

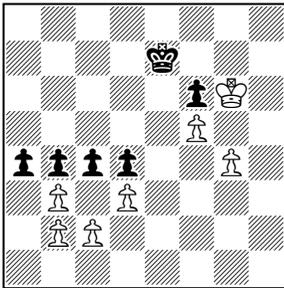
Chapter 2

Creating a study from a game position

The previous chapter has included brief notes on how the studies came into being, but a great deal of detail has been skipped, and in particular we have passed lightly over most of the false trails with which the practising composer becomes all too familiar.

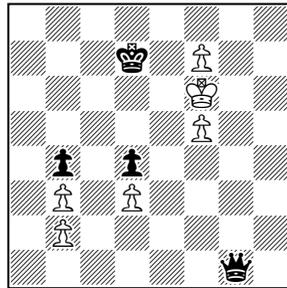
In the present chapter, we follow the gestation of a study as it happened. We take a game position, which had an interesting move both in the play and in the “might have been”, we distil the essence of it, and we then see what we can do to make it even richer. On this occasion, the composer was reasonably lucky. All too often, he isn't; but if composers were never lucky at all, there would be no studies for us to enjoy.

A (Tischbierek-Vorotnikov)



Black to play

B



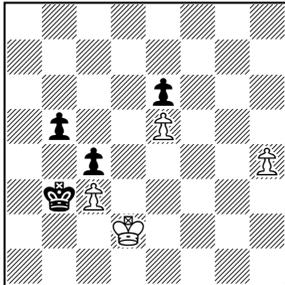
After 7 Kf6

In February 2002, Hew Dundas sent me **A**, from a game Tischbierek-Vorotnikov, Leipzig 1999. He had seen it in Leonard Barden's *Financial Times* column, and thought I might find it of interest. Play continued **1...cxb3 2 cxb3 a3 3 Kg7! a2 4 g5 a1Q 5 gxf6+ Kd7 6 f7 Qg1+ 7 Kf6!** (see **B**) and White may even be winning despite his initial disadvantage.

Leonard asked what better first move or moves Black could have played. My computer thought that both **1...axb3** and **1...Kf8** appeared to win, but **1...Kf8** was clearly the move that he had in mind. It therefore occurred to me to try and create a study in which this move was necessary in order to win.

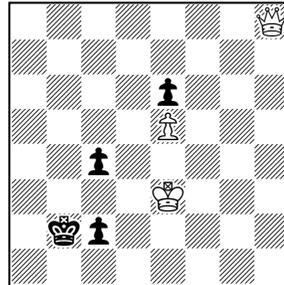
The first step was to reverse the colours and set up **C** :

C



Win by 1 Kc1 only

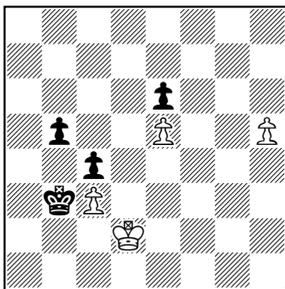
E



D, after 1 h6 Kb2 ... 4 Ke3 c2

1 Kc1 clearly won; 1 h5 equally clearly didn't (1...Kb2 2 h6 b4 and both sides will promote). But the refutation of 1 h5 didn't include the move ...Kc3, which played such an important role in the game, so I moved the pawn forward to h5 to reinstate it :

D



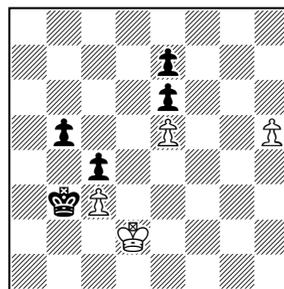
Alas, 1 h6 also wins

The intention was 1 h6 Kb2! 2 h7 b4 3 h8Q bxc3+ 4 Ke2 c2 5 Qb8+ Kc3! as before, but alas, the computer said that 1 h6 won anyway.

However, it occurred to me that this was because of lines such as 4 Ke3 c2

(now we have **E** above) 5 Qh1 c1Q+ (5...c3 6 Qb7+ etc) 6 Qxc1+ Kxc1 7 Kd4 Kd2 8 Kxc4 and 9-11 Kxe6 with a win for White (which was nonsense, but I am telling it as it happened). This being so, if we added a pawn on e7 to slow the White king down then 1 h6 ought to fail. This gave **F**, with which the computer was happy.

F

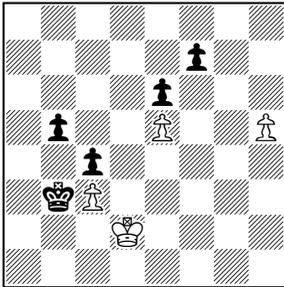


Win by 1 Kc1 only

This was the sheerest good luck, because the reason 1 h6 had worked previously had nothing to do with the line above (Black can play 8...Ke3, and

if 9 Kc5 then 9...Ke4 10 Kd6 Kf5 and it is Black who wins). The line the computer had actually found from **E** was 5 Qh2 Kb1 6 Qh7 Kb2 7 Qb7+ Kc3 8 Qh1 Kb2 9 Qg2 Kb1 10 Qb7+, and the addition of the pawn on e7 had killed this quite fortuitously by blocking the seventh rank. I later moved the pawn from e7 to f7, giving **G**, and wondered why I had not put it there to start with.

