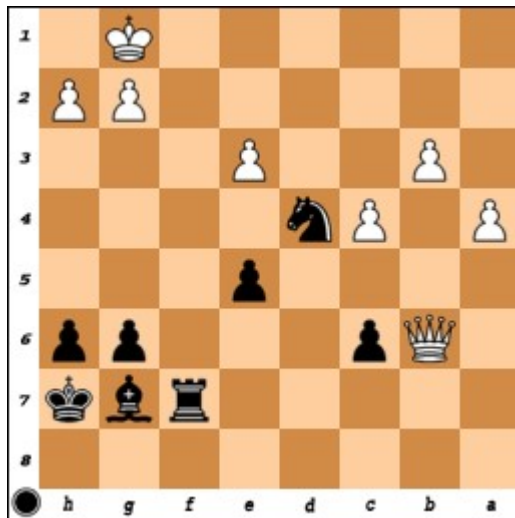


Inside Chess Club

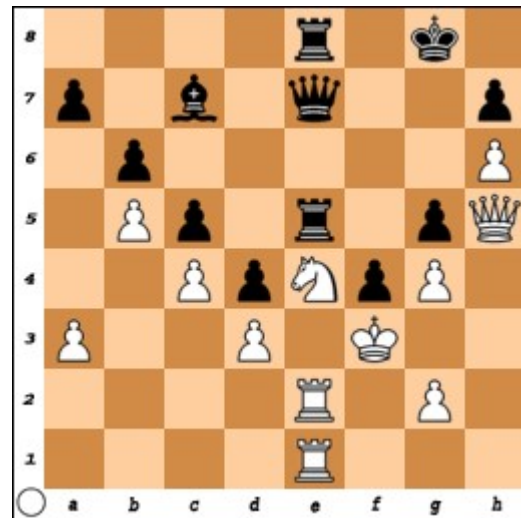
Eight puzzles

Here are some chess puzzles. The solutions are at the bottom of the next page.

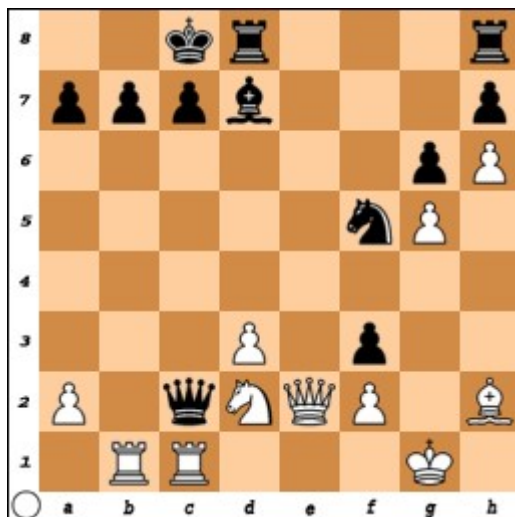
1 Black to play and checkmate in two moves.
Can you force the white king into the corner?



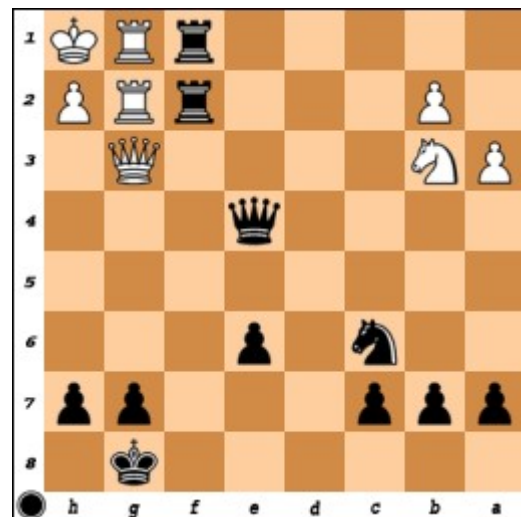
3 White to play and win. Black looks to have everything covered but can white blast through?



2 White to play and win. Black can take white's queen. Does white care?

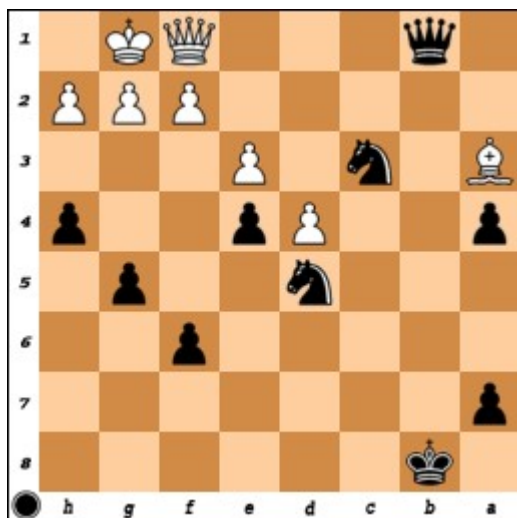


4 Black to play and checkmate in two moves.
White has Qxg7 mate so black has to act fast.

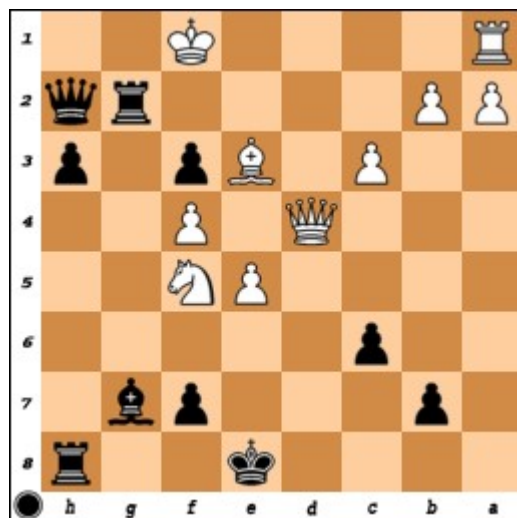


Inside Chess Club

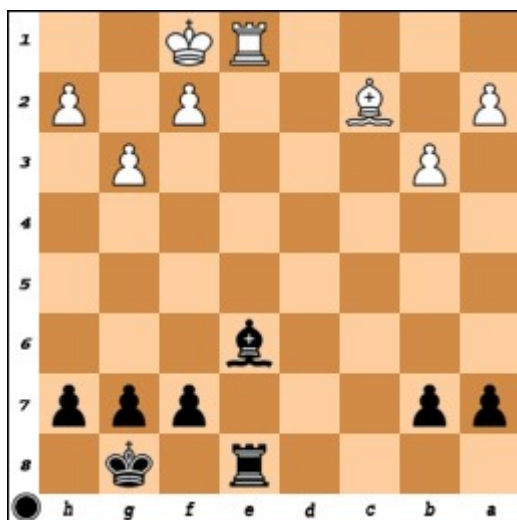
5 Black to play and checkmate in two moves.
Can black drive the white king away from the queen?



7 Black to play and checkmate in two moves.
Remember to start by looking at checks.



6 Black to play and checkmate in two moves.
Start every puzzle by looking for checks.



8 Black to play and checkmate in two moves.
Two bishops together are very powerful.



Solutions

1 1 ... Ne2+ 2 Kh1 Rf1 checkmate

2 1 Rxc2 fxe2 2 Rxc7+ Kb8 3 Rbxb7+ Ka8 4 Rxa7+ Kb8 5 Rcb7+ Kc8 6 Rb8 mate

3 1 Qxe8+ Qxe8 2 Nf6+ wins back the queen and leaves white a rook up.

