

CHESS PUZZLES FOR HEROES

BOOK 1

RICHARD JAMES

Second draft version November 2020

Typeset using Georgia and Trebuchet.
Diagrams typeset using DiagramTTFritz, distributed by ChessBase.

Copyright Richard James © 2020

The right of Richard James to be identified as the author of this work has been asserted by him in accordance with the Copyright, Designs & Patents Act 1988.

All rights reserved. This book is sold subject to the condition that it shall not, by way of trade or otherwise, be lent, re-sold, hired out or otherwise circulated in any form without a similar condition including this condition being imposed on the subsequent purchaser.

The author hereby grants the right for purchasers to make unlimited copies of the puzzle sheets in this book for private, non-commercial use provided the author and source are fully acknowledged.

CONTENTS

INTRODUCTION	4
CHAPTER 1: Spot the Blunder	10
CHAPTER 2: Trick or Treat	58
CHAPTER 3: Heads or Tails	93
CHAPTER 4: Rock, Paper, Scissors	132
CHAPTER 5: Find the Best Move	155
Glossary	214

INTRODUCTION

ABOUT THIS BOOK

This is the fifth of a series of books written for children (or adults) who have mastered the basics of the game and would like to be able to take part in competitions. The first four books provide you with the knowledge you require which is then reinforced in subsequent volumes.

It is not a book for young children to read on their own. Children need a lot of adult help to succeed at competitive chess. Giving them a book to learn from really won't help them at all. Chess is a complex game and information can easily be forgotten or taken out of context.

So who is this book for?

1. It's for parents working at home with their children who are looking for coaching resources and advice on how to help their children fulfil their potential.
2. It's for chess tutors working with individual students who can work through the text with them during lessons and give them puzzles to do at home.
3. It's for chess teachers working within centres of excellence who can use the book as a course to develop children's skills in this area.
4. It's for chess teachers working in school chess clubs with serious competitive players.
5. It's for schoolteachers running school chess clubs with serious competitive players who may have little knowledge of chess and are seeking guidance.
6. It's for teenagers who have learnt the basics at primary school, want to play competitively and have the ability and maturity to teach themselves.
7. It's for adults who might have played when they were younger and now want to start playing competitive chess.

This book is suitable for players with experience of low level competitive chess (rated about 1000-1500), although some of the puzzles will be challenging for anyone under, say 2000 strength. The puzzles will be too hard for less experienced players.

The first four books in this series gave you the knowledge you need to succeed in chess competitions. The subsequent books are designed to transfer that knowledge into skill.

This is, as you might have guessed from the title, a puzzle book. But it's a puzzle book with a difference.

All the puzzles in this book come from my database of games from Richmond Junior Chess Club, mostly played by young players of about 1000-1500 strength. In most of them, the player to move made a mistake in the diagrammed position.

HOW THIS BOOK IS STRUCTURED

This book is designed to develop both tactical and cognitive chess skills. To improve, you have to work on both depth and breadth of vision: you learn to think ahead with accuracy, and you also learn to choose which moves to analyse.

The first chapter teaches you to look further ahead before deciding on your move.

It's very easy to see your opponent's threat and to move a piece to a square where it can't be taken, only to find you've walked into something like a fork, a pin, a discovered attack, or, even worse, a checkmate.

Here you'll find positions where the player to move did just that. You have to guess the mistake. Trying to solve these puzzles will help you avoid this sort of mistake in your own games.

The second chapter is also about learning to think ahead, but this time to work out whether the move you're considering is good or bad. You'll often see a move that looks good, perhaps an idea you've learnt before. But you're going to have to look ahead to find out whether or not it really works.

In this chapter you'll find a lot of positions where I show you a move: you have to tell me whether or not it's a good move: and give me a good reason as well.

Chapters 3 and 4 are about considering alternatives: candidate moves. In most positions it's better to consider several moves in turn, rather than just playing the first move you see that looks good. One of the most important chess skills is to learn this thinking technique and make good decisions as to which moves you look at.

Computers have no problem looking at every possible move, but humans get confused if they have to look at more than three or four.

In Chapter 3 I give you two moves to consider: you have to analyse both moves and tell me which one you'd play, and why you made that decision.

Chapter 4 is the same sort of thing, but this time you have three choices: you still have to choose wisely.

In the final chapter you have no clues: you just have to find the best move, using the thinking techniques you've learnt in the earlier chapter and the chess knowledge you picked up in the earlier *CHESS HEROES* books. Just like in real life, some of them are fairly easy but others are quite hard. Sometimes you'll be able to win material or even get checkmate. In other positions you have to find the best defensive move: the only move to avoid losing the game.

HOW TO USE THIS BOOK

If you're working through this book for your own improvement, or for individual pupils, you probably won't want to read it from start to finish. You might prefer to switch between the first four chapters to provide variety before turning to Chapter 5. You might, alternatively, want to focus on specific areas of weakness by concentrating on one chapter.

If you're running a chess club for children at this level you might like to copy some of the pages and hand them out to be solved between games or at the start or end of a session.

If you want to use my marking system you score 5 points for a correct answer, along with an additional 5 points every time you tell me something interesting about why you made the choice. If I think you only half understood something I'd probably deduct a couple of points from your score. Of course, if you want to use your own marking system that's absolutely fine.

It's a good idea to have a chess engine available to check the analysis. If you get a question wrong you'll be able to see what you missed: this will help you improve in future. All positions have been computer checked using Stockfish and other strong engines, but, because of space limitations, you may well find some interesting variations not mentioned in the solutions.

ACKNOWLEDGEMENTS

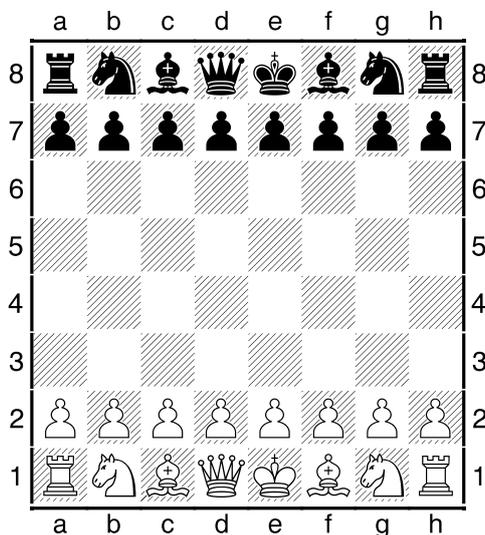
My thanks are due first and foremost to the incomparable and unforgettable Mike Fox (1933-2005), without whom Richmond Junior Chess Club wouldn't have existed, and without whom my life, and the lives of many others, would have been immeasurably poorer.

Secondly, my thanks to all the parents and children who supported Richmond Junior Chess Club between 1975 and 2006. Thank you all for coming, and for believing in what we were doing. You were, and are, the inspiration behind the *CHESS HEROES* books.

My thanks also to all the coaches, simul givers and other helpers at Richmond Junior Club during that period, especially to IM Gavin Wall and Ray Cannon, who played an enormous role in making the club so successful. Ray also provided an invaluable service in checking through the analysis throughout these books.

CHESS NOTATION

This book uses CHESS NOTATION. Each square has a name based on the letter of the FILE followed by the number of the RANK.



Here's how it works:

1. e4 e5

If we move a pawn we just write down the name of the square it moves to. White moves a pawn to the e4 square and Black replies by moving a pawn to the e5 square.

2. Nf3 Nc6

If we move a piece other than a pawn we start by writing the code letter for the piece using a capital letter. N for (k)Night, B for Bishop, R for Rook, Q for Queen or K for King. Both players move a knight on their second move.

3. d4 exd4

We use the letter 'x' to show a capture. If we make a pawn capture we start by writing the letter of the file where our pawn starts. Here, White moves a pawn to d4. Black captures this pawn with the pawn on e5.

4. Nxd4 Nf6

We write a capture by a piece (other than a pawn) with the code letter of the piece, the letter 'x' and the name of the square where the capture takes place.

5. Nc3 Bb4

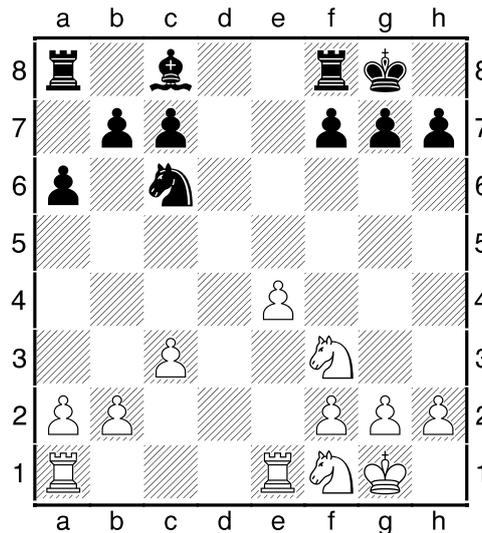
6. Nxc6 Bxc3+

If we play a check we write '+' after the move. If it's checkmate we write '#' after the move.

7. bxc3 bxc6

8. Bd3 o-o

If we castle on the king side we write 'o-o'. If we castle on the queen side we write 'o-o-o'.



If more than one piece of the same type can move to the same square we have to say which one we're moving.

If White moves a rook to d1 we write either 'Rad1' or 'Red1', using the letter of the file to show which rook is moving.

If White moves a knight to d2 we write either 'N1d2' or 'N3d2'. As the knights are on the same file we use the number of the rank instead.

If we promote a pawn we write the letter of the new piece after the name of the square: for instance, "e8Q".

CHAPTER 1

SPOT THE BLUNDER

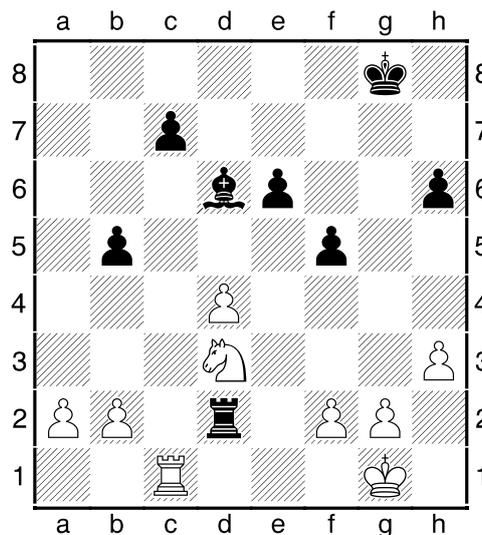
If you've read *CHECKMATES FOR HEROES* you'll be very good at spotting checkmates. If you've read *CHESS TACTICS FOR HEROES* you'll be very good at spotting FORKS, PINS, DISCOVERED ATTACKS and other tactics.

But that's not enough. You also have to make sure that you don't play moves that allow your opponents to checkmate you or win pieces. That's not so easy. To do that you have to ask yourself the MAGIC QUESTION 'If I play that move, what will happen next?'

In this chapter you'll see a lot of positions where one player made a mistake, allowing simple tactic that, in most cases, their opponent wasn't threatening. The move that was played looked good. Perhaps it met a threat, created a threat or developed a piece. Your job is to guess the mistake that was played. You'll score points for finding the right (or wrong) move and more points for explaining why the move was a mistake.

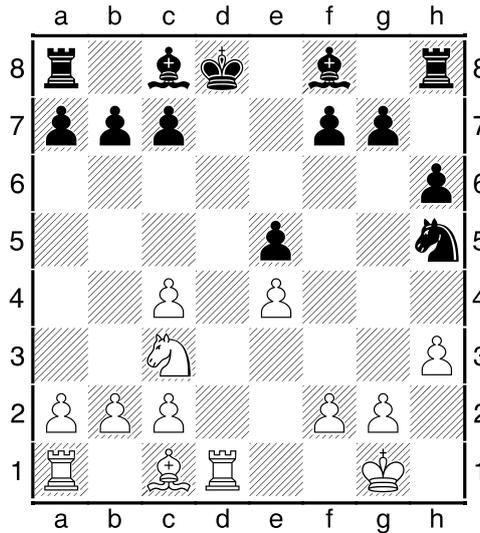
Let's work through an example so that you'll understand what you have to do and how you go about solving these puzzles.

It's White to play in this position.



White's knight is attacked: I have to do something about it. A move like a3 would be a blunder, but it's not the answer I'm looking for. A move like Nf4, moving the knight to an unsafe square, isn't the answer I'm looking for either.

The answer is Rc3. It looks good at first sight, doesn't it? It defends the knight by moving the rook to a safe square. You only see the problem if you look ahead. Moving the rook off the back rank allows Rd1+ and mate next move.

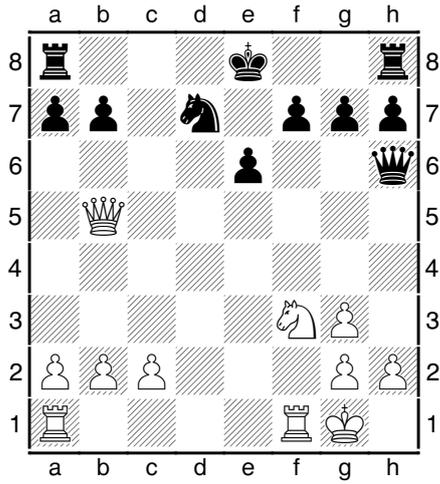


This time it's Black's move. How should I get out of check? Bd6 looks natural but it's actually the worst choice. White can reply with c5, attacking and winning the PINNED bishop. So you'd score points for selecting Bd6 as the blunder, and more points for giving c5 as the reply.

Here's how you might go about solving the puzzles in this chapter:

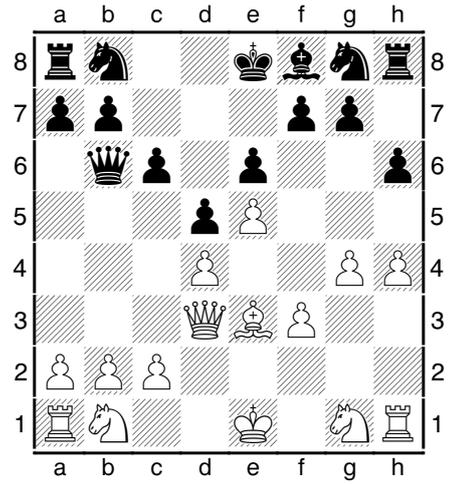
- 1) Imagine you had this position in a game
- 2) Look at your opponent's threats
- 3) Look for checks, captures and threats
- 4) When you've seen a move that might be good, look at what will happen next.
- 5) If you see something that looks good but allows mate or a tactic like a fork or a discovered attack, you've probably found the move I'm looking for.
- 6) Don't forget the *EN PASSANT* rule.
- 7) Don't forget about *STALEMATE*.
- 8) Write your move in notation – you'll score points for the correct answer.
- 9) Write the reason for your answer – why it's a blunder. You can use either words or variations, or a combination. You'll score more points for this.

When you're ready, turn over the page and start solving!



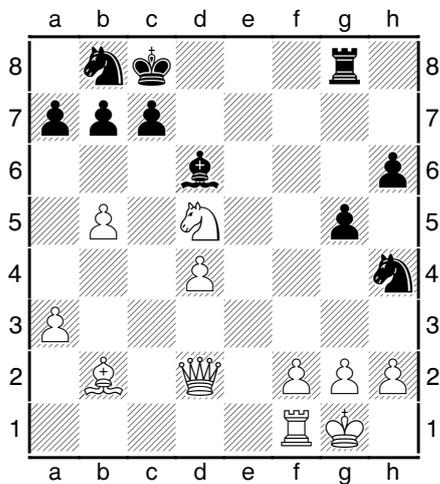
Q1. White to move: spot the blunder

Why is it a blunder?



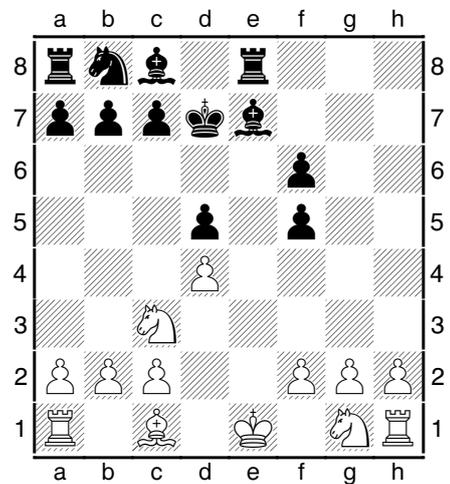
Q2. White to move: spot the blunder

Why is it a blunder?



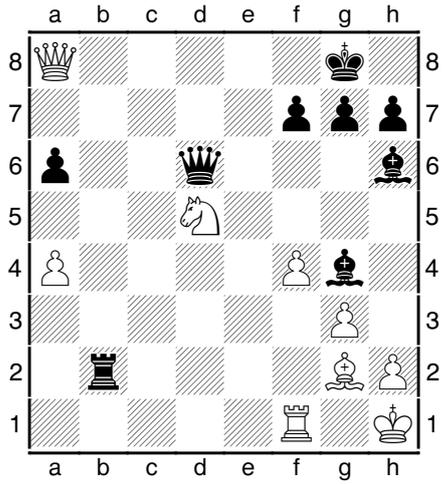
Q3. White to move: spot the blunder

Why is it a blunder?



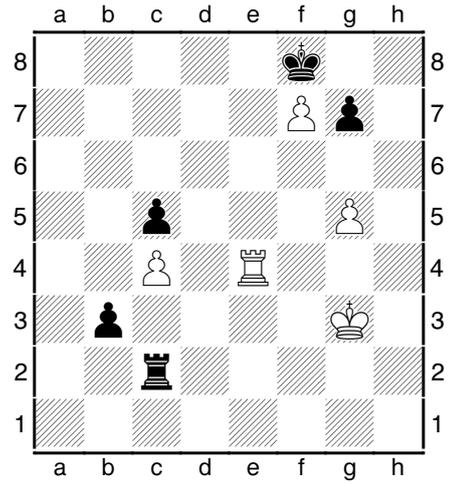
Q4. White to move: spot the blunder

Why is it a blunder?



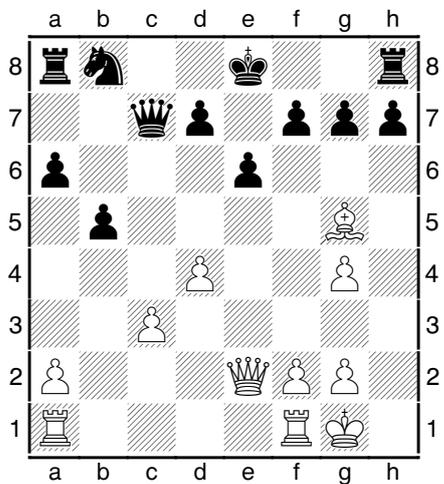
Q5. Black to move: spot the blunder

Why is it a blunder?



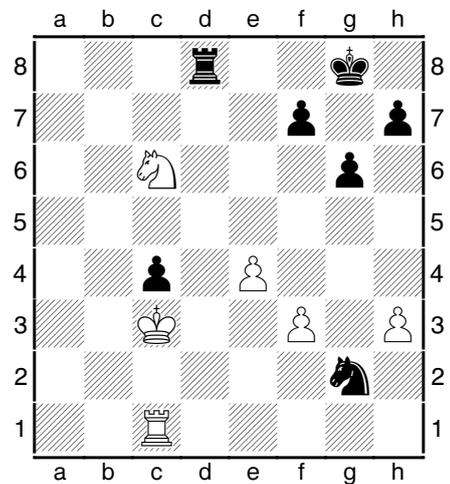
Q6. Black to move: spot the blunder

Why is it a blunder?



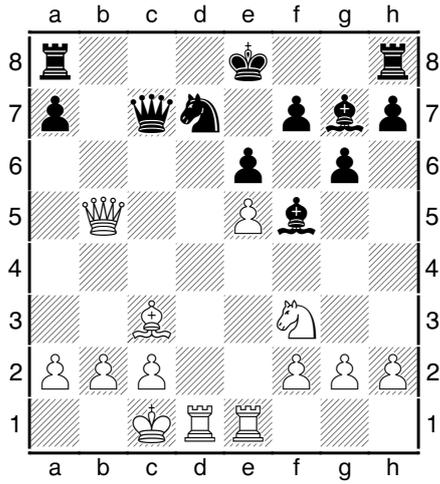
Q7. Black to move: spot the blunder

Why is it a blunder?



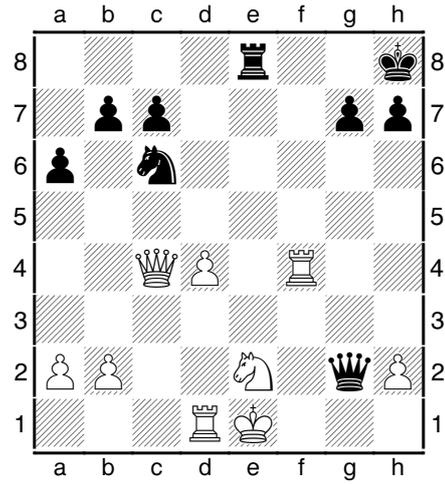
Q8. Black to move: spot the blunder

Why is it a blunder?



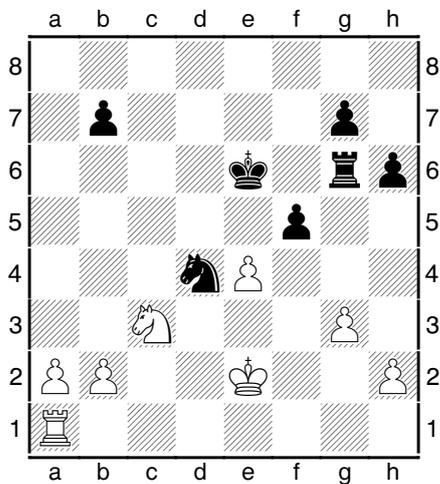
Q9. White to move: spot the blunder

Why is it a blunder?



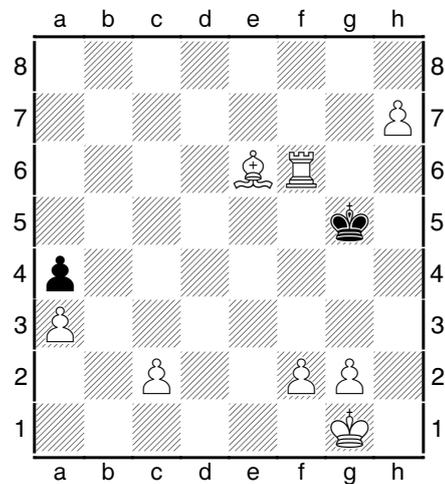
Q10. White to move: spot the blunder

Why is it a blunder?



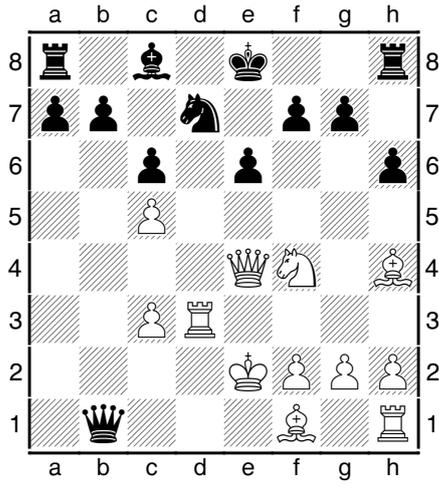
Q11. White to move: spot the blunder

Why is it a blunder?



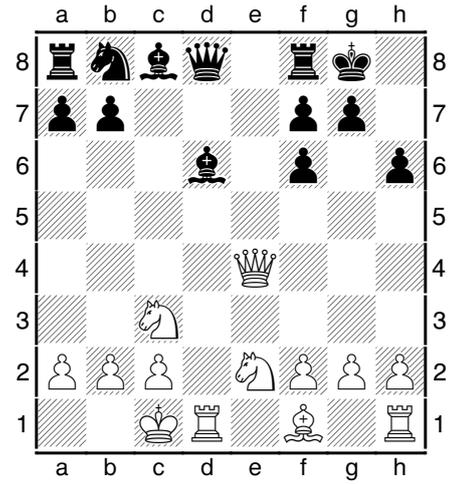
Q12. White to move: spot the blunder

Why is it a blunder?



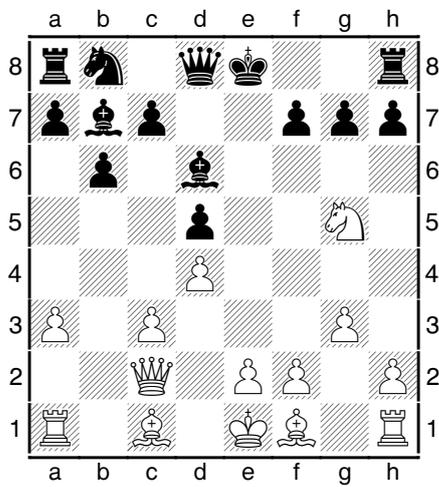
Q13. Black to move: spot the blunder

Why is it a blunder?



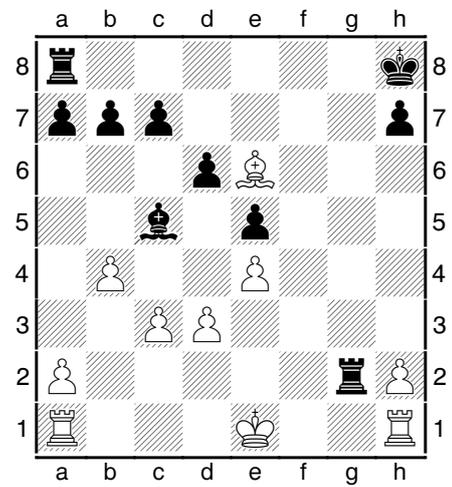
Q14. Black to move: spot the blunder

Why is it a blunder?



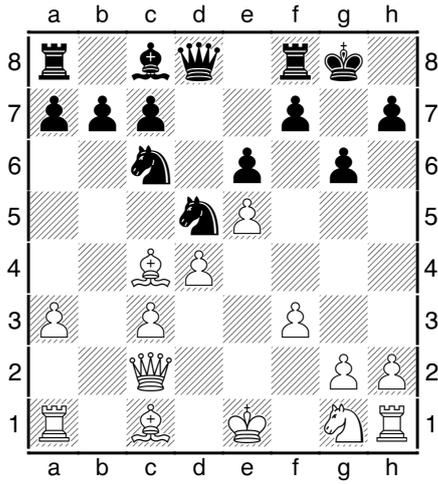
Q15. Black to move: spot the blunder

Why is it a blunder?



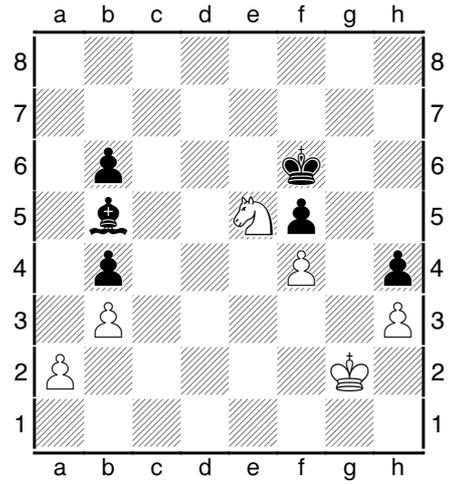
Q16. Black to move: spot the blunder

Why is it a blunder?



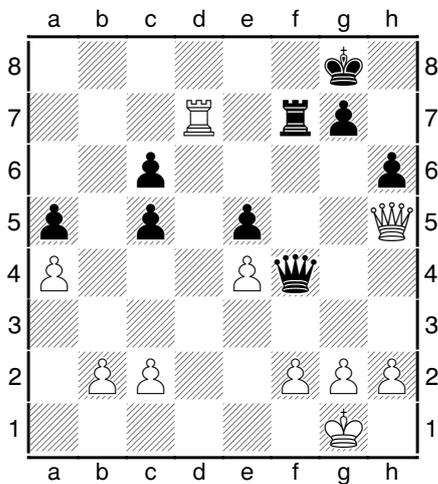
Q17. White to move: spot the blunder

Why is it a blunder?



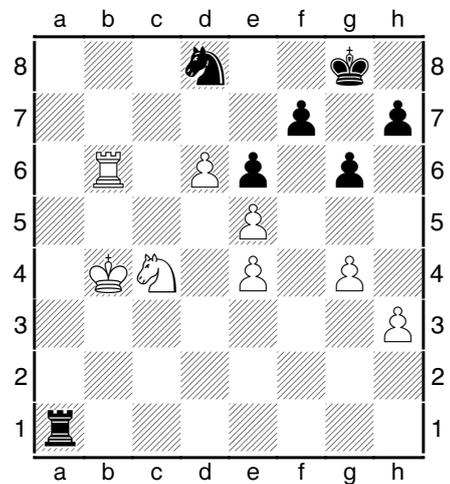
Q18. White to move: spot the blunder

Why is it a blunder?



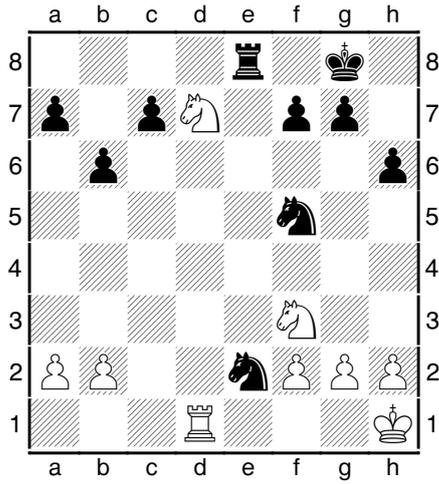
Q19. White to move: spot the blunder

Why is it a blunder?



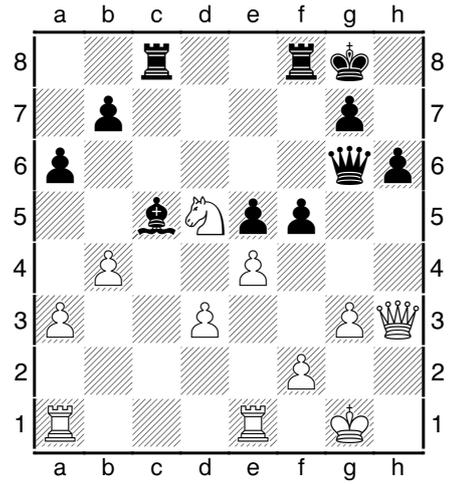
Q20. White to move: spot the blunder

Why is it a blunder?



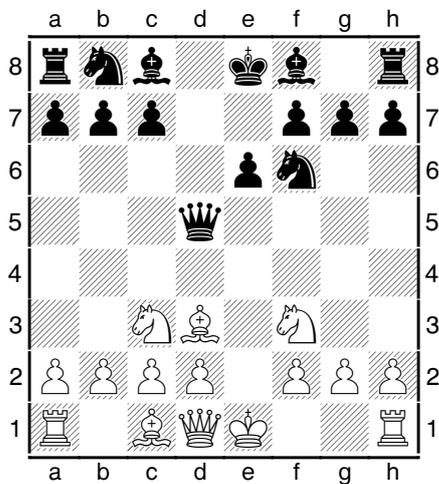
Q21. Black to move: spot the blunder

Why is it a blunder?



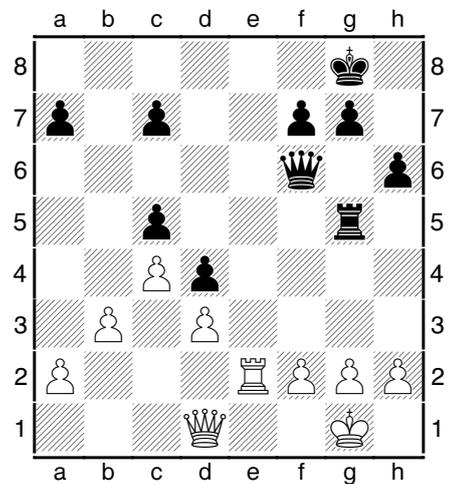
Q22. Black to move: spot the blunder

Why is it a blunder?



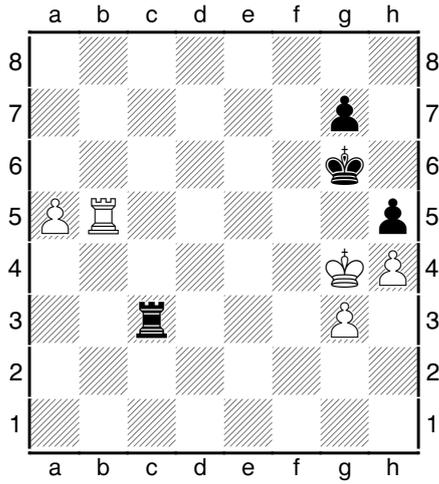
Q23. Black to move: spot the blunder

Why is it a blunder?



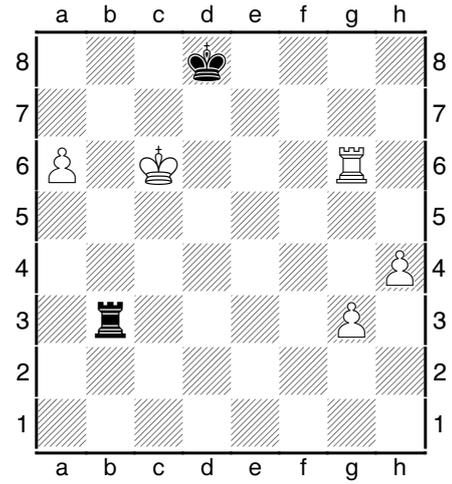
Q24. Black to move: spot the blunder

Why is it a blunder?



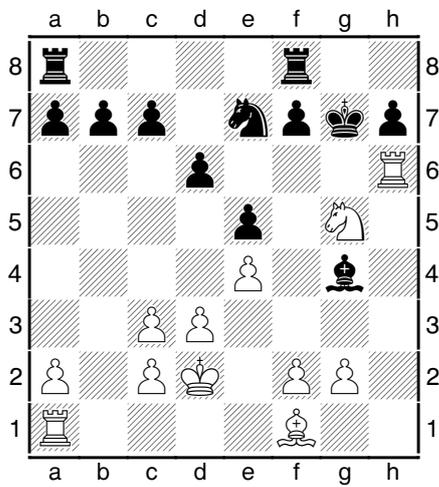
Q25. White to move: spot the blunder

Why is it a blunder?



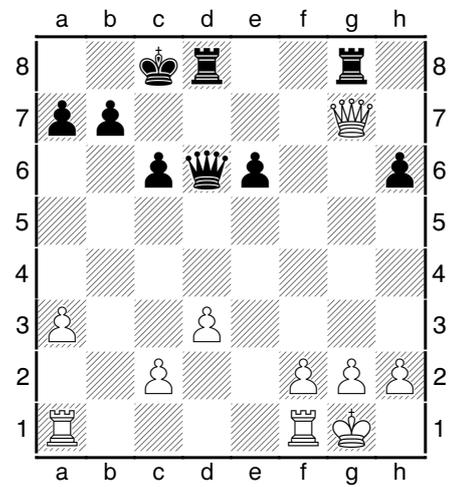
Q26. White to move: spot the blunder

Why is it a blunder?



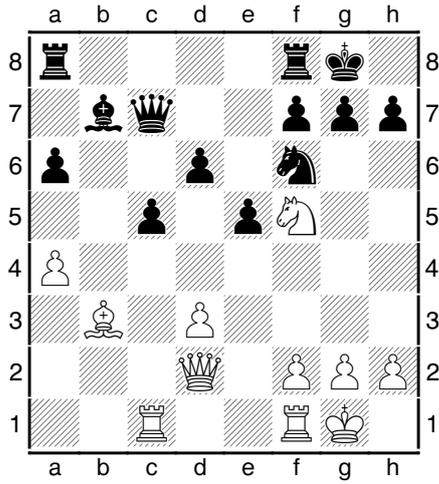
Q27. White to move: spot the blunder

Why is it a blunder?



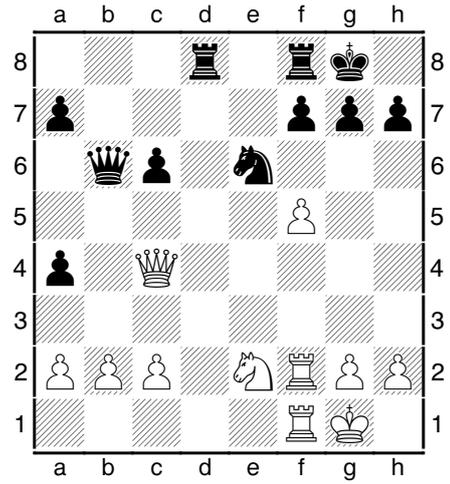
Q28. White to move: spot the blunder

Why is it a blunder?



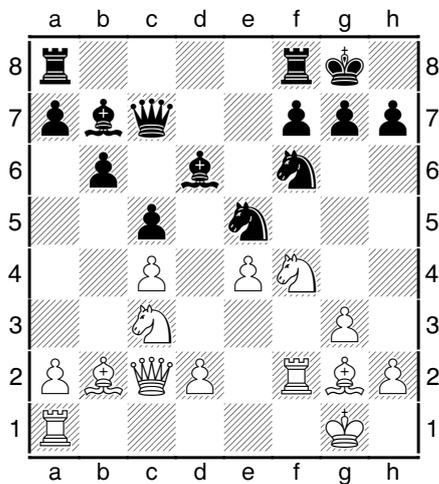
Q29. Black to move: spot the blunder

Why is it a blunder?



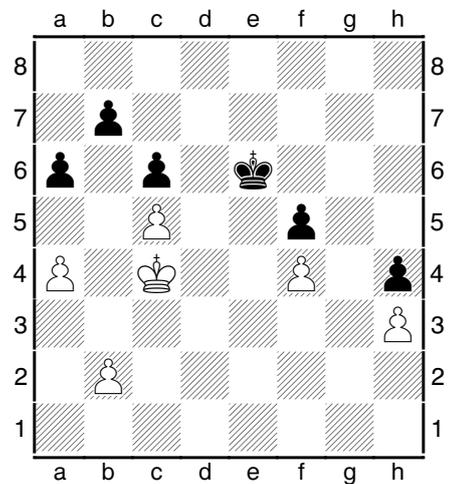
Q30. Black to move: spot the blunder

Why is it a blunder?



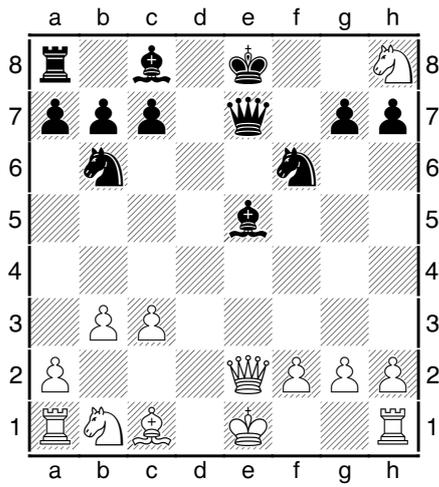
Q31. Black to move: spot the blunder

Why is it a blunder?



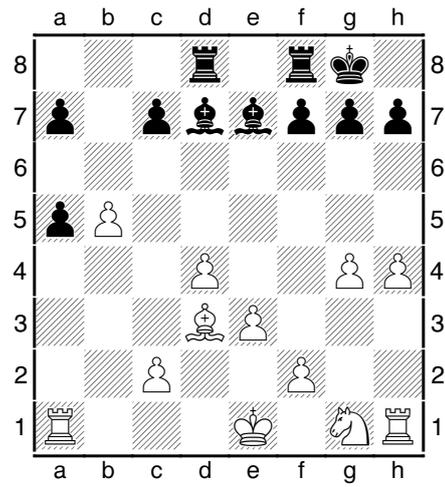
Q32. Black to move: spot the blunder

Why is it a blunder?



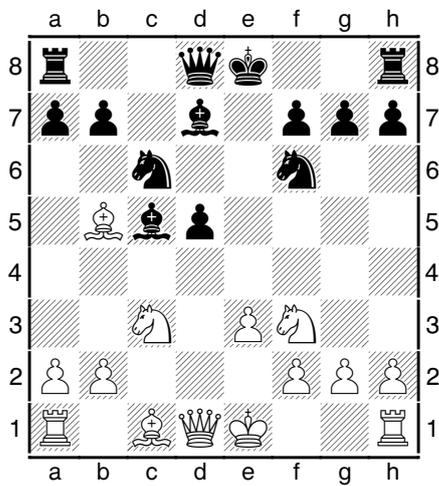
Q33. White to move: spot the blunder

Why is it a blunder?



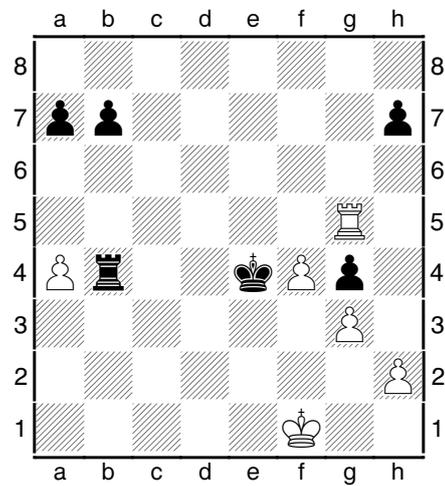
Q34. White to move: spot the blunder

Why is it a blunder?



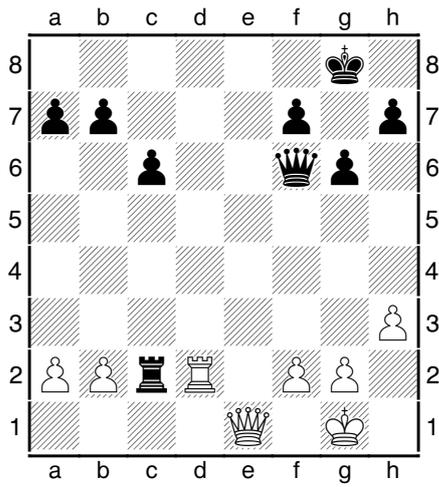
Q35. White to move: spot the blunder

Why is it a blunder?



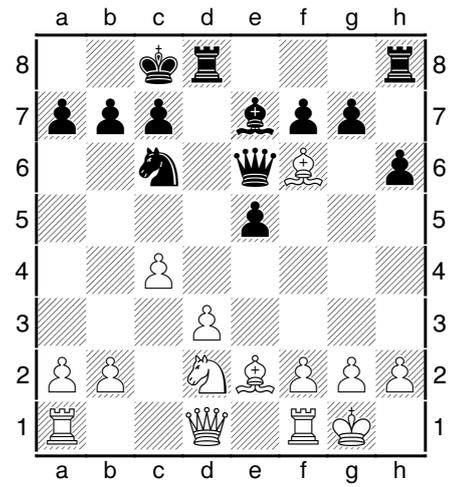
Q36. White to move: spot the blunder

Why is it a blunder?



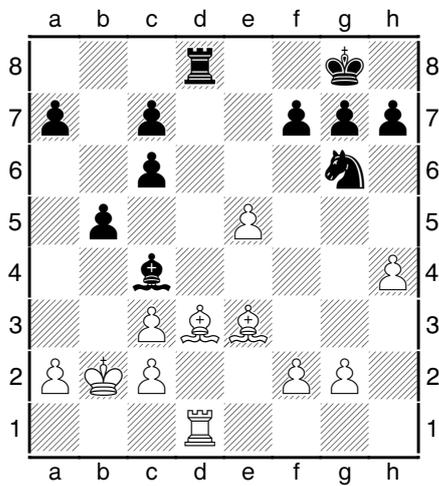
Q37. Black to move: spot the blunder

Why is it a blunder?



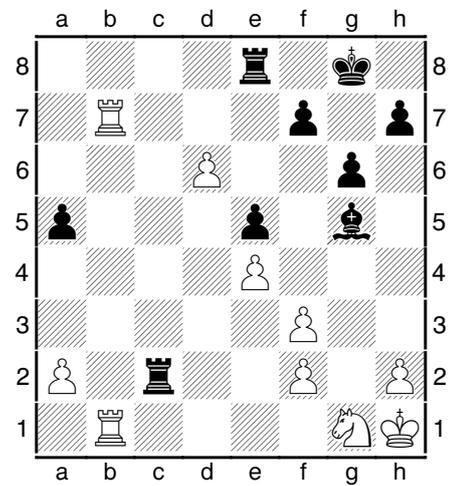
Q38. Black to move: spot the blunder

Why is it a blunder?



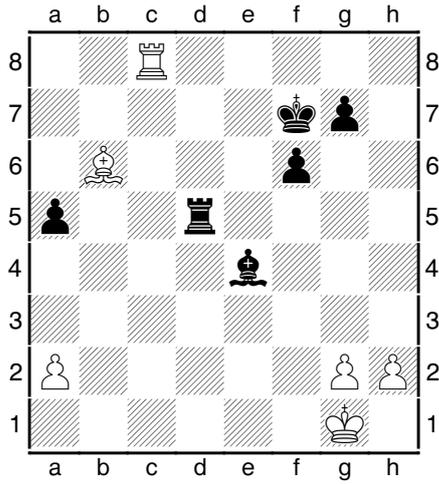
Q39. Black to move: spot the blunder

Why is it a blunder?



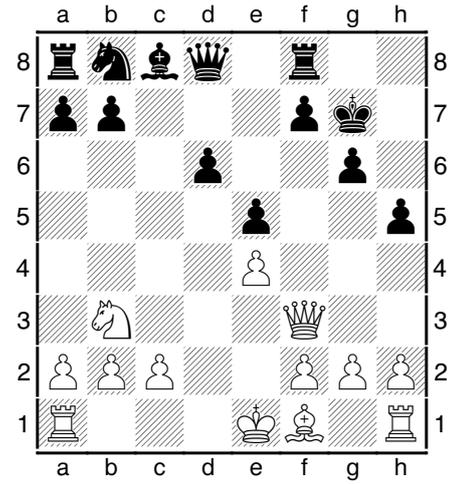
Q40. Black to move: spot the blunder

Why is it a blunder?



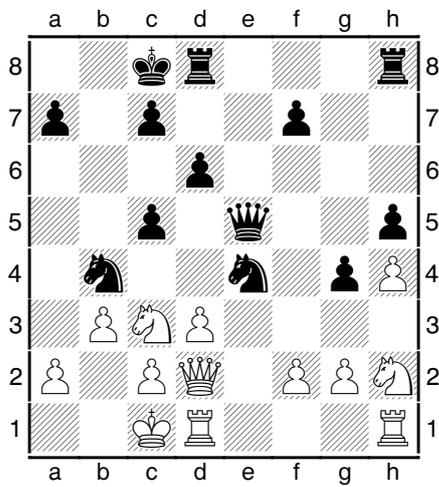
Q41. White to move: spot the blunder

Why is it a blunder?



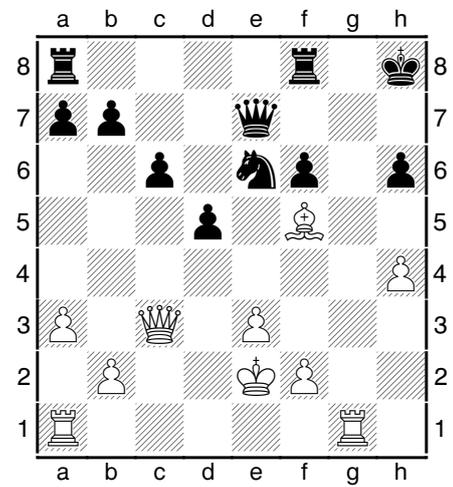
Q42. White to move: spot the blunder

Why is it a blunder?



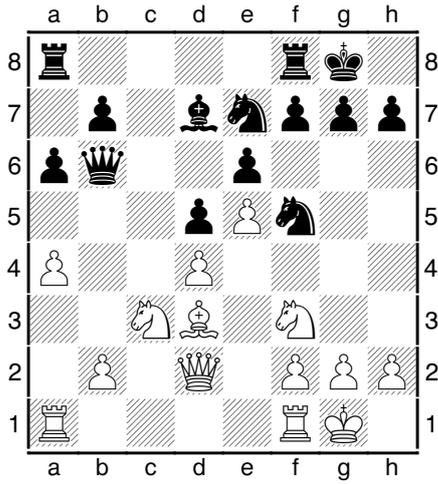
Q43. White to move: spot the blunder

Why is it a blunder?



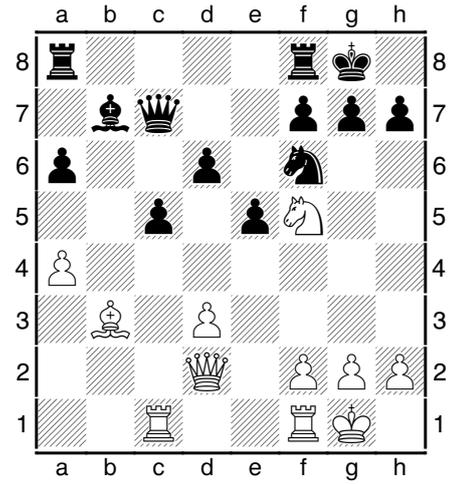
Q44. White to move: spot the blunder

Why is it a blunder?



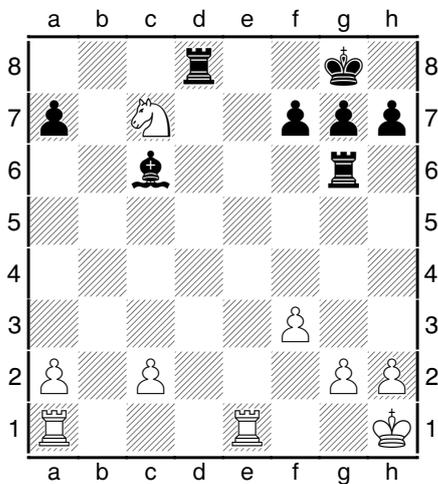
Q45. Black to move: spot the blunder

Why is it a blunder?



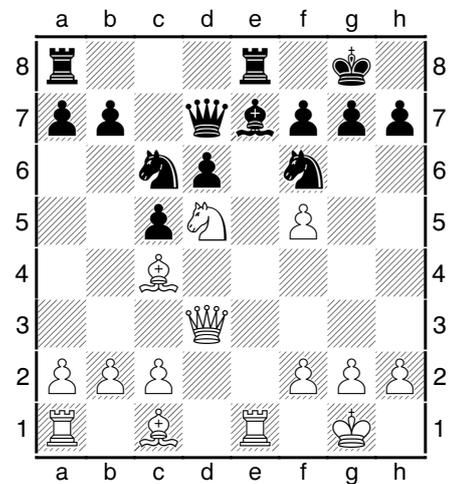
Q46. Black to move: spot the blunder

Why is it a blunder?



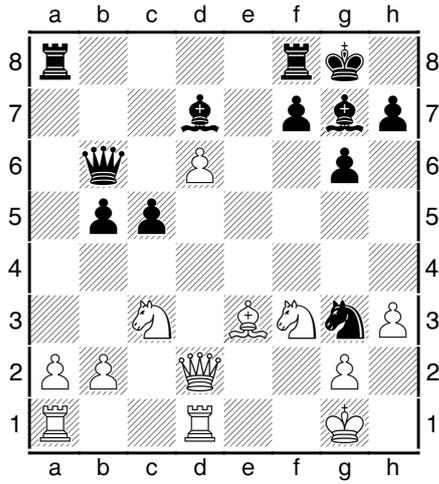
Q47. Black to move: spot the blunder

Why is it a blunder?



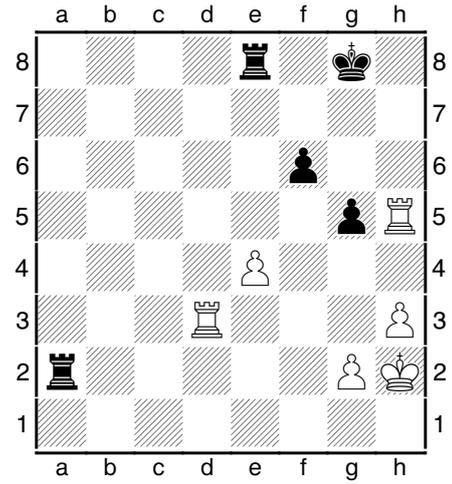
Q48. Black to move: spot the blunder

Why is it a blunder?



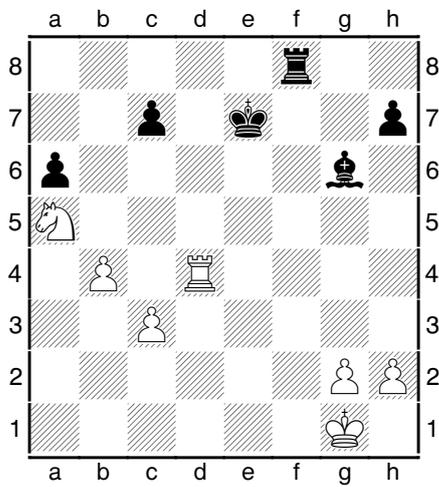
Q49. White to move: spot the blunder

Why is it a blunder?



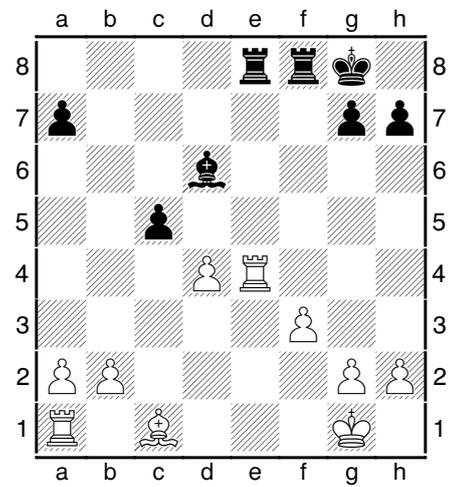
Q50. White to move: spot the blunder

Why is it a blunder?



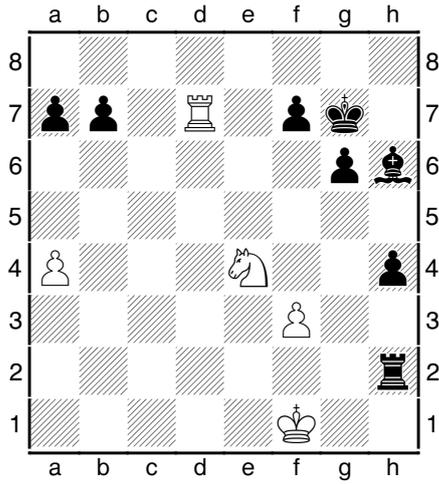
Q51. White to move: spot the blunder

Why is it a blunder?



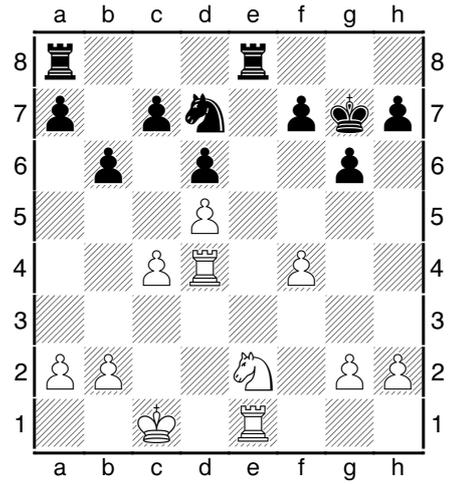
Q52. White to move: spot the blunder

Why is it a blunder?



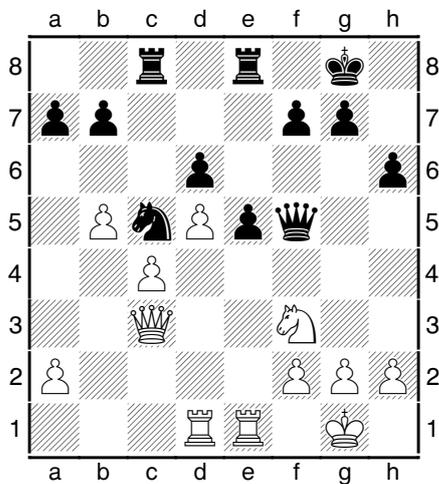
Q53. Black to move: spot the blunder

Why is it a blunder?



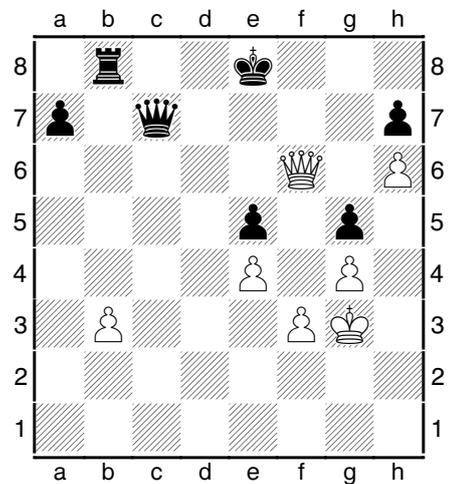
Q54. Black to move: spot the blunder

Why is it a blunder?



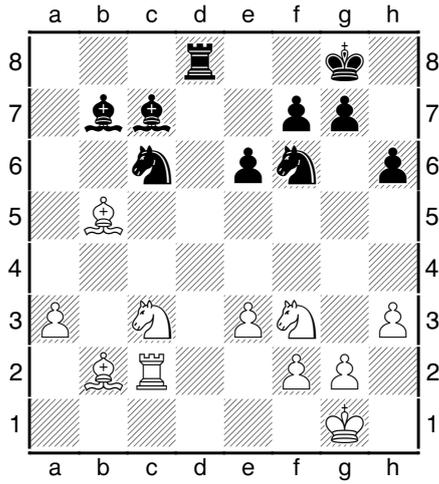
Q55. Black to move: spot the blunder

Why is it a blunder?



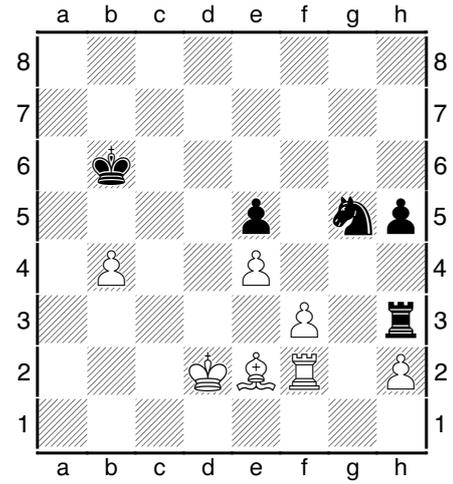
Q56. Black to move: spot the blunder

Why is it a blunder?



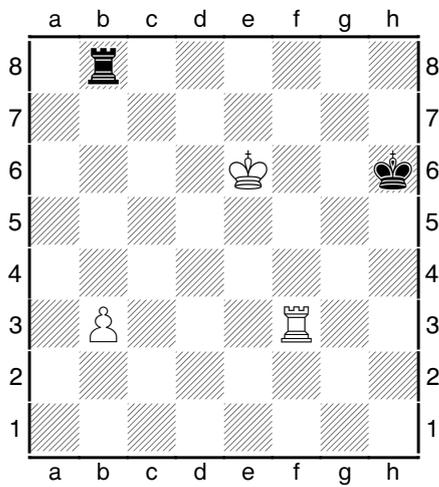
Q57. White to move: spot the blunder

Why is it a blunder?



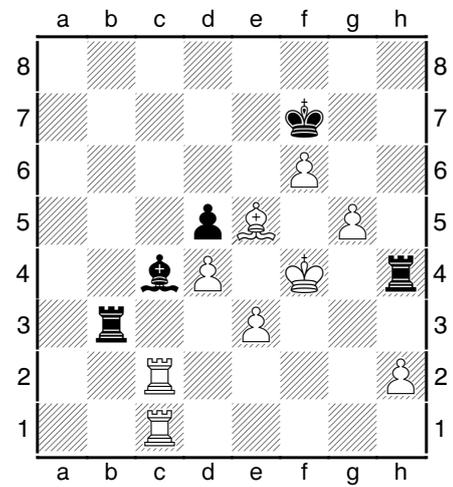
Q58. White to move: spot the blunder

Why is it a blunder?



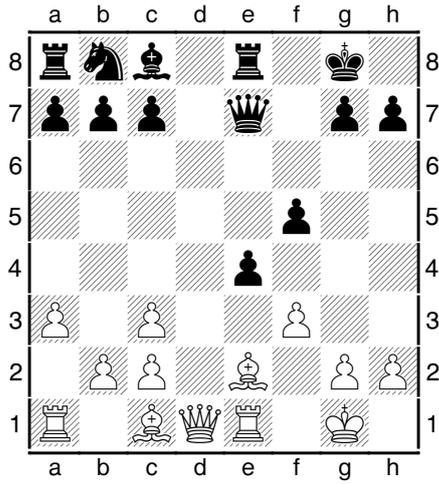
Q59. White to move: spot the blunder

Why is it a blunder?



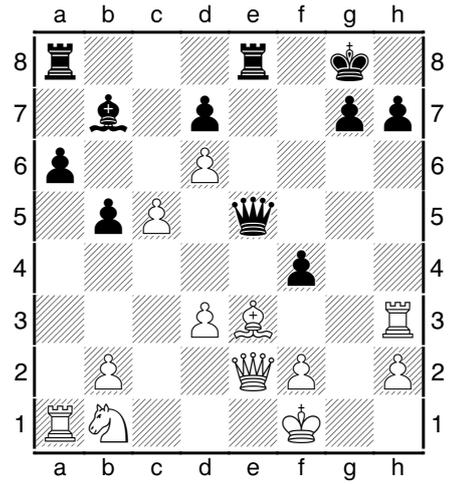
Q60. White to move: spot the blunder

Why is it a blunder?



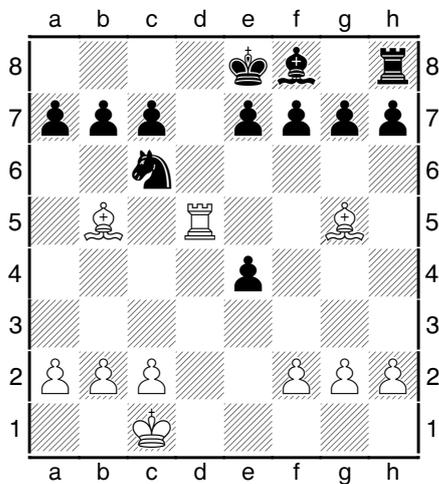
Q61. Black to move: spot the blunder

Why is it a blunder?



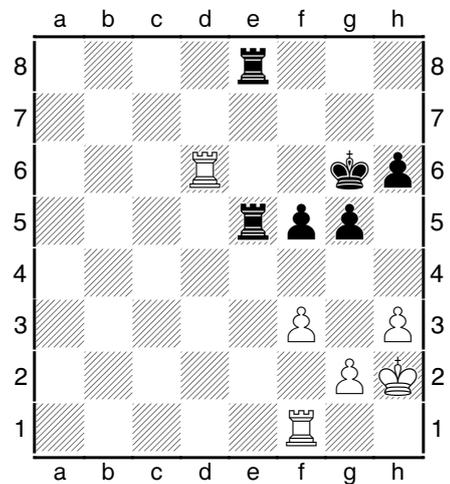
Q62. Black to move: spot the blunder

Why is it a blunder?



