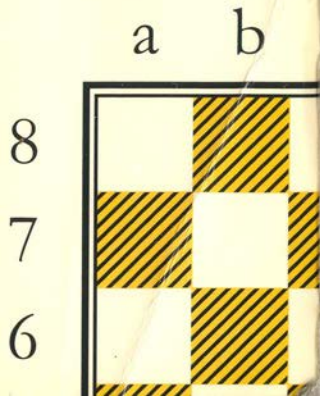


PANDOLFINI'S CHESS CHALLENGES

111 WINNING endgames
BRUCE PANDOLFINI



Pandolf ni's Chess Challenges

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Pandolfini's Chess Challenges

111 Winning Endgames

by Bruce Pandolfini



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Introduction

Pandolfini's Chess Challenges is a collection of 111 winning tactical problems. All the problems are endgame miniatures, never with more than seven black and white units on the board, and every solution has two parts. There's the **setup**, which is the first move of the winning line, and there's the **tactic**, which is the follow-up. By relying on this two-part system, the examples tend to take on the feel of actual play, where winning shots aren't onefu T. ty





points. Many of the analytic variations that support the answer move receive one point each, though trickier ones sometimes get more. To develop your calculating skills, *Pandolfini's Chess Challenges* encourages the reader to try to analyze all the follow-up variations. By keeping a running total of your score, and noting the allotted time (the less time used, the better), you can check your overall result in the accompanying chart.

Beyond giving moves and signifying points, each answer page offers a short description of the winning procedure. In addition to presenting key supporting variations, the text cites possible traps to avoid when germane. Filling out the picture are the winning setups and tactics. For clarification, and as a reminder, short usage definitions of the book's tactical terminology can be found in the glossary. Chess players have been known to employ different names for the same tactic, so I've included and connected these variant terms. The ones relied on are those with the greatest currency and practicality.

Classifying the setups and tactics isn't so easy, especially those with

compound features. Whenever several different themes are at work, they are listed in the appropriate columns also, either as part of the **setup** or **tactic**, with the order of appearance based on sequence or relative import.

Various qualities characterize the problems. A number of them are drawn from serious, multifaceted, and aesthetic compositions. I've tried to reduce them to their most critical elements, stressing those aspects that can best be grasped and utilized. Although the problems have been simplified, their two-part nature has been maintained, each one having a setup and follow-through. In every instance, the emphasis is on economy of means. Throughout the collection there are vivid patterns and startling turns, with unexpected sacrifices and apparent exceptions to principle. These are designed to render the examples more memorable and ready to be played.

Of course, exceptions don't violate principles. Rather, they refine them for more effective use. As you play over the problems and their answers, the value of context becomes increasingly evident. It's almost





a misnomer, for instance, to call a specific move a “sacrifice” if it forces checkmate. What kind of sacrifice is that, knowing that playing it guarantees victory?

Clearly, there’s a sensible side to both art and paradox. The beauty of an idea may enable one to absorb it better, and a contradiction can show when an idea applies, and when it doesn’t. Indeed, the essence of the game’s most sublime concepts is often found in their surprising utility. If there’s a message to this collection, it’s that beautiful moves can really win chess games.

Various aptitudes go into playing high-level chess. It helps to be excellent in visualizing, calculating, judging, associating, comparing, and contrasting. Nor does it hurt to be mentally tough and resilient, with the ability to fight off bad situations, and a willingness to battle to the very last pawn. One other quality that may be indispensable is probably situational awareness. Strong players can feel when circumstances are about to change. They can sense when it’s time for another course.

We all can develop our thinking acuity, regardless of native skill, and one method is to acquire the proper tools in stimulating training. Even the most gifted players are unable to perform at the top of their game if they haven't honed their talents with constant application and practice.

That's where this kind of problem-solving comes in. If employed regularly and wisely, it can approximate real-game conditions, and the more we do it, the better we're likely to become at it. To be sure, problem-solving is one of the smartest ways to stretch mental capital; it forces us to be more resourceful, logical, and imaginative.

And it can be exhilarating. There is true delight in the challenge of staying with a tricky puzzle until finding a deep, hidden truth that solves it. The pleasure is even greater when we realize the answer wasn't deep at all, but merely overlooked or discarded as too obvious.

In *Pandolfini's Chess Challenges*, I've selected 111 opportunities to revel in the thrills of problem-solving. I hope the ones you don't solve, if any, prove as fascinating and rewarding as the ones you do.



Tactical Test Results

The following scores do not correlate exactly to chess ratings, which can be achieved only in actual competition, where individual reactions can better or worsen performance.

In addition to degree of difficulty, scores are also based on time. Each problem point is worth three minutes. That is, to receive full credit for a 3-point problem, test takers are allowed up to 9 minutes to work out all critical variations. Or, if a problem is worth 7 points, test takers are permitted to think without penalty for up to 21 minutes. A problem's score should be reduced by a point if the time limit is exceeded. For truer results, it is recommended (though not required) that test takers indeed monitor their time.

After working through the entire book and compiling your results, you can check how well you've done by the following chart. For exam-





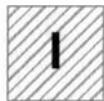
ple, let's say you score 382 total points. From the chart, your analytic strength falls somewhere between 1600 and 1800, placing you somewhere in the zone between Class A and B.

Naturally, you don't have to view the book as a test at all. Like most chess enthusiasts, you can just play through it for pleasure and mental stimulation. Good luck, and may you have lots of fun.

POINTS	RESULT	RATING	CLASS
400	Exceptional	1800	A
350	Excellent	1600	B
300	Very Good	1400	C
250	Good	1200	D
200	Not Bad	1000	E

C h e s s C h a l l e n g e s

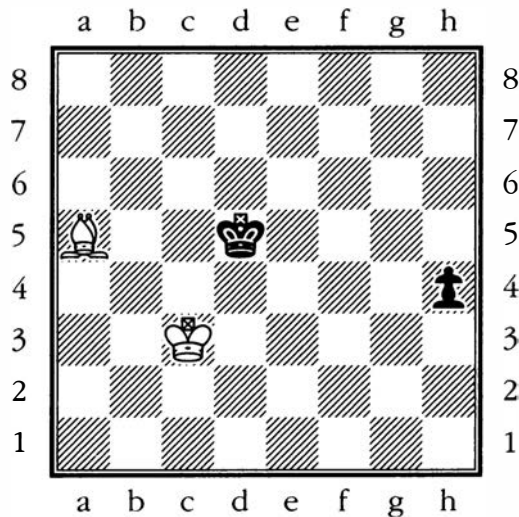




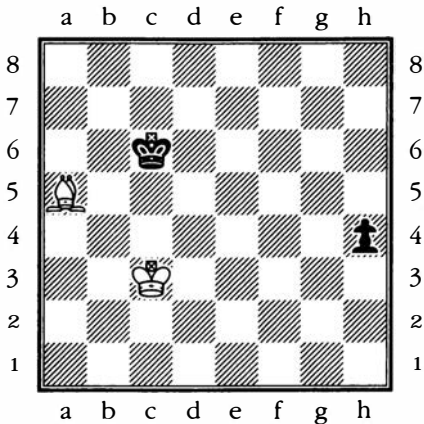
Black to move (2 points)

First move points: 1

Analysis points: 1



Answer:



1. ... Kc6 (1 point)

Black gets a new queen.

With c7 guarded, the bishop can't stop the pawn (1 point).

Setup: Preventative king move

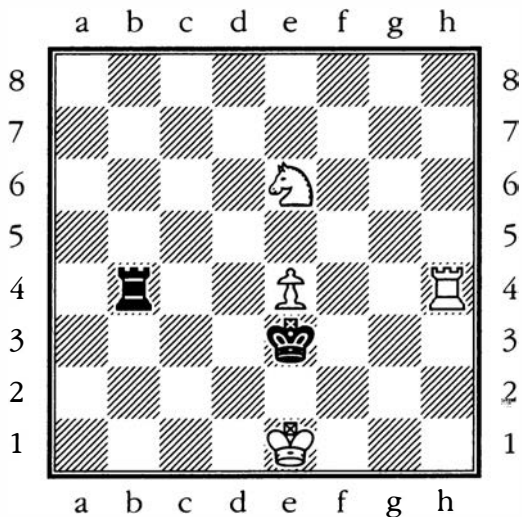
Tactic: Unstoppable pawn



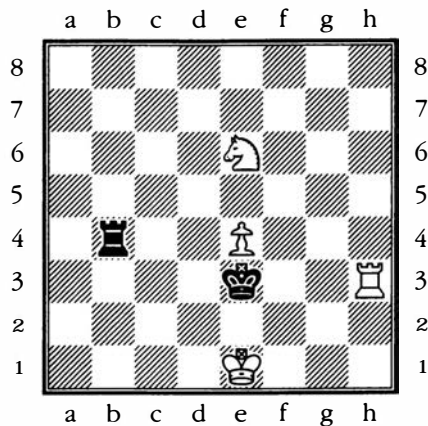
White to move (2 points)

First move points: 1

Analysis points: 1



Answer:



1. Rh3+ (1 point)

Black's rook is lost.

After the forced capture 1. ... Kxe4,
the 4th rank is clear for 2. Rh4+
(1 point).

Setup: Clearance (Attraction)

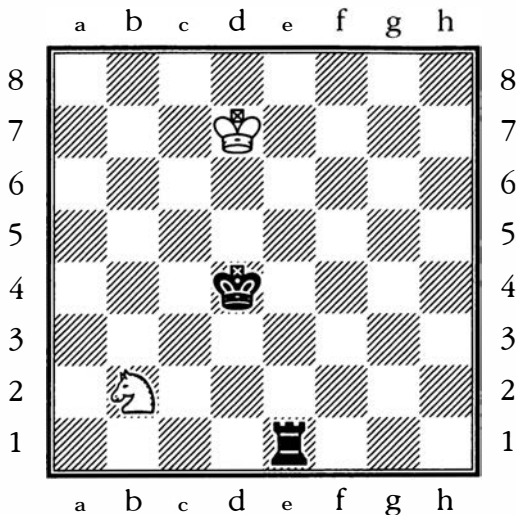
Tactic: Skewer



Black to move (2 points)

First move points: 1

Analysis points: 1



t



A

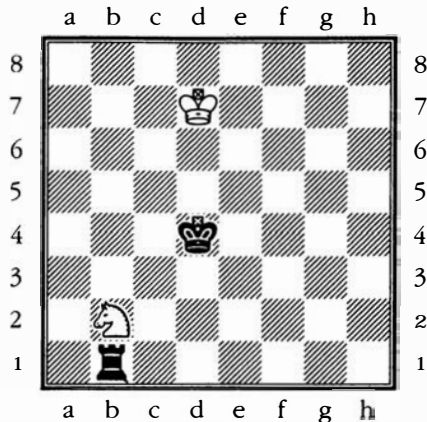


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Answer:



1. ... Rb1 (1 point)

The knight is lost.

If 2. Na4, then 2. ... Rb4 snares the hapless piece (1 point).

Setup: Direct attack/Attraction

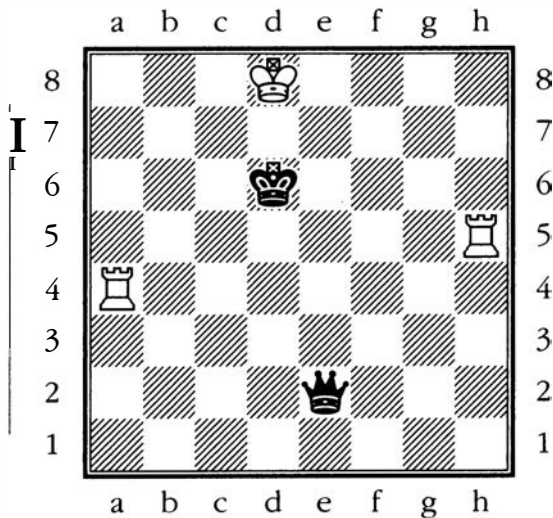
Tactic: Trapping



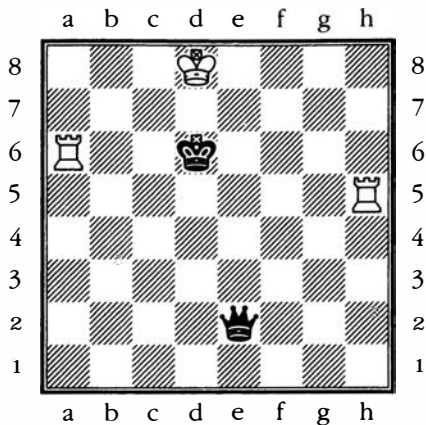
White to move (2 points)

First move points: 1

Analysis points: 1



Answer:



1. Ra6+ (1 point)

The queen is lost.

After 1. ... Qxa6, then 2. Rh6+ (1 point).

Setup: Attraction

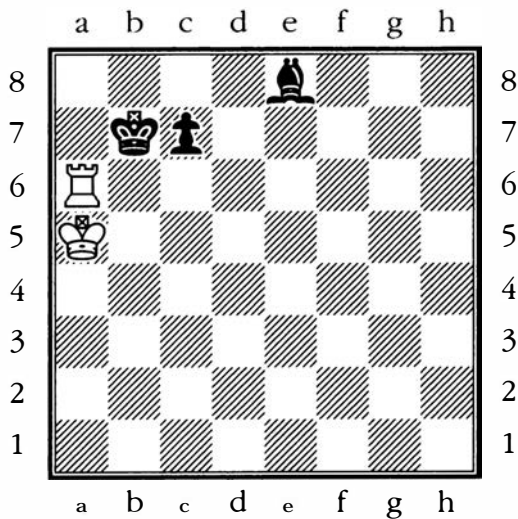
Tactic: Skewer



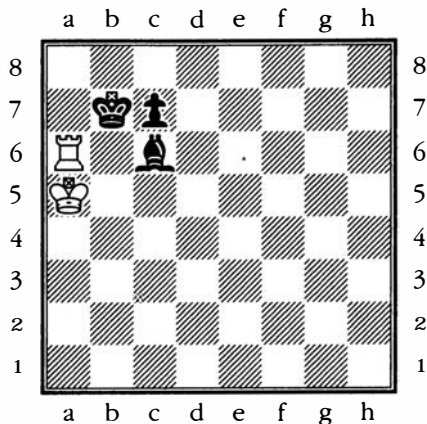
Black to move (2 points)

First move points: 1

Analysis points: 1



Answer:



1. ... Bc6 (1 point)

Black will queen the pawn.

If 2. Rxc6, then 2. ... Kxc6

3. Kb4 Kd5, and the Black king occupies a critical square. With correct play, the pawn is escorted to promotion (1 point).

Setup: Obstruction

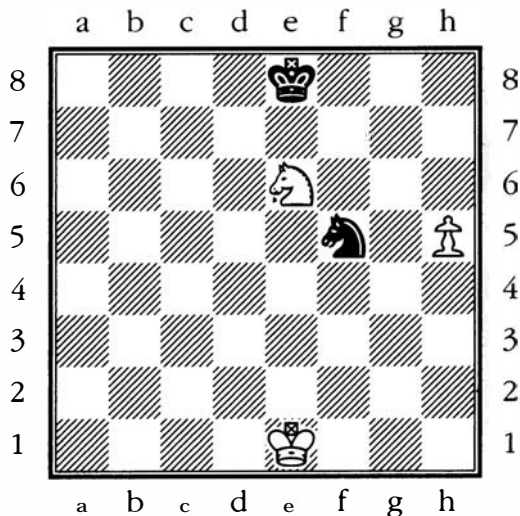
Tactic: Simplification



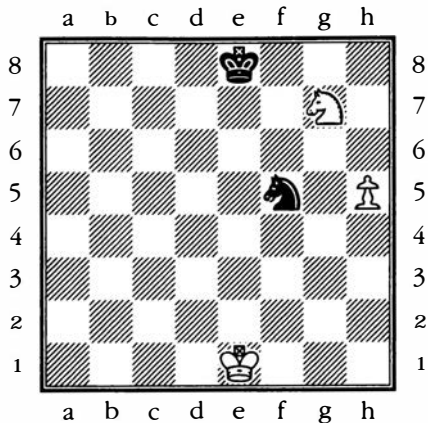
White to move (2 points)

First move points: 1

Analysis points: 1



Answer:



1. Ng7+ (1 point)

The pawn will queen.

If 1. ... Nxg7, then 2. h6, followed by 3. h7 and 4. h8/Q (1 point).

Setup: Attraction

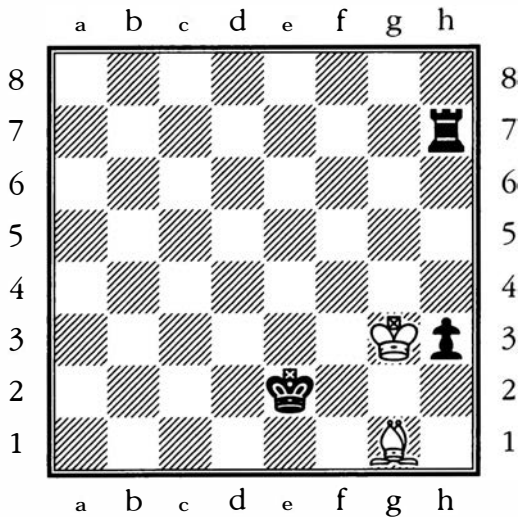
Tactic: Promotion



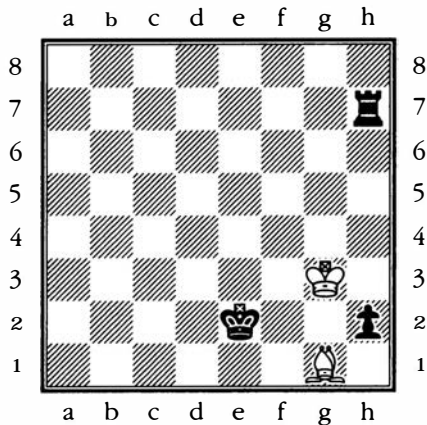
Black to move (2 points)

First move points: 1

Analysis points: 1



Answer:



1. ... h2 (1 point)

The bishop is lost.

If 2. Bxh2, then 2. ... Kf1, and White's king must move away (1 point).

Setup: Attraction

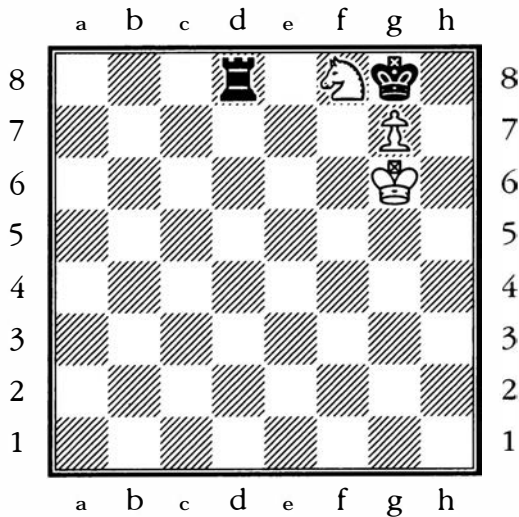
Tactic: Trapping



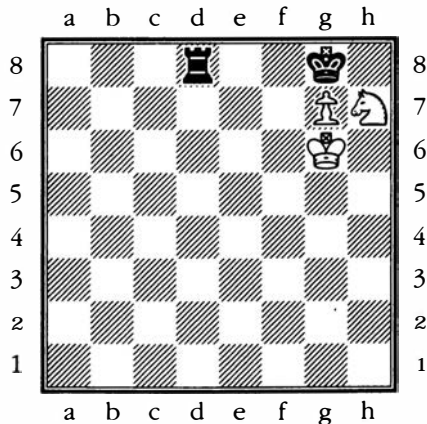
White to move (2 points)

First move points: 1

Analysis points: 1



Answer:



1. Nh7 (1 point)

Black must trade down to a losing ending.

If 1. ... Rd6+, then 2. Nf6+ Rxf6
3. Kxf6 Kh7 4. Kf7 Kh6 5. g8/Q Kh5
6. Qg3 mates next move (1 point).

Setup: Mate threat

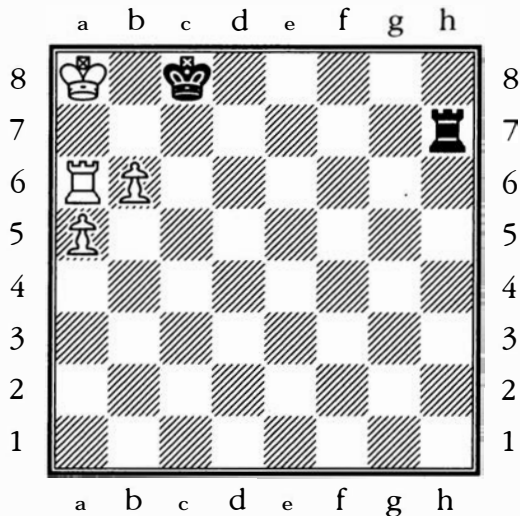
Tactic: Simplification

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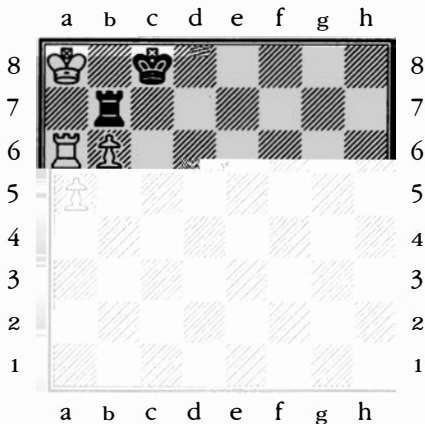
Black to move (2 points)

First move points: 1

Analysis points: 1



Answer:



1. ... Rb7 (1 point)

It's mate next move.

With the b-pawn blocked, there follows 2. Ra7 Rb8 mate (1 point).

Setup: Obstruction

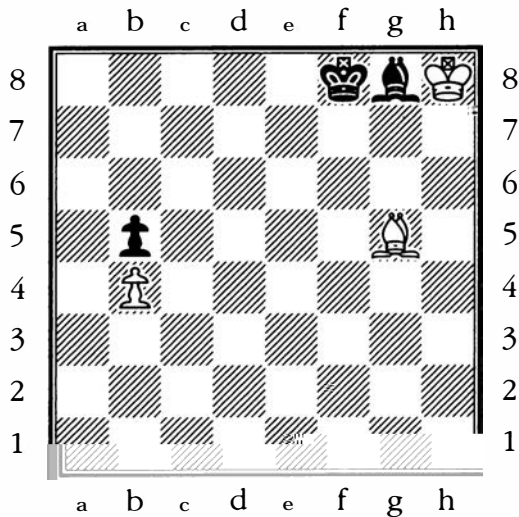
Tactic: Mating net



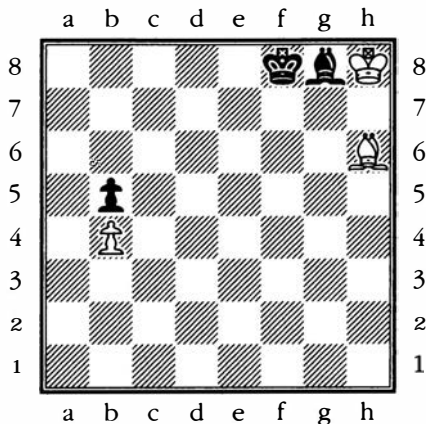
White to move (2 points)

First move points: 1

Analysis points: 1



Answer:



1. Bh6+ (1 point)

The black bishop is lost.

If 1. ... Kf7, then 2. Bg7, forcing the black king to move away (1 point).

Setup: Obstruction

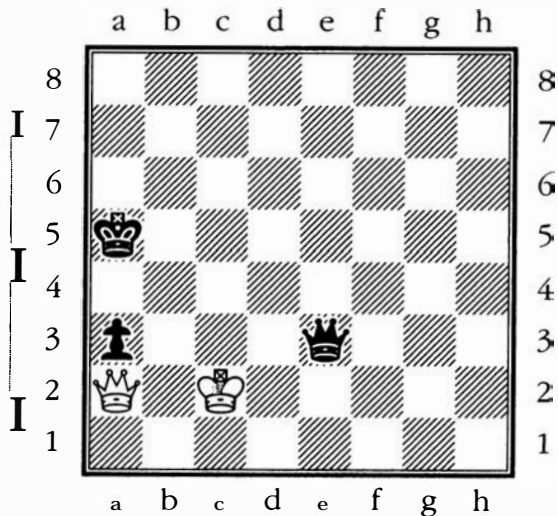
Tactic: Deflection



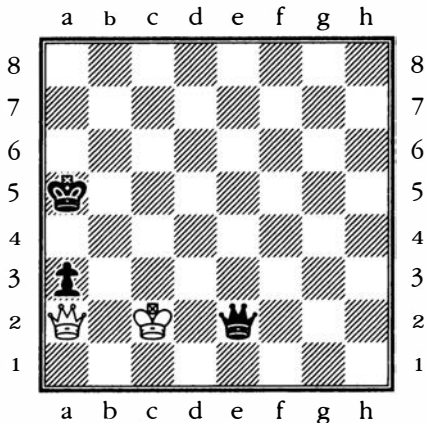
Black to move (3 points)

First move points: 1

Analysis points: 2



Answer:



1. ... Qe2+ (1 point)

Black wins the queen or mates.

If 2. Kb3, then 2. ... Qd3 is mate (1 point).

If 2. Kb1, then 2. ... Qd1 is mate (1 point).

Setup: Skewer

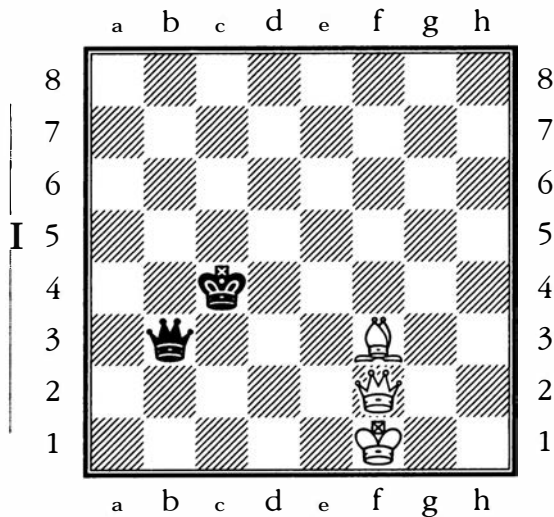
Tactic: Mating net



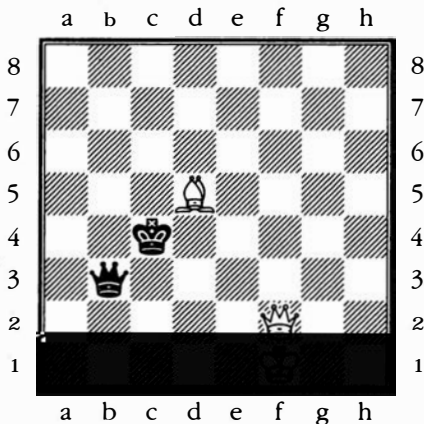
White to move (3 points)

First move points: 2

Analysis points: 1



Answer:



1. Bd5+ (2 points)

White wins the queen.

If 1. ... Kxd5, then 2. Qf7+
(1 point).