4 1 Rxg1+ Kxg1 2 Qxe1 mate

5 1 ... Ne2+ 2 Kh1 Qxf1 mate

6 1 ... Bh3+ Kg1 Rxe1 mate

7 1 ... Rg1+ 2 Bxg1 Qe2 mate

8 1 ... Nf3+ 2 Kh5 Bg4 mate. Black could take the white Queen on move 2 but has checkmate instead.

Inside Chess Club

Spot the move

Here are eight puzzles to sharpen your tactical awareness.

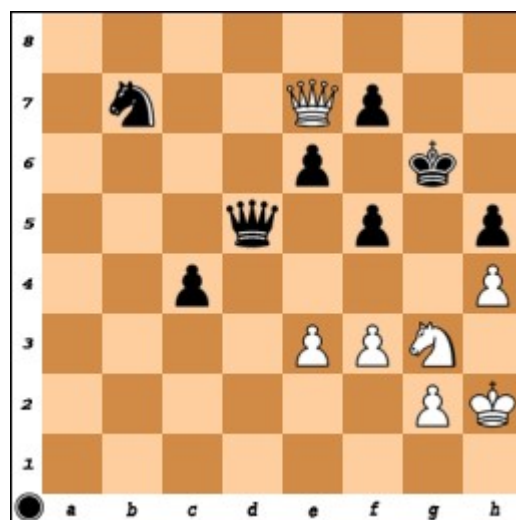
1 Black to play and win a piece.

One try is 1 ... Bxb3 2 cxb3 Rxd3 but this fails to 3 Rxe8 mate. 1 ... Rxe1+ 2 Rxe1 Bxb3 3 cxb3 Rxd3 also allows Re8 mate

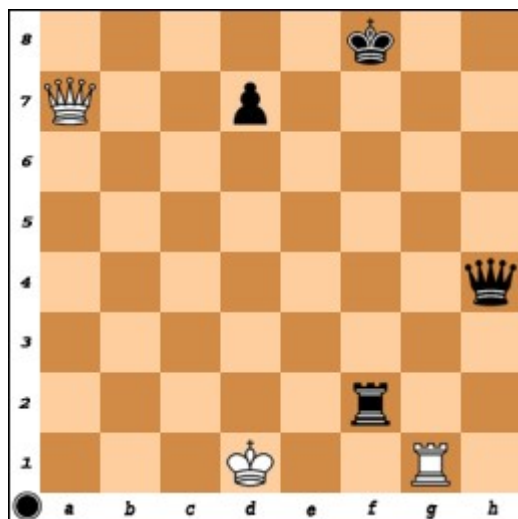


2 Can black stop white from checking on g5?

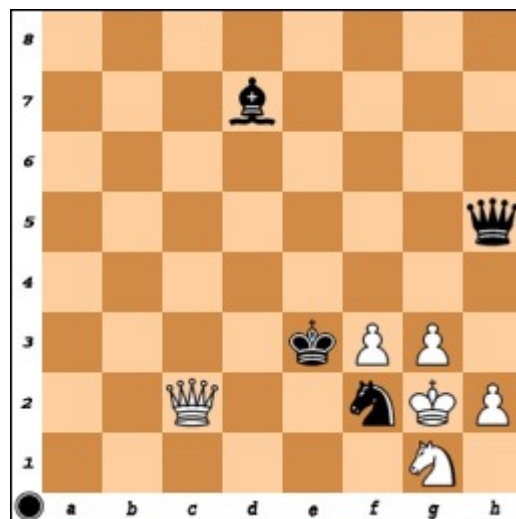
White threatens to keep checking the black king starting with Qg5+. How can black prevent this?



3 Can black deliver checkmate before allowing the white queen to check?



4 Black to play and win. Black wants to play Qxf3+ but it is defended by the knight.



Solutions:

1 1 ... Rxe1+ 2 Rxe1 Bxb3 3 cxb3 g5 4 Bxg5 Rxd3 wins a piece. 3 ... g5 attacks the white bishop and gives the king an escape square on g7.

3 1 ... Qh5+ 2 Kc1 Qh6+ 3 Kb1 Qh7+ 4 Ka1 Qh8+ 5 Kb1 Qb2 mate. If 2 Ke1 Qe2 mate.

2 1 ... Qd8 2 Qxb7 Qxh4+ 3 Kg1 Qxg3. 2 Qxb7 looks like it wins a piece but black wins it back with 3 ... Qxg3.

4 1 ... Bh3+ 2 Nxh3 Qxf3+ 3 Kf1 Nxh3+ 4 Ke1 Qh1 mate. 1 ... Bh3+ deflects the white knight from defending f3 and allows the queen in.

Inside Chess Club

5 White to play and win.

White has a big sacrifice that leads to checkmate.



7 White to play and win

White has two bishops and queen and a rook all pointing towards the black king. Perfect for a spectacular attack.



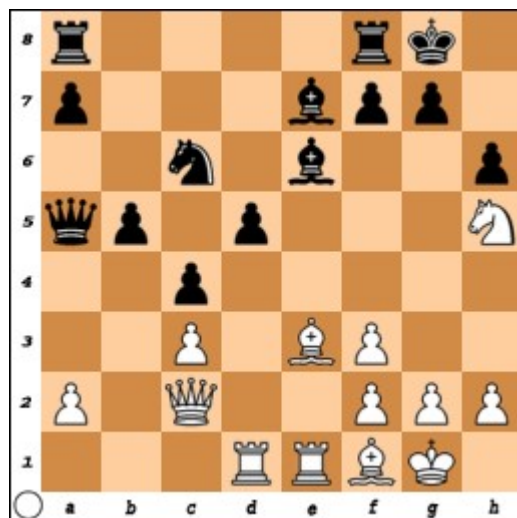
Solutions

5 1 Qxh7+ Kxh7 2 Rh3+ Kg7 3 Bh6+ Kg7 4 Bf8 mate.

7 1 Qxf6 gxf6 2 Rdg1+ Bg6 3 Rxg6 hxg6 4 Bxf6 and black cannot stop Rh8 mate.

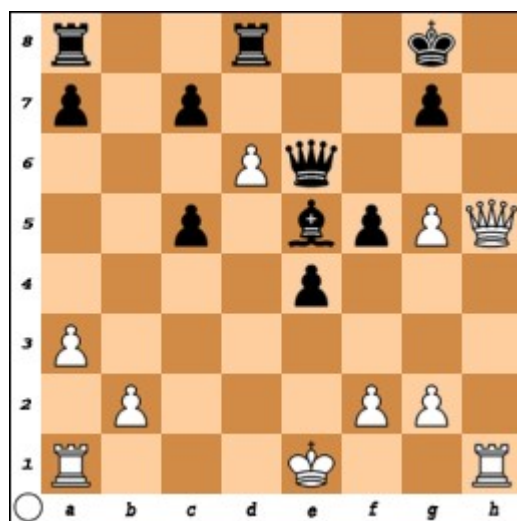
6 White to play and win

White has a queen, bishop and knight all attacking the black king.



