

## Consequences

Sometimes apparently strong moves can turn out to be weak. Here we look at eight examples. The key is to think ahead. "If I do this my opponent will do that."

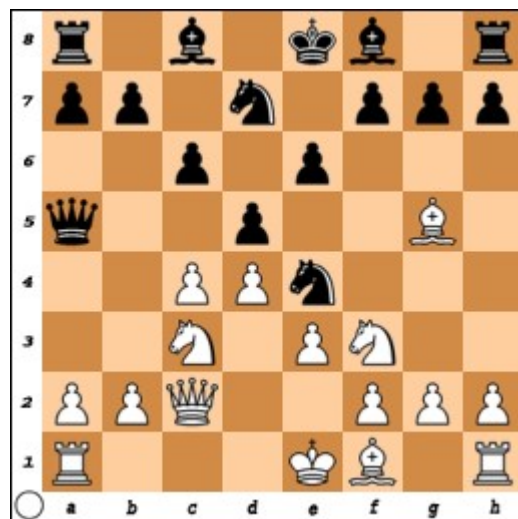
### 1 Should white take the d pawn?

At first glance white can play 1 Nxd5 because 1 ... Nxd5 loses the queen to 2 Bxd8. But look more closely.



### 2 Should white play Bd3?

1 Bd3 is tempting because it attacks the knight on e4. How would black respond?



### 3 Should black play Bg4?

Bg4 is tempting because it pins the f3 knight and threatens Nxd4.



### 4 Should black take the pawn on e5?

White has just offered a pawn by playing e5. Can the pawn be taken?



## Solutions:

1 In fact 1 Nxd5 loses a knight after 1 ... Nxd5 2 Bxd8 Bb4+ 3 Qd2 Bxd2+ 4 Kxd2 Kxd8.

3 1 ... Bg4 gives white a good game after 2 Bxf7+ Kxf7 3 Ng5+ Ke8 4 Qxg4 Nxd4 5 0-0.

2 In fact 1 Bd3 loses a bishop after 1 ... Nxe4 2 Nxe4 dxc4 4Bxc4 Qxe4.

4 1 ... dxe5 loses the queen to 2 Bxf7+ Kxf7 (only move) 3 Qxd8.

## 5 Does 1 Bg5 trap the black queen?

After Bg5 the black queen has no moves but maybe black can escape with 1 ... Bxf3.



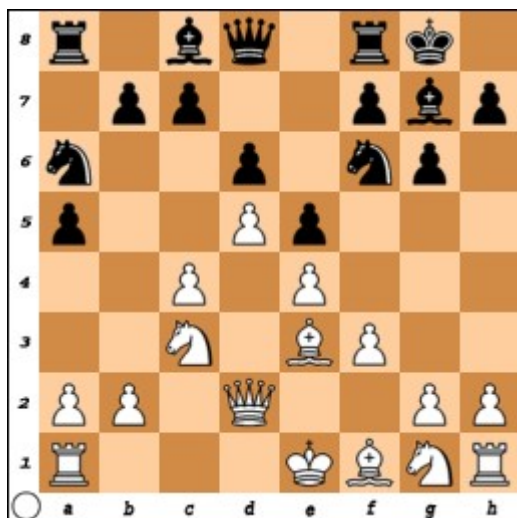
## 6 Should black take the d pawn?

There are two pieces attacking the d pawn and only one defending it. Would you take?



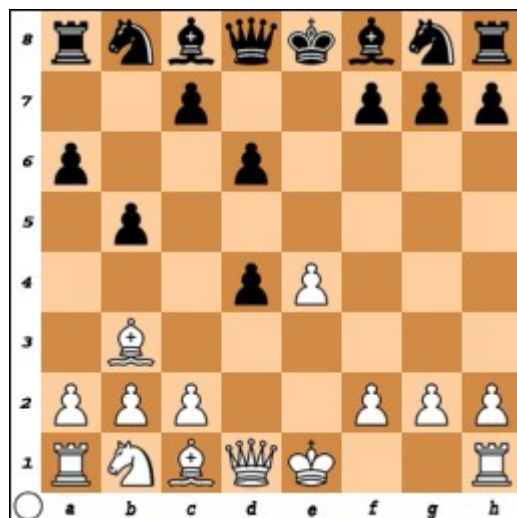
## 7 Should white play Bh6?

This is a popular way of exchanging off the black bishop but would you play it here?



## 8 Should white take the pawn on d4?

White is a pawn down and would like to take back the pawn. But is it a trap?



## Solutions

**5** 1 Bg5 does win. 1 ... Bxf3 looks strong but white has the amazing 2 Qd2. If black plays 2 ... Qxd4 3 Bb5+ c6 4 Qxd4 wins the queen.

**7** 1 Bh6 loses a pawn after 1 ... Nxe4. If 2 fxe4 Qh4+ 3 g3 Qxh6. If 2 Nxe4 Qh4+ 3 g3 Qxh6 4 Nf6+ Kh8 (not 4 ... Bxf6 5 Qxh6).

**6** 1 ... Nxd4 is bad because 2 Nxd4 Qxd4 3 Bb5+ Bd7 4 Bxd7+ Kxd7 5 Qxd4 wins the queen.

**8** Yes. 1 Qxd4 eventually loses the bishop on b3. 1 ... c5 2 Qd5 Be6 3 Qc6+ Bd7 3 Qd5 c4 traps the bishop on b3. If white does not play 2 Qd5 then the immediate 2 ... c5 wins the bishop.

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### Mating nets

To checkmate the king you have to block all the escape squares. There are many different ways of doing this. Here are eight puzzles that show different types of mating net. The more you play the more you will develop an eye for these types of position.

