

The Creative Power of Bogoljubov

Volume II: Attack, Defense,
Planning and More

Grigory Bogdanovich

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Contents

Index of Games	5
Abbreviations	9

PART II (continued)

Chapter 12. Attack	10
1. Attack on the king stranded in the center	10
2. Attack on the king when castling on the same side.....	18
3. Attack on the king when castling on opposite sides.....	44
4. “Venturing beyond the barrier”	50
5. Attack on the queenside	53
Chapter 13. Defense	57
1. Counterattack	57
2. The technique of creating maximum complexity	62
3. Fortresses.....	66
4. Tactical defense.....	73
5. Pin-breaking	77
6. BLUFF! BLUFF! BLUFF!	82
Chapter 14. A Rhetorical Question	84
Chapter 15. Links in a Chain	108
Chapter 16. Opening: Bogoljubov’s Briefcase	134
General principles and techniques for playing in the opening.....	134
1. The violation of harmonious development	134
2. An unprincipled violation of the balance.....	136
3. Delayed castling	141
4. The extended fianchetto	142
5. A “fruitful opening idea”	148
6. “Traps should be prohibited by the police”	155
7. Mysterious typical pawn structures	163
a) The exchange variation in the Spanish Opening	163
b) The Carlsbad pawn structure	175
c) Secrets of the Stonewall castle.....	188
d) Warning! The Pillsbury knight is on the board!	206

Bogoljubov's contribution to the theory of particular openings.....	208
King's Gambit	208
Two Knights Defense	213
Four Knights Opening	218
Spanish Opening.....	224
French Battles	230
Queen's Gambit	263
Slav Defense	277
Zukertort System of the Queen's Pawn Opening.....	282
Chigorin Defense.....	293
Queen's Knight Defense (AKA the Bogoljubov-Mikenas Defense)	295
Bogo-Indian Defense	301
Reti Opening	311
Bogoljubov Gambit in the Dutch Defense	312
From's Gambit in Bird's Opening	314
Chapter 17. Bogoljubov's Endgame Technique.....	316
1. It's all about the pawn structure	316
2. An active king.....	323
3. Pawn endings	327
4. Endgames with same-colored bishops.....	332
5. Endgames with opposite-colored bishops.....	338
6. Knight endings.....	343
7. Rook endings	346
8. Queen endings	363
9. Endings with different pieces	367
10. Mating constructions	382
11. Zugzwang	384
12. Multi-piece endings.....	385
13. Bogoljubov's compositions	390
Chapter 18. Play Like Bogoljubov	393
Afterword	402

