



Sacrificing in Chess

TABLE OF CONTENTS..... 1-2

I. INTRODUCTION.

Definition.....3
Sacrificing and "combinative play" 3-5
What are the more common advantages sought to be gained by sacrificing?.....5-6
Historical Overview of Sacrificial Combinations6, Appendix B
Do not be daunted by sacrificing, embrace this powerful tactical weapon..... 7

II. ABSOLUTE SACRIFICE versus RELATIVE SACRIFICE. 7-9

(includes comparison of Center Game versus Danish Gambit, discussion of gambits and counter-gambits)

III. TYPES OF SACRIFICES.

Anti-Castling sacrifice.....9
Blank sac or magnetic sac.....9
Blocking sacrifice 10
Centre fork trick 10
Classic Bishop Sacrifice 10
Clearance sacrifice 10-11
Decoy or Deflecting sacrifice 11, Exhibit F
Development sacrifice..... 11
Demolition sacrifice or Destructive sacrifice 11
Double Bishop sacrifice..... 11
Double sacrifice..... 12, Exhibit F
En prise sacrifice 12
Equalizing sacrifice..... 12-13
Exchange sacrifice 13, Appendix D, Appendix F
Gain sacrifice 13-14
Hanging a Piece sacrifice..... 14
King-Hunt sacrifice..... 14
King's Field sacrifice (castled) 14

Lasker's Sacrifice.....	14-16
Line Clearance sacrifice	16, Exhibit F
Mate sacrifice	16
Obstructive sacrifice (or Blocking sacrifice).....	16-17
Positional sacrifice.....	17
Preventative sacrifice	17
Queen sacrifice.....	17-18
Sacrificing of pawns.....	18
Trade sacrifice.....	19
Vacating sacrifice	18

IV. SOME ADDITIONAL CONCEPTS.

Sacrificial Waterfall	18, Appendix E
Romantic	18-19
Poisoned pawn	19
Speculative sacrifice.....	19

V. RECOMMENDED READINGS...... 19

VI. STUDY PROBLEMS...... 20-25

APPENDIX A: Solutions to Study Problems..... 26-36

APPENDIX B: Dilaram's Problem 37-39

APPENDIX C: Volokitin-Rublevsky, Budva, Montenegro 2004
 (team competition) pawn sacrifices & Knight sacrifice..... 40-41

APPENDIX D: Exchange sacrifice:
 Cramling, P - Goutor, V., GM Cramling simultaneous, St. John's, Vancouver, BC,
 04.07.2004 [C42]..... 42-45

APPENDIX E: Sacrificial Waterfall
 Bronstein, D. – Pramshuber, I., Krems, International Tournament,
 1967 45-46

APPENDIX F: Double Sacrifice (combining an En prise sacrifice of a pawn
 as a Decoy sacrifice followed by an Exchange sacrifice)
 PiecefulChaos – mal57, 5/12 Blitz ICC game challenge, 2005..... 47-50



Sacrificing in Chess

I. INTRODUCTION.

Sacrifice is the intentional offering of a piece or a pawn to capture intending to gain some advantage. You will also see the term "**sham sacrifice**," because a sacrifice is intended to be a false "gift" to the opposing player.

Giving up material for compensation (some advantage) is the preeminent theme in sacrificing in chess. A player sacrifices material, but intends to get it back, and/or gain significant other advantage such as better development, positional superiority, and/or mate or threaten mate shortly if the opponent takes - or by force of the sacrificing move or pawn advance must take - the material offered up for sacrifice.

Sacrificing in chess perhaps is best viewed as the epitome of **combinative play**, because most often it centers play on the board precisely upon using coordination of quick activity by a player's pieces and/or pawns in surgical strikes designed to crush the opponent under the weight of the combinations employed. However, sacrificing also may be much more a finesse maneuver, designed to reap an advantage later.

Combination may be defined as "a series of forcing moves with an unifying purpose, leading either to winning material, improving one's position, or checkmate. May involve an initial sacrifice of material." (quoted from: Chess Dictionary at Chess Odyssey (<http://www.angelfire.com/games5/chessodyssey/chessterms.htm>))

In the chess world, often you may see the definition more restrictive. The more restrictive definition requires a sacrifice as part of the series of play activity on the board. Typically, this more restrictive definition is "a forced variation with a sacrifice which leads to a positive result. The classification of chess combinations by Chess Informant utilizes this definition as its basis." (emphasis removed; quoted from: <http://www.sahovski.com/products/acc/index.php>).

The later restrictive definition *is too restrictive* in my view, because it fails to take into consideration that all chess games involve moves and pawn advances made in combination with one or more goals in the player's mind (some successful, some not).

A single move or pawn advance, *by itself*, whether as a tactical maneuver or for strategic purposes, or both, can never gain any advantage. This is true whether intended simply to reach some advantage of an immediate nature, or the more complex setting up for gaining advantage later in the play of the game.

By force of logic, any move or pawn advance must be combined with something else on the board during play of the game...another move or moves by one or more pieces or a pawn advance or more than one pawn advance, or some combination thereof. Accordingly, the broader first definition is more in line with my chess philosophy and how I advocate a chess player learn and play chess.

The single move or pawn advance viewed within a narrower focus lens tends toward a more restrictive definition. However, past the first move or pawn advance in the game by the players, then each player already develops and modifies his or her game plan utilizing combinations of moves and pawn advances in the manner that he or she hopes will win the game (his or her "**chess vision**"). Therefore, a single move or pawn advance must either have been preceded by various moves and/or pawn advances (some combination or combinations) and/or be succeeded by a various moves and/or pawn advances to "realize" the advantage. Therefore, in isolation, the single move or pawn advance can not be said to have gained any advantage.

For example, consider the single pawn advance resulting in a pawn fork intended to result in the capture of an opposing fighting unit. A second pawn advance, one of actually capturing either of the forked opposing fighting units, must follow. Therefore, a combination of two pawn advances is necessary to actually "secure" or "obtain" the intended advantage, not just the initial single pawn advance. Another example is opening/closing lines. Doing so is advantageous only if the player may utilize the open line or closed line advantageously either immediately or later in play. Whether the player successfully does so dictates whether the advantage is realized. However, simply opening or closing the line is not the true advantage sought to be obtained, but rather the ability of the player to utilize the open or closed line advantageously for the player's game plan. Thus, the single move or pawn advance that opens or closes the line must be combined with another or other moves and/or pawn advances or pawn advances to realize the advantage.

A "combinational player" may be viewed within the context of the broader definition of "combination" to be a player who is strongly oriented toward understanding how to play, and plays, for direct attacks not shying away from complications that may arise. The player relies heavily upon his or her ability "to work" his or her pieces and pawns with precise coordination to further both the offensive and defensive aspects of his or

her game plan. Some of the more beautiful and breath-taking "artful play" in the chess world often involves the "surprise factor" of the launching of some sacrificial combination against an opponent.

What are the more common advantages sought to be gained by sacrificing?

Examples include: sacrificing to obtain positional superiority; to break a defensive pawn structure; to gain material advantage; to draw, lure, or pull an opposing piece or pawn to a square; to block or obstruct a defensive line or offensive attack; to decoy or distract or divert; to free a pinned piece; to open a fork opportunity; to obtain better development; gain tempo or tempi; create domination in the center of the board; create attacking opportunities; and/or to launch a mating net. This list is not exhaustive because a sacrifice or multiple sacrifices may be utilized to obtain virtually every tactical and strategic goal in chess. In many situations, a sacrifice may accomplish one or more.

Important to remember also is that sometimes a player may offer a sacrifice intending to gain a particular advantage, **but instead gains a different advantage** because of subsequent moves or pawn advances. Further, the player doing the sacrifice **may intend to gain alternative or different advantages depending on what the opposing player does in response, or in some cases gain more than one advantage.**

Sometimes simply called a **sac**, some in the chess world refer to this as slang. I do not subscribe to such disparagement of the shortened version "sac." Also, whether an advantage is obtained or not does not dictate whether a sacrifice has occurred, but only whether the player is successful in doing the sacrifice. Sacrificing any piece or a pawn requires careful consideration of the consequences. Failing to do so usually results in detriment to the player making the sacrifice.

Put another way, sacrificing can be summarily viewed as follows:

"Is your opponent's bishop sitting on a square that you need in order to secure a checkmate? How about luring him away with a queen sacrifice? The sacrifice is a time honored chess strategy where you purposely put your pieces in harm's way in order to force your opponent's piece to move. Savvy players will recognize the sacrifice, but it may not be so obvious to others. Make sure that you can see all the possible moves towards the end goal, whether it may be a checkmate, or capturing your opponent's queen. It would be foolish to sacrifice your piece for nothing. Good planning is the secret to the sacrifice...."

(source: Avler Chess Strategies, <http://www.avlerchess.com/strategies.html>)

Like with exchanges and the concepts of "winning the exchange" or "losing the exchange," similar labels can be applied to sacs. **If the player successfully reaches an advantage** whether intended or not, then it could be said that the player "**won the sac.**" **If the player does not reach an advantage** whether intended or not, or the opposing player gains an advantage of some nature, then the player could be said to have "**lost the sac.**"

Sacrificing pieces and pawns has been part of the game of chess from its earliest beginnings. Dilaram's Problem, provided in Appendix B (pages 35-37), is an historical problem from ancient Arab manuscripts centered precisely on winning what appeared to be a lost game by making significant sacrifices of material.

The Classic Bishop Sacrifice (reviewed later) is an example of an early development for sacrificing in the modern game of chess. The Classic Bishop Sacrifice "was first recorded in *Greco's Handbook* published in 1619. Since that time, it has been played thousands of times and is now an important (but elementary) part of every tournament player's chess weaponry." The Complete Book of Chess Strategy, IM Jeremy Silman, at 116. The nineteenth century (1800s) saw the tactic of sacrificing rise prominently as a weapon in a player's tactical and strategic arsenal with players such as GM Karl Ernst Adolf Anderssen (1818-1879) (often Anderssen, A. in game notations). While Anderssen's Mate is named after him, Anderssen, a fierce competitor, was a staunch proponent of playing sacrificial chess. He is best known for the "Immortal Game" in London in 1851 and the well-known so-called "The Evergreen" game in Berlin 1852.

The later got its name from GM Wilhelm Steinitz who put the mark on this game of being the "evergreen in Anderssen's laurel wreath." These two games are hallmarks in the theoretical realm of sacrificial chess. Anderssen's talent for ensnaring opponents into "unseen mates" using sacrifices is a treasure to examine! A separate tutorial at the website provides both games for review.

While later analysis showed perhaps that a more "prosaic" line would have won The Evergreen Game without much trouble for White, GM Garry Kasparov pointed out that the chess world would have lost one of its crown jewels if the game had instead taken that turn. [From source: <http://www.brainsturgeon.com/iversen/000415b.htm>].

The two games represent just some of the masterpieces of artistic playing that come along in chess that I mentioned in My Chess Philosophy! Anderssen's ability to develop the checkmate move...Be7#...in two different games from two different mating patterns and mating nets, is an entertaining comparison for using combinative play. The famous American player, Paul Morphy, who had a short but illustrious career in chess in the mid-1800s, was another strong adherent to combinative play.

Sacrificing in chess should not be viewed as a daunting mountain to climb. Embrace sacrificing in chess and do not be daunted by it. It is a powerful tactical tool, as it is in our lives.

Making sacrifices in chess is like making sacrifices in life to a great degree. We all at one point or another, and usually more than once, make a sacrifice in our lives. Most often, but not always, we do so after calculating the pros and cons. Hopefully, we calculate correctly and are able to withstand the pressures of sacrificing. We try to determine the risk(s) involved and whether we may gather our forces to make the sacrifice worthwhile...of some benefit to us. We factor in finances, other body functions for one example if the sacrifice is of a physical nature such as being an organ donor, friendships, power, respect, esteem, religious beliefs, morals, ethics, and so on.

Sometimes a sacrifice in life leads to an immediate need to gather our forces. Sometimes, a sacrifice is made but the affects will not have much if any immediate impact. In this later category, the consequences will not be finally determined until after some time has passed. Therefore, other factors may come into play.

Sacrifices in chess are no different. Think of mistakes and blunders as just some of the factors that may affect the outcome in chess. Sometimes, sacrifices in chess are so powerful that they are game deciding sacrifices. The player launching a sacrifice always hopes that the sacrifice will be a game-deciding factor. However, playing a gambit is just one example where a player is betting on the risk involved in making the sacrifice. The player is hoping he or she has calculated correctly so that he or she may gather his or her forces and obtain the intended goal(s) of the sacrificing.

People who give up a kidney or part of their liver for organ donation are just some of the comparable examples to those we experience in life. The person calculates the risk involved and bets that he or she may live the rest of their life without complications and without needing the organ donated to live.

