

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 lead-
 ing to the variation 1... ♙ec6 15... ♙d1
 16. ♖g7 ♙h5+- You can find this posi-
 tion 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:

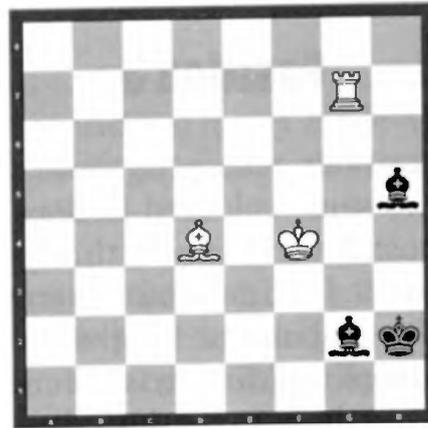
6... ♖c(e)d7 and 7... ♙g4;

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 move-
 ment 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: