

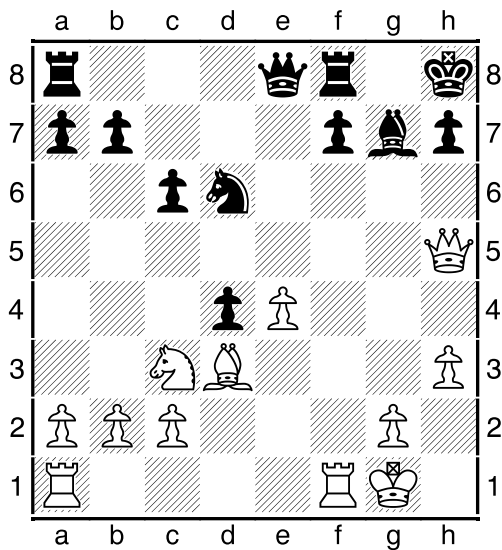


## Thursday 25<sup>th</sup> March

Lesson 3 (David Cordover)

### Warm-up Tactical Exercise

This is one of the most famous moves of all time. Bobby Fischer v. Pal Benko with Fischer (white) to move:

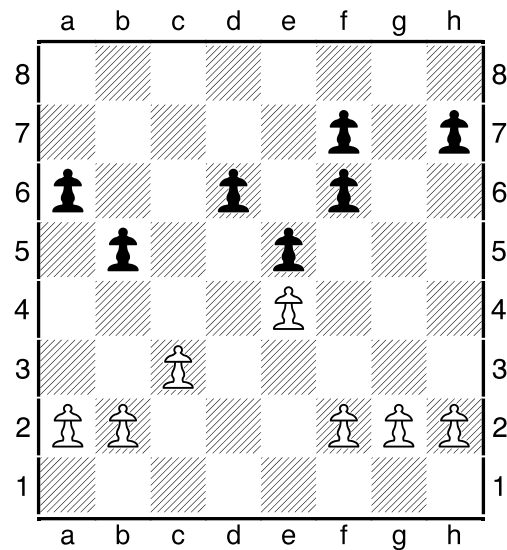


White to and mate. (#281)

Answer:

1. Rf6!!                      Bxf6
  2. e5                            and mate follows on h7
- 1-0

### Today's lesson: Open Files (#337)



Who is better?

- White has half-open d-file
- Black has half-open c and g-files
- Black has more pawn breaks

In general you would say that Black has a more active position and would like to remain in the middlegame to attack. White has a potential long-term advantage with Black's weak d-pawn.

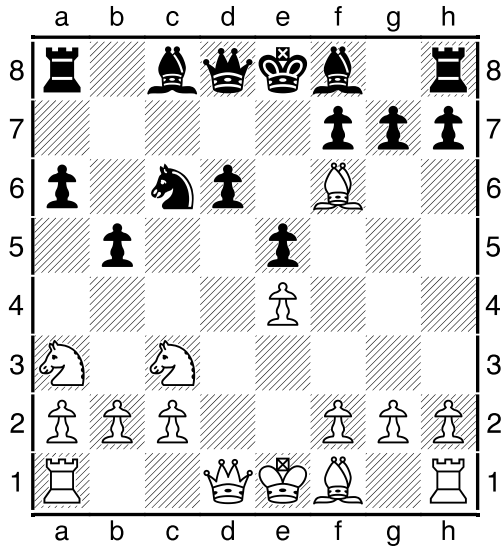
**Open Files are the only way to get your Rooks into the game!**

## Game - Anderson v. Cordover

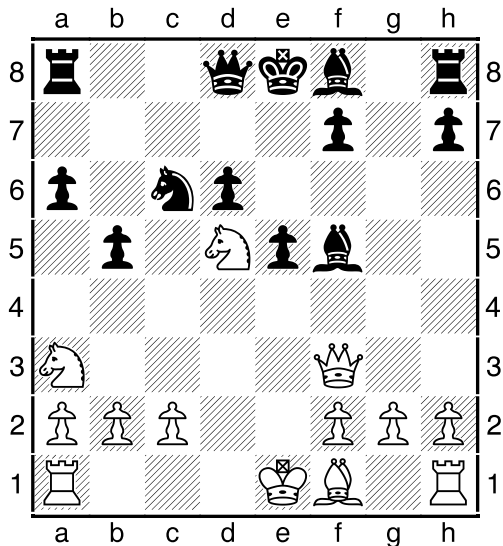
*Open Files (#84)*

This game shows why you need to understand pawns. If you can create Open Files (by swapping pawns) then you'll be able to use those open files to attack!

