



## On Fortresses and Domination

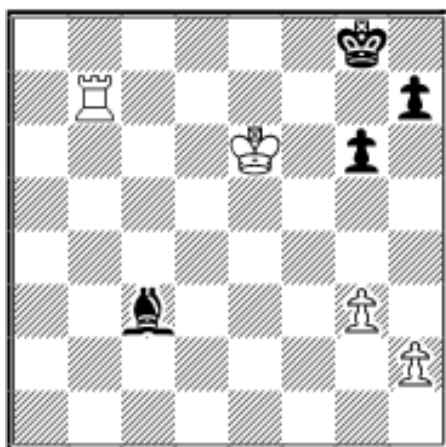
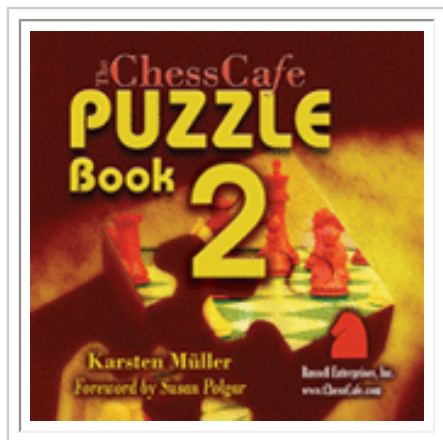
Averbakh's famous treatise on the endgame gives two main fortresses with bishop and two pawns vs. rook and two pawns.

### 70.01 Fortress

#### COLUMNISTS

## Endgame Corner

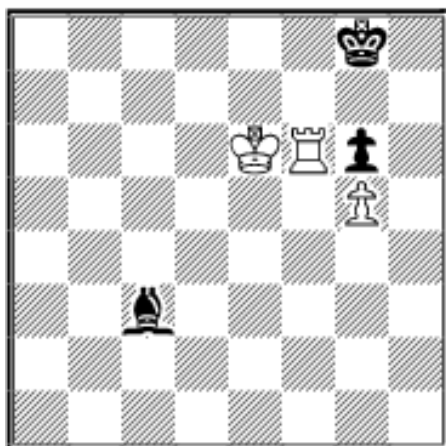
Karsten Müller



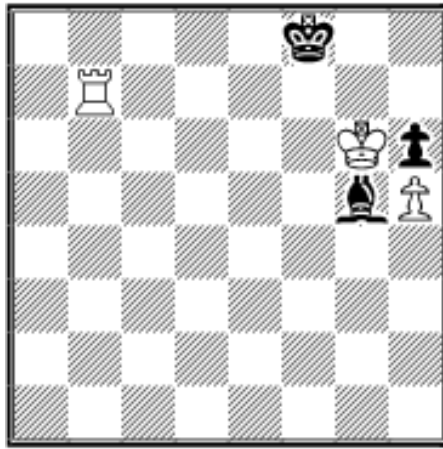
The first arises after **1...h5!**.

This move is very important, as otherwise the h7-pawn will become weak, and White must now exchange further pawns when he advances on the kingside. It is a typical defensive technique in many endgames, as the defender wants to exchange pawns to ease his task.

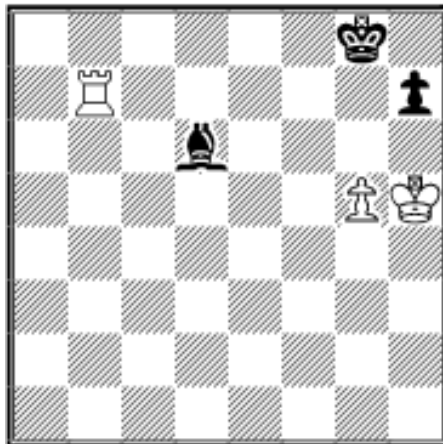
After 1...Bd4?, White immediately stops ...h5 with 2.g4! Bf2 (2...h6 3.h4 Bc3 4.h5 (4.g5? hxg5 5.hxg5 Bd4 6.Rf7 Bc3 7.Rf6



Black just ignores the rook: 7...Kg7! = (7...Bxf6? 8.Kxf6+-) 4...gxh5 5.gxh5 Bd2 6.Kf6 Bg5+ 7.Kg6 Kf8

