



Majority

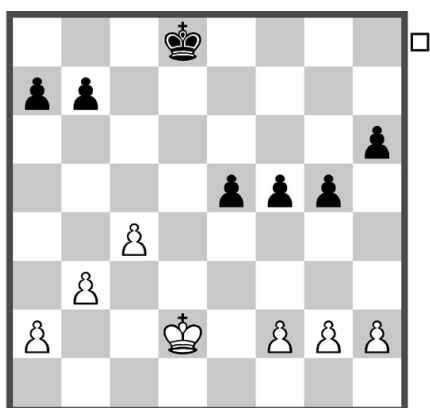
For me it is logical to present this chapter after the previous one. Naturally a majority induces the creation of a passer. However, this is not automatically the case. Sometimes a majority is simply sterile, and the player must foresee this possibility with his majority earlier in the game. In this chapter (and the volume overall), the reader will be able to observe all the important principles related to using and playing against a majority.

The key principles of a “better majority”, minority attack and sterile majority will be clearly explained. I am sure you will easily recognize and use the patterns given here in your future games.



Game 33

♙ Zlatanovic, Boroljub (2489)
 ♚ Gyalog (2519)
 🌐 Online blitz 2013



This is a simple endgame. Well, simple because it is “just a pawn endgame”. However, that does not mean it is trivial. Even “simple” pawn endgames have their secrets. In this endgame, White is apparently better. Apparently? For experienced player, yes. Of course,

because White has the better pawn majority. Having 3 vs 2 is better than 4 vs 3 as it will be quicker to create a passed pawn. However, one may say, Black has a compact position without any weak points, and even his pawns are more advanced. But beware of this last statement – you can often become the victim by taking it too seriously. Often, having “more advanced pawns” is not a significant factor in positions with a mutual majority. In our present position, Black actually has a problem because his g-pawn is advanced! If it were on the g6-square, Black could hope to hold the position by setting a barrier to the white king. This fact especially gives White the win after his next excellent move.

29. g4!

Yes, White was right to go for the pawn endgame (White had just exchanged his pair of rooks on the d8-square). White

uses the fact that Black has three connected pawns on the same rank. Beware of having such pawns – attacking the middle one will destroy that structure and give important squares to your opponent!

29... fxg4

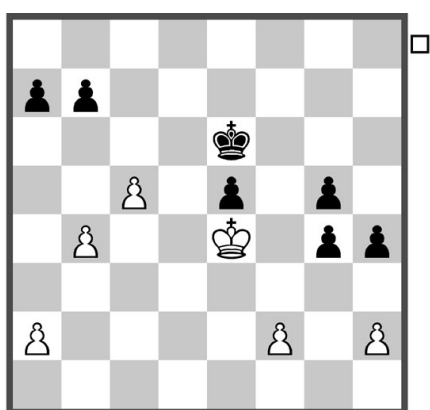
A) 29... f4 30. ♔d3 ♔e7 31. ♔e4 ♔e6 32. c5 This wins even more simply!

B) 29... ♔e7 This looks better, although White wins easily as follows. 30. gxf5 ♔f6 31. ♔e3 ♔xf5 32. c5. Black's majority is useless!

30. ♔e3 ♔e7 31. ♔e4 ♔e6 32. c5

Black's majority is useless and there is nothing he can do against White's majority on the queenside.

32... h5 33. b4 h4



Position after: 33... h4

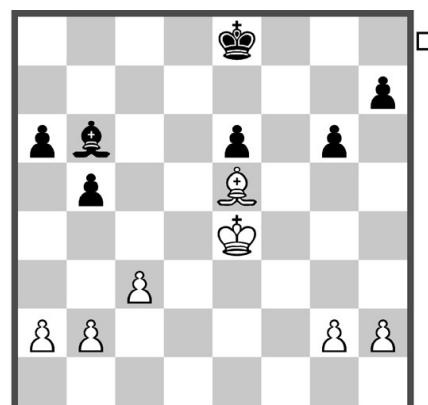
Black has achieved the maximum on the kingside which has brought nothing for him.

34. b5 ♔f6 35. ♔d5 h3 36. c6 bxc6+ 37. bxc6 ♔e7 38. ♔xe5 a5 39. a4 ♔d8 40. ♔d6 ♔c8 41. ♔c5 ♔c7 42. ♔b5

1-0

Game 34

♟ Zagrebelny, Sergey (2525)
♞ Ghaem Maghami, Ehsan (2511)
🌐 Olympiad 2002



White is clearly better in our next endgame. Black has already created a passed pawn which is not dangerous – central passed pawns are not dangerous at all! It is more correct to even say that it is a weak pawn, although here the pawn is placed on a light square and is not in a weak position due to the dark-squared bishops. On the queenside, White has a majority which will be used to create a passed pawn. According to Capablanca's rule, the c-pawn is a candidate for a passed pawn here, because it does not have a counterpart on the same file. So should White play b3 with c4 to create it? No, that would be a big

mistake because the pawn would not be an outside passer (there will be pawns remaining on the a-file)! Thus, White must eliminate all the queenside pawns and create a passer in this way. Now we know what should be our next move.

31. ♔d3! ♔d7 32. c4 ♔c6

32... bxc4+ 33. ♔xc4 This will not change anything – White will create a passer on the b-file. It is important to understand that every pawn endgame is simply won for White.

33. h3 ♔c5 34. cxb5+?

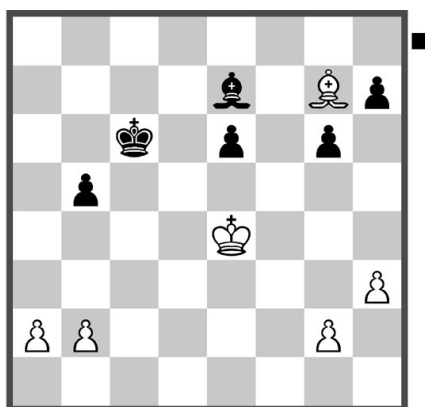
Premature!

△ 34. ♔c3 A capture on b5 is next.

34... axb5?

34... ♔d5 Black has the only chance to hold. The active king would try to block its counterpart.

35. ♔e4! ♔e7 36. ♔g7



Position after: 36. ♔g7

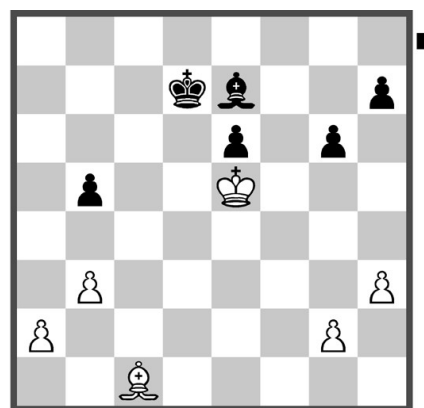
36... ♔d6 37. ♔d4 ♔c5+

37... ♔c7 38. b3 The idea is a4! – Black cannot stop this with 38... b4 because of the simple 39. ♔c4 with a win.

38. ♔e5 ♔d7 39. ♔h6 ♔d6+ 40. ♔d4

40. ♔f6?! ♔e7+ 41. ♔g7? g5 This is bad for White.

40... ♔c6 41. ♔c1 ♔e7 42. ♔e5 ♔d7 43. b3



Position after: 43. b3

White has a fully activated king, which causes the black pieces to become somewhat passive. It is time now for the majority!

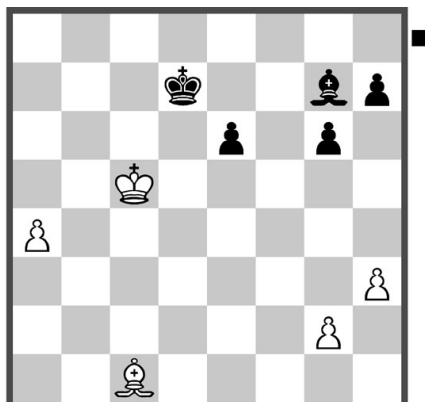
43... ♔d6+

43... b4 44. ♔d4 ♔c6 45. ♔c4+–

44. ♔d4 ♔f8 45. a4 ♔g7+

45... ♔c6 This simply loses after 46. ♔e5.

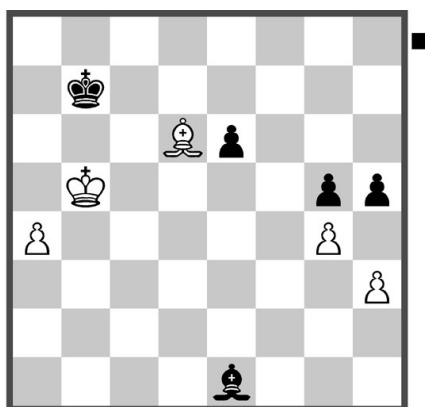
46. ♔c5 bxa4 47. bxa4



Position after: 47. bxa4

Everything is clear. The dangerous a-passer will be used to deflect Black's troops and collecting the e-pawn will decide the game. The black kingside pawns will fall thereafter. In some variations it may be important for White to pursue the win with a bishop and an h-passer – thus this bishop is not necessarily a "bad bishop". It is something that masters consider even in the mid-game.

47... ♙c3 48. ♙e3 ♔c7 49. ♙d4 ♙e1
50. ♙e5+ ♔b7 51. ♔b5 h5 52. ♙d6 g5
53. g4!



Position after: 53. g4!

An instructive fixing!

53... hxg4 54. hxg4 ♙d2 55. a5 ♙c3 56. a6+

Everything is going smoothly. The game is over.

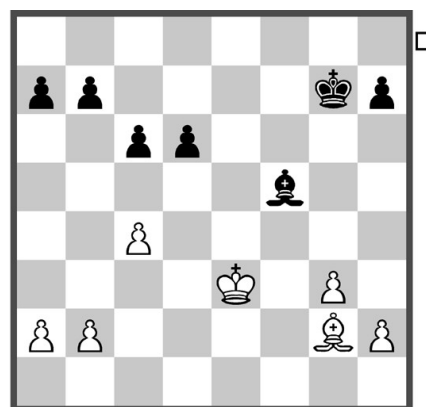
56... ♔a8 57. ♙c5 ♙e5 58. ♙e3 ♙f6
59. ♔c6 e5 60. ♔d5 e4 61. ♔xe4 ♙b2
62. ♔f5 ♙a3 63. ♙xg5 ♙b4 64. ♙e3
♙e7 65. ♙d4 ♙h4 66. ♙f6 ♙f2 67. g5
♙e3 68. g6 ♙h6 69. ♔e5

The king goes to f7, deflecting the bishop after ♙g5. It is unsurprising – the central passed pawn is useless and White's majority plays its role to bring victory.

1-0

Game 35

♙ Zlatanovic, Boroljub (2359)
♚ Mouhamad, Joachin (2266)
♚ Serbia 2018



This is similar to the previous example. White enjoys a stable advantage due to his better majority. But here it is not clear if White can win. The point is that Black has set a barrier with the c6- and d6-pawns. Even more importantly, the c4-pawn is exposed and practically fixed on a light square. This restricts White's maneuvering potential. Let's see what happened next.

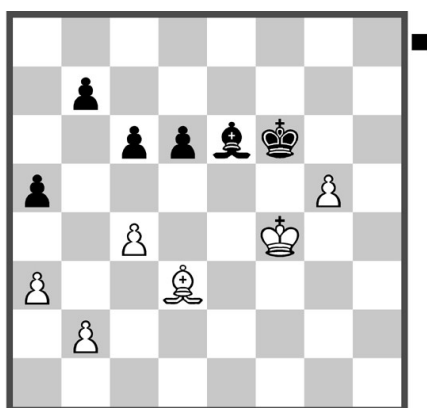
33. ♖e4 ♜e6 34. ♜d3 h6

All this looks natural. Black keeps the bishops which support the barrier.

35. ♔f4 ♔f6 36. a3

Don't rush!

36... ♜f7 37. g4 a5 38. h4 ♜e6 39. g5+ hxg5+ 40. hxg5+



Position after: 40. hxg5+

40... ♔g7

What now? White has achieved what he could on the kingside. But that is not significant still. There is no route yet for his

king to invade Black's queenside. During the game I wondered if 40... ♔e7 would be enough for a draw. Now I am more confident that it was certainly enough.

41. ♔e3

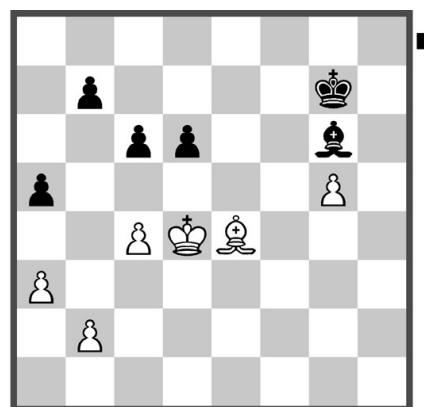
White tries on another flank to open a route and has the interesting idea of advancing the queenside pawns. A minority attack is on the agenda! However, White must not exchange too many pawns because of possible drawing motifs related to the sacrificing of the black bishop. White now sees that there is an opportunity to destroy Black's defensive structure!

41... ♜f7 42. ♔d4 ♜g6?!

Black wants to exchange his bishop now.

42... c5+!? This should probably be enough for draw. White's king should not be able to break the barrier.

43. ♜e4



Position after: 43. ♜e4

43... ♔f7?!

Black decides to wait, but now his pieces are not flexible.

43... ♖h5!? This looks to be a better waiting move. However, White has some winning chances after the following. 44. c5 d5 45. ♖f5

44. b4!