II. ABSOLUTE SACRIFICE versus RELATIVE SACRIFICE.

In this tutorial, similar to pins, I provide a basic two-pronged framework for viewing and building up your knowledge of sacrifices to consider. Offering a piece or a pawn for capture in a sacrifice either may be viewed as an **absolute sacrifice** or **relative sacrifice**. This framework is premised upon the following definitions.

1. An **absolute sacrifice** occurs when the opposing King must capture the undefended attacking piece or pawn, or another opposing piece or pawn must capture the attacking piece or pawn, so that the attacked opposing King can get out of check.

Thus, absolute sacs are **always forced sacs**. See and compare Blank sac or Magnetic sac under Section IV, Types of Sacrifices.

2. A **relative sacrifice** occurs when the opposing player **may accept the sacrifice** by capturing the piece or pawn offered up for sacrificing, **or may decline the sacrifice** by not capturing and making a different move or pawn advance.

Gambit openings usually involve early relative sacs. A gambit is an opening variation involving one player offering to sacrifice at least a pawn or a piece or sometimes a piece and a pawn, or two pawns, in order to gain a lead in development, gain tempo or tempi, create domination in the center of the board, create attacking opportunities, and/or obtain positional advantage.

Let us compare the Center Game versus the Danish Gambit to see the difference in goals. A gambit involving an early traditional sacrifice is a classical line, although in many cases there are variations available. White playing the Center Game opens the game with an exchange of pawns in the center of the board. In the Danish Gambit, however, White sacrifices two pawns on the Queenside to gain raking Bishops (which are Bishops aligned on adjacent diagonals aimed toward Black's Kingside), for development advantage and positional advantage via successive relative sacrifices. The following are the differences in the moves.

1.e4 e5 2.d4 exd4 3.Qxd4 (typical Center Game; pawns exchanged)

1.e4 e5 2.d4 exd4 3.c3 (Danish Gambit; White offers another pawn for capture)

In the Danish Gambit, instead of capturing Black's pawn in an exchange which occurs in the Center Game, White offers up a second pawn to capture by Black's pawn. Black either may accept the gambit by capturing White's pawn at c3 that is attacking Black's pawn at d4, or decline the gambit and make some other move or pawn advance.

Typical other moves include 3...Qe7 and 3...Qd5 (see Modern Chess Openings, 14th ed. (MCO-14), Nick de Firmian, at pp.136-139). If the gambit is accepted, White follows with offering a third pawn to capture (White's pawn at b2), by moving 4.Bc4 instead of capturing Black's pawn with White's pawn at b2. When Black takes White's pawn at b2, then White captures Black's pawn at B2 with White's Queen Bishop (5.Bxb2).

White has given up two pawns, losing three pawns to Black's one pawn. However, White gains in development with the raking Bishops, making a Kingside castle for Black less favorable as a defensive maneuver.

The combinative power of both Bishops aimed at the Kingside most notably is shown in Lasker's Sacrifice. As Black's defenses to the Danish Gambit if accepted by Black became known, the gambit fell out of favor by the 1920s in tournament and top level of play.

Today, most Grandmasters generally do not play the gambit in serious levels of play, although some younger Grandmasters have somewhat resurrected the gambit. The Danish Gambit, however, is still seen in lower levels of play.

Many openings have variations that involve sacrificing. For example, the King's Indian Defense, Samisch (ECO E81) has a c5 sacrifice line. This line was played in V. Korchnoi – J. Polgar, Roquebrune 30' 1992, ending in a draw (1/2-1/2). The game can be reviewed online at <http://www.chessgames.com/perl/chessgame?gid=1083675>.

A **counter-gambit** occurs when the opposing player makes a similar sacrifice for similar goals to those employed and sought by a player who does a gambit. A **counter-gambit** is a "violent attempt by Black, involving the sacrifice of a pawn or more, to wrest the initiative from White at an early stage of the game."

Hopefully, by now, you have a keen understanding of the importance of a player having a sound understanding of sacrificing in chess in order to advance much beyond the beginner level.

III. TYPES OF SACRIFICES.

Sacrifices and combinations using sacrifices may be known by a wide variety of names and labels, some expressed slightly differently for the same type of sacrifice. For example, "Chapters in Leonid Shamkovich's The Modern Chess Sacrifice, include Sacrifice of pursuit, the Developing sacrifice, the Preventative sacrifice, the retarding sacrifice, and the strategic sacrifice."

(quotation from source: <http://www.queensac.com/advancedtactics.html>)

A collection of games from the book can be played and reviewed online at: <http://www.queensac.com/chessblog/bookgames/shamkovich/modernchesssac.htm>

Anti-Castling sacrifice. See Preventative sacrifice below.

"Blank Sac" or "Magnetic Sac". A blank sac or magnetic sac is always an absolute sacrifice. A blank sac or magnetic sac occurs when the sacrifice results in pulling (or drawing) the opposing King onto the sacrifice square. A blank sac or magnetic sac most often occurs when the opposing King is put in check by the piece or pawn, and the opposing King must capture the attacking piece or pawn to get out of check.

However, a blank sac or magnetic sac alternatively may occur when the King is not put into check by the piece or pawn, but the opposing King must still capture the piece or pawn because the opposing player only has his or her King on the board and the opposing King has no other move available.

Blocking sacrifice. See Obstructionist sacrifice below.

Centre fork trick. A series of moves where a Knight is sacrificed for a center pawn, knowing that it can be recovered by a pawn fork and the enemy's central pawn structure will be destroyed by doing so.

(source: <http://www.angelfire.com/games/SBChess/glossery.html>)

Classic Bishop Sacrifice. This sacrifice also called the "Greek Sacrifice" (see also the particularly deadly and aggressive sacrificial line called Lasker Sacrifice below). Most often, the Classic Bishop Sacrifice is described as White sacrificing his or her King Bishop at h7 against Black's King castled to the Kingside. However, Black may do the same type of Bishop sacrifice at h2 against White's King castled to the Kingside. The Classic Bishop Sacrifice most often occurs via capturing the opposing pawn on the sacrifice square.

Usually, the Classic Bishop Sacrifice is a relative sacrifice because the opposing player may choose not to capture the Bishop and move the King to another square if it is open (f8 or h8 for Black, and f1 or h1 for White). Rarely is such a foolish move done, instead of capturing the attacking Bishop.

There are three primary reasons for doing the Classic Bishop Sacrifice:

1. breaking the defensive pawn front shielding the castled King;
2. opening the h file; and
3. drawing the opposing King to a bad square.

Usually, these are intermediary goals. The real advantage sought generally is to put the opposing King into a more vulnerable, less defended position, to increase attacking pressure, and to develop and launch a mating net.

Clearance sacrifice. The player sacrifices the vacating piece to make room for use of the previously occupied square to further the goal(s) of the player. (source: <http://www.angelfire.com/games/SBChess/glossery.html>). A corresponding sacrifice may be employed to force an opposing piece or pawn to vacate a square enabling the player to utilize the square (i.e., freeing the square) for some purpose, or to open a line

(file, rank, or diagonal) that runs through that square (see Vacating sacrifice). Compare Decoy or Deflecting sacrifice. See also Line Clearance sacrifice.

Decoy or Deflecting sacrifice. A sacrifice that lures a defending opposing piece (including the opposing King) or pawn to a particular square upon which it becomes ineffectual to stop or prevent the intended goal of the player. One example would be a sacrifice to lure the opposing King outside of the "square" (refer to the "square rule") so that a player can then successfully push a pawn to promotion.

Development sacrifice. Also called Sacrifice for Development, this sacrifice is used to obtain advantage in development of the player's pieces. There are two principal varieties. First, the sacrifice gives the player a tempo or more than one tempo that allows the player to develop other pieces while the opposing player is dealing with the sacrifice and its consequences. The second is where the sacrifice results in an exchange or trade, or more than one exchange or trade, after which the player doing the sacrifice winds up with his or her other pieces more developed than the opposing player.

A common aspect seen in games is that the player doing the sacrifice may also gain a material advantage in the process. The Danish Gambit reviewed above is an example of a Development sacrifice, because after the sacrifice of the two pawns by White, White winds up with both Bishops developed to the Queenside on adjacent diagonals lined up toward Black's Kingside (called raking Bishops).

Demolition sacrifice or Destructive sacrifice. A sacrifice seeking to destroy an opponent's position, usually the defensive position around the opposing King. However, it can be used to destroy a pawn structure, or any other defensive position on the board.

Double Bishop sacrifice. This sacrifice is a particular strong sacrifice involving back-to-back sacrifices of both Bishops in a specific attacking method to break up the opponent's defensive position around the opposing King's position. The prime example is Bxh7+ combined with Bxg7+ (White against Black) and Bxh2+ (Black against White) combined with Bxg2+ (Black against White). The power of the Bishop Pair often is a powerful incentive not to sacrifice both Bishops. Double Bishop sacrifices have been used quite successfully in a variety of ways after Emmanuel Lasker's surprise introduction of this tactic in Amsterdam in 1889. Lasker's beautiful and artful creation known as the Lasker Sacrifice (see below), "created a blueprint for future similar [D]ouble [B]ishop sacrifices that destroyed the lives of dozens of his opponents' [K]ings."

(source: <http://www.chessbase.com/newsdetail.asp?newsid=1238>).

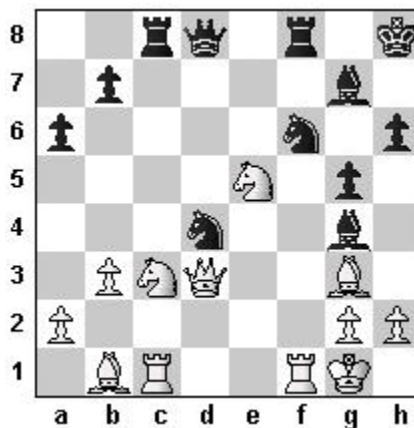
Double sacrifice. A sacrifice involving back-to-back sacrifices of two different pieces, or a piece and a pawn.

En prise sacrifice. The sacrifice of a piece or pawn left en prise (undefended and subject to capture without cost to the opponent), while making another move or pawn advance. Often a player may leave a piece or a pawn en prise unintentionally...the player failing to realize the piece or pawn was en prise. This would not be a sacrifice because it was unintentional. However, if a player intentionally leaves a piece or a pawn en prise intending to gain some advantage if the other player captures the piece or pawn, then the player has done an en prise sacrifice if the other player does capture the piece or pawn left en prise. A true "sham sacrifice", because accepting the sacrifice comes with a cost to the opponent! Compare Hanging Piece sacrifice.

Equalizing sacrifice. This is a bad sacrifice, which allows the opponent to equalize in the game. Most often, the sacrifice allows Black to get into the game in an equal position of strength. However, Black may also gain superiority and allow White back into the game by making a sacrifice that winds up better for White than Black.

An example of an Equalizing sacrifice occurred in the following game. White allows a thunderous equalizing sacrifice at move 28, which allowed Black to equalize, and as things turned out ultimately proved fatal for White. The diagram is of the board position just after White's 28th move. The full game pgn notation follows. Thereafter, I provide some commentary and then is a synopsis of the game quoted from The Chess Drum (<http://www.chessdrum.com>).

After White's 28th move 28.Qd3



P. Karagianis - S. Muhammad, Lindsborg International [9th Rd.], Lindsborg, Kansas, 2003, 0-1

1. d4 Nf6 2. Nf3 g6 3. c4 Bg7 4. Nc3 O-O 5. Bg5 d6 6. e3 c5 7. Be2 h6 8. Bh4
 cxd4 9. Nxd4 Nc6 10. O-O Bd7 11. Qd2 Rc8 12. Rac1 a6 13. Rfd1 Ne5 14. b3 Kh7
 15. f4 Nc6 16. Nf3 Bf5 17. Bd3 Bg4 18. Rf1 Kh8 19. Nd5 Ng8 20. f5 g5 21. Bg3 e6
 22. fxe6 fxe6 23. Nc3 d5 24. cxd5 exd5 25. Bb1 d4 26. exd4 Nxd4 27. Ne5 Nf6 28.
 Qd3 Rxc3 29. Rxc3 Be2 30. Rc8 Bxd3 31. Rxd8 Ne2+ 32. Kf2 Ng4+ 33. Ke1 Rxd8
 34. Bxd3 Nxd3 35. Nf7+ Kg8 36. Nxd8 Bc3+ 37. Kd1 Ne3+ 38. Kc1 Ngxf1 0-1

White's 28th move allows an equalizing sacrifice of White's Knight at c3. While equal in material at the point of White's 28th move, Black's position is much less favorable. Black's Kingside has been opened up quite a bit while White's King is in a much better defended position. White cannot capture Black's Rook at c3 after 28...Rxc3! If 29.Qxc3 then Ne2+ fork checking gets White's Queen at c3. If 29.Rxc3, then some possibilities are: 29...Be2+ forking White's Queen and Rook at f1. 29...Ne2+ fork checking with discovered attack (Black's fork check attacks White's Rook at c3 and Black's Queen attacks White's Queen) 30.Kh1 30...QxQ 31.NxQ (lures White's Knight at e5 away from threat of Ng6 fork checking Black's King and Rook at f8) 31...Nxc3 and attacking White's Bishop at b1.