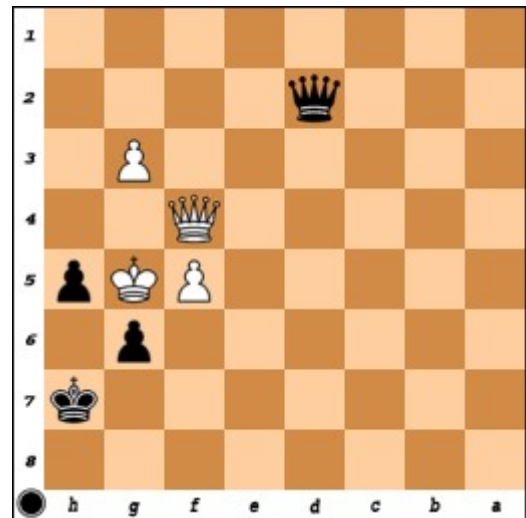
1 Black to play and win.

The queen cannot checkmate alone. It needs help from other pieces. 1 ... Qd2+ is almost mate but the white king can escape to e5. Black needs to block this escape.



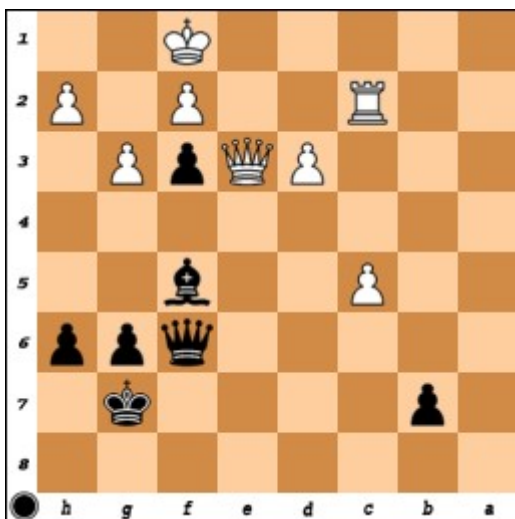
2 Black to play and win.

A similar puzzle involving kings, queens and pawns. Black needs to drive the white king to the edge of the board



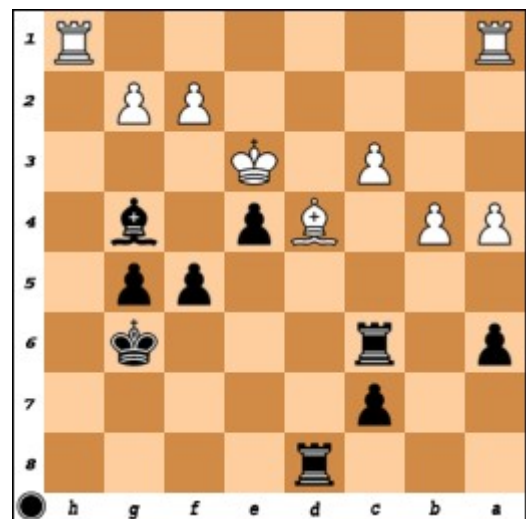
3 Black to play and win.

The black pawn on f3 sets up back rank mate ideas. Black would like to play ... Qa1+ but white can defend by Rc1.



4 Black to play and win.

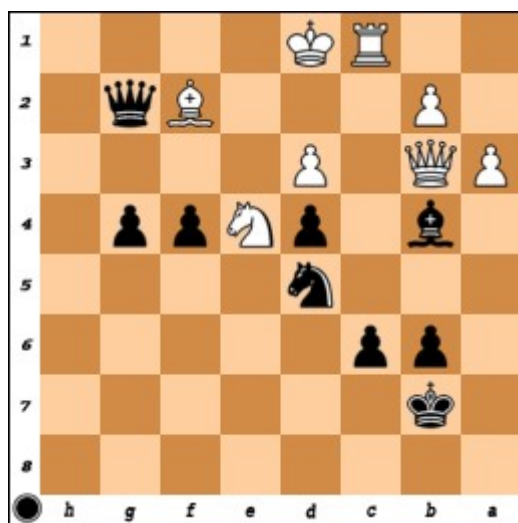
The black bishop stops the king running to e2 or f3. Black would like to play Rd3 mate but the bishop is in the way.



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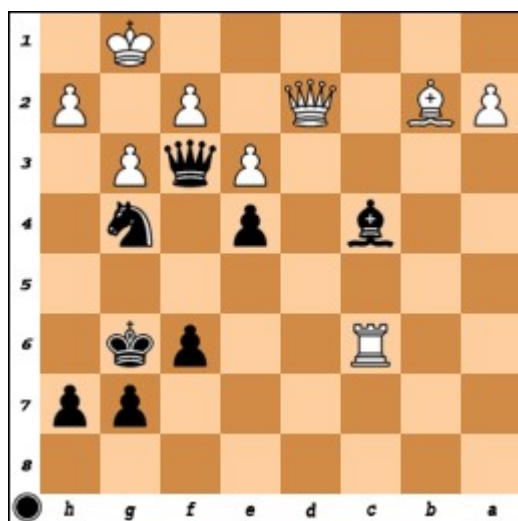
5 Black to play and win.

1 ...Qf1+ looks dangerous but the white king escapes via c2.



7 Black to play and win.

The knight and queen are strong together.



## Solutions

1 1 ... e5+ 2 dxe5 (otherwise the queen is lost) 2 Qd2 mate.