Now White has a unique chance to break the barrier.

44... axb4 45. axb4 ♔g7?

45... ♖h5! This is necessary here. 46. c5 d5 47. ♖f5 This is better for White, but there is nothing obvious.

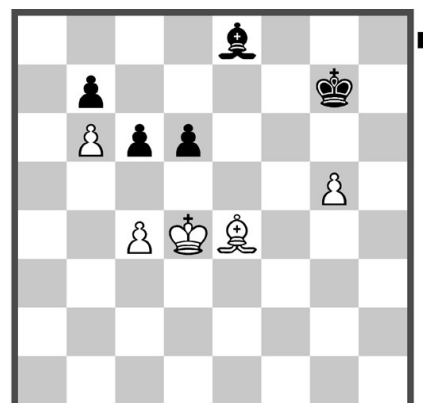
46. b5!

Black probably missed this move. One may not often see that the pawns are going to become fixed on the bishop's color. Perhaps Black calculated lines aimed at a c5 strike or he thought that he was playing a move that did not look dangerous to him. In any case, Black is lost now.

46... ♖e8 47. b6!

This is the point. Both the b7- and c6-pawns are targets now.

(see diagram next coluln)



Position after: 47. b6!

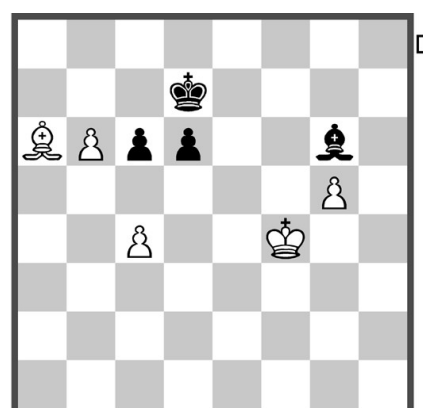
47... ♖d7 48. ♔e3 ♔f7 49. ♔f4 ♔e7 50. ♖f5

White has achieved the desired position. Black must move his bishop.

50... ♖e8 51. ♖c8 ♖f7 52. ♖xb7 ♔d7

The game is practically over and there are only some technical issues along White's road to victory.

53. ♖a6 ♖g6



Position after: 53... ♖g6

What now? Well, the bishop is in trouble and needs the king's help!

53... c5 54. ♔f5

1-0

54. ♔e3 ♚f7 55. ♔d3

Game 36

But not the following. 55. ♔d4? c5+

♚ Radulov, Ivan (2490)

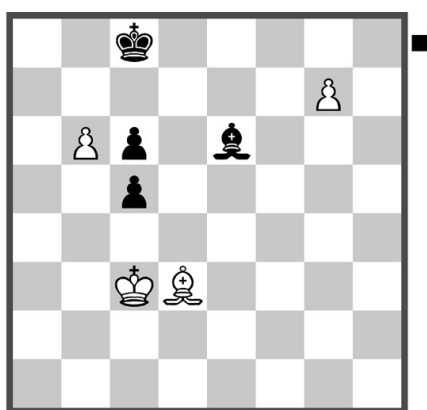
♙ Pinter, Jozsef (2430)

55... ♚e6 56. ♔c3 ♚f5

🌐 URSS 1978

56... c5 57. ♚b7 White has an easy win after playing ♚d5 next.

57. c5! dxc5 58. ♚d3 ♚e6 59. g6 ♔c8 60. g7



Position after: 60. g7

60... ♚g8

60... ♔b7 61. ♚c4

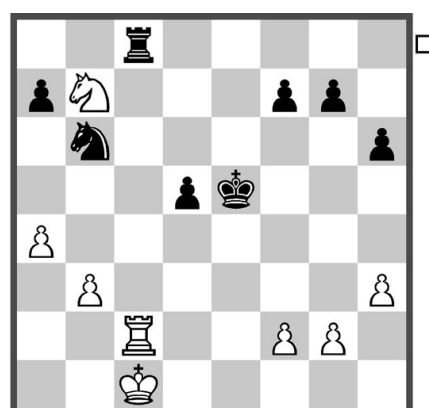
61. ♚c4

Gaining an important tempo.

61... ♚h7 62. ♚a6+ ♔d7

62... ♔b8 63. ♔c4

63. ♚d3 ♚g8 64. ♚c4 ♚h7 65. g8=♚ ♚xg8 66. ♚xg8



Due to his majority, White must be better. However, to be fair, the activity of the black pieces partially compensates for it.

29. a5!

White forces Black to take on c2, and this accelerates the centralization of his king.

29... ♖xc2+ 30. ♔xc2 ♘c8 31. ♔d3 f5?!

Black goes for direct counterplay on the kingside, but this plan cannot be good. White is simply faster on the queenside.

31... d4 The idea of placing the king on d5 is more logical. Black was probably

afraid of 32. ♔c4. White looks better but I think that this continuation offers more chances to Black than the played move.

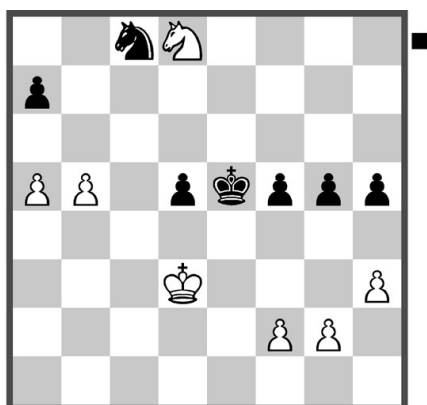
32. b4 g5?

Now 32... d4 is simply a must.

33. b5 h5

Black's play on the kingside is clearly not fast enough.

34. ♞d8!



Position after: 34. ♞d8!

From here, the knight is ready to attack both the a7- and g5-pawns, both with checks!

34... g4 35. hxg4?

35. h4! This is better. 35... f4 36. a6 ♔d6 [36... d4 37. ♞c6+ ♔d5 38. ♞xa7 ♞xa7 39. b6 White wins.] 37. ♔d4 White wins after activating his king.

35... hxg4?

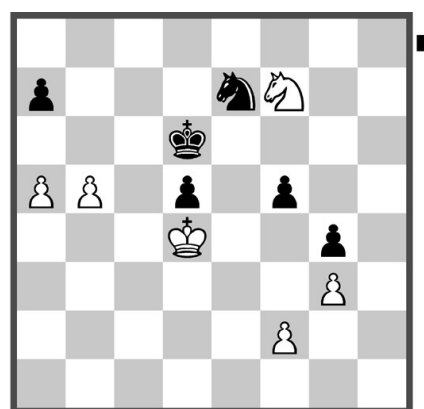
Black returns the favor. He probably wanted to be able to protect both pawns with the king.

35... fxg4! This is necessary, of course. 36. g3 d4 37. ♞c6+ ♔d5 38. ♞xd4 ♔c5 After these moves, the game would probably be drawn. White is unable to improve.