Setup: Skewer (Separation)

Tactic: Skewer (Clearance)

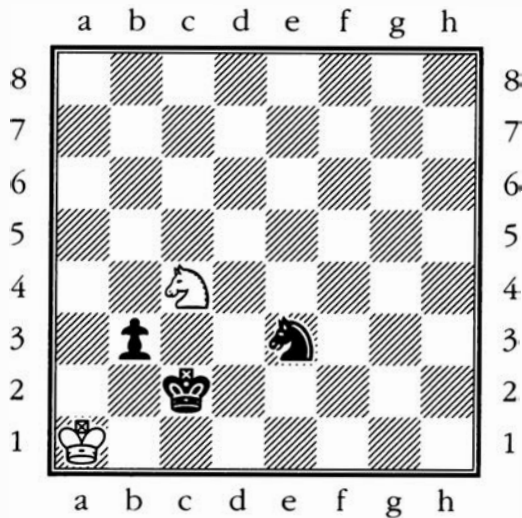


Black to move (3 points)

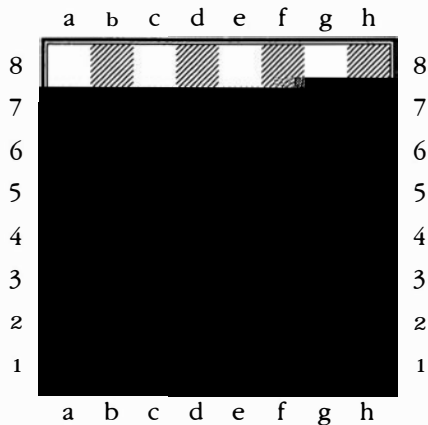
First move points: 1

Analysis points: 2

)



Answer:



1. ... Kc1 (1 point)

The pawn will queen or it's mate.

If 2. Nxe3, then 2. ... b2+ (1 point).

If White's knight moves elsewhere, then 2. ... Nc2 wins (1 point).

Setup: Clearance/Tempo move

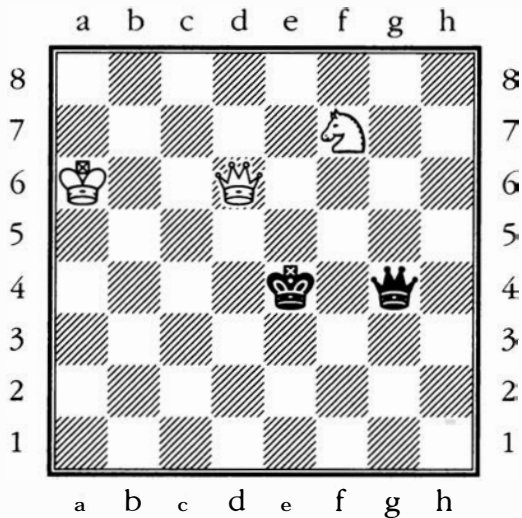
Tactic: Mating net/Promotion

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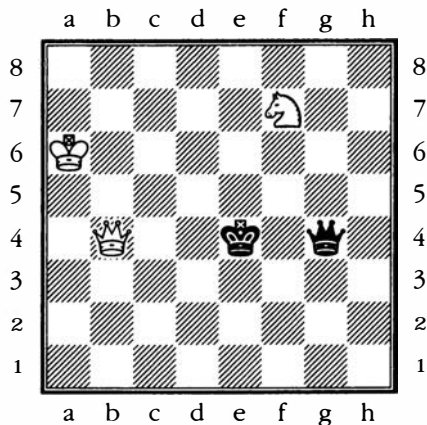
White to move (3 points)

First move points: 1

Analysis points: 2



Answer:



1. Qb4+ (1 point)

Black's queen is lost.

If 1. ... Kf3, then 2. Ne5+ (1 point).

If 1. ... Kf5, then 2. Nh6+ (1 point).

Setup: Skewer/Attraction

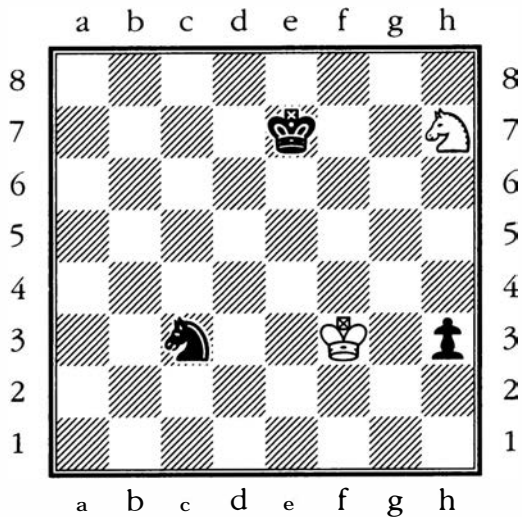
Tactic: Fork

15

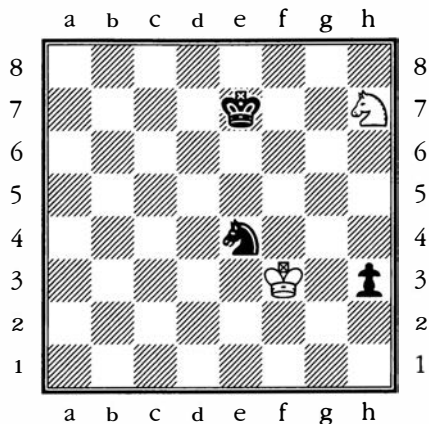
Black to move (3 points)

First move points: 1

Analysis points: 2



Answer:



1. ... Ne4 (1 point)

The pawn is secured, the knight is trapped, and Black soon queens.

If 2. Ng5, then 2. ... Nxe5, and the pawn is safe (1 point).

If 2. Kxe4, then 2. ... h2 queens next move (1 point).

Setup: Cutting off

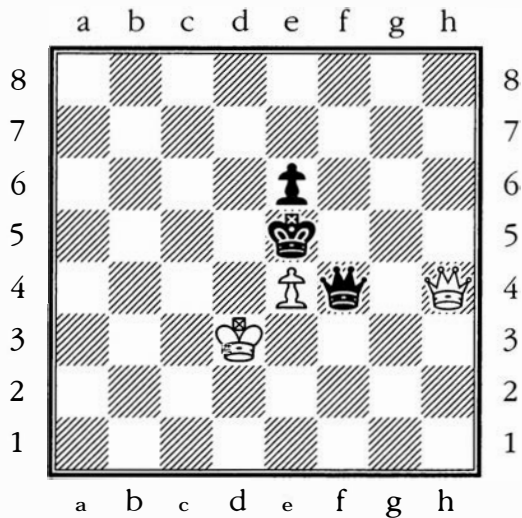
Tactic: Unstoppable pawn



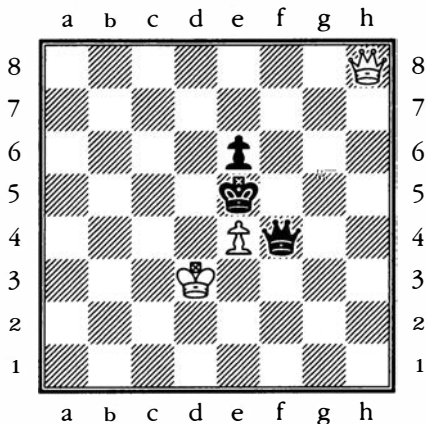
White to move (3 points)

First move points: 1

Analysis points: 2



Answer:



1. Qh8+ (1 point)

White wins the queen or mates.

If 1. ... Qf6, then 2. Qb8 is mate (1 point).

If 1. ... Kd6, then 2. Qb8 skewers king and queen (1 point).

Setup: Obstruction/Separation

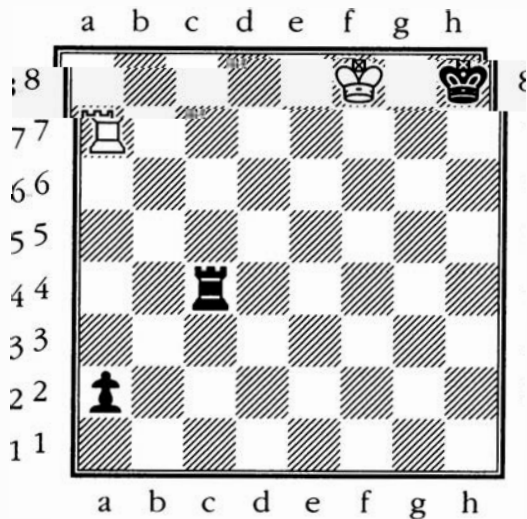
Tactic: Skewer/Mating net

17

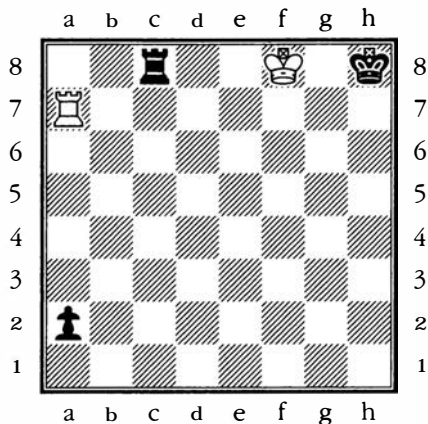
Black to move (3 points)

First move points: 1

Analysis points: 2



Answer:



1. ... Rc8+ (1 point)

Black sacs a rook and queens.

If 2. Ke7, then 2. ... Rc7+ (2 points).

Setup: Attraction

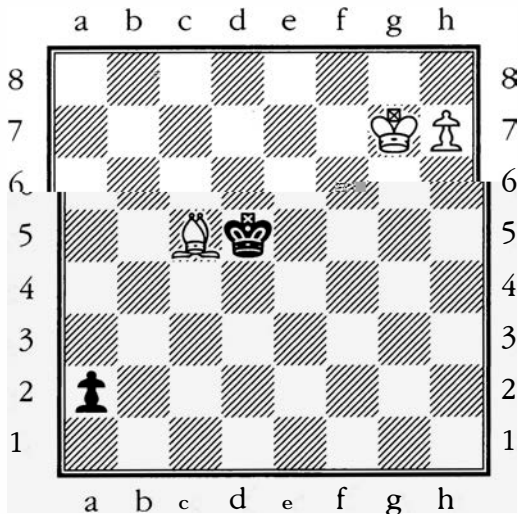
Tactic: Deflection

18

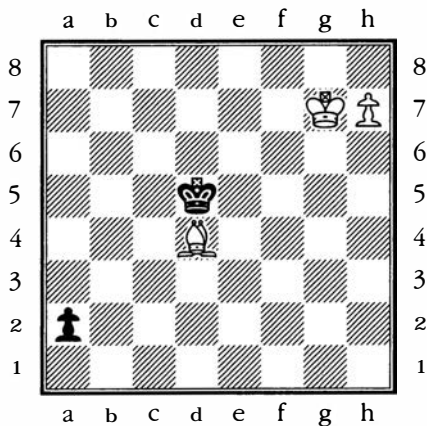
White to move (3 points)

First move points: 2

Analysis points: 1



Answer:



1. Bd4 (2 points)

Black's new queen will be lost.

If 1. ... Kxd4 (what else?), then
2. h8/Q a1/Q. White's king moves,
and Black's new queen is lost
(1 point).

Setup: Attraction

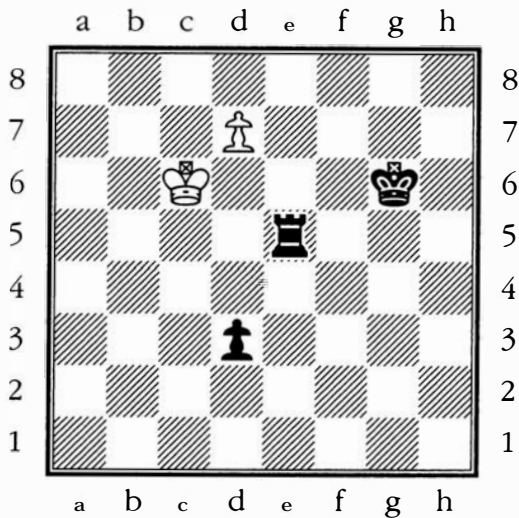
Tactic: Discovery

19

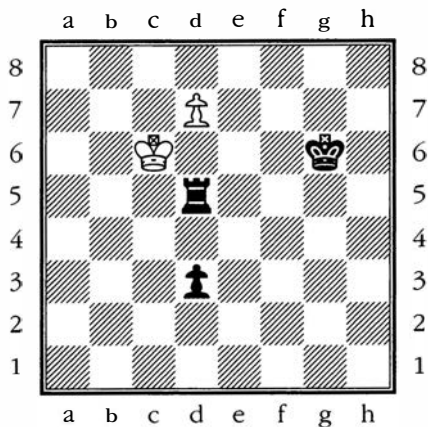
Black to move (3 points)

First move points: 2

Analysis points: 1



Answer:



1. ... Rd5 (2 points)

White's king is set up for a d-file skewer.

If 2. Kxd5, then 2. ... d2

3. d8/Q d1/Q+ (1 point).

Setup: Attraction

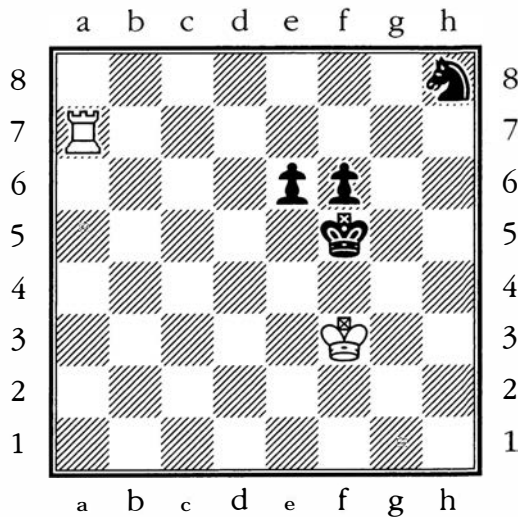
Tactic: Skewer

20

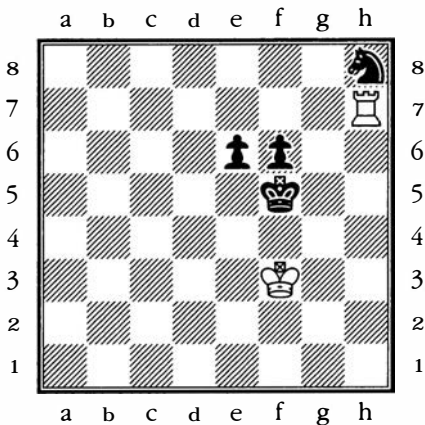
White to move (3 points)

First move points: 1

Analysis points: 2



Answer:



1. Rh7 (1 point)

Saving the knight allows mate.

If 1. ... Ng6, then 2. Rh5 mate (2 points).

Setup: Attraction

Tactic: Mating net/Trapping

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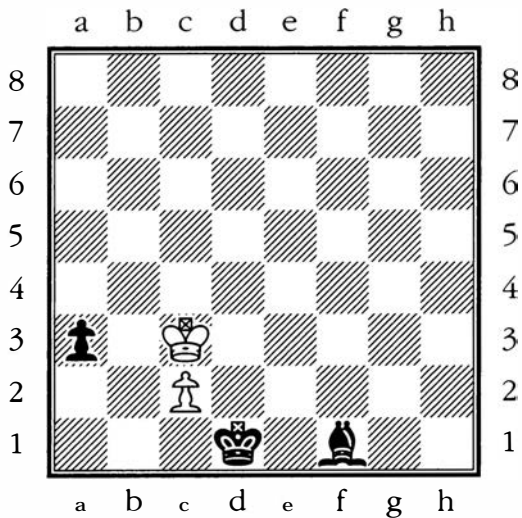
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21

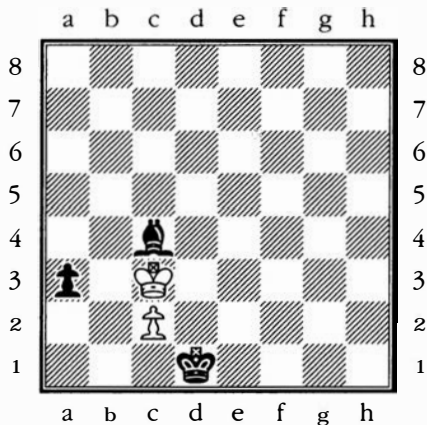
Black to move (3 points)

First move points: 1

Analysis points: 2



Answer:



1. ... Bc4 (1 point)

The a-pawn can't be stopped.

If 2. Kxc4, then 2. ... a2 (1 point).

Note that the immediate 1. ... a2 only draws after 2. Kb2 (1 point).

Setup: Cutting off/Zugzwang

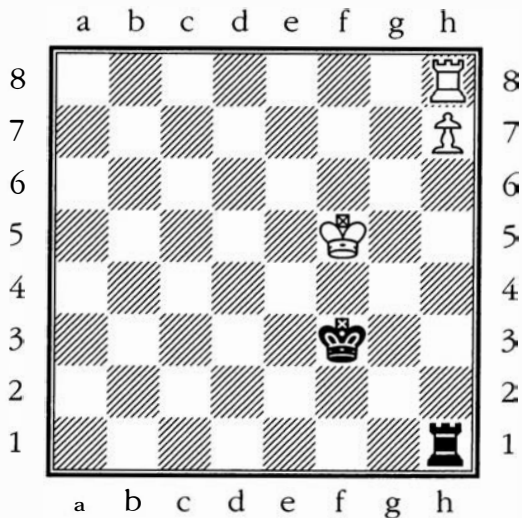
Tactic: Unstoppable pawn

22

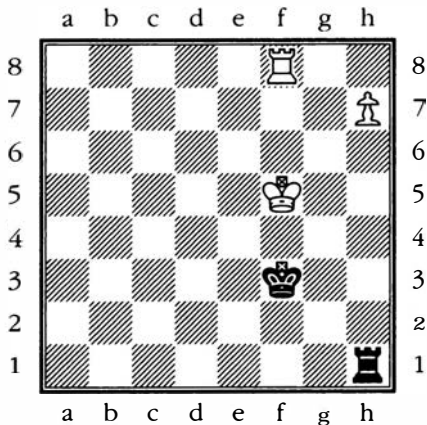
White to move (3 points)

First move points: 1

Analysis points: 2



Answer:



1. Rf8 (1 point)

Black loses the rook.

If 1. ... Rxh7, then 2. Kg6+ (1 point).

Or 1. ... Rh5+ 2. Kg6+ (1 point).

Setup: Promotion threat

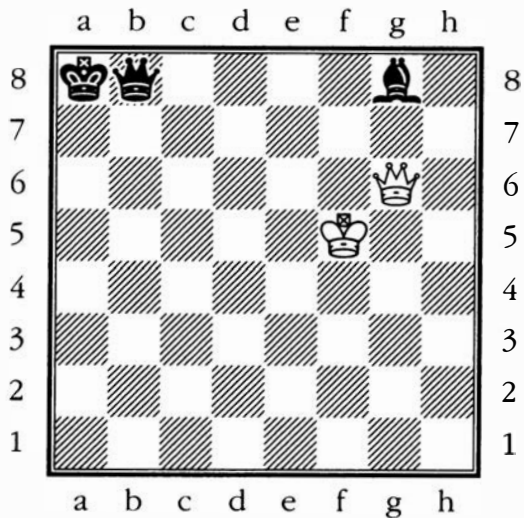
Tactic: Discovery

23

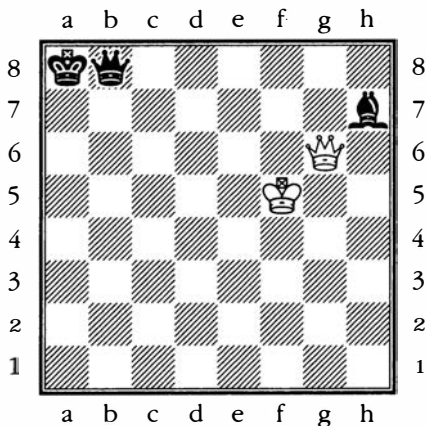
Black to move (3 points)

First move points: 2

Analysis points: 1



Answer:



1. ... Bh7 (2 points)

Black wins the queen.

If 2. Qxh7, then 2. ... Qb1+ (1 point).

Setup: Pin (Separation)

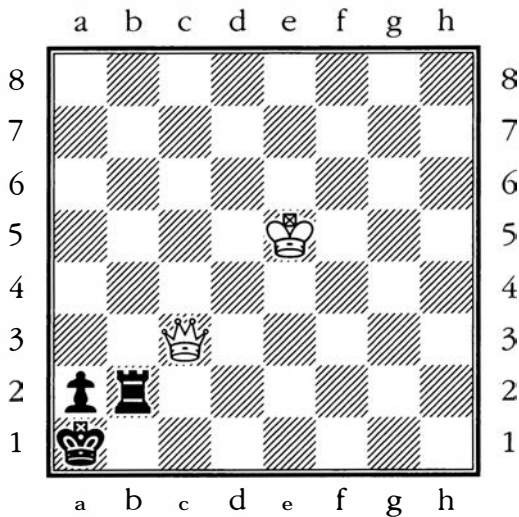
Tactic: Skewer

24

White to move (3 points)

First move points: 2

Analysis points: 1

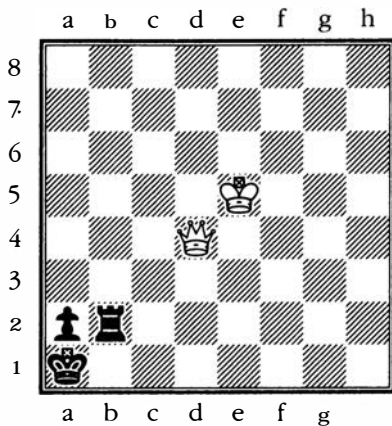


1



47

Answer:

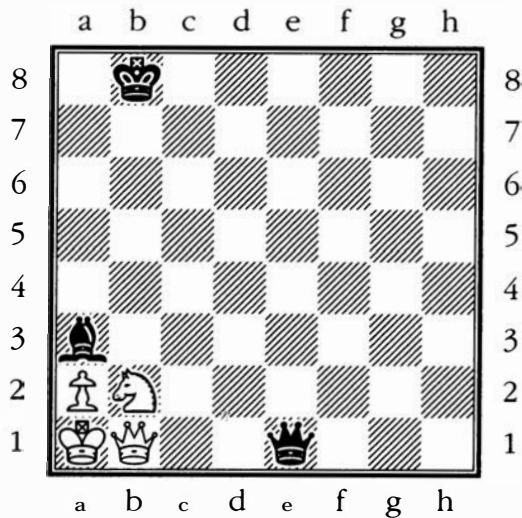


25

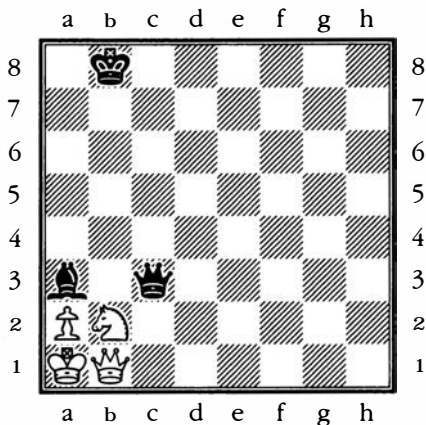
Black to move (3 points)

First move points: 1

Analysis points: 2



Answer:



1. ... Qc3 (1 point)

White can't stop mate.

If 2. Qd1 (or 2. Qd3), then
2. ... Qxb2 mate (1 point).

Note that 1. ... Qe5 allows 2. Qc1,
and White survives (1 point).

Setup: Pin

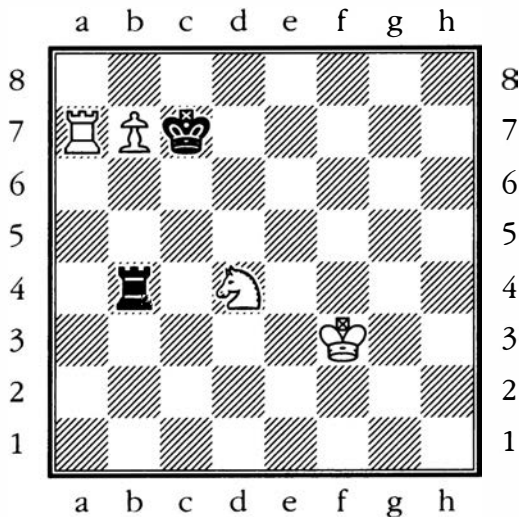
Tactic: Zugzwang (Mating net)

26

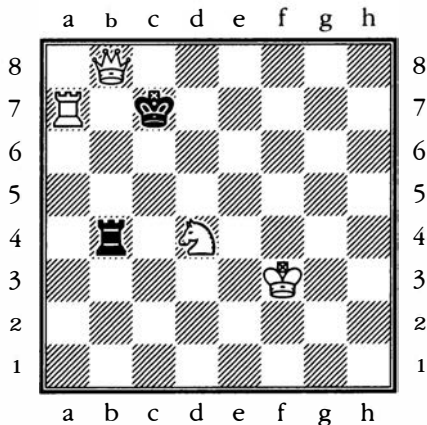
White to move (3 points)

First move points: 2

Analysis points: 1



Answer:



1. b8/Q+ (2 points)

White saves his rook and wins the other.

After 1. ... Kxb8, then 2. Nc6+ Kc8
3. Nxb4 (1 point).

Setup: Double check/Attraction

Tactic: Fork

27

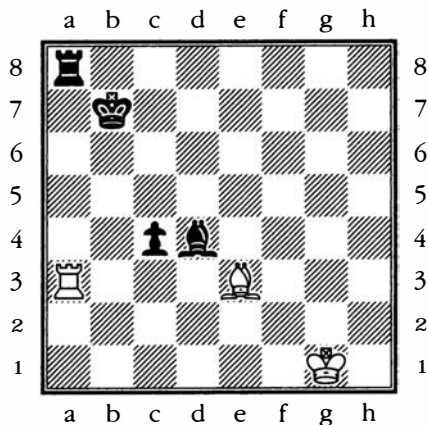
Black to move (3 points)

First move points: 1

Analysis points: 2



Answer:



1. ... Ra8 (1 point)

White loses at least the Exchange.

If 2. Rxa8, then 2. ... Bxe3+,
followed by retaking on a8
(1 point).

The best White has is 2. Bxd4 Rxa3,
dropping the Exchange (1 point).

Setup: Deflection

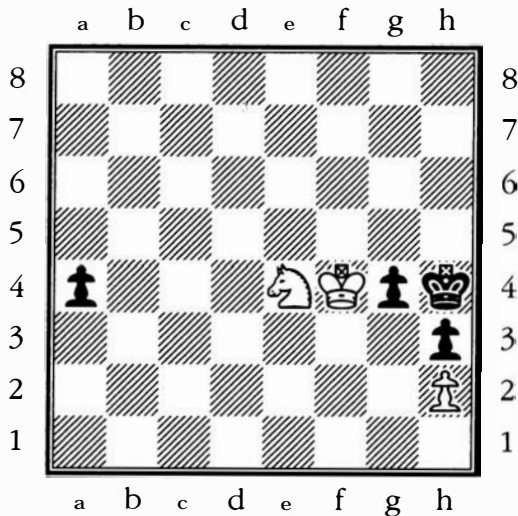
Tactic: In between move

28

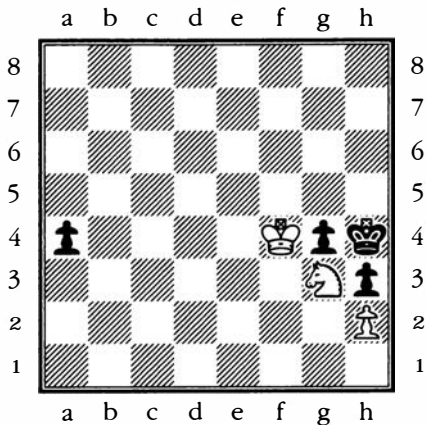
White to move (2 points)

First move points: 1

Analysis points: 2



Answer:



1. Ng3 (1 point)

White moves the king to g6 and mates:

1. ... a3 2. Kf5 a2 3. Kg6 a1/Q
4. Nf5 mate (2 points).

