

THE CHESS HEROES SERIES

PUZZLES

BOOK 2

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INTRODUCTION

ABOUT THIS BOOK

This is one of a series of books written for those who have mastered the basics of the game and would like to be able to take part in competitions, as well as for chess teachers working at this level. It assumes students already have the knowledge and skills presented in the *Chess Heroes Checkmates, Tactics, Openings and Endings* books. If you've completed *Chess Heroes Puzzles Book 1* it will also help. For more information on the Chess Heroes project visit www.chessforheroes.uk.

Who are these books for?

1. They're 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. They're for chess tutors working with individual students who can use the puzzles either as part of a lesson or as activities to do at home between lessons
3. They're for chess teachers working within centres of excellence who can use the puzzles in this book to develop children's tactical skills.
4. They're for schoolteachers running secondary school chess clubs who can use the puzzles as either formal or informal group activities.
5. They're for older children who have learnt the basics at primary school, want to play competitively or improve their rating, and have the ability and maturity to teach themselves.
6. They're, most of all, for adults who might have played when they were younger or learnt the basics online, and now want to start playing competitive chess or improve their rating.

The introductory book will take beginners up to about 500 strength. The next four books will take you up towards club standard: 1000 or perhaps a bit higher. The Puzzles and Games books will take you beyond that to at least 1500 standard, although some of the material will be challenging for anyone up to 2000 strength.

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

It will help if you've already read the first *CHESS HEROES: PUZZLES* book, which teaches you the different types of thinking you might use to find the best move in tactical positions.

HOW THIS BOOK IS STRUCTURED

This book comes in three chapters.

Just as in the final chapter of *CHESS HEROES: PUZZLES BOOK 1*, in the first chapter of this book you are given no clues. You just have to find the best move. While the positions there were taken from games played at Richmond Junior Chess Club over many years, here, the puzzles come from my own games, played at adult club level over many more years.

In each case there is one move that, according to the computer, is significantly better than anything else. It might be the only move to win, or the only move to avoid losing, for instance. Because I want your experience solving then to represent a game situation as closely as possible you get no further clues.

My scoring method is, in brief, that you score 5 points for every tactical point you notice, so, while you score 5 if you chose the correct answer, you also have the chance, in some questions, for bonus points. If you chose the right move for the wrong reason, or didn't quite see everything, you should deduct as many points as you see fit.

The positions have been selected with the intention that they are neither too easy for players at the target level, nor so hard that they require a sequence of computer-generated moves. Nevertheless, just as in real life, some are much easier than others.

I haven't told you which colour I was in the positions, nor what happens in the game. It really doesn't matter.

Many respected chess teachers recommend solving composed problems as part of your training regime. The second chapter of this book introduces you to this world. The positions are all forced mates in 2 moves: White plays a move which enables checkmate next move regardless of Black's response. Here, I'll only provide the first move of the solution. It will be good practice for you to work out all the variations for yourself.

The third chapter reverts to the format of the first chapter, but this time I've selected the positions from some of the strongest tournaments of the 19th century, so you'll have the opportunity to learn a bit about chess history as well as improving your tactical chess. At this point in chess history the standard of play was much lower than it is now, and very many games, even those of the world's strongest players, included tactical oversights. This time I will tell you who the players were, but not, for reasons of space, what happened in the game. The games themselves are readily available online if you want to find out for yourself.

HOW TO USE THIS BOOK

If you're working through this book for your own improvement, or if you're teaching individual pupils, you probably won't want to read it from start to finish. You might want to alternate between chapters to provide some variety: a combination of game and composed positions.

If you're running a chess club for stronger children, you might copy some of the pages and hand them out to be solved in any spare moment.

If you want to use my marking system you score 5 points for a correct answer, along with an additional 5 points in Chapters 1 and 3 every time you demonstrate an important tactical point. 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 an 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, 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 (1968-2025) 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 of the earlier Chess Heroes books.

The covers for the print versions of the Chess Heroes books were designed by Jamie Jones (jamiejonesdesign.myportfolio.com).

CHAPTER 1

FIND THE BEST MOVE (1)

You might have heard that chess is 99% tactics. This is an exaggeration: you could say that chess is a combination of calculation and assessment, and that assessment requires both knowledge and experience. Calculation, perhaps, is 75%.

Tactics is only one part of calculation, and sacrifices, despite what many will lead you to believe, are only one small part of tactics. Most of tactics is about winning material, not playing something brilliant to checkmate your opponent.

Before reading this book, you should have a grasp of basic tactical themes, which you can learn from *Chess Heroes: Tactics* or any other basic tactics manual. Reading *Chess Heroes: Puzzles Book 1* will teach you the thinking skills you need to solve positions like this. These skills involve improving your breadth and depth of tactical thinking: looking for forcing moves (checks, captures and threats) for both sides, considering more (or at least better) moves and looking further ahead, while being careful to avoid oversights.

The puzzles in this chapter are taken from games I played over a period of about 50 years. They're the sort of position which will often decide games played at club level, particularly between players of round about 1500-2000 strength.

I selected the positions by running a quick Stockfish analysis of all my games on ChessBase (an essential tool for anyone serious about improving their chess), which sets a black flag on any game with a tactical error.

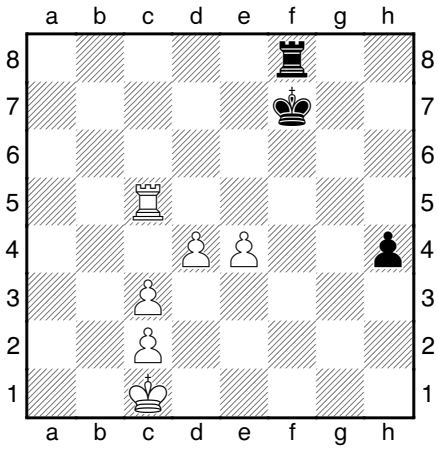
I then looked at the flagged games for positions in which there was one move which was significantly better than anything else (the only move to gain an advantage or to avoid a disadvantage, for example). I discounted positions which were too obvious for players of club standard: we're all human and make this sort of mistake occasionally, especially when short of time. I also discounted positions where the best continuation was, in my opinion, too hard to find at club level.

In some cases the best move was found over the board, but in many cases it was missed. You'll find some brilliant sacrifices, to be sure, but also many positions which just require accurate calculation. There will be a few opening positions and quite a lot of endgame positions, as well as many from the middlegame. Some of them will require assessment as well as calculation: is there enough compensation for the sacrificed material?

You probably won't be able to solve many of the questions from the diagram. Set up the position and give yourself 5-10 minutes, more if needed, to see how much you can find out and work out what you consider to be the best move.

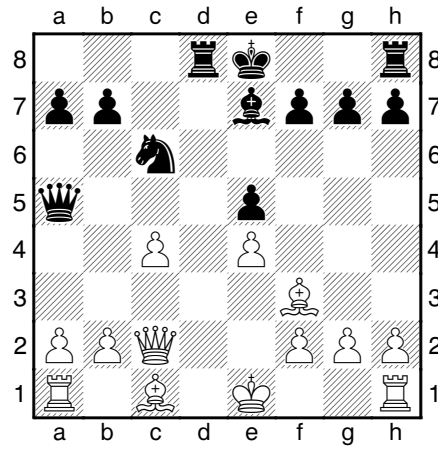
When you've written down as much as you can, check your answer. My scoring system awards you 5 points for every tactical point you notice and fully

understand, but if you want to use a different system, that's fine. If you don't agree, or don't understand what you missed, then you might want to switch on an engine. You might think the answers are incomplete, but that's inevitable in a book of this nature.



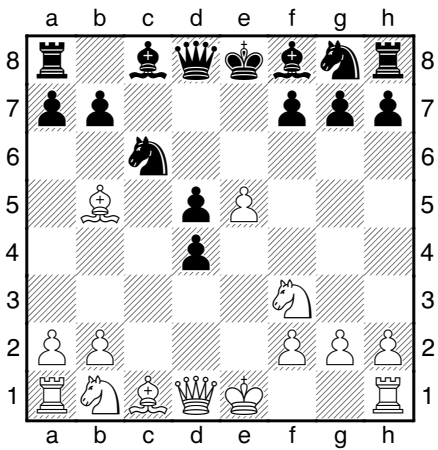
Q1. Black to move: what would you play?

Why did you choose that move?



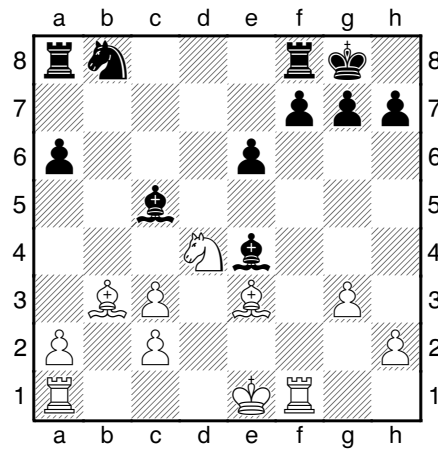
Q2. White to move: what would you play?

Why did you choose that move?



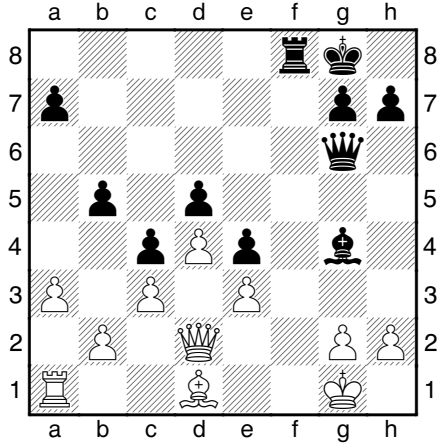
Q3. Black to move: what would you play?

Why did you choose that move?



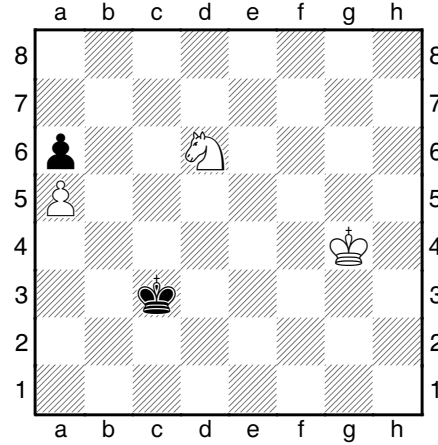
Q4. White to move: what would you play?

Why did you choose that move?



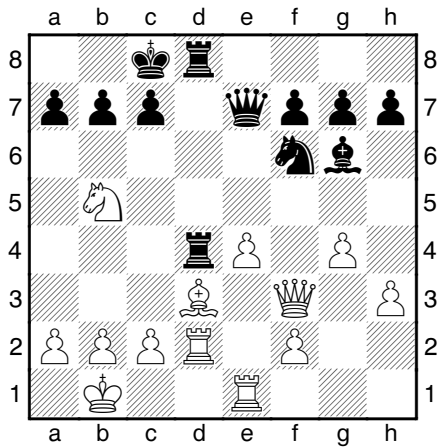
Q5 Black to move: what would you play?

Why did you choose that move?



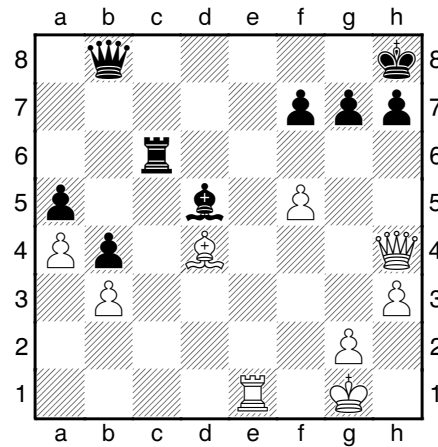
Q6. White to move: what would you play?

Why did you choose that move?



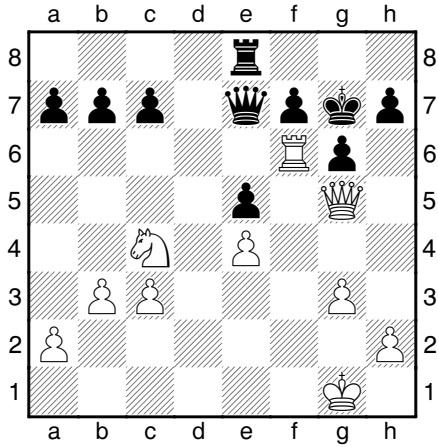
Q7. Black to move: what would you play?

Why did you choose that move?



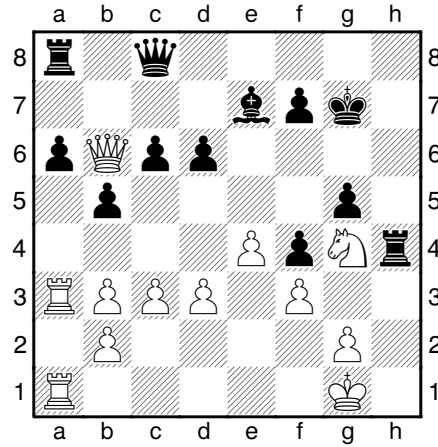
Q8. White to move: what would you play?

Why did you choose that move?



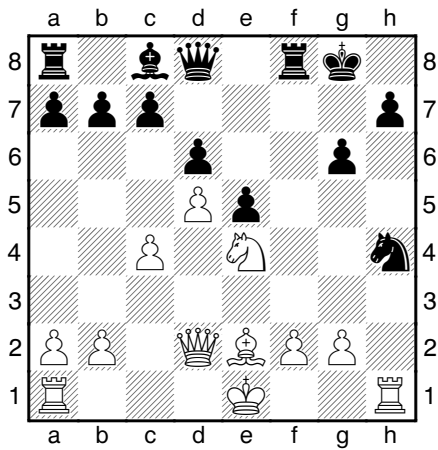
Q9. White to move: what would you play?

Why did you choose that move?



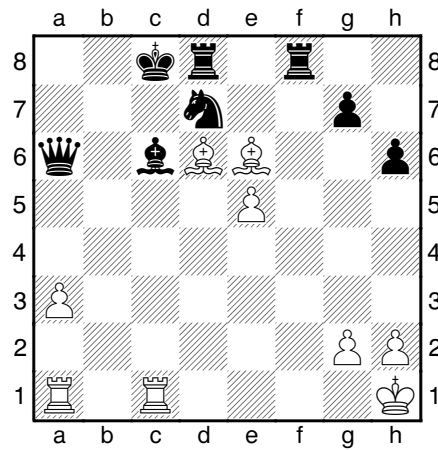
Q10. Black to move: what would you play?

Why did you choose that move?



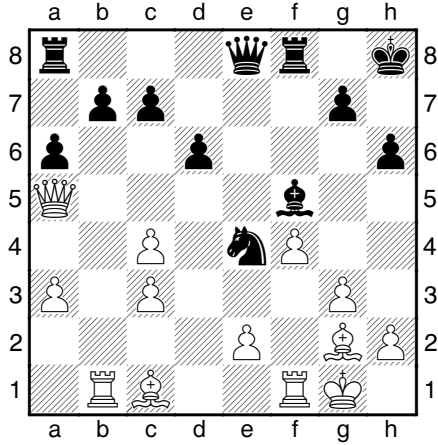
Q11. White to move: what would you play?

Why did you choose that move?



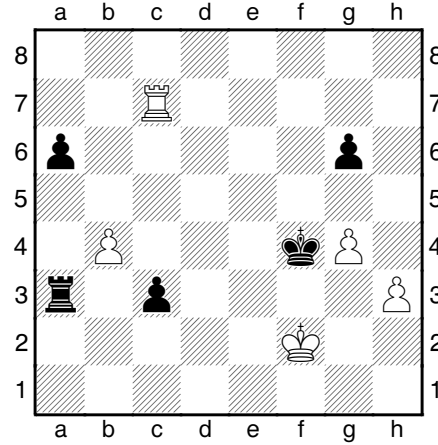
Q12. White to move: what would you play?

Why did you choose that move?



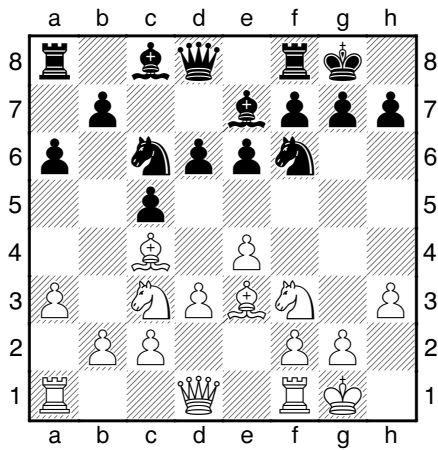
Q13. Black to move: what would you play?

Why did you choose that move?



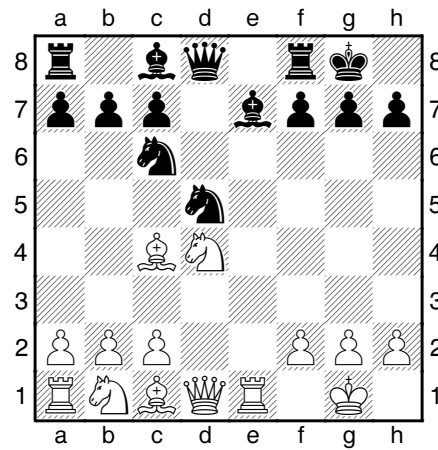
Q14. Black to move: what would you play?

Why did you choose that move?



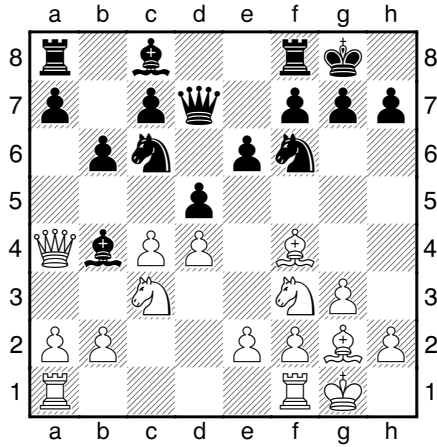
Q15. Black to move: what would you play?

Why did you choose that move?



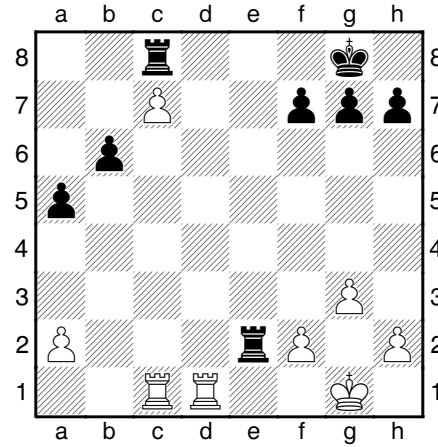
Q16. White to move: what would you play?

Why did you choose that move?



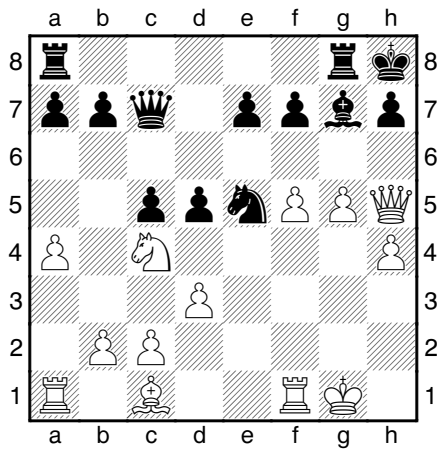
Q17. Black to move: what would you play?

Why did you choose that move?



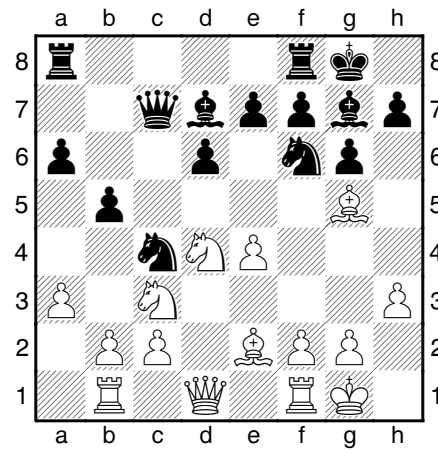
Q18. Black to move: what would you play?

Why did you choose that move?



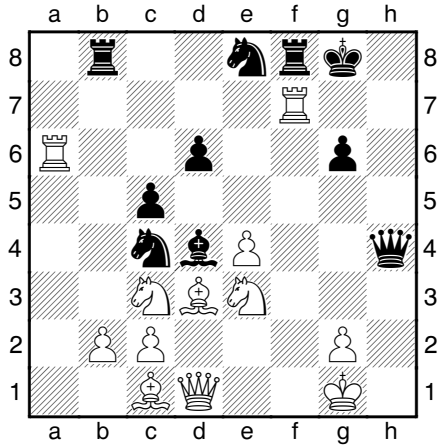
Q19. White to move: what would you play?

Why did you choose that move?



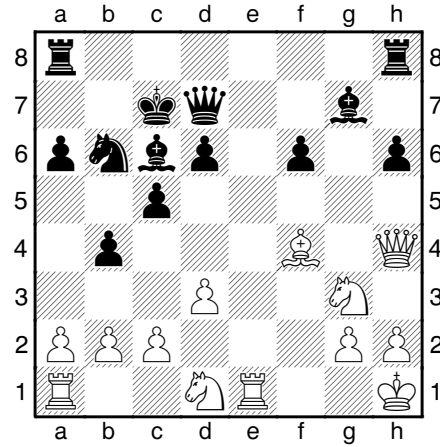
Q20. Black to move: what would you play?

Why did you choose that move?



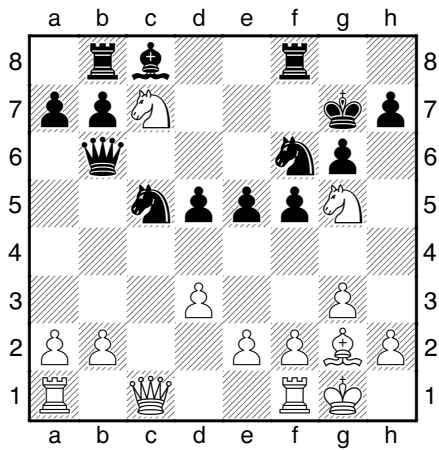
Q21. Black to move: what would you play?

Why did you choose that move?



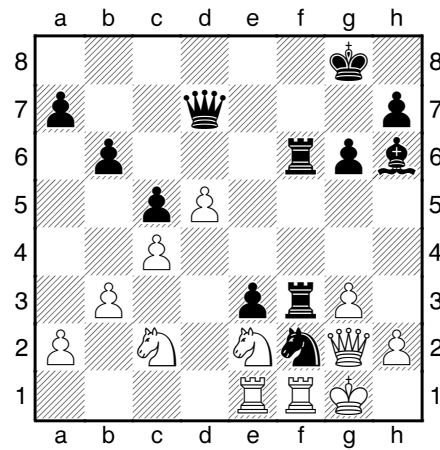
Q22. White to move: what would you play?

Why did you choose that move?



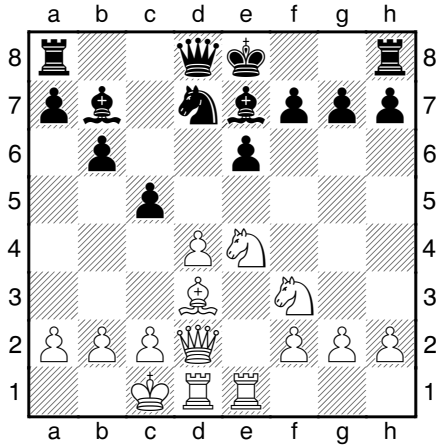
Q23. White to move: what would you play?

Why did you choose that move?



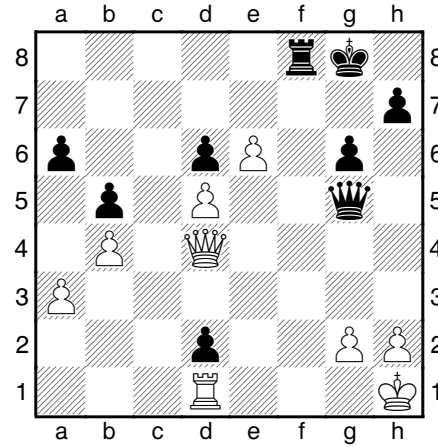
Q24. White to move: what would you play?

Why did you choose that move?



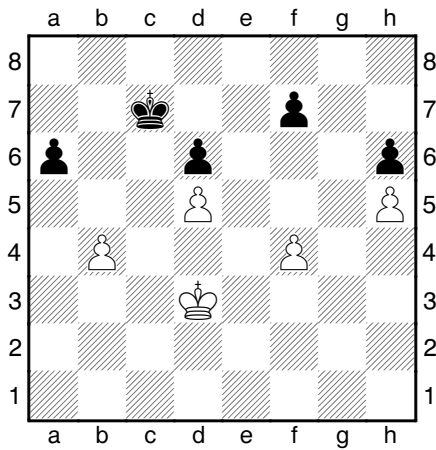
Q25. White to move: what would you play?

Why did you choose that move?



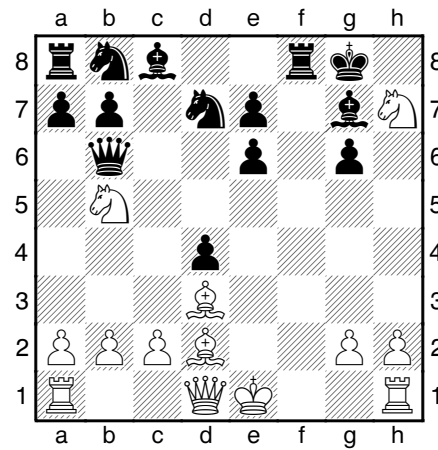
Q26. White to move: what would you play?

Why did you choose that move?



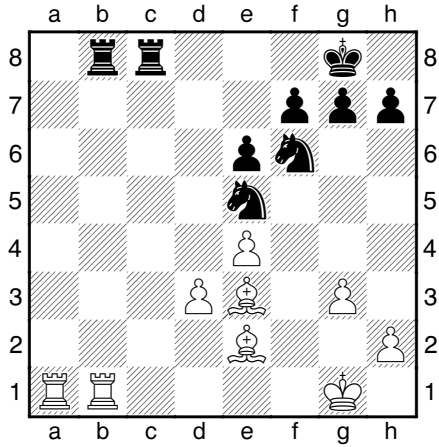
Q27. Black to move: what would you play?

Why did you choose that move?



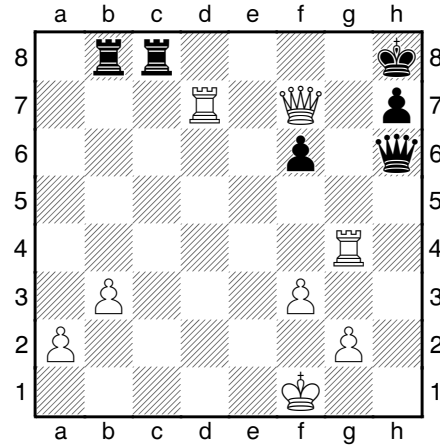
Q28. Black to move: what would you play?

Why did you choose that move?



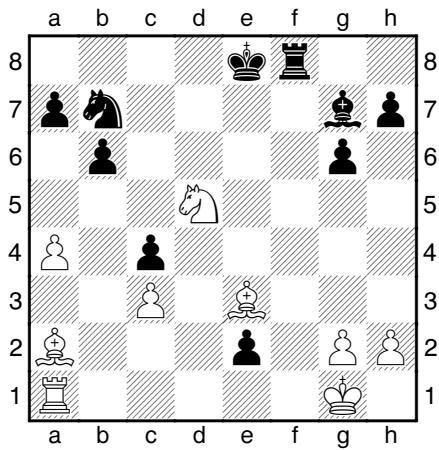
Q29. White to move: what would you play?

Why did you choose that move?



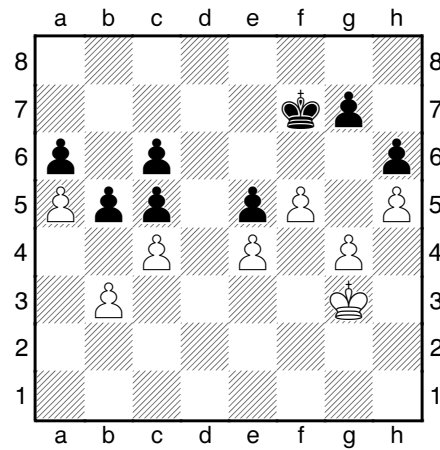
Q30. Black to move: what would you play?

Why did you choose that move?



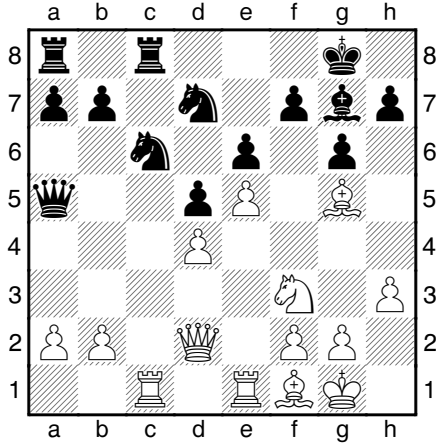
Q31. Black to move: what would you play?

Why did you choose that move?



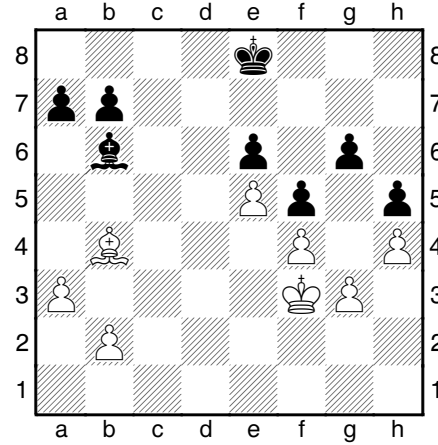
Q32. Black to move: what would you play?

Why did you choose that move?



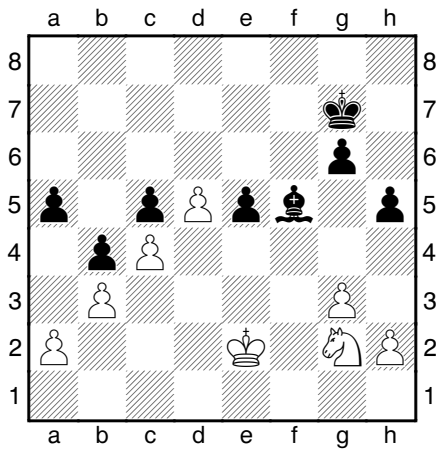
Q33. White to move: what would you play?

Why did you choose that move?



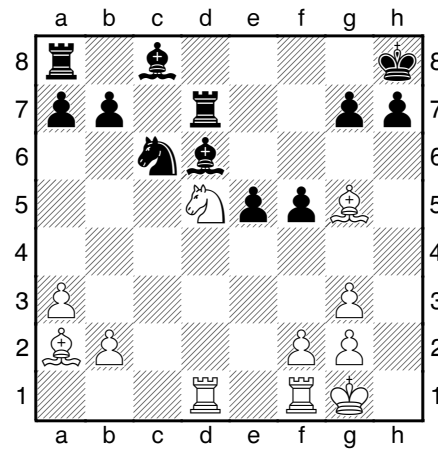
Q34. Black to move: what would you play?

Why did you choose that move?



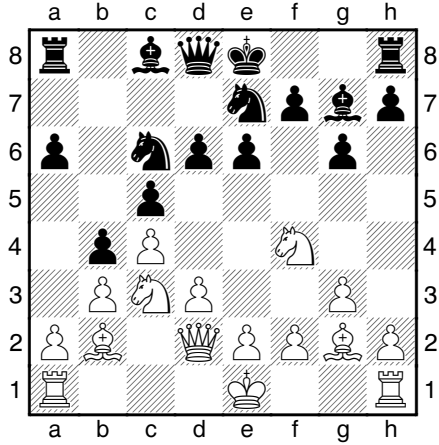
Q35. Black to move: what would you play?

Why did you choose that move?



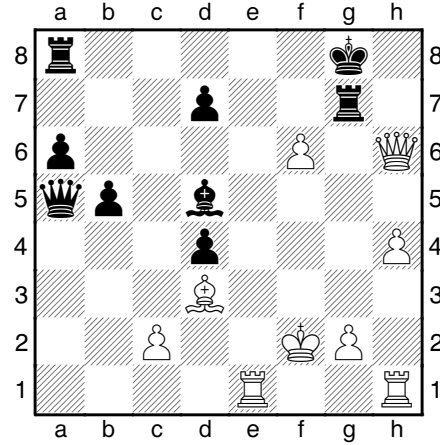
Q36. White to move: what would you play?

Why did you choose that move?



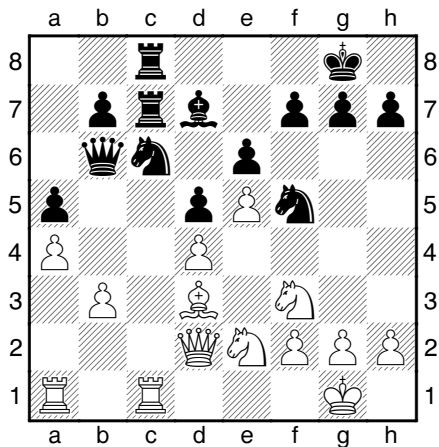
Q37. White to move: what would you play?

Why did you choose that move?



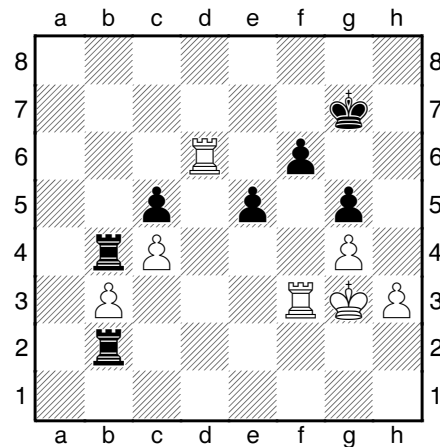
Q38. Black to move: what would you play?

Why did you choose that move?



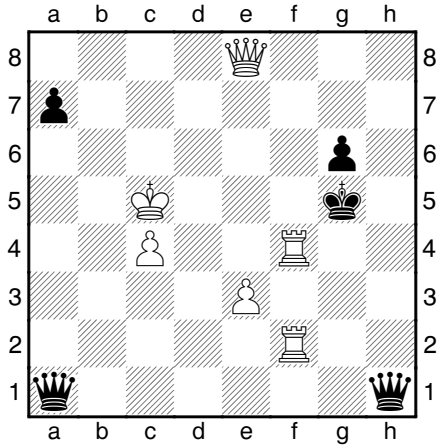
Q39. Black to move: what would you play?

Why did you choose that move?



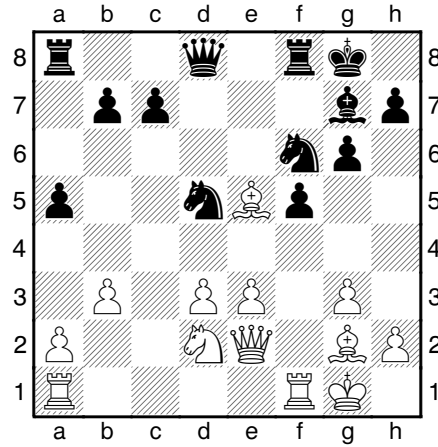
Q40. Black to move: what would you play?

Why did you choose that move?



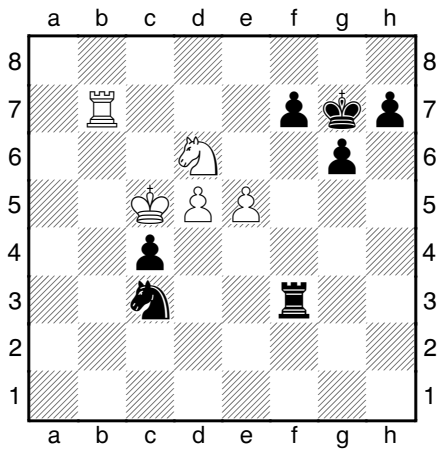
Q41. Black to move: what would you play?

Why did you choose that move?



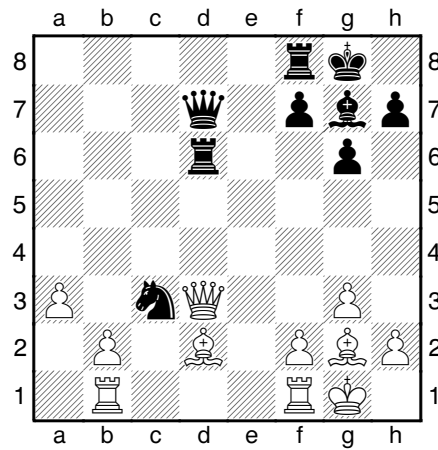
Q42. Black to move: what would you play?

Why did you choose that move?



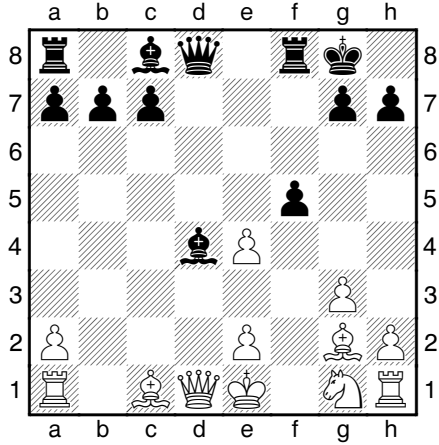
Q43. Black to move: what would you play?

Why did you choose that move?



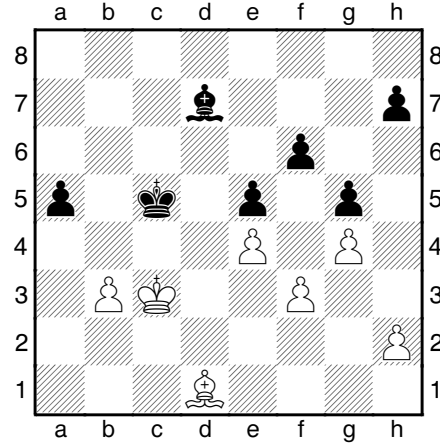
Q44. White to move: what would you play?

Why did you choose that move?



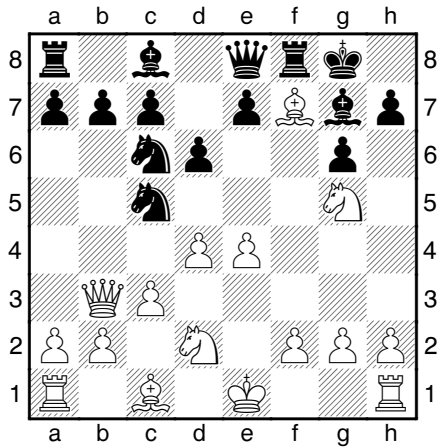
Q45. White to move: what would you play?

Why did you choose that move?



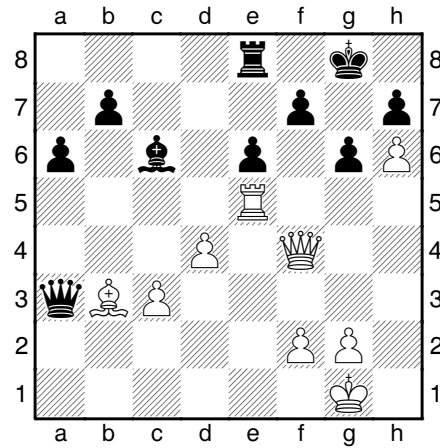
Q46. Black to move: what would you play?

Why did you choose that move?



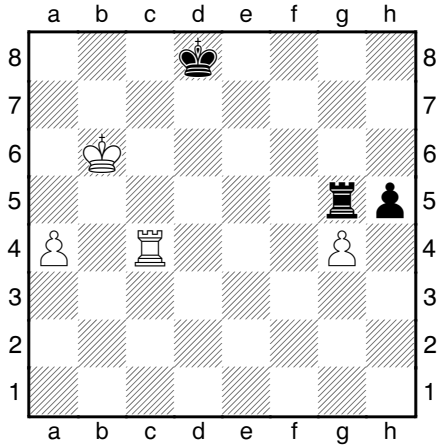
Q47. Black to move: what would you play?

Why did you choose that move?



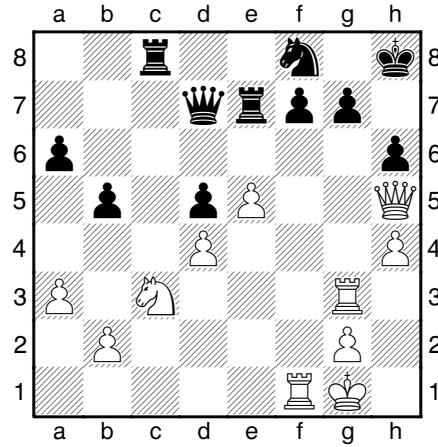
Q48. Black to move: what would you play?

Why did you choose that move?



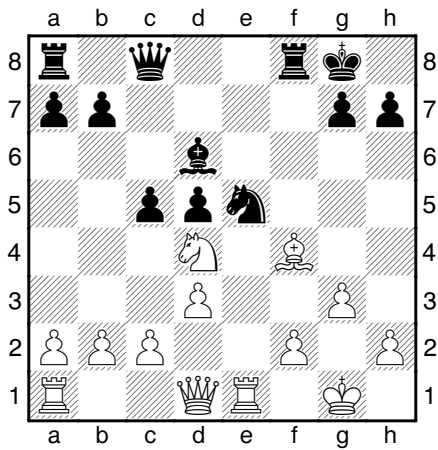
Q49. White to move: what would you play?

Why did you choose that move?



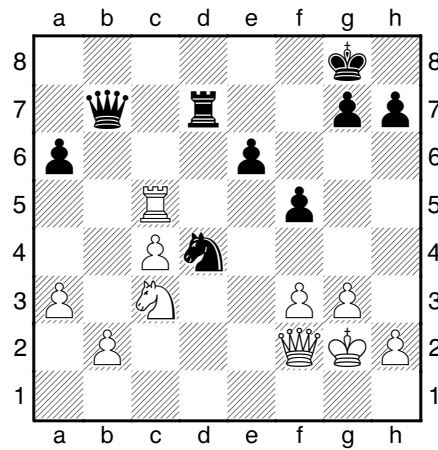
Q50. White to move: what would you play?

Why did you choose that move?



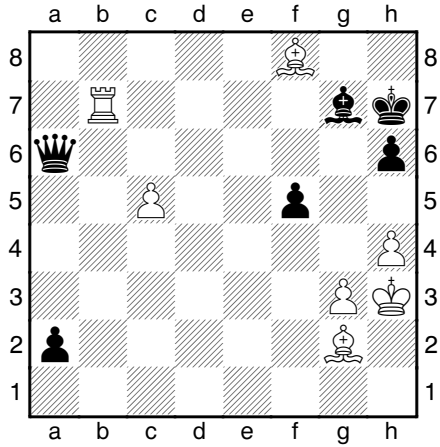
Q51. Black to move: what would you play?

Why did you choose that move?



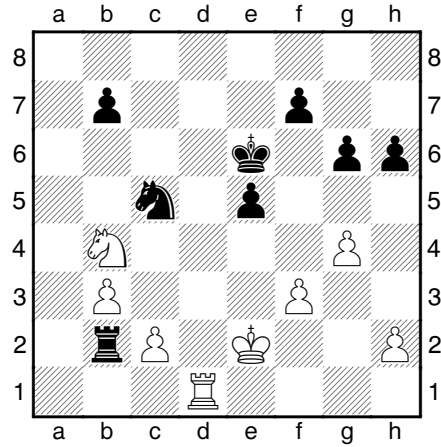
Q52. Black to move: what would you play?

Why did you choose that move?



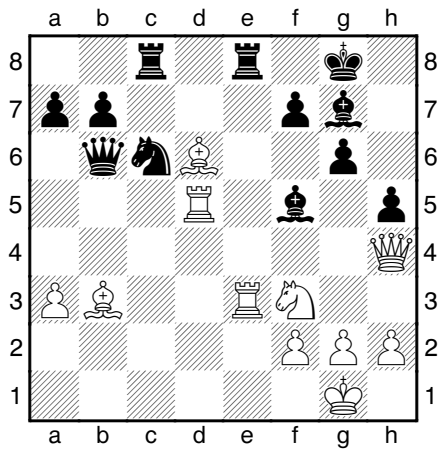
Q53. White to move: what would you play?

Why did you choose that move?



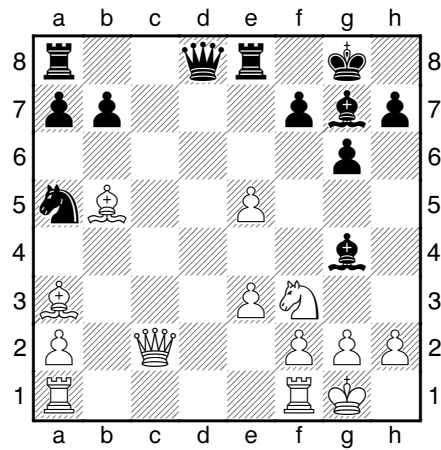
Q54. White to move: what would you play?

Why did you choose that move?



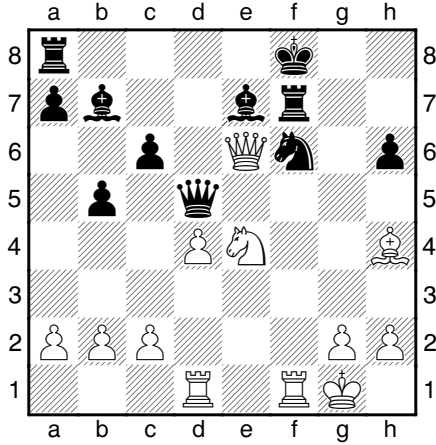
Q55. White to move: what would you play?

Why did you choose that move?



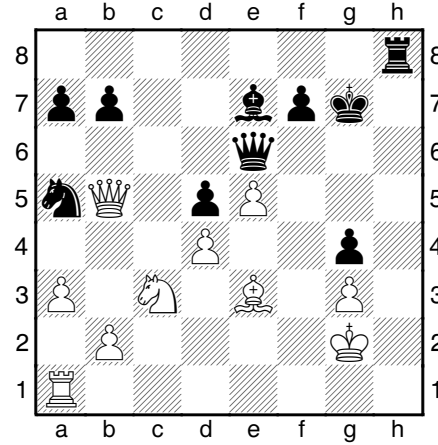
Q56. Black to move: what would you play?

Why did you choose that move?



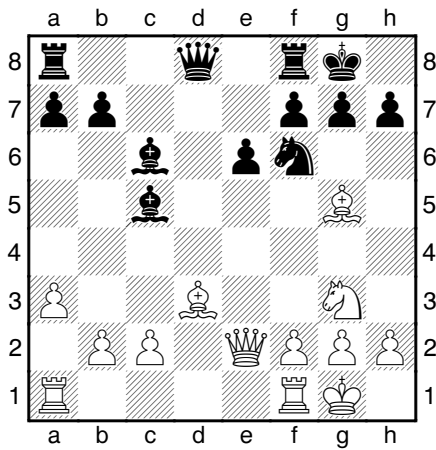
Q57. White to move: what would you play?

Why did you choose that move?



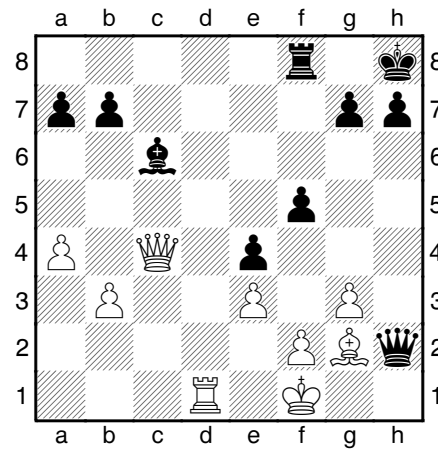
Q58. Black to move: what would you play?

Why did you choose that move?



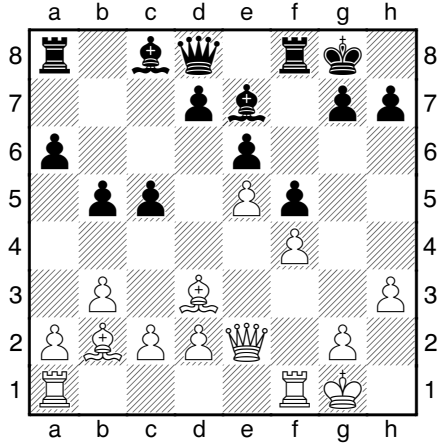
Q59. White to move: what would you play?

Why did you choose that move?



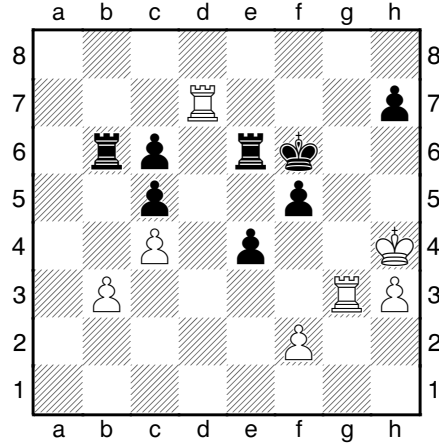
Q60. White to move: what would you play?

Why did you choose that move?



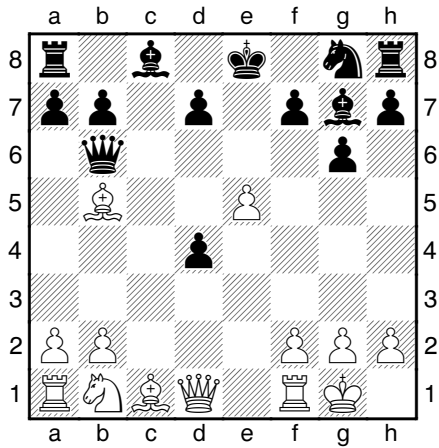
Q61. Black to move: what would you play?

Why did you choose that move?



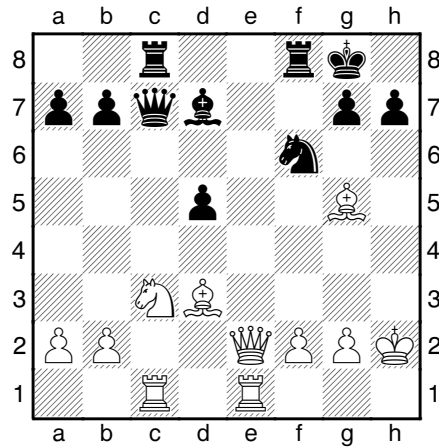
Q62. White to move: what would you play?

Why did you choose that move?



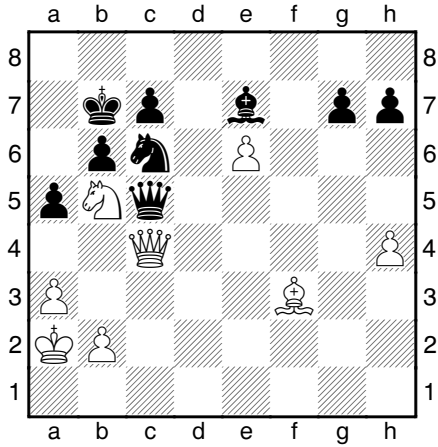
Q63. White to move: what would you play?

Why did you choose that move?



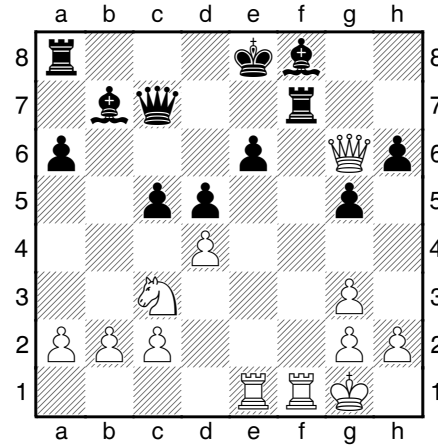
Q64. White to move: what would you play?

Why did you choose that move?



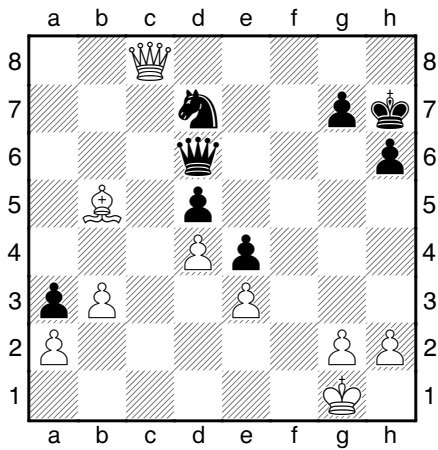
Q65. White to move: what would you play?

Why did you choose that move?



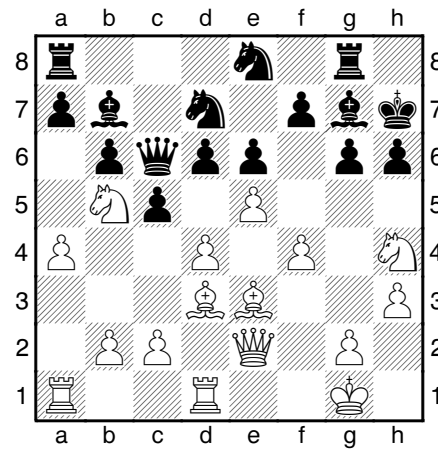
Q66. Black to move: what would you play?

Why did you choose that move?



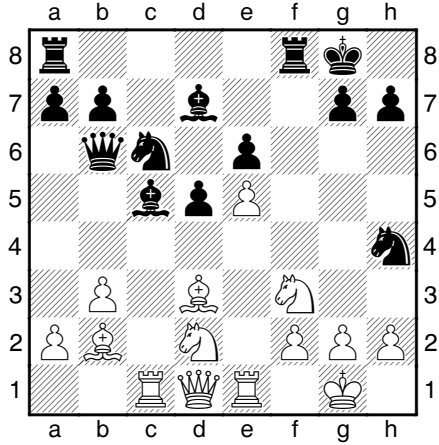
Q67. White to move: what would you play?

Why did you choose that move?



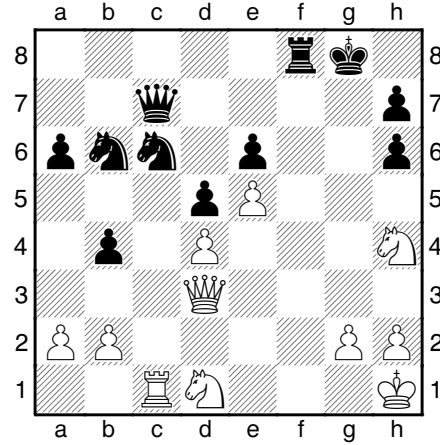
Q68. White to move: what would you play?

Why did you choose that move?



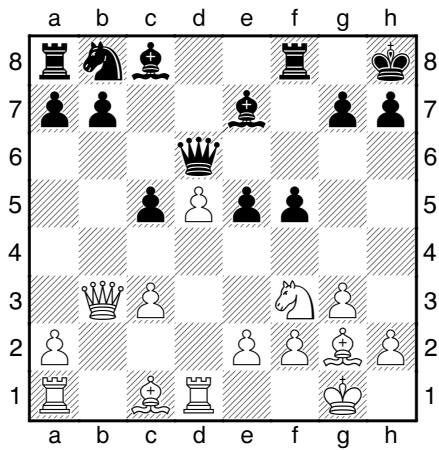
Q69. White to move: what would you play?

Why did you choose that move?



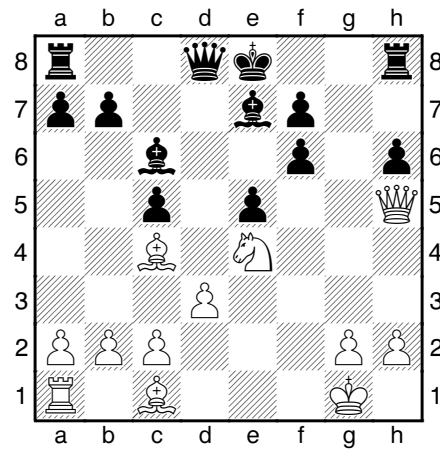
Q70. Black to move: what would you play?

Why did you choose that move?



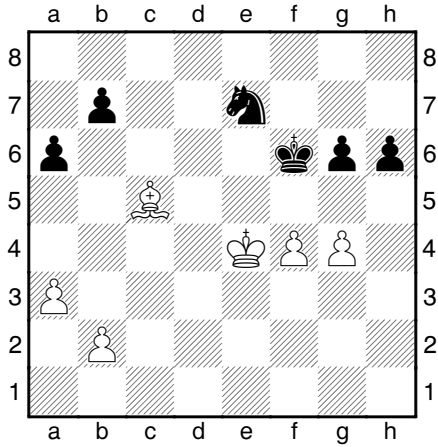
Q71. White to move: what would you play?

Why did you choose that move?



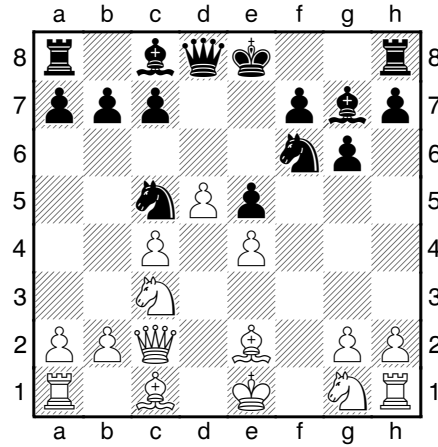
Q72. White to move: what would you play?

Why did you choose that move?



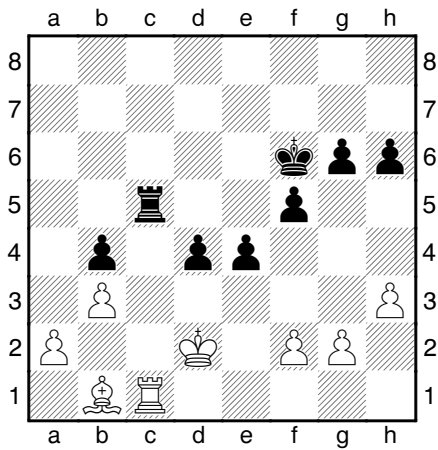
Q73. White to move: what would you play?

Why did you choose that move?



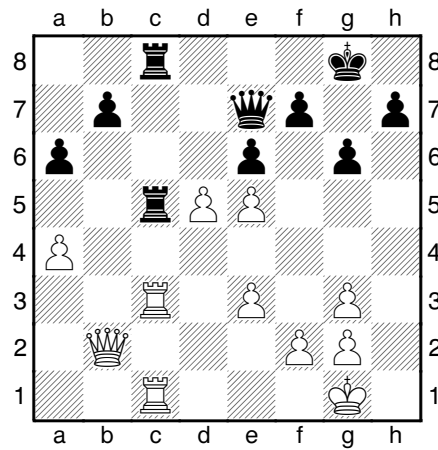
Q74. Black to move: what would you play?

Why did you choose that move?



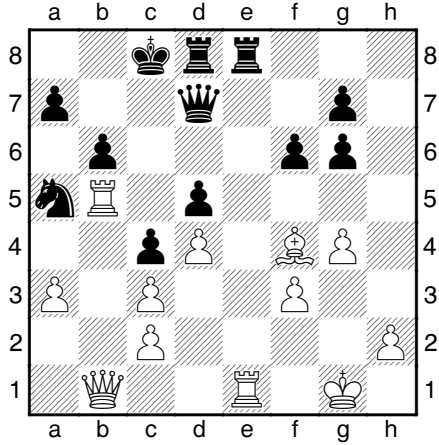
Q75. Black to move: what would you play?

Why did you choose that move?



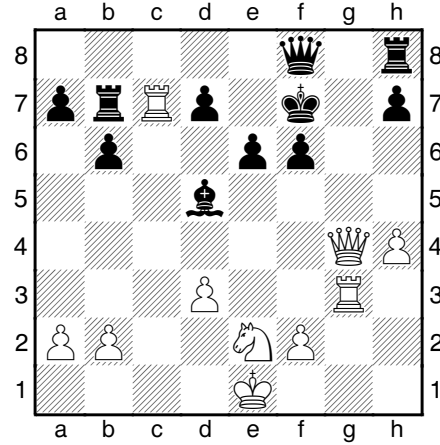
Q76. Black to move: what would you play?

Why did you choose that move?



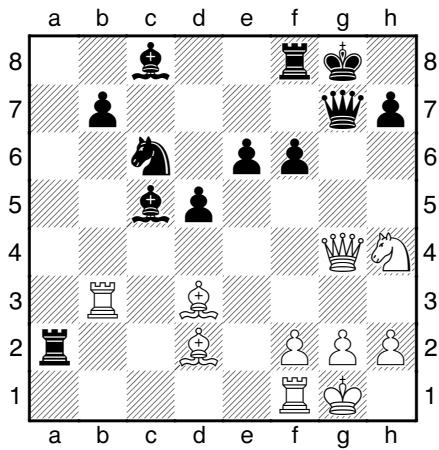
Q77. White to move: what would you play?

Why did you choose that move?



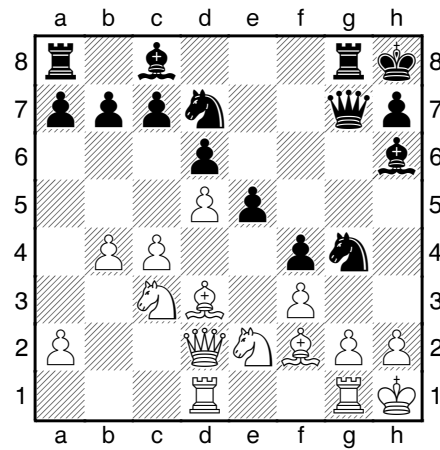
Q78. White to move: what would you play?

Why did you choose that move?



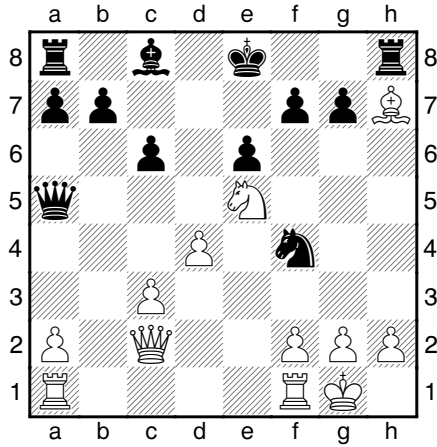
Q79. White to move: what would you play?