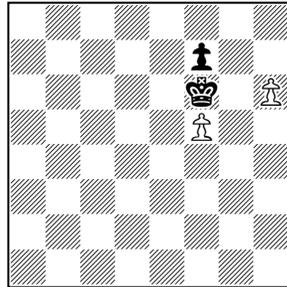
G



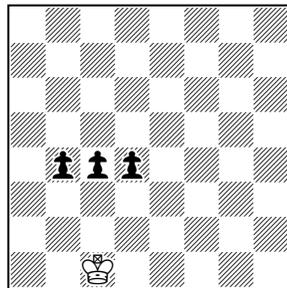
Win by 1 Kc1 only

G seemed to me to have distilled the essentials of Tischbierek-Vorotnikov. The key moves were all there (1 h6 **Kb2** 2 h7 b4 3 h8Q bxc3+ and if 4 Ke2 then 4...c2 5 Qb8+ **Kc3** and draws at least, 1 **Kc1** and wins), and the position, unusually for a study derived from a game, was actually simpler and more natural than the original. But of course this was merely a one-move study, and hardly worth publication even as a constructional exercise. It would be very much better if we could have some play after 1 Kc1, so I worked on.

My ambitious idea was to start the h-pawn back at h2, to make the Black king run into the well known but always pleasant zugzwang trap with Kf6/Pf7 against White Pf5/h6,

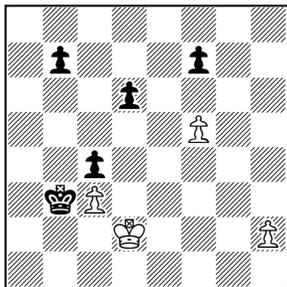


and to sort out the Q-side by exploiting the equally well known win with a king against three passed pawns :



I say “ambitious” because a composer who specifies so much detail in the play leaves himself little scope for constructional finesse; all he can do is to try the few available settings in turn, and hope one will prove sound. In the event, I struck lucky with **2.1** overleaf, but there are lines in the analysis which are definitely the computer’s and not mine.

2.1

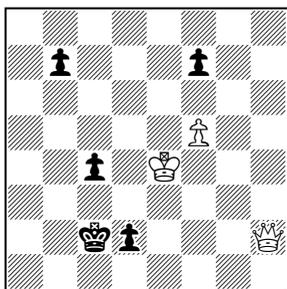


White to play and win

The actual solution is easy to follow. **1 Kc1! Kxc3 2-4 h6 Kf6** and now it's book: **5 K~2 d5 6 Kc3** (else 6...d4) **b5** (best) **7 K~2 b4 8 K~2 d4** (8...b3 9 Kc3, 8...c3 9 Kb3/Kd3) **9 Kc1!** and Black's moves soon run out.

If instead **1 h4** then **1...Kb2! 2 h5**, and Black must be careful; **2...d5** leads to **3 Ke3! Kxc3 4 h6 d4+ 5 Ke4 d3 6 h7 d2 7 h8Q+ Kc2 8 Qh2**,

2.1a

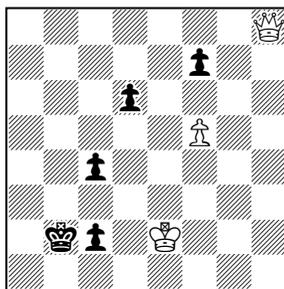


1 h4, 2...d5, 8 Qh2

and the computer finds a win in all lines (8...Kc1 9 Qf4 Kc2 10 Qf2 Kc1 11 Qe3 Kc2 12 Qe2 b5 13 Kd4 Kc1 14 Qe3 etc,

or 8...c3 9 Kd4 b5 10 f6 b4 11 Kc4 Kc1 12 Qf4 Kc2 13 Qf2 Kc1 14 Kxb4! d1Q 15 Kxc3). As before, it is the b-pawn which must advance, **2...b5**, leading to **3 h6 b4 4 h7 bxc3+ 5 Ke2** (Ke1/Ke3 are no better) **c2 6 h8Q+** :

2.1b



2...b5, 6 h8Q+

Moves by the Black king now lose, as does 6...c3, but **6...f6!** holds the draw. **7 Qxf6+ c3** is easy, and **7 Qb8+** is met by **7...Kc3!** as before. As in **G**, the key Tischbierek-Vorotnikov moves **1...Kb2**, **7...Kc3**, and **1 Kc1** all appear, and the defensive sacrifice **6...f6** is a bonus.

Leonard disclaimed all credit for the move **...Kf8** (he said it was probably found in the game post-mortem), and **2.1** appeared in *Correspondence Chess* as by "JDB after Tischbierek-Vorotnikov". It is not free from minor inaccuracy and many people hit on the right first move straight away, but I think it has its points. I sent the various versions to Hew as I found them, and he said it was fascinating to watch the study grow; I hope readers also have found the story of interest.