8 White to play and win

1 Qh8+ is tempting but the black king can run away to f7. Can white prevent the king from running away?



6 1 Bxh6 gxh6 2 Rxe6 fxe6 3 Qg6+ Kh8 4 Qg7 mate. 1 Bxh6 destroys black's pawn defences and lets the white rook join in the attack.

8 1 g6 Kf8 2 Qxf5+ Qxf5 3 Rh8 mate. 1 g6 stops the king running away to f7. If 2 Qh8+ black can defend with Qg8

Inside Chess Club

Missed opportunities

Here are two positions from a drawn game played at HMP Wandsworth.



White to move. Can you see a strong move?

1 Rd8+ Bxd8

It looks as though white has lost a rook but the Queen gets a lot of dangerous checks.

2 Qd5+ Kf8
3 Qxd8+ Kf7
4 Qd7+ Kg6

If 4 ... Kf8 5 Bxc5+ Kg8 6 Qe8 checkmate

5 Qe8+ Kf5
6 g4+ Kxg4
7 Qd7+ Kh5

If 7 ... f5 8 Qxg7+ Kh4 9 Qg5 checkmate

8 Qf5+ g5

If 8 ... Kh4 9 Qh3 checkmate

9 Qxh7+ Kg4
10 Qh3 checkmate

All white's moves are forcing moves, checks. Black has very few choices and ends up getting checkmated. However, this line is difficult to see because it is 10 moves deep.



Here is a position from later in the same game. It is White to move.

White played h4 but there is a stronger move.

1 Qf7

This is very strong because threatens the pawn on f6 and stops the King running away to h5.

The only way for Black to defend the pawn on f6 is to play 1 ... Ra6 but then White can play 2 Bc5. What does this threaten?

The answer is Bf8 checkmate. The only way to stop it is 2 ... Qb8 3 Bf8+ Qxf8 4 Qxf8+ but this loses the Queen.

Black's other try is to play

1 Qb1
2 Qxf6+ Qg6

2 ... Kh5 allows 3 Qg5 checkmate

3 Bxg5+ Kh5
4 Qxe5 Qxg5

It looks like White has lost the bishop but the key to this position is that the Black rook is undefended on a1.

5 Qxa1

White is now four pawns up and should win.

Inside Chess Club

Four puzzles



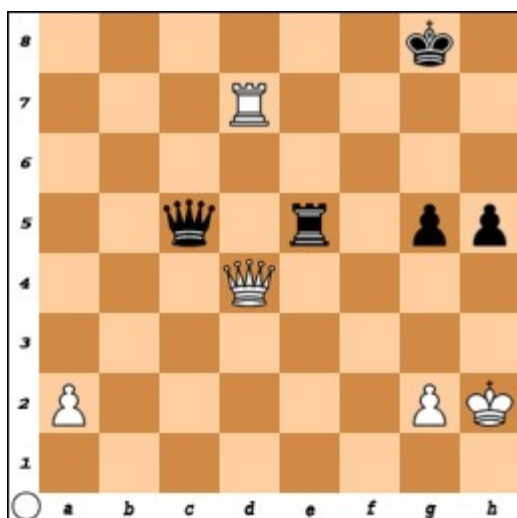
White to move and win

White wants to play Qg7 or Qf6 but the Black Queen and Rook are defending. One move forces Black to move the Queen or the Rook

1 Re8 Qxe8

If 1 ... Rxe8 2 Qg7 checkmate

2 Qf6+ Rg7
3 Qxg7 checkmate

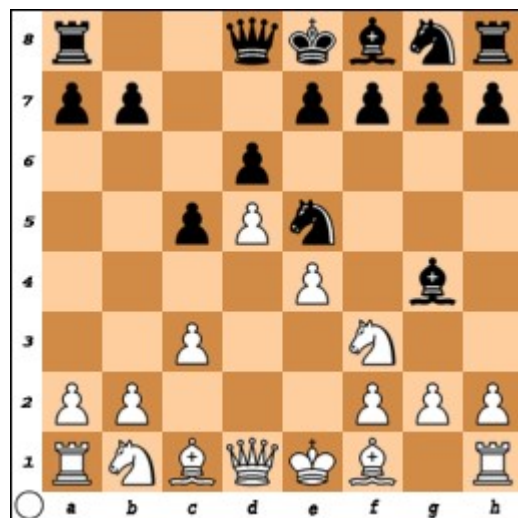


White to move and win

1 Qd3 Rf5
Forced to stop Qg6+ or Qh7+
2 Qb3+ Kh8
3 Qb8+ Qf8

4 Rd8 wins the Queen

If 3... Rf8 4 Qb2+ and checkmate on g7



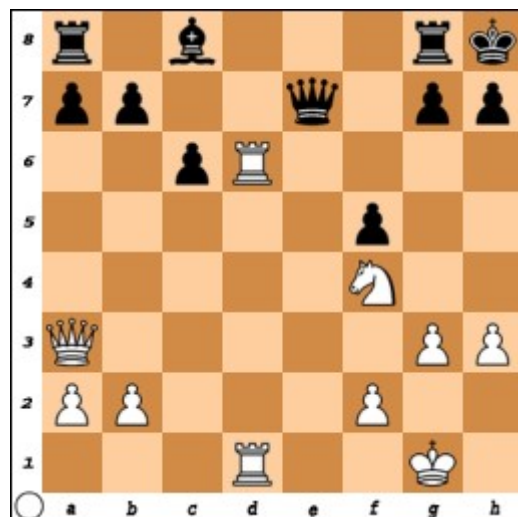
White to play and win a piece

1 Nx5 Bxd8

It looks like White has lost a Queen but there is a lethal check

2 Bb5+ Qd7

3 Nxd7 wins a piece



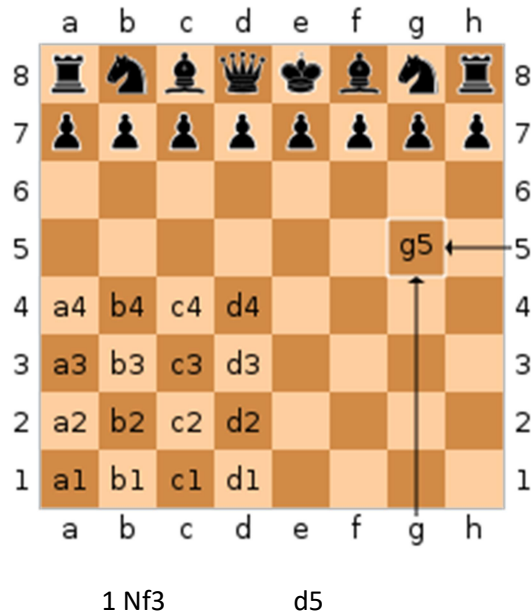
White to move and win

1 Rh6 gxh6
White threatens Ng6 checkmate.
2 Qxe7 wins a Queen
If 1 ... Qxa3 then Ng6 Checkmate

Inside Chess Club

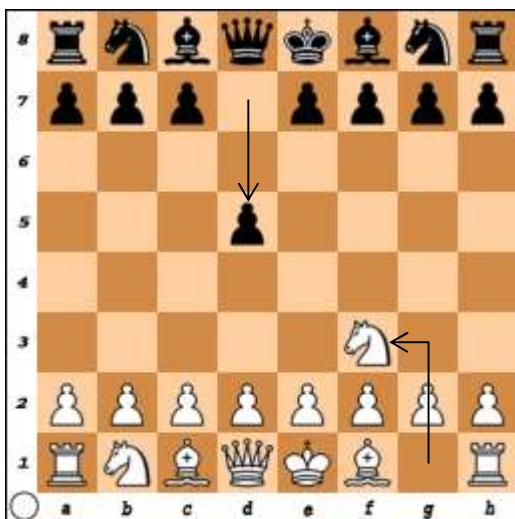
How to read chess moves

The board is labelled a to h along the bottom and 1 to 8 up the side. Each square has an identifier. For example, the lower left square is a1 and the upper right square is h8. We use this to write the chess moves.



If white plays the knight closest to the king towards the centre we write this as Nf3.

If black replies by pushing the pawn in front of the Queen two squares we write this as d5.



Here are three more moves:

2 d4 Nf6
3 e4



Now black can take the pawn with the knight.
We write this as: 3Nxe4



White can now move either knight to d2. If it is the one on the left we write: 4 Nbd2.



Inside Chess Club

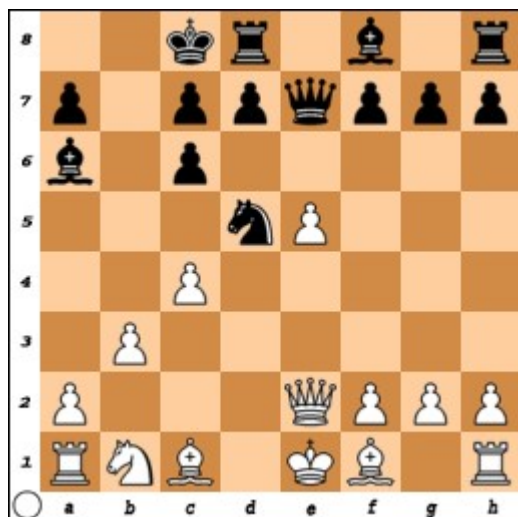
If it was the other knight we would have written Nfd2.



White can castle on either side. If it is the king's side we write 0-0. If it is the queen's side we write 0-0-0.

What is the position after these moves?

- | | |
|--------|-------|
| 1 e4 | e5 |
| 2 Nf3 | Nc6 |
| 3 d4 | exd4 |
| 4 Nxd4 | Nf6 |
| 5 Nxc6 | bxc6 |
| 6 e5 | Qe7 |
| 7 Qe2 | Nd5 |
| 8 c4 | Ba6 |
| 9 b3 | 0-0-0 |



It should look like the position in the diagram.

Here is a complete game.

- | | |
|----------|-----------|
| 1 e4 | e5 |
| 2 Nf3 | Nc6 |
| 3 d4 | exd4 |
| 4 c3 | dxcc3 |
| 5 Bc4 | Bb4 |
| 6 0-0 | ccb2 |
| 7 Bxb2 | Nf6 |
| 8 Ng5 | 0-0 |
| 9 e5 | Ne8 |
| 10 Qh5 | h6 |
| 11 Nxf7 | Qe7 |
| 12 Nxh6+ | Kh8 |
| 13 Ng8 | checkmate |

Hopefully you have reached this position:



You might have noticed a cross after white's twelfth move. This means check.

This note is important because it explains how to read chess moves. If you understand these two pages then you will be able to read any notes we send in the future and any chess books or magazines you can get hold of.

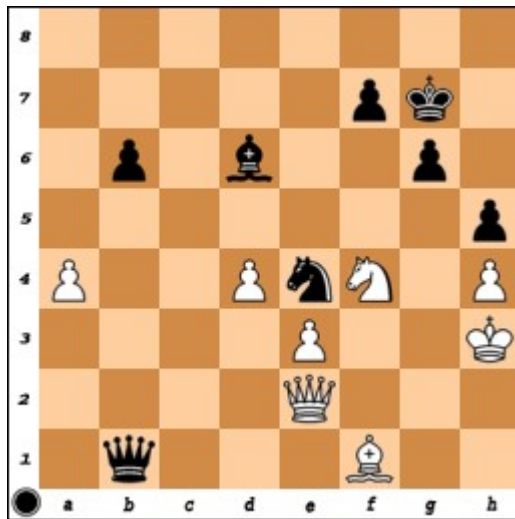
Trinity Chess Club

Where there's knights there's forks

A fork is when a piece attacks two pieces at once. It is a very powerful way to gain material. If you are lucky your opponent allows a simple fork. It is more likely that forks come up after forcing moves. Knight forks are the most common but any piece can fork.

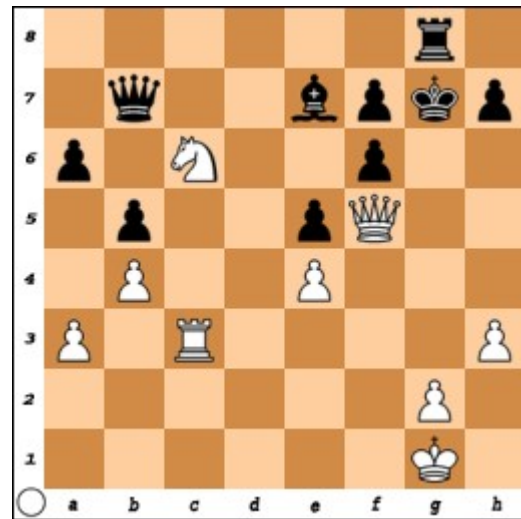
1 Black to play and win.

There is no fork unless black can force the white king or queen to move. Look for a fork on black's third move.



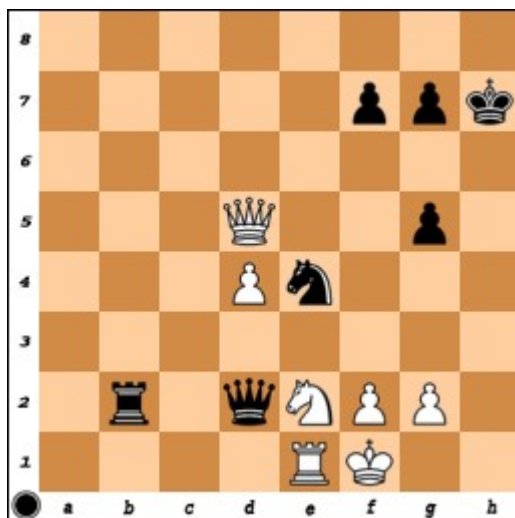
2 White to play and win.

White can play three checks and then a fork.



3 Black to play and win.

If black can force the white king to e2 there is a powerful fork on c3. Look for a fork on black's fourth move.



4 White to play and win.

White needs to act quickly because the knight on c3 attacks the queen. Look for a fork on white's fourth move.



Trinity Chess Club

5 Black to play and win.

Black is a queen down so needs to find something spectacular. (Fork on 3rd move.)



7 White to play and win.

A queen fork this time, on the second move.



Solutions

1 ... Bxf4 2 exf4 Qb3+ 3 Qd3 Nf2+ forks the king and queen. If 3 Kh2 Qg3+ 4 Kh1 Nxf2+.