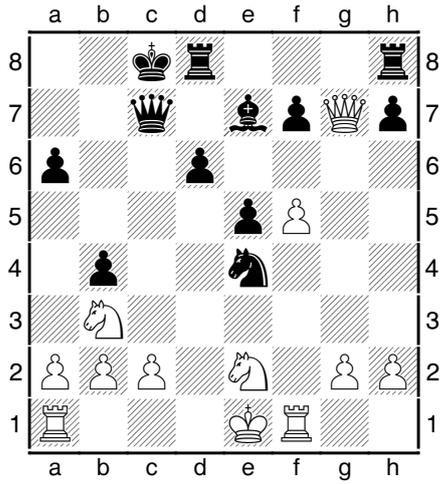
Q63. Black to move: spot the blunder

Why is it a blunder?



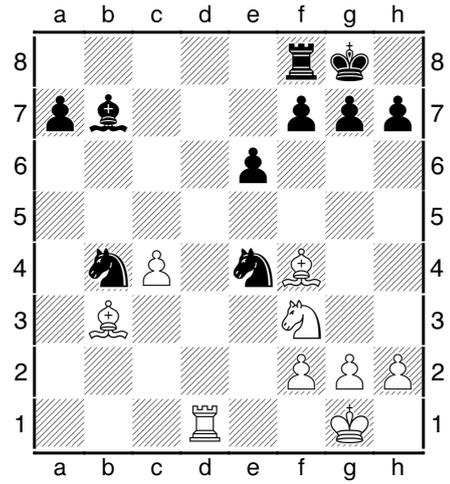
Q64. Black to move: spot the blunder

Why is it a blunder?



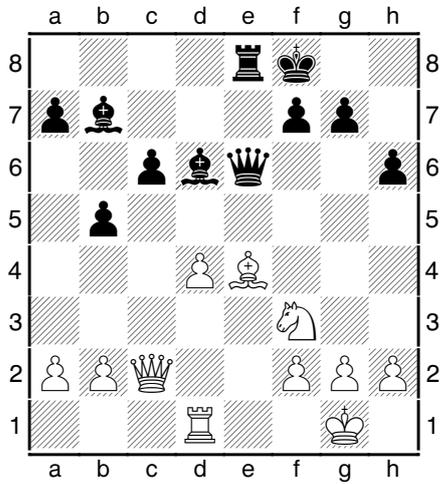
Q65. White to move: spot the blunder

Why is it a blunder?



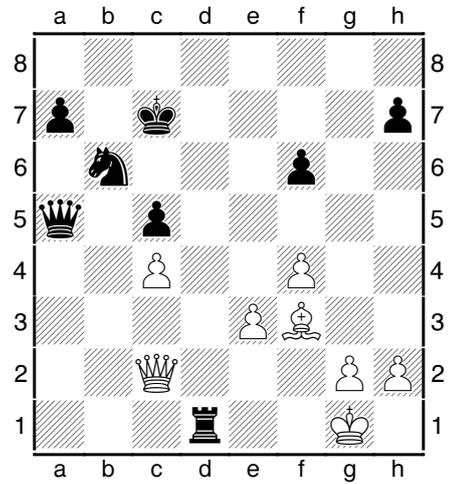
Q66. White to move: spot the blunder

Why is it a blunder?



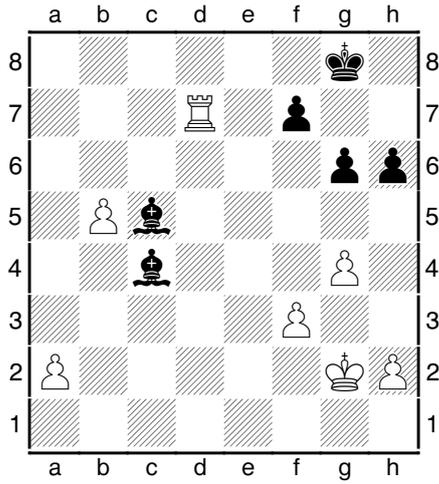
Q67. White to move: spot the blunder

Why is it a blunder?



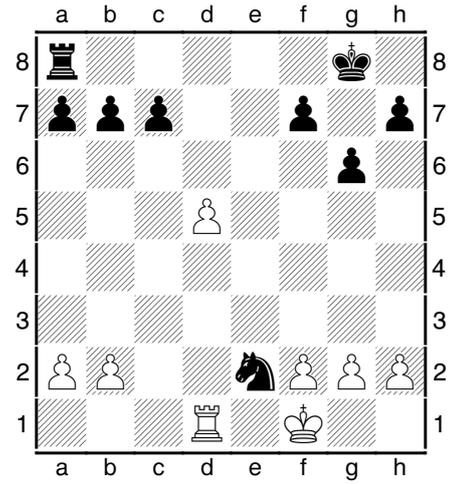
Q68. White to move: spot the blunder

Why is it a blunder?



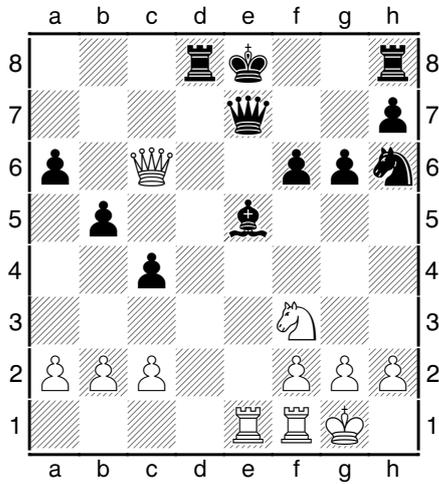
Q69. Black to move: spot the blunder

Why is it a blunder?



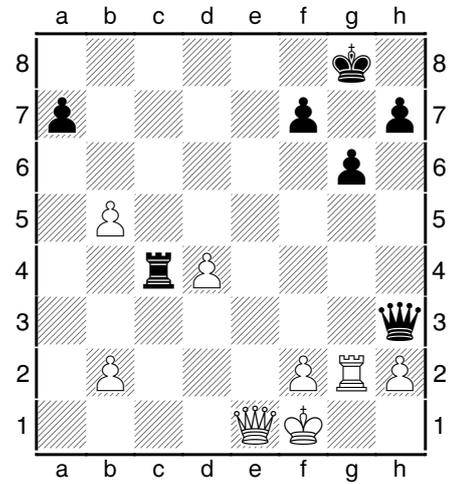
Q70. Black to move: spot the blunder

Why is it a blunder?



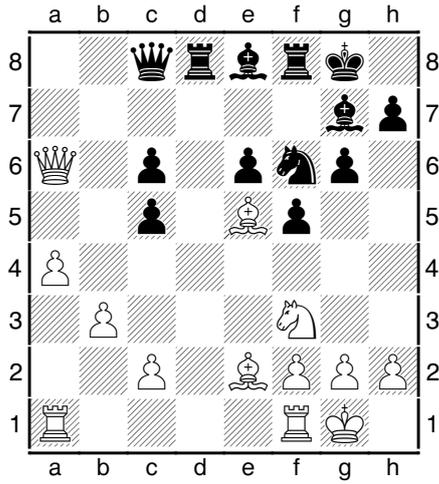
Q71. Black to move: spot the blunder

Why is it a blunder?



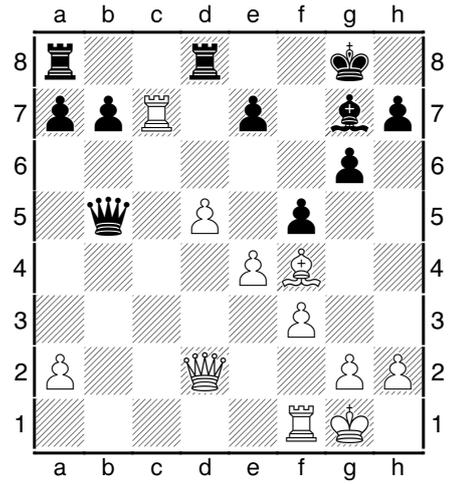
Q72. Black to move: spot the blunder

Why is it a blunder?



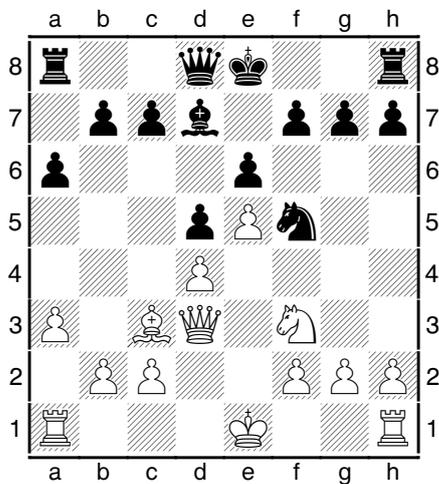
Q73. White to move: spot the blunder

Why is it a blunder?



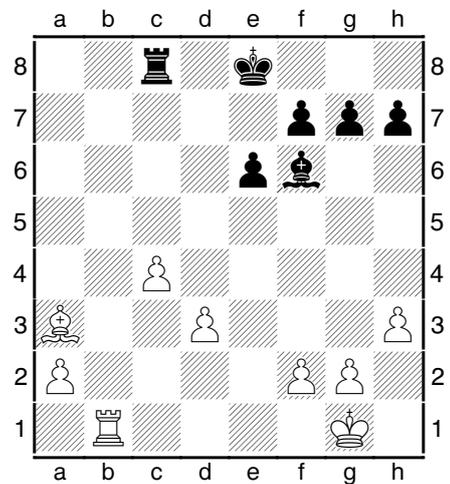
Q74. White to move: spot the blunder

Why is it a blunder?



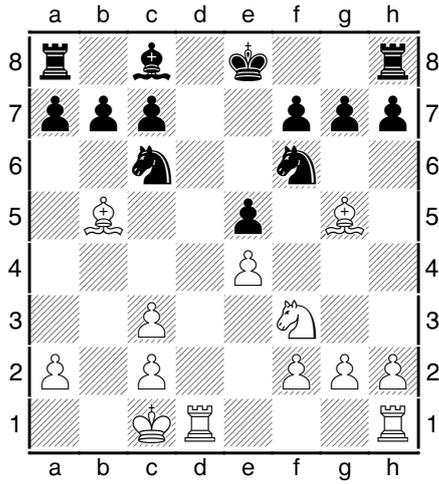
Q75. White to move: spot the blunder

Why is it a blunder?



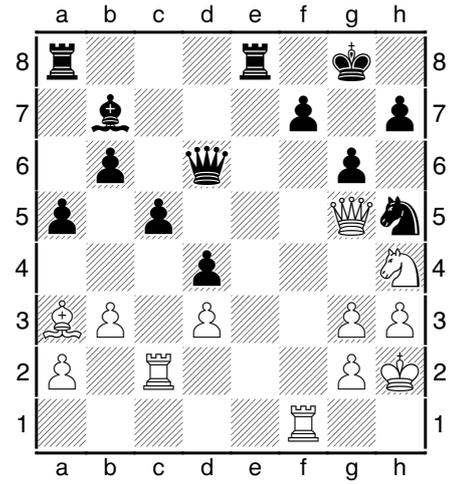
Q76. White to move: spot the blunder

Why is it a blunder?



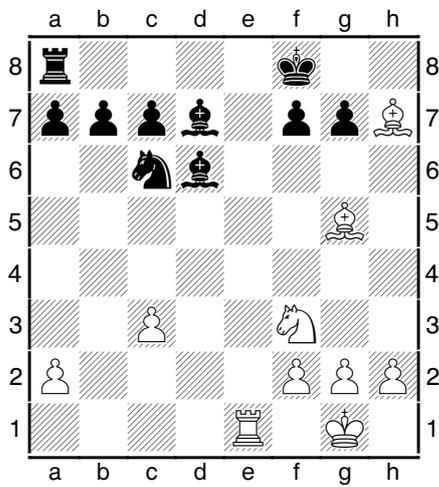
Q77. Black to move: spot the blunder

Why is it a blunder?



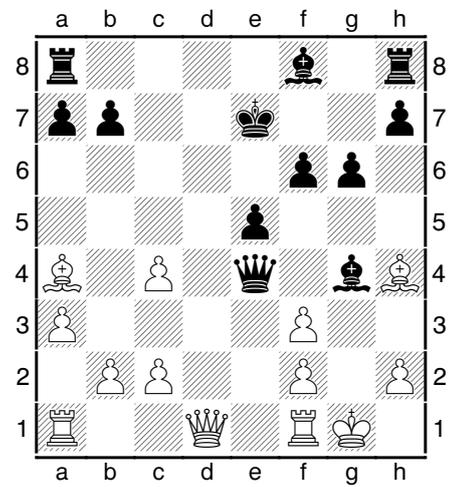
Q78. Black to move: spot the blunder

Why is it a blunder?



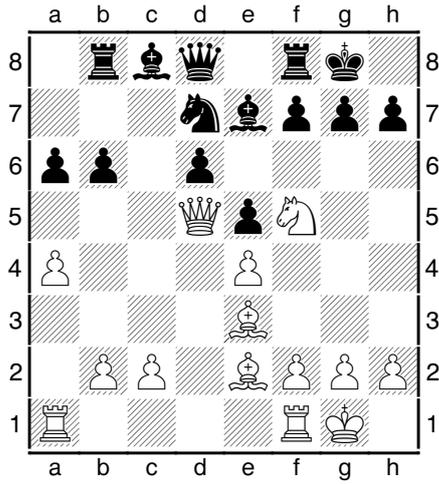
Q79. Black to move: spot the blunder

Why is it a blunder?



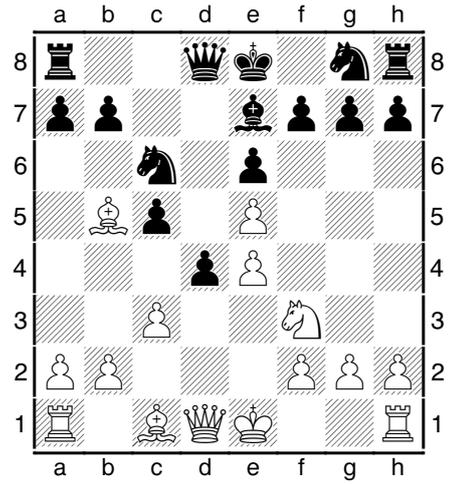
Q80. Black to move: spot the blunder

Why is it a blunder?



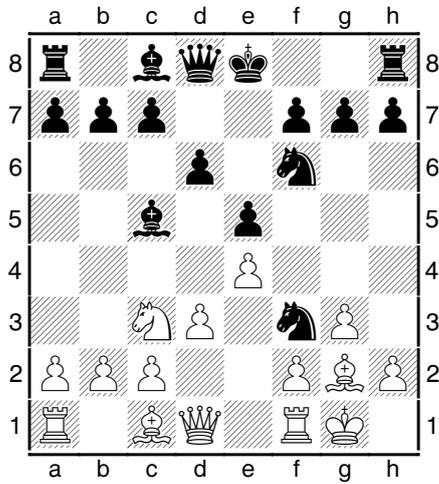
Q81. White to move: spot the blunder

Why is it a blunder?



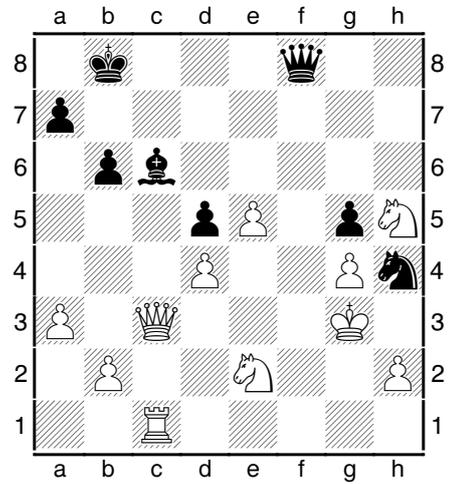
Q82. White to move: spot the blunder

Why is it a blunder?



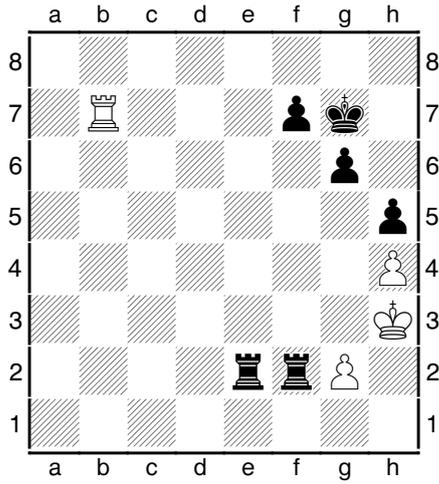
Q83. White to move: spot the blunder

Why is it a blunder?



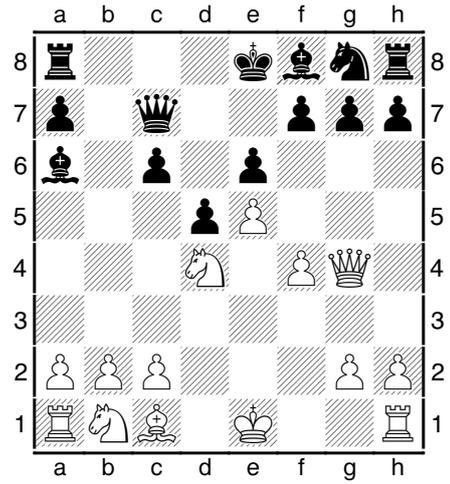
Q84. White to move: spot the blunder

Why is it a blunder?



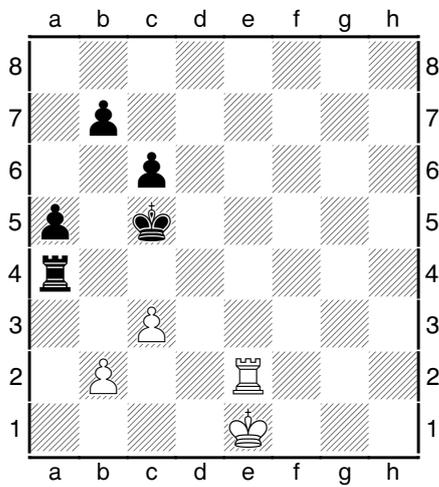
Q85. Black to move: spot the blunder

Why is it a blunder?



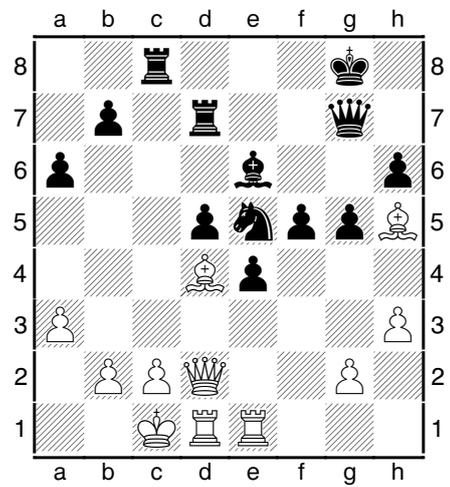
Q86. Black to move: spot the blunder

Why is it a blunder?



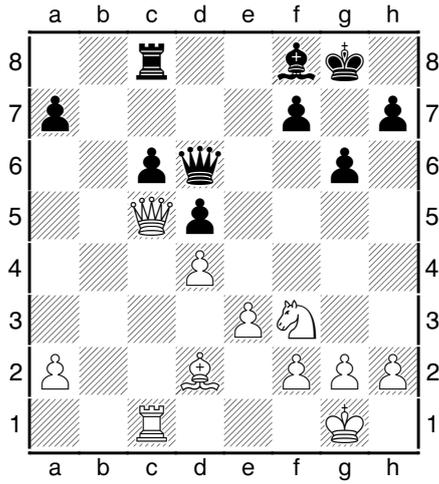
Q87. Black to move: spot the blunder

Why is it a blunder?



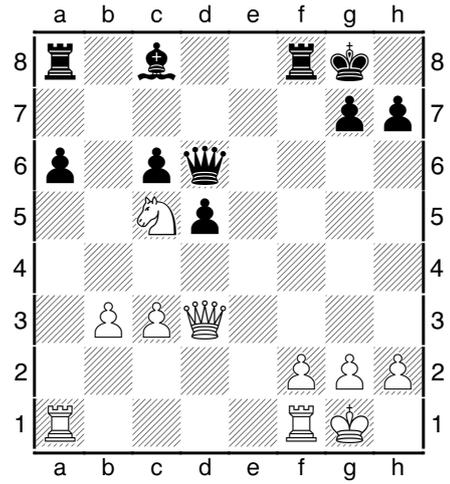
Q88. Black to move: spot the blunder

Why is it a blunder?



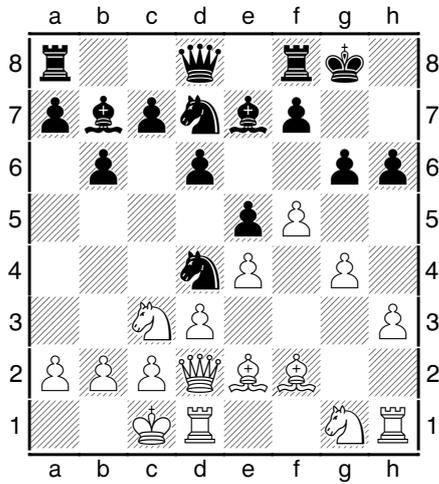
Q89. White to move: spot the blunder

Why is it a blunder?



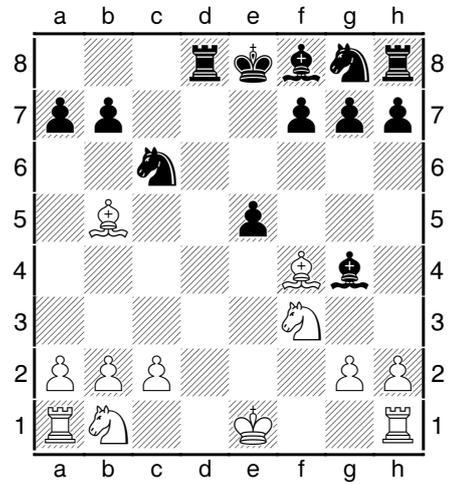
Q90. White to move: spot the blunder

Why is it a blunder?



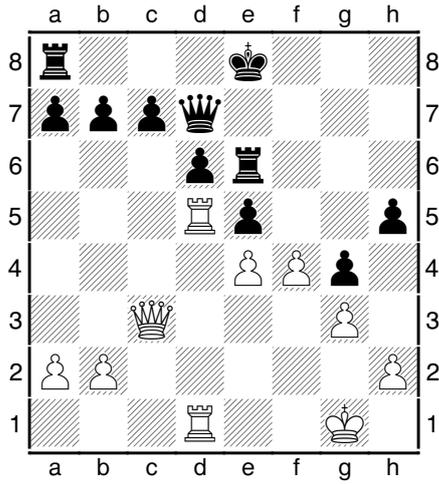
Q91. White to move: spot the blunder

Why is it a blunder?



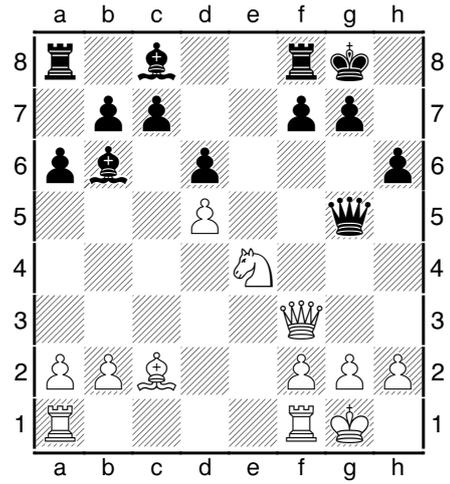
Q92. White to move: spot the blunder

Why is it a blunder?



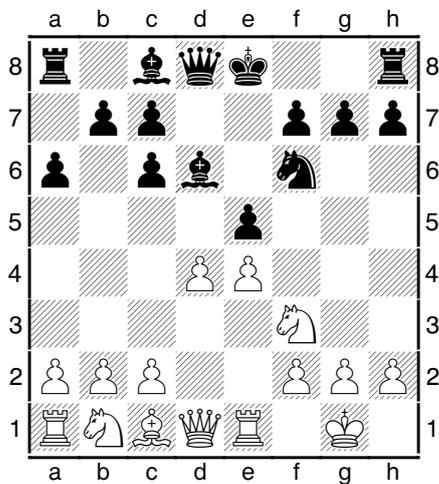
Q93. Black to move: spot the blunder

Why is it a blunder?



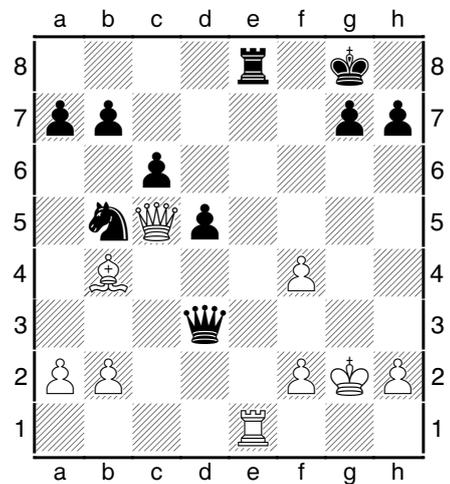
Q94. Black to move: spot the blunder

Why is it a blunder?



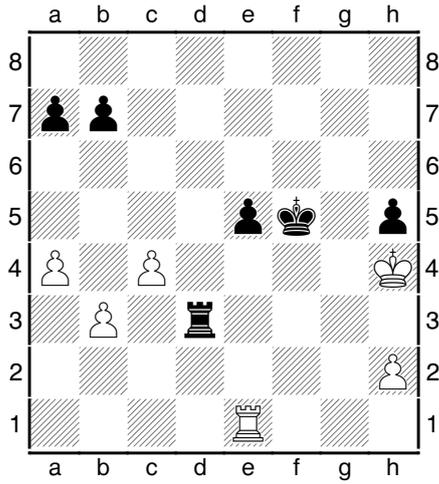
Q95. Black to move: spot the blunder

Why is it a blunder?



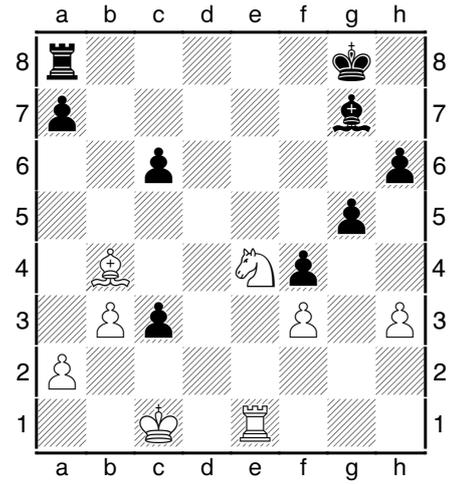
Q96. Black to move: spot the blunder

Why is it a blunder?



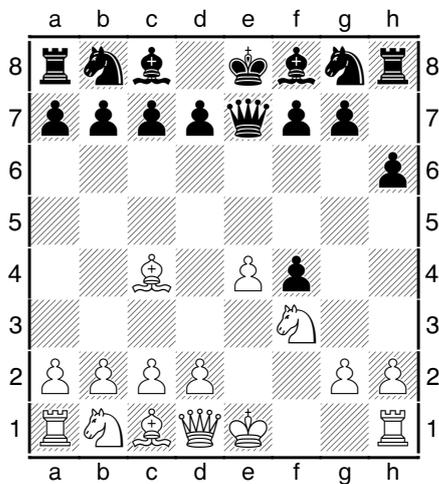
Q97. White to move: spot the blunder

Why is it a blunder?



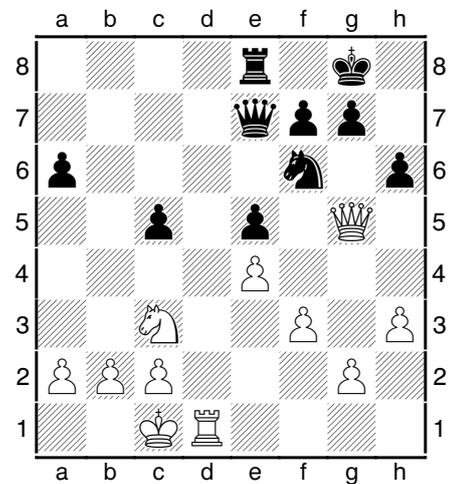
Q98. White to move: spot the blunder

Why is it a blunder?



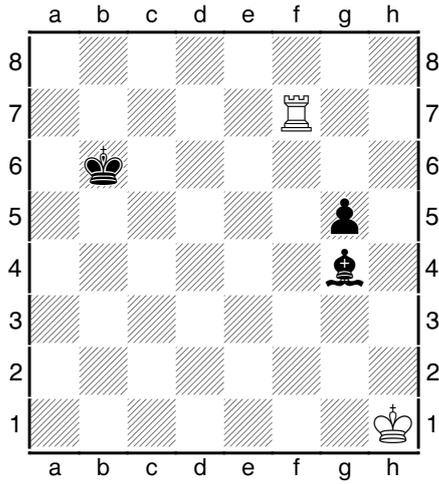
Q99. White to move: spot the blunder

Why is it a blunder?



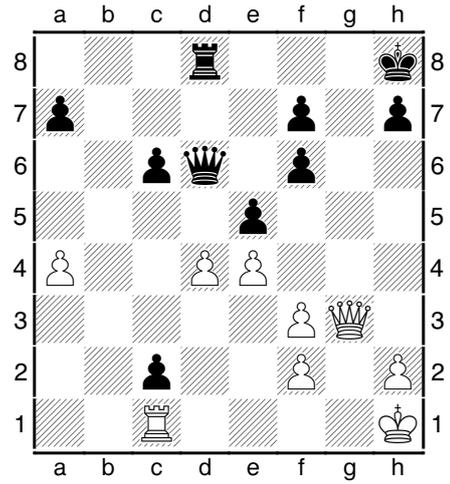
Q100. White to move: spot the blunder

Why is it a blunder?



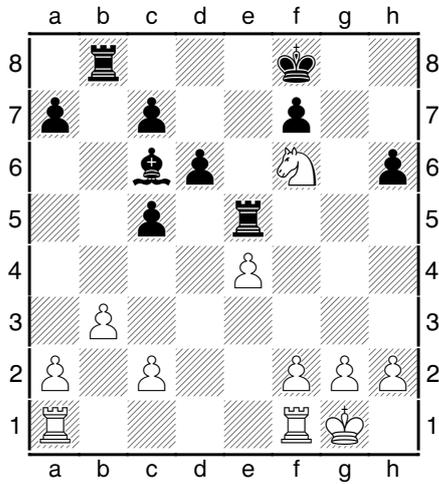
Q101. Black to move: spot the blunder

Why is it a blunder?



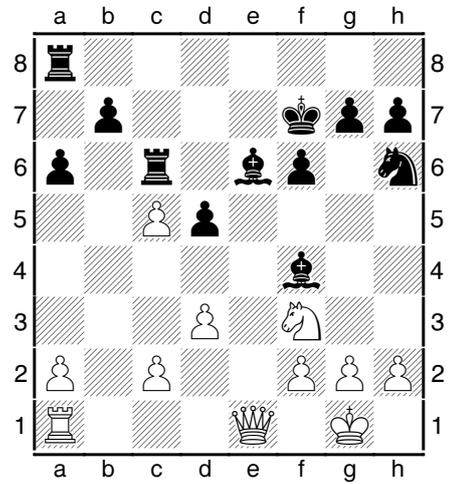
Q102. Black to move: spot the blunder

Why is it a blunder?



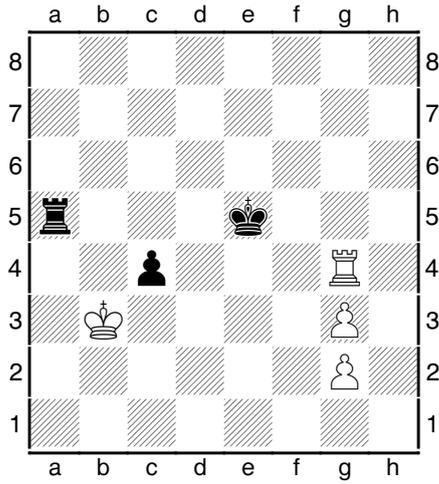
Q103. Black to move: spot the blunder

Why is it a blunder?



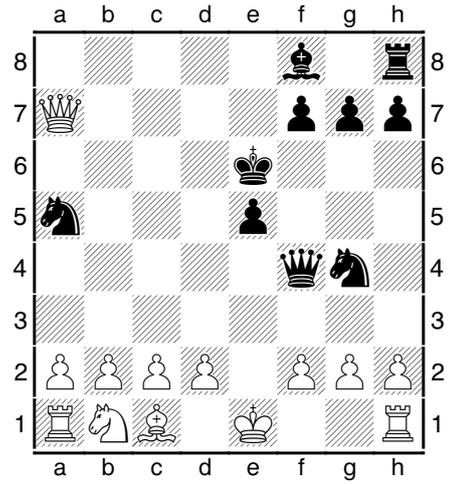
Q104. Black to move: spot the blunder

Why is it a blunder?



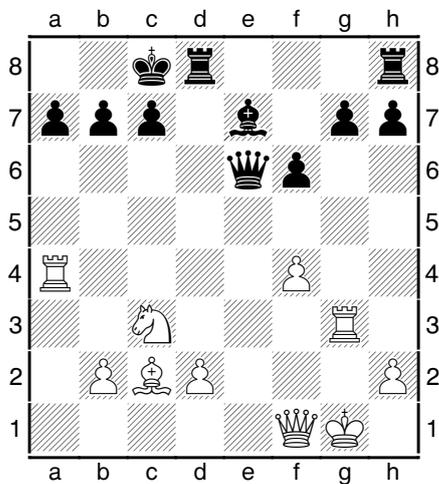
Q105. White to move: spot the blunder

Why is it a blunder?



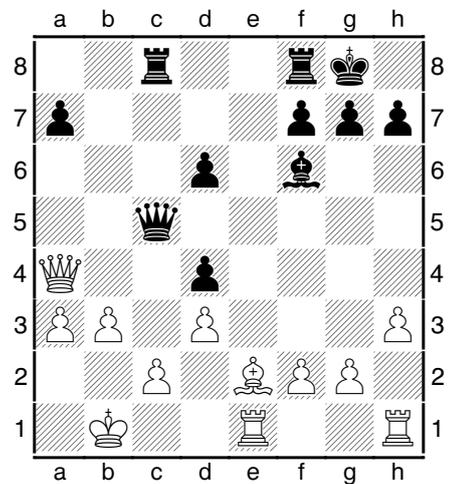
Q106. White to move: spot the blunder

Why is it a blunder?



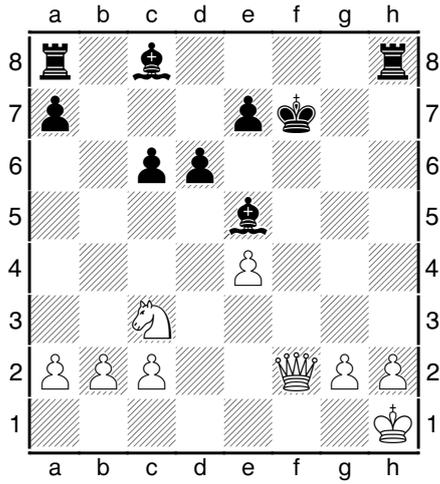
Q107. White to move: spot the blunder

Why is it a blunder?



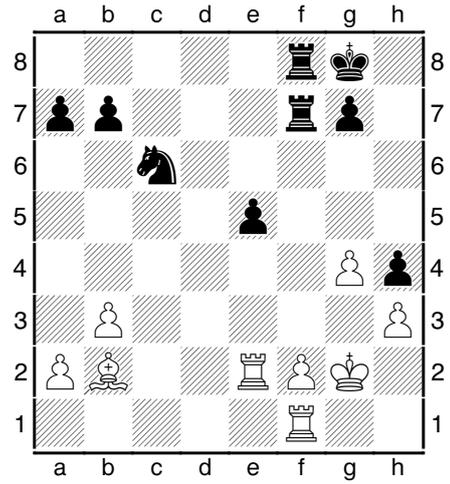
Q108. White to move: spot the blunder

Why is it a blunder?



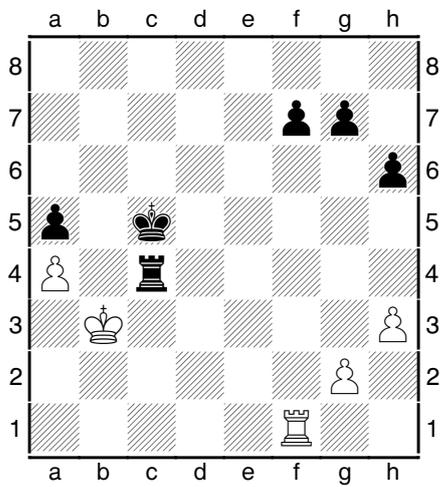
Q109. Black to move: spot the blunder

Why is it a blunder?



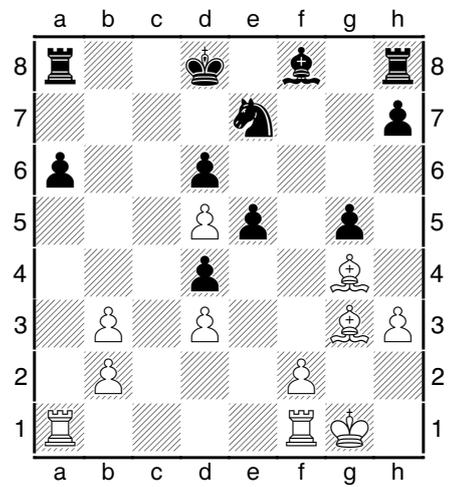
Q110. Black to move: spot the blunder

Why is it a blunder?



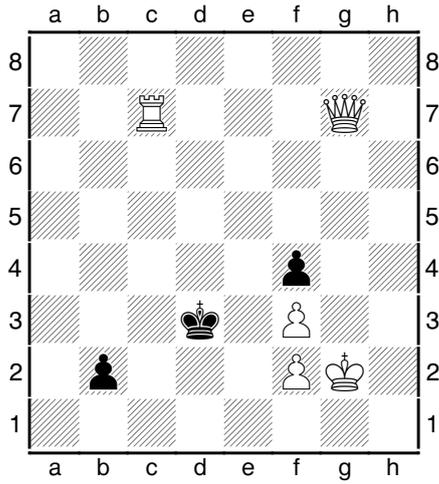
Q111. Black to move: spot the blunder

Why is it a blunder?



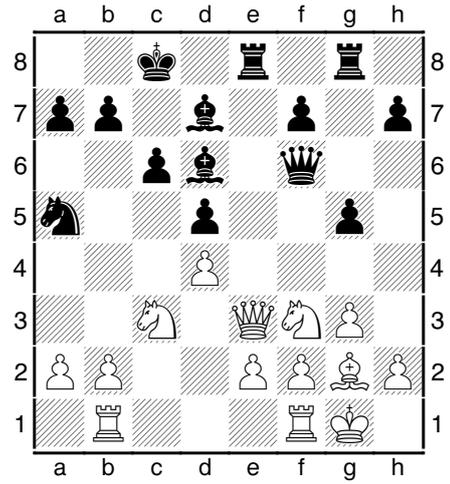
Q112. Black to move: spot the blunder

Why is it a blunder?



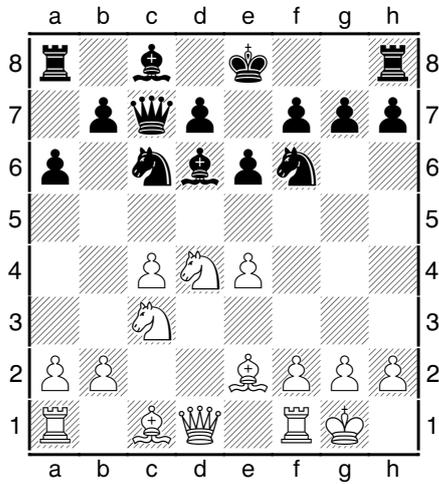
Q113. White to move: spot the blunder

Why is it a blunder?



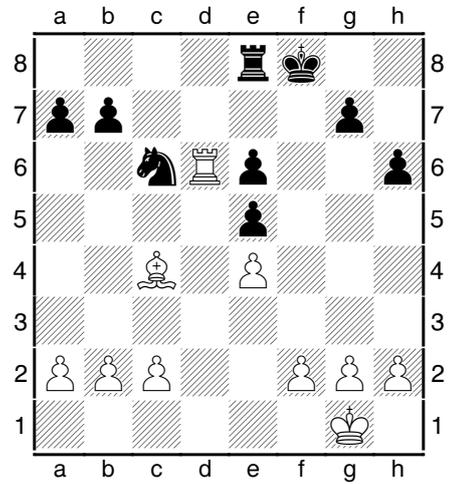
Q114. White to move: spot the blunder

Why is it a blunder?



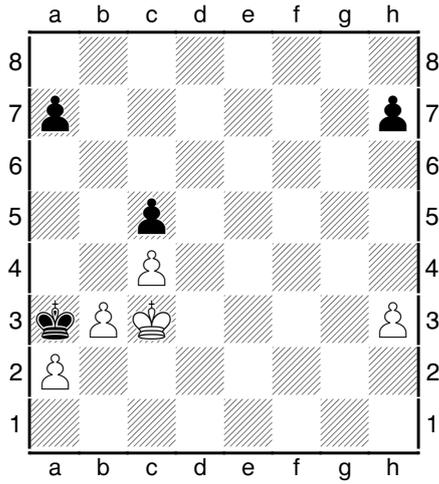
Q115. White to move: spot the blunder

Why is it a blunder?



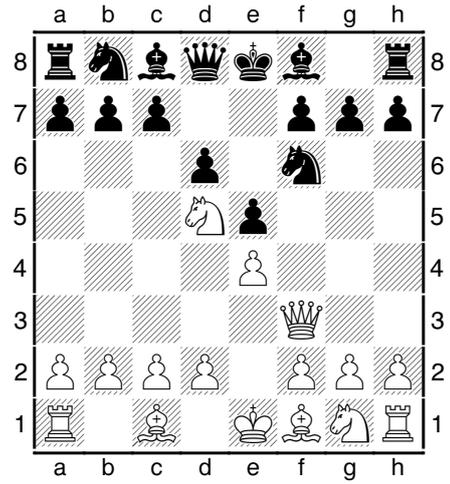
Q116. White to move: spot the blunder

Why is it a blunder?



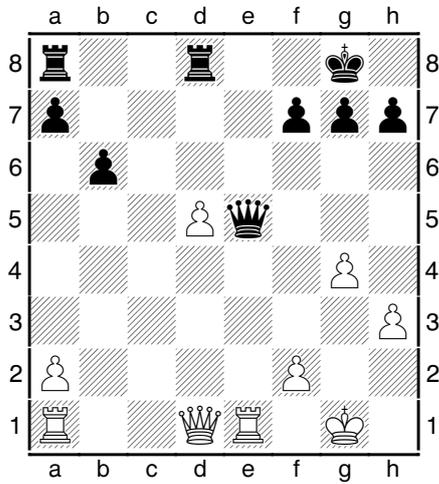
Q117. Black to move: spot the blunder

Why is it a blunder?



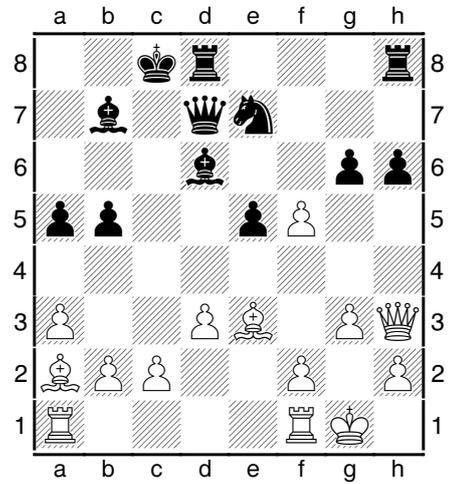
Q118. Black to move: spot the blunder

Why is it a blunder?



Q119. Black to move: spot the blunder

Why is it a blunder?



Q120. Black to move: spot the blunder

Why is it a blunder?

ANSWERS

In each question you score 5 points for guessing the blunder correctly, and another 5 points for a correct explanation of why it's a blunder.

Q1. It looks good to play 1. Ne5, attacking a pinned piece, but it allows a fork: Qe3+.

Themes: ATTACKING A PINNED PIECE, QUEEN FORK

Q2. White wanted to defend the b-pawn so played Qc3: not a good idea after Bb4, winning the queen.

Themes: PIN

Q3. White played 1. g3 to threaten the knight, allowing a fork: Nf3+, winning the queen.

Themes: KNIGHT FORK

Q4. 1. Nxd5 allows mate in 2 with Bb4+ followed by Re1#.

Themes: DOUBLE CHECK, CHECKMATE

Q5. Black has to get out of check, but not by Qf8, when White can play Ne7+.

Themes: EXPLOITING A PIN, CHECKMATE

Q6. Both players are trying to promote, but 1... b2 loses to g6 followed by Re8#.

Themes: PAWN PROMOTION, CHECKMATE

Q7. 1... Qxc3 isn't a free pawn: White plays Rac1 (or Rfc1) and if the queen moves off the c-file, Rc8 is mate.

Themes: SKEWER (against a square), CHECKMATE

Q8. You have to move the rook, but not Rc8 because of Ne7+.

Themes: KNIGHT FORK

Q9. White played Ba5, not realising the bishop was pinned so Black could reply with Qxc2#.

Themes: PIN, CHECKMATE

Q10. The same thing: White played Qf7 to threaten mate, but Black got there first: Qxe2# (or Rxe2#).

Themes: MOVING A DEFENDER, CHECKMATE

Q11. White played Ke3 to get out of check and move his king up the board, overlooking the fork Nc2+.

Themes: KNIGHT FORK

Q12. White promoted to a queen on h8, only to find it was stalemate: other promotions would have won.

Themes: PAWN PROMOTION, STALEMATE

Q13. Nxc5 looked good: capturing a pawn and playing a fork, but it failed to Rd8# (the Opera Mate). Note that Nf6 would also be a blunder, losing the queen to Rd8+.

Themes: KNIGHT FORK, CHECKMATE

Q14. Attacking the queen with Re8 isn't a good idea: Rxd6 will win a piece because the black queen is overloaded.

Themes: COUNTERATTACK, DEFLECTION, OVERWORKED PIECE

Q15. It's usually good to castle in the opening to make your king safe, but here o-o allows Qxh7#.

Themes: CHECKMATE

Q16. Black decided on Bf2+ to stop White castling, but it lost a piece after Kf1 when the rook has to move away from defending the bishop.

Themes: ATTACKING THE DEFENDER, DEFLECTION

Q17. Bh6 looks good, developing with a threat, but it walks into a fork: Qh4+.

Themes: QUEEN FORK

Q18. It's easy to lose games by forgetting the *en passant* rule. Here White played 1. a4, and after bxa3 the pawn was going through.

Themes: *EN PASSANT*, PAWN PROMOTION

Q19. Qxf7+ would have been fine, but White played the moves in the wrong order: Rxf7 allowed Qc1+ and mate next move.

Themes: CHECKMATE

Q20. It's tempting to play Rb8, which seems to pin and win the black knight, but Black gets in first with a skewer: Rb1+.

Themes: PIN, SKEWER

Q21. Black decided to pin the knight with Rd8, but a check can turn your pin into your opponent's discovered attack: Nf6+ wins the exchange.

Themes: PIN, DISCOVERED ATTACK

Q22. You have to be careful where to move the bishop: Bd4 attacks a rook but allows Ne7+.

Themes: KNIGHT FORK

Q23. Black found the worst square for the queen: Qc6 when Bb5 pins and wins.

Themes: PIN

Q24. Qf3 looks clever, using a pin to threaten mate, but sadly White has a discovered attack: Re8+, followed by Qxf3.

Themes: EXPLOITING A PIN, CHECKMATE, DISCOVERED ATTACK

Q25. White played Rxh5, when Black could reply with Rc4+, winning the rook: a common idea in rook endings.

Themes: ATTACKING A DEFENDER, DEFLECTION

Q26. Another rook ending: White played Kd6 to threaten mate, but allowing a skewer: Rb6+.

Themes: CHECKMATE, SKEWER

Q27. Rxh7+ is the sort of move you might play without thinking, but after Kg6 White is losing a piece: either the knight or the rook will be captured.

Themes: ATTACKING A DEFENDER

Q28. The blunder here is Qxh6, when Rh8 will win the queen because of the mate threat on h2.

Themes: PIN, CHECKMATE

Q29. Black decided to threaten mate by playing Qc6, but this allowed Ne7+, forking king and queen. Note that Qc8 would allow the same fork.

Themes: KNIGHT FORK

Q30. Black must move the knight, but should avoid Ng5 where it will be trapped by h4.

Themes: TRAPPING A PIECE

Q31. Nxc4 looks like it wins a pawn safely but it will lose a piece after Nb5.

Themes: DISCOVERED ATTACK

Q32. Black forgot the *en passant* rule here: 1... b5 loses to 2. cxb6 with a5 to follow.

Themes: *EN PASSANT*, PAWN PROMOTION

Q33. With the centre open you want to castle, but you have to be careful: o-o loses to Bxh2+ and the queen is lost.

Themes: DISCOVERED ATTACK

Q34. Rxa5 wins a pawn, but loses a rook to a bishop fork: Bb4+.

Themes: BISHOP FORK

Q35. You have to look further ahead here: 1. Nxd5 is a blunder because of 1... Nxd5 2. Qxd5 Qa5+ with a fork. Note that 1... Qa5+ can be met by 2. Bb2 because 2... Bxb5 will allow Nc7+.

Themes: QUEEN FORK

Q36. The blunder here is Rxc4, because Kf3 will threaten mate as well as the rook.

Themes: DOUBLE THREAT, CHECKMATE

Q37. This one might be hard to see. 1... Qxb2 would be fine, but 1... Rxb2 gives White the chance for an unusual pin: Qa1 will win the rook (or queen for rook).

Themes: PIN

Q38. Black has three ways to take on f6. Two are good, but Bxf6 is a blunder because of Bg4, another pin.

Themes: PIN

Q39. 1... Nxe5 captures a pawn and attacks a pinned piece, but again a discovered attack with check turns the tables: Bxh7+.

Themes: PIN, ATTACKING A PINNED PIECE, DISCOVERED ATTACK

Q40. 1... Rxf2 is the blunder: the knight can jump out with a fork: Nh3.

Themes: KNIGHT FORK

Q41. 1. Ra8 doesn't win a pawn: it loses a rook to a discovered attack: Rd1+.

Themes: DISCOVERED ATTACK

Q42. Another position where it's not safe to castle: 0-0-0 can be met by the skewer Bg4. Credit also for Rd1 which loses in the same way.

Themes: SKEWER

Q43. White has two ways to capture on e4, but Nxe4 is a fatal blunder allowing Qa1#.

Themes: PIN, CHECKMATE

Q44. Rg6 looks good as Black's h-pawn is in trouble, but it's really a blunder: Nf4+ uses the pin on the e-pawn to play a fork winning the exchange.

Themes: EXPLOITING A PIN, FORK

Q45. 1...Nxd4 is a blunder losing a piece after 2. Nxd4 Qxd4 3. Bxh7+.

Themes: DISCOVERED ATTACK

Q46. Black was excited to find Qc6, threatening mate, but White was even more excited to find the fork Ne7+.

Themes: CHECKMATE, KNIGHT FORK

Q47. Black found the worst move on the board: Rd7, which moves the rook off the back rank while also interfering with the bishop's defence of e8, so White has Re8#.

Themes: MOVING A DEFENDER, INTERFERENCE, CHECKMATE

Q48. You have to look two moves ahead again: 1... Ne5 seems good but loses to 2. Rxe5 dxe5 3. Nxf6+.

Themes: DISCOVERED ATTACK

Q49. 1. b4 attacks the pinned pawn on c5 but loses to 1... Bxc3, and, if Qxc3 then Ne2+.

Themes: ATTACKING A PINNED PIECE, DECOY, KNIGHT FORK

Q50. White's rook on h5 is in danger: 1. Rh6 is the blunder: 1... Kg7 2. Rh5 Kg6 leaves it trapped: 3. g4 is not possible because of a pin.

Themes: TRAPPING A PIECE, PIN

Q51. 1. Rc4 threatens to take a pawn with check, but after 1... Bd3 2. Rxc7+ Kd8, White will have to give up the rook to avoid mate.

Themes: DOUBLE THREAT, CHECKMATE

Q52. 1. dxc5 looks natural, but after Bxc5+, whichever way the king moves the f-pawn will be pinned and Black will be able to capture a free rook on e4.

Themes: DECOY, EXPLOITING A PIN, CHECKMATE

Q53. Black should win easily, but Rh3 was a blunder, getting the rook trapped after Kg2.

Themes: TRAPPING A PIECE

Q54. Again Black forgot the *en passant* rule, playing 1... c5 which could be met by dxc6.

Themes: *EN PASSANT*

Q55. Threatening the queen with Ne4 looks safe, but after Qd3 (Qc2 could be met by Ng3) the knight is pinned and cannot be saved.

Themes: PIN

Q56. Black has an extra rook, but should avoid the blunder Rxb3, allowing the fork Qe6+.

Themes: QUEEN FORK

Q57. Another worst move: White found Ne2, losing control of both d1 and f1: Rd1+ and mate next move.

Themes: MOVING A DEFENDER, INTERFERENCE, CHECKMATE

Q58. White played Kc3, walking into a fork: Nxe4+.

Themes: KNIGHT FORK, EXPLOITING A PIN

Q59. You've seen this idea before: White has an extra pawn and is trying to win but the mate threat Kf6 allowed a skewer: Rf8+.

Themes: MATE THREAT, SKEWER

Q60. It's usually good to move your king up the board in the ending, but not here: Kf5 is met by Bd3+ and mate next move.

Themes: CHECKMATE

Q61. Black played exf3, expecting White to take back, but instead he has a discovered attack: Bc4+.

Themes: DISCOVERED ATTACK

Q62. The obvious capture fxe3 is a blunder: Rxe3 is a winning skewer as the queen can't move to defend e8.

Themes: SKEWER

Q63. Black wanted to develop the bishop, but e6 allowed Rd8#: a pin mate and an Opera Mate.

Themes: EXPLOITING A PIN, CHECKMATE

Q64. Another position where moving the king up the board doesn't work: Kh5 gets mated after g4+ with Rxh6# to follow.

Themes: CHECKMATE

Q65. Qxf7 is the blunder: there's another discovered attack with Bh4+ winning the queen.

Themes: DISCOVERED ATTACK

Q66. We all know rooks like moving to the seventh rank, but here 1. Rd7 loses material to the fork 1... Nc5: 2. Rc7 loses to Nba6 and 2. Re7 to, amongst others, Bxf3.

Themes: KNIGHT FORK

Q67. 1. Bxc6 doesn't win a pawn: it loses a piece because 1... Bxc6 2. Qxc6 Bxh2+ is a familiar discovered attack.

Themes: DISCOVERED ATTACK

Q68. Qxd1 is fine, but Bxd1 allows Qe1#.

Themes: CHECKMATE

Q69. Bxb5 is a blunder because Rd5 skewers the bishops.

Themes: SKEWER

Q70. Re8 defends the knight, but loses to Re1, pinning and winning.

Themes: PIN

Q71. Black has to get out of check, but Qd7 isn't a good idea: White has a fork with Qxf6.

Themes: FORK, EXPLOITING A PIN

Q72. 1... Rxd4 loses a rook to 2. Qe8+ Kg7 3. Qe5+: you have to look ahead to find the fork.

Themes: DECOY, QUEEN FORK

Q73. White played Qb6 to attack the pawn on c5, but this allowed Black to play Nd7, using a fork to win a piece.

Themes: KNIGHT FORK, DISCOVERED ATTACK

Q74. Rxe7 might look like a free pawn, but it loses the rook to a long range fork: Qc5+.

Themes: QUEEN FORK

Q75. You've seen this idea before: o-o is a blunder allowing the skewer Bb5.

Themes: SKEWER

Q76. With a two pawn advantage, White wants to trade pieces, but Bb2 gives Black the opportunity to play a pin: Rb8 will win the white bishop.

Themes: PIN

Q77. You should have got this one right as you've seen the idea before: Nxe4 is the blunder, letting White play the pin mate Rd8#.

Themes: CHECKMATE, EXPLOITING A PIN

Q78. Re3 looks good, attacking the pinned g3 pawn again, but White can reply with a fork: Nf5+.

Themes: ATTACKING A PINNED PIECE, KNIGHT FORK, EXPLOITING A PIN

Q79. In this sort of position Black often plays g6 to trap the bishop on h7, but here it's a fatal mistake because White can play Bh6#.

Themes: TRAPPING A PIECE, CHECKMATE

Q80. Black played Bxf3, planning a mate on g2, but the move lost control of d7 so White could mate first: Qd7#

Themes: CHECKMATE

Q81. White has a nice position but has to be careful: Nxd6 loses a piece to the discovered attack Nf6.

Themes: DISCOVERED ATTACK

Q82. You really have to know this idea: cxd4 opens up the diagonal for a queen fork: Qa5+

Themes: QUEEN FORK

Q83. Which way should White capture on f3? Qxf3 looks obvious but after Bg4 the queen is trapped.

Themes: TRAPPING A PIECE

Q84. It's fatal to play Qxc6: Black plays Qf3#.

Themes: CHECKMATE

Q85. You might not know this idea: Rxc2 gives White the chance to play for stalemate: Rxf7+ when if Black doesn't take, White can keep on checking.

Themes: STALEMATE

Q86. It looks good to play 1... c5 here, but opening up the rank lets White play 2. Nxe6 fxe6 (or 2... Qd7 3. Nxc7+) 3. Qxe6+ and Qxa6.

Themes: QUEEN FORK

Q87. Ra2 is a terrible mistake: the rook is lost after b4+.

Themes: DISCOVERED ATTACK

Q88. 1... Nd3+ looks at first like it wins a piece, but after 2. Qxd3 exd3 3. Bxc7 Kxc7 4. Rxe6 Black will end up a piece behind.

Themes: PIN, DISCOVERED ATTACK, FORK, EXPLOITING A PIN

Q89. This is a hard one to see, but if White plays Bb4, black can reply with Qb8, a retreat setting up a skewer.

Themes: DISCOVERED ATTACK, SKEWER

Q90. It's not safe to play Nxa6 because after c5 the knight will be trapped.

Themes: DISCOVERED ATTACK, TRAPPING A PIECE

Q91. The greedy Qxh6 is a dreadful mistake: Bg5+ will win the queen.

Themes: BISHOP FORK

Q92. The knight on f3 is pinned against the d1 square, so Nxe5 is a mistake, losing to Rd1+.

Themes: SKEWER

Q93. The blunder is exf4, opening up the long diagonal for Qh8+.

Themes: SKEWER

Q94. The black queen has to move, but Qxd5 is a disaster if White finds Nf6+.

Themes: DISCOVERED ATTACK

Q95. If Black plays exd4, White shouldn't recapture but prefer e5 with a familiar pawn fork.

Themes: PAWN FORK

Q96. Again, it can be fatal to assume that if you capture something your opponent will take back: here, Rxe1 will run into Qf8#.

Themes: CHECKMATE

Q97. White found the worst move on the board, Kxh5, allowing Rh3#.

Themes: CHECKMATE

Q98. Bxc3 should win, but White played Nxc3, after which Black can regain the piece with a5, to force the bishop away from the knight.

Themes: DEFLECTION

Q99. Another position where castling is a mistake: o-o runs into Qc5+.

Themes: QUEEN FORK

Q100. There are several good squares for the white queen, but if Qf5, the queen is unexpectedly trapped by g6.

Themes: TRAPPING A PIECE

Q101. Black should draw this ending, but Be6 would be a losing move after Rf6.

Themes: PIN

Q102. Black has lots of good moves here, but Qxd4 is a blunder: White can reply with Rg1 and the queen can't get back to defend g7.

Themes: CHECKMATE

Q103. The blunder is 1... Bxe4, walking into a fork: 2. Nd7

Themes: KNIGHT FORK

Q104. Black has a lot of pieces for the queen, but Rxc5 will lose one of them to a fork: Qb4.

Themes: QUEEN FORK

Q105. Even in a simple position like this it's easy to make a mistake. Kxc4 falls for Ra4+ and the rook is lost.

Themes: SKEWER

Q106. In this exciting position White played o-o, wanting to defend f2 again, but forgot that Black could then play Qxh2#.

Themes: CHECKMATE

Q107. Rxa7 wins a pawn but loses the rook to Bc5+ (or 1... Qb6+ 2. Qf2 Qxf2+ 3. Kxf2 Bc5+).

Themes: BISHOP FORK

Q108. White wants to defend c2 but don't forget the *en passant* capture: c4 allows dxc3.

Themes: *EN PASSANT*

Q109. The worst way to get out of check is Ke6, when White has Qf5#.

Themes: CHECKMATE

Q110. Black wants to defend e5 again, but Re7 is the wrong way to do it because Ba3 skewers the rooks.

Themes: SKEWER

Q111. Black played 1... f6 to defend the f-pawn, but White can win the rook: 2. Rf5+ Kd4 3. Rf4+.

Themes: DEFLECTION, SKEWER

Q112. Nxd5 looks safe but allows Bf3, when the pin on the long diagonal will win material.

Themes: PIN

Q113. White just has to stop the b-pawn and Black will resign – but the immediate Qxb2 is stalemate.

Themes: STALEMATE

Q114. White must move the queen, but 1. Qd3 loses to Bf5, and if 2. e4, dxe4 is a fork.

Themes: SKEWER, PAWN FORK

Q115. You have to look a few moves ahead: 1. f4 stops Bxh2+ and threatens a fork, but then 1... Nxd4 2. Qxd4 Bc5 is a pin.

Themes: PAWN FORK, PIN

Q116. 1. Bxe6 is misguided: Ke7 will win material by deflecting the rook.

Themes: DEFLECTION

Q117. In this pawn ending Black should avoid Kxa2 which allows b4 and White will eventually promote on c8.

Themes: PAWN PROMOTION

Q118. Bg4 attacks the queen but loses the bishop to Nxf6+.

Themes: CAPTURING THE DEFENDER

Q119. This is an idea well worth remembering: Qxd5 will lose queen for rook if White finds Re8+ in reply.

Themes: DEFLECTION

Q120. Black has three possible captures on f5, but should avoid Qxf5, which loses the queen to Be6+ as the white queen provides an x-ray defence.

