Edward Whiteside: 2005 UCU Master Class

Developing pawn structures. Pawn Levers 6th August 2005

(notes by Mark Newman)

I have based this talk on an excellent book - *Mastering the Sicilian* by Danny Kubek. The talk follows well with Rays talk. We are looking at pawn structures. Quote from the book - "believe the strength about a chess expert is their ability to recognize a pawn lever in a position" (para-phrased). It is important what Kubek doesn't say. He doesn't mention opening repertoires, end games or plan in the middle game but singles above these the recognition of pawn levers.

What is a pawn lever?

" A Pawn move" - Rays example with the isolated queens pawn was d5. What does the pawn move do? - it "offers a trade" Reasons for playing - "improves the lever playing sides pawn structure and or damages the opponents pawn structure" Can be played at any stage of game - opening, middle, end game.

Basic example :



White to play the pawn lever b6 wins. If black plays cxb then another pawn lever (lever as in opening something up). White plays a6. If black to move how does he stop the pawn lever? He plays b6 and then white cant win. This position requires whites pawns to be close to the end rank. It is a good basic example of a powerful pawn lever. Most people would give examples where they have won. Here is one I lost against Danny Mallaghan. The Sicilian Dragon against e4. White played atrociously. But you learn more from your losses than wins.



In the dragon - the black king castles, king bishop is fianchettoed and black aims to push the queen side pawns. In this position white hasn't castled and has no counter play. White could still survive but I missed a pawn lever and played the routine move O-O.

What do you think black did to win the game?

A pawn lever b3. The trade improves blacks position. The white pawn on d3 is weak and should fall.

Instead of white playing O-O what should he have done? The move d4 stops the pawn lever.

O-O wasn't focusing on the needs of the position. Another local game - David Robb of Bombardier. Black would like to get his pawn to a4. White managed to hang on.



- a5 signalling the desire for a4.
- Kel a4

4 king gets tempo attacking bishop

 Ke2
 Be4

 B4+
 Kxc4

 Bxa4
 b5

 Bd1
 Bg2

 Be2+
 Kb3

Bxb5 Kxa3

Bd3

This game I won against Michael Waters - I will put it up and you can say what you think about the position.



Good example where both sides have advantages. The d5 knight has a good square. White has taken time to line up queen and bishop onto h7 diagonal. Will look for h5 lever to open up king. However black won this. .h4 f5 Ng3 h5 Nf6 Qe2 Blacks king is safe white will need to regroup and possibly sacrifice to break through. Nf1 Ng4 Nf1d2 Qd6 Bxe7 Nxe7 Black needs to be careful his black squares are weak.

Ng5 Nd5

.g3 Re8 relieve queen from defending pawn

O-O e5 the pawn lever, removes weakness of backward pawn, frees white squared bishop. Rook is pinned.

.f4		Rook is pinned.			
	.e4	the backward pawn is now a passed pawn. The kingside is			
.b3	Nxc3	blocked. A clever combination			
Rxc3	Qxd4+				
Re3	Qxe3+				
QxQ	NxQ				
Re1	c3				
Ndxe4	fxe4				
Bxe4	Rxe4				
Nxe4	c2				
Rc1	Bf5				
Nd6	Rd8				
Black blocked whites king side levers and setup one of this own.					

Best way to learn openings is to learn pawn structures. We will look at three structures in the Sicilian The pawn structures dictate where the pieces should be placed and provide a plan for the middle game. Learn pawn structure and typical middle game plans then play 100 games of that opening to watch for recurring patterns, pawn structures and places for pieces. The subtle positions for pieces in the pawn structure will be learnt through the 100 games. GM's look for patterns. Kopeks book on the Sicilian concentrates on pawn structures not on moves and gives a summary of general principles after each game.



The pawn position for the Scheveningen. Pawns on d6 and e6. Knights possibly on c6 and f6. The structure provides solidity and flexibility with compactness. In general black has the superior pawn position. Black has two central pawns against whites only one. Black will be looking for the d5 pawn lever. If he can get this he should have the better game. He may play e5 first aiming to play d5 very soon afterwards.

White goes for king side attack in middle game if black survives to end game is normally better off.

The black pawns on a6 and b5 are multipurpose. Stopping the knights from b5 and allowing the bishop to develop. Also the b5

pawn can be pushed to hit the knight on c3 defending the e4 pawn. Sometimes black moves e5 to block e4 pawn. Need to get the pawn duo (leading pawns side by side), so need to get d5. Sometimes black will play g6 hitting knight or stopping it from going to f5.

If white can get a pawn on f5 then bad for black.



Whites good knight - black not so good bishop.

Not good for black.

White plays c3 in some variations - the lever a4 can also be useful for white. One game showing this pawn structure.

Topolov v Kasparov (Kasparov demolishes the English attack).

- 1. e4 c_{5}
- 2. Nf3 Nc6
- 3. d4 cxd4
- 4. Nxd4 e6
- 5. Nc3 d6 6. Be3 Nf6
- 7. f3 Be7

f3 - English attack push g and h pawns. Aim is to castle queens side and slow down kings pawn. It can be intimidating - Kasparov doesn't appear to be intimidated.