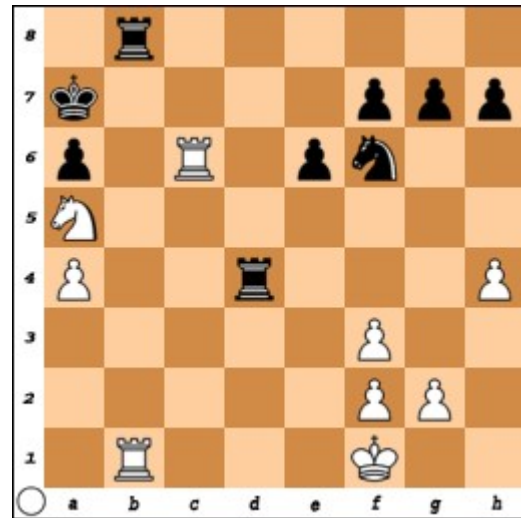
3 1 ... Qxe1+ 2 Kxe1 Rb1+ 3 Nc1 Rxc1+ 4 Ke2 Nc3+ forks the king and queen.

5 1Nf4+ 2 Qxf4 Rg1+ 3 Kxg1 Nxh3+ forks the king and queen. If 2 Kg3 Ngxh3 and the threat of Rg1+ and g5+ wins for black.

7 1 Bxf6 Bxf6 2 Qe4 (threatens the rook and Qxh7 mate) g6 3 Qxa8.

6 White to play and win.

Nc6+ is a great fork, forking the king and both rooks, but the white rook is in the way.



8 White to play and win.

A bishop fork this time, on the second move.



2 1 Rg3+ Kh8 2 Rxg8+ Kxg8 3 Qc8+ Qxc8 4 Nxe7+ forks the king and queen.

4 1 Qe8+ Rxe8 2 Rxe8+ Rf8 3 Rxf8+ Kxf8 Ne6+ forks the king and queen.

6 1 Rc7+ Ka8 2 Ra7+ Kxa7 3 Nc6+ Ka8 4 Rxb8 mate. Nc6 forks the king and both rooks.

8 1 Rxc6 bxc6 2 Bxc6+ (forks the king and rook) Kf7 3 Bd5+ Kf8 4 Bxa8. 3 Bd5+ forces the king back and wins a whole rook.

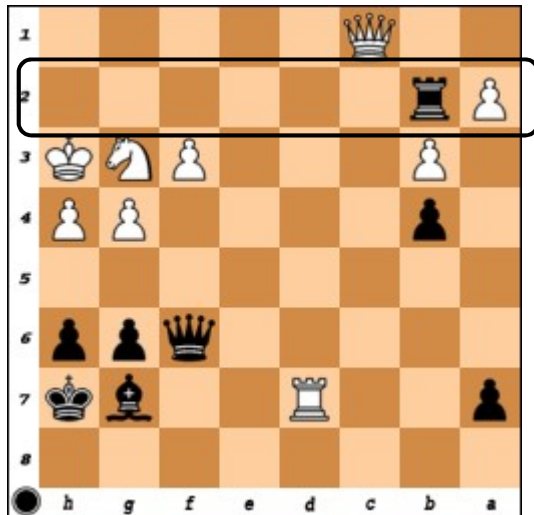
Inside Chess Club

A rook on the seventh rank is powerful

A rook on the seventh rank gives you good attacking chances. If you get a rook on the 7th, look for violent ways to attack the king. The 7th rank is the row of squares almost at the other side of the board, circled in the first diagram.

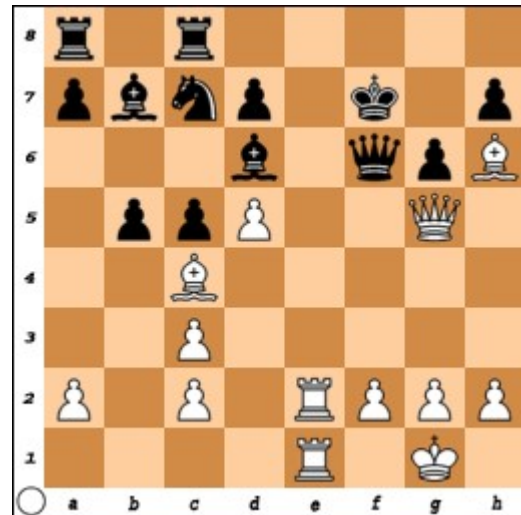
1 Black to play and win.

Black has a powerful rook on b2 and can checkmate in two moves.



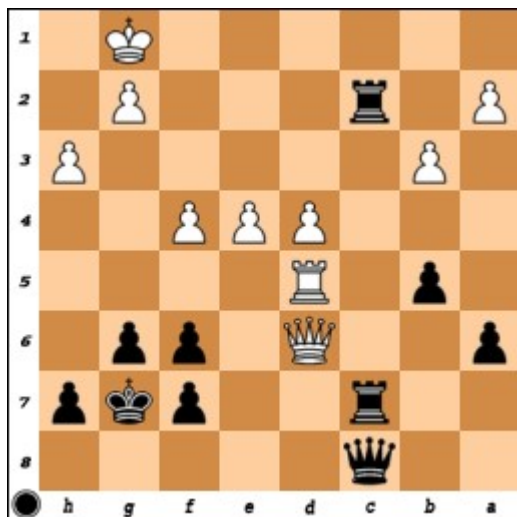
2 White to play and win.

White can get a rook on the 7th and needs to act fast because the bishop on c4 is attacked.



3 Black to play and win.

Black has a powerful rook on c2.



4 Black to play and win.

Black has a powerful rook on c2.



Solutions:

1 1 ... Qxh4+ 2 Kxh4 Rh2 mate.

3 1 ... Rxg2+ 2 Kxg2 Rc2+ wins. If 3 Kg1 Qxh3 forces mate. If 3 Kg3 Qc3+ also forces mate or wins the rook eg 4 Kh4 Qe1+ 5 Kg4 Rg2+ wins.

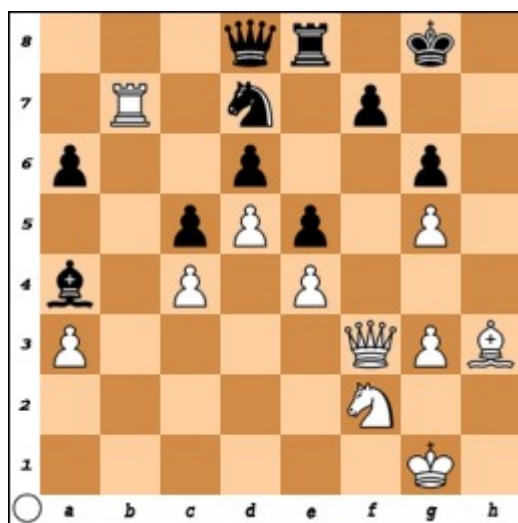
2 1 Re7+ Bxe7 2 Rxe7+ Kxe7 3 d6+ Kxd6 4 Qxf6 wins the Queen. If 2 ... Qxe7 3 d6+ also wins the queen.

4 1 ... Qxe5 2 Rxe5 Rc6 3 Rxf5 Rxd6 wins.