Setup: Surrounding

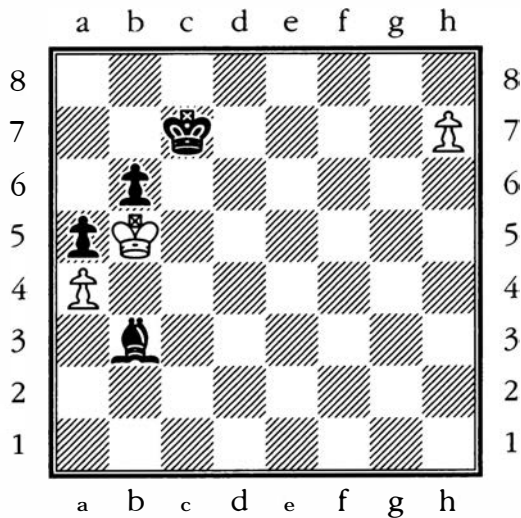
Tactic: Mating net

29

Black to move (3 points)

First move points: 2

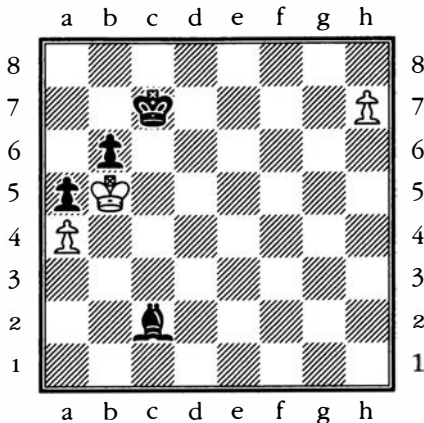
Analysis points: 1



f



Answer:



1. ... Bc2 (2 points)

The h-pawn falls.

If 2. h8/Q, then 2. ... Bd3 mate (1 point).

Setup: Mate threat

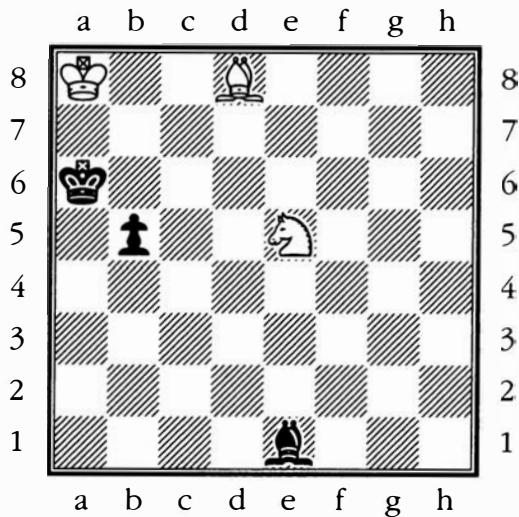
Tactic: Taking for free

30

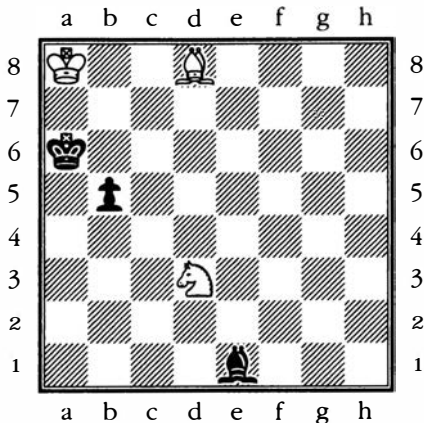
White to move (3 points)

First move points: 2

Analysis points: 1



Answer:



1. Nd3 (2 points)

Black's bishop is lost.

Saving the bishop allows mate (1 point).

Setup: Double threat

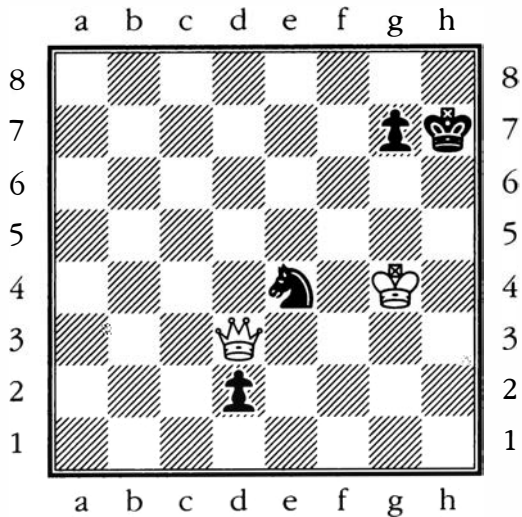
Tactic: Taking for free



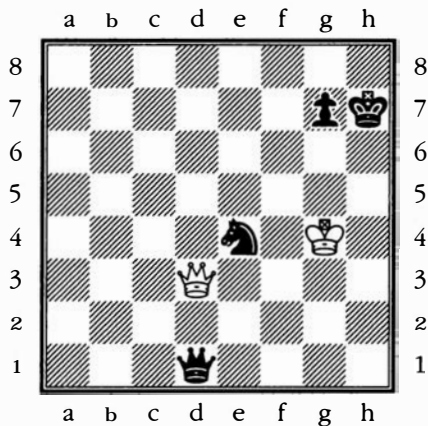
Black to move (3 points)

First move points: 2

Analysis points: 1



Answer:



1 ... d1/Q+ (2 points)

White's king and queen get forked.

After 2. Qxd1 Black has 2. ... Nf2+ (1 point).

Setup: Unpin/Deflection/
Attraction

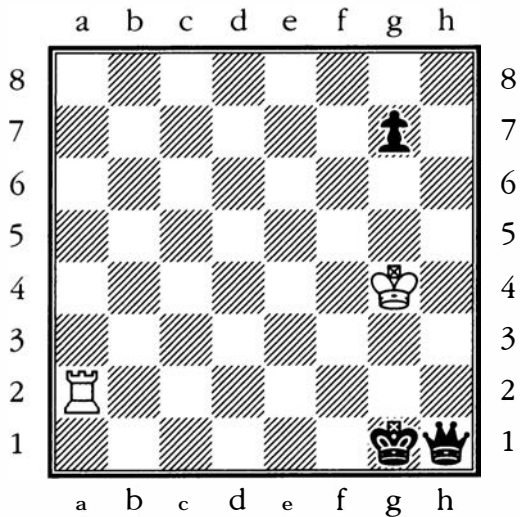
Tactic: Fork

32

White to move (3 points)

First move points: 2

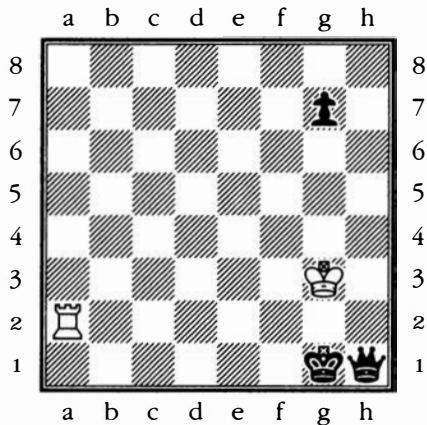
Analysis points: 1



t



Answer:



1. Kg3 (2 points)

Mate is unavoidable.

Black must abandon his queen just to delay mate (1 point).

Setup: Mate threat

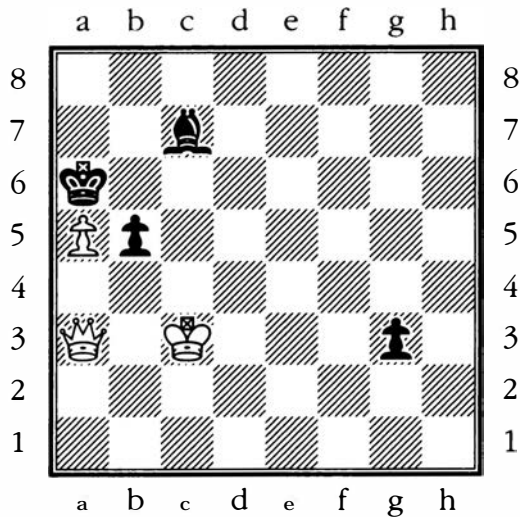
Tactic: Zugzwang



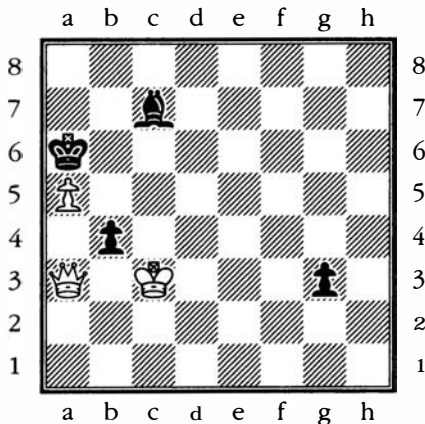
Black to move (3 points)

First move points: 1

Analysis points: 2



Answer:



1. ... b4+ (1 point)

Black wins the queen and then promotes.

If 2. Kxb4, then 2. ... Bd6+ (1 point).

If 2. Qxb4, then 2. ... Bxa5 (1 point).

Setup: Attraction

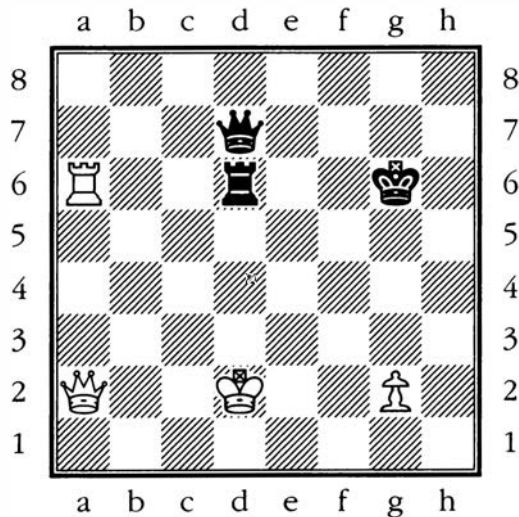
Tactic: Skewer/Pin

34

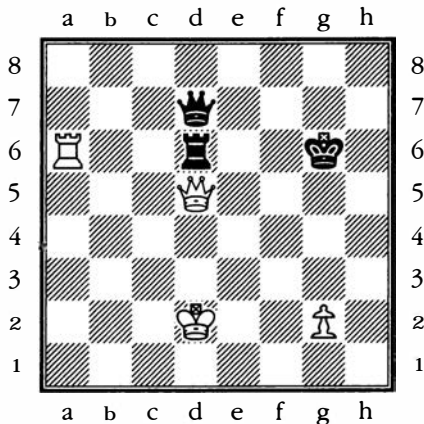
White to move (3 points)

First move points: 2

Analysis points: 1



Answer:



1. Qd5 (2 points)

White wins a queen for a rook.

If 1. ... Rxa6, then 2. Qxd7
(1 point).

Setup: Crosspin

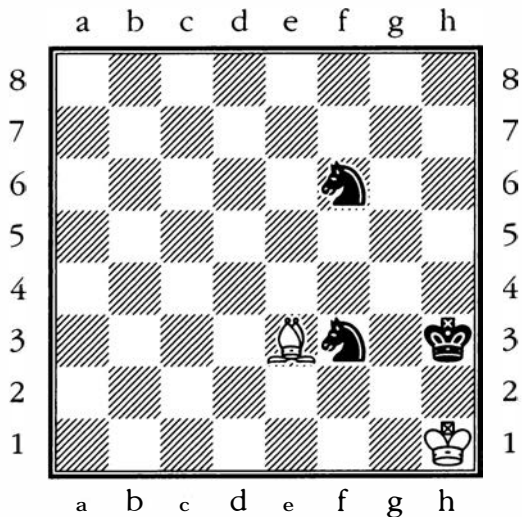
Tactic: Forcing a jettison



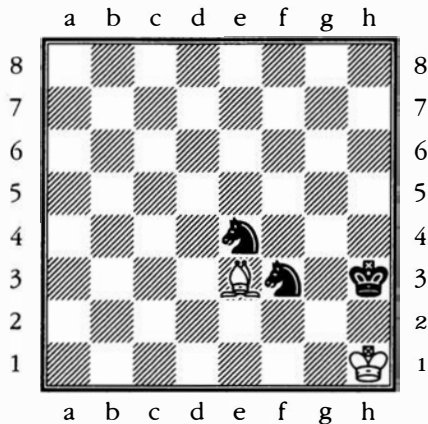
Black to move (3 points)

First move points: 2

Analysis points: 1



Answer:



1. ... Ne4 (2 points)

Mate is a move away.

Once the bishop moves, the e4-knight mates on the unguarded square, either f2 or g3 (1 point).

Setup: Overload

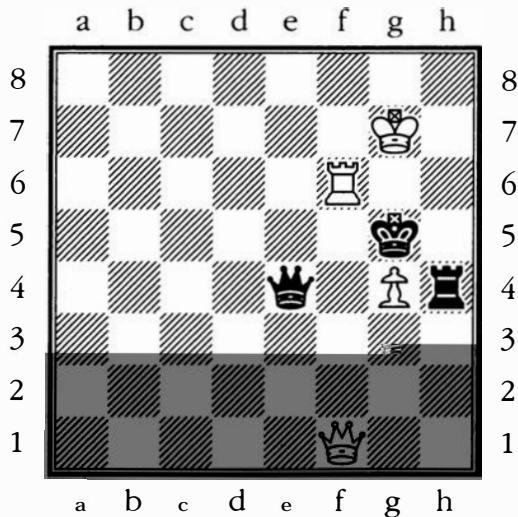
Tactic: Mating net

36

White to move (3 points)

First move points: 2

Analysis points: 1



1

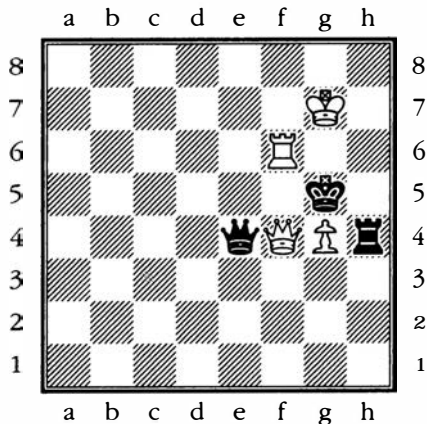


B



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Answer:



1. Qf4+ (2 points)

A beautiful symmetrical mate follows.

After 1. ... Qxf4, then 2. Rg6 mate (1 point).

Setup: Attraction/Obstruction

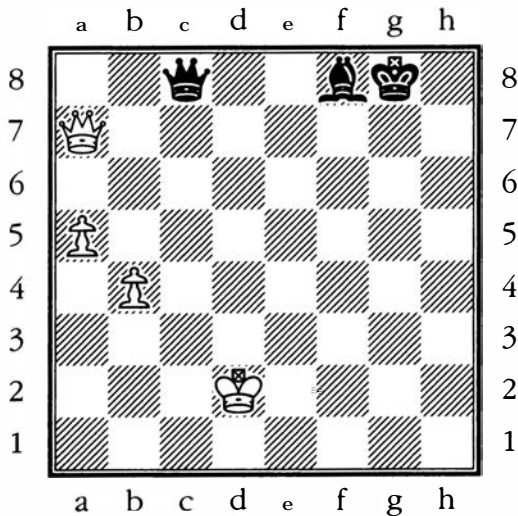
Tactic: Mating net

37

Black to move (3 points)

First move points: 1

Analysis points: 2



t

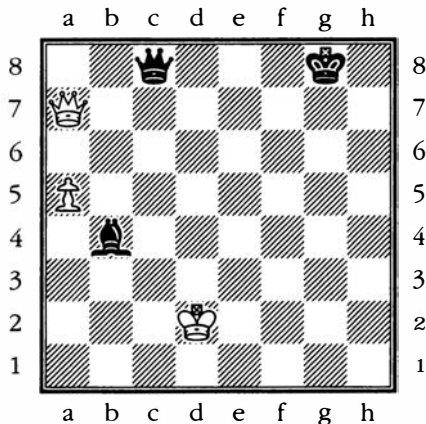


E



73

Answer:



1. ... Bxb4+ (1 point)

White's queen is trapped.

Once the king moves to safety,
then 2. ... Bc5 snares the queen
(2 points).

Setup: Taking with check /
Removing the guard

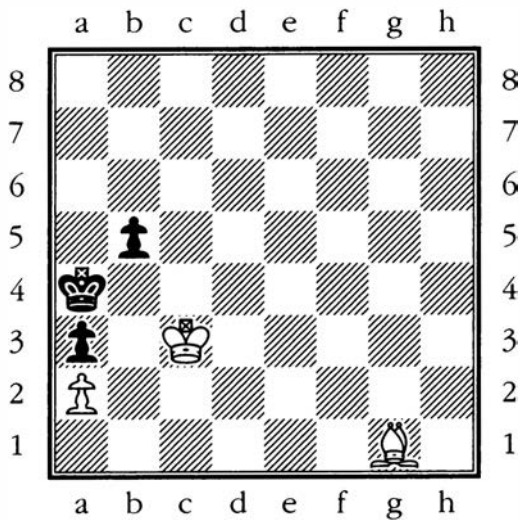
Tactic: Trapping

38

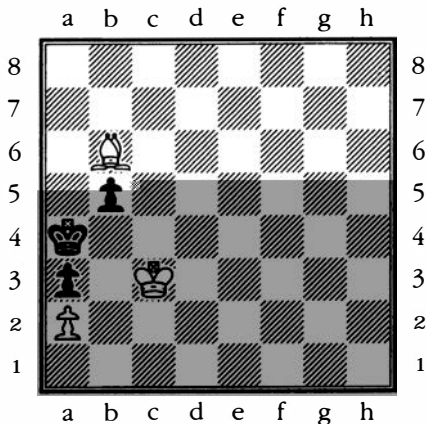
White to move (3 points)

First move points: 2

Analysis points: 1



Answer:



1. Bb6 (2 points)

Black gets mated.

After 1. ... b4+, then 2. Kc4 b3
3. axb3 mate (1 point).

Setup: Cutting off (Attraction)

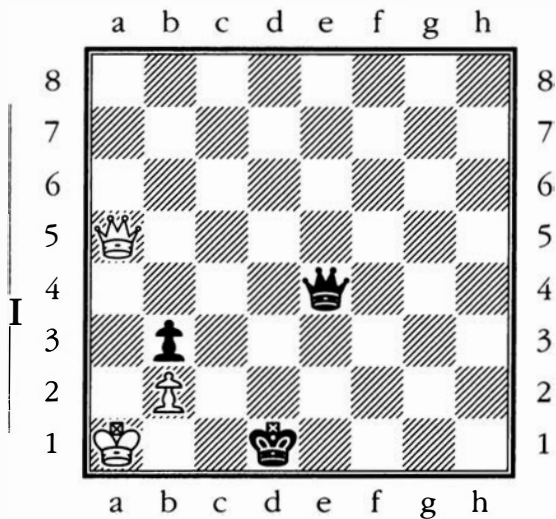
Tactic: Mating net

39

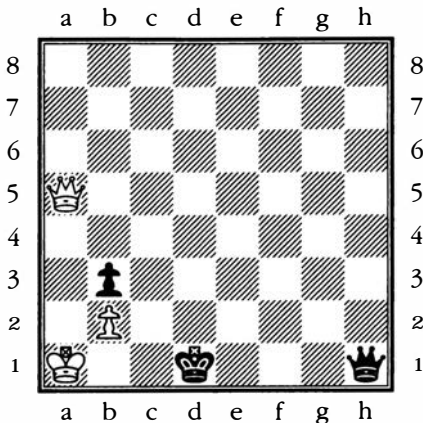
Black to move (3 points)

First move points: 2

Analysis points: 1



Answer:



1. ... Qh1 (2 points)

Black has a winning discovery coming up.

If 2. Qd8+, then 2. ... Kc2+ (or 2. ... Ke2+) mates (1 point).

Setup: Discovery

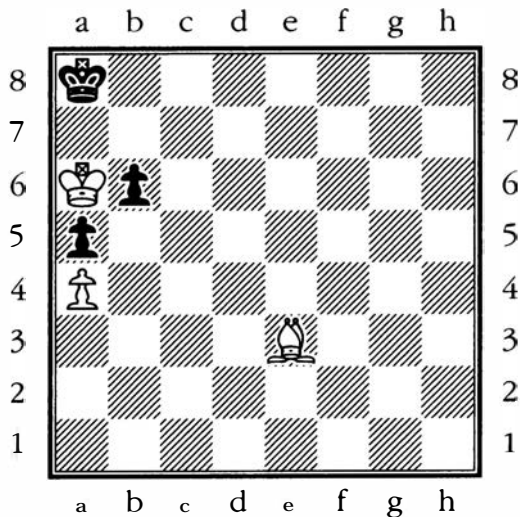
Tactic: Mating net

40

White to move (3 points)

First move points: 2

Analysis points: 1





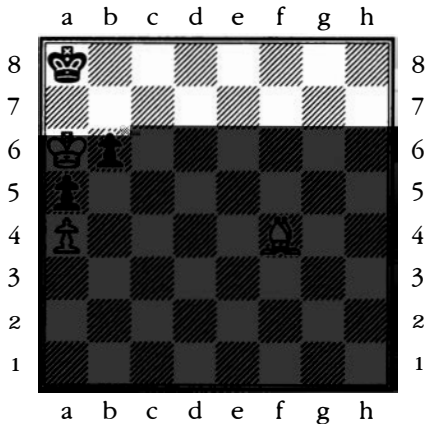
f



W



Answer:



1. Bf4 (2 points)

Black is forced to ditch a pawn, and White soon mates:

1. ... b5 2. axb5 a4 3. b6 a3
4. b7 mate (1 point).

White can delay 1. Bf4 and still win, as long as the b6-pawn isn't captured.

Setup: Forcing a jettison

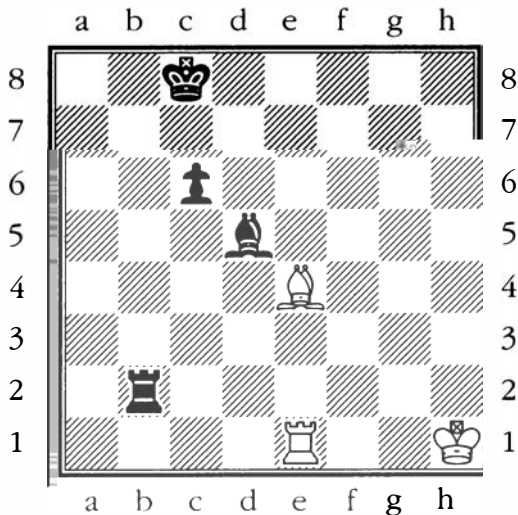
Tactic: Mating net



Black to move (3 points)

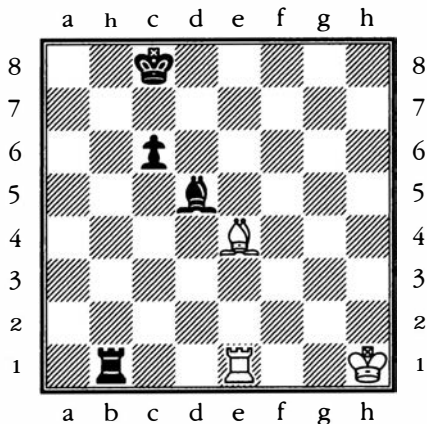
First move points: 2

Analysis points: 1





Answer:



1. ... Rb1 (2 points)

White loses a bishop.

If 2. Rxb1, then 2. ... Bxe4+ and
3. ... Bxb1 (1 point).

Setup: Attraction/Deflection (Pin)

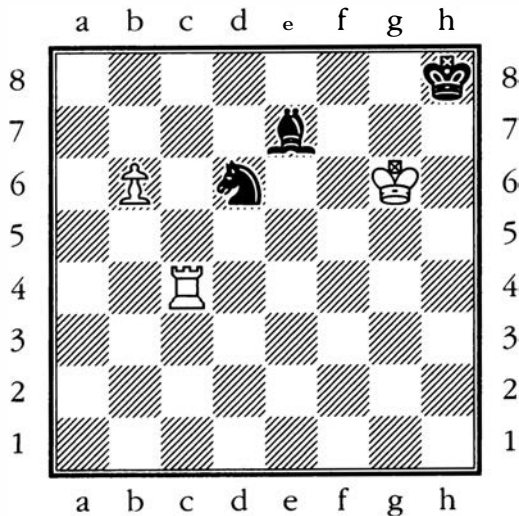
Tactic: Fork



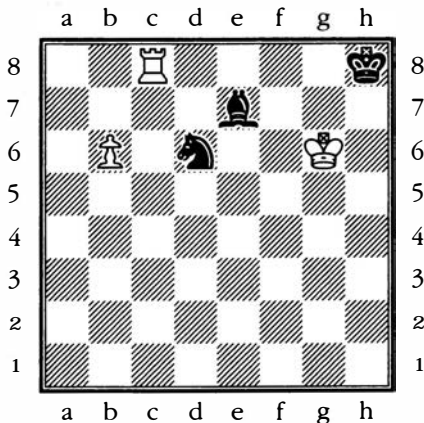
White to move (3 points)

First move points: 2

Analysis points: 1



Answer:



1. Rc8+ (2 points)

White makes a new queen and soon mates.

If 1. ... Nxc8, then 2. b7 queens next move (1 point).

Setup: Attraction

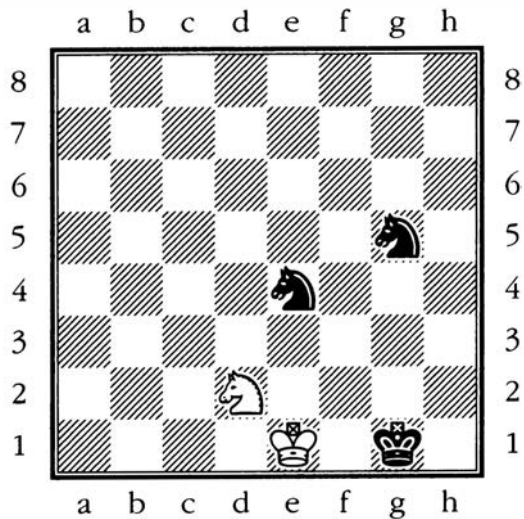
Tactic: Promotion threat



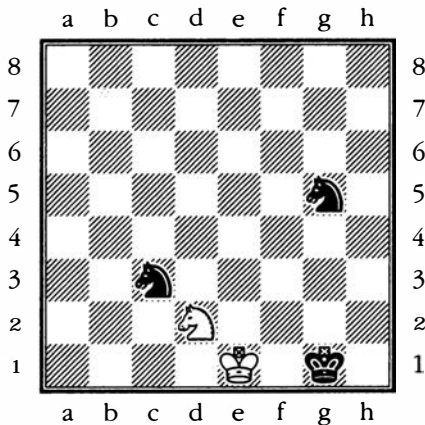
Black to move (3 points)

First move points: 2

Analysis points: 1



Answer:



1. ... Nc3 (2 points)

It's mate next move.

No matter where White's knight moves, Black's g5-knight mates on f3 (1 point).