Index of Games

Game	White	Black	Opening	Year
195	Bogoljubov	Kmoch	Slav Defense	1930
196	Bogoljubov	Menke	Fragment	1947
197	Bogoljubov	Patigler	Fragment	1938/39
198	Rellstab	Bogoljubov	Fragment	1942
199	Vukovic	Bogoljubov	Queen's Gambit Accepted	1922
200	Schmidt	Bogoljubov	Fragment	1943
201	Bogoljubov	Przepiorka	Fragment	1922
202	Emanuel Lasker	Bogoljubov	Fragment	1934
203	Bogoljubov	Heinicke	Fragment	1938
204	Bogoljubov	Krueger	Fragment	1931
205	Carls	Bogoljubov	Fragment	1941
206	Romanovsky	Bogoljubov	Fragment	1924
207	Winter	Bogoljubov	Fragment	1936
208	Salwe	Bogoljubov	Fragment	1914
209	Bogoljubov	Reti	Pirc Defense	1919
210	Spielmann	Bogoljubov	Vienna Game	1920
211	Bogoljubov	Rubinstein	Fragment	1923
212	Marco	Bogoljubov	Fragment	1922
213	Euwe	Bogoljubov	Fragment	1922
214	Bogoljubov	Johner	Nimzo-Indian Defense	1931
215	Bogoljubov	Euwe	Nimzo-Indian Defense	1929
216	Bogoljubov	Olson	Queen's Indian Defense	1920
217	Bogoljubov	Tarrasch	King's Indian Defense	1923
218	Breyer	Bogoljubov	Fragment	1914
219	Bogoljubov	Thomas	Fragment	1923
220	Bogoljubov	Rellstab	Fragment	1933
221	Hromadka	Bogoljubov	Fragment	1912
222	Brinckmann	Bogoljubov	Fragment	1921
223	Machate	Bogoljubov	Fragment	1936
224	Romanovsky	Bogoljubov	Fragment	1915
225	Alekhine	Bogoljubov	Spanish Opening	1922
226	Bogoljubov	Wahl Tuch	Fragment	1922
227	Von Holzhausen	Bogoljubov	Sicilian Defense	1926
228	Capablanca	Bogoljubov	Fragment	1929
229	Eisinger	Bogoljubov	Fragment	1949
230	Bogoljubov	Rubinstein	Fragment	1919
231	Mieses	Bogoljubov	Fragment	1928
232	Janowski	Bogoljubov	Fragment	1924
233	Alexander	Bogoljubov	Fragment	1952
234	Bogoljubov	Alekhine	Fragment	1922
235	Bogoljubov	Alekhine	Fragment	1930
236	Bogoljubov	Alekhine	Fragment	1934
237	Bogoljubov	Euwe	Two Knights Defense	1941
238	Euwe	Bogoljubov	Fragment	1941
239	Bogoljubov	Hult	Fragment	1921
240	Kashdan	Bogoljubov	Fragment	1931
241	Rautenberg	Bogoljubov	Fragment	1947
242	Keres	Bogoljubov	Fragment	1936

Game	White	Black	Opening	Year
243	Bogoljubov	Alekhine	Fragment	1925
244	Alekhine	Bogoljubov	Fragment	1943
245	Schulz	Bogoljubov	Fragment	1930
246	Bogoljubov	Saemisch	Sicilian Defense	1922
247	Bogoljubov	Ilya Rabinovich	Fragment	1914
248	Bogoljubov	Alekhine	Fragment	1929
249	Alekhine	Bogoljubov	Fragment	1929
250	Bogoljubov	Alekhine	Spanish Opening	1929
251	Alekhine	Bogoljubov	Semi-Slav Defense	1936
252	Duz-Khotimirsky	Bogoljubov	Fragment	1924
253	Bogoljubov	Leonhardt	Reti Opening	1927
254	Bogoljubov	Araiza	Slav Defense	1930
255	Bogoljubov	Colle	Nimzo-Indian Defense	1931
256	Maroczy	Bogoljubov	Four Knights Opening	1922
257	Marshall	Bogoljubov	Torre Attack	1928
258	Bogoljubov	Tarrasch	Fragment	1922
259	Bogoljubov	Alexander	Queen's Indian Defense	1936
260	Bogoljubov	Colle	Fragment	1925
261	Bogoljubov	Alekhine	Queen's Gambit	1929
262	Bogoljubov	Seleznev	Philidor Defense	1916
263	Bogoljubov	Ilya Rabinovich	Queen's Indian Defense	1917
264	Bogoljubov	Pomar	Trompowsky Attack	1951
265	Rubinstein	Bogoljubov	Dutch Defense	1923
266	Rellstab	Bogoljubov	Semi-Slav Defense	1949
267	Euwe	Bogoljubov	English Opening	1923
268	Bogoljubov	Alekhine	Queen's Gambit Accepted	1934
269	Bogoljubov	Johner	Reti Opening	1926
270	Alekhine	Bogoljubov	Semi-Slav Defense	1934
271	Stahlberg	Bogoljubov	Queen's Gambit	1934
272	Troeger	Bogoljubov	Semi-Slav Defense	1950
273	Bogoljubov	Erdelyi	Queen's Gambit	1931
274	Bogoljubov	Joss	Catalan Opening	1934
275	Bogoljubov	Gotthilf	Slav Defense	1925
276	Stahlberg	Bogoljubov	Slav Defense	1930
277	Tarrasch	Bogoljubov	Queen's Indian Defense	1920
278	Bogoljubov	Mueller	Spanish Opening	1933
279	Marotti	Bogoljubov	Spanish Opening	1922
280	Krueger	Bogoljubov	Spanish Opening	1927
281	Bogoljubov	Alekhine	Caro-Kann Defense	1942
282	Bogoljubov	Rubinstein	Queen's Gambit	1930
283	Bogoljubov	Yates	Queen's Gambit	1924
284	Johner	Bogoljubov	Queen's Gambit	1928
285	Stoltz	Bogoljubov	Queen's Gambit	1931
286	Bogoljubov	Mieses	Dutch Defense	1925
287	Bogoljubov	Gilg	Queen's Gambit	1929
288	Bogoljubov	Przepiorka	Queen's Gambit	1926
289	Bogoljubov	Tartakower	Dutch Defense	1924
290	Bogoljubov	Roedl	Queen's Gambit	1931