Why did you choose that move?



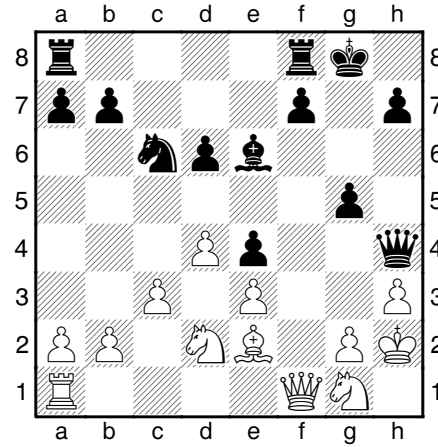
Q80. White to move: what would you play?

Why did you choose that move?



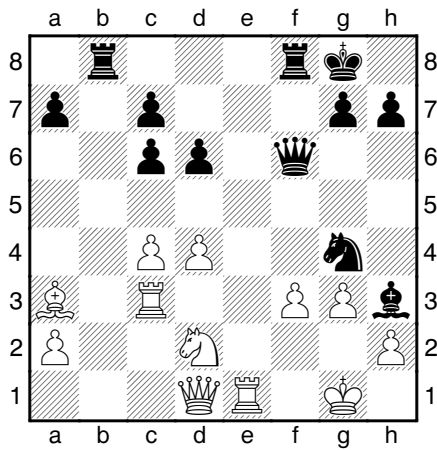
Q81. Black to move: what would you play?

Why did you choose that move?



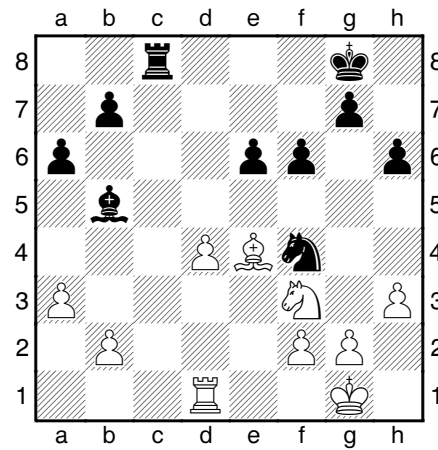
Q82. White to move: what would you play?

Why did you choose that move?



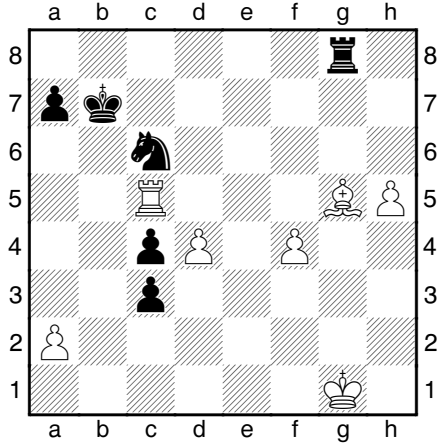
Q83. White to move: what would you play?

Why did you choose that move?



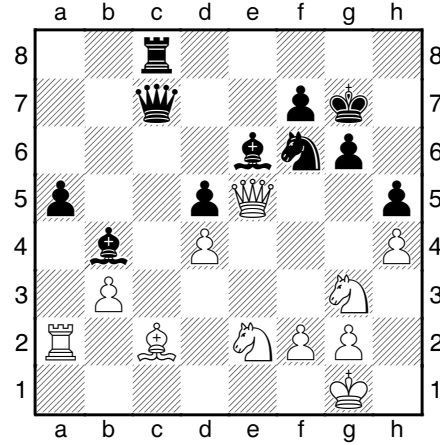
Q84. Black to move: what would you play?

Why did you choose that move?



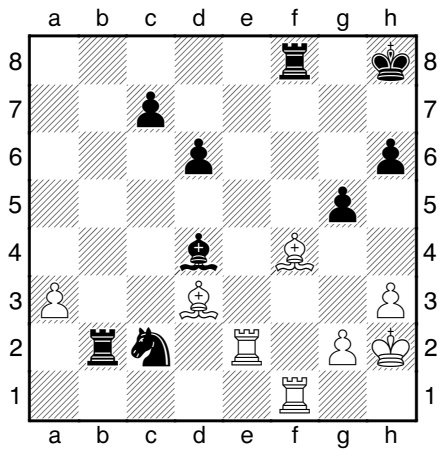
Q85. Black to move: what would you play?

Why did you choose that move?



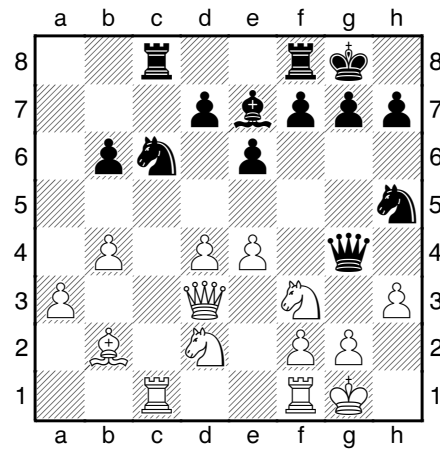
Q86. White to move: what would you play?

Why did you choose that move?



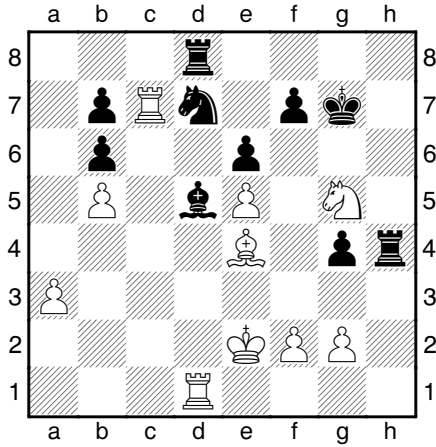
Q87. White to move: what would you play?

Why did you choose that move?



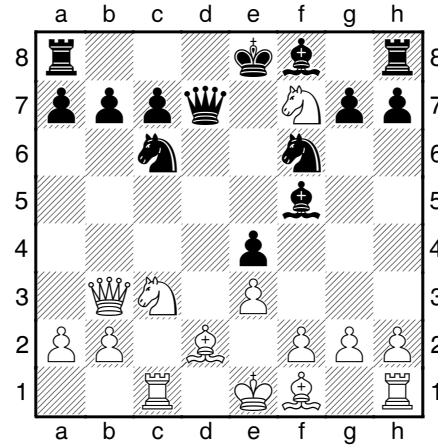
Q88. Black to move: what would you play?

Why did you choose that move?



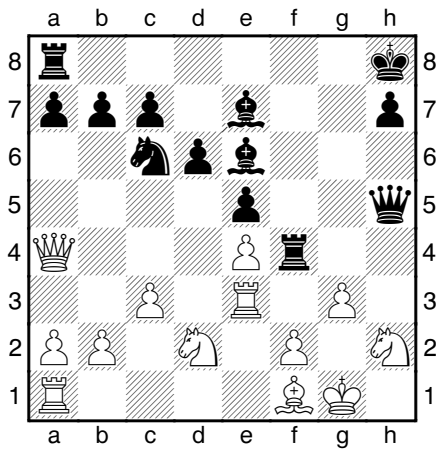
Q89. Black to move: what would you play?

Why did you choose that move?



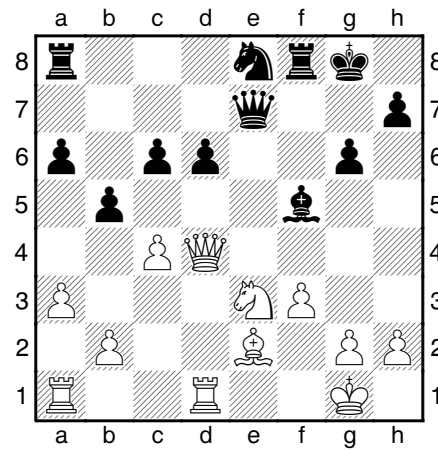
Q90. Black to move: what would you play?

Why did you choose that move?



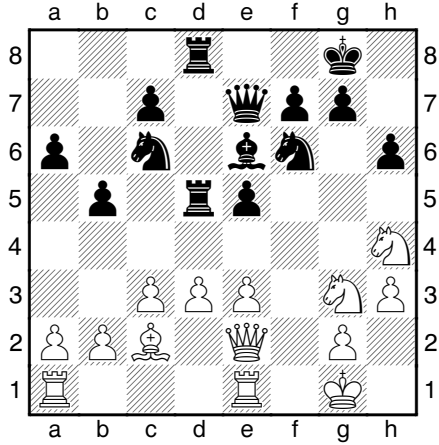
Q91. Black to move: what would you play?

Why did you choose that move?



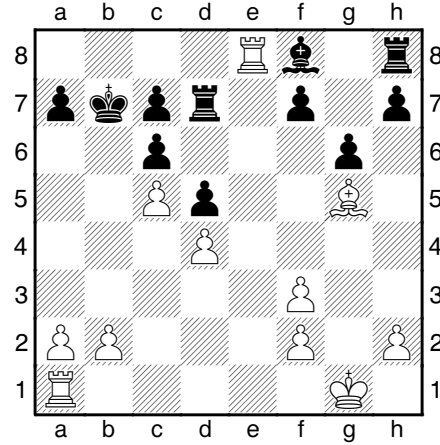
Q92. White to move: what would you play?

Why did you choose that move?



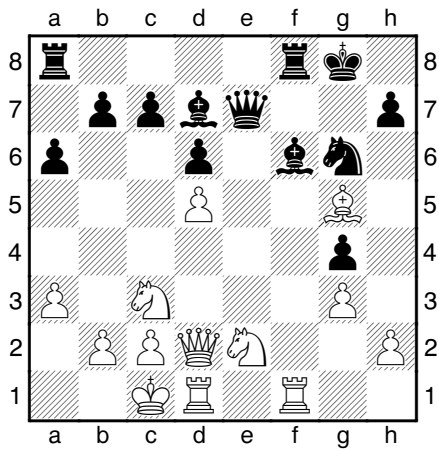
Q93. Black to move: what would you play?

Why did you choose that move?



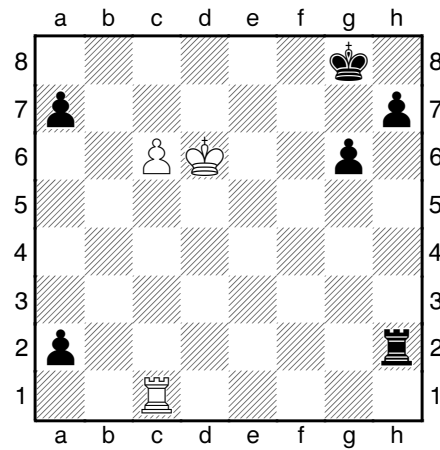
Q94. White to move: what would you play?

Why did you choose that move?



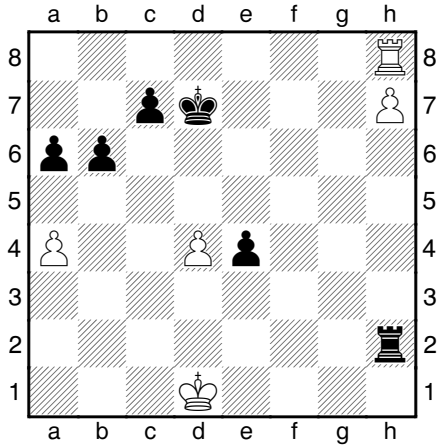
Q95. White to move: what would you play?

Why did you choose that move?



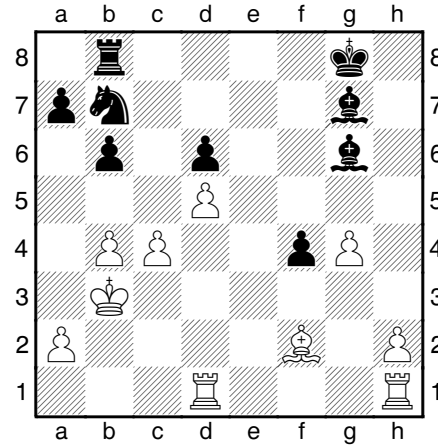
Q96. Black to move: what would you play?

Why did you choose that move?



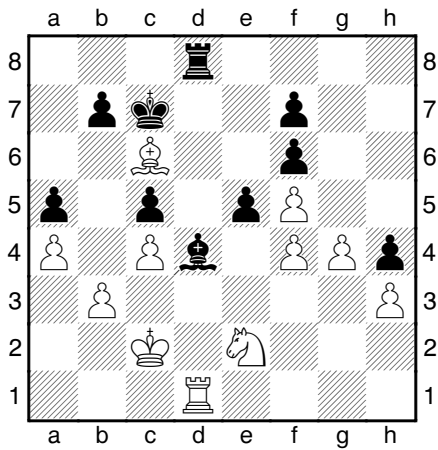
Q97. White to move: what would you play?

Why did you choose that move?



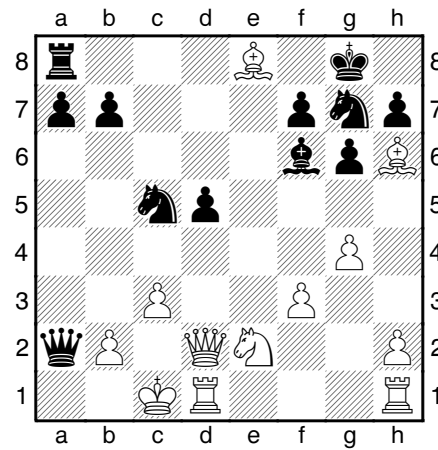
Q98. Black to move: what would you play?

Why did you choose that move?



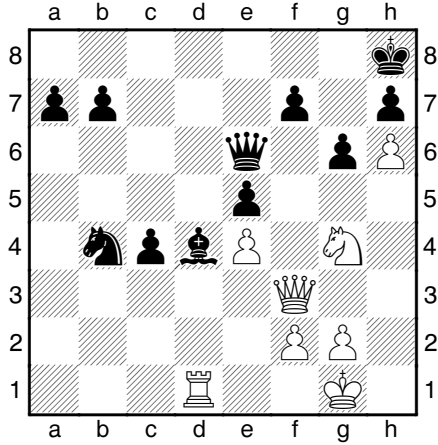
Q99. Black to move: what would you play?

Why did you choose that move?



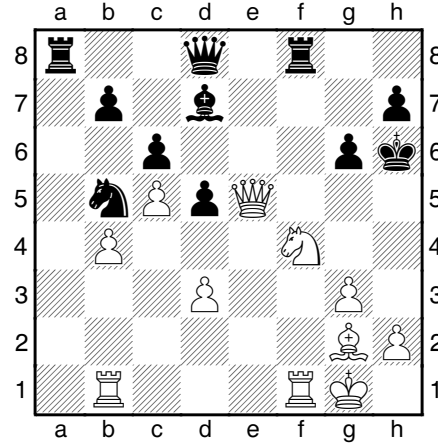
Q100. White to move: what would you play?

Why did you choose that move?



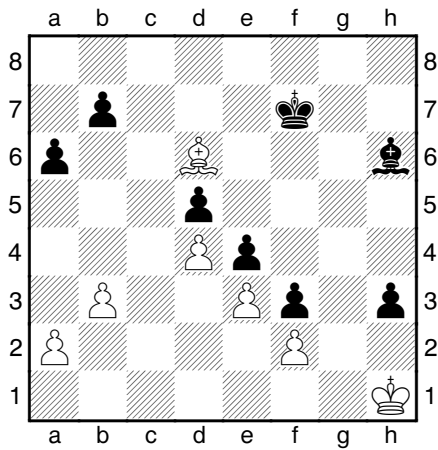
Q101. White to move: what would you play?

Why did you choose that move?



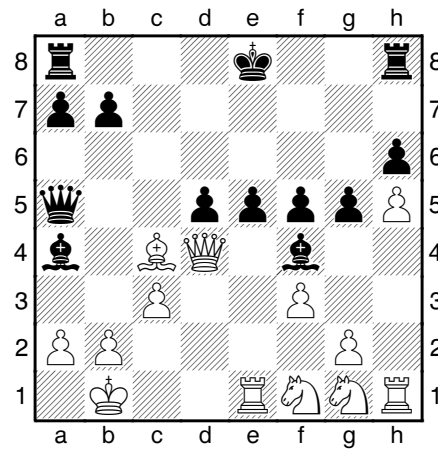
Q102. White to move: what would you play?

Why did you choose that move?



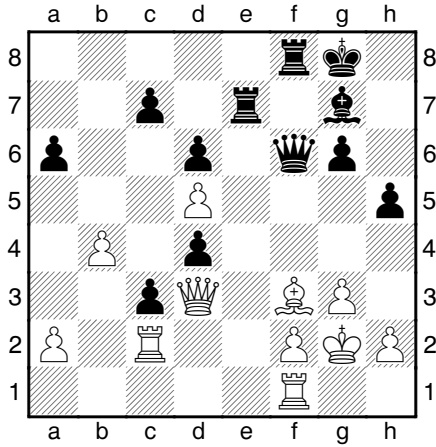
Q103. White to move: what would you play?

Why did you choose that move?



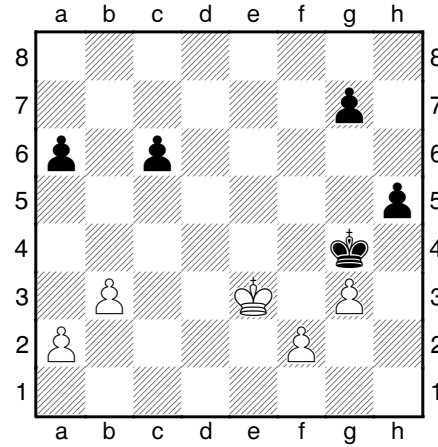
Q104. Black to move: what would you play?

Why did you choose that move?



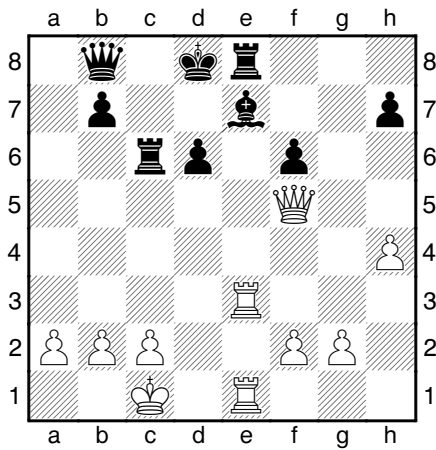
Q105. Black to move: what would you play?

Why did you choose that move?



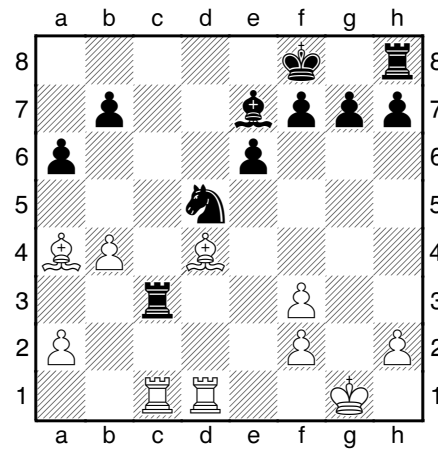
Q106. White to move: what would you play?

Why did you choose that move?



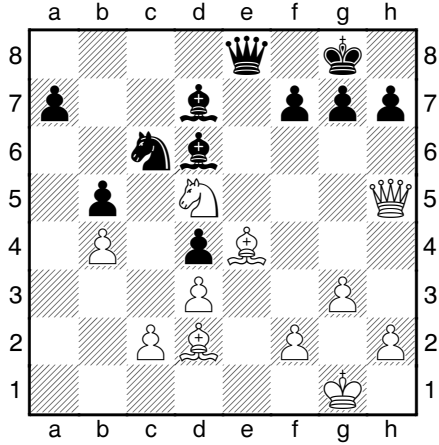
Q107. White to move: what would you play?

Why did you choose that move?



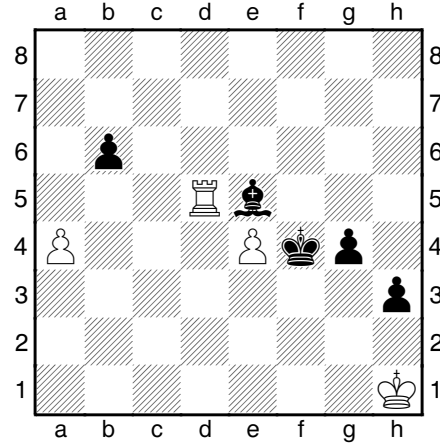
Q108. Black to move: what would you play?

Why did you choose that move?



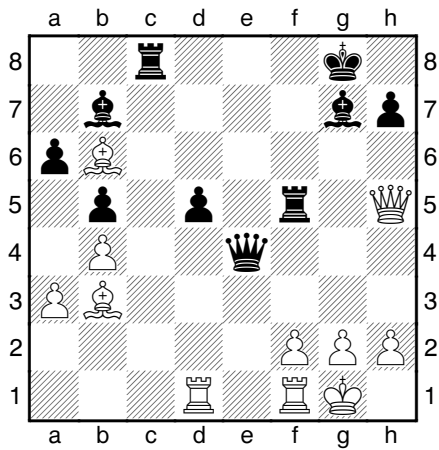
Q109. Black to move: what would you play?

Why did you choose that move?



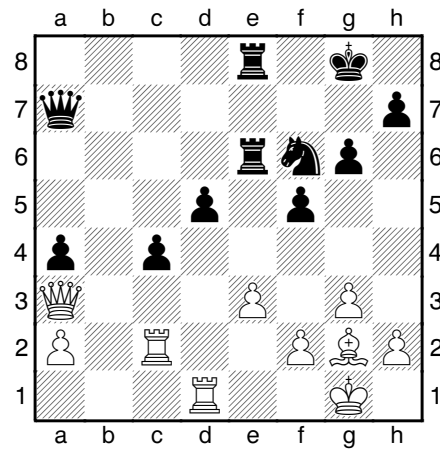
Q110. White to move: what would you play?

Why did you choose that move?



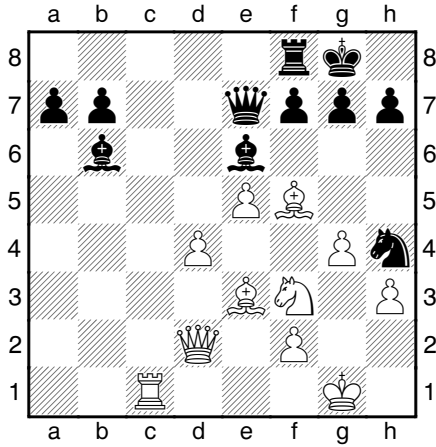
Q111 White to move: what would you play?

Why did you choose that move?



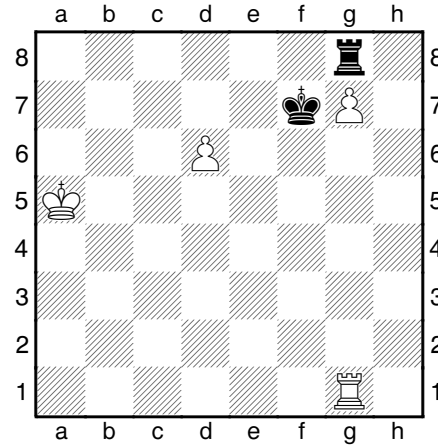
Q112. Black to move: what would you play?

Why did you choose that move?



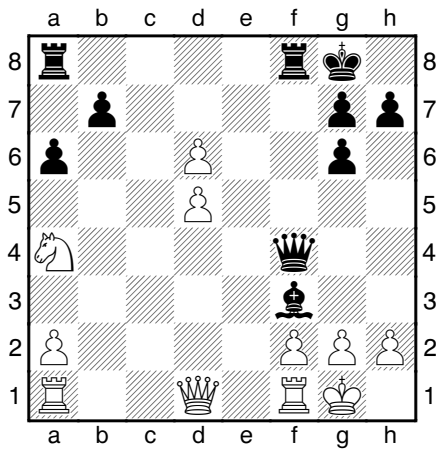
Q113. White to move: what would you play?

Why did you choose that move?



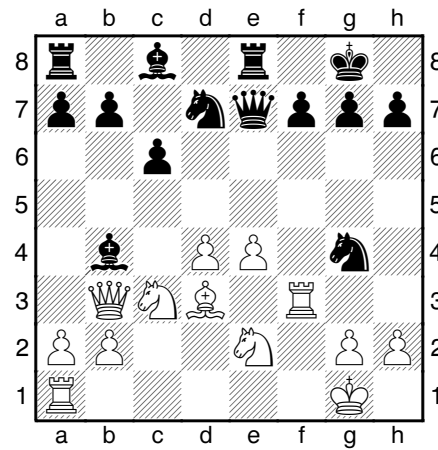
Q114. Black to move: what would you play?

Why did you choose that move?



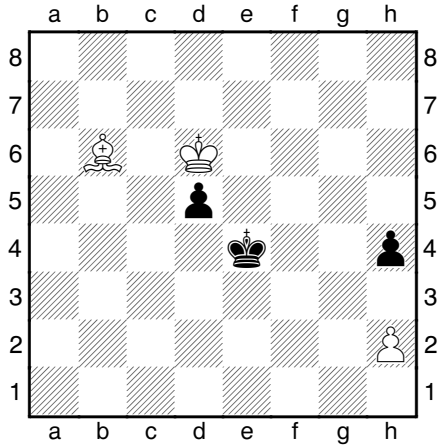
Q115. White to move: what would you play?

Why did you choose that move?



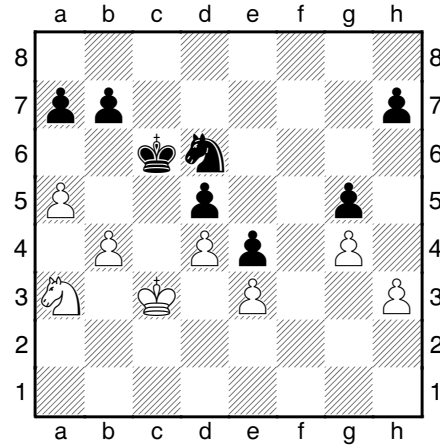
Q116. White to move: what would you play?

Why did you choose that move?



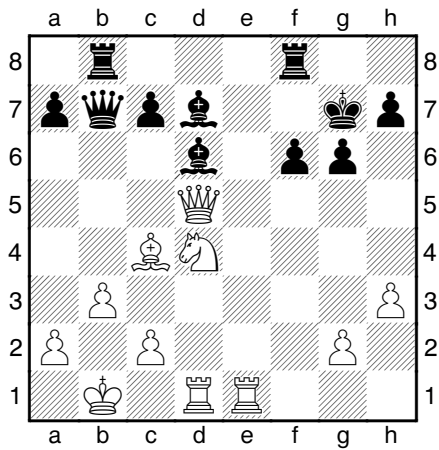
Q117. White to move: what would you play?

Why did you choose that move?



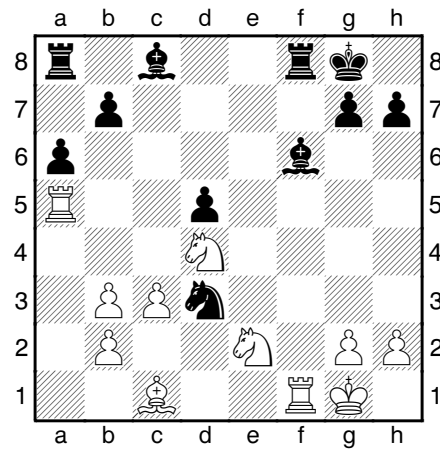
Q118. Black to move: what would you play?

Why did you choose that move?



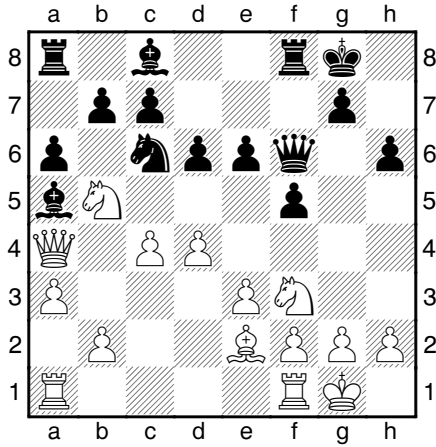
Q119. White to move: what would you play?

Why did you choose that move?



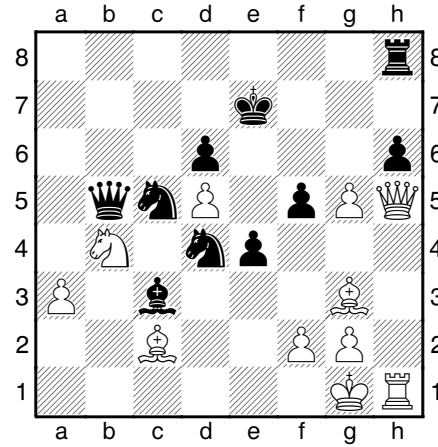
Q120. Black to move: what would you play?

Why did you choose that move?



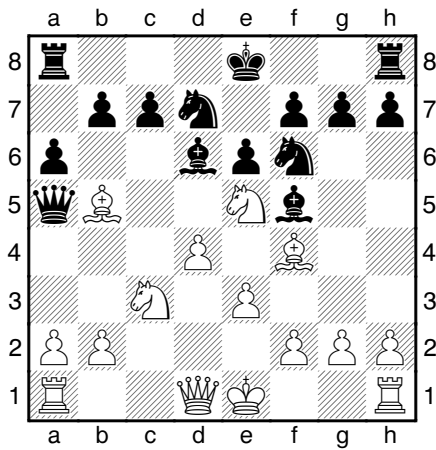
Q121. Black to move: what would you play?

Why did you choose that move?



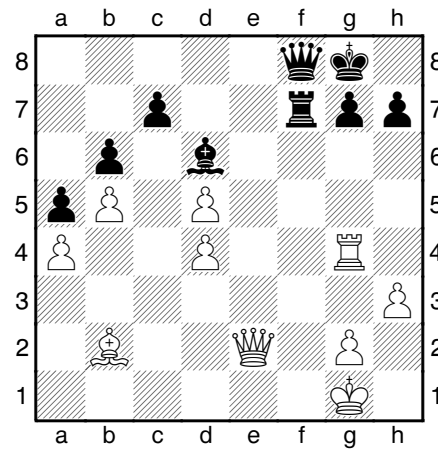
Q122. Black to move: what would you play?

Why did you choose that move?



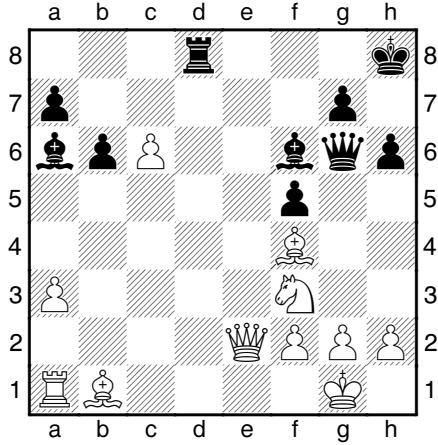
Q123. White to move: what would you play?

Why did you choose that move?



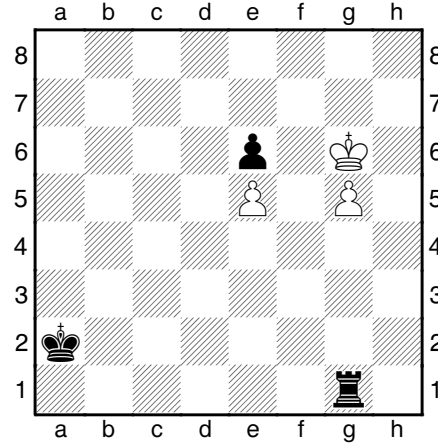
Q124. Black to move: what would you play?

Why did you choose that move?



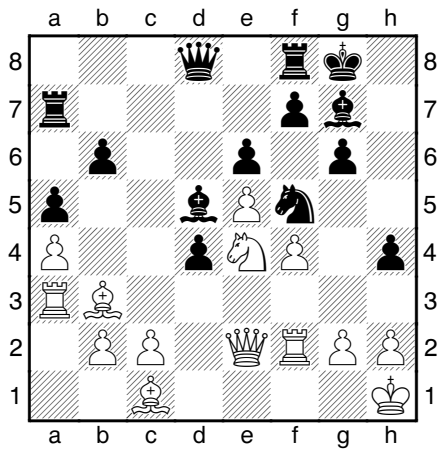
Q125. White to move: what would you play?

Why did you choose that move?



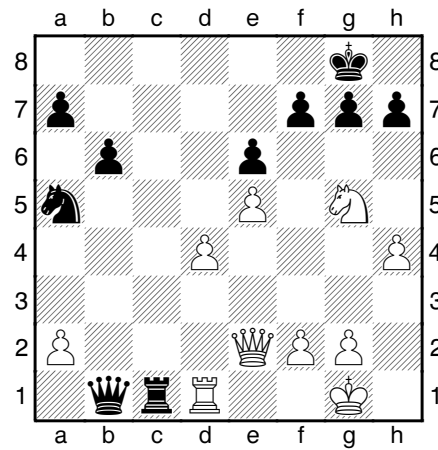
Q126. Black to move: what would you play?

Why did you choose that move?



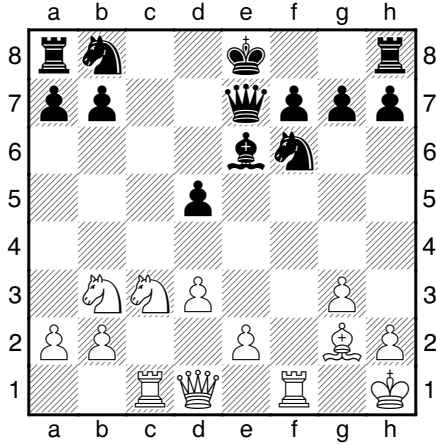
Q127. Black to move: what would you play?

Why did you choose that move?



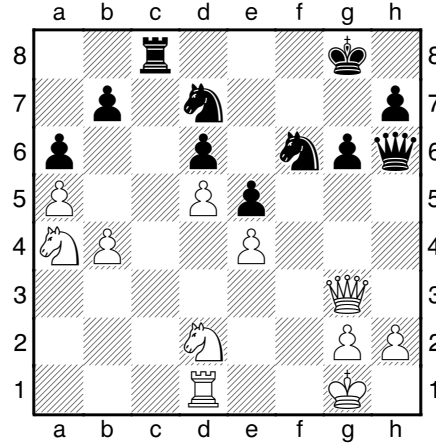
Q128. White to move: what would you play?

Why did you choose that move?



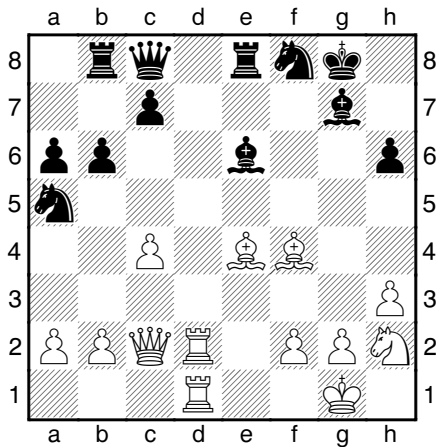
Q129. White to move: what would you play?

Why did you choose that move?



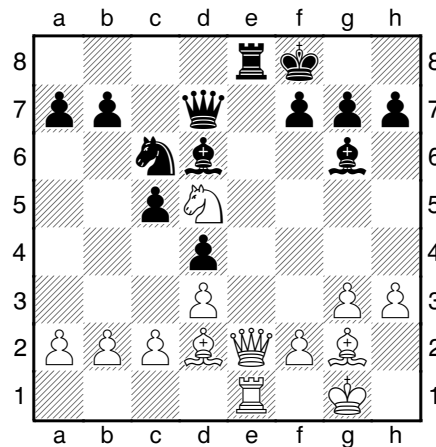
Q130. Black to move: what would you play?

Why did you choose that move?



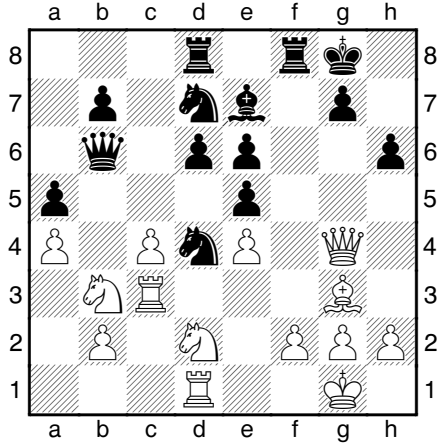
Q131. White to move: what would you play?

Why did you choose that move?



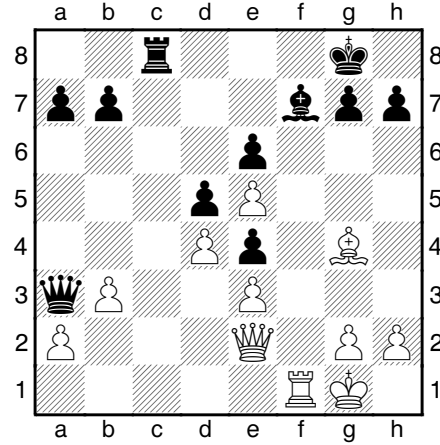
Q132. White to move: what would you play?

Why did you choose that move?



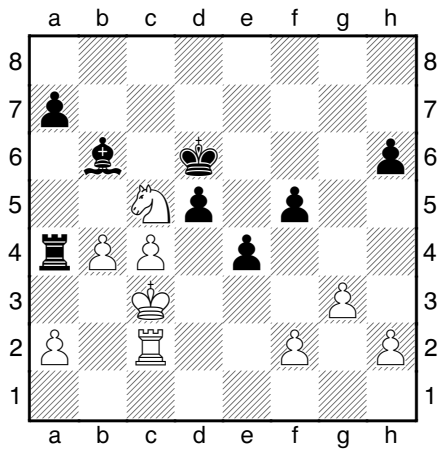
Q133. Black to move: what would you play?

Why did you choose that move?



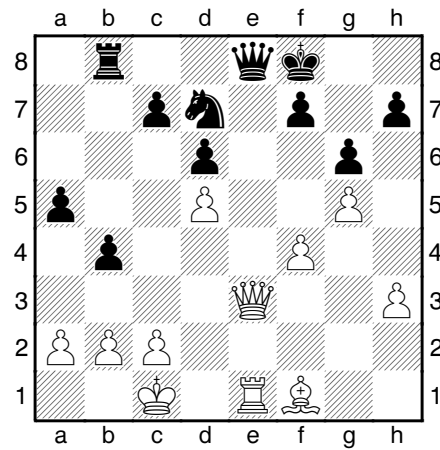
Q134. White to move: what would you play?

Why did you choose that move?



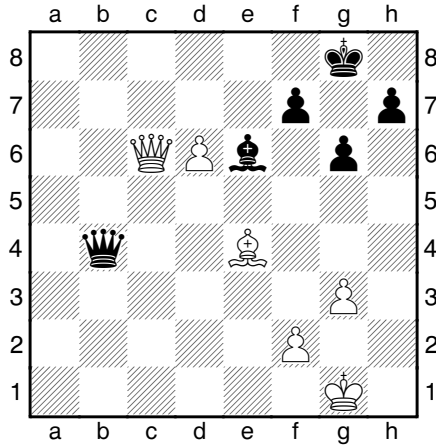
Q135. Black to move: what would you play?

Why did you choose that move?



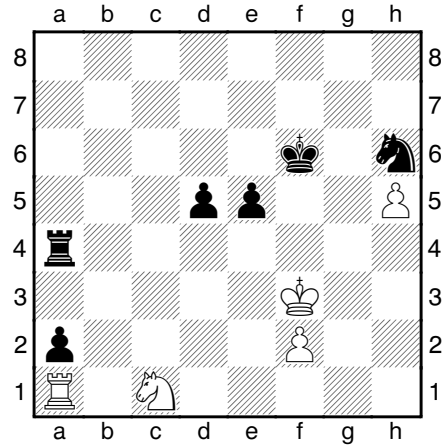
Q136. White to move: what would you play?

Why did you choose that move?



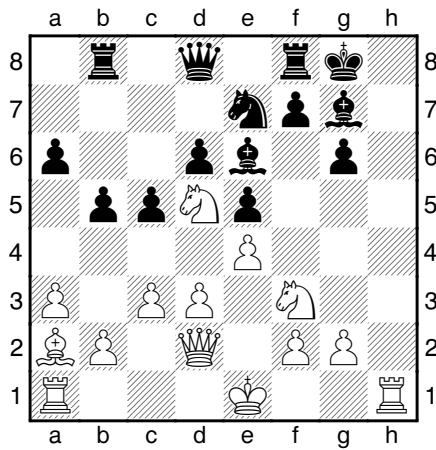
Q137. White to move: what would you play?

Why did you choose that move?



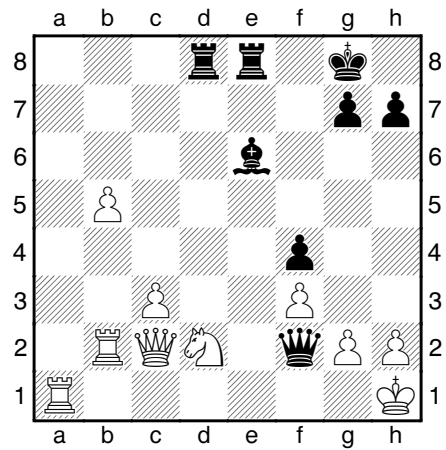
Q138. Black to move: what would you play?

Why did you choose that move?



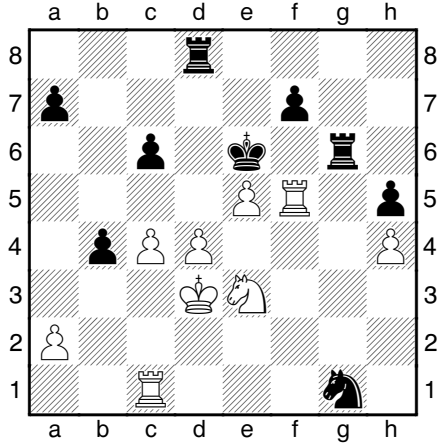
Q139. White to move: what would you play?

Why did you choose that move?



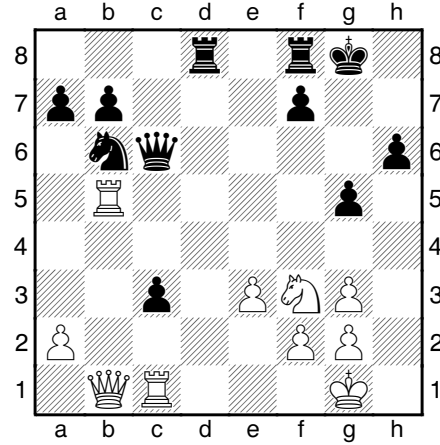
Q140. Black to move: what would you play?

Why did you choose that move?



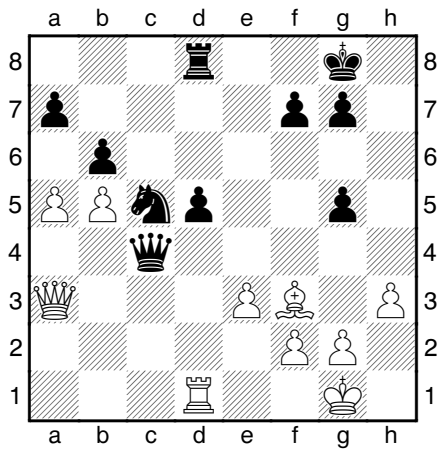
Q141. Black to move: what would you play?

Why did you choose that move?



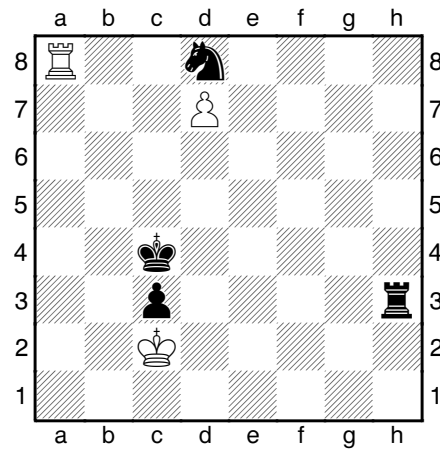
Q142. Black to move: what would you play?

Why did you choose that move?



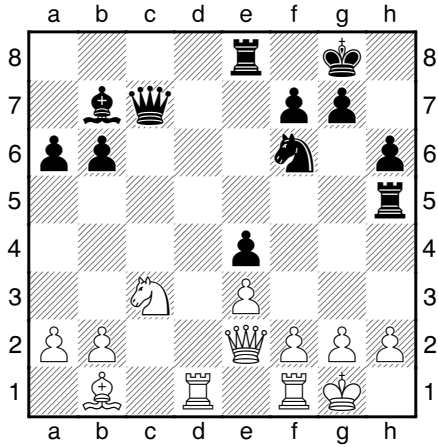
Q143. White to move: what would you play?

Why did you choose that move?



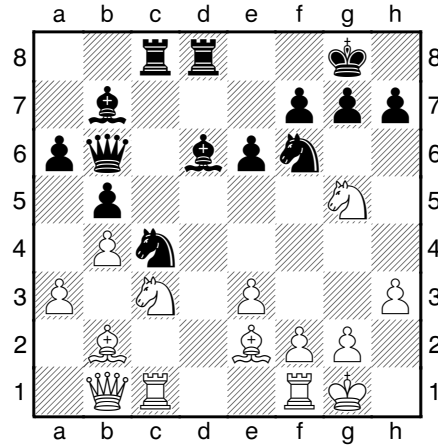
Q144. White to move: what would you play?

Why did you choose that move?



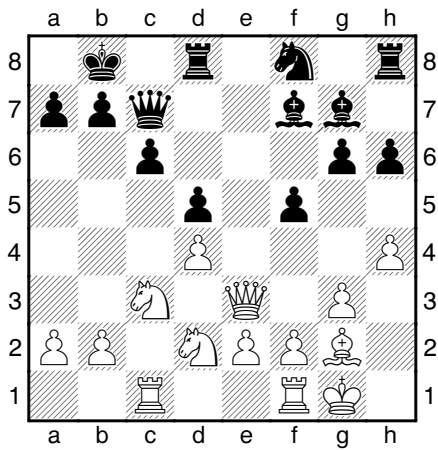
Q145. White to move: what would you play?

Why did you choose that move?



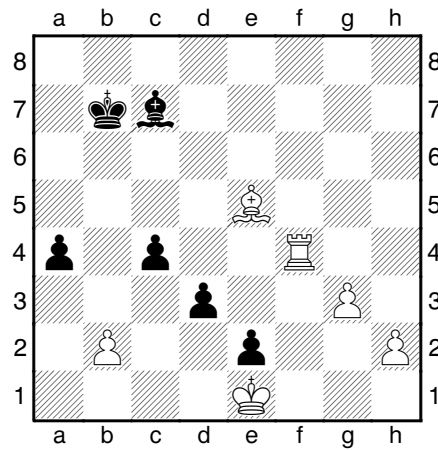
Q146. White to move: what would you play?

Why did you choose that move?



Q147. White to move: what would you play?

Why did you choose that move?



Q148. Black to move: what would you play?

Why did you choose that move?

CHAPTER 1: ANSWERS

Q1. 1... Kg6 prevents the white rook getting back to stop the h-pawn, and scores 5 points.

Q2. Score 5 points for choosing 1. Kf1 and spotting that 1. Bd2 loses to 1... Rxd2 2. Qxd2 Bb4.

Q3. 1... Qa5+, a very familiar fork winning a bishop, earns you 5 points.

Q4. White wins material by playing 1. Nxe6 Bxe3 2. Nxf8, or 1... fxe6 2. Bxe6+. If you found this move you score 5 points.

Q5. 1... Bh3 earns you 5 points, and there are another 5 points if you intended to continue, after, say, 2. Bc2, with 2... Rf5, when Black has a winning attack.

Q6. White's only winning move here is 1. Kf5, taking the back route to the a-file. Score 5 points for this and take another 5 points if you realised that 1. Kf4 Kd4, taking the opposition, only leads to a draw.

Q7. 1... Nxe4 is the way to go, winning material in every variation and scoring 5 points. If you saw that either 2. Rde2 or 2. Rdd1 would be met by 2... Nd2+ you can add another 5 points. If you'd worked out 2. Bxe4 Rxd2 3. Bxb7+ Kb8 4. Rxe7 Rd1+ with a back rank mate there are 5 more points for you.

Q8. If you found 1. Qg3, leading to a back rank mate you can award yourself 5 points. Note that 1... Qf8 or Qg8 is met by 2. Qxg7+ Qxg7 3. Re8#.

Q9. White can keep his extra piece by playing 1. Ne3 and if 1... Qxf6 then 2. Nf5+. 5 points for this, and another 5 points if you worked out that 1. Rf5 Qxg5 2. Rxg5 f6 3. Rg4 g5 followed by h5 traps the white rook.

Q10. The exchange sacrifice 1... Rxg4 2. fxg4 Qxg4 is very strong: you can have 5 points if you decided to play it. One idea is Rh8 followed by Rh3 and f3.

Q11. The winning sequence is 1. Qh6 Rf4 2. Ng5, when either the knight or h7 will fall. Score 5 points for finding this.

Q12. Although White is a queen behind, after 1. Rab1 Black will have to give up his queen to avoid mate, leaving him two pawns down. Score 5 points for finding the right move and assessing the position correctly.

Q13. The best move is 1... Nxg3, scoring 5 points for winning the exchange and a pawn. If you noticed that 1... Nxc3 2. Qxc3 Bxb1 loses to Bb2 you can have another 5 points.

Q14. If you decided Black was winning with 1... Ke4 2. Ke2 Ra2+ and his king will reach d3 you can award yourself 5 points.

- Q15. The standard tactic 1... d5 followed by d4 wins a piece and what should be an easy 5 points.
- Q16. White can win a piece, and another 5 points, here: 1. Bxd5 Qxd5 2. Nxc6 Qxd1 3. Nxe7+.
- Q17. Another standard tactic will win Black at least a pawn: 1... Bxc3 2. bxc3 Nxd4 and if 3. Qxd7, 3... Nxe2+. Add 5 points to your score for this.
- Q18. The only good defence is 1... Kf8. Black needs to meet Rd8+ with Re8 but the immediate 1... Ree8 loses to 2. Rd7 Kf8 3. Rcd1. If you saw this you can have 5 points.
- Q19. You can gain a winning advantage by playing 1. Bf4, which gets you 5 points. Another 5 points for continuing 1... dxc4 2. g6 fxg6 3. fxg6 with disaster on the h-file for Black.
- Q20. 5 points for 1... Nxb2, yet another standard tactic to win a pawn. If you rejected 1... Nxa3 because of 2. Bxf6 followed by Nd5, when White will come out ahead, you deserve another 5 points.
- Q21. Black has a winning sequence: 1... Nxe3 (5 points for this move) 2. Rxf8+ Kxf8 3. Qf3+ Nf5+ 4. Kf1 Bxc3 5. bxc3 Rb1 (another well-deserved 5 points if you analysed this far) and Black will win a piece or obtain a mating attack.
- Q22. White has several good moves here, but the most convincing is 1. Bxd6+ Qxd6 2. Nf5, winning the piece back with advantage (5 points) or 1... Kxd6 2. Qf4+ Kd5 3. c4+ and mate next move whichever way Black takes the pawn (another 5 points).
- Q23. A temporary queen sacrifice nets White a piece: 1. Qxc5 Qxc5 2. Nge6+ (not 2. Nce6+ Kh6) 2... Bxe6 3. Nxe6+. Score 5 points for this variation.
- Q24. White can use a familiar tactical idea to get out of trouble: 1. Nf4, winning the exchange and giving you 5 points. Black can draw by taking the knight with one of his rooks, followed by checking with the knight on h3 and f2.
- Q25. 1. d5 is very strong: if you found this move take 5 points. 1... cxd5 allows 2. Nd6+, and 1... Bxd5 runs into 2. Bb5 0-0 3. Bxd7 Qxd7 4. c4, winning a piece. Another 5 points for this variation. If Black plays instead 1... 0-0 then 2. dxe6 fxe6 3. Qe3, with multiple threats.
- Q26. The winning move is 1. Kg1 (5 points): next move you can take the pawn on d2 when your e-pawn will decide. 1. g3 Qh5 2. Qxd2 Rf2 is equal: if you found that line you can have an extra 5 points.
- Q27. Black has to play 1... f5, preventing Ke4, after which he'll win on the queenside. Take 5 points for this and play it out yourself. 1... Kb6 2. Ke4 leads to a draw even though Black will promote first. Again play it out and add another 5 points if you'd worked it out yourself.
- Q28. A defensive question. Black's best defence is 1... Rf5, when both white knights are threatened and he will eventually come out ahead on material with a safe king. 1... Kxh7 2. Qh5+ Kg8 3. Qxg6 Nf6 is less clear.

Q29. White has a simple tactic using a pin to win material: 1. Rxb8 Rxb8 2. Bf4 Nfd7 3. d4. You can take 5 points if you found this.

Q30. Black has a draw here: 1... Qc1+ 2. Kf2 Rc2+ 3. Kg3 Qe1+ 4. Kh2 Rxc2+ and there's a perpetual check whichever way White takes the rook. You can have 5 points for choosing Qc1+ and another 5 points for getting as far as Rxc2+.

Q31. Black can regain the piece by playing 1... Rf5 2. Bxc4 Nd6 (or Na5) 3. Ba2 Rxd5 4. Bxd5 Bxc3 when Black's bishop pair will compensate for the pawn deficit in the resulting ending. 5 points for Rf5 and 5 more points for analysing the complete variation.

Q32. White's last move, a5, was a mistake. Black can draw if he finds 1... Ke7 2. Kh4 Kf6 here: he has to be able to play Kf6 in reply to Kh4 to prevent g5. If you played Ke7 here you merit 5 points.

Q33. 1. Rxc6 Qxd2 2. Rxc8+ is a simple tactic winning a piece and netting you what should have been an easy 5 points.

Q34. A test of your endgame skill: 1... a5 2. Bd2 a4 is winning, fixing the white queenside pawns on dark squares when the king will infiltrate. Score 5 points for choosing a5 followed by a4.

Q35. A common type of ending: you have to see 1... Bb1 2. Kd2 Bxa2 3. Kc2 a4 and Black is winning. There are 5 points for you if you found that line.

Q36. If you found 1. Nf6 you score 5 points: 1... gxf6 2. Bxf6+ when Rg7 is forced. The main variation is 1. Nf6 Rd8 2. Ng8 Rd7 3. Nh6, winning material as the threat is 4. Rxd6 Rxd6 5. Nf7+. If you found all this you deserve another 5 points.

Q37. Using the power of the fianchettoed bishops, 1. Ncd5 wins material, for instance 1... exd5 2. Bxg7 Rg8 3. Bf6 Qd7 4. Nxd5 Nxd5 5. Bxd5, when White has an extra pawn and a crushing position. 5 points for finding this move.

Q38. Black can escape by playing 1... Qd2+ 2. Qxd2 Rxc2+ 3. Kf1 Rxd2, which leads to a draw with best play. If you chose Qd2+ you can award yourself 5 points. 1... Rxc2+ 2. Kf1 Qd2 loses to 3. Qh7+ Kf8 4. Qe7+ Kg8 5. f7+ Bxf7 6. Re2: another 5 points if you analysed this line.

Q39. You might think 1... Nfxd4 is a mistake because of 2. Nxd4 Nxd4 3. Nxd4 Qxd4 4. Bxh7+, a familiar tactic, but after 4... Kxh7 5. Qxd4 Black has a back rank mate. 5 points for spotting Nfxd4 (1... Ncxd4 is only equal after 2. Rxc7 because White can capture on f5 later on) and another 5 points if you saw the back rank mate at the end.

Q40. Black can win an important pawn by playing 1... e4 (5 points) because 2. Rxf6 R4xb3+ is mating. A further 5 points for spotting the mate.

Q41. Black has only one winning move in this exciting position: and it's also a mate in 4. 1... Qa3+ 2. Kd4 (or 2. Kb5 Qb7#) 2... Qd6+ 3. Kc3 Qc1+ 4. Rc2 Qca3# or 4. Kb3 Qda3#. Score 5 points for Qa3+ and 5 more points for working out all the variations.

Q42. 1... Nxe3 wins at least a pawn, with probably more to come, because 2. Qxe3 is met by Ng4. Award yourself 5 points for this move.

Q43. Black should give up a piece here, playing 1... Nxd5 to capture White's dangerous passed pawn and get his own passed pawn moving. This leads to equality, while other moves are to White's advantage. Take 5 points for choosing Nxd5 here.

Q44. 1. Qxc3 keeps White in the game: he will end up with two bishops and two pawns against a queen in a position which the engine assesses as almost equal. Anything else will leave Black with a winning material advantage. There are 5 points for you if Qxc3 was your choice.

Q45. White can refute Black's early piece sacrifice by playing 1. Bb2 Bxb2 2. Qb3+ and Qxb2. If you found that variation you score 5 points.

Q46. White's last move (Bc2-d1) was a mistake: Bb1 or Bd3 would have held the draw. Now Black can play 1... Bb5, leaving White in zugzwang. Whatever he plays allows Black to invade his position. If you played the right move for the right reason you can have 5 points.

Q47. Black should play 1... Qxf7, which will leave him with enough compensation for White's extra pawn. But 1... Rxf7 2. dxc5 will leave White the exchange ahead.

Q48. Don't be afraid of ghosts: there's no mate after 1... Qxb3 2. Qf6 Kf8 (Qd1+ first also works) so Black's just a piece ahead. If you bravely took the bishop 5 points await you.

Q49. White has only one winning move: 1. a5. In the main variations White will queen first, either with check or with a mating attack after Black promotes. 1. gxh5 only leads to a draw with best play as Black will have time to get behind the pawn. Score 5 points for playing a5 here.

Q50. Although there are several good alternatives, by far the best move is 1. Rf6. If Black takes White is mating, and after, say, 1...Nh7 White has 2. Rd6 followed by Nxd5. If you found this line you receive 5 points.

Q51. Black's best course of action here is to force a draw: 1... Qh3 2. Bxe5 Rxf2 3. Kxf2 Qxh2+ with a perpetual check. Take 5 points for Qh3 and another 5 for seeing the drawing line.

Q52. Score 5 points for 1... Nxf3 2. Qxf3 Rd2+, winning at once because of the pin on the long diagonal.

Q53. White can force a draw: 1. Bxg7 Qxb7 2. Bxb7 Kxg7 3. c6 a1Q 4. c7 Qf1+ with a perpetual check. 5 points for selecting Bxg7 and an extra 5 points for reaching the end of the variation.

Q54. 1. Kd2 traps the white rook. For example 1... Na6 2. Nxa6 bxa6 3. Ra1 followed by Kc3 (or Kc1) and the rook has no escape. This earns you 5 points.

Q55. White has a winning combination here: 1. Rxf5 gxf5 2. Bxf7+ Kxf7 3. Qxh5+ when after 3... Kf6, 4. Qg5+ and 4. Qh4+ both win, and after 3... Kg8 White continues 4. Rxe8+ Rxe8 5. Qxe8+ Kh7 6. Ng5+ with a winning attack. Score 5 points for 1. Rxf5 and another 5 points for reaching 3. Qh5+.

Q56. Black can gain a winning advantage by playing 1... Bxf3 2. gxf3 Rxe5 threatening Rg5+ and Bxa1 as well as Rxb5 (5 points for this variation) or 2. Bxe8 Qg5, when White will have to give up material to avoid mate (another 5 points for this variation).

Q57. White's winning sequence is 1. Qxd5 Nxd5 2. Bxe7+ Kxe7 (Nxe7 amounts to the same thing) 3. Rxf7+ Kxf7 4. Nd6+ and 5. Nxb7. There are 5 points for trading queens and 5 more points for reaching the end of the variation.

Q58. Black should choose 1... Nc4 2. Nxd5 Qxd5 3. Qxd5 Nxe3+, coming out two pieces ahead. 5 points for this variation. If White plays, say, 2. Bf4, then 2... Qf5 with Qc2+ to follow, or 2. Bf2 is met by Qh6. In either line the white queen is cut off from the defence so Black will win with accurate play.

Q59. A standard tactic, worth 5 points, wins White a piece: 1. Bxf6 Qxf6 2. Qh5 threatening Qxh7# and Qxc5.

Q60. White starts with an obvious queen sacrifice: 1. Qf7, winning the f-pawn and 5 points. Black can defend with 1... Re8 to defend the e-pawn, when, if you intended to play 2. Rd6 here, you can take another 5 points. The threat of Rxc6 forces the black rook off the e-file: only then do you take on f5, when e4 will soon fall.

Q61. Black can win a bishop (and 5 points) here: 1... c4 2. bxc4 bxc4 3. Bxc4 Qb6+ and Qxb2.

Q62. White should be able to draw this ending by choosing 1. f4 (5 points). The point is that after, say, 1... e3 you play 2. Rgg7 with a mating attack: another 5 points for seeing this. If 1. Rxh7, Ke5 should win as the pawns will gradually advance.

Q63. 1. Na3 is very strong because after, for example, 1... Ne7 White has 2. Nc4, with a fork if Black takes the bishop. 5 points for spotting this idea.

Q64. White can refute Black's unsound sacrifice by playing 1. f4 Ng4+ 2. Kg3, when his king is safe and the extra piece should decide. 5 points for 1. f4, and another 5 points if you found 2. Kg3.

Q65. The win here is 1. Qd5 (5 points), maintaining the pin with the idea of Nd4. 1... Qxd5 2. Bxd5 Bc5 (or Bf6) still allows 3. Nd4 and White will either win the knight or promote the e-pawn.

Q66. White has played a dangerous piece sacrifice and now threatens Rxe6+: Black's only good defence is 1... Bg7 2. Qxe6+ Kf8, when chances are about equal. Anything else loses, so you deserve 5 points if this was your plan.

Q67. Black would be well advised to force a draw here: 1... Qb4 2. Qxd7 Qe1+ 3. Bf1 Qxe3+ 4. Kh1 Qf2 5. Qb5 Qxa2 6. Qxd5 Qb1 7. Qf5+ with a perpetual check. Score 5 points for Qb4 and another 5 points for reaching the end of the variation.