Setup: Surrounding

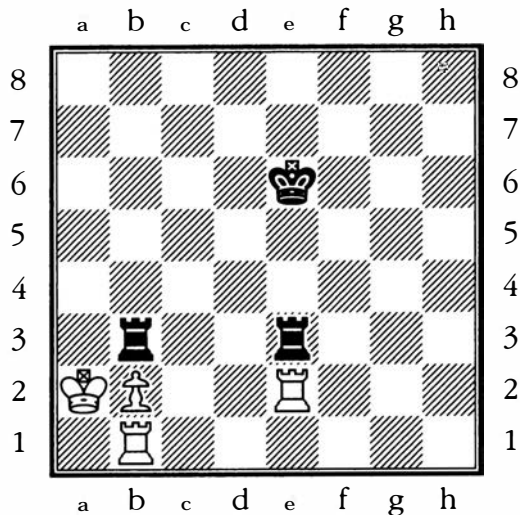
Tactic: Mating net

44

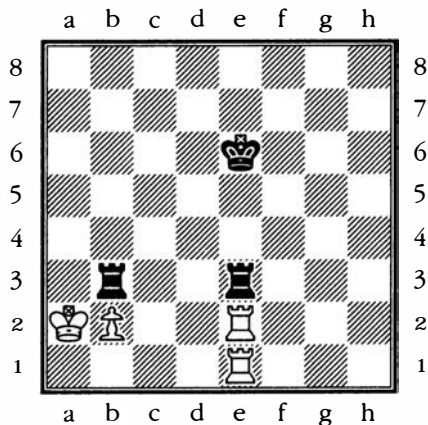
White to move (3 points)

First move points: 2

Analysis points: 1



Answer:



1. Rbe1 (2 points)

Black must lose a rook.

If 1. ... Rxe2, then 2. Rxe2+;
after getting out of check, Black's
remaining rook is en prise
(1 point).

Setup: Overload (Doubling)

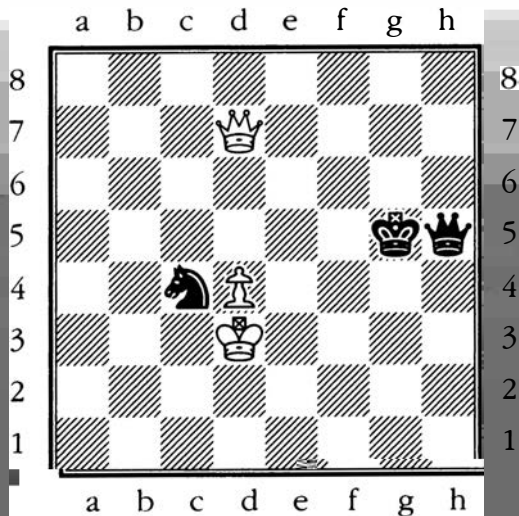
Tactic: Taking with check

45

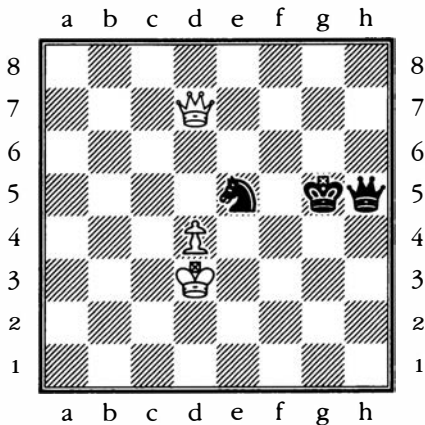
Black to move (3 points)

First move points: 2

Analysis points: 1



Answer:



1. ... Ne5+ (2 points)

White's queen is lost.

If 2. dxe5, then 2. ... Qd1+ (1 point).

Setup: Fork/Deflection/Clearance

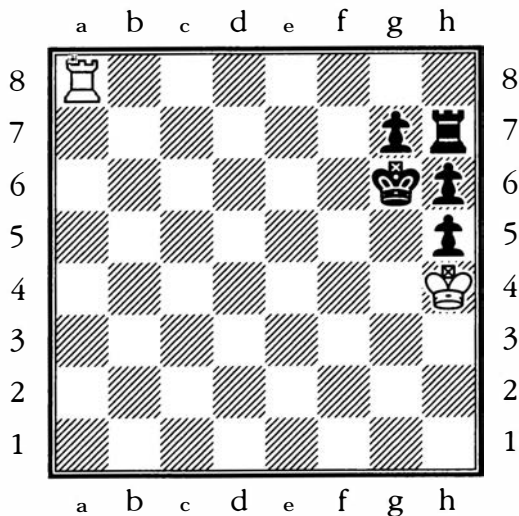
Tactic: Skewer

46

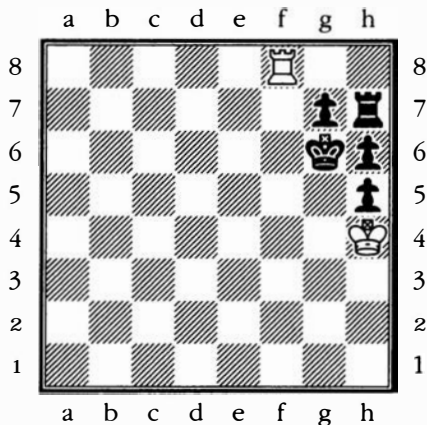
White to move (3 points)

First move points: 2

Analysis points: 1



Answer:



1. Rf8 (2 points)

Black's rook is lost.

The cutoff forces Black to jettison his rook (1 point).

Setup: Cutting off

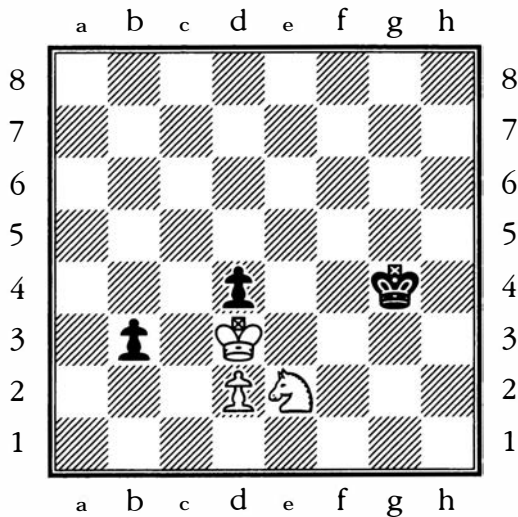
Tactic: Forcing a jettison

47

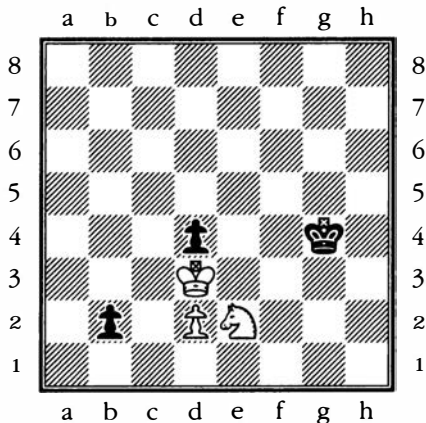
Black to move (3 points)

First move points: 1

Analysis points: 2



Answer:



1. ... b2 (1 point)

Black soon promotes a pawn.

If 2. Kc2, then 2. ... d3+ leads to a new queen (1 point).

And 2. Nc3 d4xc3 3. Kc2 cxd2 doesn't help (1 point).

Setup: Decoy/Deflection

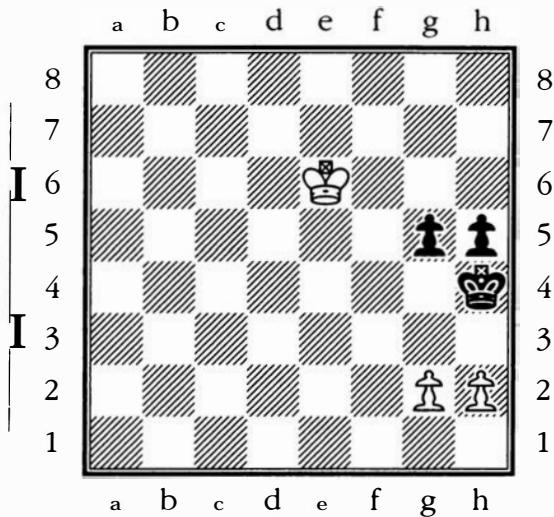
Tactic: Fork/Attraction

48

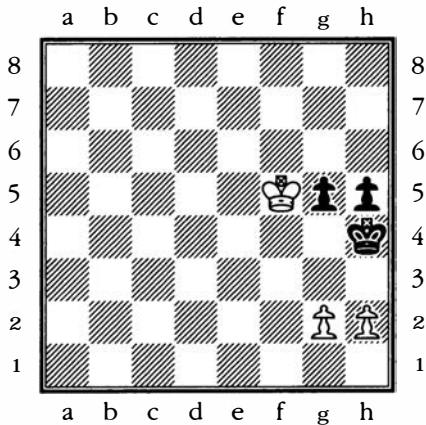
White to move (3 points)

First move points: 1

Analysis points: 2



Answer:



1. Kf5 (1 point)

Black is trapped in a mating net.

The result is 1. ... g4 2. Kf4 g3
3. hxg3 mate (2 points).

Setup: Surrounding

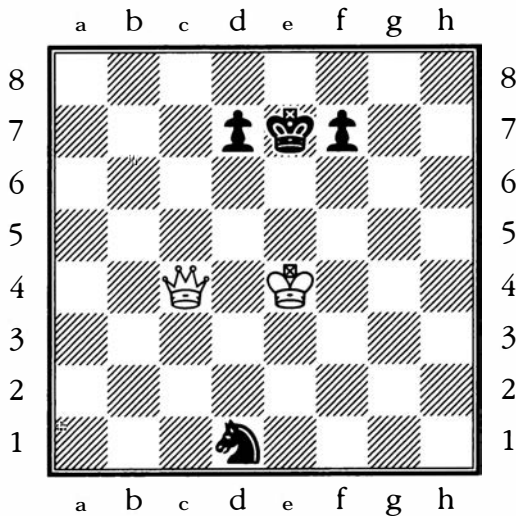
Tactic: Mating net



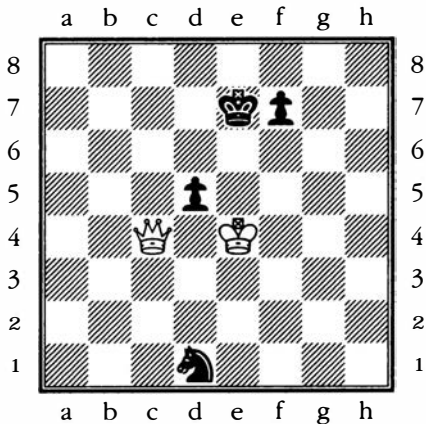
Black to move (3 points)

First move points: 1

Analysis points: 2



Answer:



1. ... d5+ (1 point)

The queen is lost.

If 2. Kxd5, then 2. ... Ne3+ forks king and queen (1 point).

If 2. Qxd5, then 2. ... Nc3+ forks king and queen (1 point).

Setup: Fork/Attraction

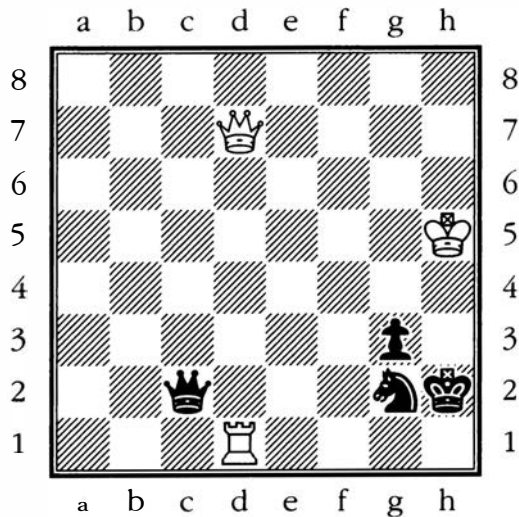
Tactic: Fork

50

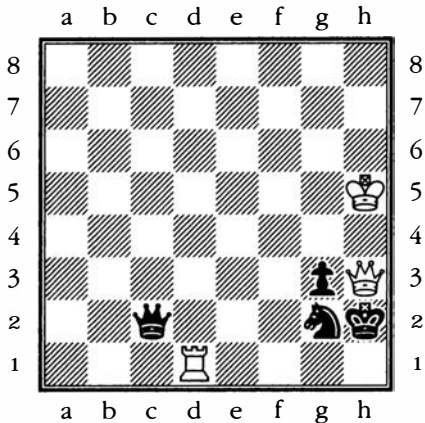
White to move (3 points)

First move points: 2

Analysis points: 1



Answer:



1. Qh3+ (2 points)

It is mate next move:

1. ... Kxh3 2. Rh1 mate (1 point).

Setup: Attraction

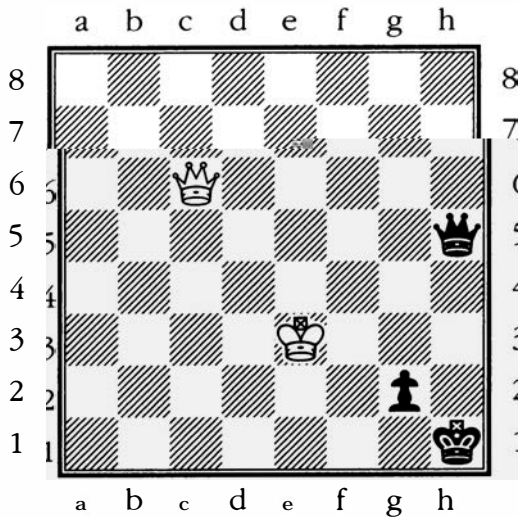
Tactic: Mating net

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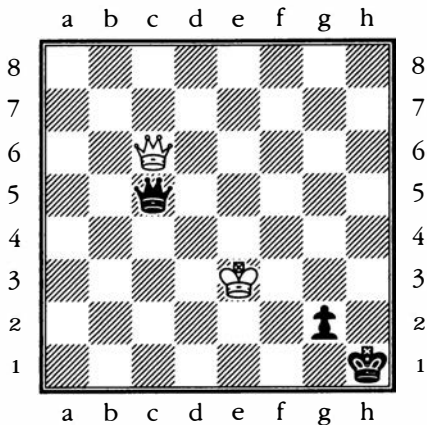
Black to move (3 points)

First move points: 2

Analysis points: 1



Answer:



1. ... Qc5+ (2 points)

Black winds up a queen ahead.

If 2. Qxc5, then 2. ... g1/Q+,
and White's king and queen are
skewered (1 point).

Setup: Deflection/Unpin

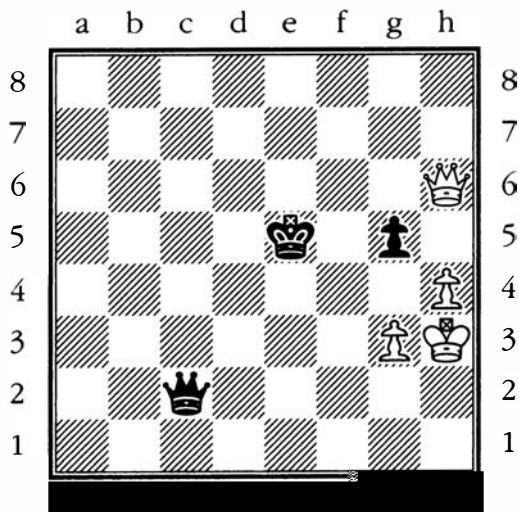
Tactic: Skewer

52

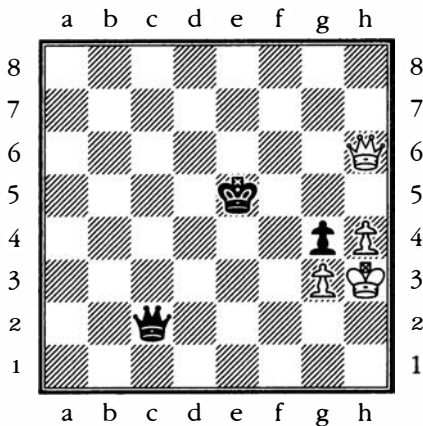
Black to move (3 points)

First move points: 2

Analysis points: 1



f

**Answer:**

1. ... g4+ (2 points)

It is mate next move:

2. Kxg4 Qf5 mate (1 point).

Setup: Attraction

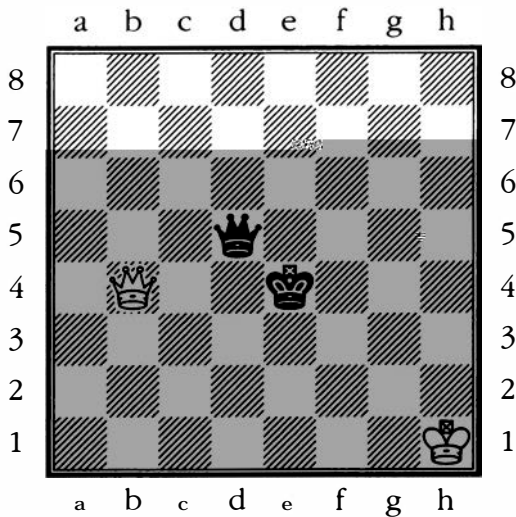
Tactic: Mating net

53

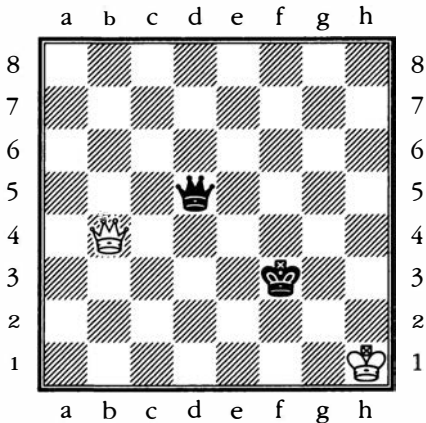
Black to move (4 points)

First move points: 2

Analysis points: 2



Answer:



1. ... Kf3 (2 points)

Black's threat to discover check is decisive.

If 2. Qc3+, then 2. ... Kf2+

3. Kh2 Qg2 is mate (1 point).

If 2. Qf8+, then 2. ... Kg3+

3. Kg1 Qg2 is mate (1 point).

Setup: Maintaining the threat

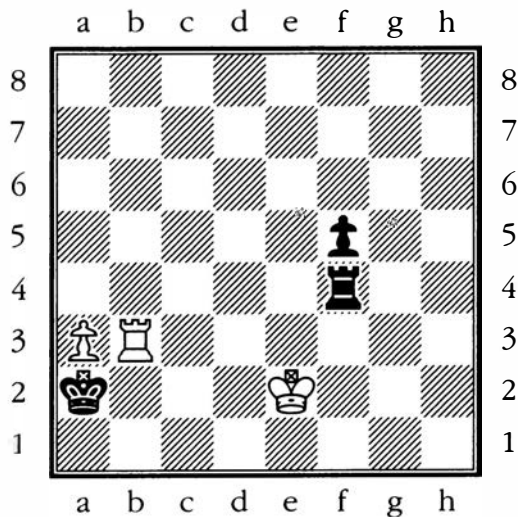
Tactic: Discovery/Mating net

54

White to move (4 points)

First move points: 1

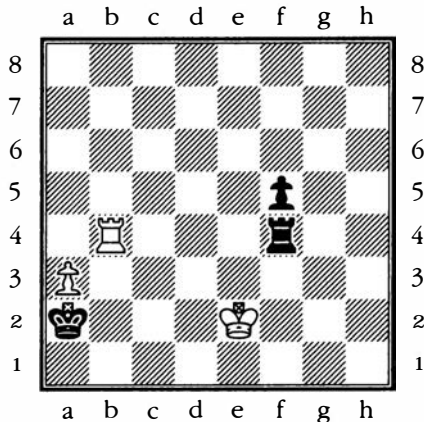
Analysis points: 3



1



Answer:



1. Rb4 (1 point)

Once the rooks are gone, White will queen.

If 1. ... Rxb4, then 2. axb4 (1 point).

If 1. ... Rg4, then 2. Rxg4 fxe4 3. a4 (1 point).

If 1. ... Re4+, then 2. Rxe4 fxe4 3. a4 (1 point).

Setup: Simplification

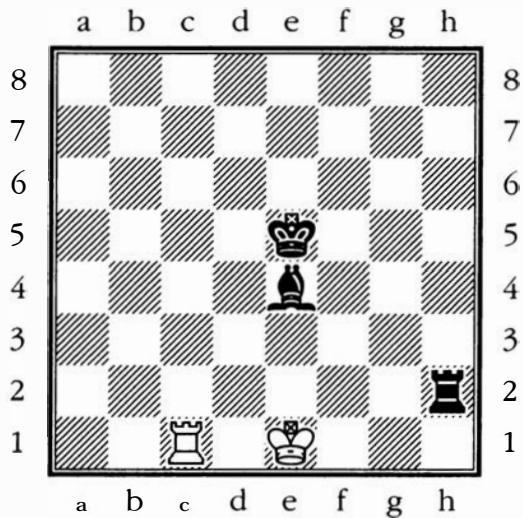
Tactic: Unstoppable pawn

55

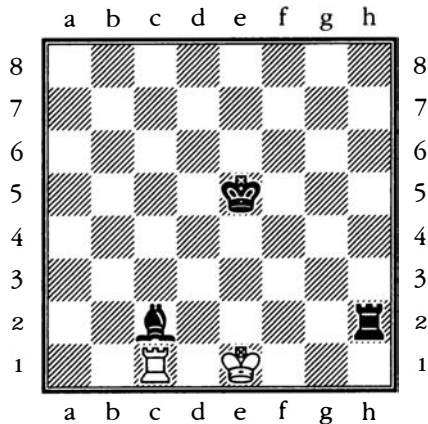
Black to move (4 points)

First move points: 2

Analysis points: 2



Answer:



1. ... Bc2 (2 points)

White can't avoid a losing skewer.

If 2. Kf1, then 2. ... Rh1+ (1 point).

If 2. Ra1, then 2. ... Rh1+ (1 point).

Setup: Obstruction/Cutting off

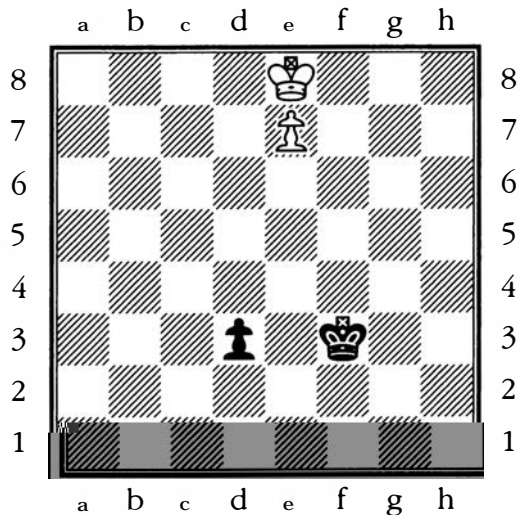
Tactic: Separation/Skewer

56

White to move (4 points)

First move points: 1

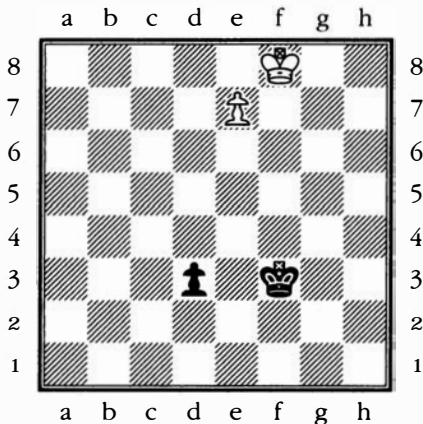
Analysis points: 3



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III

Answer:



1. Kf8 (1 point)

Both players promote, but Black's queen is lost.

If 1. ... d2, then 2. e8/Q d1/Q

3. Qh5+ (1 point).

If White instead plays 1. Kd7, or

1. Kd8, Black saves the day by queening with check (1 point).

Nor should White play 1. Kf7.

That obstructs the e8-h5 diagonal, preventing a skewering queen check (1 point).

Setup: Careful move

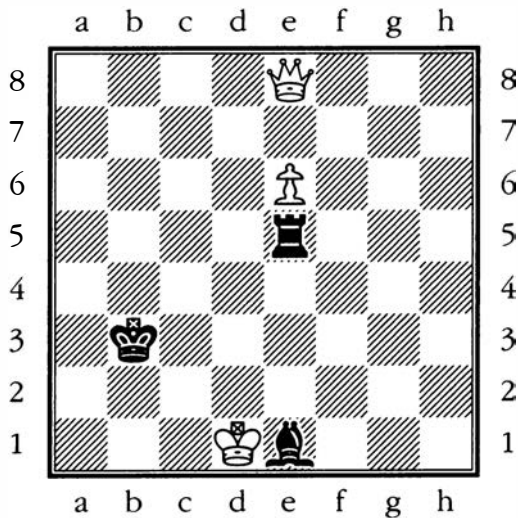
Tactic: Skewer

57

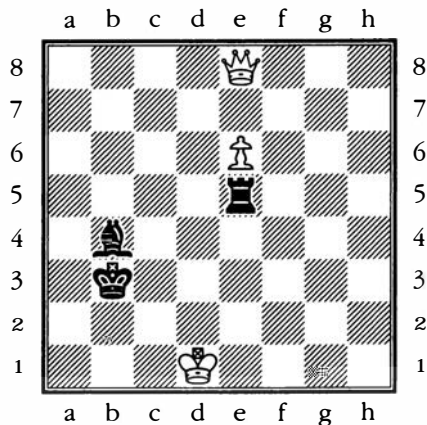
Black to move (4 points)

First move points: 3

Analysis points: 1



Answer:



1. ... Bb4 (3 points)

White must lose the queen to delay mate (1 point).

Setup: Shielding

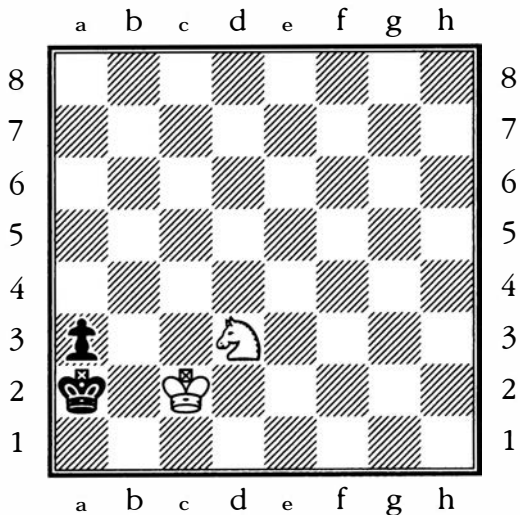
Tactic: Mating net

58

White to move (4 points)

First move points: 2

Analysis points: 2



t

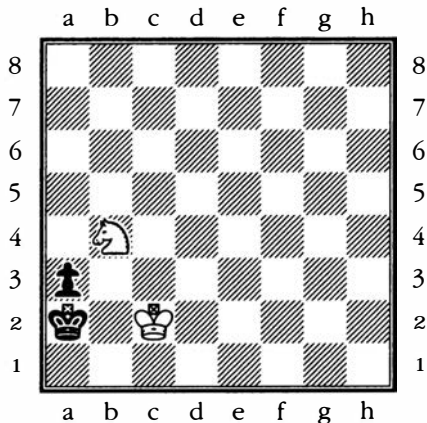


E





Answer:



1. Nb4+ (2 points)

Cornered, Black's king is mated in two moves.

It's over after 1. ... Ka1 2. Kc1 a2
3. Nc2 mate (1 point).

Note that after 1. Nc1+? Ka1, White can do no better than a draw.
Both 2. Kb3 a2, and 2. Nd3 a2, go nowhere (1 point).