Game	White	Black	Opening	Year
291	Bogoljubov	Romanovsky	Queen's Gambit	1924
292	Bogoljubov	Leonhardt	Slav Defense	1920
293	Bogoljubov	Steiner	Queen's Gambit	1928
294	Spielmann	Bogoljubov	King's Gambit	1923
295	Spielmann	Bogoljubov	King's Gambit	1923
296	Harksen	Bogoljubov	Two Knights Defense	1931
297	Bogoljubov	Rubinstein	Four Knights Opening	1920
298	Bogoljubov	Rubinstein	Four Knights Opening	1920
299	Bogoljubov	Reti	Spanish Opening	1919
300	Bogoljubov	Bogatyrchuk	Spanish Opening	1924
301	Bogoljubov	Alekhine	French Defense	1942
302	Bogoljubov	Spielmann	French Defense	1925
303	Bogoljubov	Spielmann	French Defense	1922
304	Bogoljubov	Maroczy	French Defense	1930
305	Bogoljubov	Spielmann	French Defense	1919
306	Bogoljubov	Reti	French Defense	1925
307	Bogoljubov	Reti	French Defense	1925
308	Bogoljubov	Alekhine	French Defense	1924
309	Reti	Bogoljubov	French Defense	1919
310	Bogoljubov	Thomas	French Defense	1927
311	Bogoljubov	Alekhine	French Defense	1937
312	Bogoljubov	Danielsson	French Defense	1935
313	Bogoljubov	Fry	French Defense	1950
314	Bogoljubov	Seleznev	French Defense	1921
315	Alekhine	Bogoljubov	Queen's Gambit	1929
316	Landau	Bogoljubov	Queen's Gambit	1936
317	Bogoljubov	Van Den Bosch	Queen's Gambit	1936
318	Alekhine	Bogoljubov	Queen's Gambit	1929
319	Bogoljubov	Stahlberg	Slav Defense	1930
320	Bogoljubov	Vidmar	Semi-Slav Defense	1931
321	Tartakower	Bogoljubov	Slav Defense	1929
322	Bogoljubov	Spielmann	Queen's Gambit	1932
323	Bogoljubov	Rellstab	Queen's Pawn Opening	1936
324	Bogoljubov	Andersen	Queen's Pawn Opening	1931
325	Ilya Rabinovich	Bogoljubov	Queen's Pawn Opening	1924
326	Rubinstein	Bogoljubov	Queen's Pawn Opening	1920
327	Maroczy	Bogoljubov	Queen's Pawn Opening	1924
328	Preusse	Bogoljubov	Queen's Pawn Opening	1927
329	Ilya Rabinovich	Bogoljubov	Chigorin Defense	1914
330	Weinitschke	Bogoljubov	Queen's Knight Defense	1938
331	Saemisch	Bogoljubov	Queen's Knight Defense	1920
332	Barnstadt	Bogoljubov	Queen's Knight Defense	1939
333	Saemisch	Bogoljubov	Bogo-Indian Defense	1925
334	Bogoljubov	Sarapu	Bogo-Indian Defense	1949
335	Reti	Bogoljubov	Reti Opening	1925
336	Bogoljubov	Wendel	Dutch Defense	1920
337	Johner	Bogoljubov	Queen's Gambit	1928
338	Rubinstein	Bogoljubov	Fragment	1921

Game	White	Black	Opening	Year
339	Bogoljubov	Saemisch	Fragment	1933
340	Colle	Bogoljubov	Fragment	1929
341	Bogoljubov	Tartakower	Fragment	1938
342	Grau	Bogoljubov	Fragment	1930
343	Flohr	Bogoljubov	Fragment	1931
344	Bogoljubov	Spielmann	Fragment	1938
345	Bogoljubov	Seleznev	Fragment	1917
346	Bogoljubov	Alekhine	Fragment	1923
347	Bogoljubov	Alekhine	Fragment	1925
348	Bogoljubov	Verlinsky	Fragment	1925
349	Bogoljubov	Niephaus	Fragment	1951
350	Heinicke	Bogoljubov	Fragment	1951
351	Treybal	Bogoljubov	Fragment	1925
352	Eliskases	Bogoljubov	Fragment	1939
353	Colle	Bogoljubov	Fragment	1927
354	Bogoljubov	Bluemich	Fragment	1925
355	Keres	Bogoljubov	Fragment	1942
356	Bogoljubov	Spielmann	Fragment	1928
357	Reti	Bogoljubov	Fragment	1927
358	Bogoljubov	Tartakower	Fragment	1924
359	Alekhine	Bogoljubov	Fragment	1934
360	Lehmann	Bogoljubov	Fragment	1940
361	Bogoljubov	Heinicke	Fragment	1947
362	Bogoljubov	Ahues	Fragment	1935
363	Bogoljubov	Kostic	Fragment	1931
364	Grob	Bogoljubov	Fragment	1935
365	Heemsoth	Bogoljubov	Fragment	1949
366	Kieninger	Bogoljubov	Fragment	1949
367	Emanuel Lasker	Bogoljubov	Fragment	1924
368	Bogoljubov	Thomas	Fragment	1922
369	Bogoljubov	Stahlberg	Fragment	1939
370	Reti	Bogoljubov	Fragment	1922
371	Bogoljubov	Saemisch	Fragment	1938
372	Maroczy	Bogoljubov	Fragment	1920
373	Richter	Bogoljubov	Fragment	1933
374	Melngailis	Bogoljubov	Fragment	1939
375	Bogoljubov	Weil	Fragment	1938
376	Bogoljubov	Gygli	Fragment	1932
377	Romanovsky	Bogoljubov	Fragment	1915
378	Bogoljubov	Richter	Fragment	1933
379	Bogoljubov	Rubinstein	Fragment	1930
380	Bogoljubov	Walter	Fragment	1932
381	Rankis	Bogoljubov	Fragment	1947
382	Grob	Bogoljubov	Fragment	1939
383	Bogoljubov	Kashdan	Fragment	1931
384	Bogoljubov	Zubarev	Fragment	1925
385	Bogoljubov	Heinrich	Fragment	1947

PART II (continued)

Chapter 12

Attack

Chess theory states that the side that possesses an advantage must attack, otherwise they risk losing this advantage. This instruction is taken from Steinitz's doctrine. The great German chess player Siegbert Tarrasch, who was the follower and chief advocate of this doctrine, indicated the target of an attack:

"You should attack where the enemy is weak and you are strong." The development of this postulate has been formalized in Mikhail Tal's "assault ratio". Attacking theory has become overlain with various tips such as Tartakower's:

"When conducting an attack, white's achievement was not that he made good moves, but that he avoided bad ones," and "When attacking the enemy, chess players do not try to convince him, but to surprise him." When analyzing Bogoljubov's games, you note his preparation of attacks, to which he attached great importance. The types of attack and techniques used in their conduct depend on the final goal, which, in turn, indicates where the main blow will be delivered.

1. Attack on the king stranded in the center

One of the main recommendations at the beginning of the game is to remove the king from the center quickly using castling. If the enemy has hesitated to evacuate his king, then your task is to keep it in the center. How? It depends on the situation. After that, the attacking side will need to open paths (even if it becomes necessary to resort to sacrifices), along which his pieces can get to the enemy king.