Q68. White has several promising moves here, but the best is 1. d5 undermining the defence to g6: 1... exd5 (or 1... Qxd5 2. Bxg6+) 2. e6 fxe6 3. Nxc6 with a discovered check coming up next. 5 points for 1. d5 and another 5 for 2. e6.

Q69. There's no reason not to take the knight: after 1. Nxc4 Bxf2+ 2. Kh1 Bxc4, 3. Qh5 is winning. Likewise, after 2... Bxe1, 3. Qxe1 is good, but Qh5 is even better. 5 points for you if you captured the knight here.

Q70. 1... Nxe5 wins a pawn: 2. Rxc7 Nxd3, but you might also see 2. Qg3+ Ng6 wins as White can't take the queen either way because of Rf1#. 5 points for 1... Nxe5, and another 5 points for 2... Ng6.

Q71. White has a winning piece sacrifice here: 1. Nxe5 Qxe5 2. Bf4 Qf6 (or 2... Qxe2 3. Re1 and Rxe7) 3. d6 and if 3... Bd8 then Bxb7 is decisive. Take 5 points if Nxe5 was your intention and another 5 points if you worked out the critical variations.

Q72. Just for a change, there's a mate in 2: 1. Nxf6+ Bxf6 (or Kf8) 2. Qxf7#. You can have a generous 5 points for spotting this.

Q73. The immediate trade on e7 leads to a drawn pawn ending (Black has a potential h5) but 1. g5+ hxg5 2. fxg5+ Ke6 3. Bxe7 Kxe7 4. Ke5, taking the opposition (a4 also works) is now winning: as always test it out for yourself. Have 5 points for playing g5+ and another 5 for working out the result of the ensuing pawn ending.

Q74. Black has a fairly standard tactic to win a pawn: 1... Nfxe4 2. Nxe4 Bf5 3. Bf3 Bxe4 4. Nxe4 Qh4+. Take 5 points for Nfxe4 and another 5 points for the complete variation.

Q75. White's last move, Rc1, was an oversight allowing Black to turn the tables: 1... e3+ 2. fxe3 dxe3+ 3. Kd1 e2+ winning the rook. If you saw this you can add 5 points to your score.

Q76. The correct move is 1... exd5, when Black should be able to draw the resulting queen ending: 5 points for this. If you rejected 1... Rxc3 because of 2. Rxc3 Rxc3 3. d6, when White wins you can have another 5 points. Perhaps it's not so easy to see beyond the obvious recapture.

Q77. White can continue 1. Rxe8 Qxe8 2. Rxa5 and if 2... bxa5 then 3. Qb8+ Kd7 4. Qd6+ Kc8 5. Qc7#. If you found the first two moves you can award yourself 5 points.

Q78. White has an immediate win here: 1. Rc8 Qxc8 2. Qg7+ winning back the rook and then the queen. 5 points shouldn't have been too hard to come by.

Q79. If you found 1. Bxh7+ Kxh7 2. Qh5+ Kg8 3. Rg3, which shouldn't have been too hard, you score 5 points. 1... Kf7 is met by 2. Qh5+, and the best reply after 1... Kh8 is 2. Ng6+ Kxh7 3. Qh5+ or Rh3+.

Q80. You can capture the sacrificed knight: 1. fxg4, but after Black's best try, 1... Nf6, you'll need to come up with a counter-sacrifice: 2. Nd4 when 2... exd4 3. Bxd4 blunts the attack by pinning the knight. You can also meet 2... Nxc4 with 3. Nf3, defending h2. Score 5 points for 1. fxg4, and, if you found 1... Nf6 2. Nd4 you certainly deserve another 5 points.

Q81. Black can capture a pawn with 1... Qxc3: after 2. Qxc3 there's a knight fork, 2... Ne2+. If you noticed this tactic you can have 5 points.

Q82. Black's queen is in trouble if White finds 1. Qf6, threatening g3. The best he can do is 1... Nb8 2. g3 Nd7, when 3. Qxe6 wins a piece. 5 points for Qf6 and 5 more for 3. Qxe6.

Q83. It's mate in 2 if White takes the knight at once, but 1. Ne4 wins a piece by threatening the queen and defending f2 at the same time: 5 points for selecting this move.

Q84. Black can gain a big advantage by playing 1... f5: 2. Bxb7 Rb8 (or Rc7) traps the bishop, while 2. Bb1 Be2 3. Re1 Bxf3 destroys White's pawn formation and will win at least a pawn. There are 5 points available for finding these variations.

Q85 Black has been behind for much of the game but can now turn the tables: 1... Na5 2. Rb5+ Ka8 (to avoid future checks) 3. Rb1 Nb3 4. axb3 c2 5. Rc1 cxb3 and wins. 5 points for Na5 and 5 more points for seeing that and how Nb3 wins.

Q86. You score 5 points for seeing that White can win a pawn simply by playing 1. Nxe5+ gxh5 2. Qg5+ Kf8 3. Qxf6.

Q87. White can win the exchange here: 1. Bc1 Rxf1 2. Bxb2 Bxb2 3. Re8+ Kg7 4. Bxf1 Bxa3 5. Re7+. If you found this variation you earn 5 points.

Q88. White's last move, h3, was a mistake as Black can now win a pawn by playing 1... Qxg2+ 2. Kxg2 Nf4+ and Nxd3. Spotting this simple tactic nets you 5 points.

Q89. Black has very few moves here and White is threatening Bxd5. He can hold on if he finds 1... Rh5, gaining time by hitting the knight. Give yourself 5 points for this. You can have another 5 points if you rejected 1... Nxe5 because of 2. Nxe6+, exploiting two pins to play a fork.

Q90. White has played an unsound tactic, hoping for 1... Qxf7 2. Qxb7, but Black can refute this by playing 1... Be6 instead, when he will win material, meeting 2 Qxb7 with Rb8. If you noticed this you can have 5 points.

Q91. The exchange sacrifice 1... Rxf2 2. Kxf2 Qxh2+ should be considered. After 3. Bg2, Bg5 is very strong, and after 3. Ke1, Rf8 is even stronger. Black is winning in both variations, so if you chose Rxf2 you collect 5 points.

Q92. White has a forcing sequence winning a pawn: 1. cxb5 axb5 2. Bxb5 cxb5 3. Qd5+ Qe6 4. Nxf5 Qxd5 5. Ne7+ Kf7 6. Nxd5. Take 5 points if you got as far as Bxb5 and 5 more points for the whole variation.

Q93. Black can win material by playing 1... e4. This move takes the f5 square away from the white knights so threatens Nh7 or Ne8, trapping the h4 knight as well as exd3. Furthermore, 2. dxe4 is met by Rd2. There's no way out: he can only choose what he loses. There are 5 points available if you found this move.

Q94. 1. Bh6 looks obvious, but after 1... Bg7 White has nothing. Instead you should select 1. Bf6 (5 points) when 1... Bg7 loses the exchange, and 1... Rg8 2. Rae1 leaves Black in zugzwang. After running out of pawn moves he'll have to move his king away, allowing White to double rooks on the back rank.

Q95. White can win material: 1. Rxf6 Rxf6 2. Qd4 Ne5 3. Ne4. There are 5 points available for you if you found this line.

Q96. Black's winning plan is 1... Rd2+ 2. Ke5 Rc2, either promoting or winning the pawn. Or if 2. Kc7 you can just push a pawn: 2... h5. The immediate 1... Rc2 only draws because White can move the rook along the first rank. 5 points for finding the path to victory.

Q97. White can score the full point by playing 1. d5, threatening d6, when Kxd6 will allow Rd8+ and any move of the c-pawn will allow a familiar skewer after Ra8. If you found this move you can award yourself 5 points.

Q98. After 1... Nc5+ 2. bxc5 bxc5+ White will have to give up a rook to avoid getting mated: 3. Ka3 can be met by Bc2, threatening Bb2#. 2. Bxc5 bxc5 is a better defence but Black still has a large advantage. Take 5 points for finding Nc5+.

Q99. A simple positional question. 1... Kxc6 would be the wrong choice: 2. fxe5 fxe5 3. Nc3 gives White a winning advantage as the knight has access to e4 and d5. In spite of the doubled isolated pawns, 1... bxc6 is equal as the knight no longer has any good squares. If you made the right choice you deserve 5 points.

Q100. White can refute Black's unsound combination by playing 1. Bxf7+ Kxf7 2. Qd5+. 1... Kf8 or Kh8 can be met by Qxd5 or Bxd5. 5 points for finding this continuation.

Q101. 1. Nxe5 wins 5 points, a pawn and the game, because if Black captures either way he'll get mated in a few moves: 1... Qxe5 2. Qxf7 or 1... Bxe5 2. Rd8+.

Q102. White should opt for the knight sacrifice 1. Nh5 gxh5 2. Rxf8 Qxf8 3. Rf1 when the checkmate threat will win Black's queen. 5 points for Nh5 and 5 more for reaching Rf1.

Q103. The immediate 1. Kh2 loses to 1... Bxe3 2. fxe3 f2 and Black promotes. The only drawing move is 1. Bg3 (5 points) followed by Kh2 before Black gets the chance to defend h3.

Q104. If Black plays 1... dxc4, 2. Qd6 leaves his king unsafe, so the best option is 1... o-o-o, unpinning the e-pawn, leaving the king relatively safe and regaining the piece with the better position. 5 points for you if you chose to castle queenside here.

Q105. Black has several strong moves here, but by far the best is 1... Qxf3+ 2. Qxf3 Rxf3 3. Kxf3 d3 and the pawns go through. If this was your choice you score 5 points.

Q106. In this sort of position the concept of the 'spare move' is vital. White's only drawing move is 1. b4, taking two spare moves, a5 and c5, away from Black, and retaining a3 as another spare move when needed. There are 5 points for you if you played b4 here.

Q107. White wins by playing 1. Rxe7 Rxe7 2. Qxf6, for example 2... Rc7 loses to Qf8+ or Qh8+, and 2... Rxc2+ 3. Kxc3 Qc8+ 4. Kd3 will lead to a winning pawn ending. Take 5 points if this was your plan.

Q108. White has played a dangerous pawn sacrifice so Black has to be careful. The best defence is 1... Rxc1 2. Rxc1 Bd8 3. Rc8 Ke7 4. Bc5+ Kf6, when Black will be able to unravel. Score 5 points for getting as far as Bd8, and another 5 points if you rejected 1... Rc7 because of 2. Be5, when White will win material (it's too late for 2... Rxc1 3. Rxc1 Bd8 because of 4. Bd6+).

Q109. Black must choose how to defend against the mate threat. 1... g6 loses to 2. Nf6+ and 1... h6 loses to 2. Bxh6 with a winning attack, but 1... f5 (5 points) is OK. White can win a pawn: 2. Qxe8 Bxe8 3. Bxf5, but Black will eventually pick up the b4 pawn with a balanced position.

Q110. White's only way to draw is 1. a5 (5 points) bxa5 2. Rxa5 g3 3. Rd5 or Ra2. The rook needs to reach the second rank to trade itself for the black pawns whenever g2 is played.

Q111. 1. Qh3 loses to Rc3, hitting the bishop on b3, and 1. f3 loses to Qe6, hitting the bishop on b6, so White has to play 1. Rde1 Qxg2+ 2. Kxg2 Rxh5 3. Re7 with a slight advantage. Award yourself 5 points if you found this line.

Q112. A simple tactic wins you 5 points and the game: 1... Rxe3 2. fxe3 Rxe3 when Re1# is threatened so White has to give up his queen.

Q113. White can win a piece with 1. Nxh4 because 1... Qxh4 2. Bg5 Qxh3 3. Rc3 traps the black queen. If you saw this you can have 5 points.

Q114. If you capture on g7 you'll lose the pawn ending, but 1... Ke6 forces a draw. White should have refrained from taking the pawn on a5 on his last move. If you selected Ke6 here there are 5 points for you.

Q115. 1. Qxf3 Qxa4 is about equal, but you can get away with 1. gxf3 Rf5 2. Re1 when the king will be safe on e2 and, with care, your extra piece will decide. There are 5 points coming your way if you found this line.

Q116. Although White's a piece down there's a win here: 1. Rxf7 Qxf7 2. Bc4, pinning and winning the queen, and also winning you 5 points.

Q117. There's only one winning move here: you score 5 points if you found 1. Kc5 d4 2. Kc4 d3 3. Kc3. You'll observe that White has the right bishop for the rook's pawn: controlling the promotion square.

Q118. The pawn ending after 1... Nb5+ is easily winning for Black as you can demonstrate for yourself. Black has two spare moves (a6 and h6) but he really only needs one of them. Score 5 points for realising the ending was easy and playing accordingly.

Q119. White will come out ahead by playing 1. Re7+ Bxe7 2. Qxd7, pinning the bishop on e7 with Nc6 to follow. The critical line is 2... Qb4 3. Nc6 Qxc4 4. Qxe7+ when there are two branches: 4... Qf7 5. Qxf7+ Kxf7 6. Nxb8 Rxb8 7. Rd7+ winning several pawns, and 4... Rf7 5. Nxb8 Rxe7 6. bxc4 when White is a knight ahead. Take 5 points for Re7+ and another well deserved 5 points for analysing the lines after 2... Qb4 correctly.

Q120. Black can win material if he looks ahead: 1... Bxd4 2. exd4 Rxf1+ 3. Kxf1 Bg4 (Bd7 also works but is harder to calculate) with Rf8+ to come next. White can only choose whether to lose the bishop or the knight. 5 points for Bxd4 and another 5 if you worked out the complete variation.

Q121. After 1... axb5 2. cxb5 White regains the piece. Much better is 1... Bd7 2. Nc3 Bxc3 3. bxc3 Nxd4 4. Qxd7 Nxe2+ and Black will emerge a couple of pawns ahead. There are 5 points for Bd7 and 5 more points for the whole variation.

Q122. Black can win the white queen simply by playing 1... Ne2+ 2. Kh2 hxg5 because the bishop on c3 now defends the rook on h8. If you saw that you can add 5 points to your score.

Q123. Don't worry about your threatened bishop: you can win the queen by playing 1. Nc4 Qb4 2. a3. 5 points for spotting this.

Q124. Black can play a familiar combination here: 1... Rf1+ 2. Qxf1 Bh2+ 3. Kxh2 Rxf1, winning queen for rook and bishop. If you found this tactic you gain 5 points.

Q125. A complicated position: White is a knight ahead, but his queen and rook are hanging and there are potential back rank problems. The winning sequence is 1. Qxa6 Rd1+ 2. Qf1 Rxf1+ 3. Kxf1 Bxa1 White now only has a bishop and knight for the queen but his c-pawn is very strong. 4. c7 Qe6 (or Qe8) 5. Bd3 (threatening Ba6) 5... Qc8 6. Nh4 threatening both Bxf5 and Ng6+ followed by Ne7. Take 5 points for getting as far as move 3 and another 5 points for the whole variation.

Q126. Black's only winning move is 1... Rf1, cutting off the white king. His king can then approach the e file while White pushes the g-pawn and he'll reach a won KP v K ending. There are 5 points for you if you found the right move for the right reason and gave a correct assessment of the position.

Q127. Score 5 points for 1... d3, which wins a piece due to the weakness of White's back rank. 2. Qxd3 Bxe4 and mate follows if he recaptures, or 2. cxd3 Nd4 3. Qd1 Nxb3 4. Rxb3 Bxe4.

Q128. White can use mate threats to reach a winning ending: 1. Qf3 Rxd1+ 2. Kh2 Rh1+ 3. Kg3 Rh3+ 4. Kxh3 Qf5+ 5. Qxf5 exf5 6. d5, taking the c6 square from the black knight, when White should win. There are 5 points for Qf3 and 5 more for reaching the end of the line.

Q129. There's a forcing continuation leaving White with a large advantage: 1. Rxf6 Qxf6 (gxf6 makes little difference) 2. Nxd5 Bxd5 3. Rc8+ Ke7 4. Rxh8 and White is a pawn ahead. More importantly, Black can't develop his queenside pieces. 5 points are yours for this continuation.

Q130. A temporary queen sacrifice wins a pawn: 1... Qxd2 2. Rxd2 Rc1+ 3. Kf2 Ne4+ also wins you 5 points.

Q131. White has sacrificed a piece for two pawns and an attack. The best way to continue is 1. Rd3 (5 points) planning Rg3 and Bxh6. If, for example, 1... Bf5 then 2. Bxf5 Qxf5 3. Bxh6 Bxh6 4. Rg3+ when, although Black will have a lot of pieces for the queen, his king will be hopelessly exposed.

Q132. White has a simple way to win the exchange: 1. Nf6 Rxe2 (1... gxf6 2 Bh6+ mates) 2. Nxd7+ Ke7 3. Rxe2 Kxd7 gets you 5 points.

Q133. Black can win the exchange in simple fashion by playing 1... Nf6, when the white queen has to leave the d1-h5 diagonal, allowing a fork: Ne2+. If you found this move you can have 5 points.

Q134. White can reach a winning queen ending as follows: 1. Rxf7 Kxf7 2. Bxe6+ Kxe6 3. Qg4+ Ke7 4. Qxc8 when the pawn on e5, supported by the queen, will soon be decisive. 5 points for the first two moves and another 5 points for a correct assessment of the ending.

Q135. Black can win if he assesses the ending correctly. 1... d4+ when 2. Kxd4 Rxb4 wins the knight, so White must play 2. Kb3 and now 2... Rxb4+ 3. Kxb4 Bxc5+ 4. Kb3 d3 5. Rd2 Ke5 when Black's well positioned army will be too strong for the impotent white rook. Take 5 points for d4+ and another 5 points for the exchange sacrifice Rxb4+.

Q136. Should you trade off into a pawn ending? The answer is yes: 1. Qxe8+ Rxe8 2. Rxe8+ Kxe8 3. Bb5 Ke7 4. Bxd7 Kxd7 is winning because White has more space and an eventual (and inevitable) c6 will be fatal for Black. Play it out for yourself to check this out, and score 5 points for heading for this endgame.

Q137. White's d-pawn is strong but there's only one winning move: 1. Bd5: after the exchange of bishops the pawn will go through. Score 5 points if this was your choice.

Q138. The only way for Black to win this ending is 1... Rc4 (5 points), gaining vital time by preventing Rxa2. 2. Nxa2 is met by 2... Ra4, and neither the rook nor the knight can move.

Q139. A knight sacrifice gives White a winning attack: 1. Nf6+ Bxf6 2. Qh6 Re8 3. Bxe6 fxe6 4. Ng5 Bg7 5. Qh7+ Kf8 when you can win the queen with Nxe6+ or play for even more with Rh3. 5 points are yours for Nf6+ and another 5 points for reaching 4. Ng5.

Q140. Black can force mate with 1... Bh3 2. gxh3 Re2 or if 2. Rg1 Bxg2+ (Re2 and Re1 also work). If you chose Bh3 award yourself 5 points.

Q141. Black would be in trouble here if he didn't have 1... Rxd4+ 2. Kxd4 Ne2+, winning a pawn, after which the position offers equal chances. If you found this simple tactic add 5 points to your score.

Q142. The winning sequence is 1... Rd1+ 2. Rxd1 c2 3. Rxb6 axb6 (promotions are also good) 4. Qc1 cxd1Q+ 5. Qxd1 and Black is the exchange up. Score 5 points for this tactic.

Q143. This time it's White's turn to play a tactic: 1. axb6 axb6 2. Bxd5 Rxd5 3. Qa8+ Kh7 4. Qxd5. If you analysed this variation you can have 5 points.

Q144. In this position the obvious move is also the best: 1. Rxd8 Rh2+ and now 2. Kd1 loses to Kd3, 2. Kc1 Kd3 3. Kb1 c2+ 4. Kb2 is a draw, but the third option 2. Kb1 c2+ 3. Kb2 or 2... Rh1+ 3. Ka2 Rh2+ 4. Ka3 are both winning. 5 points for getting as far as 2. Kb1 and another 5 points for analysing both variations correctly.

Q145. A defensive question: 1. h3 is the best move, blunting Black's threat. But 1. g3 loses to 1... Qc8, with a winning attack. Score 5 points for choosing 1. h3, and another 5 points for seeing 1. g3 Qc8.

Q146. You can have 5 points for finding White's best move, 1. Na4, meeting 1... bxa4 with 2. Bxf6, when gxf6 runs into Qxh7+ and Qxf7#. If you intended to meet 1... Qc6 with 2. Bf3 you can have 5 more points. Note also that 1... Bh2+ is best met by 2. Kh1.

Q147. The first move is natural enough: 1. Nb5, and then after 1... f4, Black's best try, you have to play 2. Qf3 so that, when the black queen moves away, you'll be able to play Qxf4+, winning material. There are 5 points for you if you reached 2. Qf3.

Q148. Winning a bishop loses, but losing a bishop wins! Black should play 1... Ba5+ 2. Bc3 a3, when after 3. b4, the *en passant* capture cxb3 forces promotion. Take 5 points for Ba5+ and another 5 points for a3.

CHAPTER 2

MATES IN 2 MOVES

The positions in this chapter are very different from those you've seen before.

Many of the world's leading chess teachers now recommend solving chess compositions as a great way of improving your tactical ability, creativity and imagination. Solving hundreds of puzzles of this nature was one of the methods the Polgar sisters used to study chess.

Compositions fall into two categories: **problems**, in which you have to achieve a specific end in a specific number of moves, and **studies** (usually endgame positions) in which you just have to force either a win or a draw: the number of moves isn't specified.

Most problems are direct mates, in which White has to force checkmate within a given number of moves against any possible black defence. In this book, the problems are all mates in two moves, with between four and six pieces on the board.

If you're not used to solving puzzles of this nature, it may not be as easy as you might think, with so few pieces on the board. The solution (key move) is usually unexpected, with an element of surprise, beauty or paradox, or you may find that the different variations form a pattern of some sort. You're usually not just looking for an obvious check, as you might in a game.

Only the key move is provided in the solutions: you can work out all the variations for yourself. You could award yourself 5 points for a correct solution, plus an additional 5 points for each variation you spotted. If you want to find out why your solution was incorrect, or whether you discovered all Black's possible defences, you could set the position up and consult an engine.

The source of the problems in this chapter was Yet Another Chess Problem Database (www.yacpdb.org), where you'll find many thousands more. I selected older problems, which are usually simpler to understand and therefore more suitable for newcomers to the world of chess compositions.

I append brief biographical notes on some of the problemists featured here. If you're interested in biographical information about English chess personalities mostly from the period between 1880 and World War 2, check out my parallel Minor Pieces project (www.minorpieces.uk).

Edith Elina Helen Baird (née Winter-Wood, 1859-1924) was a pioneer and very prolific female English problemist. She came from a chess playing family and her daughter Lilian achieved fame as a child prodigy composer.

Oskar Blumenthal (1852-1917) was a famous German playwright and critic who also composed chess problems.

George Edward Carpenter (1844-1924) was an American problemist who published a book of his problems in 1886.

Eugene Beauharnais Cook (1830-1915), of Hoboken, New Jersey, was one of the most famous chess problemists of the 19th century. It's said that the word 'cook' for an unwanted second solution to a problem, originated from him.

Thomas Rayner Dawson (1889-1951) was an English problemist with more than 6000 compositions to his name. He was a pioneer of 'fairy chess': problems using different pieces or conditions from orthodox chess.

Eugene Delmar (1841-1929) was one of the leading American chess masters of his day, and also composed a few problems.

William Davies Evans (1790-1872) was a Welsh seafarer best known for inventing the Evans Gambit (1. e4 e5 2. Nf3 Nc6 3. Bc4 Bc5 4. b4). He also invented a system of ship lighting designed to avoid collisions at night.

Walter Grimshaw (1832-1890) was a leading English problemist who gave his name to a problem theme in which two pieces (usually a rook and a bishop) mutually interfere with each other by moving to the same square.

Miroslav Havel (1881-1958) was a Czech composer and leader of the Bohemian School of chess composition, which favoured model mates (every white piece except the king and pawn participates and every square around the black king is guarded exactly once). Havel was a pseudonym: his real name was Miroslav Košťál.

Cyril Henry Stanley Kipping (1891-1964), who composed as CS Kipping, was an English problemist. A headmaster by profession, he founded several chess clubs in the West Midlands and ran the chess problem section of CHESS magazine for many years.

William Edward Lester (1895-1940) was an English problemist and, along with Dawson and others, a pioneer of Fairy Chess. He is featured in Minor Pieces 90.

Charles Dealtry Locoek (1862-1946) was a strong player as a young man before deciding to devote his life to chess problems, often of the unconventional variety. Later in life he pioneered chess for girls in London, teaching child prodigy Elaine Saunders. He is featured in Minor Pieces 74-76.

Samuel Loyd (1841-1911), usually known as Sam Loyd, was one of the greatest American problemists of his day: his problems were noted for their wit and humour. He was interested in puzzles of all types as well as recreational mathematics, but also had a reputation for claiming the inventions of others as his own.

Dawid Przepiorka (1880-1940) was a strong Polish player, endgame study composer and problemist who, along with other Jewish chess players from Warsaw, was imprisoned and then killed by the Nazis.

Henri Rinck (1870-1952) was a French endgame expert, considered one of the most important study composers of his, or all, time. He also composed a few problems.

William Anthony Shinkman (1847-1933) was, along with Sam Loyd, one of the most famous and prolific American problem composers of the late 19th century. He had over 3500 compositions to his name, including endgame studies as well as problems.

Werner Speckmann (1913-2001) was a very prolific German problemist most famous for his miniatures (problems with 7 or fewer pieces), of which he composed more than 1700.

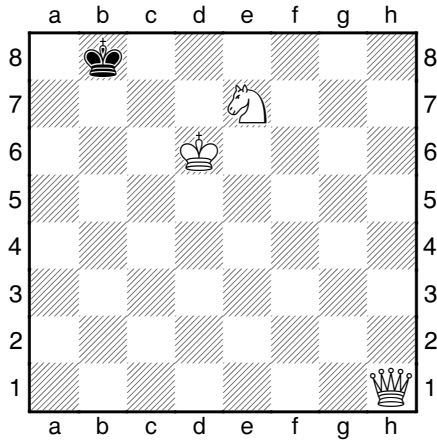
Ottavio Stocchi (1906-1964) was an Italian composer, mostly of mates in 2 moves, whose problems won many prizes in the years after World War 2.

John Odin Howard Taylor (1837-1890) was an English player, problemist and author who lived near Norwich, in Norfolk. His uncle, Ebenezer Cobham Brewer, is still remembered today for his *Dictionary of Phrase and Fable*.

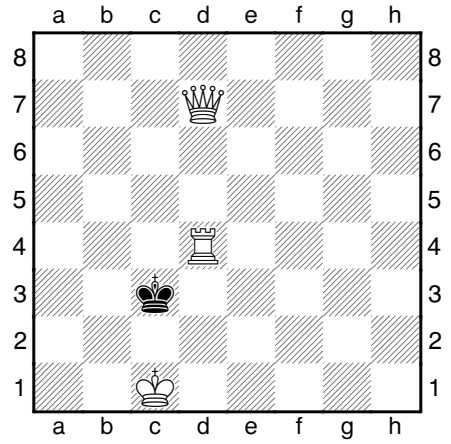
Theophilus Augustus Thompson (1855-1881) was an emancipated slave, and the first noted African-American chess player and author. He died of TB at the age of only 25.

Alain Campbell White (1880-1951) was an American problemist who founded the Good Companions Club, an international association of problemists, in 1914, and, between 1905 and 1936, self-published 44 chess problem books as Christmas presents for his friends. These are now much sought after by collectors.

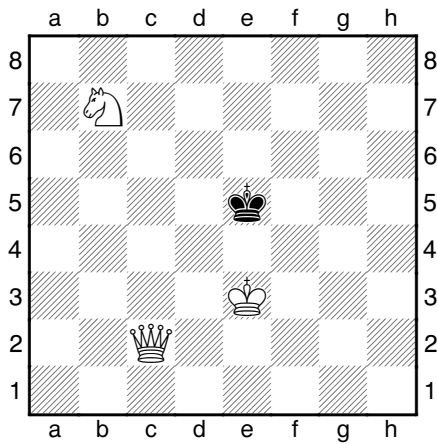
Philip Hamilton Williams (1874-1927) was an English problemist, author, editor and humourist, who was one of the best-known figures in English chess in the early 20th century, noted for the wit of both his problems and his writings.



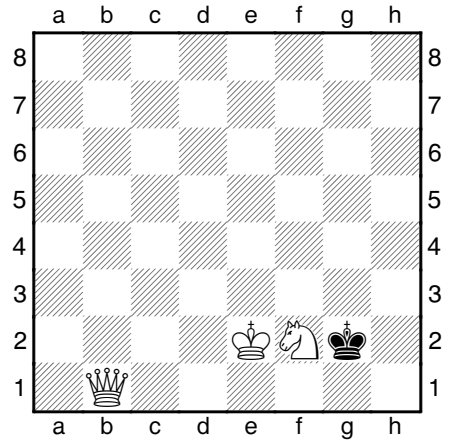
Q1. Potter, Joseph Alonzo
New York Clipper, 3 Jul 1858



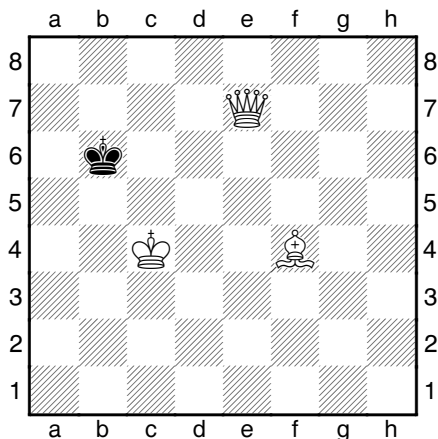
Q2. Galitzin, Serge Vladimir
Le Monde Illustré, 15 Jan 1859



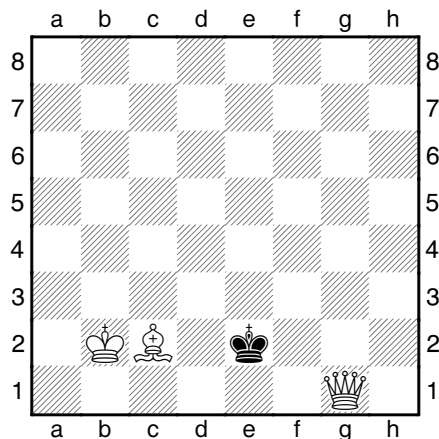
Q3. Reid, Neville C.
New York Clipper, 15 Jan 1859



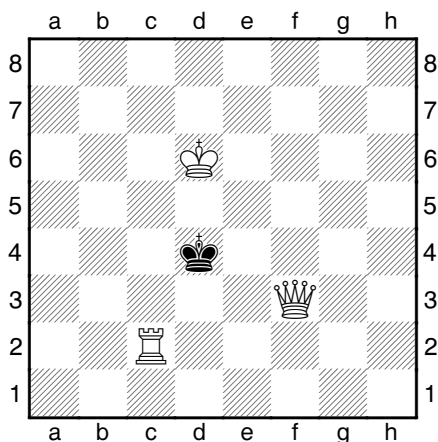
Q4. Loyd, Samuel
The Household Journal, 23 Nov 1861



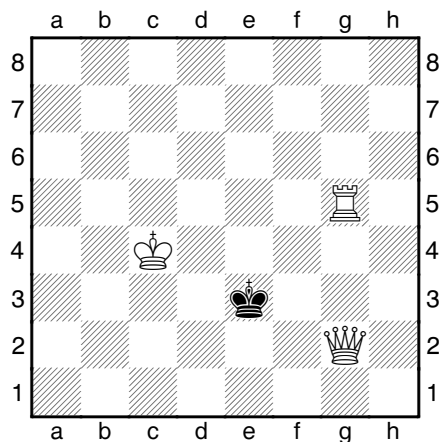
Q5. Evans, William Davies
The Chess Player's Chronicle, 1865



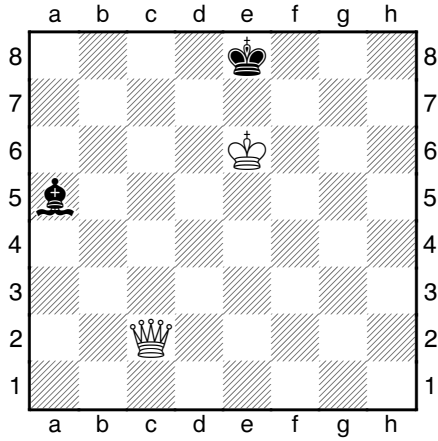
Q6. Shinkman, William Anthony
The Cleveland Voice, 1878



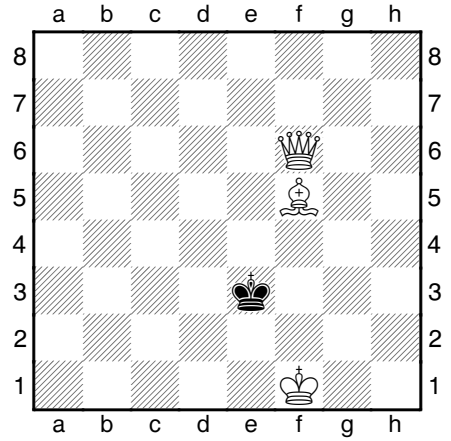
Q7. Carpenter, George Edward
Dubuque Chess Journal, Oct 1873



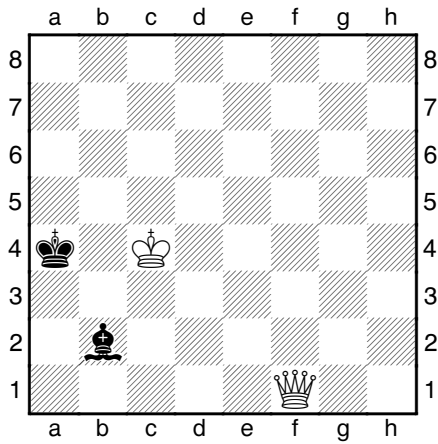
Q8. Korff, C F
Jornal do Commercio, 1886



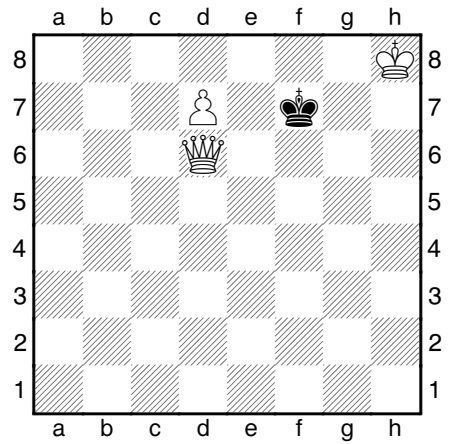
Q9. Schultz, Erik Gustav
Skakbladet, 1898



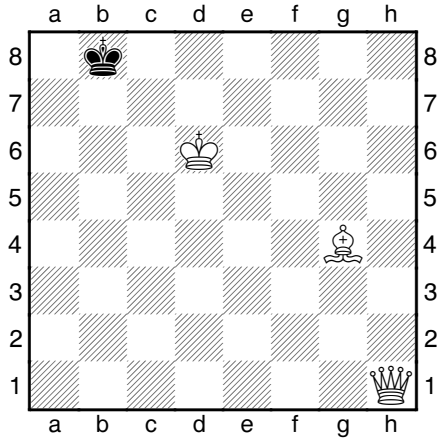
Q10. Link, Otto
Unknown, 1898



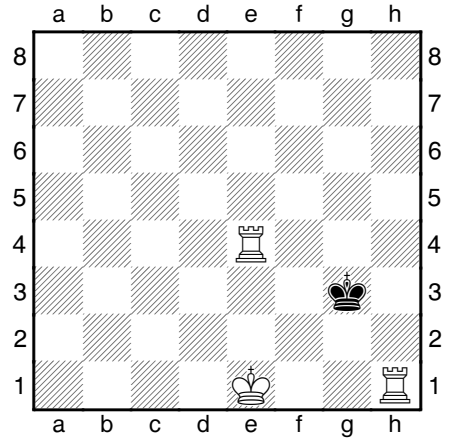
Q11. Ferber, Eugène
Deutsches Wochenschach, 26 Nov 1899



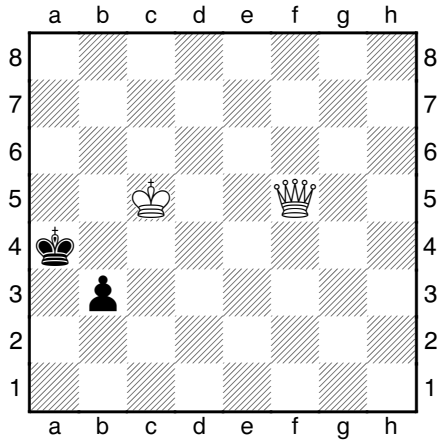
Q12. Shinkman, William Anthony
Wiener Schach-Zeitung, 1907



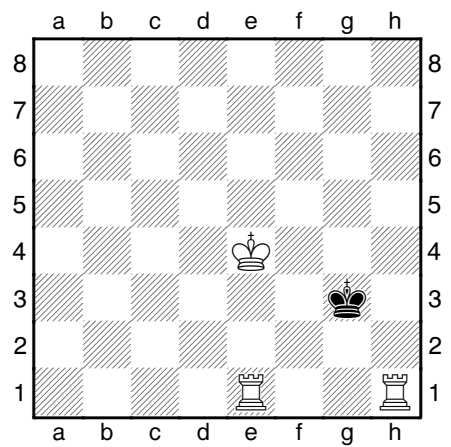
Q13. Schumer, Jacob
2nd Prize *Transvaal Leader*, Apr 1906



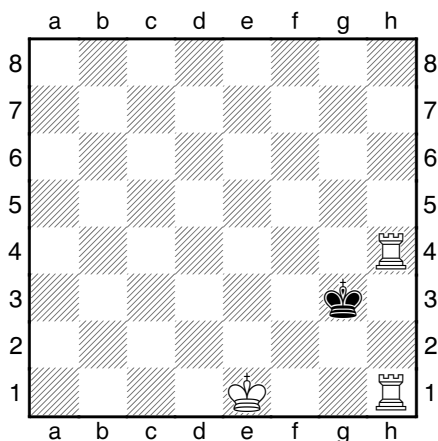
Q14. Candy, W. E. (W Pauly?)
Unknown, 1911



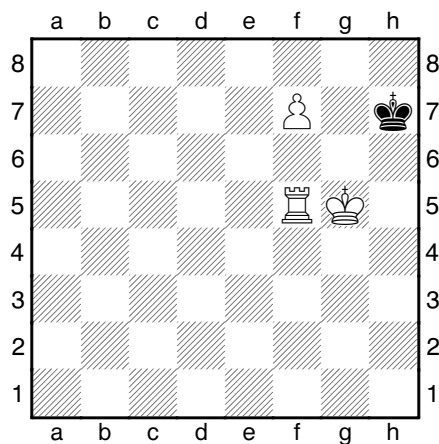
Q15. Høeg, Niels
null, 13 Sep 1906



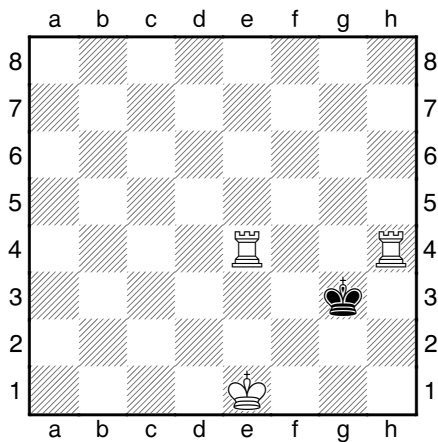
Q16. Candy, W. E. (W Pauly?)
Unknown, 1911



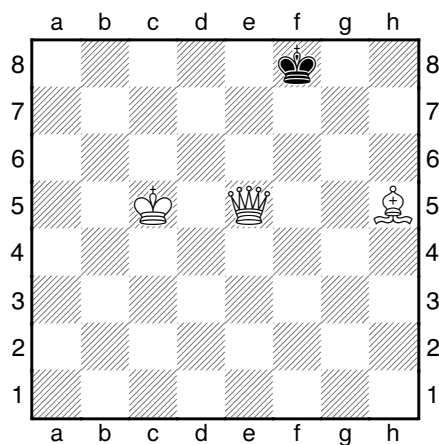
Q17. Candy, W E (W Pauly?)
Unknown, 1911



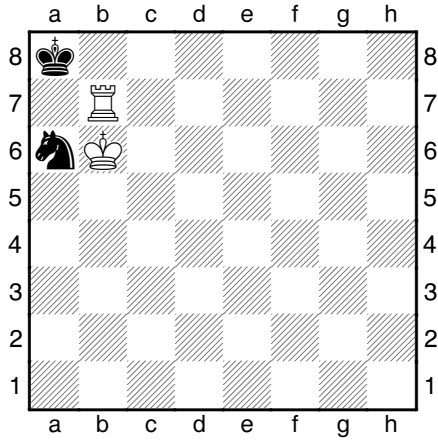
Q18. White, Alain Campbell
More White Rooks, 1911



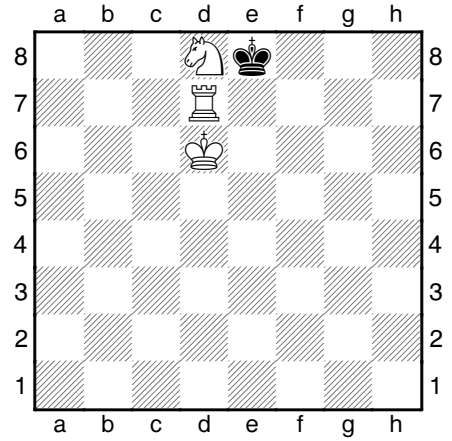
Q19. Candy, W E (W Pauly?)
Unknown, 1911



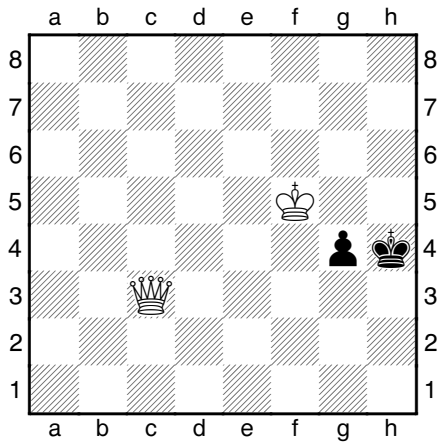
Q20. de Veer, J R G
Jeugdproblem, 1914



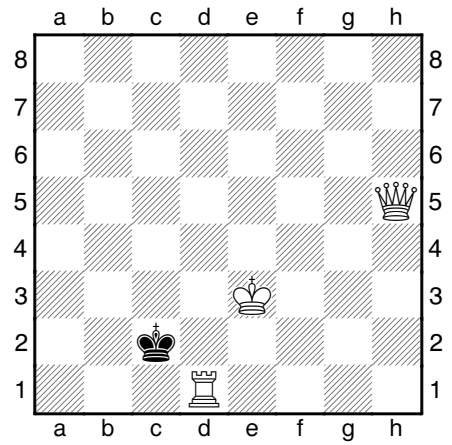
Q21. Dehler, Otto Georg Edgar
Neue Welt, 1919



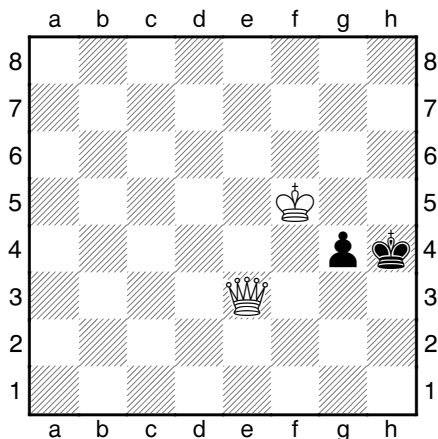
Q22. Malmström, Gustaf Emanuel
Folket 6th Prize, SSF problemturnering 1919



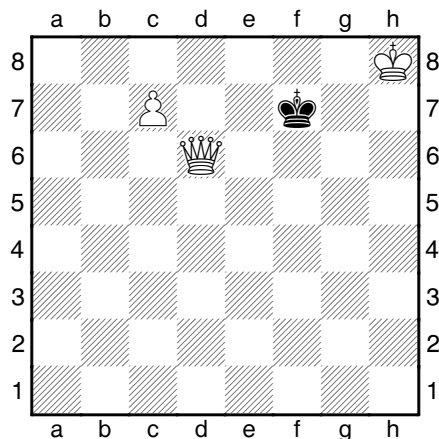
Q23. Langstaff, William A & Mortimer, Ernest Clement
Special Prize *The Chess Amateur*, 1922



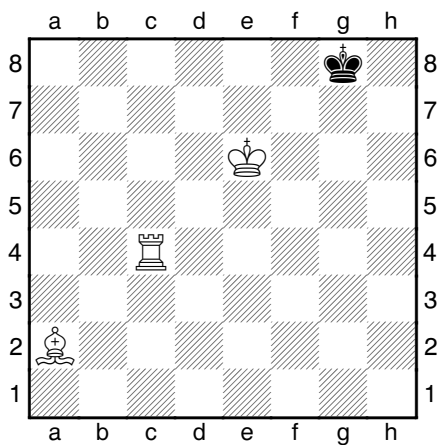
Q24. Link, Otto
Unknown, 1921



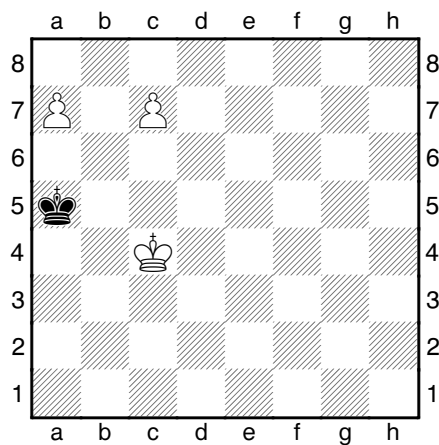
Q25. Langstaff, William A & Mortimer, Ernest Clement
The Chess Amateur, Jan 1922



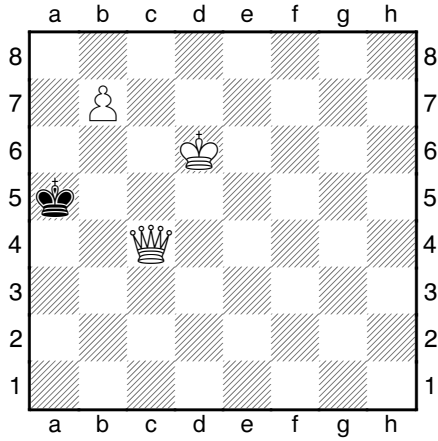
Q26. Dehler, Otto Georg Edgar
Deutsche Schachzeitung, 1923



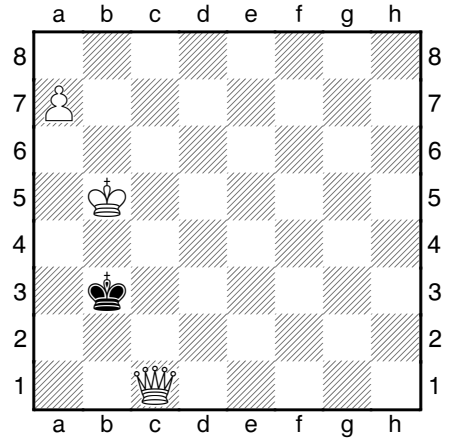
Q27. Baird, Edith Elina Helen
The Chess Amateur, Apr 1924



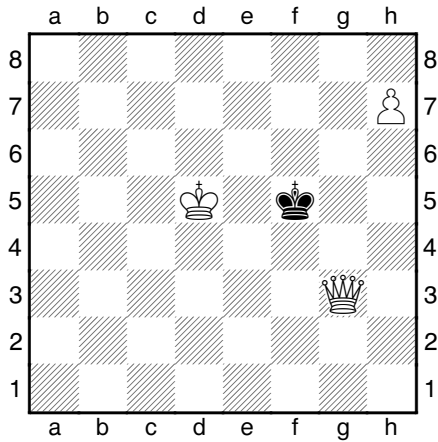
Q28. Høeg, Niels
Aftenbladet, 15 Aug 1926



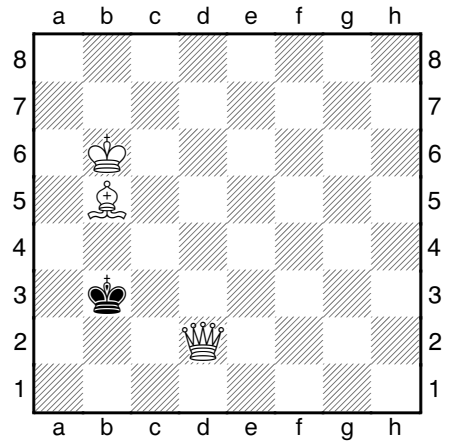
Q29. Høeg, Niels
Aftenbladet, 1926



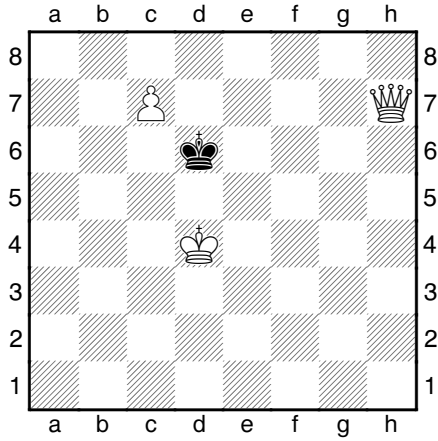
Q30. Törngren, Pehr Henrik
Aftenbladet, 1926



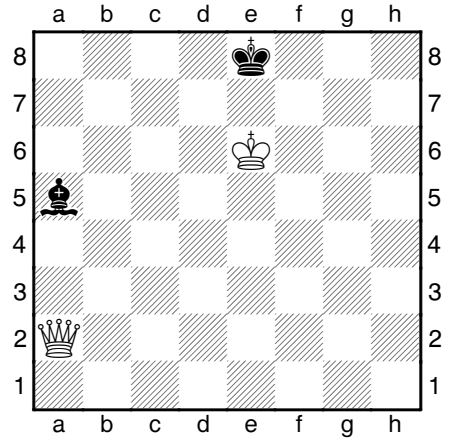
Q31. Kolodnas, Zelikas
Neue Leipziger Zeitung, 1927



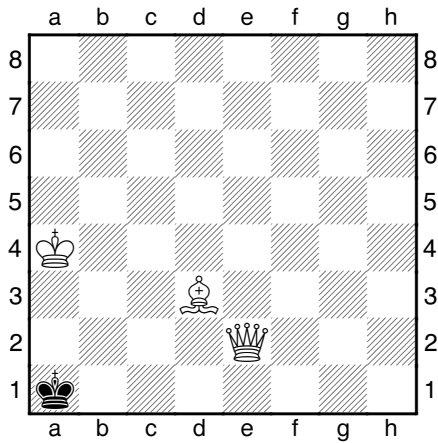
Q32. Lebedev, Vyacheslav Aleksandr
Neue Leipziger Zeitung, 1927



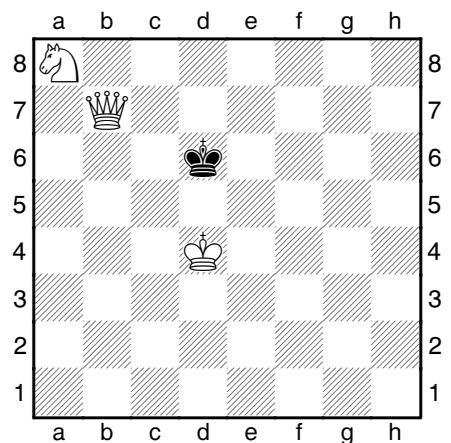
Q33. Törngren, Pehr Henrik
Neue Leipziger Zeitung, 1928



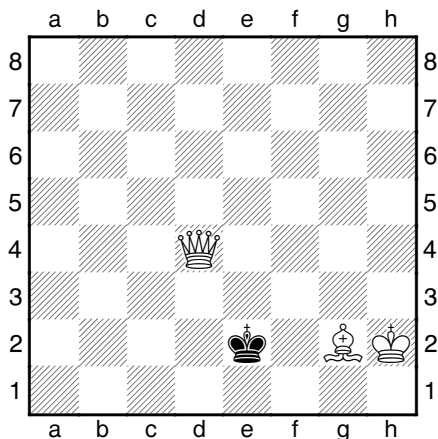
Q35. Renner, Kurt
Wiener Schach-Zeitung, 1934



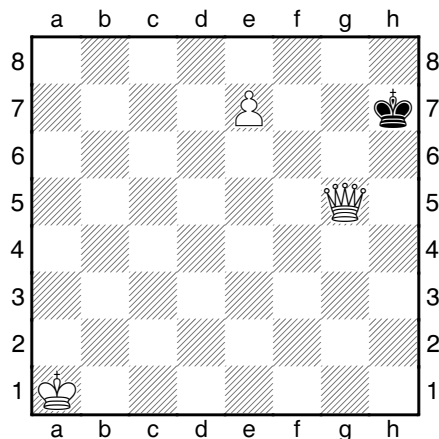
Q34. Kaiser, Gerhard
Jung-Roland-Rätsel, 1939



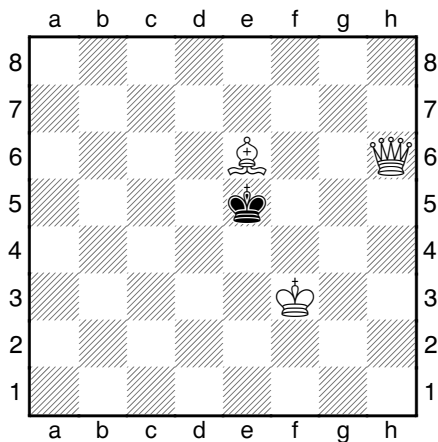
Q36. Witte, Ernst
Harzer Tageszeitung, 1937



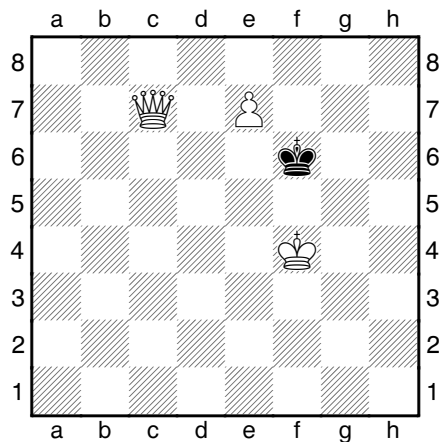
Q37. Massmann, Wilhelm Karl Heinrich
Kieler Neueste Nachrichten, 1938



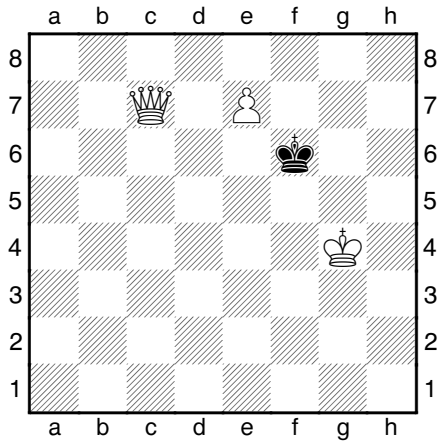
Q39. Hultberg, Gustav Herbert
Nya Norrland, 1943



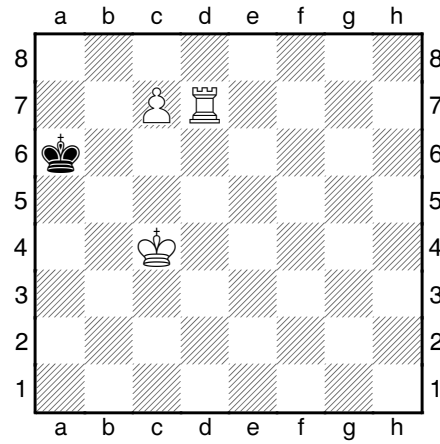
Q38. Zumbroich, Josef
Die Schwalbe, Feb 1942



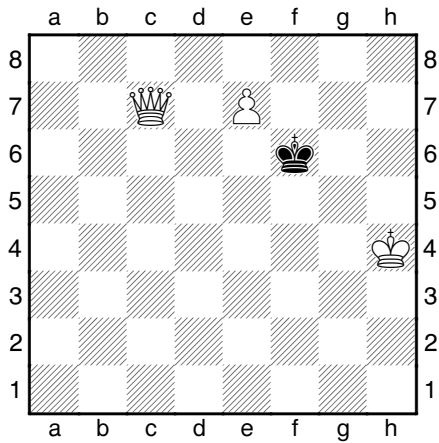
Q40. Mortensen, Jan Robert
Jyllands-Posten, 1956



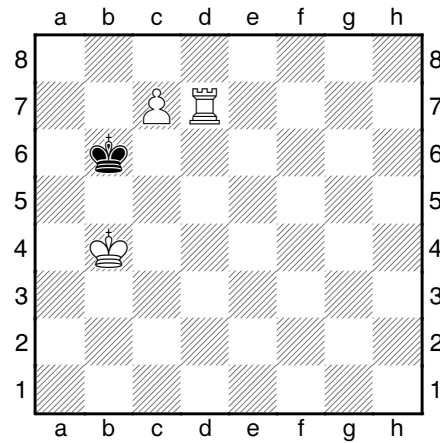
Q41. Mortensen, Jan Robert
Jyllands-Posten, 1956



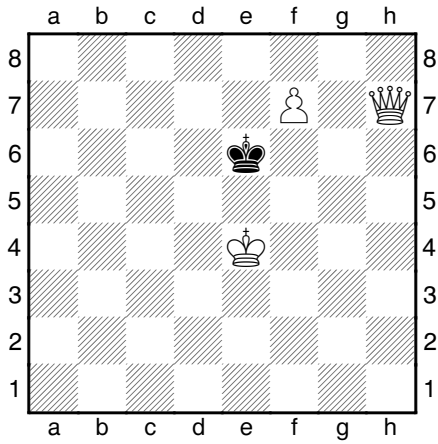
Q42. Speckmann, Werner
Aachener Nachrichten, Dec 1963



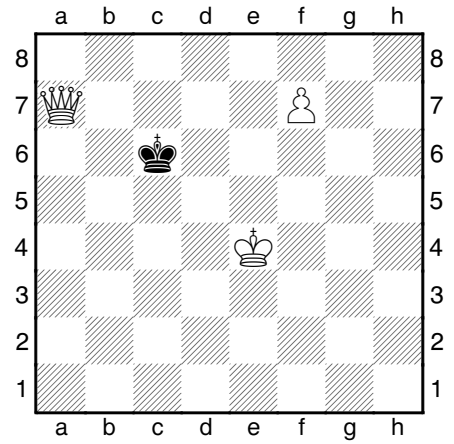
Q43. Mortensen, Jan Robert
Jyllands-Posten, 1956



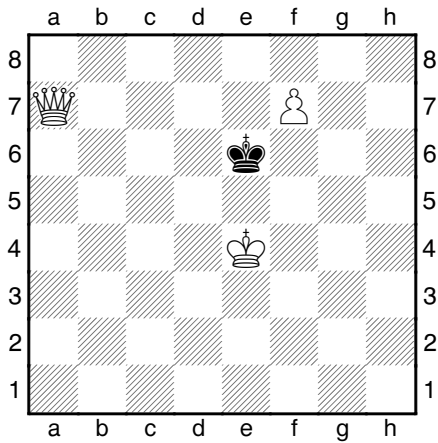
Q44. Speckmann, Werner
Aachener Nachrichten, Dec 1963



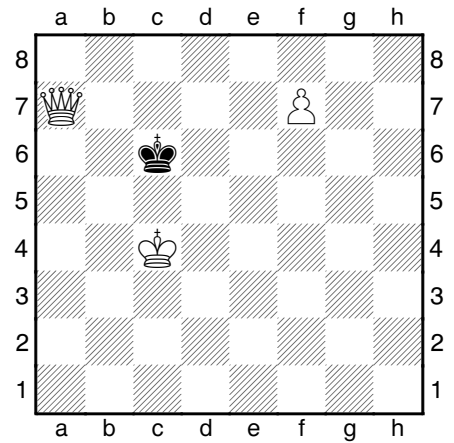
Q45. Speckmann, Werner
Schach 1st Prize 1963



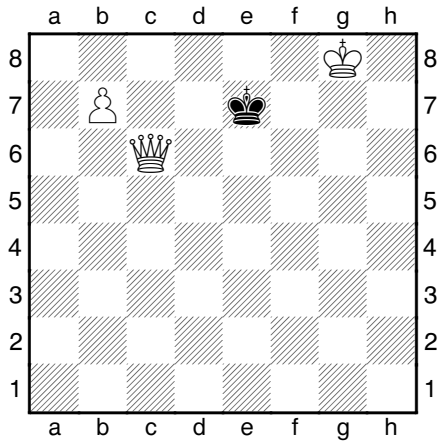
Q46. Speckmann, Werner
Schach 1st Prize 1963



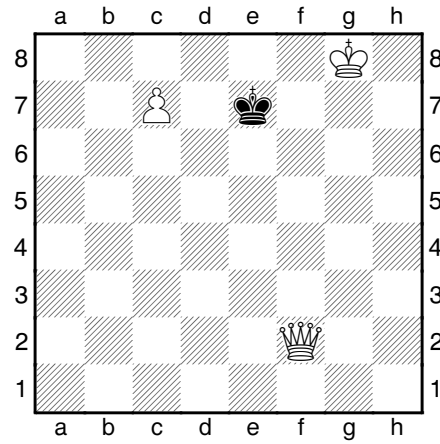
Q47. Speckmann, Werner
Schach 1st Prize 1963



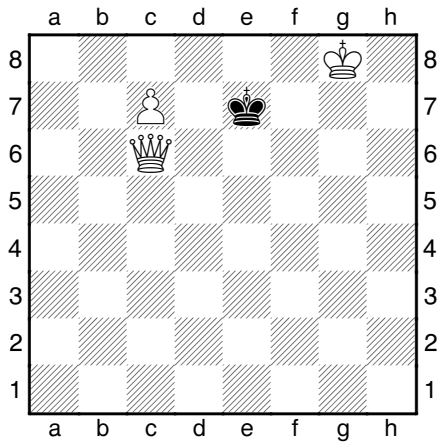
Q48. Speckmann, Werner
Schach 1st Prize 1963