Karagianis played an unambitious line against the King's Indian and Muhammad equalized fairly easily. While the central pawns had been traded, all pieces remained on the board until Muhammad hit his opponent with a thunderous blow 28... Rxc3! An intense firefight ensued as pieces started zipping across the board and mass exchanges occurred. In the diagrammed position, there are several ways that black can go wrong, but the IM-elect played **34...Nxc3!** The only winning move. On 34...Bxe5 35.Bxe5 Nxe5 36.Bxe2 the game is equal as are 34...Nf4 and 34...Nxe5. The game ended neatly after 35.Nf7+ Kg8 36.Nxc8 Bc3+! 37.Kd1 Ne3+ and black will net a piece. *Mr. Karagianis later wrote to The Chess Drum, "I was too quick to play 28. Qd3? which allowed the equalizing sacrifice Rxc3! After 28. Kh1! however, finding a way to defend the kingside light squares is quite difficult."*

(quoted from: http://www.thechessdrum.net/chesscrackers/CC_marapr04.html)

Exchange sacrifice. A sacrifice of a rook in exchange for a minor piece in return for compensation of some kind. In Appendix D (pages 41 to 43), and Appendix F (pages 47-50) is a full annotated game example is provided where a desperate Exchange sacrifice became a very good one because White missed a critical exchange of Rooks after the sacrifice.

Gain sacrifice. Also called Sham Sacrifice for Gain, and Give-to-Get, this sacrifice is employed so that the player winds up with material advantage (i.e., gains). There are two principal varieties.

1. First, the player sacrifices a piece or a pawn and subsequent consecutive moves results in the player capturing either (1) a higher value piece (e.g., major material for minor material), or (2) two opposing pieces or an opposing piece and an opposing pawn, two or more pawns, or more rarely additional opposing material, for the sacrificed piece or pawn. This process may occur because the sacrifice sets up a follow-up fork, absolute pin, skewer, or x-ray attack.

2. Second, and a variation on the give to get, the player's piece or pawn is sacrificed to enable the player to successfully push a pawn to promotion.

Hanging a Piece sacrifice. This sacrifice is similar to En Prise sacrifice, in that a piece is left undefended and subject to capture, but unlike en prise it may come with a cost to the opponent if the piece is captured. However, the cost to the opponent that is obvious may not necessarily be the goal intended by the player if the opponent captures the piece.

King-Hunt sacrifice. A sacrifice to lead off, or further the goal of concerted action, directed toward "hunting the King," e.g. flushing the King out from a defensive position.

King's Field sacrifice (castled). A sacrifice on the Kingside in the opposing player's side of the board directed toward a King castled to the Kingside. The Classic Bishop Sacrifice and the Lasker Sacrifice are prime examples involving King's Field sacrifice (castled).

Lasker's Sacrifice. Also called "Lasker sacrifice" and "Lasker's Combination," this "is the sacrifice of both Bishops, a destructive assault upon the enemy King's castled position." (quotation source: http://www.bkchess.com/Chess_Equipment/Chess_Books/chess_books.html).

Lasker's Sacrifice is a King's-Field sacrifice (castled) involving a Double Bishop sacrifice against Black's King castled to the Kingside. The line is launched with a Classic Bishop Sacrifice at h7 by White, after which White follows up with the deadly and aggressive Qh5+, followed by the Queen Bishop taking Black's pawn at g7 in a second sacrifice (the Double Bishop sacrifice). "IM Malcolm Pein of London Chess Center [says] that this sacrifice is credited to Emmanuel Lasker...This totally shreds the [K]ingside and with the [Q]ueen already in attendance it usually only requires the addition of one more piece, commonly a [R]ook to force mate.'

The sacrifice was first seen in Em Lasker - JH Bauer, Amsterdam 1889 [E. Lasker – J. Bauer [A03] Amsterdam (1), 26.08.1889], but also in Kirilov - Furman USSR Ch Qualifier 1949 and many others!"

(source: <http://www.chessbase.com/newsdetail.asp?newsid=1238>)

The Chessbase article reviews a surprise striking of the Lasker sacrifice in GM play. The first day of the Essent Chess Tournament in Hoogeveen, The Netherlands, in 2003, saw the most aggressive player in the "Crown Group" (Judit Polgar, Ivan Sokolov, Anatoly Karpov and Levon Aronian) strike against the most experienced one with the classical Lasker sacrifice.

Perhaps Karpov may be forgiven just a small bit for falling prey to Lasker's Sacrifice because of the demanding heated cauldron that often characterizes GM play. As Malcolm Pein observed:

"There is another funny point to this game and that is Polgar's Ra1-b1-b5-e5-e2. Commonly in this variation White plays Ra1-a2-e2 saving two moves but somehow this did not damage Polgar's chances. Karpov's thirteenth move 13. Qd6 retreated the [Q]ueen before it was attacked and was a new idea but perhaps one that won't be repeated in a hurry."

(quotation source: <http://www.chesscenter.com/twic/event/essent03/rd1.html>)

Below is a picture of the board from Anatoly Karpov's view (generated by Fritz), just after Judit Polgar launched the Lasker Sacrifice.



Here is how the game went and why Karpov resigned.

J. Polgar (2722) – A. Karpov (2693) [C42], Essent Hoogeveen NED (1), 12.10.2003

1.e4 e5 2.Nf3 Nf6 3.Nxe5 d6 4.Nf3 Nxe4 5.d4 d5 6.Bd3 Be7 7.0-0 Nc6 8.c4 Nb4 9.Be2 0-0 10.a3 Nc6 11.cxd5 Qxd5 12.Nc3 Nxc3 13.bxc3 Qd6 14.Rb1 b6 15.Re1 Be6

16.Bd3 Rae8 17.Rb5 Na5 18.Rbe5 Nc6 19.R5e2 Bd7 20.d5 Na5 21.Ne5 Bf6 22.Bf4 Bxe5 23.Bxe5 Qxa3 24.Re3 Qc5.

White sacrificed a pawn for a very dangerous attack. In his last move, Karpov played his Queen from a3 to c5, giving Judit Polgar the chance to play the famous Lasker Sacrifice: **25.Bxh7+!! Kxh7 26.Qh5+** and Black, remembering the mechanics of the sacrifice, resigned.

Karpov resigned because of 26...Kg8 27.Bxg7 Kxg7 28.Rg3+ Bg4 29.Rxg4+ Kf6 30.Qg5 mate. There is no defense: 27...f6 28.Bxf6 Rxf6 29.Rg3+ Bg4 (29...Kf8 30.Qh8+ Kf7 31.Qg7#) 30.Rxg4+ Rg6 31.Qxg6+ Kh8 32.Rh4 is also mate. (source: <http://www.chessbase.com/newsdetail.asp?newsid=1238>)

Judit Polgar was not the only one to launch a Lasker Sacrifice on the first day of the tournament. White also employed Lasker's Sacrifice in I. Sokolov, (2695) - L. Aronian, (2649) [D39] Essent Hoogeveen NED (1), 12.10.2003.

You may review these two games from Essent Hoogeveen 2003, and Lasker's game with Bauer from Amsterdam in 1889, online at: <http://www.chessbase.com/games/2003/essent031.htm>

Hopefully you noted from the above information that Lasker's Sacrifice is not limited to a particular opening. Lasker's Sacrifice was launched in these three games, each with a different ECO...A03 in Lasker's game, C42 in Polgar's game, and D39 in Sokolov's game.

Line Clearance sacrifice. A sacrifice that opens a line into the opposing King, or which later forces the opening of a line into the opposing King.

Mate sacrifice. A sacrifice that launches a mating attack and opens up a mating net against the opposing King. Most often, a mating sacrifice involves sacrificing major material (see e.g., Queen sacrifice) to force checkmate.

Obstructive sacrifice (or Blocking sacrifice). A sacrifice resulting in obstructing (blocking) the opposing player from using a line or square offensively or defensively by his or her pieces or pawns. Opposite of a Clearance sacrifice, it is a material sacrifice with the intention to close a line or block a square. The sacrifice may be used to obstruct (block) the opposing King or another opposing piece or pawn from fleeing, in which case the goal is to create an entrapment or entombment. Usually, the intent in this later aspect is to follow closely on the heels of the sacrifice with mate of

the entrapped or entombed opposing King (in which case it also would be a Mate sacrifice) or with capture of the entrapped or entombed opposing piece or pawn.

Positional sacrifice. Also called Sham Sacrifice Positional, this sacrifice is targeted either toward creating positional superiority for the player and correspondingly positional inferiority for the opposing player, breaking the opposing player's defensive positional structure (usually but not always the opposing pawn structure), or freeing up the player's position. The later freeing up of a player's position through this sacrifice commonly is employed when the player has material advantage but backward development (positional inferiority). The Material Return problem at the website is of this variety. A Positional sacrifice is one that is not followed by immediate material gain, or even the recovery of the sacrificed material, but instead seeks strategic advantage or compensation (e.g., superior pawn structure, better ability to activate and coordinate pieces, and/or domination in the center of the board).

Preventative sacrifice. This sacrifice also is called the Anti-Castling sacrifice. A Preventative sacrifice is usually intended to lead to concentrated, coordinated attacks of a direct assault nature on the opponent's King trapped in the middle of the board in the central files (d-file or e-file). However, generally this sacrifice may involve three different tactical maneuvers.

First, and most often seen, the sacrifice results in the opposing King being forced to move and capture the sacrificed piece or pawn because it is checking the opposing King, thereby depriving the opposing player from being able to castle for the rest of the game. Common to this variety is an early Exchange sacrifice of the Queens on the home square of one of the Queens, whereby one player's Queen captures the opposing Queen putting the opposing King in check and forcing the opposing King to move and capture the player's Queen.

Second, and more unusual, is the situation where the opposing player has moved one Rook and the player sacrifices to capture the player's other Rook to prevent the opposing player from being able to castle.

Third, although rarely encountered, is where an opposing Rook is already off the board and the player captures the other opposing Rook by sacrificing the capturing piece or pawn, thereby preventing the opposing party from castling.

Queen sacrifice. This sacrifice arguably is the most devastatingly potent tactical weapon that a player employs to gain uncompromising advantage. Sacrificing the Queen is one of the hardest things for a player to do. A player's natural tendency is not to give up his or her strongest piece on the board, and with good reason. However, as with any sac, the very purpose of the sacrifice is to gain an advantage.

Sacrificing the Queen usually requires very carefully evaluation and extreme caution, because the consequences can be deadly in reverse for the player giving up his or her Queen if things do not work out as planned.

A Queen sacrifice must be employed in a surgical strike against the opponent, where doing so will result in a won game. Taking a chance that a Queen sacrifice will be helpful in some manner simply is being foolish.

Sacrifice of pawns. The sacrificing of pawns is perhaps more interesting from an "artful" perspective for sacrificing in chess. The sacrificing of pieces is something every player becomes familiar with when learning chess. Learning and understanding how and when to use pawn sacrifices often is more complicated. The "holding on to one's pawns" is a familiar refrain, principally because pawns are important for defense (pawn structure) and for pushing to pawn promotion in endgames. Therefore, sacrificing a pawn or pawns must be done with careful consideration of the "positional structure" on the board.

Trade sacrifice. A sacrifice that forces a trade of different pieces (e.g., Bishop for a Knight, excluding a Rook sacrificed in exchange for a Bishop or a Knight – see Exchange sacrifice), or a pawn for a piece, or vice-versa, or an exchange of like pieces or a pawn for a pawn.

Vacating sacrifice. A sacrifice that opens a square occupied by the player's piece or pawn being sacrificed, so that the square may be used in play by the player. Compare Clearance sacrifice above.

For an interesting game involving pawn sacrifices and a deadly Knight sacrifice, see Appendix C (pages 40-41). The well-known **Fried Liver Attack** also involves a nice Knight sacrifice.

IV. SOME ADDITIONAL CONCEPTS.

Sacrificial Waterfall. An interesting sacrificial combination technique is the Sacrificial Waterfall. This is not a technique for the faint at heart. The technique may be useful to a player who has better development, but has inferior position. The player embarks on a risky, ambitious course of cascading sacrifices to force either a change in the positional strength or seek a draw. A full annotated game example leading to a draw is presented in Exhibit E (pages 44-45).

Romantic. An earlier chess era when all players attacked and sacrificed. If a sacrifice was offered, it was considered cowardly not to take it. A romantic player is one who enjoys attacking and sacrificing. A risk-taking style of play involving boldly

executed attacks and sacrifices (often multiple sacrifices), exemplified by the style of play of Adolf Anderssen and perhaps most players prior to Paul Morphy's brief playing career in the mid-1800s. Paul Morphy introduced to the chess world a more "artful" manner for employing sacrifices and combinations, which were some of the chess world's greatest treasures and invaluable contributions to playing chess.