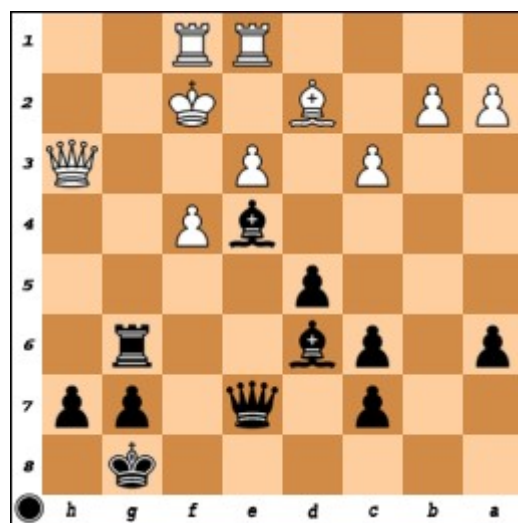
3 1 ... Bxd3+ 2 Qxd3 (otherwise the Rook is lost) 2 ... Qa1+ 3 Rc1 Qxc1+ 4 Qd1 Qxd1 mate.

5 1 ....Qxf2 2 Nxf2 Ne3+ 3 Ke2 f3 mate.

7 1 ...Nxe3 2 Qxe3 Qd1+ 3 Kg2 Qf1 mate. If 2 fxe3 Qf1 mate

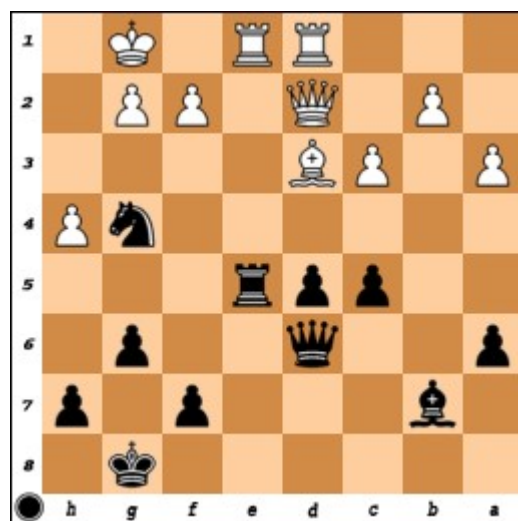
6 Black to play and win.

Black would like to play Rg2+ but white could play Qxg2.



8 Black to play and win.

A classic attacking square for the knight.



2 1 ...Qd8+ 2 f6 Qd5+3 Kh4 g5+ 4 Qxg5 (otherwise the queen is lost) 4 ... Qh1 mate.

4 1 ... Rxc3+ 2 Bxc3 Rd3 mate.

6 1 ...Qh4+ 2 Qxh4 Rh2 mate.

8 1 ... Re2 2 Rxe2 Qh2+ 3 Kf1 Qh1 mate. 2 Qxe2 and Bxe2 end the same way.



# Inside Chess Club 11

## How to play a kingside attack

White destroys black in this game but black does not do much wrong.

These are two Russian Grandmasters and two of the strongest players ever. Petrosian was a World Champion.

Petrosian – Taimanov USSR Champ 1955

1 d4	d5
2 c4	e6
3 Nf3	Nf6
4 Nc3	c6
5 e3	Nbd7
6 Bd3	Bb4
7 0-0	0-0

Both sides have built a centre, developed their pieces and made their kings safe.



8 Qc2 Bb6

The first hint that something might be wrong. Black has moved the same piece twice in the opening and wasted a little time.

9 b3	dx c4
10 bxc4	e5

A standard way of fighting for the centre.



11 Bb2	Re8
12 Ne4	Nxe4
13 Bxe4	h6

White was threatening Bxh7+

14 Rad1	exd4
15 Bh7+	

An interesting idea. White pushes the black king on to the same diagonal as the bishop on b2. White is going for the attack.



15	Kh8
16 Rxd4	Bc5

If you decide to attack you have to go for it. White's next seven moves attack a black piece.

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17 Rf4

Attacking the pawn on f7.

17 Qe7

18 Re4

Attacking the queen on e7.

19 Qf8

19 Rh4

Attacking the pawn on h6. If white plays Rxh6 black could not play gxh6 because the king would be in check.

20 f6



Black blocks the a1-h8 diagonal so now Rxh6 can be answered by gxh6.

However, the problem with black's f, g and h pawns is that they are all on black squares. This means that white can put pieces on the white squares, f5, g6 and h5, and black cannot kick them away with pawns. This will eventually decide the game.

Look at the g6 square. It was originally protected by both the black f and h pawns and white could never expect to land a piece on it. Now neither the f or h pawn is protecting it. Whenever your opponent moves a pawn forward, look at the squares that it can no longer defend.

20 Bg6

Attacking the rook on e7

21 Re7

21 Rh5

Attacking the bishop on c5

22 Bd6

22 Rd1

Attacking the bishop on d6

22 Be5

23 Ba3

Attacking the rook on e7

24 c5

24 Nh4 resigns



Black cannot stop the threat of moving the bishop on g6 and Ng6+. Or white can play Nf5 and Nxh6. Black wasted a bit of time early on but did not do much wrong.

This game illustrates two things. First, if you decide to attack then go for it. White plays seven moves in a row that carried a direct threat. Secondly, look at how white attacked on the white squares. Black weakened the white squares by playing h6 and f6 and white poured in with three pieces.

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## Puzzles from HMP Leeds

Thanks to Stephen, who runs the chess club at HMP Leeds, for putting these puzzles together.

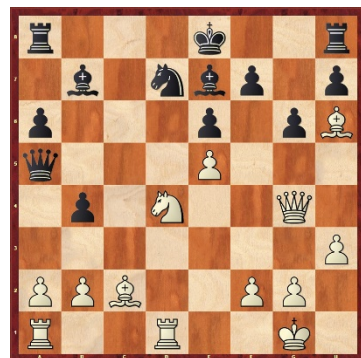
1 Black to play and mate in 2 moves



2 Black to play and mate in 3 moves



3 White to play and smash open the black king



4 White to play and checkmate



5 White to play and mate in 4 moves



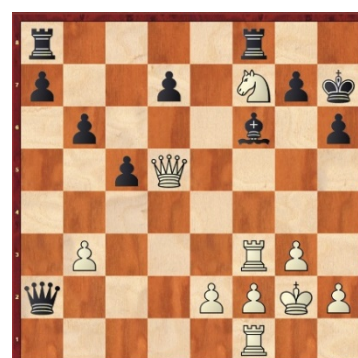
6 Can you see how white can win quickly?



7 Black to play and win



8 White to play and attack the king



### 1 Powerful bishops lead to mate

Black's bishops make a deep impression. Black can take advantage by 1...Qf3 2.Rxe3 Qh1 mate

### 2 Powerful bishops lead to mate 2

1...Re2 2.Nxe2 Qf3+ 3.Bxf3 Bxf3 mate  
The two black bishops are so powerful that black can give up a rook and a queen to open the lines to the white king.

### 3 Taking advantage of a lead in development

If you want to see a strong chess player lick their lips, give them a lead in development and an opposing king that is stuck in the centre. They will not be looking for strategic plans. They will be looking for a sacrifice that will rip the position open. This position is a typical example.

1.Nxe6 fxe6 2.Qxe6 is a winning breakthrough.  
The immediate threat is against the knight on d7 but after 2...Nc5 (2...Nxe5 3.Bg7 Bc8 4.Qxe5 winning) the other point is revealed:  
3.Qxg6+ hxg6 Bxg6 mate

### 4 The power of doubled rooks

Two rooks one in front of the other are one of the most powerful attacking weapons. They control squares deep in the opposition's position. In this case white can give up the queen to help the rooks.

1.Qa5+ wins at once as 1...Rxa5 2.Rc8 mate.

### 5 Surrounding the king

The key to this position is that black's most powerful pieces are a long way away from the king. White is much stronger on the kingside and black cannot prevent checkmate.

1. g4+ Kh4 2.Bxg5+ fxg5 3.Qh7+ Bh5 4.Qxh5 mate

### 6 Pushing pawns

In this endgame White has the considerable material advantage of rook for knight and would expect to win quite easily. However, Black has a superior pawn structure and the knight and rook are well placed. White now found a continuation that emphasises a very important endgame theme.

1 Rxb7+ Nxb7 2 a6 is an instructive demonstration of how bad knights are at dealing with advanced passed pawns. The knight cannot prevent the pawn from queening.

After 2 ... Rh2 3 axb7 Rh8 4 Rb1 Rb8 5 a4 White wins easily

### 7 The power of doubled rooks

Another example of the power of doubled rooks. Black's problem is that if the queens rook moves up the kings rook is undefended.

1...Rxa2 2.Rxa2 Rxa2 3.Qxa2 Qxd1+ 4.Kh2 Qxb3 winning the knight.

### 8 Queen and knight combine to attack the king

The queen and knight co-ordinate well as their movement patterns complement each other. Here they combine to exploit the weak light squares in the black position.

1 Qe4+ Kg8 2 Rxf6! wins as 2 ... gxf6 3 Qg6 is mate.

Qe4+ is a nice move that allows Rxf6. 1 Qf5+ does not do this.



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## The pin. A powerful attacking weapon

The black bishop in the diagram below attacks the white queen but the queen cannot move away because it would expose the white king. This is called a pin.



The king, queen and bishop could be other pieces. The important thing is that the piece being shielded, in this case the king, is valuable.

Pins are very powerful and decide a lot of chess games.



In the diagram above the white rook has just taken a piece on d7. Black's problem is how to take the rook. Qxd7 would lose the queen to Bb5 and the black queen is pinned against the king. Kxd7 would lose to Rd1 when the king is pinned against the black queen. Black has no good way of avoiding a pin.

All these puzzles involve pins.

1 Black to win at least a piece



2 Black to win a rook.



3 Black to win



4. White to move and win. I found this one tough.



5 White to move and win.



6. White to move and win.



7 White to move and make a spectacular escape.



8 Black to move and win.



## Answers

### 1 A pin on the queen

Black can win at least a bishop by playing 1 ... d5. This attacks the bishop on c4. White cannot move the bishop to safety with, say, 2 Bb3 because black plays 2 ... Bc5 winning the queen. White cannot move the queen to safety because it is pinned against the white king.

### 2 A lethal pin to win a rook

Black can win by playing 1 ... Qb7.

The white rook on d5 cannot move because it is pinned against the white king on g2.

Play might go 2 Rcc5 Re5 3 Kg1 Rxd5 4 Rxd5 Qxd5 and black is a rook up.

### 3 A pin against the king

One line is.

1	Nh3+
2 Kh1	Qxh4
3 Qxh4	Bxg2 checkmate

White cannot play 2 gxf3 because the pawn is pinned against the king.

White does not have to take the queen on move 3 but should lose anyway. 3 Rg1 stops Bxg2 but allows 3 ... Nxf2 checkmate.

### 4 A quiet move wins the game

1 Nxe6 fxe6 2 Qxe6+ Kh8 3 Rd2

It looks as though white has run out of pieces to attack but this quiet move is good enough. It takes advantage of the fact that the black knight on d7 cannot move without losing the rook on d8. Play might continue:

3 ... a6 4 Bc6 b5 5 Rad1 Rb6 6 Rxd7 Bxd7 7 Qf6+ Kg8 8 Bd5+

### 5 A pin against the knight

The knight on f6 is pinned against the king and gives white the opportunity to play.

1 Re8

Black's only try is Rxe8 but this is not enough.

1 Rxe8 2 Rxe8+ Qxe8 3 Qxf6+ Kg8 4 Bb3+ and black can only stop mate by losing the queen.

### 6 A pin allows an attack on the king

1 Rxg7 Kxg7

Now the black knight on f6 is pinned against the king and allows white to attack.