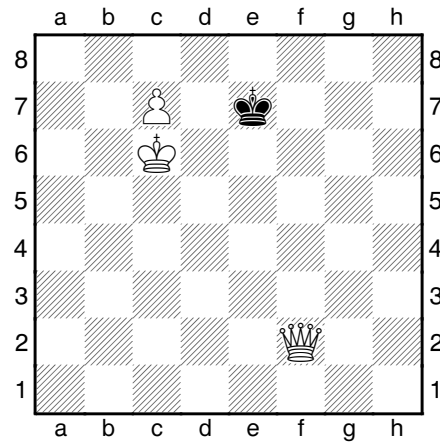
Q49. Staudte, Hans Hilmar
Die Schwalbe, Dec 1963



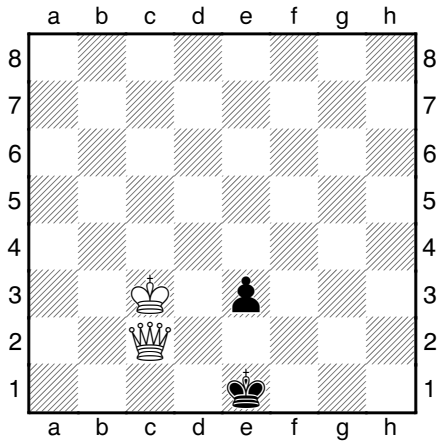
Q50. Staudte, Hans Hilmar
Die Schwalbe, Dec 1963



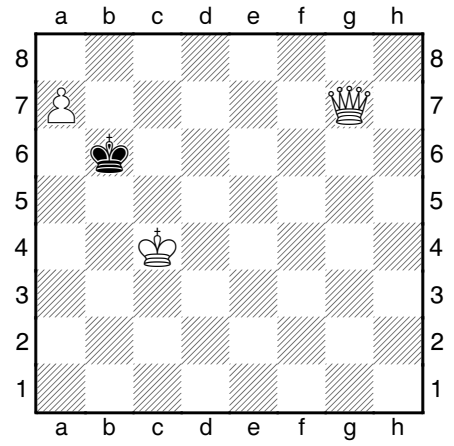
Q51. Staudte, Hans Hilmar
Die Schwalbe, Dec 1963



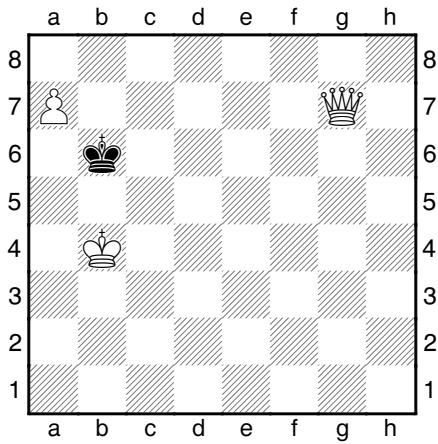
Q52. Staudte, Hans Hilmar
Die Schwalbe, Dec 1963



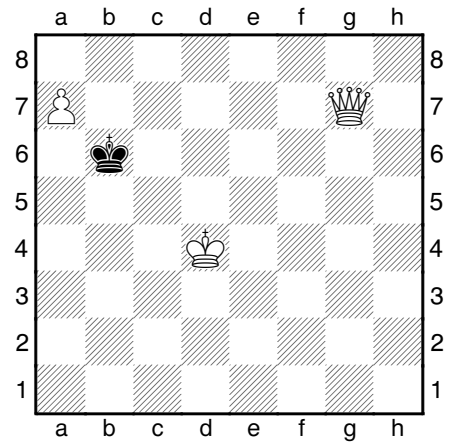
Q53. Amirov, Talip Hasanovich
Nahodkinskij rabochij, 1963



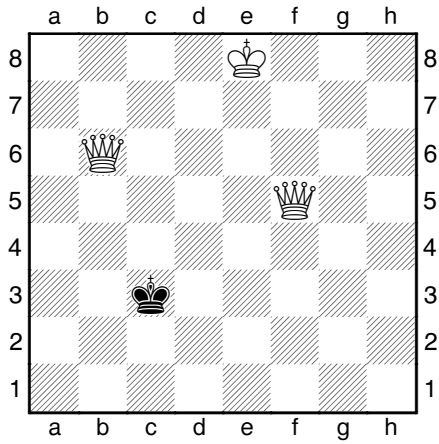
Q54. Speckmann, Werner
Skakbladet, 1964



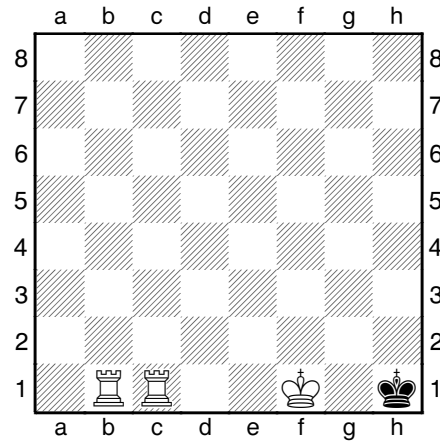
Q55. Speckmann, Werner
Skakbladet, 1964



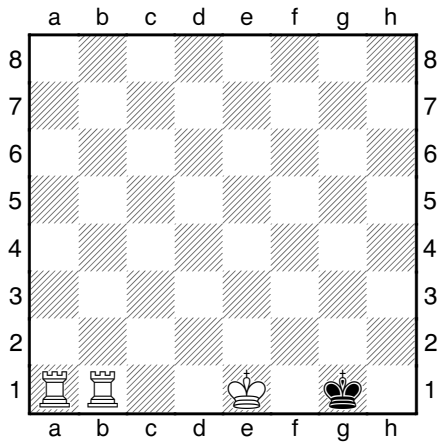
Q56. Speckmann, Werner
Skakbladet, 1964



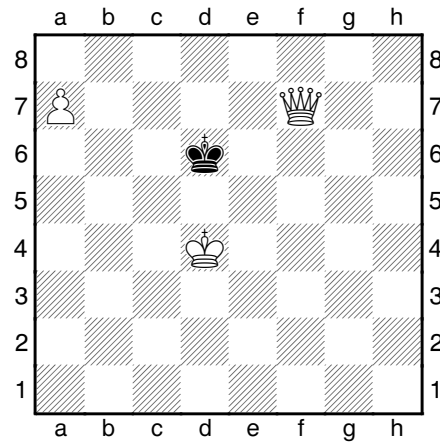
Q57. Speckmann, Werner
Deutsche Schachzeitung, Oct 1964



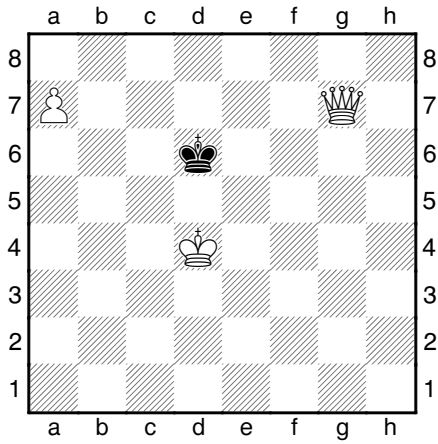
Q58. Speckmann, Werner
Diagramme und Figuren, 4 Oct 1965



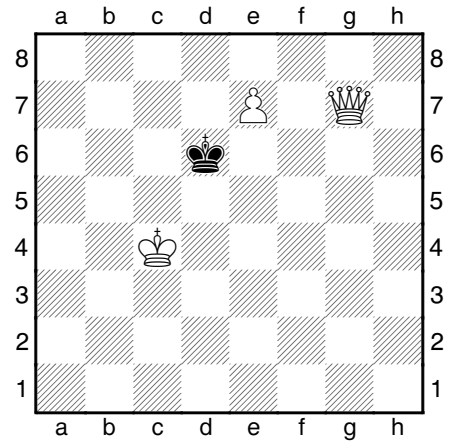
Q59. Speckmann, Werner
Diagramme und Figuren, 4 Oct 1965



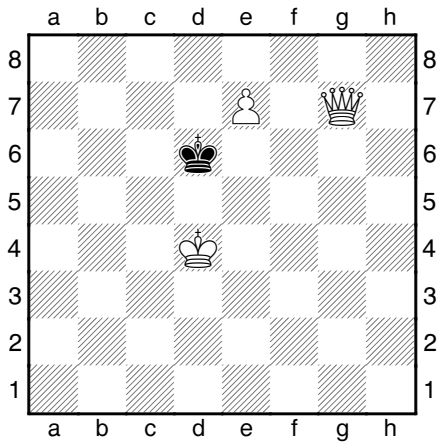
Q60. Speckmann, Werner
Neue Zürcher Zeitung, 5 May 1965



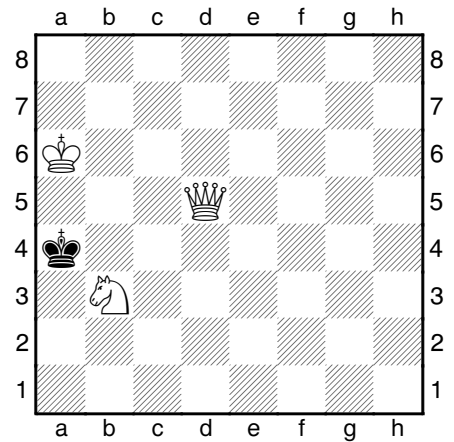
Q61. Speckmann, Werner
Neue Zürcher Zeitung, 5 May 1965



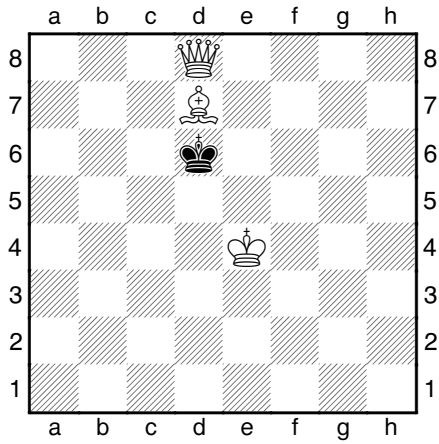
Q62. Speckmann, Werner
Neue Zürcher Zeitung, 5 May 1965



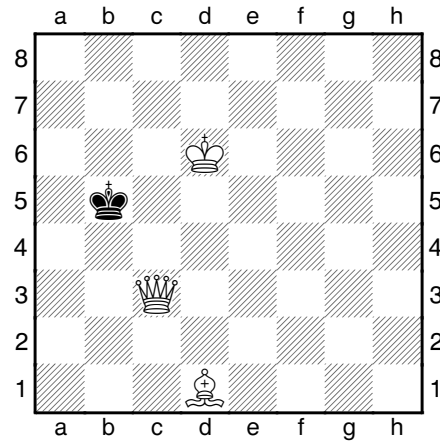
Q63. Speckmann, Werner
Neue Zürcher Zeitung, 5 May 1965



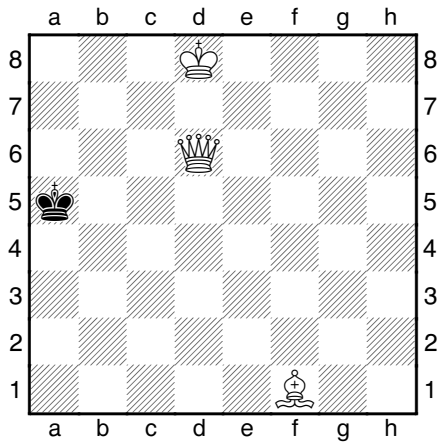
Q64. Fulpius, Jaques
La Tribune de Genève, 1966



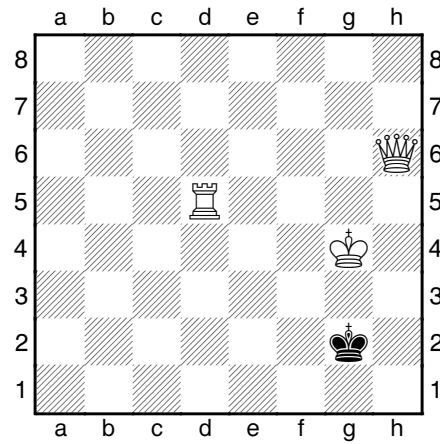
Q65. Speckmann, Werner
stella polaris, Dec 1967



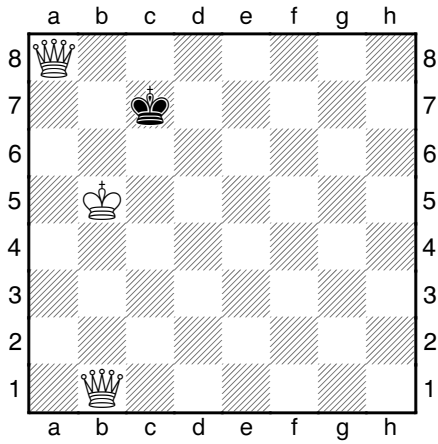
Q66. Benedek, Attila
Feladványkedvelők Lapja, 1970



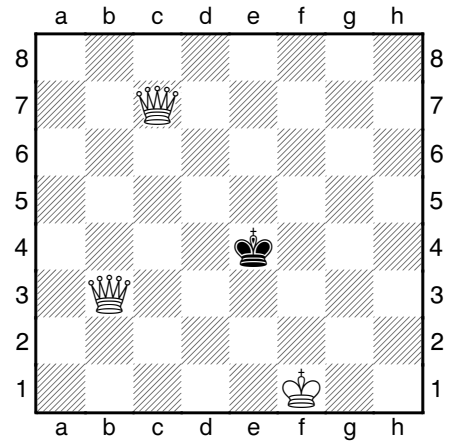
Q67. Speckmann, Werner
Problème, 1969



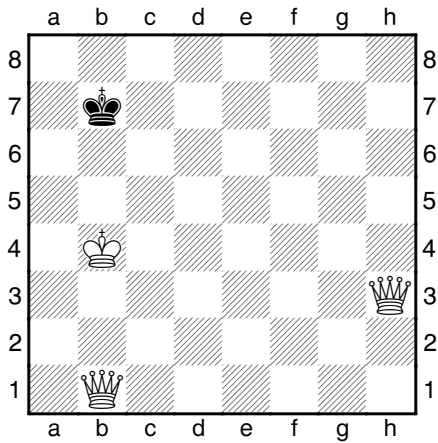
Q68. Speckmann, Werner
Deutsche Schachzeitung, Jun 1975



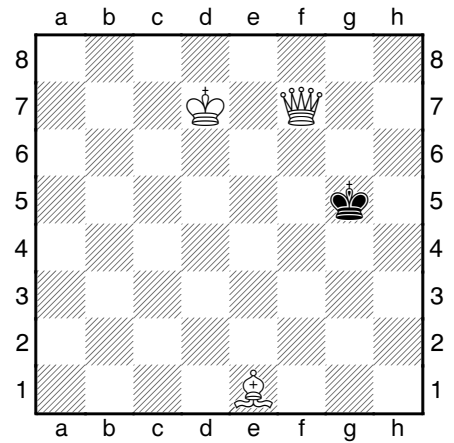
Q69. Speckmann, Werner
Deutsche Schachzeitung, 1975



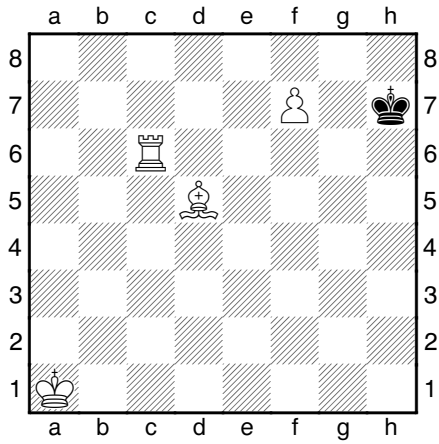
Q70. Roche, Jean
Europe Échecs, Jun 1975



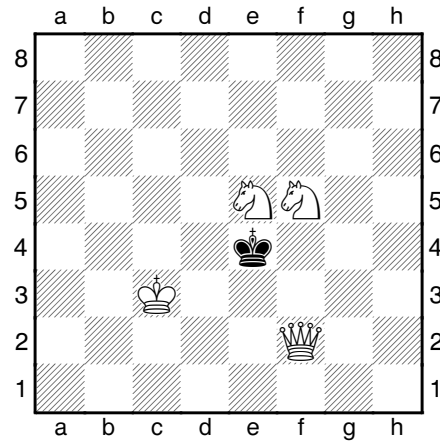
Q71. Speckmann, Werner
Deutsche Schachzeitung, 1975



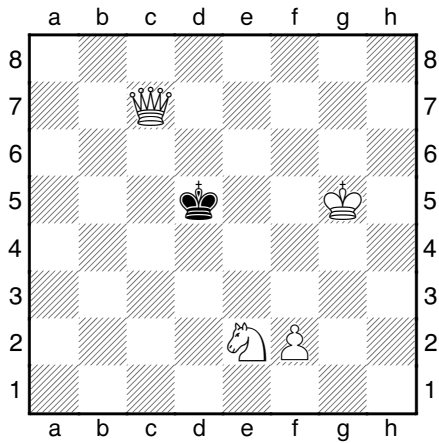
Q72. Kardos, Tivadar
Land og Folk, 1975



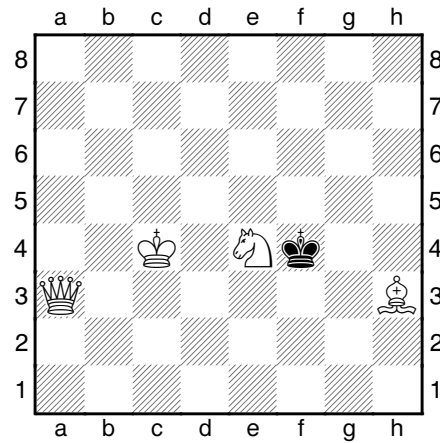
Q73. Catlow, Edward John
The Saturday Magazine, 20 Jan 1844



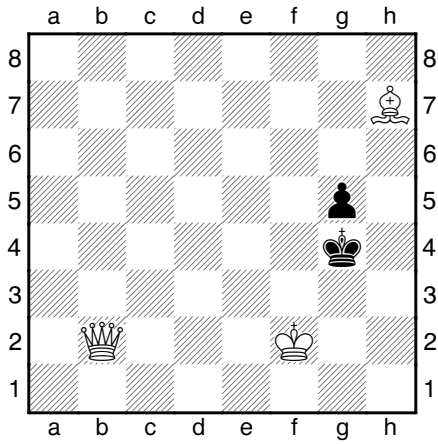
Q74. Grimshaw, Walter
Unknown, 1848



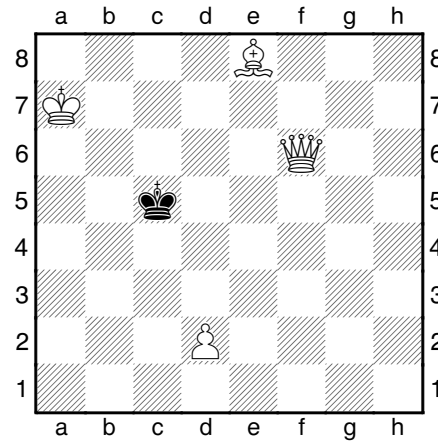
Q75. d'Orville, Peter August
Problèmes d'Échecs, 1842



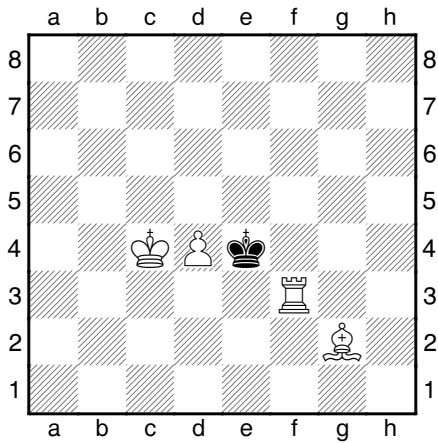
Q76. Gossein, M.
La Régence, Apr 1850



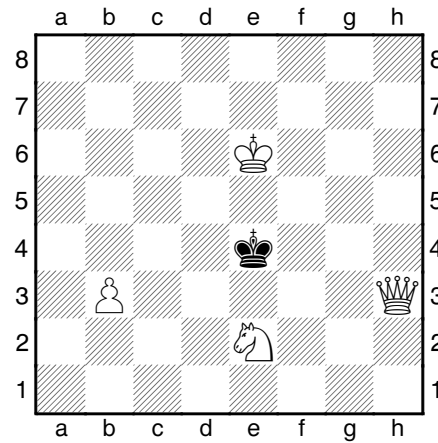
Q77. Campbell, Joseph Graham
The Chess Player's Chronicle, 1856



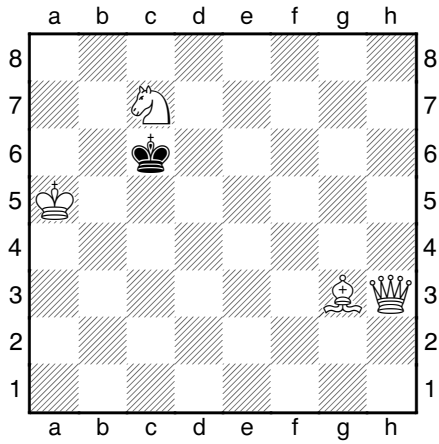
Q78. Sloos, R C sr, Sloos, R jr
Sissa, Oct 1862



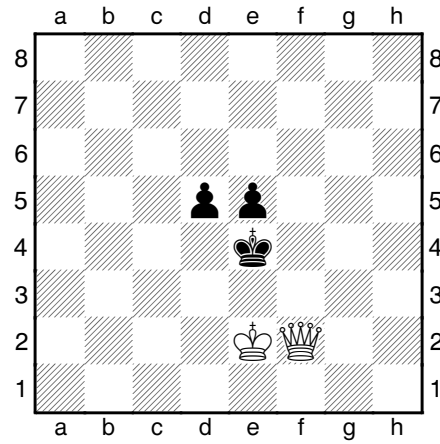
Q79. Delmar, Eugene
The Musical World, 26 Mar 1859



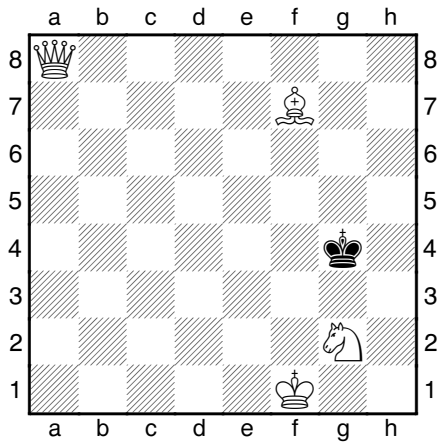
Q80. Wehse, Wilhelm
Světozor, 1868



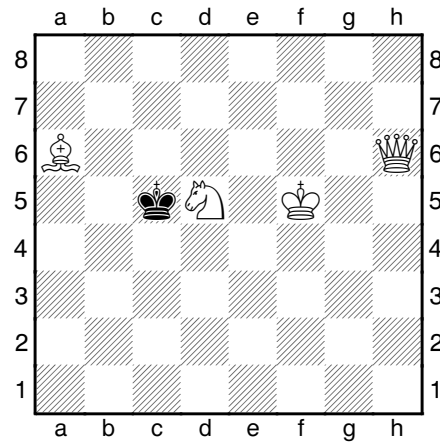
Q81. Thompson, Theophilus Augustus
Chess Problems by TA Thompson, 1873



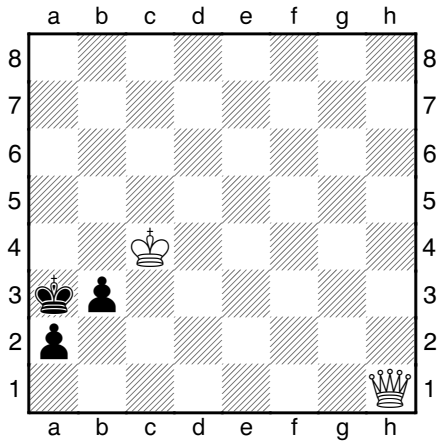
Q82. Loyd, Samuel
Brooklyn Review, 15 Mar 1874



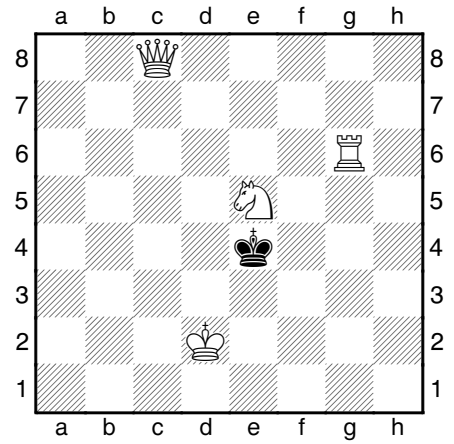
Q83. Blumenthal, Oskar
Oesterreichische Schachzeitung, Oct 1875



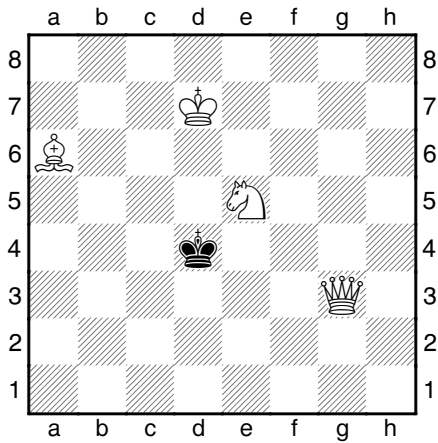
Q84. Van Ess, L A
Chicago Tribune, 30 Dec 1877



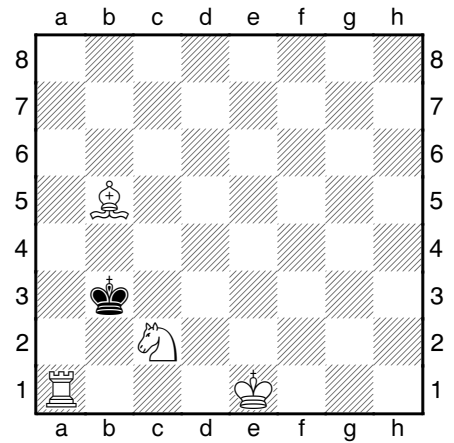
Q85. la Mothe, B Wilfrid
Brownson's Chess Journal, Sep 1889



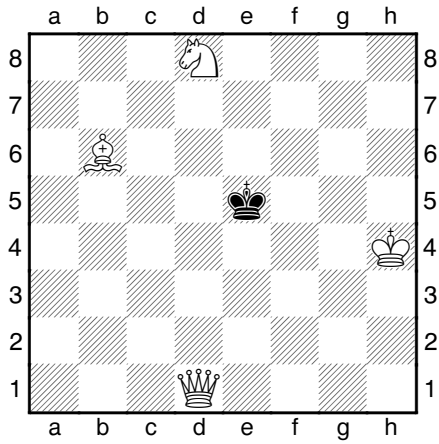
Q86. Carney, Edward
American Chess Review, Jul 1886



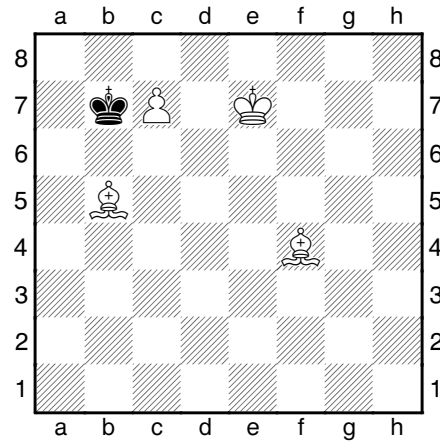
Q87. Ladd, Herbert J
Brownson's Chess Journal, Jan 1887



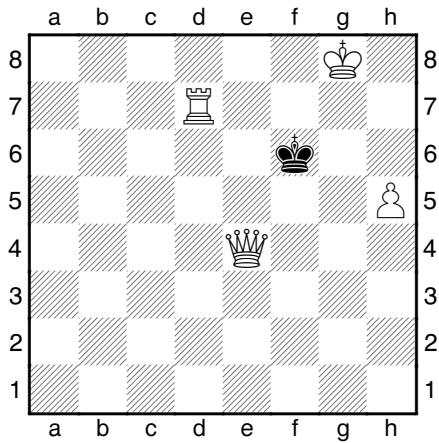
Q88. Lean, Richard Edward
The Boy's Own Paper, 5 Jan 1895



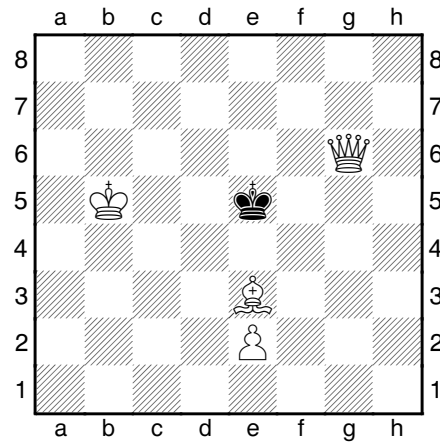
Q89. Gargiulo, A
Nuova Rivista degli Scacchi, Mar 1891



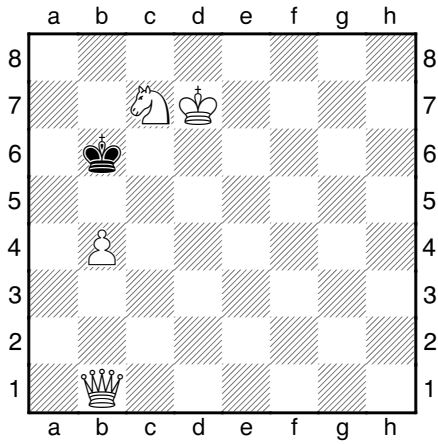
Q90. Meyer, Heinrich Friedrich Ludwig
The Boy's Own Paper, 13 Aug 1898



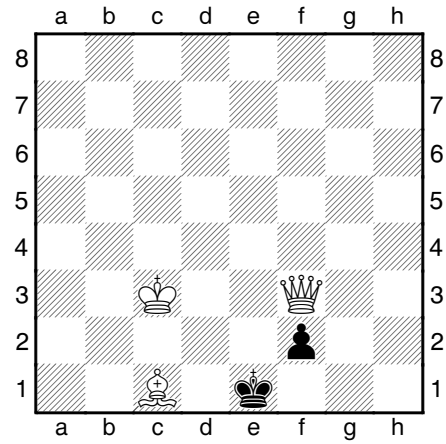
Q91. Carpenter, George Edward
American Chess Magazine, Dec 1897



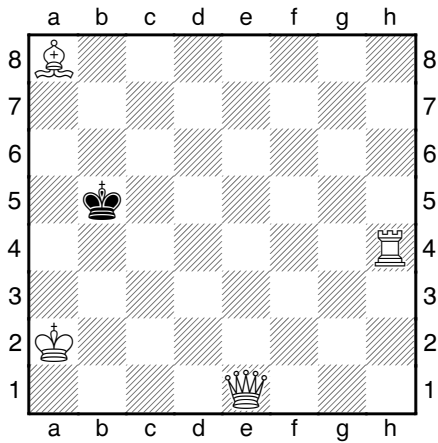
Q92. Williams, Philip Hamilton
British Chess Magazine, 1898



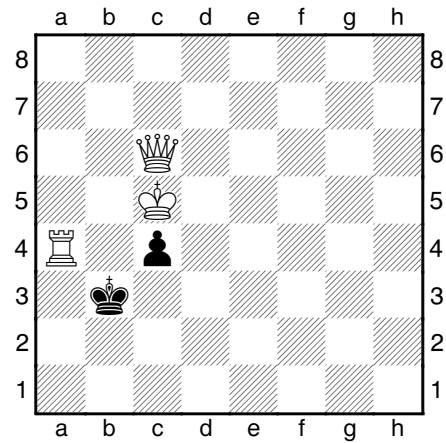
Q93. Aschehoug, Herman Weyer Lund
Morgenbladet, 1902



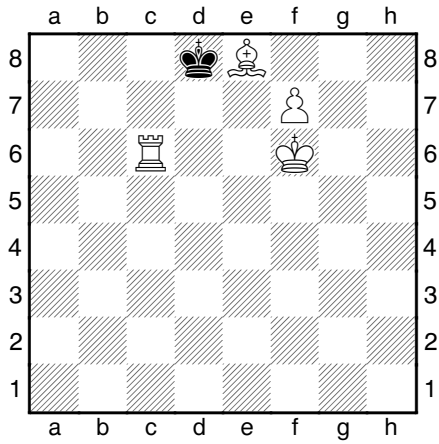
Q94. Uršič, Andrej Anton
Deutsche Schachzeitung, Sep 1905



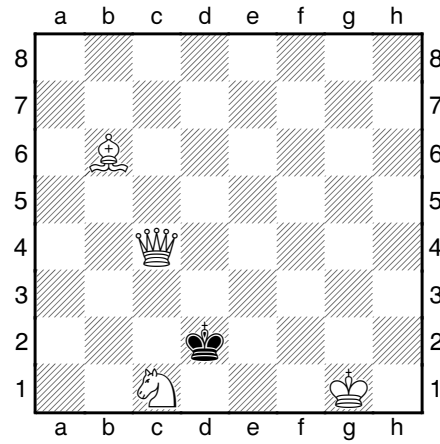
Q95. Puig y Puig, Esteban
Skakbladet, Nov 1906



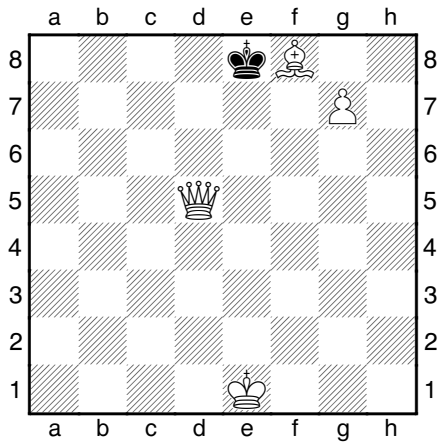
Q96. Williams, J.D.
American Chess Bulletin, Dec 1906



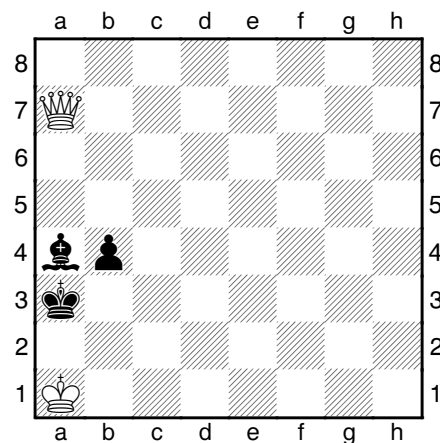
Q97. Shinkman, William Anthony
200 Bauernumwandlungs-Schachaufgaben, 1907



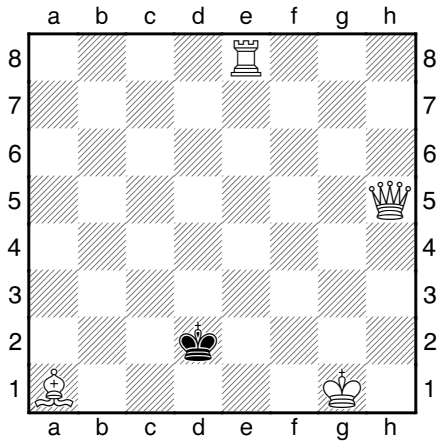
Q98. Williams, Philip Hamilton
The Chess Amateur, 1908



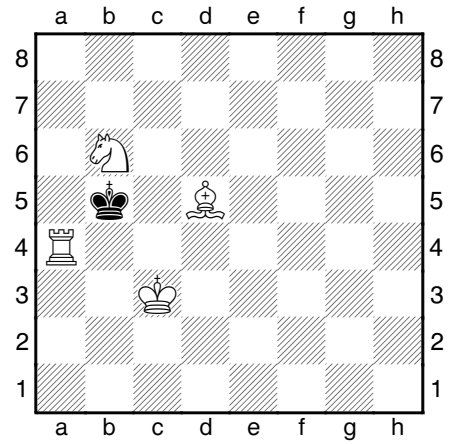
Q99. Shinkman, William Anthony
200 Bauernumwandlungs-Schachaufgaben, 1907



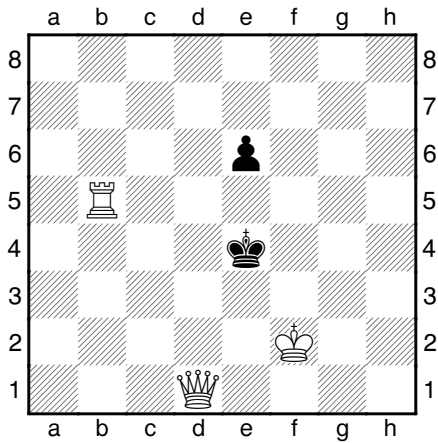
Q100. Decker, Adolph L.
Checkmate, 1902



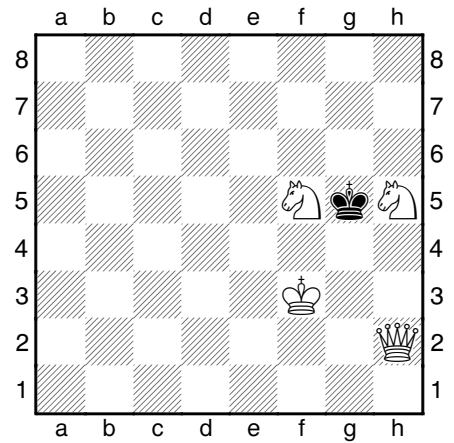
Q101. Palitzsch, Friedrich Martin
Deutsches Wochenschach, 22 Jul 1917



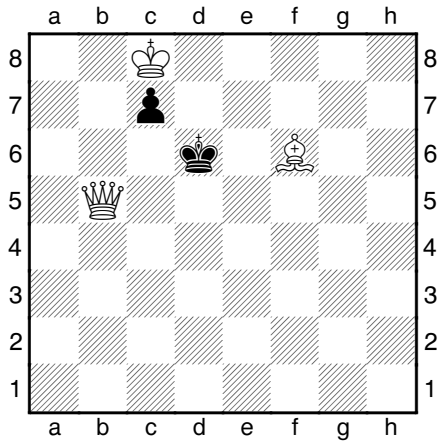
Q102. von Dehn, Bodo
Teplitz-Schönauer Anzeiger, 1916



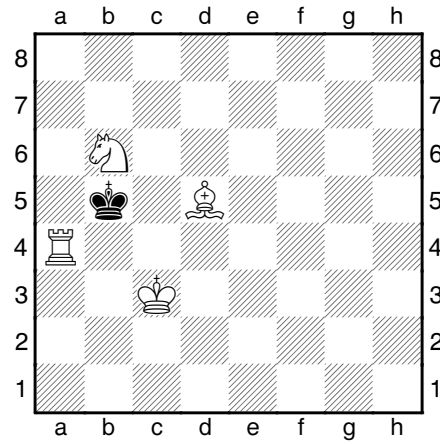
Q103. Shinkman, William Anthony
Deutsches Wochenschach, 1913



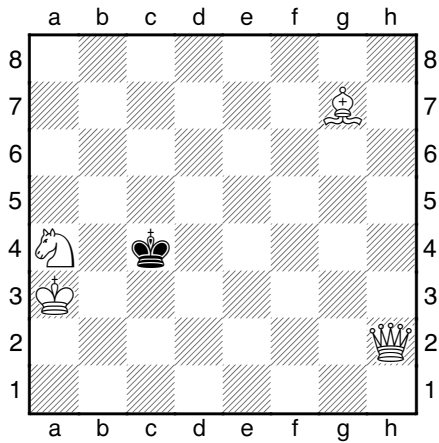
Q104. Janet, Frank
The Pittsburgh Sun, 25 Apr 1917



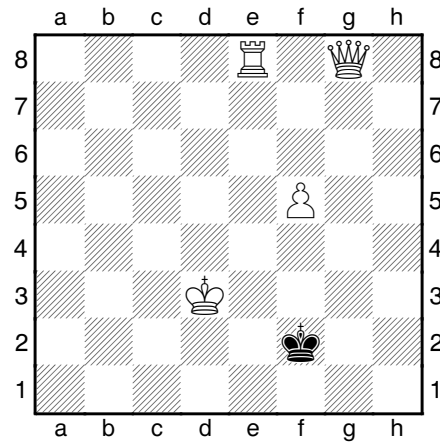
Q105. Frink, Orrin
New York Evening Post, 1919



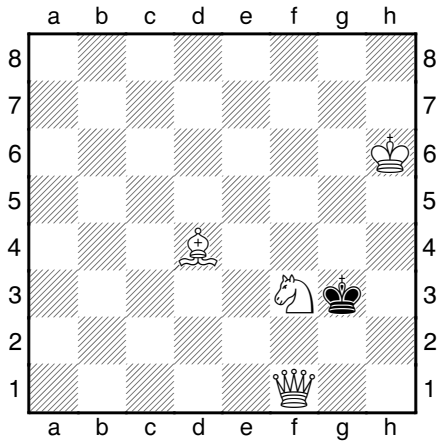
Q106. von Dehn, Bodo
Teplitz-Schönauer Anzeiger, 1916



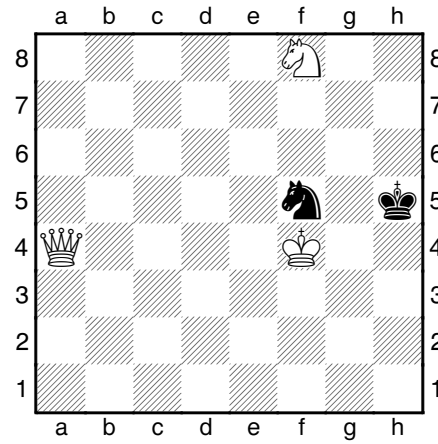
Q107. Oehlschläger, Robert
Vorwärts, 1919



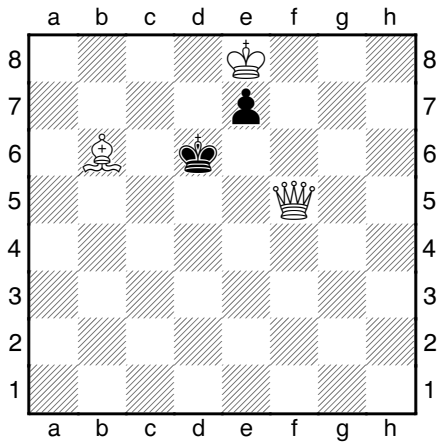
Q108. Schlésinger, Béla
Magyar Sakkujság, 10 Mar 1913



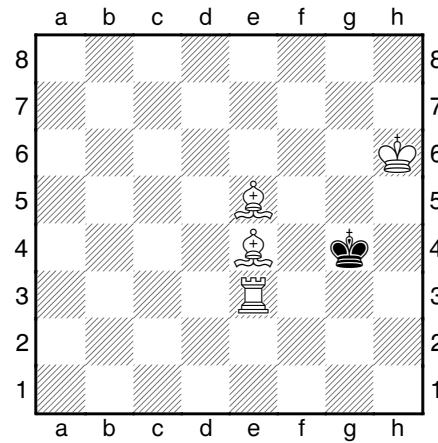
Q109. Fink, Adolph Jay
The Pittsburgh Gazette Times, 27 Aug 1916



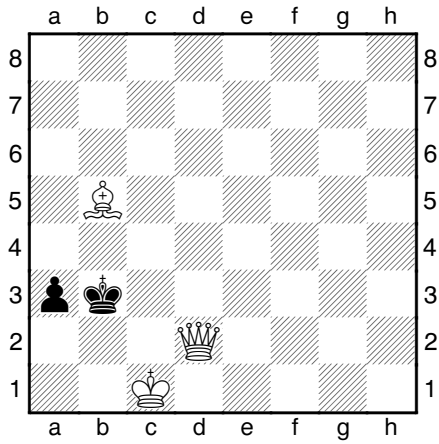
Q110. Hannemann, Knud Harald
Skakbladet, Nov 1919



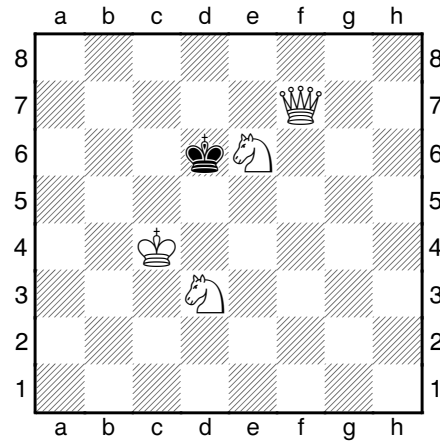
Q111. Carpenter, George Edward
American Chess Bulletin, Dec 1919



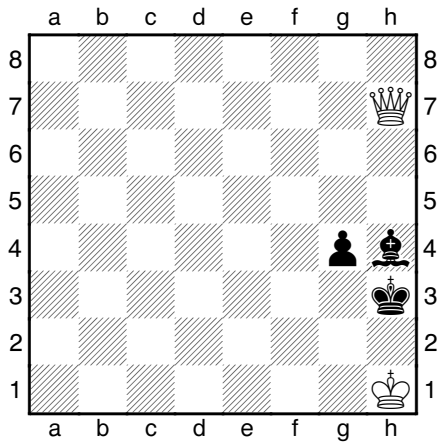
Q112. Wilkin, Father
The Tablet, 30 Oct 1920



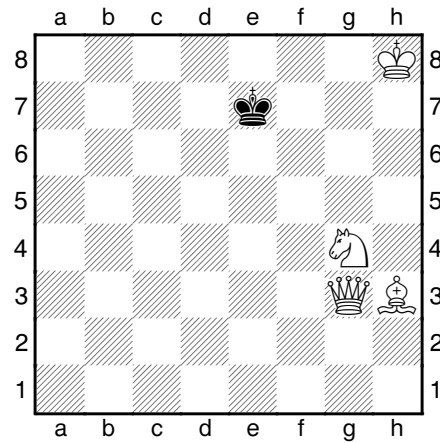
Q113. Jakab, Árpád
The Chess Amateur, 1921



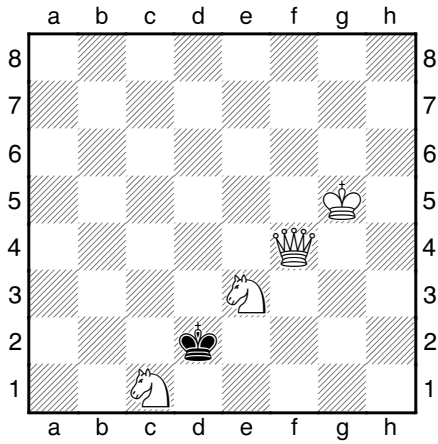
Q114. Stewart, John
Western Morning News, Jun 1921



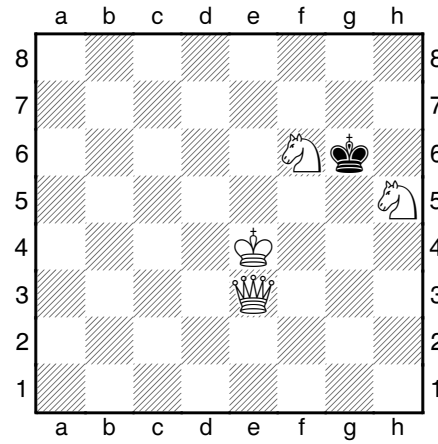
Q115. Link, Otto
Vidi vici auf dem Schachbrett, 1921



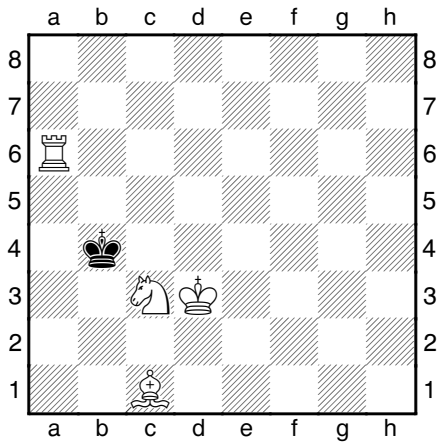
Q116. Gierth, Heinrich
Teplitz-Schönauer Anzeiger, 1922



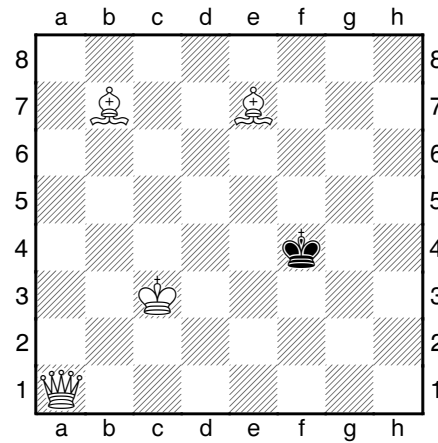
Q117. Dawson, Thomas Rayner
The Chess Amateur, Sep 1924



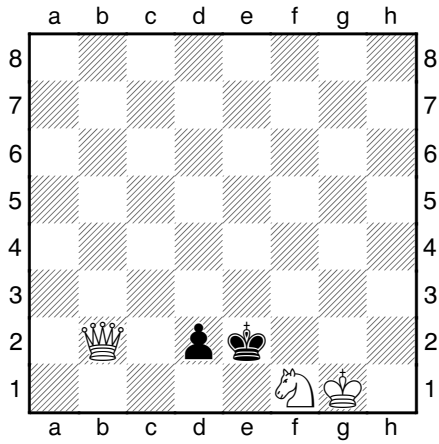
Q118. Tóth, Gyula
Uj Nemzedék, 24 Jul 1925



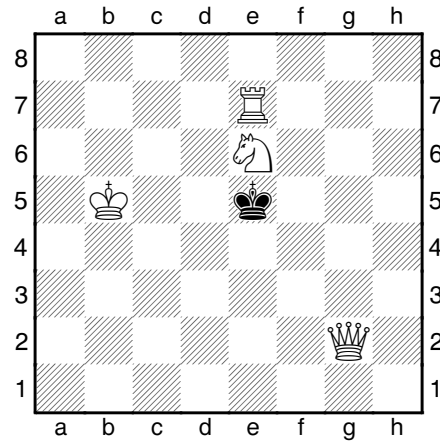
Q119. Cristoforatos, Gherasim
Adevărul Literar și Artistic, 1925



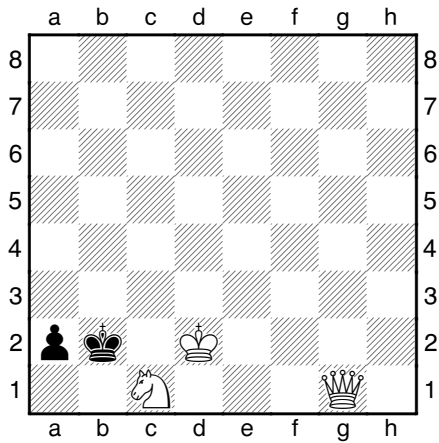
Q120. Steding, H.
Funkschach, Jul 1925



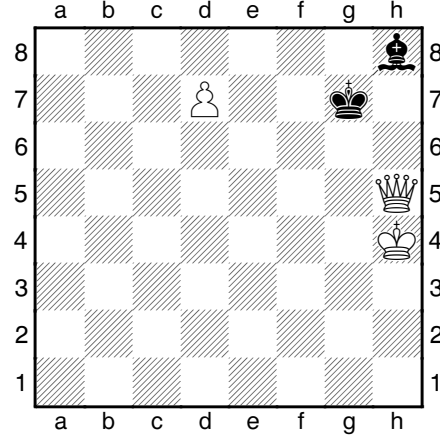
Q121. Hannemann, Knud Harald
Die Schwalbe, Aug 1929



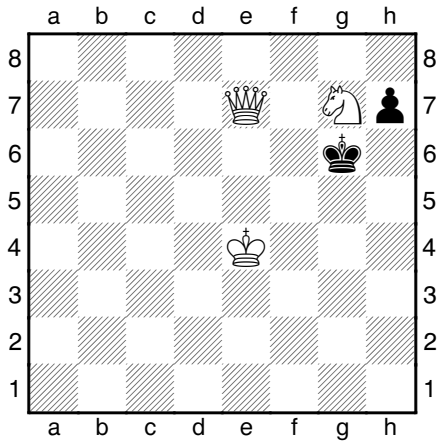
Q122. Schönberger, Tibor
2nd HM *Allgemeine Zeitung (Chemnitz)*, 10 Oct 1926



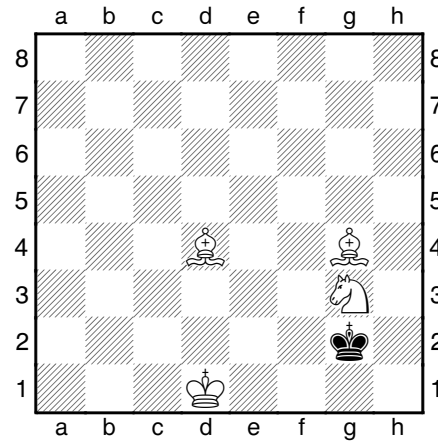
Q123. Madsen, P.
Skakbladet, Jun 1926



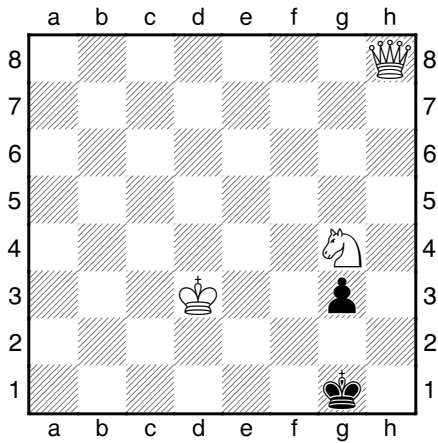
Q124. Hultberg, Gustav Herbert
Svenska Dagbladet, 23 Oct 1927



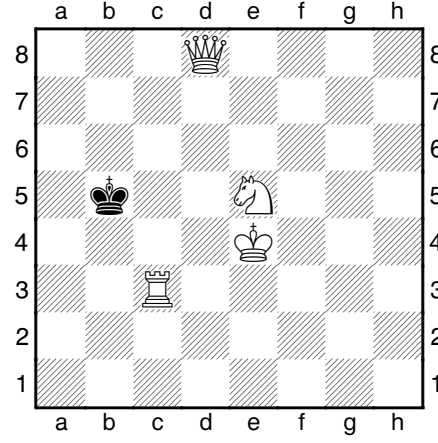
Q125. Hultberg, Gustav Herbert
Tidskrift för Schack, Apr 1928



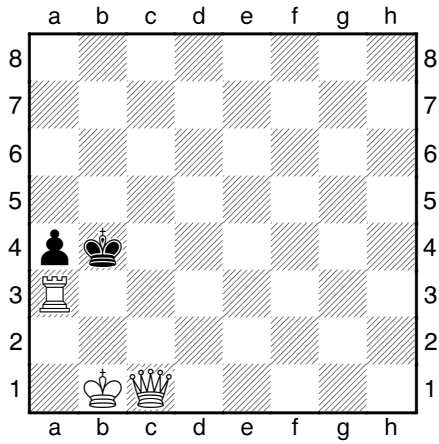
Q126. Laue, Kurt
The Gambit, 1929



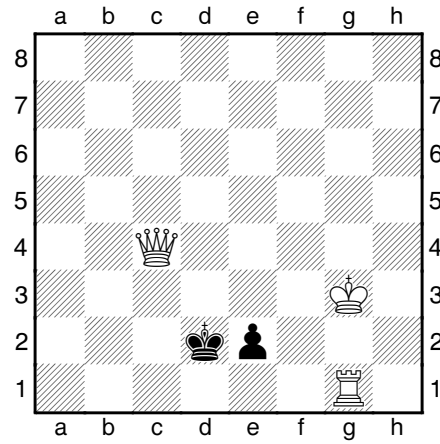
Q127. Falk, Axel
Svenska Dagbladet, 4 Sep 1932



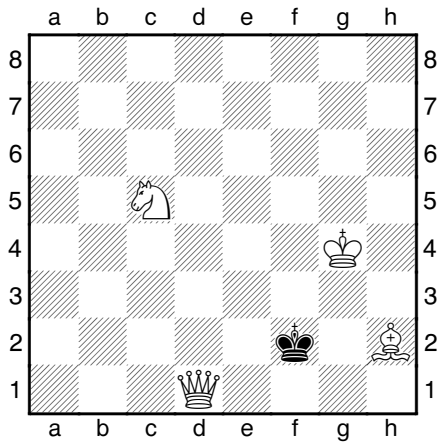
Q128. Manskopf, Johannes Karl Alvin Georg
Il Problema, May 1932



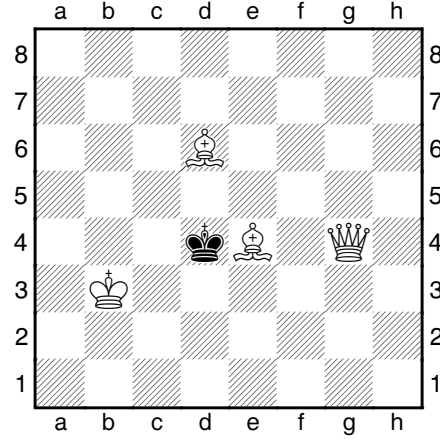
Q129. Wohlers, Walter
Kieler Neueste Nachrichten, 1933



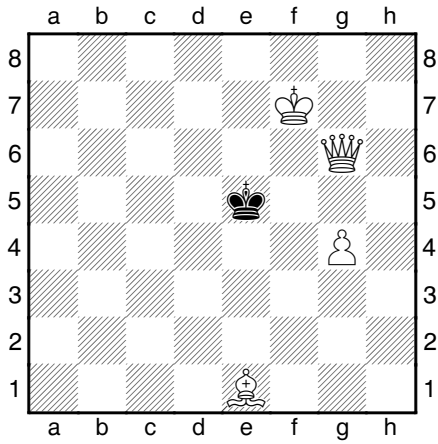
Q130. Wachs, Walter
Kieler Neueste Nachrichten, 13 Aug 1933



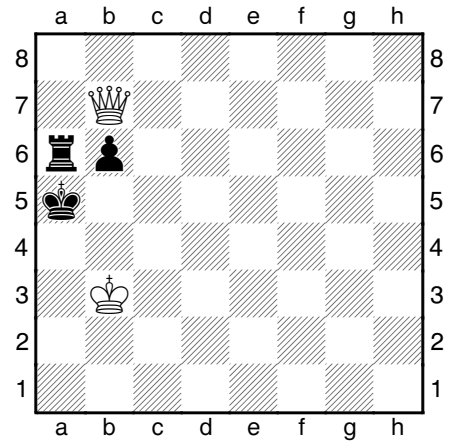
Q131. Segers, Marcel
Els Escacs a Catalunya, Oct 1933



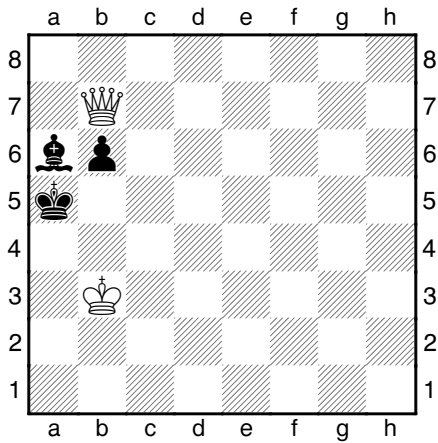
Q132. Folster, Karl
Kieler Neueste Nachrichten, 12 May 1935



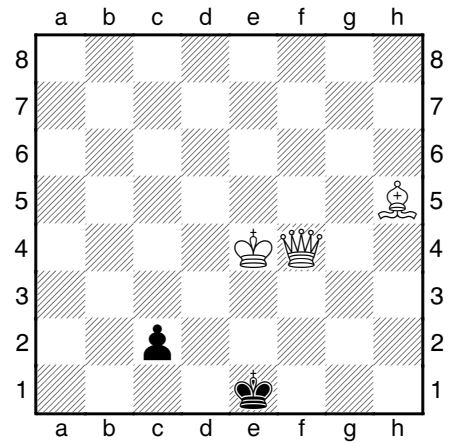
Q133. Drozd, František
Svět, 1933



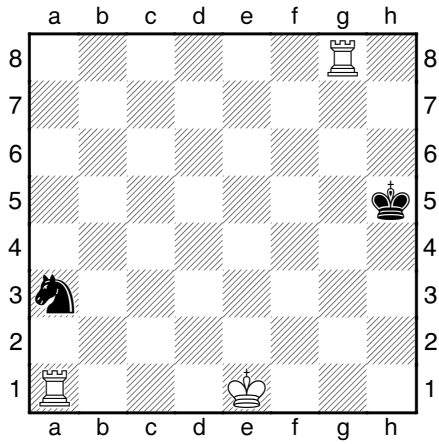
Q134. Speckmann, Werner
Schach-Echo, Jul 1940



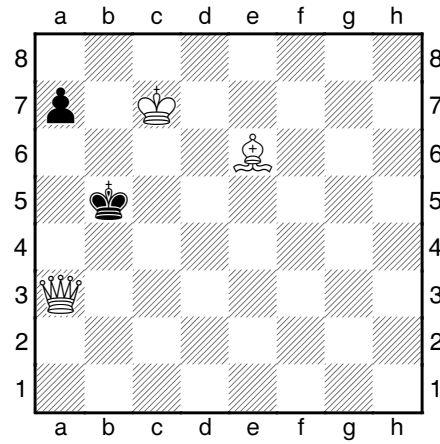
Q135. Speckmann, Werner
Schach-Echo, Jul 1940



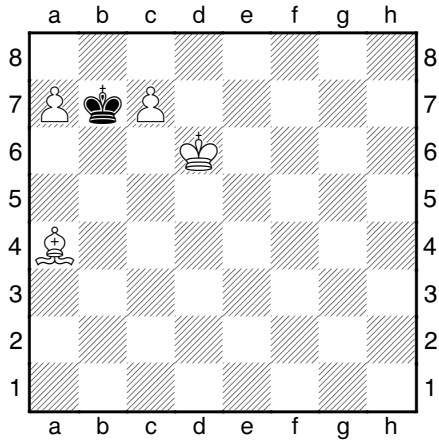
Q136 Kabakov, A V
Shahmaty v SSSR 1937



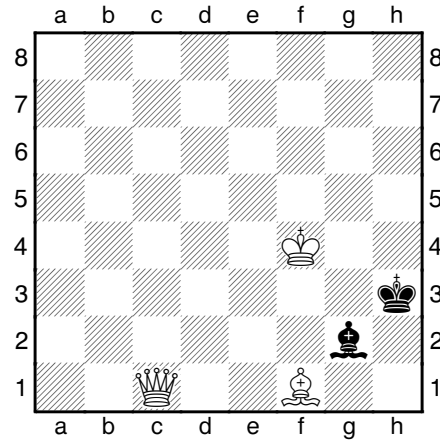
Q137. Wolfrum, Paul
Vogtländischer Anzeiger, 24 Jan 1937