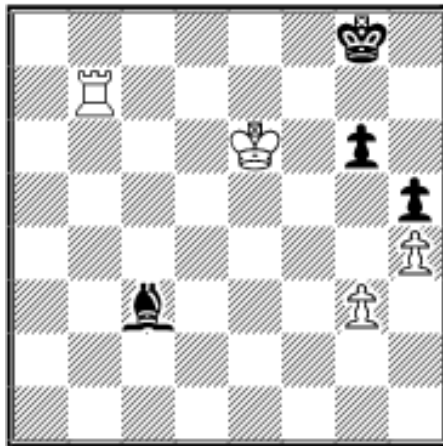


Now White wins by the repeated use of *zugzwang*, domination and the option to simplify into a won pawn ending at the proper moment, as Enevoldsen has shown:  
 8.Rf7+ Ke8 (8...Kg8 9.Rf2 Be3 10.Re2+-)  
 9.Rf5 Bd2 10.Rf2 Bg5 11.Kg7 Ke7  
 12.Re2+ Kd7 13.Kf7 Kd6 14.Re4 Kd5  
 15.Re6+-) 3.g5 Bd4 4.h4 Bf2 5.Ke5 Bc5  
 6.Kf4 Bd4 7.Kg4 Be5 8.h5 gxh5+ 9.Kxh5  
 Bd6



This position is won, as Noam Elkies proved in 1993; for example, 10.Kg4 Be5 11.Rb5 Again, playing the domination game: 11...Bd6 12.Kf5 Bc7 (12...Kf7 13.Rb7+ Be7 14.Kg4 Ke6 15.Kh5+-) 13.Rd5 Bb6 14.Kf6 Bc7 15.Rd7 Ba5 16.Rg7+ Kh8 17.Kf7+-.

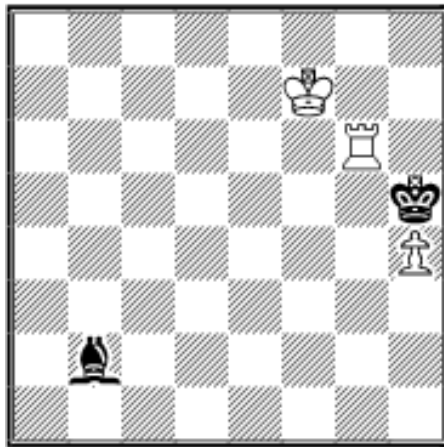
**2.h4**



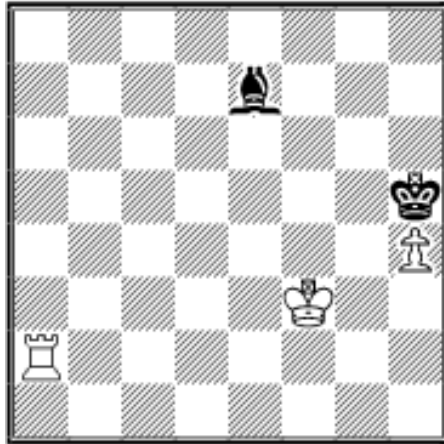
Now Black has to be very careful.

**2...Ba1=**

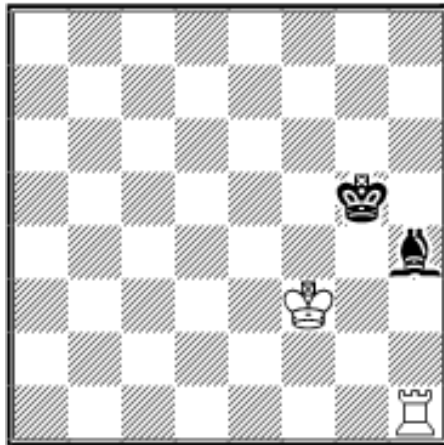
This is the correct square for the bishop, as 2...Bd4? allows White to win a tempo by attacking the bishop: 3.Rb4 Bc3 4.Rc4 Bb2 (4...Be1 5.Kf6 Kh7 6.Rc6 Bxg3 7.Kg5+-) 5.g4 hxg4 6.Rxg4 Kh7 7.Kf7 Kh6 8.Rxg6+ Kh5



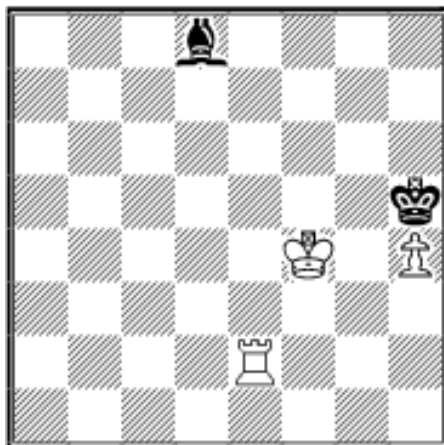
And White wins, but it is by no means easy; for instance, 9.Rg2! Bc3 10.Rh2 Be1 11.Kf6 Bg3 (11...Bxh4+?! 12.Kf5+-) 12.Rh1 Bf2 13.Kf5 Be3 14.Rh2 Ba7 15.Ra2 Bb6 16.Rb2 Bc5 17.Rc2 Be3 (17...Bd6 18.Rd2 Bc5 19.Kf4 Be7 20.Rd7 Bf8 21.Kg3 Bd6+ 22.Kh3 Bf4 23.Rd5++-) 18.Ke4 Bh6 19.Rh2 Bg7 20.Kf4 Bf8 21.Kf3 Ba3 22.Ra2 Be7



