34 6.8-2 34-39 7.37-
31 26x28 8.2-30 21x32 9.30x27 28-33 10.27-
43 W+



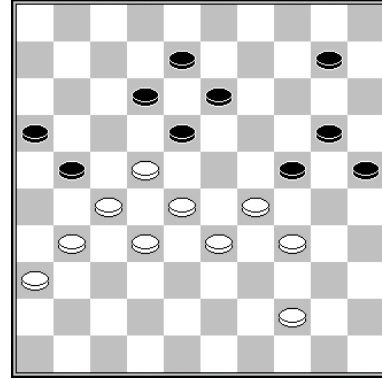
F. Hermelink

1.33-28? 25-30! 2.28x19 30-35 3.19x30 35x31
B+

1... 24-29 2.33x24 8-12 3.34-30!

3.45-40 15-20 4.24x15 25-30 5.34x25 13-19
6.22x24 23-28 7.32x23 21x45 =

3... 25x43 4.38x49 W+

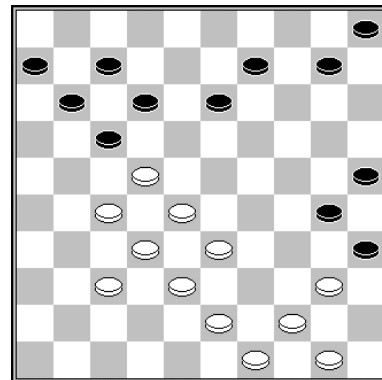


1.31-26!! 24-30

1... 10-15 2.26x17 12x21 3.28-23 8-12 4.44-39
24-30 5.23-19 13x24 6.22x13 W+

1... 10-14 2.26x17 12x21 3.34-30 25x23
4.28x10

2.26x17 30x50 3.36-31 12x21 4.28-23! 50x26
5.23x3 21x32 6.29-24 20x29 7.22-17 26x8
8.3x27 25-30 9.27-43 30-35 10.43-49 16-21
11.49x16 35-40 12.16-11 40-45 13.11-50 W+



F. Hermelink

1.43-39! 10-14

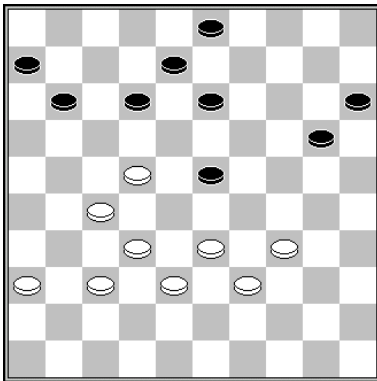
1... 12-18 2.28-23 17x19 3.39-34 30x28 4.32x1
W+

1... 13-19 2.39-34 30x39 3.28-23 19x28
4.32x23 17x19 5.38-32 39x28 6.32x3 W+

1.40-34!

1... 30-34 2.40x29 35-40 3.44x35 25-30
4.35x24 11-16 5.22x2 9-14 6.2x19 14x43 7.37-
31 43-48 8.49-44 48x26 9.27-21 16x27
10.32x21 26x17 11.28-23 17x39 12.44x33 W+

2.27-21 17x26 3.22-18 13x22 4.28x8 5-10
5.40-34 7-12 6.8x17 11x22 7.32-28 22-27
8.28-22 27x18 9.37-31 26x37 10.38-32 37x28
11.33x15 6-11 12.49-43 11-17 13.43-38 17-22
14.38-32 22-28 15.32x23 14-20 16.15x24
30x28 17.34-30 25x43 18.44-40 35x44
19.50x48 W+



D. Douwes

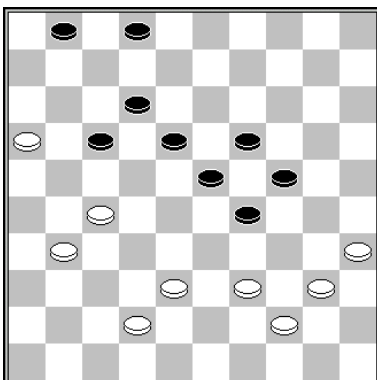
1.36-31! 11-17

1... 12-18 2.33-28 W+

2.22x11 6x17 3.33-29 12-18

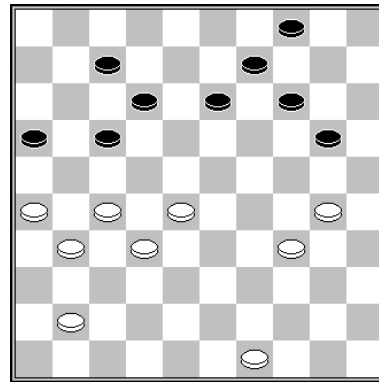
Now white performs a nice kingshot to the occupied square <3>.