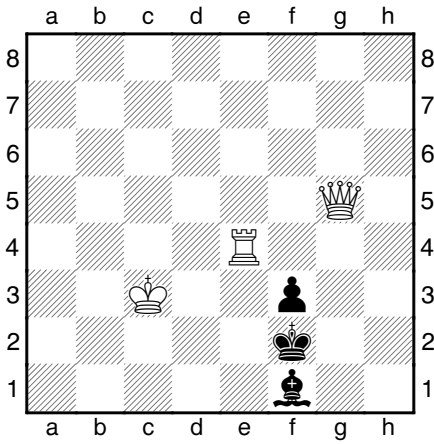
Q138. Andersson, Gunnar
Tidskrift för Schack, 1937



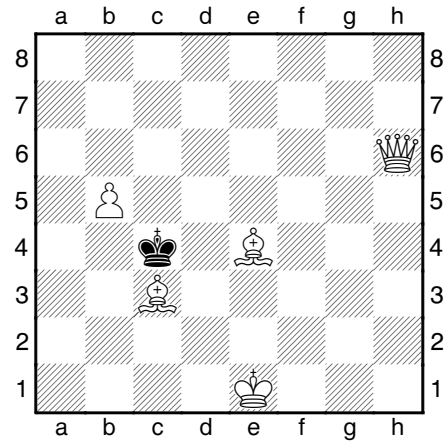
Q139. Muradxan, Leva
Pionerskaya Pravda, 30 Aug 1939



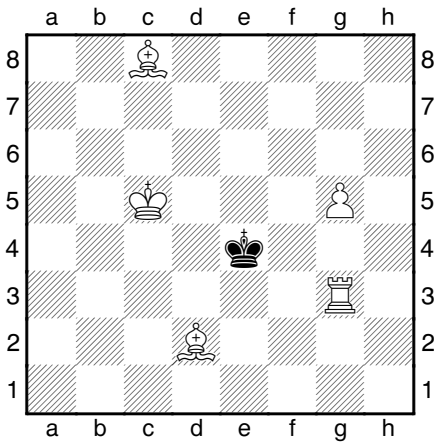
Q140. Paszkiewicz, Z.
Nowiny Szachowe, Jun 1938



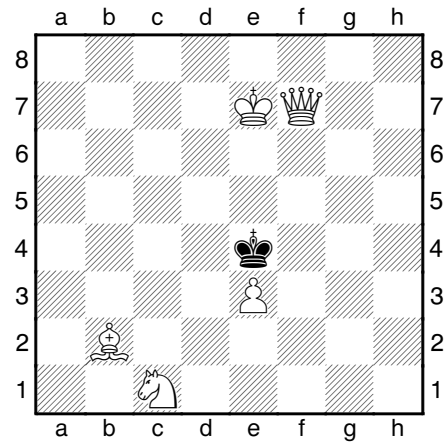
Q141. Loyd, Samuel
The Musical World, Oct 1859



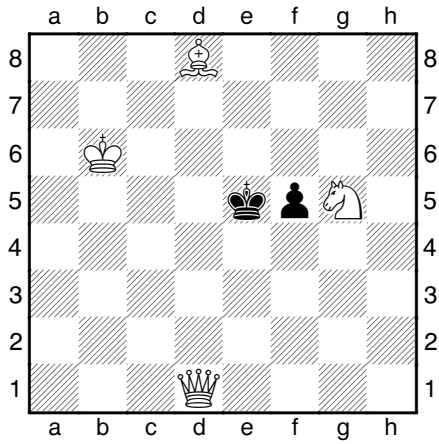
Q142. Loyd, Samuel
The Musical World, 17 Dec 1859



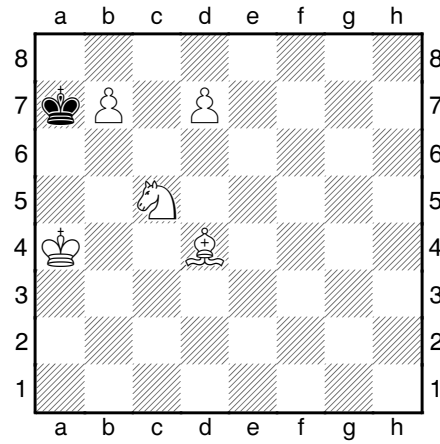
Q143. Loyd, Samuel
The Musical World, 23 Jul 1859



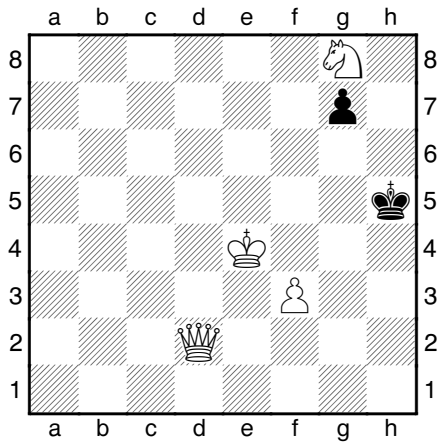
Q144. Healey, Frank
Family Herald, 21 Aug 1858



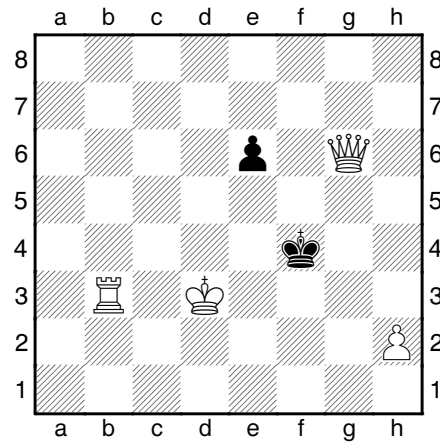
Q145. Brown, John
The Illustrated London News, 24 Oct 1863



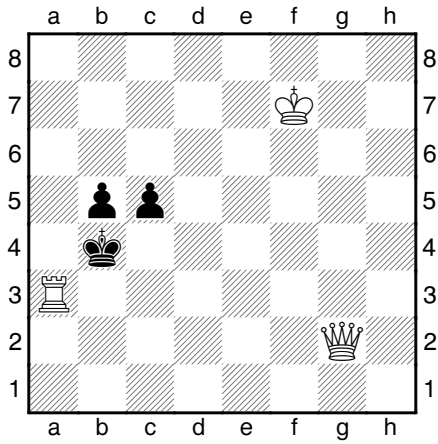
Q146. Shinkman, William Anthony
 Unknown, 1867



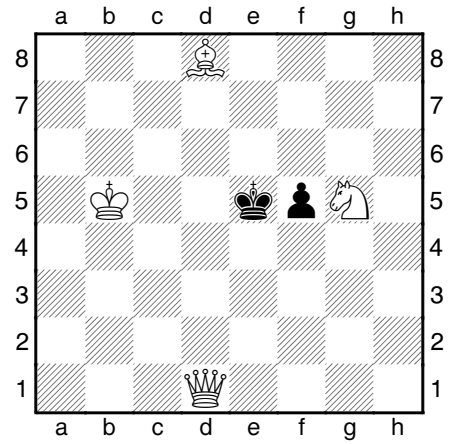
Q147. Cook, Eugene Beauharnais
The Expositor, 11 Jun 1868



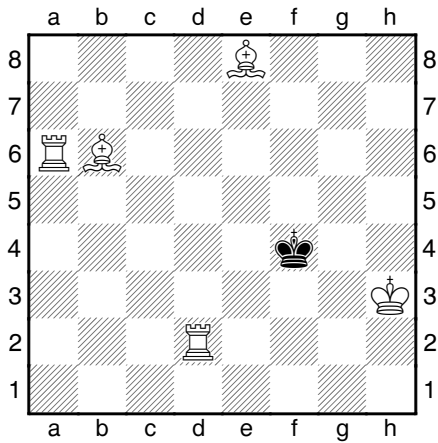
Q148. Cook, Eugene Beauharnais
American Chess-Nuts, 1868



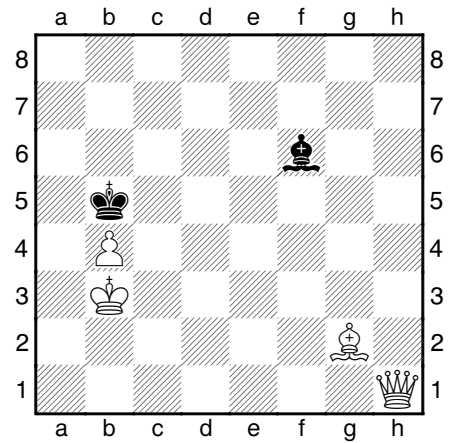
Q149. Loyd, Samuel
The Household Journal, 21 Dec 1861



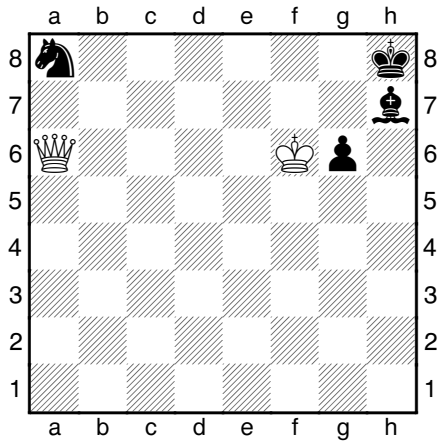
Q150. Rosenbaum, Aleksander
The Chess Monthly, Oct 1879



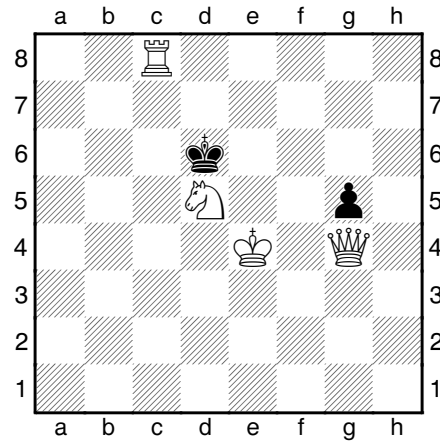
Q151. Taylor, John Odin Howard
The Illustrated London News, 20 Jul 1878



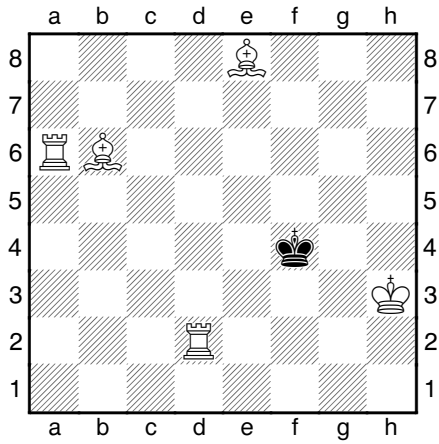
Q152. Thompson, Theophilus Augustus
Chess Problems by Theophilus A. Thompson, 1873



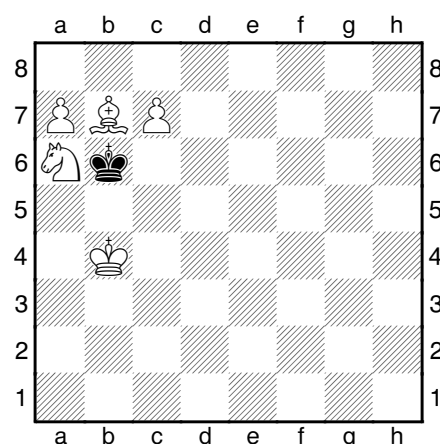
Q153. Loyd, Samuel
Detroit Free Press, Centennial Tourney, 27 Jan 1877



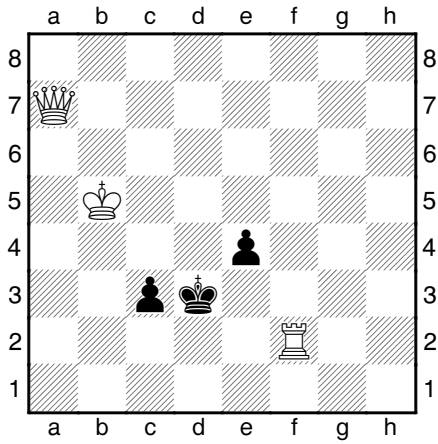
Q154. Loyd, Samuel
Buffalo Commercial Advertiser, 24 Jun 1879



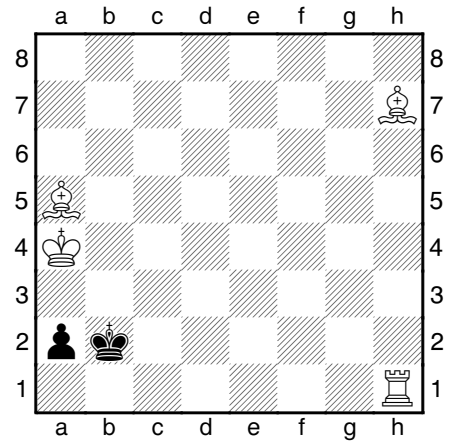
Q155. Loyd, Samuel
Chess Strategy [Loyd], 1878



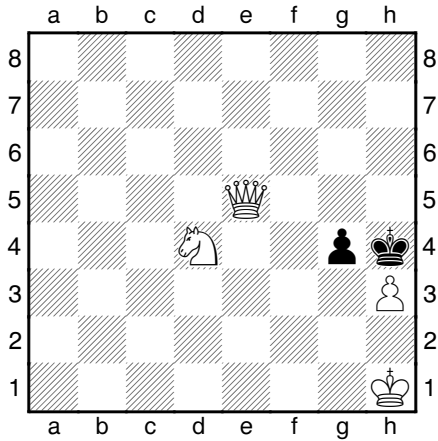
Q156. Courtenay, Edward H.
Dubuque Chess Journal, 15 Dec 1870



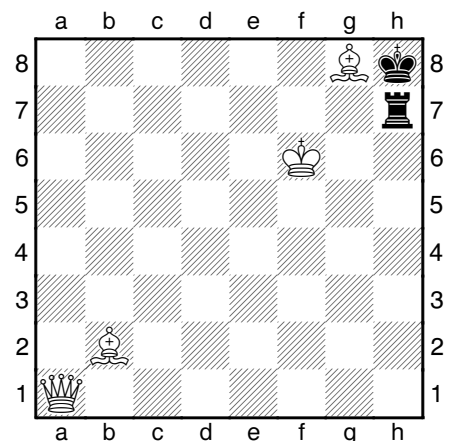
Q157. Gold, Sámuel
Wiener Salonblatt, 1871



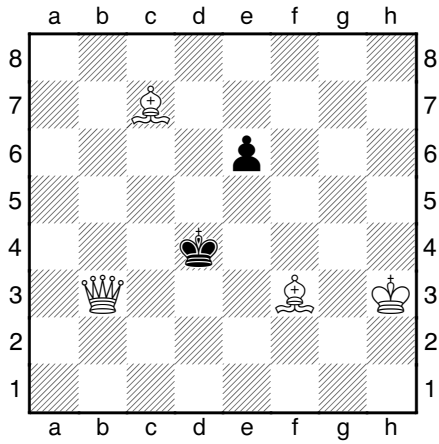
Q158. Agnel, Hyacinth R.
Dubuque Chess Journal, Jan 1871



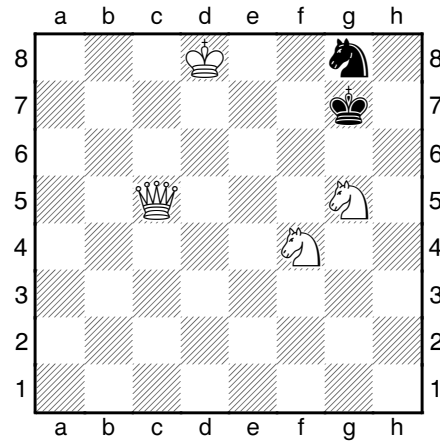
Q159. Dubbe, Friedrich
Der Sonntagsbote, 1871



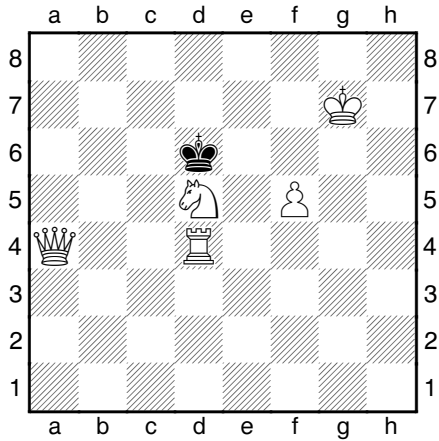
Q160. Taylor, John Odin Howard
The Westminster Papers, Jun 1872



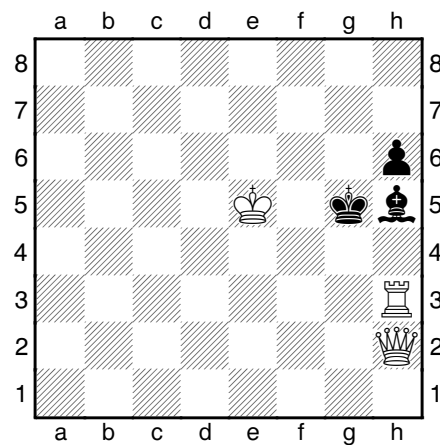
Q161. Carpenter, George Edward
Dubuque Chess Journal, Mar 1875



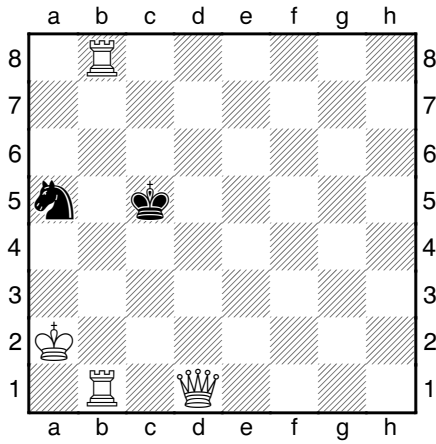
Q162. Moore, Charles Caldwell
Detroit Free Press, 27 May 1877



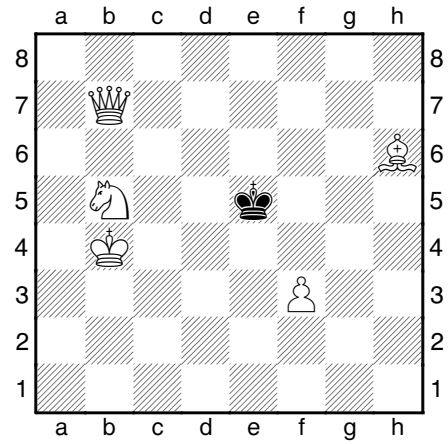
Q163. Greenshields, E. B.
Prize, *Few Piece Ty Ottawa Citizen*, 1885



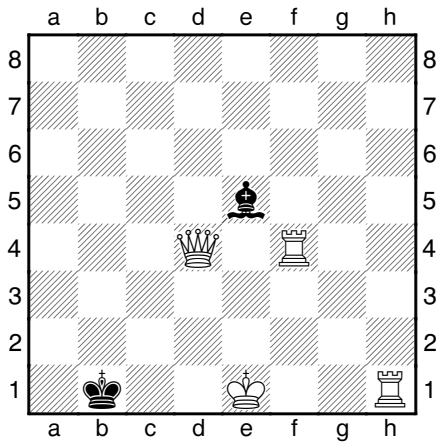
Q164. Loyd, Samuel
Detroit Free Press, 19 Nov 1881



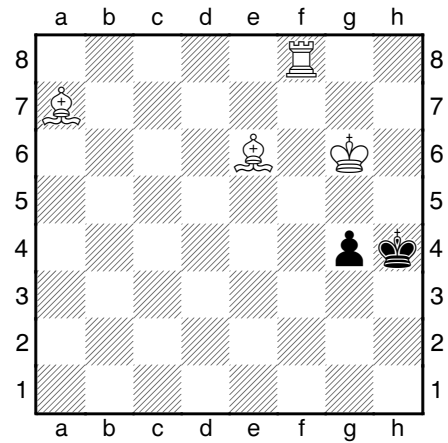
Q165. Carpenter, George Edward
The International Chess Magazine, Jan 1886



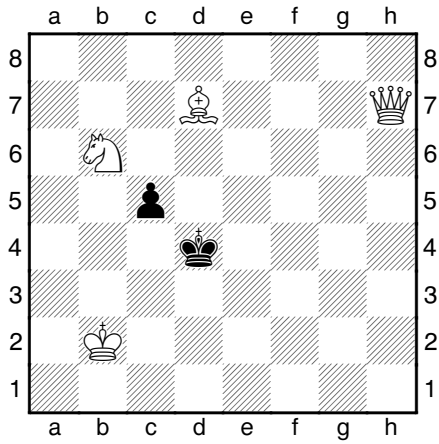
Q166. Heintz, George
The Baltimore Sunday News, 1888



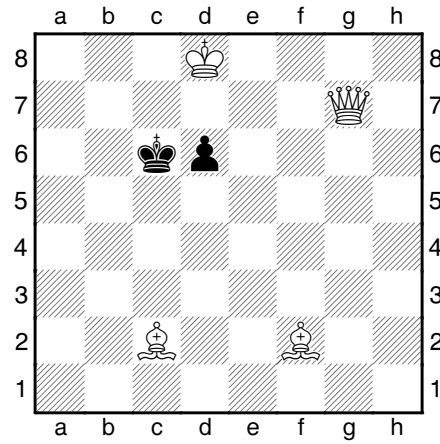
Q167. Petsch-Manskopf, Eduard
Illustrated Sporting and Dramatic News, 1886



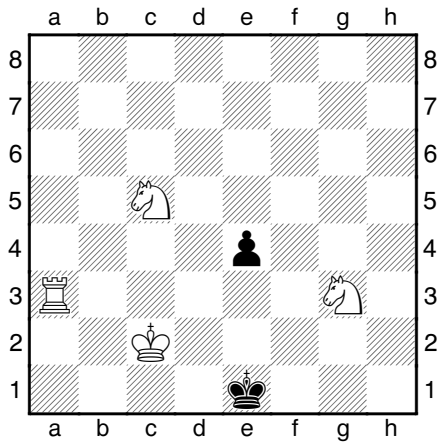
Q168. Fitzpatrick, Herbert F.
Brownson's Chess Journal, Nov 1887



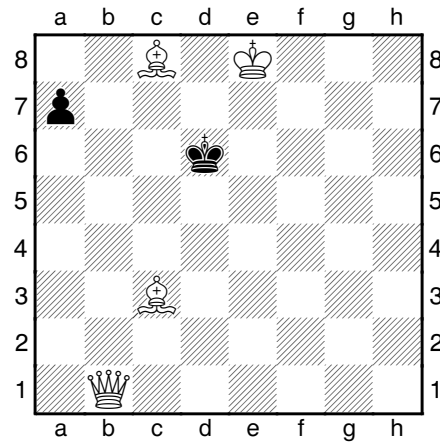
Q169. Wheeler, Charles Henry
The Sunny South, 7 May 1887



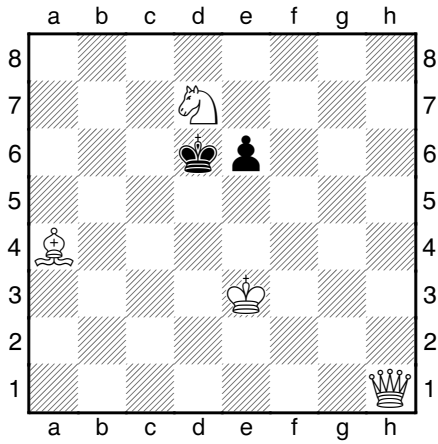
Q170. Nix, John Gilbert
Elmira Telegram, 25 Oct 1885



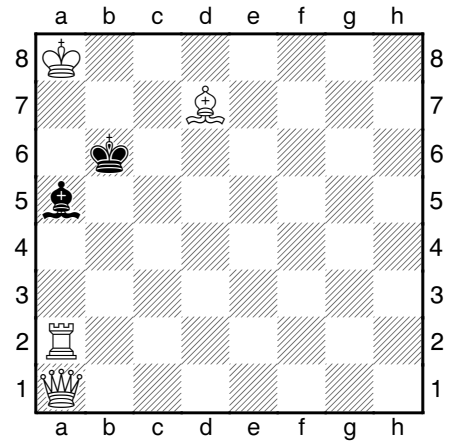
Q171. Fitzpatrick, Herbert F
Brownson's Chess Journal, Nov 1887



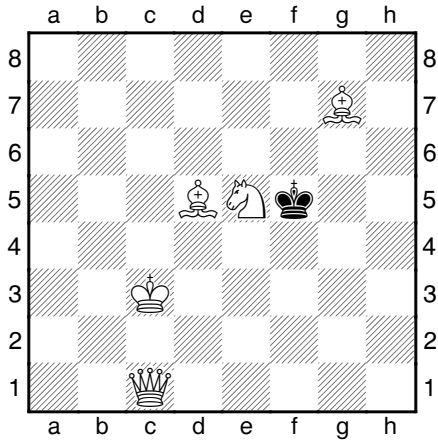
Q172. Josefović, Julius
La Stratégie, Sep 1897



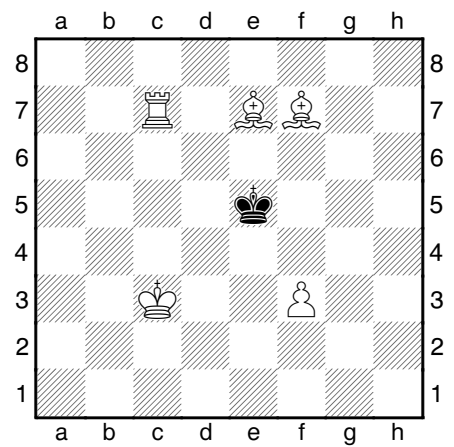
Q173. Rinck, Henri
La Stratégie, 1892



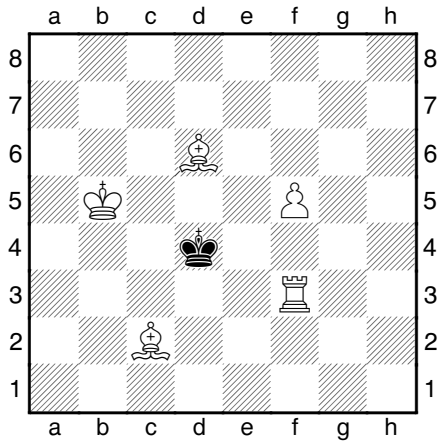
Q174. Williams, Philip Hamilton
The Birmingham News, 1897



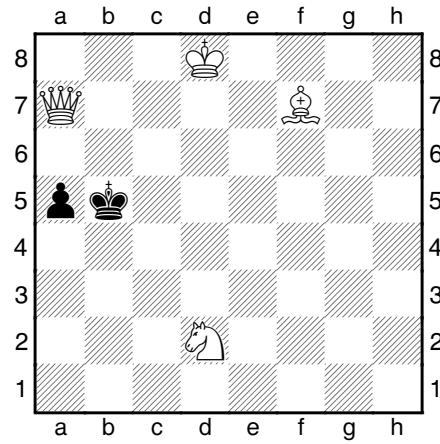
Q175. Loyd, Samuel
New York Commercial Advertiser, 1895



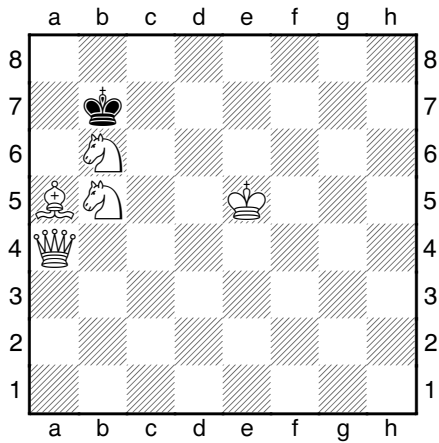
Q176. Baird, Edith Elina Helen
Womanhood, 1899



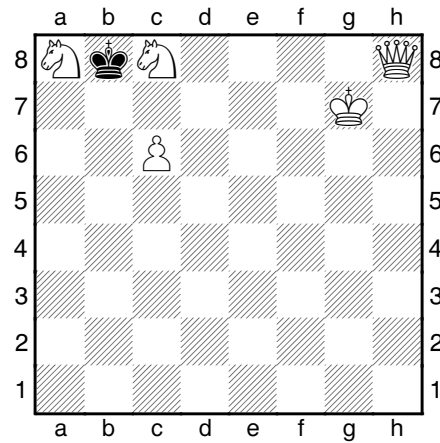
Q177. Locock, Charles Dealtry
The Chess Bouquet, 1897



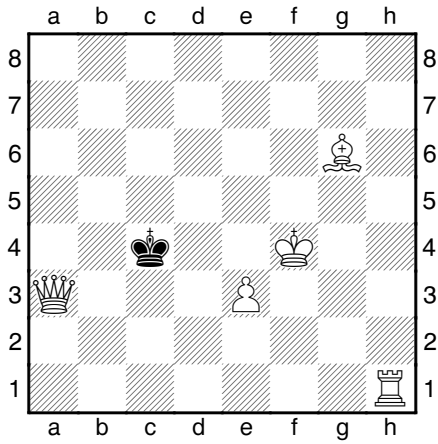
Q178. Havel, Miroslav
Illustrovaný svět, 11 Apr 1903



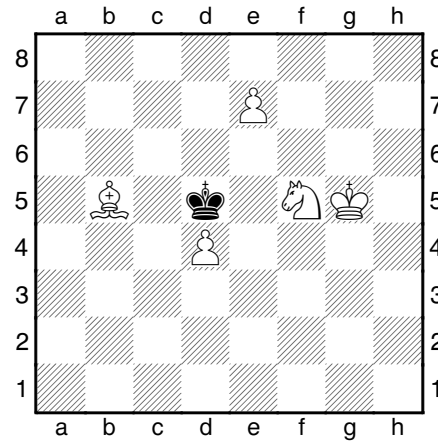
Q179. Przepiórka, Dawid
Bohemia, 25 Jan 1903



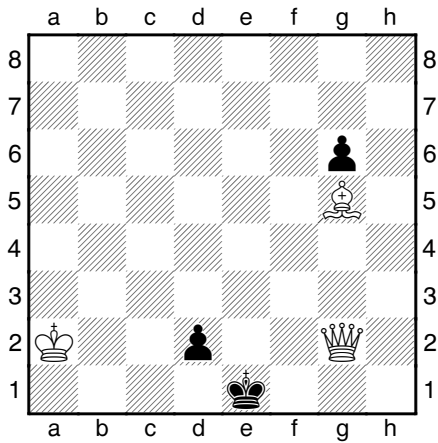
Q180. Blumenthal, Oskar
Schweizerische Schachzeitung, Jun 1907



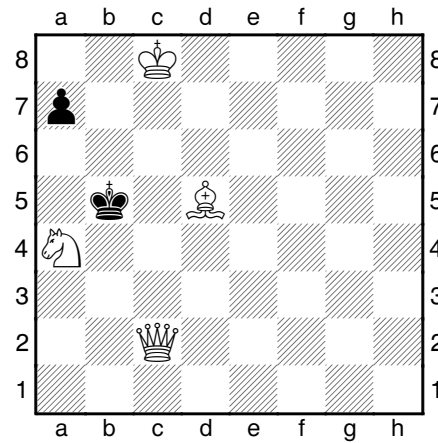
Q181. Loyd, Samuel
St. Louis Globe-Democrat, 1907



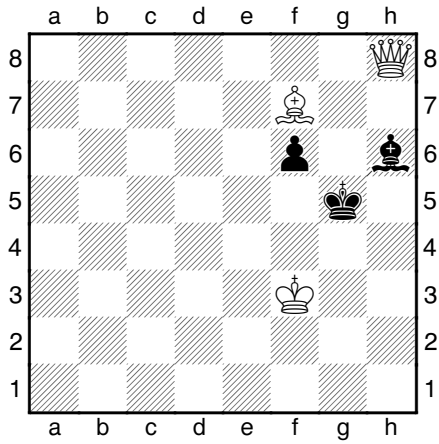
Q182. Loyd, Samuel
The Circle, 1909



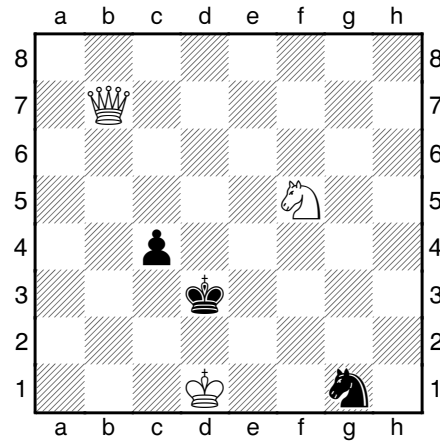
Q183. Shinkman, William Anthony
Saint John Globe, 1905



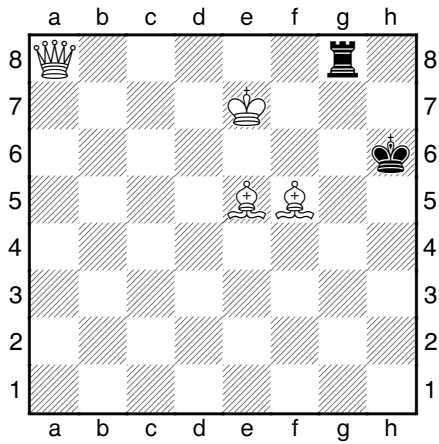
Q184. Blumenthal, Oskar
Schachminiaturen. Neue Folge, 1903



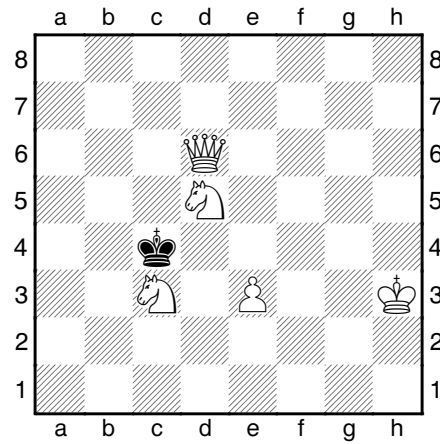
Q185. Munck, Laurits Andreas
Svenska Dagbladet, 1904



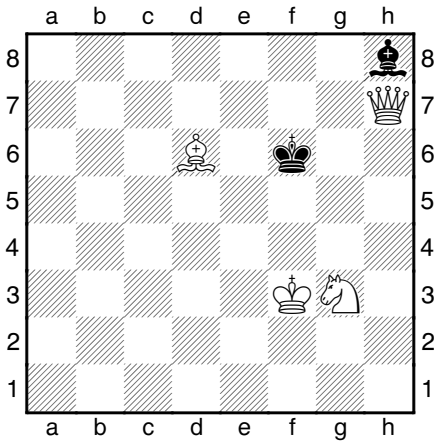
Q186. Decker, Adolph L
La Stratégie, 1908



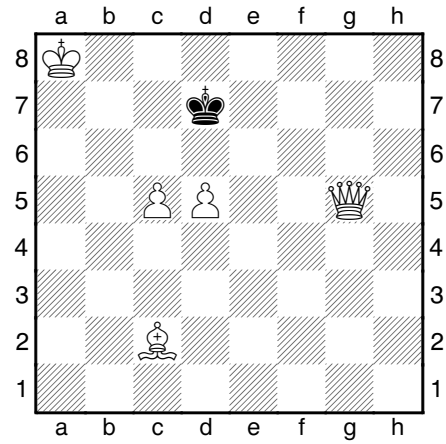
Q187. White, Alain Campbell
British Chess Magazine, Dec 1909



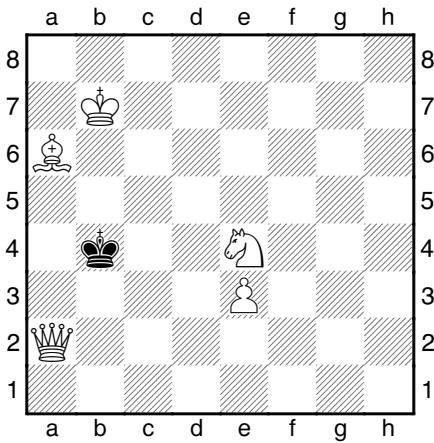
Q188. Taylor, Jesse Paul
The Boy's Own Paper, 19 Aug 1905



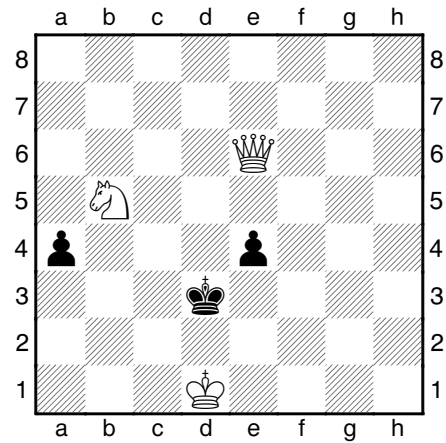
Q189. Frink, Orrin
Good Companion, Apr 1919



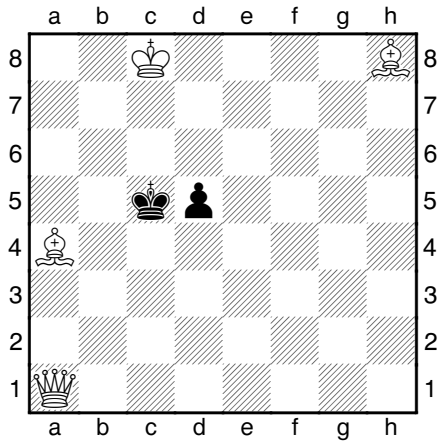
Q190. Corrias, Antonio G
Good Companion, May 1917



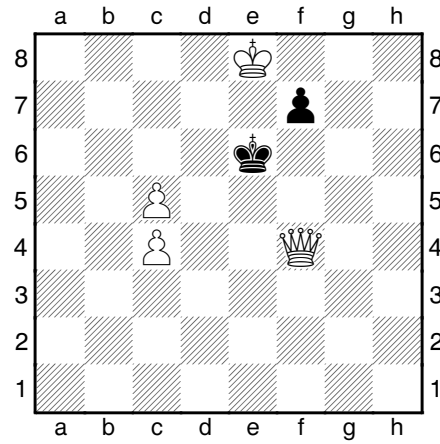
Q191. Carpenter, George Edward
La Presse, 1911



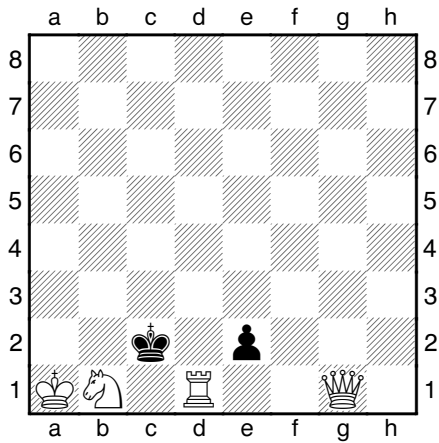
Q192. Pannwitz, Felix
Tägliche Rundschau, 29 Dec 1915



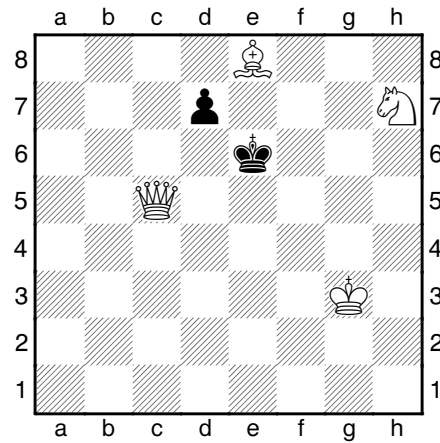
Q193. Palitzsch, Friedrich Martin
Deutsches Wochenschach, 22 Jul 1917



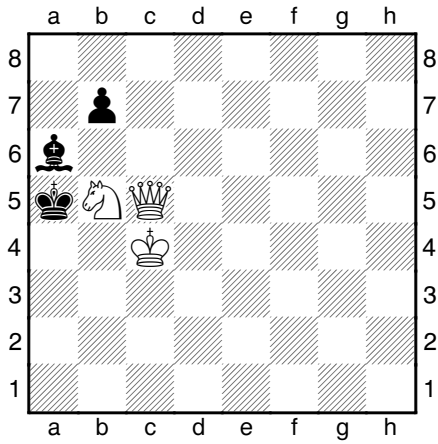
Q194. Lester, William Edward
The Falkirk Herald, 1924



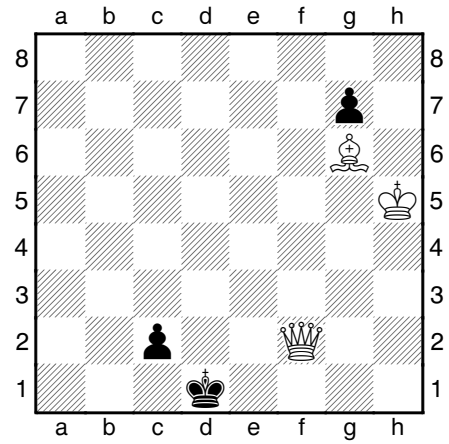
Q195. Lindgren, Frithiof
1st Pr *Svenska Dagbladet*, 8 Apr 1928



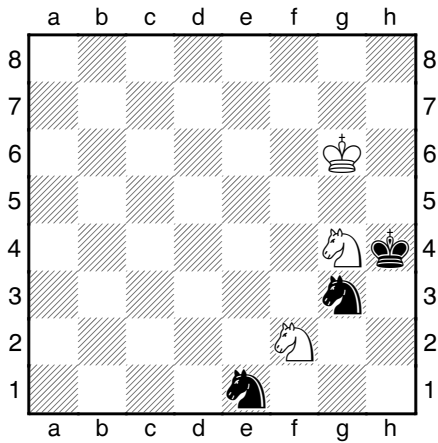
Q196. Stocchi, Ottavio
L'Avvenire d'Italia, 1926



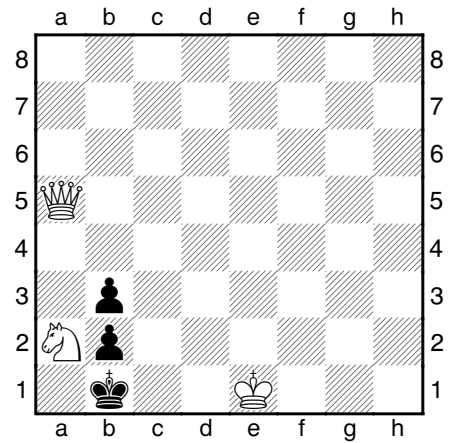
Q197. de Savignac-Castelet, Arnaud
3rd Pr *L'Échiquier Marseillais*, 1925



Q198. Kipping, Cyril Henry Stanley
The Chess Amateur, 1923



Q199. Laue, Kurt
The Gambit, 1928



Q200. Åkerblom, Johan Axel
Södra Dalarnes Tidning, 13 Mar 1928

CHAPTER 2: ANSWERS

Q1. Nc8

Q2. Kb1

Q3. Qg6

Q4. Qb8

Q5. Bb8

Q6. Qg3

Q7. Qh3

Q8. Kd5

Q9. Qh2

Q10. Qh4

Q11. Qf2

Q12. d8B

Q13. Bc8

Q14. o-o

Q15. Qb1

Q16. Re2

Q17. Kf1

Q18. f8R

Q19. Ke2

Q20. Qg3

Q21. Rd7

Q22. Rf7

Q23. Qe3

Q24. Qb5

Q25. Qc3

Q26. c8N

Q27. Kf6

Q28. c8N

Q29. b8N

Q30. a8B

Q31. h8N

Q32. Qc1

Q33. c8R

Q34. Qe7

Q35. Qh2

Q36. Qf7

Q37. Qc3

Q38. e8N

Q39. Bf7

Q40. e8B

Q41. e8R

Q42. c8N

Q43. e8Q

Q44. c8R

Q45. f8B

Q46. f8Q

Q47. f8R

Q48. f8N

Q49. b8N

Q50. c8Q

Q51. c8B

Q52. c8R

Q53. Qg2

Q54. a8R

Q55. a8B

Q56. a8Q

Q57. Qff2

Q58. Kf2+

Q59. Rb2

Q60. a8N

Q61. a8Q

Q62. e8R

Q63. e8B

Q64. Nd2

Q65. Ba4+

Q66. Qc7

Q67. Qf4

Q68. Rd1

Q69. Qf5

Q70. Qcf7

Q71. Kc5+

Q72. Ke6

Q73. f8B

Q74. Ng7

Q75. f3

Q76. Kd3

Q77. Qh8

Q78. Bc6

Q79. Kc3

Q80. Kd7

Q81. Qh8

Q82. Qf8

Q83. Qb8

Q84. Ke6

Q85. Qh8

Q86. Nf3

Q87. Ng6

Q88. o-o-o

Q89. Qg4

Q90. c8N

Q91. Rd4

Q92. Qf7

Q93. Kc8

Q94. Be3

Q95. Ra4

Q96. Qg2

Q97. f8N

Q98. Qb3

Q99. g8B

Q100. Qa6

Q101. Re1

Q102. Nc4

Q103. Qd7

Q104. Qd6

Q105. Bg7

Q106. Nc4

Q107. Nc3

Q108. Re1

Q109. Nh2

Q110. Qa1

Q111. Ba7

Q112. Bg2

Q113. Qd4

Q114. Ndc5

Q115. Qh6

Q116. Nf6

Q117. Qc4

Q118. Nf4

Q119. Bb2

Q120. Qh1

Q121. Qc3

Q122. Nd4+

Q123. Qg8

Q124. d8N

Q125. Ne6

Q126. Nf1

Q127. Qa8

Q128. Nc4

Q129. Qc6

Q130. Re1

Q131. Nb3

Q132. Kc2

Q133. Bf2

Q134. Kc4

Q135. Qa8

Q136. Kf3

Q137. o-o-o

Q138. Qc3

Q139. c8N

Q140. Qc6

Q141. Re1

Q142. Bd5+

Q143. Rg2

Q144. Be5

Q145. Qg1

Q146. d8N

Q147. Qd7

Q148. Rb6

Q149. Qa8

Q150. Qg1

Q151. Bg6

Q152. Ba8

Q153. Qa1

Q154. Kf5

Q155. Qf8

Q156. a8B

Q157. Kc5

Q158. Ra1

Q159. Ne6

Q160. Qh1

Q161. Bc6

Q162. Qf8+

Q163. Ne7+

Q164. Qa2

Q165. Rb2

Q166. Nd4

Q167. Rf2

Q168. Rf3

Q169. Nc4

Q170. Qg4

Q171. Rc3

Q172. Bb7

Q173. Qh8

Q174. Rd2

Q175. Bf8

Q176. Bg5

Q177. Rf2

Q178. Nb3

Q179. Nd7

Q180. Qh1

Q181. Rh6

Q182. e8B

Q183. Ka3

Q184. Qc3

Q185. Qb8

Q186. Qa8

Q187. Bf4+

Q188. Qh2

Q189. Bc5

Q190. d6

Q191. Nf6

Q192. Qg8

Q193. Bd7

Q194. Qg5

Q195. Qe3

Q196. Qd4

Q197. Qe5

Q198. Kh4

Q199. Ne3

Q200. Qa4

CHAPTER 3

FIND THE BEST MOVE (2)

These puzzles are similar to those in Chapter 1, but they're taken from games played, for the most part, in the most famous chess tournaments of the 19th century.

These days, grandmasters, at least in games played at a classical time limit, very rarely make the sort of tactical errors seen regularly in games played at club level, and, when they do, it's headline news. Even the games of players of, say, 2200+ strength, excel at tactics, because they devote a lot of time to tactical training, mostly online. If you go back to the 19th century, though, you'll find that even the world's leading players made a lot of errors of this nature.

I'm very much in favour of introducing students to chess history and culture, and, solving positions from games played in this period will also enable you to meet some of the leading chess personalities of the time, and perhaps also find better moves than they did.

If you want to see the complete games, they're all readily available online or in commercial databases.

You'll also be able to find games from this period in *Chess Heroes Games Book 2*.

It could be said that modern international chess started in 1834 with a series of matches in London between **Louis-Charles Mahé de La Bourdonnais** (1795-1840) of France and **Alexander McDonnell** (1798-1835) an Irishman living in London, considered to be two of the leading players of the day. Here's what happened.

Match summary

Match	La Bourdonnais	draw	McDonnell	Winner
1	16	4	5	La Bourdonnais
2	4	0	5	McDonnell
3	6	1	5	La Bourdonnais
4	8	7	3	La Bourdonnais
5	7	1	4	La Bourdonnais
6	4	0	5	unfinished
Total	45	13	27	

Questions 1-16 in this chapter are taken from their games.

The first modern international tournament took place in London in 1851 in conjunction with the Great Exhibition. Run as a knock-out event, it was won by the German player **Adolf Anderssen** (1818-1879), remembered today for his brilliant

attacking play, especially in his famous Immortal and Evergreen Games, which you'll find in *CHESS HEROES GAMES: BOOK 2*. The games from this event weren't used when compiling this book.

All chess players have heard of **Paul Morphy** (1837-1884), the brilliant American who set the chess world alight in the 1850s. A child prodigy, he won the first American chess tournament in 1857, and then crossed the Atlantic where he contested matches and informal games against many of the strongest European players. He beat Anderssen 7 wins to 2, with 2 draws, establishing himself as the strongest player in the world. But, on returning from Europe in 1859, he decided to give up serious chess for a career in law, only playing occasionally thereafter.

Questions 17-36 in this chapter are taken from Morphy's games.

By the 1860s, with transport becoming quicker and easier, all-play-all tournaments started to take place in major European cities, and competitive chess was starting to resemble the game we know today. These tournaments were, in some ways, very similar to the events that top players take part in today.

The first of these events we look at took place in the German spa town of Baden-Baden in 1870. Anderssen won, just as he had in London in 1851, just ahead of **Wilhelm Steinitz** (1836-1900), who would become the first official World Champion in 1886, holding the title until 1894. Steinitz was born in Prague, then in the Austrian Empire, studied in Vienna, and lived in London for many years before moving to America. As a young man he preferred gambit play, but later pioneered a more positional approach to chess. His games and writings are still very important today.

Gustav Neumann (1838-1881) was a talented German player whose brief career came to an end in 1872 due to mental illness. Here, he shared first place with **Joseph Blackburne** (1841-1924), the leading English player of his generation. Blackburne, a brilliant tactician, had a long career and did much to popularise chess in England, travelling the country giving simultaneous and blindfold displays.

Questions 37-44 are taken from games played in this tournament.

#	Player	1	2	3	4	5	6	7	8	9	10	Total
1	Adolf Anderssen (German Empire)	xx	11	00	1½	11	1½	10	10	11	--	11
2	Wilhelm Steinitz (Austrian Empire)	00	xx	11	0½	11	11	11	½21	½20	(½21)	10½
3	Gustav Neumann (German Empire)	11	00	xx	1½	01	01	11	0½	11	--	10
4	Joseph Henry Blackburne (United Kingdom)	0½	1½	0½	xx	10	11	1½	½½2	11	--	10
5	Louis Paulsen (German Empire)	00	00	10	01	xx	10	1½	1½	½21	--	7½
6	Cecil De Vere (United Kingdom)	0½	00	10	00	01	xx	01	11	01	--	6½
7	Szymon Winawer (Russian Empire)	01	00	00	0½	0½	10	xx	1½	11	--	6½
8	Samuel Rosenthal (France)	01	½20	1½	½½2	0½	00	0½	xx	00	--	5
9	Johannes Minckwitz (German Empire)	00	½21	00	00	½20	10	00	11	xx	(10)	5
10	Adolf Stern (German Empire)	--	½20	--	--	--	--	--	--	01	xx	-

The great Paris tournament of 1878 was held, like London 1851, as part of a Great Exhibition. The participation of the American masters Mackenzie and Mason made it the first truly international tournament.

First place was shared between **Szymon Winawer** (1838-1919), a Polish master who gave his name to a popular variation of the French Defence (1. e4 e6 2. d4 d5 3. Nc3 Bb4), and **Johannes Zukertort** (1842-1888), who won the play-off. Zukertort was born in Poland, but moved to Prussia as a child and later became a chess professional in England.

Blackburne took third place, and another English player, **Henry Bird** (1829-1908). Bird, like Blackburne, was a very popular figure in English chess. He had a tournament career lasting 50 years, taking part in the London 1851 tournament and playing a match against Morphy. He was famous for his eccentric style of play, and gives his name to Bird's Opening (1. f4) and Bird's Defence to the Ruy Lopez (1. e4 e5 2. Nf3 Nc6 3. Bb5 Nd4). In this event he lost the 4th place play-off to the American **George Mackenzie** (1837-1891).

Mackenzie was born in Scotland, emigrating to America in 1863 where he fought in the Civil War. He was the strongest active American player for more than a quarter of a century.

I've written an article on the Minor Pieces website about Henry Gifford.

Questions 45-60 in this chapter are taken from games played in this tournament.

#	Player	1	2	3	4	5	6	7	8	9	10	11	12	Total
1	Szymon Winawer (Poland)	x	1 0	1/2 1/2	0 1/2	1 1	1/2 1	0 1	1 1	1/2 1	1 1	1 1	1 1	16.5
2	Johannes Zukertort (German Empire)	0 1	x	1 0	1/2 0	1 1	1 1/2	1/2 1/2	1 1	1 1	1/2 1	1 1	1 1	16.5
3	Joseph Henry Blackburne (United Kingdom)	1/2 1/2	0 1	x	0 1	1 0	0 0	1 1/2	1 1/2	1 1	1 1/2	1 1	1 1	14.5
4	George Henry Mackenzie (United States)	1 1/2	1/2 1	1 0	x	0 1	0 0	0 1	1/2 0	0 1	1 1	1 1	1 1/2	13.0
5	Henry Edward Bird (United Kingdom)	0 0	0 0	0 1	1 0	x	1 1	1 0	1 0	0 1	1 1	1 1	1 1	13.0
6	Adolf Anderssen (German Empire)	1/2 0	0 1/2	1 1	1 1	0 0	x	1 0	0 1/2	1 1	1 0	1 0	1 1	12.5
7	Berthold Englisch (Austria-Hungary)	1 0	1/2 1/2	0 1/2	1 0	0 1	0 1	x	1/2 1/2	0 1	1/2 1/2	1 1	1 0	11.5
8	Samuel Rosenthal (France)	0 0	0 0	0 1/2	1/2 1	0 1	1 1/2	1/2 1/2	x	0 1	1 0	1 1	1 1	11.5
9	Albert Clerc (France)	1/2 0	0 0	0 0	1 0	1 0	0 0	1 0	1 0	x	0 1	1 0	1 1	8.5
10	James Mason (United States)	0 0	1/2 0	0 1/2	0 0	0 0	0 1	1/2 1/2	0 1	1 0	x	1 1	1 1/2	8.5
11	Henry W B Gifford (Netherlands)	0 0	0 0	0 0	0 0	0 0	0 1	0 0	0 0	0 1	0 0	x	1 1/2	3.5
12	Karl Pitschel (Austria-Hungary)	0 0	0 0	0 0	0 1/2	0 0	0 0	0 1	0 0	0 0	0 1/2	0 1/2	x	2.5

The great Vienna tournament of 1882 was both the longest and strongest tournament held up to that point, with most of the world's leading players taking part. With a massive prize fund, it was sponsored by two very wealthy men, the billionaire chess master Ignac Kolisch and Albert Rothschild.

Steinitz and Winawer shared first place, each player winning one game in the play-off. **James Mason** (1849-1905), who finished third, was born in Ireland and adopted as a boy: his birth name and parentage are both unknown. His family emigrated to America in 1861, and, in the late 1870s and early 1880s he was, on retrospective ratings, one of the top few players in the world. He had settled in England in 1878 in order to further his chess career. In the 1890s he became a popular chess author, but his career was blighted by alcoholism.

Zukertort and Mackenzie shared 4th and 5th place, ahead of Blackburne,

Games from this tournament were the sources of Questions 61-84 in this chapter.

#	Player	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	Total
1	Wilhelm Steinitz (Bohemia)	**	1½	½/2½	0½	½/21	10	½/2½	11	01	1½/2	01	10	11	11	11	01	11	11	24.0
2	Szymon Winawer (Poland)	0½/2	**	00	1½/2	0½/2	10	11	10	01	1½/2	11	11	11	11	11	11	11	01	24.0
3	James Mason (United States)	½/2½	11	**	0½/2	½/21	½/2½	½/2½	11	11	10	01	11	½/21	1½/2	0½/2	11	01	½/21	23.0
4	Johannes Hermann Zukertort (German Empire)	1½/2	0½/2	1½/2	**	½/2½	0½/2	0½/2	11	11	00	11	01	01	11	11	11	11	01	22.5
5	George Henry Mackenzie (United States)	½/20	1½/2	½/20	½/2½	**	10	½/21	1½/2	½/20	11	11	01	01	11	10	1½/2	11	11	22.5
6	Joseph Henry Blackburne (United Kingdom)	01	01	½/2½	1½/2	01	**	½/2½	0½/2	10	01	10	11	1½/2	11	10	11	01	11	21.5
7	Berthold Englisch (Austria)	½/2½	00	½/2½	1½/2	½/20	½/2½	**	11	½/20	½/2½	½/2½	0½/2	½/2½	01	11	11	11	½/21	19.5
8	Louis Paulsen (German Empire)	00	01	00	00	0½/2	1½/2	00	**	½/2½	½/21	½/21	11	½/21	½/21	½/21	11	½/21	½/21	18.5
9	Alexander Wittek (Hungary)	10	10	00	00	½/21	01	½/21	½/2½	**	½/20	01	10	½/2½	½/2½	½/21	1½/2	½/21	11	18.0
10	Max Weiss (Hungary)	0½/2	0½/2	01	11	00	10	½/2½	½/20	½/21	**	0½/2	11	0½/2	0½/2	01	00	11	11	16.5
11	Vincenz Hruby (Bohemia)	10	00	10	00	00	01	½/2½	½/20	10	1½/2	**	10	½/2½	11	01	10	01	11	16.0
12	Mikhail Chigorin (Russian Empire)	01	00	00	10	10	00	1½/2	00	01	00	01	**	11	00	11	1½/2	01	01	14.0
13	Adolf Schwarz (Hungary)	00	00	½/20	10	0½/2	0½/2	½/2½	½/20	½/2½	1½/2	½/2½	00	**	½/20	11	½/20	01	11	14.0
14	Philipp Meitner (Austria)	00	00	0½/2	00	00	00	10	½/20	½/2½	1½/2	00	11	½/21	**	01	01	01	11	13.0
15	Henry Edward Bird (United Kingdom)	00	00	1½/2	00	01	01	00	½/20	½/20	10	10	00	00	10	**	11	½/21	01	12.0
16	Preston Ware (United States)	10	00	00	00	0½/2	00	00	00	0½/2	11	01	0½/2	½/21	10	00	**	01	11	11.0
17	Josef Noa (Hungary)	00	00	10	00	00	10	00	½/20	½/20	00	10	10	10	10	½/20	10	**	½/20	9.0
18	Bernhard Fleissig (Hungary)	00	10	½/20	10	00	00	½/20	½/20	00	00	00	10	00	00	10	00	½/21	**	7.0

Another great tournament took place in London in 1883, again attracting most of the world's elite.

In this tournament, if a game was drawn it had to be replayed, and if that game was drawn they had to play again. The third time this happened, the players scored half a point each.

This was also the first tournament in which the double sided chess clock, invented by Thomas Bright Wilson of Manchester, was used.

Zukertort started with an extraordinary 22/23, before losing his last few games, probably due to exhaustion. He still finished well ahead of Steinitz, who in turn was well ahead of Blackburne. The Russian master **Mikhail Chigorin** (1850-1908), who took fourth place, was one of the world's top players in the 1880s and 1890s, playing world championship matches against Steinitz in 1889 and 1892. His influence would be seen in the later development of chess in the Soviet Union, who dominated chess for many years after the Second World War.

As a result of this tournament, there was much debate about whether Steinitz or Zukertort was the stronger player, resulting in the first official World Championship match in 1886. Zukertort started well, but, already in poor health, eventually lost by 10 games to 5, with 5 draws.

Questions 85-104 in this chapter are taken from games played in this tournament.

#	Player	1	2	3	4	5	6	7	8	9	10	11	12	13	14	Total
1	Johannes Zukertort (United Kingdom)		o1	d11	1d1	1d0	dd11	11	11	d1d1	11	11	10	10	1+	22
2	Wilhelm Steinitz (Austria-Hungary)	10		o1	oo	11	odd1	1d1	dodo	11	11	1d1	11	1d1	1+	19
3	Joseph Henry Blackburne (United Kingdom)	doo	10		o1	doo	1ddo	1d1	d1d-	dd ¹ / ₂ dd1	od1	1d1	d11	11	11	16 ¹ / ₂
4	Mikhail Chigorin (Russian Empire)	odo	11	10		11	od1	d01	odd1	10	10	d10	1d1	10	1+	16
5	George Henry Mackenzie (United States)	od1	oo	d11	oo		dd ¹ / ₂ dd ¹ / ₂	od1	dod1	o1	od1	1d1	dd ¹ / ₂ d1	d11	1+	15 ¹ / ₂
6	Berthold Englisch (Austria-Hungary)	ddoo	1ddo	odd1	1d0	dd ¹ / ₂ dd ¹ / ₂		ddoo	dd ¹ / ₂ dd1	o1	d01	11	d11	11	1+	15 ¹ / ₂
7	James Mason (United Kingdom)	oo	odo	odo	d10	1d0	dd11		d10	d10	11	dd ¹ / ₂ 21	1dd1	d11	1+	15 ¹ / ₂
8	Samuel Rosenthal (France)	oo	d1d1	dod-	1ddo	d1d0	dd ¹ / ₂ ddo	d01		dd ¹ / ₂ dd1	d10	o1	d01	11	d1+	14
9	Szymon Winawer (Russian Empire)	dodo	oo	dd ¹ / ₂ ddo	o1	10	10	d01	dd ¹ / ₂ ddo		d01	dd10	1d1	11	1+	13
10	Henry Edward Bird (United Kingdom)	oo	oo	1d0	o1	1d0	d10	oo	d01	d10		oo	11	d11	d1+	12
11	Josef Noa (Austria-Hungary)	oo	odo	odo	d01	odo	oo	dd ¹ / ₂ o	10	ddo1	11		o1	11	o+	9 ¹ / ₂
12	Alexander Sellman (United States)	o1	oo	doo	odo	dd ¹ / ₂ do	doo	oddo	d10	odo	oo	10		11	o+	6 ¹ / ₂
13	James Mortimer (United Kingdom)	o1	odo	oo	o1	doo	oo	doo	oo	oo	doo	oo	oo		o1	3
14	Arthur Skipworth (United Kingdom)	o-	o-	oo	o-	o-	o-	o-	d0-	o-	d0-	1-	1-	10		3

Germany might be considered as leading the way in the formalisation of chess organisation. The German Chess Federation (Deutscher Schachbund) was founded in 1877, and soon started holding biennial competitions.