Themes: BISHOP FORK

CHAPTER 2

TRICK OR TREAT

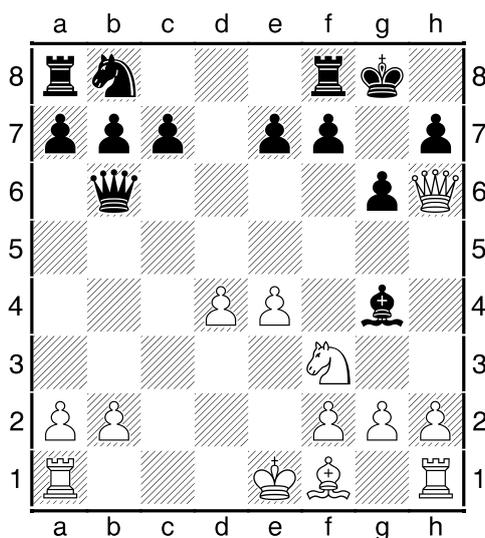
One of the most important skills in chess is the ability to look ahead. In the puzzles in this chapter you'll be given a possible move. It might be a capture. It might be a sacrifice. It might be something else. You have to tell me whether it's a TRICK (a bad move) or a TREAT (a good move). You'll get points for a right answer and more points for giving me the right reason.

This isn't a guessing game. To gain maximum points you'll have to think ahead and work out what will happen next if the move is played. Remember that moves that look good sometimes turn out to be bad. Likewise, moves that look bad sometimes turn out to be good.

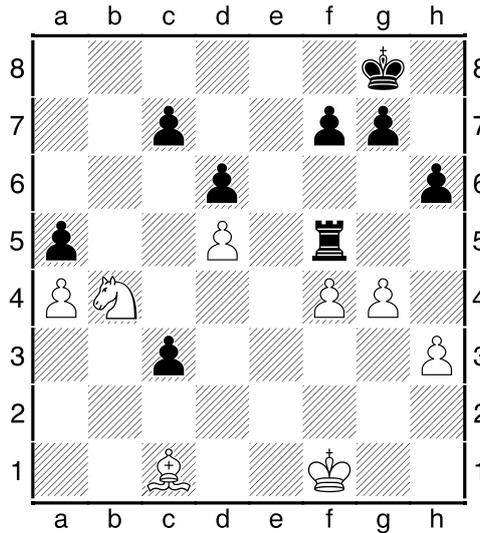
If you get stuck you might want to set up the position on your board and play out the moves. Of course you're not allowed to do this in a tournament game so at some point you'll have to get used to seeing the variations in your head. It's not easy but you can learn to do it.

I'll show you a couple of examples to help you understand what you have to do.

It's White to play in this position.



Is Ng5 a good move or a bad move? It certainly looks good, doesn't it? You're threatening Qh7# and moving the rook will only delay it for a move. But think again. Does Black have any checks? Yes, and as it happens Qb4 is also checkmate as moving your knight to g5 has prevented Qd2. So you'd score 5 points for telling me Ng5 is a bad move, and another 5 points for explaining that Black can mate by Qb4 (or Qa5+, which takes a move longer).

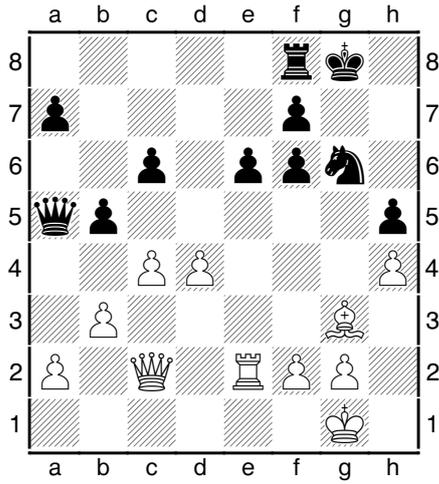


This time it's Black to play. Is $axb4$ a trick or a treat? A bad move or a good move? At first it looks like it loses a rook for a knight, but if you look further you'll see that after $1... axb4$ $2. gxf5$ $b3$ you'll soon promote a pawn. Again, you'll score 5 points for telling me it's a good move, and another 5 points for giving the right reason.

A few things to remember:

- Moves that look good sometimes turn out to be bad.
- Moves that look bad sometimes turn out to be good.
- You have to look ahead, trying to find your opponent's best move, to work out whether a move is good or bad.
- At your level, more games are lost by unsound sacrifices than won by sound sacrifices.

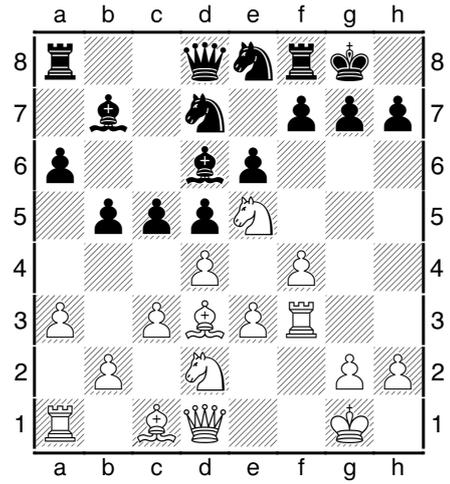
When you're ready, turn over the page and see how you get on.



Q121. White to move: Rxe6

Good Move/Bad Move

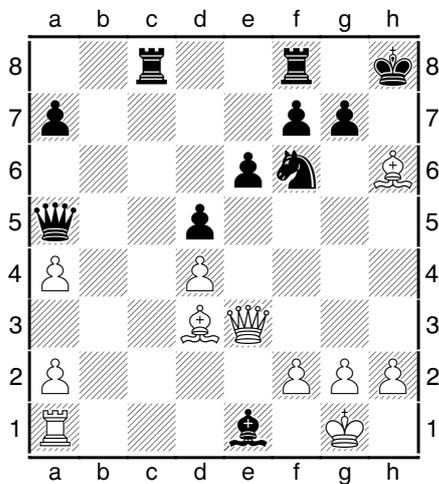
Why do you say that?



Q122. White to move: Bxh7+

Good Move/Bad Move

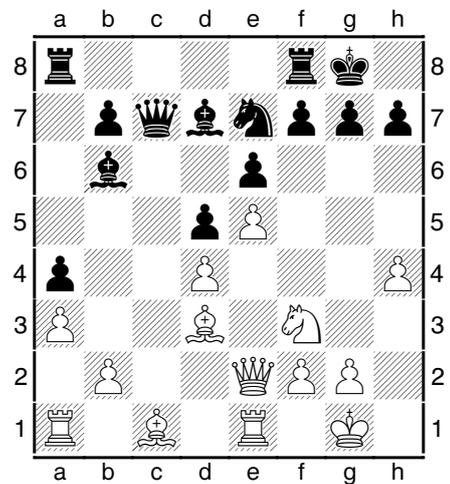
Why do you say that?



Q123. White to move: Bxg7+

Good Move/Bad Move

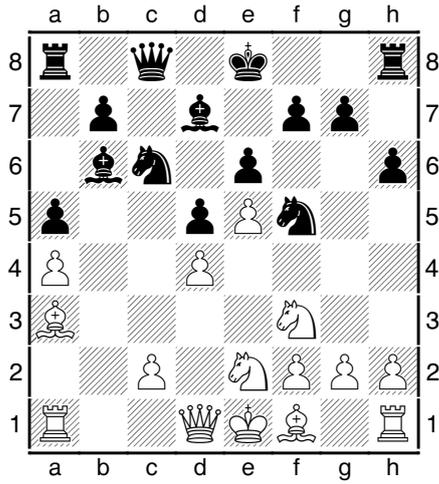
Why do you say that?



Q124. White to move: Bxh7+

Good Move/Bad Move

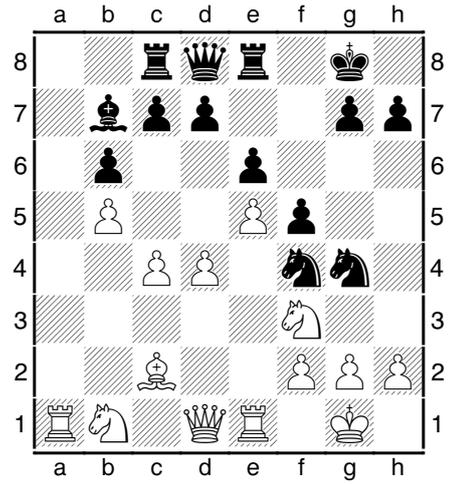
Why do you say that?



Q125. Black to move: Ncxd4

Good Move/Bad Move

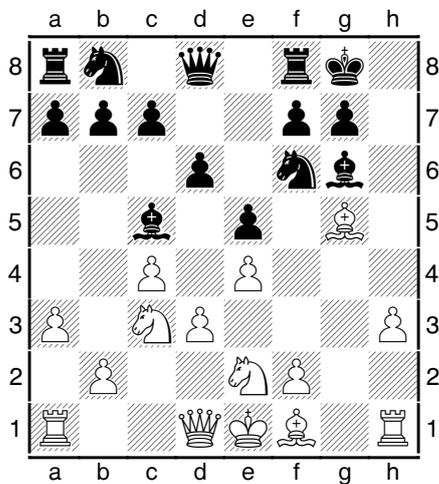
Why do you say that?



Q126. Black to move: Nxcg2

Good Move/Bad Move

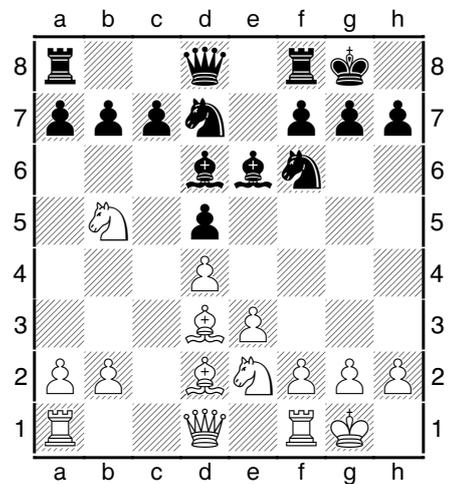
Why do you say that?



Q127. Black to move: Nxe4

Good Move/Bad Move

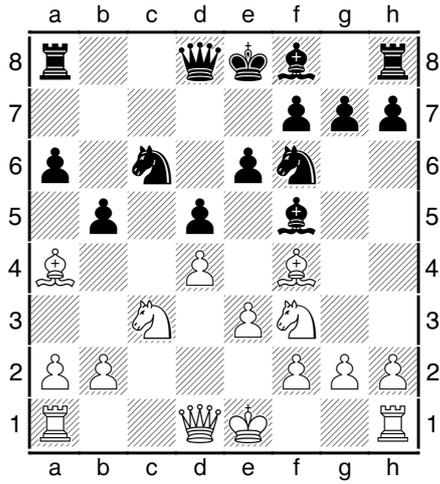
Why do you say that?



Q128. Black to move: Bxh2+

Good Move/Bad Move

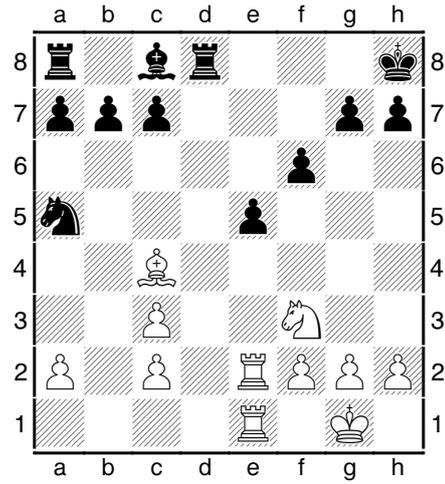
Why do you say that?



Q129. White to move: Nxb5

Good Move/Bad Move

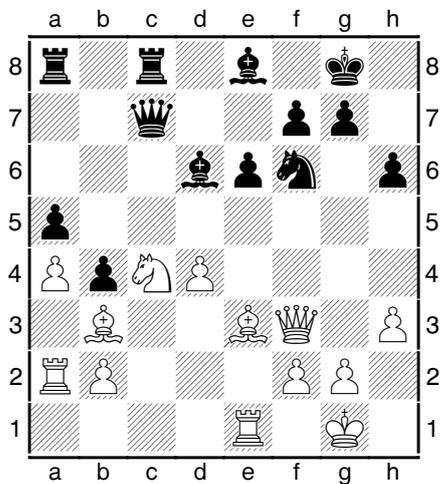
Why do you say that?



Q130. White to move: Nxe5

Good Move/Bad Move

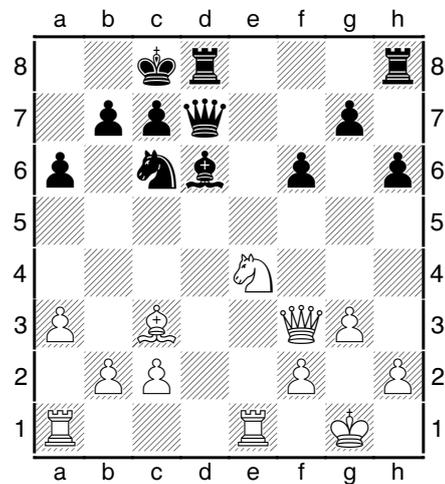
Why do you say that?



Q131. White to move: Bxh6

Good Move/Bad Move

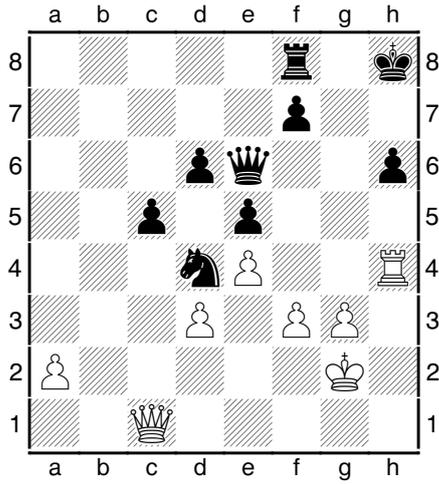
Why do you say that?



Q132. White to move: Nxf6

Good Move/Bad Move

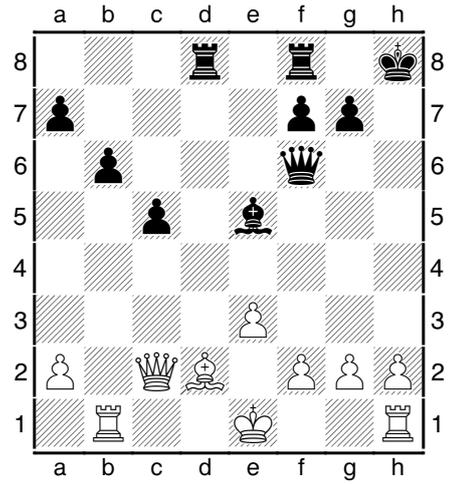
Why do you say that?



Q133. Black to move: Qxa2+

Good Move/Bad Move

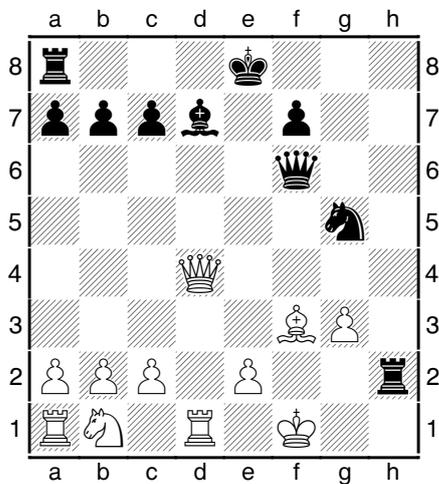
Why do you say that?



Q134. Black to move: Rxd2

Good Move/Bad Move

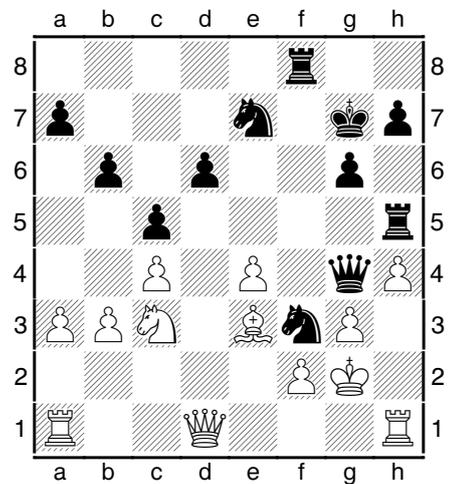
Why do you say that?



Q135. Black to move: Qxf3+

Good Move/Bad Move

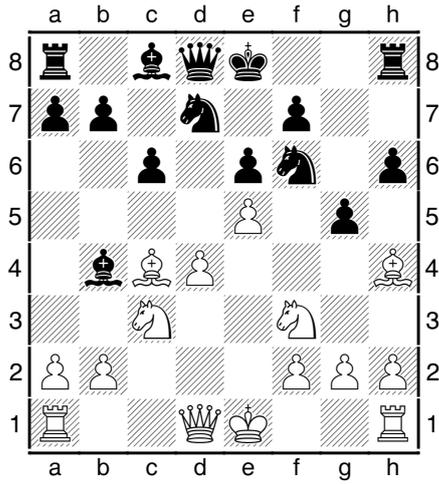
Why do you say that?



Q136. Black to move: Nxh4+

Good Move/Bad Move

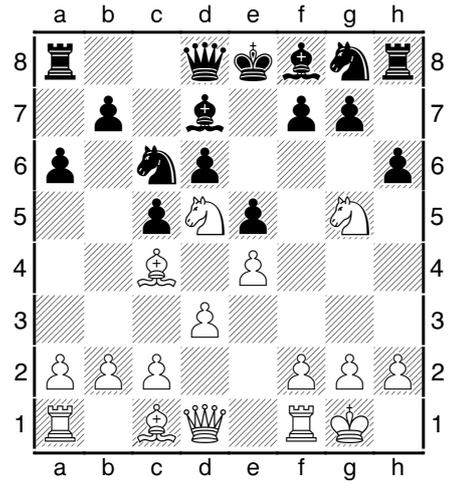
Why do you say that?



Q137. White to move: Nxg5

Good Move/Bad Move

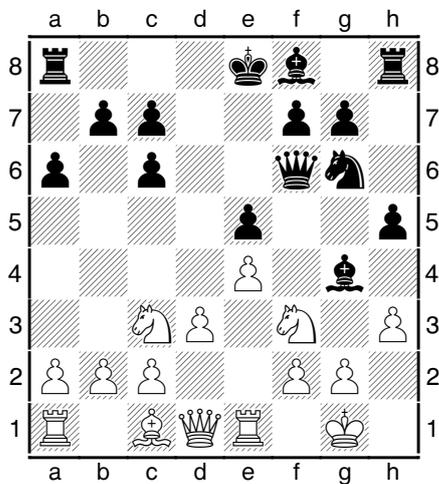
Why do you say that?



Q138. White to move: Nxf7

Good Move/Bad Move

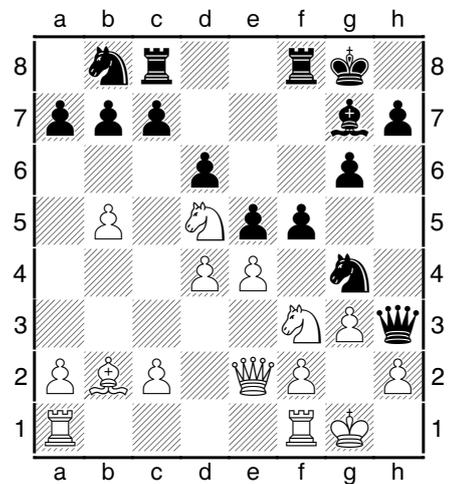
Why do you say that?



Q139. White to move: hxg4

Good Move/Bad Move

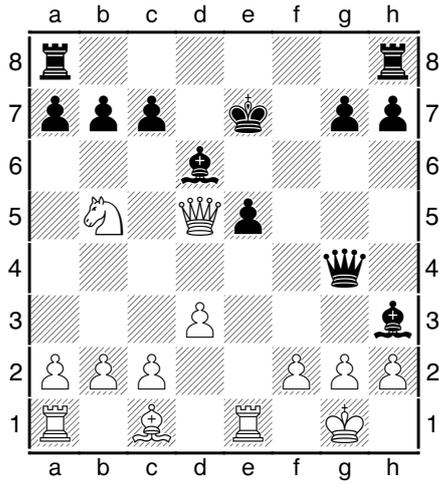
Why do you say that?



Q140. White to move: Ne7+

Good Move/Bad Move

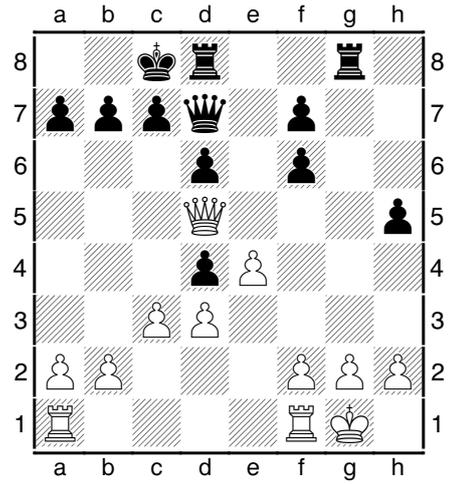
Why do you say that?



Q141. Black to move: c6

Good Move/Bad Move

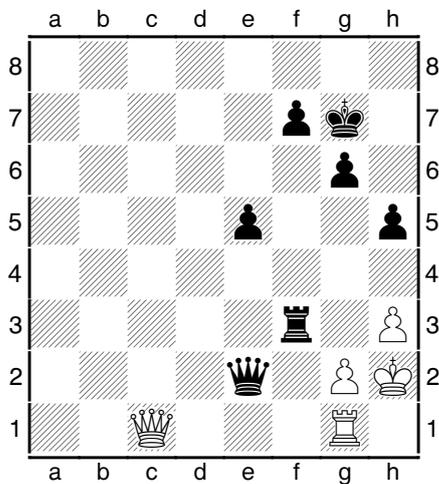
Why do you say that?



Q142. Black to move: Rxc2+

Good Move/Bad Move

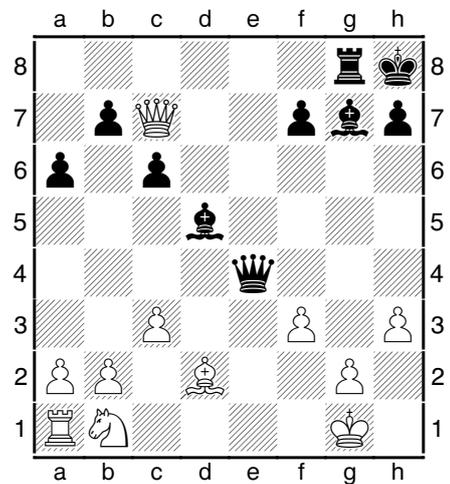
Why do you say that?



Q143. Black to move: Rxh3+

Good Move/Bad Move

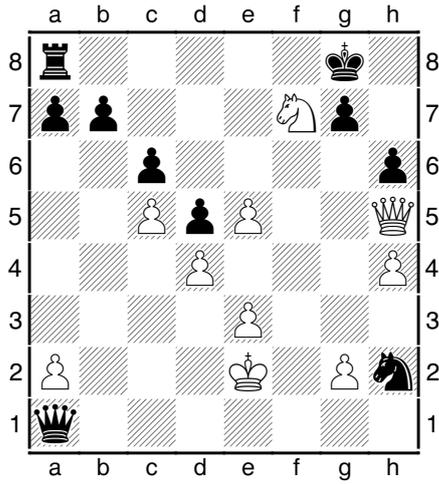
Why do you say that?



Q144. Black to move: Qxf3

Good Move/Bad Move

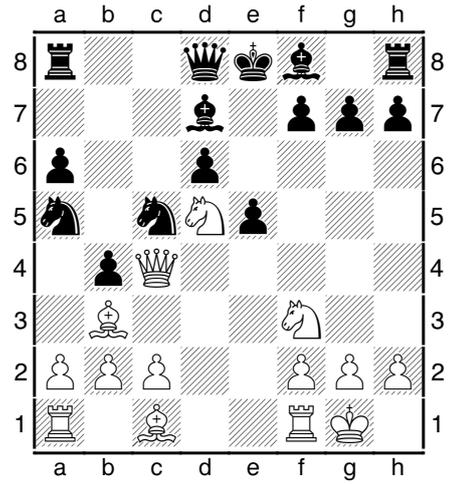
Why do you say that?



Q145. White to move: Nxh6+

Good Move/Bad Move

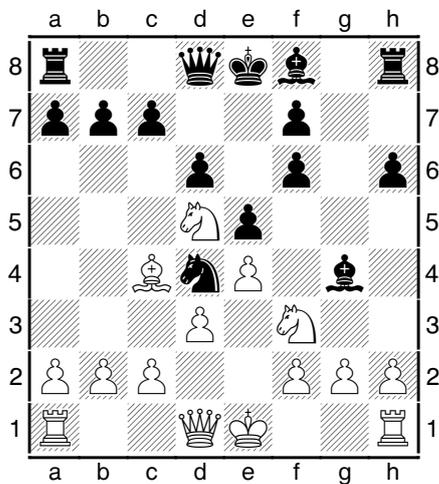
Why do you say that?



Q146. White to move: Nc7+

Good Move/Bad Move

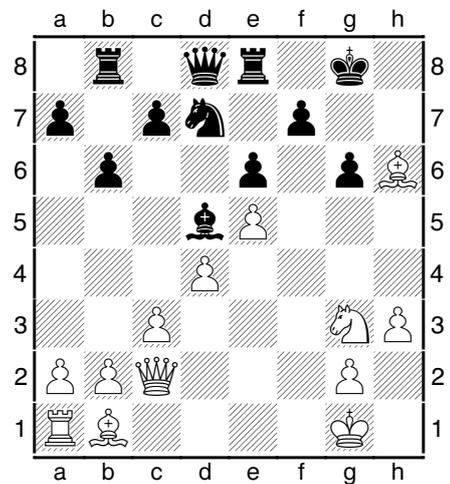
Why do you say that?



Q147. White to move: Nxd4

Good Move/Bad Move

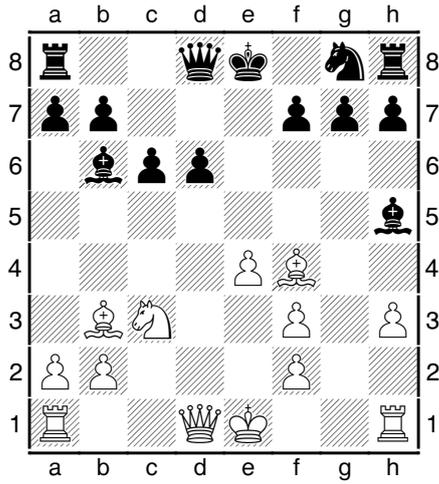
Why do you say that?



Q148. White to move: Nh5

Good Move/Bad Move

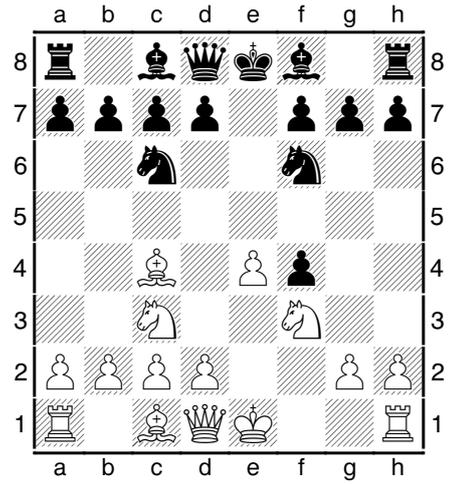
Why do you say that?



Q149. Black to move: Bxf2+

Good Move/Bad Move

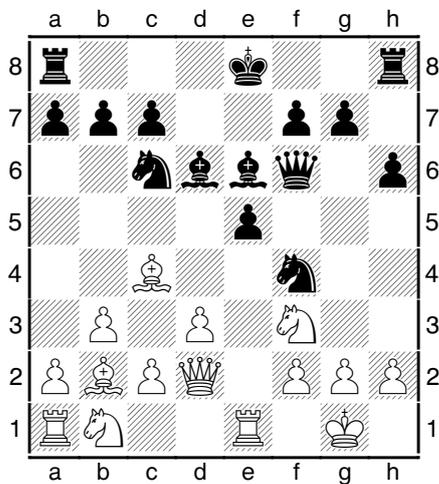
Why do you say that?



Q150. Black to move: Nxe4

Good Move/Bad Move

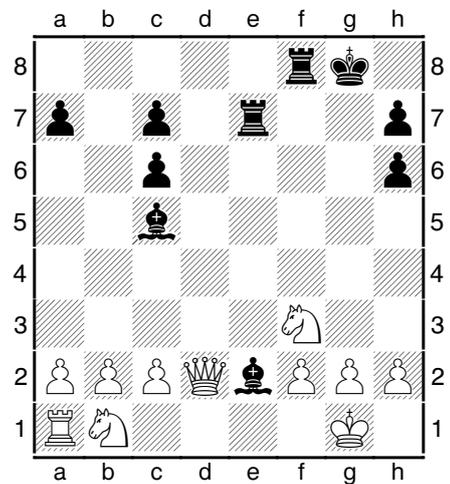
Why do you say that?



Q151. Black to move: Nxc2

Good Move/Bad Move

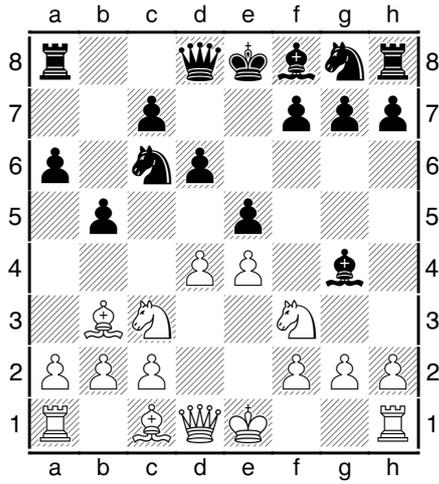
Why do you say that?



Q152. Black to move: Rxf3

Good Move/Bad Move

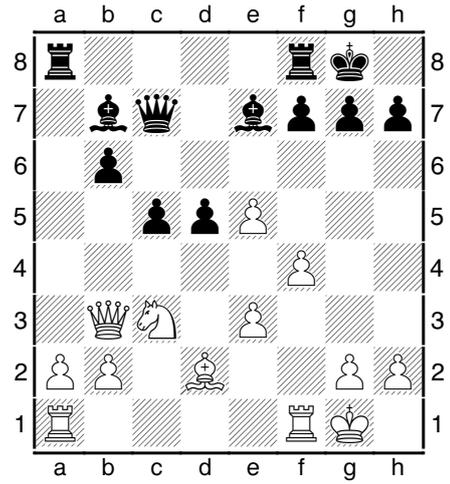
Why do you say that?



Q153. White to move: Bxf7+

Good Move/Bad Move

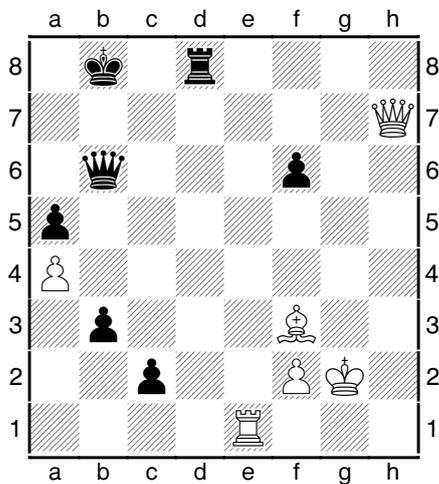
Why do you say that?



Q154. White to move: Nxd5

Good Move/Bad Move

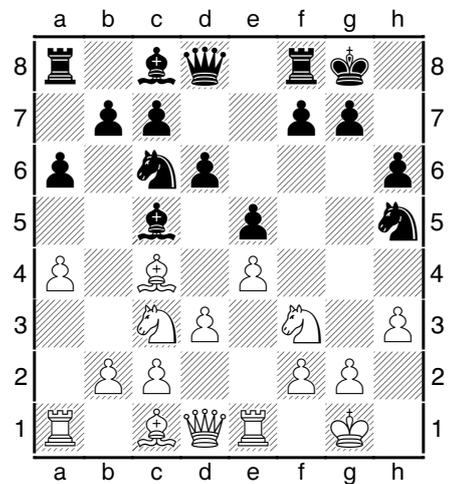
Why do you say that?



Q155. White to move: Re7

Good Move/Bad Move

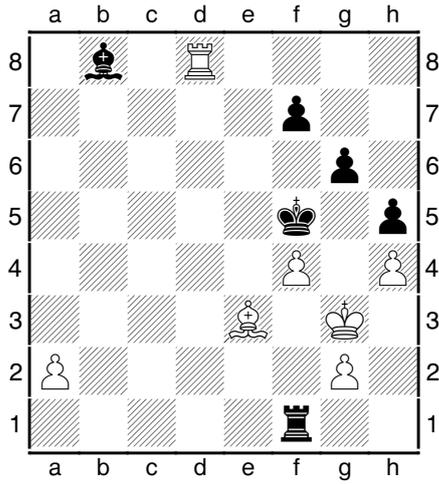
Why do you say that?



Q156. White to move: Nxe5

Good Move/Bad Move

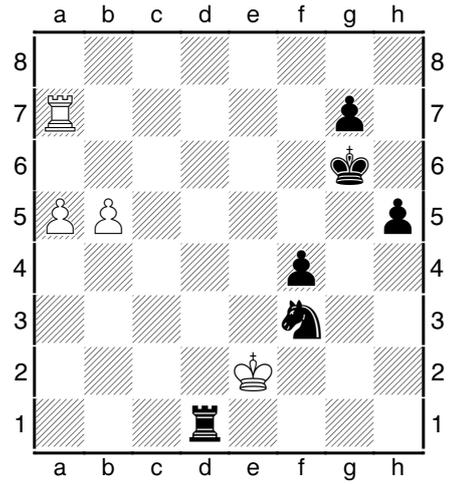
Why do you say that?



Q157. Black to move: Bxf4+

Good Move/Bad Move

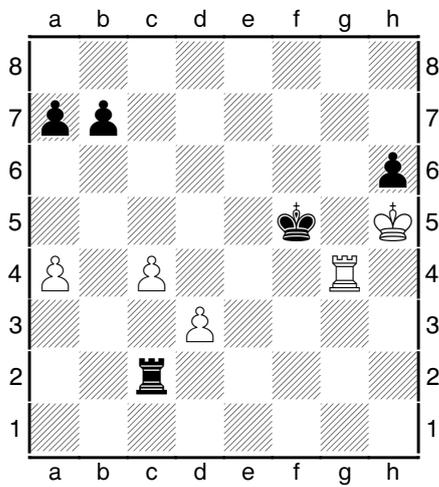
Why do you say that?



Q158. Black to move: h4

Good Move/Bad Move

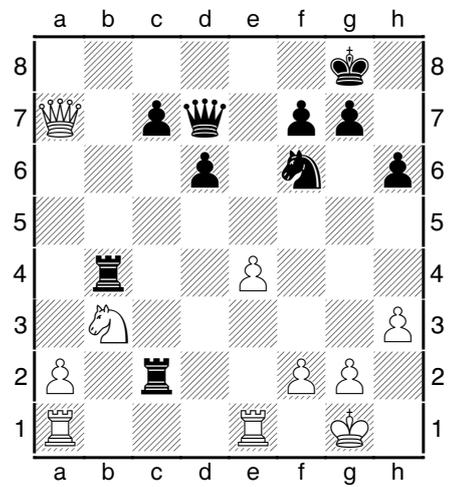
Why do you say that?



Q159. Black to move: Rh2+

Good Move/Bad Move

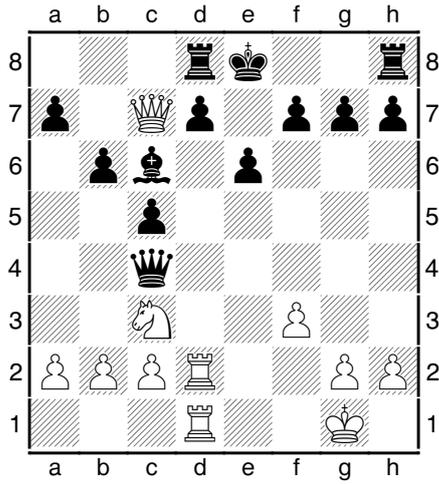
Why do you say that?



Q160. Black to move: Rxe4

Good Move/Bad Move

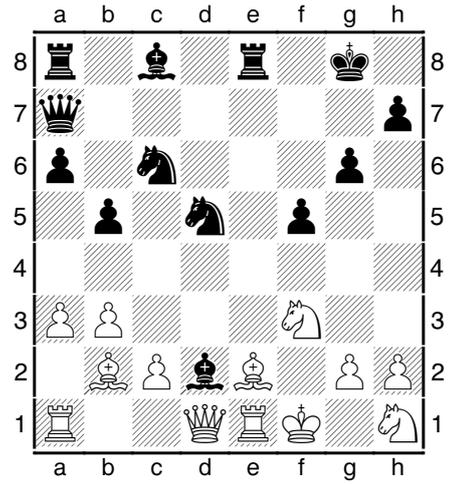
Why do you say that?



Q161. White to move: Qxc6

Good Move/Bad Move

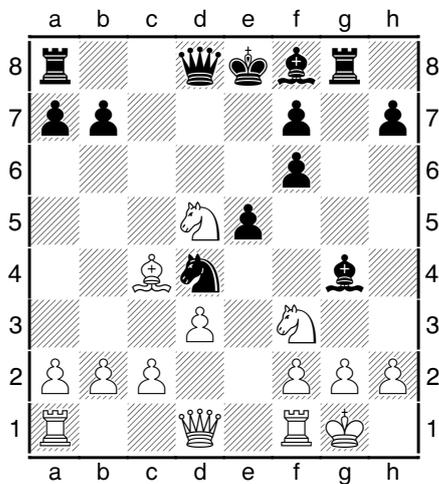
Why do you say that?



Q162. White to move: Qxd2

Good Move/Bad Move

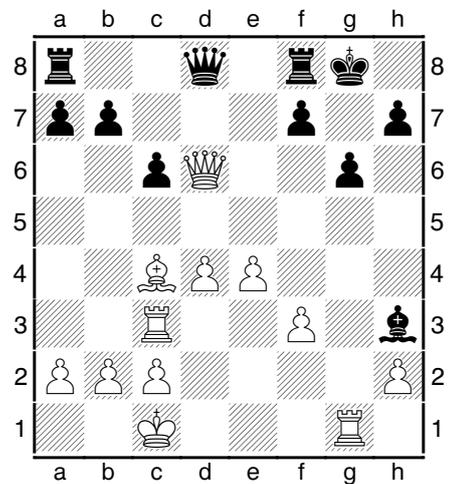
Why do you say that?



Q163. White to move: Nx d4

Good Move/Bad Move

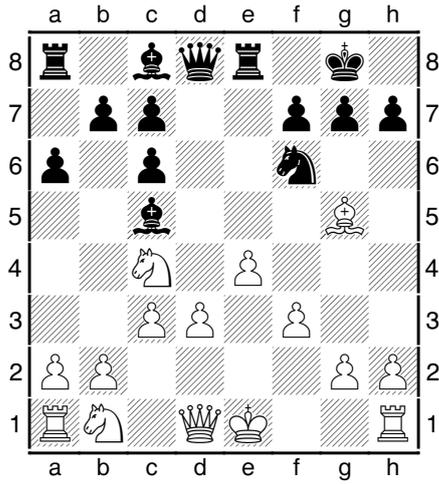
Why do you say that?



Q164. White to move: Rxg6+

Good Move/Bad Move

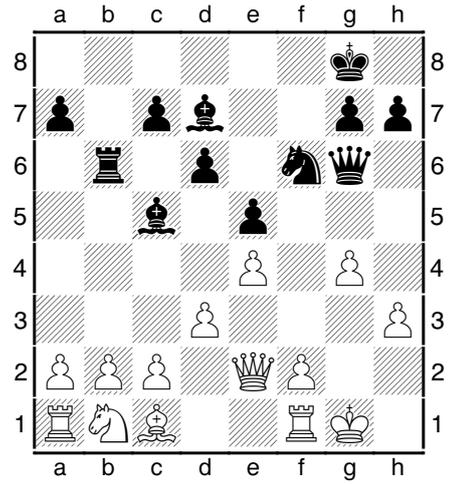
Why do you say that?



Q165. Black to move: Nxe4

Good Move/Bad Move

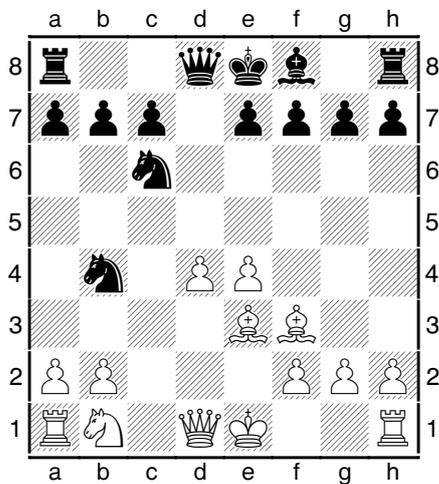
Why do you say that?



Q166. Black to move: Nxg4

Good Move/Bad Move

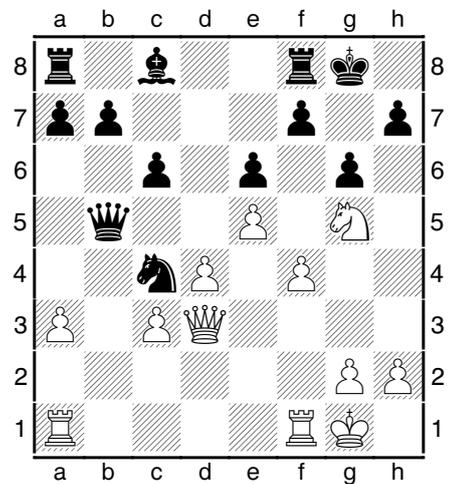
Why do you say that?



Q167. Black to move: Nxd4

Good Move/Bad Move

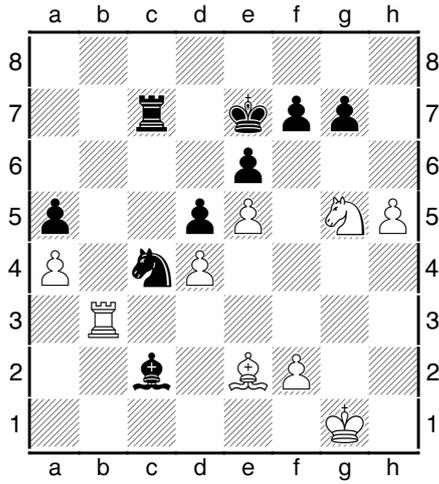
Why do you say that?



Q168. Black to move: Nxa3

Good Move/Bad Move

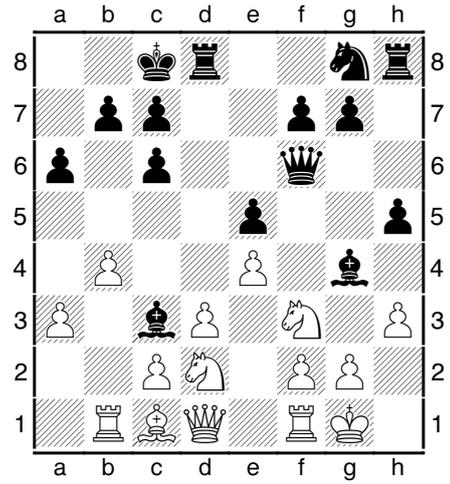
Why do you say that?



Q169. White to move: Bxc4

Good Move/Bad Move

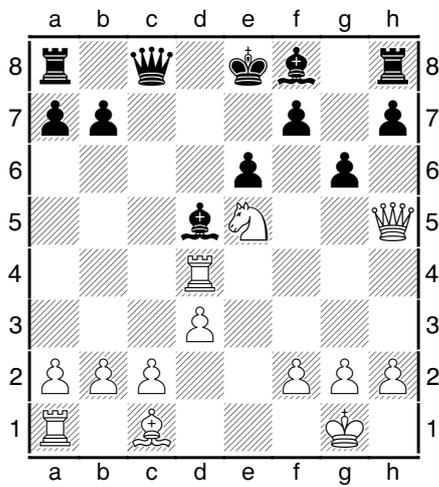
Why do you say that?



Q170. White to move: hxg4

Good Move/Bad Move

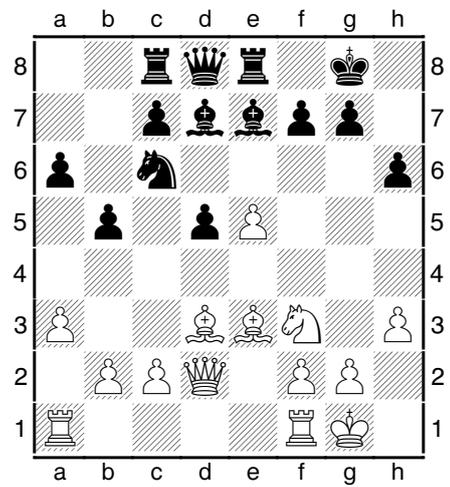
Why do you say that?



Q171. White to move: Nxg6

Good Move/Bad Move

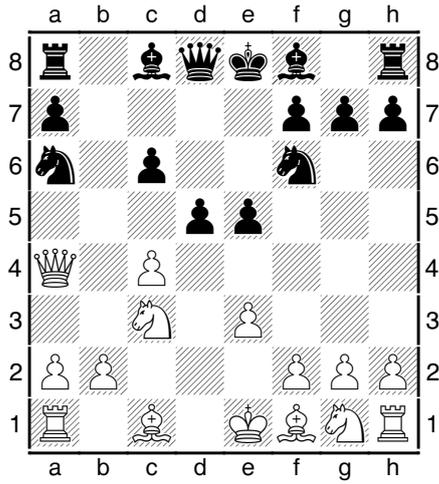
Why do you say that?



Q172. White to move: Bxh6

Good Move/Bad Move

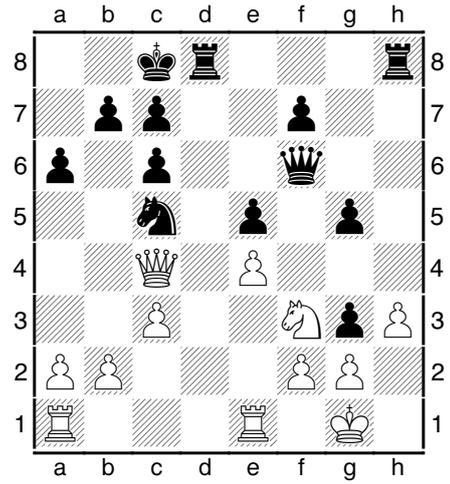
Why do you say that?



Q173. Black to move: Nc5

Good Move/Bad Move

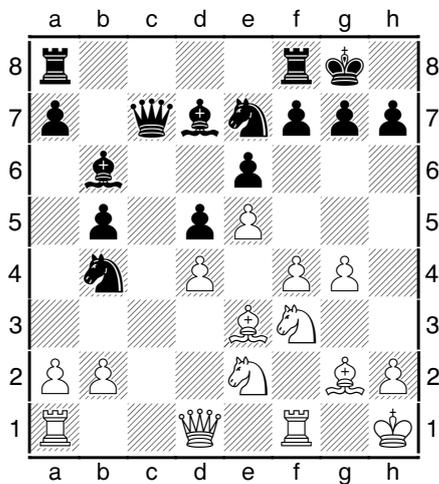
Why do you say that?



Q174. Black to move: Rd2

Good Move/Bad Move

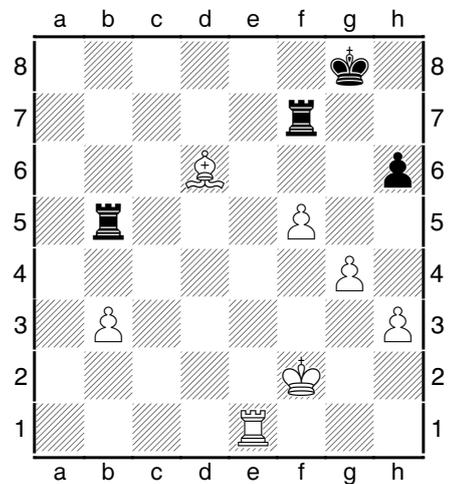
Why do you say that?



Q175. Black to move: Nc2

Good Move/Bad Move

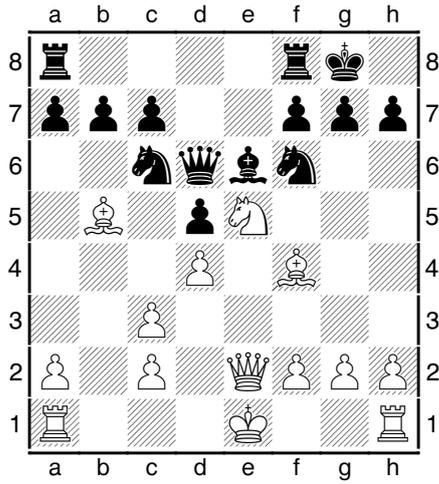
Why do you say that?



Q176. Black to move: Rxb3

Good Move/Bad Move

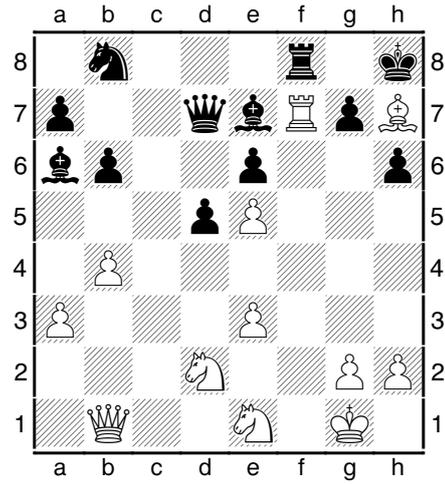
Why do you say that?



Q177. White to move: Ng6

Good Move/Bad Move

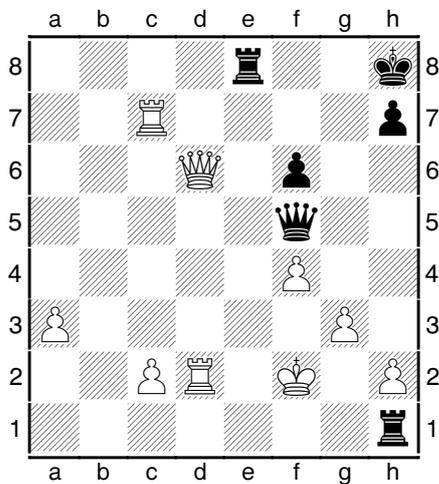
Why do you say that?



Q178. White to move: Rxc7

Good Move/Bad Move

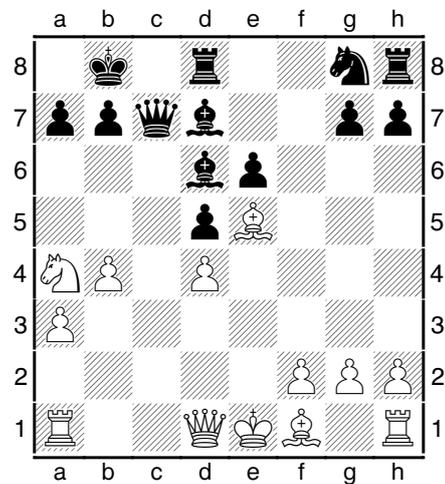
Why do you say that?



Q179. White to move: Qd8

Good Move/Bad Move

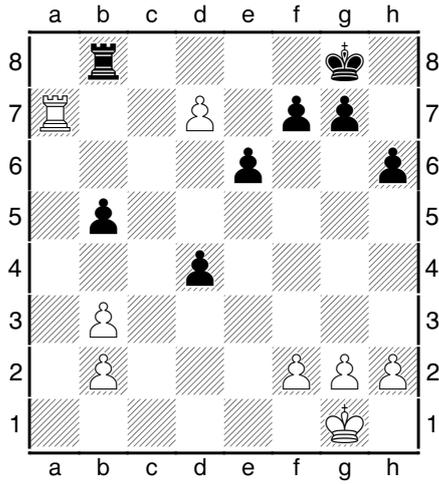
Why do you say that?



Q180. White to move: Rc1

Good Move/Bad Move

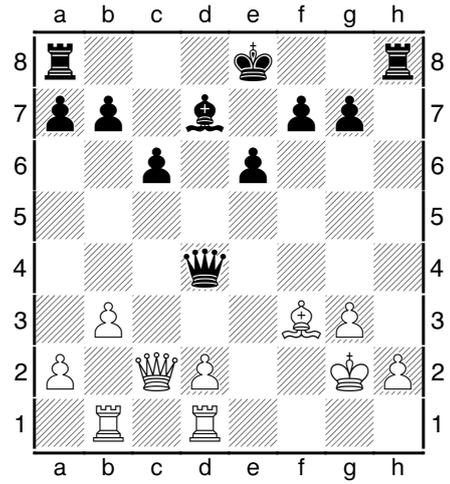
Why do you say that?



Q181. Black to move: d3

Good Move/Bad Move

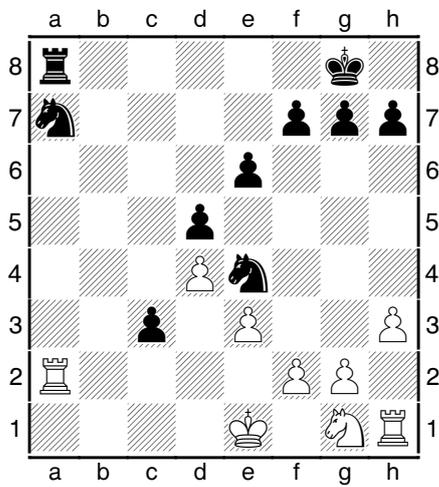
Why do you say that?



Q182. Black to move: Rxh2+

Good Move/Bad Move

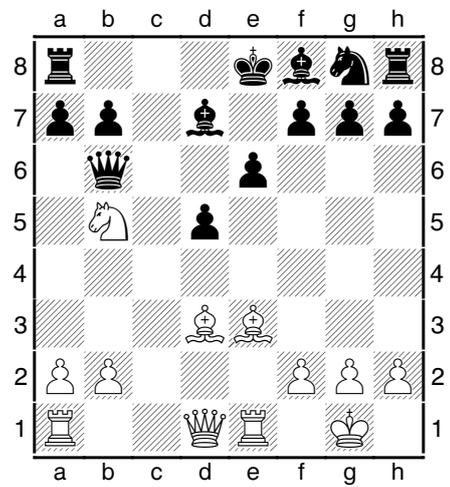
Why do you say that?



Q183. Black to move: Rc8

Good Move/Bad Move

Why do you say that?



Q184. Black to move: Bc5

Good Move/Bad Move

Why do you say that?

ANSWERS

Scoring: 5 points for correctly answering the question plus up to 5 points (sometimes 10 points for something very difficult to see) for any other tactical idea you notice. Take some points off if you only partly understood the tactical idea. It's a good idea to switch an engine on to check your answer.

Q121. 1. Rxe6 is a GOOD MOVE (5 points). 1... fxe6 2. Qxg6+ (5 points) Kh8 and now 3. Bd6 (5 points) is much stronger than Qxh5+ Kg7.

Themes: KING SIDE ATTACK, SACRIFICE, DEFLECTION, CHECKMATE

Q122. 1. Bxh7+ is a GOOD MOVE (5 points). White has played an opening called the Stonewall Attack, which can lead to this sort of position. If you were going to play 1... Kxh7 2. Rh3+ Kg8 3. Qh5 you score 5 more points.

Themes: KING SIDE ATTACK, SACRIFICE, CHECKMATE

Q123. 1. Bxg7+ is a GOOD MOVE (5 points). 1...Kxg7 2. Qg5+ Kh8 3. Qxf6+ (5 points) and White mates in three more moves.

Themes: KING SIDE ATTACK, SACRIFICE, FORK, DEFLECTION, CHECKMATE

Q124. 1. Bxh7+ is a BAD MOVE (5 points). Black has the advantage after 1... Kxh7 2. Ng5+ Kg8 (5 points) 3. Qh5 Qc2 (5 points if you found this move) 4. Re4 Qxe4 5. Nxe4 dxe4. This diagonal defence is an important idea that you need to know.

Themes: KING SIDE ATTACK, UNSOUND SACRIFICE, DEFENDING AGAINST CHECKMATE

Q125. 1... Ncxd4 is a GOOD MOVE (5 points). If White plays Nexd4 Black will reply with Qc3+ (5 points) so Black is winning a pawn.

Themes: QUEEN FORK

Q126. 1... Nxg2 is a GOOD MOVE (5 points). After 2. Kxg2 the knight on f3 is pinned so Black can play 2... Qg5, threatening Ne3+ (5 points). After 2... Qg5 White's best reply is 3. Kg1, unpinning the knight, when Black has 3... Bxf3 4. Qxf3 Ne3+ and Nxc2. Give yourself up to 5 bonus points for this.

Themes: SACRIFICE, EXPLOITING A PIN, CHECKMATE, DISCOVERED CHECK, KNIGHT FORK

Q127. 1... Nxe4 is a BAD MOVE (5 points). If you saw that 2. Bxd8 is met by Bxf2# you score 5 points, and you score another 5 points for seeing that 2. Nxe4 instead leaves White ahead. (Note that 2. dxe4 would be answered by Qxg5.)

Themes: UNSOUND SACRIFICE, CHECKMATE, DOUBLE THREAT

Q128. 1... Bxh2+ is a BAD MOVE (5 points). Another position where this sacrifice doesn't work. 2. Kxh2 Ng4+ 3. Kg3 (5 points if you were planning this move) and Black has no follow up. But 3. Kg1 loses to Qh4.

Themes: KING SIDE ATTACK, UNSOUND SACRIFICE

Q129. 1. Nxb5 is a BAD MOVE (5 points). 1... axb5 2. Bxb5 looks like a winning pin until you see 2... Qa5+ (5 points), turning the tables.

Themes: PIN, QUEEN FORK

Q130. 1. Nxe5 is a GOOD MOVE (5 points). 1... fxe5 2. Rxe5 and if Nxc4 then Re8+ and if instead Black stops the mate, then Rxa5.

Themes: DOUBLE THREAT, CHECKMATE

Q131. 1. Bxh6 is a BAD MOVE (5 points). Black can play 1... Bc6 to drive the queen away and then capture on h6 (5 points).

Themes: OVERWORKED PIECE, DEFLECTION

Q132. 1. Nxf6 is a BAD MOVE (5 points). 1... gxf6 2. Bxf6 and Black can play Rhf8 or Rdf8 to get out of the fork and set up a pin (5 points).

Themes: BISHOP FORK, PIN

Q133. 1... Qxa2+ is a BAD MOVE (5 points). Other king moves lose, but after 2. Kh1 (5 points) Black has no more checks and can't defend h6 (5 points if you realised this). White will either win the queen or deliver checkmate within the next few moves. Instead, Kg7 or Kh7 would have won easily.

Themes: KING SIDE ATTACK, MOVING A DEFENDER

Q134. 1... Rxd2 is a GOOD MOVE (5 points). After 2. Qxd2 you have Bc3 (5 points) and after 2. Kxd2 you have Qxf2+ 3. Kc1 Qxe3+ 4. Qd2 Qa3+ 5. Kd1 Qa4+ (5 points) or 3 Kd1 Rd8+ (5 points).

Themes: KING IN THE CENTRE, DECOY, PIN, DEFLECTION

Q135. 1... Qxf3+ is a GOOD MOVE (5 points). It's a brilliant queen sacrifice: 2. exf3 Bh3+ and 3... Nxf3# (5 points).

Themes: SACRIFICE, CHECKMATE

Q136. 1... Nh4+ is a BAD MOVE (5 points). It's not so easy to see why: 2. Rxh4 Rxh4 3. Qxg4 Rxg4 looks good for Black until you see 4. f3, trapping the rook. 10 points if you calculated this far.

Themes: EXPLOITING A PIN, TRAPPING A PIECE

Q137. 1. N_xg5 is a BAD MOVE (5 points). After 1... h_xg5 2. B_xg5 it looks like White's winning but Black has 2... Qa5 (5 points) which does three things: it unpins the knight on f6, pins the pawn on e5 and reinforces the pin on c3, threatening a fork.

Themes: UNSOUND SACRIFICE, PIN, UNPINNING, BISHOP/QUEEN FORK

Q138. 1. N_xf7 is a GOOD MOVE (5 points). If you continued 1... K_xf7 2. Nf4+ you score 5 points. Even better is 2. Qh5+ (5 points) g6 3. Nf4+ (5 more points) which leads to mate in a few more moves.

Themes: KNIGHT FORK, SACRIFICE, CHECKMATE

Q139. 1. h_xg4 is a GOOD MOVE (5 points). Black's played a common sacrifice to open the h-file but here it doesn't work: White can play 1. h_xg4 h_xg4 2. Bg5 followed by Nh2 with a safe extra piece. 5 points if you found this variation.

Themes: UNSOUND SACRIFICE, ZWISCHENZUG

Q140. 1. Ne7+ is a BAD MOVE (5 points). This fails to meet Black's threat: 1. Ne7+ Kh8 2. N_xc8 f_xe4 followed by R_xf3 and Q_xh2# (5 points if you saw that). White should play 1. e_xf5 instead.

Themes: KNIGHT FORK, DISCOVERED ATTACK, CAPTURING DEFENDER, CHECKMATE

Q141. 1... c6 is a GOOD MOVE (5 points). Other moves lose: White has several threats. If White plays 2. Qxd6+, Black replies with 2... Kf7 (5 points if you got this far) when White has no more checks and no way of defending g2 (3. g3 is met by Qf3). Instead White can play either 2. Qe4 or Bg5+, which are both about equal.

Themes: PAWN FORK, CHECKMATE

Q142. 1... Rxc2+ is a GOOD MOVE (5 points). An easy one, I think: 2. Kxc2 Qg4+ 3. Kh1 Qf3+ 4. Kg1 Rg8+ leads to mate (5 points).

Themes: KING SIDE ATTACK, SACRIFICE, CHECKMATE

Q143. 1... Rxc3+ is a GOOD MOVE (5 points). Another rook sacrifice for checkmate: 2. Kxc3 Qg4+ 3. Kh2 Qh4# (5 points).

Themes: SACRIFICE, EXPLOITING A PIN, CHECKMATE

Q144. 1... Qxf3 is a GOOD MOVE (5 points), although there are simpler ways to win. A beautiful queen sacrifice forcing mate. 2. gxf3 Bd4+ (you have to see this double check) and now 3. Kh2 Bg1+ 4. Kh1 Bxf3# (5 points) or 3. Kh1 Bxf3+ 4. Kh2 Bg1# (5 points) or 3. Kf1 when either 3... Bc4+ 4. Ke1 Rg1# or 3... Rg1+ 4. Ke2 Bc4# (5 points for either or both).

Themes: QUEEN SACRIFICE, DOUBLE CHECK, CHECKMATE

Q145. 1. N_{xh6+} is a GOOD MOVE (5 points). As White's a rook behind going for a draw is a good idea. After 1... g_{xh6} 2. Q_{g6+} there's no way for Black to stop the checks. Score 5 more points if you realised the game would be drawn.