4.27-22! 18x36 5.29x9 3x14 6.37-31 36x27
7.32x3 20-25 8.3x20 15x24 9.38-33 24-30
10.33-29 30-35 11.29-24 25-30 12.34x25 35-
40 13.39-34 40x20 14.25x14 W+



F. Hermelink

1.39-33! 17-21 2.35-30! 21x43 3.42-38 43x32
4.44-39 24x44 5.33x22 44x33 6.22-17 12x21
7.16x18 2-8 8.31-27 8-12 9.18x7 1x12 10.27-
22 W+



T. Kieboom

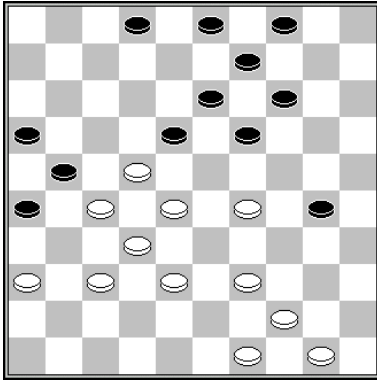
Arrangement C. van der Schaaf

Taking a Highland attack is the right way to force a win. White transports a black king to <21>, after having used the free move to occupy square 25. This enables white to pierce the black position twice.

1.27-22! 7-11 2.28-23 17x46 3.30-25 46x19
4.34-30 19x35 5.49-44 35x49 6.31-27 49x21
7.26x10 4x15 8.25x3 W+

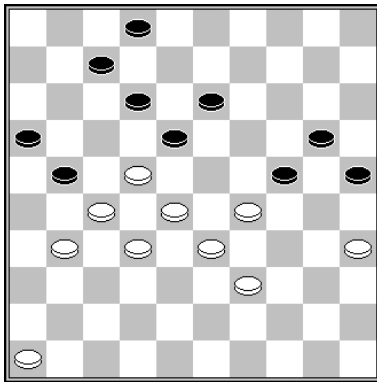


Isidore Weiss



I. Weiss

1.29-24 30-35 2.38-33 19x30 3.39-34 30x39
4.22-17 21x12 5.49-43 39x48 6.44-39 48x22
7.28x10 4x15 8.36-31 26x28 9.33x4 W+



T. Goedemoed
Praha 2015

1.39-34!

Other moves are not winning:

1.31-26? 18-23 2.26x30 23x43 is better for black.

1.22-17? 2-8!

Even better than 1...21-26 2.17x30 25x43
3.35-30 26x37 4.32x41 =

2.17x26 18-22 3.27x9 8-13 4.9x18 12x43 B+

1.28-23? 21-26 2.32-28

2.22-17? 26x19 3.17x8 18-22! 4.27x9 2x4 B+

2... 26x37 3.27-21 16x27 4.22x42 7-11 =

1...21-26

Other replies can't save black.

1... 2-8 2.31-26 **Zugzwang** W+

1... 13-19 2.22x13 19x8 3.31-26 **Zugzwang**
12-17 4.29-23 8-13 5.23-19 7-12 6.19x8! 2x13
7.28-22 17x30 8.26x19 24x13 9.35x15 W+

2.22-17! 12x21*

2... 26x37 3.17x30 37-42 4.30-24 loses without a chance.

3.34-30! 25x23 4.28x8 26x39

The 'cliffhanger' (piece 8) will turn out to be the hero.

5.8-3 21x32 6.3x30 2-8 7.30x11 16x7

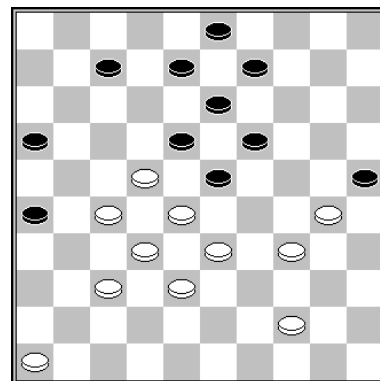
The king is caught, but black's last piece can be stopped just in time.