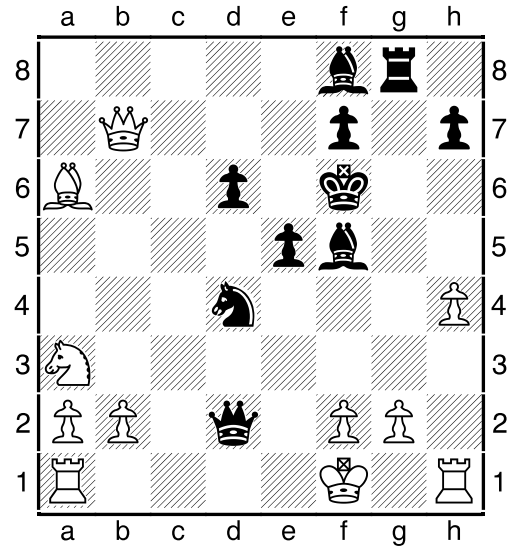
1. e4 c5 2. Nf3 Nc6 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 e5 6. Ndb5 d6 7. Bg5 a6 8. Na3 b5 9. Bxf6



9...gxf6 10. Nd5 f5 11. exf5 Bxf5 12. Qf3



12...Nd4! 13. Nc7+ Qxc7 14. Qxa8+ Ke7 15. c3 b4 16. cxb4 Qb6 17. Bxa6 Qxb4+ 18. Kf1 Qd2 19. h4 Rg8 20. Qb7+ Kf6



21. Re1? Bd3+ 22. Kg1 Qxe1+ 23. Kh2 Qxf2 24. Bxd3 Qg3+? missing a forced mate with the brilliant 24...Rxc2+ 25. Qxc2 26. Nf3+ Kh3 26. Qh4++ 25. Kg1 Nf3+ 0-1

## Your Homework

Look through this game. Notice how the pawns are used to create open files and how the Rooks attack along open and half-open files.

### Game – Hornung v. Cordover

*Open Files (#83)*

1. e4 c5 2. Nf3 Nc6 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 e5 6. Ndb5 d6 7. Bg5 a6 8. Na3 b5 9. Bxf6 gxf6 Taking back with the pawn is far better. If you capture with the Queen you lose two moves after Nd5. This doubled pawn can be used to play ...f5 which undermines the d5 square. Also the half open g-file can be useful. You have to understand that Black has all the attacking chances because he has all the available pawn breaks. It is just a matter of choosing where to launch your attack and getting your pieces active. 10. Nd5 f5 11. Bd3 If 11.exf5 then ...Bxf5 gains a tempo. Be6 12. Qh5 Rg8! Sacrificing the h-pawn but getting every piece very active. 13. g3 Nd4 14. c3 fxe4 Now the d5 square is under Black's control. 15. Bxe4 Bg4 16. Qxh7 Rg7 17. Qh8 Nf3+ Black's pieces dominate the centre. 18. Ke2 Ng5+ 19. f3 Nxe4 20.

fxg4 Qg5 21. Ne3 Nf6 22. Qh3 Nxc4 23. Qxc4 Qxc4+ 24. Nxc4 Rxc4 Reaching an endgame which is better for Black. Often the endgames that arise from the Pelikan are better for Black because of his mobile pawns and advantage in the centre. Also the bishop is better in open positions (here). 25. Rad1 Ke7 Immediately activating the King to assist the central pawns rolling. 26. Nc2 Bh6 27. Nb4 Ke6 28. Kf3 f5 29. Nd5 Rc8 Rook on a half-open file. Possibly Black can aim for the pawn break on b4 to get his rook more active. 30. Rhe1 Rc5 31. h3 Rg8 32. Nb4 a5 33. Nc2 b4 Now you can see the benefit of having pawn breaks available on all sides of the board. White can't defend both wings and the centre. The d-pawn hasn't been a weakness since the e-pawn was exchanged because it can always advance. 34. Nd4+ Kd7 35. cxb4 axb4 36. Nxf5 e4+ Winning a piece, but Black was winning anyway. 37. Rxe4 Rxf5+ 38. Kg2 Ra5 39. Rxb4 Rxa2 40. Kf3 Bg7 41. b3 Be5 42. g4 Rh8 43. Rh1 Rc2 44. Re4 Rf8+ 45. Ke3 Rc3+ 46. Ke2 Rxb3 47. h4 Ra8 Finishing it off with active pieces. 48. Rd1 Rh3 And the rooks deliver checkmate. 0-1