36. g3 ♔d6

36... d4 This is useless now. 37. ♞c6+ ♔d5 38. ♞xd4 ♔c5 39. b6 axb6 40. axb6 ♞xb6 41. ♞xf5 White wins easily.

37. ♔d4 ♞e7 38. ♞f7+



Position after: 38. ♞f7+

This move is a precise maneuver. The knight is used to deflect the king!

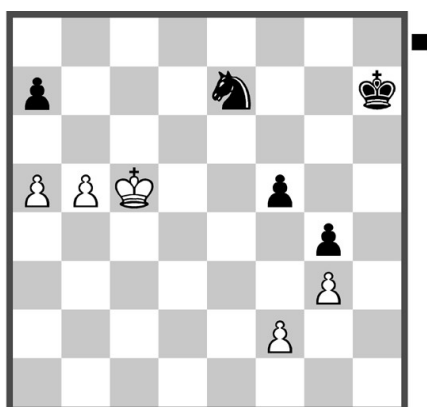
38... ♔e6 39. ♔c5! d4

39... ♔xf7 40. b6 axb6+ 41. axb6 ♞g8 42. b7 ♞f6 43. ♔c6 White wins.

40. ♞g5+!

The most precise. Before taking the d4-pawn, White further deflects the black king.

40... ♔f6 41. ♘h7+ ♔g7 42. ♔xd4
♔xh7 43. ♔c5!



Position after: 43. ♔c5!

The game is over.

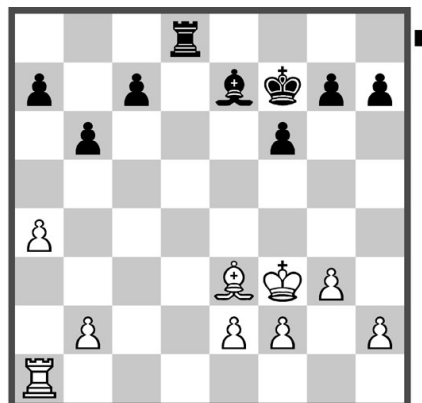
43... ♘c8 44. ♔c6 f4 45. ♔d7 fxg3 46.
fxg3 ♘b6+ 47. axb6

Black resigned. An important game which explores the benefits of using the majority. Even though it was not distant, the majority was the decisive positional factor in the endgame here.

1-0

Game 37

♟ Ivkov, Borislav
♞ Kortschnoj, Viktor Lvovich
🌐 Hoogovens 1968

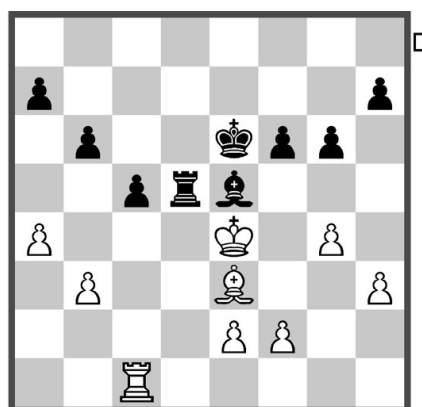


Black is clearly better in our next endgame – not only because of his better majority, but because he also has a superior king and rook. First, Black centralizes his troops.

23... ♔e6 24. g4 ♖d5 25. ♖c1 c5 26.
b3 ♙d6 27. h3 g6

Don't rush. It may be useful to have the pawns on the light squares.

28. ♔e4 ♙e5



Position after: 28... ♙e5

Fully centralizing and provoking f4.

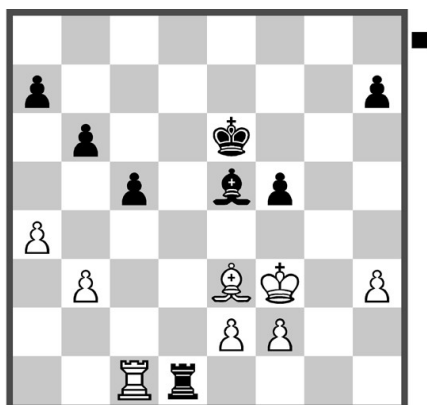
29. ♖c4

29. f4?! f5+! White has pawns that are horribly fixed on the dark squares.

29... ♖d1 30. ♖c1 f5+!

An excellent move. White's king gets kicked back. White's central majority is not dangerous, we know this!

31. gxf5+ gxf5+ 32. ♔f3



Position after: 32. ♔f3

32... ♖xc1!

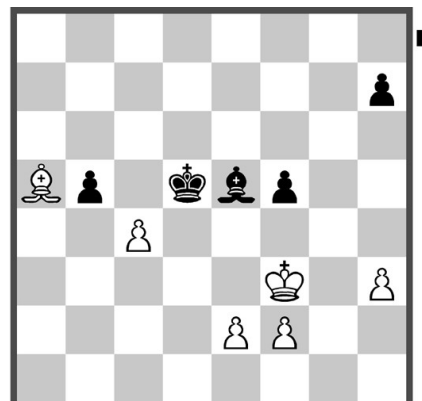
The direct approach! Black's majority is impossible to stop and marches to glory!

33. ♙xc1 ♔d5 34. ♙g5 a6 35. ♙d8 b5 36. axb5 axb5

A brutal domination by the centralized army. White is hopeless.

37. ♙a5 c4 38. bxc4+

(see diagram next page)



Position after: 38. bxc4+

38... ♔xc4!

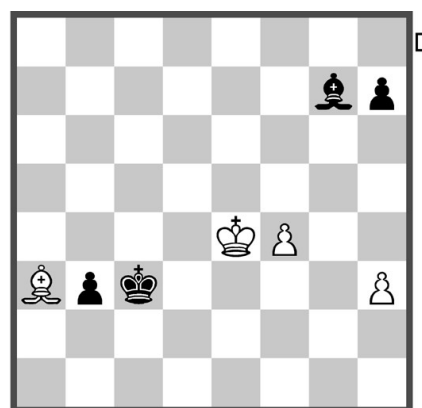
Of course. The more distant the pawn, the better!

38... bxc4 39. ♔e3 This achieves absolutely nothing for Black.

39. e4

Finally White activates his majority but alas, it is too late.

39... fxe4+ 40. ♔xe4 ♙c3! 41. ♙d8 b4 42. ♙e7 b3 43. ♙a3 ♙g7 44. f4 ♔c3



Position after: 44... ♔c3

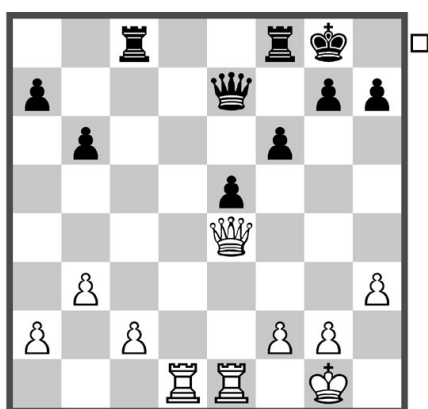
The king goes to c2, with the aim of deflecting the bishop. The game is over.