We start this chapter with a game in which Bogoljubov acted in a similar way.

Brinckmann was most complimentary about this game: "In the opening, Bogoljubov deployed a new move. The unsuspecting Knoch suddenly encountered the novelty (12. ♔c2), spent a lot of time thinking – and made a mistake. And the way Bogoljubov converted his advantage – even Alekhine could not have done it more convincingly."

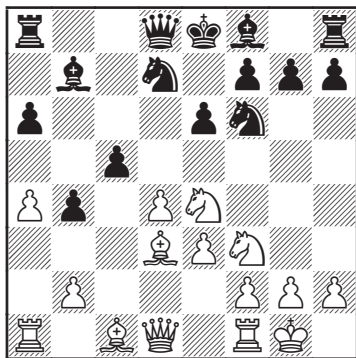
He was echoed by the Patriarch of Soviet chess, Mikhail Botvinnik, who assigned two exclamation marks to one of Bogoljubov's moves in this game.

When playing in tournaments, Bogoljubov attentively watched

the games of his rivals, and took note of all interesting ideas. Thus, in the following game he applied Grunfeld's new move from the Berlin tournament of 1928, in which they both took part. Sacrificing one pawn after another, Bogoljubov reached the enemy king.

No. 195. Slav Defense
BOGOLJUBOV – KMOCH
San Remo 1930

1. ♖f3 ♗f6 2. c4 c6 3. d4 d5 4. e3 e6 5. ♗c3 ♗bd7 6. ♙d3 dc 7. ♙xc4 b5 8. ♙d3 a6 9. 0-0 c5 10. a4 b4 11. ♗e4 ♙b7



Black was probably keen to go for this variation, wondering why white has chosen this old continuation, which had been finally recognized by theory as favorable for black! However, Bogoljubov significantly strengthens this variation, which first occurred in the game Grunfeld – Rubinstein, Meran 1924. That game continued 12. ♗ed2 ♙e7 13. ♗e2 0-0 and better for black. However, it should be noted that

Kmoch in this game was affected not so much by the power of the new move, as much as by the fact that it was a novelty – MB.

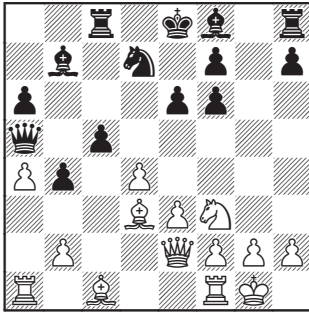
12. ♗c2 ♗c8. *Black fails to foresee his opponent's intentions. White, attacking the c5 pawn, provoked the move ...♗c8 in order to attack the a6 pawn after transferring the queen to e2. If the a-pawn advances, the b5 square is exposed. It is also difficult to protect the pawn. And yet, with accurate play black can achieve a good game via 12... cd 13. ♗xd4 ♗c8 14. ♗xf6+ gf 15. ♗e2 ♗c5 16. ♙c4 ♙d6, and black definitely has a chance of an attack. After the move in the text, this option is no longer possible – MB.*

According to Euwe, after 13. ed (which is better than 13. ♗xd4) 13... ♙e7 the position is equal.

13. ♗xf6+ gf. In the game Grunfeld – von Holzhausen (Berlin 1928), black responded with 13... ♗xf6, and held his ground: 14. ♗e2 ♗a5 15. dc ♙xc5 16. e4 ♙e7.

The move 13... ♗xf6 also deserves consideration. Meanwhile, the move in the text sort of declares: "I'm coming after you!" What, with the king in the center? And we will now see that this question is not superfluous.

14. ♗e2 a5? The disadvantage of this move is that now the b5 square is available for white's light-squared bishop, after which the pin on the a4-e8 diagonal becomes very unpleasant. Botvinnik recommended 14... ♗a5.