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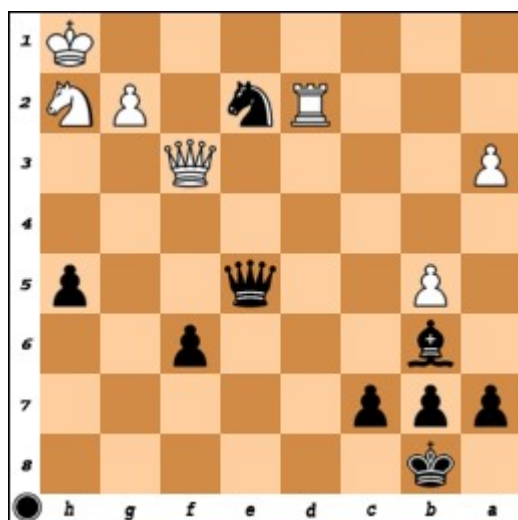
5 White to play and win.

The rook on b7 gives white attacking chances.



7 Black to play and win.

White threatens Rd8 mate so black has to act quickly. Black has a fork on move 3.



Solutions

5 1 Bxd7 Bxd7 2 Ng4 Bxg4 3 Qxf7+ Kh8 Qg7mate. If 2 ... Re7 3 Nf6+ and Qh1 wins.

7 1 ... Qa1+ 2 Nf1 Qxf1+ 3 Qxf1 Ng3+ 4 Kh2 Nxh1+ wins the rook. If 2 Qf1Ng3+ wins the queen.

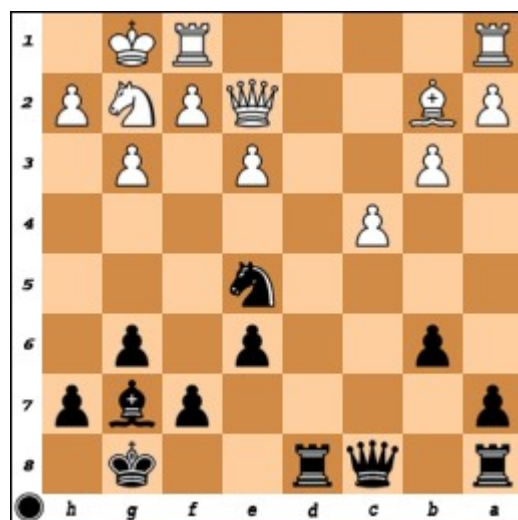
6 Black to play and win.

Now we switch to forks. Black has a fork on move 2.



8 Black to play and win.

A knight fork on move 2.



6 1 ... Rxe2 2 Rxe2 Ng3+ and wins the rook on e2.

8 1 ... Rd2 2 Qxd2 Nf3+ wins the queen.

Inside Chess Club

Back rank checkmates

It is a good idea to castle your king. Castling puts your king in safety behind three pawns. One of the few downsides of castling is the risk that you are checkmated on the back rank. Here are 8 puzzles that explain what a back rank mate is and show the risks.

Would you like easier puzzles, harder puzzles, more games, opening analysis, endgames? If you have any thoughts ask your officers to get a message to me. Peter

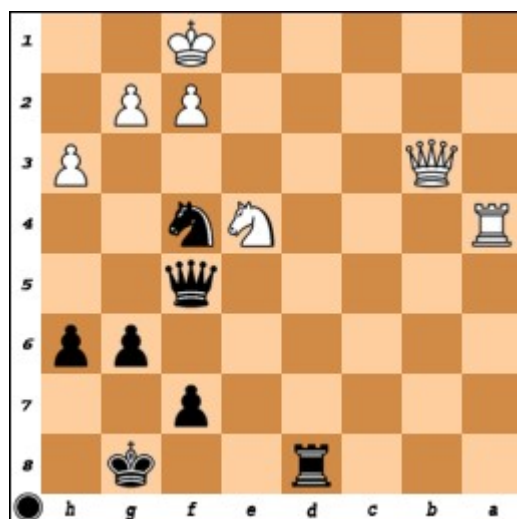
1 Black to play and win.

If the white rook was not there black could play Rd1 mate. This would be a back rank mate. Black needs to find a way to distract the white rook.



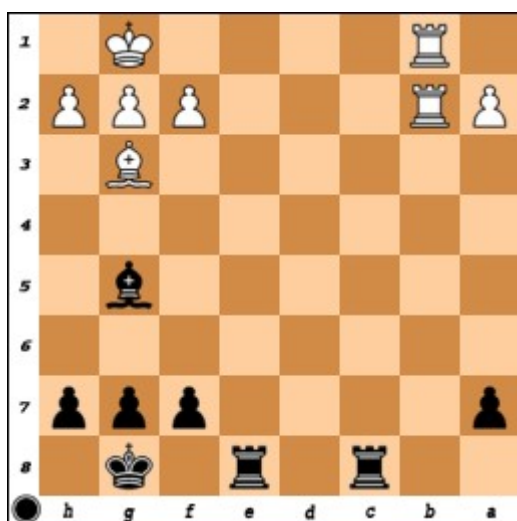
2 Black to play and win.

Black would like to play Rd1 mate but needs to divert the white queen.



3 Black to play and win.

Black wants to play Re1 mate but needs to find a way of blocking the Rook on b1.



4 Black to play and win.

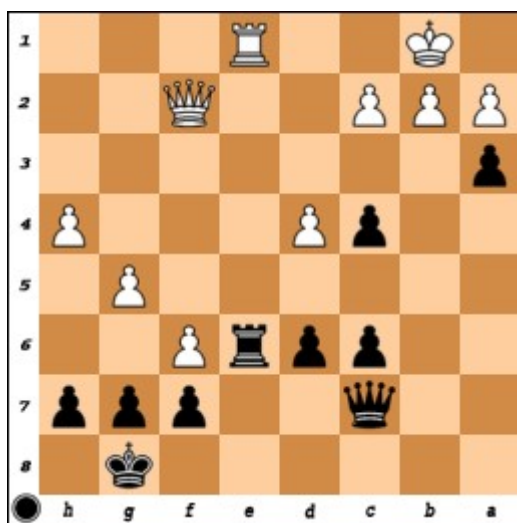
Black would like to play Re1 mate but needs to move the white king.



Inside Chess Club

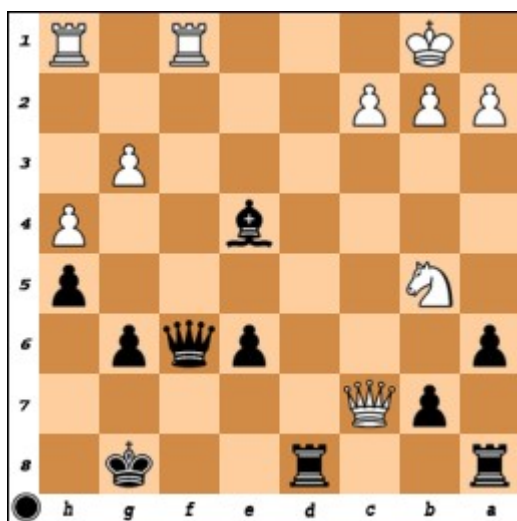
5 Black to play and win.

The pawn on a3 gives black a great chance to put white under pressure.



7 Black to play and win.

Can black ignore the threat of Rx6?