45. f5 ♔c2 46. ♔d5 ♘f8 47. ♘xf8 b2
48. ♔e6 b1=♚ 49. f6 ♚b3+ 50. ♔e7
♚xh3 51. f7 ♚a3+ 52. ♔e8 ♚a4+ 53.
♔e7 ♚b4+ 54. ♔e8 ♚b8+ 55. ♔e7
♚e5+ 56. ♔d7 ♚f6 57. ♔e8 ♚c6+

0-1

Game 38

♚ Keres, Paul
♜ Aronin, Lev Solomonovich
🌐 URSS 1951



In our next position, White appears to be better due to his better majority and activity.

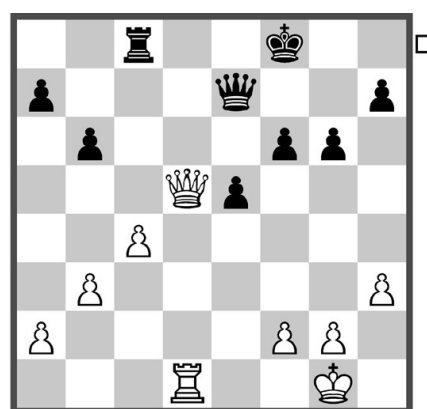
24. ♖d5

The obvious continuation. Before launching a majority, it is good to have your pieces on their very best squares. So, let's double the rooks.

24... ♖fd8 25. ♖ed1 ♖xd5 26. ♚xd5+! ♔f8

26... ♔h8 the This is possible, of course, but Black has the idea of bringing the king closer to the center, should a rook endgame materialize.

27. c4 g6



Position after: 27... g6

28. a4

White is unconcerned that his b-pawn is stopped at the moment; he launches the majority anyway. Black's eventual blockade is not significant.

28... ♖c7

28... a5 Bad in view of the simple 29. ♚d6.

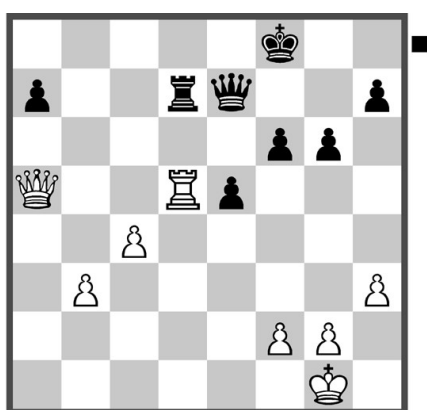
29. a5 bxa5?!

29... ♔g7 This should be preferred because in the game, White immediately gets a passer.

30. ♖xa5 ♜d7

Black's idea is to avoid a rook endgame and that is the reason he took on a5. However, the resulting queen endgame is equally unpleasant for Black.

31. ♜d5

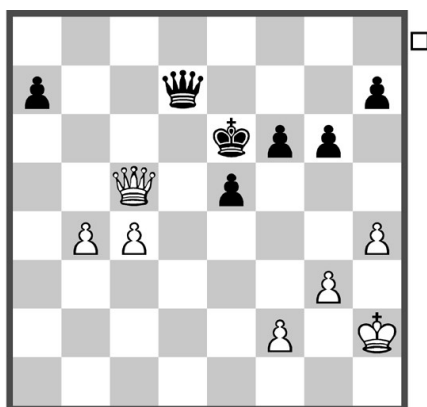


Position after: 31. ♜d5

31... ♛e6 32. ♛c5+! ♚f7 33. ♜xd7+ ♛xd7 34. b4 ♚e6 35. g3

There is no evident direct play, so it is important to secure the king.

35... ♛d1+ 36. ♚g2 ♛d7 37. h4 ♛b7+ 38. ♚h2 ♛d7



Position after: 38... ♛d7

With the king secured, White tries to obtain some active play.

39. ♛f8 h5

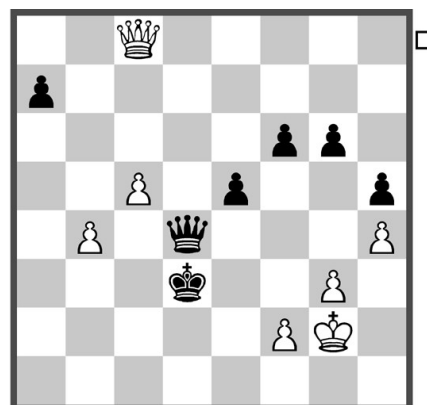
A) 39... ♛d4 40. ♚g1! The c4-pawn is safe.

B) 39... e4 A good move with the idea of advancing and destroying the white king's pawn shield at the opportune moment.

40. ♛g8+! ♚f5 41. c5

Black's king is misplaced now and the c-pawn becomes really dangerous. Furthermore, the king is in peril.

41... ♛d4 42. ♛c8+ ♚e4 43. ♚g2 ♚d3



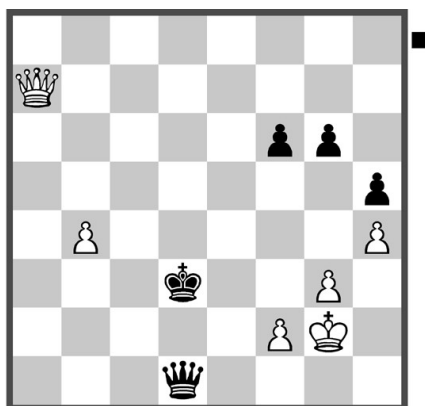
Position after: 43... ♚d3

Black must escape with the king. However, this counter-attack is not dangerous.

44. ♛a6+ ♚d2 45. ♛d6! ♚e2 46. ♛xd4!

The simplest solution.

46... exd4 47. c6 d3 48. c7 d2 49. c8=♔
d1=♔ 50. ♔e6+ ♔d3 51. ♔d7+ ♔e2
52. ♔e7+ ♔d3 53. ♔xa7



Position after: 53. ♔xa7

This won endgame is elementary for White. The typical plan is to set the queen on b7 and advance the pawn. Black has an active king and may set up threats to the f2-pawn. However, the black king is at the same time very exposed, and an exchange of queens is the standard motif for White here.

53... ♔g4 54. ♔e3+ ♔c4 55. ♔c5+
♔d3 56. ♔e3+

Don't rush!

