

Supreme Chess Understanding

Statics & Dynamics

Wojciech Moranda

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Thinkers Publishing 2023



Key to Symbols

!	a good move	±	White stands slightly better
?	a weak move	∓	Black stands slightly better
!!	an excellent move	±	White has a serious advantage
??	a blunder	∓	Black has a serious advantage
!?	an interesting move	+−	White has a decisive advantage
?!	a dubious move	−+	Black has a decisive advantage
□	only move	→	with an attack
N	novelty	↑	with initiative
⊙	lead in development	↔	with counterplay
⊙	zugzwang	Δ	with the idea of
=	equality	△	better is
∞	unclear position	≤	worse is
∞	with compensation for the sacrificed material	+	check
		#	mate

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Introduction

I. Statics & Dynamics

1. General remarks

Statics and dynamics in chess are mostly contradictory phenomena – like Yin and Yang or the masculine and feminine elements. At first glance, they appear to be the antitheses of each other. However, this is only partially true as statics and dynamics are more intertwined than one might initially suspect.

To speak of things ‘static’ in chess means everything that is stable and subject to changes only under use of a considerable amount of force. Enjoying a static edge usually implies that – if nothing changes – this type of an advantage is going to allow us to bring the full point home without any undue adventures. Typical examples of static advantages involve a material edge, a healthy pawn-structure or the bishop-pair. One way of recognizing that you are doing really well in static terms is that you find yourself in control of the position with simple non-forcing play being fully sufficient to achieve further objectives.

By comparison, ‘dynamics’ take place when the balance on the board is disturbed. The nature of a dynamic edge tends to be more ephemeral – it can be raging at a given moment only to completely disappear two moves later if mishandled. Some classic signs of great dynamic standing include material imbalances in return for compensation, powerful pawn-levers, or a significant lead in development. Compared to static factors, dynamic ones tend to come to the fore mostly in open positions featuring stronger tendencies towards forced play.

However, the above distinctions are by no means exclusive. There are elements present in the game of chess that can be either static or dynamic in nature such as the initiative. Even more interesting is the opportunity to use static advantages to obtain a dynamic edge or vice-versa. In other words, these two elements complement each other more than one might first believe.

Being exposed to positions rich in both strategic and tactical possibilities allows us to obtain a skill which I personally call 'static/dynamic balance', that is the ability to comprehend what kind of action does a position call for under the given set of circumstances. For example, if our opponent has a strategically superior position (due to a smaller number of pawn-weaknesses in his camp), you would usually be advised to 'wobble', that is to destabilize the position by seeking tactical/dynamic opportunities. However, when finding yourself under dynamic pressure (under attack or when the opponent has the initiative), the best way of countering this will be to drain the activity out of the opponent's position. If successful, whatever remains on the battlefield afterwards should favor us, especially if the situation was positionally advantageous for us from the start.

The ability to always know whether to attack or defend, to sharpen up play, or to carry on in a calmer fashion sound like an invaluable skill for any chess player. It is no wonder that many have already tried to work out some sort of universal formula in this regard, most often in the form of a checklist to go through as they analyze during the game. The problem with formulas is that the weighting of the ingredients comprising it varies depending on the situation on the board. And it is exactly the prowess in determining the gravity of the respective elements of the position in question that decides about our strength in this respect. Do not get me wrong, I do not wish to discredit anybody's previous work on this topic. Over the course of your work with this book we will also be trying to establish some guidelines for handling double-edged positions. Then again, I do want to emphasize that any universal formula – however useful it might seem – needs to be applied with a grain of salt. As experience has taught me many times already, in the area of statics and dynamics there are at least as many rules as there are exceptions.

Just for the sake of clarity before we move on: terms like 'statics and dynamics' as well as 'strategy and tactics' may be used interchangeably over the further course of this book. This does not mean that these phrases cover each other perfectly. As much as static play will often be strategic (or positional) in nature, dynamic handling of the position might (but does not necessarily have to) imply the emergence of tactical motifs afterwards. In general, however, static/dynamic action shall most frequently represent the 'framework' for strategic/tactical events taking place on the board, and as such will therefore be often used in a similar context later on.