Setup: Cornering

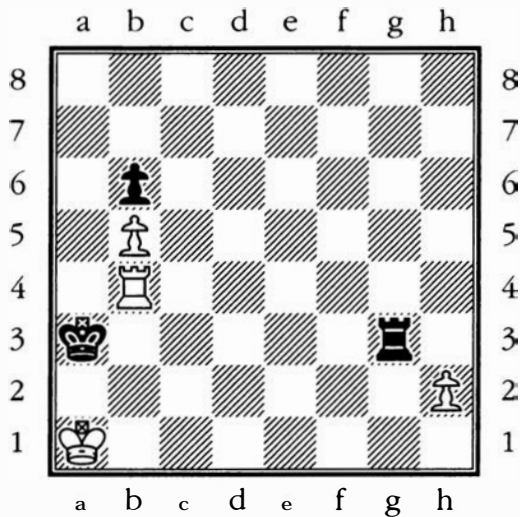
Tactic: Mating net

59

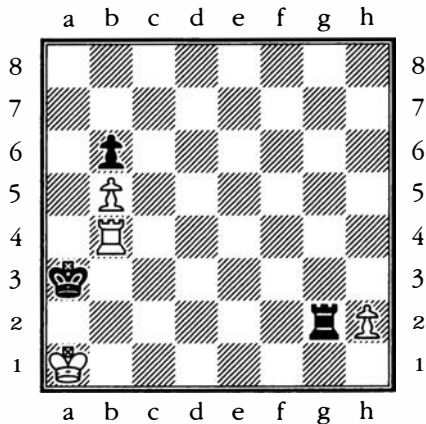
Black to move (4 points)

First move points: 2

Analysis points: 2



Answer:



1. ... Rg2 (2 points)

Saving White's rook allows mate.

If 2. Rf4, then 2. ... Rg1+ leads to mate (1 point).

If 2. Rb1, then 2. ... Ra2 is mate (1 point).

Setup: Saving/Maintaining threats

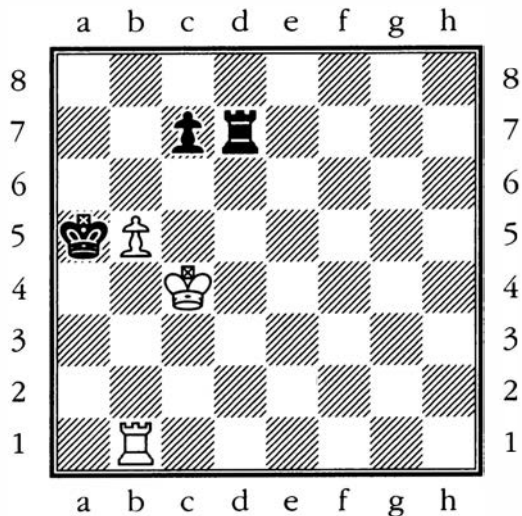
Tactic: Obstruction/Mating net/
Indefensible unit



White to move (4 points)

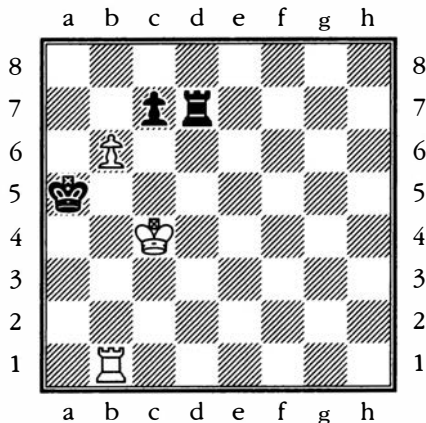
First move points: 1

Analysis points: 3





Answer:



1. b6 (1 point)

The b-pawn will cost Black his rook.

If 1. ... cxb6, then 2. Ra1 is mate (1 point).

If 1. ... Rd8, then 2. b7 Rb8 3. Kc5 wins (2 points).

Setup: Obstruction

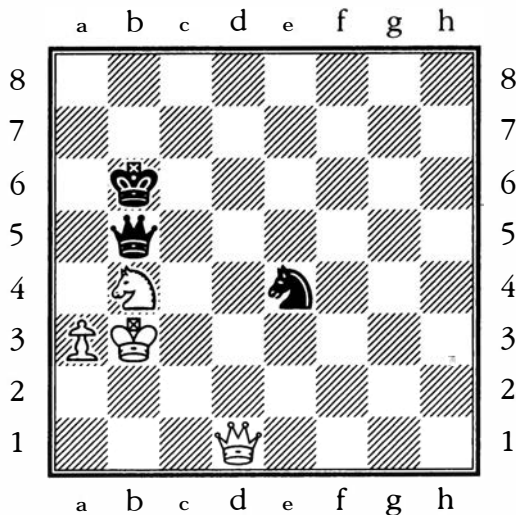
Tactic: Dangerous pawn/
Mating threat



Black to move (4 points)

First move points: 2

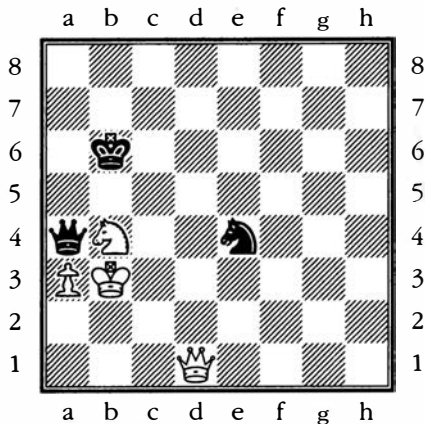
Analysis points: 2



f



Answer:



1. ... Qa4+ (2 points)

Black mates or wins the queen.

If 2. Kxa4, then 2. ... Nc5 is mate (1 point).

If 2. Kb2 (or 2. Ka2 or 2. Kc4), then 2. ... Qxd1 (1 point).

Setup: Skewer/Attraction

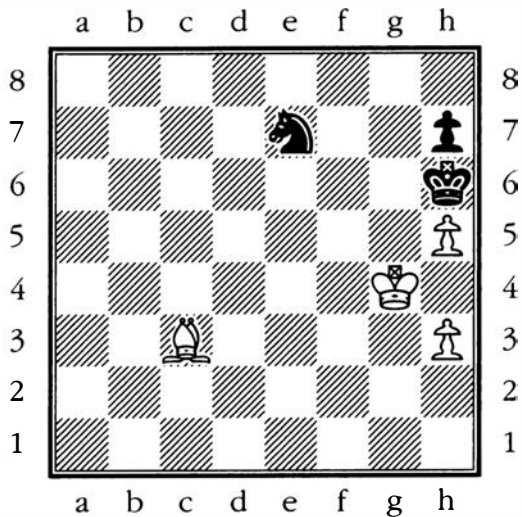
Tactic: Mating net

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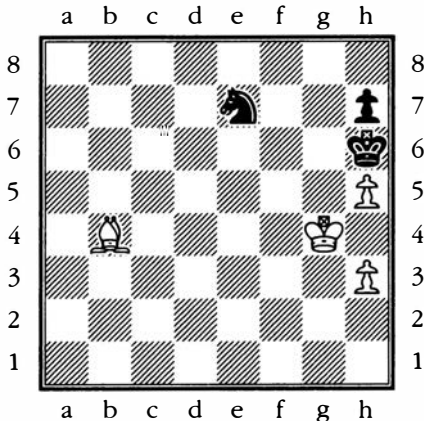
White to move (4 points)

First move points: 1

Analysis points: 3



Answer:



1. Bb4 (1 point)

Saving the knight allows mate.

If 1. ... Nd5, then 2. Bf8 mate (1 point).

If 1. ... Nf5, then 2. Kxf5 (or 2. Bf8+ Ng7 3. Kg3 also wins the knight and merits 1 point)
2. ... Kxh5 3. Be7 (1 point).

Setup: Pin/Skewer

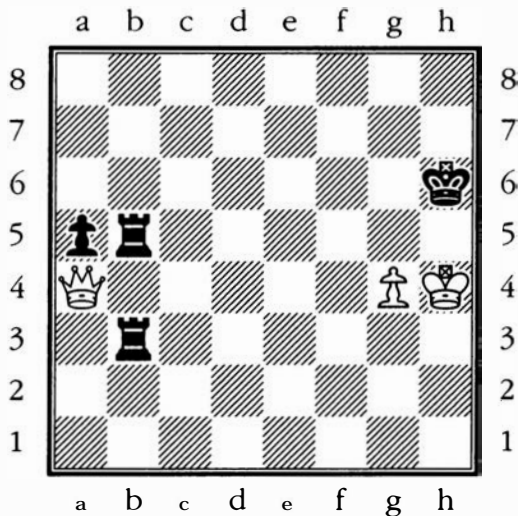
Tactic: Indefensible unit/
Mate threat

63

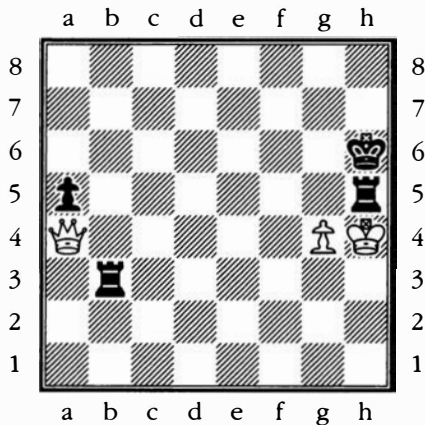
Black to move (4 points)

First move points: 3

Analysis points: 1



Answer:



1. ... Rh5+ (3 points)

Black trades the rooks for the queen and then promotes:

2. gxh5 Rb4+ 3. Qxb4 axb4

4. Kg4 b3 and the pawn queens (1 point).

Setup: Attraction/Clearance

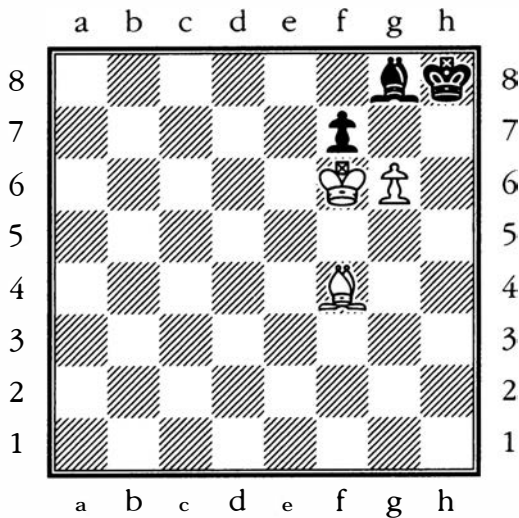
Tactic: Simplification

64

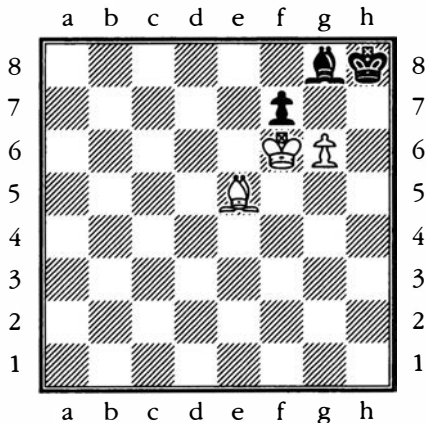
White to move (4 points)

First move points: 2

Analysis points: 2



Answer:



1. Be5 (2 points)

White discovers mate next move.

If 1. ... fxg6, then 2. Kxg6 mate (1 point).

If 1. ... Bh7, then 2. Kxf7 mate (1 point).

Setup: Zugzwang

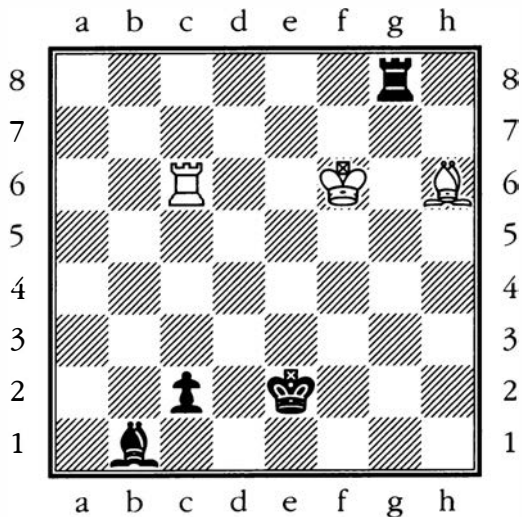
Tactic: Discovery/Mating net

65

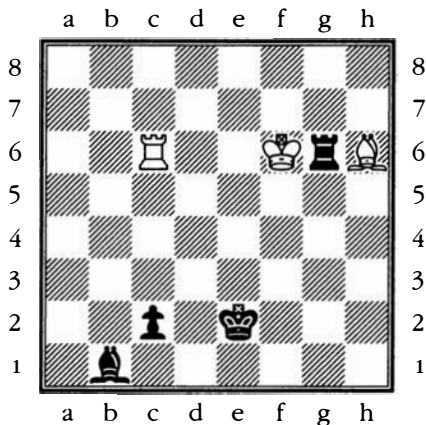
Black to move (4 points)

First move points: 2

Analysis points: 2



Answer:



1. ... Rg6+ (2 points)

Black wins big material.

If 2. Kxg6, then 2. ... c1/Q+, and the discovered check is decisive (1 point).

If 2. Ke5, then simply 2. ... Rxc6 wins (1 point).

Setup: Attraction

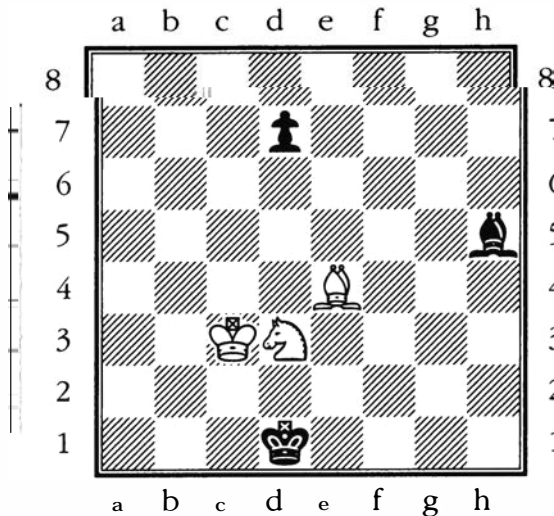
Tactic: Discovery

66

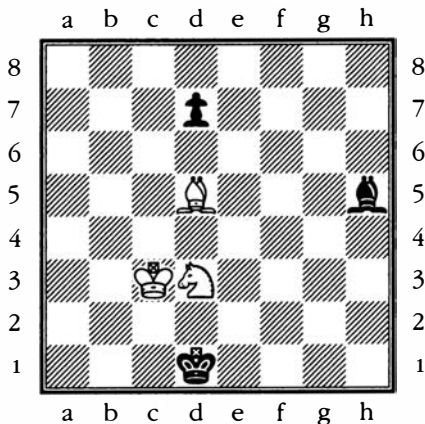
White to move (4 points)

First move points: 1

Analysis points: 3



Answer:



1. Bd5 (1 point)

Black loses the bishop or is mated.

The king and bishop are forked after either 1. ... Ke2 2. Nf4+ or 1. ... Bg4 2. Nf2+ (1 point).

If 1. ... Bg6 (1. ... Be8), then 2. Bf3 is mate (1 point).

Or if 1. ... Be2, then 2. Bb3 is mate (1 point).

Setup: Waiting move

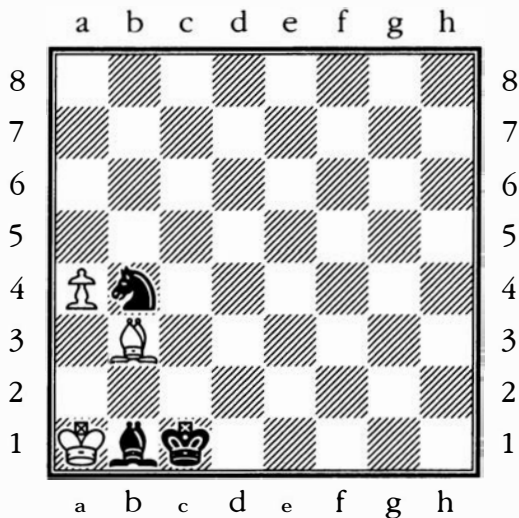
Tactic: Attraction/Fork

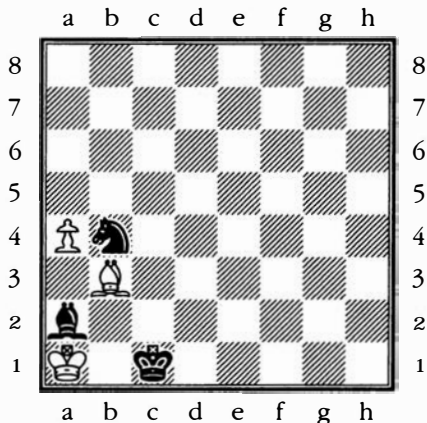
67

Black to move (4 points)

First move points: 1

Analysis points: 3



Answer:

1. ... Ba2 (1 point)

White loses the bishop or gets mated.

If 2. Bxa2, then 2. ... Nc2 mate (1 point).

If 2. a5, then 2. ... Bxb3 3. a6 Nc2 mate (1 point).

If 2. Bd1, then 2. ... Kxd1 3. Kb2 Bd5 (or to any other reasonable square) wins easily (1 point).

Setup: Attraction/Overload

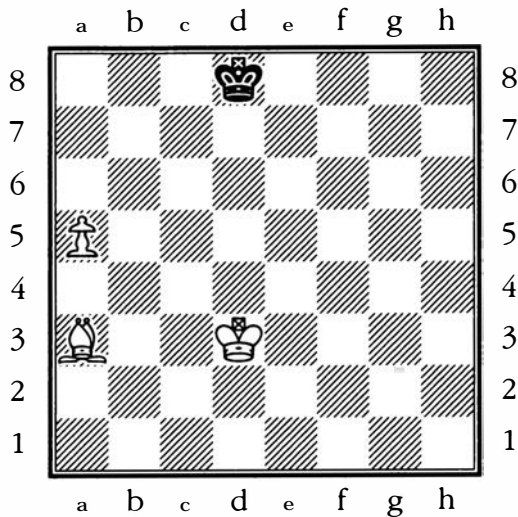
Tactic: Mating net

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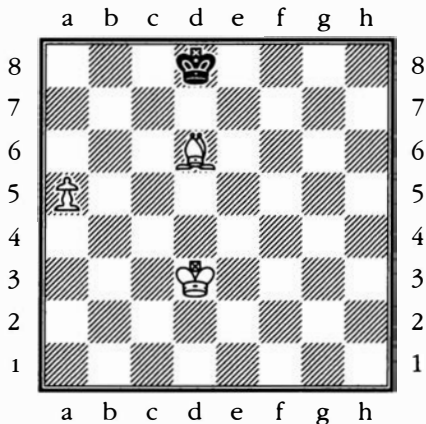
White to move (4 points)

First move points: 1

Analysis points: 3



Answer:



1. Bd6 (1 point)

White's pawn can't be stopped.

If 1. ... Kc8, then 2. a6, and the king must move away (1 point).

If 1. ... Kd7, then 2. a6 Kc6
 3. Bc5 Kc7 4. Ba7 Kc6 5. Kc4 Kc7
 6. Kc5 (or 6. Kb5 or 6. Kd5)
 6. ... Kc8 7 Kc6 (or 7 Kb6)
 7 ... Kd8 8. Kb7, and the pawn will soon queen (2 points).

Setup: Cutting off

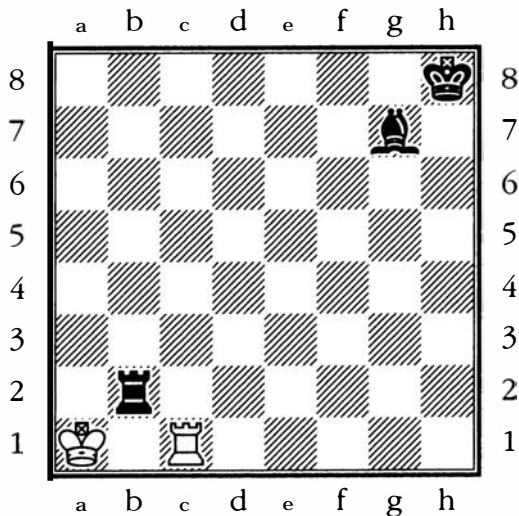
Tactic: Unstoppable pawn

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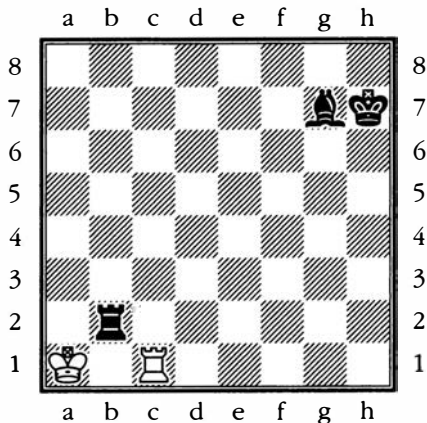
Black to move (4 points)

First move points: 2

Analysis points: 2



Answer:



1. ... Kh7 (2 points)

White's rook is lost to a discovery.

If 2. Rh1+, then 2. ... Rh2+ (1 point).

If 2. Rc3, then 2. ... Rb3 (or any other safe rook move) wins the rook by a pin (1 point).

Setup: Careful move/
Waiting move

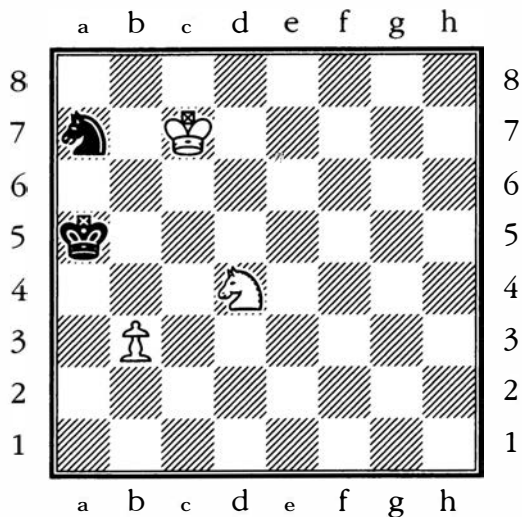
Tactic: Discovery

70

White to move (4 points)

First move points: 1

Analysis points: 3

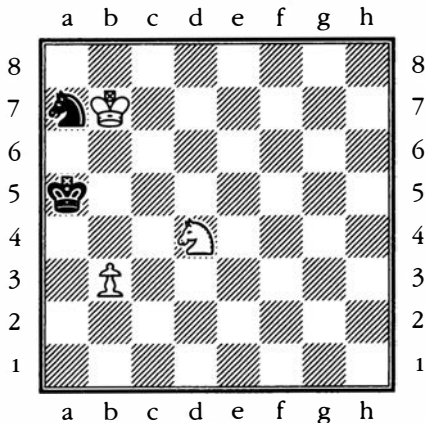


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Answer:



1. Kb7 (1 point)

Black's knight is lost.

If 1. ... Nb5, then 2. Nc6 is mate (2 points).

Nor does 1. ... Kb4 help:

2. Kxa7 Kc3 3. Ka6 Kxd4 4. b4 and White soon promotes (1 point).

Setup: Attraction/Obstruction

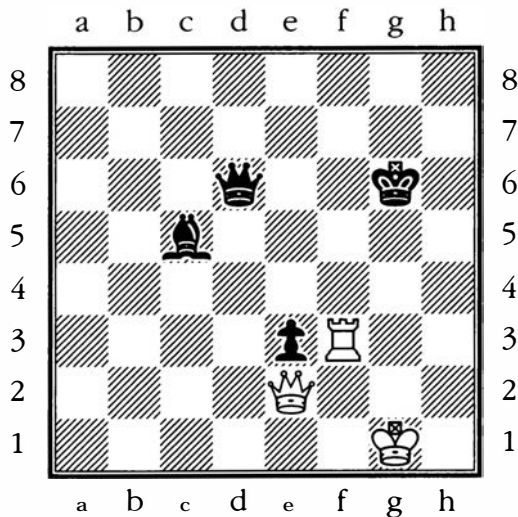
Tactic: Mating net/
Indefensible piece



Black to move (4 points)

First move points: 2

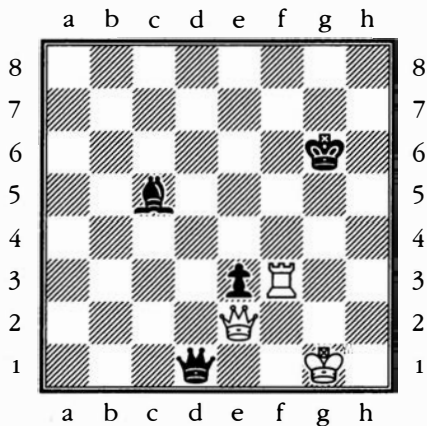
Analysis points: 2



t



Answer:



1. ... Qd1+ (2 points)

Black's discovery will be decisive.

If 2. Qxd1, then 2. ... e2+ will win a queen and add a queen (1 point).

If 2. Qf1, then 2. ... e2+ is deadly (1 point).

Setup: Deflection/Attraction

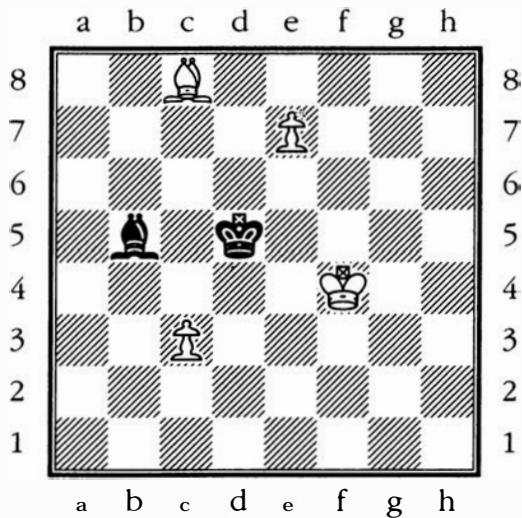
Tactic: Discovery/
Promotion threat

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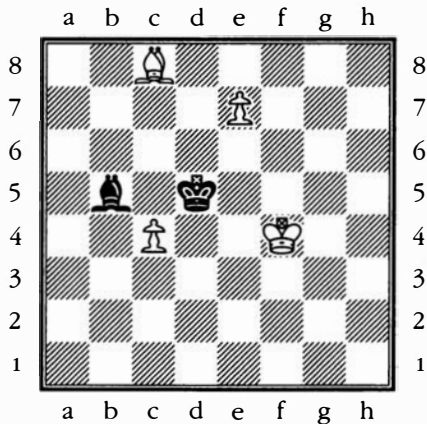
White to move (4 points)

First move points: 1

Analysis points: 3



Answer:



1. c4+ (1 point)

If 1. ... Bxc4, then 2. e8/Q (1 point).

If 1. ... Kxc4, then 2. Ba6 ensures promotion (1 point).

If 1. ... Kd6, then 2. cxb5 Kxe7, 3. Bf5 (or a dozen or so other moves) and White eventually queens the b-pawn (1 point).

Setup: Attraction/Deflection/Fork

Tactic: Pin



Black to move (4 points)

First move points: 2

Analysis points: 2

a b c d e f g h

7

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4

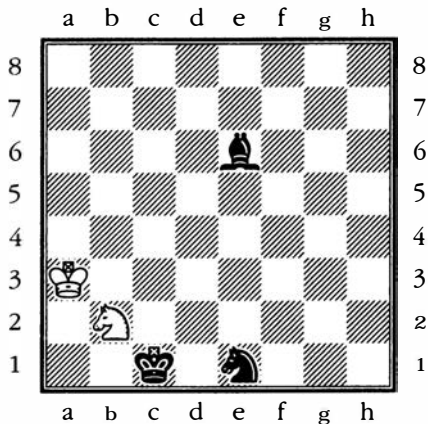
3

2

1



Answer:



1. ... Kc1 (2 points)

Saving the White knight permits mate.

If 2. Na4, then 2. ... Nc2 is mate (2 points).

Setup: Surrounding

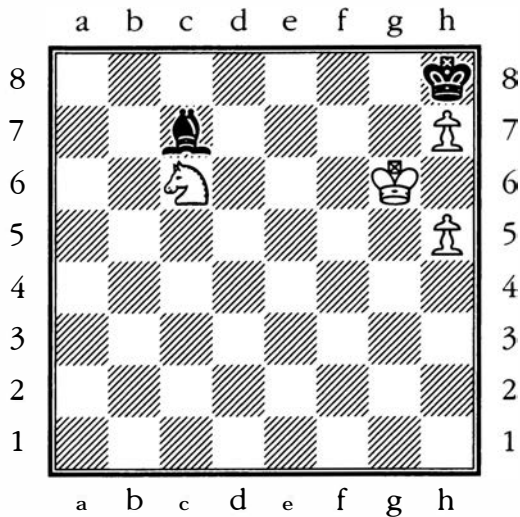
Tactic: Forcing a jettison

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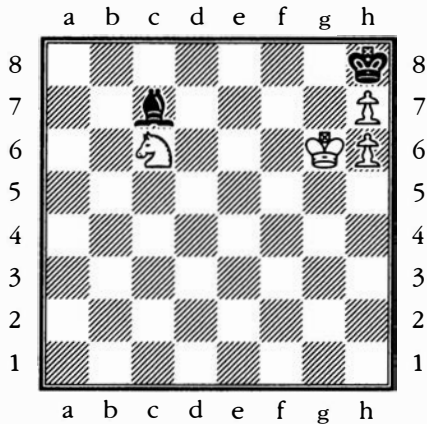
White to move (4 points)

First move points: 2

Analysis points: 2



Answer:



1. h6 (2 points)

The bishop can't keep both d8 and e5 guarded, and mate soon follows.

If 1. ... Bb6, then 2. Ne5, followed by 3. Nf7 mate (1 point).

If 1. ... Bd6 (as well as Bf4, Bg3, or Bh2), then 2. Nd8 and 3. Nf7 mate (1 point).

Setup: Waiting move

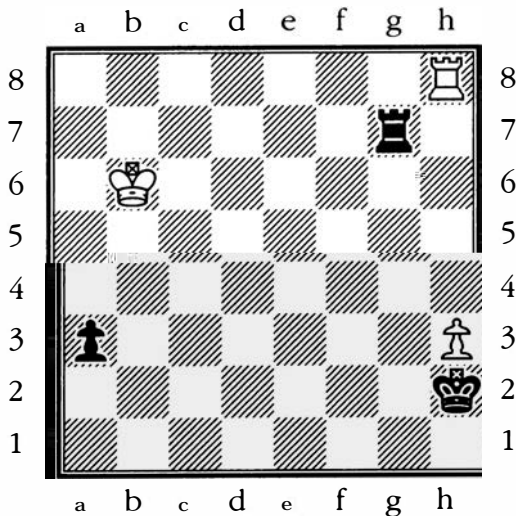
Tactic: Overload/Mating net

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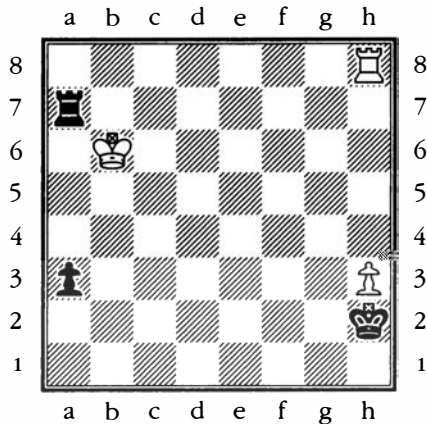
Black to move (4 points)

First move points: 2

Analysis points: 2



Answer:



1. ... Ra7 (2 points)

The a-pawn can't be stopped.

If 2. Kxa7, then 2. ... a2 and queens next move (1 point).

Meanwhile, 2. Rf8 a2 3. Rf1 a1/Q costs White a rook (1 point).

Setup: Interference/Obstruction

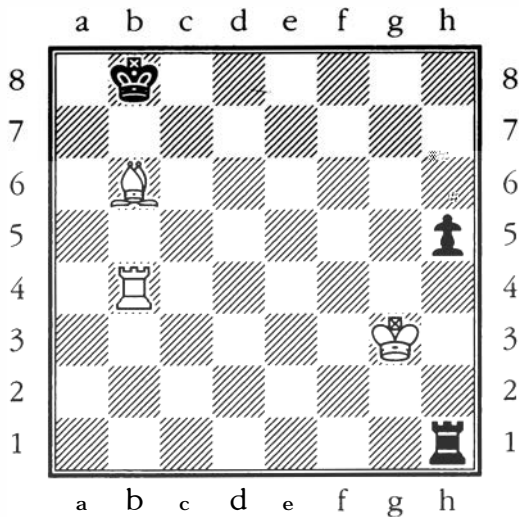
Tactic: Unstoppable pawn

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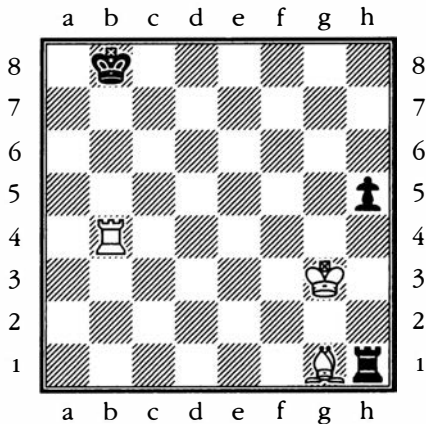
White to move (4 points)

First move points: 3

Analysis points: 1



Answer:



1. Bg1+ (3 points)

Black's rook is trapped.

After Black's king moves to safety,
White has 2. Kg2 (1 point).

Setup: Discovery/Obstruction

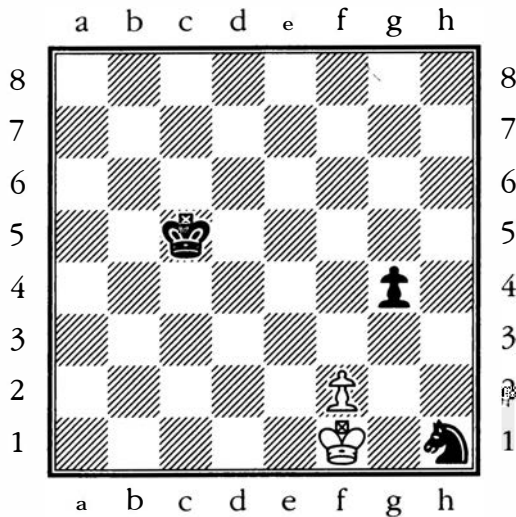
Tactic: Trapping



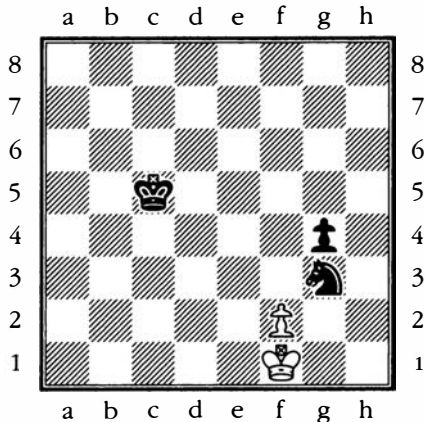
Black to move (5 points)

First move points: 2

Analysis points: 3



Answer:



1. ... Ng3+ (2 points)

After taking the knight White gets outflanked.

If 2. fxg3, a sample variation is

2. ... Kd4 3. Kg2 (also 3. Kf2 Kd3 wins) Ke3 4. Kg1 Kf3 5. Kh2 Kf2 6. Kh1 Kxg3 7. Kg1 Kh3 8. Kh1 g3 9. Kg1 g2 10. Kf2 Kh2, and Black queens (2 points).

If instead 2. Kg2, then 2. ... Nf5, when 3. f3 is met by 3. ... g3 (1 point).

Setup: Attraction/Obstruction

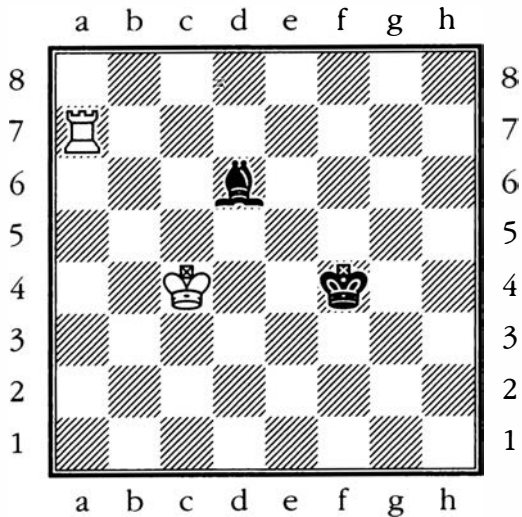
Tactic: Simplification/Outflanking

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White to move (5 points)

First move points: 1

Analysis points: 4



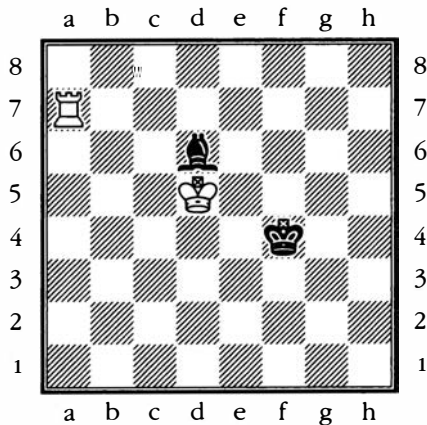
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E



Answer:



1. Kd5 (1 point)

The bishop is lost.

If 1. ... Bf8, then 2. Rf7+ forks king and bishop (1 point).

If 1. ... Be5, then 2. Rf7+ drives off the king (1 point).

If 1. ... Bb8, then 2. Rb7 Be5 3. Rf7+ scores (1 point).

If 1. ... Bb4, then 2. Ra4 pins and wins (1 point).

Setup: Tempo move

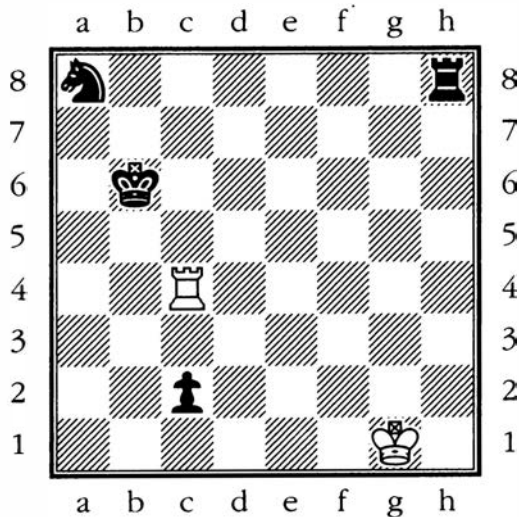
Tactic: Trapping

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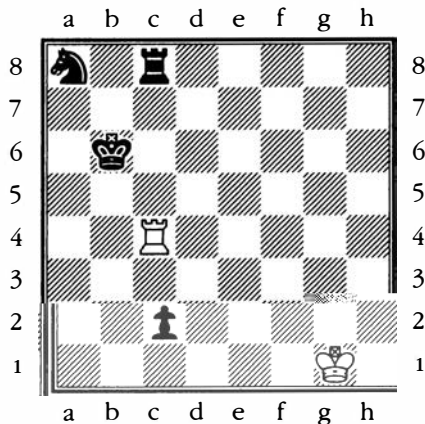
Black to move (5 points)

First move points: 2

Analysis points: 3



Answer:



1. ... Rc8 (2 points)

If 2. Rxc8, then 2. ... Nc7 blocks out White's rook and the pawn queens (1 point).

Note that 3. Rb8+ Kc6 wins (1 point).

If instead 2. Rb4+, then 2. ... Kc5 (or 2. ... Ka5) and the pawn queens (1 point).

Setup: Deflection

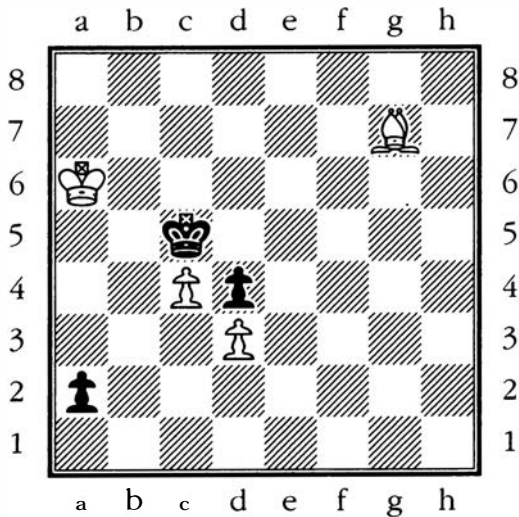
Tactic: Obstruction

80

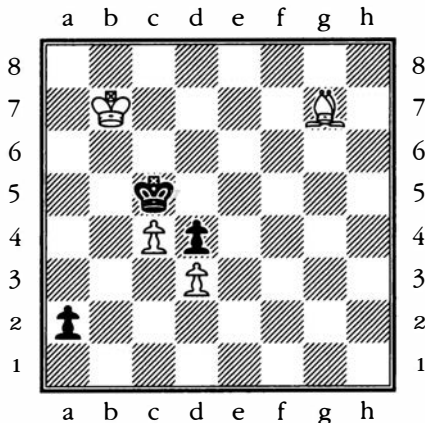
White to move (5 points)

First move points: 2

Analysis points: 3



Answer:



1. Kb7 (2 points)

White stops the pawn from queening.

If 1. ... a1(Q), then 2. Bf8 is mate (2 points).

If Black avoids the mate by 1. ... Kb4, then 2. Bxd4 wins easily (1 point).

Setup: Surrounding

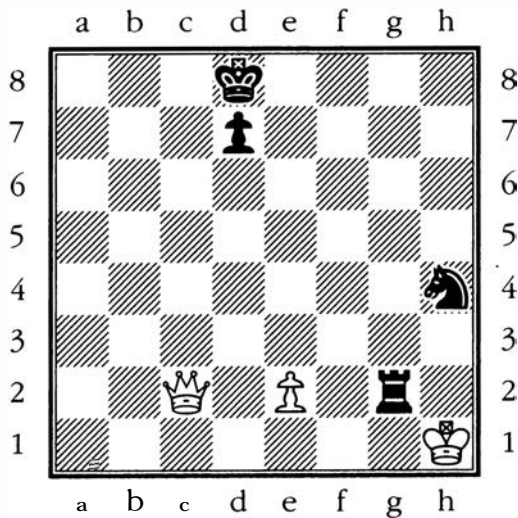
Tactic: Mating net

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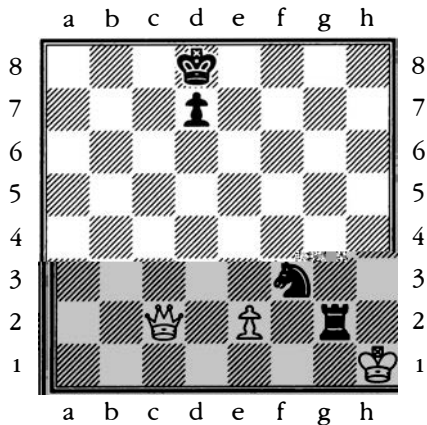
Black to move (5 points)

First move points: 2

Analysis points: 3



Answer:



1. ... Nf3 (2 points)

White must cede the queen to stop mate.

If 2. exf3, then 2. ... Rxc2 (1 point).

If 2. Qd1, then 2. ... Rh2 mate (1 point).

If 2. Qh7, then 2. ... Rg1 mate (1 point).

Setup: Pin/Mating threat

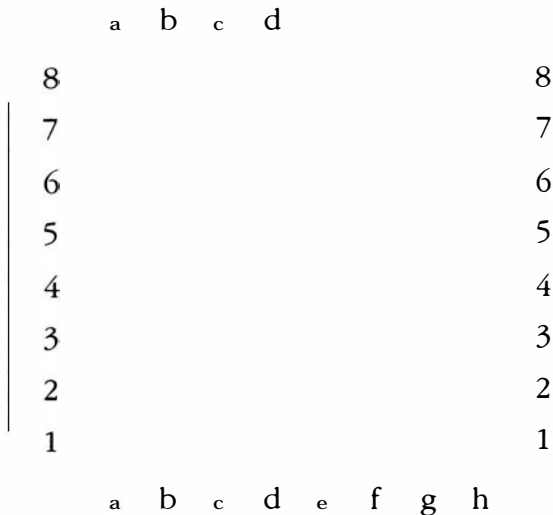
Tactic: Forcing a jettison



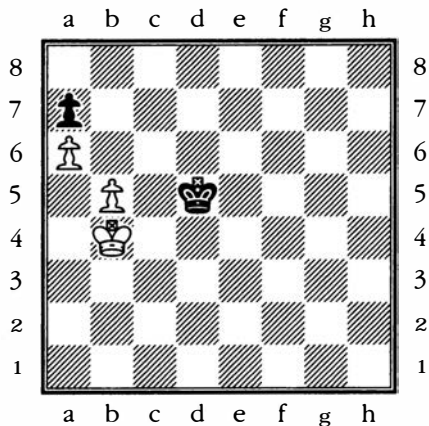
White to move (5 points)

First move points: 2

Analysis points: 3



Answer:



1. a6 (2 points)

After 1. ... Kd6 2. b6 (1 point),
White soon queens.

If 2. ... axb6, then 3. a7 (1 point).

If 2. ... Kc6 (or 2. ... Kd7), then
3. bxa7 (1 point).

Setup: Tempo move

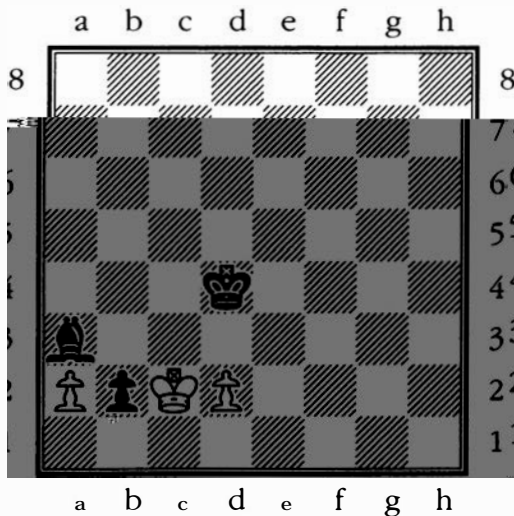
Tactic: Breakthrough combination

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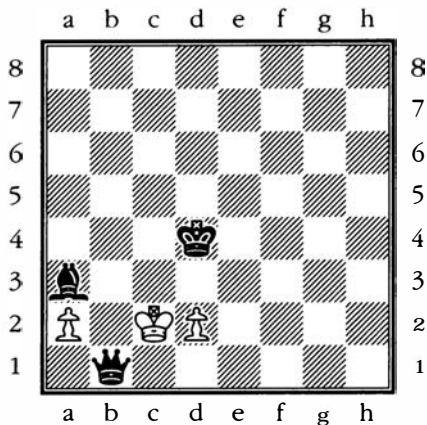
Black to move (5 points)

First move points: 3

Analysis points: 2



Answer:



1. ... b1/Q+ (3 points)

White's king is pushed to the corner and mated:

2. Kxb1 Kd3 3. Ka1 Kc2 4. d4 (or 4. d3), and 4. ... Bb2 mate (2 points).

Setup: Deflection

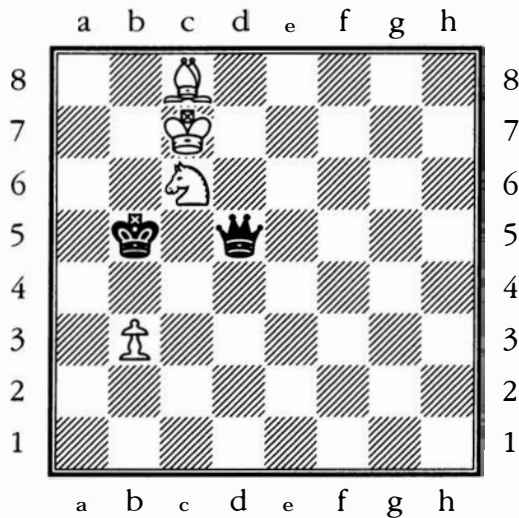
Tactic: Cornering/Mating net

84

White to move (5 points)

First move points: 2

Analysis points: 3



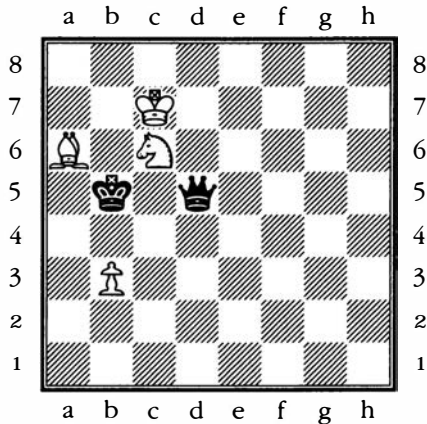
i



E



Answer:



1. Ba6+ (2 points)

Taking the bishop loses the queen.
Otherwise, it's mate.

If 1. ... Kxa6, then 2. Nb4+ forks
king and queen (1 point).

If 1. ... Kc5, then 2. b4 is mate
(2 points).

Setup: Attraction

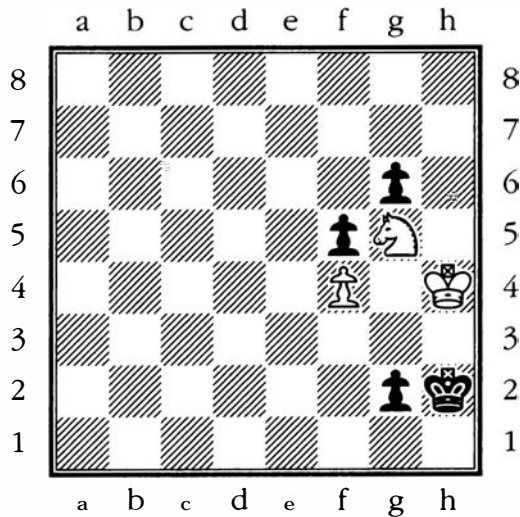
Tactic: Fork/Mating net

85

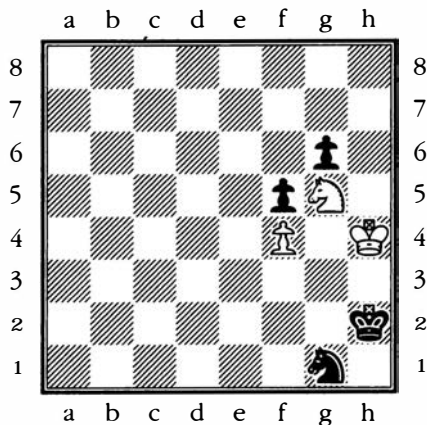
Black to move (5 points)

First move points: 3

Analysis points: 2



Answer:



1. ... g1/N (3 points)

It is mate next move, with Black's new knight moving to f3 (1 point).

Note that 1. ... g1/Q allows
2. Nf3+ Kg2 3. Nxf3 Kxf3 4. Kg5
and White wins (1 point).

Setup: Underpromotion

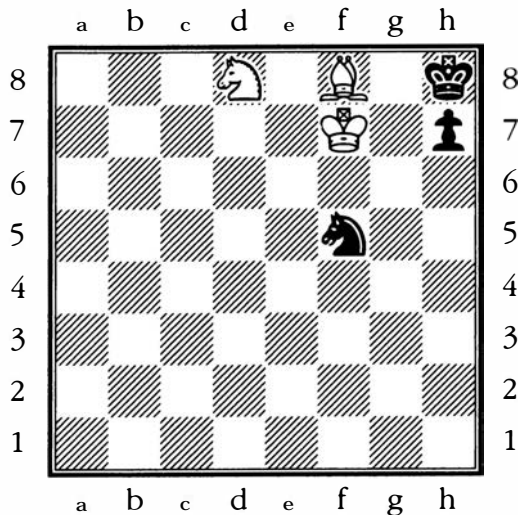
Tactic: Mating net

86

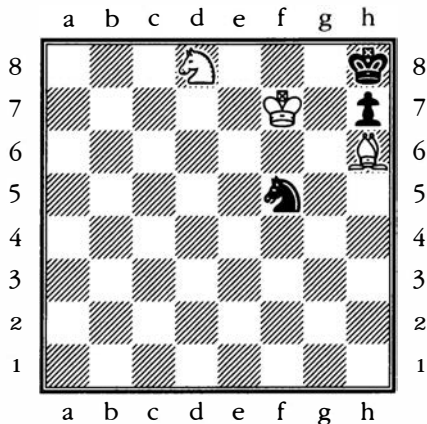
White to move (5 points)

First move points: 2

Analysis points: 3



Answer:



1. Bh6 (2 points)

With the h-pawn blocked, White has a quick mate.

If 1. ... Nxh6+, then 2. Kf8 and mate next move (1 point).

If 1. ... Nd6+, then 2. Kf8 and mate next move (1 point).

If 1. ... Nh4 (or to any other square that's not check), then 2. Bg7 is mate (1 point).

Setup: Obstruction

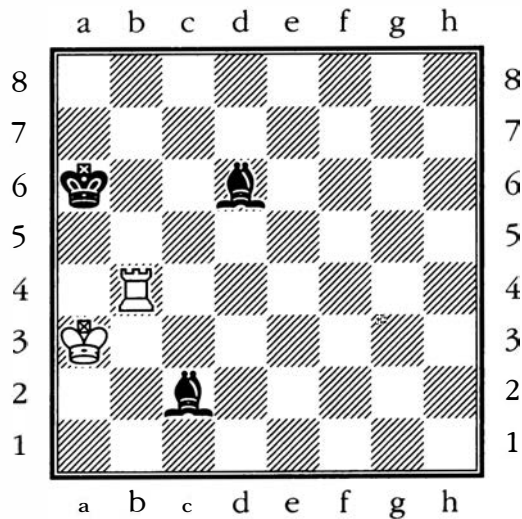
Tactic: Mating net

87

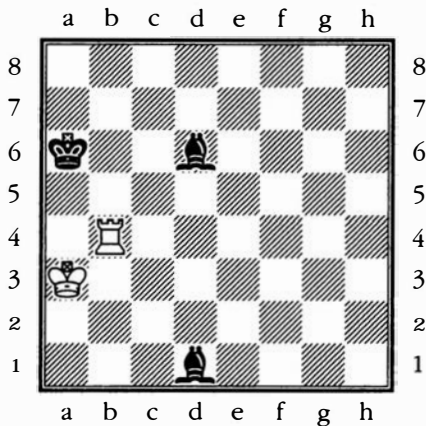
Black to move (5 points)

First move points: 3

Analysis points: 2



Answer:



1. ... Bd1 (3 points)

This anticipates a potential counterattack by Ka3-b2. White must abandon the rook (1 point).

Note, stalling with the dark-square bishop (say 1. ... Be7?), allows 2. Kb2, unpinning with a gain of time (1 point).

Setup: Saving

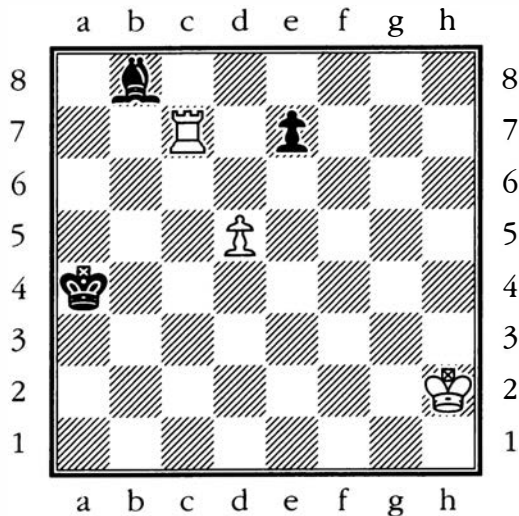
Tactic: Deflection



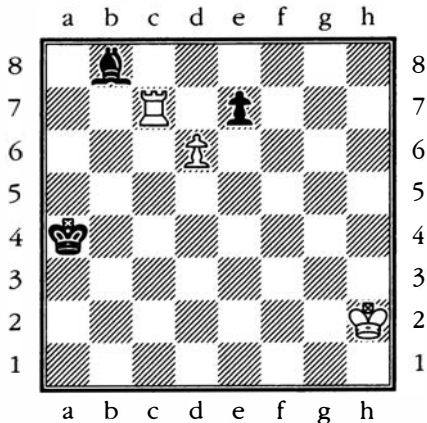
White to move (5 points)

First move points: 1

Analysis points: 4



Answer:



1. d6 (1 point)

This saves the rook and wins.

If 1. ... exd6, then 2. Rb7 wins the bishop (1 point).

If 1. ... Bxc7, then 2. dxc7 queens (1 point).

If Black moves the king, then 2. dxe7 queens (1 point).

If 1. ... e6, then 2. Kg2 (or any unpinning king move), and the rook is free to move (1 point).

Setup: Saving/Unpin

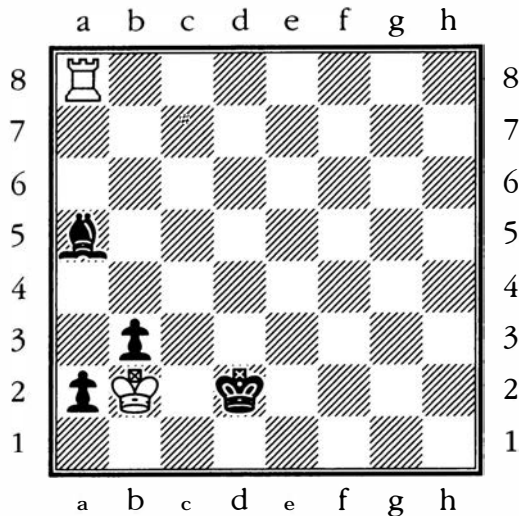
Tactic: Trapping

89

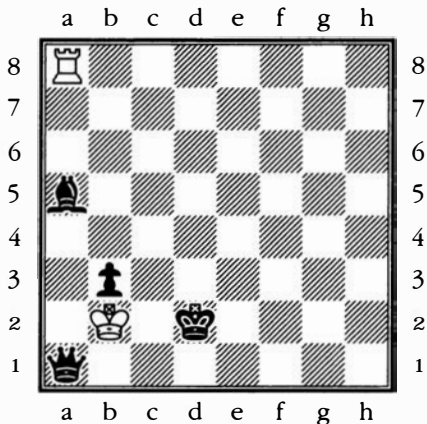
Black to move (5 points)

First move points: 2

Analysis points: 3



Answer:



1. ... a1/Q+ (2 points)

After 2. Kxa1 Kc2 3. Rc8+ Bc3+
4. Rxc3 Kxc3 5. Kb1 b2 6. Ka2 Kc2
7. Ka3 b1/Q 8. Ka4 Qb6 9. Ka3, it
is mate by either 9. ... Qb3# or
9. ... Qa5# (3 points).

Setup: Attraction

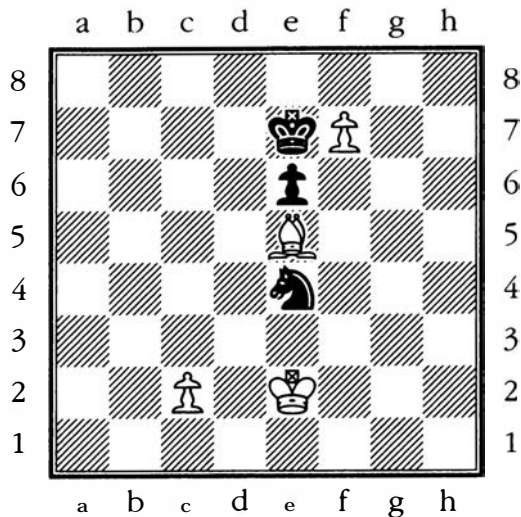
Tactic: Moving in/Simplification

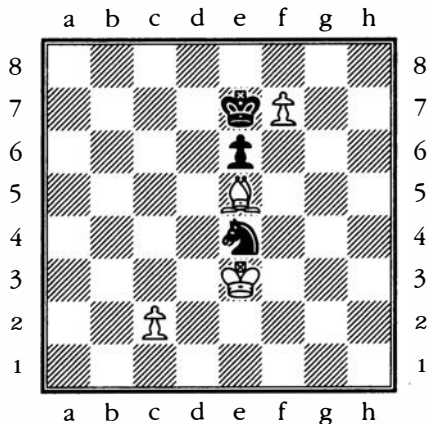
90

White to move (5 points)

First move points: 2

Analysis points: 3





1. Ke3 (2 points)

The knight is lost.

If the knight moves either to d6 or f6 it is taken by the bishop (1 point).

If 1. ... Ng5, then 2. Bf6+ (1 point).

If 1. ... Nc5, then 2. Bd6+ (1 point).

Setup: Deflection

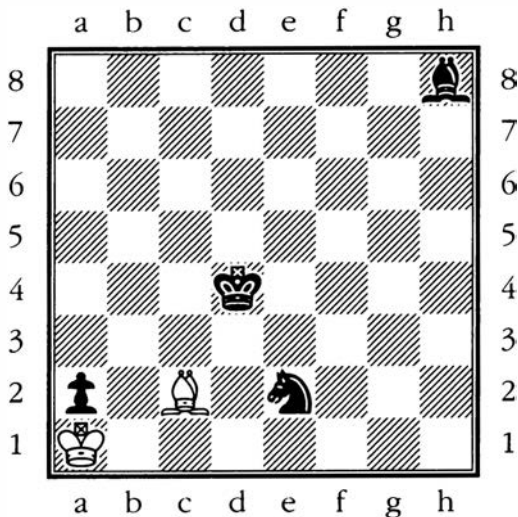
Tactic: Overload



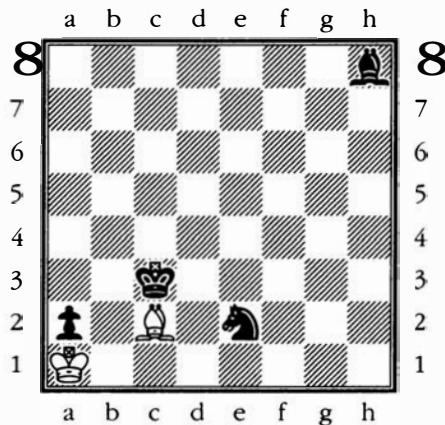
Black to move (5 points)

First move points: 2

Analysis points: 3



Answer:



1. ... Kc3 (2 points)

Black will pick off the bishop.

If 2. Bd1, then 2. ... Kd2+ (1 point).

If 2. Ba4, then 2. ... Kb4+ (1 point).

Of course, if 2. Kxa2, then
2. ... Kxc2 (1 point).

If the bishop moves along the
b1-a7 diagonal, then 2. ... Kb3
is mate.

Setup: Maintaining the threat

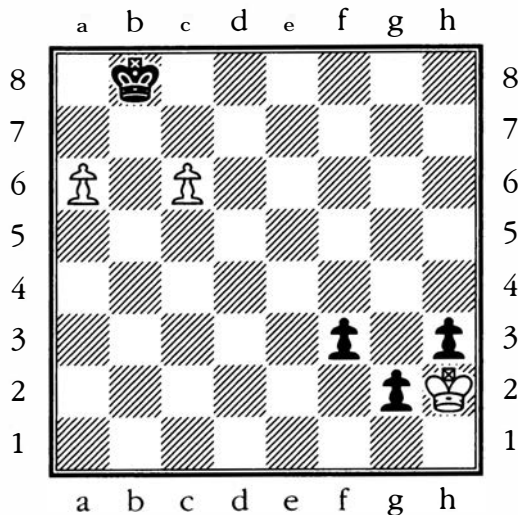
Tactic: Discovery

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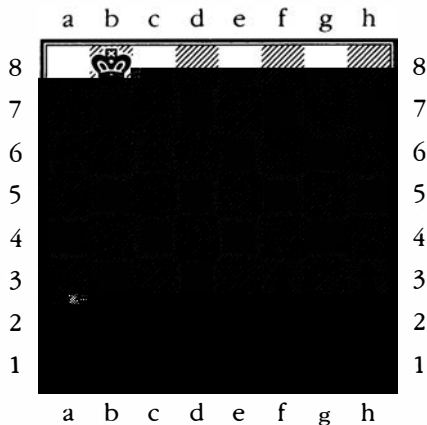
White to move (5 points)

First move points: 2

Analysis points: 3



Answer:



1. Kg1 (2 points)

Black is left without a good move.

If 1. ... Ka7 (or 1. ... Ka8). then 2. c7 (1 point).

If 1. ... Kc7 (or 1. ... Kc8), then
2. a7 (1 point).

And if Black moves a pawn,
White's king takes it, and Black's
pawns are still stopped (1 point).

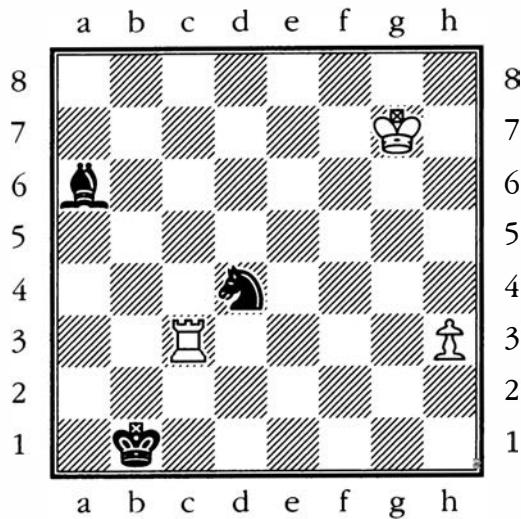
Setup: Preventative king move
Tactic: Zugzwang



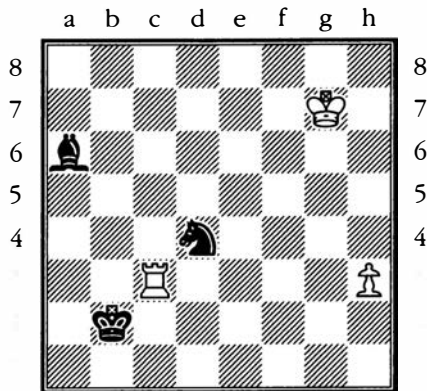
Black to move (6 points)

First move points: 2

Analysis points: 4



Answer:



1. ... Kb2 (2 points)

The rook is a dead rook.

If 2. Re3 or 2. Rg3, then 2. ... Nf5+ (2 points).

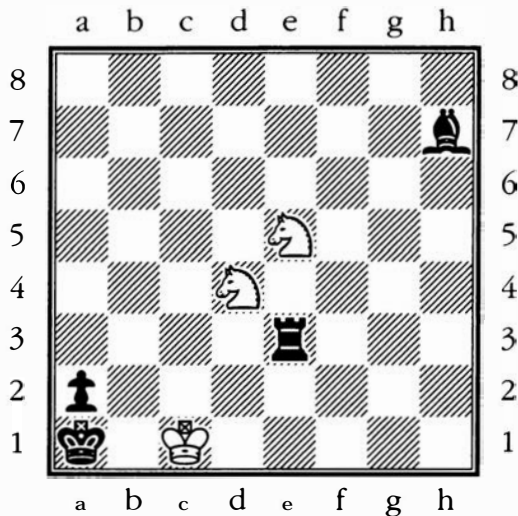
If 2. ~~Re5~~ or 2. N

94

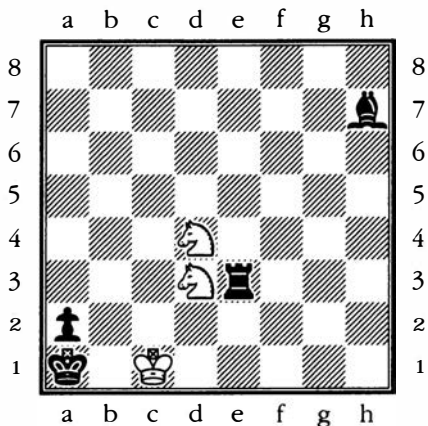
White to move (6 points)

First move points: 4

Analysis points: 2



Answer:



1. Nd3 (4 points)

Mate soon follows.

If 1. ... Rxd3, then 2. Nc2 is mate (1 point).

If 1. ... Bxd3, then 2. Nb3 is mate (1 point).

Setup: Interference

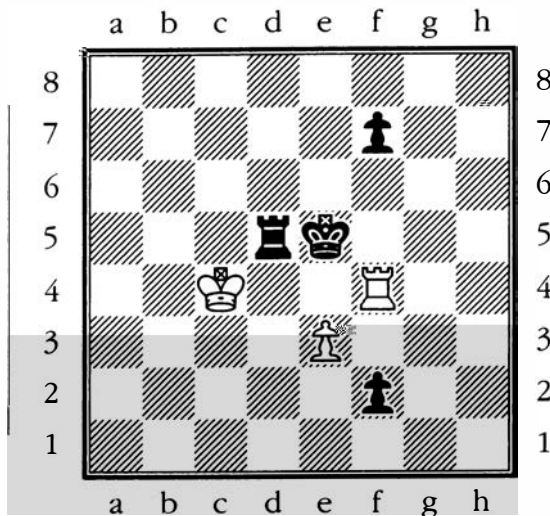
Tactic: Mating net

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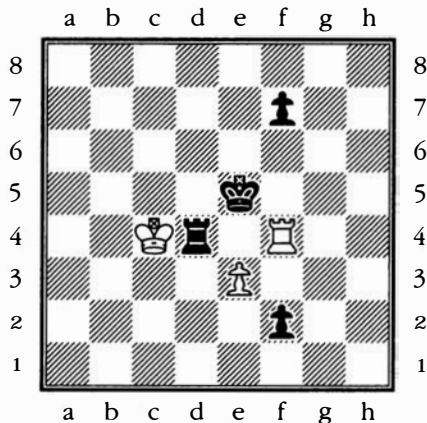
Black to move (6 points)

First move points: 3

Analysis points: 3



Answer:



1. ... Rd4+ (3 points)

The f2-pawn will queen.

If 2. Rxd4, then 2. ... f1/Q (1 point).

If 2. exd4+, then 2. ... Kxf4 and the f-pawn queens next move (1 point).

And if 2. Kc3 (or elsewhere), then 2. ... Rxf4 3. exf4+ Kxf4, and the pawn queens next move (1 point).

Setup: Deflection/Undermining

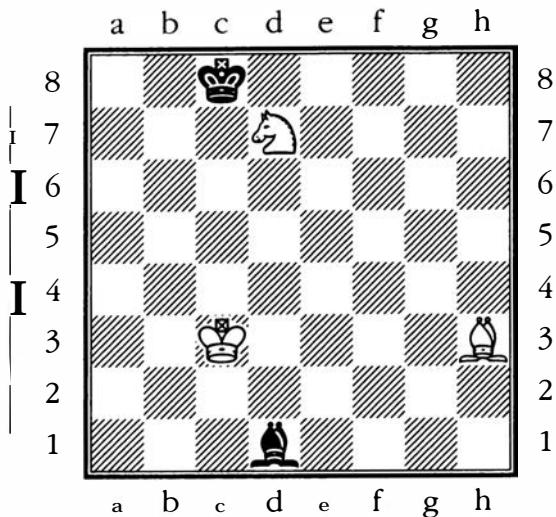
Tactic: Unstoppable pawn

96

White to move (6 points)

First move points: 2

Analysis points: 4

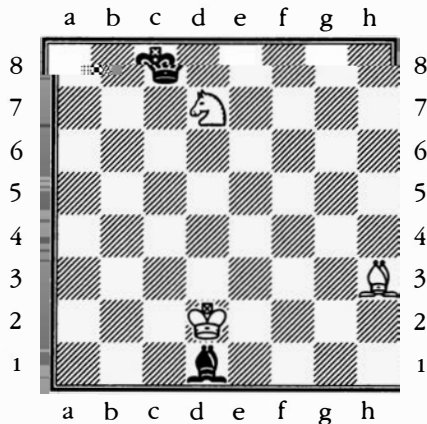


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Answer:



1. Kd2 (2 points)

Black's bishop has no safe move.

If 1. ... Bh5, then 2. Nf6+ (1 point).

If 1. ... Bf3, then 2. Ne5+ (1 point).

If 1. ... Bb3, then 2. Nc5+ (1 point).

If 1. ... Ba4, then 2. Nc5+, or

2. Nb6+ (1 point).

Setup: Trapping

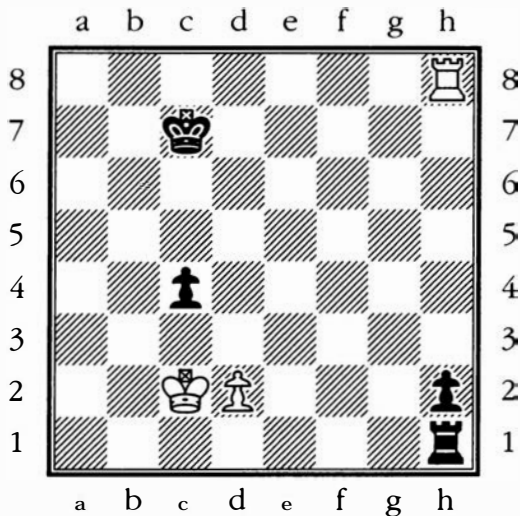
Tactic: Discovery

97

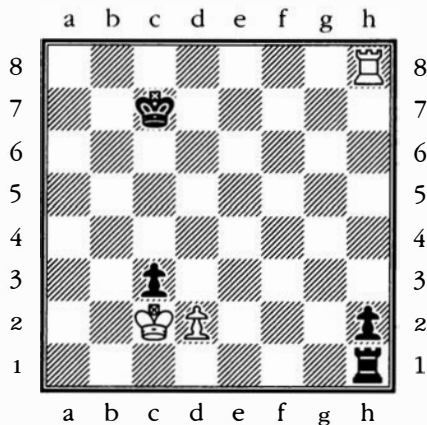
Black to move (6 points)

First move points: 2

Analysis points: 4



Answer:



1. ... c3 (2 points)

If 2. dxc3, Black wins with 2. ... Ra1
3. Rxh2 Ra2+ (1 point).

If 2. Kxc3, then 2. ... Rc1+, followed
by promoting the h-pawn
(1 point).

If 2. Rh7+, there might follow
2. ... Kd6 3. Rh6+ Ke7 4. Rh7+ Kf6
5. Rh6+ Kg7 6. Rh3 cxd2
7. Kxd2 Ra1 8. Rxh2 Ra2+
(2 points).

Setup: Deflection/Clearance

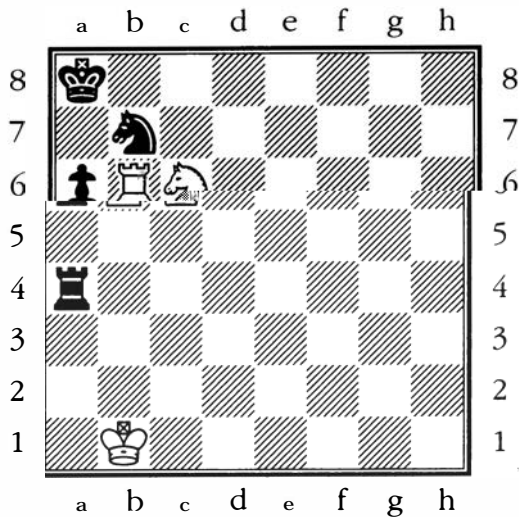
Tactic: Promotion threat/Skewer

98

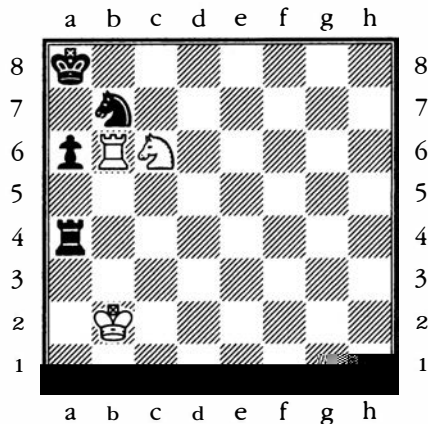
White to move (6 points)

First move points: 2

Analysis points: 4



Answer:



1. Kb2 (2 points)

Black has no good move.

If 1. ... Rc4 (or other safe, 4th rank squares), then 2. Rxa6 mate (1 point).

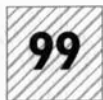
If Black's knight moves, then White's rook mates at b8 (1 point).

If 1. ... a5, then 2. Ra6 mate (1 point).

A quick mate even follows from
1. ... Rb4+ 2. Rxb4 a5 3. Rb6 a4
4. Ra6 mate (1 point).

Setup: Trapping

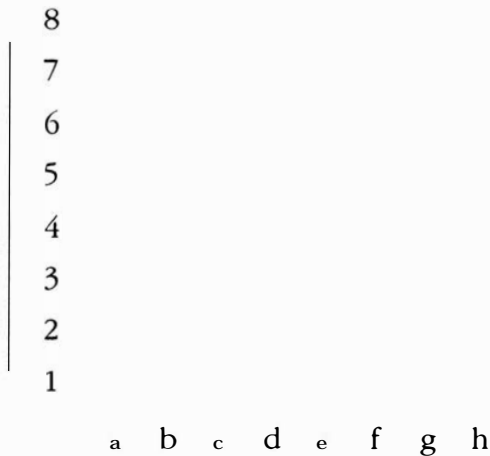
Tactic: Zugzwang



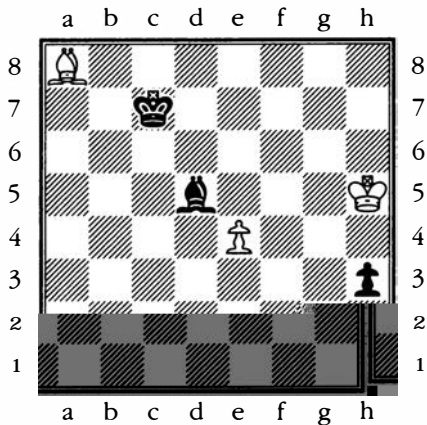
Black to move (6 points)

First move points: 3

Analysis points: 3



Answer:



1. ... Bd5 (3 points)

The h-pawn can't be stopped.

If 2. exd5, then 2. ... Kd6 (1 point).

If 2. Bxd5, then 2. ... Kd6 3. Kg4
(if 3. Ba8 then 3. ... Ke5) h2

4. Kf4 h1/Q 5. e5+ Kxd5 (2 points).

Setup: Obstruction

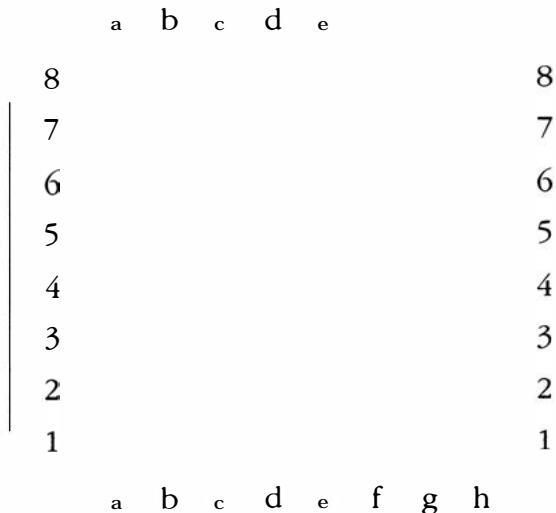
Tactic: Unstoppable pawn



White to move (6 points)

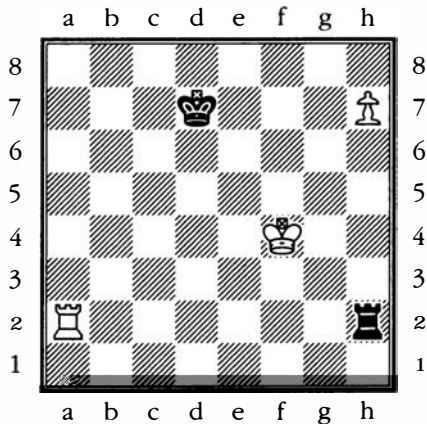
First move points: 2

Analysis points: 4





Answer:



1. Rxa2 (2 points)

Black loses the rook or White queens.

If 1. ... Rxh2, then 2. h8/Q (1 point).

If 1. ... Rh1 (for instance), then
2. Ra8 (2 points) 2. ... Rxh7
3. Ra7+, and the rook goes (1 point).

Setup: Overload/Deflection

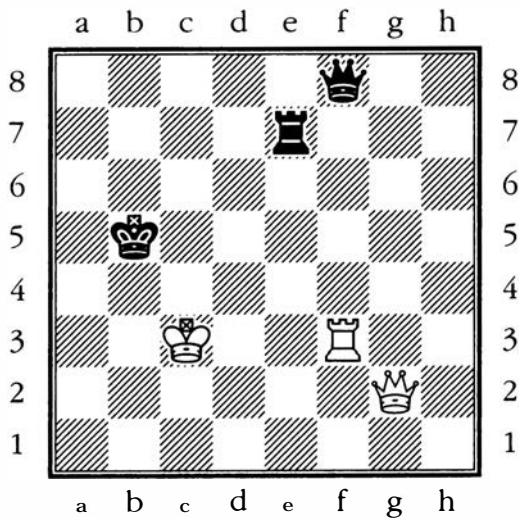
Tactic: Promotion/Skewer

101

Black to move (6 points)

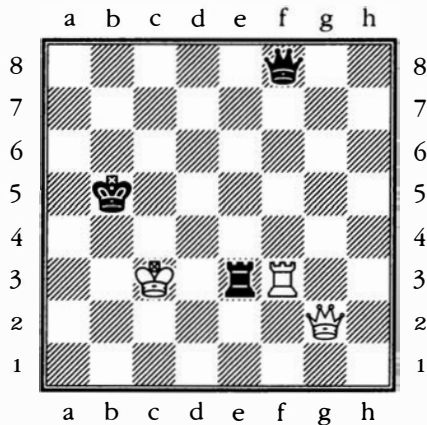
First move points: 2

Analysis points: 4



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Answer:



1. ... Re3+ (2 points)

Black gains the white queen.

If 2. Rxe3, then 2. ... Qa3+ 3. Kd4
 (3. Kd2 allows a skewer on the 2nd rank 1 point) 3. ... Qc5+ 4. Kd3
 (4. Ke4 walks into the skewer 4. ... Qc6+ 1 point) 4. ... Qc4+
 5. Kd2, and Black has a skewer on the 2nd rank (2 points).

Setup: Fork

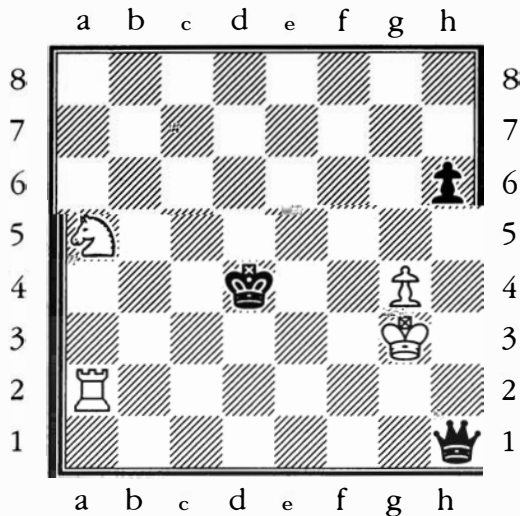
Tactic: Skewer

102

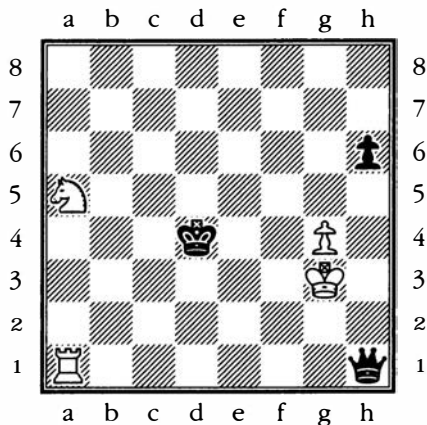
White to move (6 points)

First move points: 2

Analysis points: 4



Answer:



1. Ra1 (2 points)

Black's queen is trapped.

If 1. ... Qxa1, then 2. Nb3+ (1 point).

If 1. ... Qe4, then 2. Ra4+ (1 point).

If 1. ... Qd5, then 2. Rd1+ (1 point).

If 1. ... Qa8, then 2. Nb3+ (1 point).

Setup: Trapping

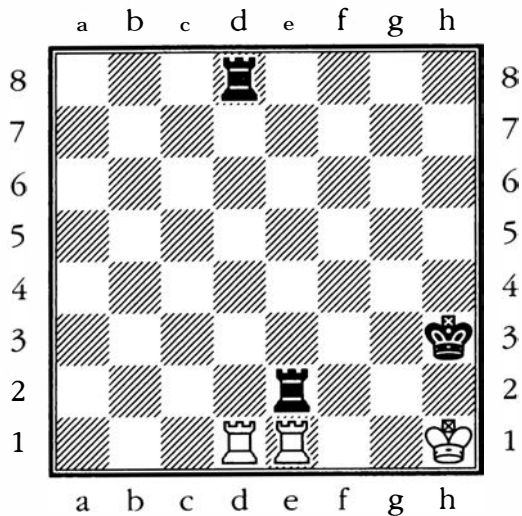
Tactic: Fork/Skewer/Discovery

103

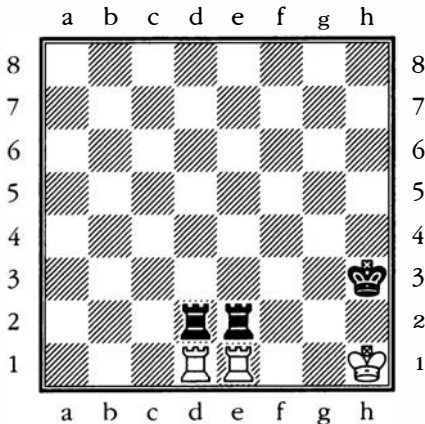
Black to move (7 points)

First move points: 2

Analysis points: 5



Answer:



1. ... Rdd2 (2 points)

Mate can't be stopped.

It's mate if either black rook is taken (1 point).

If 2. Rf1, then 2. ... Rh2+

3. Kg1 Rdg2 mate (1 point).

If 2. Kg1, then 2. ... Rg2+, with 2 variations:

a) 3. Kf1 Rdf2 mate (1 point);

b) 3. Kh1 Rh2+ 4. Kg1 Rdg2+
5. Kf1 Rh1 mate (2 points).

Setup: Overload

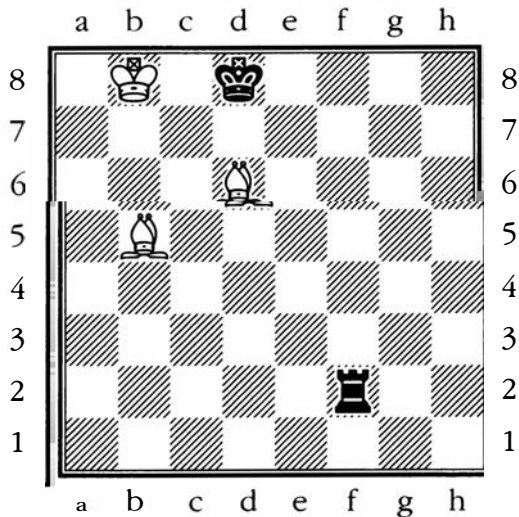
Tactic: Mating net

104

White to move (7 points)

First move points: 2

Analysis points: 5



1

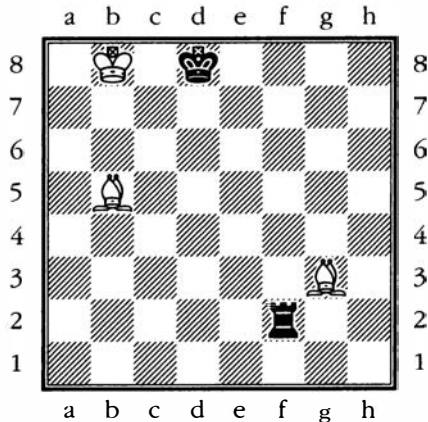


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Answer:



1. Bg3 (2 points)

Black can't both save the rook and stop mate (1 point).

If 1. ... Rf7, then 2. Bh4+ Re7 3. Ka7 (or 3. Ka8), and the rook must be abandoned (2 points).

Note, if on the 3rd move White stalls with a bishop, it's stalemate (2 points).

Setup: Mate threat

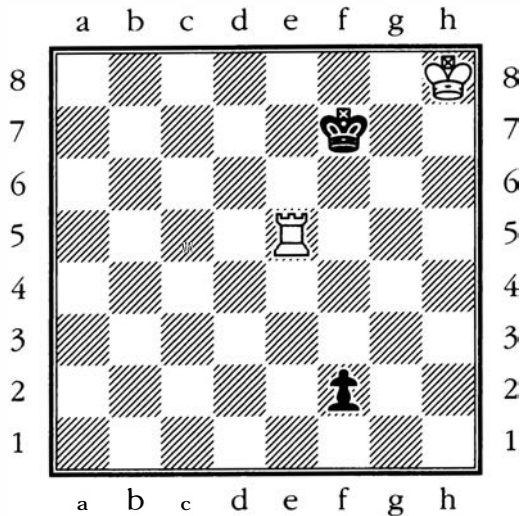
Tactic: Forcing a jettison

105

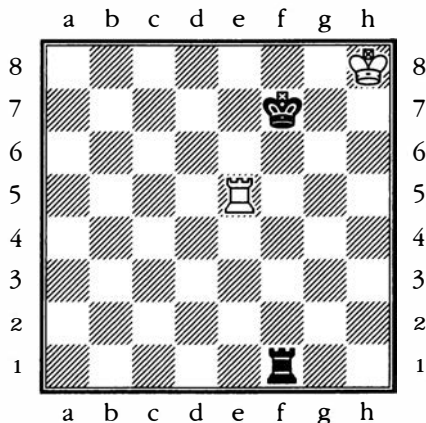
Black to move (8 points)

First move points: 3

Analysis points: 5



Answer:



1. ... f1/R (3 points)

White's rook is lost.

If 2. Rh5 (to stop mate along the h-file 1 point), then 2. ... Kg6, with a killing double threat (2 points).

Note that 1. ... f1/Q allows 2. Rf5+, when 2. ... Qxf5 is stalemate (2 points).

Setup: Underpromotion/
Mate threat

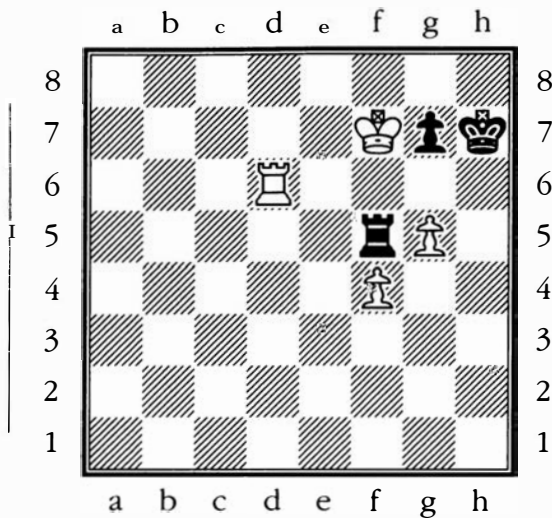
Tactic: Double threat

106

White to move (8 points)

First move points: 2

Analysis points: 6

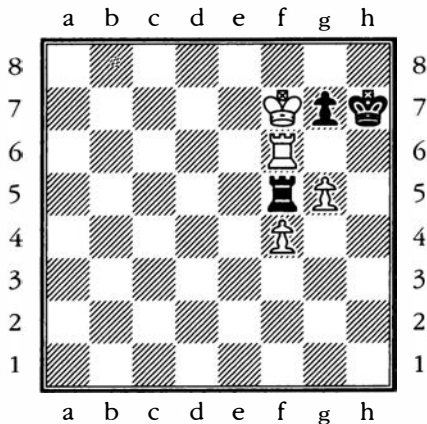


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211

Answer:



1. Rf6 (2 points)

White forces a winning breakthrough.

If 1. ... Rxf6+, then 2. gxf6 gxf6
3. Kxf6, and the f-pawn will queen (2 points).

If instead 1. ... gxf6, then 2. g6+ Kh6
3. g7, and the g-pawn queens (2 points).

Finally, if the Black rook moves away, say 1. ... Ra5, then
2. Rh6+ gxh6 3. g6+ Kh8
4. g7+ Kh7 5. g8/Q mate (2 points).

Setup: Shielding

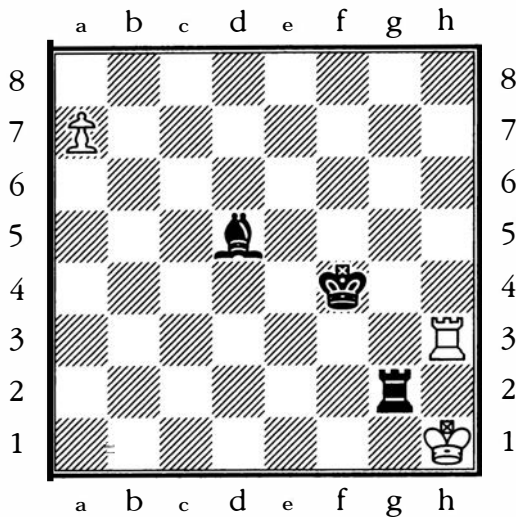
Tactic: Breakthrough sacrifice

107

Black to move (8 points)

First move points: 2

Analysis points: 6

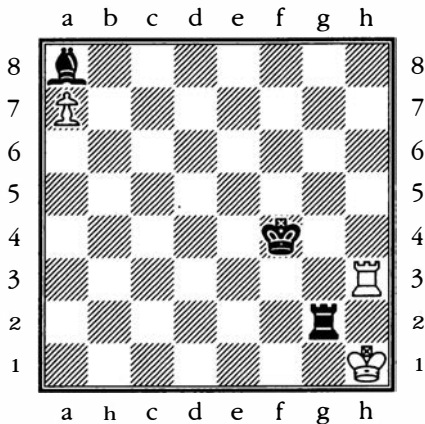


1



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Answer:



1. ... Ba8 (2 points)

White's rook is lost.

If 2. Rh8, then 2. ... Rg8+ (1 point).

If 2. Rh4+, then 2. ... Rg4+ (1 point).

If 2. Rh2, then 2. ... Rg8+, among other moves, wins the rook (1 point).

If 2. Rf3+, not 2. ... Kxf3 stalemate (1 point for avoiding this), but 2. ... Bxf3 3. a8/Q Rg8+, when 4. Qxf3+ Kxf3 mates in a few moves (2 points).

Setup: Obstruction/Waiting move

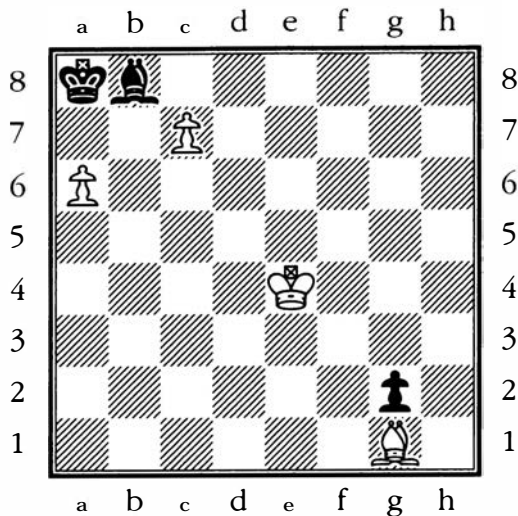
Tactic: Discovery

108

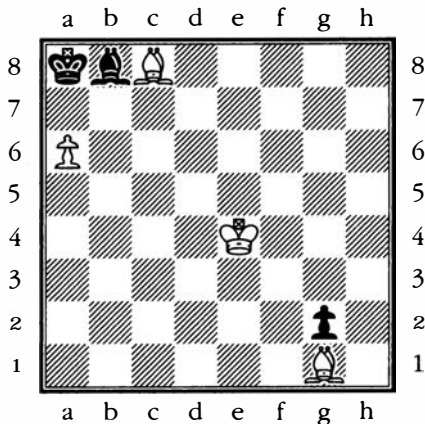
White to move (8 points)

First move points: 4

Analysis points: 4



Answer:



1. c8/B (4 points)

Stalemate is avoided, but mate can't be.

If 1. ... Ba7, then 2. Bb7+ Kb8 3. Bh2 mate (1 point).

If 1. ... Bd6 (or 2. Bg3), then 2. Be6, most likely followed by 3. Bd5+ (1 point).

Accept 1 point for avoiding 1. c8/Q stalemate.

Accept 1 point more if you realized 1. c8/N can't win by force.

Setup: Underpromotion

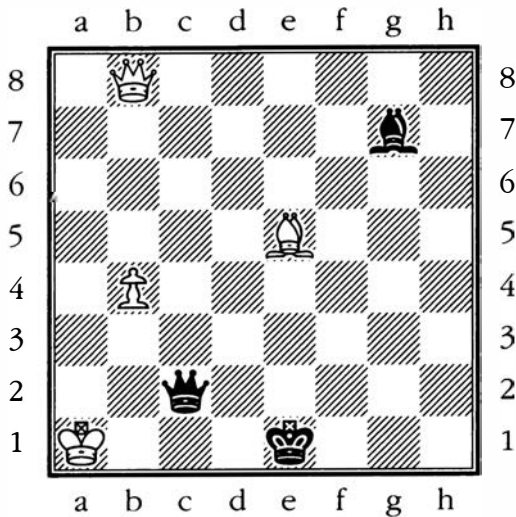
Tactic: Mate threats

109

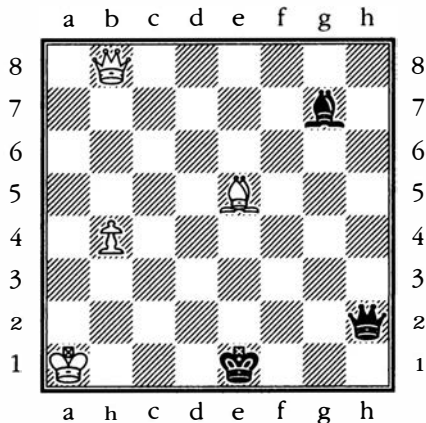
Black to move (8 points)

First move points: 5

Analysis points: 3



Answer:



1. ... Qh2 (5 points)

White must give up the queen to stop mate.

If 2. Bxg7, then 2. ... Qxb8 (1 point).

Otherwise, Black plays 2. ... Bxe5+, and White will have to surrender his queen to stave off immediate mate (2 points).

Setup: Crosspin

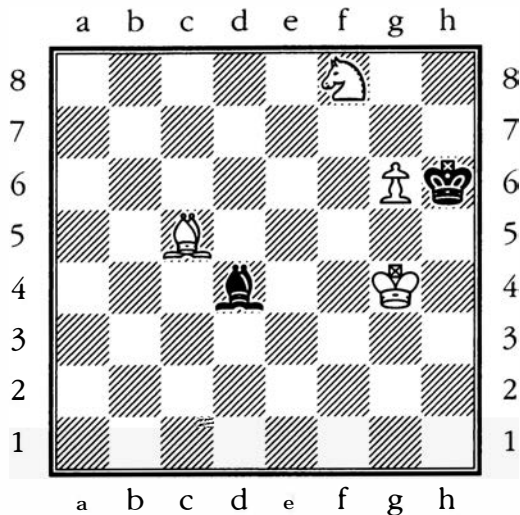
Tactic: Mating attack

110

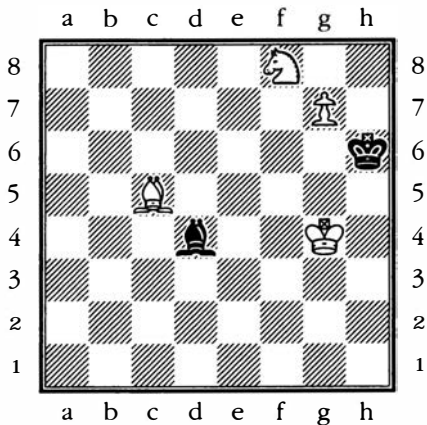
White to move (8 points)

First move points: 4

Analysis points: 4



Answer:



1. g7 (4 points)

White wins the bishop or mates.

If 1. ... Kxg7, then 2. Ne6+
(2 points).

If 1. ... Bxg7, then 2. Be3 mate
(2 points).

Setup: Attraction

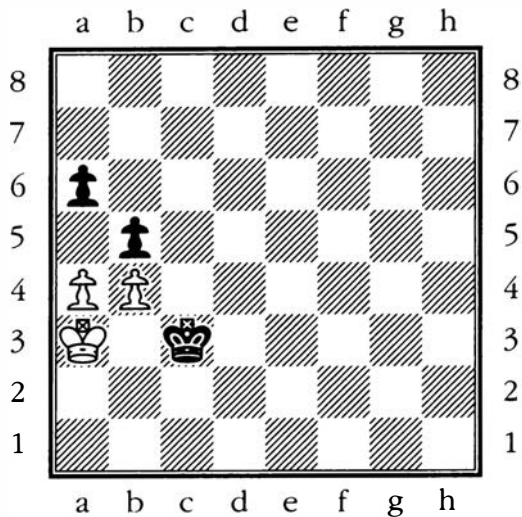
Tactic: Fork/Mating net



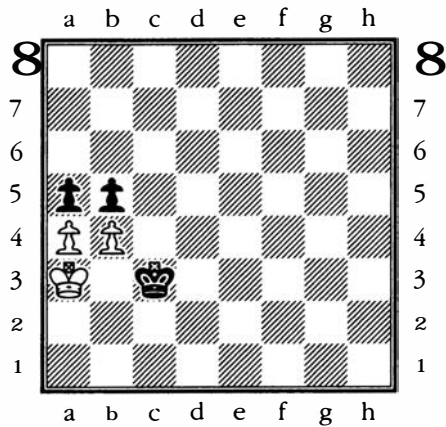
Black to move (8 points)

First move points: 2

Analysis points: 6



Answer:



1. ... a5 (2 points)

Black breaks through for a queen.

If 2. bxa5, then 2. ... b4+ 3. Ka2 Kc2 4. a6 b3+ 5. Ka3 b2 6. a7 b1/Q 7. a8/Q Qb3 is mate (1 point), as is 7. ... Qb2# (1 point).

If 2. axb5, then 2. ... axb4+ 3. Ka4 b3 4. b6 b2 5. b7 b1/Q (1 point).

If 2. Ka2, then 2. ... axb4 3. a5 Kc2 4. a6 b3+ 5. Ka3 b2 6. Kb4 b1/Q+ 7 Kc5 Qh1 stops the pawn (1 point).

If instead 2. Ka2 axb4 3. axb5, then 3. ... Kc2 4. b6 b3+ 5. Ka3 b2 6. Ka4 (or 6. Kb4) 6. ... b1/Q 7 Ka5 Kc3 8. Ka6 Kc4 9. Ka7 Kc5 10. b7 Qa2+ (or 10. ... Qa1+) 11. Kb8 Kc6, and mate next move (2 points).

Setup: Clearance

Tactic: Breakthrough combination



G lossary



(This is not a traditional glossary with full definitions. It merely offers little ways to distinguish between various tactical ideas by showing how the terms are typically used.)

*You give an **ATTACK** if you place a unit in position to take an enemy unit.*

*You force an **ATTRACTION** by making an enemy unit move to a particular square or line where you can take advantage of its new location.*

*You play a **BREAKTHROUGH COMBINATION** by advancing pawns and possibly sacrificing, enabling a friendly pawn to promote.*

*You play a **CAREFUL MOVE** by selecting just the right one from a group of moves that seem comparable but aren't.*





You create **CLEARANCE** by moving an obstructing friendly unit off a square or line in order to open that line for use.

You **CORNER** the enemy king when you surround and trap it in or near a corner before moving in for checkmate. The tactic is called **CORNERING**.

You **CORR L** an enemy knight by guarding all the squares it could move to with a friendly bishop. The tactic is called **CORR LLING**.

You create a **CROSSPIN** when you nullify a pin against you by pinning the enemy attacker.

You prevent the enemy king from participating by **CUTTING OFF** its approach.

You have a **DANGEROUS PAWN** if the threat to advance it would force your opponent to lose material or make major concessions in position to stop it.

You **DECOY** your opponent if you advance a pawn to lure the king (or other enemy forces) out of position, especially to exploit a suddenly abandoned or weakened sector.

*You force a **DEFLECTION** by making an enemy unit move off a particular square or line, so that it can't fulfill a necessary function. The tactic is also called diversion.*

*You give a **DISCOVERY** or **DISCOVERED ATTACK** by moving a friendly unit off a line, thereby uncovering another friendly unit's attack.*

*You give a **DISCOVERED CHECK** if the stationary unit in a discovery checks the opposing king.*

*You give a **DOUBLE ATTACK** if you can take two or more enemy units with one or more friendly units (see also **FORK**).*

*You give a **DOUBLE CHECK** if both the moving and stationary units of a discovery give check.*

*You give a **DOUBLE THREAT** if you can exploit your opponent in two or more ways on the same turn, not necessarily with the same friendly unit. The threats can be captures or just strong moves.*





*Whether playing or analyzing, the opposing forces consist of **ENEMY UNITS** (pieces and pawns).*

*You **FORCE** a response if your opponent has no practical alternative. There may be other moves, but they are not relevant. Such a necessary response is said to be **FORCED**.*

*You give a **FORK** if a single unit gives a **DOUBLE ATTACK**.*

*Whether playing or analyzing, your forces consist of **FRIENDLY UNITS** (pieces and pawns).*

*You have an **IN BETWEEN MOVE** (also called **ZWISCHENZUG**) if you can first play another move that gains advantage before completing an already started action, such as recapturing.*

*An **INDEFENSIBLE UNIT** is one that can't escape, be defended, or be saved without consequences.*

You create **INTERFERENCE** when you place a friendly unit to intersect lines of defense so that capturing it blocks out at least one of the defenders.

You are **IN ZUGZWANG** if every move you could make would lose, immediately or eventually.

You force a **JETTISON** when you leave your opponent no choice but to throw away material to make a legal move.

You **LOSE MATERIAL** if, for any series of moves, you give up greater value than you get.

You are **LOST** if, with correct play for both sides, you can't avoid eventual mate.

You **MAINTAIN THE THREAT** by favorably delaying it. The tactic is called **MAINTAINING THE THREAT**.

You give a **MATE THREAT** by threatening to play a forced move or sequence leading to mate.





You have a **MATING NET** if you can force checkmate in a definite number of moves.

You create an **OBSTRUCTION** by forcing the blocking of an important square or line, foiling enemy defenses.

You **OUTFLANK** by maneuvering your king around fixed pawns to penetrate the enemy king's position. The tactic is called **OUTFLANKING**.

You exploit an **OVERLOAD** by forcing an enemy unit to perform a defensive task that abandons others. An **OVERLOADED** unit can't satisfy all its commitments.

You ensure a tactic or operation by **SHIELDING** the king or key piece from counter-attack.

You **PIN** an enemy unit on a line by attacking and forcing it to act as a shield for an enemy unit or important square behind.

You play a **PREVENTATIVE KING MOVE** by guarding an important square with the king.

*You have a **PROMOTION THREAT** if you're about to make a new queen.*

*You **REMOVE THE DEFENDER** (or **REMOVE THE GUARD**) when you capture or drive away a defending enemy unit. The tactic is known as **REMOVING THE DEFENDER** (or **REMOVING THE GUARD**). A broader term is undermining.*

*You **SAVE** a unit by preventing enemy threats to win it. The tactic is called **SAVING**.*

*You create **SEPARATION** by forcing an enemy unit to move farther away from another enemy unit, leaving it vulnerable.*

*You play for **SIMPLIFICATION** by trading units, avoiding complications, and emphasizing your winning advantage.*

*You **SIMPLIFY** by trading down, avoiding complicated moves, and not taking unnecessary chances.*

*You give a **SKEWER** on a line by forcing an enemy unit to move, exposing another enemy unit or important square.*





You **SURROUND** the enemy king when you prevent its escape, allowing you to move in for the kill. The tactic is called **SURROUNDING**.

You **TAKE FOR FREE** (or **FOR NOTHING**) by capturing without being captured back. The piece that gets captured is said to be **EN PRISE**.

By **TAKING WITH CHECK** you typically gain time or avoid losing it.

You play a **TEMPO MOVE** to improve your situation without ceding ground or possibilities.

You **TRAP** an enemy unit by preventing its escape while threatening it. The tactic is called **TRAPPING**.

You **UNDERMINE** an enemy unit by capturing, driving away, or preventing its defense. The tactic is known as **UNDERMINING**. Forms of this are called **REMOVING THE DEFENDER**, **REMOVING THE GUARD**, **OVERLOAD**, **DEFLECTION**, and **DIVERSION**.

You **UNDERPROMOTE** by promoting to a knight, bishop, or rook. The tactic is called **UNDERPROMOTION**.

*You save a pinned unit with an **UNPIN**, ending the pin by capture, obstruction, or minimizing its consequences.*

*An **UNSTOPPABLE PAWN** is one that can promote by force.*

*You play a **WAITING MOVE** to force your opponent to move, committing to a particular placement or plan that you can then exploit.*

*You have a **WIN** if, with best play for both sides, you can eventually force mate.*

*You **WIN MATERIAL** if, for any series of moves, you take greater value than you give up.*

*You create **ZUGZWANG** when every possible enemy move loses by force.*

*You have a **ZWISCHENZUG** (also called **IN BETWEEN MOVE**) if you can first play another move that gains advantage before completing an already started action, such as recapturing.*



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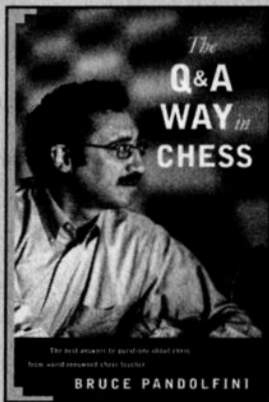
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