

## Dennis Holland v. Subramanya Pailoor

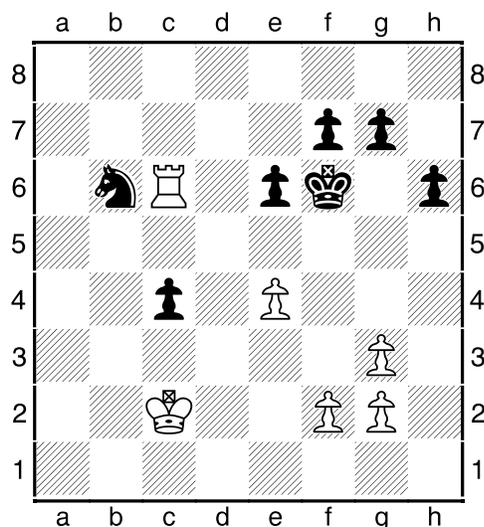
**2011 WA Qualifying Tournament July 31, 2011**

Holland, Dennis (1831)

Pailoor, Subramanya (unr)

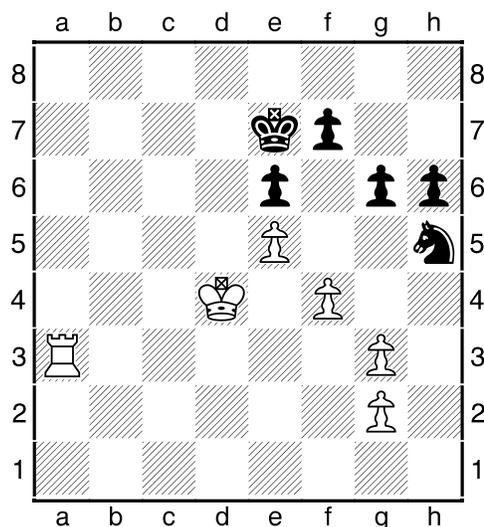
This is a game I played last year. The main point of this game is when I get to the rook v knight ending, you will see how I manage to reduce the number of squares his knight can move to, eventually winning the knight and the game.

1. d4 d5 2. c4 dxc4 3. e3 Bf5 4. Bxc4 e6 5. Nc3 Nf6 6. Qb3 b6 7. Nge2 Bd6 8. Bd2 O-O 9. Rc1 a6 10. Ng3 Bxg3 11. hxg3 Nc6 12. Ne2 Qd7 13. Bd3 Bxd3 14. Qxd3 h6 15. Qc2 Na7 16. Nf4 c6 17. Nd3 Rac8 18. O-O a5 19. b4 axb4 20. Bxb4 Rfd8 21. Ne5 Qc7 22. Qb2 Rd5 23. Rc2 Nd7 24. e4 Rb5 25. a4 Rxe5 26. dxe5 Qxe5 27. Qxe5 Nxe5 28. Bd6 Nd7 29. Rb2 c5 30. Rd2 Nc6 31. Bf4 Nde5 32. Bxe5 Nxe5 33. Rfd1 Nc6 34. Rd7 Nd4 35. Rb7 Rc6 36. Rb1 Ne2+ 37. Kf1 Nc3 38. R1xb6 Rxb6 39. Rxb6 Nxa4 40. Rb8+ Kh7 41. Rc8 Kg6 42. Ke2 Kf6 43. Kd3 c4+ 44. Kc2 Nb6 45. Rc6 OK, here is when the fun begins.

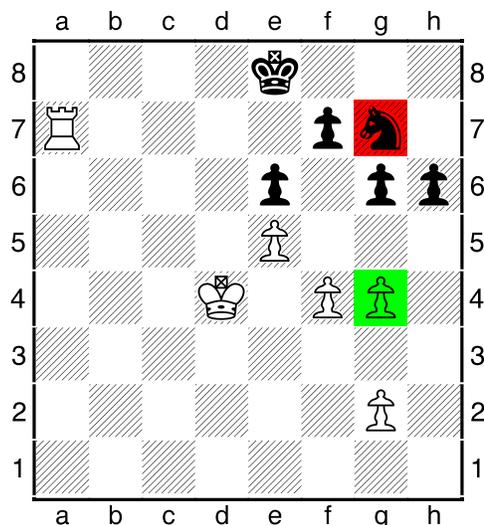


45...Nd7 46. f4 This move was played to stop the knight from moving to e5 – a good central position. There is no need to capture the c4 pawn straight away as it is weak and can be captured later. 46...g6 47. Kc3 I want to capture pawn with king as my rook is doing a good job covering b6 - not letting the knight get active. Plus, this helps get my king into the centre for the endgame. 47...Ke7 48. Kxc4 Nf6 49. Kd4 not pawn to e5 as that will let Nd5. That would be a good place for the knight and will be hard to distract it away. 49...Kd7 50. Ra6 Rooks work best from a long way away. They

still attack the same number of squares, just they now can't be attacked by the enemy. 50...Nh5 51. Ra7+ the point of this check first was to force king to edge of the board. 51...Ke8 52. Ra3 Ke7 53. e5