2. Influence of the static/dynamic balance on one's playing style




But enough of this theoretical tittle-tattle already! Let us get down to business by witnessing what kind of skills will you have the chance to acquire after working through this book in an honest and diligent manner. Introducing perfect static/dynamic balance into your playing style shall make a true 'person of chess culture' out of you thus granting you a serious edge over your competition. Below you will find a short description of those abilities together with examples demonstrating their application in a practical game.

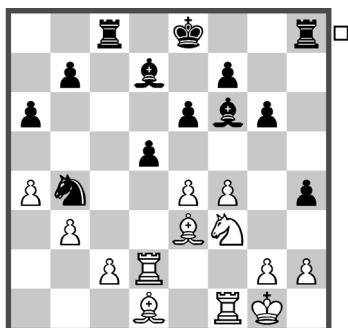
a. Ideal understanding of the concepts of time, material, and coordination.

The game of chess revolves around three elements: material, time, and coordination. If you happen to possess all of these elements in a single game (or an advantage in this respect against the opponent), you should inevitably be winning. Yet on a higher level you barely get a chance to obtain two out of the three items mentioned above. To possess, for example, a material edge as well as nice coordination should generally suffice to bring the story to a happy end even if your opponent will be make use of every opportunity at their disposal to throw a spanner into your works.

However, there will be situations in which you will be in possession of just one of those three elements, and you will still need to make a living out of that in a given game. For example, in a gambit you may grab some material, but your opponent is going to be enjoying an initiative (time) while you struggle to restore the organization of your forces (coordination). We will also extensively discuss those so-called 'time-stops', i.e. moments in which your opponent happens to own both material and time, being however unable to profit from them in view of the excellent coordination of your forces. These situations are extremely difficult to handle in practice as they clearly escape the basic principles of playing chess.





Have a look at the example next page.

 Moranda, W. (2636)
 Bilguun, S. (2463)
 Chennai IND 2022




21. e5!

I analyzed the consequences of this move for about twenty minutes and rejected it at the very last moment because I was not entirely sure whether I would be able to contain the opponent's 'wiggling' attempts once the dust settles. In other words – I started seeing ghosts. As we shall soon see there was no reason to be concerned about the correctness of this domination-based concept.

Instead, upon seeing that my colleagues were doing well in their games, I let myself be carried by the team once again and steered my own encounter towards a peaceful result after 21. exd5?! xd5 22. d4 xd4+ 23. xd4 b5=.

21... xe5 22. fxe5 dxe4 23. g5!+-

Black just happens to be close to being completely paralyzed here. Castling is out of the question which leaves his rooks disconnected for good. Simultaneously, the inability to contest the d-file or the dark squares in their entirety allows him to resort exclusively to some ...h4-h3 or ...e4-e3 tricks. Funny enough, in an attempt to prevent the arrival of the black knight to d5, White could actually allow it to come to d3 instead after c2-c4, as the knight would have proven to be far less stable there, subjected to simple attacks like d1-e2. In this final position, Black has more material and actually quite a lot of time available to shuffle his pieces back and forth, but the most important factor here, coordination, is clearly in White's hands.

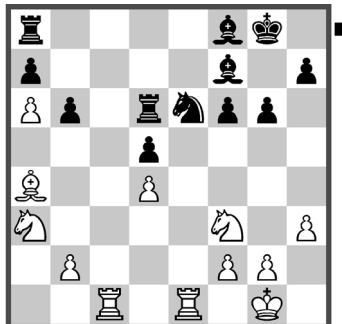
b. Preference for positional elements over material

Another typical feature of persons of chess culture is that they do not treat material as a goal, but rather as means to an end. In other words, they do not hesitate to part with material if this is expected to benefit their cause. Simultaneously, this translates not only to extensive use of sacrifices for strategic purposes, but for enhancing the 'flow' of play as well. For example, if confronted with the choice between defending a passive position of equal material or rather dictating the pace of the game at the price of a tiny pawn, you would be advised to pick the latter. This way the practical aspect of the game once again comes to fore as active/attacking positions are typically easier to handle than passive/defensive ones. With the quality of the moves of both players nearly always being influenced positively/negatively by how easy/hard their situations are to handle for a human sitting at the board.

♀ Teclaf, P. (2537)

♂ Mis, M. (2388)

🌐 Przeworsk POL 2022



27... b5!

A crucial, practical decision. For the price of a tiny pawn Black frees his d6-rook and even makes sure that it will be White who will need to be careful about the ensuing play along the b-file.