8.46-41 7-12 9.41-37 12-18 10.37-32 18-23
11.35-30 23-29 12.32-28

Black is sandwiched.



Praha



T. Goedemoed

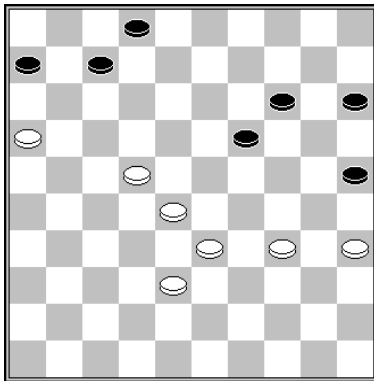
1.22-17 7-12

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

*The surprising shot 4...23-28 5.32x1 19-24
6.30x8 3x43 loses after 7.34-29 43-48 8.44-39
48x41 9.46x37 16-21 10.33-28 W+*

5.17x8 3x12 is met by the typical **podkowa**
move 6.33-29! W+

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



J. Lemmen (analysis)

White should expand his attack, penetrating at
<18>.

**1.22-18! 14-20 2.28-22 6-11 3.33-29 2-8 4.18-
13 19-24**

4... 25-30 5.34x23 8x17 6.29-24 17-22 7.38-32
11-17 8.24-19 7-12 9.16-11 17x6 10.19-13 12-
18 11.13-8 18-23 12.8-3 23-29 13.3-26 22-27
14.32x21 29-33 15.26-48 33-38 16.21-17 15-
20 17.35-30 W+

**5.13x2 24x42 6.22-17 11x22 7.2x47 20-24
8.47x20 15x24**

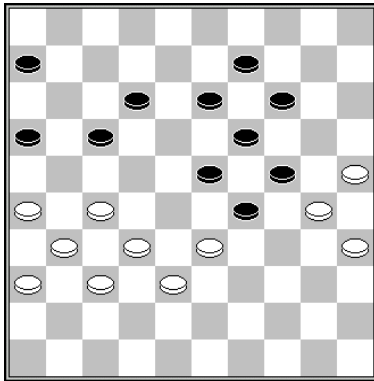
Black caught the king, and breaks through, but
he will be ambushed.

**9.16-11 25-30 10.34x25 24-29 11.11-7 29-33
12.7-1 33-38 13.1-29 38-43 14.29-40 W+**



**Siep from 'De Kast' playing a game
of Frisian draughts**

Playing against a Highland attack



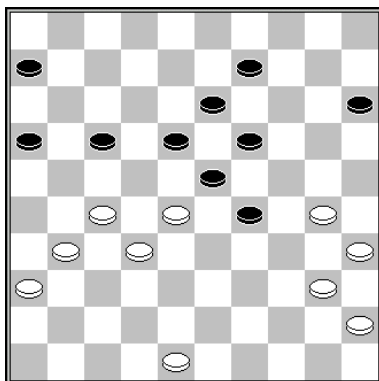
E. Dul – A. Atse

White controls both wings. Black's piece 9 is hanging. After weakening black's right wing, he uses a gambit to freeze his opponent out.

1.27-21 16x27 2.31x11 6x17 3.33-28! 12-18

3... 13-18 4.38-33 29x27 5.37-31 23x32 6.31x4 W+

4.26-21! 17x26 5.36-31 29-34 6.30x39 24-29 7.39-34 29x40 8.35x44 W+

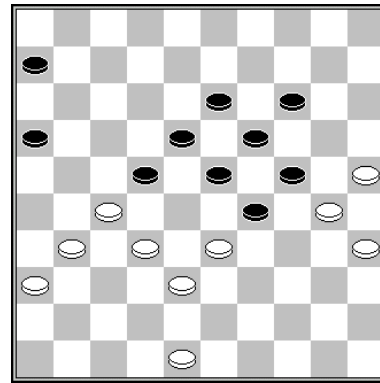


A. Chizhov – H. van der Zee

White forced a nice win, using tactics, during the world championship 1988. Alexei Chizhov won his first of ten world titles in this tournament.