(sources: Chess Dictionary at Chess Odyssey:

<http://www.angelfire.com/games5/chessodyssey/chessterms.htm>, and

<http://www.angelfire.com/games/SBChess/glossery.html>)

Poisoned pawn. A pawn sacrifice in the opening that promises serious trouble for the player accepting it (e.g., White's b2 pawn in some openings).

(from: Chess Dictionary at Chess Odyssey:

<http://www.angelfire.com/games5/chessodyssey/chessterms.htm>)

Speculative sacrifice. A player is said to sacrifice "on spec" when his decision is based on his intuitive feel for the possibilities in a position, rather than concrete calculation of possible variations. The late world champion Mikhail Tal was especially known such speculative sacrifices, as is Alexei Shirov.

(from: Chess Dictionary at Chess Odyssey:

<http://www.angelfire.com/games5/chessodyssey/chessterms.htm>)

V. RECOMMEND READINGS.

THE CHESS SACRIFICE Technique, Art and Risk in Sacrificial Chess, Vladimir Vvukovic (G. Bell And Sons, Ltd., PublishPlace: England, 1968), or (Three Rivers Press, September 12, 1986) ISBN 0679141030

The Art of Sacrifice in Chess, Rudolf Spielmann (Dover, New York 1995)
ISBN 0-486-28449-2

The Modern Chess Sacrifice, Leonid Shamkovich (David McKay Co., September, 1978), or (Three Rivers Press (September 12, 1986) ISBN 0679141030

Understanding the Sacrifice, Sacrifice Your Way to Winning, Angus Dunnington (Everyman Chess, 2002) ISBN 1857443128 ("acquaints the reader with key aspects of all kinds of chess sacrifices, including the queen sacrifice, sacrifices in the endgames and the psychology attached to the sacrifice" (quoted from <http://www.chesshouse.com/shopexd.asp?id=3066>).

Lasker's Combination, The Tactician's Handbook Volume 4, ICCF International Master Victor Charushin (Pickard and Son Publishers (November 1, 1998) ISBN 1886846138

VI. STUDY PROBLEMS.

In this section, twenty-six study problems are presented for your review of utilizing sacs as surgical strikes against the opposing player. **Solutions along with the analysis and commentary are provided in Exhibit A to this tutorial (pages 25-35).** The Give-to-Gain Series at the website also includes for review examples of sacrificing to gain material advantage. The Material Return problem at the website provides an example of using a sacrifice when a player has material advantage but backward development (positional inferiority) for compensation of freeing up the player's position for better play with his or her pieces.

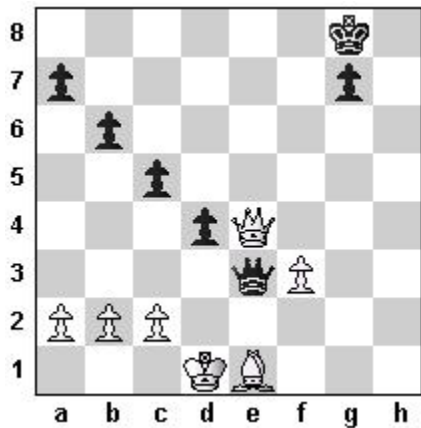
At the website with this tutorial online, there is a companion pgn file for download that includes these study problems, the Classic Bishop Sacrifice, the Material Review problem, the Give-to-Gain series, Lasker's Sacrifice from J. Polgar (2722) – A. Karpov (2693) [C42], Essent Hoogeveen NED (1), 12.10.2003, Volokitin-Rublevsky, Budva, Montenegro 2004 (team competition) (Appendix C); Exchange sacrifice: Cramling, P - Goutor, V., GM Cramling simultaneous, St. John's, Vancouver, BC, 04.07.2004 [C42] (Appendix D), and Sacrificial Waterfall: Bronstein, D. – Pramshuber, I., Krems, International Tournament, 1967 [C42] (Appendix E).

To assist in developing your chess vision, problems range from elementary sacrificing to more complex combinative playing with sacrifices. Some problems provide which player is to move and what the intended goal is, or intended goals are, sought by the sacrifice(s). Some provide which player is to move, and leaves for you to study and determine the sacrifice(s) involved and the goal(s) sought to be achieved. To make things a little more challenging, in some the player to move first is not the player who will be sacrificing.

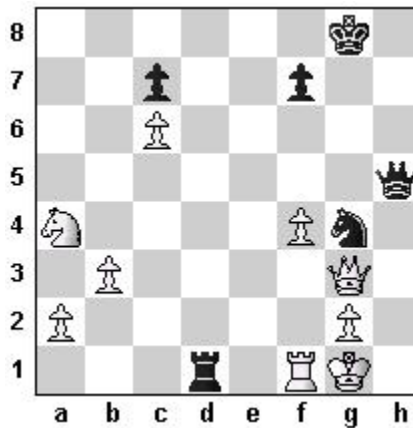
(study problems start next page)

Study Problems

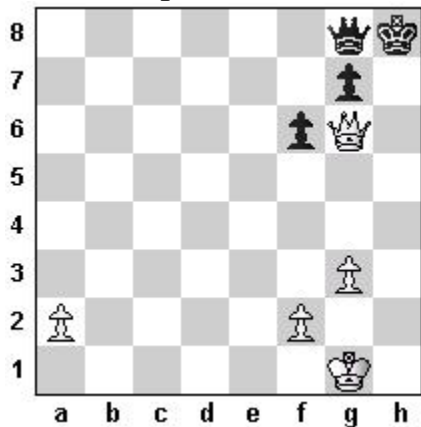
(1) White to Move



(2) Black to Move
Force Mate



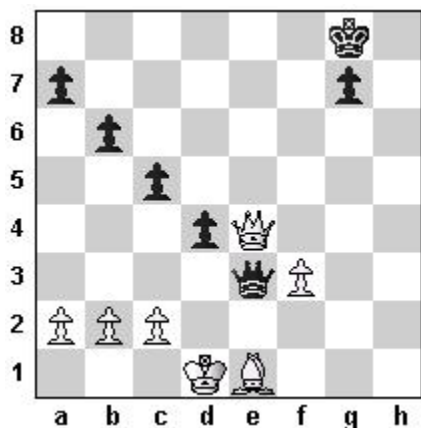
(3) White to Move
Regain Queen+ Win
(two possibilities)



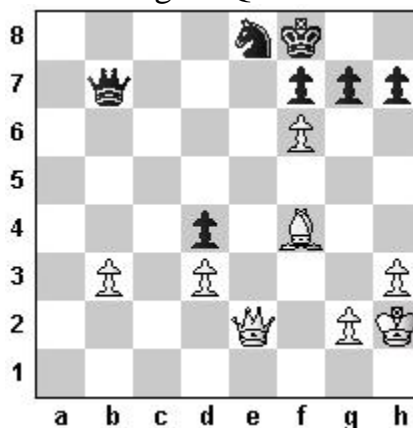
(4) Black to Move
Double Sacrifice
Line Clearance Sacrifice



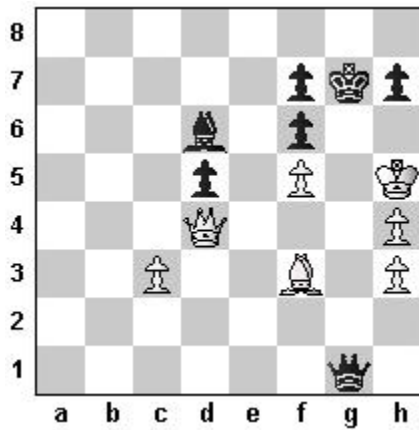
(5) White to Move



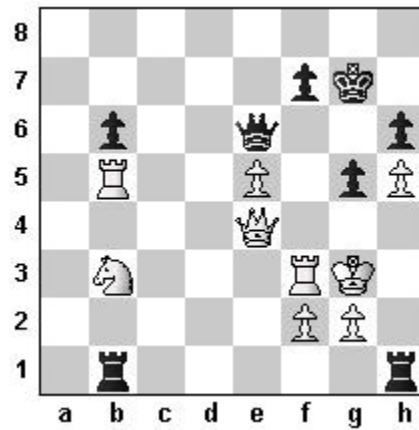
(6) White to Move
Win Material +
Regain Queen



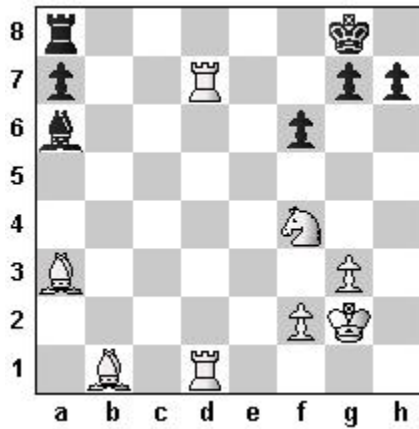
(7) Black to Move
pawn structure spells doom



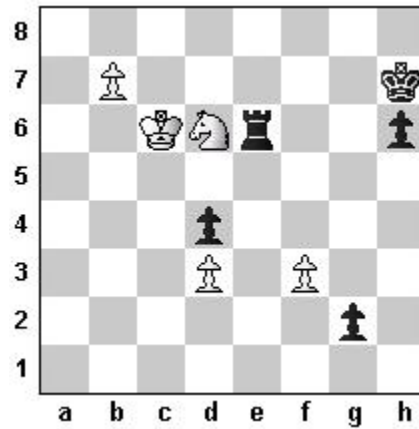
(8) Black to Move
Deflect Defender + Mate



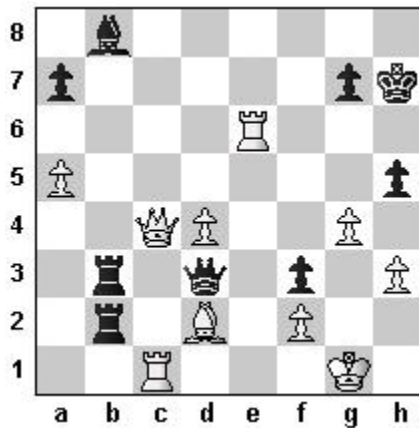
(9) White to Move
Force Mate



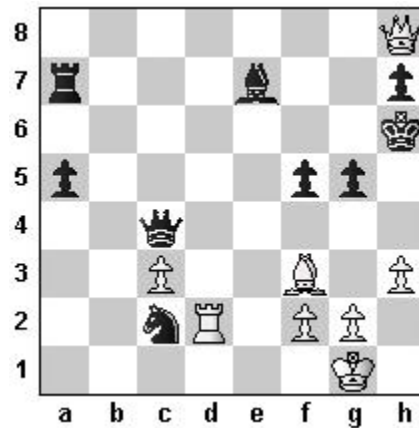
(10) Black to Move
Win White's Promoted
Queen



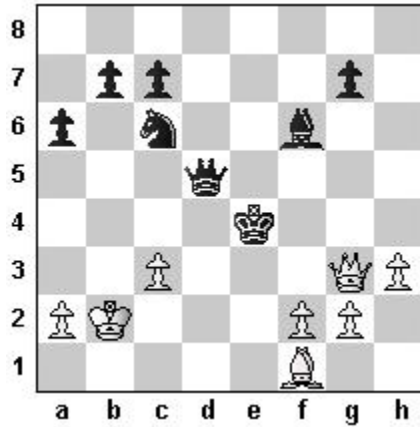
(11) White to Move
Line Clearance sacrifice
Divert Defender, Force Mate



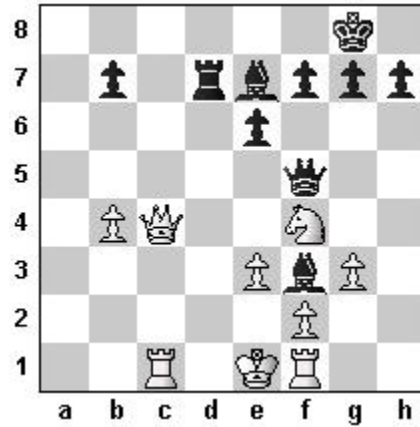
(12) White to Move
Divert Defender + Mate



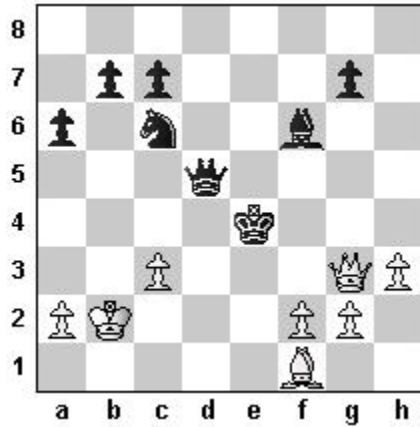
(13) White to Move
Win Material
Force Piece to Bad Square