The top section of their 5th tournament, held in Frankfurt in 1887, was a particularly strong event, with many of Europe's leading players taking part. But it was the American player, Mackenzie, who took first place. England's Joseph Blackburne shared first place with the now forgotten **Max (Miksa) Weiss** (1857-1927). Born in what was then the Hungarian Empire but is now Slovakia, he spent most of his life in Vienna, and, after a successful decade of chess gave up serious international competition in 1890.

Curt von Bardeleben (1861-1924) took 4th place, was a German player with an unusual trajectory: a very strong player in his twenties whose results gradually declined over the next few decades.

Sharing 5th place was one of the best results in the career of **Johann Nepomuk Berger** (1845-1933): a lesser master who is best remembered today as an endgame theoretician and study composer. Alongside him was **Siegbert Tarrasch** (1862-1934), one of the most important figures in chess history. Although he was born in what is now Poland, he moved to Germany on leaving school and spent the rest of his life there. Although he was a doctor by profession, he was perhaps the world's strongest player in the early 1890s, but his work didn't give him time to challenge Steinitz. He was well beaten when he eventually played a World Championship match against Lasker in 1908. Tarrasch was also an outstanding writer on chess, noted for the clarity of his writing and annotations, and his books are still well worth reading today.

This tournament provided questions 105-120 in this chapter.

#	Player	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	Total
1	George Henry Mackenzie (United States)	X	1/2	1	1/2	1/2	1	0	1	1	1	1	1	0	1	1	1/2	1	1	1	0	1	15
2	Max Weiss (Austria-Hungary)	1/2	X	0	1	1/2	1	1/2	1	1	1/2	1/2	1	1/2	1/2	1/2	0	1	1	1/2	1	1	13 1/2
3	Joseph Henry Blackburne (England)	0	1	X	0	1/2	1	1	0	1/2	1/2	1	1	1	1/2	1	1	1	1	1	1/2	0	13 1/2
4	Curt von Bardeleben (German Empire)	1/2	0	1	X	1/2	1/2	0	1	1	1/2	1/2	1/2	1	1/2	1/2	1/2	1	1	1	1/2	1	13
5	Johann Nepomuk Berger (German Empire)	1/2	1/2	1/2	1/2	X	1/2	1/2	1/2	1/2	0	1/2	1	1	1/2	1/2	1	1/2	0	1	1	1	12
6	Siebert Tarrasch (German Empire)	0	0	0	1/2	1/2	X	0	1	0	1	1	0	1	1	1	1	1	1	1	0	1	12
7	Berthold Englisch (Austria-Hungary)	1	1/2	0	1	1/2	1	X	0	0	0	1/2	1	1	1/2	1/2	1/2	1	1	1/2	0	1	11 1/2
8	Louis Paulsen (German Empire)	0	0	1	0	1/2	0	1	X	1	1	1/2	1	1	0	1	1	0	0	0	1	1	11
9	Emil Schallopp (German Empire)	0	0	1/2	0	1/2	1	1	0	X	0	1	1	0	1	1	1	1/2	1/2	1	1	0	11
10	Emanuel Schiffers (Russian Empire)	0	1/2	1/2	1/2	1	0	1	0	1	X	1/2	0	0	0	1	1	1	1/2	0	1/2	1	10
11	Semyon Alapin (Russian Empire)	0	1/2	0	1/2	1/2	0	1/2	1/2	0	1/2	X	1	1/2	0	0	1/2	1/2	1	1	1	1	9 1/2
12	Amos Burn (England)	0	0	0	1/2	0	1	0	0	0	1	0	X	1	1	0	1	1	0	1	1	1	9 1/2
13	Josef Noa (Austria-Hungary)	1	1/2	0	0	0	0	0	0	1	1	1/2	0	X	1/2	0	1	0	1	1	1/2	1	9
14	Johannes Metzger (Austria-Hungary)	0	1/2	1/2	1/2	1/2	0	1/2	1	0	1	1	0	1/2	X	1/2	0	0	1/2	1/2	1/2	1/2	8 1/2
15	Isidor Gunsberg (England)	0	1/2	0	1/2	1/2	0	1/2	0	0	0	1	1	1	1/2	X	1/2	0	1	1/2	1	0	8 1/2
16	Johannes Zukertort (United Kingdom)	1/2	1	0	1/2	0	0	1/2	0	0	0	1/2	0	0	1	1/2	X	0	1	1	1	1	8 1/2
17	Theodor von Scheve (German Empire)	0	0	0	0	1/2	0	0	1	1/2	0	1/2	0	1	1	1	1	X	0	0	1	1/2	8
18	Hermann von Gottschall (German Empire)	0	0	0	0	1	0	0	1	1/2	1/2	0	1	0	1/2	0	0	1	X	1/2	1	1	8
19	Jean Taubenhaus (France)	0	1/2	0	0	0	0	1/2	1	0	1	0	0	0	1/2	1/2	0	1	1/2	X	1	0	6 1/2
20	Alexander Fritz (German Empire)	1	0	1/2	1/2	0	1	1	0	0	1/2	0	0	1/2	1/2	0	0	0	0	0	X	1/2	6
21	Max Harmonist (German Empire)	0	0	1	0	0	0	0	0	1	0	0	0	0	1/2	1	0	1/2	0	1	1/2	X	5 1/2

The great tournament played at the English seaside resort of Hastings is still one of the most famous of all time, featuring most of the world's leading players of the time.

The surprise winner was the American **Harry Pillsbury** (1872-1906), a great talent whose health problems prevented him fulfilling his promise and led to his early death. He played an important part in making the Queen's Gambit popular, and was also famous for his blindfold displays. Chigorin finished second, just ahead of **Emanuel Lasker** (1868-1941), who was by now the World Champion. Lasker, who was born in what is now Poland, but moved to Berlin at the age of 11. In 1894 he successfully challenged Steinitz for the world title, winning 10 games, drawing 4 and losing 5. One of the most important figures in chess history, he had a wide range of other interests including mathematics and philosophy.

Tarrasch finished 4th, ahead of former World Champion Steinitz, now past his best. The Russian master **Emanuel Schiffers** (1850-1904), best remembered today as Chigorin's teacher, finished in 6th place.

In August 1920 the British Chess Federation held a Victory Tournament in Hastings, with future World Champion Capablanca taking part. A congress was held there after Christmas in 1921, and has continued at the same time of year ever since, with breaks only for World War 2 and the COVID pandemic. There are sections for all players: you might like to play there one year yourself.

The Hastings 1895 tournament is celebrated in questions 121-144 of this chapter.

#	Player	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	Total
1	Harry Pillsbury (United States)	X	0	0	1	1	1	1	1	0	1/2	1/2	1	1	1	1	1	1	1/2	1	1	1	1	16 1/2
2	Mikhail Chigorin (Russian Empire)	1	X	1	1	0	0	1	1	1	1	1/2	0	1	1	1	1/2	1/2	1	1	1/2	1	1	16
3	Emanuel Lasker (German Empire)	1	0	X	0	1	1	0	1	1	0	1	1	1/2	1	1	1	1/2	1	1	1/2	1	1	15 1/2
4	Siegbert Tarrasch (German Empire)	0	0	1	X	1	1	1/2	0	1/2	1	1	1	0	1	1/2	1	1	1	0	1/2	1	1	14
5	William Steinitz (United States)	0	1	0	0	X	1	1	1/2	1/2	1	1	0	1	1/2	1	0	1	1	0	1/2	1	1	13
6	Emanuel Schiffers (Russian Empire)	0	1	0	0	0	X	1/2	1/2	0	1	1	1/2	1/2	1	1	1	0	1/2	1	1/2	1	1	12
7	Curt von Bardeleben (German Empire)	0	0	1	1/2	0	1/2	X	1/2	1/2	0	0	1/2	1	1	1	1/2	1/2	1	1	1	0	1	11 1/2
8	Richard Teichmann (German Empire)	0	0	0	1	1/2	1/2	1/2	X	1/2	0	0	1/2	1	1	0	1	1/2	1	1/2	1	1	1	11 1/2
9	Carl Schlechter (Austria)	1	0	0	1/2	1/2	1	1/2	1/2	X	1/2	0	1	1	1	1/2	1/2	1/2	1/2	1/2	1/2	1	0	11
10	Joseph Henry Blackburne (England)	1/2	0	1	0	0	0	1	1	1/2	X	0	1	0	1	0	1/2	1	0	1	0	1	1	10 1/2
11	Carl August Walbrodt (German Empire)	1/2	1/2	0	0	0	0	1	1	1/2	1	X	0	1/2	0	1/2	1/2	0	1/2	1/2	1	1	1	10
12	David Janowski (France)	0	1	0	0	1	0	1/2	1/2	1	0	1	X	1/2	0	0	1/2	0	1	1/2	1	0	1	9 1/2
13	James Mason (England)	0	0	1/2	1	0	1/2	0	0	0	1	1/2	1/2	X	1	0	1	1/2	0	1	1	0	1	9 1/2
14	Amos Burn (England)	0	0	0	0	1/2	1/2	0	0	0	0	1	1	0	X	0	1/2	1	1	1	1	1	1	9 1/2
15	Isidor Gunsberg (England)	0	0	0	1/2	0	0	0	1	1/2	1	1/2	1	1	1	X	0	1	1/2	0	1	0	0	9
16	Henry Bird (England)	0	1/2	0	0	1	0	1/2	0	1/2	1/2	1/2	1/2	0	1/2	1	X	1	1/2	0	1/2	1/2	1	9
17	Adolf Albin (Romania)	0	1/2	1/2	0	0	1	1/2	1/2	1/2	0	1	1/2	1/2	0	0	0	X	0	0	1	1	1/2	8 1/2
18	Georg Marco (Austria)	1/2	0	0	0	0	1/2	0	0	1/2	1	1/2	0	1	0	1/2	1/2	1	X	1	1	0	1/2	8 1/2
19	William Pollock (Canada)	0	0	0	1	1	0	0	1/2	1/2	0	1/2	1/2	0	0	1	1	1	0	X	0	0	1	8
20	Jacques Mieses (German Empire)	0	1/2	1/2	1/2	1/2	1/2	0	0	1/2	1	0	0	0	0	0	1/2	0	0	1	X	1	1	7 1/2
21	Samuel Tinsley (England)	0	0	0	0	0	0	1	0	0	0	0	1	1	0	1	1/2	0	1	1	0	X	1	7 1/2
22	Beniamino Vergani (Italy)	0	0	0	0	0	0	0	0	1	0	0	0	0	0	1	0	1/2	1/2	0	0	0	X	3

Another very strong tournament took place in the German city of Nuremburg the following year, again including many of the world's strongest players.

This time Lasker came out on top, a point ahead of the young Hungarian player **Géza Maróczy** (1870-1951), who was in the world's top five players in the early years of the 20th century. Maróczy was noted for his defensive abilities and endgame skills.

Pillsbury and Tarrasch shared 3rd place, ahead of **Dawid Janowski** (1868-1927), who was born into a Polish family in what is now Belarus, but lived in France from 1890 onwards. He was a talented tactician but no match for players such as Capablanca and Lasker, who beat him comprehensively in a 1910 World Championship match.

Questions 145-160 in this chapter are taken from games played in this tournament.

#	Player	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	Total
1	Emanuel Lasker (German Empire)	*	1/2	1	0	0	1	1/2	1/2	1	1	1	0	1	1	1	1	1	1	1	13 1/2
2	Géza Maróczy (Hungary)	1/2	*	1/2	1	1	0	1/2	1/2	1/2	1/2	1/2	1	1/2	1	1	1	1	1	1/2	12 1/2
3	Siebert Tarrasch (German Empire)	0	1/2	*	0	1	1	1/2	1/2	1	1	0	1	1	1	1	1/2	1/2	1/2	1	12
4	Harry Nelson Pillsbury (United States)	1	0	1	*	1/2	1	0	1/2	0	1	0	1/2	1	1	1	1	1/2	1	1	12
5	Dawid Janowski (France)	1	0	0	1/2	*	1	1	1	1	0	1/2	0	1	1/2	1	0	1	1	1	11 1/2
6	Wilhelm Steinitz (Bohemia)	0	1	0	0	0	*	1/2	1	1/2	1	1	1	1	0	0	1	1	1	1	11
7	Carl August Walbrodt (German Empire)	1/2	1/2	1/2	1	0	1/2	*	1/2	1/2	1	0	0	1/2	1	1	1	1	1	0	10 1/2
8	Carl Schlechter (Austria)	1/2	1/2	1/2	1/2	0	0	1/2	*	1/2	1	1/2	1/2	1/2	1	1	1/2	1/2	1	1	10 1/2
9	Emanuel Schiffers (Russian Empire)	0	1/2	0	1	0	1/2	1/2	1/2	*	1/2	0	1/2	1/2	1	1/2	1	1/2	1	1	9 1/2
10	Mikhail Chigorin (Russian Empire)	0	1/2	0	0	1	0	0	0	1/2	*	1	1	1/2	1	1	0	1	1	1	9 1/2
11	Joseph Henry Blackburne (United Kingdom)	0	1/2	1	1	1/2	0	1	1/2	1	0	*	0	0	0	1	1	0	1	1/2	9
12	Rudolf Charousek (Hungary)	1	0	0	1/2	1	0	1	1/2	1/2	0	1	*	1/2	0	1/2	1	1	0	0	8 1/2
13	Georg Marco (Austria)	0	1/2	0	0	0	0	1/2	1/2	1/2	1/2	1	1/2	*	1/2	1	1/2	1/2	1	1/2	8
14	Adolf Albin (Romania)	0	0	0	0	1/2	1	0	0	0	0	1	1	1/2	*	0	1/2	1/2	1	1	7
15	Szymon Winawer (Poland)	0	0	0	0	0	1	0	0	1/2	0	0	1/2	0	1	*	1	1	1	1/2	6 1/2
16	Jackson Showalter (United States)	0	0	1/2	0	1	0	0	1/2	0	1	0	0	1/2	1/2	0	*	1/2	0	1	5 1/2
17	Moritz Porges (Bohemia)	0	0	1/2	1/2	0	0	0	1/2	1/2	0	1	0	1/2	1/2	0	1/2	*	0	1	5 1/2
18	Emil Schallopp (German Empire)	0	0	1/2	0	0	0	0	0	0	0	0	1	0	0	0	1	1	*	1	4 1/2
19	Richard Teichmann (German Empire)	0	1/2	0	0	0	0	1	0	0	0	1/2	1	1/2	0	1/2	0	0	0	*	4

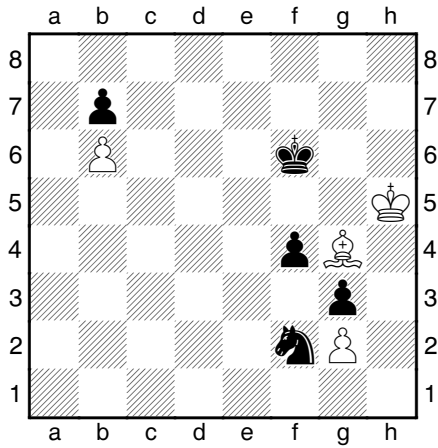
The last great tournament of the 19th century took place in London in 1899. Lasker scored one of his greatest victories here, finishing 4½ points ahead of a world-class field.

Maróczy, Pillsbury and Janowski shared second place, just ahead of the Austrian master **Carl Schlechter** (1874-1918). Schlechter, a solid positional player, was another of the leading masters of his day, coming very close to defeating Lasker in a 1910 World Championship match. As a chess professional he found life during World War 1 difficult, dying of pneumonia and starvation at the age of 44.

I've written two articles about the English master Francis Lee on my Minor Pieces website.

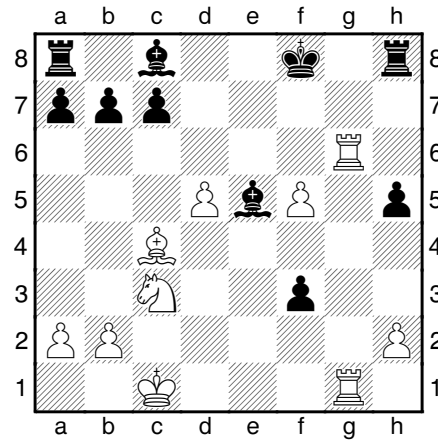
This chapter, and this book, concludes with Questions 161-176, all from games played in this event.

#	Player	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	Total
1	Emanuel Lasker (German Empire)	XX	1/2 1	1/2 1	1 1/2	1/2 1	0 1	1 1	1 1	1 1/2	1/2 1	1 1/2	1 1	1 1	1 1	++	23 1/2
2-4	Géza Maróczy (Austria-Hungary)	1/2 0	XX	1/2 1/2	1 0	1/2 1/2	1/2 1	0 1	1/2 1	1 0	1/2 1	1 1	1/2 1	1 1/2	1 1	++	19
2-4	Harry Nelson Pillsbury (United States)	1/2 0	1/2 1/2	XX	0 1	1/2 1	0 0	1 0	1/2 1/2	1 1	1 1	1 1	1 1	1 1/2	1 1	1/2 +	19
2-4	Dawid Janowski (France)	0 1/2	0 1	1 0	XX	1 1	1 1/2	1 1	1/2 1	0 0	1 0	1 1	1 1	0 1	1 1/2	++	19
5	Carl Schlechter (Austria-Hungary)	1/2 0	1/2 1/2	1/2 0	0 0	XX	1 1/2	1 0	1/2 1	1/2 1	1 1	0 1/2	1 1	1 1	1 1	++	18
6	Joseph Henry Blackburne (United Kingdom)	1 0	1/2 0	1 1	0 1/2	0 1/2	XX	1/2 0	0 1	1 1/2	1 0	0 1	1 1/2	1 1	1 1	1/2 +	16 1/2
7	Mikhail Chigorin (Russian Empire)	0 0	1 0	0 1	0 0	0 1	1/2 1	XX	1 1/2	1 1/2	1/2 1	0 1	1 0	1 1	1 0	1 +	16
8	Jackson Whipps Showalter (United States)	0 0	1/2 0	1/2 1/2	1/2 0	1/2 0	1 0	0 1/2	XX	0 1/2	1 1/2	0 1/2	1 1	1 1	0 1	++	13 1/2
9	James Mason (United States)	0 1/2	0 1	0 0	1 1	1/2 0	0 1/2	0 1/2	1 1/2	XX	0 1	0 0	0 0	1 1	1/2 1	++	13
10-11	Wilhelm Steinitz (United States)	1/2 0	1/2 0	0 0	0 1	0 0	0 1	1/2 0	0 1/2	1 0	XX	1 1/2	1/2 0	1/2 1	1 1	++	12 1/2
10-11	Wilhelm Cohn (German Empire)	0 1/2	0 0	0 0	0 0	1 1/2	1 0	1 0	1 1/2	1 1	0 1/2	XX	1 1/2	1 0	0 0	++	12 1/2
12	Francis Joseph Lee (United Kingdom)	0 0	1/2 0	0 0	0 0	0 0	0 1/2	0 1	0 0	1 1	1/2 1	0 1/2	XX	1/2 1	1/2 1/2	++	10 1/2
13	Henry Edward Bird (United Kingdom)	0 0	0 1/2	0 1/2	1 0	0 0	0 0	0 0	0 0	0 0	1/2 0	0 1	1/2 0	XX	1 1	++	8
14	Samuel Tinsley (United Kingdom)	0 0	0 0	0 0	0 1/2	0 0	0 0	0 1	1 0	1/2 0	0 0	1 1	1/2 1/2	0 0	XX	0 +	7
15	Richard Teichmann (German Empire)	--	--	1/2 -	--	1/2 -	0 -	0 -	--	--	--	--	--	--	1 -	XX	2



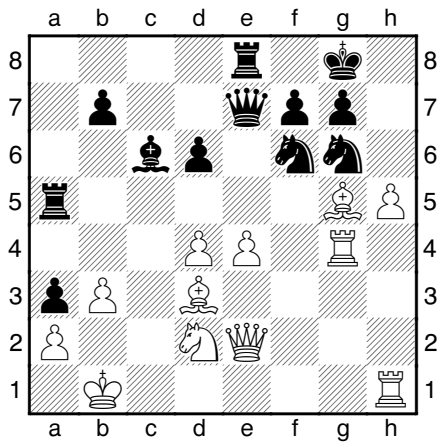
Q1. Black to move: what would you play?
De La Bourdonnais - McDonnell (1/2) 1834

Why did you choose that move?



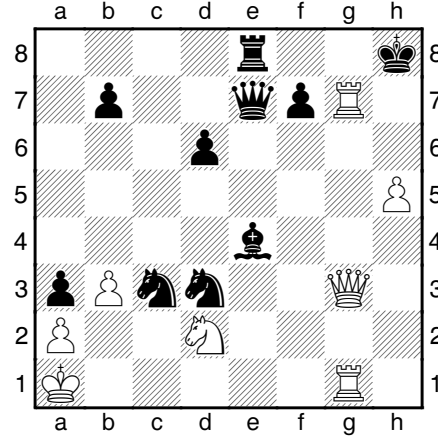
Q2. White to move: what would you play?
De La Bourdonnais - McDonnell (1/4) 1834

Why did you choose that move?



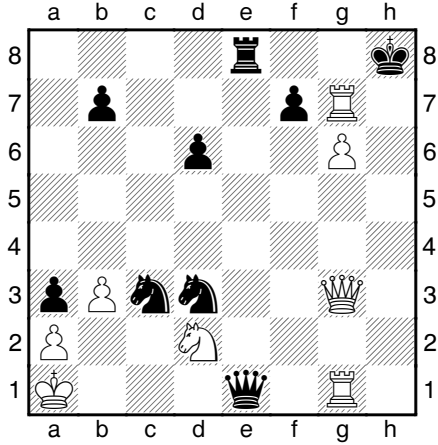
Q3. Black to move: what would you play?
De La Bourdonnais - McDonnell (1/21) 1834

Why did you choose that move?



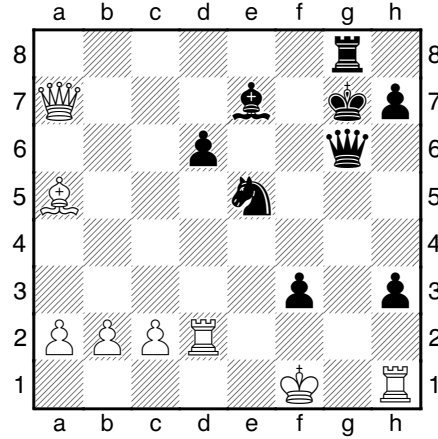
Q4. Black to move: what would you play?
De La Bourdonnais - McDonnell (1/21) 1834

Why did you choose that move?



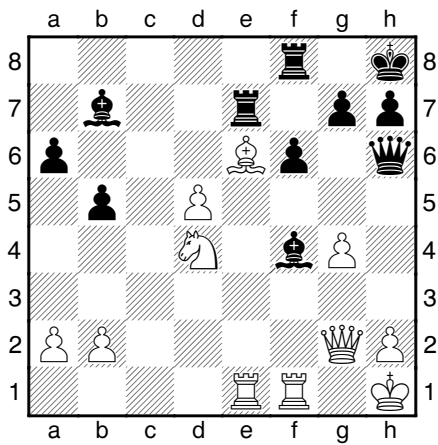
Q5. White to move: what would you play?
De La Bourdonnais - McDonnell (1/21) 1834

Why did you choose that move?



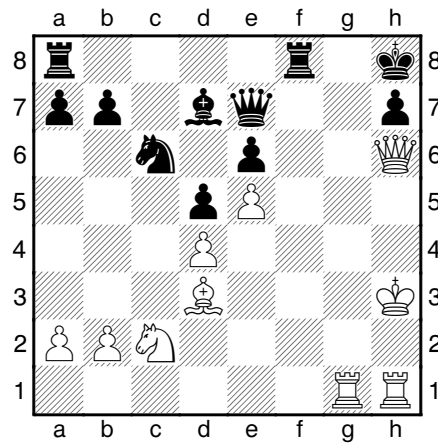
Q6. Black to move: what would you play?
McDonnell - De La Bourdonnais (1/22) 1834

Why did you choose that move?



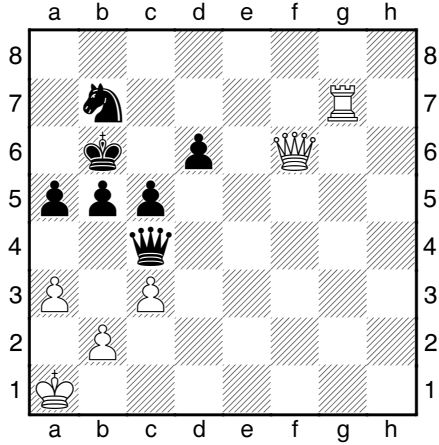
Q7. Black to move: what would you play?
De La Bourdonnais - McDonnell (1/25) 1834

Why did you choose that move?



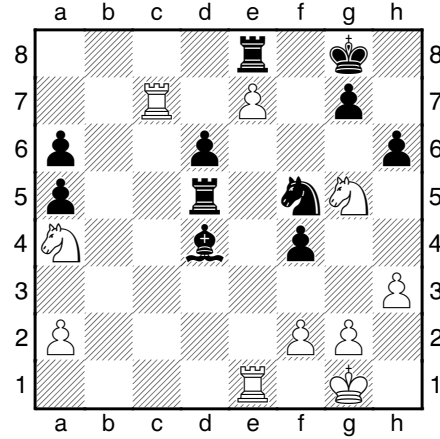
Q8. White to move: what would you play?
McDonnell - De La Bourdonnais (1/22) 1834

Why did you choose that move?



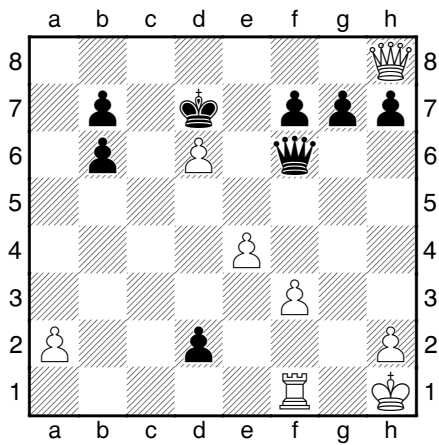
Q9. White to move: what would you play?
De La Bourdonnais - McDonnell (4/9) 1834

Why did you choose that move?



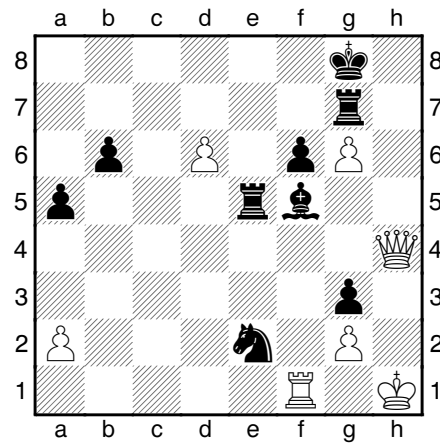
Q10. White to move: what would you play?
De La Bourdonnais - McDonnell (4/10) 1834

Why did you choose that move?



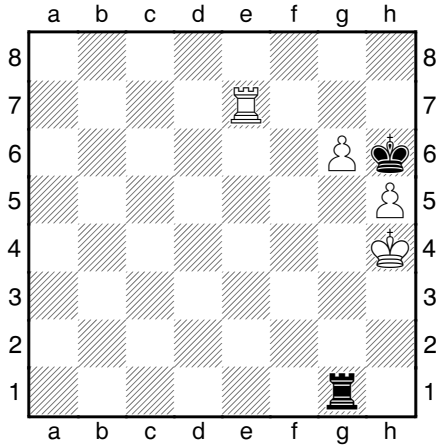
Q11. White to move: what would you play?
De La Bourdonnais - McDonnell (4/13) 1834

Why did you choose that move?



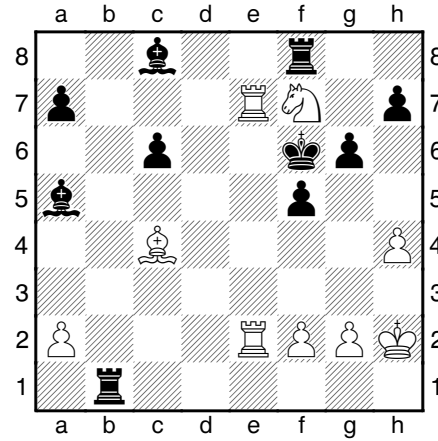
Q12. White to move: what would you play?
De La Bourdonnais - McDonnell (4/14) 1834

Why did you choose that move?



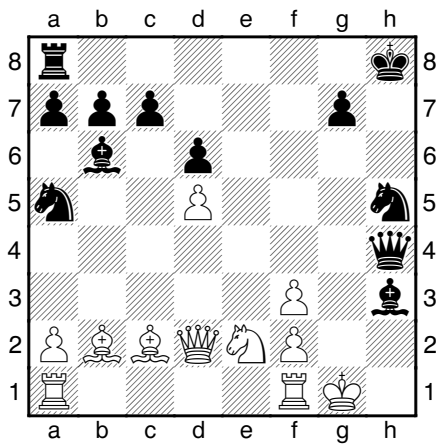
Q13. Black to move: what would you play?
De La Bourdonnais - McDonnell (5/9) 1834

Why did you choose that move?



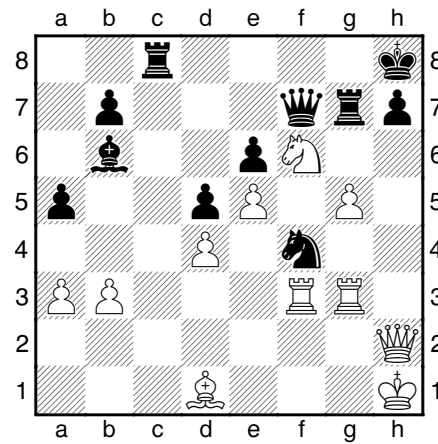
Q14. Black to move: what would you play?
De La Bourdonnais - McDonnell (5/11) 1834

Why did you choose that move?



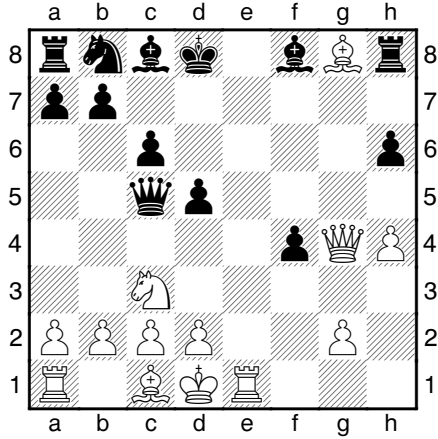
Q15. Black to move: what would you play?
De La Bourdonnais - McDonnell (6/3) 1834

Why did you choose that move?



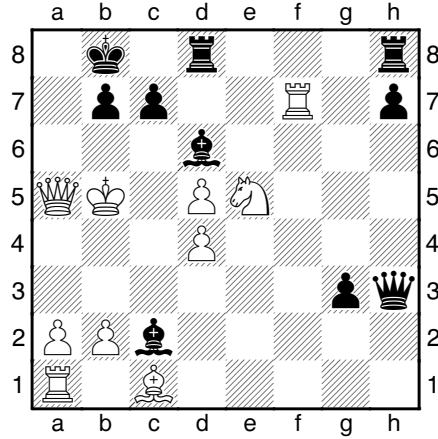
Q16. Black to move: what would you play?
De La Bourdonnais - McDonnell (6/9) 1834

Why did you choose that move?



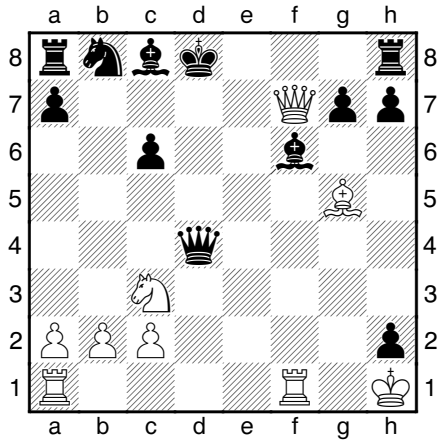
Q17. White to move: what would you play?
Morphy - Rousseau 1849

Why did you choose that move?



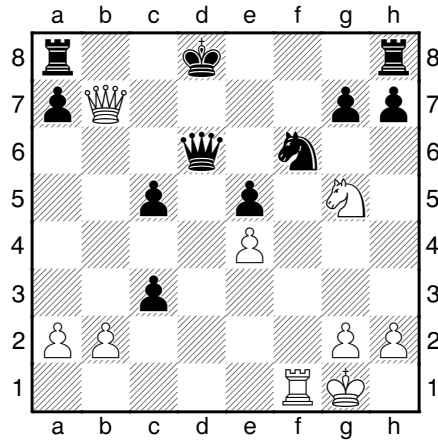
Q18. White to move: what would you play?
Maurian - Morphy 1857

Why did you choose that move?



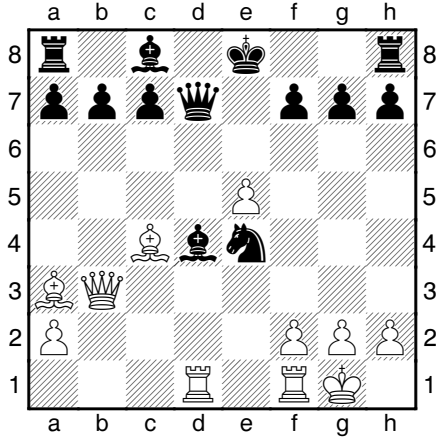
Q19. Black to move: what would you play?
Morphy - Lichtenhein 1857

Why did you choose that move?



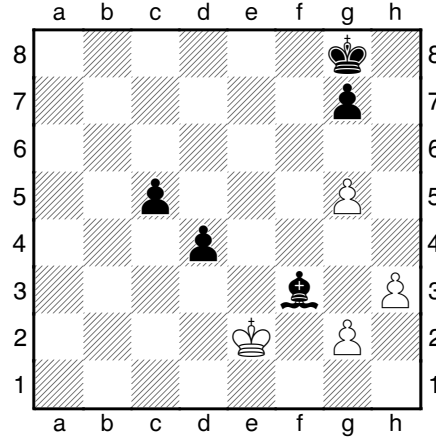
Q20. Black to move: what would you play?
Morphy - Julien 1857

Why did you choose that move?



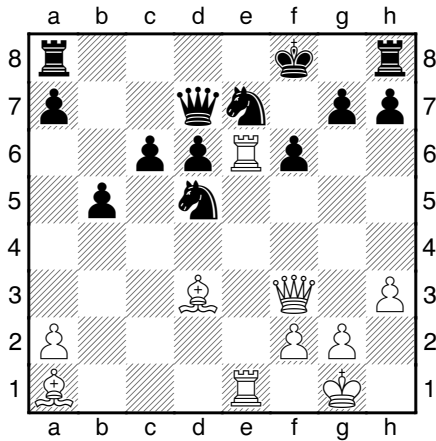
Q21. White to move: what would you play?
Morphy - Perrin 1857

Why did you choose that move?



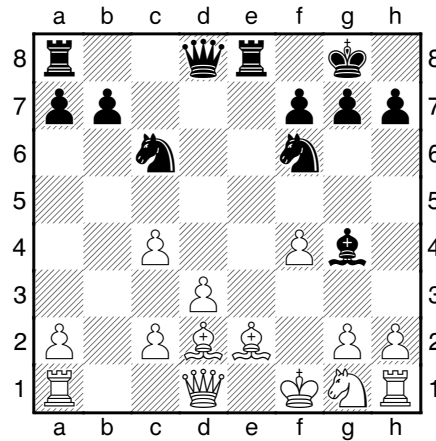
Q22. White to move: what would you play?
Marache - Morphy 1857

Why did you choose that move?



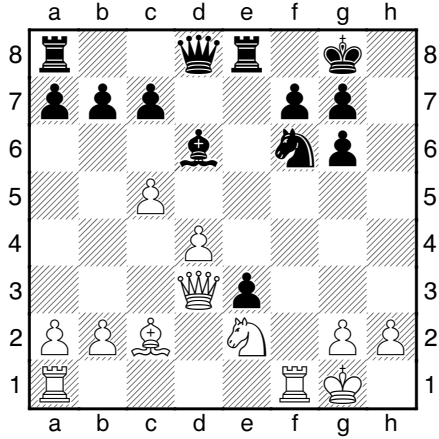
Q23. White to move: what would you play?
Morphy - Schulten 1858

Why did you choose that move?



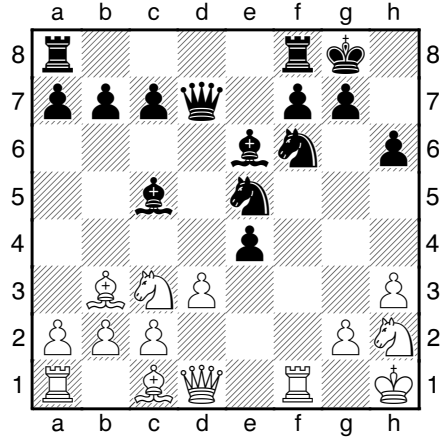
Q24. Black to move: what would you play?
Schulten - Morphy 1858

Why did you choose that move?



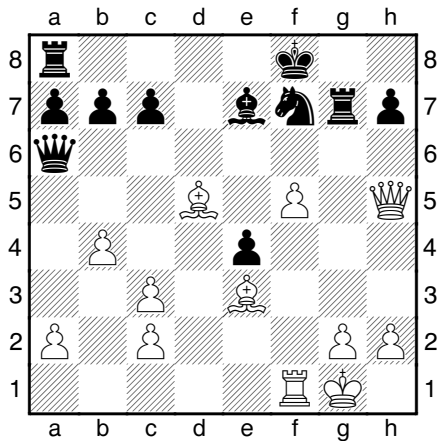
Q25 Black to move: what would you play?
Schulten - Morphy 1858

Why did you choose that move?



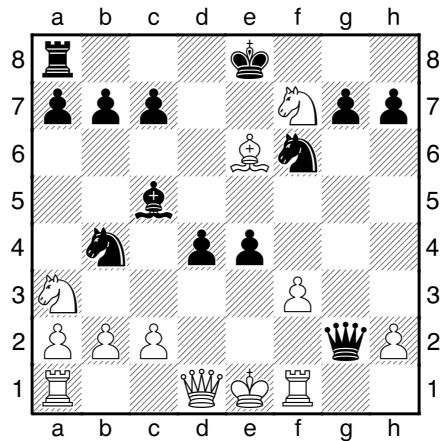
Q26. White to move: what would you play?
Journoud - Morphy 1858

Why did you choose that move?



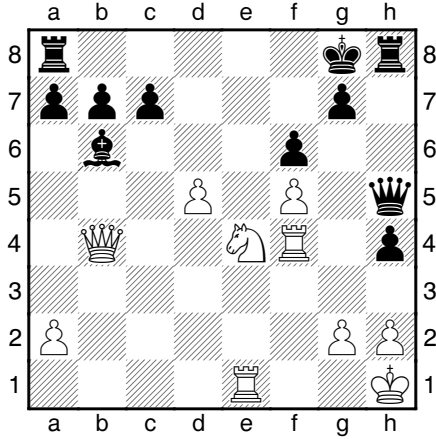
Q27. White to move: what would you play?
Morphy - Barnes 1858

Why did you choose that move?



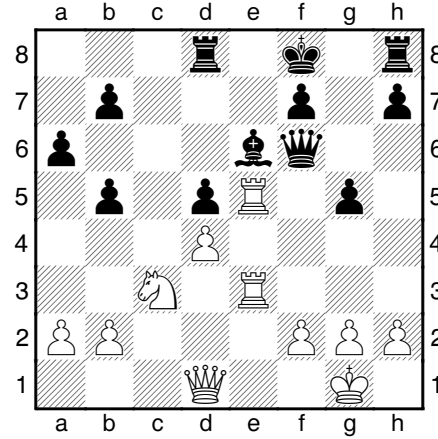
Q28. Black to move: what would you play?
Barnes - Morphy 1858

Why did you choose that move?



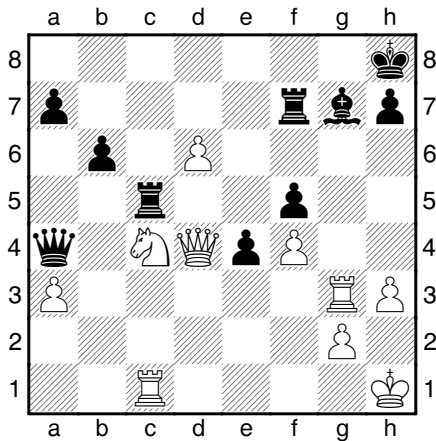
Q29. White to move: what would you play?
Morphy - Bird 1858

Why did you choose that move?



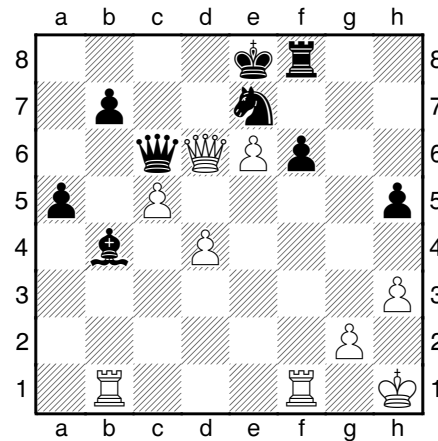
Q30. White to move: what would you play?
Morphy - Anderssen 1858

Why did you choose that move?



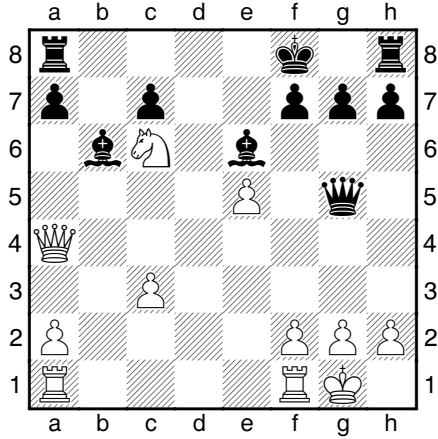
Q31. White to move: what would you play?
Anderssen - Morphy 1858

Why did you choose that move?



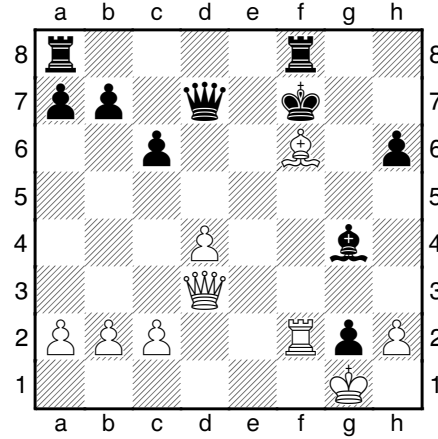
Q32. White to move: what would you play?
Morphy - Thompson 1859

Why did you choose that move?



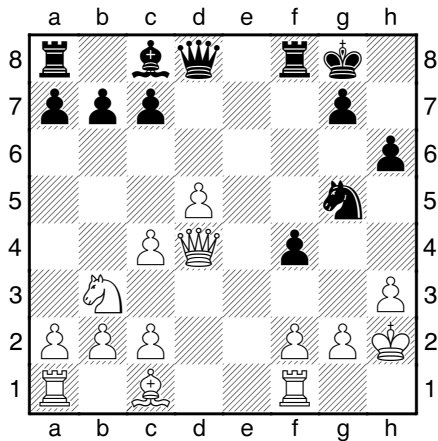
Q33. White to move: what would you play?
Morphy - Bryan 1859

Why did you choose that move?



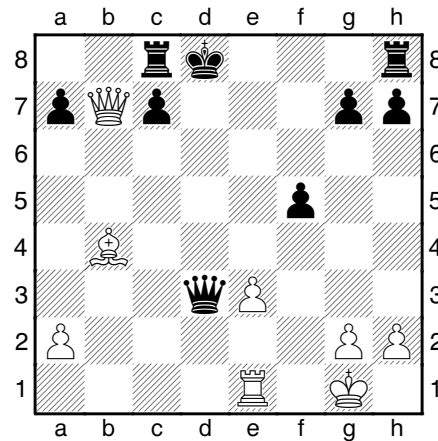
Q34. White to move: what would you play?
Morphy - Knott 1859

Why did you choose that move?



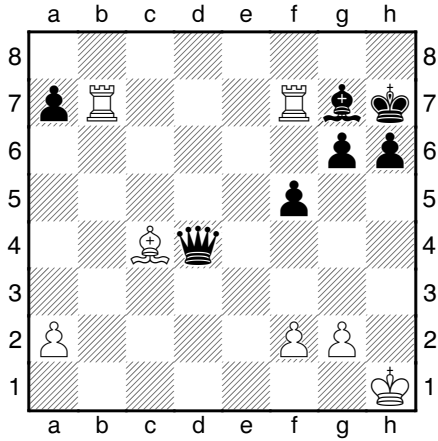
Q35 Black to move: what would you play?
Arnous de Rivière - Morphy 1863

Why did you choose that move?



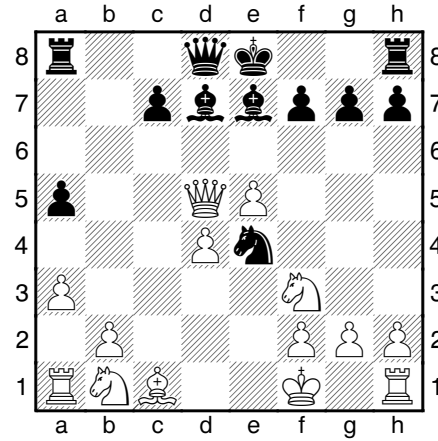
Q36. White to move: what would you play?
Morphy - Maurian 1866

Why did you choose that move?



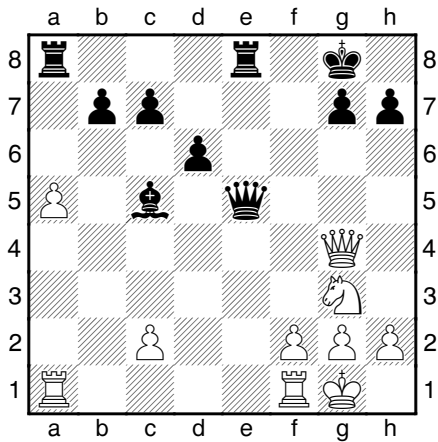
Q37. Black to move: what would you play?
Anderssen - Steinitz Baden-Baden 1870

Why did you choose that move?



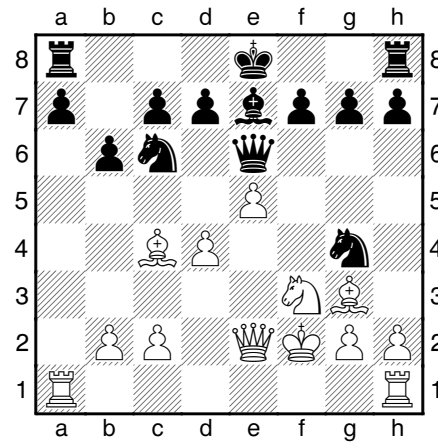
Q38. Black to move: what would you play?
Paulsen - Rosenthal Baden-Baden 1870

Why did you choose that move?



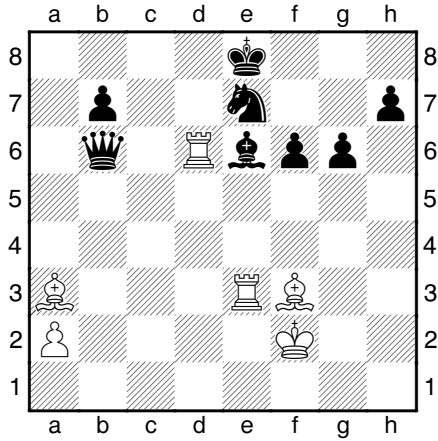
Q39. Black to move: what would you play?
Winawer - Paulsen Baden-Baden 1870

Why did you choose that move?



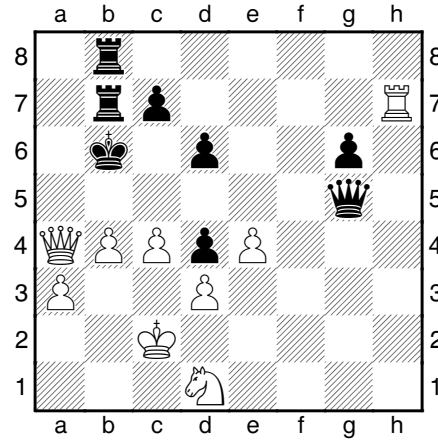
Q40. White to move: what would you play?
Steinitz - Minckwitz Baden-Baden 1870

Why did you choose that move?



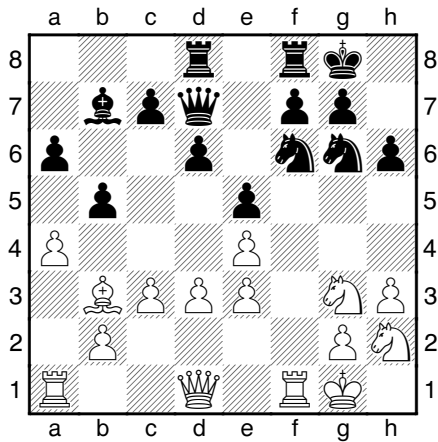
Q41. Black to move: what would you play?
Rosenthal - Steinitz Baden-Baden 1870

Why did you choose that move?



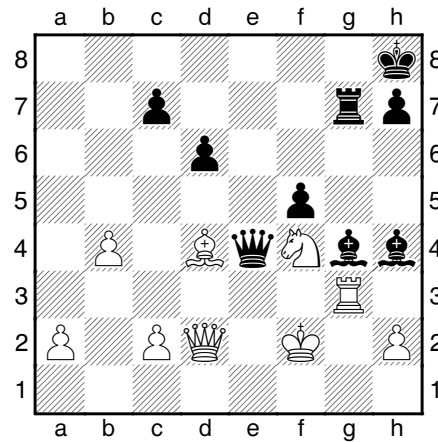
Q42. Black to move: what would you play?
Anderssen - Paulsen Baden-Baden 1870

Why did you choose that move?



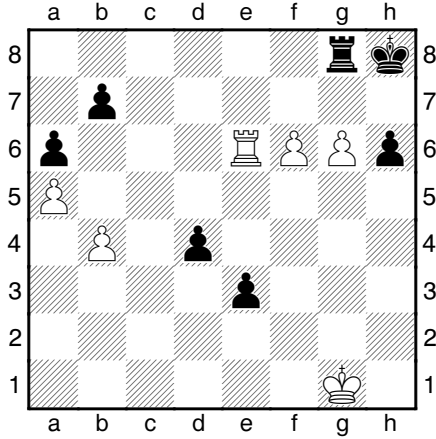
Q43. White to move: what would you play?
Blackburne - Minckwitz Baden-Baden 1870

Why did you choose that move?



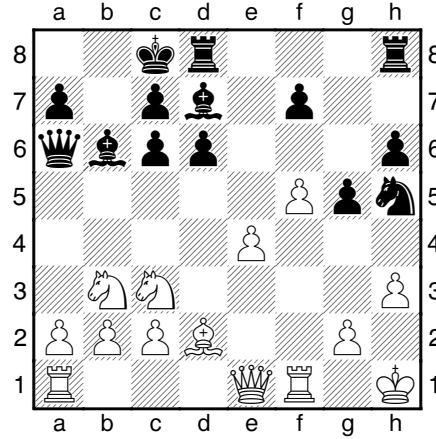
Q44. White to move: what would you play?
Stern - Steinitz Baden-Baden 1870

Why did you choose that move?



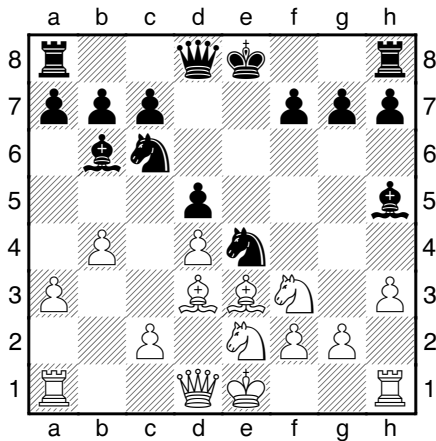
Q45. White to move: what would you play?
Zukertort - Englisch Paris 1878

Why did you choose that move?



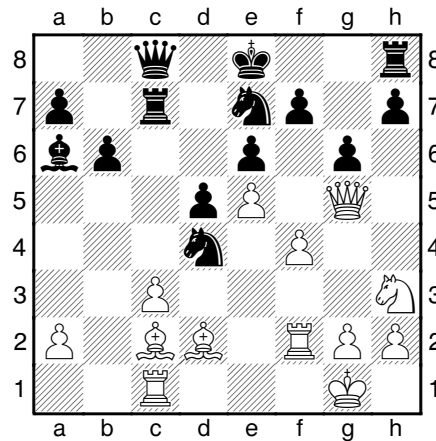
Q46. Black to move: what would you play?
Gifford - Blackburne Paris 1878

Why did you choose that move?



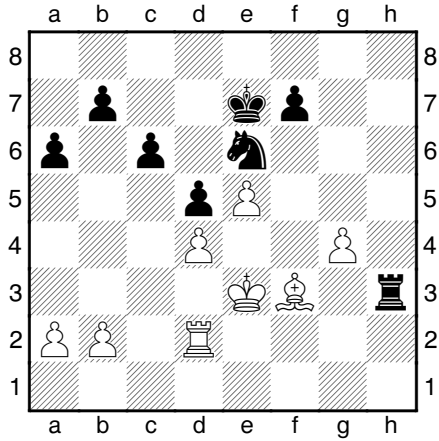
Q47 White to move: what would you play?
Rosenthal - Bird Paris 1878

Why did you choose that move?



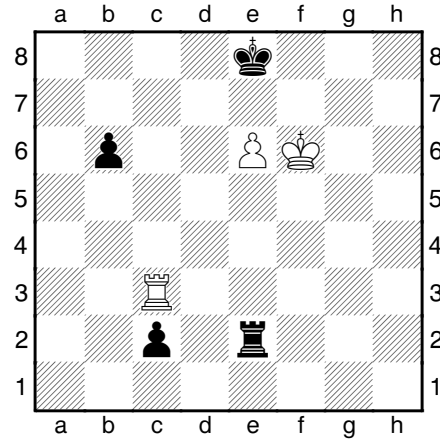
Q48. White to move: what would you play?
Zukertort - Bird Paris 1878

Why did you choose that move?



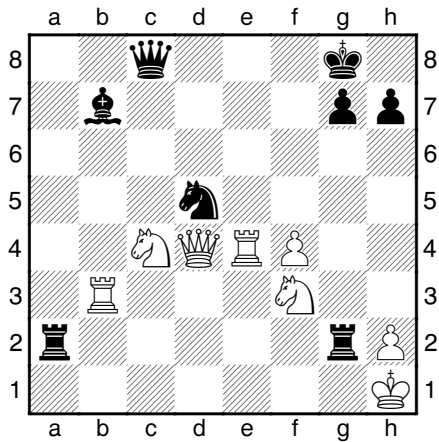
Q49. Black to move: what would you play?
Clerc - Mackenzie Paris 1878

Why did you choose that move?



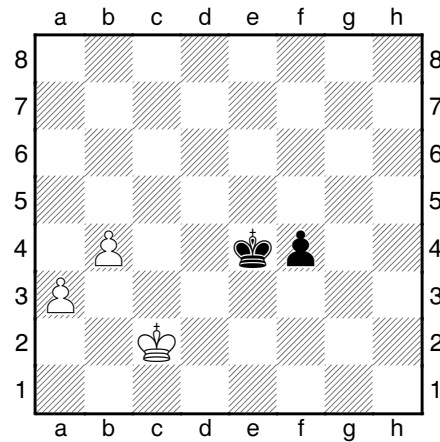
Q50. Black to move: what would you play?
Clerc - Mason Paris 1878

Why did you choose that move?



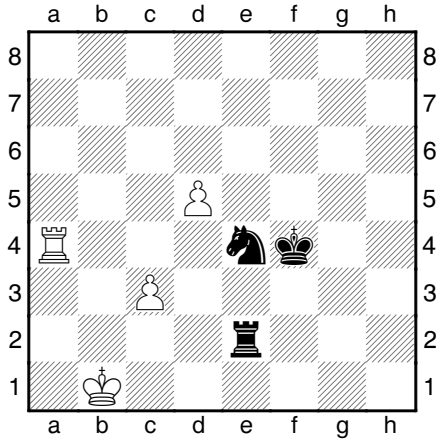
Q51. White to move: what would you play?
Bird - Blackburne Paris 1878

Why did you choose that move?



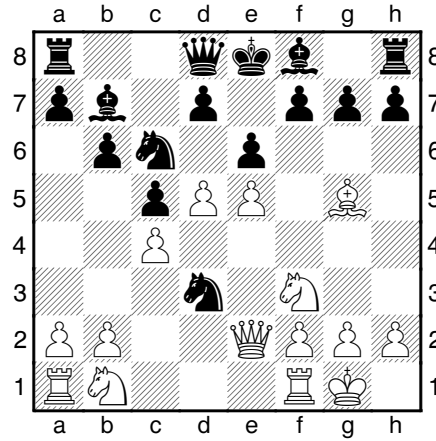
Q52. White to move: what would you play?
Anderssen - Winawer Paris 1878

Why did you choose that move?



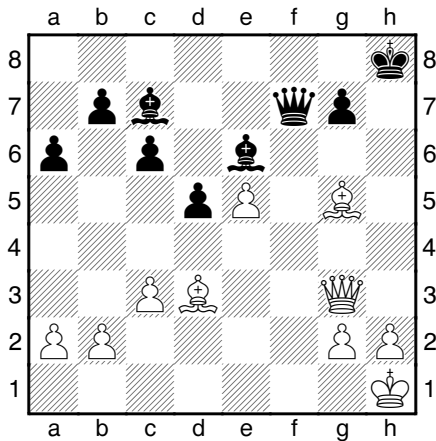
Q53. Black to move: what would you play?
Zukertort - Blackburne Paris 1878

Why did you choose that move?



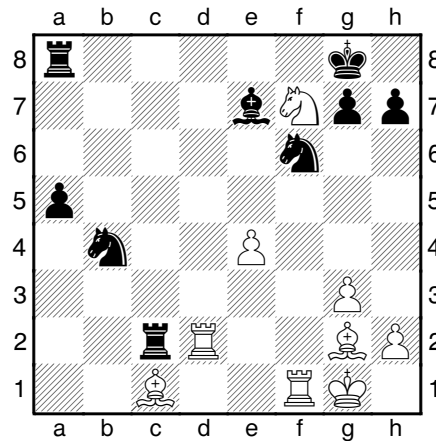
Q54. Black to move: what would you play?
Gifford - Bird Paris 1878

Why did you choose that move?



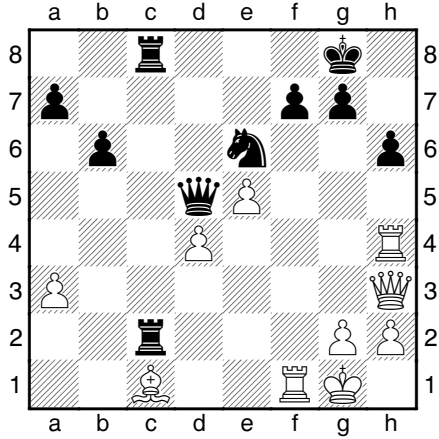
Q55. White to move: what would you play?
Zukertort - Rosenthal Paris 1878

Why did you choose that move?



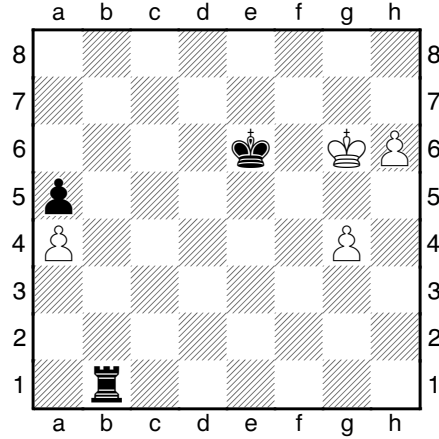
Q56. Black to move: what would you play?
Clerc - Anderssen Paris 1878

Why did you choose that move?



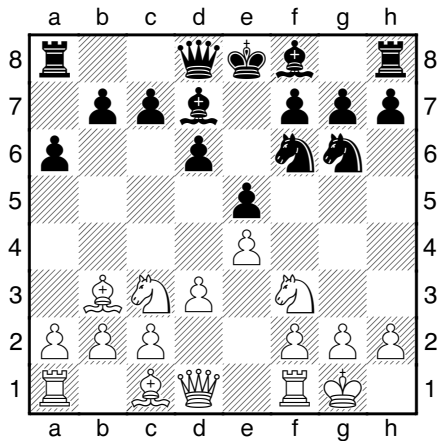
Q57. White to move: what would you play?
 Englisch - Bird Paris 1878

Why did you choose that move?



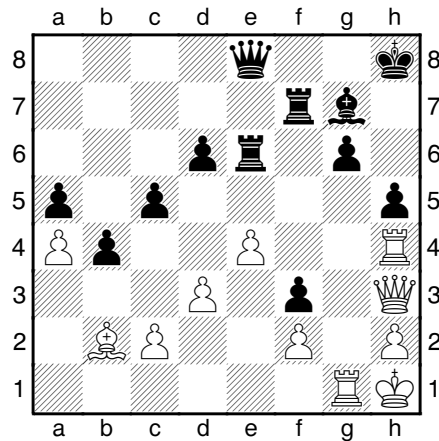
Q58. Black to move: what would you play?
 Clerc - Zukertort Paris 1878

Why did you choose that move?



