



Good bishop and Bad bishop

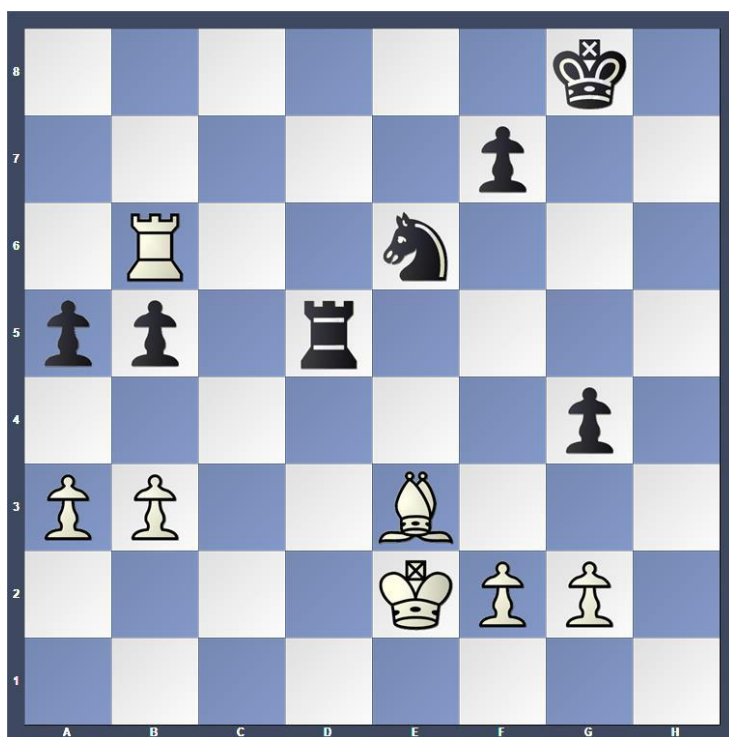
Normally we can say that, the *bad bishop* is one that is blocked by its own pawns.

And the *good bishop* is one that is not blocked by its own pawns.

This theory is important when we are getting to advanced level. It's decisive in the game. Good bishop helps us to attack or goes through the enemy's camp easily, and bad bishop usually is a disaster.

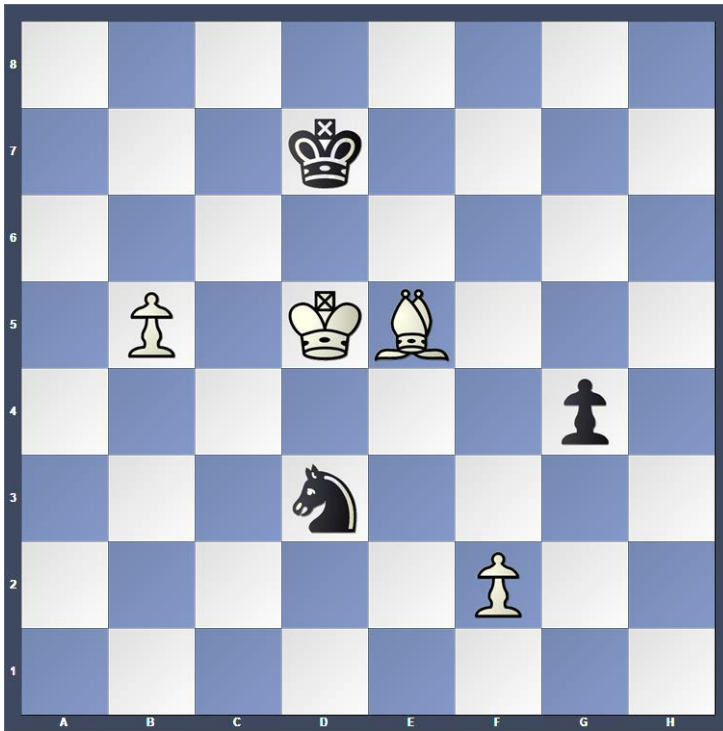
In the coming two lessons, we will have a look of two games.

1. A.Yusupov vs V.Anand (1992)

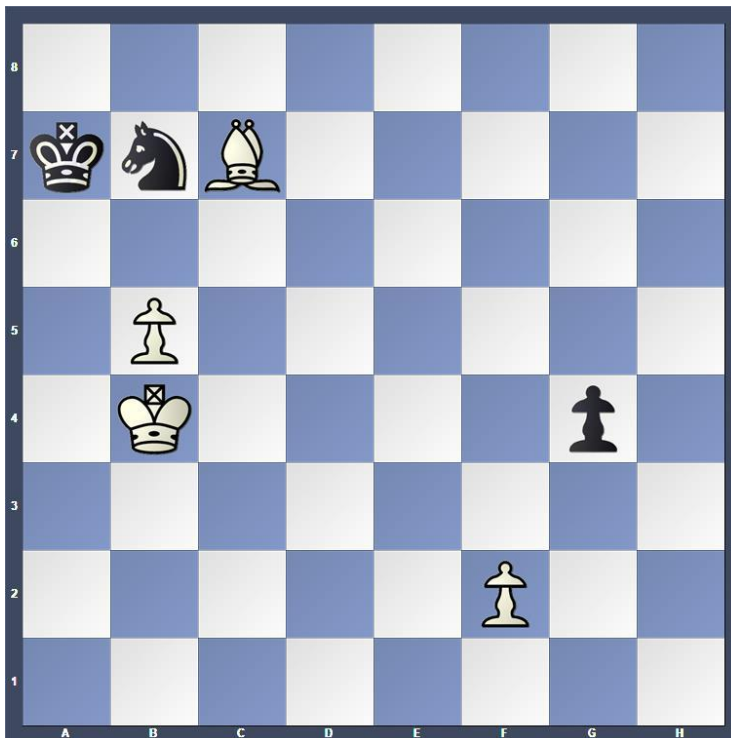


In this game, both sides have the balanced material. Student should pay attention to the powerful “good bishop”.

1.b3 Re5 2.Kd3 f5 3.g3 Kf7 4.Ra6 b4 5.axb4 axb4 6.Rb6 Re4 7.Rc6 Re5 8.Kc4 Re4+
9.Kd5 Kf6 10.Rc4 Rxc4 11.Kxc4 Ke5 12.Kxb4 f4 13.gxf4+ Nxf4 14.Kc4 Nh5 15.Ba7 Ke6
16.Bb8 Nf6 17.Kd4 Nd5 18.Bg3 Nb4 19.Kc5 Nd3+ 20.Kc4 Ne1 21.b4 Nc2 22.b5 Kd7
23.Be5 Ne1 24.Kd5 Nd3



25.Bd4 Nf4+ 26.Ke4 Ne2 27.Be5 Kc8 28.Ke3 Nc1 29.Bb2 Nb3 30.Bd4 Nc1 31.Kd2 Nb3+
32.Kc3 Na5 33.Be5 Kd7 34.Bf4 Kc8 35.Kd4 Kb7 36.Kc5 Ka7 37.Kb4 Nb7 38.Bc7



At last, the knight is trapped by the bishop. Ka8 is met by b6 with zugwang.