8. g4	0-0	
9. Qd2	a6	
10. 0-0-0	Nxd4	
11. Bxd4	b5	Recognise the pawn structure from above the
Scheveningen.		
{12. g5	Nd7	d7 must be left for square for knight to be able to
retreat.		
13. f4	b4	both sides continue their attacks
14. Ne2	Bb7}	
12. Kb1	Nc5	supports d5
13. h4	Rc8	
17. g5	Nd7	good knight options c4 via b6 plenty of options
18. Rg1	b4	
19. Ne2	Ne5	BxN when black recaptures he has all central squares
and the two bi	shops also gain	ed tempo by attacking pawn.
20. Rg3	Nc4	good square for knight
21. Qc1	e5	must ensure followed closely by d5
22. Bf2	a5	roll- up the board on the queenside. Gives bishop extra
square		
23. Bg2		to protect e-pawn when playing f4
	Ba6	white has a loose piece - the knight on e2 - black could
put his knight	anywhere	
24. Re1	a4	White protects the knight. Black continues the pawn
push.		
25. Bh3	Rc6	
In a position w	here you are no	ot sure what to do look for a piece not on a great
square and mo	ve it to a better	one thereby improving your position. Here whites
queen is dire.		
26. Qd1	d5	The pawn lever
27. exd5	Rd6	
28. f4		allows rook across
	Rxd5	
29. Rd3	Na3+	
30. bxa3	Bxd3	
31. cxd3	Rxd3	
The author sur	nmarises that	we should take from this "black swaps Knights on d4

The author summarises that we should take from this. "black swaps Knights on d4 to slow down attack. The d7 square is left for the knight to retreat. Once knight is pulled back it has a "feast of squares" to choose from. Finally the lever e5 and d5.

Next Sicilian setup : The Dragon (Danny Mallaghan watch out!)



The dragon is solid. The 5 pawns and bishop on g7 are powerful. Black aims to push on queenside.

Black plans rook (s) on c file perhaps doubling them. Pushing b5, a5, a4, b4 storm. The white knight on c3 can be vulnerable sometimes even the rook can afford to swap breaking up the pawns.

White may castle kingside or queenside.

The black knight goes to c4 - very solid.

Whites queen on c1 - h6 diagonal with a view to exchanging dark bishops. Black can simply move the rook and put bishop on h8. White may throw up the h pawn.

If black can get the d5 pawn lever he is doing well. Botnivick v Rausa 1. e4 c5 2. Nf3 Nc6 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 d6 6. Be2 g6 7. Be3 Bg7 8. Nb3 Be6 9. f4 0-0 10. O-O Na5 Black looking for exchanges 11. NxN 11. f5 Bc4 QxN if 12. Bd3 12.Bf3 Bc4 Whites queen side exposed 13. Re1 Rfd8 Q on a5 loose white could move Knight from c3 with 14. Qd2 Qc7 attack. Aiming b3 Nd5 and c4 15. Rac1 e5 d5 must follow shortly 16. b3 The pawn lever that wins d5 17. exd5 e4 18. bxc4 exf3 19. c5 Qa5 20. Rcd1 Ng4 Nd5 best gxf3 21 Bd4 f2+ 22. Kf1 Qa6+ if Kh1 Rd3 23. Qe2 Bd4 24. Rxd4 Qf6 25. Rcd1 Oh4 26. Qd3 Re8 27. Re4 f5 28. Re6 Nh2+29. Ke2 Qxf4

The Boleslavski pawn structure



The backward d pawn in the middle game is surprisingly difficult to attack and easy to defend

Motifs :

Knight on c6. Possible outpost is e5 if fxe. Black would have isolated d pawn and white isolated e pawn. White outpost for his knight on d5. Back captures on d5 if exd5 better for black. Black is looking for timely d5.

The next game has gone down in history as the "perfect Sicilian". Bobby Fisher looses to TAL 1959.

1. e4	c5	
2. Nf3	d6	
3. d4	cxd4	
4. Nxd4	Nf6	
5. Nc3	аб	
6. Bc4	e6	the Scheveningen position
7. Bb3	Be7	
8. f4	0-0	
9. Qf3	Qc7	with a3 queen is safe from knight attacks
10. O-O	b5	
11. f5	b4	
12. Na4	e5	
13. Ne2	Bb7	hit the e pawn
14. Ng3	Ndb7	where should the knight go? Nc5 looks good.
15. Be3	Bc6	aiming to put Queen on b7 more pressure on pawn
16. Bf2	Qb7	move bishop to allow rook to protect the pawn
17. Rfe1	d5	the defining move the pawn lever
18. exd5	Nxd5	
19. Ne4	Nf4	white blocks diagonal with knight self-pinned.
20. c4	g6	
21 fxg6	f5	
22. g7	Kxg7	
23. Qg3+	Kh8	
24. Nec5	NxN	
25. Bxc5	Bxc5+	
26. Nxc5	Qc7	
27. Qe3	Rae8	
28. Re2	Nxe2+	
29. Qxe2	Bxg2	
30. Nxa6	Qc7+	
31. Kxg2	Rg8+	
32. Kh3	Qg7	

Lessons - aim of the game is the levers e5 / d5.

don't learn openings by rote - look for pawn structures and the needs of these. The structure of the pawns controls the game.