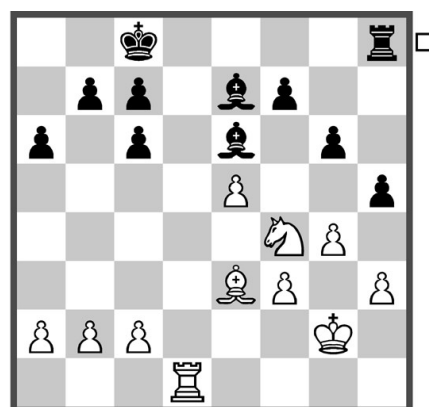
56... ♔c4 57. ♔c5+ ♔d3 58. b5 ♔e4+
59. ♔h2 ♔a8 60. ♔c6 ♔a2 61. ♔g2
g5 62. b6 gxh4 63. ♔f3+

Black resigned.

1-0

Game 39

♟ Jakovenko, Dmitrij (2737)
♞ Wang, Yue (2736)
♜ Elista 2008



Here you can see the typical Berlin set-up on the diagram. The bishop pair compensates for the defects in the pawn structure, so White goes for his next move.

21. ♞xe6! fxe6 22. f4

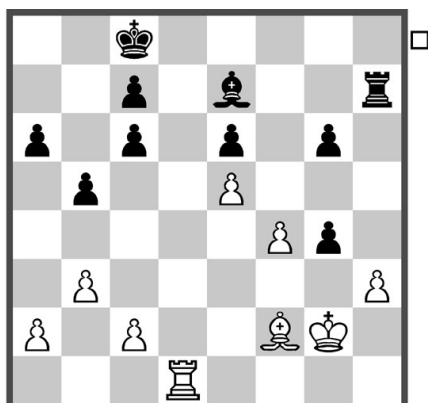
White launches his majority. Black's majority on the queenside is useless. Nonetheless, White has problems advancing f5.

22... b5 23. b3

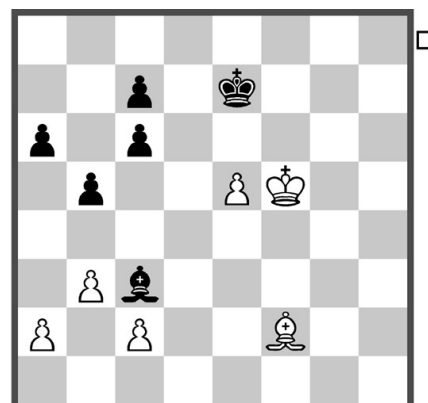
Don't rush!

23... ♖h7 24. ♙f2 hxg4

(see diagram next page)



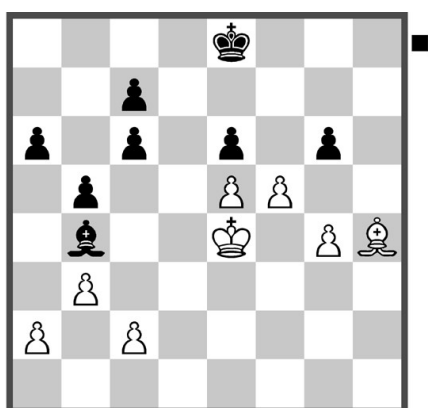
Position after: 24... hxc4



Position after: 35... Ke7

Black was afraid of White's growing initiative on the kingside, but this move is not advisable because White has the possibility of exchanging rooks. Without them, White can easily advance f5.

25. hxc4 Rf8 26. Rh1! Rxf1 27. Kxf1 Kd7 28. Kg2 Bb4 29. Kf3 Ke8 30. Ke4 Ke7 31. Bh4+ Ke8 32. f5



Position after: 32. f5

32... gxf5+ 33. gxf5 exf5+ 34. Kxf5 Bc3 35. Bf2 Ke7

White is more or less forced to advance his passer with the idea of attacking the c7-pawn.

36. e6 Ke8 37. Bg3 Ba5 38. Be5 Bb6 39. c3

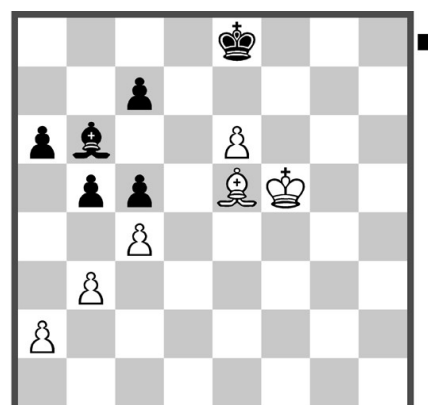
White wants to set up a zugzwang. The diagonal that the black bishop must control is too short.

39... c5

Sooner or later Black must go for this.

39... Kd8 40. Bd4! c5 41. Bf6+ Ke8 42. Ke5+-

40. c4



Position after: 40. c4

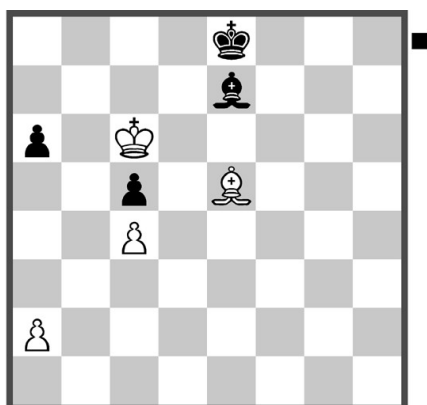
With this set-up, White has very good practical winning chances. White gains by fixing the black pawns.

40... ♖a5?

This loses immediately.

40... c6 This is necessary. 41. ♖d6 bxc4 42. bxc4 ♖a5 43. ♖xc5 White keeps solid winning chances.

41. ♔f6! c6 42. e7 ♖e1 43. ♔e6 ♖h4 44. ♔d6 ♖xe7+ 45. ♔xc6 bxc4 46. bxc4



Position after: 46. bxc4

46... ♔d8 47. ♖d6 ♖h4 48. ♖xc5 ♔c8 49. ♔b6 a5 50. ♔xa5 ♔b7 51. ♔b5 ♖g3 52. a4 ♔a8 53. ♖e3 ♖d6 54. ♖d2 ♔b7

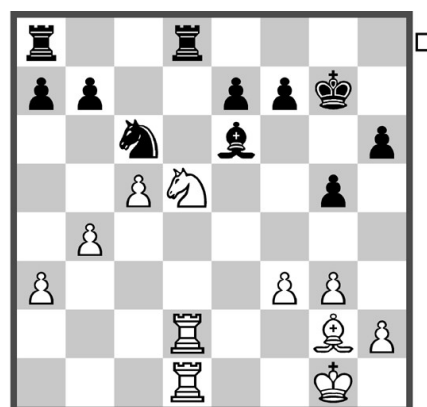
1-0

Game 40

♖ Smyslov, Vassily V

♚ Szabo, Laszlo

♜ England 1955



White is clearly better with his better majority launched and more active pieces. The first stage, of course, is to centralize the king.

26. ♔f2 ♖d7 27. ♖c3

After the black rook has made its move, it's time to force it to move again.