Themes: SACRIFICE, PERPETUAL CHECK

Q146. 1. N_{c7+} is a BAD MOVE (5 points). After 1... Q_{xc7} 2. Q_{xf7+} K_{d8} White has no good follow-up (5 points).

Themes: KNIGHT FORK, DISCOVERED ATTACK, UNSOUND SACRIFICE

Q147. 1. N_{xd4} is a GOOD MOVE (5 points). After 1... B_{xd1} 2. B_{b5+} c₆ (Q_{d7} is better but White will still win a pawn: 5 points for this) 3. N_{xc6} b_{xc6} 4. B_{xc6+} (5 points) White will come out ahead. This is an important tactical idea in this sort of position.

Themes: BREAKING A PIN, DISCOVERED ATTACK, PAWN FORK

Q148. 1. N_{h5} is a BAD MOVE (5 points). It looks very tempting as g_{xh5} allows Q_{h7#} and White might be planning N_{f4} and N_{xg6}. The problem is that Black can reply 1... Q_{h4} (5 points), skewering the knight and bishop and winning a piece.

Themes: SKEWER

Q149. 1... Bxf2+ is a BAD MOVE (5 points). Yes, 2. Kxf2 Qh4+ is a fork but White can defend simply by 3. Bg3 or even Ke3 (5 points if you were planning either of these moves).

Themes: UNSOUND SACRIFICE, QUEEN FORK

Q150. 1... Nxe4 is a BAD MOVE (5 points). Not because of 2. Nxe4, when the familiar pawn fork d5 wins the piece back, but because of Qe2 (5 points) when the knight can't escape from the pin.

Themes: PAWN FORK, PIN

Q151. 1... Nxf2 is a GOOD MOVE (5 points). After 2. Kxf2 Black continues with 2... Bh3+ and if 3. Kxh3 then Qxf3+ (5 points).

Themes: KING SIDE ATTACK, SACRIFICE, DEFLECTION, CHECKMATE

Q152. 1... Rxf3 is a GOOD MOVE (5 points). Black is queen for rook down so will be happy to draw. If you saw 2. gxf3 Rg7+ 3. Kh1 Bxf3# you score 5 points. If you saw that White could play 2. Nc3 Rxf2 3. Kh1 (or 2. Kh1 Rxf2 Nc3) which leads to a level position you score another 5 points.

Themes: KING SIDE ATTACK, CHECKMATE

Q153. 1. Bxf7+ is a BAD MOVE (5 points). This idea often works, but not here. 1... Kxf7 2. Ng5+ Qxg5 (5 points) and White doesn't get the piece back.

Themes: UNSOUND SACRIFICE, DISCOVERED ATTACK

Q154. 1. Nxd5 is a BAD MOVE (5 points). 1... Bxd5 2. Qxd5 Rad8 (5 points) is a skewer winning a piece. But no points for 2... Rfd8 3. Qe4 or Qf3 when White keeps the extra pawns.

Themes: SKEWER

Q155. 1. Re7 is a GOOD MOVE (5 points). White's very happy to let Black promote: 1... c1Q 2. Rb7+ Kc8 3. Qf5+ (5 point if you saw this move).

Themes: DISCOVERED CHECK, CHECKMATE

Q156. 1. Nxe5 is a BAD MOVE (5 points). Another tactic which sometimes works, but not here: Black can win material by playing 1... Qh4 (5 points), hitting f2.

Themes: DISCOVERED ATTACK, ZWISCHENZUG

Q157. 1... Bxf4+ is a BAD MOVE (5 points). 2. Bxf4 Rxf4 3. Rd5+ Ke4 4. Rd4+ Kxd4 5. Kxf4 and White will win the pawn ending with the outside passed pawn. 10 points if you worked all this out.

Themes: DEFLECTION, PAWN ENDING

Q158. 1... h4 is a GOOD MOVE (5 points). Black will promote first with check after 2. Kxd1 h3 3. b6 h2 4. b7 h1Q+: 5 points if you analysed this far.

Themes: PAWN PROMOTION

Q159. 1... Rh2+ is a GOOD MOVE (5 points). Again you have to calculate the pawn ending: 2. Rh4 Rxh4+ 3. Kxh4 Ke5 and, with careful play, Black wins (5 points).

Themes: PAWN PROMOTION

Q160. 1... Rxe4 is a BAD MOVE (5 points). White can reply with 2. Rxe4 Nxe4 3. Qa8+, winning a piece.

Themes: QUEEN FORK

Q161. 1. Qxc6 is a GOOD MOVE (5 points). White will win two rooks and a bishop for the queen: 1. Qxc6 dxc6 2. Rxd8+ Ke7 3.Rxh8 (5 points for this).

Themes: EXPLOITING A PIN, SKEWER

Q162. 1. Qxd2 is a GOOD MOVE (5 points). It looks like it loses the queen but after 1. Qxd2 Ne3+ 2. Kg1 Nc4+ White has 3. Bd4 (5 points). There are another 5 points available if you calculated 3... Nxd2 4. Bxa7 Nxf3+ 5. Bxf3 Rxe1+ 6. Rxe1 and White will end up a piece ahead.

Themes: DISCOVERED CHECK, COUNTERATTACK, PIN, ROOK FORK

Q163. 1. Nxd4 is a GOOD MOVE (5 points). You've seen this idea before: 1. Nxd4 Bxd1 2. Bb5+ Qd7 3. Bxd7+ Kxd7 4. Nxf6+ (5 points for getting this far).

Themes: BREAKING A PIN, KNIGHT FORK

Q164. 1. Rxc6 is a GOOD MOVE (5 points). A common idea: 1. Rxc6 hxc6 2. Qxc6 Kh8 3. Qh6+ Kg8 (5 points) and now 4. f4, opening a line for the rook on c3, will score another 5 points.

Themes: KING SIDE ATTACK, SACRIFICE, EXPLOITING A PIN, CHECKMATE

Q165. 1... Nxe4 is a GOOD MOVE (5 points). 1... Nxe4 2. Bxd8 Nxc3+ (5 points) 3. Kd2 Nxd1 4. Bh4 Ne3 (or 4. Bg5 Nf2) and the knight escapes.

Themes: BREAKING A PIN, DISCOVERED CHECK

Q166. 1... Nxc4 is a GOOD MOVE (5 points). This one works: 1... Nxc4 2. hxc4 Bxc4 3. Qd2 (planning to answer discovered checks with Qg5) 3... h6 or Qh5 wins (5 points for getting this far).

Themes: KING SIDE ATTACK, SACRIFICE, DISCOVERED CHECK, CHECKMATE

Q167. 1... Nxd4 is a GOOD MOVE (5 points). Black wins a pawn because of 2. Bxd4 Qxd4 3. Qxd4 Nc2+ (5 points): an idea that's well worth remembering.

Themes: DECOY, KNIGHT FORK

Q168. 1... Nxa3 is a BAD MOVE (5 points). It might look like it wins a pawn but White has the in between move Qh3, threatening mate, which wins the knight (5 points).

Themes: DISCOVERED ATTACK, ZWISCHENZUG, CHECKMATE

Q169. 1. Bxc4 is a BAD MOVE (5 points). 1... Bxb3 2. Bxb3 seems to win bishop and knight for rook, but after 2... Rc3 the white bishop is trapped: 3. Bd1 Rc1 is a winning pin (5 points if you saw this).

Themes: TRAPPING A PIECE, PIN

Q170. 1. hxc4 is a GOOD MOVE (5 points). Black has played a familiar sacrifice, but in this position it doesn't work: White can play 1. hxc4 hxc4 2. Nh2 Qh4 3. Qxc4+ (5 points).

Themes: UNSOUND SACRIFICE

Q171. 1. Nxc6 is a GOOD MOVE (5 points). 5 more points for spotting 1... fxc6 2. Qe5, threatening Rxd5 as well as Qxh8.

Themes: EXPLOITING A PIN, PIN, CREATING TWO THREATS

Q172. 1. Bxh6 is a GOOD MOVE (5 points). 1... gxh6 2. Qh6 f5 can be met in many ways: exf6 (*en passant*), e6 etc (5 points).

Themes: KING SIDE ATTACK, SACRIFICE, *EN PASSANT*, CHECKMATE

Q173. 1... Nc5 is a GOOD MOVE (5 points). It doesn't win anything at once, although Black has a good position after 2. Qd1 d4. What you have to see to score another 5 points is that 2. Qxc6+ Bd7 traps the queen.

Themes: TRAPPING A PIECE

Q174. 1... Rd2 is a BAD MOVE (5 points). 2. Qxc5 loses to gxf2+, and 2. Nxd2 loses to 2... Qxf2+ 3. Kh1 Rxh3+ 4. gxh3 Qh2# (5 points if you saw this). The problem is that White can play 2. fxg3 instead when Black can't save both pieces (5 points if you saw this).

Themes: FORK, DEFLECTION, CHECKMATE, CREATING TWO THREATS

Q175. 1... Nc2 is a BAD MOVE (5 points). 1...Nc2 is a fork, 2. Rc1 uses a pin to get out of the fork, 2... Nxe3 gets out of the pin by attacking the queen (5 points for getting this far) but 3. Rxc7 Nxd1 4. Rxd7 wins a piece as both black knights are attacked (5 points if you saw this).

Themes: KNIGHT FORK, PIN, CREATING TWO THREATS

Q176. 1... Rxb3 is a BAD MOVE (5 points). White wins by playing 2. Re8+ Kh7 3. Be5 threatening Rh8#. Black could have drawn by playing 1... Rd7.

Themes: CHECKMATE

Q177. 1. Ng6 is a BAD MOVE (5 points). It creates two threats but Black has Qa3 in reply (5 points) threatening Qxc3+ as well as the knight on g6.

Themes: DISCOVERED ATTACK, COUNTERATTACK, QUEEN FORK

Q178. 1. Rxd7 is a BAD MOVE (5 points). 1... Kxd7 2. Qg6+ Kh8 3. Qxh6 (5 points) and it looks like White will have a winning discovered check, but Black can turn the tables with 3... Bg5 (5 more points), threatening Qxh7 and Bxh6, and after 4. Qxf8+ Kxh7 Black will end up a piece ahead.

Themes: UNSOUND SACRIFICE, DISCOVERED CHECK, DISCOVERED ATTACK

Q179. 1. Qd8 is a BAD MOVE (5 points). Black has 1... Rxh2+ 2. Kg1 Rh1+ (5 points) 3. Kxh1 Qh3+ which leads to a draw by perpetual check (another 5 points if you saw this). Another draw is 1... Qe6 (5 points) 2. Kg2 Qe4+ (5 more points).

Themes: BACK RANK MATE, SACRIFICE, PERPETUAL CHECK

Q180. 1. Rc1 is a BAD MOVE (5 points). It almost traps the queen but Black can counter with Bxa4 (5 points), winning a piece.

Themes: COUNTERATTACK

Q181. 1... d3 is a BAD MOVE (5 points). White continues with 2. Rc7 d2 3. Rc8+(5 points for getting this far) Kh7 4. d8Q Rxc8 5. Qxd2.

Themes: PAWN PROMOTION

Q182. 1... Rxh2+ is a BAD MOVE (5 points). 1... Rxh2+ 2. Kxh2 Qf2+ 3. Bg2 o-o-o (5 points) looks good but White has 4. Qh7 (another 5 points) preventing the mate.

Themes: UNSOUND SACRIFICE, CHECKMATE

Q183. 1... Rc8 is a BAD MOVE (5 points). This doesn't work after 2. Rxa7 (2. Ne2 at once is also strong) 2... c2 3. Ne2 (5 points) 3... c1Q+ 4. Nxc1 Rxc1+ 5. Ke2 when White's threatening Ra8# as well as Rxc1 (5 points for getting this far).

Themes: PAWN PROMOTION, BACK RANK MATE

Q184. 1... Bc5 is a BAD MOVE (5 points). It looks like a natural developing move, but White can play 2. Bxc5 Qxc5 3. Rc1 when a queen move will allow Nc7+ (5 points).

Themes: KNIGHT FORK

CHAPTER 3

HEADS OR TAILS

The previous chapter was all about developing depth of vision: looking further ahead. You also have to develop breadth of vision considering more alternatives before you play your move.

Sometimes you'll see something straight away and know that it's the right move, but most of the time you'll have to make a choice. If you just play the first safe move that comes to mind you won't get very far. Instead, you have to consider several moves, look at each in turn, and decide which you like best, before making your move.

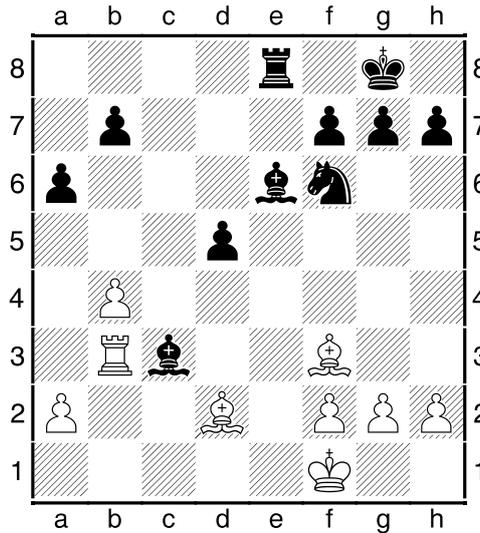
If you watch a computer analysing, you'll see that it looks at every move, but humans will get confused if they have to look at more than three or four moves. In some positions you'll only have a few choices: in a pawn ending or if you're in check. Sometimes it will be obvious that there are only a few sensible moves. If I make a capture you'll probably (but not always) want to recapture. If my knight threatens your queen you'll want to move it to a safe square.

But very often you'll have 30, 40 or even 50 moves to choose from. The trick is to find the best two or three to consider. We sometimes call them CANDIDATE MOVES.

In each question in this chapter I've selected two moves for you to consider. Heads or Tails. Your choice. But again it's not a guessing game. You have to analyse both moves and decide which one you like best. Sometimes one move will win and the other will lose, sometimes one will win and one will draw, sometimes one will draw and one will lose.

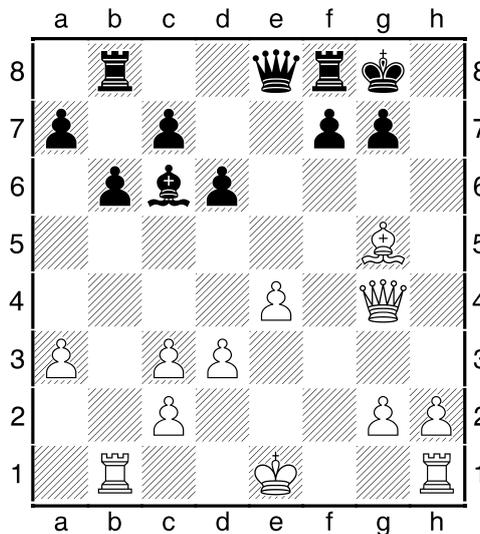
You'll score 5 points for making the correct choice, and another 5 points, or sometimes more, for telling me the correct reason.

We'll work through a couple of examples together so that you can see how it works.



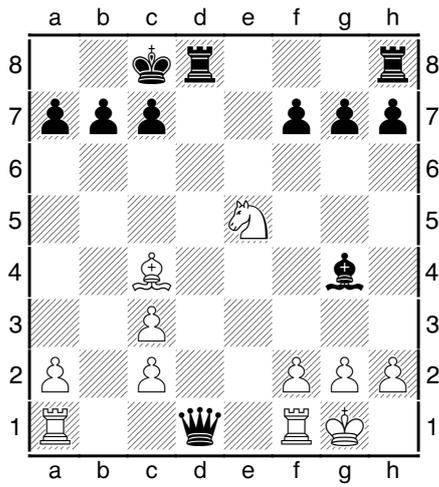
It's White to play in this position. Your choices are Rxc3 and Bxc3.

Look at Rxc3 first. What forcing moves does Black have? Only Ne4, which is a fork, but you could capture the knight. Now look at Bxc3. Now Black has a different forcing move: d4, a discovered attack threatening Bxb3 as well as dxc3. There's no way out so you must choose Rxc3. You'd score 5 points for making the right choice and another 5 points for saying that Bxc3 would lose to d4.



It's Black to play in this position. Would you choose d5 or f5?

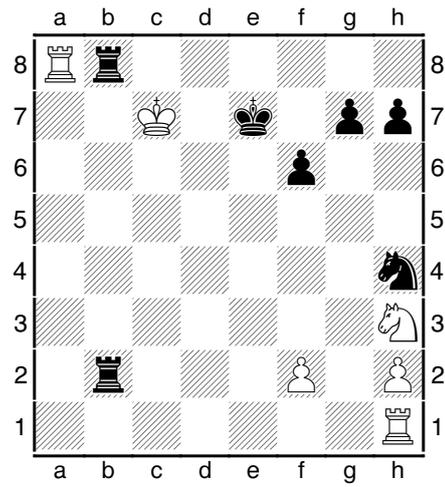
Attacking the pinned e-pawn is a good idea, and, at first glance, d5 might look safer as f5 seems to weaken your king's defences. First, you have to consider White's threats. If you play d5 White could play Bf6, threatening mate and meeting g6 with Qh4. 1... f5 would meet that threat and also win the e-pawn. So you'd score 5 points for choosing f5 and another 5 points for telling me that d5 would lose to Bf6.



Q185. White to move

- a) Raxd1 b) Rfxd1

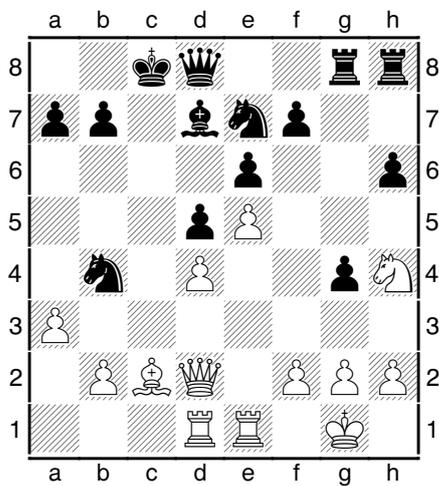
Why did you choose that move?



Q186. White to move

- a) Rxb8 b) Re1+

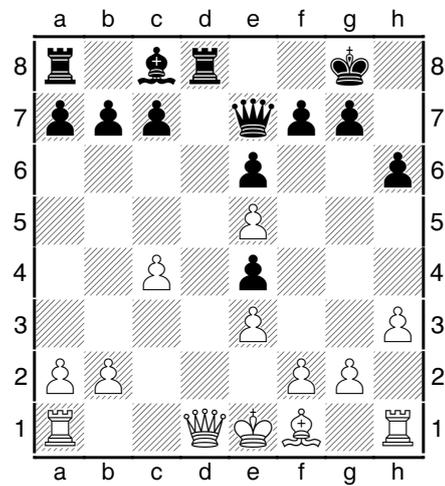
Why did you choose that move?



Q187. White to move

- a) axb4 b) Qxb4

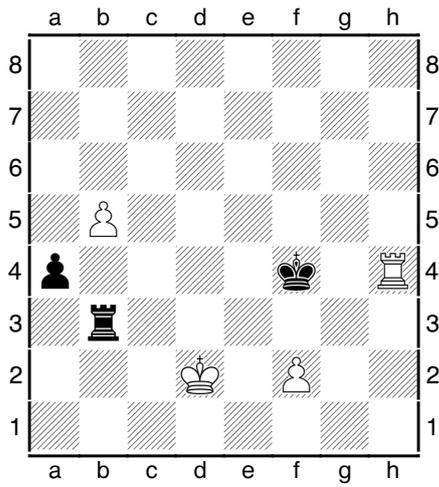
Why did you choose that move?



Q188. White to move

- a) Qb3 b) Qg4

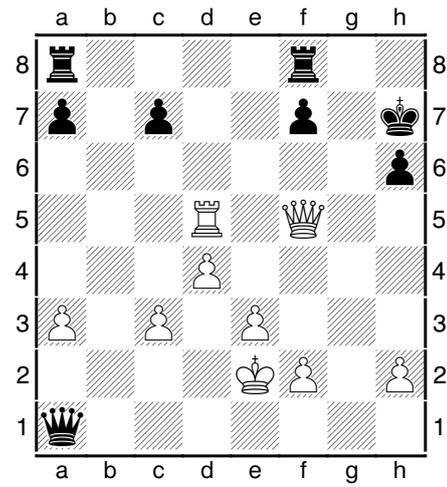
Why did you choose that move?



Q189. Black to move

- a) Kf3 b) Kf5

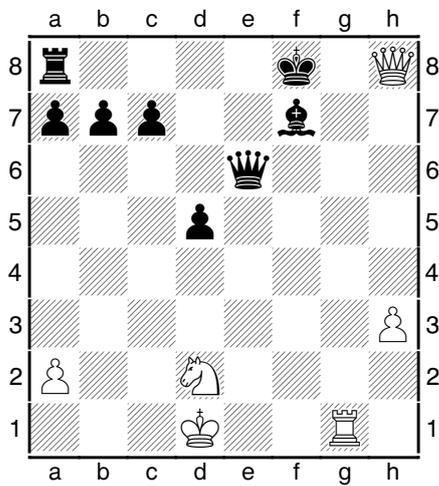
Why did you choose that move?



Q190. Black to move

- a) Kg8 b) Kh8

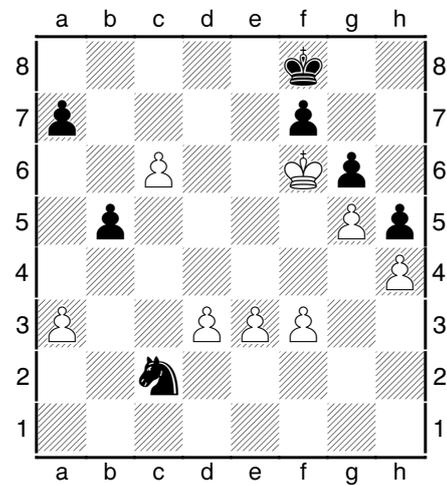
Why did you choose that move?



Q191. Black to move

- a) Ke7 b) Bg8

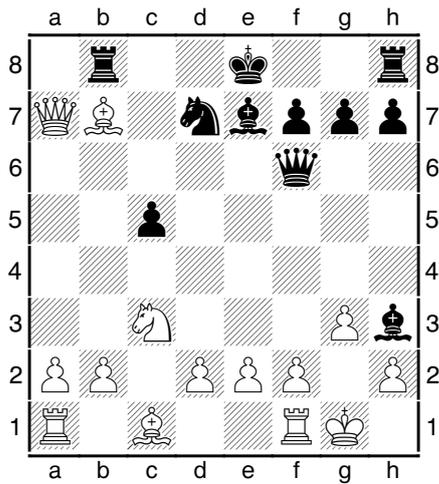
Why did you choose that move?



Q192. Black to move

- a) Nxe3 b) Ke8

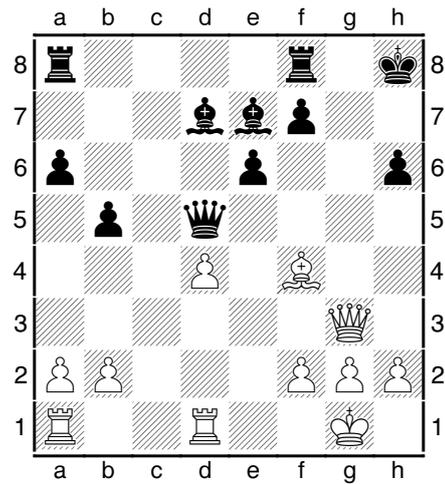
Why did you choose that move?



Q193. White to move

- a) Re1 b) Bg2

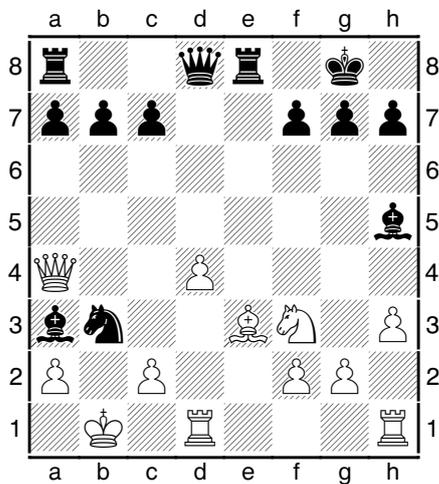
Why did you choose that move?



Q194. White to move

- a) Be5+ b) Bxh6

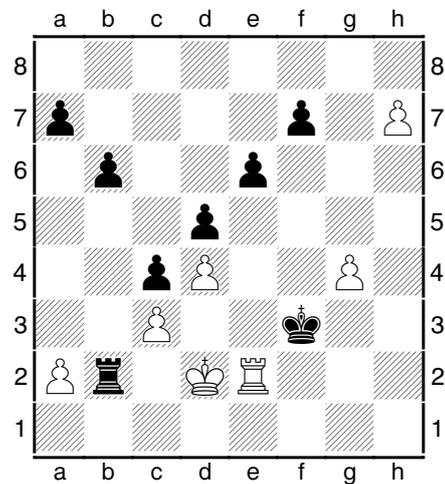
Why did you choose that move?



Q195. White to move

- a) Qxa3 b) axb3

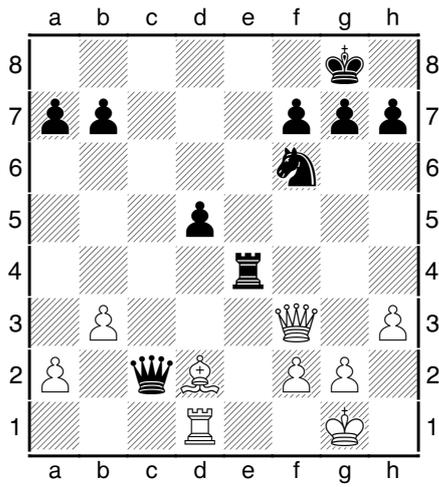
Why did you choose that move?



Q196. White to move

- a) Kc1 b) Kd1

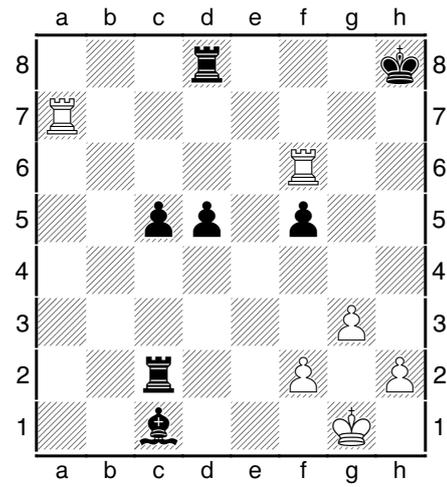
Why did you choose that move?



Q197. Black to move

- a) Rd4 b) Re6

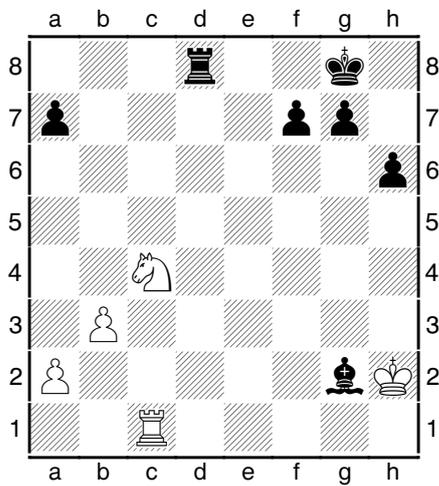
Why did you choose that move?



Q198. Black to move

- a) c4 b) d4

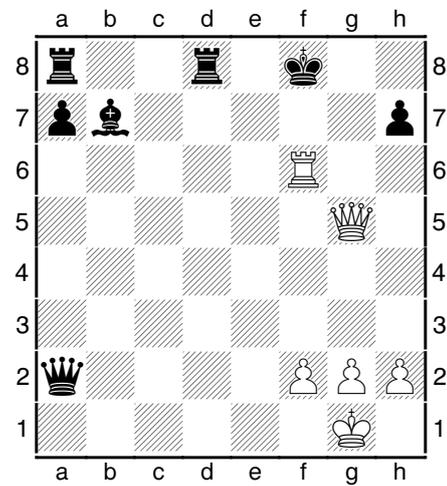
Why did you choose that move?



Q199. Black to move

- a) Bd5 b) Be4

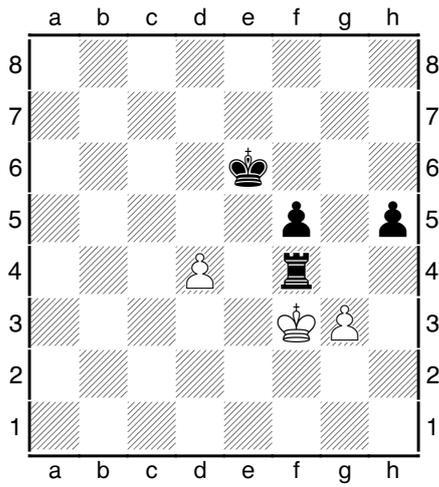
Why did you choose that move?



Q200. Black to move

- a) Ke8 b) Qf7

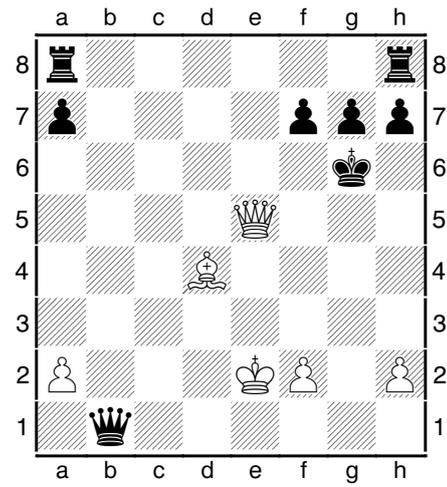
Why did you choose that move?



Q201. White to move

- a) Kxf4 b) gxf4

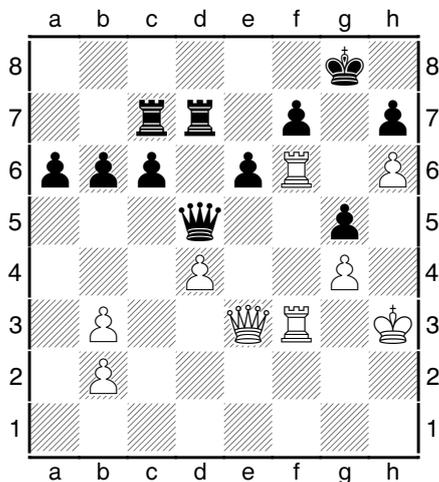
Why did you choose that move?



Q202. White to move

- a) Qg3+ b) Qxg7+

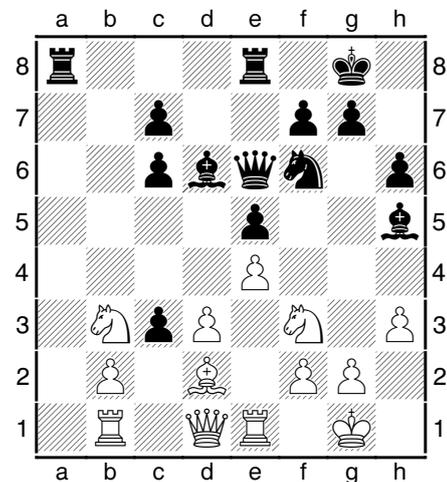
Why did you choose that move?



Q203. White to move

- a) R3f5 b) R6f5

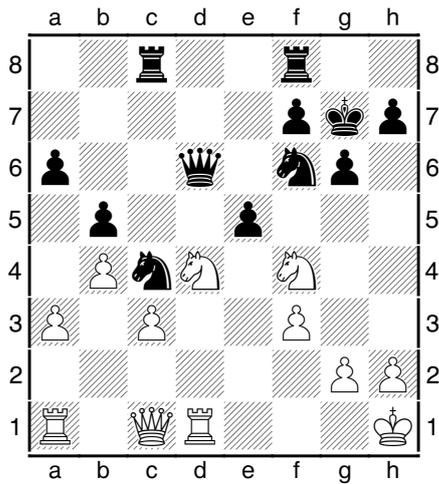
Why did you choose that move?



Q204. White to move

- a) bxc3 b) Bxc3

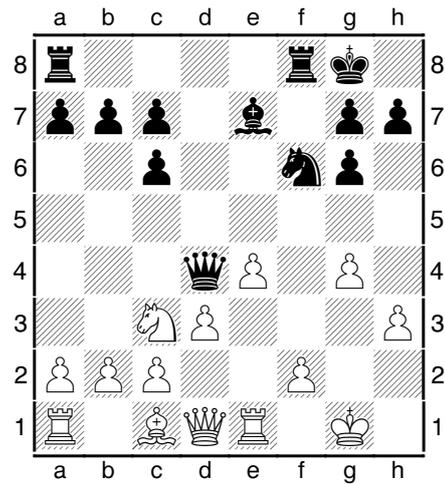
Why did you choose that move?



Q205. Black to move

- a) exd4 b) exf4

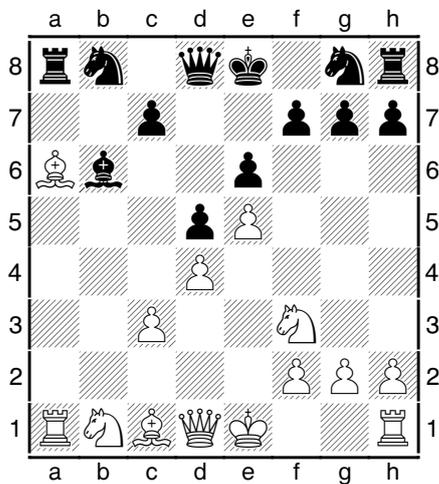
Why did you choose that move?



Q206. Black to move

- a) Nxe4 b) Nxc4

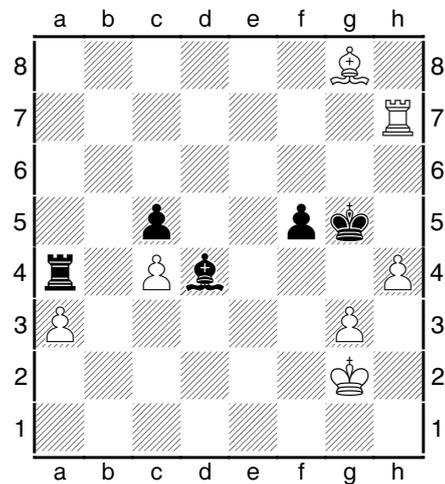
Why did you choose that move?



Q207. Black to move

- a) Rxa6 b) Nxa6

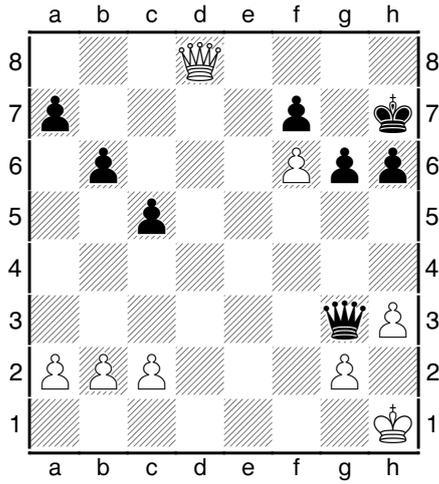
Why did you choose that move?



Q208. Black to move

- a) Kg4 b) Kg6

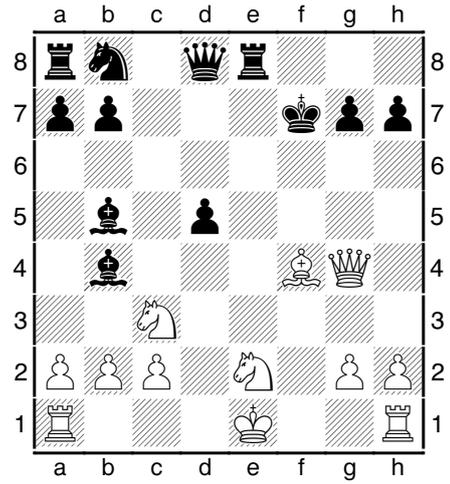
Why did you choose that move?



Q209. White to move

- a) Qe7 b) Qf8

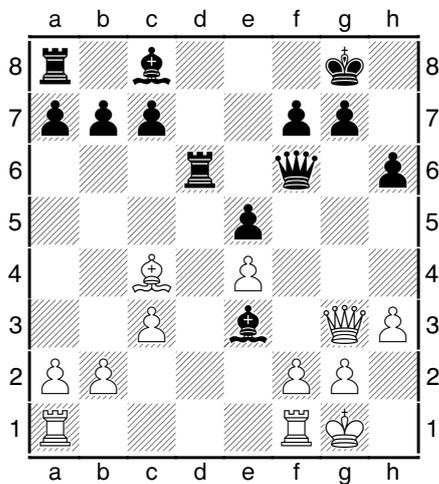
Why did you choose that move?



Q210. White to move

- a) 0-0-0 b) 0-0

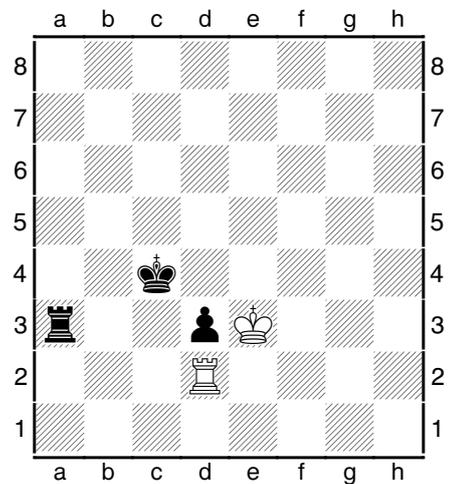
Why did you choose that move?



Q211. White to move

- a) fxe3 b) Qxe3

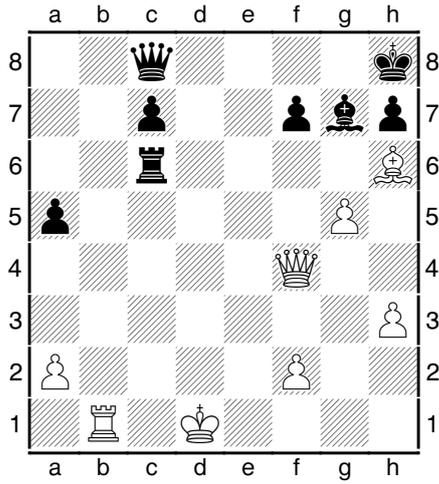
Why did you choose that move?



Q212. White to move

- a) Rf2 b) Rg2

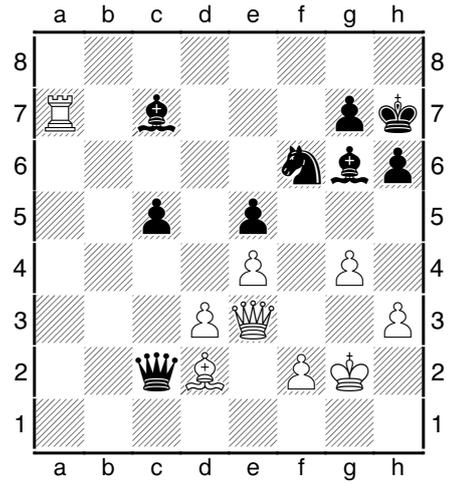
Why did you choose that move?



Q213. Black to move

- a) Qd7+ b) Qd8+

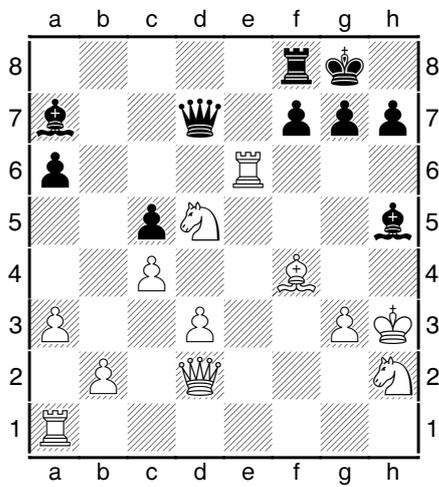
Why did you choose that move?



Q214. Black to move

- a) Bd6 b) Ne8

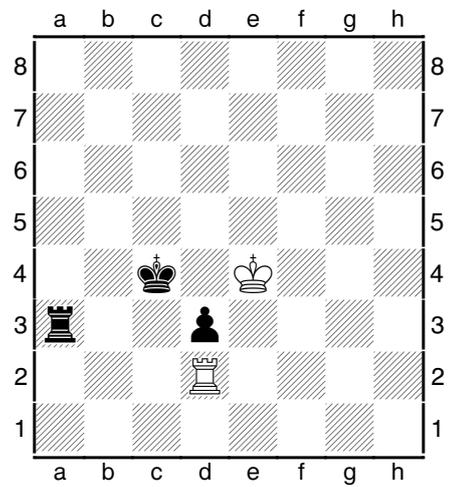
Why did you choose that move?



Q215. Black to move

- a) Qxe6+ b) fxe6

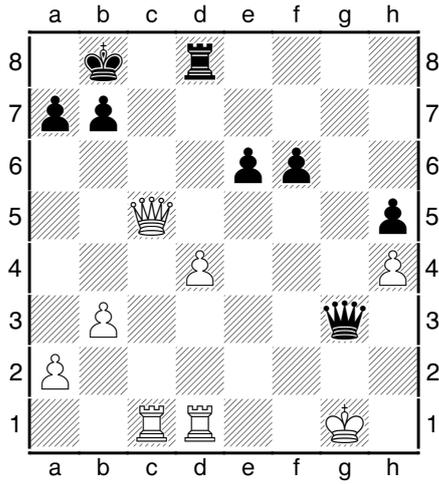
Why did you choose that move?



Q216. Black to move

- a) Ra6 b) Ra7

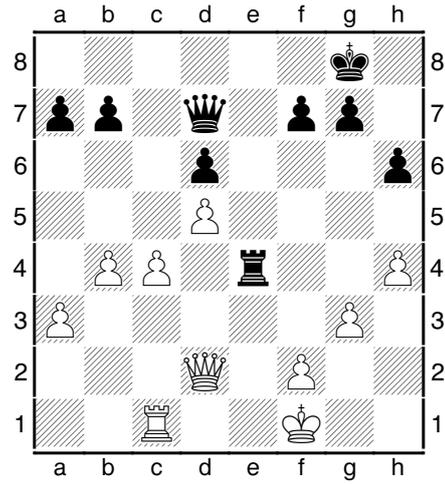
Why did you choose that move?



Q217. White to move

- a) Kf1 b) Kh1

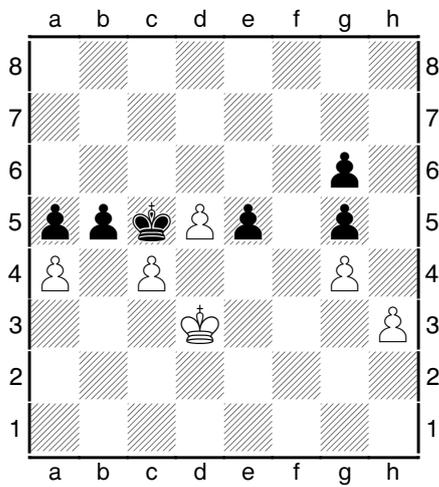
Why did you choose that move?



Q218. White to move

- a) Qc2 b) Qd3

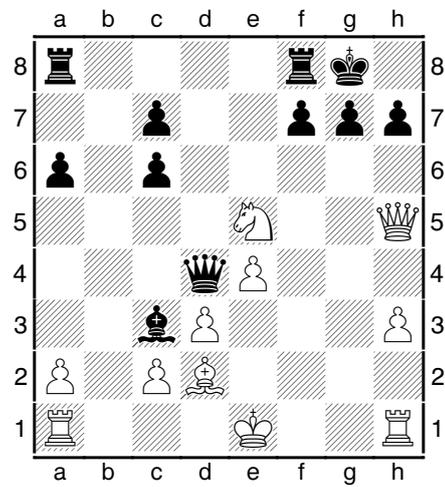
Why did you choose that move?



Q219. White to move

- a) axb5 b) cxb5

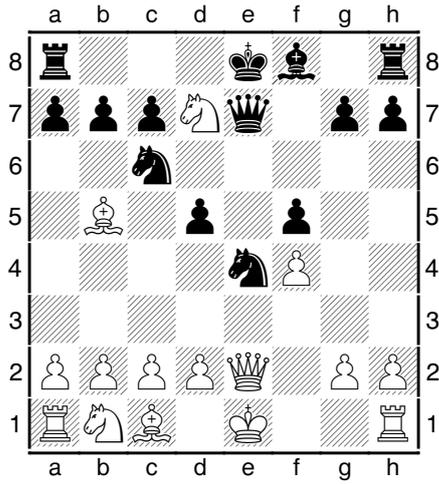
Why did you choose that move?



Q220. White to move

- a) Nxc6 b) Nf3

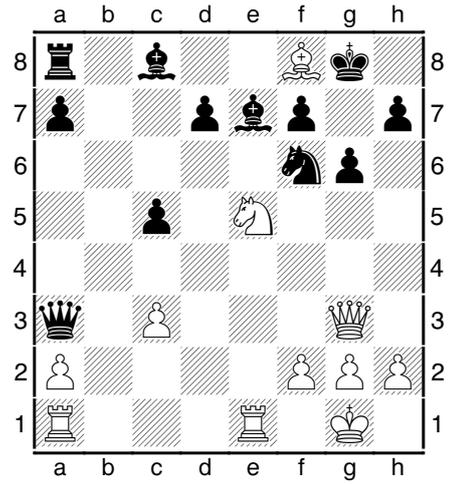
Why did you choose that move?



Q221. Black to move

- a) Qxd7 b) Kxd7

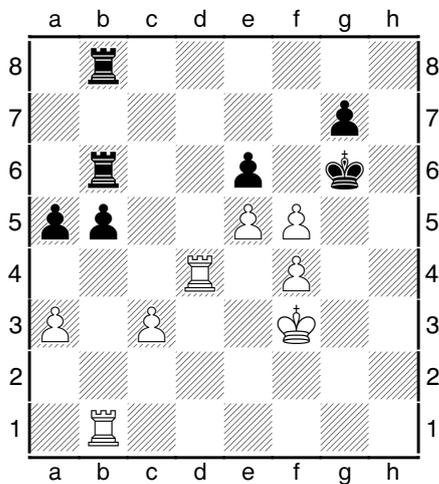
Why did you choose that move?



Q222. Black to move

- a) Bxf8 b) Kxf8

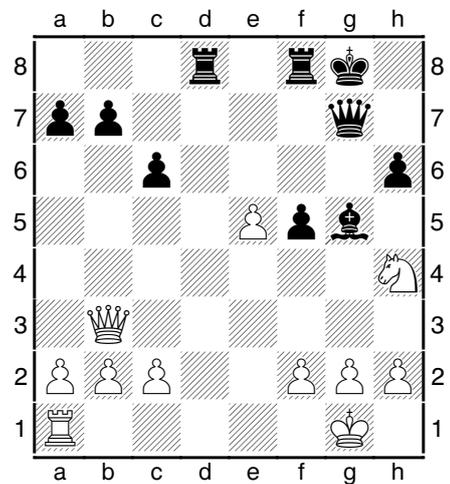
Why did you choose that move?



Q223. Black to move

- a) exf5 b) Kxf5

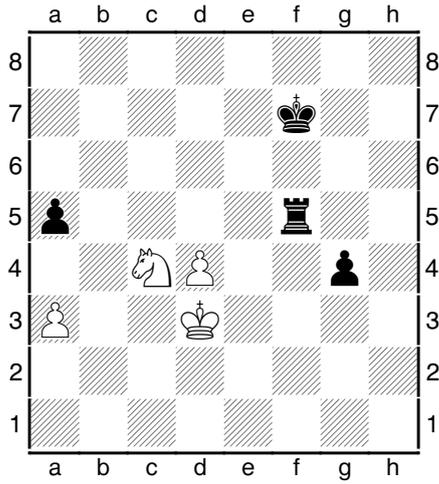
Why did you choose that move?



Q224 . Black to move

- a) Rf7 b) Qf7

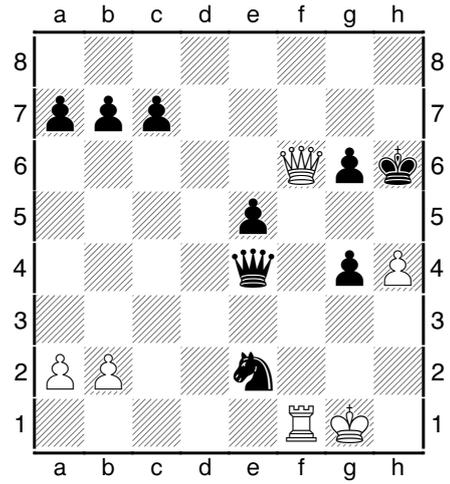
Why did you choose that move?



Q225. White to move

- a) Nd6+ b) Ne5+

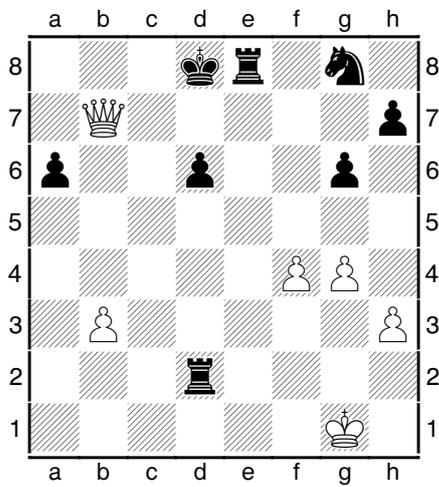
Why did you choose that move?



Q226. White to move

- a) Kf2 b) Kh2

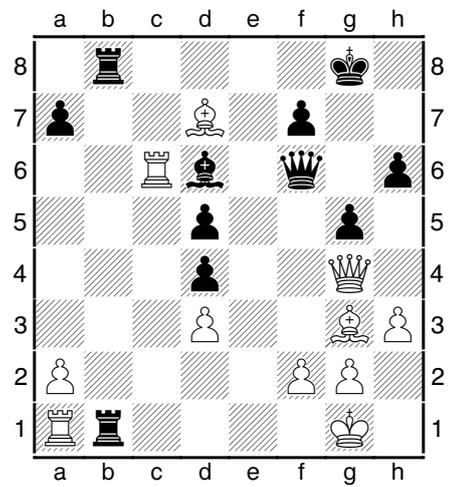
Why did you choose that move?



Q227. White to move

- a) Qb6+ b) Qb8+

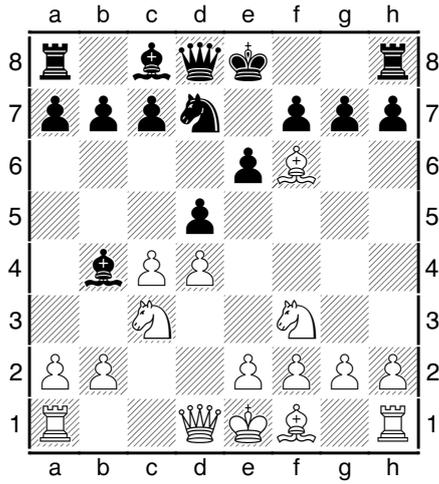
Why did you choose that move?



Q228. White to move

- a) Rxb1 b) Rc1

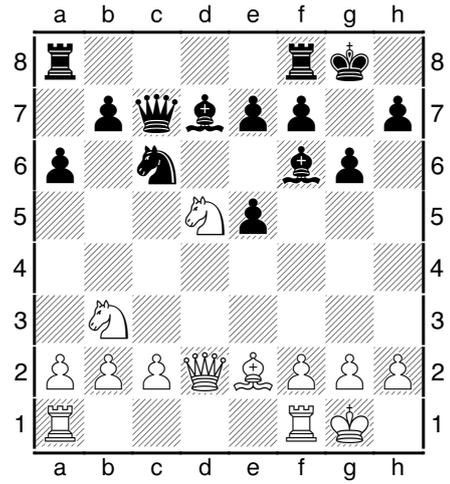
Why did you choose that move?



Q229. Black to move

- a) Nxf6 b) Qxf6

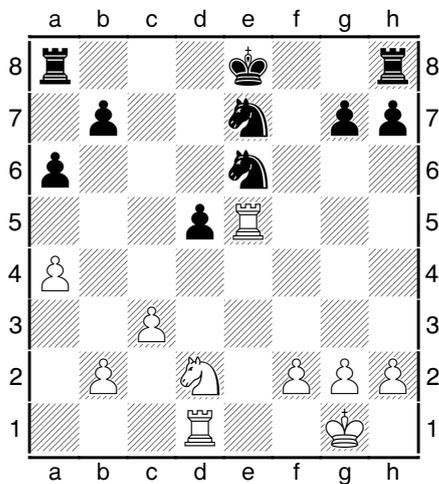
Why did you choose that move?



Q230. Black to move

- a) Qd6 b) Qd8

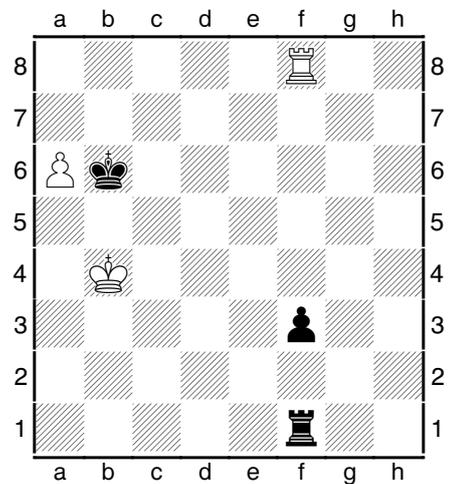
Why did you choose that move?



Q231. Black to move

- a) Nc5 b) Nd8

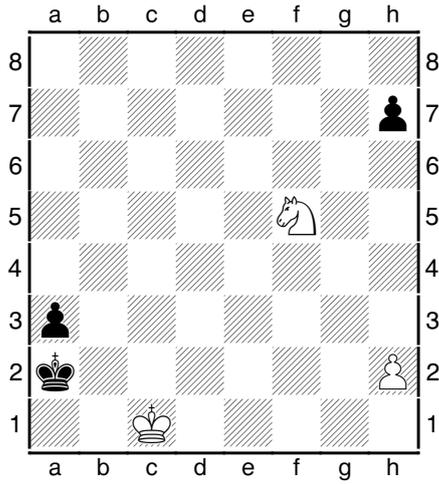
Why did you choose that move?



Q232. Black to move

- a) Kxa6 b) f2

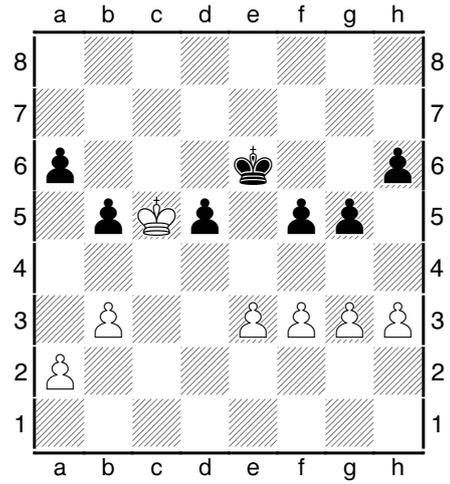
Why did you choose that move?



Q233. White to move

- a) Nd4 b) Ne3

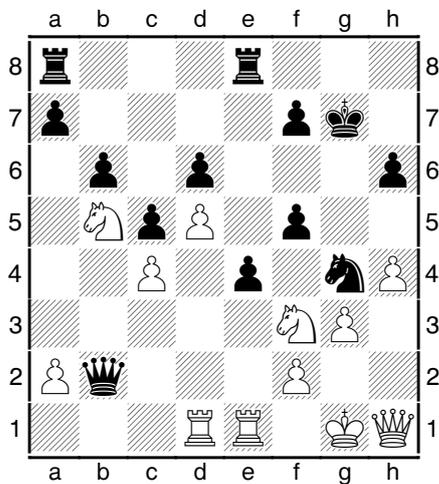
Why did you choose that move?



Q234. White to move

- a) Kb6 b) f4

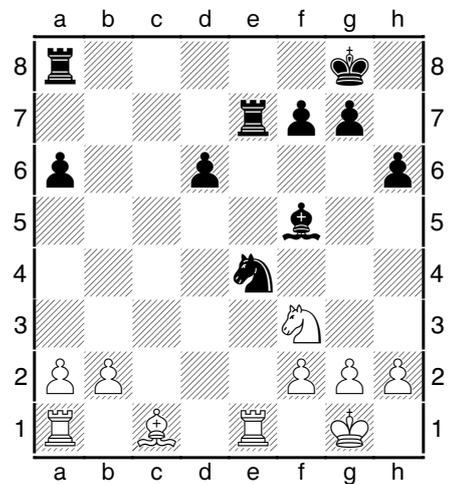
Why did you choose that move?



Q235. White to move

- a) Rd2 b) Qg2

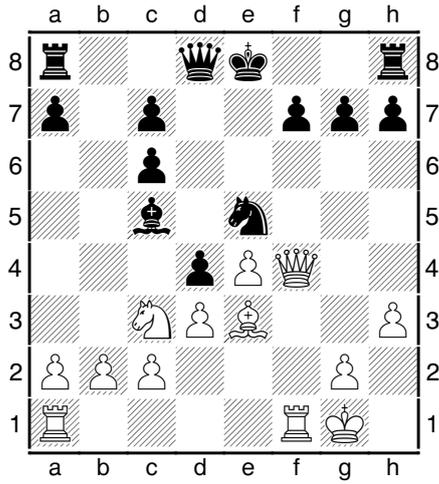
Why did you choose that move?



Q236. White to move

- a) Nd4 b) Nh4

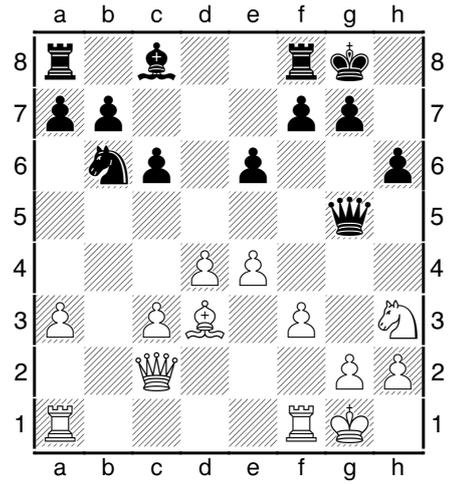
Why did you choose that move?



Q237. Black to move

- a) Qe7 b) Qf6

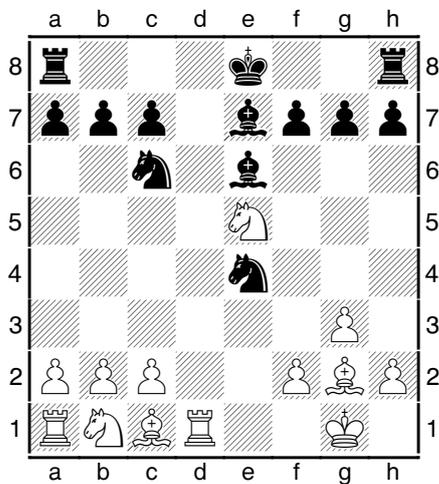
Why did you choose that move?



Q238. Black to move

- a) Qa5 b) Qe3+

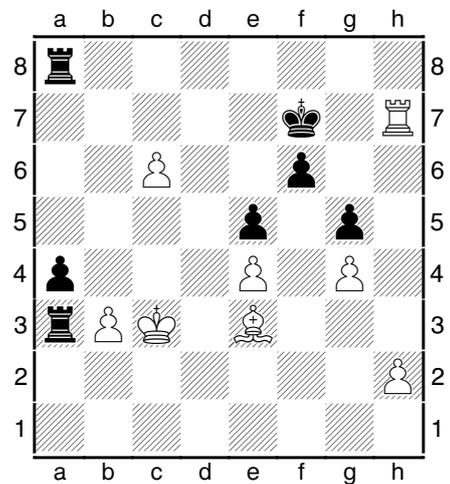
Why did you choose that move?



Q239. Black to move

- a) Nxe5 b) Nxf2

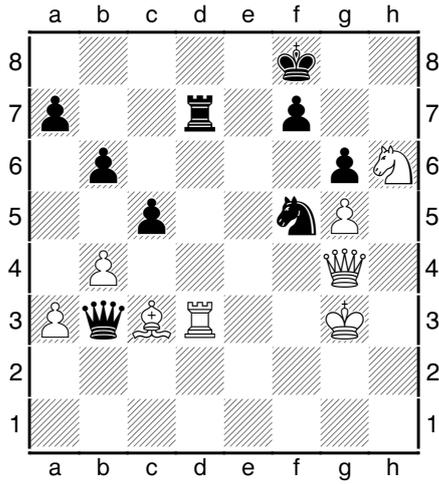
Why did you choose that move?



Q240. Black to move

- a) Ke6 b) Kg6

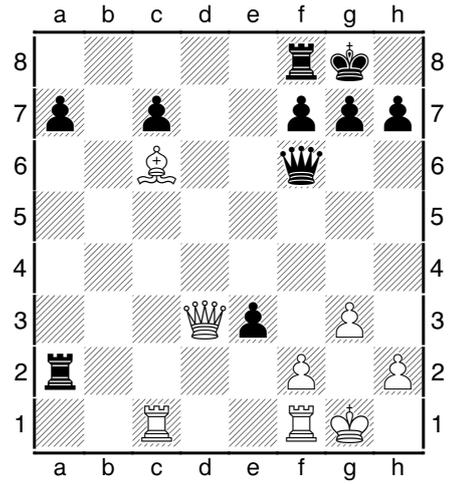
Why did you choose that move?



Q241. White to move

- a) Qxf5 b) Nxf5

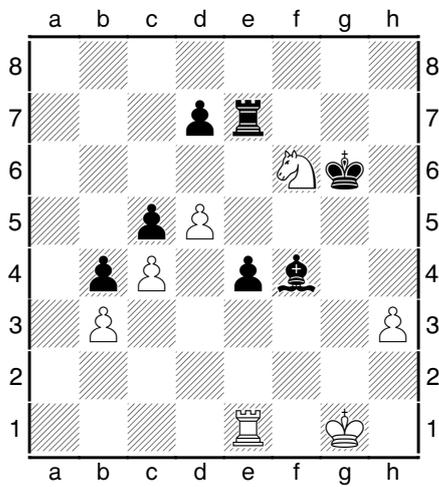
Why did you choose that move?



Q242. White to move

- a) Qxe3 b) fxe3

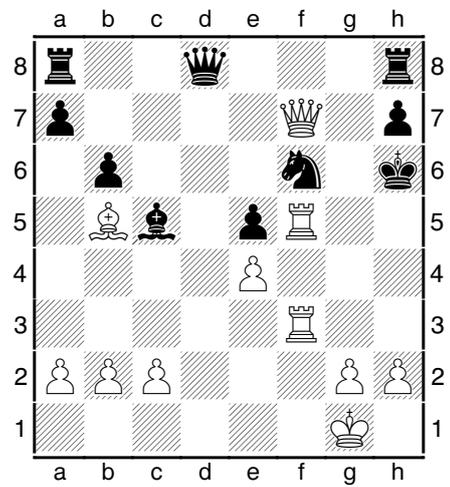
Why did you choose that move?