1.40-34 29x40 2.35x44!

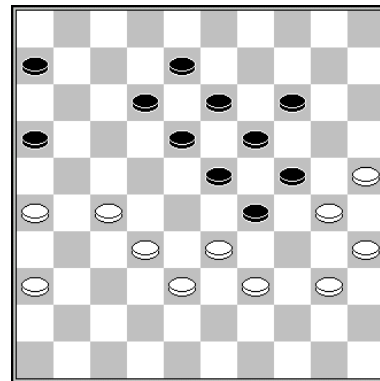
- 2... 23-29 3.27-22 18x38 4.48-43 38x40 5.45x3 W+
- 2... 15-20 3.27-22 18x38 4.30-25 23x32 5.25x3 W+



W. Sipma – F. de Koning

Due to his wing control white can conquer <22> and block black's position.

1.31-26 22x31 2.36x27 6-11 3.26-21 11-17 4.21x12 18x7 5.33-28 7-12 6.28-22 12-17 7.22x11 16x7 8.27-22 7-11 9.32-27 W+

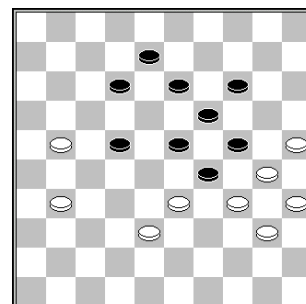


H. de Cokere (analysis)

1.26-21!

The game was 1.33-28 12-17 2.40-34 29x40 3.35x44 24x35 4.27-22 18x27 5.32x3 23x34 6.3x20 34-40 =

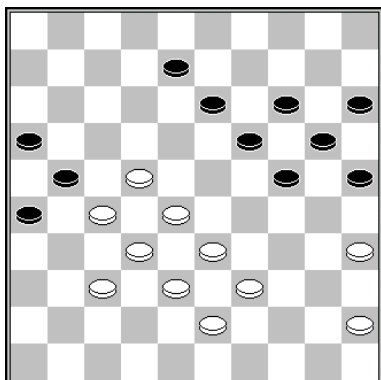
1... 6-11 2.36-31 11-17 3.31-26 17-22 4.39-34 22x31 5.26x37 16x27 6.32x21 18-22 7.37-31



7... 13-18

7... 12-18 8.21-17 22x11 9.33-28 23x43
10.34x3 W+

8.31-27!! 22x31 9.21-17 12x21 10.33-28
23x43 11.34x3 W+



Black to move

A. Chizhov – A. Silva
BCS

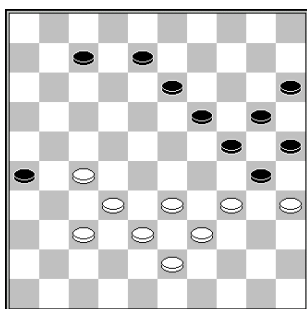
1... 25-30! 2.45-40 20-25 3.40-34 14-20 4.22-17

White has to sacrifice a piece.
4.34-29 30-34 b+

4... 21x12 5.28-22 12-17!

The game was: 5... 19-23 6.33-28 12-18
7.28x19 16-21 8.27x16 18x27 9.32x21 26x17
=.

6.22x11 16x7

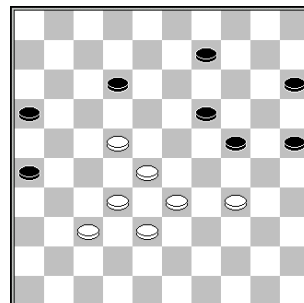


7.32-28

White could escape by playing 7.33-28 8-12
8.37-31 26x37 9.32x41 12-17 10.27-22 17-21
11.38-32 7-12 12.41-37 12-18 13.22-17 21x12
14.43-38 18-23 15.37-31 12-17 16.31-27 24-29
17.35x33 20-24 18.27-22 17-21 19.34-29
23x43 20.38x49 13-18 21.22x13 19x8 22.28-23
25-30 23.23-18 30-34 24.49-44 24-30
25.33-28 30-35 26.28-23 34-40 27.44-39 40-45
28.23-19 21-26 29.39-33 35-40 30.18-13 8-12
31.13-9 45-50 32.33-29 50-39 33.9-4 40-44

34.4-36 39-25 35.32-27 25-3 36.36-47 3-25
37.47-36 25-3 38.36-47 3-25 39.47-36 =.