A) Instead, in the game my former student Mieszko went for the passive 27... ♖ad8? which could have led to complete paralysis of his forces if only my

current student had decided to go for something like 28. ♖b5 ♜6d7 29. ♞c6 ♞e7 30. ♔f1 ♔g7 31. h4 h5 32. g3 ♔h7 33. ♞e3!+- when the remaining white knight joins the fight via e1-d3-b4 with a decisive effect.

B) What needs to be mentioned here is that the engines claim that White has an initiative after 27... ♗f4 28. ♖b5 ♗d3 29. ♗xd6 ♞xd6 30. ♞c6 ♗xe1 31. ♞xd6 ♗xf3+ 32. gxf3 ♔f8! 33. f4↑. Indeed, Black would have had nice chances of survival. The question is however whether it makes sense to go for a position like this at all. The probability of Black winning this is probably close to zero, while the white d6-rook will keep on threatening each of the black structural weaknesses on a7, d5 and f6. One could say that it is heavily a matter of taste which of the two reasonable and equal continuations Black should choose to opt for, but for me, if something is impractical and difficult to manage in an over-the-board game, it is no longer a viable solution.

28. ♞xb5 ♜b6 29. ♞f1 ♜ab8=

With the b2-pawn falling very soon it would have been White who would already need to start thinking about solving the problem of his offside knight on a3.

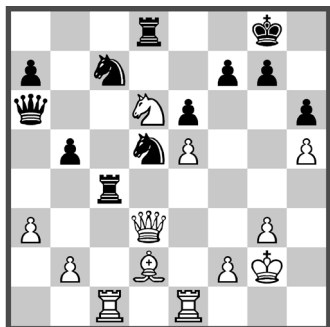
1-0

c. Dynamic defense as the default method of tackling attacks

The inclination of truly strong players for activity translates more or less automatically into the manner of how they behave in defensive situations. No surprises here as natural-born attackers never like to defend and if they have to they will be trying to do it in the least cumbersome of ways. But there is a deeper point to that than one might initially think. When defending, it does indeed make sense to do it dynamically (by use of tactical motifs), but rather for economic reasons. What I wish to say is that dynamic defending will most often involve the use of the least resources possible in the pursuit of safety. If you can hold off the opponent's attack by employing two pieces of yours instead of five – that is awesome! In the meantime, you can make use of the remaining forces to generate some activity yourself. If you are able to defend without really defending that can only be better! Use the time that you saved this way for other purposes.

Again, have a look at the example below.

♁ Kosakowski, J. (2437)
 ♚ Jumabayev, R. (2631)
 🌐 Warsaw POL 2021



26... ♞e8!

Well played by Jumabayev! There was no need to defend the rook as the knight capture on c4 would have been countered by the discovered double-attack ... ♞f4+. Capturing twice with the heavy pieces fails tactically as well (... ♖d8xd6!), so White will need to give up a pawn on d6 for free.

A) Neither 26... ♖xc1? 27. ♖xc1 ♗b6 28. ♗c2± nor

B) 26... ♖c6? 27. ♗f3 ♖f8 28. ♞e4 ♖xc1 29. ♖xc1 ♗b6 30. ♗g4± would have granted Black equal chances. In either case, White's pieces remain more active, constantly giving the opponent something to think about on one of the flanks.

27. ♖xc4 bxc4 28. ♗e4 ♞xd6 29. exd6

and now after the most accurate

29... ♗xd6!→

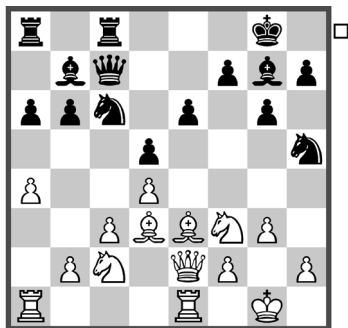
Black could have sealed the deal as capturing on c4 is a no-no in view of the ... ♞d5-b6 discovery.