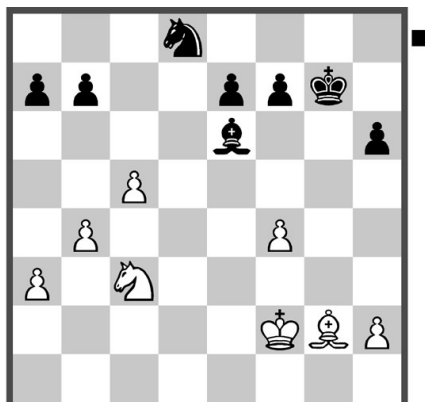
27... ♖xd2+

27... ♖ad8 28. ♖xd7 ♖xd7 29. ♖xd7 ♖xd7 30. f4! This changes nothing.

28. ♖xd2 ♖d8 29. ♖xd8 ♖xd8

The first stage is completed. White needs to fully activate his king and bishop before expanding on the queenside.

30. f4! gxf4 31. gxf4



Position after: 31. gxf4

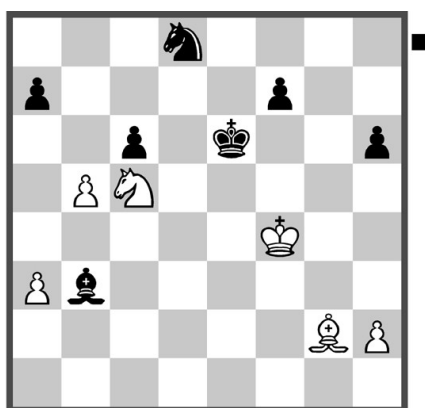
31... ♖b3 32. ♔e3 ♔f6 33. b5

Straightforward play! Black is practically hopeless.

33... e5

Black's active play comes too late. White improves his position with a dose of tactics.

34. ♞e4+! ♔e6 35. c6! exf4+ 36. ♔xf4 bxc6 37. ♞c5+



Position after: 37. ♞c5+

The game is practically over.

37... ♔d6 38. ♞xb3 cxb5 39. h4

This pawn is likely to decide the game. Let's advance it!

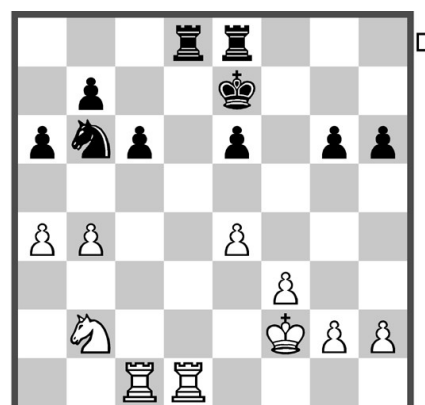
39... ♞c6 40. ♞xc6 ♔xc6 41. ♔g4 b4 42. axb4 ♔b5 43. ♞d4+

Black resigned. Analyzing such classic games shows that chess is not such a complicated game. Indeed, in this game everything proceeded smoothly for White.

1-0

Game 41

♞ Gligoric, Svetozar
♞ Filip, Miroslav
♞ Zagreb 1965



This is an interesting position on our next diagram. Black has a theoretically "better" majority. However, it is illusory. With his next move, White reduces the mobility of Black's majority.

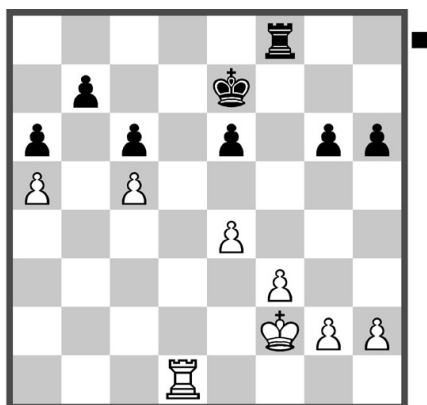
28. a5 ♖xd1

28... ♘d7 This gives White some good alternatives. 29. ♘a4 [29. ♘c4; 29. ♘d3]

29. ♖xd1 ♘d7 30. ♘a4

White decides to set this knight on c5.

30... ♖f8 31. ♘c5 ♘xc5 32. bxc5



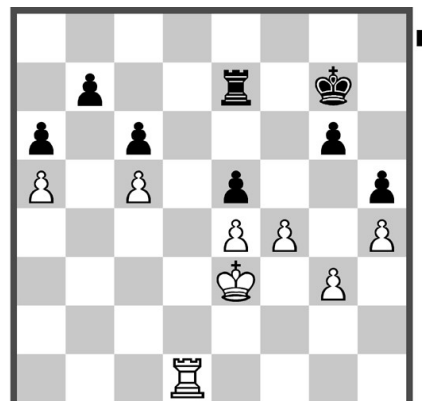
Position after: 32. bxc5

Black has eliminated the dangerous knight. Alas, his position is essentially hopeless. White is practically a pawn up.

32... ♖f7 33. ♔e3 ♔f6 34. h4 h5 35. ♔f4! e5+

After the provocation, the white king retreats and White easily makes a passed pawn after g3 and f4. Do not rush when your opponent is out of active moves.

36. ♔e3 ♔g7 37. g3 ♖e7 38. f4



Position after: 38. f4

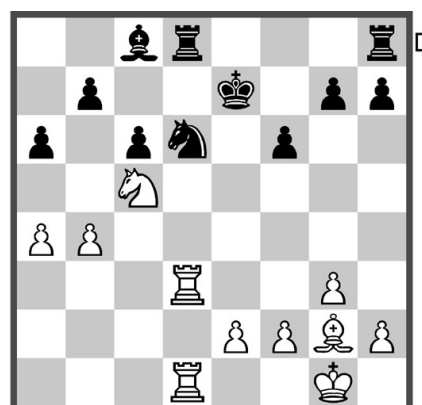
There is nothing that Black can do. His rook cannot become active. The game is over.

38... exf4+ 39. gxf4 ♔f6 40. ♖d6+ ♔g7 41. e5 ♔f7 42. ♔e4 ♔g7 43. f5 gxf5+ 44. ♔xf5

1-0

Game 42

♗ Levenfish, Grigory
♜ Flohr, Salo
♝ Moscow 1936



This position is similar to the previous one. At the right moment, White can play a5 paralyzing Black's queenside. Thus, White's majority is more valuable than Black's, giving him a clear edge. The better bishop is another reason to evaluate the position in White's favor.

28. f4!

White prefers to activate the king.

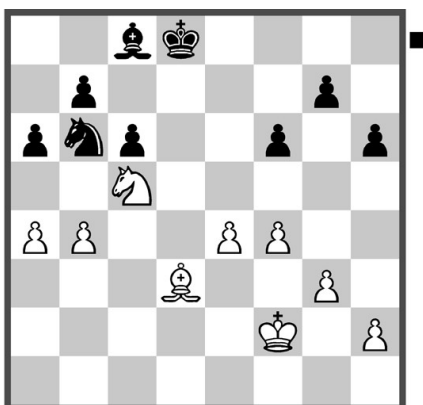
28... ♖c4 29. ♔f2 ♜xd3 30. ♜xd3 ♜d8 31. ♜xd8 ♔xd8

Black has exchanged the passive rooks for active rooks, There is nothing wrong with this reasonable strategy. However, White has time and his pieces become dangerously centralized.