Q243. White to move

- a) Rxe4 b) Nxe4

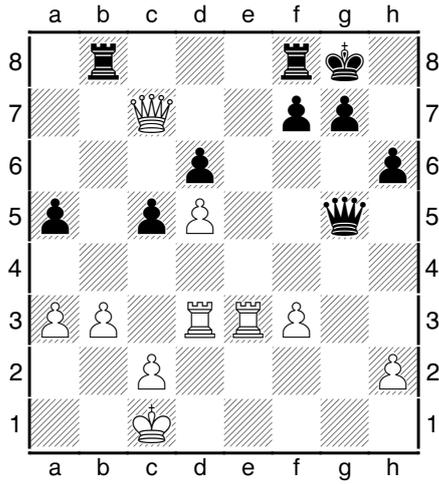
Why did you choose that move?



Q244. White to move

- a) Kf1 b) Kh1

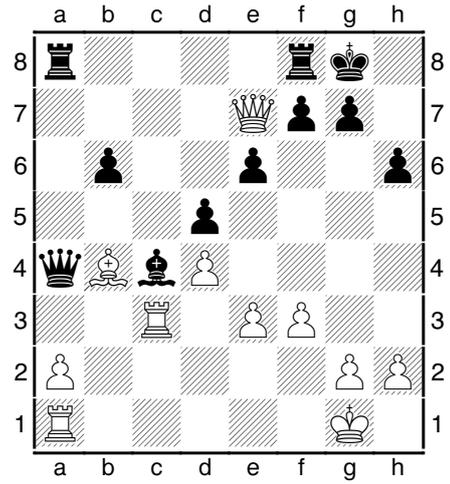
Why did you choose that move?



Q245. Black to move

- a) Rbe8 b) Rfe8

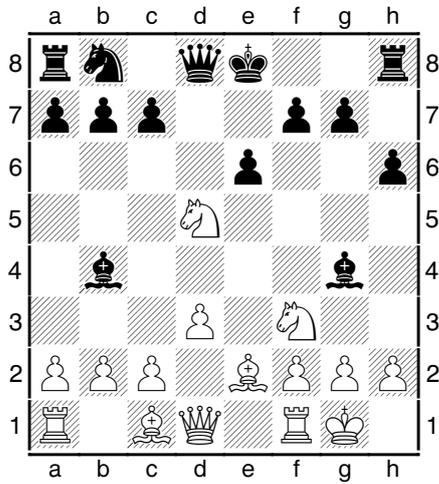
Why did you choose that move?



Q246. Black to move

- a) Rae8 b) Rfe8

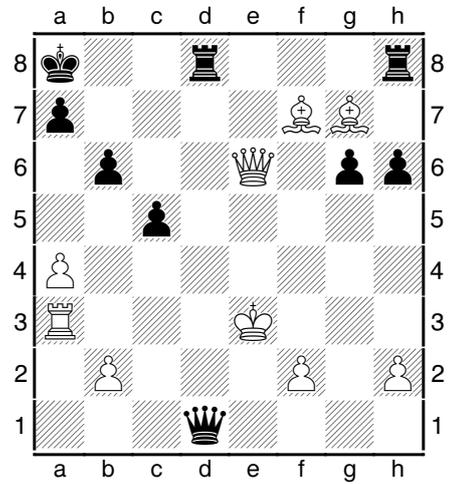
Why did you choose that move?



Q247. Black to move

- a) Qxd5 b) exd5

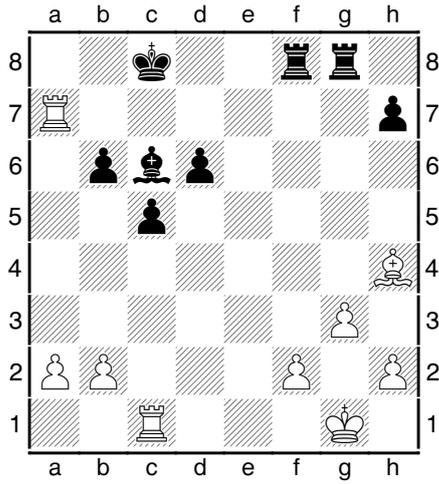
Why did you choose that move?



Q248. Black to move

- a) Qe1+ b) Rhe8

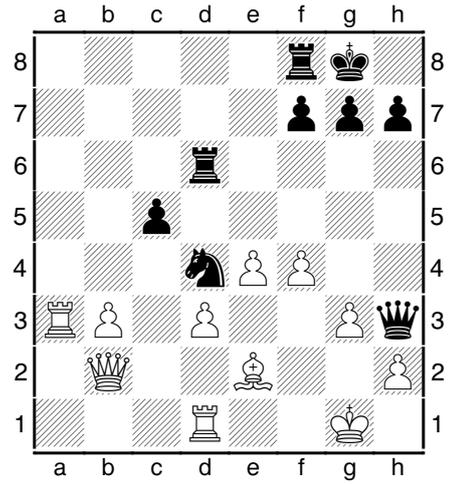
Why did you choose that move?



Q249. White to move

- a) Be7 b) Rxh7

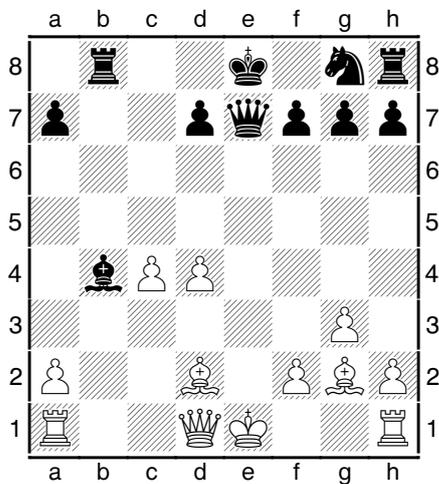
Why did you choose that move?



Q250. White to move

- a) Ra4 b) Rc1

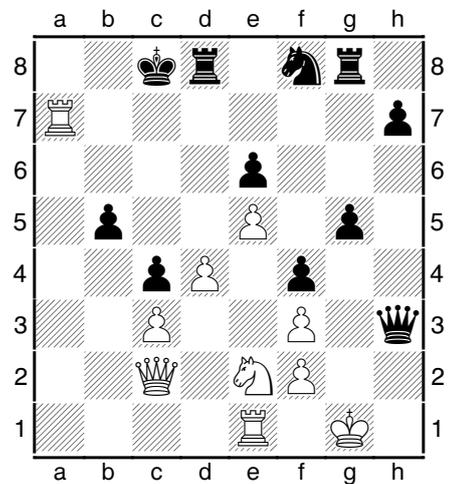
Why did you choose that move?



Q251. White to move

- a) Qe2 b) Kf1

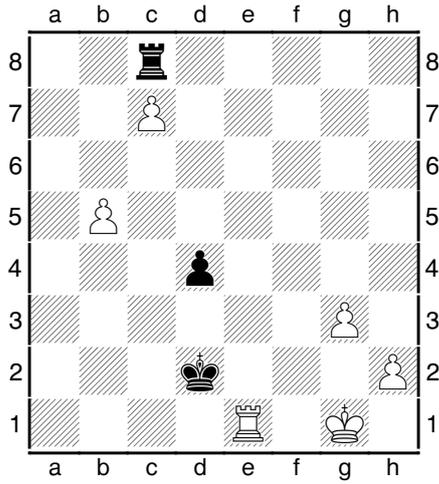
Why did you choose that move?



Q252. White to move

- a) Qa2 b) Ra8+

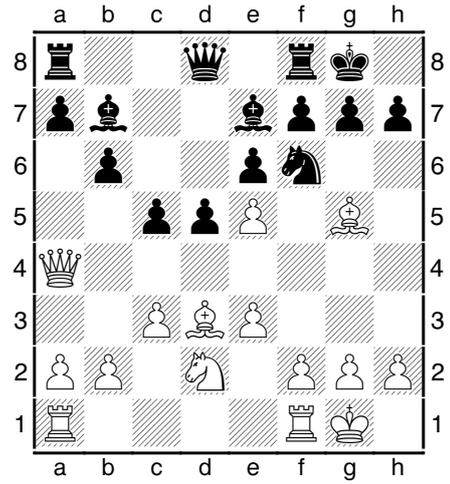
Why did you choose that move?



Q253. Black to move

- a) Rxc7 b) Kxe1

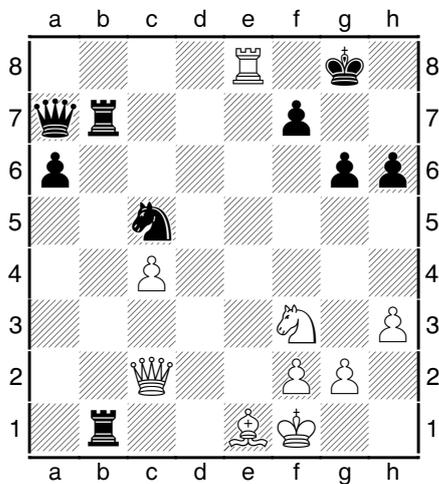
Why did you choose that move?



Q254. Black to move

- a) Nd7 b) Nh5

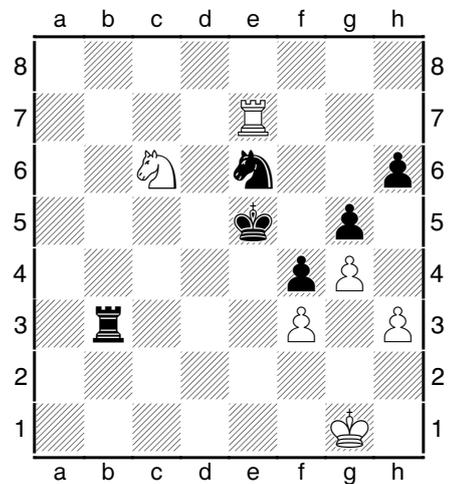
Why did you choose that move?



Q255. Black to move

- a) Kg7 b) Kh7

Why did you choose that move?



Q256. Black to move

- a) Kd5 b) Kd6

Why did you choose that move?

ANSWERS

Q185. a) Raxd1 is correct (5 points). 1. Rfxd1 Rxd1+ 2. Rxd1 Bxd1 leaves Black ahead (5 points) but 1. Raxd1 Rxd1 isn't check so White can play 2. Nxf7 with an advantage (5 points) while 1... Bxd1 is met by Nxf7, which is about equal (5 points).

Themes: KNIGHT FORK

Q186. b) Re1+ is correct (5 points). 1. Rxb8 Rc2+ is a perpetual check unless you want to lose a rook (5 points) but if you start with Re1+ before capturing on b8 there's no perpetual so you win easily.

Themes: PERPETUAL CHECK, SKEWER

Q187. a) axb4 is correct (5 points). You might prefer to avoid doubled pawns, but 1. Qxb4 loses a piece to Nc6, hitting h4 as well as b4 (5 points).

Themes: DISCOVERED ATTACK

Q188. a) Qb3 is correct (5 points). 1. Qg4 runs into Qb4+ and mate next move (5 points). Simple, but you still have to see it.

Themes: CHECKMATE

Q189. b) Kf5 is correct (5 points). This should draw: 1... Kf3 2. Rh3+ when White will trade rooks and win the pawn ending (5 points).

Themes: SKEWER, PAWN PROMOTION

Q190. a) Kg8 is correct (5 points). If you're careful your extra rook will win the game for you. 1... Kh8 2. Qf6+ and now 2... Kg8 3. Rg5+ is a perpetual check (5 points) while 2... Kh7 loses to 3. Rh5 and Black can't defend h6 (another 5 points).

Themes: PERPETUAL CHECK, CHECKMATE

Q191. a) Ke7 is correct (5 points). 1... Ke7 2. Qxa8 Bh5+ when if the white king moves to the c-file, Black will play Qc6+ followed by Qb6+ winning the rook (5 points) so best is 2. Rg4 which will probably result in a perpetual check (5 points). 1... Bg8 loses to 2. Qg7+ and 3. Re1 winning the queen (5 points).

Themes: QUEEN FORK, PERPETUAL CHECK, PIN

Q192. a) Nxe3 is correct (5 points). 1... Nxe3 2. c7 Nd5+ and wins. 1... Ke8 stops the c-pawn but loses the king-side pawns.

Themes: KNIGHT FORK, PAWN PROMOTION

Q193. a) Re1 is correct (5 points). 1. Bg2 loses to 1... Bxg2 2. Kxg2 Qc6+ (5 points) and 3... Ra8, trapping the queen: 5 extra points for seeing the queen is trapped. It's not so easy to think about both sides of the board at the same time.

Themes: DOUBLE THREAT, TRAPPING A PIECE

Q194. a) Be5+ is correct (5 points). White's sacrificed a piece for an attack, but after 1. Bxh6 Rg8, it's Black who has the winning attack, meeting 2. Qh3 with e5 (5 points) So: 1. Be5+ f6 2. Qg6 and White has a perpetual check (5 more points for spotting this).

Themes: KING SIDE ATTACK, CHECKMATE, DISCOVERED ATTACK, PERPETUAL CHECK

Q195. a) Qxa3 is correct (5 points). This move leaves the knight on b3 trapped (5 points) but after 1. axb3 Black retreats the bishop and the game goes on.

Themes: TRAPPING A PIECE

Q196. a) Kc1 is correct (5 points). A simple question: 1. Kd1 allows Rb1+ and Rh1, when Black will win, but after Kc1 you'll promote next move (5 points).

Themes: PAWN PROMOTION

Q197. b) Re6 is correct (5 points). After 1... Rd4 Black only has one piece covering e8 so White can win by playing 2. Rc1, skewering the queen and the c8 square (5 points)

Themes: SKEWER, BACK RANK MATE

Q198. a) c4 is correct (5 points). With an extra piece and two strong passed pawns Black should win easily, but 1... d4 would be a careless mistake shutting off the bishop: after 2. Rff7 Black can't stop the rook checks.

Themes: CLOSING A LINE, PERPETUAL CHECK

Q199. b) Be4 is correct (5 points). Black's two extra pawns should win, but Bd5 walks into a pin. 2. Rd1 Rd7 (to meet Ne3 with Be6: 5 points if you saw this move) 3. Ne5, meeting Rd8 with Nc6 and Rd6 with Nc4, will draw by repetition (5 more points if you worked this out).

Themes: PIN, ATTACKING A PINNED PIECE, REPEATING MOVES

Q200. b) Qf7 is correct (5 points). Black is a rook and bishop ahead and is threatening mate, but has to decide how to get out of check. 1... Ke8 2. Qe5+ Kd7 3. Rd6+ followed by Qc5+ leads to mate (5 points) so you have to give up your queen: 1... Qf7 2. Rxf7+ Kxf7 which will probably lead to a perpetual check (5 points if you analysed this).

Themes: BACK RANK MATE, CHECKMATE, PERPETUAL CHECK

Q201. a) Kxf4 is correct (5 points). You might think it doesn't matter but in fact it makes a big difference. 1. Kxf4 will win: you'll win both black pawns in exchange for your d-pawn and your king will end up to the side of your g-pawn (5 points). 1. gxf4 will lose: the d and h pawns will be traded and Black will then win your f-pawn (5 more points). Play out the endings yourself if you don't believe me.

Themes: PAWN ENDING

Q202. a) Qg3+ is correct (5 points). 1. Qxg7+ loses to 1... Kh5 2. Qe5+ f5 and White runs out of checks (5 points) but 1. Qg3+ will lead to a perpetual check (another 5 points).

Themes: PERPETUAL CHECK

Q203. b) R6f5 is correct (5 points). A nice sacrifice, giving White a winning attack. 1. R3f5 allows 1... Qh1+ 2. Kg3 Qh4+ (5 points).

Themes: OPENING A LINE, DECOY, CHECKMATE

Q204. a) bxc3 is correct (5 points). 1. Bxc3 runs into Bxf3 when Qxf3 allows Qxb3 so White has to pay 2. gxf3 Qxh3 (5 points).

Themes: DEFLECTION, OVERWORKED PIECE

Q205. a) exd4 is correct (5 points). If you look ahead it's very simple: 1... exf4 loses the queen to a discovered attack: Nf5+.

Themes: DISCOVERED ATTACK

Q206. b) Nxg4 is correct (5 points). A knight sacrifice followed by a capture on f2 gives Black a winning attack. But 1... Nxe4 isn't the same thing at all: 2. Nxe4 defends f2 (5 points).

Themes: SACRIFICE, KING SIDE ATTACK

Q207. b) Nxa6 is correct (5 points). 1... Rxa6 loses to 2. Rxa6 Nxa6 3. Qa4+ and Qxa6: a familiar queen fork (5 points).

Themes: QUEEN FORK

Q208. b) Kg6 is correct (5 points). 1... Kg4 gets mated after 2. Bf7, threatening Bh5# (5 points) and meeting 2... f4 with Be6# (another 5 points for seeing this). It's not always right to move your king up the board in the ending.

Themes: CHECKMATE

Q209. a) Qe7 is correct (5 points). Black cannot prevent Qxf7+ followed by Qg7#, but if you play 1. Qf8, Black can stop mate and win a pawn: 1... Qe1+ 2. Kh2 Qe5+ and Qxf6 (5 points).

Theme: CHECKMATE, QUEEN FORK

Q210. b) o-o is correct (5 points). This creates two threats: it unpins the knight on c3 to threaten Nxb5 as well as threatening Bg5+ (or Bc7+) winning the queen (5 points). After o-o-o Black can play 1... Bxe2 2. Nxe2 Kg8, although White still stands better.

Theme: UNPINNING, DISCOVERED CHECK

Q211. a) fxe3 is correct (5 points). This recapture opens the f-file and will win the pawn on f7 and leave the other black king-side pawns weak (5 points if you realised this). 1. Qxe3 is just an equal position.

Theme: CHECKMATE, PERPETUAL CHECK

Q212. a) Rf2 is correct (5 points). This move draws, but Rg2 allows Black to set up a skewer: 1. Rg2 d2+ 2. Kxd2 Ra2+ or 2. Ke2 Ra1 (5 points).

Themes: DISCOVERED CHECK, SKEWER, PAWN PROMOTION

Q213. b) Qd8+ is correct (5 points). 1... Qd8+ 2. Ke1 Re6+ 3. Kf1 Qd3+ (5 points) or 2. Qd2 Rd6 (5 points) but 1... Qd7+ 2. Qd2 Rd6 isn't possible because of 3. Rb8+ (5 more points).

Themes: QUEEN FORK, PIN, CHECKMATE

Q214. b) Ne8 is correct (5 points). 1... Bd6 opens up a pin on the seventh rank allowing 2. Qxh6+ and 3. Qxg7# (5 points).

Themes: EXPLOITING A PIN, CHECKMATE

Q215. b) fxe6 is correct (5 points). 1...fxe6 regains the piece: if the knight moves then e5+ wins the bishop (5 points). If instead 1... Qxe6+, White will keep the extra piece with a winning advantage.

Themes: DISCOVERED CHECK

Q216. b) Ra7 is correct (5 points). If White plays Rxd3, Re7+ will win the rook, and otherwise Black can win with best play, but if 1... Ra6 2. Rxd3 Re6+ 3. Kf5 is a draw (5 points).

Themes: DEFLECTION, ROOK ENDING

Q217. a) Kf1 is correct (5 points). This is another perpetual check question. 1. Kf1 will lead to a draw, but if you play 1. Kh1 you'll be mated after 1... Qh3+ 2. Kg1 Rg8+ (5 points).

Themes: PERPETUAL CHECK, CHECKMATE

Q218. a) Qc2 is correct (5 points). 1. Qd3 loses to 1... Qh3+ 2. Kg1 Rxh4 when the g-pawn is pinned: perhaps not so easy to foresee (5 points).

Themes: EXPLOITING A PIN, CHECKMATE

Q219. b) cxb5 is correct (5 points). 1. axb5 wins a pawn but loses the game: after 1... a4 2. Kc3 e4 White can't stop both pawns (5 points for working this out), while 1. cxb5 Kxd5 2. b6 Kc6 3. Ke4 Kxb6 4. Kxe5 Kc5 5. Kf6 Kb4 6. Kxg5 (Kxg6 is a draw: 5 points for seeing this) Kxa4 7. h4 White will win by one tempo (5 more points for calculating this far).

Themes: PAWN ENDING, PAWN PROMOTION

Q220. b) Nf3 is correct (5 points). Nf3 keeps the extra piece because it defends d2 again: 1. Nxc6 encounters 1... Qe3+ 2. Qe2 Bxd2+, each black move exploiting a different pin (5 points).

Themes: EXPLOITING A PIN

Q221. b) Kxd7 is correct (5 points). You might easily play Qxd7 without thinking so that you can castle later, but if you do White would play 2. d3, winning a piece (5 points).

Themes: ATTACKING A PINNED PIECE

Q222. b) Kxf8 is correct (5 points). Black is ahead on material at the moment, but 1... Bxf8 2. Qf3, hitting a8 and f6, puts White back in the game (5 points).

Themes: QUEEN FORK

Q223. a) exf5 is correct (5 points). 1... Kxf5 looks natural, but if White plays 2. Rg1 you have no answer to the threat of Rg5# (5 points if you saw this).

Themes: CHECKMATE

Q224. a) Rf7 is correct (5 points). 1... Qf7 loses Black's extra rook after 1. e6 Qe7 2. Ng6 and 3. e7+ (5 points) while 1... Rf7 (king moves also win) should win easily after 2. e6 Bxh4 3. exf7+ Qxf7.

Themes: DEFLECTION, DISCOVERED CHECK, PAWN FORK

Q225. b) Ne5+ is correct (5 points). This should draw but 1. Nd6+ Ke6 2. Nxf5 Kxf5 3. Ke3 a4 (5 points) is winning for Black: 4. Kf2 Ke4 5. Kg3 Kxd4 6. Kxg4 Kc3 and wins by a tempo (5 more points if you got this far).

Themes: KNIGHT FORK, PAWN ENDING, PAWN PROMOTION

Q226. b) Kh2 is correct (5 points). 1. Kf2 g3+ 2. Ke1 Nd4+ and Black mates (5 points for this) but 1. Kh2 g3+ 2. Kh3 Nf4+ 3. Rxf4 and if Black takes back, 4. Qh8# (5 more points for this).

Themes: CHECKMATE

Q227. a) Qb6+ is correct (5 points). The queen has to check on the g1-a7 diagonal in order to meet Ke7 with Qe3+: 1. Qb6+ Kd7 (1... Ke7 2. Qe3+ and White wins) 2. Qa7+ with a draw (5 points). 1. Qb8+ Ke7 2. Qc7+ Kf8 and Black is threatening mate (5 points)

Themes: PERPETUAL CHECK, QUEEN FORK, CHECKMATE

Q228. b) Rc1 is correct (5 points). After 1. Rc1 White has an extra piece and should win but if 1. Rxb1 Rxb1+ 2. Kh2 Qxf2 (5 points for seeing this) 3. Bxd6 Qg1+ 4. Kg3 Qe1+ 5. Kh2 (not 5. Kf3 Qe3#) with a draw (another 5 points for reaching the end of this line).

Themes: EXPLOITING A PIN, PERPETUAL CHECK, CHECKMATE

Q229. b) Qxf6 is correct (5 points). All you have to do is spot that 1... Nxf6 allows the very common queen fork on a4, winning the bishop on b4 (5 points).

Themes: QUEEN FORK

Q230. b) Qd8 is correct (5 points). 1... Qd6 loses to 2. Nxf6+ Qxf6 3. Qxd7 or 2... exf6 3. Qxd6 (5 points)

Theme: DEFLECTION, DECOY

Q231. b) Nd8 is correct (5 points). You have to move the knight to a square from where it can move to defend e7. 1... Nc5 2. Rde1 and White regains the piece, but 1... Nd8 2. Rde1 Nc6 and Black wins (5 points).

Theme: PIN

Q232. b) f2 is correct (5 points). This is basic rook ending knowledge. 1... f2 wins: Black will be able to play Rb1+ at some point. 1... Kxa6 2. Kc3 (for example) and White will draw. 5 points for this.

Theme: ROOK ENDING, PAWN PROMOTION

Q233. a) Nd4 is correct (5 points). White has to prevent Kb3. In fact it's mate in 7, and without the h-pawns it would be mate in 5, for example. 1. Nd4 Ka1 2. Kc2 Ka2 3. Ne2 (5 points so far) 3... Ka1 4. Nc1 a2 5. Nb3#: 5 further points if you were clever enough to work that out. A very unusual ending but still worth knowing.

Themes: ZUGZWANG, CHECKMATE

Q234. b) f4 is correct (5 points). 1. Kb6 loses to 1... f4 (5 points) and Black will promote a pawn. If you realised that 1 f4 wins because White will eventually capture on d5 award yourself another 5 points.

Themes: PAWN ENDING, PAWN PROMOTION

Q235. b) Qg2 is correct (5 points). White has to defend f2 and Rd2 looks good until you see 1. Rd2 exf3 2. Rxb2 Rxe1#. 5 more points if you chose Qg2 because you saw this.

Themes: CHECKMATE

Q236. a) Nd4 is correct (5 points). 1. Nd4 Bh7 2. f3 wins a piece, but 1. Nh4 doesn't win a piece after 1... Bh7 2. f3 g5 (5 points).

Themes: ATTACKING A PINNED PIECE, TRAPPING A PIECE

Q237. a) Qe7 is correct (5 points). White can't escape from the fork so Black wins material. 1... Qf6 2. Qxf6 gxf6 3. Na4 hitting c5 saves the piece (5 points).

Themes: PAWN FORK, COUNTERATTACK

Q238. a) Qa5 is correct (5 points). 1... Qe3+ looks good but after 2. Kh1 threatening Rae1 the queen will be trapped. You could try 2... h5 but 3. f4 closes the door again (5 points for this).

Themes: TRAPPING A PIECE

Q239. a) Nxe5 is correct (5 points). 1... Nxe5 2. Bxe4 is just a trade. 1... Nxf2 looks clever but loses a piece after 2. Bxc6+ (5 points).

Themes: ZWISCHENZUG

Q240. b) Kg6 is correct (5 points). 1... Kg6 is winning but after 1... Ke6 White can win by playing 2. Bc5 (threat: Re7#: 5 points) Rxb3+ 3. Kc4 (others also win) and now 3... f5 4. gxf5+ (or exf5+) Kf6 5. Be7# (5 more points) or 3... Re8 4. c7 (yet another 5 points).

Themes: CHEKMATE, PAWN PROMOTION

Q241. a) Qxf5 is correct (5 points). 1. Nxf5 loses to Rxd3+, but after 1. Qxf5 gxf5 2. Bg7+ White regains the queen and comes out ahead (5 points).

Themes: DISCOVERED ATTACK

Q242. a) Qxe3 is correct (5 points). You might want to play fxe3 hoping Black misses the discovered attack, but after 1... Qb2 you'll have to give up a rook to avoid mate (5 points).

Themes: DISCOVERED ATTACK, CHECKMATE

Q243. b) Nxe4 is correct (5 points). This is equal, but 1... Kf5 will lose to 2. Ng3+ Kf6 3. Nh5+ (5 points if you saw this). It might not be so easy to see that 1. Rxe4 loses to Be3+ followed by Kxf6 (another 5 points)

Themes: ZWISCHENZUG

Q244. b) Kh1 is correct (5 points). It will be checkmate very soon: White will score a quick checkmate by playing 1. Kh1, but if you carelessly choose 1. Kf1 instead it will be Black who scores with Qd1# (5 points).

Themes: CHECKMATE

Q245. a) Rbe8 is correct (5 points). 1... Rbe8 2. Kd2 Rxe3 3. Rxe3 Re8 wins a rook (5 points). But after 1... Rfe8 the rook on b8 is still attacked so White can escape by playing either 2. Kb1 or Kb2 (another 5 points if you saw this).

Themes: PIN, ATTACKING PINNED PIECE

Q246. a) Rae8 is correct (5 points). This is similar to the previous question. 1... Rae8 will eventually win the white bishop: for instance 2. Qd6 Rd8 3. Qxb6 Rb8 with a skewer (5 points) or 2. Ra3 Qb5. 1... Rfe8 can be met by 2. Ra3 Rxe7 3. Rxa4 Rxa4 4. Bxe7 (5 points for this variation), or 2... Qxa3 3. Qxe8+ or Bxa3 (5 more points for this variation), which are both about equal.

Themes: TRAPPING A PIECE, SKEWER, ZWISCHENZUG

Q247. b) exd5 is correct (5 points). After 1... Qxd5 White can win a piece by setting up a fork: 2. c3 and if the bishop moves to safety Qa4+ wins the other bishop (5 points). 1... exd5 opens the diagonal for Black to meet an eventual Qa4+ with Bd7.

Themes: QUEEN FORK, CREATING TWO THREATS

Q248. b) Rhe8 is correct (5 points). 1... Qe1+ will just trade queens, but 1... Rhe8 2. Bxe8 Qe1+ will win White's queen.

Themes: PIN, DEFLECTION, SKEWER

Q249. b) R_xh7 is correct (5 points). 1. B_e7 R_f7 2. R_e1 R_e8 and Black will win the pinned bishop with 3... B_b7 (5 points).

Theme: PIN, ATTACKING A PINNED PIECE

Q250. b) R_c1 is correct (5 points). 1. R_a4 loses to 1... R_h6 (5 points) 2. B_f1 N_f3+ 3. K_f2 Q_xh2+ 4. B_g2 R_h3 or R_g6 (5 more points for getting this far). White has to move the rook on d1 to make way for the bishop: 1. R_c1 R_h6 2. B_d1 keeping control of f3 (5 points if you saw this).

Theme: KING SIDE ATTACK, CLEARANCE

Q251. b) K_f1 is correct (5 points). 1. Q_e2 B_xd2+ 2. K_xd2 R_b2+ is a skewer which will win the white queen (5 points).

Theme: DECOY, SKEWER

Q252. a) Q_a2 is correct (5 points). After 1. Q_a2 R_d7 2. R_a8+ mates, and otherwise Black has no answer to Q_a6+ (5 points) but after 1. R_a8+ K_d7 the black king will escape.

Theme: CHECKMATE

Q253. a) Rxc7 is correct (5 points). In this position pawns are stronger than rooks. After 1... Kxe1 2. b6 Black can't stop the pawns (5 points if you realised this) while 1... Rxc7 should lead to a draw with best play.

Themes: ROOK ENDING, PAWN PROMOTION

Q254. b) Nh5 is correct (5 points). Quite a few players have fallen for this opening trap: 1... Nd7 loses to 2. Qh4 threatening both Bxe7 and Qxh7# (5 points for finding this move).

Themes: DOUBLE THREAT, CHECKMATE

Q255. a) Kg7 is correct (5 points). White wins after 1... Kh7 2. Qc3 f6 3. Qxf6 Rg7 4. Qf8 with a winning attack (5 points) but 1... Kg7 2. Qc3 f6 keeps Black's advantage.

Themes: KING SIDE ATTACK, CHECKMATE

Q256. a) Kd5 is correct (5 points). 1... Kd6 loses to 2. Rxe6+ Kxe6 3. Nd4+ and 4. Nxb3 (5 points) but after 1... Kd5 2. Rxe6 isn't check so Black has time to play Rb1+ first (5 more points).

Themes: DECOY, KNIGHT FORK, ZWISCHENZUG

CHAPTER 4

ROCK, PAPER, SCISSORS

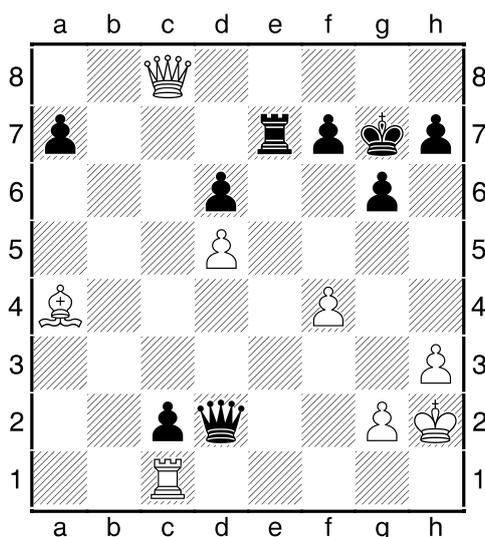
You've just solved some puzzles in which you had two choices. This time it's harder: you have, you've guessed it, three choices. Rock, paper, scissors. A, B or C.

So you have to analyse three different moves, keep three variations in your head, before you make your choice. It's not so easy, but if you've learned to look at two variations at the same time, you can learn to look at three.

Again, it's not a guessing game. You'll get points for the right answer, but there are plenty of extra points to be won if you can tell me why you made your choice and why you rejected the alternatives.

Most of these puzzles are of two types. There are question where you have to work out your opponent's threat and find the best way to defend against it. Perhaps there are two threats and you have to find a move which meets both of them. There are also questions where you have to avoid making a blunder.

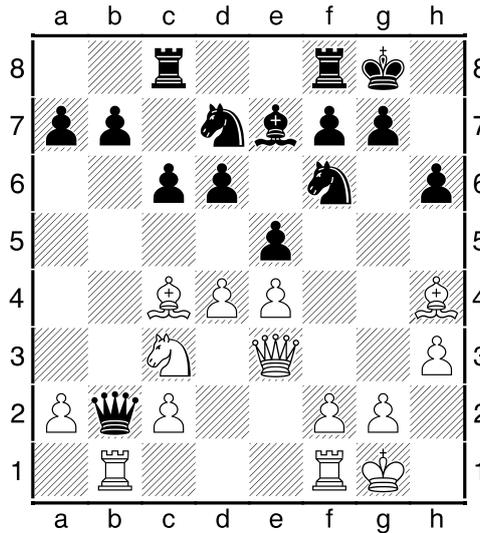
As usual, we'll work through a couple of positions together first.



In this position it's White to move. Your choices are: Bxc2, Rxc2 and Qxc2.

It's clear that Black is threatening Qxc1, which rules out Bxc2 at once. How do you choose between Rxc2 and Qxc2? You might decide you want to keep your queen on a strong attacking square, or you might want to trade queens because you're a piece ahead and like playing endings. You have to calculate before thinking about general principles, though. Black has a second threat: Qxf4+. If you play Rxc2, Qxf4+ will fork and win the bishop on a4, but after 1. Qxc2 Qxf4+ the bishop is defended.

So Qxc2 is the correct answer.



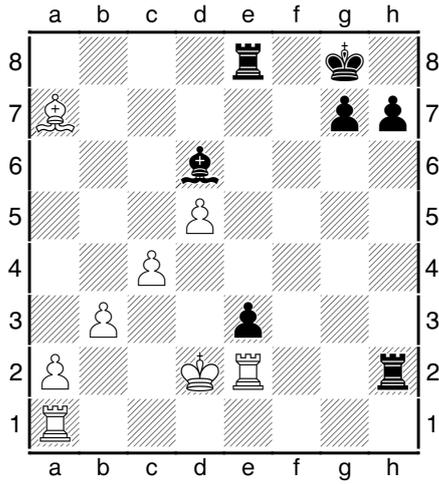
Here it's Black to move: how will you choose from Qa3, Qxc2 and exd4?

It looks like you have two safe squares for your queen, but again you have to calculate. After 1... Qxc2 White can trap the queen with either Bb3 or Rfc1. What about Qa3, then? It might not be so easy to see that 1... Qa3 can be met by 2. Nd5, winning a piece: 2... Qxe3 3. Nxe7+ Kh8 4. fxe3.

So you have to play 1... exd4, and if 2. Qxd4 then 2... Qa3 is possible.

Some of the questions are not at all easy: if you get stuck set the position up on your board and play the moves out yourself. You're going to have to calculate all three options on each question.

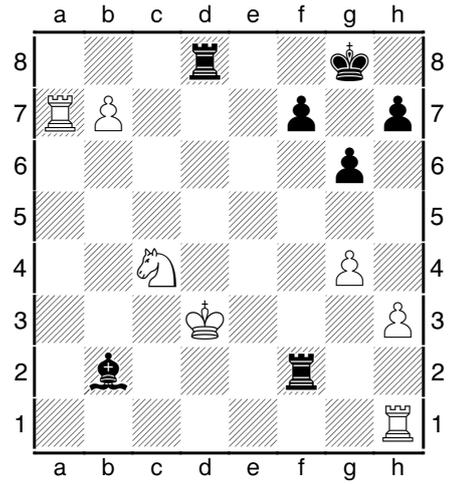
When you're ready, turn over the page and start solving!



Q257. White to move

- a) Kd1 b) Kd3 c) Bxe3

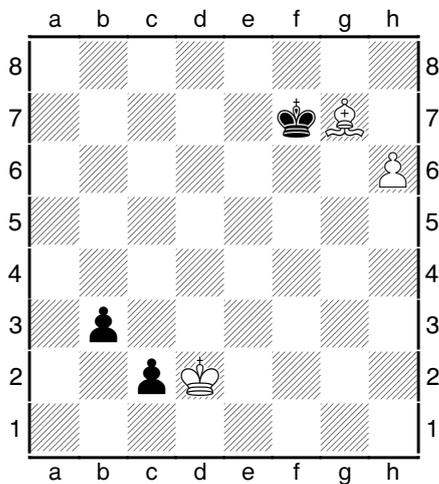
Why did you choose that move?



Q258. White to move

- a) Nd6 b) Ke3 c) Ke4

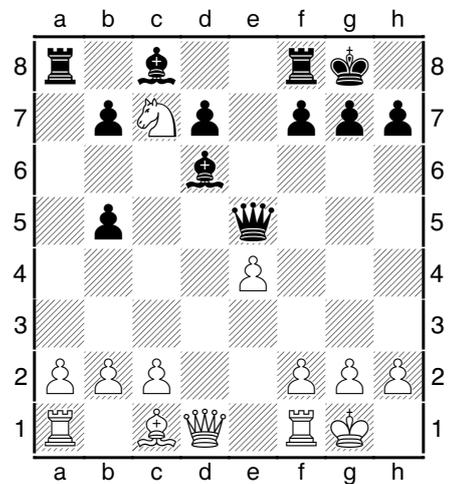
Why did you choose that move?



Q259. White to move

- a) Kc1 b) Bc3 c) Bd4

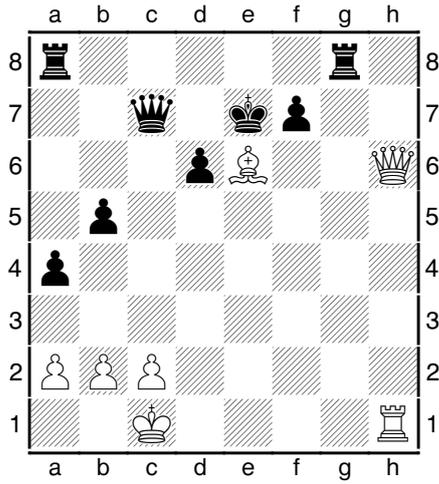
Why did you choose that move?



Q260. White to move

- a) Nxa8 b) Bf4 c) f4

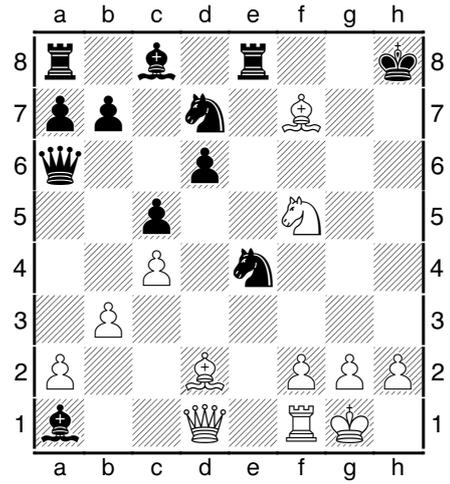
Why did you choose that move?



Q261. Black to move

- a) Qc5 b) fxe6 c) Rg2

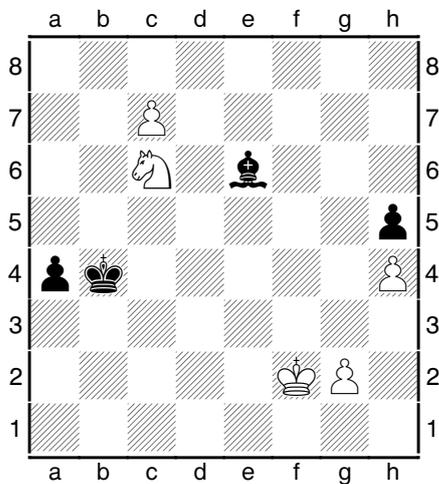
Why did you choose that move?



Q262. Black to move

- a) Ndf6 b) Nef6 c) Rf8

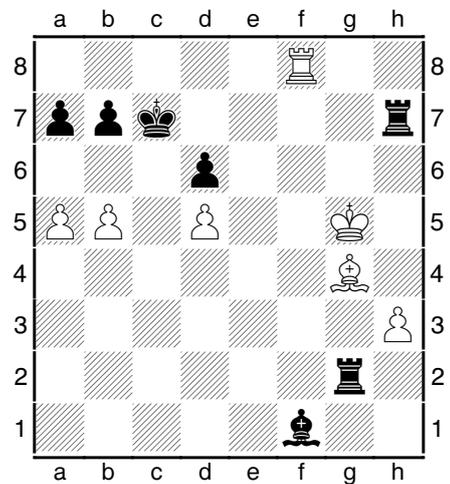
Why did you choose that move?



Q263. Black to move

- a) Kb3 b) Kc4 c) Kc5

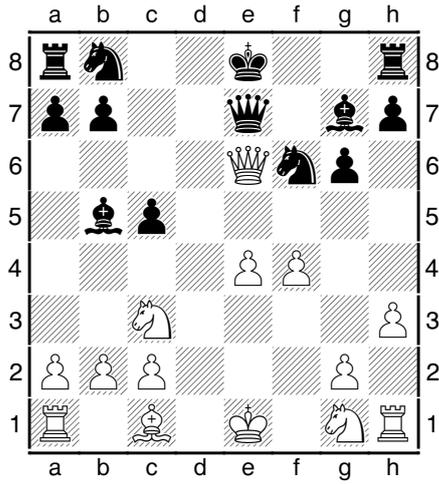
Why did you choose that move?



Q264. Black to move

- a) Bxb5 b) b6 c) Rxf4+

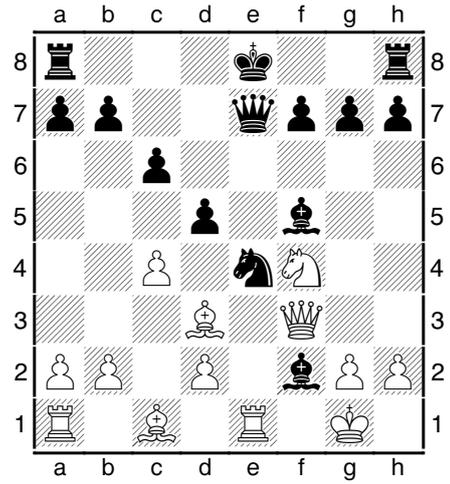
Why did you choose that move?



Q265. White to move

- a) Nxb5 b) Qc8+ c) Qxe7+

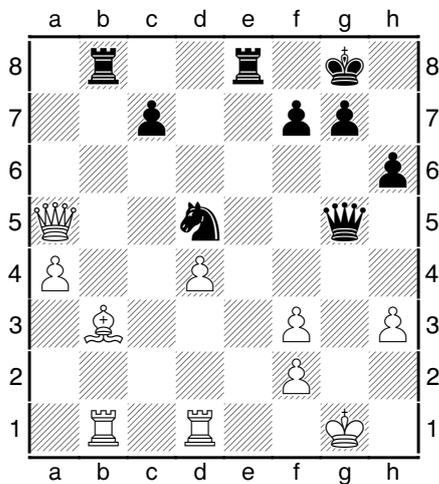
Why did you choose that move?



Q266. White to move

- a) Kf1 b) Qxf2 c) Kh1

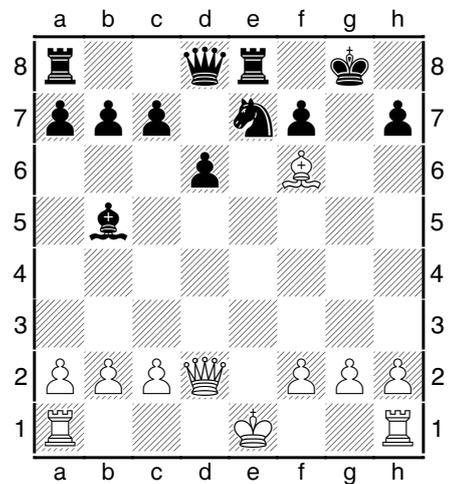
Why did you choose that move?



Q267. White to move

- a) Kf1 b) Kh1 c) Kh2

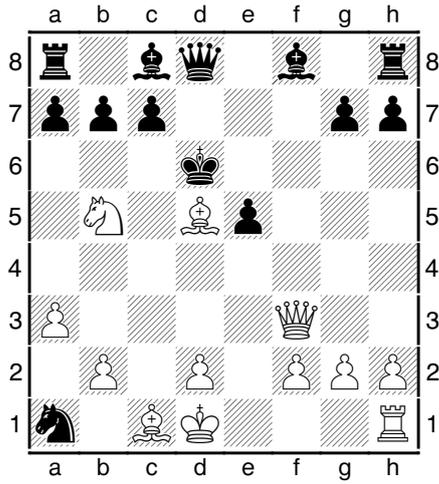
Why did you choose that move?



Q268. White to move

- a) 0-0-0 b) 0-0 c) Qg5+

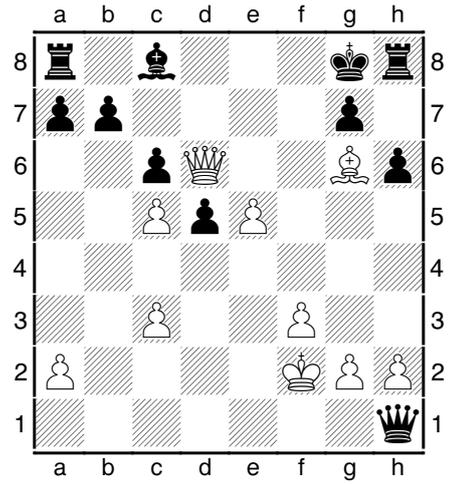
Why did you choose that move?



Q269. Black to move

- a) Kc5 b) Kd7 c) Ke7

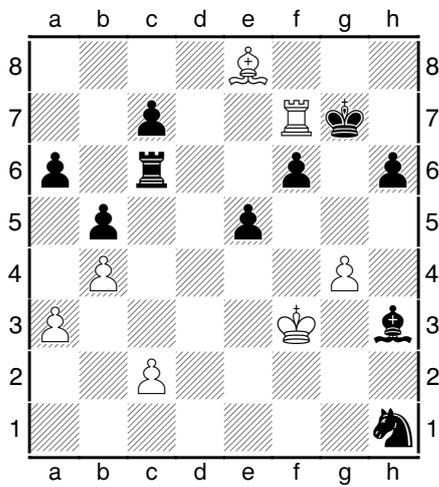
Why did you choose that move?



Q270. Black to move

- a) Bf5 b) Qxh2 c) Bh3

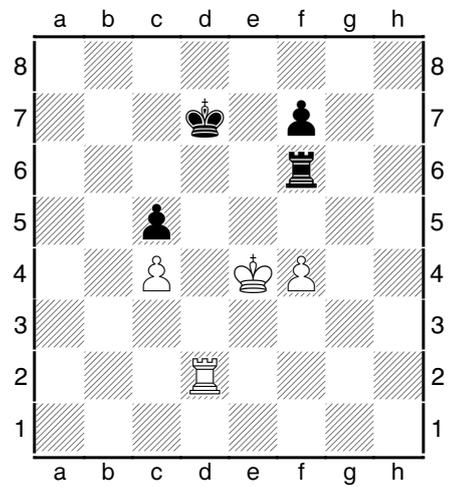
Why did you choose that move?



Q271. Black to move

- a) Kg6 b) Kg8 c) Kh8

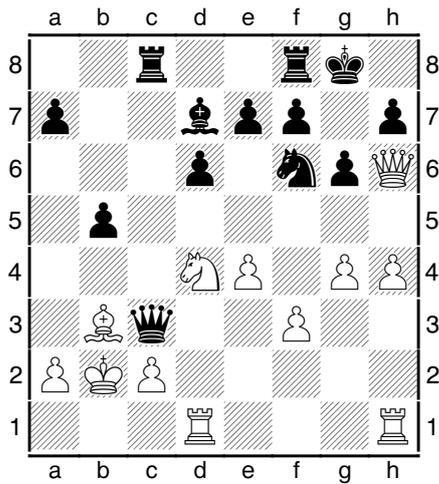
Why did you choose that move?



Q272. Black to move

- a) Kc6 b) Rd6 c) Ke6

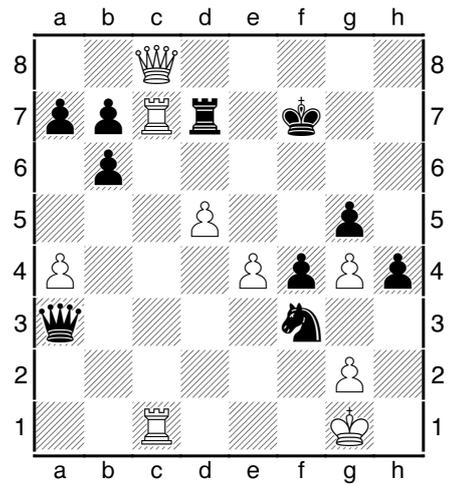
Why did you choose that move?



Q273. White to move

- a) Ka3 b) Kb1 c) Kc1

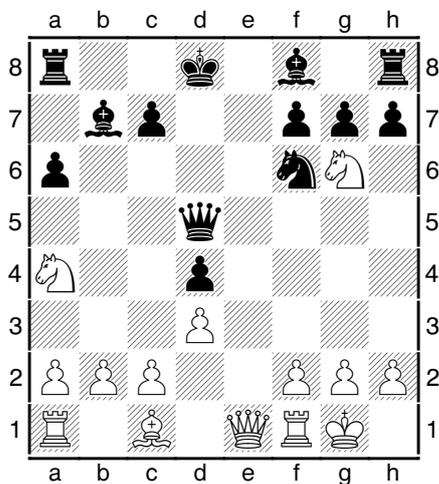
Why did you choose that move?



Q274. White to move

- a) Kf1 b) gxf3 c) Kh1

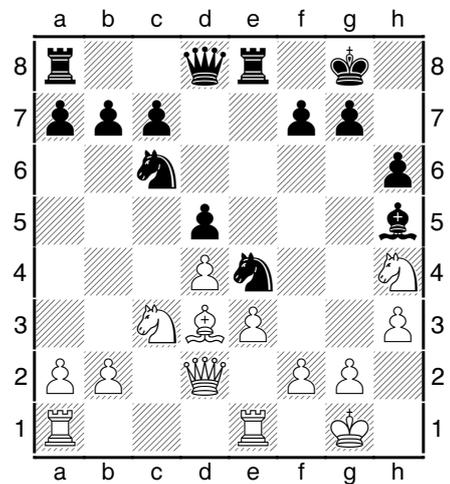
Why did you choose that move?



Q275. White to move

- a) Nf4 b) Nh4 c) Nxh8

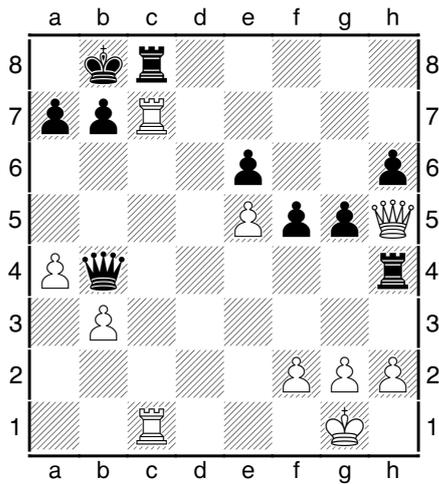
Why did you choose that move?



Q276. White to move

- a) Qc2 b) Nxe4 c) Bxe4

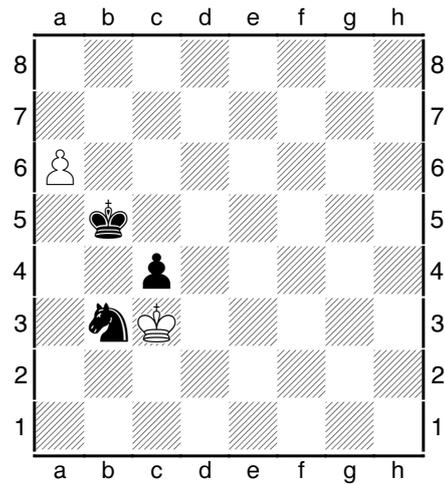
Why did you choose that move?



Q277. Black to move

- a) Rd8 b) Rf8 c) Rxh5

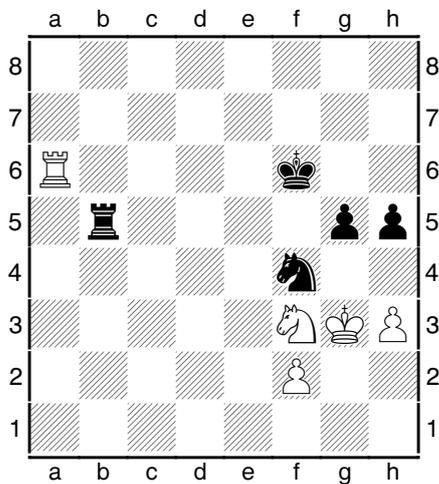
Why did you choose that move?



Q278. Black to move

- a) Na5 b) Kxa6 c) Nc5

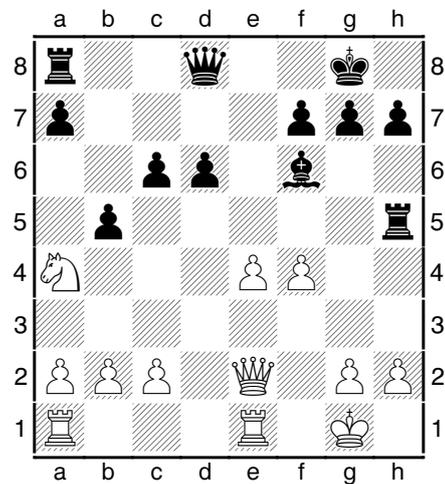
Why did you choose that move?



Q279. Black to move

- a) Ne6 b) Kf5 c) Kf7

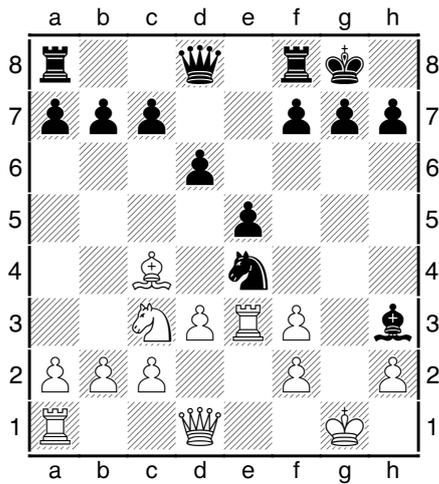
Why did you choose that move?



Q280. Black to move

- a) bxa4 b) Bd4+ c) Rh4

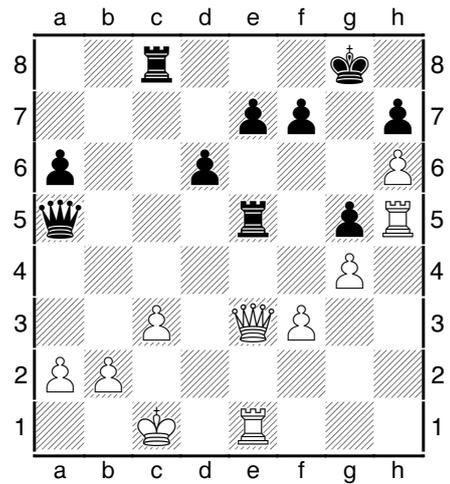
Why did you choose that move?



Q281. White to move

- a) Nxe4 b) dx4 c) fx4

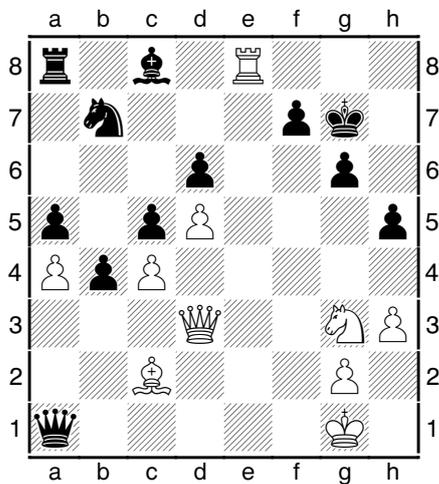
Why did you choose that move?



Q282. White to move

- a) Qd2 b) Qd4 c) Qf2

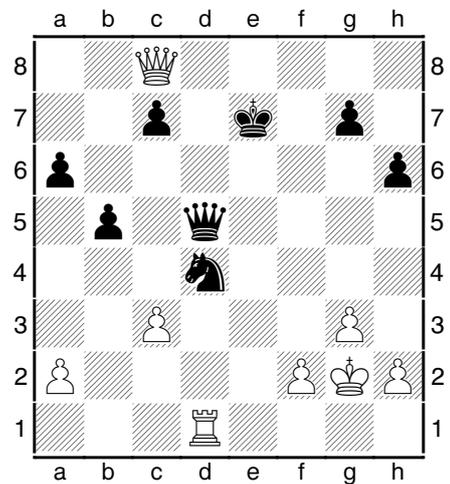
Why did you choose that move?



Q283. White to move

- a) Qf1 b) Nf1 c) Kh2

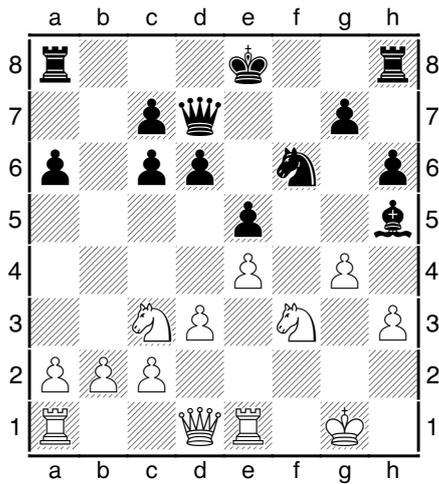
Why did you choose that move?



Q284. White to move

- a) Kf1 b) Kg1 c) Kh3

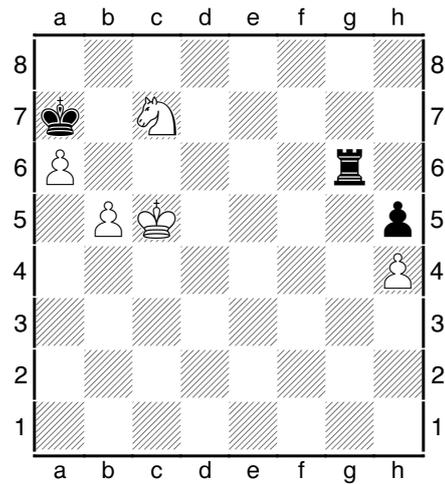
Why did you choose that move?



Q285. Black to move

- a) Nxg4 b) Bxg4 c) Bg6

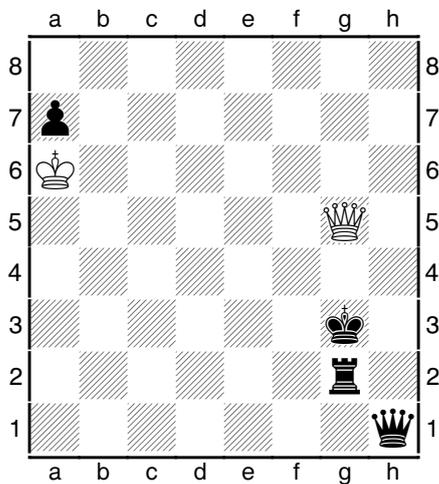
Why did you choose that move?



Q286. Black to move

- a) Rb6 b) Rf6 c) Rg8

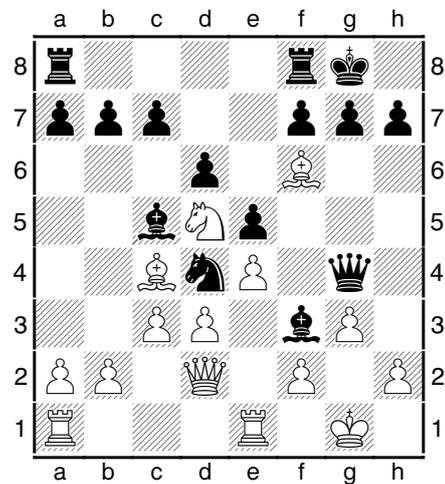
Why did you choose that move?



Q287. Black to move

- a) Kf3 b) Kh2 c) Kh3

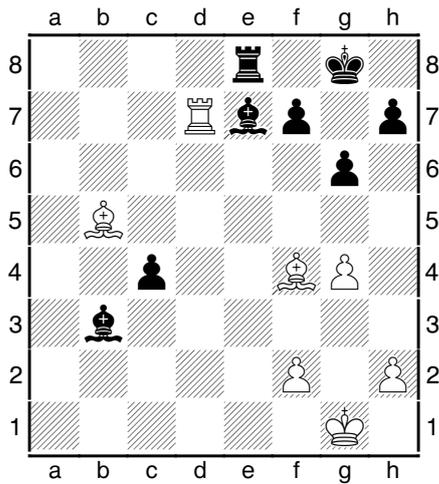
Why did you choose that move?



Q288. Black to move

- a) Ne6 b) gxf6 c) Qh3

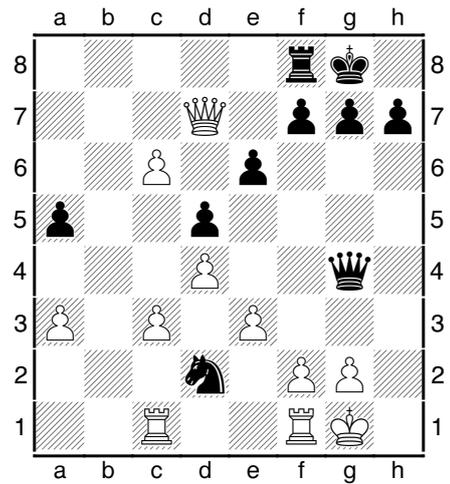
Why did you choose that move?



