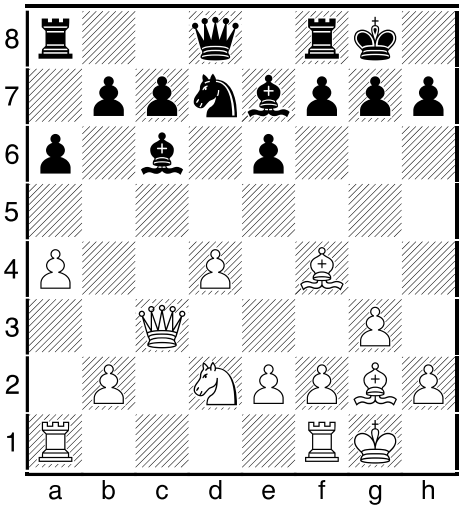
Question #11



Black to Move!

11 - I Evaluate the position

A	White is Winning
B	White is Better
C	Nearly Equal
D	Black is Better

11 - II What is the best move?

A	**1...♘d7–b6**
B	**1...♗c6–d5**
C	**1...♘d7–b8**
D	**1...♗c6×g2**

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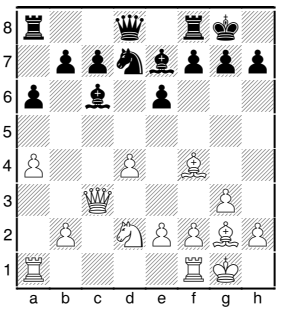
(11) Umezina,G. - Fischer,R *USA, 2000*



Black to Move!

		Score	0 - 1000	1000-1400	1400-1800	1800-2200	2200-2400	2400-2800
1	A					8%	4%	
	B	1	25%	25%	36%	33%	32%	
	C	5	50%	25%	57%	59%	64%	100%
	D		25%	50%	7%			

2	A	-1	30%					
	B	-1	24%	11%	14%			
	C		28%	55%	29%	42%	41%	38%
	D	5	18%	34%	57%	58%	59%	62%

11-1 First of all, don't try to find this game in any of the books devoted to the World Champion **Bobby Fischer**. My student, master **Bob Fischer** was playing Black. You will find other interesting examples from his games in the test. While it looks like White has an advantage, you only get 1 point for selecting <B>. White has initiative thanks to the pressure on the c-file and advantage in space. However, Black has a direct way to neutralize it and reach a nearly equal position. You get 5 points for choice <C>.

11-2 White is threatening **1.♗×c6** winning a ♙. Additionally the ♙ on c7 is a potential target, if Black ♗ leaves c6. Since both **1...♘b6?** (<A>) and **1...♗d5?** (<B>) give up a ♙ without a fight, you lose 1 point for selecting either one. After the natural **1...♗×g2** White has a "nasty" in-between move **2.♗×c7** grabbing a ♙ prior to recapturing the ♗ on g2. In the game Black settled for a passive **1...♘b8** (<C>) in order to save a ♙.

Well, if this resembled your thought process, you missed an opportunity to launch a counterattack against the misplaced White pieces. After, **1...♗×g2! 2.♗×c7** (In case of 2.×♔g2, Black is fine after 2...♖c8 preparing 3...♙c5) **♕e8 3.♔×g2 ♖c8 4.♕a5 ♘f6 5.♙e4** (otherwise ♘d5 and ♗b4 trapping White ♕) **♕d7**, Black has a strong initiative.

You get 5 points for choice <D> - **1....♗×g2**. However, if you never intended to sacrifice a ♙ and missed the **2.♗×c7** idea completely, then award yourself with only 1 point.

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