(14) Black to Move
Divert Defender, Force Mate



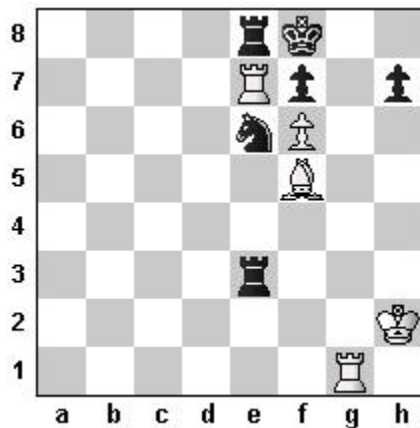
(15) White to Move
Win Material
Force Piece to Bad Square



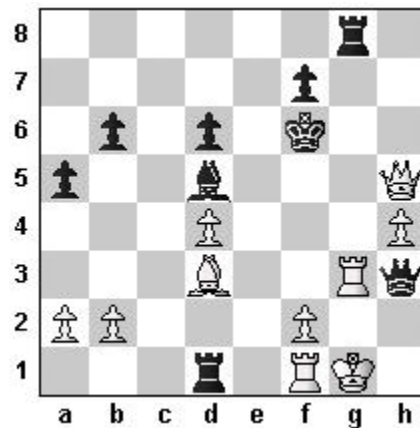
(16) pawn sac + Bishop sac
Set up to Mate



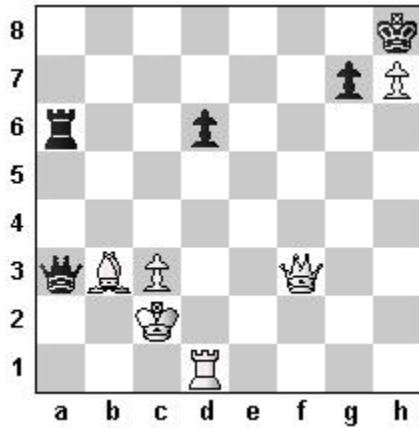
(17) Give-to-Gain 1
Give One, Get Two



(18) Give-to-Gain 2
Free Pinned Piece



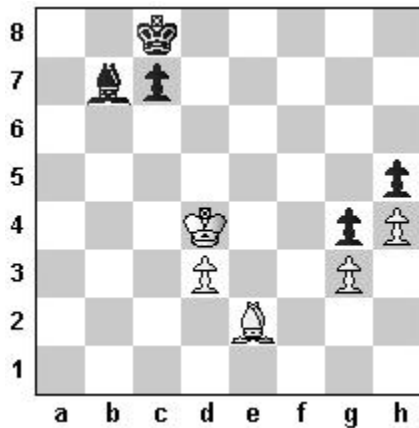
(19) Black to Move
White Wins
Launch Sacrifice Threat
to Win



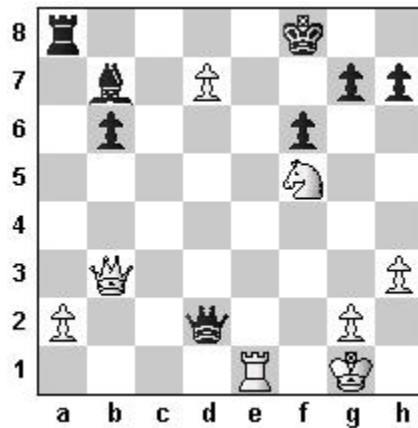
(20) Black to Move
White Wins
Lose pawn + Knight &
Queen Sacrifices
Gain Material



(21) White to Move
Offer Sac
Win Material or Mate



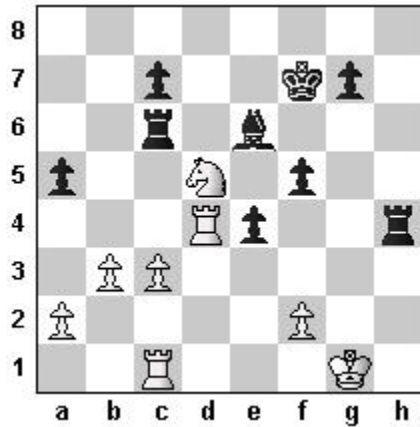
(22) White to Move
Double sacrifice
Gain Queen Back + Mate



(23) White to Move
Gambling on
Zwischenzug Sacrifices



(25) Black to Move
Line Clearance sacrifice
Give Minor, Get Major



(24) White to Move
Sacrifice to
Block Defender
Open Multiple Mate Threats



(26) White to Move
Preventative sacrifice



APPENDIX A – Solutions with Annotations and Commentary to Study Problems

(1) White to Move: Queen sacrifice 1 – Game Board #5 in companion pgn file



Sacrifice to Win

1.Qxe3 (White sacrifices White's Queen forcing an exchange of the Queens) **1...dxe3 2.Ke2** {Black will lose Black's e-pawn and lose the game. }

(2) Black to Move: Queen sacrifice 2 – Game Board #6 in companion pgn file



Force Mate

1...Qh1+ {blank sac/magnetic sac} **2.Kxh1 Rxf1#** {Ivanov-Dinitrov 1957, colors reversed} 0-1

(cont'd next page)

(3) White to Move: Queen sacrifice 3 – Game Board #7 in companion pgn file



Regain Queen + Win

{ White does not need to sacrifice White's Queen to win the game, but doing so makes it very much easier. This problem shows the power of being up a tempo/having the move, and having a remote outside passed pawn }

1.Qh5+ { . } (1.Qb1 { White should eventually successfully promote a pawn to a Queen with precise moves and pawn advances, but a titanic struggle will occur. Fritz rates this +- (1.62).})
1...Qh7 {Fritz rates this +- (10.41)! Obviously much better than 1.Qb1 with +- 1.62. White could engage in a three-move check, which would also be a perpetual draw check in this position, via 2.Qe8+ Qg8 3.Qh5+ Qh7 4.Qe8+ Qg8 5.Qh5+, but why do so when White wins by sacrificing and marching the a-pawn to pawn promotion and Queening?} **2.Qxh7+** {blank sac/magnetic sac, constituting a decoy or deflecting sacrifice} ({White could throw in a Zwischenzug, and still be equally successful.} 2.Qe8+ {Zwischenzug} 2...Qg8 3.Qxg8+ {blank sac/magnetic sac} 3...Kxg8 {Black will lose the race.} 4.a4 Kf8 5.a5 Ke8 6.a6 Kd8 7.a7 Kc8 8.a8=Q+) **2...Kxh7 3.a4** {Black simply cannot stop White's a-pawn from promoting to a Queen and winning the game.}
 3...Kg8 {etc.} *

(4) Black to Move: Queen sacrifice 4 – Game Board #8 in companion pgn file



Double Sacrifice/Line Clearance Sacrifice

{Force mate} **1...Qg2+** {absolute sac} **2.Nxg2 fxf2+** {Relative sac because White's King can move to g1} **3.Kxg2** (3.Kg1 {if declines sac and moves to g1 then simply} 3...gxf1=Q#) **3...Ne3+** **4.Kg1** (4.Kh1 Rxf1#) **4...Rxf1#** 0-1

(cont'd next page)

(5) Black to Move: Queen sacrifice 5 – Game Board #9 in companion pgn file



Divert Defender + Win Material

1...Qxc2+ {Relative sac because White can move White's King to a1, but doing so would be extremely foolhardy.} **2.Bxc2** (2.Ka1 Bxe4 {Skewering and winning at least a White Rook.} {If} 3.Rc1 Bxf3 4.Rxc2 Nxc2+ 5.Kb1 Bxh1 6.Kxc2 {Winning the game for Black.}) **2...Bxf3** {Winning back the Queen while forking and winning one of White's Rooks. (Huguet-Matulovic 1967)} *

(6) Black to Move: Queen sacrifice 6 – Game Board #10 in companion pgn file



Win Material + Regain Queen

1.Qxe8+! {Blank sac or magnetic sac wins Black's Knight} **1...Kxe8** **2.fxg7** {opens up unstoppable pawn promotion} **2...Qxb3** **3.g8=Q+** {regains White's Queen} *

(7) Black to Move: Queen sacrifice 7 – Game Board #11 in companion pgn file



Force King Out + Mate

1...Qg6+ {King-Hunt sacrifice. Relative sac to flush out White's King to doom by regaining check and mating with pawns.} **2.fxg6 fxg6+** {Regaining check and flushing out White's King.} **3.Kg4 h5#** 0-1

(8) Black to Move: Queen sacrifice 8 – Game Board #12 in companion pgn file



Deflect Defender + Mate

1...Qh3+ { Absolute sac/Line Clearance Sac/Decoy or Deflecting sacrifice; deflects a defending pawn and opens g file for checkmate attack on White's King } **2.gxh3 Rbg1#** {(Kholmov-Godes 1987, colors reversed)}
0-1

(9) White to Move: Rook sacrifice 1 – Game Board #13 in companion pgn file



Force Mate

1.Rd8+ { Relative sac because Black's King can move to f7, but that simply yields mate even sooner...on next move. } **1...Rxd8** (1...Kf7 { declines sac } 2.R1d7#) **2.Rxd8+ Kf7 3.Ba2+ (3.Rf8#)**
3...Bc4 4.Bxc4#

(10) Black to Move: Rook sacrifice 2 – Game Board #14 in companion pgn file



Win Promoted Queen

1...Rxd6+! { Relative sac, because White could decline to capture Black's Rook. } If **2.Kxd6** then (2.Kc7 { to defend pawn for promotion } 2...g1=Q 3.b8=Q Qg3 { White cannot check Black's King, and has no way to regain a tempo and the initiative absent a blunder by Black }) **2...g1=Q 3.b8=Q Qg3+** { Skewer wins White's promoted Queen. }
*

(11) White to Move: Rook sacrifice 3 – Game Board #15 in companion pgn file



Divert Defender, Force Mate

1.Rh6+ {Line Clearance sacrifice. Absolute sac diverts Black's pawn from defensive position at g7.} **1...gxh6** **2.Qf7+ Kh8**
3.Rc8# {(Sadler-Lputian 1998, colors reversed)} 1-0

(12) White to Move: Rook sacrifice 4 – Game Board #16 in companion pgn file



Divert Defender + Mate

1.Rd6+! {Relative sac because Black could interpose the Queen to block check, but that also leads to mate.} **1...Bxd6** {Diverts Black's Bishop from being defender of f6.} (1...Qe6 2.Rxe6+ Bf6 3.Rxf6# (3.Qxf6#)) **2.Qf6#** *

(13) White to Move: Bishop sacrifice 1 – Game Board #17 in companion pgn file



Win Material, Force Piece to Bad Square

1.Bd3+ {absolute sac forcing Black's Queen to capture} **1...Qxd3**
2.Qg6+ {Skewer winning Black's Queen.} *

(14) Black to Move: Bishop Sacrifice 2 - Game Board #18 in companion pgn file



Divert Defender, Force Mate

1...Bxb4+ {absolute sac diverts White's Queen} **2.Qxb4 Qc2!**
 {yields two mate threats....2.Qxc1#, and 2.Rd1+ Rxd1 3.Qxd1#}
 If **3.Rxc2** (3.Nd3 {if attempts to block Rook mate threat and
 defend against Qxc1#, then simply 3...Qe2#) then **3...Rd1# 1-0**

(15) White to Move: Knight sacrifice 1 – Game Board #19 in companion pgn file



Sacrifice to Mate

1.f4+! {Relative sac with check by pawn advance, because Black
 can decline the sac/not capture White's Knight at f5 and move
 Black's King to g4, but mate still follows. Sac offer either lures
 Black's King to a bad square if accepts sac, or forces Black's King
 to a bad square if declines sac.} **1...Kxf5** (1...Kg4 2.Nce3#
 (2.Nfe3#)) **2.Ne3# 1-0**

(cont'd next page)

(16) White to Move: pawn sac + Bishop sac – Game Board #20 in companion pgn file



Setup to Mate

{from G. Kasparov - J. Pribyl, Skara 1980. Kasparov sacrifices a pawn allowing White to push a pawn toward promotion, leading to White gaining control of the 7th rank and winning the game. During the process, Kasparov also sacrifices White's Bishop to enable him to setup to launch a mating net against Black. }

16.d5! {White offers up White's pawn at c6 for sac} **16...Bxc3** **17.Red1 exd5** **18.exd5 Bg7** **19.d6!** {begin the push toward pawn promotion} **19...f6** **20.d7!** {White leaves White's Bishop g5 open to capture, offering it to Black for a sac} **20...fxg5** {Black accepts the sac, which subjects Black's capturing pawn to capture. White has compensation for the loss of the Bishop because Black has doubled Black's pawns in the g file, partly opened the f file weakening Black's Kingside, and Black's pawn at g5 is subject to capture by White's Knight.} **21.Qc4+** {time to force Black's King into an entombed position} **21...Kh8** **22.Nxg5** {threatens 23.Nf7+! with either a decisive Exchange sacrifice 23...Rxf7 24.Qxf7, or even worse if Black moves Black's King 23...Kg8 then simply the overwhelming decisive 24.Nd6+! discovered check combined with fork attack on Black's Queen, winning the Black's Queen with no loss of material for White. Black to escape these fates would need to do luft by moving 23...h6 giving the entombed King an escape square. White would then 24.Ne6! forking Black's Rook and Bishop and bringing a second defender into position for the pawn advance to promotion at d8 as a tactical maneuver.} **22...Bf6** **23.Ne6!** **Nc7?!** **24.Nxf8 Rxf8** **25.Rd6 Be7** **26.d8=Q Bxd8** (26...Rxd8?? 27.Rxd8+ Bxd8 28.Qf7 {and Black would need to lose the Knight or Bishop to block the mate threat (Qf8#)}) **28...Ne6** (28...Be7 29.Qxe7) 29.Qxe6) **27.Qc3+ Kg8** **28.Rd7** {gaining control of 7th rank and threatening Qg7#} **28...Bf6** **29.Qc4+ Kh8** **30.Qf4!** {double attack on Black's Knight, but capture of the Knight is not White's goal, uses the threat to gain a tempo by forcing Black's Queen away from the 7th rank} **30...Qa6** **31.Qh6!!** {Black resigns, mate on next move} 1-0

(cont'd next page)

(17) White to Move: Give-to-Gain 1 – Game Board #21 in companion pgn file

Give One, Get Two



1.Rg8+! {blank sac/magnetic sac; Line Clearance sac (delayed); forces Black's King to a bad square} (1.Bxh7! {White has option not to sacrifice by threatening 2.Rg8#. Black cannot stop from being mated. However, the moving pattern is more complex and it is always better to simplify!} **1...Ng7** (1...Re2+?! 2.Kh1! retaining mate threat) (1...Ng5 2.Rxg5! {regaining mate threat} 2...Re2+ 3.Kg3 R8xe7? (3...Re3+ 4.Kf4! {mate to follow}) 4.Rg8#) 2.Rxg7! {regaining mate threat} 2...Re2+ 3.Kg3 Re3+ 4.Kf4! {mate to follow}) **1...Kxg8** **2.Rxe8+** {forces Black's Knight to divert from being defender blocking attack on Black's Rook at e3 to being defender blocking check on Black's King clearing line for attack and capture of Black's Rook at e3} **2...Nf8** **3.Rxe3** {from Charbonneau-Mitkov 2004} *

(18) White to Move: Give-to-Gain 2 – Game Board #22 in companion pgn file

Free Pinned Piece/Win Material



1.Qg5+! {Relative sac because Black's King can move e6. However, that would be as bad for Black.} **1...Rxc5** (1...Ke6 2.Rxh3! Rxc5+ 3.hxc5 Rd2 4.Re1+ Kd7 5.Bb5+ Kc7 (5...Bc6 6.Bxc6+ Kxc6 7.Rf3 Rxb2 8.Rxf7 {will win White a Queen through pawn promotion by White's g-pawn}) (5...Kd8 6.Rh8+ Kc7 7.Re7#) 6.Rc1+ Kd8 7.Re3 Be6 (7...Rxd4 8.Re8#) 8.g6 fxg6 9.Rxe6 {mate to follow with Re8#}) **2.hxc5+ Ke7** (or 3.Kg7) **3.Rxh3** {White goes up a Rook, with one of White's Rook behind White's outside passed pawn in the h-file. Remember the guideline: "Rooks belong behind passed pawns". (Mamedyarov-Alekseev 2004} *

(19) Black to Move/White Wins: Threaten Mate – #23 in companion pgn file

Launch Sacrifice Threat to Win



White is threatening 2.Qf8+ Kxh7 3.Rh1+ Kg6 4.Rg1+ Kh7 (4...Kh6 5.Qh8# 4...Kh5 5.Qh8#) 5.Qxg7#. **1...Ra8** {Black cannot capture White's pawn at h7 because leads to mate with 2.Qh5#, so needs to defend against mate threat with the Rook.} **2.Qf7!!** {Simply devastating for Black. White triples attacking pressure on g8.} **2...Rb8** {Black attempts to counter with a threat.} **3.Qg8+!** {White ignores threat and plays absolute sac to win. Black resigned because following continuation leads to mate. 3...Rxg8 4.hxg8=Q# 1-0 {from lestri(GM)- goldendubber(GM), ICC 30 Blitz 2005)}} *

(20) Black to Move/White Sacrifices + Gains – Game Board #24 in companion pgn file

Lose pawn + Knight & Queen sacrifices



{ derived from one of my tournament games, mal57 v. chinta ICC Team Chess 45-45 League 2005, which I lost, but could have won)} **15...Nxe5** {lose pawn going two pawns down} **16.Nxe5** {Knight sac attacking Black's Queen and offering exchange of Knights} **16...Rxe5** {accepts exchange} **17.Bf4** {threaten Rook} **17...Re6** {preparing to defend against a forced Bishop attack on Queen} **18.Bg4!** {Bishop attacks Rook and Queen} **18...Rg6?!** {pins White's Bishop, attempt to defend against attack} **19.Qxg6!** {Relative sac. Black could decline to capture White's Queen and move Black's Queen, but that would leave Black a Rook down.} **19...fxg6** {accepts sac} **20.Bxd7** {sacrifice White's King Bishop for Black's Queen} **20...Bxd7** {White's Queen sacrifice wins the exchange of the Knights and Queens, although White loses the Bishop Pair. White goes up a Rook for two pawns and doubling of Black's pawns in the g file.} **21.Bxc7** {White regains the lost pawn} *

(21) White to Move: Offer Sac – #25 in companion pgn file



Win Material or Mate

1.Bxg4+ {Offering relative sac wins Black's other pawn too because if Black accepts sac offer, then} **1...hxg4** **2.h5** **Kd8** **3.h6** **Ke8** **4.h7** **Kf8** **5.h8=Q+** {Black's King is outside the "square" for the "square rule".} *

(cont'd next page)

(22) White to Move: – Double sacrifice – Game Board #26 in companion pgn file



Gain Queen Back + Mate

1.Re8+ {Absolute sac} **1...Rxe8** **2.Qg8+** {blank sac/magnetic sac} **2...Kxg8** **3.dxe8=Q#** 1-0

(23) White to Move: Gambling on Zwischenzug Sacrifices – #27 in companion pgn file

Trying to Put Opponent Off Game Plan



{White gambles on throwing two Zwischenzug sacrifices at Black, hoping to put Black off his game plan and causing Black to blunder.} **1.Rxb6** {Zwischenzug sac #1 (relative sac).} **1...Qxb6** {accepts sac} **2.Nxf6+** {Zwischenzug sac #2. With this absolute sac, White hopes the threat of a triple fork against Black's Rooks and Queen if Black does not capture the Knight, will cause Black to blunder.} **2...gxf6?!** {White partly has succeeded. Much better for Black would have been **2...Rxf6!!** leading to a won game for Black. Also, **2...Kh8** much better for Black likely leading to won game for Black.} **3.Qg4+ Kf7??** (3...Kh8! {Much better for Black likely leading to won game for Black.}) **4.Qd7+ Kg8** **5.Qxh7#** *

(cont'd next page)

(24) White to Move: – Sacrifice to Block Defender – Game Board #28 in companion pgn file



Open Multiple Unstoppable Mate Threats

1.Qe6!! {Obstructionist sac/Blocking sac. White threatens 2.Nf5# or 2.Ng6#. Black can defend against mate threats in three ways by capturing White's Queen offered up to sac, none of which prevent Black from being mated.} **1...Bxe6** (1...Rxe6 2.Nhg6+! Kg8 3.Rh8#) (1...Nxe6 2.Nf5+ (2.Nhg6+ Kg8 3.Ne7# (3.Rh8#)) 2...Kg8 3.Ne7#) **2.Nf5+! Kg8 3.Ne7#** 1-0

(25) Black to Move: Line Clearance sacrifice – #29 in companion pgn file



Give Minor, Get Major

1...Bxd5! {Line Clearance Sac} **2.Rxd5 Rg6+ 3.Kf1 Rh1+** {skewer wins White's Rook at c1; Gallagher - Vaganian 2004} *

(26) White to Move: Preventative sacrifice – #30 in companion pgn file



Early Exchange of Queens

{from mal57-fariborz GameKnot individual challenge 2004}
8.Qxd8+ {Fritz did not like the Preventative sacrifice. White went from = (0.25) to =/+ (-0.31).} (8.Bd3 {Fritz recommended move}) **8...Kxd8** {White miscalculated, with Black's Queenside in somewhat disarray with partly open b file and open d file, that a Preventative sacrifice forcing an early exchange of Queens and depriving Black from being able to castle would be adequate compensation. White went from being slightly ahead with even chances, to favoring Black.} 9.Bc4 e6 10.Bg5 Kc7 11.O-O Rb8 12.Na4 Nd5 13.b3 Bd6 14.Bd3 Nf4 15.Bc4 h6 16.Bh4 g5 17.Bg3 {entombed and subject to attack} 17...Nh5! 18.Nc3?? {with Black still having the King's Bishop on the board, a grievous error lining up the Knight and Rook} 18...f5 19.f3 Nxc3 20.hxc3 Bc5+! 21.Kh1 Bd4 {pin which would lose White's Knight; White resigns} 0-1

APPENDIX B – Dilaram's Problem

The following is taken from Hans Bodlaender's article on Dilaram's Problem at chessvariants.org:

"This problem appears in Murray's History of Chess [H. J. Murray, A History of Chess. Originally printed in the beginning of the 20th century, it has recently been reprinted. 900 pages on history of chess, containing information on historic chess variants, Shatranj-puzzles, old manuscripts on chess, and much, much more. Reprint by Benjamin Press, Northampton, Massachusetts, ISBN 0-936-317-01-9, with solution, story, and some additional historic backgrounds.]

Apparently, the problem was very popular, and several other problems have been made, which merely are a variant of this one.

In old Arabic manuscripts, written 1001 years ago, there is the story of a nobleman, who had several wives, but one was his most favorite. He called her heart's ease, or Dilaram, because his heart would know no ease without her. One upon a time, he was playing chess with a strong chessplayer, and, as was usual in those time, he played for a stake. When playing, stakes raised and raised, and finally, the nobleman staked Dilaram on the game. Unfortunately, the game went badly for the nobleman, and defeat seemed unavoidable, and finally, the game came to the following position:

Board setup:

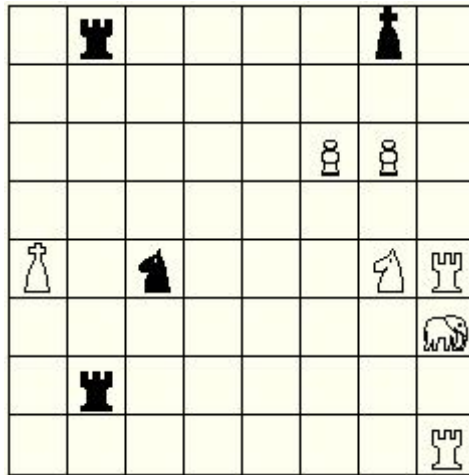
White:

King a4; Rook h1, h4; Elephant h3; Knight g4; Pawn f6; g6 (7 pieces).

Black:

King g8; Rook b2, b8; Knight c4 (4 pieces).

On the next page is a diagram of the position.



White to play and win.

Those unaware of the rules of Shatranj, should know that this was the game of Shatranj, as chess was called in that time - a game, very similar to the game of chess as it is played in our times, but with differences: the game knows elephants, who jump two squares diagonally, and generals, who move one square diagonally. ["The array is similar to that of Orthodox Chess [or modern chess], with Elephants replacing Bishops and Generals replacing Queens. The game was also played with Generals and Kings transposed; so in all cases, Kings and Generals face their own kind.*"]

(quoted from: <http://www.chessvariants.com/historic.dir/shatranj.html>).

Now, in the present position, the nobleman, who played the white pieces, was to move, expecting to be mated on his opponents return move.

Dilaram however saw how the happiness of her life could be saved, and shouted to her husband and lover:

Dilaram cried:

Sacrifice your two Rooks, but not me!

Fortunately, her husband and lover saw what she meant, and won the game. And, they lived happily ever after.

Solution provided:

The orthodox chess notation is used; E stands for elephant, N for knight, etc.

1. R h4 - h8 +, K g8 x h8.
2. E h3 - f5 +, R b2 - h2.
3. R h1 x h2 +, K h8 - g8.
4. R h2 - h8 +, K g8 x h8.
5. g6 - g7 +, K h8 - g8.
6. N g4 - h6, mate.

If black plays on his second move 2. ..., Kh8-g8, then white plays 3. Rh1 - h8 +, and the game continues as after move 4 above."

I would note that regarding Dilaram's Problem and the alternative solution if Black plays 2. ..., Kh8-g8, then to me it seems that White has a second much simpler mating line than the one provided in the solution (i.e., "If black plays on his second move 2. ..., Kh8-g8, then white plays 3. Rh1 - h8 +, and the game continues as after move 4 above."). Mate would follow with 3.f6-f7+, Kf8 4.Rh1-h8, mate. The squares e7 and g7 are defended by the Elephant at f5, forcing Black's King to move to e8 where it becomes entombed on a mating square. Therefore, White could have won without sacrificing anything through an opportunistic checkmate if Black moved Kg8 to get out of check, instead of blocking check with Black's Rook from b2.

Just a brief interlude on how far back in history sacrificing in chess (and indeed, chess problems) dates!

APPENDIX C

(source: CHESS Lubomir Kavalek, By Lubomir Kavalek, Washington Post Monday, September 27, 2004; Page C10 (taken from online at washingtonpost.com))

Andrei Volokitin, one of many young Ukrainian talents and the champion of his country. Like Bobby Fischer, he became a grandmaster at age 15, in the Slovenian coastal town of Portoroz. Volokitin's playing style is to be watched. His attractive attacking style is often spiced with intriguing sacrifices. A good example is a Sicilian defense game he played in team competition against Russian grandmaster Sergei Rublevsky.

Volokitin-Rublevsky, Budva, Montenegro 2004 (team competition)

1.e4 c5 2.Nf3 e6 3.d4 cxd4 4.Nxd4 a6 5.Be2 Nf6 6.Nc3 d6 (Black chooses the Scheveningen variation, avoiding a dangerous pawn sacrifice: 6...Bb4 7.0-0! Bxc3 8.bxc3 Nxe4 9.Qd3, for example 9...Nc5 10.Qg3 ; or 9...d5 10.Ba3 and white has a powerful initiative.) **7.0-0 Be7 8.f4 0-0 9.a4 Qc7 10.Kh1 b6** (After 10...Nc6 11.Be3 Re8, Volokitin likes the double-pawn sacrifice: 12.a5!? Nxa5 13.e5!? with the idea 13...dxe5 14.fxe5 Qxe5 15.Bf4 Qc5 16.Na4 Qa7 17.Bc7 b5 18.Nb6.) **11.e5 dxe5 12.fxe5 Nfd7 13.Bf4 Bb7 14.Bd3 Nc5 15.Qg4 Nc6?!** (Black most likely missed white's brilliant answer. After 15...Rd8 16.Bg3, white has some dangerous threats, for example 16...Nc6 17.Bxh7+! Kxh7 18.Rxf7 wins; or 16...Nxd3 17.Rxf7! Kxf7 18.Rf1+ Ke8 19.Nxe6 with a powerful attack. White's light bishop on d3 plays a major role in the attack and should have been eliminated with 15...Nxd3, for example 16.cxd3 Rd8 17.Bg3 Qd7 18.Bf2 Nc6 with a playable game for black.)

16.Nd5!! (This isn't your everyday combination. It is a complicated, narrow path to victory. Several sacrifices are needed to destroy the pawn protection of the black king. The knight sacrifice frees the e5-pawn and gains the square f5.

Could Volokitin do it less elegantly? The simple 16.Bh6 is refuted by 16...Qxe5, for example 17.Nf3 f5!; or 17.Nxc6 Bxc6 18.Rae1 f5! and black is fine. Opening the h-file with a bishop sacrifice 16.Bxh7+!? does not quite cut it either after 16...Kxh7 17.Rf3 Nxd4! 18.Qh5+ Kg8 19.Rh3 Bxg2+ ! 20.Kxg2 f6 black thwarts the storm.) **16...exd5 17.e6!** (Attacking the base on f7 and forcing the black queen to retreat. After 17...Bd6 18.Bxd6 Qxd6 19.Bxh7+! Kxh7 20.Qh5+ Kg8 21.exf7+ Rxf7 22.Qxf7+ Kh8 23.Ra3! wins.) **17...Qc8** (Trying to stay on the same diagonal as the white queen. After 17...Qd8 18.Bh6 white's attack gains a strong momentum, for example after 18...Bf6 white wins by sacrificing both bishops 19.Bxg7! Bxg7 20.Bxh7+! Kxh7 21.Qf5+ Kh8 [or 21...Kh6 22.Ra3 wins] 22.Qh5+ Kg8 23.exf7+ Rxf7 24.Qxf7+ Kh7 25.Rf5 wins; and on 18...g6 19.Nxc6 Bxc6 20.exf7+ Rxf7 21.Bxg6! Rxf1+ 22.Rxf1 Bf6 23.Be8+ Kh8 24.Bxc6 white has a decisive advantage.)

18.Bh6 g6 19.Bxf8 Bxf8 (After 19...Qxf8 20.Rxf7 wins.) 20.exf7+ Kh8 (After 20...Kg7 21.Qf4! black is hurting on the dark squares, for example 21...Be7 22.Rae1 Qd8 23.Re6! Nxd4 24.Qxd4+ Kh6 25.Qe3+ Bg5 26.Re8! wins.) **21.Bf5 Qc7** (Black is trying to stay above water at all cost, but now comes the second wave of the attack.)

22.Bxg6! (Volokitin had to see this sacrifice ahead of time. The black king can't be protected anymore.) **22...Ne5** (After 22...hxg6 23.Qxg6 Ne7 24.Qh5+ Kg7 25.Qg5+ Ng6 26.Rf6 wins. Bringing the queen to the kingside does not help either: 22...Qe5 23.Nxc6 Bxc6 24.Bxh7 Qg7 25.Bg6, threatening 26.Ra3 or 26.Rf3.) **23.Qg3** (An important pin.) **23...Bg7** (After 23...hxg6 24.b4 and the knight on c5 can't move, e.g. 24...Ne4 25.Qh4+ Kg7 26.Ne6 mate; and on 24...Bc8 25.bxc5 bxc5 26.Nf3 the pin wins.) **24.Bxh7! Kxh7** (Because of the threat 25.Qh3, black had to take the destructive bishop.) **25.Qh3+ Bh6** (After 25...Kg6 26.Qf5+ Kh6 27.Ra3, threatening 29.Rh3 mate, white wins.) **26.Rf6 Nxf7 27.Raf1 Rf8 28.Qh5** (Black is in various pins and can't free himself.) **28...Kg8 29.Qg6+ Bg7 30.Nf5 Ne6 31.Rxe6 Black resigned.**

APPENDIX D

At the GM Fest at St. John's school in Vancouver on July 4, 2004, young Valentina Goutor played Swedish GM Pia Cramling to a win in GM Cramling's 28 game simul, after she made a desperate Exchange sacrifice, and GM Cramling missed a critical exchange of minor pieces.

(from ChessBC.com Reports [http:// www.chessbc.com/reportsjuly4a.htm](http://www.chessbc.com/reportsjuly4a.htm))}

Cramling, P - Goutor, V., GM Cramling simultaneous, St. John's, Vancouver, BC, 04.07.2004 [C42]

1.d4 Nf6 2.Nf3 g6 {Black intends to fianchetto, a standard opening move}

3.Nc3 d5 4.Bf4 {Standard opening move and develops the Bishop. Some of the alternatives are Bg4 (develops Bishop and makes advancing Black's e-pawn risky as it will pin Black's Knight at f6.), Nc3 (develops the Knight), a3 (frees Bf1). Not so good, c3 or c4 (having started to develop, Black should conclude development); d5 (moving pawn again before development.); Qd3 (develops Queen way too early in the game.); Qd2 (same, and blocks Bc1); Nbd2 (blocks in Bc1).}

4...Bg7 5.e3 O-O 6.Be2 Bg4 {Develops the Bishop; however, Black has been fairly even to this point, and this developing move gives White a slight advantage}

{(Fritz) 6...Nh5 {better move =(0.19)7.Be5 f6 8.Bg3 c6 9.Qd2 b5 10.0-0-0 Qa5, or = (0.22): 6...h6 7.Ne5 c6 8.0-0 Nbd7 9.Bd3 Qb6}}

7.Ne5 {brings pressure on Bishop at g4, and White is increasing pressure directed toward Black's castled King}

7...Bxe2 8.Qxe2 Nbd7 {develops the Knight, but still +/-, better would have been c6 securing b5 preventing intrusion by White to b5 – Black would get back to fairly even game (=), instead of White retaining slight advantage +/-}

9.h4 {not the best choice, h3 would have been better to consolidate control of g4; but GMs have tendency not to necessarily play the "best" book move especially in simuls}

9...h5 {better would be c6 securing b5; or either Nh5 or c5; but e6 would overprotect d5. Black is losing the battle as White advantage and pressure keeps increasing}

10.O-O-O {opposition castling} **10...e6** {c5! or c6! much better (Fritz)}

(10...c5 11.Qb5 cxd4 12.Rxd4 Nxe5); or
(10...c5 11.Qb5 cxd4 12.exd4 e6); or
(10...c5 11.Nxd7 Qxd7 12.dxc5 Rfc8 13.Be5 Rxc5 14.Bd4); or
(10...c5 11.Bg5 cxd4 12.exd4 Qc7 13.Bf4 Qd8 14.Rhe1 e6 15.Qb5 Nxe5))

(10...c6 11.e4 dxe4 12.Nxe4 Nxe4 13.Qxe4 Nxe5 14.dxe5 Qa5 15.Rd7 Qxa2
16.Rxe7)

(10...c6 11.Nxd7 Qxd7 12.Be5 Qe6 13.f3 c5 14.Qb5 b6 15.Rhe1); or
(10...c6 11.e4 dxe4 12.Nxe4 Nd5 13.g3 Nxe5 14.dxe5 Qa5 15.Kb1 Rfd8
16.Rhe1); or

(10...c6 11.Nxd7 Qxd7 12.f3 c5 13.dxc5 Rfc8 14.e4 Rxc5 15.Be3); or
(10...c6 11.Kb1 Rc8 12.e4 dxe4 13.Nxe4 Nxe4 14.Qxe4 Nf6 15.Qe3 Nd5
16.Qg3 Nxf4 17.Qxf4))

11.f3 {now consolidates both e4 and g4} **11...c5 12.g4**

(12.Qb5 {increases attacking pressure on White's Knight and creates double threat with attack on Black's pawn at b7} 12...b6?? 13.Nc6 {decisive attack on Black's Queen} 13...Qe8 (13...Qc8 14.Ne7+) 14.Bd6!)

12...Rc8 13.Nxd7 Qxd7 {instead of Black regaining a bit of equality =, White would have retained slight advantage +/- with 12...Nxd7}

14.Be5! {overprotects d4 and consolidates control of long diagonal; space for Black is significantly restricted}

14...cxd4 15.exd4 hxg4 16.fxg4 Rxc3 {Black launches the Exchange sacrifice}

17.bxc3 Ne4! {White has no way to safely dislodge the outposted Knight, because he has "holes" in his pawn structure at d3 and c3. A "hole" is a square in a player's third or fourth rank that is not defended by one of the player's pawns.}

18.Bxg7 Kxg7 19.Rd3 Qa4 20.Kb1 Rc8 21.Rhh3 {horizontal Rook-Rook battery}

21...Rc6 {intending 22...Rb6+ 23.Kc1 Qxa2 followed by mate with 24.Qa1#}

22.c4 Qxc4 {pins White's Rook and threatens later attack on White's pawn at a2}

23.Qh2?! {Bad positioning for White's Queen, because later Queen has much difficulty getting into play as defender for White's King.}

23...Rb6+ 24.Rb3 Qxd4 {White misses critical exchange of the Rooks.}

25.Rhd3?!

(25.Rxb6!)

25...Nc3+ {Black's Knight begins a merry dance and wounds White badly}
26.Kc1 Nxa2+ 27.Kd2 Qa1 28.Ke3?! {Thinking perhaps to get King into the open and try to get White's Queen into play from its bad position. White misses second opportunity for the exchange of the Rooks.}
28...Nb4 29.Rd4 Qc1+ 30.Kf3 Nxc2!! {White is in very deep trouble with both Rooks attacked at the same time.} 31.Qe5+ Kh7 32.Rxb6 {White is too late with the exchange of the Rooks.}
32...Nxd4+ 33.Qxd4 axb6 {White tries to battle on, but down four pawns is simple too much material advantage for Black.}
34.h5?! {Not much White can do, taking pawn at b6 in exchange for the Rook would not be any better.}
34...Qb1 35.hxg6+ Qxg6

(35...Kxg6 {Slightly better, but does not really matter with White being four pawns down.})

(35...fxg6 {Ok too, not as good as other two choices, but again really does not matter with White being four pawns down.})

36.Qxb6 Qe4+ 37.Kg3 d4 {Defends pawn at b7.}
38.Qc7 Kg7! {Defends pawn at f7, blocking White from any ability to get back into the game.} 0-1

EXHIBIT E

Sacrificial Waterfall (from David Bronstein, 200 Open Games (trsl. Philip J. Booth, Dover Publications NY 1973 © 1973 David Bronstein; Translation © 1973 B.T. Batsford Ltd.)