1-0

d. Proper understanding of the relationship between pawns and pieces

Some say that the existence of a reasonable plan depends on the availability of a working pawn-lever. As much as this statement is true and false at the same time, I prefer to paraphrase it by stating: in chess the pawns and pieces significantly influence each other's capabilities. A healthy structure can provide pieces with excellent outposts, while a crippled one shall frequently reduce their efficacy. The same goes for pawn-levers. A well-executed breakthrough may breathe new life into our forces, whereas an ill-timed one may debilitate even the strongest of our pieces. Also, in this context hurting the coordination of the opponent's pieces by wrecking their structure often comes in handy as well. All this sounds far from cutting-edge, but then again, would you be so eager to do the same but in reverse? That is to spoil one of the elements of your own position in order to improve another one? More specifically, would your hand not tremble before damaging your own structure for the sake activating the pieces?

♁ Naum 4.6 (3048)
♚ Vajolet2 2.2.15 (2978)
♁ Chess.com 2016



20. ♘b4!

An exquisite move by the machine! White could have retained a small plus by slowly maneuvering his light pieces towards the kingside, but this solution forces Black to go for

20... ♘xb4 21. cxb4

Where an amateur might see that White's structure has been badly compromised, but an aspiring player will surely appreciate new possibilities connected with the opening up of the c-file. The game continued

21... ♔e7 22. b5

When Black faced another dilemma. Pushing through with ... a6-a5 would have given White the possibility to establish a powerful knight on c6 with ♖f3-e5, whereas

22... axb5 23. axb5!±

Giving the white rooks additional avenues to infiltrate the opponent's camp one day. Weaker players are going to perceive White's doubled b-pawns as some sort of an inferiority, but those stronger ones enjoy the manner in which the b5-pawn contributes to restricting the opponent's light-squared bishop. Furthermore, one day the said pawn may become an even bigger asset should the black b6-pawn fall for any reason. Later on, Naum stepped up the pace by creating threats on the kingside which eventually made Vajolet's circuits blow out.

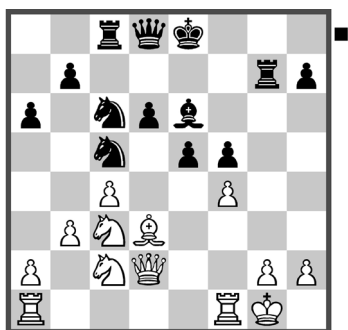
1-0

e. An open-minded approach to acknowledged chess principles

The role of basic principles in chess is clear – to guide us on the path to finding the correct solution in any situation. Maxims like 'Open up the position if ahead in development' or 'Bishops are better than knights in endgames featuring pawns on both wings' have admittedly served us well over the course of our chess careers. There are two fundamental issues with following similar rules blindly. First, these tend to change over time, even if they are of strategic character. For instance, Aron Nimzowitsch advised in 'My System' to attack the base of the pawn-chain, whereas nowadays we know that the pawn-chain should be attacked basically wherever it is most vulnerable. The second one however is of greater importance for the tournament player – it is simply that every single rule has exceptions or caveats. I will dare to say even more – in chess there are more exceptions than there are rules. And if there are more exceptions than there are rules, the chaotic nature of such an environment will require us to remain in a state of constant alertness, being ready to bend (or even break!) some of them in case of need. Finally, acting in contradiction to even a well-established rule may be needed to give preference to

another, more important one in the given situation, or maybe just because such an action would work fine from a tactical perspective.

♁ Sethuraman, S. (2623)
♚ Delgado Ramirez, N. (2614)
🌐 Chennai IND 2022



20... d5!

Crazy stuff! By playing like this Black opens up the position while his king is still stranded in the middle of the board. To make things even more ridiculous, just a moment ago his opponent undermined Black's pawn-center with f2-f4, which is yet another reason not to further blow up the center in such a situation. The funny part about all this is that despite violating at least two basic chess principles, the text move does in fact grant Black a big advantage!

Instead, Delgado Ramirez went for 20... exf4? and now after the precise 21. ♖xf4 ♔g5 22. ♙f1 ♘e5 23. ♘d4 ♙d7 24. ♖d1+ White could have obtained a winning strategic edge, based on Black's structural weaknesses in the center as well as his misplaced king.

21. ♙xf5

This sacrifice is forced, otherwise the combined pressure of Black along the d- and g-files would have led to even heavier material losses for White. Now after:

21... ♙xf5 22. ♘xd5 ♘e7 23. ♘ce3 ♙d3 24. fxe5!? ♙xf1 25. ♖xf1 ♖f7

Black would need to continue playing accurately in order to be able to bring the full point home, but his advantage would have never been in doubt.