2 Qg2+ Kh8  
3 Qg5 and white wins the knight on f6.

### 7 A spectacular escape

Black has sacrificed two pieces to attack the king and it looks to be successful. 1 gxf3 loses to 1 ... Qh3 checkmate. 1 Rf1 allows 1 ... Qxg2 checkmate. 1 Bf5 allows 1 ... Qh4+ 2 Bh3 Qxh3 checkmate. 1 ... Qh3 checkmate is threatened anyway

However white has an amazing escape based on a pin.

1 Qh6 gxh6  
2 gxf3

This pins the black queen against the black king so 2 ... Qh3 is now impossible. Black has nothing better than 2 ... Qxg1+ 3 Kxg1 and white should win easily.

### 8 A pin leads to checkmate

1 Bd6  
2 Kg1 Rxh3  
3 Qxe3 Rh1+  
4 Kxh1 Qh2 checkmate

After Bd6 white had to move the king because black was threatening Qh2 checkmate.

White cannot play 3 gxf3 because the pawn is pinned against the king.

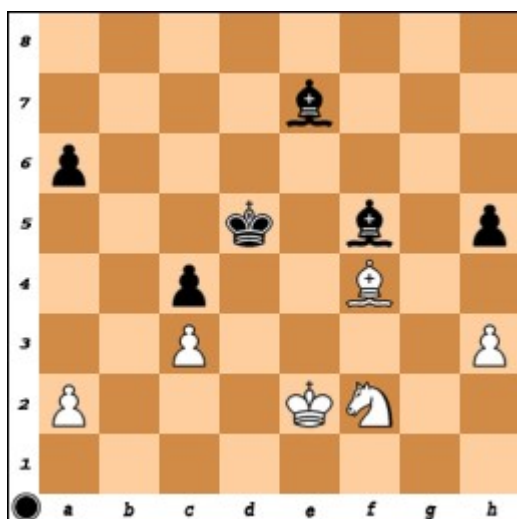
This game was played over a hundred years ago in 1908 and the person playing white was Vladimir Illyich Lenin, possibly the most famous World figure to be undone by a pin in chess.

## Bishops v Knights

What is better, a bishop or a knight? There is no simple answer. It depends on the position. When we learn the moves we are told that both bishops and knights are worth about three pawns and that is a good starting point. The more blocked the position the better it is for knights. The more open the position the better it is for bishops. On balance I would slightly prefer a bishop because as the game goes on it is more likely to become open. Here are three endings where the bishop proves to be superior to the knight.

### 1 Who is better? White or black?

Material is equal, two minor pieces and three pawns each. However, the position is open and black's bishops prove to be more powerful because they can influence play on both sides of the board.



1 Bb1

This will eventually win the a-pawn. It can run but it can't hide.

2 a4 Bc2  
3 a5 Bd8  
4 Kd2

White cannot defend the a-pawn so attacks the bishop as a diversion.

4 Bf5

Having attacked the a-pawn the bishop moves back and attacks the h-pawn. This keeps the white knight pinned down and shows why a

bishop can be stronger than a knight in an open position. It can attack on both sides.

5 Bg3

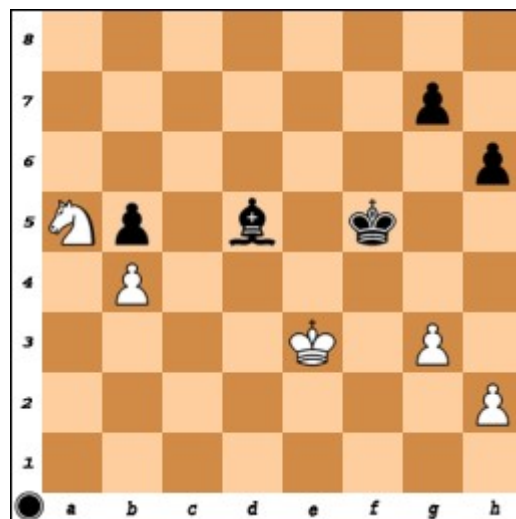
White has nothing better.

5 Bxa5  
6 h4

White has finally freed the knight from the defence of the h-pawn but black is now a safe pawn up and should win comfortably.

The two bishops proved to be stronger than the bishop and the knight.

### 2 Who is better? Black or white?



Black is better because the bishop is stronger than the knight.

Look at the position of the bishop relative to the knight. The knight has no safe moves because the bishop covers all its possible squares. This pattern, with the bishop three

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squares away from the knight, is great for restricting the knight. Black can use this to win the game.

1 Kg4  
2 Kf2 Kh3  
3 Kg1 g5

A great waiting move. White has no moves because the knight has no squares. Look at the range of the bishop. It stops the knight moving from the a-file and stops the king moving to h1.

4 g4

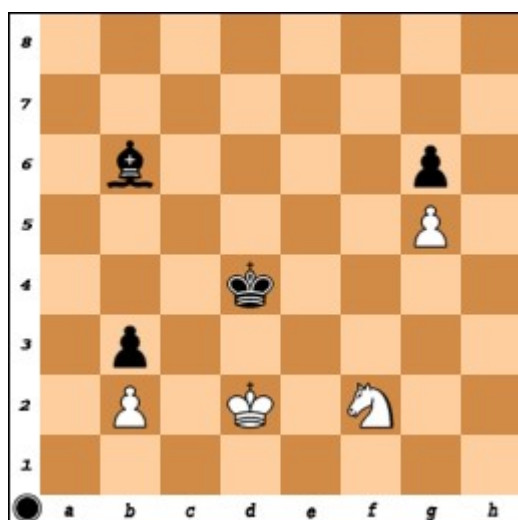
White has no better moves. If the king moves the h-pawn is lost.