This recommendation was tested two decades later in the game Bogoljubov – Fuderer (Dortmund 1951):

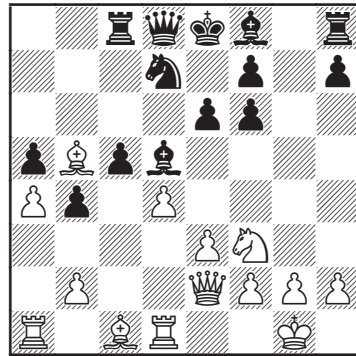
15. d5. The battle against Kmoch made an indelible impression on Bogoljubov, and many years later he acted in a similar way.

15...♙d6. Black did not dare accept the pawn sacrifice, and chooses to play against Bogoljubov with the utmost caution.

16. e4 ♖e7 (black's situation is still tough after 16...e5 17. ♘h4; or 16...0-0 17. ♙h6 ♖fe8 18. ♘d2) 17. ♘d2, and, despite his opponent's counterattack, Bogoljubov later achieved a won position. However, after that he missed some simple tactics and he still managed to lose: the years were taking their toll...

15. ♖d1 ♙d5? A mistake: black is planning a bishop maneuver that could be useful for protecting the king, but it comes to the detriment of his development. Botvinnik recommended 15...♚c7, so that after 16. ♙b5 black may play 16...♙c6 with the ability to defend. However, after 17. e4 white has a huge advantage.

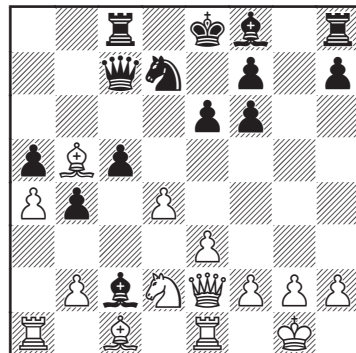
16. ♙b5



Now that the black king has voluntarily remained in the center, black needs to avoid opening up paths to attack it. The careless move with black's a-pawn has allowed the white bishop to take up an excellent position on b5. Now all that remains is to open up files for the major pieces, which Bogoljubov does with great energy.

16...♙b3. This was aimed at countering dxc5.

17. ♖e1 ♚c7 18. ♘d2! ♙c2. If 18...♙d5, then 19. e4 ♙c6 20. ♙xc6 ♚xc6 21. d5! followed by ♘c4 or de.



19. d5!! This is how Mikhail Botvinnik evaluated this move! From the previous chapter (in Volume I), we already know what the d5 square meant to Bogoljubov. Bogoljubov starts opening files in the center, without disdaining sacrifices.

19...ed. Not 19...e5 due to 20. e4, and the c2 bishop would be cut off from its pieces.

20. e4! d4. An attempt to prevent the opening of the e-file. If 20...de, then 21. ♖xe4 ♙xe4 22. ♚xe4+ ♚e5 23. ♙f4 and so on.

21. e5! fe. Or 21...f5 22. e6; and not 21...♚xe5 22. ♚f1 – AB.

22. ♖f3. This is the purpose of the sacrifice of the two pawns! The c2 bishop is under attack and white threatens ♖xe5 winning the knight. Black is helpless – MB.

22...♙d6. Or 22...d3 23. ♚xe5+ ♚xe5 24. ♖xe5+–.

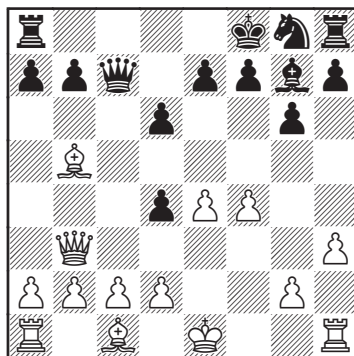
23. ♚xc2 c4 24. ♚f5. Black resigned. The force with which Bogoljubov dealt with his opponent cannot be ignored. However, the latter's help was too obvious – MB.

The conclusion is clear: if Botvinnik himself admired Bogoljubov's play in this game, then this game surely deserves a place in textbooks!

In the next game, Bogoljubov carried out an attack on the king stuck in the center with wide-scale opening of the files and diagonals.

No. 196.