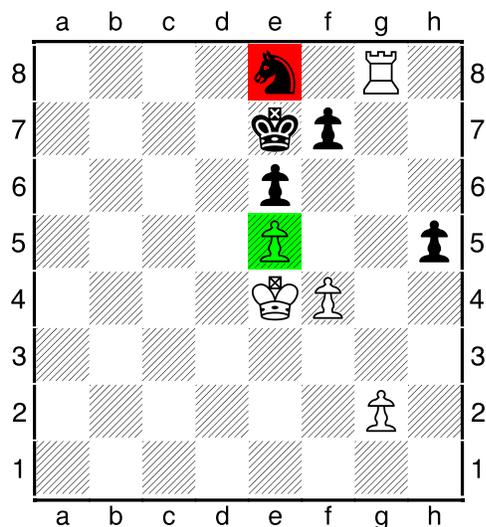


This move restricts knight's possible moves from 2 down to 1. The main idea in this game is to make his knight as weak as possible. Fewer possible moves means he is weaker. 53...Ng7 54. Ra7+ forcing the king back to edge of board. 54...Ke8 55. g4! I'm sure you now understand the reason behind this move, restrict the knight – he now has no safe moves with the knight. Notice the pattern of Pawn, 2 squares, Knight. This is the most effective way to restrict a knight's movement.



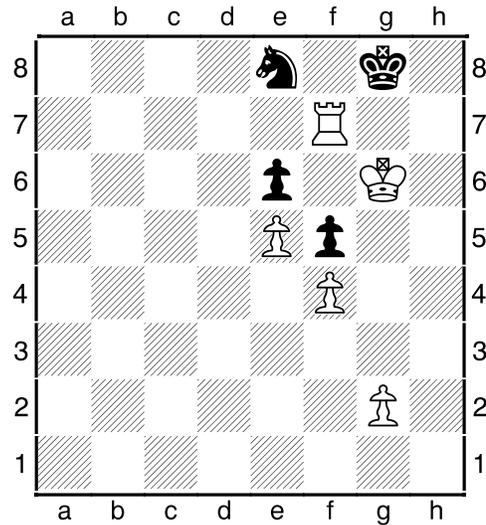
**Remember this pattern!**

55...h5 trying to make more squares for his knight. 56. Ra8+ Ke7 57. Rg8 attacking the knight to make it move so I can capture the pawn on h5 without the knight recapturing. If I force black to recapture on h5 with pawn then he now has a very weak pawn. 57...Ne8 58. gxh5 gxh5 59. Ke4 time to bring king over to h4 to attack the weak pawn we just created.



**Notice the inactive knight again!**

59...f5+ 60. Kf3 not recapturing en passant as that will help knight getting active. 60...Kf7 61. Rh8 Ng7 62. Ra8 Kg6 63. Kg3 Kh6 64. Kh4 got my king to h4, plan completed, now just need to get rid of both black king and knight protecting it. Also keep in mind about the previous lessons about exchanging into a easy won ending. 65...Kg6 65. Rh8 this forces one of Black's pieces to protect the pawn – now tied down to defence and not able to attack. 65...Kf7 66. Kg5 this move will make sure the king will never be back to protect the pawn. All that is left is to get rid of that knight. 66...Ne8 67. Rh7+ (67. Rxe8 Kxe8 68. Kf6 Kd7 69. g3 Kc7 70. Kxe6 that's an example of exchanging into a easily winning ending, but I wanted to win the knight without exchanging my rook, a much better idea is possible.) 67... Kf8 68. Kxh5 now capture pawn once I forced king onto edge of board and stuck there. 68...Ng7+ 69. Kg6 Ne8 70. Rf7+ Kg8 71. Re7 win the pawn, then I noticed something else. 71...Kf8 72. Rf7+ Kg8 I look here (or previous move, once I just played Re7) and I noticed if it was black to move right now, what can he do? Either move king that leads to checkmate or move knight and it will be captured. So with that in mind I played a waiting move. Which is?



73. g3! wins the knight. 73...Ng7 74. Rxf7+ Kh8 75. Ra7 1-0 Can't stop checkmate!

There is lots you can learn from this ending.

**Lessons to learn:**

- I made my opponent's knight as weak as possible by reducing squares it could move too
- Created a pawn weakness, the isolated h5 pawn
- Get the king attacking
- Keep in mind the idea of exchanging into a easily won ending
- Reducing the strength of your opponents pieces is just as important as strengthening your own.

This was one of the favorite endings I have ever played, as I made sure I didn't let him back into the game.