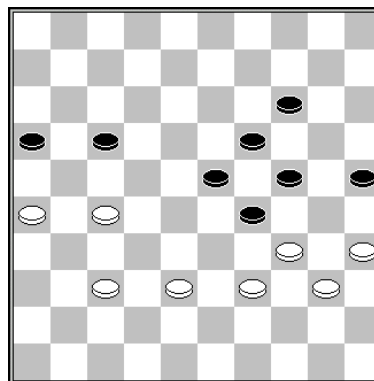
7... 8-12 8.34-29 7-11 9.27-22 11-16 10.29-23
24-29 11.23x14 20x9 12.35x24 29x20 13.38-32
13-19 14.43-38 20-24 15.39-34 24-30



16.32-27

16.28-23 30x17 17.23x3 12-18 18.3x21 16x27
19.32x21 26x17 B+

16...30x39 17.33x44 25-30 18.44-40 15-20
19.38-33 9-13 20.37-32 30-35 21.40-34 12-18
22.22-17 20-24 23.34-29 24-30 24.29-24 30-34
25.24-20 19-24 26.20x40 35x44 B+



E. Hoogendoorn – J. Bastiaannet

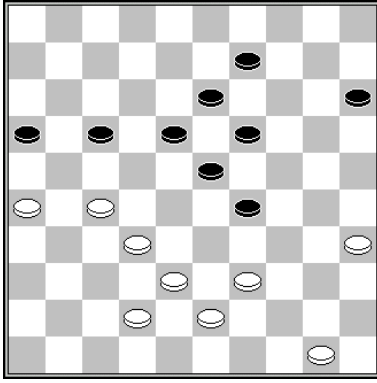
1.38-32!

1.37-31? isn't winning, for black plays 14-20!

The game was 1... 17-22? 2.27x18 23x12
3.34x23 19x28 4.38-33! W+

And both 2.38-32 and 2.39-33 are met by the
sacrifice 25-30 3.34x14 19x10 and black can
hold the draw. He has enough compensation
with the lost piece by the dangling piece on
<31>.

1... 14-20 2.39-33! 29x38 3.32x43 23-28 4.43-39
19-23 5.27-22 W+



V. Wirny – R. Heusdens

Black's right wing is a bit weak. White prepares an attack at the outpost.

1.35-30! 15-20

1... 29-34 is punished by 2.39-33 34x25 3.33-29 23x34 4.27-21 16x27 5.32x3 W+

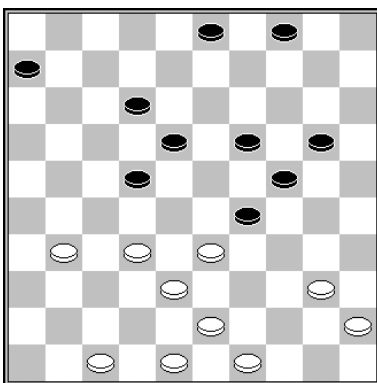
1... 9-14 2.39-33 14-20 3.33x24 20x29 4.43-39 15-20 5.27-21 16x27 6.32x12 18x7 7.39-33 20-24 8.30-25 7-12

8... 23-28 9.33x22 29-34 10.38-33 13-18 11.22x13 19x8 12.33-28 +/-

11.26-21 12-18 12.21-16 etc W+

Now white shows a nice sacrifice, followed by attacking and breaking through.

2.30-24!! 19x30 3.39-33 20-24 4.33-28 13-19 5.27-22 18x27 6.32x12 23x32 7.38x27 W+



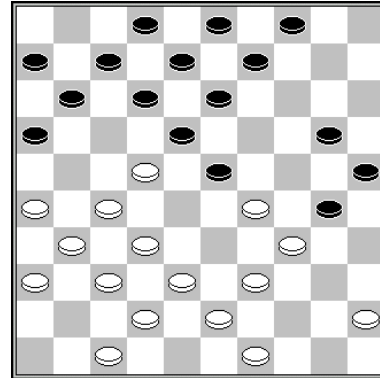
A. Gantvarg – J. Hendriksen

1.43-39!

The game was drawn after the weak 31-26?