1-0

II. Construction of the book

Anyone who trained with my first book ‘Universal Chess Training’ (hereafter “UCT”) will experience a certain *déjà vu* feeling while going through this work. This is because – in view of the overwhelmingly positive responses from the readership – I decided that some constructional elements of UCT are going to be implemented into ‘Supreme Chess Understanding: Statics & Dynamics’ (hereafter “S&D”) as well.

What remains the same is certainly the endeavor to present you with the most original content, based predominantly on games from the years 2020-2022. It is my utmost belief that any author who is seriously interested in helping others excel at chess should treat enriching the public domain with genuinely new training material as a priority. And yes – paraphrasing the unforgettable Michael Fassbender from the movie ‘Inglorious Basterds’ – there is a special rung in hell for authors who shamelessly keep on repeating the same, well-known examples in their books over and over again.

Secondly, you will also notice that most of the puzzles rely on moments when one of the players missed a golden opportunity. Such exercises carry much more value in my opinion as they allow you to be challenged to find the answer while trying to understand what flawed thinking patterns led a strong player to commit a mistake. Additionally, if a grandmaster goes wrong in a certain position, for me this is a sign that there might be something instructive hidden deep in it that is worth closer investigation.

Some other rules that I abided by when working on UCT remain unchanged. You will witness plenty of chess beauty, but never too much to obscure the instructive idea behind the given puzzle. Explanation will always come trump variations. Moves will inevitably disappear from our minds one day, but ideas and concepts stay much longer. Also, as chess is an ultra-practical game, I did my best to mention some interesting training methods for drilling particular elements of the game at times as well. The same goes for multiple references to chess psychology – we are just

human beings, so ignoring discussions on this topic in the context of particularly uncomfortable situations (e.g. playing without material or with hanging pieces) would have yielded this work incomplete.

In terms of the specific problems, you will be facing, I did my best to select exercises that not only require you to indicate the general idea behind the chosen move, but also to prove their value by means of specific calculation. This is the modern approach to teaching strategy – not focusing on one element at a time, but rather identifying holistic correlations between one another. Not just making use of an advantage, but first achieving it, and then only sealing the deal in the face of the opponent's most stubborn resistance. Half-jokingly, I hope you did not expect this book to be yet another *easy peasy lemon squeezy*, as the best I can do for you going onwards will be more like *stressy depressy solving chessy*.

The most disputed attribute of UCT was the division of puzzles into three difficulty levels. My (often high-rated) interlocutors liked the idea as such, but generally complained either that the positions given in chapter one were already far more difficult than the indicated 1600-1900 rating range, or maybe that some exercises from chapters two or three were easier. After serious consideration of this feedback I decided to eliminate any mention of the proposed rating ranges within the given chapters of the book. By doing so I have ensured that the puzzles are subjectively arranged from the easiest to the hardest. Although I believe that this book will mostly benefit +1800 players, I do wish to encourage those rated below this threshold to try their hand. There is nothing you can lose, but surely a lot to be learned this way.

As a sort of compensation for this inconvenience, I decided that S&D will feature a more interactive quiz format. You shall be given points for every exercise you manage to solve – notwithstanding your playing strength, the thinking time designated for every puzzle may not exceed 15 minutes. Correct answers to each puzzle from chapters one, two and three are worth two, three and five points, respectively, with specific requirements for awarding points being explained at the end of each solution. All this means that you can earn up to 200 points in the process. After working through the entirety of the book, in order to learn what is your estimated playing strength in the area of statics and dynamics, you should divide the total number of achieved points by two, and refer to the table next page.

<u>Your Score</u>	
Number of points scored divided by two	Estimated playing strength
0-9	1800-1899
10-19	1900-1999
20-29	2000-2099
30-39	2100-2199
40-49	2200-2299
50-59	2300-2399
60-69	2400-2499
70-79	2500-2599
80-89	2600-2699
90-99	2700-2799
100	+2800

III. Acknowledgments

No good book can ever be published without the support of the author's loved ones, friends, and well-wishers, this work is no exception.

I dedicate this book to my wife Kasia. Without her help and love it would have never come to fruition. Thank you for constantly encouraging me to go above and beyond!

A big 'thank you' goes naturally to the students of my chess school as well, with whom we have jointly spent hundreds of hours grinding through these exercises. Your comments and suggestions have been an invaluable source of inspiration for me!