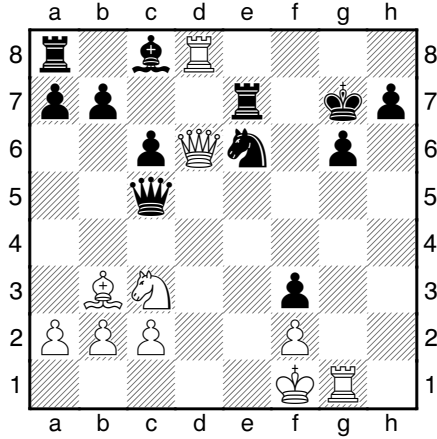
Q59. White to move: what would you play?
 Englisch - Gifford Paris 1878

Why did you choose that move?



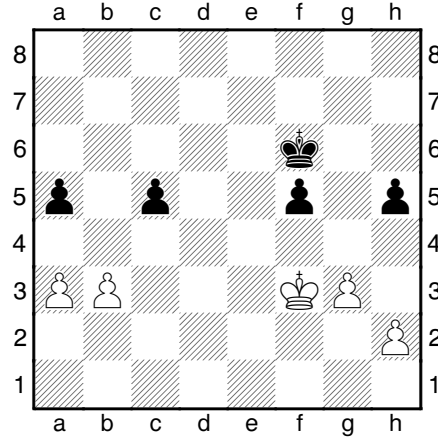
Q60. White to move: what would you play?
 Zukertort - Winawer Paris 1878

Why did you choose that move?



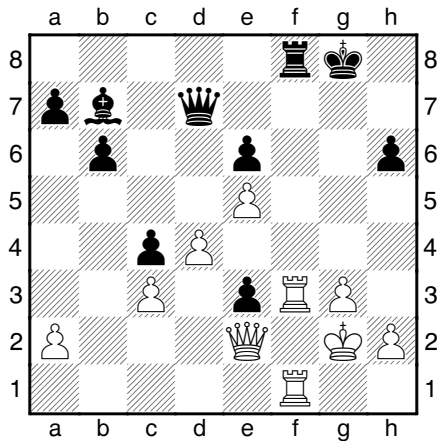
Q61. White to move: what would you play?
Mackenzie - Winawer Vienna 1882

Why did you choose that move?



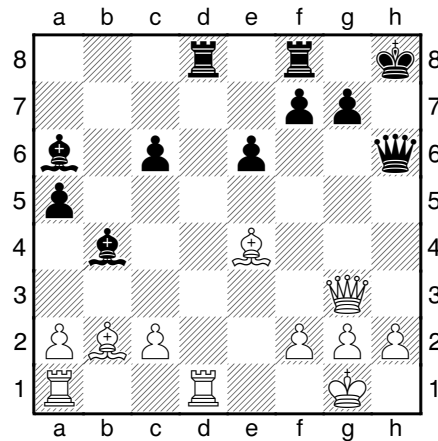
Q62. White to move: what would you play?
Blackburne - Hruby Vienna 1882

Why did you choose that move?



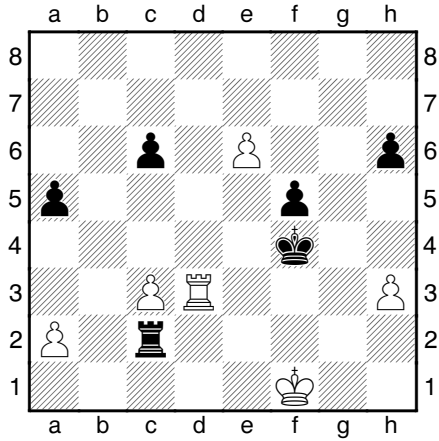
Q63. Black to move: what would you play?
Mason - Chigorin Vienna 1882

Why did you choose that move?



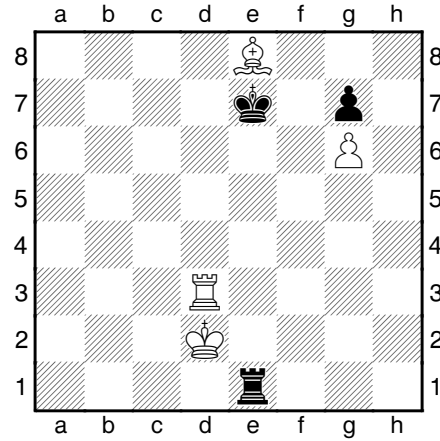
Q64. White to move: what would you play?
Fleissig - Blackburne Vienna 1882

Why did you choose that move?



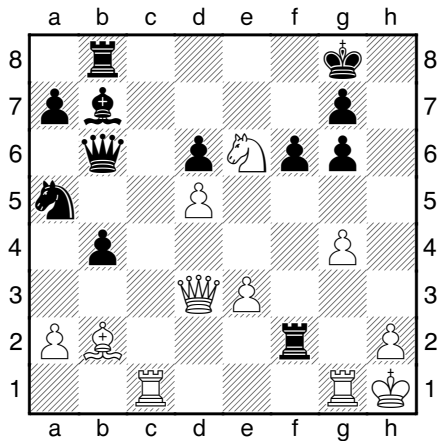
Q65. Black to move: what would you play?
Mackenzie - Bird Vienna 1882

Why did you choose that move?



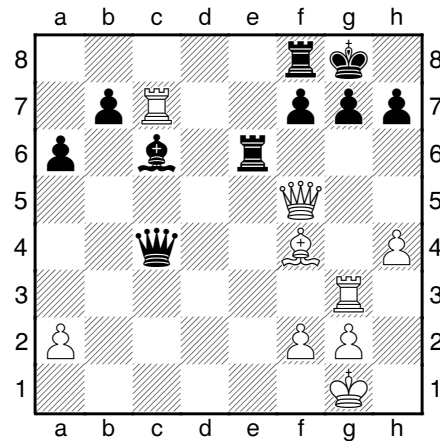
Q66. Black to move: what would you play?
Ware - Steinitz Vienna 1882

Why did you choose that move?



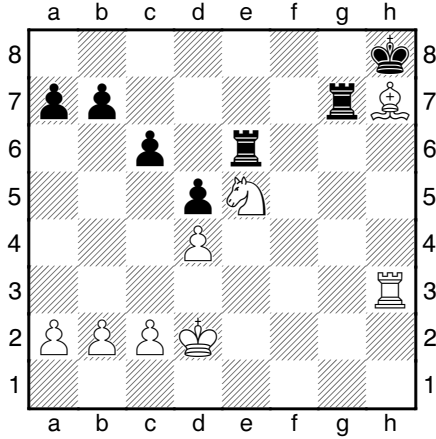
Q67. Black to move: what would you play?
Wittek - Hruby Vienna 1882

Why did you choose that move?



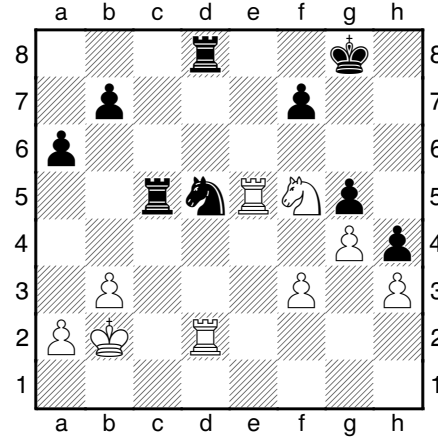
Q68. White to move: what would you play?
Blackburne - Bird Vienna 1882

Why did you choose that move?



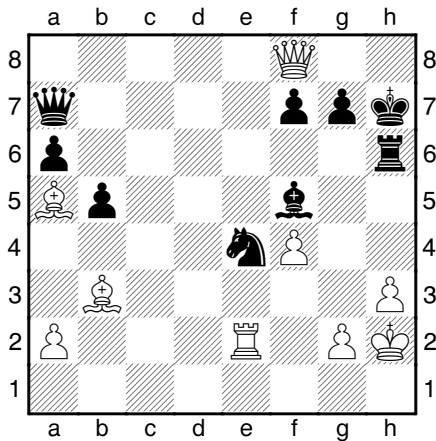
Q69. Black to move: what would you play?
Noa - Schwarz Vienna 1882

Why did you choose that move?



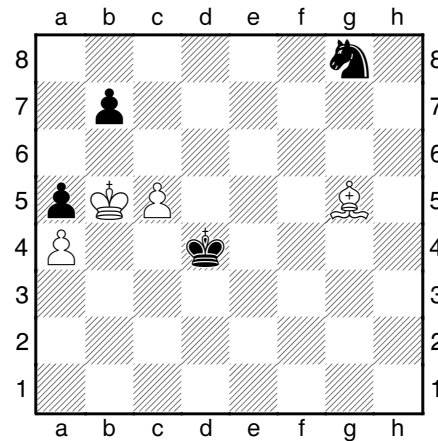
Q70. Black to move: what would you play?
Chigorin - Blackburne Vienna 1882

Why did you choose that move?



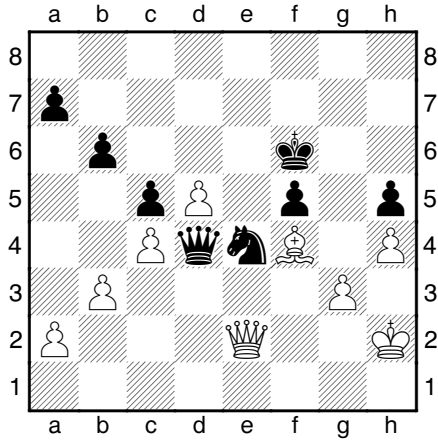
Q71. Black to move: what would you play?
Weiss - Mackenzie Vienna 1882

Why did you choose that move?



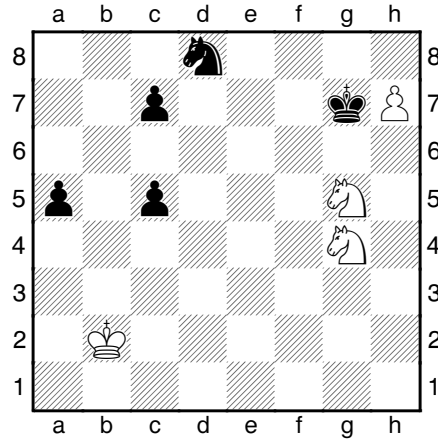
Q72. White to move: what would you play?
Englich - Wittek Vienna 1882

Why did you choose that move?



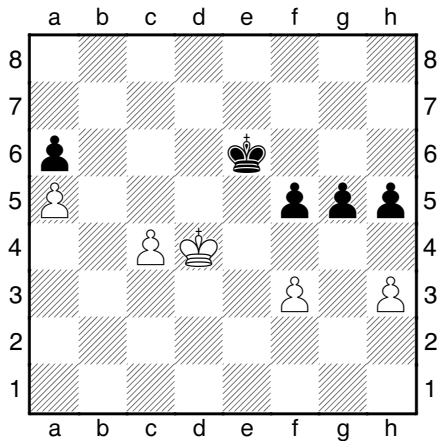
Q73. White to move: what would you play?
 Englisch - Noa Vienna 1882

Why did you choose that move?



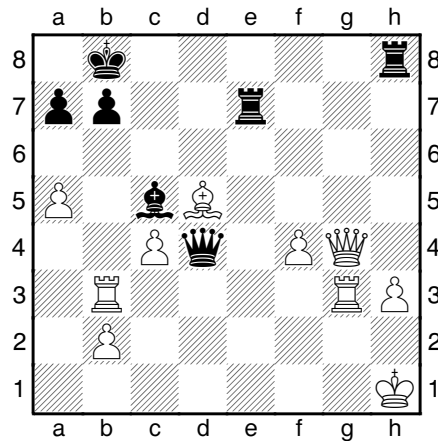
Q74. White to move: what would you play?
 Mackenzie - Hruby Vienna 1882

Why did you choose that move?



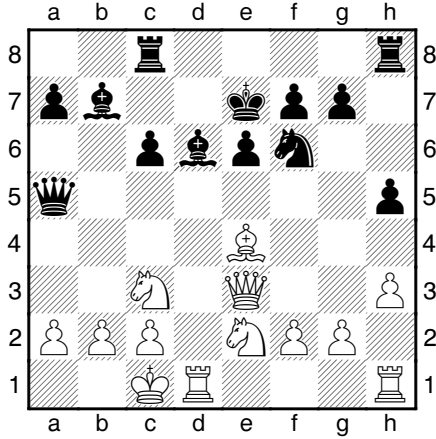
Q75. Black to move: what would you play?
 Blackburne - Mason Vienna 1882

Why did you choose that move?



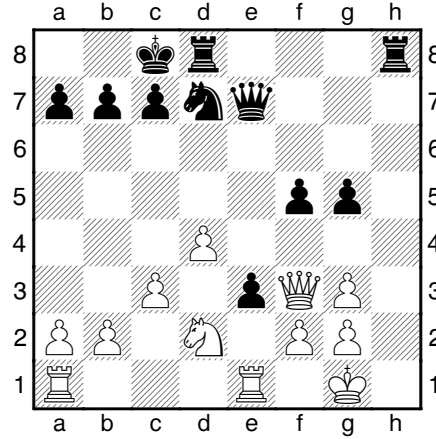
Q76. White to move: what would you play?
 Steinitz - Paulsen Vienna 1882

Why did you choose that move?



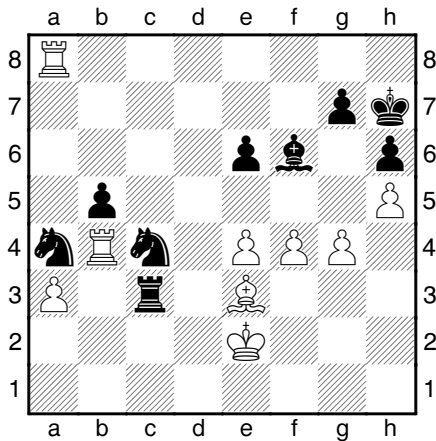
Q77. White to move: what would you play?
Winawer - Ware Vienna 1882

Why did you choose that move?



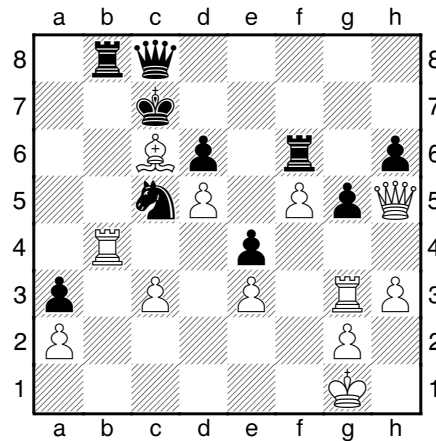
Q78. Black to move: what would you play?
Mackenzie - Noa Vienna 1882

Why did you choose that move?



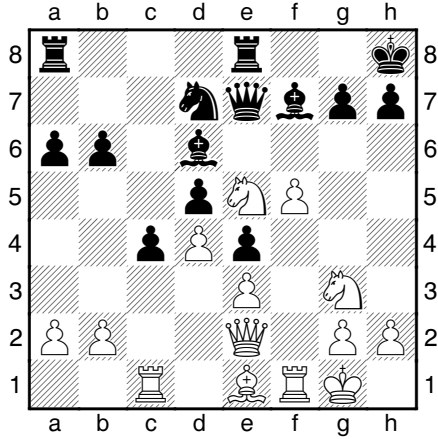
Q79. White to move: what would you play?
Chigorin - Mason Vienna 1882

Why did you choose that move?



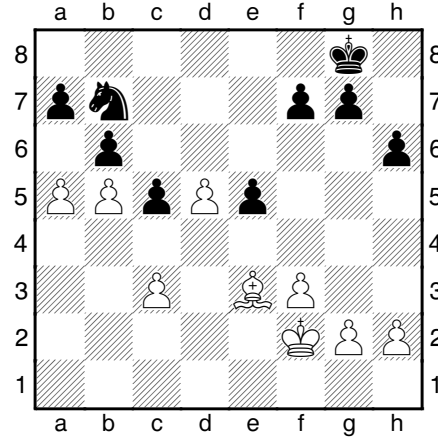
Q80. White to move: what would you play?
Mason - Winawer Vienna 1882

Why did you choose that move?



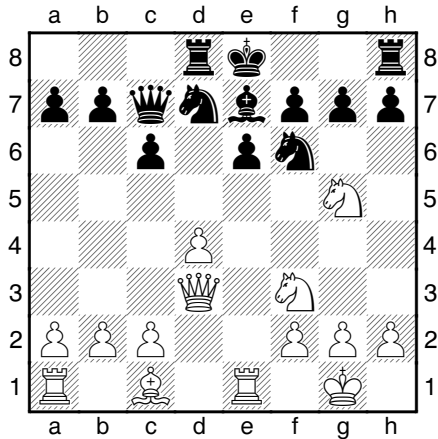
Q81. White to move: what would you play?
Mackenzie - Schwarz Vienna 1882

Why did you choose that move?



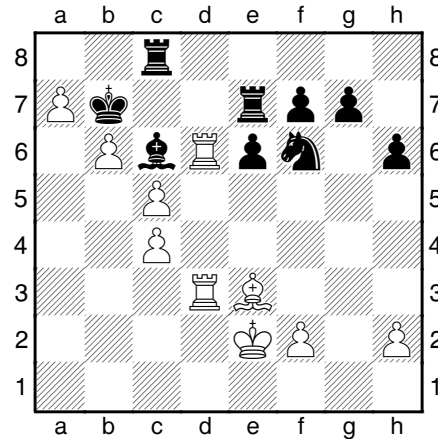
Q82. White to move: what would you play?
Wittek - Englisch Vienna 1882

Why did you choose that move?



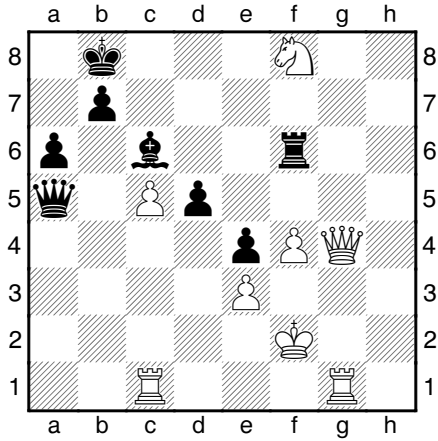
Q83. White to move: what would you play?
Blackburne - Ware Vienna 1882

Why did you choose that move?



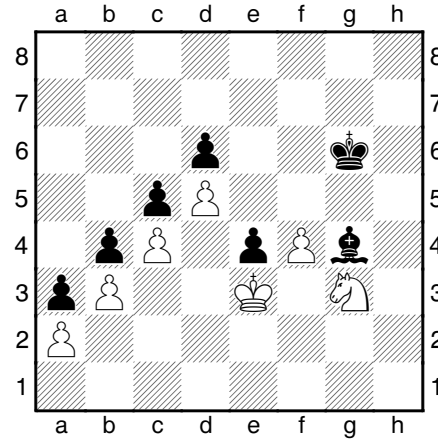
Q84. White to move: what would you play?
Zukertort - Weiss Vienna 1882

Why did you choose that move?



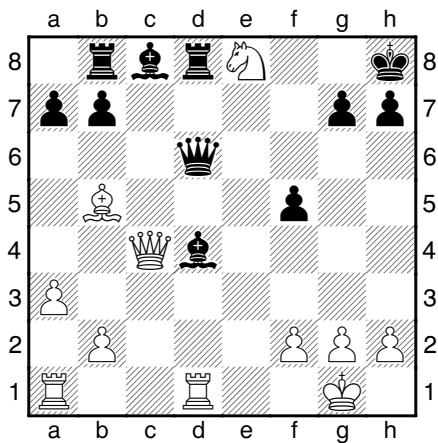
Q85. Black to move: what would you play?
Mackenzie - Mortimer London 1883

Why did you choose that move?



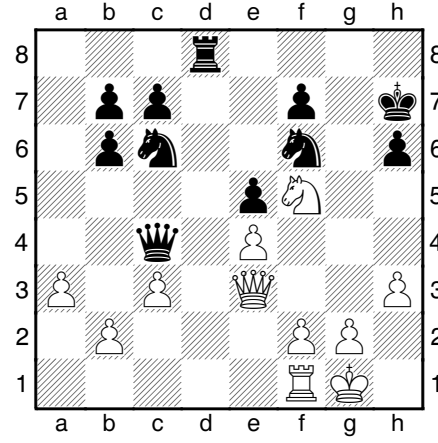
Q86. Black to move: what would you play?
Sellman - Mason London 1883

Why did you choose that move?



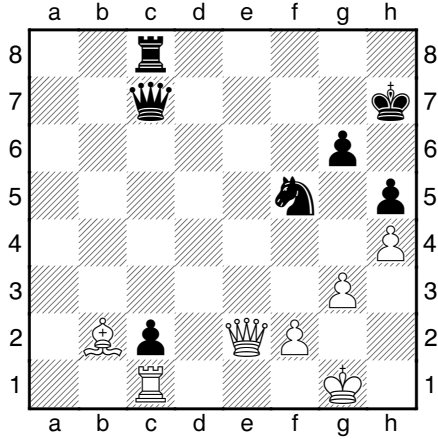
Q87. Black to move: what would you play?
Skipworth - Mortimer London 1883

Why did you choose that move?



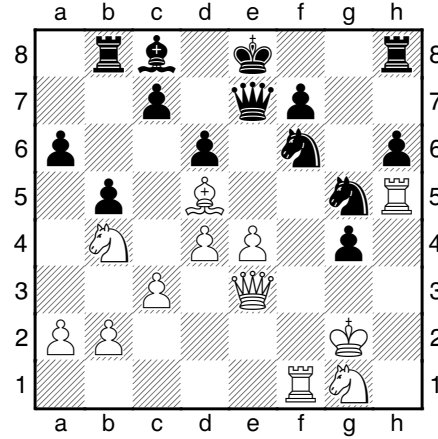
Q88. Black to move: what would you play?
Mason - Skipworth London 1883

Why did you choose that move?



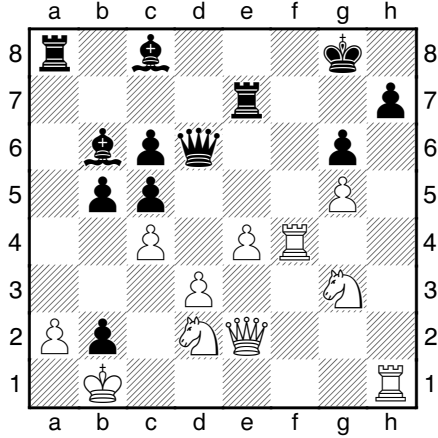
Q89. Black to move: what would you play?
Mason - Zukertort London 1883

Why did you choose that move?



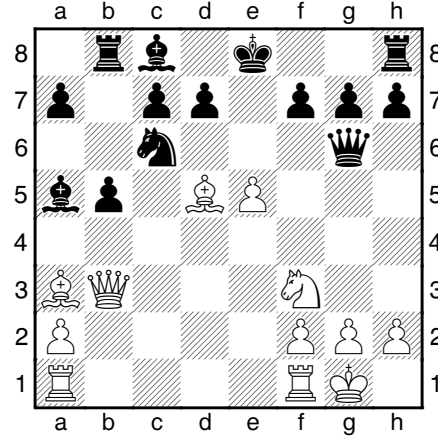
Q90. White to move: what would you play?
Chigorin - Sellman London 1883

Why did you choose that move?



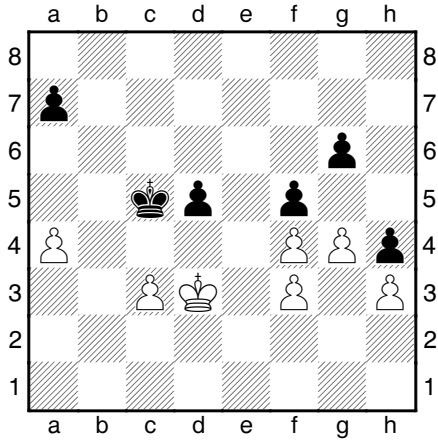
Q91. White to move: what would you play?
Winawer - Mortimer London 1883

Why did you choose that move?



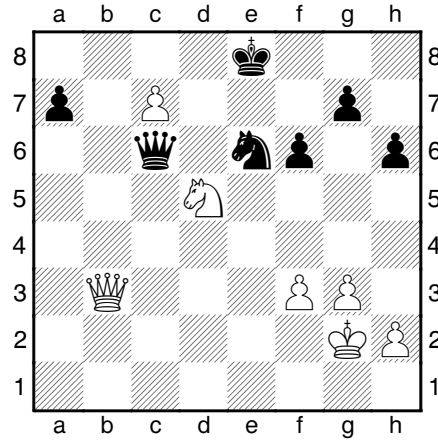
Q92. White to move: what would you play?
Chigorin - Mortimer London 1884

Why did you choose that move?



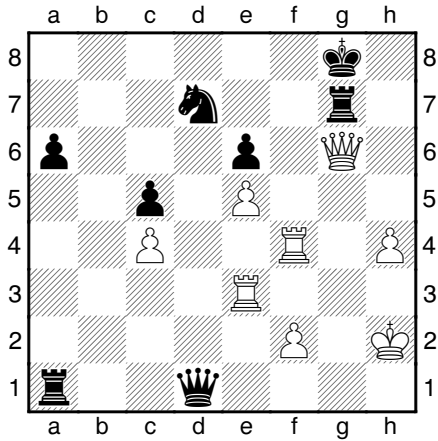
Q93. Black to move: what would you play?
Mason - Chigorin London 1883

Why did you choose that move?



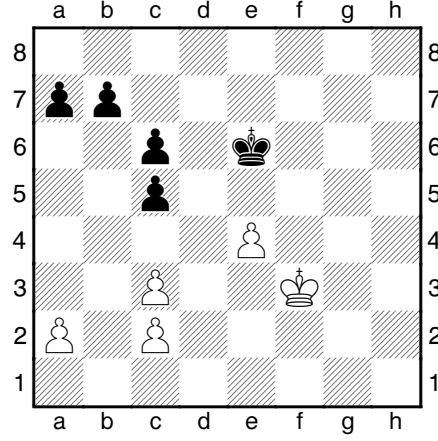
Q94. White to move: what would you play?
Zukertort - Englisch London 1883

Why did you choose that move?



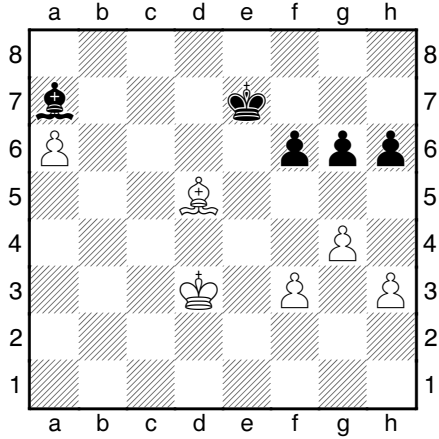
Q95. White to move: what would you play?
Mortimer - Sellman London 1883

Why did you choose that move?



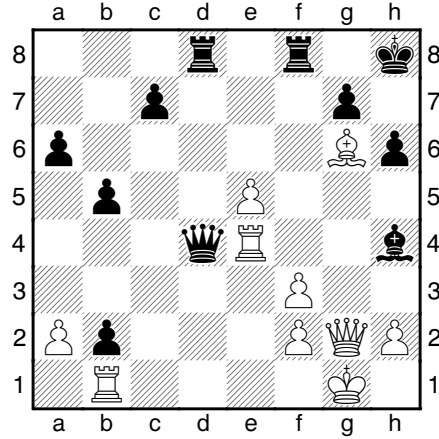
Q96. Black to move: what would you play?
Englisch - Zukertort London 1883

Why did you choose that move?



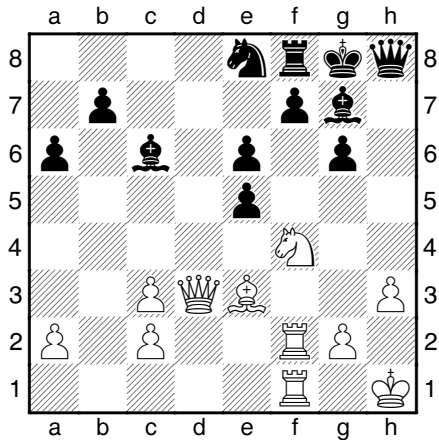
Q97. Black to move: what would you play?
Noa - Mortimer London 1883

Why did you choose that move?



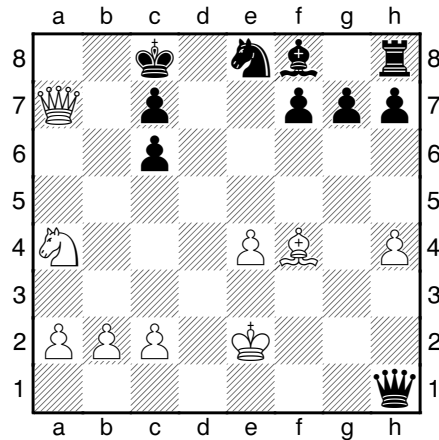
Q98. Black to move: what would you play?
Mackenzie - Zukertort London 1883

Why did you choose that move?



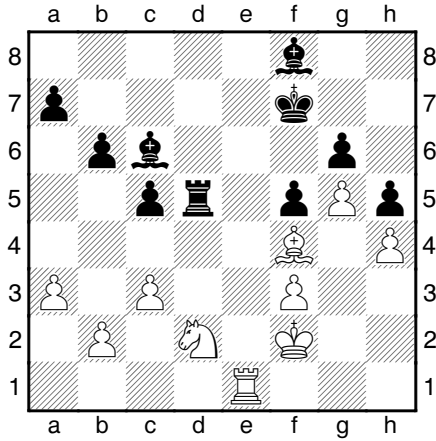
Q99. White to move: what would you play?
Mackenzie - Bird London 1883

Why did you choose that move?



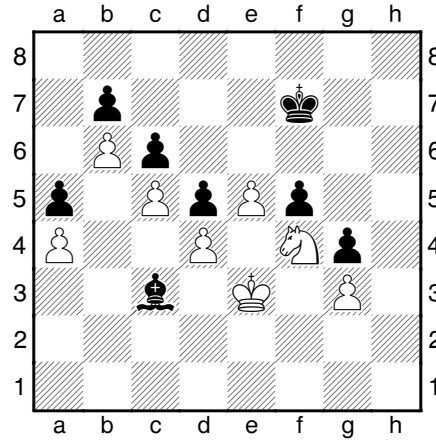
Q100. White to move: what would you play?
Mortimer - Bird London 1883

Why did you choose that move?



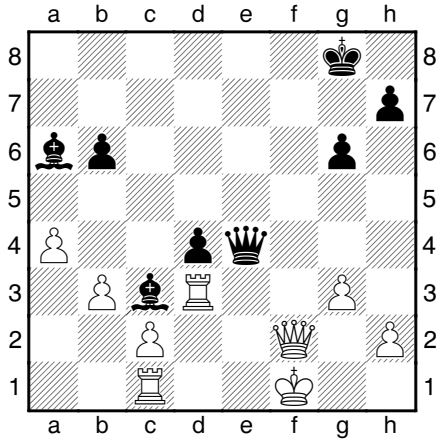
Q101. Black to move: what would you play?
Sellman - Steinitz London 1883

Why did you choose that move?



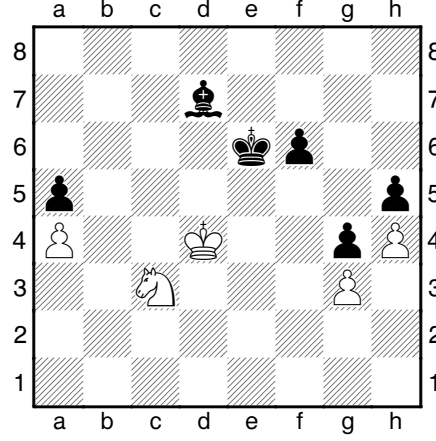
Q102. White to move: what would you play?
Zukertort - Winawer London 1883

Why did you choose that move?



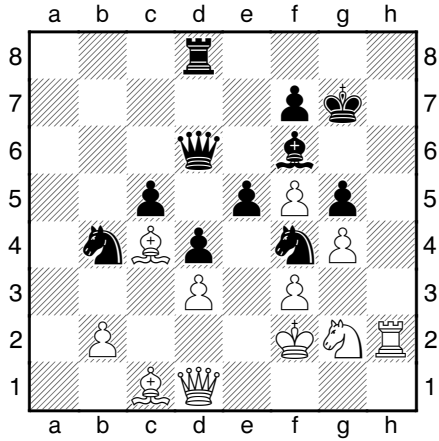
Q103. White to move: what would you play?
Mason - Noa London 1883

Why did you choose that move?



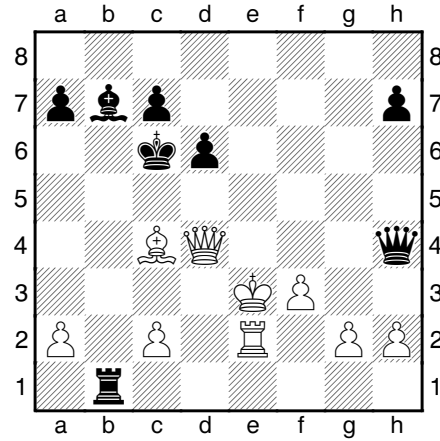
Q104. Black to move: what would you play?
Mortimer - Steinitz London 1883

Why did you choose that move?



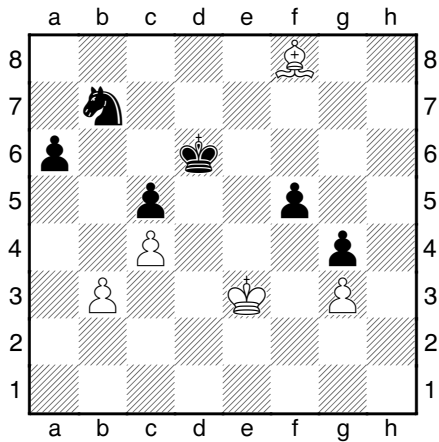
Q105. Black to move: what would you play?
Burn - Englisch Frankfurt 1887

Why did you choose that move?



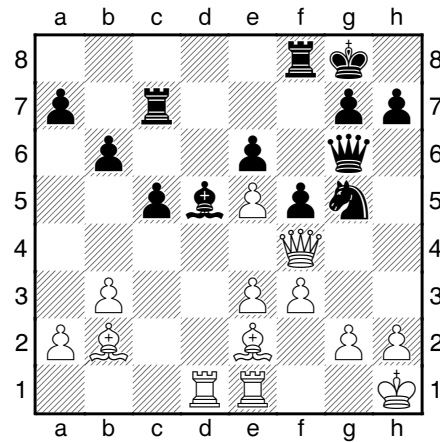
Q106. Black to move: what would you play?
Tarrasch - Schallop Frankfurt 1887

Why did you choose that move?



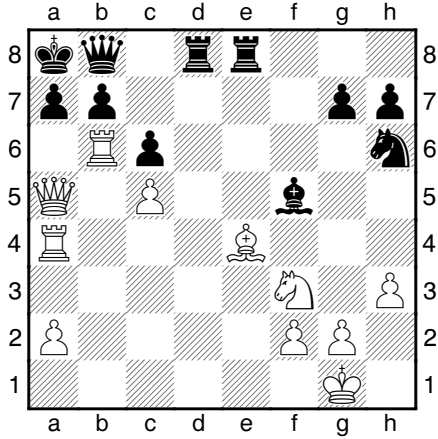
Q107. Black to move: what would you play?
Paulsen - von Gottschall Frankfurt 1887

Why did you choose that move?



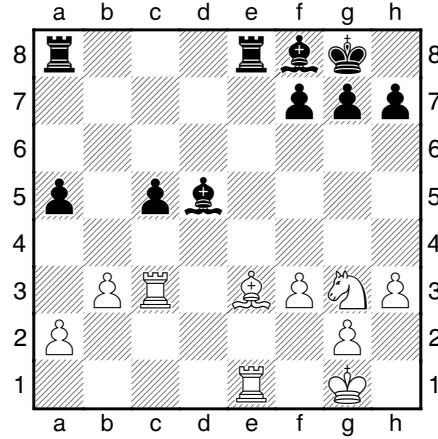
Q108. White to move: what would you play?
Burn - von Scheve Frankfurt 1887

Why did you choose that move?



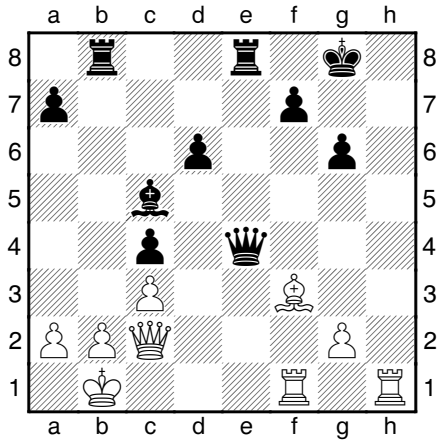
Q109. White to move: what would you play?
Tarrasch - Gunsberg Frankfurt 1887

Why did you choose that move?



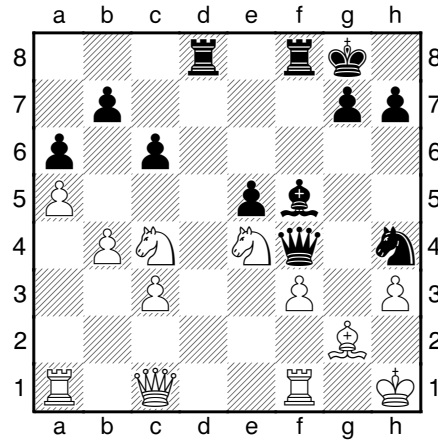
Q110. Black to move: what would you play?
von Bardeleben - Alapin Frankfurt 1887

Why did you choose that move?



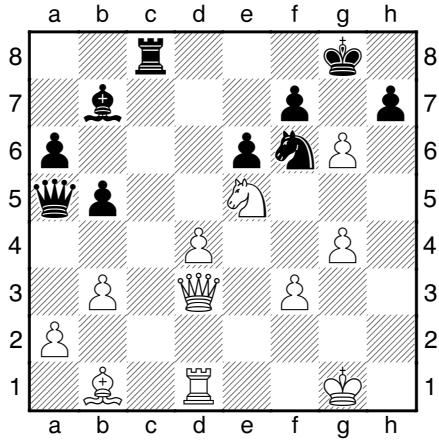
Q111. Black to move: what would you play?
von Scheve - Taubenhaus Frankfurt 1887

Why did you choose that move?



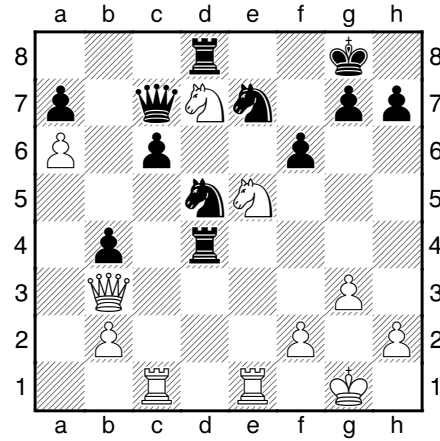
Q112. Black to move: what would you play?
Alapin - Blackburne Frankfurt 1887

Why did you choose that move?



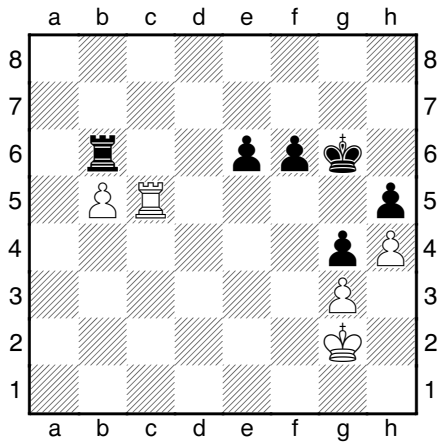
Q113. Black to move: what would you play?
von Scheve - Zukertort Frankfurt 1887

Why did you choose that move?



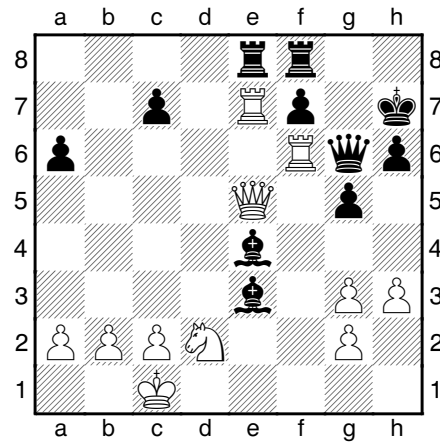
Q114. White to move: what would you play?
Schallopp - Metger Frankfurt 1887

Why did you choose that move?



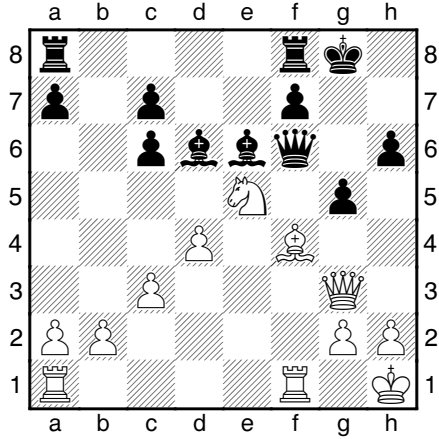
Q115. White to move: what would you play?
von Scheve - Tarrasch Frankfurt 1887

Why did you choose that move?



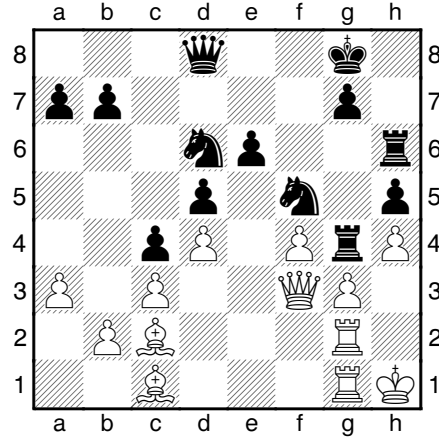
Q116. Black to move: what would you play?
Noa - Schallopp Frankfurt 1887

Why did you choose that move?



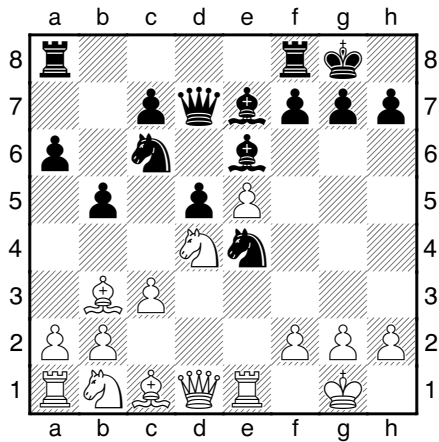
Q117. Black to move: what would you play?
von Scheve - Mackenzie Frankfurt 1887

Why did you choose that move?



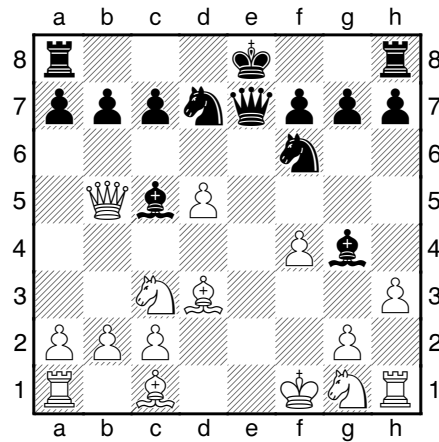
Q118. Black to move: what would you play?
Paulsen - von Scheve Frankfurt 1887

Why did you choose that move?



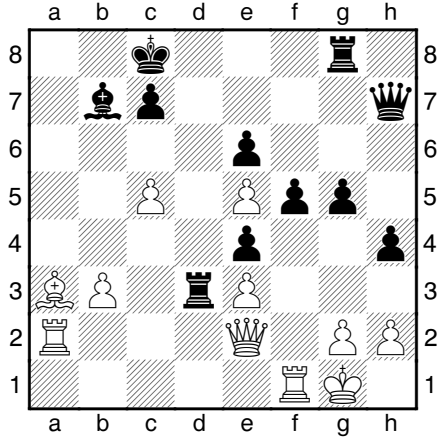
Q119. White to move: what would you play?
Tarrasch - Zukertort Frankfurt 1887

Why did you choose that move?



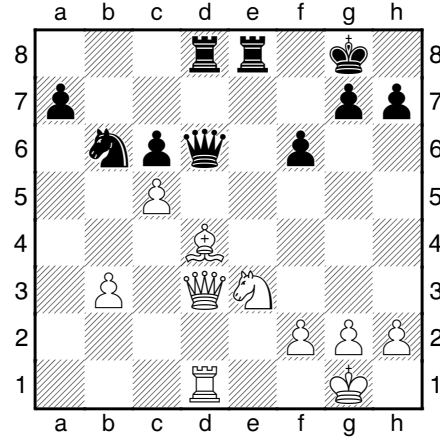
Q120. Black to move: what would you play?
Taubenhaus - Alapin Frankfurt 1887

Why did you choose that move?



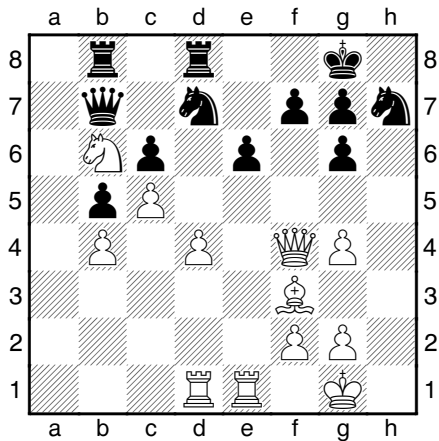
Q121. White to move: what would you play?
Tinsley – Mieses Hastings 1895

Why did you choose that move?



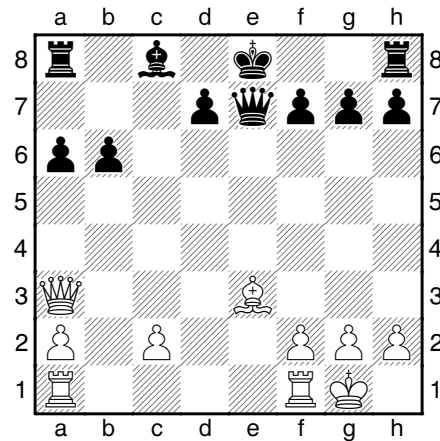
Q122. Black to move: what would you play?
Steinitz – Schlechter Hastings 1895

Why did you choose that move?



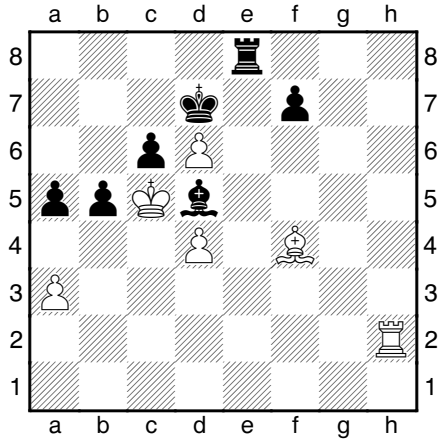
Q123. White to move: what would you play?
Janowski – Tinsley Hastings 1895

Why did you choose that move?



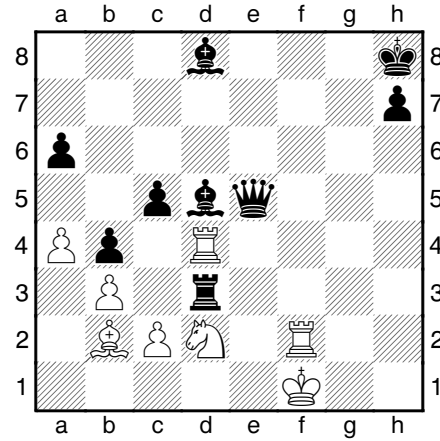
Q124. White to move: what would you play?
Teichmann – Albin Hastings 1895

Why did you choose that move?



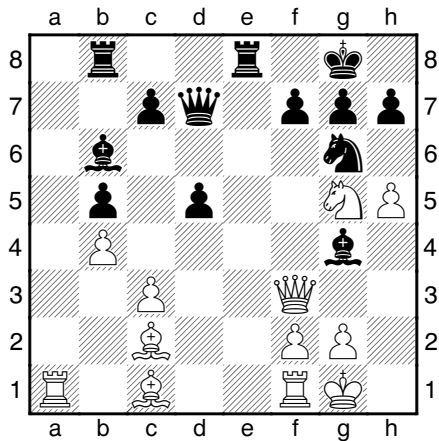
Q125. Black to move: what would you play?
Bird – Blackburne Hastings 1895

Why did you choose that move?



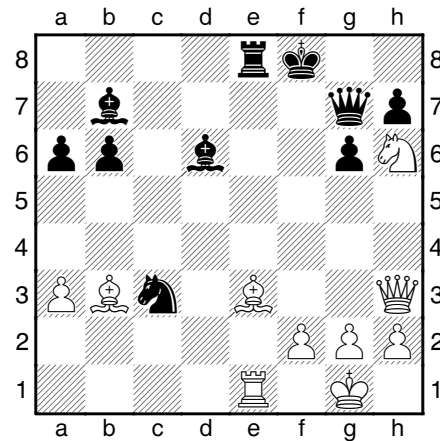
Q126. White to move: what would you play?
Tarrasch – Walbrodt Hastings 1895

Why did you choose that move?



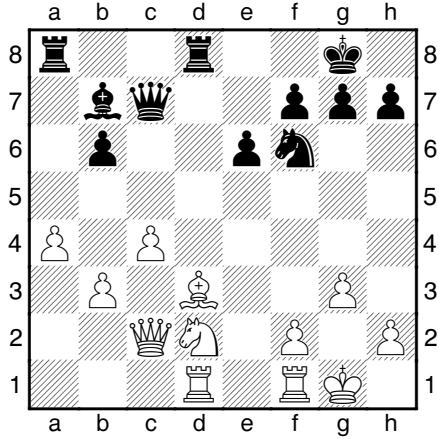
Q127. White to move: what would you play?
Pillsbury – Albin Hastings 1895

Why did you choose that move?



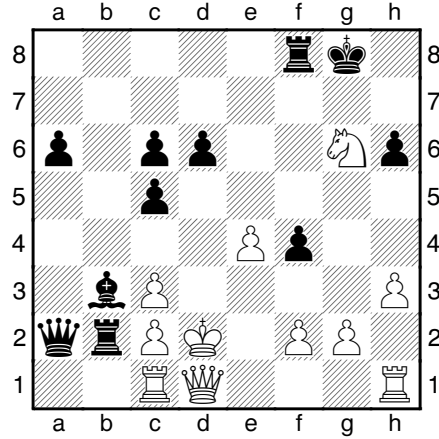
Q128. Black to move: what would you play?
Mason – Burn Hastings 1895

Why did you choose that move?



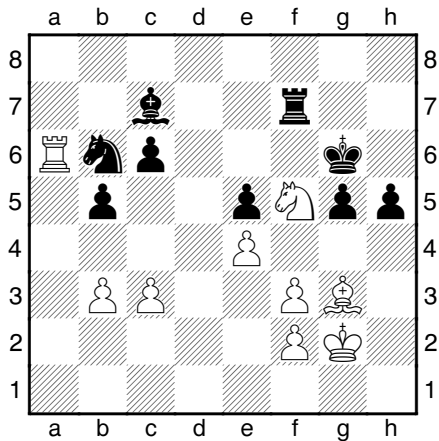
Q129. Black to move: what would you play?
Gunsberg – Tinsley Hastings 1895

Why did you choose that move?



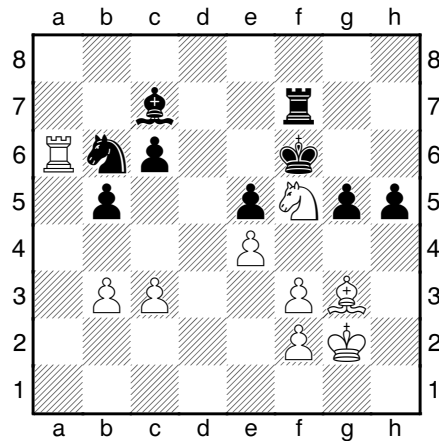
Q130. Black to move: what would you play?
Albin – Mieses Hastings 1895

Why did you choose that move?



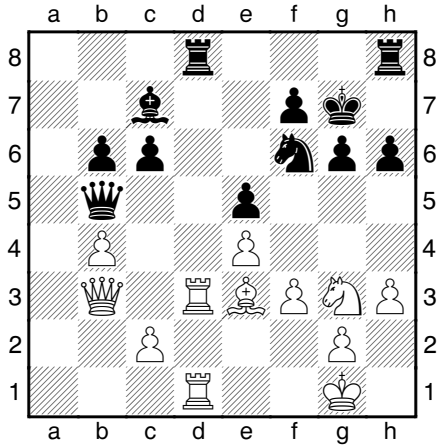
Q131. Black to move: what would you play?
Janowski – Walbrodt Hastings 1895

Why did you choose that move?



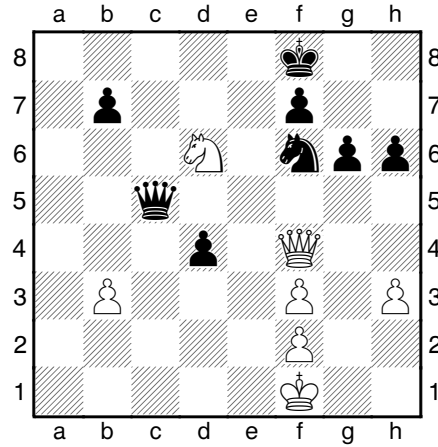
Q132. White to move: what would you play?
Janowski – Walbrodt Hastings 1895

Why did you choose that move?



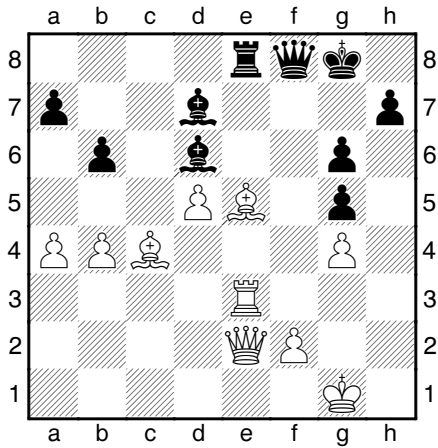
Q133. White to move: what would you play?
Schiffers – Marco Hastings 1895

Why did you choose that move?



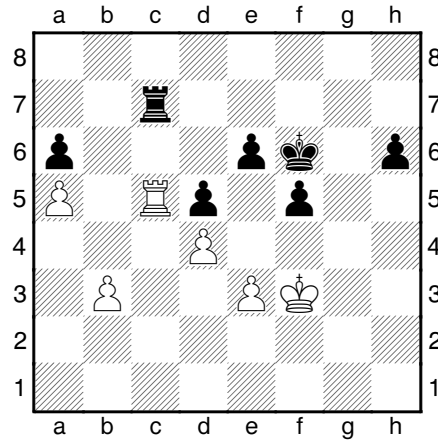
Q134. Black to move: what would you play?
Schlechter – Burn Hastings 1895

Why did you choose that move?



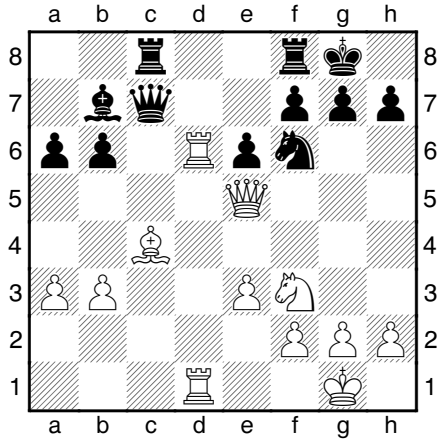
Q135. Black to move: what would you play?
Teichmann– Blackburne Hastings 1895

Why did you choose that move?



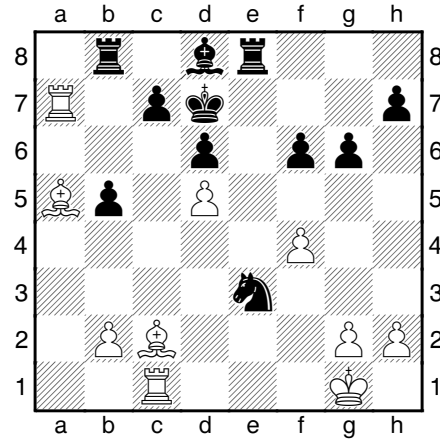
Q136. Black to move: what would you play?
Tinsley – Bird Hastings 1895

Why did you choose that move?



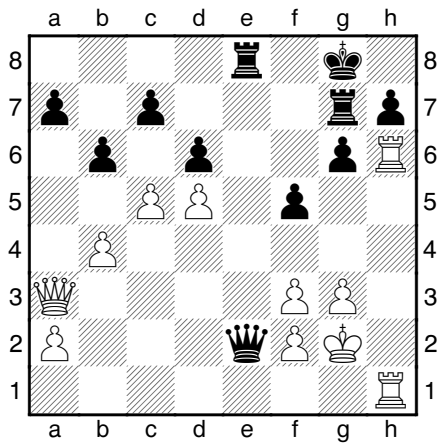
Q137. Black to move: what would you play?
von Bardeleben – Janowski Hastings 1895

Why did you choose that move?



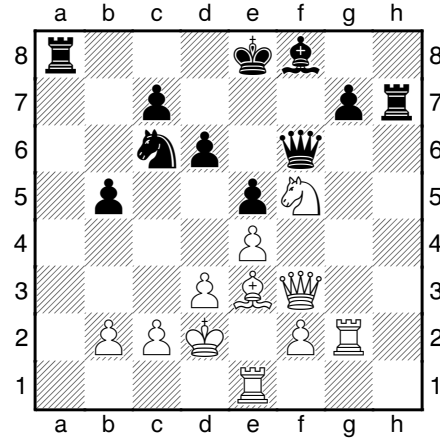
Q138. White to move: what would you play?
Schlechter – Mieses Hastings 1895

Why did you choose that move?



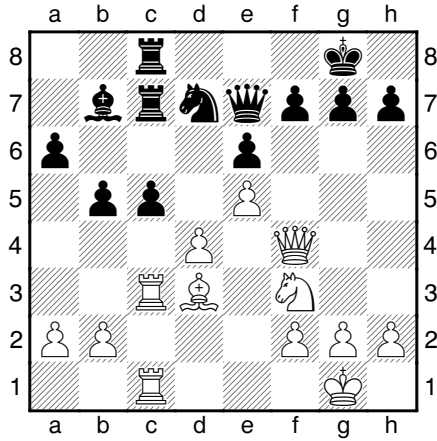
Q139. Black to move: what would you play?
Albin – Mason Hastings 1895

Why did you choose that move?



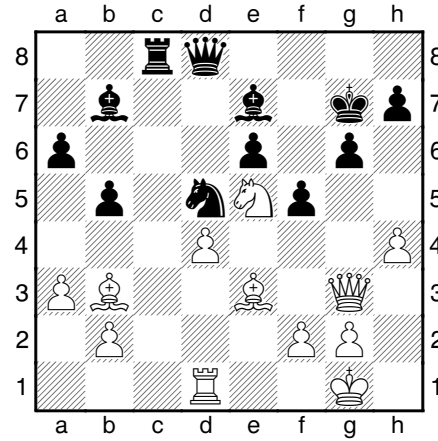
Q140. White to move: what would you play?
von Bardeleben – Tarrasch Hastings 1895

Why did you choose that move?



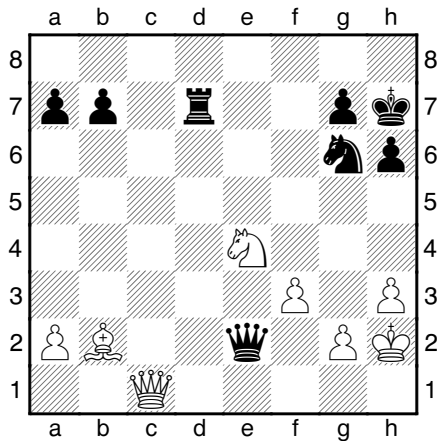
Q141. White to move: what would you play?
Pillsbury – Burn Hastings 1895

Why did you choose that move?



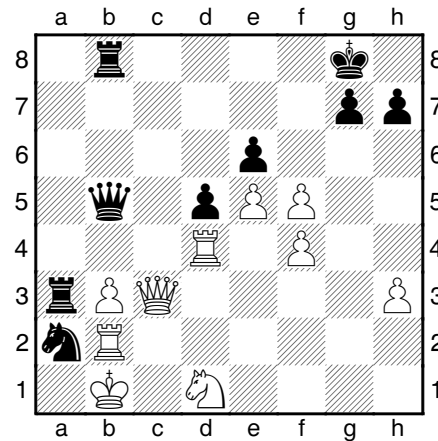
Q142. White to move: what would you play?
Tarrasch – Janowsky Hastings 1895

Why did you choose that move?



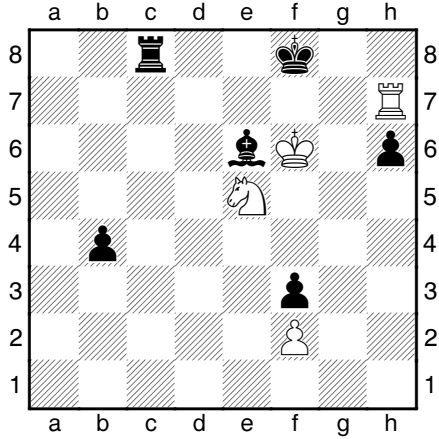
Q143. White to move: what would you play?
Blackburne – Mason Hastings 1895

Why did you choose that move?