Solutions

1 Black can win a pawn by 1 ...Qxb2 because 2 Rxb2 allows 2 ... Rd1 mate

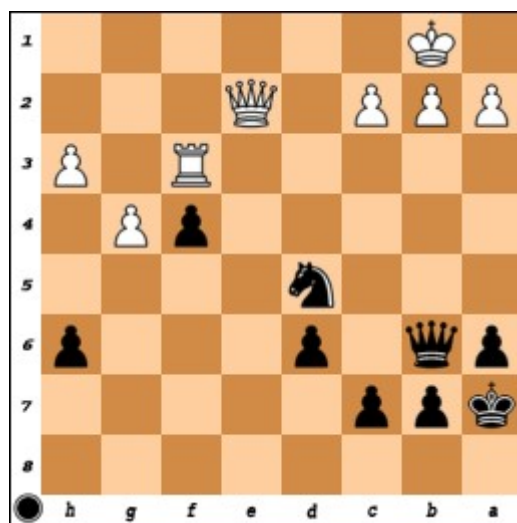
3 1 ... Bc1 2 Rb8 Re1 mate. White needs to play something like 2 h3 allowing 2 ... Bxb2

5 1 ... Qb6 (threatens mate) 2 b3 Qxd4 3 Qxd4 (otherwise 3 ... Qb2 mate) Re1 mate.

7 1 ... Bxh1. If 2 Rxf3 black plays 2 ... Rd1 mate.

6 Black to play and win.

Black would like to play Qg1 but this can be answered by Rf1.



8 Black to play and win.

Does the f1 rook prevent a back rank mate?



2 1 ...Qb5+ wins the Queen because 2 Qxb5 allows 2 ... Rd1 mate

4 1 ... Nc4 2 Rxa7 Nd2+ 3 Kg1 Re1 mate

6 1 ... Nc3+ 2 Rxc3 (otherwise black wins the queen) 2 ... Qb1 mate.

8 1 ...Qb2 (Forces the bishop away and frees the black rook) 2 Bc4 Qxf2+ 3 Rxf2 Rb1 mate.

Inside Chess Club

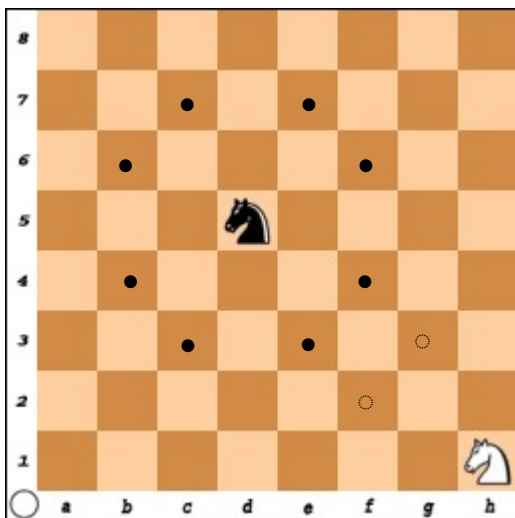
The importance of controlling the centre

One of the most important tips is to control the centre. This means putting pawns on central squares and playing pieces towards the centre.

The simplest way to do this is to move the pawns in front of the king and the queen two squares forward and to move the knights towards the centre.



The reason for controlling the centre is that your pieces are more powerful in the centre. For example, a knight in the centre can move to eight squares but a knight in the corner can only move to two squares.



Here is a game where white controls the centre and black ignores it.

1 e4 e5
2 Bc4 Nh6

Don't play knights to the edge of the board.

3 Nf3 a6
4 O-O b5
5 Bb3 Bb7
6 d4 Bxe4
7 Re1 Bg6
8 Nxe5

White controls the centre and attacks the king.

9 Bxh6 gxh6
10 Qf3 Ra7
11 Nxc6 d5
12 Rxe7+ Qxe7
13 Nxe7

White wins the queen



One of the important lessons of this game is that Black made no simple mistakes. Black's one big mistake was to ignore the centre.

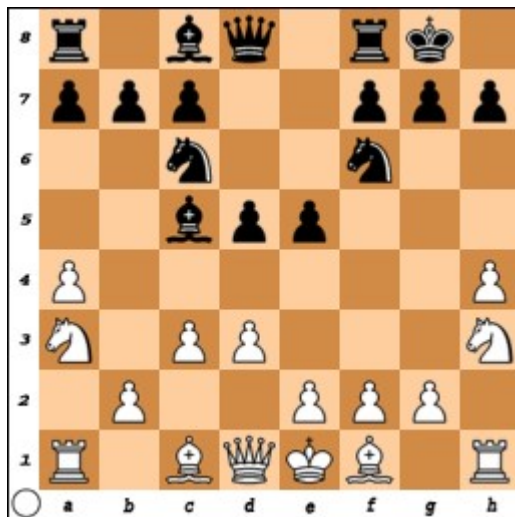
Also, none of white's moves were difficult to find. White won not by playing brilliant moves but by controlling the centre.

Here are two other games that illustrate the same idea: control the centre and win.

Inside Chess Club

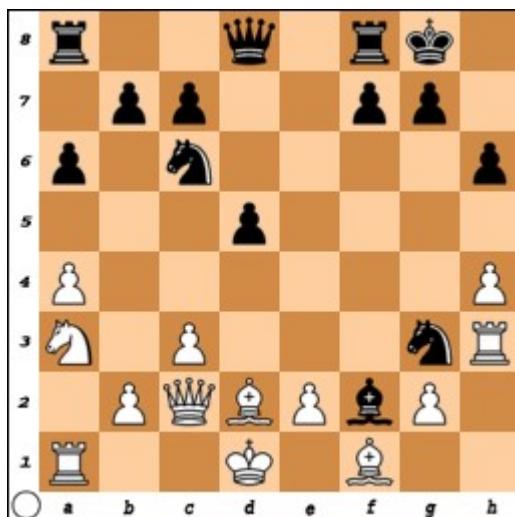
1 a4	e5
2 h4	d5
3 Na3	Nf6
4 Nh3	Nc6
5 d3	Bc5
6 c3	O-O

Black controls the centre.



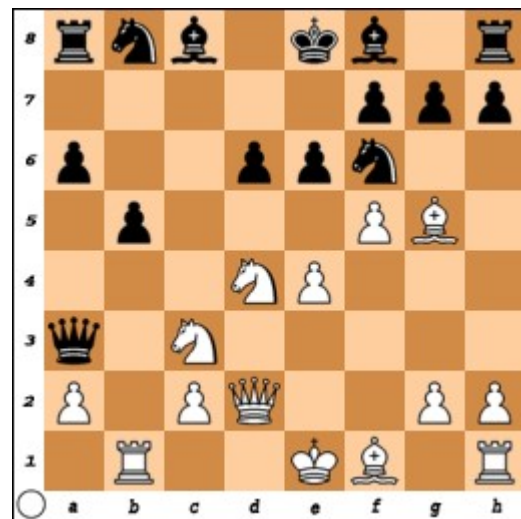
7 Bg5	h6
8 Bd2	Bg4
9 Nb5	a6
10 Na3	e4
11 dxe4	Nxe4
12 Qc2	Bxh3
13 Rxh3	Bxf2+
14 Kd1	Ng3

Black is winning.