Finally, I would also like to express my deepest gratitude to all who not only read UCT but were kind enough to provide me with your impressions on UCT so far, as

well as friends and colleagues who supported me through the ups and downs of my playing career over the last couple of years. I hope that this book is going to constitute a memorable episode on your journey to chess mastery.

If you feel like sharing your feedback on this work with me one day, please feel free to reach out to me in this matter online at [Chess.com](https://www.chess.com) or [Lichess.org](https://lichess.org).

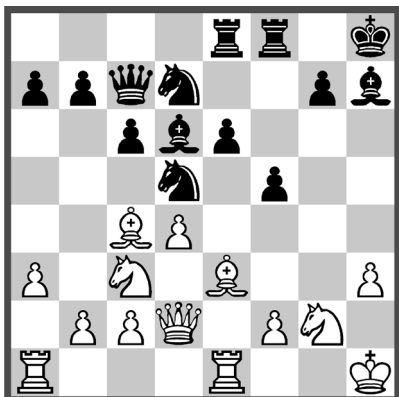
GM Wojciech Moranda
Wrocław, November 2022

Chapter One

**Bedtime Solving for
Kids... With 10 years
of Experience**

📖 1

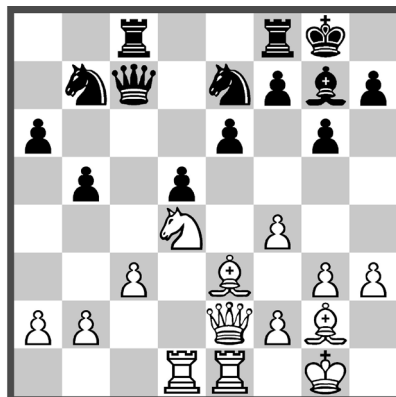
Mikes, J. – Horvath, D.



□ 22.? +-

📖 2

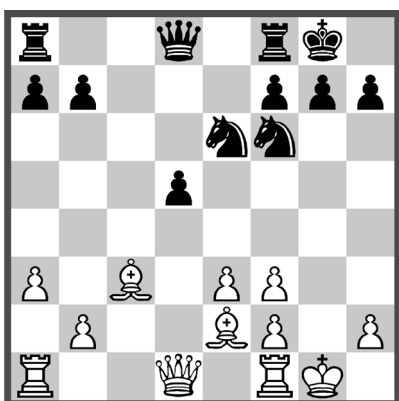
Demchenko, A. – Lysyj, I.



□ 18.? +-

📖 3

So, W. – Caruana, F.



■ 14...? +-

📖 4

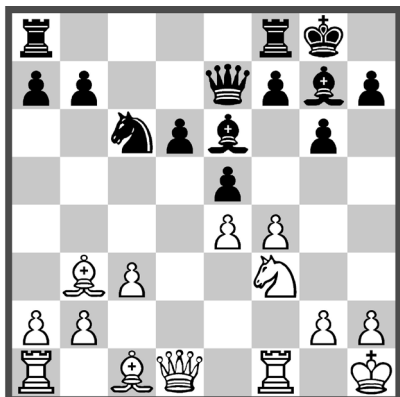
Balogh, C. – Motuz, K.



■ 14...? +-

📖 5

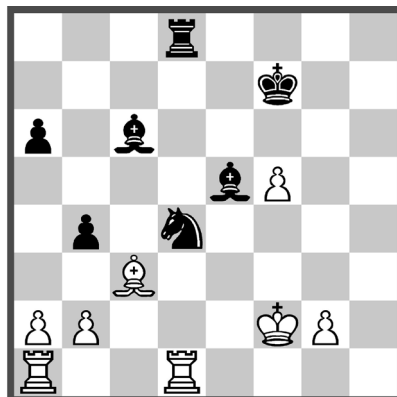
Grischuk, A. – Wei Yi



□ 15.? +-

📖 6

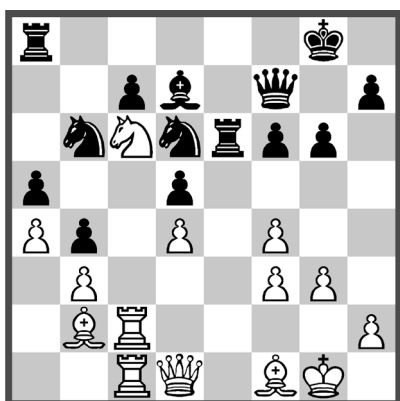
Shuvalova, P. – Abdumalik, Z.