4 Kxg4

Black is a safe pawn up and the king can still move back and take the h-pawn.

White could try 2 Kd4 Bg2 3 Ke3 Kh3 4 Nb3 (the knight is finally freed) Kxh2 and black is a safe pawn up.

## 3 Who is better? Black or white?



It is black to play. Material is level but black is winning because the bishop is stronger than the knight. The bishop can attack both white pawns but the knight struggles to defend.

1 Bc7

Black threatens Bf4+ winning the g-pawn.

2 Nh3

The only way to defend the g-pawn.

2 Be5

Threatens to move the king and attack the b-pawn.

3 Ke2 Kc4  
4 Kd2 Bxb2

Black is a pawn up and should win. White can try 5 Nf4 attacking the g-pawn but that allows a nice finish. 5 ... Bd4 6 Nxg6 Be3+ 7 Kxe3 b2 and the pawn queens.

White could try to keep the b-pawn with 3 Kc1 but that loses the knight after 3 ... Ke3 4 Ng1+ Kf2 5 Nh3+ Kg2.

## Summary

In all three examples the bishop proves stronger than the knight because the bishop can attack and defend on both sides of the board at the same time. When there is play on both sides the bishop is usually stronger than the knight.



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## How to play a kingside attack

Magnus Carlsen from Norway is the World champion but he recently drew 21 games in a row. This is the 22<sup>nd</sup>, which he won.

White controls more squares and uses this advantage to move every piece to the kingside. Black is more cramped and cannot do the same.

Carlsen v Rapport, Wijk aan Zee 2019

1 e4	c5
2 Nf3	e6
3 d4	cx d4
4 Nxd4	Nc6
5 Nc3	Qc7
6 g3	a6
7 Bg2	Nf6
8 0-0	d6
9 Nxc6	bxc6
10 Na4	Rb8
11 c4	c5
12 b3	Be7
13 Bb2	0-0

White has more space in the centre but has no d-pawn. Black is cramped but has more pawns in the centre. White generally attacks before black gets the centre pawns rolling.



14 Qe1	Nd7
15 Rd1	Bb7

16 Qc3	Bf6
17 Qd2	Be7
18 Qc3	Bf6
19 Qd2	Be7
20 f4	

White attacks after some shadow boxing.



20 e5

This weakens the d5 square. A white knight on d5 can no longer be attacked by a pawn.

21 Bc3	Bc6
22 Ba5	Qb7
23 Nc3	exf4
24 gxf4	Rfe8
25 e5	

White gives up a pawn to press the attack.



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25            Bxg2  
26 Qxg2       dxe5

Black would love to exchange Queens to blunt white's attack but after 26 ... Qxg2+ 27 Kxg2 black cannot defend the d-pawn because 27 ... dxe5 loses the knight to 28 Rxd7.

27 Nd5       e4  
28 Bc3       f6

White was threatening 29 Qxg7 mate but I would have preferred Bf8. 28 ... f6 starts to weaken the protection in front of the king.

29 Kh1       Kh8  
30 Rg1       Bf8  
31 Ne3       Qc6  
32 Rd5       Qe6  
33 Rh5



33            Qf7  
34 Qh3       g6

Black needs to defend against Rxh7+. The other move was 34 ... h6 but this would also allow a strong attack such as 35 Nf5 Rb6 36 Rxg7 Bxg7 37 Nxh6 and black will not survive.

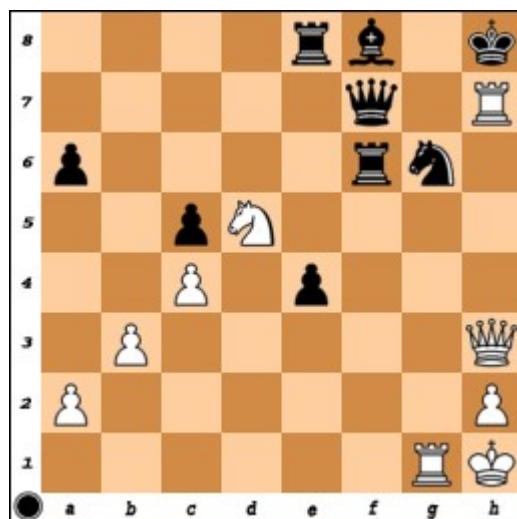
35 Rh4       Rb6  
36 f5



Pushing the pawn forward allows black to move the knight to e5, a strong central square. However white's threat of fxg6 is just too strong.

36            Ne5  
37 Nd5       Rd6  
38 fxg6       Nxg6  
39 Bxf6+     Rxf6  
40 Rxh7+     black resigns

If 40 ... Qxh7 41 Qxh7+ Kxh7 42 Nxf6+ Kg7 43 Nxe8+ with an easy win for white.



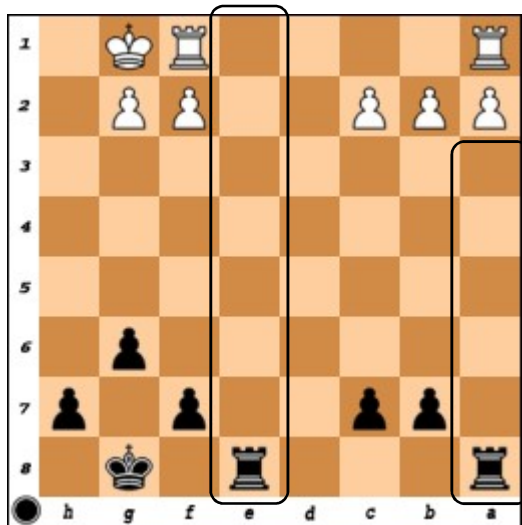
The thing to learn from this game is the way all white's pieces were transferred to the kingside for the attack.