Q289. White to move

- a) Ra7 b) Rb7 c) Rc7

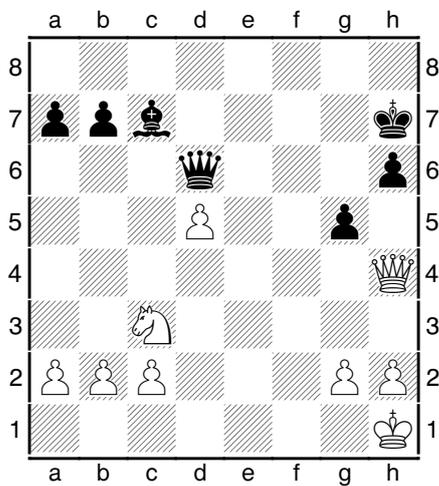
Why did you choose that move?



Q290. White to move

- a) c7 b) Rfd1 c) f3

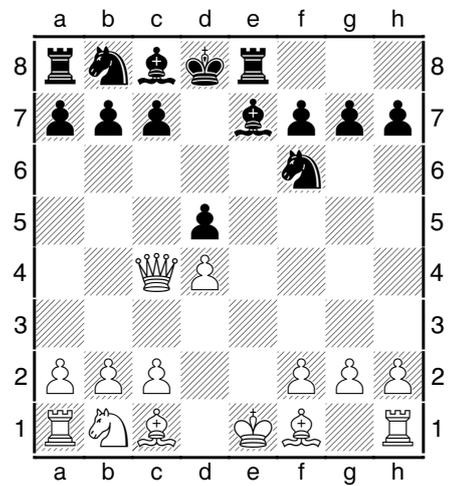
Why did you choose that move?



Q291. White to move

- a) Qd4 b) Qe4+ c) Qh5

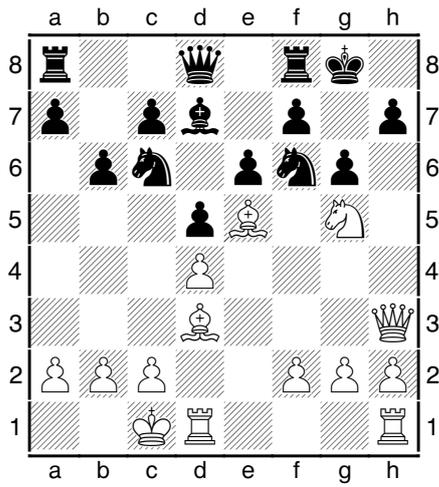
Why did you choose that move?



Q292. White to move

- a) Qb5 b) Qc3 c) Qe2

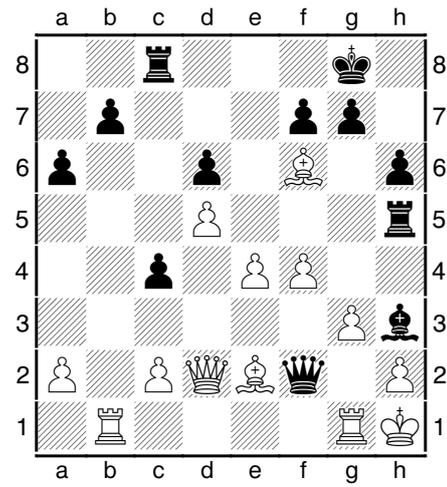
Why did you choose that move?



Q293. Black to move

- a) Kg7 b) Nh5 c) h5

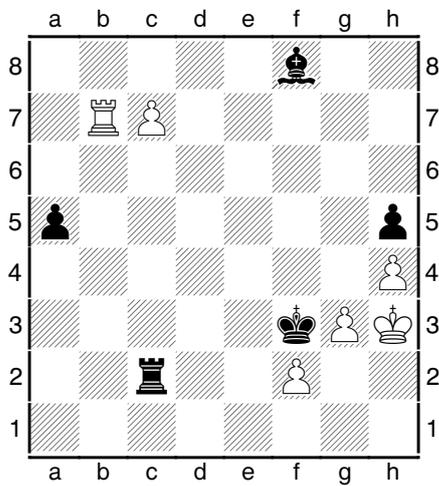
Why did you choose that move?



Q294. Black to move

- a) Bf5 b) gxf6 c) Bg4

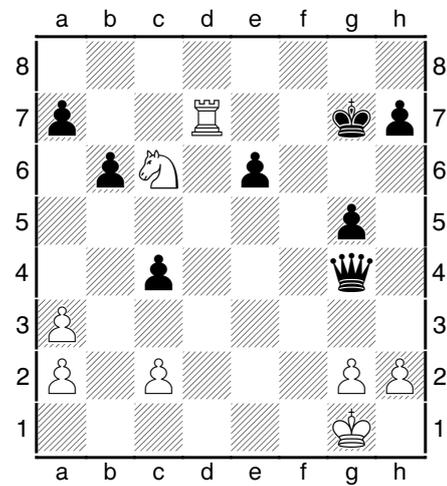
Why did you choose that move?



Q295. Black to move

- a) Bb4 b) Rc1 c) Kxf2

Why did you choose that move?



Q296. Black to move

- a) Kf6 b) Kg6 c) Kh6

Why did you choose that move?

ANSWERS

Q257. b) Kd3 is correct (5 points). This move should win. 1. Bxe3 Rxe2+ 2. Kxe2 Bc5 wins the bishop (5 points for this). 1. Kd1 is met by 1... Rf8 (5 more points for this) 2. Rxh2 Rf1+ 3. Ke2 Rxa1 followed by Rxa2+ with a fork (another 5 points for getting this far).

Themes: PIN, ATTACKING A PINNED PIECE, SKEWER, ROOK FORK

Q258. a) Nd6 is correct (5 points). 1. Ke3 loses to Bd4+ (5 points). 1. Ke4 f5+ will lead to the same fork (5 more points), which leaves 1. Nd6 Rxd6+ 2. Kc4 Rb6 3. Ra8+ Kg7 4. b8Q which will probably be drawn (another 5 points).

Themes: BISHOP FORK, PAWN PROMOTION

Q259. c) Bd4 is correct (5 points). White's winning plan is to move the bishop to the c1-h6 diagonal, where it both defends the h6 pawn and controls the promotion square, so 1. Bd4 Kg6 2. Be3 when White will capture the black pawns and eventually promote. 1. Bc3 Kg6 is only a draw, as is 1. Kc1 Kg6 (5 points again).

Themes: PAWN PROMOTION

Q260. b) Bf4 is correct (5 points). I hope you spotted 1. Nxa8 Qxh2# (5 points). 1. f4 loses the knight to either Qc5+ or Bc5+ (5 points if you saw either move). 1. Bf4 Qxf4 2. g3 buys time to capture the rook next move when the knight will eventually escape (5 more points for this variation).

Themes: CHECKMATE, QUEEN FORK, ZWISCHENZUG

Q261. a) Qc5 is correct (5 points). Black has a material advantage but White has an attack. 1... Qc5 is the best move, planning either Qg5+ or Rg1+ (5 points for seeing these ideas). 1... fxe6 loses at once to Qh7+ (5 points for this). 1... Rg2 is met by 2. Bf5, defending f2 and threatening Re1+, giving White a winning attack (5 points if you were planning to meet Rg2 in this way).

Themes: SKEWER, CHECKMATE

Q262. a) Ndf6 is correct (5 points). Again you have to defend accurately. You get 5 points for seeing 1... Rf8 2. Qh5#. 1... Nef6 should lose after 2. Bxe8. 1... Ndf6 is much better and should win after 2. Bxe8 Bxf5 or Qxa2: it creates a discovered attack on f5 while the knight on e4 keeps the pressure on d2 and prevents Bg5 (up to 10 points depending on how much of this you saw).

Themes: DISCOVERED ATTACK, CHECKMATE

Q263. c) Kc5 is correct (5 points). 1... Kb3 allows a winning fork: Nd4+ (5 points). 1... Kc5 gains a tempo by attacking the knight so must be better than Kc4 (5 points if you realised this). As it happens, Kc5 should win while Kc4 draws with best play, but you can't be expected to see that far ahead.

Themes: KNIGHT FORK, PAWN PROMOTION

Q264. c) Rxc4 is correct (5 points). 1... Bxb5 2. Rc8# (5 points) fails to meet White's threat. 1... b6 2. Rc8+ Kb7 3. a6# (another 5 points) only delays the mate by one move. 1... Rxc4 will win easily on material.

Themes: CHECKMATE

Q265. c) Qxe7+ is correct (5 points). Sometimes the simple moves are best: 1. Qxe7+ Kxe7 2. Nxb5 leaves White two pawns up. 1. Nxb5 Qxe6 2. Nc7+ is just a clever way of trading pieces leaving White behind (5 points for this variation). 1. Qc8+ Kf7 leaves the white queen trapped (5 more points).

Themes: KNIGHT FORK, TRAPPING A PIECE

Q266. b) Qxf2 is correct (5 points). If you don't look ahead you won't want to give up your queen, but after 1. Qxf2 Nxf2 2. Rxe7+ Kxe7 3. Bxf5 you'll end up with the advantage (5 points). 1. Kf1 Bxe1 leaves Black with a strong position and a material advantage (5 points). There's another 5 points for seeing that 1. Kh1 Ng3+ 2. hxg3 Qxe1+ leads to mate.

Themes: EXPLOITING A PIN, DISCOVERED CHECK, CHECKMATE

Q267. b) Kh1 is correct (5 points). This move is about equal. 1. Kf1 loses the queen to Ne3+ (5 points). 1. Kh2 loses the exchange to 1... Re2 2. Rf1 Ne3 (another 5 points).

Themes: DISCOVERED ATTACK, EXPLOITING A PIN

Q268. a) o-o-o is correct (5 points). You have to make your king safe first, but 1. o-o is illegal (5 points for pointing this out: it's a deliberate trick question) and after 1. o-o-o Black has no defence to White's threats. 1. Qg5+ loses to Ng6+ and Black has time to defend successfully (5 points)

Themes: DISCOVERED CHECK, CHECKMATE

Q269. a) Kc5 is correct (5 points). White's sacrificed a rook in the Fried Liver Attack but after Kc5 Black might survive. If you saw 1... Ke7 2. Qf7# you score 5 more points, and there's another 5 points for 1... Kd7 2. Qf5+ and 3. Qf7#.

Themes: CHECKMATE

Q270. c) Bh3 is correct (5 points). 1... Qxh2 fails to meet White's threat of Qd8# (5 points). There's another 5 points for seeing that 1... Bf5 will lead to a draw after, for example, 2. Bxf5 Qxh2 3. Qe6+ or Be6+, and a further 5 points for planning 1... Bh3 2. g3 Qxh2+ when 3... Qxh3 will stop the perpetual checks and eventually win on material.

Themes: CHECKMATE, PERPETUAL CHECK

Q271. b) Kg8 is correct (5 points). An easy question. 5 points for realising that 1... Kh8 loses to 2. Bxc6 and another 5 points for seeing the discovered check 1... Kg6 2. Rxc7+.

Themes: DISCOVERED CHECK

Q272. a) Kc6 is correct (5 points). This should draw easily. 1... Ke6 2. Rd5 wins the c-pawn (5 points) while 1... Rd6 2. Rxd6+ Kxd6 3. Kf5 Ke7 4. Ke5 (5 points only if you got this far) gives White a winning pawn ending.

Themes: ROOK ENDING, PAWN ENDING

Q273. b) Kb1 is correct (5 points). This is about equal, but not 1. Ka3 b4# (5 points) or 1. Kc1 Qa1+ 2. Kd2 Qxd4+ (another 5 points).

Themes: CHECKMATE, DECOY

Q274. c) Kh1 is correct (5 points). This move wins as Black has no more useful checks (5 points if you understood this). 1. gxf3 Qe3+ is a perpetual check (5 points) and 1. Kf1 Qd3+ 2. Kf2 Qe3+ leads to mate (5 more points).

Themes: PERPETUAL CHECK, CHECKMATE

Q275. b) Nh4 is correct (5 points). An easy 5 points for rejecting Nxf8 because of Qxg2#. 1. Nf4 Qc6 2. b3 g5 wins a piece because of the potential mate (5 points for this) so White has to play 1. Nh4 to stay in the game, meeting g5 with Nf3 (another 5 points for seeing this).

Themes: CHECKMATE, DEFLECTION

Q276. c) Bxe4 is correct (5 points). You have to see that Black has two threats, so 1. Qc2 Qxh4 is no good (5 points). 1. Nxe4 dxe4 is also no good because Black still has two threats (5 more points) so you have to play 1. Bxe4 dxe4 2. Nf5 to save the piece.

Themes: DISCOVERED ATTACK, DOUBLE THREAT

Q277. a) Rd8 is correct (5 points). First of all you can rule out Rxh5 because of Rxc8# (5 easy points). 1... Rf8 lets White offer another queen sacrifice with 2. Qf7 when Black can try 2... Rc4 but after 3. R7xc4 Qe1+ 4. Rxe1 Rxf7 White is a rook ahead (5 points for Rf7, 5 extra points for the whole variation). So the best option is 1... Rd8, which is about equal after, for instance, 2. Rd7 Qb6.

Themes: DEFLECTION, BACK RANK MATE

Q278. c) Nc5 is correct (5 points). You can win this ending: 1... Nc5 2. a7 Na4+ and 3... Nb6 (5 points for working this out). Another 5 points if you understood that 1... Kxa6 2. Kxc4 is a draw while 1... Na5 2. a7 wins for White.

Themes: PAWN PROMOTION

Q279. c) Kf7 is correct (5 points). 1... Kf5 loses to Nd4+ (5 points). 1... Ne6 allows the same fork: 2. Rxe6+ Kxe6 3. Nd4+ (5 more points). You get another 5 points if you saw 1... Kf7 2. Ng5+ Rxc5 3. Kxf4 and assessed the position as drawn with best play.

Themes: KNIGHT FORK, DECOY, CAPTURING THE DEFENDER

Q280. b) Bd4+ is correct (5 points). 1... bxa4 doesn't meet White's threat of Qxh5 (5 generous points). 1... Rh4 gives White time to defend: 2. g3 Rh3 3. Nc3 (5 more points). 1... Bd4+ makes a big difference: if 2. Kh1 Black has 2... Rxh2+ 3. Kxh2 Qh4# (5 points for this sacrifice) so White has to play 2. Kf1 when Rxh2 still wins easily.

Themes: CHECKMATE

Q281. c) fxe4 is correct (5 points). Black's just played an unsound sacrifice, hoping for 1. dxe4 Qg5+ (5 points), or, failing that, 1. Nxe4 d5, winning back the piece (another 5 points), but 1. fxe4, meeting 1... Qg5+ with Rg3, will leave White a piece ahead.

Themes: CHECKMATE, PAWN FORK

Q282. a) Qd2 is correct (5 points). 1. Qd4 is a nice idea but doesn't work: 1... Rxe1+ 2. Kd2 Qe5 or Re5 (5 points for this). 1. Qf2 loses to 1... Rxc3+ 2. bxc3 Qxc3+ which leads to checkmate (5 more points for working this out).

Themes: CHECKMATE, SACRIFICE

Q283. c) Kh2 is correct (5 points). 1. Nf1 loses to Bf5 (5 points). 1. Qf1 Qxf1+ 2. Kxf1 should lead to a draw: Black is two pawns up but can't break the pin so 2... f5 followed by 3... Kf7 4. Rh8 Kg7 repeating moves (up to 5 points for this). 1. Kh2 keeps all White's pieces in the attack and threatens 2. Nxh5+ gxh5 3. Qh7+ Kf6 4. Qh6# (5 points for seeing the threat).

Themes: DISCOVERED ATTACK, PIN, REPETITION OF MOVES, SACRIFICE, CHECKMATE

Q284. c) Kh3 is correct (5 points). You score 5 points for seeing 1. Kf1 Qh1#. 1. Kg1 loses to 1... Ne2+ (Nf3+ is only a draw) 2. Kf1 Qxd1+ also wins for Black (5 points as well). A further 5 points if you realised that 1. Kh3 Qh5+ 2. Kg2 Qf3+ or Qd5+ is a perpetual check.

Themes: CHECKMATE, PERPETUAL CHECK

Q285. a) N_xg₄ is correct (5 points). In this sort of position you have to decide whether or not to sacrifice one of your pieces on g₄ or to play safe by retreating. Here, 1... B_xg₄ 2. h_xg₄ Q_xg₄+ 3. K_h1 doesn't quite work (5 points if you realised this) but 1... N_xg₄ is winning: 2. h_xg₄ Q_xg₄+ 3. K_f2 o-o 4. R_e3 and Black can double rooks on the f-file to win the pinned knight (5 points for working this out). Once you've seen this you don't need to look at B_g6.

Themes: PIN, ATTACKING A PINNED PIECE

Q286. b) R_f6 is correct (5 points). Let's look at each line in turn. 1... R_g8 2. b₆+ K_b8 3. a₇+ K_b7 4. a₈Q+ and White will win the pawn ending (5 points). 1... R_b6 2. N_d5 R_g6 3. N_b4 followed by N_c6+ and the pawns will go through (another 5 points). The only way to draw is 1... R_f6 2. N_d5 R_f1 3. N_b4 R_c1+ and draws (5 more points for seeing the idea of checking the white king from behind).

Themes: PAWN ENDING, PAWN PROMOTION

Q287. a) K_f3 is correct (5 points). Even here you have to be careful. 1... K_h3 2. Q_h5+ and you lose your queen: spotting this gets you 5 points. 1... K_h2 2. Q_h4+ K_g1 3. Q_e1+ with a familiar perpetual check gets you another 5 points. 1... K_f3 should win: the black king will eventually be able to escape the checks in the south west or north east corner.

Themes: CHECKMATE, PERPETUAL CHECK

Q288. a) N_e6 is correct (5 points). 1... g_xf₆ 2. N_xf₆+ loses the queen (5 easy points). 1... Q_h3 leads to checkmate, but White will get there first by finding 2. N_e7+ K_h8 3. B_xg₇+ K_xg₇ 4. Q_g5# (5 harder points).

Themes: KNIGHT FORK, CHECKMATE

Q289. b) Rb7 is correct (5 points). White wants to move the rook westwards for a discovered attack which will win the black bishop, but 1. Rb7 is the only way to do it. After 1. Ra7 Black defends with a counterattack: Bc5 (5 points), and 1. Rc7 interferes with the white bishop so Black has Rb8 with a different counterattack (5 more points).

Themes: DISCOVERED ATTACK, DEFLECTION, COUNTERATTACK

Q290. c) f3 is correct (5 points). White's about to promote but has to defend first. 1. c7 Nf3+ and mate next move (5 points for seeing that). 1. Rfd1 Nf3+ 2. Kf1 Nh2+ is a perpetual check (5 points for seeing that). 1. f3, so that Nf3+ would be met by Rxf3, will win.

Themes: EXPLOITING A PIN, CHECKMATE, PERPETUAL CHECK

Q291. b) Qe4+ is correct (5 points). 1. Qd4 doesn't meet Black's threat of Qxh2# (5 points) and 1. Qh5 loses to Qf4 when White can't defend both f1 and h2 (2. Kg1 Bb6+) (another 5 points).

Themes: CHECKMATE

Q292. c) Qe2 is correct (5 points). White is a queen for a knight ahead, but Black is threatening mate as well as the queen: 1. Qb5 loses to 1... Bb4+ 2. Kd1 Re1# (5 points for spotting this). 1. Qc3 Bb4+ will lead to an equal position (5 more points if you saw this). Best is 1. Qe2 when after Bb4+ Black will win the queen for a rook, leaving White the exchange ahead (5 points again for this variation).

Themes: CHECKMATE, DISCOVERED CHECK, PIN

Q293. c) h5 is correct (5 points). 1... Kg7 2. Qxh7# is a pin mate (5 points), 1... Nh5 2. Qxh5 gxh5 3. Bxh7 is also mate (another 5 points), so Black has to try h5.

Themes: KING SIDE ATTACK, SACRIFICE, CHECKMATE

Q294. a) Bf5 is correct (5 points). 1... gxf6 loses to 2. Qe1 when after the queen exchange the rook on h5 has no moves (5 points). 1... Bg4 loses to 2. Rg2 Bf3 3. Bxf3 (5 points) 1... Bf5 wins: the threat is mate on h2 and 2. Rg2 Bxe4 is clearly winning (5 points).

Themes: CHECKMATE, TRAPPING A PIECE, PIN

Q295. a) Bb4 is correct (5 points). You score 5 points for seeing that 1... Kxf2 loses to 2. Rb2 (a tactic worth remembering). There's another 5 points for telling me that 1... Rc1 is met by 2. Rb3+ Kxf2 3. Rb2+ which will lead either to a perpetual check or a drawn rook ending. 1... Bb4 cuts off the rook and will win quickly after Kxf2 (5 more points for that).

Themes: PAWN PROMOTION, DEFLECTION

Q296. a) Kh6 is correct. You've seen something similar before. 1... Kg6 2. Ne5+ should be 5 points for everyone. 1... Kf6 2. Rf7+ Kxf7 3. Ne5+ is another 5 points.

Themes: KNIGHT FORK, DECOY

CHAPTER 5

FIND THE BEST MOVE

So far in this book you've learned some important chess thinking skills. You've learned how to avoid mistakes, how to look ahead to decide whether or not a move is good, and how to consider and choose between alternatives.

In this chapter you have no clues about which thinking skills you'll need to use. You'll also have no clues about what chess knowledge you'll need.

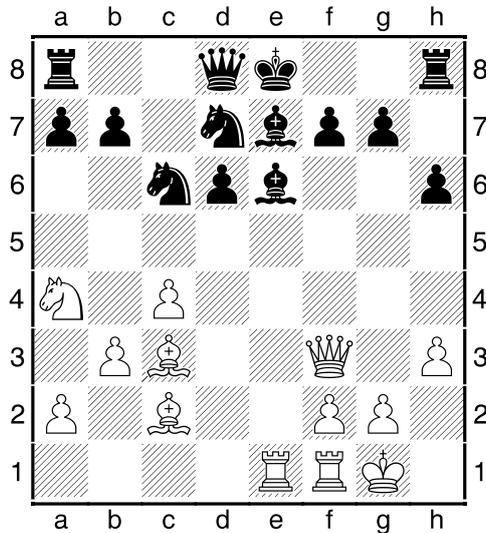
The only clue you have is that in each position there's one move that is better than anything else. It might be the only way to win, the quickest way to win, the way to get the biggest advantage, the only way to draw, the easiest way to draw or the only way not to lose.

It might be a checkmate, a way to win material or the only way not to lose material. It might be a sacrifice, or it might not.

The more you analyse, the further you look ahead and the more variations you give me, the more points you'll score. You'll score 5 points for every correct answer and 5 more points for every tactical idea you spot.

Some are easy, or at least they would be if I told you what you were looking for. Others are hard, and will be worth more points.

Let's work through a couple of examples together first so that you know what you have to do.



In this position it's White's move. You might see the idea at once, but, if not, here's what you do.

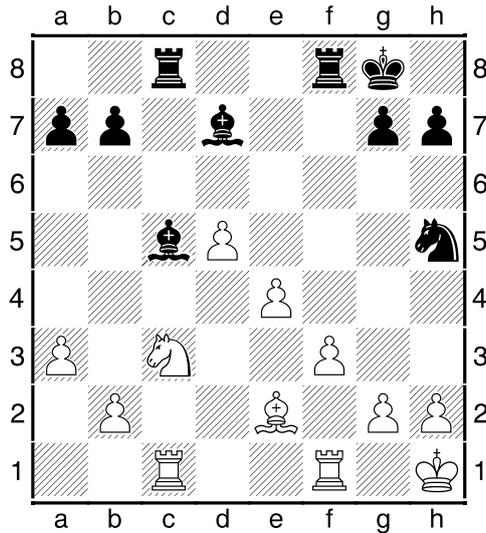
Start off by looking at the whole board. Count the pieces and make sure you know where everything is. The first thing you should notice is that Black is a knight ahead, so you'll need to act fast. If you just play normal moves you'll lose.

Now, use a CCTV to look at the board. Look for Checks, Captures and Threats: all Violent moves.

There's only one check: Qxf7+, which surely won't work. There are two other captures. Qxc6 loses the queen for no very obvious reason. Rxe6 looks like it loses a rook for a bishop, but it does open up the black king a bit.

Now you have to see the position after 1. Rxe6 fxe6. If it's hard to see the position in your head, play the moves out on your board. Can you see any checks now? The h5-e8 diagonal is open so you have 2. Qh5+ or Bg6+. If you look carefully you'll see that Bxg6 is actually mate, so Rxe6 is the answer. Of course Black should play something else rather than taking the rook, when the game continues, but you've regained the piece.

You'd score 5 points for selecting Rxe6 as the best move, and another 5 points for telling me you'd meet fxe6 with Bg6#. I might give you 2 or 3 points if you were planning 2. Qh5+ instead.



This time it's Black's move. Count the material: Black has an extra bishop but White has three extra pawns in exchange, so it's about level.

Next, we look for Checks, Captures and Threats. The only check is Ng3+, which just looks like it loses a knight for nothing. But there's a signpost: the white king has no safe squares. Looking for signposts like this will point you in the right direction. All you have to do is find another check.

Can you see this position in your head? If not, set it up on your board. You'll see that there's only one piece within easy reach: the rook on f8.

So we can play 1... Ng3+ 2. hxg3 Rf6 threatening Rh6#. Again, look at the position in your head and see whether White can stop your threat. In fact there's no way. All White can do is delay it by one move: 3. f4 Rh6+ 4. Bh5 Rxh5#.

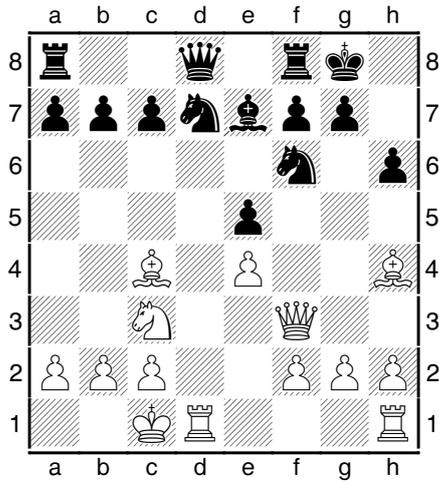
You'd score 5 points for 1... Ng3+, 5 more points for 2... Rf6 and another 5 points for observing that White can't stop the mate. That's 15 points in total.

Here's how you might go about solving the puzzles in this chapter.

- Look for anything that might suggest an idea you've already learnt – but make sure it works before playing it.
- Look for all sequences of checks, captures and threats to see if you can get checkmate or win material.
- Look for your opponent's checks, captures and threats to see if you might need to play a defensive move. Don't forget that your opponent might have more than one threat.
- Look for signposts: for example a king in the open, or a king with few squares and few defenders might suggest a checkmate.
- When you've thought of a move ask yourself what checks, captures and threats your opponent will have next.
- To score maximum points look at all sensible answers to your first move.

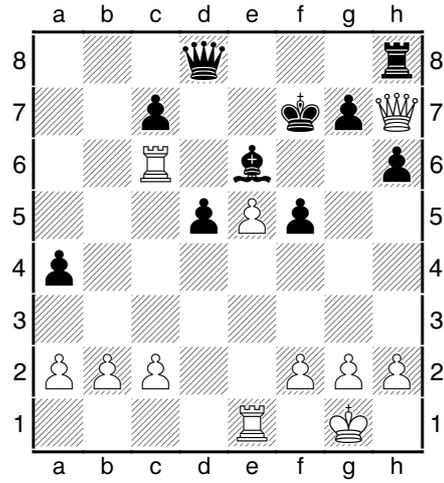
Try to solve them from the diagram first. If you get stuck, set up the pieces and move them round on the board. If you're still stuck, move onto the next question and come back to it later.

When you're ready, turn over the page and start solving!



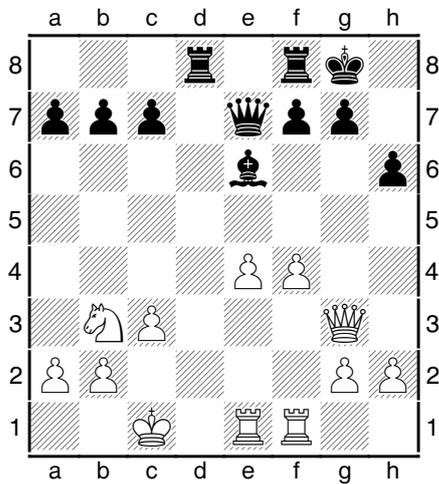
Q297. White to move: what would you play?

Why did you choose that move?



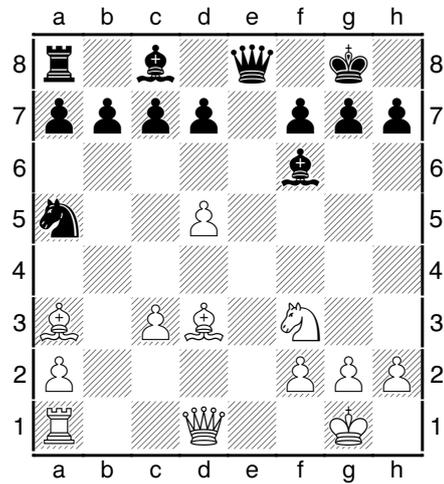
Q298. White to move: what would you play?

Why did you choose that move?



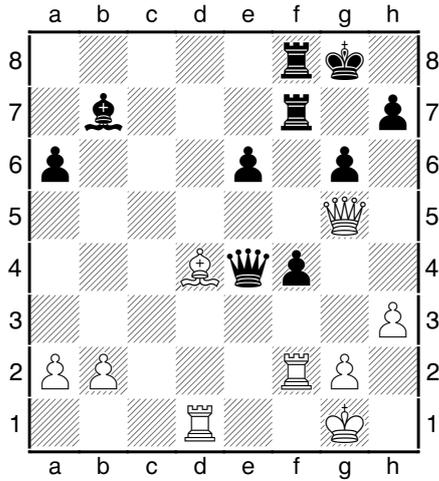
Q299. White to move: what would you play?

Why did you choose that move?



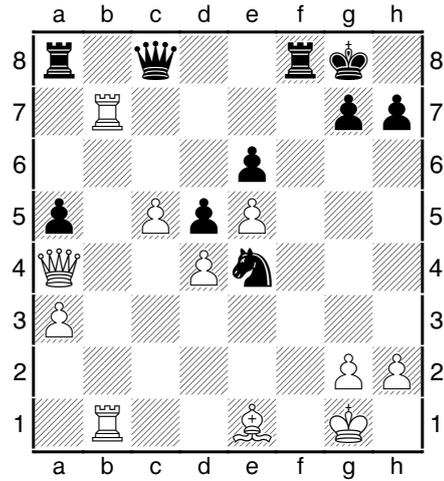
Q300. White to move: what would you play?

Why did you choose that move?



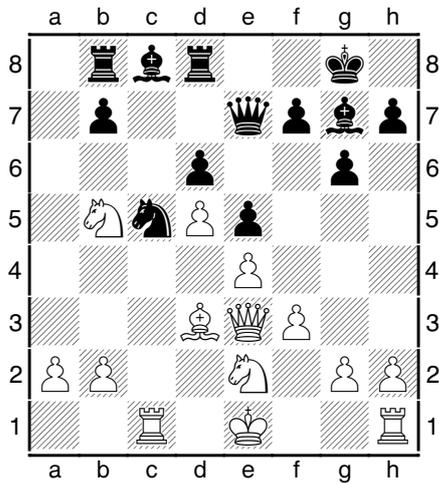
Q301. Black to move: what would you play?

Why did you choose that move?



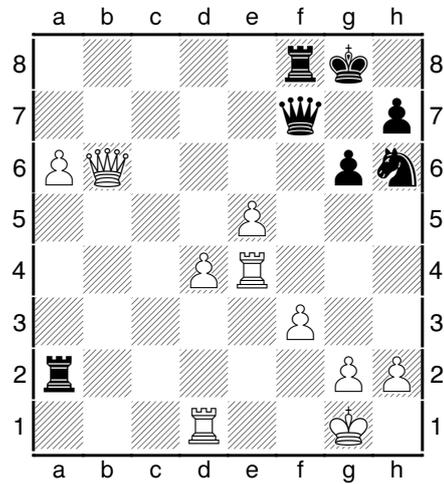
Q302. Black to move: what would you play?

Why did you choose that move?



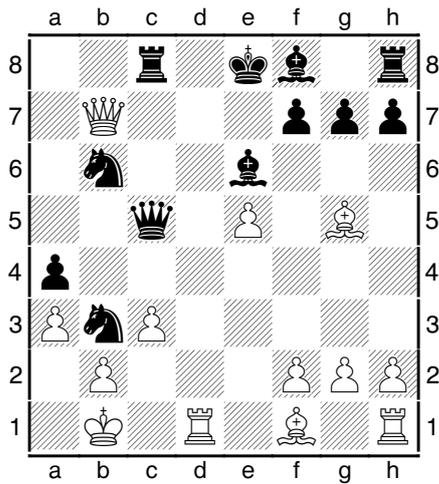
Q303. Black to move: what would you play?

Why did you choose that move?



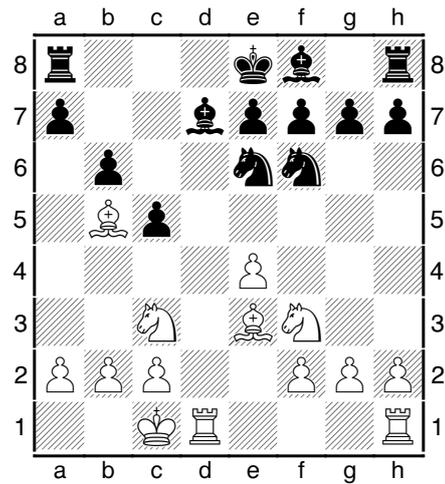
Q304. Black to move: what would you play?

Why did you choose that move?



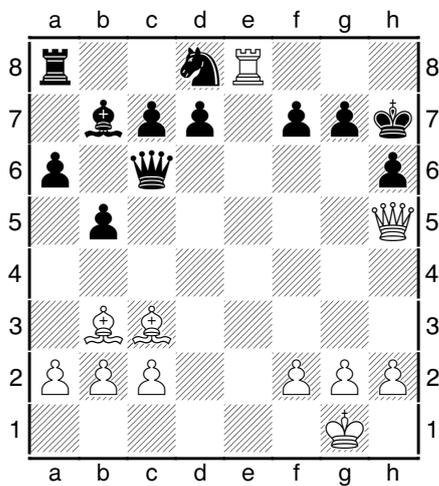
Q305. White to move: what would you play?

Why did you choose that move?



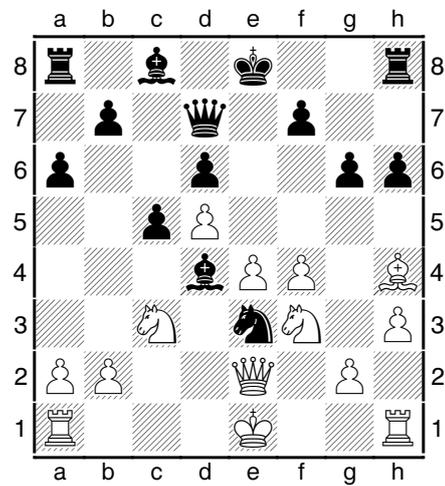
Q306. White to move: what would you play?

Why did you choose that move?



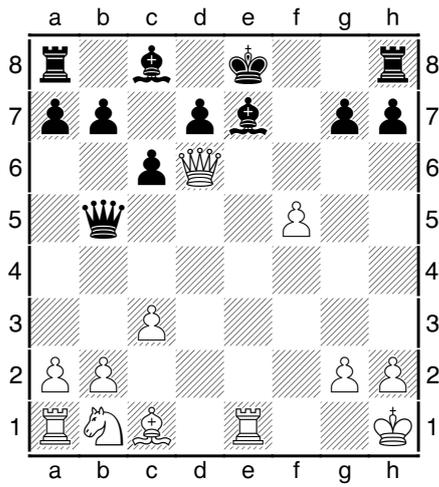
Q307. White to move: what would you play?

Why did you choose that move?



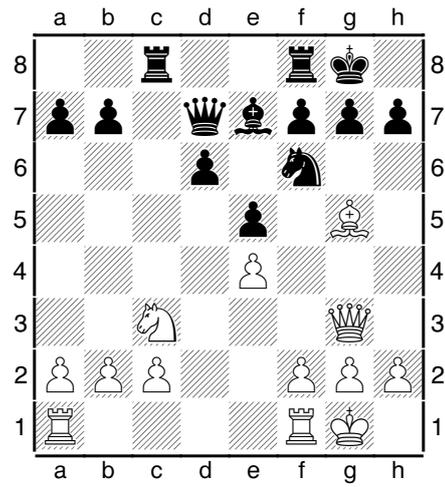
Q308. White to move: what would you play?

Why did you choose that move?



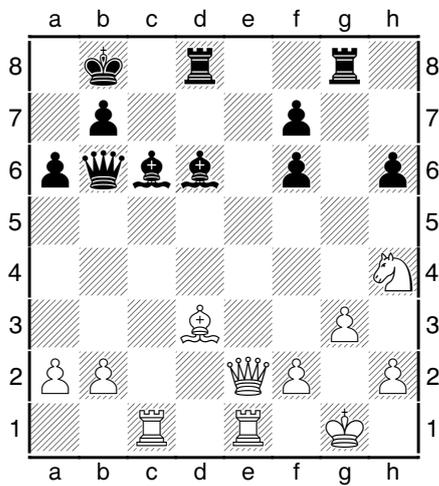
Q309. Black to move: what would you play?

Why did you choose that move?



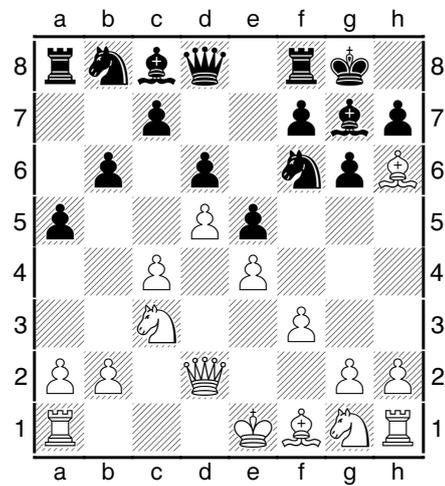
Q310. Black to move: what would you play?

Why did you choose that move?



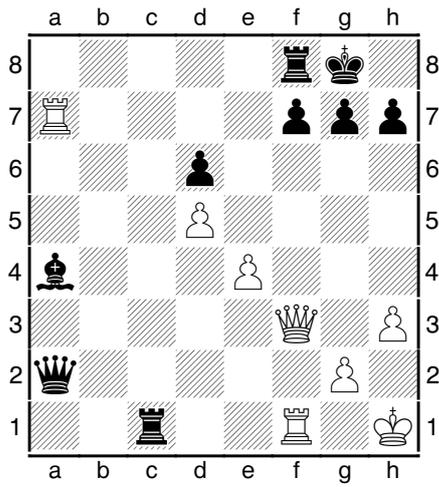
Q311. Black to move: what would you play?

Why did you choose that move?



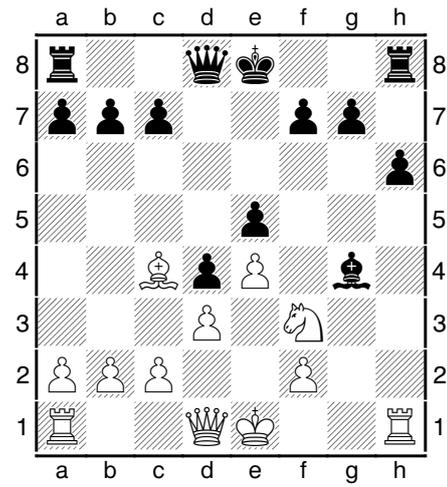
Q312. Black to move: what would you play?

Why did you choose that move?



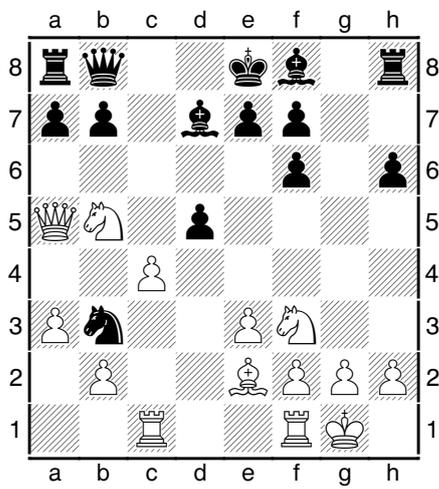
Q313. White to move: what would you play?

Why did you choose that move?



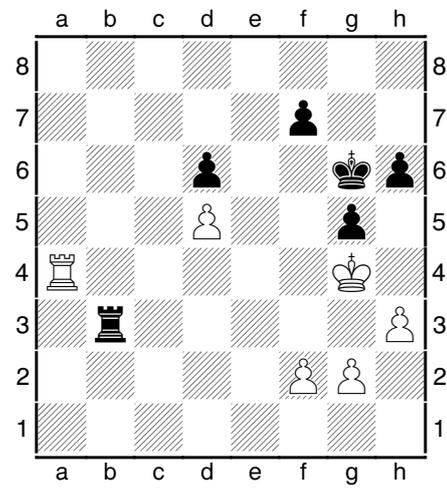
Q314. White to move: what would you play?

Why did you choose that move?



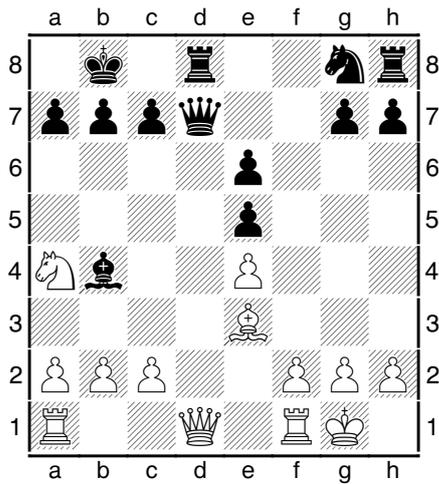
Q315. White to move: what would you play?

Why did you choose that move?



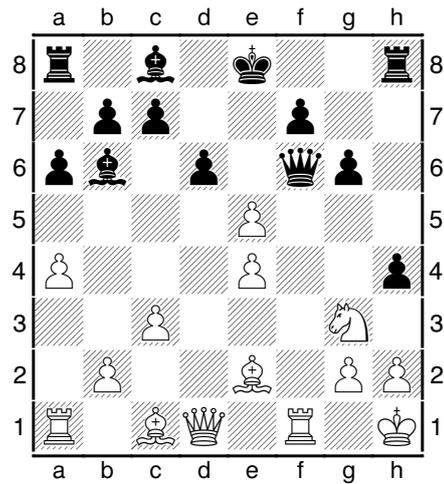
Q316. White to move: what would you play?

Why did you choose that move?



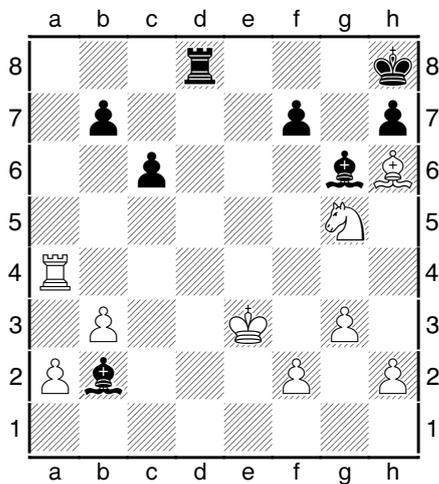
Q317. Black to move: what would you play?

Why did you choose that move?



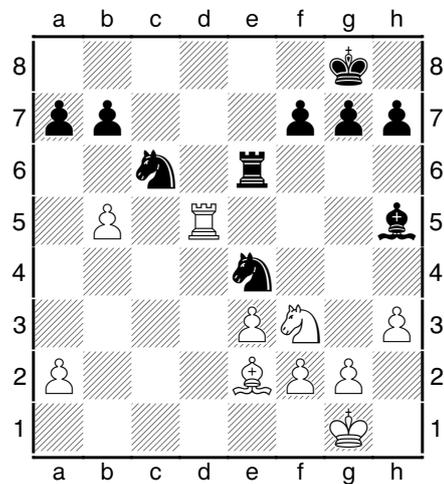
Q318. Black to move: what would you play?

Why did you choose that move?



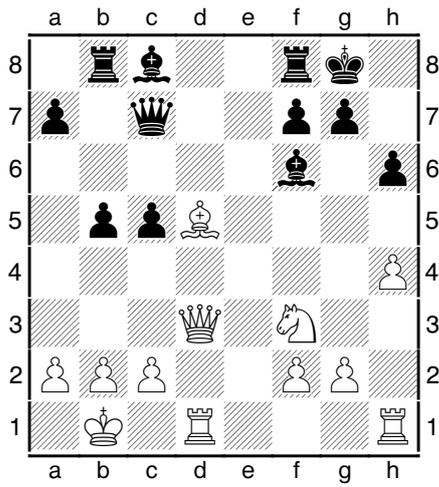
Q319. Black to move: what would you play?

Why did you choose that move?



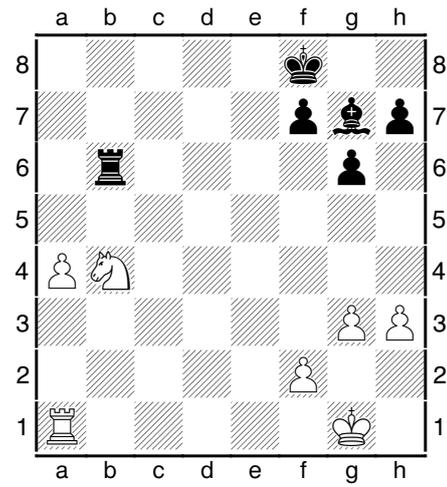
Q320. Black to move: what would you play?

Why did you choose that move?



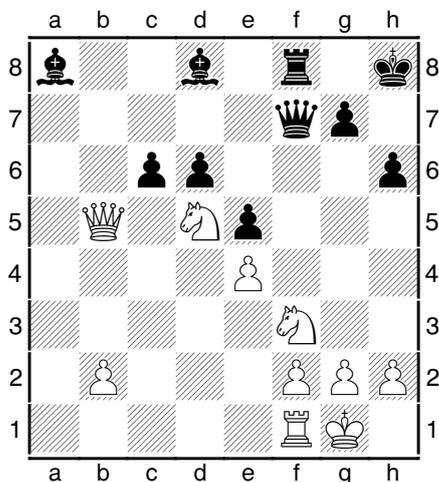
Q321. White to move: what would you play?

Why did you choose that move?



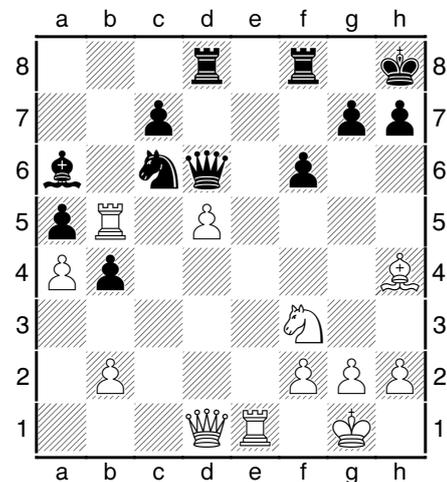
Q322. White to move: what would you play?

Why did you choose that move?



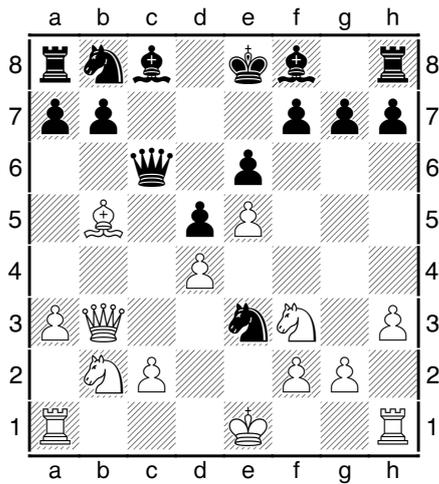
Q323. White to move: what would you play?

Why did you choose that move?



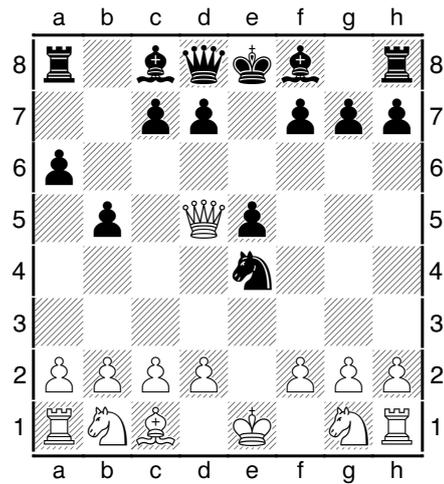
Q324. White to move: what would you play?

Why did you choose that move?



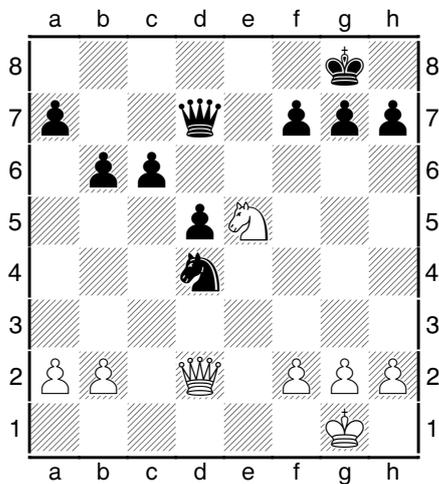
Q325. Black to move: what would you play?

Why did you choose that move?



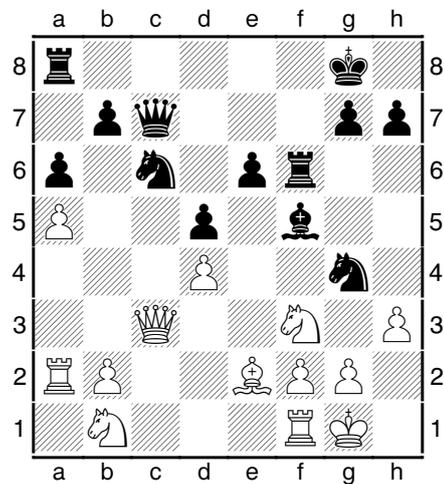
Q326. Black to move: what would you play?

Why did you choose that move?



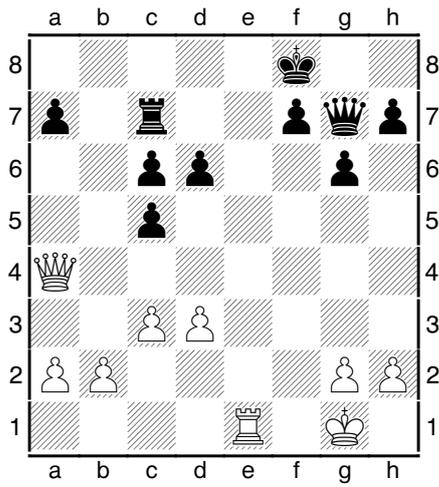
Q327. Black to move: what would you play?

Why did you choose that move?



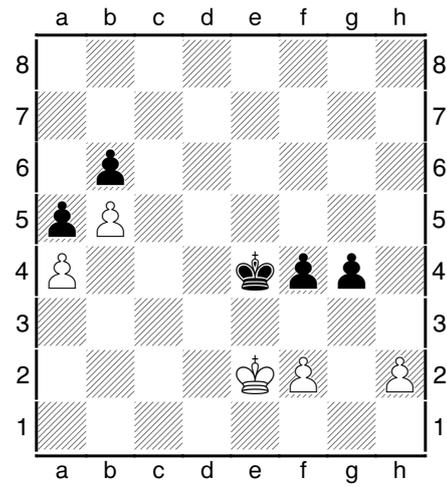
Q328. Black to move: what would you play?

Why did you choose that move?



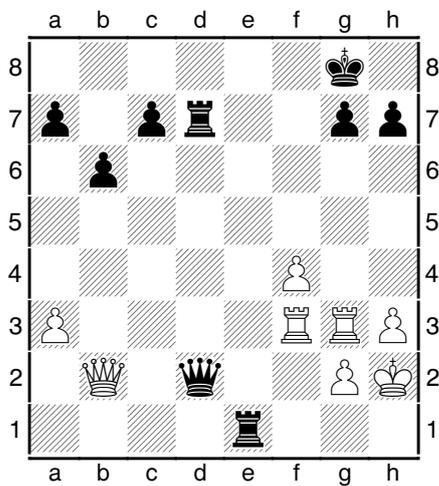
Q329. White to move: what would you play?

Why did you choose that move?



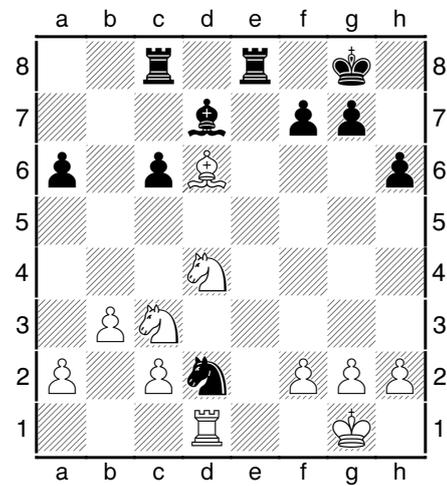
Q330. White to move: what would you play?

Why did you choose that move?



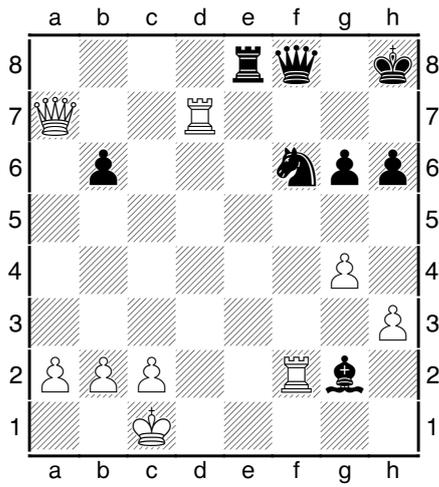
Q331. White to move: what would you play?

Why did you choose that move?



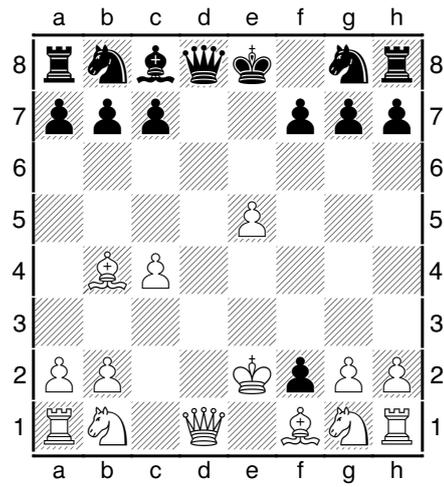
Q332. White to move: what would you play?

Why did you choose that move?



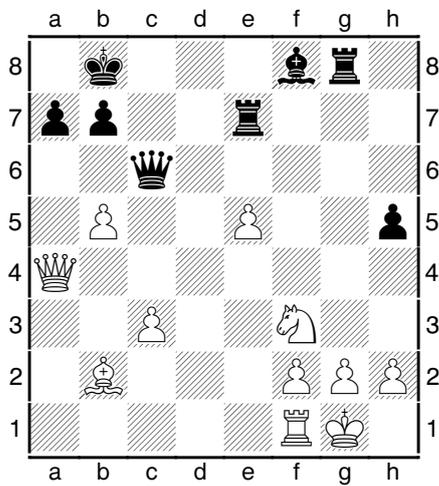
Q333. Black to move: what would you play?

Why did you choose that move?



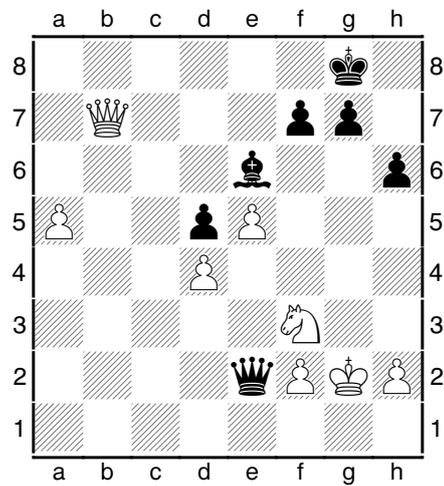
Q334. Black to move: what would you play?

Why did you choose that move?



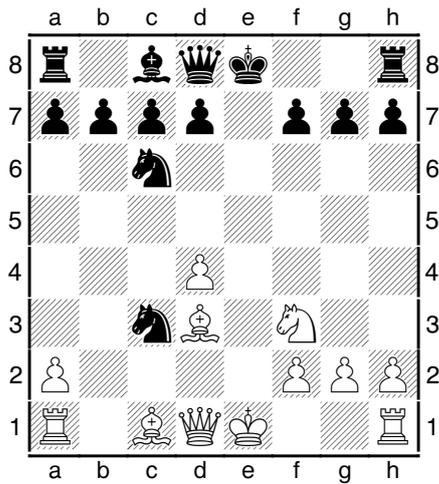
Q335. Black to move: what would you play?

Why did you choose that move?



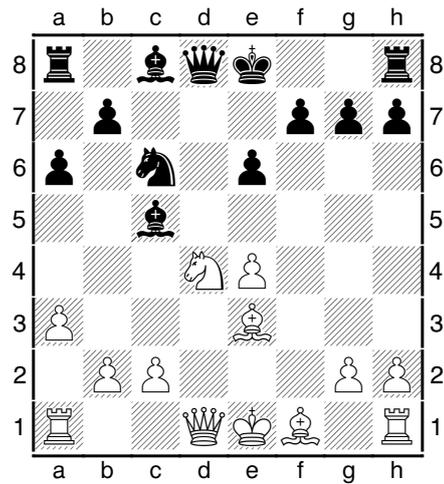
Q336. Black to move: what would you play?

Why did you choose that move?



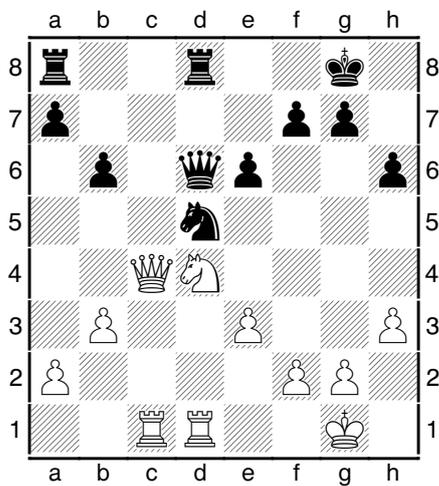
Q337. White to move: what would you play?

Why did you choose that move?



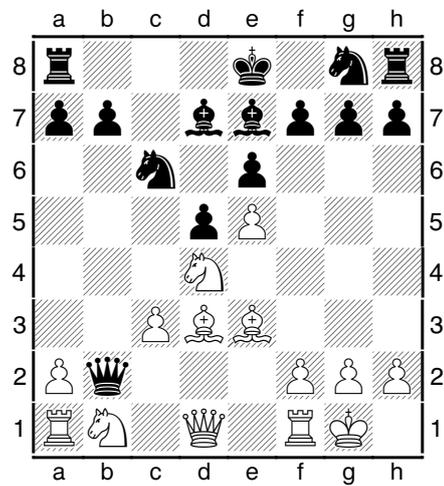
Q338. White to move: what would you play?

Why did you choose that move?



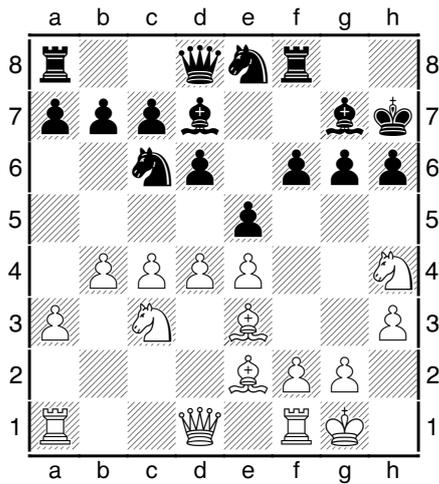
Q339. White to move: what would you play?

Why did you choose that move?



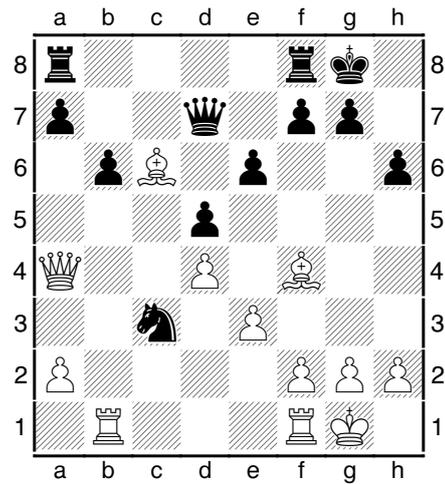
Q340. White to move: what would you play?

Why did you choose that move?



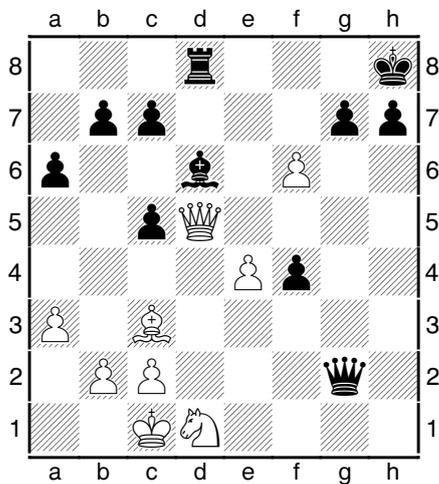
Q341. Black to move: what would you play?

Why did you choose that move?



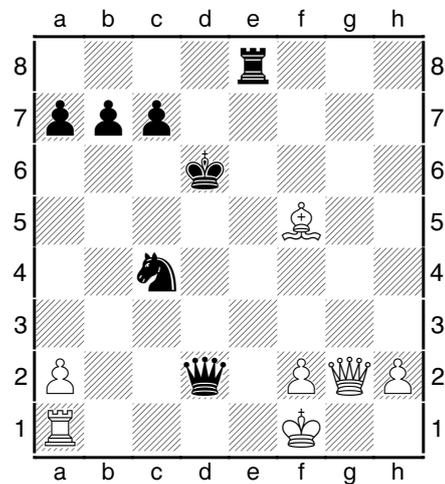
Q342. Black to move: what would you play?

Why did you choose that move?



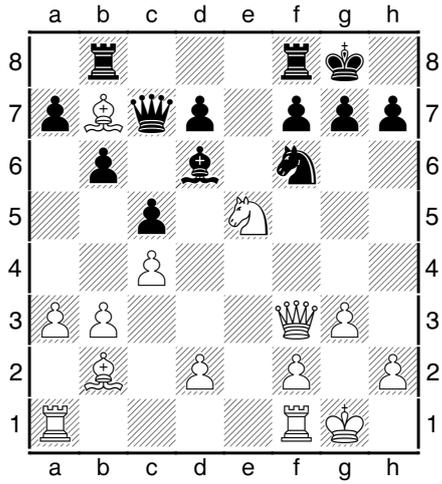
Q343. Black to move: what would you play?