□ 38.? +-

📖 7

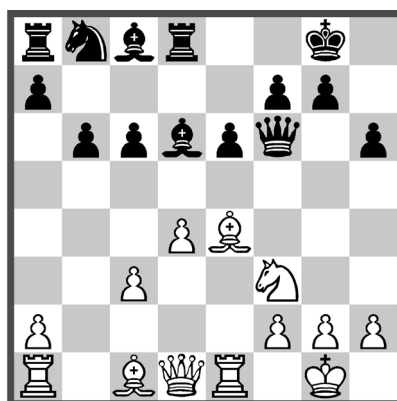
Howell, D. – Espenko, A.



□ 29.? +-

📖 8

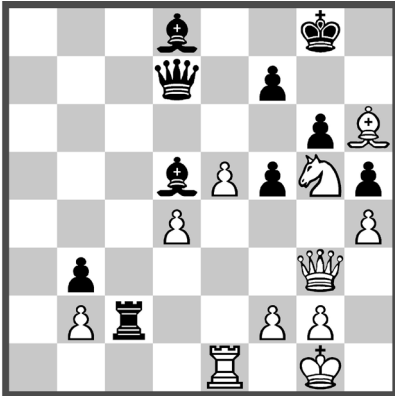
Van Foreest, J. – Ganguly, S.



□ 14.? +-

 9

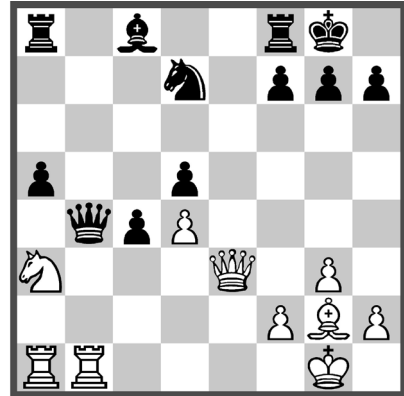
Gunina, V. – Abdumalik, Z.




■ 46...? –+

 10

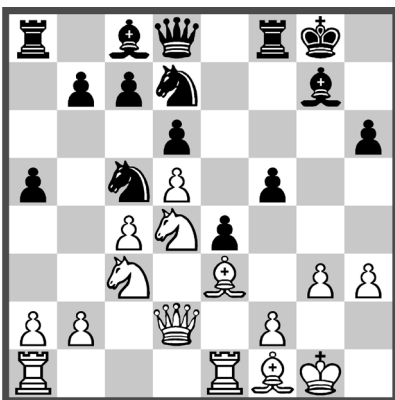
Poelvoorde, H. – Pijl, R.



■ 21...? –+

 11

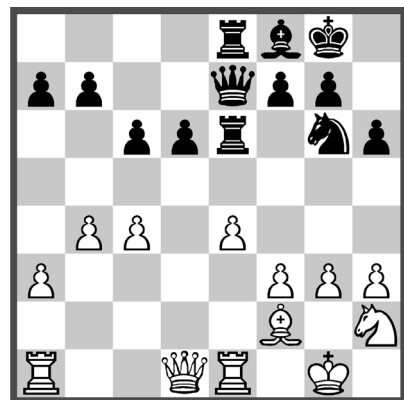
Korley, K. – Rozman, L.




■ 19...? –+

 12

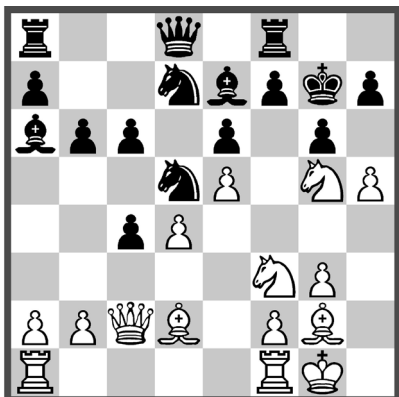
Abdumalik, Z. – Kashlinskaya, A.