- 1... 19-23 2.49-44 20-25 3.47-42 25-30 4.48-43 4-9 5.40-35 W+

- 1... 18-23 2.39-34 20-25 3.48-43 W+
- 1... 4-9 2.32-28 3-8 3.28x17 12x21 4.39-34 W+



Black to move

H. Jansen – T. Goedemoed
(analysis rapid game)

1... 30-35! 2.49-44

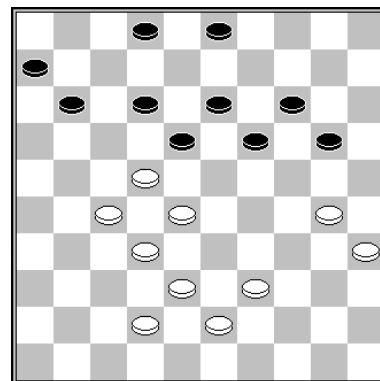
2.38-33 is punished by 16-21 followed by 35-40 B+

2.39-33 23-28! 3.32x23 13-19 4.22x15 4-10 5.15x13 8x48 B+

2... 20-24 3.29x20 25x14 4.45-40 14-20

White is tactically frozen out. 5.47-41 9-14 makes things only worse, since 6.39-33 is punished by a 23-28! (followed by 14-20 & 13-18) kingshot.

5.39-33 23-29 6.33x15 13-19 7.22x24 4-10 8.15x13 8x50 B+



Black to move

P. van Heun – K. Thijssen

The right plan for black is taking a chain-lock.

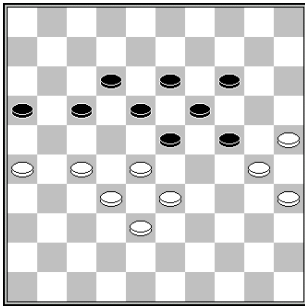
1... 12-17! 2.30-25

2.42-37 20-25 3.38-33

3.37-31 25x34 4.39x30 14-20 5.31-26 2-8
6.30-25 18-23 7.25x14 19x10 8.28x19 17x37
B+

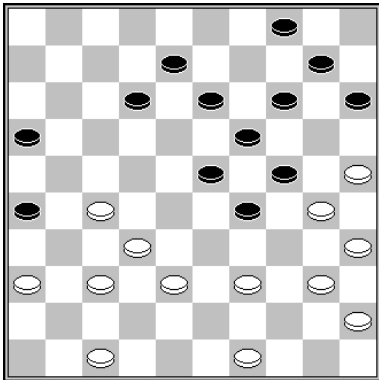
3... 25x34 4.39x30 19-23 5.28x10 17x48 etc.
B+

2... 20-24 3.42-37 18-23 4.38-33 2-8 5.43-38
8-12 6.39-34 12-18 7.34-30 3-8 8.37-31 8-12
9.31-26 11-16 10.22x11 6x17



With a winning classical position for black:

11.27-22 18x27 12.32x21 23x43 13.33-28
16x27 14.28-23 19x28 15.30x10 43-48 16.10-
4 12-18 17.4-15 28-32 B+



A. Chizhov – H. Herbelink
Analysis J. Lemmen

1.39-34! 15-20 2.27-22 12-17

2... 10-15 3.47-41 4-10 4.36-31 12-17 5.22x11
16x7 6.41-36 8-12 7.32-27 7-11 8.49-43 11-17
9.38-32 13-18 10.27-21 17-22 11.21-16 12-17
12.32-28 23x41 13.34x21 26x17 14.36x47 W+

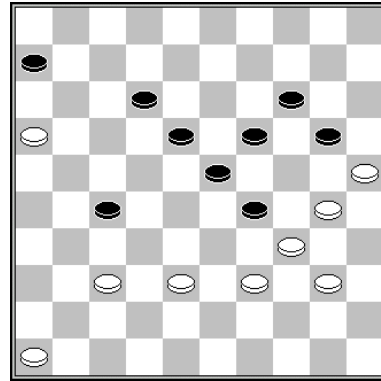
2... 16-21 3.47-41 10-15 4.49-43 12-17

4... 12-18 5.32-27 21x32 6.38x27 8-12 7.36-31
W+

5.22x11 21-27 6.32x21 26x6 7.38-32 W+

2... 23-28 3.34x23 28x17 4.40-34 19x28
5.32x23 24-29 6.23-19

3.22x11 16x7 4.49-43 8-12 5.47-41 13-18
6.32-28 23x32 7.37x28 4-9 8.34x23 18x29
9.41-37 9-13 10.38-32 7-11 11.36-31 10-15
12.31-27 11-16 13.43-38 W+