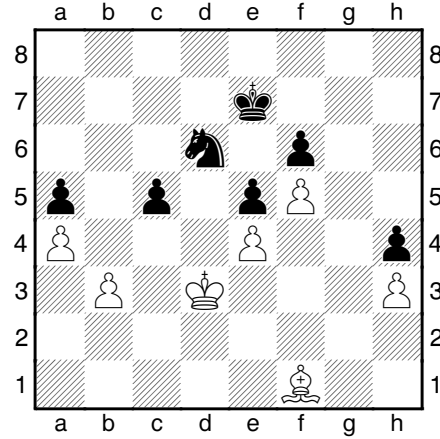
Q144. White to move: what would you play?
Walbrodt – Albin Hastings 1895

Why did you choose that move?



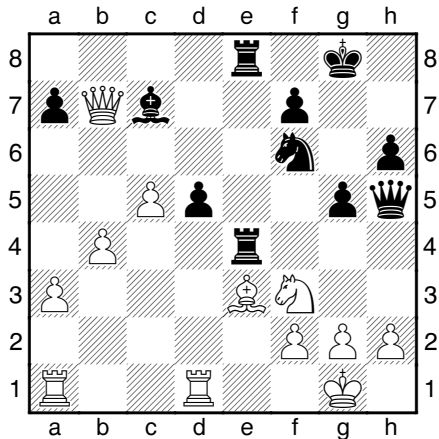
Q145. Black to move: what would you play?
Lasker - Schiffers Nuremberg 1896

Why did you choose that move?



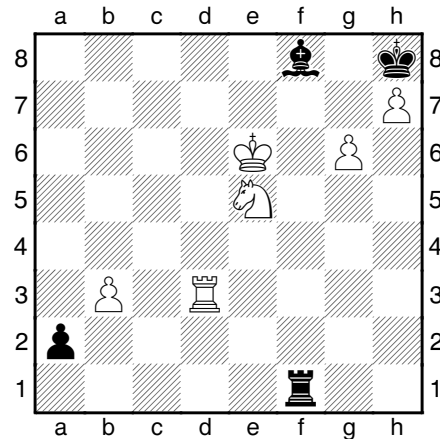
Q146. Black to move: what would you play?
Charousek - Marco Nuremberg 1896

Why did you choose that move?



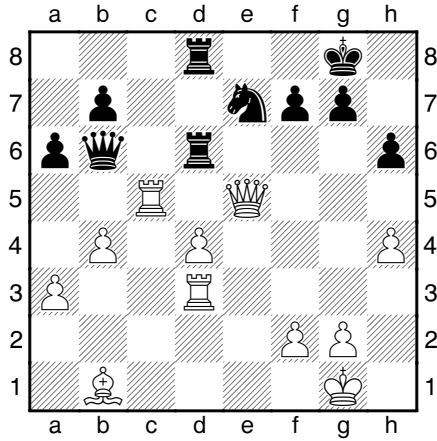
Q147. Black to move: what would you play?
Steinitz - Lasker Nuremberg 1896

Why did you choose that move?



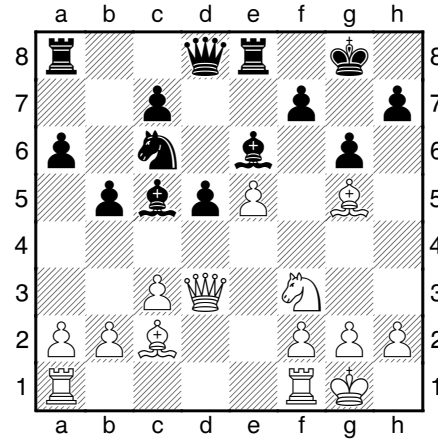
Q148. White to move: what would you play?
Pillsbury - Albin Nuremberg 1896

Why did you choose that move?



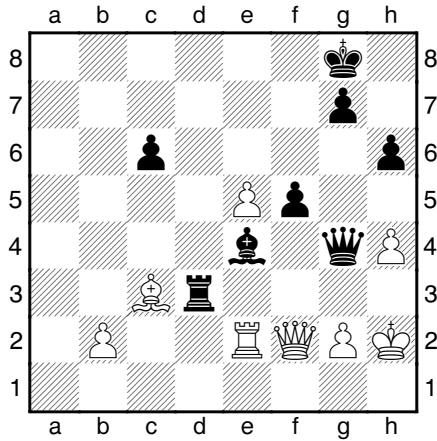
Q149. Black to move: what would you play?
Showalter - Blackburne Nuremberg 1896

Why did you choose that move?



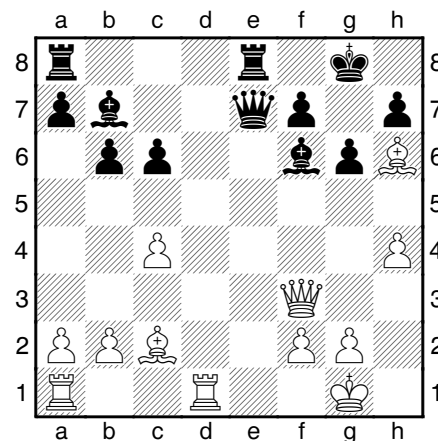
Q150. Black to move: what would you play?
Janowski - Tarrasch Nuremberg 1896

Why did you choose that move?



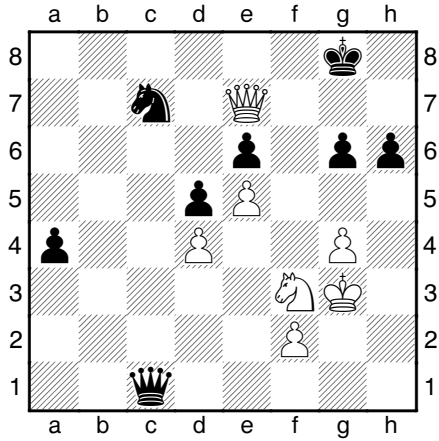
Q151. Black to move: what would you play?
Showalter - Walbrodt Nuremberg 1896

Why did you choose that move?



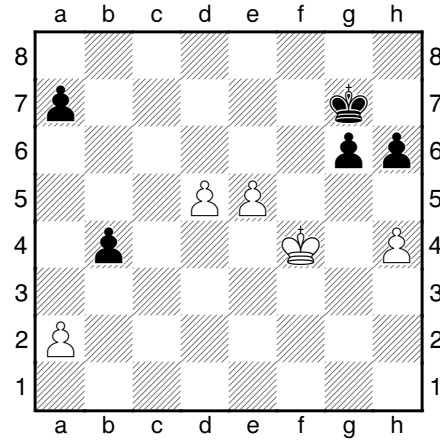
Q152. White to move: what would you play?
Pillsbury - Marco Nuremberg 1896

Why did you choose that move?



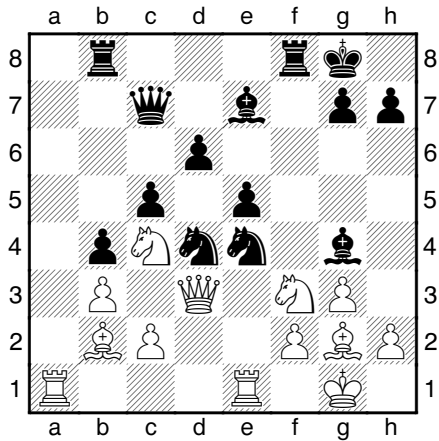
Q153. White to move: what would you play?
Lasker – Chigorin Nuremberg 1896

Why did you choose that move?



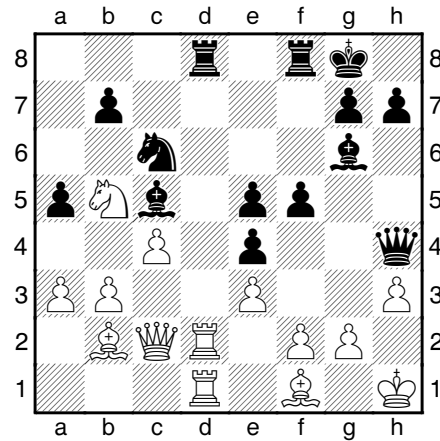
Q154. Black to move: what would you play?
Pillsbury - Tarrasch Nuremberg 1896

Why did you choose that move?



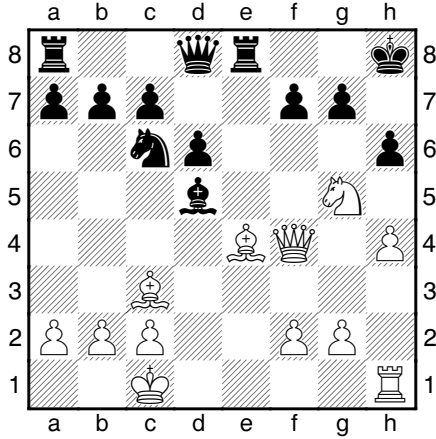
Q155. White to move: what would you play?
Tarrasch - Winawer Nuremberg 1896

Why did you choose that move?



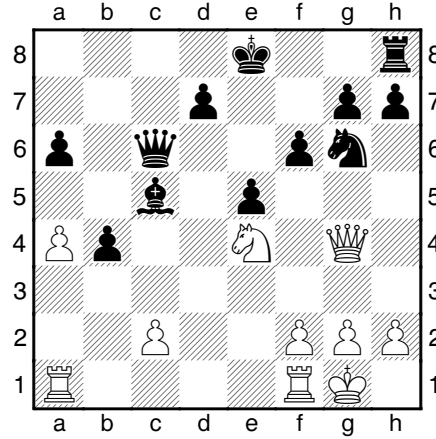
Q156. Black to move: what would you play?
Lasker - Albin Nuremberg 1896

Why did you choose that move?



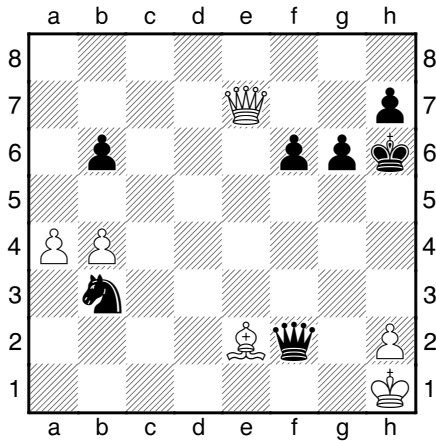
Q157. Black to move: what would you play?
Winawer – Steinitz Nuremberg 1896

Why did you choose that move?



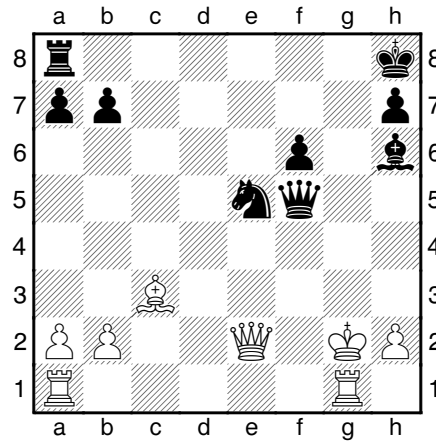
Q158. Black to move: what would you play?
Schlechter - Steinitz Nuremberg 1896

Why did you choose that move?



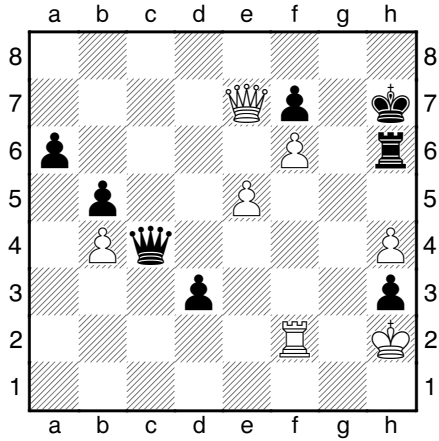
Q159. White to move: what would you play?
Showalter - Maroczy Nuremberg 1896

Why did you choose that move?



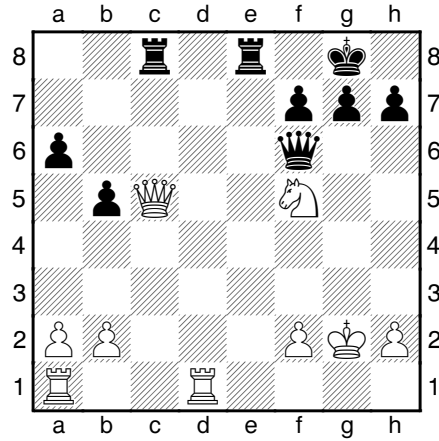
Q160. Black to move: what would you play?
Winawer - Schalopp Nuremberg 1896

Why did you choose that move?



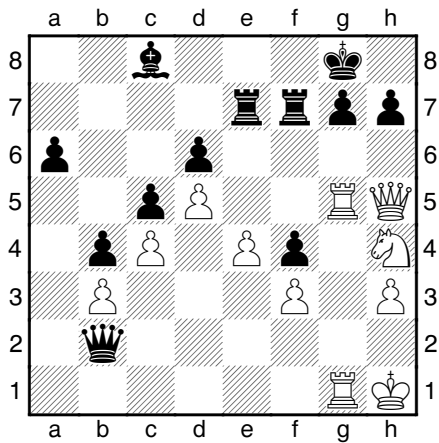
Q161. Black to move: what would you play?
Mason – Bird London 1899

Why did you choose that move?



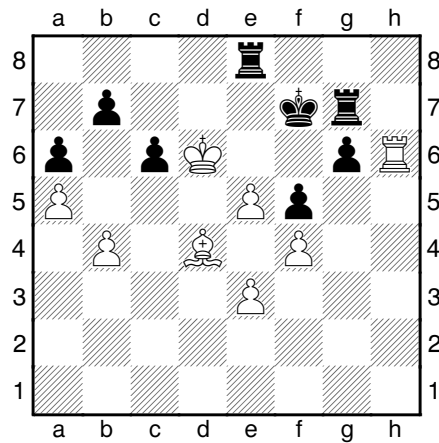
Q162. White to move: what would you play?
Steinitz – Janowski London 1899

Why did you choose that move?



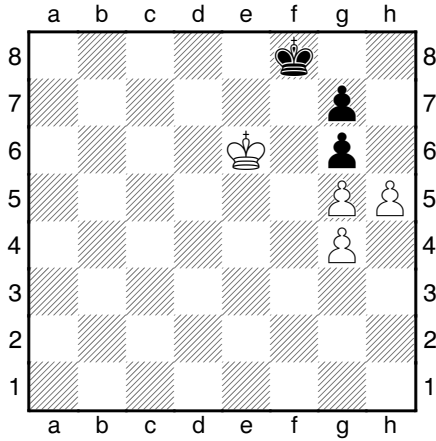
Q163. White to move: what would you play?
Janowski - Schlechter London 1899

Why did you choose that move?



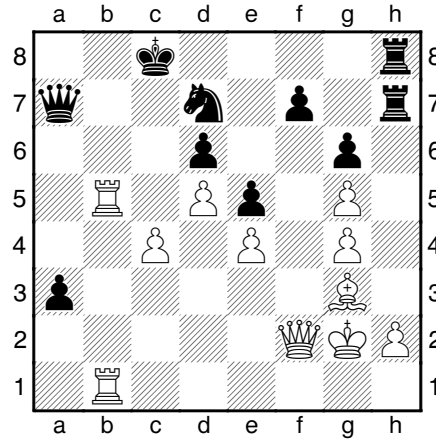
Q164. White to move: what would you play?
Steinitz – Chigorin London 1899

Why did you choose that move?



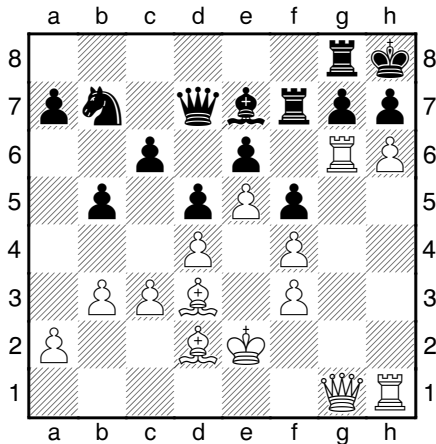
Q165. Black to move: what would you play?
Pillsbury – Mason London 1899

Why did you choose that move?



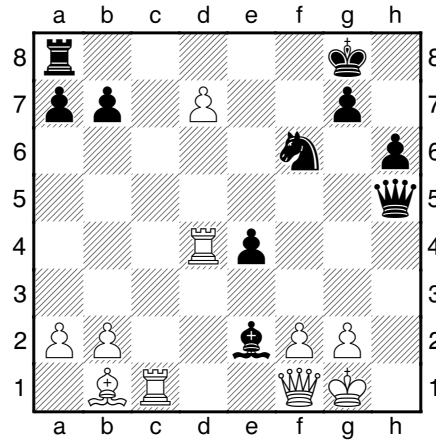
Q166. Black to move: what would you play?
Showalter – Tinsley London 1899

Why did you choose that move?



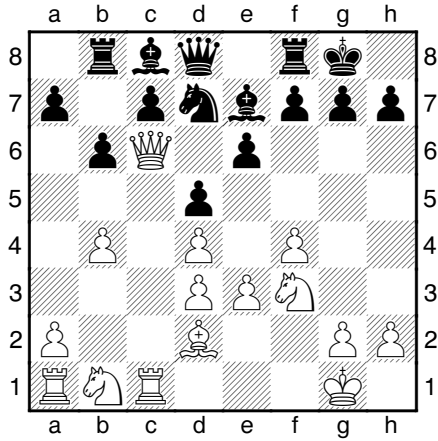
Q167. White to move: what would you play?
Lee – Mason London 1899

Why did you choose that move?



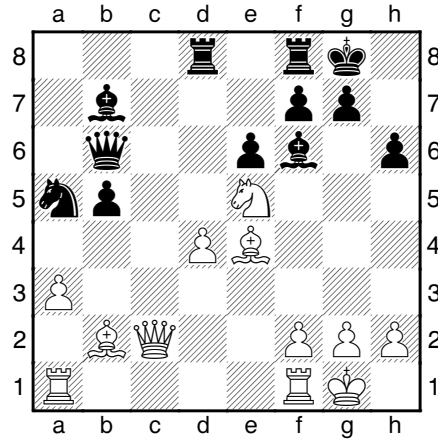
Q168. Black to move: what would you play?
Steinitz – Blackburne London 1899

Why did you choose that move?



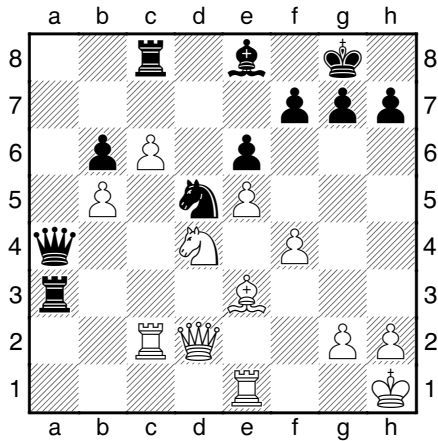
Q169. Black to move: what would you play?
Showalter – Pillsbury London 1899

Why did you choose that move?



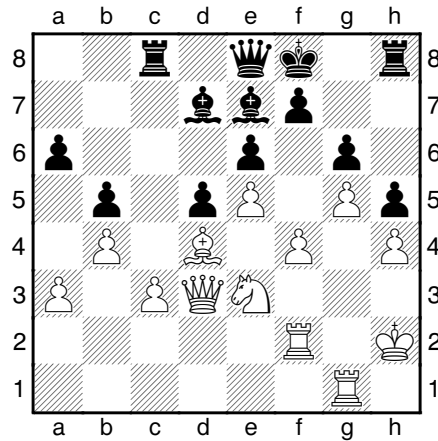
Q170. Black to move: what would you play?
Maroczy – Lasker London 1899

Why did you choose that move?



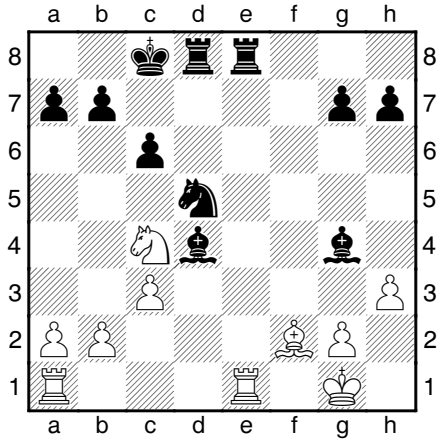
Q171. Black to move: what would you play?
Blackburne – Chigorin London 1899

Why did you choose that move?



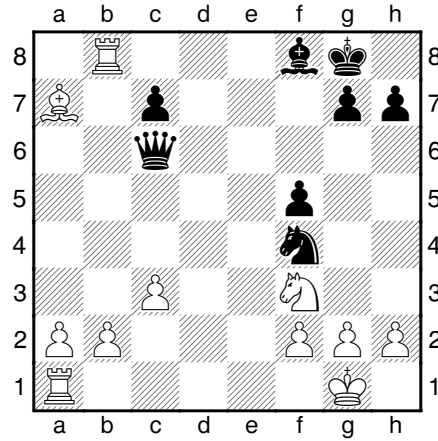
Q172. White to move: what would you play?
Mason – Lee London 1899

Why did you choose that move?



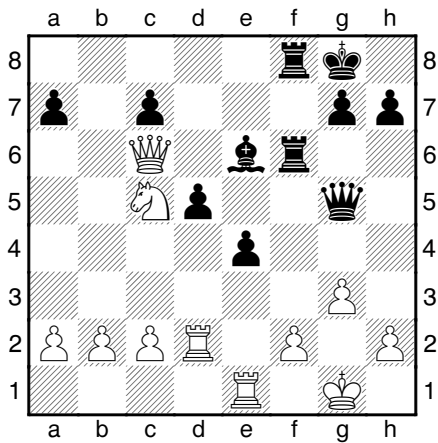
Q173. White to move: what would you play?
Maroczy – Cohn London 1899

Why did you choose that move?



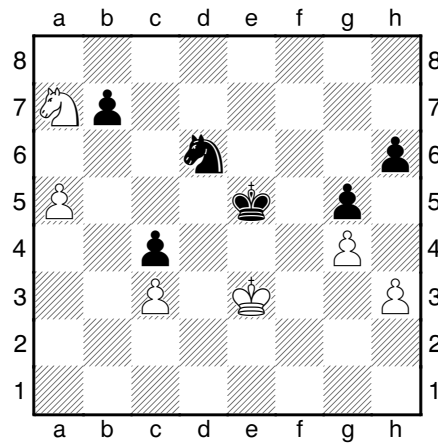
Q174. Black to move: what would you play?
Chigorin – Bird London 1899

Why did you choose that move?



Q175. White to move: what would you play?
Chigorin – Janowski London 1899

Why did you choose that move?



Q176. White to move: what would you play?
Cohn – Blackburne London 1899

Why did you choose that move?

CHAPTER 3: ANSWERS

Q1. 56... Nxc4 (5 points) gives Black a winning pawn ending.

Q2. 27. d6 (5 points) 27... cxd6 28. Rg8+ Rxc8 29. Rxc8+ Ke7 30. Nd5+ (another 5 points for getting this far) is winning.

Q3. 25... Rxc5 (5 points) 26. Rxc5 Nf4 27. Qf3 (or Qe3) Nxd3 28. Qxd3 Nxe4 (another 5 points for getting this far) wins material.

Q4. A defensive question: the only good move is 32... Qf6 (5 points) 33. Rg8+ Kh7 34. Rg7+ Kh6 (5 more points) when the king is safe.

Q5. 5 points for 34. Nb1 (if you take the queen you get mated with an eventual Nc2). If you found 34... Qxc3 35. Rh7+ Kg8 36. gxf7+ Kxh7 37. Rh1+ (if you take the queen or the rook you get mated) 37... Kg7 38. fxe8Q there's another 5 points. If you found 34... Kxc7 35. gxf7+ Qxc3 36. fxe8N+ followed by 37. Rxc3 take a further 5 points.

Q6. 31... Qg2+ scores 5 points: 32. Rxc2+ fxc2+ 33. Kg1 Nf3+ (another 5 points) 34. Kf2 gxh1Q 35. Qxe7+ Kg6 (other moves allow a perpetual check) gives you a further 5 points.

Q7. 26... Rxe6 27. Nxe6 (or Rxe6) 27... Bxd5 gives you 5 points, winning the queen or mating on h2.

Q8. 23. Bxh7 Qxh7 24. Qxh7+ Kxh7 25. Rg3 (Rg4 or Rg5) scores 5 points: Black has to play Rf1 to avoid mate. Nothing for 23. Qxh7+ Qxh7 24. Bxh7 because 24... Rf7 defends.

Q9. 53. Qf3 Nd8 (53... d5 Qf6+ leads to mate) 54. Rd7 wins the d-pawn and gives you 5 points.

Q10. 5 points for 32. Rc8, when 32... hxc5 33. Rxe8+ Kh8 34. Rh8+ follows.

Q11. 28. Qxh7, the only winning move, scores 5 points. An extra 5 points are yours if you saw that, for example, 28. Qb8 Qxf3+ 29. Rxf3 d1Q+, gives Black a perpetual check. The point of Qxh7 is that a future Qf6+ can be met by Qf5.

Q12. 41. Rxf5 (5 points) 41... Rxf5 42. Qc4+ Kh8 43. Qc8+ Rg8 44. Qxf5 (add another 5 points for reaching this position).

Q13. 93... Rg4+ 94. Kh3 Rh4+ either stalemates or wins both white pawns: 5 points if you spotted this.

Q14. Another defensive question: 31... Rb2, trading a pair of rooks, is the only way to meet White's threats such as Ng5. Score 5 points for finding this move.

Q15. Black has a lot of threats but must deal with Qh6+ first. The best move is 19... Kg8, which scores 5 points. You can have some credit for Ng3, which is the only other winning move.

Q16. The only way to stay in the game is 42... Bxd4 43. Rxf4 Bxe5, leading to approximate equality. Take 5 points if you found this continuation.

Q17. 14. Re8+ (score 5 points for this) 14... Kxe8 15. Qxc8+ Ke7 16. Nxd5+ (score another 5 points for this) wins the queen or the king.

Q18. White could have drawn by playing 23. Nc6+ bxc6 24. Kxc6 (5 points), with a perpetual check, for example 24... Qc8 25. Qb5+ Ka7 26. Qb6+. Take another 5 points if you analysed this far.

Q19. You have to defend well against Morphy. Black failed to find 17... Bxg5 (5 points) 18. Rad1 Bd2 19. Rf2 Be6 (5 more points) and he would emerge, with care, a piece ahead. Or 19. Rxd2 Qxd2 20. Rd1 Qxd1 21. Nxd1 when Black will have more than enough for the queen.

Q20. Morphy gave his opponent a rook start in this game, but he's now winning it back. To stay in the game, Black had to find 17... Rf8 18. Qxa8+ Ke7 19. Qxa7+ Nd7, when, after 20. Rxf8 Kxf8 he would have been slightly better. 5 points for Rf8 and another 5 points for getting as far as Nd7.

Q21. Here, Morphy had given his opponent a knight start, and won with 15. Rxd4 Qxd4 16. Bxf7+ Kd8 17. Rd1, pinning the black queen and ensuring a winning advantage. Award yourself 5 points for this continuation.

Q22. It looks natural to play 37. gxf3, undoubling your pawns, but it loses because the Black king has access to f5 and h5. 37. Kxf3 would have given White a creditable draw as he could have followed up with g4, when Black can't make progress. If you made the right decision add 5 points to your total.

Q23. Morphy found the best way to win: 22. Rxe7+ Nxe7 23. Bxf6 and if gxf6 then 24. Qxf6+ wins. Or if 23... Nd5, then 24. Be7+ Ke8 (Black played Kg8 in the game) 25. Qh5+ followed by a queen sacrifice to mate. Score 5 points for playing as well as Morphy on moves 22 and 23.

Q24. Morphy chose 13... Rxe2 14. Nxe2 Nd4, with a winning attack. Again you can take 5 points for making the same choice yourself.

Q25. If you've read the earlier Chess Heroes books you'll have found 17... Bxh2+ (5 points) 18. Kxh2 Ng4+. You can have another 5 points if you planned to meet Kh3 with Qg5, and to meet Kg3 with either Qg5 or Nf2.

Q26. White missed a golden opportunity to play a strong sacrifice against Morphy: 13. Rxf6 gxf6 14. Nxe4 would have given him a very strong attack. Add 5 points to your score if this was your intention.

Q27. Morphy found the winning sequence 25. f6 Bxf6 26. b5 Qd6 27. Bxf7 (27. Bxb7 followed by Bc5 is equally strong) and if 27... Rxf7 then 28. Bc5: did you? Take 5 points for playing f6 and another 5 points if you saw the complete variation.

Q28. It wasn't hard for Morphy to find a simple clearance sacrifice: 16... Nd3+ wins the queen because 17. cxd3 Bb4+ is mating. It also wins you 5 points.

Q29. Another simple tactic: 26. Nxf6+ gxf6 27. Rg4+ wins the queen as he'll get mated if his king moves. Score 5 points for spotting this.

Q30. A third easy one in a row: Anderssen resigned after 20. Rxe6, as 20... fxe6 21. Rf3 pins and wins the queen. 5 points are yours if you found the winning move.

Q31. Anderssen could have won by keeping his queen on the d-file: 38. Qd2 Rxc4 39. Rxc4 Qxc4 40. d7 and the pawn is promoting. Instead he played Rxg7, which should have drawn, and made a losing blunder a few moves later. If you played better than Anderssen you can have 5 points.

Q32. Another game in which Morphy gave his opponent a knight start. He saw that he needed to open a file, so played 31. Rxb4 axb4 32. Ra1, when Ra8+ will be decisive. Score 5 points if that was the plan you chose.

Q33. In another knight odds game Morphy wants to deliver a smothered mate, but has to shift the black queen first. So he played 18. h4 Qg4 19. Qa3+, and you shouldn't need me to tell you how the game finished. Take 5 points for h4, and another 5 points for sacrificing your queen to play Ne7#.

Q34. Morphy missed the best move here, although he still won. The idea is to manoeuvre the bishop to the a3-f8 diagonal, so you can play 19. d5, when 19... Qxd5 20. Qh7+ and 21. Qe7# gives you 5 points, and 19... cxd5 20. Bd4+ or Bc3+, planning to play Bc5+/Bb4+ after Ke7, gives you another 5 points.

Q35. Morphy chose 17... Nf3+ 18. gxf3 Qh4 19. Rh1 Bxh3 (not 19... Qxh3+ when there's no mate) 20. Bd2 Rf6 (Rf5 was equally effective) and White resigned as the

rook is coming to g6. You can have 5 points for Nf3+ and another 5 points for analysing as far as Bxh3.

Q36. The clever winning move here is 24. Re2. If Black plays 24... Qxe2, then 25. Qd5+ is mating. The threat is Rd2, winning the queen. 24... Qe4 is met with 25. Rd2+, and 24... Qb1+ 25. Kf2 doesn't solve Black's problems as Rd2+ will be coming next. Morphy found it: did you? Take 5 points for Re2, and 5 more if you'd seen Qb1+ Kf2.

Q37. Black is losing his bishop but can still draw by continuing with 31... h5 32. Rxg7+ Kh6 (5 points for this). Black will then be able to capture on f2 with a perpetual check to follow: take another 5 points for appreciating this.

Q38. Black is two pawns down so has to act fast. The best move is 14... Nc5, threatening Bb5+, winning the queen: score 5 points for this move. If you'd also worked out that White should play 15. Nc3, which you planned to meet with c6, you score an additional 5 points: after, for example, 16. Qc4 Bc6 17. Qe2 Nb3 the position offers equal chances.

Q39. Black can win an important pawn by playing 22... Bxf2+ when Rxf2 allows Qxa1+ and Kxf2 allows Qe3#. Take 5 points for discovering this simple tactic.

Q40. 18. Kg1 (5 points) is White's best option: keeping e1 free for the rook gives him more than enough for the pawn. If you rejected 18. Kf1 because of Qxc4 followed by a knight fork, you can have 5 more points.

Q41. Black must continue 34... Qxe3+ 35. Kxe3 Nf5+ 36. Kf4 Nxd6 37. Bxd6 Bxa2 37. Bxb7, which should result in a draw. Score 5 points for getting as far as Nf5+.

Q42. If you chose 45... Ra7 you can have 5 points. If you did so because you realised that White was threatening Nb2 and c5+ (in either order) followed by Nc4 with a mating attack, you can have a further 5 points.

Q43. It shouldn't be too hard to see that 17. Rxf6 gives White a winning attack: after 17... gxf6, any of Qh5, Ng4 or Nf5 will do the trick. There are 5 points awaiting you if you played this exchange sacrifice.

Q44. Both players have pinned rooks here, but it's actually simple for White after 30. Ng6+ Kg8 (not 30... hxg6 31. Qh6+ and mate next move) 31. Nxh4 with an extra piece, and 5 extra points for your score.

Q45. The only winning move is 42. Kh2, waiting to see what Black does next and avoiding any potential checks. If you calculated 42... Rxg6 43. f7 Kg7 44. Rxg6+

Kxf7 45. Rg1 you can take 5 points, and you can take another 5 points for 42... d3 43. g7+ Kh7 44. f7 d2 45. f8Q (Re8 also wins but takes longer) leading to mate.

Q46. A simple queen sacrifice will net you 5 points: 18... Qxf1 19. Rxf1 Ng3+ shouldn't be too hard to find.

Q47. 12. c4 wins a piece and earns you 5 points. Both c5 and cxd5 are threatened and if Black takes the pawn you just capture on e4.

Q48. White should accept Black's unsound sacrifice: 21. cxd4 Rxc2 22. Rxc2 Qxc2 23. Qxe7+ Kxe7 24. Bb4+ when White remains a piece ahead. 5 points for working out this variation.

Q49. Black's cleanest continuation is 49... Ng5 50. Rf2 c5 51. dxc5 Ke6: 5 points for getting this far. Black can then take on e5 and trade on f3 when the pawn ending is winning: if you realised this you can have another 5 points.

Q50. This requires accurate play: 66... Kd8 67. e7+ Ke8 (5 points for getting this far) 68. Rc8+ Kd7 69. e8Q+ Rxe8 70. Rxc2 and the White king is cut off, so Black should win. Take 5 more points if you understood the ending was winning.

Q51. 40. Rxb7 Qxb7 41. Re8+ Kf7 42. Nd6+ (5 points so far) 42... Kg6 when you can have the queen or, if you prefer, play 43. f5+ Kh6 44. Qh4# (5 more points for finding the mate).

Q52. The only winning move, scoring 5 points, is 58. b5. For instance, 58. Kd2 Kf3 only leads to a draw. As always in these simple endings, play out the variations yourself.

Q53. It's instructive to learn how to win with RN v R when the enemy king is trapped on the edge. Black can score the full point with 47... Ke3 48. Kc1 Kd3 49. d6 Rc2+, with Nxc3+ to follow. 5 points for working this out.

Q54. White's last move, Bg5, was an oversight, allowing 10... Nd4, which wins a piece in all variations, as you can check out for yourself. 5 points for selecting this move.

Q55. There's a forcing line here: 27. Qh4+ Kg8 28. Bh7+ Kf8 29. Qb4+ Ke8 30. Bg6 Qxg6 31. Qe7#. Score 5 points for reaching Qb4+ and another 5 points for the full variation.

Q56. You can refute White's last move, Nxf7, if you find 31... Bc5+ 32. Kh1 Rxc1 33. Rxc1 Be3 and Black will emerge a piece ahead. There are 5 points for you if you found this sequence.

Q57. Both players are attacking here so White must act fast. The right move is 29. Bxh6, which Black can't take because Rg4+ is winning. So 29... Nf8 is forced, when 30. Rg4 Ng6 is about equal. Take 5 points for 29. Bxh6, and 5 more for recognising that Nf8 had to be played in reply.

Q58. Endings with rook against passed pawns are always tricky. Here, Black has just one way to win: 65... Ke7 (5 points) where the critical line is 66. h7 Rh1 67. Kg7 Rg1 68. h8Q Rxg4+ 69. Kh7 Rh4+ when Black will take the queen, then capture the a-pawn, and will be just in time to keep the white king out and promote. There are 5 additional points for you if you worked this out.

Q59. This is a common idea which is easily missed: 9. Ng5 already gives White a winning advantage as Black has nothing better than Be6, losing a pawn. If you found this, score 5 points.

Q60. White can sacrifice both rooks for a mating attack: 37. Rxg6 Rxg6 38. Rxh5+ Kg8 39. Rh8+ Bxh8 40. Qxh8#. 5 points for Rxg6, and another 5 points for finding the mate.

Q61. Score 5 points for spotting that 30. Rg8+ wins the black queen, because after Kxg8 the knight on e6 is pinned. In addition, Kf6 is met by Ne4+ and Kh6 by Rh1+.

Q62. White has only one winning move here, which is 52. a4 (5 points). Black's pawns are all isolated, but he has potential breakthroughs on both sides with a4 and h4, so accurate play is required: 52. a4 Ke5 53. Ke3 Kd5 54. Kd3 Kd6 55. Kc4 Kc6 and now is the right time for 56. h4. Not so easy, but important to learn how to play these positions.

Q63. 26... Qf7 gets you 5 points, and if you planned to continue 27. Qxe3 Qf5, with the idea of Qd3, when, after the queen trade the pawn on d3 will decide, you can have another 5 points. 26... Qd5 doesn't work: 27. Qxe3 followed by g4 and Kg3 will get out of the pin and leave White a pawn ahead.

Q64. White has a winning sequence: 20. Rxd8 Rxd8 21. Bxg7+ Qxg7 22. Qh4+ Kg8 23. Qxd8+: take 5 points if you worked this out.

Q65. 36... Rh2 is the only way to draw. After 37. e7 Rh1+ Black will either keep on checking or get to the e-file to stop the pawn. There are 5 points for discovering this plan.

Q66. 99... Re6 100. Bf7 Rd6, trading rooks is a draw despite White's extra bishop: there's no way for White to win Black's last pawn. Score 5 points if you realised this.

Q67. 29... Rxb2 30. Rc7 offers equal chances. The correct move is 29... Re8, threatening Rxe6 because the d-pawn is pinned, which wins a piece and 5 points for you if you found it.

Q68. White can win Black's queen by playing 26. Rxc7+ Kxc7 27. Qg4+ and 28. Be5+ with a discovered attack. Award yourself 5 points for calculating this.

Q69. You might think Black is lost here after 36... Rxc7 37. Nf7+ Kg8 38. Rxc7 because of the coming knight fork, but if you find 38... Re7 instead of taking the rook you'll win the knight with a drawn ending. Score 5 points for spotting this variation.

Q70. White is threatening to win a piece, either by capturing on d5 followed by a knight fork, or by attacking the pinned knight (Ne7+ or Ne3), but Black can meet all the threats by playing 36... Kh7, evading all possible checks, when he should reach a level ending. Take 5 points if this move was your choice.

Q71. 46... Bxc3 47. gxc3 Rg6 gives Black a mating attack. You can have 5 points for Bxc3 and another 5 points for Rg6.

Q72. You'll notice that White has placed his bishop so that the knight has no moves. The winning idea is 57. c6 bxc6 58. Kxa5 and the a-pawn will go through. If you found this plan you can award yourself 5 points.

Q73. The black queen is short of squares so White should play 43. Bc1, with Bb2 to follow. Black will have to play Qf2 either now or next move, when you can trade queens and your extra pawn should win the ending. 5 points are yours for this plan.

Q74. 68. Ne5 is zugzwang. Black will eventually run out of pawn moves and have to move either the knight or the king, allowing promotion. Take 5 points if you realised this.

Q75. 41... h4 is winning, preparing a breakthrough with g4. Now if White plays Kd3, g4 will win, while Ke3 loses his queenside pawns. Score 5 points for playing h4 and seeing the win.

Q76. White can mate by sacrificing his queen: 40. Qg8+ Rxc8 41. Rxc8+ Kc7 42. Rxb7+ Kd6 43. Rd8+ and mate next move. Or 40... Re8 41. Rxb7+ Kc8 42. Qg4+ and mate in two more moves. Take 5 points for each variation you found.

Q77. White has another winning sacrifice in this position: 18. Rxd6 Kxd6 19. Qd2+ (5 points for getting this far), when Kc7 and Ke7 are both met by Nd5+ and Nd5 runs into Bxd5 followed by Ne4+.

Q78. Black's best continuation is 19... Qh7 (much better than the flashy Rh1+) 20. fxe3 Ne5, when 21. dxe5 Rxd2 and 21. Qe2 Ng4 are both winning lots of material. Score 5 points for Qh7 and another 5 points for Ne5.

Q79. White can regain the material and reach a level ending: 43. Rxc4 Rxc4 44. g5 hxg5 45. fxg5 and if Black moves the bishop away, g6 is mate, while Bxg5 leads to an equal ending. Take 5 points for spotting this variation.

Q80. If you found the strong rook sacrifice 40. Rxc4 hxg5 41. Qh7+ Kd8 42. Qh8+ you can have 5 points. If you were planning to meet 41... Nd7 with 42. Bxd7 Qxd7 43. Rc4+ you can have another 5 points.

Q81. A clearance sacrifice wins at once: 20. f6 gxf6 (Nxf6 makes no difference) 21. Nf5 Qf8 22. Nxd6 Qxd6 23. Nxf7+. Score 5 points for finding this variation.

Q82. The winning sequence is 41. a6 Nd6 (other knight moves are the same) 42. Bxc5 when bxc5 is met by b6 and Nxb5 by d6 (although other moves also work here). There are 5 points for working this out.

Q83. 13. Nxf7 Kxf7 14. Ng5+ is a standard sacrifice in this sort of position. It doesn't always work, but here it does. After, for example, 14... Kg8 15. Nxe6 you can either take the rook or, the computer's preference, continue the attack. 5 points are yours if you chose the knight sacrifice.

Q84. White has a bunch of passed pawns for a knight and should now make a further sacrifice: 35. Rxc6 Kxc6 (Rxc6 is met by Rd8) 36. Rd6+ Kb7 37. c6+ when Rxc6 is again met by Rd8 (5 points for this) and after 37... Ka8 he could regain the rook at once with 38. b7+, but even better is 38. f3, preventing Ne4, when Black is in zugzwang and White can choose the best moment to regain the rook (another 5 points for this).

Q85. Black missed 38... Qd2+ (5 points) 39. Qe2 Rxf4+ (another 5 points) 40. exf4 e3+, when Kf3 loses the queen to d4+ and Kf1 loses the queen to Bb5.

Q86. There's a simple win with 55... Bd1, with the sacrifice Bxb3 to follow. 5 points if you found the right move for the right reason.

Q87. Black has to prepare to answer Qf7 with Be6 so 20... Qb6 scores 5 points. Play might continue 21. Rxd4 Qxd4 22. Qf7 Be6 23. Qxe6 Qxb2 24. Re1 Qxb5 25. Nd6 Rxd6 26. Qxd6 when Black's a pawn up but White has enough activity for the draw. Take up to 5 more points depending on how much of this you saw.

Q88. Accurate defence is required again: 29... Ne8 is the only move to draw (White will have a perpetual check after Qxh6+), scoring 5 points for seeing that you must defend the g7 square.

Q89. 5 points for spotting 57... Nxc3, winning a vital pawn after 58. fxc3 Qb6+.

Q90. The winning move is 22. Qxg5: 5 points for this move, when play might continue 22... hxc5 23. Rxc5+ Kd7 24. Bc6+ (Nc6 is also winning).

Q91. 27. e5 is a powerful pawn sacrifice, scoring 5 points. Now 27... Qxe5 loses at once to Re4, while 27... Rxe5 28. Nde4 gives White a winning attack, with ideas of, for example, Qh2 followed by Nf6+.

Q92. Another pawn sacrifice: 14. e6 is winning: 14... fxe6 15. Bxc6 dxc6 16. Ne5 threatens Nxc6 as well as the queen. 5 points for this variation.

Q93. The only move to draw is 52... a5: take 5 points if this was your choice. Another 5 points for realising that 52... a6 53. a5 is winning for White after 53... Kb5 54. Kd4: after 54... Kxa5, 55. Kc5 is an easier win than 55. Kxd5 Kb6 because you'll be able to trade queens after both sides promote.

Q94. A famous finish: 5 points for 47. Qb5 Qxb5 48. c8Q+ Kf7 and another 5 points for 49. Qxe6+ Kxe6 50. Nc7+, when the extra knight will win.

Q95. White could have drawn by playing 41. Qe8+ Kh7 42. Re1 (5 points for finding this) 42... Qxe1 43. Qh5+ with a familiar perpetual check.

Q96. Score 5 points if you chose 49... c4, which wins as the queenside majority will advance. If you saw that 49... Ke5 doesn't work because 50. c4 should lead to a draw you can have another 5 points.

Q97. The only move to draw is 40... f5, which gives you 5 points. Against other moves White might play Be4, when g5 will give the white king eventual access to the kingside while Kf7 will give him time to reach the queenside.

Q98. Black can maintain the advantage with 25... Qd1+ 26. Re1 Qd2, which scores 5 points. If White takes the queen, Black will promote.

Q99. White's road to victory is 28. Nxc6 fxc6 29. Rxf8+ Bxf8 30. Qxc6+ Qg7 31. Rxf8+ Kxf8 32. Bh6, winning the queen. 5 points for Nxc6, and another 5 points for reaching the end of this line.

Q100. White is a rook down but the knight sacrifice 20. Nxb6+ should lead to a perpetual check and gives you 5 points.

Q101. 5 points for the simple 29... Bd6, winning material: 30. Bxd6 Rxd2+, or 30. Be3 f4, or, relatively best, 30. c4 Rd4, winning the h-pawn with more to come.

Q102. White wins with a familiar sacrificial idea: 62. Nxd5 cxd5 63. c6 with promotion to follow. 5 points for this, or for 62. e6+ if you were planning to play Nxd5 next move.

Q103. 41. Qg2 is the only move to prevent the perpetual check, after which White is winning. 5 points if you discovered this move.

Q104. 47... Kf5 should win after, for example, 48. Kd5 Be6+ 49. Kd4 Bb3, when White is in zugzwang: 5 points for this variation. After 47... f5 48. Nd5 Bxa4 49. Nf4+ White should be able to hold the position.

Q105. There are 5 points for spotting that 30... Nfxd3 31. Bxd3 Nxd3 32. Qxd3 e4+ is a winning discovered attack. If you took with the other knight first you can also have 5 points.

Q106. White has mistakenly offered an exchange of queens, missing 29... Qxd4+ 30. Kxd4 Rb4 (a pin), threatening both Ba6 and Rxc4+ followed by Ba6+ (a skewer: 5 points). If you saw the continuation 31. Rd4 Rxc4+ 32. Kxc4 d5+ (a fork) you can take another 5 points.

Q107. Black has one winning move here: 49... Ke6, leaving White in zugzwang. If the bishop moves away, the a-pawn will decide after Na5 and Nxb3. If 50. Kd3, f4 will win, and if 50. Kf4, then Kf7 forces the bishop to move. Award yourself 5 points for Ke6, and another 5 for noticing 50. Kd3 f4.

Q108. It's another discovered attack tactic: 23. h4 Nf7 25. Rxd5 exd5 26. e6, when White, with two bishops against rook and pawn, has a big advantage. Take 5 points for h4 and 5 more for the whole variation.

Q109. You can have 5 points for choosing 28. Ra6, but you really have to see quite a long way ahead here. Black can defend with 28... Rd1+ 29. Ne1 Rxe1+ 30. Qxe1 Bxe4 31. Rxe4 Rxe4 32. Qxe4 bxa6 33. Qxc6+. If you analysed this far, correctly assessing the position as winning for White because of your strong c-pawn you deserve another 5 points.

Q110. A line opening pawn sacrifice: 25... c4 (preparing Bb4) wins material in all variations. For example, 26. Re2 Bb4 27. Rc1 cxb3 28. axb3 Bxb3 and the a-pawn will be decisive. 5 points for c4 and 5 more for calculating this variation.

Q111. Black can sacrifice to force the white king away from the queen: 28... Rxb2+ 29. Kxb2 Ba3+, when Kb1 runs into Rb8+. Score 5 points for playing this combination.

Q112. White has misdefended against Black's dubious piece sacrifice: you can now continue 30... Nxc2 31. Kxc2 Qh4 when White has no satisfactory way of defending h3. Nf2 allows Qxc4, while Rh1 is met by taking twice on e4. Black will regain his piece, coming out a pawn ahead. 5 points are yours for reaching 31... Qh4.

Q113. If Black chooses 27... hxg6 there's a fairly standard sacrifice available for White: 28. Nxf7 Kxf7 29. Qxg6+ Ke7 30. Qg7+ regains the piece with a winning advantage. So Black has to play 27... fxg6 instead, which is about equal. Take 5 points for choosing fxg6 and another 5 points for seeing the sacrifice after hxg6.

Q114. White has a simple way to win material here: 27. Nf3, when you have to see that, as well as Nxd4, you're threatening Rxe7, because the knight on d5 is pinned. Score 5 points for selecting this move.

Q115. White is a pawn down but should be able to draw by choosing 43. Rc6, trading his b-pawn for the black e-pawn leaving all the pawns on the same side. You'll see that Black will lose if he trades rooks. If your choice was Rc6 you can have 5 points.

Q116. Black is a pawn up but White has lots of threats. You can remain ahead if you find 27... Rd8 28. Rxc6 Bxd2+ 29. Kb1 Bxc6, with a rook and two bishops for the queen. Take 5 points for Rd8 and 5 more points for analysing this variation correctly.

Q117. The position looks fairly quiet, but Black can win a piece by withdrawing his queen: 17... Qg7 unpins the g-pawn, and if White retreats his bishop, f6 will win the knight which is now pinned. If you noticed this you can give yourself 5 points.

Q118. Black's most convincing move is 34... Ne4, bringing another piece into the attack (5 points). You can have another 5 points if you analysed 35. Bxe4 dxe4 36. Qxe4 Nxc3+ 37. Rxc3 Qh4+, with a mating attack.

Q119. We're still in the opening but Black has already blundered a piece. All you have to do is play 12. Nxe6, and, whichever way Black takes back his d-pawn will be pinned against the queen, allowing 13. Rxe4. If this was your intention, you score 5 points.

Q120. Another opening question. You've probably been told not to move your knight to the edge of the board, but here 10... Nh5 is the winning move. The immediate threat is Ng3#, which isn't easy to stop, and, in some lines, the queen

will be coming to h4. The best White can do is 11. Ne4 but after Bf5 Black has too many threats. There are 5 points for you if Nh5 was your selection.

Q121. White's best move is 25. c6, sacrificing a pawn to open lines for his rooks and bishop and scoring 5 points. After 25... Bxc6 he can double rooks on the c-file and perhaps play Bd6. Anything else will give Black time to continue his attack on the kingside.

Q122. 28... Qe6 29. cxb6 c5 regains the piece, leaving Black the exchange ahead. There are 5 points available for finding this.

Q123. 34. d5 is crushing after, for instance, 34... cxd5 35. Nxd5 exd5 36. Bxd5 or 36. Re7, and Black is losing material. 5 points if you came up with this variation.

Q124. White can win at once by playing 18. Rfe1 (or Rae1) Qxa3 19. Bc5+ Kd8 20. Bxb6# 5 points for moving either rook to e1, and another 5 points for seeing the mate.

Q125. You score 5 points if you chose 50... b4, and another 5 points if you realised White has to play 51. a4, when your protected passed pawn gives you good winning chances: 51. axb4 is met by Rb8 followed by Rb5#.

Q126. Black had entered this variation missing 38. Rg4 (5 points) Qxb2 39. Rf8+ and mate next move.

Q127. You can win material by playing 22. f3 23. gxf7+ (5 points), when Kf8 will leave you with rook, bishop and knight against queen and pawn, and Qxf7 will leave you a piece up: in both cases the material advantage should win.

Q128. White has the dangerous threat of Nf5, but Black can turn the tables by playing 29... Ne2+ 30. Kf1 (Rxe2 gets mated by Qa1+) 30... Nf4 when he stands better. 5 points for seeing this variation.

Q129. 20... Qc6 21. f3 Ng4 (5 points for getting this far) wins material. Black can't take the knight, which is going to land on e3 (Rfe1 will be met by Qc5+).

Q130. Black should play 25... Bxc2 26. Rxc2 Rfb8, with Rxc2+ and Rb2 to follow. 5 points for this, and another 5 points if you noticed that the immediate 25... Rb8 allows 26. Nxf4 Bxc2 27. Qg4+, with a likely perpetual check.

Q131. Black should sacrifice his rook for the powerful white knight: 42... Rxf5 43. gxf5 Kxf5 and, with the white bishop shut out of the game, chances are about level. Score 5 points if this was your choice.

Q132. A move later in the same game, there's only one move to give White the advantage: 43. c4 bxc4 44. bxc4 c5 (otherwise White will play c5 himself) 45. Ne3 with Nd5, an even stronger square than f5, to follow. 5 points for choosing c4, and another 5 points if you reached the position after Ne3.

Q133. If you chose 31. Bxh6+, seeing that Rxh6 is met by Rxd8, and Kxh6 is met by Qxf7, forking bishop and knight, you deserve 5 points.

Q134. 5 points for choosing 38... Qg5, which offers equal chances in the ending. If you rejected both Kg7 and Ke7 because of Qxf6+ followed by Ne4+ you can have another 5 points.

Q135. 48... Bxe5 is equal, but Black can win material with 48... Rxe5 49. Rxe5 Qf4: 5 points for calculating this far. If you continued 50. Re8+ Kg7 51. Re7+ Kh6 you score an extra 5 points.

Q136. You must calculate the pawn ending before making your decision. If you chose 50... Rxc5 you score 5 points for making the right choice. After 51. dxc5 the two winning moves are e5 and Ke7. If you saw that White might play b5 and had worked out how to stop the a-pawn you can have another 5 points. A sample line: 51... e5 52. b4 Ke6 (or Ke7) 53. b5 Kd7.

Q137. Black can win material by using a pin: 22... Bxf3 23. gxf3 Ne8: finding this sequence nets you 5 points.

Q138. White has a winning plan: 26. Bxc7 Bxc7 27. Bf5+ and if Black takes either way it's mate in 3. 5 points for Bxc7 and another 5 for Bf5+.

Q139. Selecting 29... f4, threatening Re3 gains you 5 points. If 30. gxf4, then g5 and the rook on g7 gives you a winning attack.

Q140. 27. Nxg7 wins a pawn in simple fashion because 27... Bxg7 28. Qxf6 Bxf6 29. Rg8+ skewers the king and rook. There are 5 points available for seeing this variation.

Q141. The Greek Gift sacrifice works here: 20. Bxh7+ Kxh7 21. Ng5+ wins after 21... Kg8 22. Qh5 or 21... Kg6 22. Rg3. If you chose this move you can have 5 points.

Q142. 28. Bh6+ wins at once: Kxh6 allows Nf7+ while Kg8 runs into Nxg6. 5 points if you saw both variations.

Q143. White can get back into the game by playing 39. Bxg7, when 39... Rxc7 40. Nf6+ is mating and 39... Kxg7 40. Qc3+ Kf8 41. Qf6+ is equal. There are 5 points awaiting if you discovered this.

Q144. Black's unsound sacrifice should be accepted: 34. Rxa2 Rxb3+ 35. Qxb3 Qxb3+ 36. Rb2 and White will come out either a knight ahead or with too many pieces for the queen.

Q145. 44... Bg8 loses to Re7 and 44... Ba2 loses to Rh8+. The only way to hold is to go after the f-pawn: 44... Rc2 (5 points) 45. Kxe6 Kg8 (another 5 points as 45... Rxf2 46. Nd7+ is mating).

Q146. Black can break through with a clearance sacrifice: 56... c4 57. bxc4 Nb7 followed by Nc5, winning the a-pawn after which he should bring home the full point. Take 5 points if this was your intention.

Q147. 23... Bxh2+ 24. Nxb2 Rh4 regains the sacrificed piece with a winning attack. 5 points are yours if you spotted this continuation.

Q148. There's one move to draw this exciting ending: 67. Rd8, and also only one move to win: 67. Rd1, deflecting the rook from the f-file: 67... Rxd1 68. Nf7+ leads to a swift checkmate. Score 5 points if Rd1 was your choice.

Q149. White has just captured a pawn on e5, falling into Black's trap. 32... Re6 (5 points) 33. Qc7 Re1+ 34. Kh2 Qxc7+ 35. Rxc7 Nd5 and Black will emerge with an extra piece. Take another 5 points if you calculated as far as Nd5: moves 33 and 34 can be played in either order.

Q150. Again, White's last move was an oversight, assuming Black would have to move his queen. But 16... Nxe5 wins a pawn in all variations: there are 5 points for noticing and selecting this move.

Q151. White had gone into this line missing 51... Bxg2 52. Qxg2 Qxh4+ 53. Kg1, when either Rd1+ or Rg3 will win the queen. Score 5 points for this simple tactic.

Q152. This time Black has overlooked a simple tactic: 19. Rd7 wins a piece as Qxd7 gets mated after Qxf6. I hope you scored 5 points on this question.

Q153. A harder one: 40. g5 is the winning move: the immediate Qf6 can be met by g5, giving the black queen access to f4. Take 5 points for seeing that 40... h5 41. Qf6 will win the g-pawn without allowing checks. Another well-deserved 5 points for meeting 40... hxg5 with either 41. Qd8+ Kg7 42. Kg2 or the immediate 41. Kg2: you must play Nxb5 without allowing Qg1+ with a perpetual check.

Q154. Black's only way to draw is to play 51... Kf7: getting back to stop the white pawns has to be the first priority. You can take 5 points for this – and check out for yourself that all other moves lose.

Q155. Black's last move, Nxe4, was another oversight: White can win a piece by playing 19. Bxd4 (5 points): Nxd4 isn't so clear after Nxf2. The critical line is 19... Bxf3 20. Bxf3 Ng5 21. Bd5+: you can have another 5 points for analysing this line.

Q156. Black would like to play f4, meeting exf4 with e3, but White can meet the immediate f4 with Rxd8. So the correct move is 25... Rxd2. If you were planning to meet 26. Rxd2 with 26... f4 27. exf4 e3, take 5 points. If you were planning to meet 26. Qxd2 with 26... Rd8, intending, if the queen moves, to take on d1, then on f2, take a further 5 points.

Q157. White has sacrificed for an attack and Black must now return the material. The only defence is 17... Rxe4 18. Nxe4 Ne5, to meet the threat of Qxh6+, which should lead to an equal position. Score 5 points if you found this.

Q158. Black can win a piece quite simply here: 23... f5 24. Qxf5 Rf8 25. Qg4 Rf4. If you discovered this continuation add 5 points to your score.

Q159. White can hold this position by playing for a perpetual check. 42. Qe6 is the move, when, if, say, 42... Nd4, 43. Qh3+ is a draw (5 points). If Black tries 42... f5, then 43. Qxb3 Qxe2 44. Qh3+ Kg7 45. Qc3+ should again draw (another 5 points).

Q160. Another position where you have to play for a draw. The key move is 35... Nf3 36. Qxf3 (other moves are no better) 36... Rg8+ 37. Kf2 Qc5+ 38. Ke2 Qc4+ (or Qb5+) when White has nothing better than to allow a perpetual check. Take 5 points for finding Nf3 and another 5 points for the complete variation.

Q161. 58... Qd5 is the only winning move, scoring 5 points. This plans to meet 59. e6 with 59... Qe5+ 60. Kxh3 Qe3+ and prepares to follow up with moves like d2 and Rxh4.

Q162. Black was hoping for 28. Qd5 Re5 regaining the piece, but White can keep the knight by playing 28. Re1 (5 points) because of the potential back rank mate.

Q163. There's a queen sacrifice leading to mate: 34. Qxh7+ Kxh7 35. Rh5+ Kg8 36. Ng6 Rf6 37. Rh8+ Kf7 38. Rf8#. 5 points for finding the initial sacrifice and another 5 points if you reached the mate at the end.

Q164. Although White is the exchange down, he's winning if he finds 45. Bc5, when his e-pawn will decide the game. If now 45... Re7 to prevent Kd7, a waiting move such as Rh1 will leave Black in zugzwang. Choosing Bc5 nets you five points.

Q165. Both king moves lose to h6, but 55... gxh5 56. gxh5 Ke8, taking the opposition, is a draw. Play all the variations out yourself to make sure you understand. Score 5 points for gxh5 and another 5 for Ke8 as long as you understood it leads to a draw.

Q166. White's last move, Qf2, was a blunder, losing the queen to 41... Rxh2+ 42. Bxh2 Rxh2+. If you found this you can have 5 points.

Q167. 23. Bxf5 is a simple win: 23... Rxf5 24. hxg7+ mates while 23... exf5 24. e6 wins material. Finding these variations gets you 5 points.

Q168. Taking the queen is only a draw with best play. The winning line is 28... Ng4 (5 points) 29. d8Q+ Rxd8 30. Rxd8+ Kf7 (other moves lose) 31. Rc7+ Ke6 (again

other moves lose: another 5 points if you reached this position in your analysis) and Black will evade the checks and mate with the queen.

Q169. We're still in the opening but Black can win the white queen by playing 12... Nc5, with Bd7 or Bb7, depending on White's reply, to follow. If you found this move you deserve 5 points.

Q170. Black can win material here: 19... Bxe5 with two variations: 20. dxe5 Bxe4 21. Qxe4 Nb3 winning the exchange, or 20. Bxb7 Bxh2+ 21. Kxh2 Qxb7 winning a pawn. 5 points for each of the two lines you discovered.

Q171. White has just blundered, allowing 39... Nxe3 40. Rxe3 Ra1+ 41. Re1 Rxe1+ 42. Qxe1 Qxd4, winning a piece. Calculating this awards you 5 points.

Q172. White should choose 47. f5, when 47... exf5 allows 48. e6, winning material, and after 47... gxf5 White has a choice of good plans: perhaps simplest is 48. Rfg2, with the idea of g6. If Black plays Rg8 to prevent this he'll lose his h-pawn. 5 points for each of these two variations.

Q173. Black had overlooked that White can interpose Rxe8 before recapturing on d4, winning material because of the fork on d6. 5 points are yours for spotting this.

Q174. Black is behind on material at the moment, but 26... Nxc2 puts him back in the game. The game could continue 27. Kxc2 Qg6+ 28. Kh1 Qc6 or 28. Kf1 Qa6+. You're welcome to 5 points for choosing this move.

Q175. White has only one way to defend successfully against Black's attack: 25. f4 exf3 (*en passant*) 26. Rf2. If your defensive skills were up to the mark you can have 5 points.

Q176. White must give up his a-pawn to retain drawing chances: 46. a6 bxa6 47. Nc6+ and he should hold the draw. Otherwise his knight will remain in trouble on the edge of the board.