## Put rooks on open files

Files are the eight squares going up the board, marked in the first diagram. It is a good idea to put rooks on open files because it increases the number of squares they can move to. Here are some examples of the power of rooks on open files.

### Open files

The e-file is an open file because there are no pawns on it. A rook on an open file can be powerful because it can move to all eight squares. The d-file is also an open file.



It is also a good idea to put rooks on files with just an opponent's pawn on it, such as the a-file for black.

In the first diagram one black rook can move to 11 squares and the other 9. The white rooks can only move to 4 squares.

If you have an open file it can be very strong to put two rooks on it, or even two rooks and a queen. We shall see examples of this later.

### Solutions

**4** 1 Rxd4+ 2 Rxd4 Rxd4+ 3 Qxd4 e2+ 4 Rxe2 Qxd4 + wins the queen.

**5** 1... Nxg2 2 Kxg2 Rh2 + 3 Bxh2 Qh3 + 4 Kf2 Qh2 + 5 Ke1 Nc2 + 6 Qxc2 Qxc2 wins the queen.

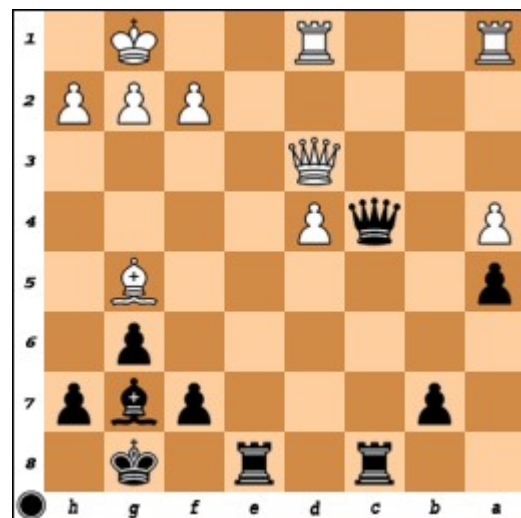
**6** 1... Qxf2 + 2 Rxf2 Rxf2 + 3 Kg1 Rf1 + 4 Kg2 R8f2 mate.

### 1 Black to play and win a pawn



The black rook is on an open file and can move to 12 squares. The white rook is blocked by the pawn and can only move to 5 squares. How can black take advantage of this?

### 2 Black to play and win



The black rooks are both on open files and the white rooks are not. Can black take advantage of the extra power of the rooks?

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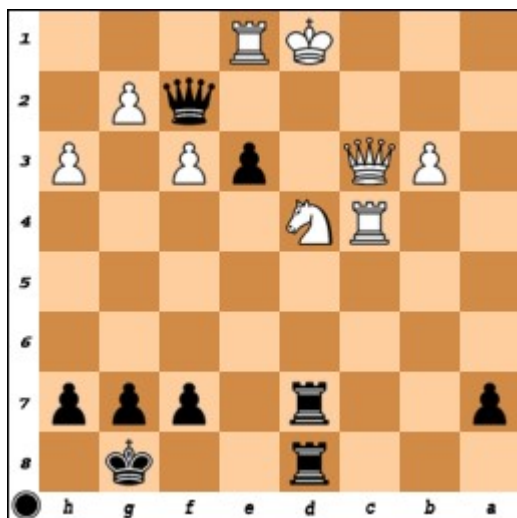
## 3 Black to play and win.

The black rook on e8 can move to 9 squares and the queen stops the king moving to d1 or e2. Can black take advantage of this?



## 4 Black to play and win

Black has two rooks on the open d-file but the white knight seems to be well defended. Does black have any tricks?



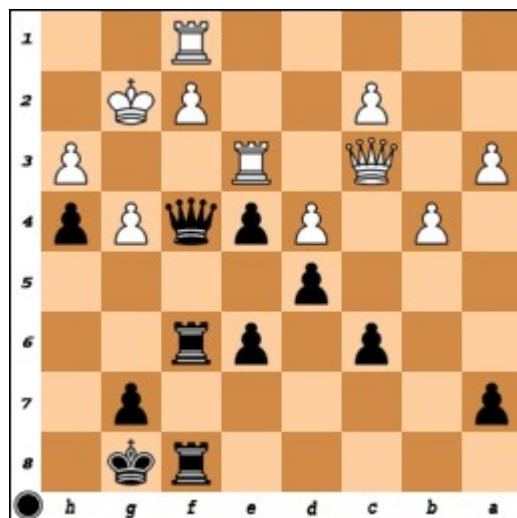
## 5 Black to play and win.

Black has two rooks on the open h-file but the white king is already running away. Can black break open the white position before the king escapes?



## 6 Black to play and win

Black has two rooks and a queen on the f-file but f2 and f3 are both defended. How can black win?



## Solutions

1 1... Qxb2. White cannot play 2 Rxb2, because Rd1 is mate.

2 1... Re1 + 2 Rxe1 Qxd3 wins the white queen. White's only alternative is to play 2 Qf1, but that also loses the queen to 2 ... Rxf1 +.

3 1... Rxe3 + 2 Bxe3 Bb4 + 3 Bd2 Re8 + 4 Be2 Qxc4 wins the queen. White cannot play 5 Bxc4 because the king would be in check. If 2 fxe3 Bg3 mate.



## Solving a puzzle in steps

Here is a training game played at HMP Wandsworth. Two men were playing white together and I was playing black. The men missed a spectacular win. Can you see what they missed?

This is the critical position with white to move. I was playing black and I knew I was in trouble. White is a rook down but has a very strong attack. Any move by the white bishop would give check and could blow my position apart. However I could not see a forced checkmate for white. I was wrong.



Stop here, look at the position and see if you can find the forced win for white. I looked for quite a while but I didn't see it.

Before looking at the solution, let's see what white actually played.