Bronstein, D. – Pramshuber, I., Krems, International Tournament, 1967

1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 Nf6 5.O-O Be7 6.Bxc6?! {This is somewhat risky on White's part. Perhaps thinking Black will capture with the b-pawn, it leaves Black with better development, a tempo up to develop quicker, and a Bishop Pair.}

6...dxc6! {Generally, the principle is to capture with a pawn toward the center if possible. However, Black is going to double the pawns in the c-file whether captures back with the b-pawn or the e-pawn. Taking with the e-pawn prevents partly opening the b-file, and opens the e-file for activation and development of the Queen's Bishop and the Queen.}

7.d3 Nd7 {blocks in the Queen and the Bishop, and Black will need to waste a tempo to get them developed}

8.Nbd2 O-O 9.Nc4 f6 {with White's King Bishop off the board, opening the a2 to g8 diagonal is not dangerous for Black} **10.Nh4** {"Knight on the rim is dim"}

10...Re8 11.f4 exf4 12.Bxf4 Ne5 13.Ne3 Ng6 {offering Black's Knight for a trade sacrifice to consolidate defensive pawn structure in front of Black's King; while trade of the Knights will open the h-file, White will have great difficulties exploiting the open h-file}

14.Nxg6 hxg6 15.Kh1 Be6 16.Qf3 {White considered his position better, with improved prospects over Black's better development.}

16...Rc8 17.Rae1 Bc5! {taking control of the a7 to g1 diagonal with White's King at h1}

18.Nd1 Qd7 19.Nc3 Bb4 20.Bd2 Bxa2! {White is caught by this surprising sacrifice move, and does not see the implications.}

21.b3 {Black obviously saw the blocking pawn advance coming.}

21...Rcd8 22.Re3 a5 23.Qf2? {White lines up Rook and Queen on a7-g8 diagonal with Black having King's Bishop at b4 and c5 open. White's intent was centered on Rh4, followed by Rh8+.}

(23.Qe2 {better continuation for White} 23...Bxc3 24.Bxc3 a4 25.Rg3 axb3 26.Rxg6)

Now the continuation of the Sacrificial Waterfall.

**23...Bxb3 24.cxb3 Bc5! 25.Rfe1 Qxd3! 26.Rxd3 Bxf2! 27.Rxd8 Rxd8 28.Re2 Bd4
29.g3 Be5 30.Na4 b6 31.Bc3 Rd3 32.Rc2 b5 33.Bxa5 bxa4 34.bxa4 Rd4 35.Rxc6
Rxa4 36.Bxc7 Bxc7 37.Rxc7 Rxe4 38.h4 Re2 39.Kg1 Kf8 40.Kf1 Re7 41.Rc8+**
{game drawn on move 50} 1/2-1/2

EXHIBIT F

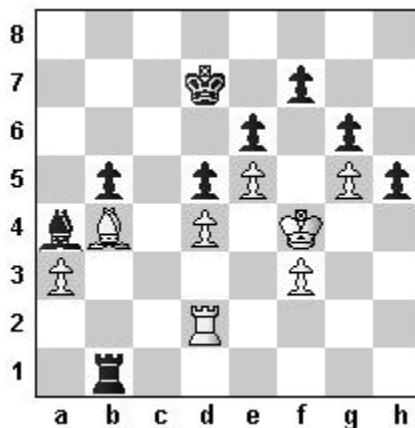
In this game, playing Black, I combined an En prise sacrifice of a pawn as a Decoy sacrifice followed by an Exchange sacrifice. The Exchange sacrifice acted as a Line Clearance sacrifice to open the a-file to allow movement of the Black King deep into White's space to force a win.

PiecefulChaos – mal57, 5/12 Blitz ICC game challenge, 2005

A tough defensive pawn structure is formed in the game. White blunders allowing Black to set up and use a Double Sacrifice. Black first does an En prise sacrifice of a pawn as a Decoy sacrifice luring White's King to the h-file. Black follows with an Exchange sacrifice to gain the win. Black throws in some Zwischenzug moves to focus White's concentration on the lure of the pawn sacrifice. The battle to break past the difficult defensive pawn structure that developed principally starts at move 50. I provide here the full game so that if you desire, you may review the first 49 moves to see how we arrived at the pawn structure that developed.

**1.e4 e6 2.d4 d5 3.Nd2 c5 4.c3 cxd4 5.cxd4 Bb4 6.e5 Nc6 7.Nf3 Qb6 8.a3 Bxd2+
9.Qxd2 Nge7 10.Be2 Na5 11.Bd1 Nf5 12.O-O Bd7 13.b4 Nc4 14.Qg5 Qd8
15.Qxd8+ Rxd8 16.g4 Ne7 17.h3 h5 18.g5 g6 19.h4 Ra8 20.Bb3 Bb5 21.Kg2 a5
22.bxa5 Nxa5 23.Ba4 Bxa4 24.Rh1 Nb3 25.Rb1 Nc6 26.Be3 Nca5 27.Nd2 b5
28.Rb2 Nc6 29.Nxb3 Na5 30.Nxa5 Rxa5 31.Ra1 Ra6 32.Rb4 O-O 33.Rc1 Rb8
34.Rc7 Rbb6 35.Kf3 Rc6 36.Rxc6 Rxc6 37.Rb2 Rc3 38.Ra2 Kf8 39.Ke2 Ke7
40.Bd2 Rb3 41.Bb4+ Kd7 42.f3 Rb1 43.Kf2 Rd1 44.Ke3 Rh1 45.Kf2 Rxh4 46.Ke3
Rh1 47.Rg2 Rb1 48.Kf4 Rb3 49.Rd2 Rb1.**

Let us look at the position after move 49.



50.Kg3 Bb3! {Black's intent is to block the c-file and prevent White's Rook from stopping Black's King moving to the a-file.}

51.Rd3 {Black anticipated this attack on Black's Bishop.}
51...Bc4! {Blocks c-file.}
52.Rd2 Rb3 {Absolute pins White's pawn at f3.}
53.Rf2 Rd3 54.Bc5?! {Opens up h5.}
54...Kc6 55.Kh4 Kb7 56.Kg3 Ka6 57.Kh4?? {Surprisingly, White leaves h5 undefended allowing White to bring Black's King into play on the a-file.}

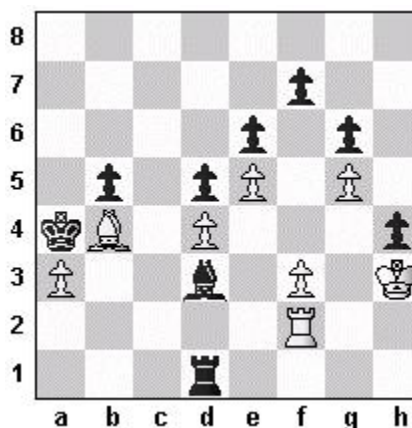
(57.Bb4 {White could have ensured a draw with this move. The strong defensive pawn structure would have prevented Black from opening the a-file for Black's King.})

57...Ka5 58.Kg3 Ka4 {Black at this point is in position to launch the Exchange sacrifice}

(59...Rxa3 60.Bxa3 Kxa3 {However, I was concerned with the position of White's King. I felt it better to lure White's King farther away into the h-file so that White's King could not maneuver back to defense in the center in time after the Exchange sacrifice.})

59.Kh4 Kb3 {A meaningless move on my part, not sure what I was thinking.}
60.Kg3 Ka4 61.Kh4 Rb3 {Blocks White from moving White's Rook to b2, a possible defensive maneuver for White.}
62.Kg3 Rb1 63.Kg2 Bd3 64.Bb4 h4! {Black offers the tempting pawn sacrifice lure}
65.Kh3 Rh1+ {A short cat-and-mouse series of Zwischenzug moves follows.}
66.Kg2 Rb1 67.Kh3 Rh1+ 68.Kg2 Rd1 {Black cannot go back to b1 because of the Three-Move Repetition Draw rule. My thought was to make it look like I was doing something...defending Black's Bishop.}

Position after White's 69th move just before the En prise sacrifice.



69.Kh3 Ra1!

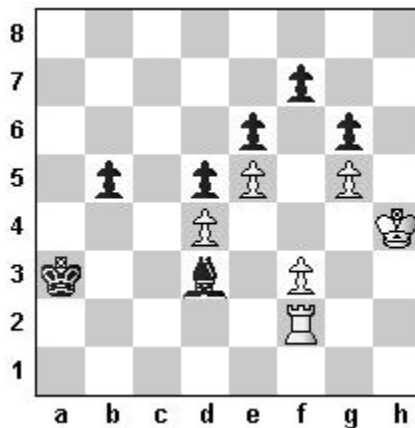
70.Kxh4 { White's King takes the bait and is lured to h4. }

70...Rxa3!

71.Bxa3

71...Kxa3 { From here on out, Black plays for the win. However, my play is a long series of somewhat confusing moves. Examination after the game revealed I had a much more direct route to accomplish the goal. }

Let us look at the position after move 71.



72.f4 b4 73.Rd2 Bf5 { Better would have been 73...Bc4! blocking the open c-file and defending c3 for the pawn advance. However, I focused on trying to lure White to utilize the open c-file for the Rook, believing White would seize the opportunity to get into Black's space behind Black's strong defensive pawn structure to try to attack from the rear and breakthrough. }

74.Rc2?? { White does precisely that, but with a really blunderous move. I could just simply captured White's Rook with Black's Bishop from f5. It is ALWAYS BETTER TO SIMPLIFY. I calculated that it did not matter because White's King was too far away to provide any defense, and so did not capture White's Rook. I just deserved the tediously long struggle to a win in the rest of the game failing to apply this principle. }

(74.Bxc2 { Black would have an easy win. })

74...b3 75.Rc7 b2 76.Rxf7 { White follows the path Black believed White would take. However, with Black's Bishop at f5, there is no way for White successfully to breakthrough Black's defensive pawn structure. This is why Black positioned Black's Bishop at f5 earlier intending to lure White's Rook behind Black's defensive pawn structure, where it would be ineffectual. Black's En prise sacrifice of the pawn at f7 therefore gained White nothing. }

(cont'd next page)

76...b1=Q {Black knows what is coming, the promoted Queen will be lost. However, Black will lose the Rook in the process. The strong effect of White's earlier pawn Decoy sacrifice becomes apparent, because Black will be able to successfully attack White's center pawn structure before White can get White's King into position to defend. }

77.Ra7+ Kb2 78.Rb7+ Kc2 79.Rxb1 Kxb1 80.Kg3 Kc2 81.Kf2 Kd3 {The game is over, although White struggles on for a while (hoping perhaps that Black would blunder) before resigning. }

82.Kf3 Kxd4 83.Ke2 Ke4 84.Kd2 Kxf4 85.Kc3 Ke4 {probably should have taken White's pawn at e5 too, but it is not necessary to win anyway }

86.Kb4 d4 87.Kc4 Kxe5 (as noted, should have done this earlier anyway)

88.Kb3 Ke4 89.Kb2 d3 90.Kc1 Bg4! {defends the promotion square at d1 }

91.Kd2 Kd4! {Black brings opposition of the Kings into play forcing White's King away to either of two square c1 or e1, both of which ensure pawn promotion and Queening} **92.Kc1** {Black's other option of 92.Ke1 is no better }

(92.Ke1 {either} 92...Ke3 ({or} 92...Kc3 {will result in pawn promotion and Queening, with mate to follow} 93.Kf1 d2 94.Kf2 d1=Q 95.Kg2 Kd3 96.Kf2 Qe2+ 97.Kg1 (97.Kg3 Qf3+ 98.Kh2 Ke3 99.Kg1 Qf2+ 100.Kh1 Bf3#) 97...Ke3 98.Kh1 Qf3+ 99.Kg1 Bh3 100.Kh2 Qg2#) 93.Kf1 d2 94.Kg2 (94.Kg1 d1=Q+ 95.Kg2 Qe2+ (95...Qf3+ 96.Kg1 (96.Kh2 Qf2+ 97.Kh1 Bf3#) 96...Qf2+ 97.Kh1 Bf3#) 96.Kg1 Qf2+ 97.Kh1 Bf3#) 94...d1=Q 95.Kg3 (95.Kh2 Qe2+ 96.Kg1 Qf2+ 97.Kh1 Bf3#) 95...Qf3+ 96.Kh2 Qf2+ 97.Kh1 Bf3#)

92...Kc3 {forcing White's King away and opening unstoppable path to pawn promotion and Queening }

93.Kb1 d2 94.Ka2 d1=Q {White resigns; mate on next move because White's only move is 95.Ka3, followed by 93...Qb3#} 0-1