■ 23...? –+

 13

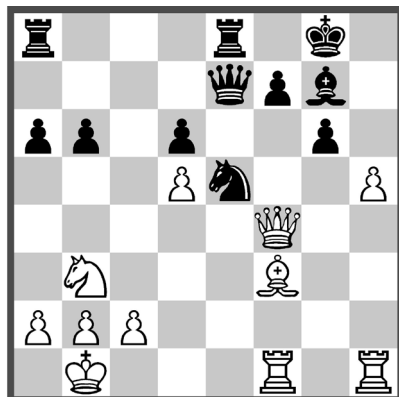
Mamedyarov, S. – Radjabov, T.




■ 15...? –+

 14

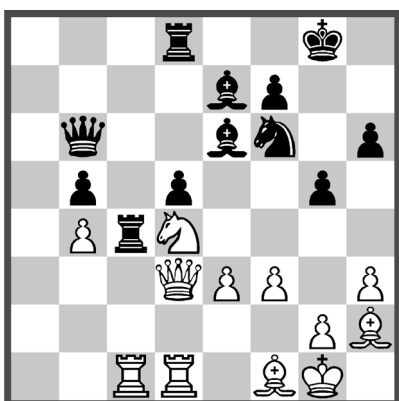
Cheparinov, I. – Vazquez Igarza, R.



■ 24...? –+

 15

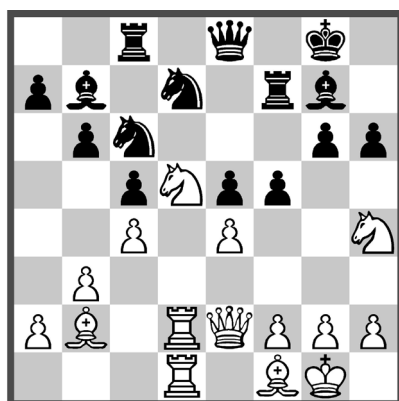
Wojtaszek, R. – Moranda, W.



□ 26.? –+

 16

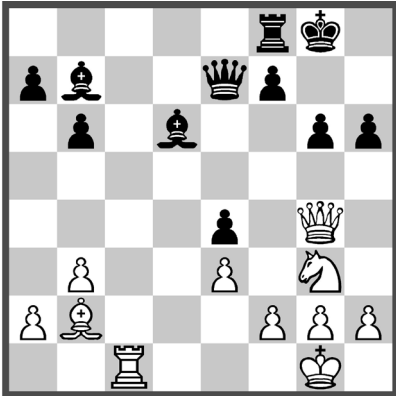
Brondt, N. – Thybo, J.




■ 18...? –+

 17

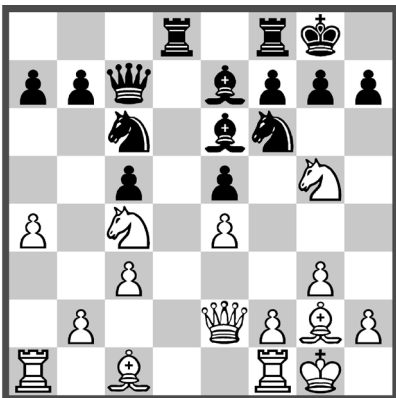
Blakeman, C. – Ye, L.



■ 22...? –+

 19

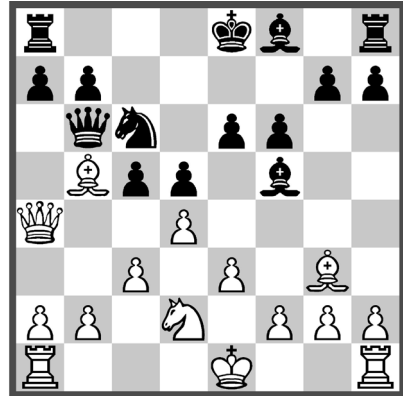
Artemiev, V. – Ding, L.



■ 13...? –+

 18

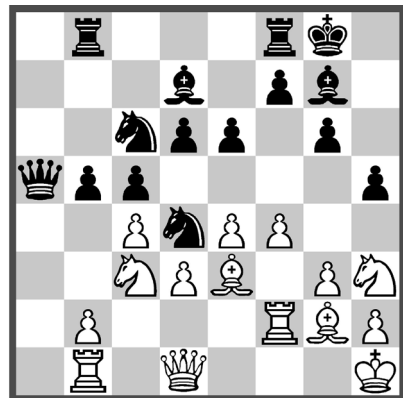
Vazquez, G. – Liang, A.



□ 12.? +–

 20

Balint, V. – Kovalev, A.



□ 18.? +–