32. ♙e4! h6 33. ♙d3 ♞b6

33... ♞d6 This may be met with 34. a5!±.

34. e4



Position after: 34. e4

34... ♞a8?!

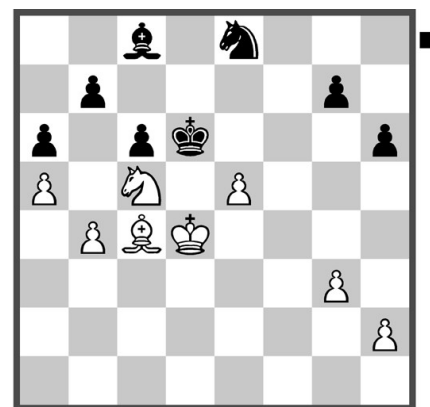
Black's knight wanders. Unable to find a good plan, Black plays aimlessly. It is unsurprising that White increases his advantage.

34... ♔e7 This is a better try with the idea of eliminating ♞c5 after ...♞d7. White would be clearly better. Black has to hope to set a barrier and to hold a much inferior bishop endgame.

35. ♔e3 ♞c7 36. a5! ♔e7 37. ♙c4 ♔d6

37... ♞e6 38. ♙xe6 ♙xe6 39. ♞xe6 ♔xe6 40. ♔d4 This is lost for Black who is unable to use the majority.

38. ♔d4 ♞e8 39. e5+ fxe5+ 40. fxe5+



Position after: 40. fxe5+

40... ♔e7

Black's pieces are horribly placed. White precisely improves his position on another flank.

41. h4 ♖c7 **42. ♖e4!**

Targeting the d6-square and freeing the c5-square for the king.

42... ♗e6

A) 42... ♖e8 43. ♔c5!+-

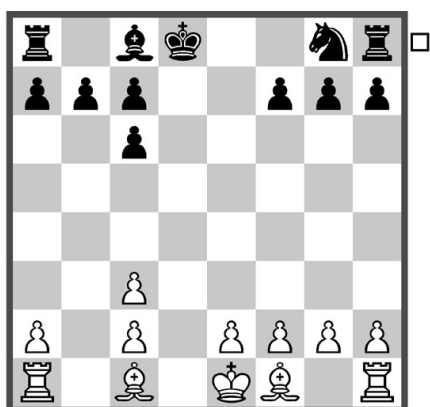
B) 42... ♖e6+ 43. ♗xe6 ♗xe6 [43... ♔xe6 44. ♖d6+-] 44. ♖d6+-

43. ♖d6 ♗xc4 44. ♔xc4 ♔e6 45. ♖xb7

1-0

Game 43

♗ Zlatanovic, Boroljub
♜ Kahrovic, Mersid
♜ Serbia 2014



On this diagram, there is an extremely interesting position. On the kingside, White has a powerful majority, which can soon be supported by his powerful bishop pair. White's damaged

queenside pawn structure does not give Black compensation. White starts with expanding.

8. e4 ♗e6 **9. ♗f4**

White targets the c7-pawn.

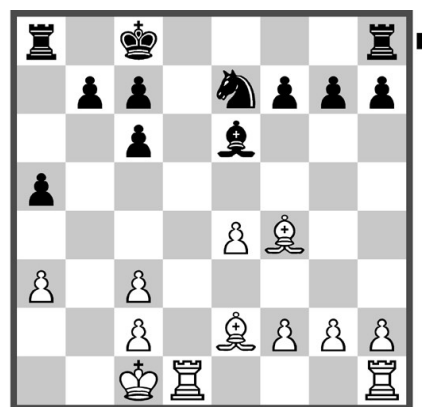
9... ♖e7 **10. 0-0-0+ ♔c8 11. a3**

All the previous moves have been normal. White simply saves the a-pawn.

11... a5

In return Black tries to advance his majority. He cannot achieve anything.

12. ♗e2



Position after: 12. ♗e2

12... b6

12... b5 This weakens the c5-square. 13. ♗e3

13. ♖d2

Before any action on the kingside,

White doubles his rooks.

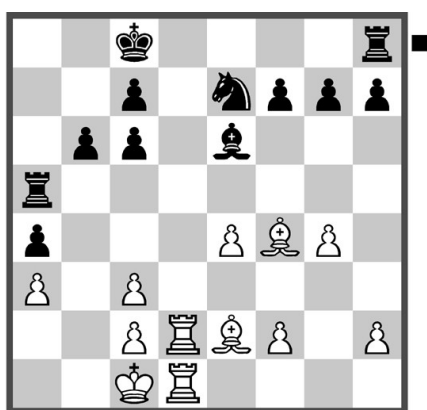
13... a4

The idea is to activate the rook on the fifth rank.

A) 13... ♔b7 14. ♖hd1

B) 13... ♜d8 14. ♜xd8+ ♔xd8 15. ♜d1+ ♔c8 16. g4!

14. ♜hd1 ♜a5 15. g4!?



Position after: 15. g4!?

First, White wants to set the kingside pawns on the light squares. That would restrict both of the opponent's minor pieces.

15... f6?!

This simply allows White after his next move to get even more space on the kingside.

15... g5 It seems that after this move, White can play the following. 16. ♘e3

♘g6 White is better but it will be a long road to victory.

16. h4! ♘g6?

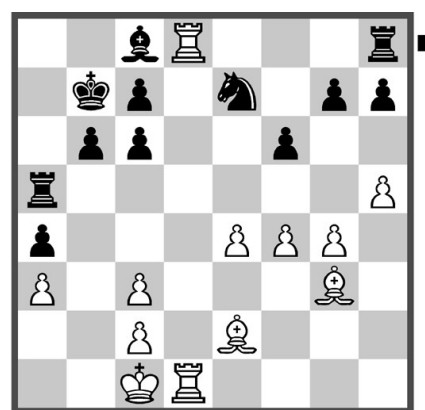
Black plays without a plan. With no real plan on the queenside, he must be careful of White's majority. After this careless move, his position simply collapses.

16... g5 Now this gives nothing real to Black in view of the following. 17. hxg5 fxg5 18. ♘g3 White has a clear advantage but nevertheless, it would have been the better choice.

17. ♘g3 ♔b7 18. f4

White's phalanx looks unstoppable.

18... ♘c8 19. h5 ♘e7 20. ♜d8



Position after: 20. ♜d8

The rook on a5 is out of play. White's rook simply destroys Black's kingside.

20... ♜g8 21. ♜xg8 ♘xg8 22. ♜d8 ♘h6 23. f5!