Now White shows his point, which is based on a beautiful *zugzwang* position: 23.Re2 Bf6 (23...Bxh4 24.Rh2 Kg5 25.Rh1



Black is in fatal *zugzwang* and will lose his bishop.) 24.Kf4 Bd8



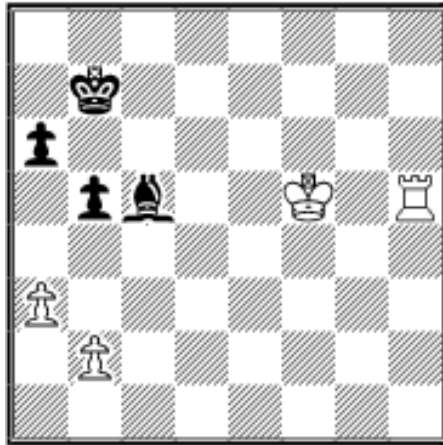
25.Rc2! Domination! 25...Be7 26.Rd2 Bb4 27.Rd8 Bc3 28.Kg3 Be5+ 29.Kh3 Bf4 30.Rd5+ Kg6 31.Kg4+- and, after changing the roles of the king and rook, White wins easily.

In the second fortress given by Averbakh, the bishop does not control the corner square. But this fortress is shakier than the previous example, as the main g1-a7

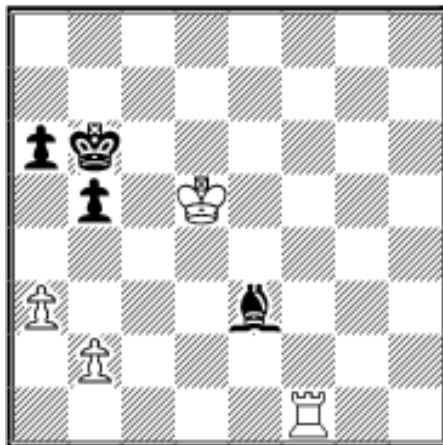
diagonal is shorter, especially as White's king must not penetrate to c6. So Black often has to play ...Kb6, effectively making the diagonal even shorter.

**70.02 S.Tiviakov (2480) - R.Korsunsky (2390)**

Frunze 1989



**45.Ke4 Bf2 46.Rf5 Bg1 47.Rf1 Bc5  
48.Kd5 Be3 49.Rf7+ Kb6 50.Rf3 Bg1  
51.Rf1 Be3**

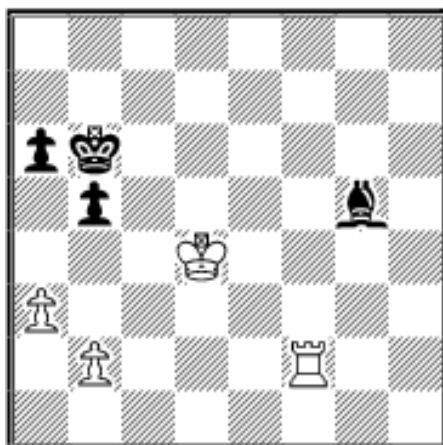


Tiviakov has systematically dominated the bishop and now forces it to leave the g1-a7 diagonal.

**52.Ke4 Bg5**

52...Bc5 53.b4 Be7 54.Kd5 Bg5 55.Re1 Bh4 56.Re6+ Kb7 and Black is defending.

**53.Rf5 Bc1 54.Rf2 Bg5 55.Kd4**



**55...Bc1?**

Now Black's bishop will not reach the g1-a7 diagonal in time, as it can be dominated. 55...Kc6 was called for.

**56.Re2 Ka5**

56...Bg5 57.Re6+ Kb7 58.Kc5 Bd8 59.b4 Bh4 60.Rb6+ Ka7 61.Kc6+—.