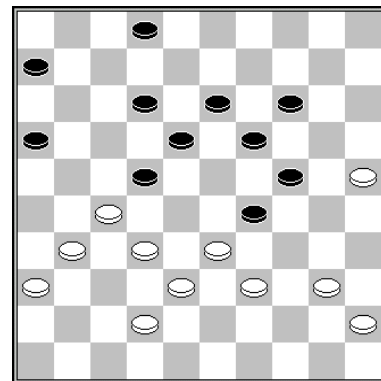


F. Hermelink

1.37-31! 27x36 2.39-33 20-24

2... 36-41 3.33x22 41-47 4.22-17 47x11
5.16x29 W+

3.25-20 24x44 4.33x22 14x25 5.34-30 25x34
6.46-41 36x47 7.22-17 47x11 8.16x49 W+



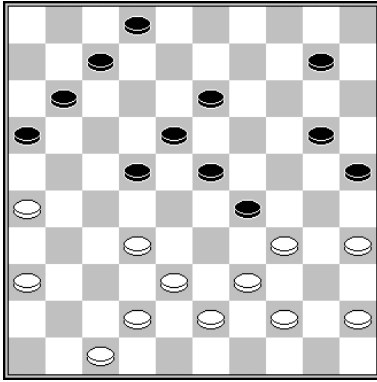
T. Goedemoed

1.32-28! 2-8

1...18-23 2.27x20 23x34 3.42-38 24x15
4.33x13 W+

1...12-17 2.28-23 19x28 3.39-34 28x30
4.25x21 W+1

2.28x17 12x34 3.42-37 29x38 4.40x9 13x4
5.37-32 38x27 6.31x2 W+

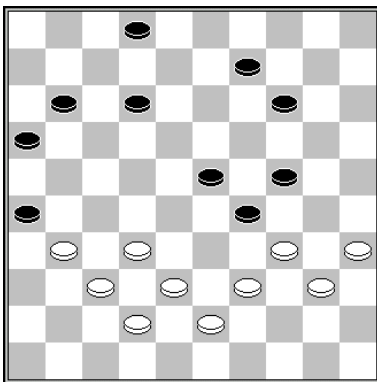


J.J. van Tol

1.45-40!

Threatening to play 32-28 +

22-28 2.26-21 28x48 3.47-41 16x27 4.36-31
27x47 5.35-30 47x33 6.39x8 48x50 7.34x1
25x45 8.1-29 2x13 9.29x6 W+



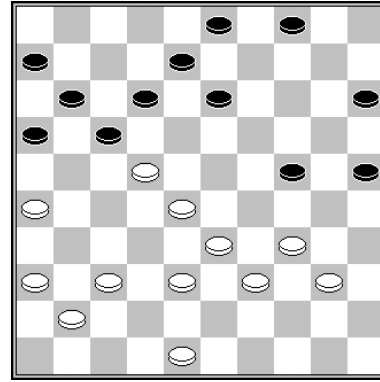
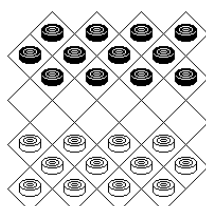
J.J. van Tol

White forces a breakthrough to <7>. Apparently it fails due to black's reply 5... 11-7 but instead of going to king, white performs a **Harlem shot**.

1.34-30! 14-19 2.40-34 29x40 3.35x44 24x35
4.44-40 35x33 5.38x7 11-17

6.7-1? 2-7 7.1x11 16x49 B+

6.31-27! 2x11 7.27-22 17x28 8.32x3 11-17
9.3x21 16x27 10.43-38 27-31 11.38-32 31-36
12.32-27 26-31 13.37x26 36-41 14.42-37
41x21 15.26x17 W+



Black to move

T. Sijbrands

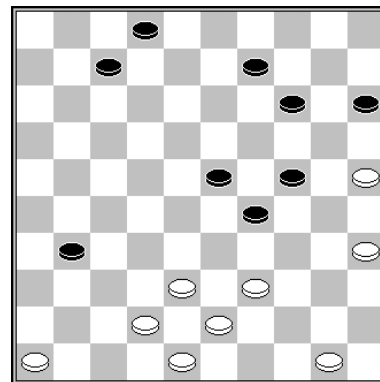
Black forces a great shot.