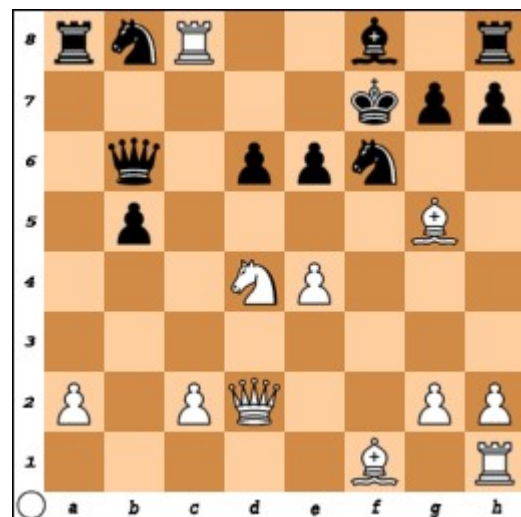
1 e4	c5
2 Nf3	d6
3 d4	cx d4
4 Nxd4	Nf6
5 Nc3	a6
6 Bg5	Qb6
7 Qd2	Qxb2
8 Rb1	Qa3
9 f5	b5

White controls the centre.



10 fxe6	fxe6
11 Rb3	Qc5
12 Ncxb5	axb5
13 Rc3	Qb6
14 Rxc8+	Kf7

White is well on top.



Inside Chess Club

Games played inside

We have been running chess clubs in prisons for two years. Here are some of the best moves I have seen. Decide what you would play and then see over the page what was played.

1 White to play and win a queen



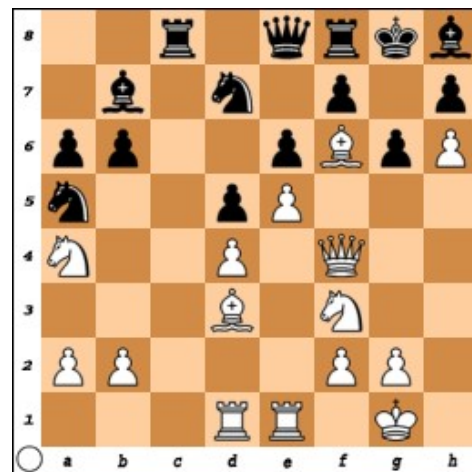
4 White to play and attack the king



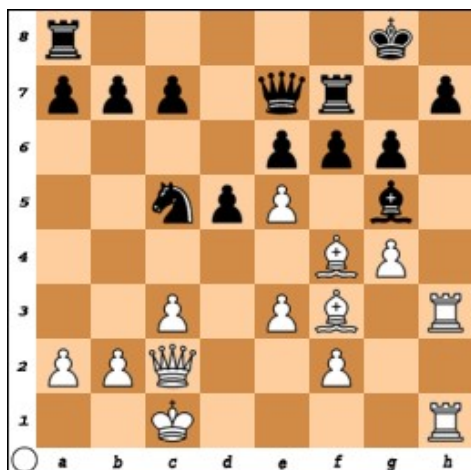
2 White has one move to save the game



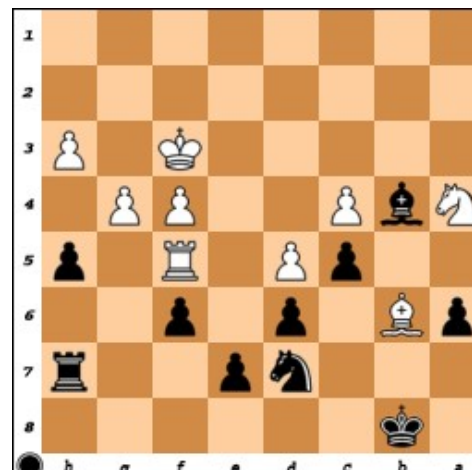
5 White to play and win



3 White to play and smash open the kingside



Black to play and win a piece



1 Winning a queen

Last year Lewisham Chess Club visited Isis and here is one of the Isis wins. 1 Qxd6 Rxd6 2 Nf7+ probably wins but can white do better? If white could distract the rook on d7 then the queen would be won.

White found 1 Nf7+, a great move. If the king moves then 2 Nxd6 wins the queen. If black plays 1 ... Rxf7 then 2 Qxd6 wins the queen.

2 A great escape

From the same match Black (Lewisham) has just played e3 which looks to be a really strong move. If 1 fxe3 then Bc2 wins the white queen.

But white has a surprising move. 1 Bd3 saves everything. The pawn on e3 cannot move because it is pinned against the black king and if 1 ... Bxd3 2 Rxe3+ Be7 3 Rxd3 is good for white. Not many people would spot Bd3.

3 A spectacular finish

Battersea chess club visited Wandsworth last year and here is one of the Wandsworth wins. White has two rooks on the h file, which always gives good chances for an attack.

1 Qxg6+ hxg6 2 Rh8+ Kg7 3 R1h7 mate

1 ... Rg7 avoids mate and it is difficult to show an advantage for white. White should be better after 2 Rxh7 Rxd7 3 Rxd7 Nd3+ 4 Kc2 Nxe5 because of the strong rook on d7.

4 Attack attack attack

Black (Battersea's best player) has just played ... f6. This attacks the knight but weakens e6. White goes on the attack.

1 Bb3 Nxg3

1 ... fxe5 2 Bxe6+ Kh8 3 dxc5 Nxg3 4 cxd6 Qc5 5 Qxg3 is unpleasant for black.

2 Bxe6+ Kh8 3 Ng6+ hxg6 4 fxg3 f5

White played 5 Qxg6 and after 5 ... Rf6 black is wriggling out. It turns out 5 Qg5 offered white better chances because the black rook is not brought into the game.

5 Qg5 Be7 6 d5 Rad8 7 Qxg6 7 Rf6 8 Qh5+ Rh6 9 Qxf5 Qxg3 10 Qxe4

And white has three pawns for the bishop. Play might continue 10 ... Bd6 11 h5 Rf8 12 Rh3 Qg5 13 g4 and white has compensation.

5 Diversion Tactics

White wants to play 1 Bxh8 and 2 Qf6+ but black could play 2 ... Nxf6. White can divert the knight on d7 with Nxb6. The game went.

1 Nxb6 Nxb6 2 Bxh8 Kxh8 3 Qf6+ Kg8 4 Qg7 mate

Black played poorly and missed defences such as 2 ... f5. I can say this because I played black.

6 One of the best moves I have seen

Black is a pawn up but white has attacking chances on the kingside based on Rxh5 or g5. White's bishop does not have many safe squares. In fact only one, d8. Black can block this by 1 ... Rh8. I love this move because it is a quiet move and far from obvious. However, it is just as deadly as the spectacular attacks. It wins because it wins the bishop.

Black can try 2 Rh5 Re8 3 Rh7 Kb7 4 Bd8 Rxd8 5 Rxe7 a5 and black should win with the extra bishop.

Another try is 2 g5 Kb7 3 g6 Kxb6 4 Rh5 hoping for 4 ... Rxh5 5 g7 and black cannot stop the pawn queening. However black can play 4 ... Rg8 5 Nxb6 Kxb6 6 f5 a5 and the a pawn should win the game for black.

This gets my vote as the best move I have seen in prison.