BOGOLJUBOV – MENKE
Lueneburg 1947



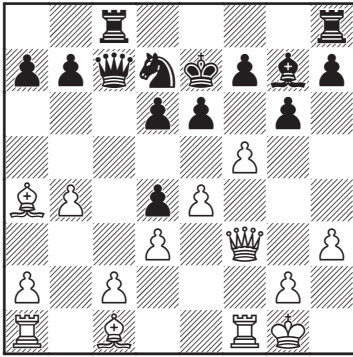
Bogoljubov has deprived his opponent of castling, and while black deals with his kingside, white also needs to complete the development of his pieces and provide them with paths to the black king. White's next moves are aimed at achieving these goals.

12. 0-0 ♖c8 13. ♙a4 ♖f6 14. ♚f3 ♖d7 15. b4. It is necessary to ensure the light-squared bishop is invulnerable.

15...e6. The natural completion of “artificial” castling 15...♙f6 16. d3 ♙g7 doesn't work due to 17. ♙xd7!? ♚xd7 18. e5! or the simple compressing move 17. g4!?

16. d3 ♙e7. Of course, black saw that the enemy was preparing the opening of the f-file, but he probably didn't want to prevent this with the formulaic 16...f5 due to 17. ef ef 18. ♖e1 ♙f6 19. ♙b2 ♙g7 20. ♚f2 or 17...gf 18. ♖e1 – in both cases with easy play for white.

17. f5!



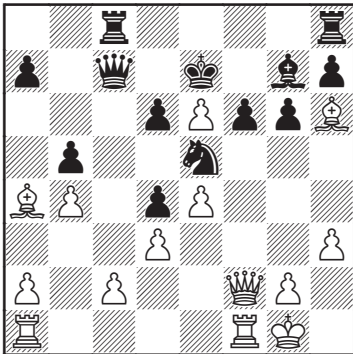
A decisive opening of the f-file and the c1-h6 diagonal, along which white’s dark-squared bishop will join the execution of the black king.

17...f6. With a timid hope of blocking the f-file.

18. fe ♖e5. Hoping to sit around behind the white e6 pawn. After 18... ♙xe6 the “shooting range” a2-g8 diagonal opens up.

19. ♜f2 b5. It was better to play 19...h6, to prevent white’s next spectacular attack.

20. ♗h6!?



After this textbook deflection tactic, black is unable to protect the f6 square. Punishment quickly follows.

20...♙d8 21. ♗xb5 ♖b8 22. ♗d7 ♞xd7 23. ♗xg7 ♖g8 24. ed ♖xg7 25. ♜xf6+ ♗e7 26. c3! With a temporary pawn sacrifice, Bogoljubov opens up the c-file to involve the queen’s rook in his attack as well.

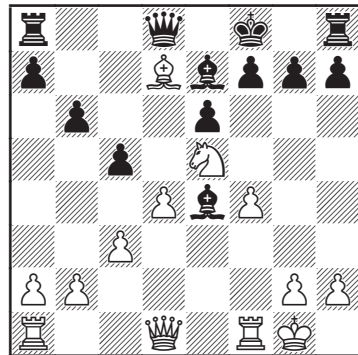
26...dc 27. ♖ac1 ♖xb4 28. ♖xc3 ♜b6+ 29. ♙h2. Black resigned.

Here’s another signature Bogoljubov attack on the black king stuck on f8.

No. 197.

BOGOLJUBOV – PATIGLER

corr. 1938/39



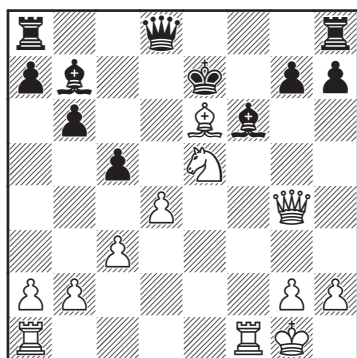
As a result of a poorly played opening, the black king has been deprived of castling. The confrontation of the white rook and the black king suggests the idea of opening the f-file.

