

16. ♖e7 ♖fe2 17. ♜g6+ ♖h5 18. ♜d6 ♖c2 19. ♖f8 ♖g6 20. ♜d5+ ♖h4 21. ♖e7+ ♖h3 22. ♜g5 And Black is not in time to bring the bishop back to g2, as for example: 22... ♖gh5 23. ♜g3+ ♖h2 24. ♖d6+-

1... ♖ef7? Good idea with the wrong moves, as in this move order Black is forced to lose decisive tempo: 2. ♖b2 ♖fe6 3. ♜g5 Still, the main goal is not to let 3... ♖g4 3... ♖c4 4. ♖c3 ♖a2 5. ♜g1! ♖f5 6. ♖d4 ♖ab1 7. ♖e5 ♖fe4 8. ♜g5 ♖bc2 9. ♖f6 ♖f5 10. ♜g3+ ♖h4 11. ♜g1+ ♖h3 12. ♖g5 ♖fe4 13. ♜g3+ ♖h2 14. ♖f4 ♖g2 15. ♖d4 This is leading to the variation 1... ♖ec6 15... ♖d1 16. ♜g7 ♖h5+- You can find this position in the previous diagram.

2. ♖b2 ♖ed7 3. ♜g6

The typical way of defending against the regroup of the Black bishops, but here White is missing a tempo.

3... ♖e8 4. ♜g3+ ♖h4 5. ♖c3 ♖h5 6. ♖d4

Threatening ♖e5, against which Black has three different defences, all finishing with a draw:

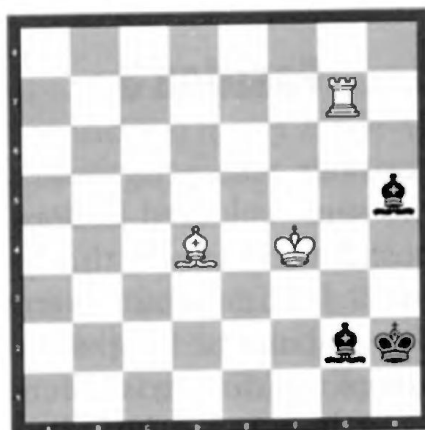
6... ♖c(e)d7 and 7... ♖g4;

6... ♖b5(a4)-e2(d1)-g4;

6... ♖h6 and 7... ♖g6.=

Position 4

Let us take a closer look at what would happen in case if White plays 10. ♖e5?!



10. ♖e5?! ♖g1 11. ♖e3 ♖f1 12. ♖d4 ♖gf3 13. ♜g3!

As usual, the most important here is to avoid ... ♖hg4 by all means.

13... ♖g2 14. ♖d2 ♖hf3

Now we bring the rook to the first rank.

15. ♜g7 ♖d5 16. ♜g5 ♖b7 17. ♖e3 ♖bd5 18. ♜g6 ♖gf3 19. ♜g7 ♖a8 20. ♜a7 ♖ad5 21. ♜a1+ ♖g2 22. ♖f4 ♖h3 23. ♜g1 ♖g2 24. ♜c1!

There is no way back 24. ♜a1? ♖h4 25. ♜a7 ♖b7=

24... ♖ge4 25. ♖a7

The beginning of a difficult and by far not a natural manoeuvre, White is bringing his bishop to a position where he will not disturb the movement of the rook.

25... ♖c6 26. ♜g1 ♖g2 27. ♜b1! ♖gf3

On the first view, White has reached nothing. Black threatens ♖e2, after which neither 28. ♜c1? ♖h4, nor 28. ♜e1 ♖g4 lead to a draw. 28. ♜b8? ♖cd5 with taking control over the field g8 would let the game end in a draw as well, but: