

Oplossingen: “Stellingen voor uw computer”
Solutions: “chess positions for your computer”.

Adorjan – Kudrin – New York Open 1987

Solution: 1: Rxe5 dxe5 2: Bxe5 Qd7 (2: Qxe5? 3: Qxf7#) 3: Bxb7 Qxb7 4: Nxe6+ Kg8 (4: fxe6 5: Bd6+ Kg8 6: Qe8#) 5: Nxc7 Nc6 6: Nf5 Nxe5 7: Qg5+ Ng6 8: Wf6 and wins

Aljechin – Bogoljubov – Dresden 1938

Solution: 1: Rxa6 (Note LH: perhaps 1: a5 Bc7 2: Rc8 Be5 3: Rc5 Rf2 4: Rxd5 also wins but it takes longer and it is of course less spectacular.)...Bxd4 2: Rxf6 Bxf6 3: a5 (blach has won a piece but can't stop the white pawns).... Be5 4: b5 h4 (4:Bc7 5: b6 Bd8 6: Kd47: Kc58: a6) 5: a6 and wins

N. Amaker – 1973

Solution: 1: Ba4+ Kxa4 (Kc4 is useless) 2: b3+ Kb5 3: c4+ Kxc6 4: d5+ Kxd7 5: e6+ Kd8 6: f5 and if the chain remains unbroken black cannot win!

K.H. Behting – 1908

Solution: 1: Kc6 g1Q 2: Nxb4 Qh1+ (Kxb4? Nf3+) 3: Nhf3 and draw. The black king cannot move and the white knights are covering each other and the pawn. So white only moves his king and black his Queen but that is insufficient!

(See also “Computerschaak” oktober/december 1984, 6/94 en “Computer Schach und Spiele” 1983/1 en 1984/4/5)

Berger – 1890

Solution: 1: ?? Because it is an illegal position (black couldn't have made a move before) white must refuse to play!

“Computer Schach und Spiele” 1985 - mate in two

Solution: 1: gxf6 e.p. and mate in the next move. When you look well at this position you will notice that the only possible move for black before, must have been f7-f5.

Dolle toren (mad rook)-1

Solution: 1: Re5 and endless chess with the rook (Kxe5? Patt!)

Dolle toren (mad rook)-2

Solution: 1:Be4 2: Kxe4 Re3+ 3: Kd5 Re5+ and draw. The white king must go to the point c6, but the white pawn on c4 spoils everything. Black must pay attention when the white king arrives on c6 Rc5 can be played.

Hartston (1986?)-1

Solution: 1: K.... Do not brake the pawn chain!

Hartston (1986?)-2

Solution: 1: Bb42: K....White may not capture the rook and must keep intact the pawn chain, to avoid b4.

Kasparjan 1937

Solution: 1: Kd7 h5 2: Kc7 h4 3: Kb6 h3 4: Ka5 h2 5: b6 h1Q 6: b5 (and now black can not win anymore) Qb1 7: a4 Q..... patt.

Krabbé 1980

Solution: 1: h6 bxa3 etc. Only h6 is good enough for a win, because saving the white a-rook allows black to play h6 and the pawn chain is perfect.

Krabbé variation

Solution: 1:... h6 and the perfect pawn chain is there. Never take a white rook!

Krabbé variation-2

Solution: 1: Qxg5 and the black pawn chain is broken.

Own game-1

Solution: 1: Kc8 Le7 2: Kb8 and a draw. The computer will play oké, but what is its judgement in pawns?

Own game-2

Solution 1: Ke2 g4 2: fxg4 Be3 3: Kf1 and black can never break through: draw. The computer will play oké, but what is its judgement in pawns?

Petrosjan- Hasaj – 1970-1

Solution: 1:Qb6 (To avoid b6. 1: Kb7 is not good because of 2: b6 cxb6 3: Qb5 and the black position collaps).

Petrosjan- Hasaj – 1970-2

Solution: 2: Kb3 and a4, the knight to b3 and the queen to c3 with the plan to win the a- pawn. (2: Nxb6? cxb6 3: h4 gxh4 4: Qd2 h3 5: gxh3 h4 and it's a draw position)

Petrosjan- Hasaj – 1970-3

The position after h4. Black must pay attention that he stays near the pawns b5 and d5 regarding a sacrifice of the queen. Does your computer see the draw?

Smyslov – 1938-1

Solution: 1: Bf6 exf6 2: f4 Rh8+ 3: Kg7 Rh5+ 4: a4 Rg5+ 5: Kh8 Rg6 6: Kh7 Kh5 7: Kh8 Rh6+ 8 Kg7 Rg6+ 9: Kh8 and a draw. See next diagram.

Smyslov – 1938-2

Final position after 9: Kh8. What does your computer think of it?

Study composer unknown-1960

Solution: 1: Rg7+ (1: fxf7? Rd8+ 2: Kxc5 fxf6 and also 1: Nxf7? Is not good for ...Nf6+ 2: Ke5 Rxf7 3: gxf7 Kxf7 4: Kf5 c5 and it is a draw position)Kxh8 2: Rh7+ Kg8 3: Rh8+ (white gives up his knight to free the square h8 for the rook)Kxh8 4: g7+ Kg8 (or 4:...Kh7 5: gxf8 (N) followed by 6: Kxc5 etc.) 5: gxf8 (Q) Kxf8 6: Kxc5 and white takes the c-pawn and wins the pawn endgame.

Timman chess calendar 2006-1

Solution(?): 1: g5 ...B or pawn 2: Bd83: Bf6.....4: Bg7.....5: Bh6 and black is not able to penetrate on the g-line. Thanks to Gerard van den Bergh for his remarks.

Timman chess calendar 2006-2

Solution: 1: Bf4 Rc8 2: g4+ fxf4 3: Bxd6 (not 3: Rxf6? Kxf6 4: Bxd6 g3) Rxf8 4: Bg3 and black can't penetrate the black position. Does your computer agree with that?

Timman endgame study- 1988

Solution: 1: Kc7 h5 2: Kb8 Kb1 3: Txg7 c1Q 4: Rb7+ and black can not avoid endless chess by the rook.

Walther- Nothnagel-1940

Solution: 1: K...or B... and draw. (1: gxf5 loses)

Zachodjakin- 1931-1

Solution: 1: g7+ Nxg7 (1:....Kg8? 2: Ng4 f1Q 3: Nf6+ Kf7 4: g8Q mate) 2: Nf7+ Kg8
3: Bc5 f1Q 4: Nh6+ Kh8. See next diagram.

(See also "Computerschaak" 6/84 + 5/87 and "Computer Schach und Spiele" 4+5/84 and 1/85

Zachodjakin- 1931-2

Solution: 1: 1: Bd6 and draw position (1: Ba3? Qc4+ 2: K....Ne6 3: Bb2+ Nd4). With check on f7 the bishop is safe on d6 and e5. The pawn on g5 can not be taken. If black plays his knight it's driven back to its position by check from the bishop. The bishop returns to d6. White must only pay attention that it doesn't come in check while capturing the bishop or pawn.