14. f5! ♗f6. Other moves were also bad. Another problem for black is that white’s strongest piece – the queen – has convenient ways to join the attack, which form a parallelogram with the diagonals d1-b3-f7-h5-d1:

14...f6 15. ♖h5!
14...♗xf5 15. ♖xf5 e6 16. ♖b3!

15. fe fe 16. ♗xe6 ♔e7. The situation in this game is similar to the previous battle: the weakness of the a2-g8 diagonal forces the black king to move to the center.

17. ♖g4 ♗b7



18. ♖xf6!

As a result, white has destroyed the only piece that covered the king.

18...g6. After 18...♔xf6 19. ♖f1+ checkmate is just around the corner.

19. ♗c4! The bishop's retreat is a typical way to set up a ♖+♗ tandem for a decisive attack on the weakened diagonal.

19...♗d5 20. ♘c6+! Black resigned, because he has lost his queen, and the knight cannot be captured due to a checkmate in two: 20...♗xc6 21. ♖e6+ ♔f8 22. ♖f7#.

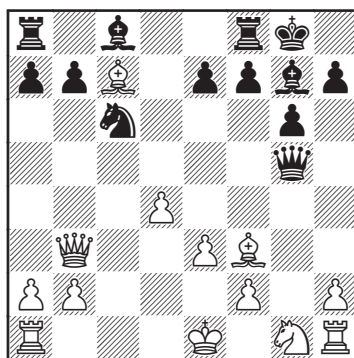
An example of a very economical attack – it took Bogoljubov only seven attacking moves.

Continuing with the topic...

No. 198.

RELLSTAB – BOGOLJUBOV

Munich 1942



White's king is still in the center, but it definitely wants to escape to the queenside. To prevent this, Bogoljubov decides to sacrifice a pawn; the main objective is to keep the white king in the center.

11...♗g4? 12. ♗xg4?

Bogoljubov's rival was probably familiar with Frank Marshall's parable and therefore did not go for the continuation 12. ♖xb7!? Although, as analysis shows, the capture of the b7 pawn with the queen deserves consideration.

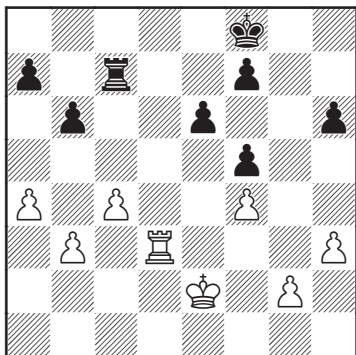
12...♖xg4 13. ♘e2. Otherwise, white could've forgotten about long castling, and he also needs to think about the career of his king's rook.

13...♖ac8. Black's last move is also directed against white's long castling.

14. ♖g1. Now 14. ♖xb7 is bad due to 14...♖d7.

14...♖d7 15. ♗g3 e5!? As we have already noted, pawns are a good

No. 362.
BOGOLJUBOV – AHUES
 Bad Nauheim 1935



39. ♖d8+ ♔g7 40. ♔d3 f6 41. g4
 fg 42. hg ♔g6 43. ♖d6 h5 44. gh+
 ♔f5 45. a5!? Bogoljubov sacrifices a

pawn to create a second passed pawn,
 and his rook gets more freedom of
 action.

45...ba 46. ♖a6 ♖e7 47. ♔e3 ♖b7
 48. ♖xa5+ ♔g4 49. h6 ♖xb3+ 50.
 ♔e4 ♖b7. If 50...♖b4, then 51. ♔d4
 ♔xf4 52. ♖b5!, and the white h-pawn
 is unstoppable

51. ♖a1! With the threat of 52.
 ♖g1+ and 53. h7!

51...f5+ 52. ♔e5 ♖h7 53. ♖g1+
 ♔f3 54. ♖g6 ♖c7 55. ♖xe6 a5 56.
 ♔xf5 ♖xc4 57. h7 ♖c8 58. ♖h6 ♖h8
 59. ♖h3+ ♔g2 60. ♖h5 ♔f3 61.
 ♔g6. Black resigned.

The next ending is notable for
 the subtle maneuvering of the white



Bad Nauheim 1935