Why did you choose that move?



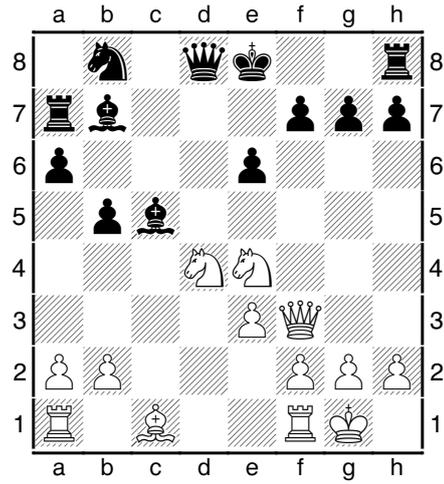
Q344. Black to move: what would you play?

Why did you choose that move?



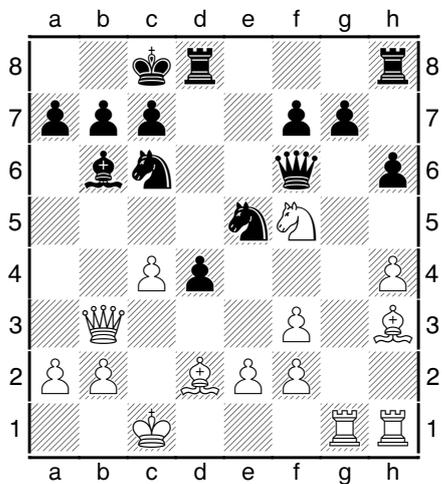
Q345. White to move: what would you play?

Why did you choose that move?



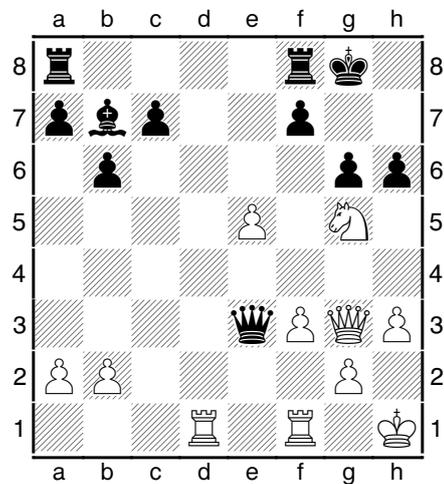
Q346. White to move: what would you play?

Why did you choose that move?



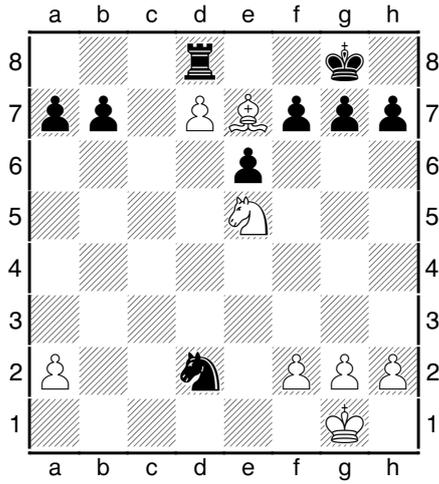
Q347. White to move: what would you play?

Why did you choose that move?



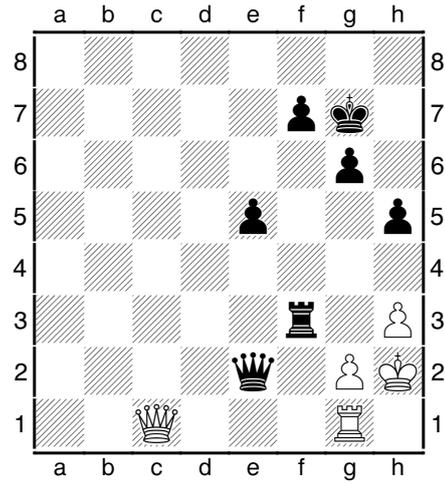
Q348. White to move: what would you play?

Why did you choose that move?



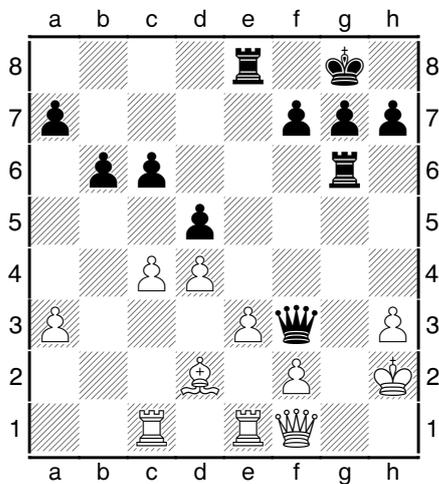
Q349. Black to move: what would you play?

Why did you choose that move?



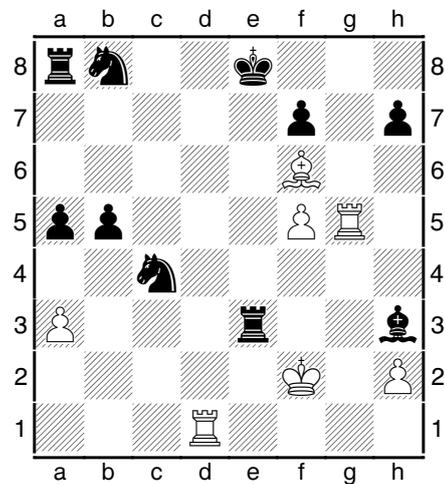
Q350. Black to move: what would you play?

Why did you choose that move?



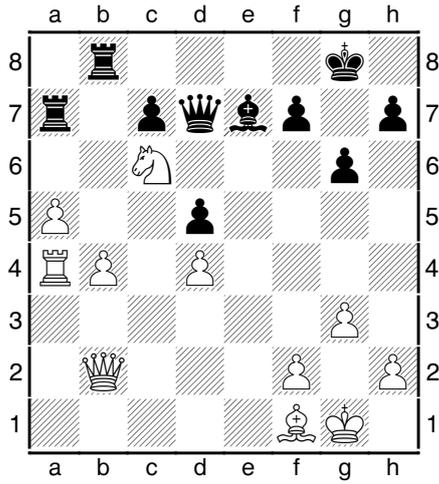
Q351. Black to move: what would you play?

Why did you choose that move?



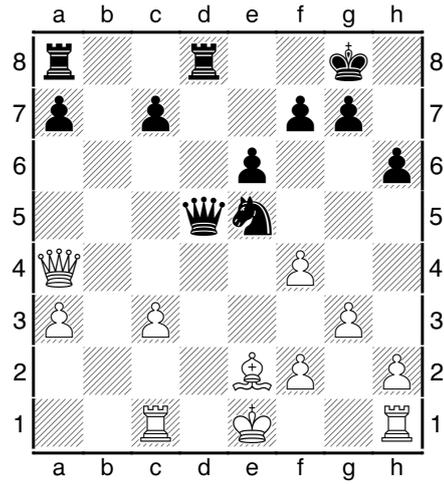
Q352. Black to move: what would you play?

Why did you choose that move?



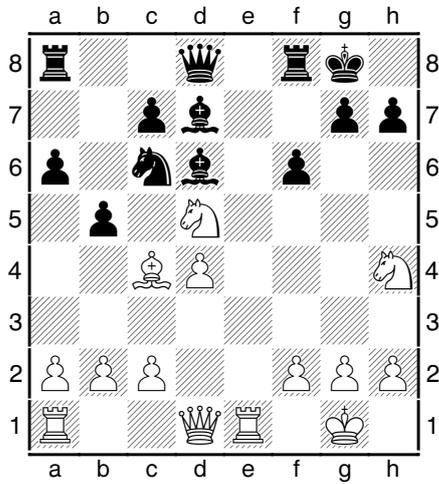
Q353. White to move: what would you play?

Why did you choose that move?



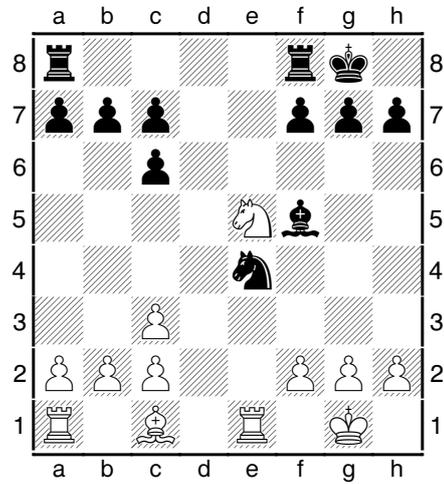
Q354. White to move: what would you play?

Why did you choose that move?



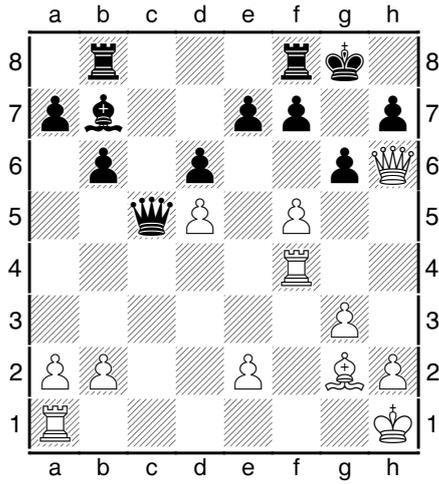
Q355. White to move: what would you play?

Why did you choose that move?



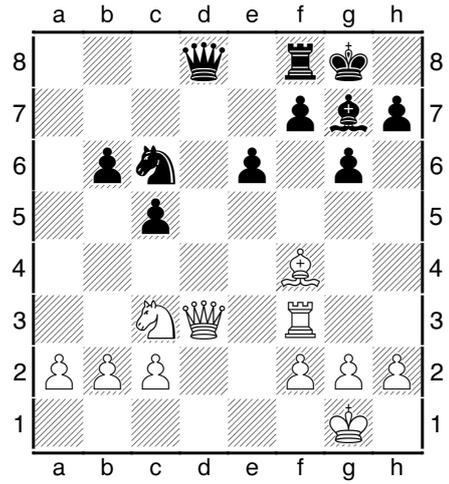
Q356. White to move: what would you play?

Why did you choose that move?



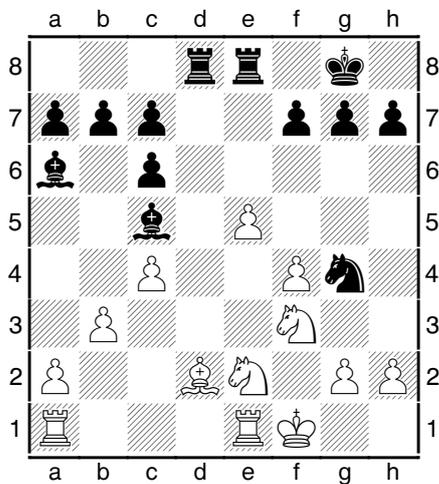
Q357. Black to move: what would you play?

Why did you choose that move?



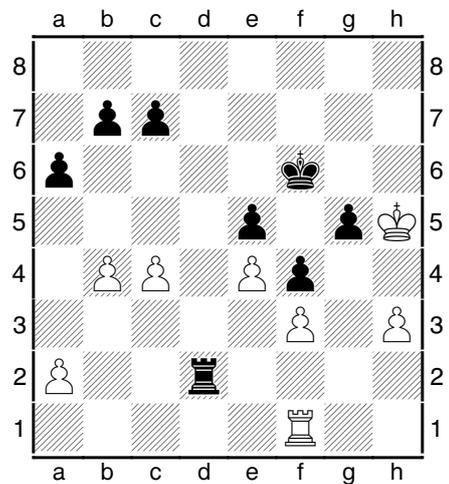
Q358. Black to move: what would you play?

Why did you choose that move?



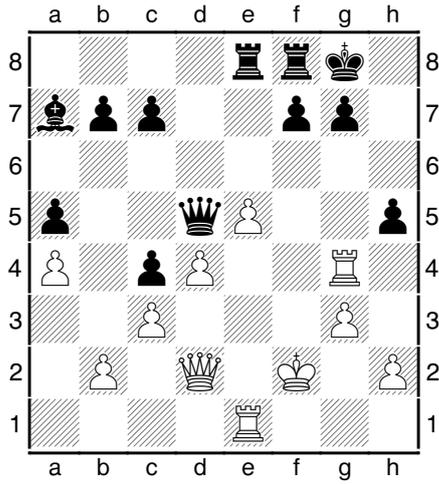
Q359. Black to move: what would you play?

Why did you choose that move?



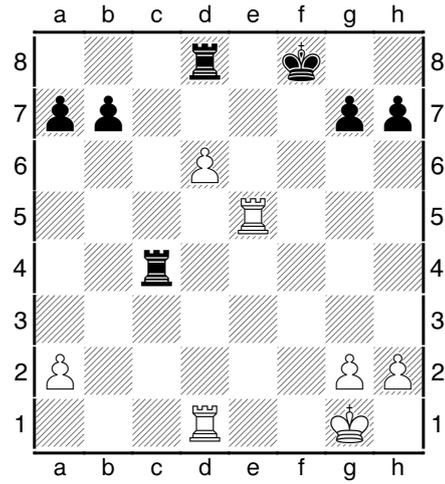
Q360. Black to move: what would you play?

Why did you choose that move?



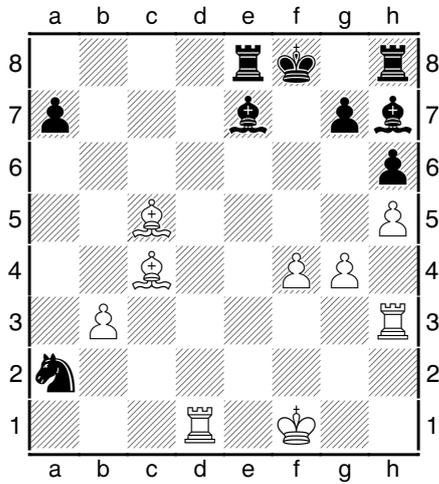
Q361. White to move: what would you play?

Why did you choose that move?



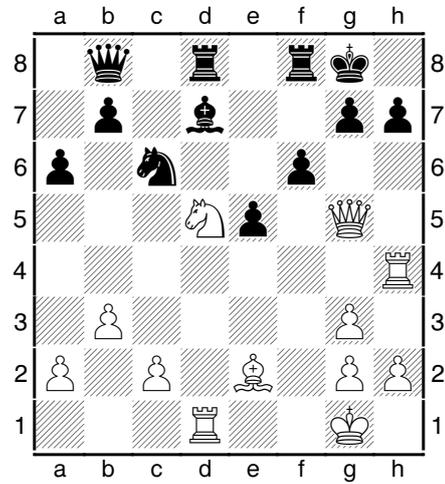
Q362. White to move: what would you play?

Why did you choose that move?



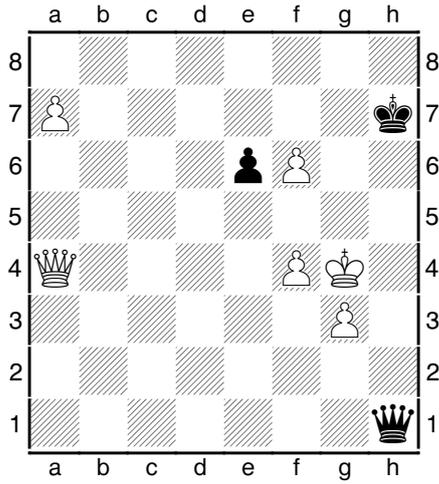
Q363. White to move: what would you play?

Why did you choose that move?



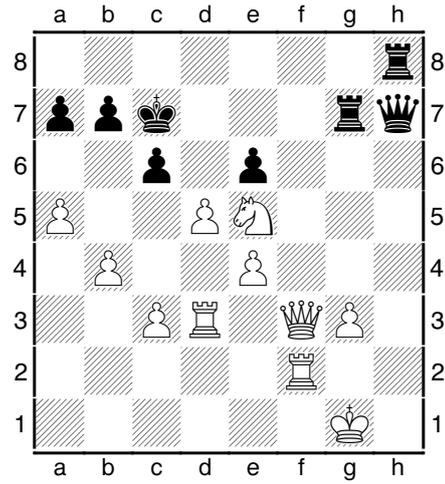
Q364. White to move: what would you play?

Why did you choose that move?



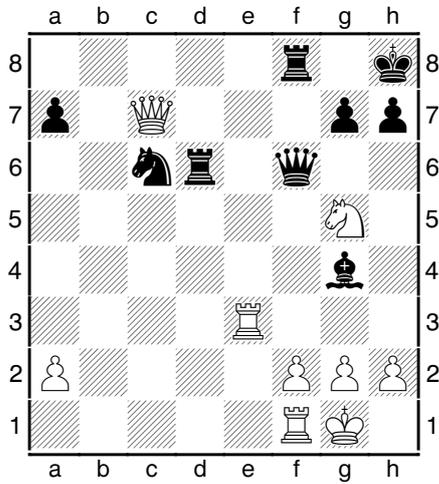
Q365. Black to move: what would you play?

Why did you choose that move?



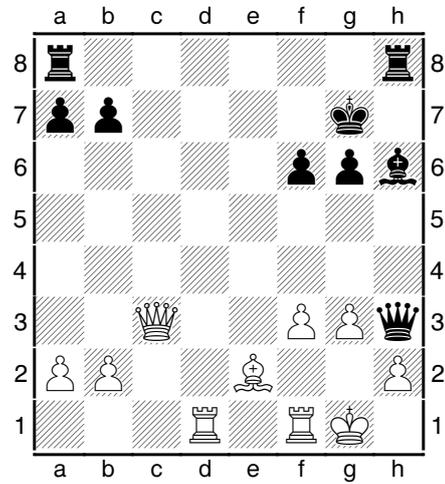
Q366. Black to move: what would you play?

Why did you choose that move?



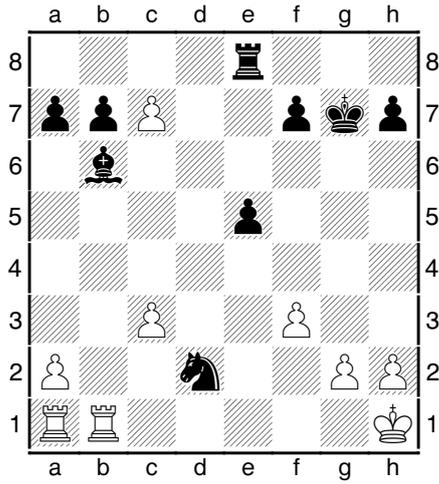
Q367. Black to move: what would you play?

Why did you choose that move?



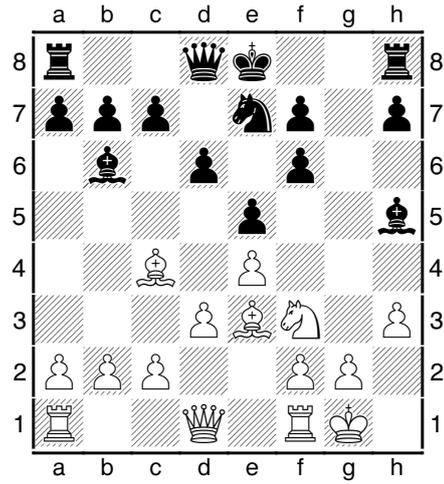
Q368. Black to move: what would you play?

Why did you choose that move?



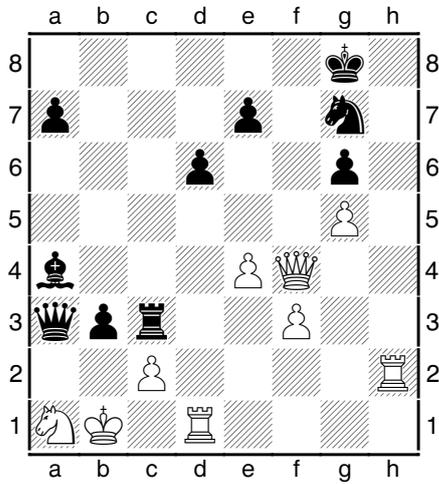
Q369. White to move: what would you play?

Why did you choose that move?



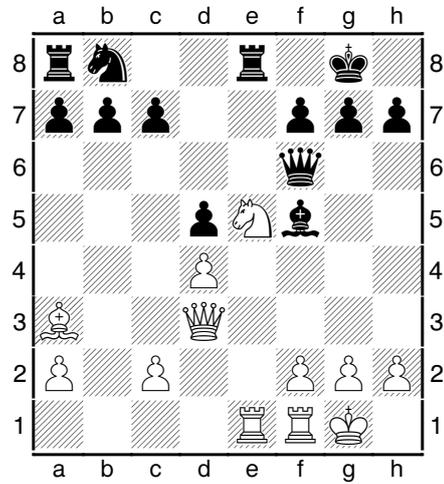
Q370. White to move: what would you play?

Why did you choose that move?



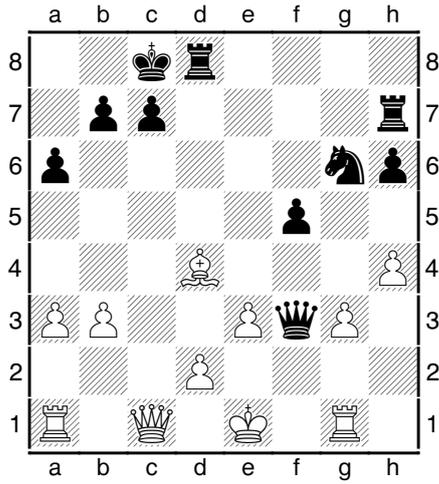
Q371. White to move: what would you play?

Why did you choose that move?



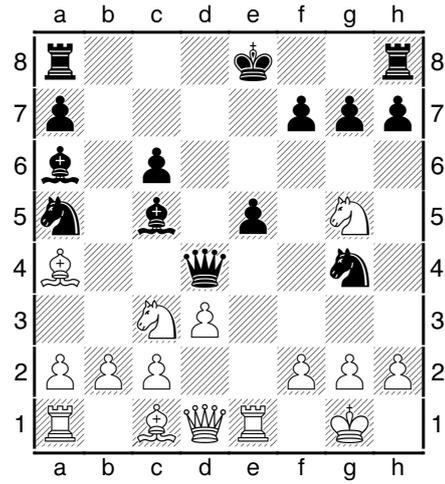
Q372. White to move: what would you play?

Why did you choose that move?



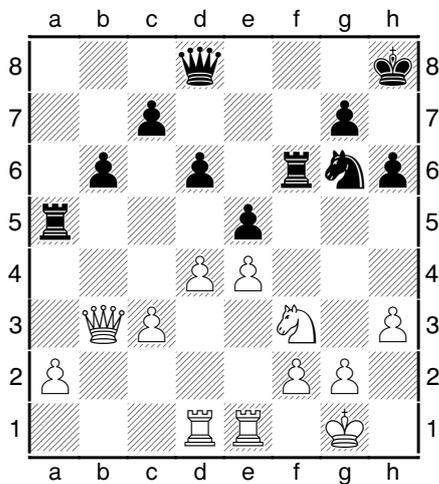
Q373. Black to move: what would you play?

Why did you choose that move?



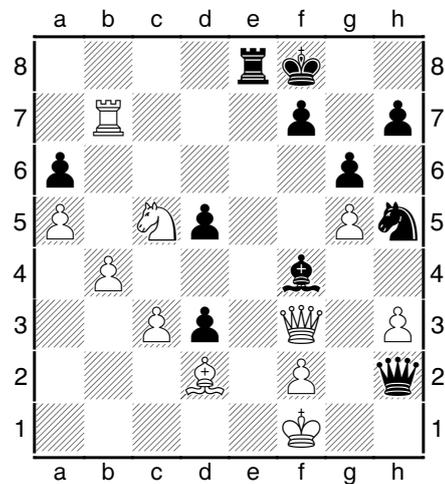
Q374. Black to move: what would you play?

Why did you choose that move?



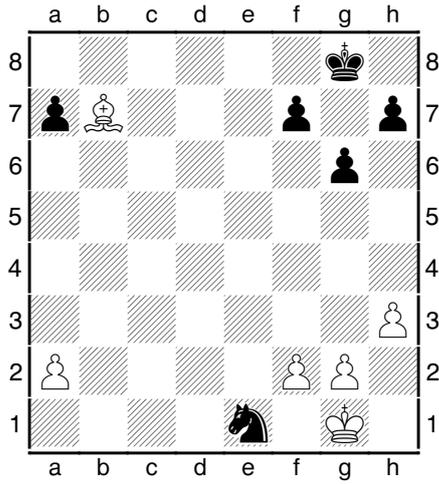
Q375. Black to move: what would you play?

Why did you choose that move?



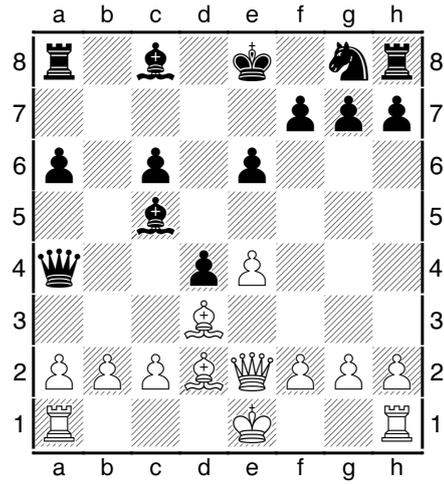
Q376. Black to move: what would you play?

Why did you choose that move?



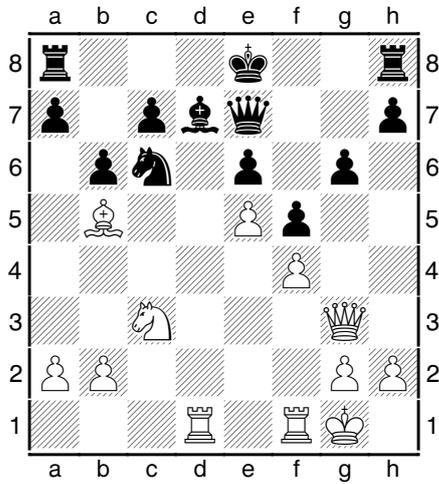
Q377. White to move: what would you play?

Why did you choose that move?



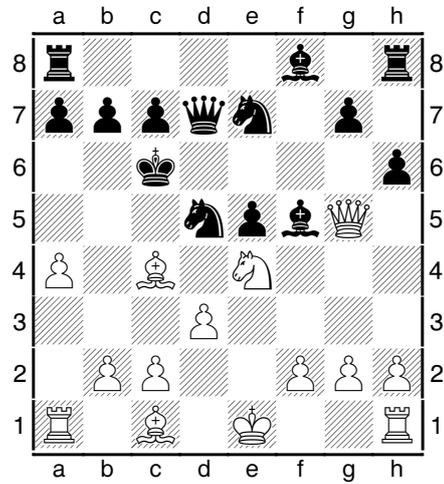
Q378. White to move: what would you play?

Why did you choose that move?



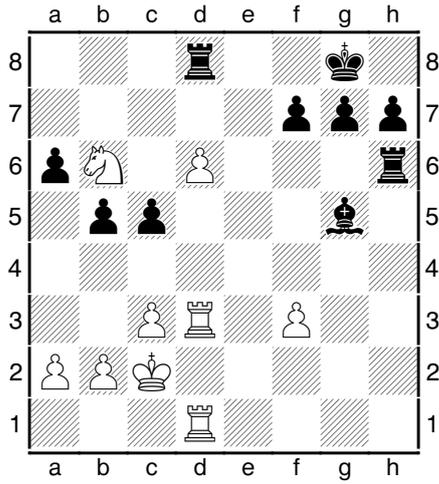
Q379. White to move: what would you play?

Why did you choose that move?



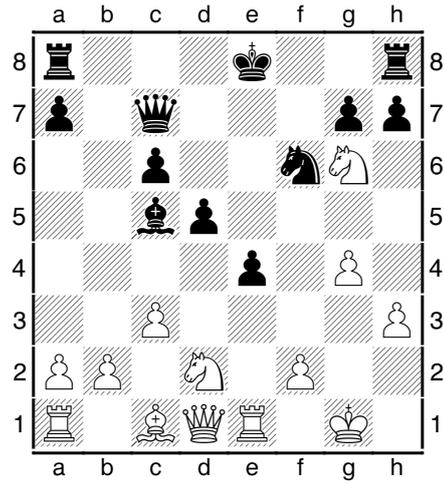
Q380. White to move: what would you play?

Why did you choose that move?



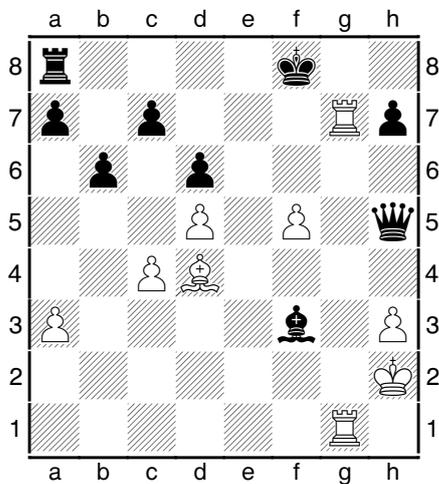
Q381. Black to move: what would you play?

Why did you choose that move?



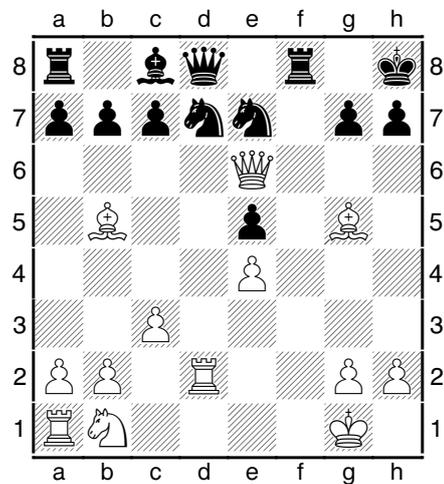
Q382. Black to move: what would you play?

Why did you choose that move?



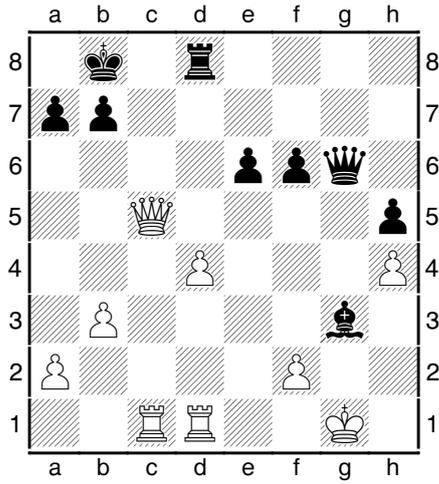
Q383. Black to move: what would you play?

Why did you choose that move?



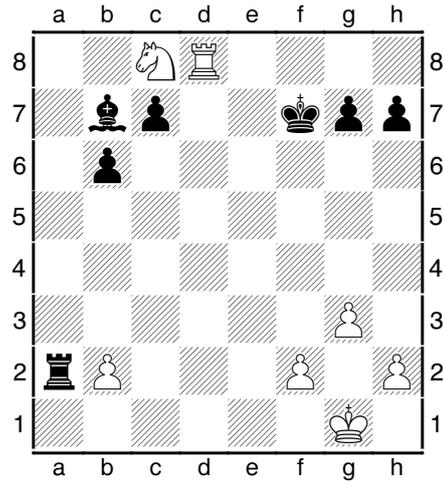
Q384. Black to move: what would you play?

Why did you choose that move?



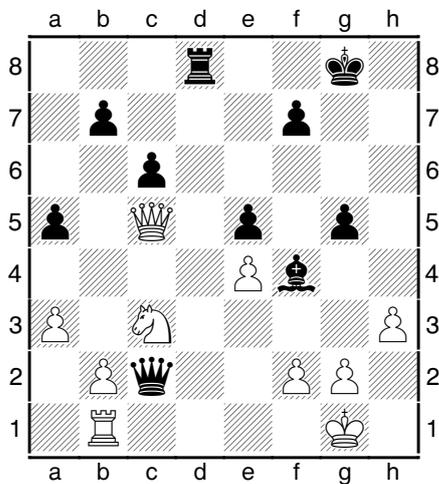
Q385. White to move: what would you play?

Why did you choose that move?



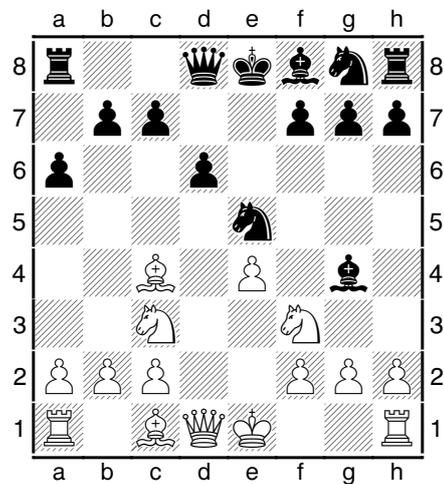
Q386. White to move: what would you play?

Why did you choose that move?



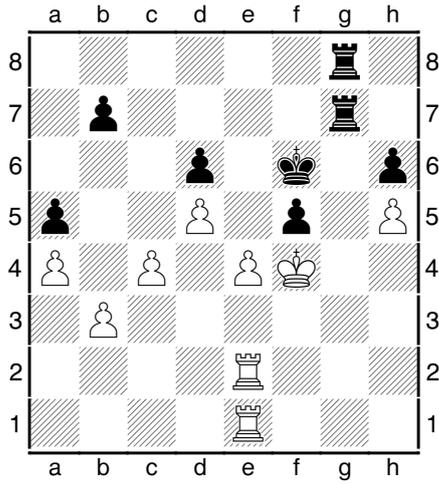
Q387. White to move: what would you play?

Why did you choose that move?



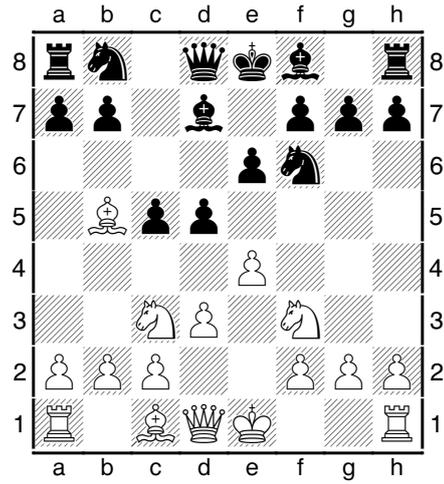
Q388. White to move: what would you play?

Why did you choose that move?



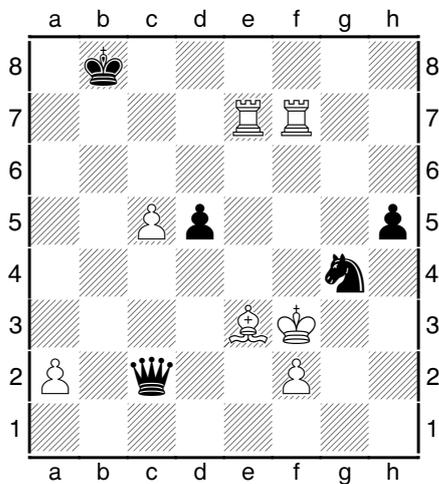
Q389. Black to move: what would you play?

Why did you choose that move?



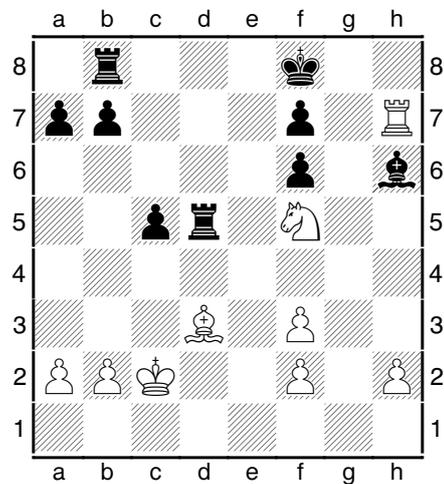
Q390. Black to move: what would you play?

Why did you choose that move?



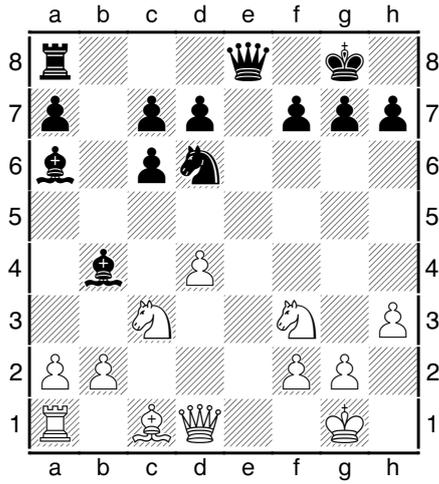
Q391. Black to move: what would you play?

Why did you choose that move?



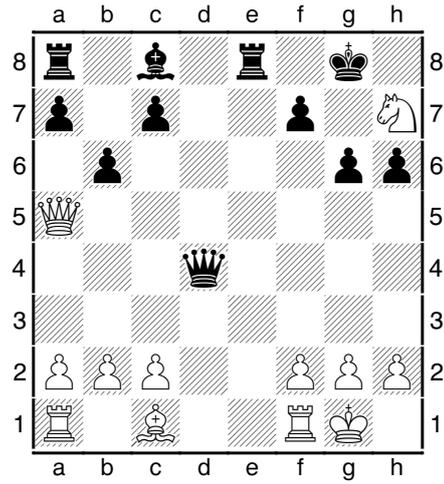
Q392. Black to move: what would you play?

Why did you choose that move?



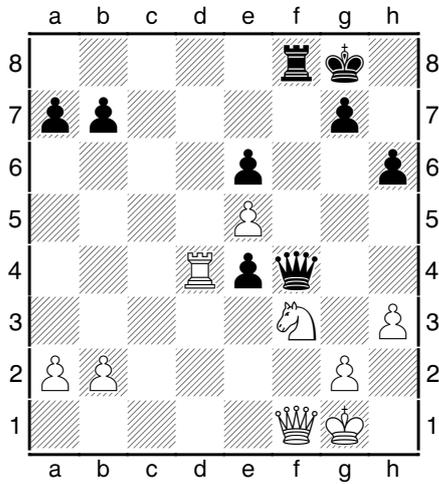
Q393. White to move: what would you play?

Why did you choose that move?



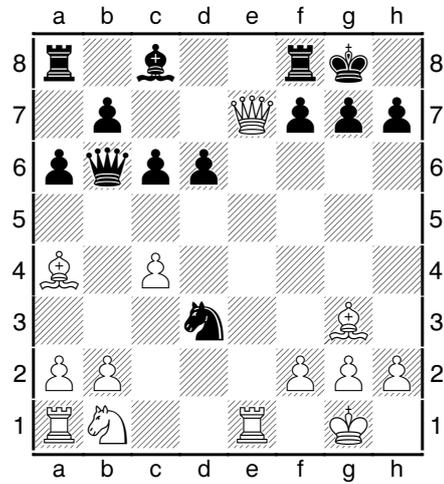
Q394. White to move: what would you play?

Why did you choose that move?



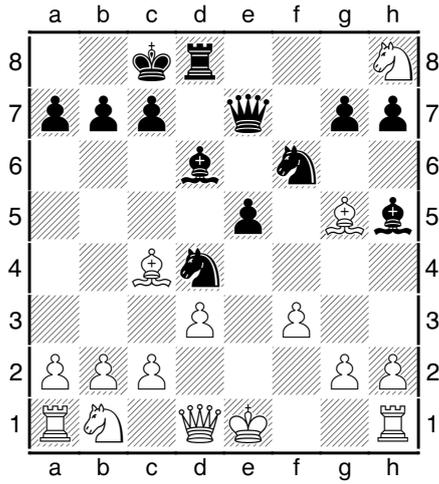
Q395. White to move: what would you play?

Why did you choose that move?



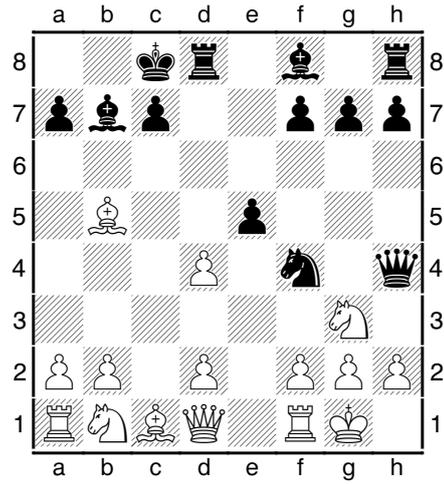
Q396. White to move: what would you play?

Why did you choose that move?



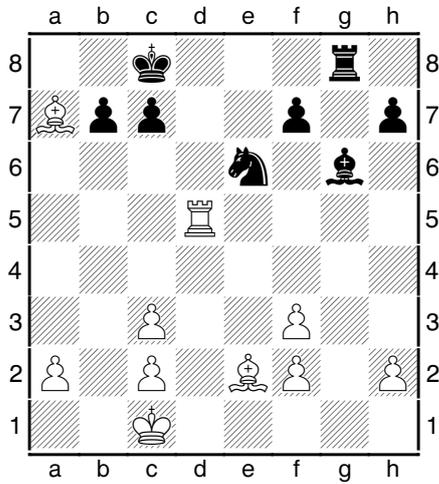
Q397. Black to move: what would you play?

Why did you choose that move?



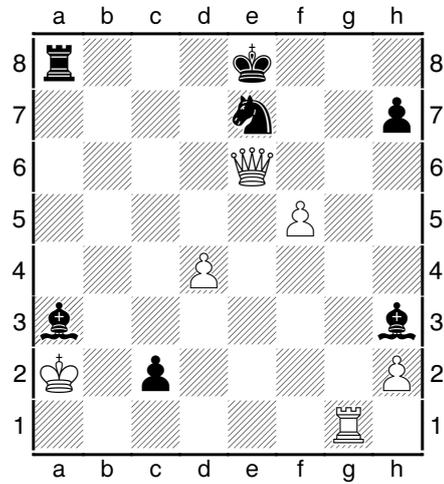
Q398. Black to move: what would you play?

Why did you choose that move?



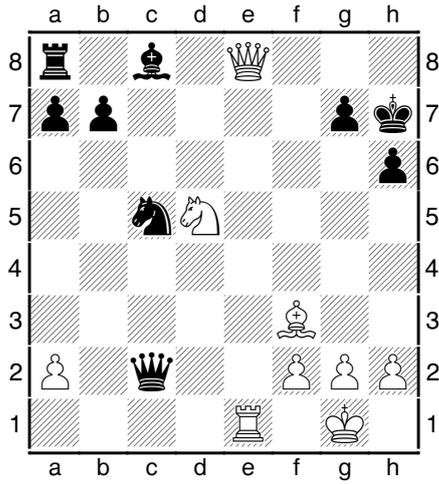
Q399. Black to move: what would you play?

Why did you choose that move?



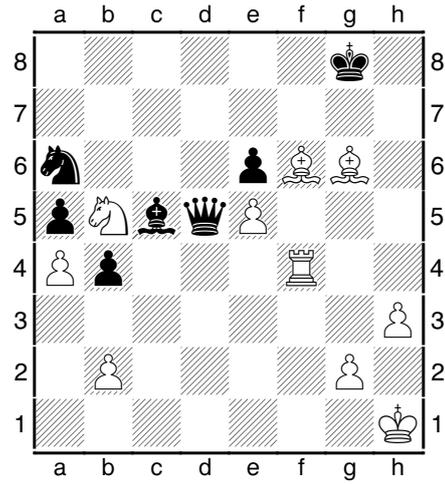
Q400. Black to move: what would you play?

Why did you choose that move?



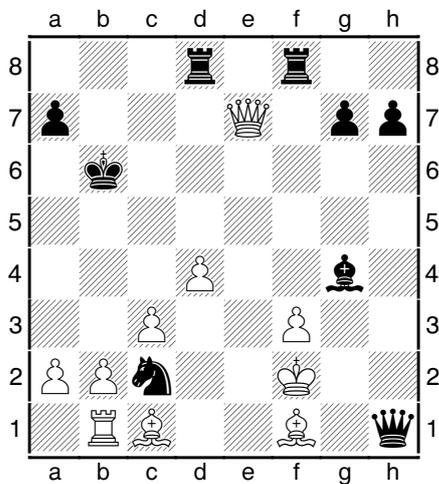
Q401. White to move: what would you play?

Why did you choose that move?



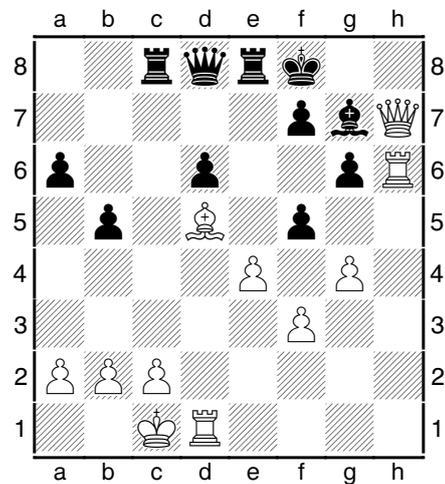
Q402. White to move: what would you play?

Why did you choose that move?



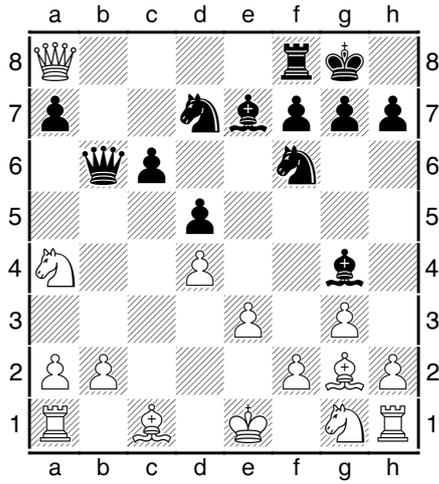
Q403. White to move: what would you play?

Why did you choose that move?



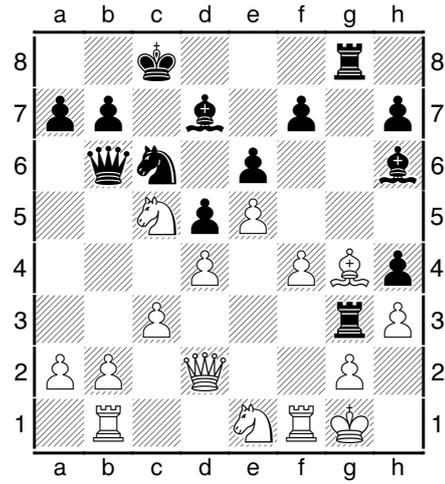
Q404. White to move: what would you play?

Why did you choose that move?



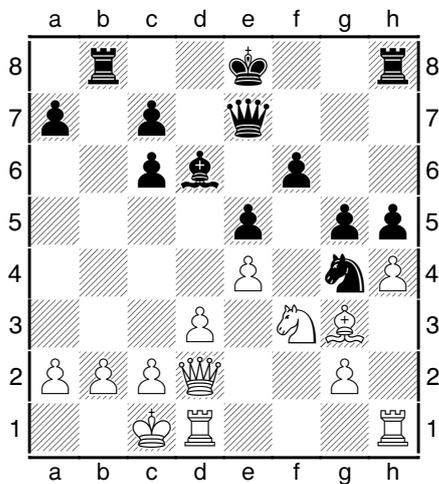
Q405. Black to move: what would you play?

Why did you choose that move?



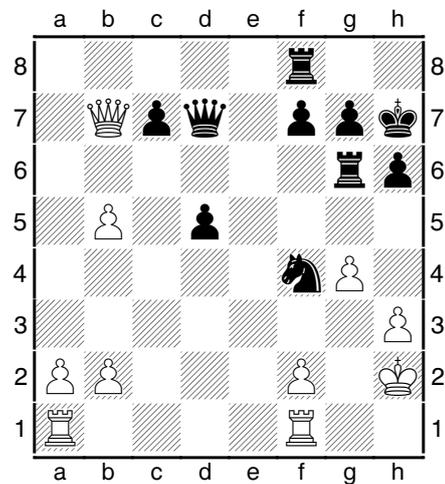
Q406. Black to move: what would you play?

Why did you choose that move?



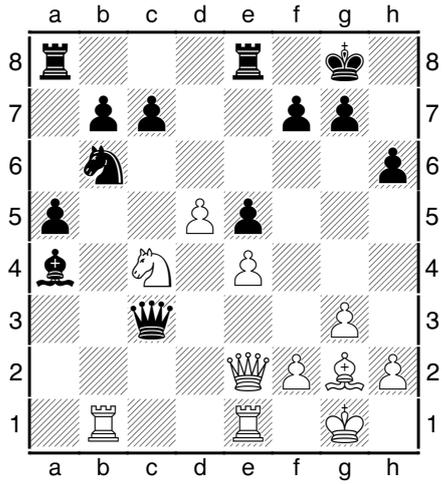
Q407. Black to move: what would you play?

Why did you choose that move?



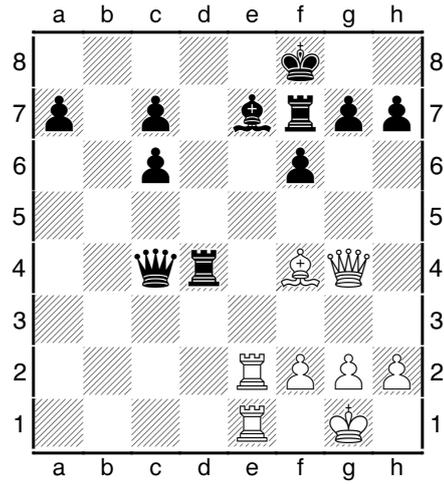
Q408. Black to move: what would you play?

Why did you choose that move?



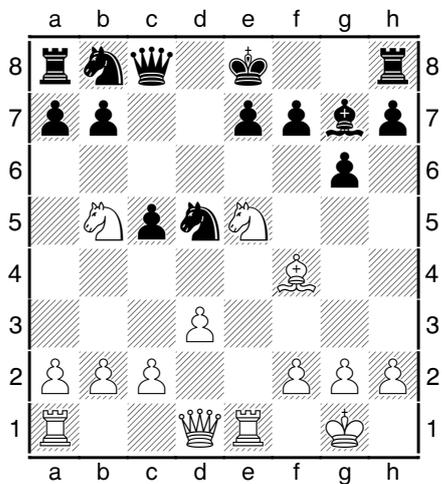
Q409. White to move: what would you play?

Why did you choose that move?



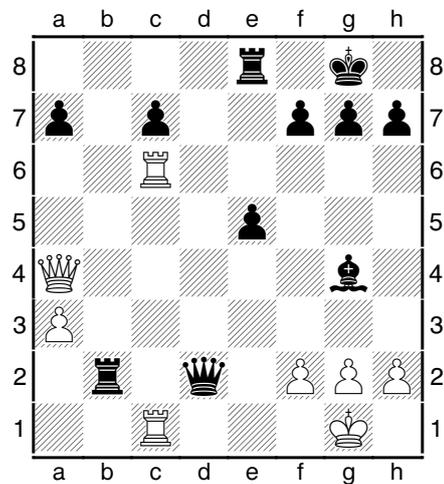
Q410. White to move: what would you play?

Why did you choose that move?



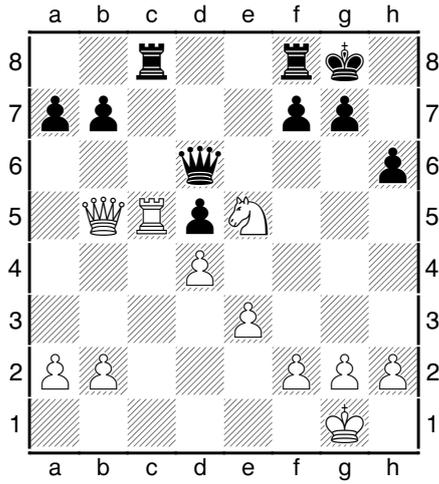
Q411. White to move: what would you play?

Why did you choose that move?



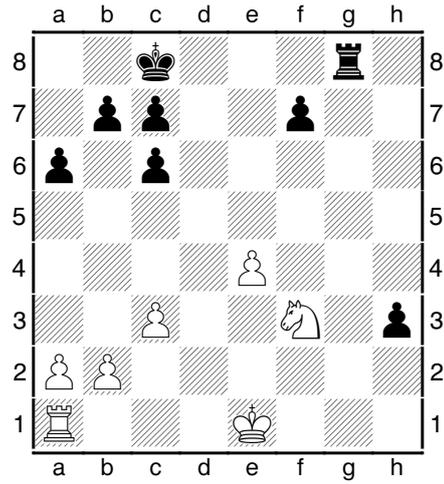
Q412. White to move: what would you play?

Why did you choose that move?



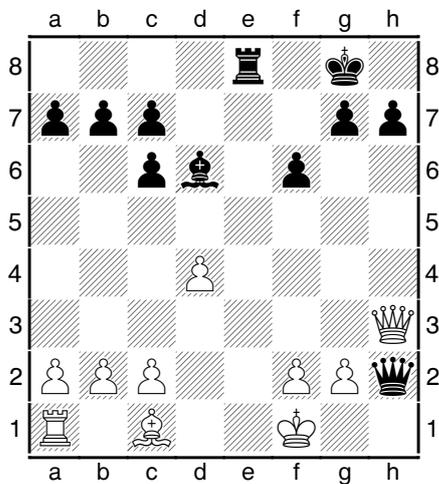
Q413. Black to move: what would you play?

Why did you choose that move?



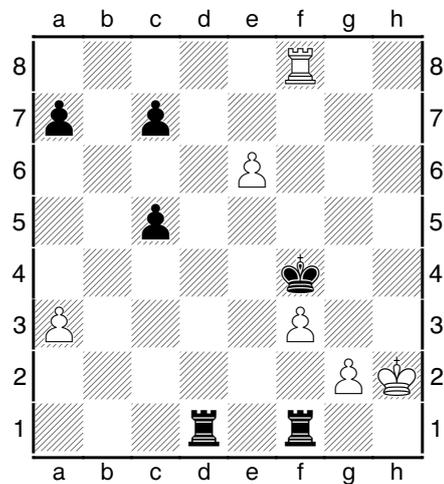
Q414. Black to move: what would you play?

Why did you choose that move?



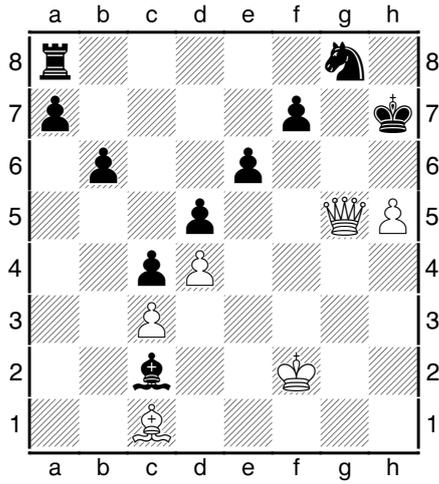
Q415. Black to move: what would you play?

Why did you choose that move?



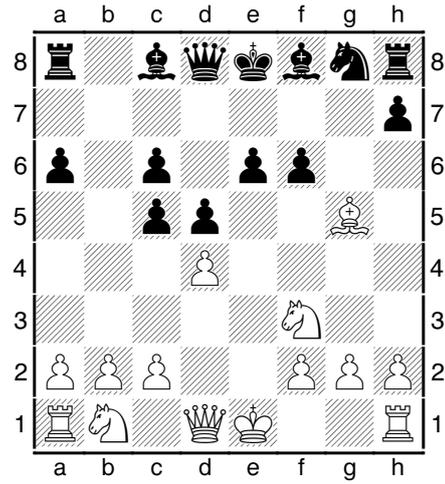
Q416. Black to move: what would you play?

Why did you choose that move?



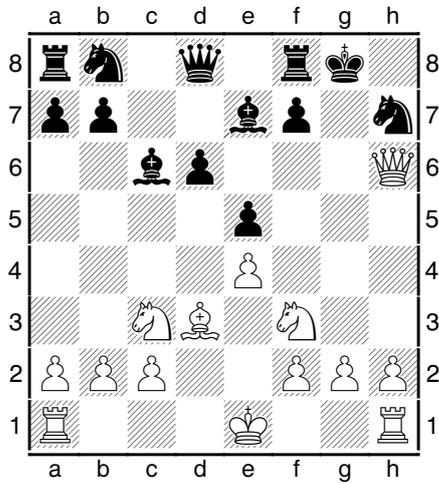
Q417. White to move: what would you play?

Why did you choose that move?



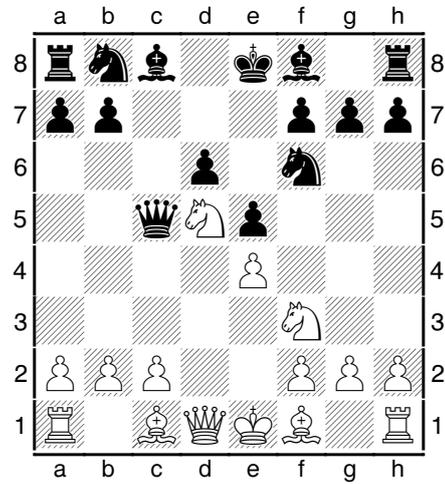
Q418. White to move: what would you play?

Why did you choose that move?



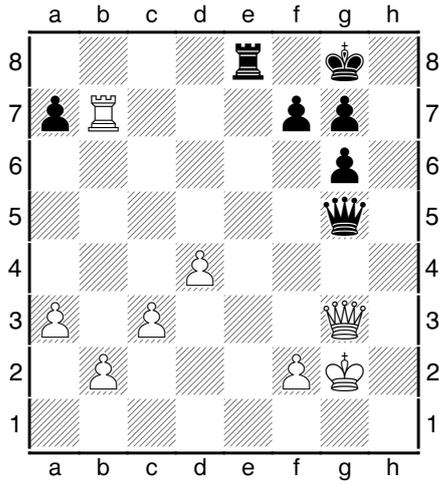
Q419. White to move: what would you play?

Why did you choose that move?



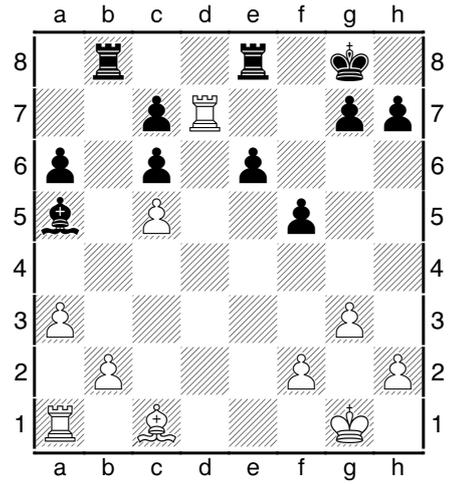
Q420. White to move: what would you play?

Why did you choose that move?



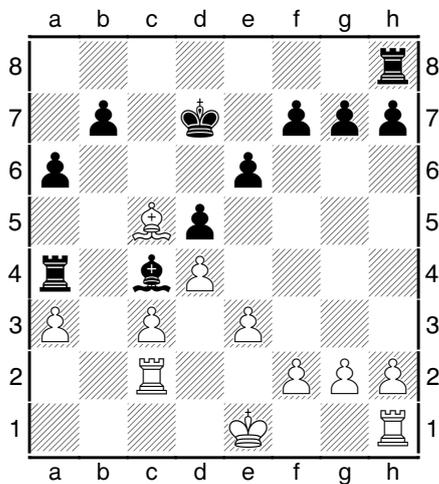
Q421. Black to move: what would you play?

Why did you choose that move?



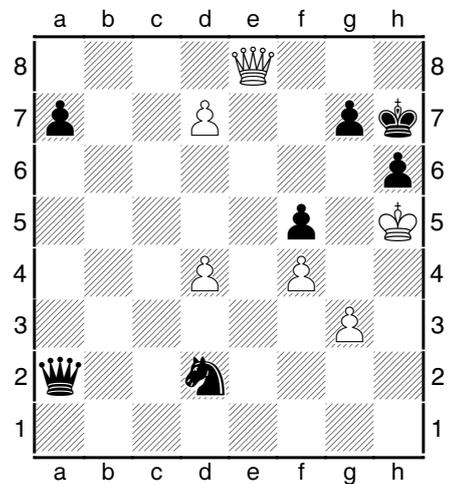
Q422. Black to move: what would you play?

Why did you choose that move?



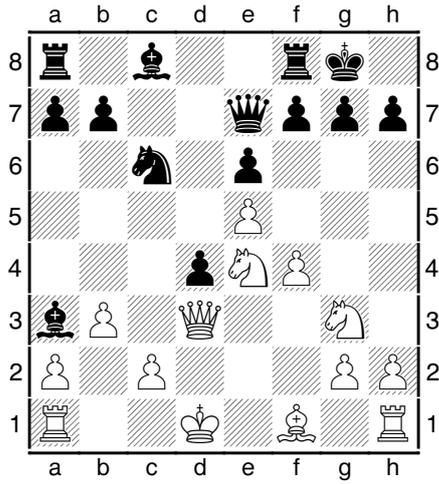
Q423. Black to move: what would you play?

Why did you choose that move?



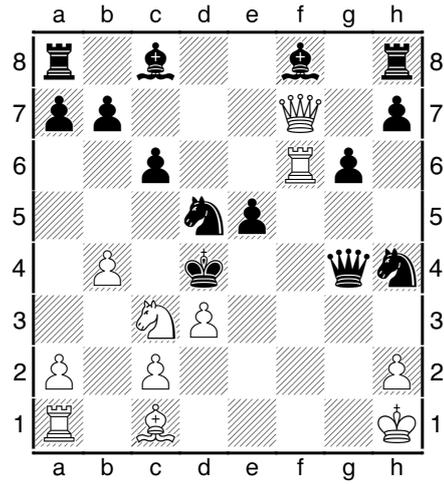
Q424. Black to move: what would you play?

Why did you choose that move?



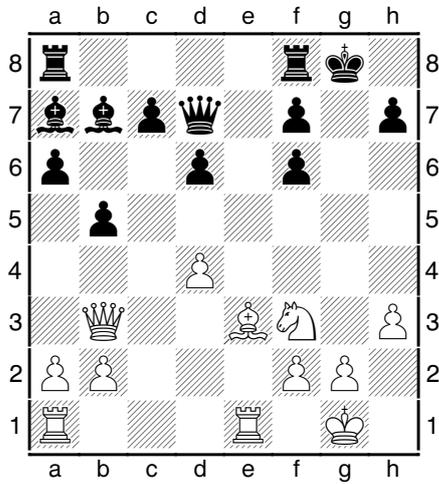
Q425. White to move: what would you play?

Why did you choose that move?