**57.Kc3 Kb6 58.Kd4 Ka5 59.Rc2 Bh6 60.Rg2 Bc1 61.Rc2 Bh6 62.Rc7?**

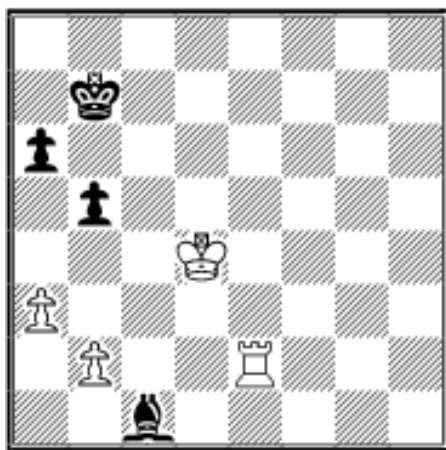
62.Rg2 Bc1 (62...Bf8 63.Kc3 Kb6 64.Rg6+ Kb7 65.b4+—) 63.Re2 Kb6

(63...Bh6 64.Kc3 Bg7+ 65.Kb3 Bf6 66.Re6 Bd4 67.Ka2 b4 68.axb4+ Kb5 69.Kb3+–) 64.Kd5 Bg5 (64...a5 65.Kd4 a4 66.Kd5 b4 67.Rc2 Be3 68.axb4 Kb5 69.Rc8+–) 65.Re6+ Kb7 66.Kc5 Bd8 67.b3 Bg5 68.Rb6+ Ka7 69.Kc6+–.

**62...Kb6 63.Re7 Bc1!**

63...Bg5? 64.Re6+ Kb7 65.Kc5 Bd8 66.b3 Bh4 67.Rb6+ Ka7 68.Kc6+–.

**64.Re6+ Kb7 65.Re2**



65.Kc5 Bxb2 66.Re7+ Kb8! 67.Kb6 Bd4+ 68.Kxa6 Bc5=.

A critical moment has arisen. Black must bring his bishop back into the defense immediately.

**65...Kb6?**

65...Bf4? 66.Re7+ Kb6 67.Re6+ Kb7 68.Kc5 Bg5 69.Rb6+ Ka7 70.Kc6+–.

I could not find a win for White after 65...Bg5!, e.g. 66.Kc5 Bh4 67.b3 (67.Rg2 Be7+ 68.Kd5 Bh4; 67.Re4 Bf2+ 68.Kb4 Bb6 69.Re7+ Kc6 70.Re6+ Kb7) 67...Kc7 68.Re6 Bf2+ 69.Kd5 (69.Kb4 Bb6 70.Rf6 Kb7 71.a4 bxa4 72.Kxa4) 69...Kb7. Can you do better?

**66.Kd5 Bg5**

66...a5 67.Kd4 a4 68.Kd5 b4 69.Rc2 Be3 (69...bxa3 70.Rxc1 axb2 71.Rb1 a3 72.Kc4+–) 70.axb4 Kb5 71.Rc8+–.

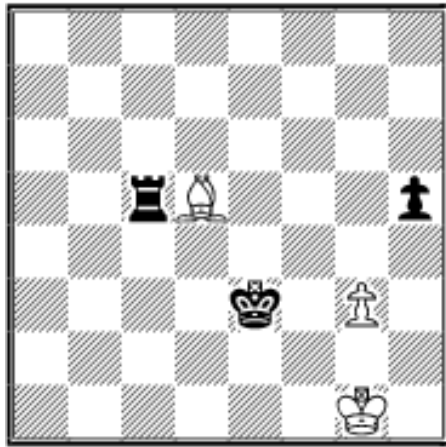
66...Ka5 67.Rc2 Be3 (67...Bf4 68.Rc6+–) 68.Rc6 b4 69.axb4+ Kb5 70.Rc8 Bf4 71.Rc5+ Kb6 72.Kc4+–.

**67.Re6+ Kb7 68.Kc5 Bd8**

68...Bh4 69.Rb6+ Ka7 70.Kc6+–.

**69.b3 Bh4 70.Rb6+ Ka7 71.Kc6 Bf2 72.Rb7+ Ka8 73.Rf7 Bg1 74.Rf4 Ka7 75.a4 bxa4 76.Rxa4 Bf2 77.b4 Be3 78.b5 Kb8 79.Rxa6 1–0**

**Exercise (Solution next month)**



**E70.01 *L.Ftacnik* (2540) - *J.Murey* (2505)**  
New York 1987

How could White have saved himself?

 [TOP OF PAGE](#)

 [HOME](#)

 [COLUMNS](#)

 [LINKS](#)

 [ARCHIVES](#)

 [ABOUT THE  
CHESS CAFE](#)

[\[Chess Cafe Home Page\]](#) [\[Book Review\]](#) [\[Columnists\]](#)  
[\[Endgame Study\]](#) [\[The Skittles Room\]](#) [\[Archives\]](#)  
[\[Links\]](#) [\[Online Bookstore\]](#) [\[About The Chess Cafe\]](#) [\[Contact Us\]](#)

Copyright 2007 CyberCafes, LLC. All Rights Reserved.

"**ChessCafe®**" is a registered trademark of Russell Enterprises, Inc.