1... 16-21!

Black introduces the threat of a **coup Philippe** with 25-30, 24-29, 21-27, 17-21 and 11x44 B+.

2.34-29 12-18 3.29x20 loses a piece for white, since if he plays 4.37-31 18x27 5.31x22 black takes a shot with 21-27, 24-29, 17-21 and 11x35 B+.

2.37-32 13-19 3.41-37* 24-29!! 4.33x2 25-30
5.2x27 30-35 6.22x11 35x33 B+



F. Hermelink

1.38-32!

Threatening to play 46-41! (31-36 42-38 36x47 50-44 etc. W+)

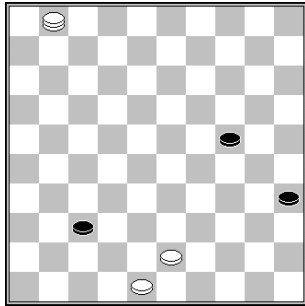
1.46-41 or 1.50-44 are met by 23-28 ad white can't win.

1... 31-36 2.42-38

Threatening to play 47-41 followed by 50-44 W+

Attacking systems

2... 14-19* 3.25-20 2-8 4.35-30 24x35 5.39-34
15x24 6.32-28 29x40 7.38-33 23x32 8.46-41
36x47 9.50-45 47x29 10.45x1 32-37

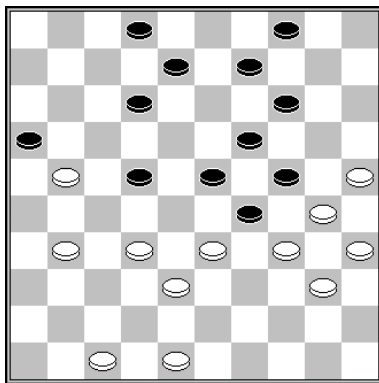


A motive of **J. Scheijen** appears.

11.1-23! 35-40 12.23x45 37-41 13.45-29!
24x33 14.43-38 33x42 15.48x46 W+



Training session



F. Hermelink

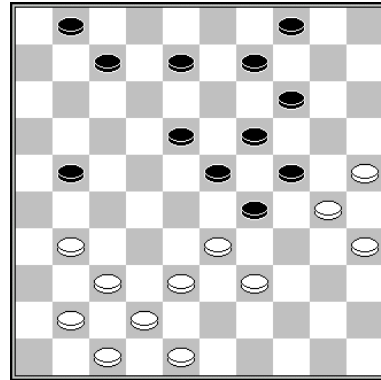
1.32-27! 2-7

1... 12-18 is met by 2.21-17 22x11 3.33-28
23x43 4.34x3 43-49 5.31-26 49x21 6.26x6 W+

2.27x18 16x36 3.33-28 23x43 4.34x23 19x28
5.30x10 12x23 6.48x39 4x15

Now a **two stair rocket** is launched.

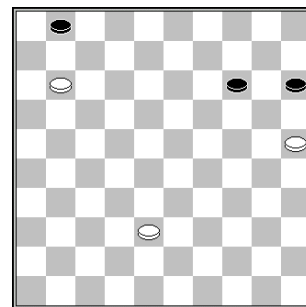
7.39-33 28x39 8.47-41 36x47 9.40-34 39x30
10.35x24 47x20 11.25x1 23-28 12.1-29 28-32
13.29-42 W+



R. Boomstra

White forces a **bicycle shot**.

1.48-43! 21-26 2.33-28! 23x32 3.37x28 26x46
4.28-23 19x28 5.30x10 4x15 6.47-41 46x48
7.39-34 48x30 8.35x11 9-14



9.38-33 14-19 10.33-28 19-24 11.28-23 1-6
12.11-7 6-11 13.7x16 15-20 14.25x14 24-30
15.14-9 30-34 16.9-4 34-39 17.4-27 39-44
18.27-22! W+



Poland open 2015