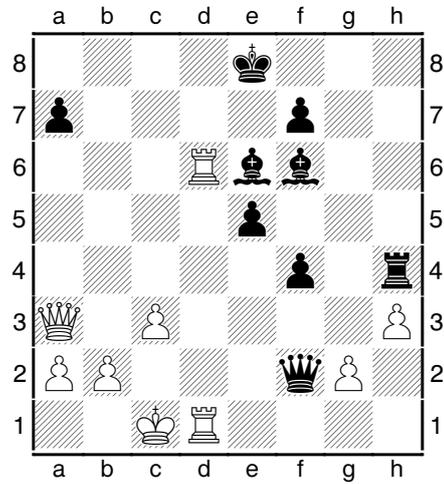
Q426. White to move: what would you play?

Why did you choose that move?



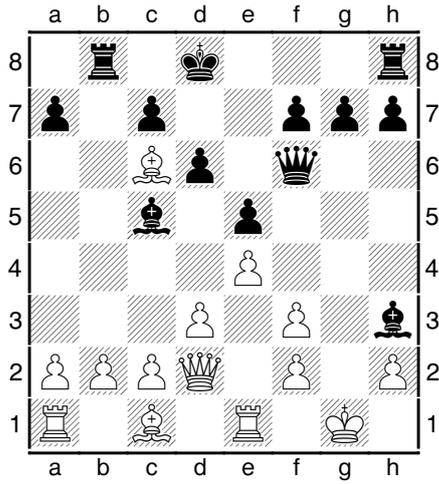
Q427. White to move: what would you play?

Why did you choose that move?



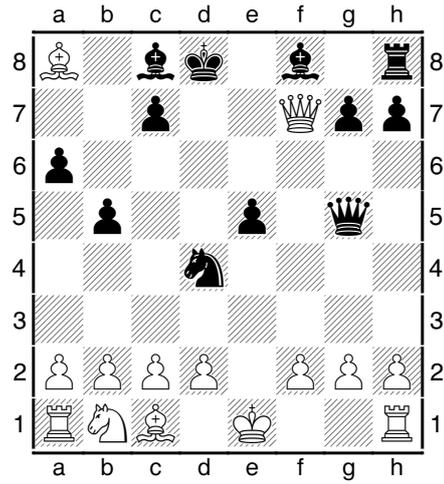
Q428. White to move: what would you play?

Why did you choose that move?



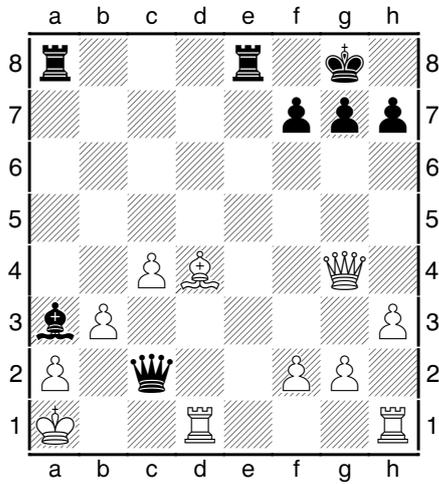
Q429. Black to move: what would you play?

Why did you choose that move?



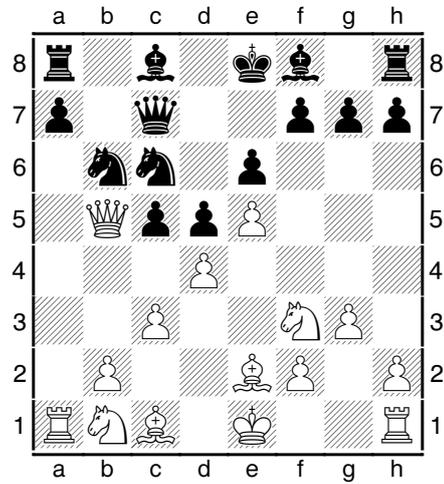
Q430. Black to move: what would you play?

Why did you choose that move?



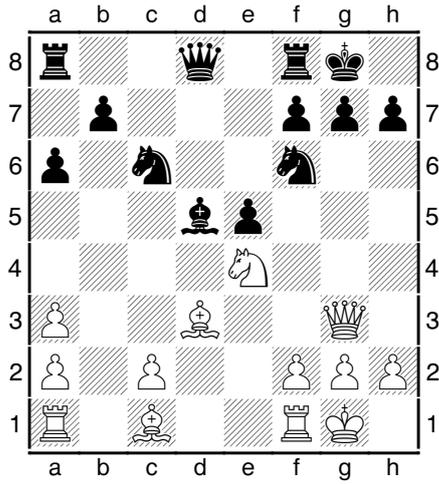
Q431. Black to move: what would you play?

Why did you choose that move?



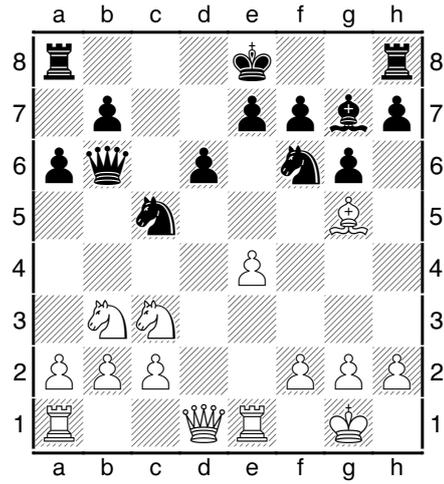
Q432. Black to move: what would you play?

Why did you choose that move?



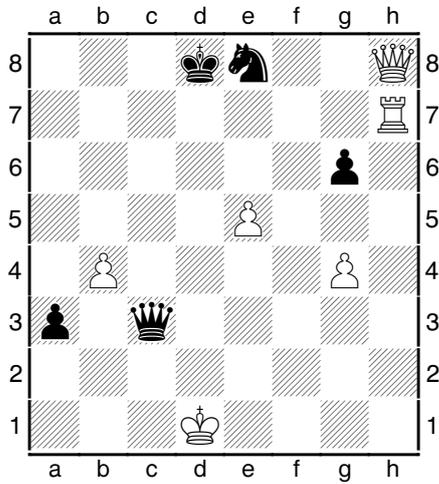
Q433. White to move: what would you play?

Why did you choose that move?



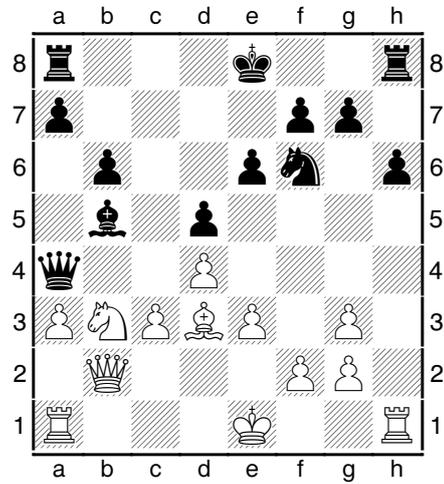
Q434. White to move: what would you play?

Why did you choose that move?



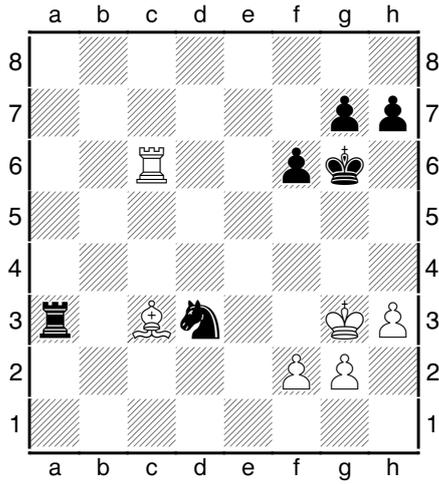
Q435. White to move: what would you play?

Why did you choose that move?



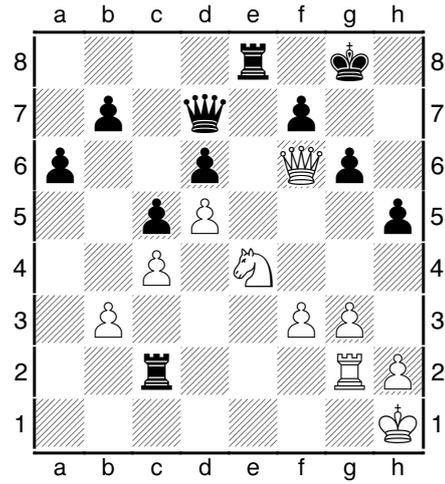
Q436. White to move: what would you play?

Why did you choose that move?



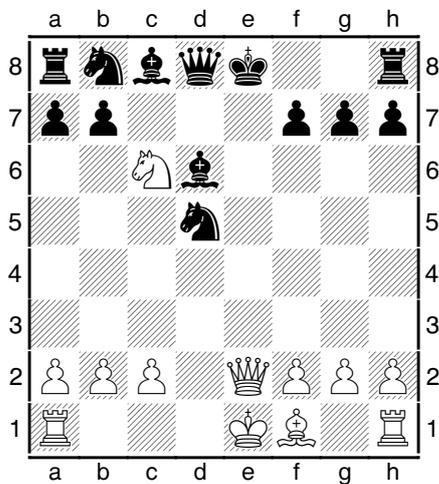
Q437. Black to move: what would you play?

Why did you choose that move?



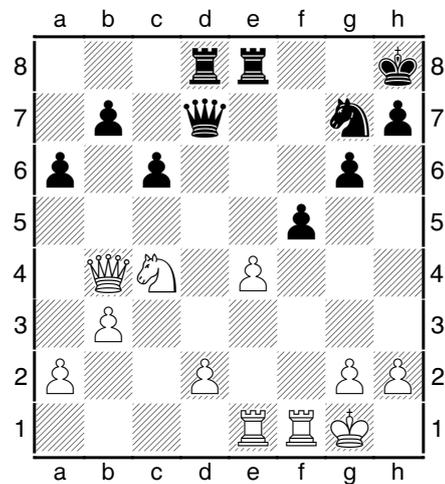
Q438. Black to move: what would you play?

Why did you choose that move?



Q439. Black to move: what would you play?

Why did you choose that move?



Q440. Black to move: what would you play?

Why did you choose that move?

ANSWERS

Q297. 1. Bxf6 (5 points) 1... Bxf6 2. Qf5 winning the pinned knight (5 more points).

Themes: CAPTURING A DEFENDER, ATTACKING A PINNED PIECE

Q298. 1. Rxc7+ (5 points): it looks like the queen is trapped but after 1... Qxc7 2. Qxh8 White has a winning material advantage (5 points for seeing this).

Themes: INTERMEDIATE MOVE, DEFLECTION

Q299. 1. f5 (5 points) 1... Bxb3 2. f6 wins the queen (the same thing happens after any other bishop move) (another 5 points).

Themes: DOUBLE THREAT, EXPLOITING A PIN, CHECKMATE

Q300. 1. Qa4 (5 points) 1... b6 2. Re1 Qd8 3. Qe4 (5 more points) 3... g6 4. Qe8+ Qxe8 5. Rxe8+ Kg7 6. Bf8+ and 7. Bh6# (5 further points for seeing the mate).

Themes: CHECKMATE

Q301. 1... Rd7 (5 points) 2. Rfd2 Rfd8 3. Bc3 (5 points for seeing this defence) 3... Rxd2 4. Bxd2 Rxd2 5. Rxd2 Qe1+ 6. Kh2 Qxd2, or, more simply, 3... Qe3+ (5 further points for seeing either of these lines).

Themes: PIN, ATTACKING A PINNED PIECE, DECOY, QUEEN FORK

Q302. 1... Nxc5 (5 points) 2. dxc5 Qxc5+ 3. Kh1 Rf1# (5 points) or 3. Bf2 Qxf2+ 4. Kh1 Qf1+ 5. Rxf1 Rxf1# (5 more points)

Themes: KNIGHT FORK, CHECKMATE

Q303. 1... Bh6 (5 points) 2. Qxh6 Nxd3+ and Nxc1 (5 points).

Themes: SKEWER, DEFLECTION, KNIGHT FORK

Q304. 1... Rxc7+ (5 points) 2. Kxc7 Qxf3+ 3. Kg1 Qxe4 (another 5 points).

Themes: DECOY, QUEEN FORK

Q305. 1. Bb5+ (5 points) 1... Qxb5 2. Qxc8+ (5 points) 2... Nxc8 3. Rd8#. Or 1... N/Bd7 2. Bxd7+ & 3. Qxd7# (5 points). If 1... Qc6 2. Qxc8+ is quickest.

Themes: DEFLECTION, CAPTURING A DEFENDER, CHECKMATE

Q306. 1. Rxd7 (5 points) 1... Nxd7 2. Ne5 Rd8 3. Rd1 (5 points) or 2... o-o-o 3. Nxf7+ (5 more points).

Themes: PIN, ATTACKING A PINNED PIECE, KNIGHT FORK

Q307. 1. Bd5 (5 points) 1... Qxd5 2. Rh8+ Kxh8 3. Qxh6+ Kg8 4. Qxg7# (10 points).

Themes: DEFLECTION, EXPLOITING A PIN, CHECKMATE

Q308. 1. Nxd4 (5 points) 1... cxd4 2. Bf6 (5 more points) o-o (or rook moves) 3. Bxd4 (5 points if you saw the knight on e3 was trapped).

Themes: BISHOP FORK, TRAPPING A PIECE

Q309. 1... Qf1+ (5 points) 2. Rxf1 Bxd6 (5 more points) is the only way not to lose.

Themes: DEFLECTION, BREAKING A PIN

Q310. 1... Rxc3 (5 points) and 2... Nxe4 (5 more points) after either 2. Qxc3 or bxc3 wins bishop, knight and pawn for rook.

Themes: CAPTURING A DEFENDER, KNIGHT FORK

Q311. 1... Bxg3 (5 points) 2. hxg3 Rxg3+ (another 5 points) and 3... Rgxd3 wins two pawns.

Themes: EXPLOITING A PIN, ROOK FORK

Q312. 1... Nxe4 (5 points) 2. Nxe4 or fxe4 3. Qh4+ (5 more points) and 3... Qxh6

Themes: LINE OPENING, QUEEN FORK

Q313. 1. Qxf7+ (5 points) 1... Rxf7 2. Ra8+ leads to mate (another 5 points for seeing that 1. Rxf7 loses to Rxf1+).

Themes: QUEEN SACRIFICE, CHECKMATE

Q314. 1. Bxf7+ (5 points) and if 1... Kxf7 then 2. Nxe5+ with a fork (5 more points).

Themes: DECOY, FORK

Q315. 1. Nc7+ (5 points) 1... Kd8 2. Ne6+ and if 2... Kc8, 3. Qd8# (5 points) so 2... Ke8 3. Nc7+ with a draw by repetition (5 points if you were planning to take the draw here).

Themes: KNIGHT FORK, DOUBLE CHECK, PERPETUAL CHECK

Q316. 1. f3 (5 points) 1... f5+ 2. Kg3 (5 more points if you saw 1. f3 was the only way to prevent 1... f5# or h5#).

Themes: ROOK ENDING, CHECKMATE

Q317. 1... Qe8 (5 points) 2. Qe2 Qxa4 (5 points for seeing that Qe8 will win a piece).

Themes: DISCOVERED ATTACK

Q318. 1... hxg3 (5 points) 2. Rxf6 or exf6 Rxh2# (5 more points) or 2. h3 Bxh3 (5 points) 3. gxh3 Rxh3+ 4. Kg2 Rh2+ 5. Kg3 Qh4+ leads to mate (up to 5 extra points depending on how far you analysed).

Themes: KING SIDE ATTACK, SACRIFICE, CHECKMATE

Q319. 1... f6 (5 points). The white knight has no good squares: 2. Ne6 Re8 is a pin (5 points) and 2. Ne4, Nf3 or Nh3 are met by 2... Bc1+ (another 5 points).

Themes: DECOY, DEFLECTION, PIN, SKEWER

Q320. 1... Nf6 (5 points). This attacks the rook on d5, defends the bishop on h5 and prevents mate by controlling e8 a second time, so next move you'll be able to move the knight from c6 and keep the extra piece (5 points for seeing all this). 1... Nc3 fails to 2. Rxh5 (Rd7 is more complicated) 2... Nxe2+ 3. Kf1 and White will win the piece back.

Themes: COUNTERATTACK, BACK RANK MATE

Q321. 1. Ng5 (5 points) gives White a winning attack. If 1... hgx5, 2. hxg5 threatens Qh7# (5 points for this) and 1... g6 is met by 2. Qxg6+ (another 5 points if you saw this).

Themes: KING SIDE ATTACK, OPENING A FILE, EXPLOITING A PIN, CHECKMATE

Q322. 1. Nd5 (5 points) keeps White a pawn ahead after 1... Bxa1 Nxb6. 5 more points if you spotted that 1. Rb1 loses to Bc3.

Themes: COUNTERATTACK, ATTACKING A PINNED PIECE

Q323. 1. Qa4 (5 points) is the only way to avoid losing a piece, meeting 1... cxd5 with Qxa8. 5 more points if you rejected 1. Qa6 because of Bb7, and another 5 points for rejecting Qb8 because of a move by the bishop on d8.

Themes: COUNTERATTACK, CREATING TWO THREATS, DISCOVERED ATTACK

Q324. 1. Bg3 (5 points) and the rook escapes after 1... Qd7 2. Rc5 (5 points for realising this). Another 5 points if you rejected 1. Re6 because of Qxe6.

Themes: ZWISCHENZUG, EXPLOITING A PIN

Q325. 1... Bb4+ (5 points), closing the b-file to meet 2. axb4 with Qxb5 and 2. Qxb4 with Nxc2+ (another 5 points).

Themes: CLOSING A LINE, KNIGHT FORK

Q326. 1... Bb7 (5 points) gets out of the fork: 2. Qxb7 is met by c6 followed by Nc5 or Nd6, trapping the queen (5 more points).

Themes: TRAPPING A PIECE

Q327. 1... Qf5 (5 points) saves both pieces because 2. Qxd4 would run into 2... Qb1+ and mate next move (5 more points).

Themes: COUNTERATTACK, BACK RANK MATE

Q328. 1... Bxb1 (5 points) is the winning move: 2. Rxb1 is met by 2... Rxf3 (5 points) 3. Bxf3 Qh2+ 4. Kf1 Qh1+ 5. Ke2 Qxb1 (5 points) and 3. hxg4 with Rxc3.

Themes: OPENING A LINE, KING SIDE ATTACK, CAPTURING A DEFENDER, CHECKMATE

Q329. 1. Qf4 (5 points) wins at least a couple of pawns. If Black plays 1... Rd7 you continue with 2. Qe3 (5 more points), threatening Qe8#, 2... Qe5 3. Qh6+ Qg7 4. Re8+ Kxe8 5. Qxg7 (5 further points for getting this far).

Themes: CHECKMATE, DEFLECTION

Q330. 1. f3+ (5 points) is the answer. If you realised you're winning after, for example, 1... gxf3+ 2. Kf2 Kf5 3. Kxf3 Kg5 4. h4+ Kxh4 5. Kxf4 when you'll reach the other side first and capture both black pawns you score another 5 points.

Themes: PAWN ENDING

Q331. 1. Rxd2 (5 points). If 1... Rxd2, 2. Qxb2 (5 points). If 1... Kf8, 2. Qf6+ and mate next move (5 points). If 1... Kh8, 2. Rfg3 (5 points) 2... Qxb2 3. Rg8# or 2... h6 3. Rg8+ and mate next move.

Themes: DEFLECTION, CHECKMATE

Q332. 1. f3 (5 points) threatens Rxd2 by preventing the back rank mate, while also preventing Ne4 so the black knight has no escape (5 points for working this out).

Themes: BACK RANK MATE, TRAPPING A PIECE

Q333. 1... Qc5 (5 points) is the winning move, unpinning the knight and so threatening both rooks. You have to see 2. Rxf6 Re1+ 3. Kd2 Qe3# or 3. Rd1 Qe3+ 4. Kb1 Rxd1# (5 points for this) and also 2. Rdd2 Re1+ (another 5 points for this).

Themes: UNPINNING, DOUBLE THREAT, CHECKMATE

Q334. 1... fxg1N+ (5 points). White has fallen for an opening trap. 1... fxg1Q 2. Qxd8+ Kxd8+ 3. Rxd8 is only equal (5 points if you rejected promoting to a queen for this reason). 1... fxg1N+ 2. Rxd8 Bg4+ gets another 5 points and 2. Ke1 Qh4+ with a winning attack is worth 5 further points.

Themes: PAWN PROMOTION, SKEWER

Q335. 1... Rxd2+ (5 points) and 5 more points for seeing 2. Kxd2 Rg7+ leads to mate. 1... Qxf3 will also win but takes longer.

Themes: KING SIDE ATTACK, SACRIFICE, CHECKMATE

Q336. 1... Bh3+ (5 points) wins. 2. Kxh3 Qxf3+ 3. Kh4 g5# scores 5 more points, and there are also 5 points for 2. Kg3 Qe4, threatening Qg4#.

Themes: DEFLECTION, CHECKMATE

Q337. 1. Qb3 (5 points) traps the knight: Black can play 1... Qe7+ but then 2. Kd2 (5 points) Ne4+ 3. Bxe4 Qxe4 4. Re1 (another 5 points).

Themes: TRAPPING A PIECE, PIN

Q338. 1. Nxc6 (5 points) wins a piece: if 1... Qxd1+ 2. Rxd1 Bxe3 3. Rd8# (5 more points).

Themes: DISCOVERED ATTACK, CHECKMATE

Q339. 1. Nc6 (5 points) wins material: as well as Nxd8 you're threatening e4, winning a piece (5 points).

Themes: OPENING A LINE, CREATING TWO THREATS, ATTACKING A PINNED PIECE

Q340. 1. Nb3 (5 points) defends the rook on a1 and closes the b-file: next move you can play Bc1 to trap the queen (5 more points).

Themes: CLOSING A LINE, TRAPPING A PIECE

Q341. 1... exd4 (5 points) 2. Bxd4 Nxd4 3. Qxd4 f5 (another 5 points) opening up two discovered attacks.

Themes: DISCOVERED ATTACK, CREATING TWO THREATS

Q342. 1... Qc8 (5 points) regains the lost piece by maintaining the attack on the bishop on c6: 2. Qc2 Qxc6 (5 more points for seeing this).

Themes: DEFLECTION

Q343. 1... h6 is the only defence to 2. fxg7+, which can now be met safely by 2... Kh7 (5 points). 5 more points if you saw that 1... g6 loses to 2. f7+.

Themes: DISCOVERED CHECK

Q344. 1... Qe1+ (5 points) 2. Rxe1 Nd2+ 3. Kf1 Rxe1+ and Black wins a rook (another 5 points).

Themes: DECOY, CLEARANCE

Q345. 1. Ng4 (5 points) keeps your extra piece. 5 points if you saw 1... Nxf4 2. Qxg4 threatens Qxg7# and gives your bishop on b7 time to escape. If 1... Qxb7, 2. Nh6+ (Nxf6+ also wins) 2... Kh8 3. Qxf6 gxf6 4. Bxf6# (up to 5 points for this variation). If 1... Rxb7 2. Nxf6+ (Nh6+ also wins) 2... Kh8 3. Qf5 g6 4. Ng4+ Be5 (5 points up to here) 5. Qf6+ Bxf6 6. Bxf6+ Kg8 7. Nh6# (5 further points for seeing the queen sacrifice and mate): some beautiful bishop and knight mates which are worth remembering.

Themes: KING SIDE ATTACK, QUEEN SACRIFICE, CHECKMATE

Q346. 1. Nxe6 (5 points) wins at least a pawn. 1... fxe6 2. Qh5+ and 3. Qxc5 (5 more points) or 1... Bxe4 2. Nxf7+ Kf8 3. Qxe4 Kxg7 4. Qe5+ and 5. Qxc5 (another 5 points).

Themes: DEFLECTION, QUEEN FORK

Q347. 1. c5 (5 points). The immediate double and discovered checks don't do much, but this move wins a piece because after 1... Bxc5 (or Ba5) you have 2. Nd6+ Kb8 3. Qxb7# (5 points for this).

Themes: TRAPPING A PIECE, OPENING A LINE, DOUBLE CHECK, CHECKMATE

Q348. 1. Ne6 (5 points). If 1... Rfc8 you can carry out your threat of 2. Rfe1, trapping the queen (5 points for seeing this). If 1... fxe6 then 2. Qxg6+ Kh8 3. Rd7 is mating (5 more points).

Themes: TRAPPING A PIECE, CHECKMATE

Q349. 1... Nc4 (5 points) is the only way to win. 2. Nxc4 Rxd7 or 2. Bxd8 Nxe5 and 3... Nxd7 and in each case Black is winning on material (5 points for seeing both variations).

Themes: PAWN PROMOTION, DEFLECTION

Q350. 1... Rxh3+ (5 points) is mate in 3: 2. Kxh3 Qg4+ 3. Kh2 Qh4# (5 points for finding the mate)

Themes: CHECKMATE

Q351. 1... Re4 (5 points) is another checkmate: 2. cxd5 (White has no answer to Black's threat) 2... Reg4 (5 points for this move) 3. hxg4 Rh6+ and mates (5 more points if you found the mate).

Themes: CHECKMATE, OPENING A FILE

Q352. 1... Nd7 (5 points). Black must stop White's two mate threats: now after 2. Rg8+ you have Nf8 (5 points if you spotted this).

Themes: CHECKMATE, DEFENDING AGAINST CHECKMATE

Q353. 1. Qc2 (5 points). The knight which is forking two rooks is itself both attacked and pinned. All you have to do is unpin the knight while defending both pieces and next move you'll capture a rook (5 points if you understood this).

Themes: KNIGHT FORK, PIN

Q354. 1. O-O (5 points). Black threatens both rooks (Qxh1 and Qd2+) so this is the only defence. (Yes, you can castle if your rook's attacked.) 5 more points for seeing both threats.

Themes: DOUBLE THREAT

Q355. 1. Ne7+ (5 points). It's mate in 4: 1... Kh8 2. N (either) g6+ hxg6 3. Nxc6+ Kh7 4. Qh5# (5 more points for calculating this).

Themes: DOUBLE CHECK, CHECKMATE

Q356. 1. g4 (5 points) wins a piece: if 1... Bg6, 2. Nxc6 and 3. Rxe4 (5 more points) or if 1... Rfe8 2. gxf5 Rxe5 3. f3 (another 5 points).

Themes: CAPTURING A DEFENDER, DECOY, PIN, ATTACKING A PINNED PIECE

Q357. 1... Qe3 (5 points) is the only defence to White's threat: 2. Rh4 can now be met by Qxh6 (5 more points for seeing this).

Themes: CHECKMATE, PIN

Q358. 1... Bxc3 (5 points) wins material. 5 points for seeing 2. Qxc3 Qd1+ mating. 5 points for playing 2. bxc3 e5 and now 5 more points for seeing 3. Qxd8 Rxd8 threatens both exf4 and Rd1+, and another 5 points for seeing 3. Bd2 e4 4. Qxe4 Qxd2.

Themes: CAPTURING A DEFENDER, DEFLECTION, BACK RANK MATE, PAWN FORK, PIN

Q359. 1... Rxd2 (5 points) wins a piece because 2. Nxd2 Nxe2# is another pretty knight and bishop mate (5 more points if you saw this).

Themes: DEFLECTION, CHECKMATE

Q360. 1... Rd8 (5 points) and White can't prevent mate. The threat is 2... Rh8+ 3. Kg4 Rh4#, and after 2. Kg4 Rh8 there's no way of stopping mate (5 points for working this out).

Themes: CHECKMATE

Q361. 1. R_xg7+ (5 points): White is a bishop down but can force a draw: 1... K_xg7 2. Q_g5+ K_h7 3. Q_xh5+ (5 more points for realising the position was drawn).

Themes: SACRIFICE, PERPETUAL CHECK

Q362. 1. R_f1+ (5 points) 1... K_g8 2. d7 R_xd7 3. R_e8# and otherwise there's no answer to the threat of R_e8+ (5 points for seeing this). 5 more points for rejecting 1. d7 because of R_c6 (meeting R_f1+ with R_f6) or R_f4.

Themes: CHECKMATE, PAWN PROMOTION

Q363. 1. R_d7 (5 points). 1... B_xc5 allows 2. R_f7+ K_g8 3. R_f5+ or R_f6+ and mate next move (5 points) and otherwise White will be able to win the bishop (another 5 points).

Themes: DISCOVERED CHECK, CHECKMATE, ATTACKING PINNED PIECE

Q364. 1. B_c4 (5 points). This is a difficult position but there are some beautiful mates. After 1... f_xg5 you have a choice of 2. N_f6+ K_h8 3. R_xh7# or 2. N_e7+ K_h8 3. N_g6# (5 points for each of those mates). Black's best defence is 1... B_e6 (5 more points) when White's best reply is 2. Q_g4 (another 5 points) with the same mates if the queen is captured.

Themes: DOUBLE CHECK, CHECKMATE, DEFLECTION

Q365. 1... K_h6 (5 points). It looks bad for Black as White's about to promote the a-pawn, but this move threatens Q_h5#. White can play 2. f5, but 2... e5 (5 points) shuts the door again. Now White has to play 3. Q_e8 but this gives the black queen access to d1 so the game would continue 3... Q_d1+ 4. K_h3/K_h4 Q_h1+ with a draw.

Themes: PAWN PROMOTION, CHECKMATE, PERPETUAL CHECK

Q366. 1... R_xg3+ (5 points). If you saw 2. Q_xg3 Q_h1# there's another 5 points, and 5 more points for realising White should play 2. K_f1 R_xf3 3. d6+ K_c8 4. R_dx_f3, which is about equal.

Themes: ROOK FORK, DEFLECTION, CHECKMATE

Q367. 1... Q_xf2+ (5 points) 2. R_xf2 R_d1+ 3. R_e1 R_xe1+ 4. R_f1 R_xf1# (5 more points).

Themes: QUEEN SACRIFICE, CHECKMATE

Q368. 1... B_e3+ (5 points) is mate in 3: 2. Q_xe3 Q_xh2# or 2. R_f2 Q_xh2+ and mate next move (5 points).

Themes: OPENING A LINE, EXPLOITING A PIN, CHECKMATE

Q369. 1. Rxb6 (5 points) 1... axb6 2. Rd1 (5 more points) and if the knight moves you play Rd8 (the reason for Rxb6) so Black has to play 2... Rc8 3. Rxd2 Rxc7 with an equal position (another 5 points for getting this far).

Themes: PAWN PROMOTION, CAPTURING A DEFENDER

Q370. 1. Nxe5 (5 points) leads to a form of Légal's Mate after 1... Bxd1 2. Bxf7+ Kf8 3. Bh6# (5 points) and if Black captures the knight instead, 2. Qxh5 leaves White a pawn ahead (5 points).

Themes: BREAKING A PIN, QUEEN SACRIFICE, CHECKMATE

Q371. 1. Rh8+ (5 points) forces a draw after 1... Kxh8 2. Qf8+ Kh7 3. Rh1+ Nh5: 5 points for getting this far and another 5 points for realising White can and must repeat moves either by the immediate 4. Qf7+ or by playing 4. Rxh5+ first.

Themes: CHECKMATE, PERPETUAL CHECK

Q372. 1. Ng4 (5 points). If 1... Bxd3 or Bxg4 then 2. Rxe8# (5 more points) and if 1... Rxe1 then 2. Nxf6+ gxf6 3. Qxf5 (another 5 points) so 1... Qc6 2. Rxe8+ Qxe8 3. Qxf5 (5 additional points) and White has won a piece.

Themes: DISCOVERED ATTACK, BACK RANK MATE, DEFLECTION

Q373. 1... Rxd4 (5 points) wins a piece because after 2. exd4 you have Re7# (5 points): long range mates are not always easy to see.

Themes: OPENING A LINE, CHECKMATE

Q374. 1... Qxf2+ (5 points) 2. Kh1 Qg1+ 3. Rxg1 Nf2# (5 more points for the smothered mate).

Themes: QUEEN SACRIFICE, SMOTHERED MATE

Q375. 1... Rxf3 (5 points) 2. gxf3 Nf4 (5 points) is the easiest win: 2... Qg5+ 3. Kh2 Nh4 4. Rg1 Nxf3+ gives Black an advantage because White's pawns are weak, and 2... Qh4 3. Qe6 defends (5 points for seeing this).

Themes: KING SIDE ATTACK, CHECKMATE

Q376. 1... Ng3+ (5 points) 2. fxe3 Qe2+ (5 more points) 3. Qxe2 dxe2+ 4. Kg2 (4. Ke1 Bxg3#) 4... Bxd2 (5 points again for getting this far).

Themes: OPENING A LINE, PAWN PROMOTION, CHECKMATE

Q377. 1. Be4 (5 points) is an idea worth remembering. Moving the bishop three squares away from the knight takes away its escape squares: 1... f5 2. Bb1, staying three squares away, and then 3. Kf1 (5 points) will trap it.

Themes: TRAPPING A PIECE

Q378. 1. a3 (5 points). This is also about trapping a piece. 1. b3 Qa3 doesn't quite work so you have to play 1. a3 first, closing the door on the queen and threatening 2. b3 (5 more points), when Black has to play 1... Rb8 2. b3 Rxb3 3. cxb3 Qxb3 (another 5 points) but White's lead in development gives a winning advantage.

Themes: TRAPPING A PIECE

Q379. 1. Rxd7 (5 points) wins material: 1... Qxd7 2. Rd1 drives the queen away from defending the knight (5 points).

Themes: CAPTURING A DEFENDER, DEFLECTION, BISHOP FORK

Q380. 1. Bb5+ (5 points) wins: 1... Kb6 2. Bxd7 (another 5 points) and if 2... hxg5 then 3. a5+ Ka6 4. Nc5# (5 more points for finding the mate).

Themes: SKEWER, CHECKMATE

Q381. 1... c4 (5 points) and if 2. Rd4, Be3 is a skewer (5 points) or if 2. Rd5, Be3 traps the knight on b6 (5 points).

Themes: OPENING A LINE, DEFLECTION, SKEWER, TRAPPING A PIECE

Q382. 1... Qg3+ (5 points) is mate in 4: 2. Kh1 (or 2. Kf1 Qxf2#) 2... Qxh3+ 3. Kg1 Qg3+ 4. Kh1 hxg6# (5 more points for reaching the mate).

Themes: EXPLOITING A PIN, DISCOVERED CHECK, CHECKMATE

Q383. 1... Re8 (5 points). Black is a queen for a rook ahead but is faced with the threat of Rg8+ followed by R1g7+. The only way to win is to provide an escape path for your king: 1... Re8 2. Rg8+ Ke7 3. R1g7+ Kd8 (5 points if you saw this).

Themes: CHECKMATE

Q384. 1...c6 (5 points). Both black knights are pinned but this move gets out of trouble: 2. Qxe7 Qb6+ 3. Kh1 Qxb5 threatens mate on f1 (5 more points) or if, for example, 2. Bc4 Qb6+ 3. Kh1 Ng6 is about equal (another 5 points).

Themes: BREAKING A PIN, CHECKMATE

Q385. 1. Qc2 (5 points), offering a queen trade, is the only way to win. If now 1... Qg4, 2. f3 Qxg3+ 3. Qg2 is winning (5 points). 1. f3 Qxg3+ is a draw after 2. Kf1 Qf3+ 3. Ke1 Qe3+ (5 points).

Themes: PERPETUAL CHECK

Q386. 1. Nd6+ (5 points). Black is threatening Ra1#, and if 1. f4 then 1... Ke6 followed by Ra8 wins the knight (5 points for seeing this) so White must play 1. Nd6+ cxd6 2. Rd7+ and 3. Rxb7 to stay in the game (5 more points).

Themes: CHECKMATE, KNIGHT FORK, DEFLECTION, ROOK FORK

Q387. 1. g3 (5 points). Black is threatening 1... Qxb1+ 2. Nxb1 Rd1# (5 points for spotting that). Moving the rook allows Qxb2 (5 points) and 1. f3 loses to Rd2 and you can't defend g2 (5 points) which leaves 1. g3 as the only good defence.

Themes: QUEEN SACRIFICE, CHECKMATE

Q388. 1. Nxe5 is another Légal's Mate: 1... Bxd1 2. Bxf7+ Ke7 3. Nd5# (5 points) and another 5 points if you considered 1... dxe5 2. Qxg4 when White is a piece ahead.

Themes: QUEEN SACRIFICE, CHECKMATE

Q389. 1... Rg3 (5 points) threatens R8g4#: White can only delay checkmate for a move: 2. e5 dxe5+ 3. Rxe5 R8g4# (5 points).

Themes: CHECKMATE

Q390. 1... Bxb5 (5 points) is an idea you should remember: 2. Nxb5 Qa5+ 3. Nc3 d4 wins a piece (5 points if you got this far). 5 more points if you saw that 1... d4 would be met by 2. Bxd7+ before moving the knight.

Themes: DECOY, QUEEN FORK, ATTACKING A PINNED PIECE

Q391. 1... Ne5+ (5 points) leads to a perpetual check after 2. Rxe5 Qd1+ 3. Kg3 or Kg2 Qg4+ (5 more points for seeing the draw and 5 more points for seeing 3. Kf4 Qg4#).

Themes: KNIGHT FORK, SQUARE CLEARANCE, PERPETUAL CHECK

Q392. 1...Rxf5 (5 points) is the only way to meet White's threats. If 2. Rxf5, then 2... Bf4 to defend the rook or 2... Bg7 are both equal (5 points). If 2. Rh8+, then 2... Kg7 3. Rxb8 Rxf3 is also equal (5 points).

Themes: CHECKMATE, SKEWER

Q393. 1. Qa4 (5 points) is a fork. After 1... Bxc3 you play 2. Qxa6 (5 points) and the other bishop has no escape: for instance 2... Bb4 3. a3 Be1 4. Be3 (other bishop moves also work). 5 more points for seeing that the bishop is trapped.

Themes: QUEEN FORK, TRAPPING A PIECE

Q394. 1. Qd5 (5 points). White's queen and knight are both threatened but the power of the fork keeps your extra piece: 1... Qxd5 2. Nf6+ and Nxd5 (5 points).

Themes: QUEEN FORK, DECOY, KNIGHT FORK

Q395. 1. Qe1 (5 points) keeps the extra piece by preventing Qe3+ and threatening Rxe4. There are two pins in this position: 1. Nd2 loses to Qe3+ (5 points for seeing this) and 1. Qf2 is met by Qf5 (5 more points if you saw this).

Themes: PIN, QUEEN FORK

Q396. 1. Qxf8+ (5 points) 1... Kxf8 2. Bxd6+Kg8 3. Re8# is a simple mate in 3 worth another 5 points.

Themes: QUEEN SACRIFICE, BACK RANK MATE

Q397. 1... e4 (5 points). There are a lot of pieces between the rook on d8 and the white queen, but, as if by magic, they all disappear. 2. dxe4 Nxf3+ (5 extra points) 3. gxf3 Bg3+ (again, 5 points for this or Bb4+, which is equally good but more complicated) 4. hxg3 Rxd1+ 5. Kxd1 Bxf3+ (5 more points for getting this far).

Themes: OPENING A LINE, DISCOVERED ATTACK, BISHOP FORK

Q398. 1... Qh3 (5 points) sacrifices the queen to mate next move. White can only prevent Qxg2# by playing 2. gxh3 Nh3# (5 points) or by giving up the queen with 2. Qg4+.

Themes: QUEEN SACRIFICE, CHECKMATE

Q399. 1... Nf4 (5 points). You get 5 points for noticing that 1... b6 allows 2. Ba6#. So you have to eliminate the bishop first: 1... Nf4 2. Rd2 Nxe2+ 3. Rxe2 and now 3... b6 (5 points) will trap the bishop.

Themes: CHECKMATE, KNIGHT FORK, TRAPPING A PIECE

Q400. 1... c1N+ (5 points). This is a very difficult position and you won't see everything. You score 5 points for seeing 1... c1Q 2. Rg8#. There are 5 points for meeting 2. Kb1 with Bxf5+ and 5 more points for meeting 2. Ka1 with 2... Bc5+ 3. Kb2 Bxd4+.

Themes: CHECKMATE, UNDERPROMOTION, BISHOP FORK

Q401. 1. Nf6+ (5 points) mates next move: 1... gxf6 2. Re7#.

Themes: CHECKMATE, OPENING A LINE

Q402. 1. Nd4 (5 points). After 1... Bxd4 the queen is blocked off so White can play 2. Rh4 and Black can't stop Rh8# (5 points). Another 5 points if you rejected 1. Rh4 because of 1... Qd1+. Black's best defence is to give up the queen with 1... Qxd4 but White should still win.

Themes: INTERFERENCE, CHECKMATE

Q403. 1. Qc5+ (5 points) 1... Kb7 2. Ba6+ (another 5 points) and if 2... Kxa6, 3. Qc6+ Ka5 4. b4+ Nxb4 5. cxb4# (5 points for finding the mate) or if 2... Kb8, the quickest win is 3. Qe5+ Ka8 4. Qe4+ (5 more points for that line).

Themes: SACRIFICE, CHECKMATE

Q404. 1. Rxc6 (5 points) and if 1... fxc6 then 2. Qg8+ Ke7 3. Qf7# or Qxc7# (5 points for either).

Themes: SACRIFICE, OPENING A LINE, CHECKMATE

Q405. 1... Bb4+ (5 points). Both queens are threatened: now if 2. Nc3 Rxa8, or if 2. Bd2 Bxd2+ 3. Kxd2 Qa5+ or Qb4+, or if 2. Kf1 Qa6+ or Qb5+ (5 points if you saw all this). Another 5 points for rejecting 1... Qa5+ and 1... Qb4+ because of 2. Bd2.

Themes: ZWISCHENZUG

Q406. 1... Nxe5 (5 points) regains the lost pawn. 5 points for seeing 2. fxe5 Bxd2 and 5 more points for seeing 2. dxe5 Qxc5+.

Themes: EXPLOITING A PIN, DEFLECTION

Q407. 1... Ba3 (5 points). 5 points for seeing 2. bxa3 Qxa3# and 5 more points for realising that White has no good way of defending b2. Full credit also if you played gxh4, and were planning to follow up with Ba3 whichever way White recaptured.

Themes: SACRIFICE, CHECKMATE

Q408. 1... Rxc4 (5 points) 2. hxc4 Qxc4 threatens Qg2# (5 points) and 3. Rg1 allows Qh3# or Qh4# (5 points again).

Themes: SACRIFICE, CHECKMATE

Q409. 1. Rec1 (5 points) wins material: 1... Qd4 2. Nxb6 (5 points) cxb6 3. Rc4 (5 points) and the queen is trapped. 5 more points if you saw 1. Nxb6 cxb6 2. Rec1 Qa3 and the queen escapes. Black's best move is 1... Qxc1, which is complicated, but White can gain the advantage with best play.

Themes: TRAPPING A PIECE

Q410. 1. Qc8+ (5 points) is mate in 3: 1... Rd8 2. Qxd8+ Bxd8 3. Re8# (5 more points).

Themes: QUEEN SACRIFICE, CHECKMATE

Q411. 1. Nxc6 (5 points) and 5 more points for meeting 1... hxc6 or 1... fxc6 with 2. Nd6+, winning the queen.

Themes: OPENING A LINE, KNIGHT FORK, EXPLOITING A PIN

Q412. 1. R6c2 (5 points) regains material by threatening Qxe8# as well as Rxd2. 5 more points for finding Black's best defence, 1... Bd7 when you play 2. Rxd2 Bxa4 3. Rxb2 or 2... Rxd2 3. Qxa7 (5 more points for this).

Themes: DISCOVERED ATTACK, COUNTERATTACK

Q413. 1... a6 (5 points) is the easiest way to win. Lots of variations: 2. Qe2 (for example) 2... Rxc5 3. dxc5 Qxe5 (5 points). 2. Qa5 b6 is a fork (5 points). 2. Qb4 b6 attacks a pinned piece (5 points). Finally, 2. Qd7 Rxc5 3. Qxd6 Rc1# (5 points).

Themes: DEFLECTION, FORK, ATTACKING A PINNED PIECE, BACK RANK MATE

Q414. 1... Rg1+ (5 points) 2. Nxc1 h2 (5 more points) promotes. It's worth remembering that a pawn on the 7th rank can create two threats in this way.

Themes: SKEWER, DEFLECTION, PAWN PROMOTION

Q415. 1... Qg1+ (5 points) 2. Kxc1 Re1# (another 5 points) is another tactical idea you should remember.

Themes: QUEEN SACRIFICE, CHECKMATE

Q416. 1... Ke3 (5 points: I hope you saw you were in check) 2. e7 Kf2 (5 points) threatens Rh1#. So 3. Kh3 Rd7 (5 points) 4. e8Q Rg7 (5 points) and White, faced with mate threats, has no useful checks.

Themes: CHECKMATE, PAWN PROMOTION

Q417. 1. h6 (5 points) threatens Qg7# 1... Bg6 2. Qe5 (5 points again) renews the threat, and 2... Nxb6 3. Qh2 (5 more points) pins and wins the knight.

Themes: CHECKMATE, PIN

Q418. 1. Ne5 (5 points) is very strong. Of course 1... fxe5 2. Bxd8, but also 1... fxg5 2. Qh5+ Ke7 when either 3. Nxc6+ or 3. Qxg5+ will score another 5 points.

Themes: EXPLOITING A PIN, KNIGHT FORK

Q419. 1. h4 (5 points) is the winning move. Score 5 points if you realised Black wanted to play Bg5 and another 5 points if you were planning to play Ng5 next move to open the h-file.

Theme: OPENING A FILE

Q420. 1. b4 (5 points) introduces another idea worth remembering. 1... Qc6 looks like the only safe square but then you play 2. Bb5 (5 points) 2... Qxb5 3. Nc7+ (5 more points) and Nxb5.

Themes: TRAPPING A PIECE, PIN, DECOY, KNIGHT FORK

Q421. 1... Qd5+ (5 points) 2. Qf3 Re4 (5 points) threatens Qxb7 and Rg4+ so 3. Rxf7 Rg4+ (5 points) 4. Kf1 (Kh2 loses to Qh5+) 4... Qc4+ (5 points) wins the rook because 5. Ke1 loses to Rg1+.

Themes: QUEEN FORK, CLOSING A LINE

Q422. 1... Rb3 (5 points) is the only way to prevent White's threat of b4 (5 points for seeing this) and save your bishop.

Themes: TRAPPING A PIECE

Q423. 1... b6 (5 points) will win a piece. 2. Bb4 a5 traps the bishop) so 2. Bxb6 Rb8 (5 points) when 3. Bc5 loses to Rb1+ and 3. Rb2 loses to Kc6 (5 points).

Themes: TRAPPING A PIECE, SKEWER, ATTACKING A PINNED PIECE

Q424. 1... Qa6 (5 points). It looks like Black's in trouble but this move threatens g6+. 5 points for seeing 2. d8Q g6+ 3. Kh4 Nf3+ 4. Kh3 Qf1#. 2. g4 prepares an escape but 2... Qf6 (5 points) shuts the door again and there's no defence: 3. d8Q g6+ 4. Qxg6 Qxg6+ 5. Kh4 Qxg4# (5 points for reaching this position).

Themes: PAWN PROMOTION, CHECKMATE

Q425. 1. Nf6+ (5 points) gxf6 2. Nh5 (5 more points) threatens Qg3+ so 2... Kh8 3. Nxf6 (another 5 points) and Black has to play Qxf6 to prevent Qxh7#.

Themes: KING SIDE ATTACK, SACRIFICE, CHECKMATE

Q426. 1. Qxd5+ (5 points) is a brilliant and beautiful queen sacrifice. There's 1... cxd5 2. Nb5# for 5 points, and 1... Kxc3 2. Qb3+ (5 points) 2... Kd4 Qc4# (a further 5 points).

Themes: QUEEN SACRIFICE, CHECKMATE

Q427. 1. Bh6 (5 points) wins material: if the rook moves, for example 1... Re8, you have 2. Ne5 (5 points) threatening Qg3+ as well as Nxd7.

Themes: KING SIDE ATTACK

Q428. 1. Qb4 (5 points) and Black has no good defence to Qb8+ (5 points if you intended this). Another 5 points for seeing 1... Kf8 2. Rd2+ winning the queen.

Themes: CHECKMATE, DISCOVERED CHECK

Q429. 1... h6 (5 points) is the quickest win, although there are other good moves. 5 more points if you played it to prevent Qg5, which would have been the answer to 1... Qxf3 or Qg6+.

Themes: KING SIDE ATTACK, CHECKMATE

Q430. 1... Be6 (5 points) traps the white queen. 5 more points for considering 2. h4 in reply and another 5 points for meeting this with 2... Qh6 (Qg4 is met by Bf3).

Themes: TRAPPING A PIECE, COUNTERATTACK

Q431. 1... Bb2+ (5 points) is the quickest win: 2. Bxb2 Rxa2+ (5 points) 3. Kxa2 Ra8# (5 points) and Black has sacrificed two pieces for checkmate.

Themes: SACRIFICE, CHECKMATE

Q432. 1... c4 (5 points) shuts the door on the queen: White has no good way of preventing 2... a6 (5 points for spotting this).

Themes: TRAPPING A PIECE

Q433. 1. Nxf6+ (5 points) 1... Qxf6 2. c4 (5 points) and if 2... Be6, 3. Bg5 traps the queen (5 points). 3. Bg5 is also the best reply to 2... e4.

Themes: DECOY, TRAPPING A PIECE

Q434. 1. e5 (5 points) 1... dxe5 2. Be3 (5 points) wins a piece: if 2... Nfd7 you can play Na4 or Ne4.

Themes: DEFLECTION, PIN, ATTACKING A PINNED PIECE

Q435. 1. Rd7+ (5 points) sets up a discovered attack: 1... Kxd7 2. e6+ (5 more points) and 3. Qxc3

Themes: DECOY, DISCOVERED ATTACK

Q436. 1. Nc5 (5 points) wins the queen (5 more points for realising the queen has no escape): after 1... Qa5 the easiest win is 2. Bxb5+ followed by 3. Nb7 and the queen is trapped.

Themes: DISCOVERED ATTACK, BISHOP FORK, TRAPPING A PIECE

Q437. 1... Nb4 (5 points) wins a piece: 2. Rc5 prevents Nd5 but Black can still play 2... Na2 (5 more points).

Themes: EXPLOITING A PIN, ATTACKING A PINNED PIECE

Q438. 1... Qh3 (5 points) is the easiest way to win. 5 points for seeing 2. Rxc2 Qf1#. 5 more points if you saw that White could try 2. Qxf7+ Kxf7 3. Ng5+ Kf6 4. Nxb3, but realised that Black was still winning easily.

Themes: DEFLECTION, CHECKMATE, DECOY, KNIGHT FORK

Q439. 1... Kd7 (5 points) is the best way to get out of check. 2. Nxd8 Re8 (5 points) regains the queen: after 3. Nxf7 Rxe2+ 4. Bxe2 the position is about equal.

Themes: PIN

Q440. 1... Qd4+ (5 points) sets up a pin: 2. Kh1 b5 (another 5 points) wins a piece.

Themes: PIN, ATTACKING A PINNED PIECE

GLOSSARY

ATTACK

If we say that a piece **ATTACKS** an enemy piece we mean that it could capture it next move. After the moves 1. e4 e5 2. Qh5 the white queen **ATTACKS** three pawns.

BACK RANK MATE

A **CHECKMATE** with a rook or queen on the **BACK RANK**, most typically when the king's potential escape squares are blocked by his own pawns.

BACKWARD PAWN

A pawn which is behind pawns of the same colour on the adjacent files and cannot easily advance. A **BACKWARD PAWN** on a **HALF-OPEN FILE** can often be very weak.

BAD BISHOP

A bishop blocked in by its own pawns.

BLOCKADE

A position in the ending where one player has what would normally be a winning material advantage but cannot make progress. This often happens in endings with **BISHOPS OF OPPOSITE COLOURS**.

BLUNDER

A mistake, in particular a bad mistake which loses material (points) or allows **CHECKMATE**.

CASTLING

A special move with the king and the rook. To **CASTLE** you move your king two squares towards the rook and your rook over the top to the next square. If you're White and you **CASTLE** on the **KING SIDE** your king will end up on g1 and your rook on f1. If you castle on the **QUEEN SIDE** your king will end up on c1 and your rook on d1. You can only **CASTLE** if a) neither your king nor rook has moved b) there are no pieces between the king and the rook c) you are not in **CHECK** at the moment d) you do not move into **CHECK** and e) the square crossed by your king is not **CONTROLLED** by an enemy piece.

CHECK

A move which **THREATENS** the enemy king. If you are **IN CHECK** you have to get out of check immediately. You are not allowed to play a move that leaves your king **IN CHECK**, but if your opponent does this you **CANNOT** win the game by capturing the enemy king: instead you must ask your opponent to retract the move and play a legal move instead, if possible moving the piece that was touched.

CHECKMATE

A situation in which one player is **IN CHECK** but **CANNOT** get out of **CHECK**, either by moving the king to a safe square, blocking the **CHECK** or capturing the piece giving **CHECK**. If you **CHECKMATE** your opponent you win the game.

COMBINATION

A series of moves, often involving a **SACRIFICE**, using a combination of **TACTICAL** ideas to gain an advantage or possibly to reduce a disadvantage.

CONTROL

A piece is said to **CONTROL** a square when it could capture an enemy piece landing on that square. For example, a white pawn on e4 **CONTROLS** the d5 and f5 squares.

DECOY

A move, sometimes a **SACRIFICE**, designed to force an enemy piece onto an unfavourable square, for instance, a square where it might be **FORKED** or **PINNED**.

DEFEND/DEFENCE

A piece which is **DEFENDING** another piece, or sometimes a square, is a piece which would capture an enemy piece. For example, after the moves 1. e4 e5 2. Nf3 Nc6 the black knight on c6 is **DEFENDING** the pawn on e5 which is **ATTACKED** by the white knight on f3.

DEFLECTION

A move, sometimes a **SACRIFICE**, designed to force an enemy piece away from a square where it is carrying out an important defensive function.

DEVELOPMENT

At the start of the game we **DEVELOP** our pieces: we get them off the back **RANK** and into the game. Usually we develop our **MINOR PIECES** quickly. Queens and rooks usually stay at home early on. **CASTLING** is also a **DEVELOPING** move which we usually aim to play quickly.

DISCOVERED ATTACK

A move which, by another piece moving out of the way, opens up an attack from a LINE PIECE on an enemy target. If the attack from the LINE PIECE is a CHECK this move is a DISCOVERED CHECK.

DISCOVERED MATE

A DISCOVERED CHECK which is also CHECKMATE.

DOUBLE CHECK

A DISCOVERED CHECK where the piece moving away also gives CHECK so that the enemy king is in CHECK from two pieces at the same time. The only way to meet a DOUBLE CHECK is with a king move.

DOUBLED PAWNS

Two pawns of the same colour on the same file. DOUBLED PAWNS are often, but not always, a weakness. Three pawns of the same colour on the same file are TRIPLED PAWNS.

DRAW

There are several ways to DRAW a game of chess. You can draw by STALEMATE. You can draw by reaching a position where neither side can possibly get CHECKMATE: for example king against king, king and bishop against king or king and knight against king (sometimes called INSUFFICIENT MATERIAL). You can draw by AGREEMENT: one player proposes a draw and the other player accepts the proposal. In tournaments you can claim a draw by REPETITION if exactly the same position has been reached three times with the same player to move (note that it's REPETITION OF POSITION, not of moves) or by the 50 MOVE RULE if both players have played 50 moves without a pawn move or capture taking place.

EN PASSANT

A special pawn capture. If your pawn is on your FIFTH RANK and your opponent moves a pawn on an adjacent FILE TWO SQUARES you can if you choose CAPTURE the pawn EN PASSANT: as if it had moved only one square. If you have a white pawn on e5 and black moves the pawn from d7 to d5 you can, but only on your next move, capture it while it's passing the d6 square so your pawn ends up on d6.

EXCHANGE

The word EXCHANGE has two meanings in chess. It can mean a trade, particularly an equal trade, a trade of like for like. We might exchange queens, or pawns. It also means the advantage of rook for MINOR PIECE. So we might deliberately trade a rook for an enemy knight: we SACRIFICE the EXCHANGE or play an EXCHANGE SACRIFICE. We might also win the EXCHANGE or BLUNDER the EXCHANGE.

FIANCHETTO

A bishop development to g2/g7 or b2/b7 after moving the knight's pawn one square.

FILE

A vertical line of squares on a chessboard. We name the file based on its letter: the a-file through to the h-file.

FORK

A move which creates TWO THREATS at the same time with the same piece in different directions.

GAMBIT

An opening in which one player SACRIFICES MATERIAL to gain an advantage in, for example, development, centre control or king safety.

GOOD BISHOP

A bishop not blocked in by its own pawns.

ISOLATED PAWN

A pawn which has no pawns of the same colour on the adjacent files. An ISOLATED PAWN can often be a weakness.

KING SIDE

The side of the board on which the kings start: the e-, f-, g- and h-FILES.

LÉGAL'S MATE

A checkmate in which you move a PINNED knight, SACRIFICING your queen to get a CHECKMATE with your MINOR PIECES

LINE PIECE

A piece which moves along a straight line: a queen, rook or bishop.

MAJOR PIECE

Your MAJOR PIECES are your queen and rooks.

MATE

Another word for CHECKMATE, just as phone is another word for telephone.

MATE IN 2

A MATE IN 2 puzzle is a puzzle in which you have to find a move which FORCES MATE in two moves whatever your opponent plays in between. You play a move, and, no matter what I do next, you will CHECKMATE me the following move. There's no way for me to prevent it. Likewise, MATE IN 3, MATE IN 4, MATE IN 5 and so on.

MATERIAL

The words MATERIAL and POINTS are used in relation to the values of the pieces (a queen is worth 9 points, a rook 5 points, a bishop or a knight 3 points each, a pawn 1 point). We might play a move which wins MATERIAL or POINTS, or make a mistake which loses MATERIAL or POINTS.

MINOR PIECE

Your MINOR PIECES are your knights and bishops.

NOTATION

Chess NOTATION is a way of writing down chess moves. This book uses STANDARD (ALGEBRAIC) notation, using the names of the squares from the FILES and RANKS. You might have been taught DESCRIPTIVE NOTATION (P-K4 rather than e4) if you learned chess a long time ago, or come across it in old books.

OPPOSITION

A situation in the ending where the kings are two squares apart and the player whose turn it is to move has to move the king away allowing the opponent's king to advance. If it's NOT your move you are said to 'have the OPPOSITION', which is almost always an advantage.

OUTPOST

A square in or near enemy territory which is protected by a friendly pawn and cannot be attacked by an enemy pawn. Knights on OUTPOSTS are often very strong. Sometimes also called a SUPPORT POINT.

OVERWORKED PIECE

A piece carrying out two defensive duties at the same time which can be DEFLECTED away from one of its jobs.

PASSED PAWN

A pawn which can potentially reach the end of the board without being blocked or captured by an enemy pawn.

PAWN BREAK

A pawn move attacking a blocked enemy pawn, allowing or forcing a pawn exchange to open up the position. Sometimes also called a PAWN LEVER.

PHILIDOR'S LEGACY

A form of SMOTHERED MATE involving a DOUBLE CHECK followed by a QUEEN SACRIFICE.

PIN

A situation in which a piece CANNOT or SHOULD NOT move because it would expose another piece to capture along a line. Only LINE PIECES can PIN enemy pieces. A PIN against a king is an ABSOLUTE PIN: the pinned piece is not allowed to move. If a piece is PINNED against a queen, it CAN move but will allow the queen to be captured. A piece may also be PINNED against a square, typically a MATING square.

PIN MATE

A form of CHECKMATE in which it at first appears that another piece can capture or block the checking piece, but it cannot in fact do so because it is PINNED against the king.

POINTS

The values of the pieces (see MATERIAL). The POINTS you might score in a chess tournament are not the same thing at all.

PROMOTION

When your pawn reaches the BACK RANK it is PROMOTED. You exchange the pawn for another piece of your choice: a queen, rook, bishop or knight. As the queen is the most powerful piece you will usually choose a queen. You're allowed to have more than one queen on the board at the same time (and also more than two rooks, bishops or knights, should you choose).

QUEEN SIDE

The side of the board on which the queen starts: the a-, b-, c-, and d-FILES.

RANK

A horizontal line of squares on a chessboard, indicated by a number. Confusingly, we usually refer to ranks from our own perspective. If we talk about White's SEVENTH RANK, for example, we mean the RANK numbered 7, but if we talk about Black's SEVENTH RANK we mean the RANK numbered 2.

SACRIFICE

A move that deliberately loses points in order to gain an advantage. You might play a SACRIFICE because you've LOOKED AHEAD and seen that you can get CHECKMATE, or because you can win the material back, maybe with interest. If you accidentally lose a piece because of an oversight it's a BLUNDER, not a SACRIFICE.

SCHOLAR'S MATE

A CHECKMATE on the f7/f2 square at the start of the game, with the queen supported by a bishop. For example: 1. e4 e5 2. Qh5 Nc6 3. Bc4 Nf6 4. Qxf7#. Black's 3rd move was a BLUNDER. Because this typically happens in four moves it's sometimes also called the FOUR MOVE MATE.

SKEWER

A move by a LINE PIECE which THEATENS two enemy pieces in the same direction. The front piece has to move out of the way, allowing the rear piece to be captured.

SMOTHERED MATE

A knight CHECKMATE in which the enemy king is surrounded by his own pieces, with the knight jumping over them to CHECK the king.

STALEMATE

A position in which the player whose turn it is to move is NOT IN CHECK but can make no legal moves. The result of the game is a DRAW. Note that STALEMATE is not another word for DRAW: it's just one type of DRAW.

STRATEGY

STRATEGY in chess involves long-term planning. This means thinking about how you can get your pieces onto good squares, and keep your opponent's pieces off good squares. It's often said that TACTICS is what you do when there's something to do, while STRATEGY is what you do when there's nothing to do.

TACTICS

TACTICS in chess is a loose term involving ATTACKING and DEFENDING, TACTICAL DEVICES such as FORKS, PINS and DISCOVERED ATTACKS, COMBINATIONS and CHECKMATES. Books on TACTICS will include puzzles based on some or all of these themes.

TEAM ATTACK

A situation in which an enemy target is attacked by more than one piece. It may well also be defended by several pieces. For example, 1. e4 e5 2. Nf3 Nc6 3. d4 creates a TEAM ATTACK on e5. Although this happens in almost every game of chess there's no generally accepted term so you probably won't come across the term TEAM ATTACK elsewhere.

THREAT

A THREAT is something you WANT to do next move: usually a move which wins MATERIAL or gets CHECKMATE. After 1. e4 e5 2. Qh5 the white queen is ATTACKING three pawns but is only THREATENING one pawn:

TREBUCHET

A situation in pawn endings where two pawns stand next to each other, and the kings are a knight's move apart, both attacking and defending both pawns. The player whose turn it is to move has to move away, allowing the pawn to be captured.

ZUGZWANG

A position in which, if it's your move, you have to play a move which makes your position worse. ZUGZWANG positions often occur in PAWN ENDINGS.

ZWISCHENZUG

An 'in-between' move: for example if, instead of making a recapturing you play another move first which your opponent has to deal with, only making the recapture later.