



Position after 23.Nb3-d2. Black to move.

**Position 3**



Position after 7.Ne5xc4. Black to move.

**Position 4**



Position after 10...Qb6xb2. White to move.

**Position 5**



Position after 25.dxe5. Black to move.

### Position 6



Position after 28...Qf5-f6. White to move.

### Position 7



Position after 34.Bf4-e3. Black to move.

**Position 8**



Position after 15.Rf1-c1. Black to move.

**Position 9**



Position after 30.g2-g4. Black to move.

### Position 10



Position after 13...Ng8-e7. White to move.

## Solutions

**Position 1 is the game Drabke - Skindzier, The Hague 2004.**

Blacks last move leaves the knight stranded at square g8. It was necessary to play 8...Nf6, trying to put the knight at square d4 with Nf6-Nd7-Nf8-Ne6. After

### 9.Qc3!

Black has difficulties to develop his pieces. The game continued with

### 9...b6?

Better was the ugly move 9...Bf8 10.Nbd2 Nh6. Although White has a superior position, Blacks keeps the material balance, compared with the text move.

### 10.b4!

Winning a pawn.

### Position 2 is the game Bon - Drabke, The Hague 2004.

If Black plays quiet moves, it gives the White king an escape route to the queen side. For example, 23...0-0 24.Nec4 Qb5 25.Kd1! Qa4+ 26.Nb3 a5 (26...Qxa2? 27.Qc2 Qa4 28.Nb6 winning material) 27.Kc2 Ba6 28.Kb1. Therefore, Black decided to complicate the position with

### 23...h6!?

The game continued with

### 24.Ndc4 Qc5



Now instead of the game continuation 25.h4? Rd8 preventing Kd1, White has to keep the h file closed with

### 25.gxh6!

Black has several options.

- **25...Bh4? 26.Qf3 Bxg3+ 27.Qxg3.** In this position, the knights are dominating the board! For example: **27...Rxxh6 28.Ng4 Rh8 29.Nf6+ Ke7 30.Qg5 Ke6 31.Nd7!** with a decisive attack.
- **25...Rxxh6 26.Ng4 Rh5 27.Qf1** with an unclear position.
- **25...Rd8!?** (The best continuation. This move prevents Ke1-d1 due to the pin at e4) **26.Kf1 Rxxh6 27.Ng5 Rh5 28.Rc2** and White can still fight.

**Position 3 is the game Skindzier - Drabke, Ankara 2007.**

White is planning to conquer the centre by putting a pawn to e4. Black can prevent this plan, due to the activity of his knights. In this position, the move

**7...e7-e5!**

was played. The activity of Black pieces is worth a pawn. The game continued with

**8.Nxe5 Nxe5 9.dxe5 Qxd1+ 10.Nxd1**

Or **10.Kxd1 Be6** with compensation for the pawn.

**10...Nb4 11.Ne3 Be6 12.g3.a5 13.Bg2 Bc5 14.Be4 Rd8 15.0-0 Bd4**

With compensation for the pawn.

**Position 4 is the game Drabke - Daler, Koge 2010**

The Black king is in danger. The game continued with

**11.Qxc5! Qxa1+ 12.Kd2**

For the exchange, white has created a decisive weakness at square e7.

**12...Nc6 13.Nxc6 dxc6 14.Bg5 f6 15.exf6 gxf6 16.Bc4!**

and white won the game.

**Position 5 is the game Karbowiak - Drabke, Brest 2012**

With the intermediate move

**25...Qc8!**

Black transferred the Queen to the King Side, where she will join the decisive attack. The game continued as follows.

**26.Bb4 Qg4 27.Kg2 dxe4 0-1**

**Position 6 is the game Drabke - Hansen, Rynia 2013**

Pawn h5 is weak. It is lost after the retreating move

**29.Qd1!**

**Position 7 is the game Drabke - Pietruszewski, Budapest 2017**

Black could solve a weakness with

**34...b4! 35.Bxc5 Nxc5 36.cxb4 Na4!**

Winning the pawn back, resulting in a slightly better position for white. For example:

**37.Kd3 Nxb2+ 38.Kd4 f6 39.Nh4 g5 40.Ng2.**

In the actual game, black played 34...b6? And pawn b5 was lost after 35.b4! Bxe3 36.Kxe3 followed by Nd4xb5.

**Position 8 is the game Michos - Drabke, Budapest 2017**

At b6, the Black Queen could be attacked by c4-c5, so Black reduced and vulnerability and also improved the position of this piece:

**15...Qb4!**

The game continued with

**16.Nb1?!**

It costs too much time to put the knight at c3. After 16.Nf3 a4 17.Qxb4 Bxb4 the position is roughly equal. 16.Rd1 Nb6 17.c5 Na4 leads to trouble.

**16...Nb6 17.c5 Na4 18.Qxb4 axb4**

Black had a good position.

**Position 9 is the same game Michos - Drabke, Budapest 2017**

After

**30...bxc4!31.gxf5 cxb3**

The black pawns at the queen side cannot be stopped from promotion.

**Position 10 is the game Drabke - Williams, Lubbock 2018**



Blacks centre pawns are vulnerable. After

**14.Bxd6! Bxd6 15.dxe5 Bxe5 16.Nfxe5**

white has won a pawn.