1 Bf6+ Bg7

The only move.

2 Rxg7+ Kf8

3 Rxh7

This threatens Rh8 checkmate and 3 ... Rxf6 fails to 4 Qd8+ Qe8 5 Rh8+ Kg7 6 Rxe8 winning the queen. However, black now has time to go on the attack:

3 Re2+

4 Kg3 Qxf6

Black wins because the queen is a great defender on f6. It stops the rook check on h8 and the queen check on d8.

Now let's go back and look at what white should have done. We will start at the end and work back. This way we can build up the answer step by step.

### White to play and checkmate in 1



The answer is 1 Qd8 checkmate. The black pieces block the black king's escape.

### White to play and checkmate in 3



# Inside Chess Club

This one is easier given the answer to the previous puzzle.

1 Qg7+ Ke8  
2 Qg8+ Kd7

This is the previous position.

3 Qd8 checkmate

**White to play and checkmate in 4**



This one is easier given the first two puzzles. 1 Qg5+ Kf8 reaches the previous position and allows 2 Qg7+ Ke8 3 Qg8+ Kd7 4 Qd8 mate.

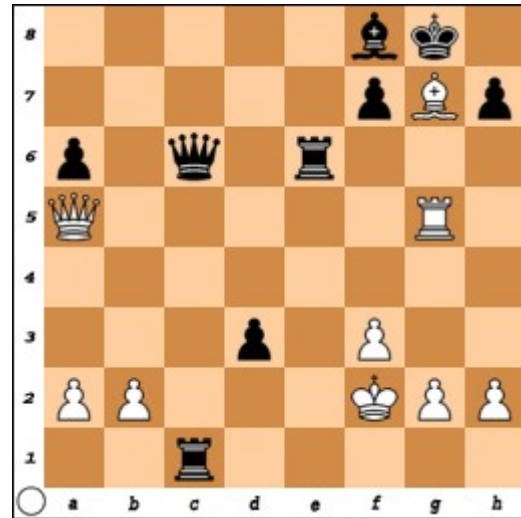
**White to play and checkmate in 5**



This is a position from the game where white played Rxh7 and lost. Can you see a better move that allows white to reach the previous

position? The answer is 1 Rg8+ Kxg8 2 Qg5+ Kf8 3 Qg7+ Ke8 4 Qg8+ Kd7 5 Qd8 mate.

**White to play and checkmate in 7**



Now we go back to the first diagram and see if you can find a mate in 7. The answer is.

1 Bf6+ Bg7  
2 Rxg7+ Kf8  
3 Rg8+ Kxg8  
4 Qg5+ Kf8  
5 Qg7+ Ke8  
6 Qg8+ Kd7  
7 Qd8 checkmate.

Easy? I didn't see it.

Rg8+ is the key move in this combination. It is a great move for two reasons. It allows the white queen to enter the attack with check and it does not give black a free move to start an attack.

The main lesson from this attack is that time matters. It is important to keep playing forcing moves. One quiet move (Rxh7) by white allowed black back in the game. The more forcing Rg8+ won because it did not give black time to hit back.

## More puzzles from HMP Leeds

Thanks to Stephen for some challenging puzzles.

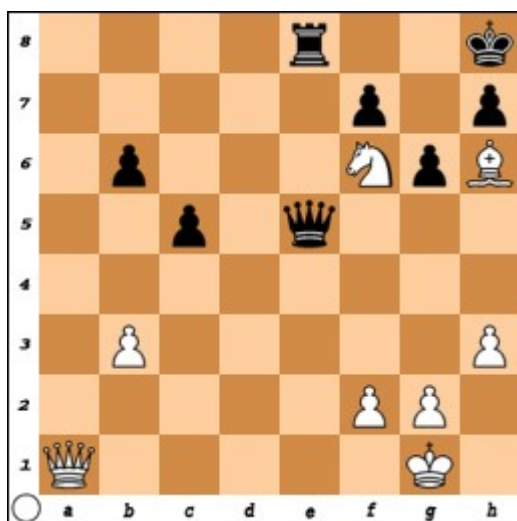
### 1 White to play

Black has just captured on d4 with a rook. White must have thought that this move was out of the question as it allows 1 Bxc6+ followed by 2 Qxd4, a tactic known, for obvious reasons, as removing the guard. Should White play the quiet 1 Qe2 with a balanced position, or grab the material?



### 2 White to play...

Which powerful tactic now caught Black by surprise?



### 3 White to play

White must be careful as the king is in an exposed position. Here white played 1.Qxd4, grabbing the pawn. Was this a good idea?



### 4 White to play

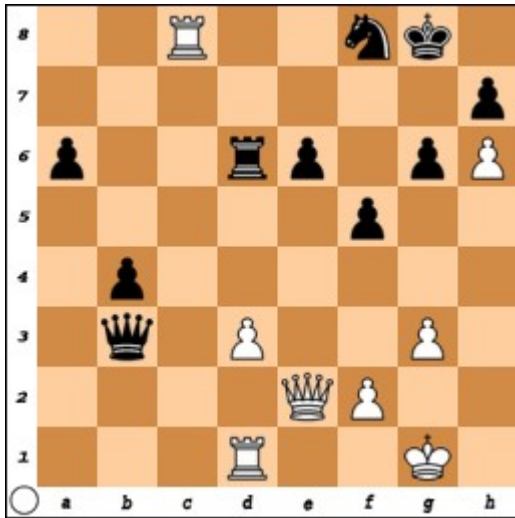
White clearly has a vicious attack. Every piece is co-operating powerfully in the assault on the enemy king, which is in danger because of the weaknesses on the dark squares. White has a number of strong continuations but there is one that destroys the defences and leads to immediate victory. Can you see it?



# Inside Chess Club

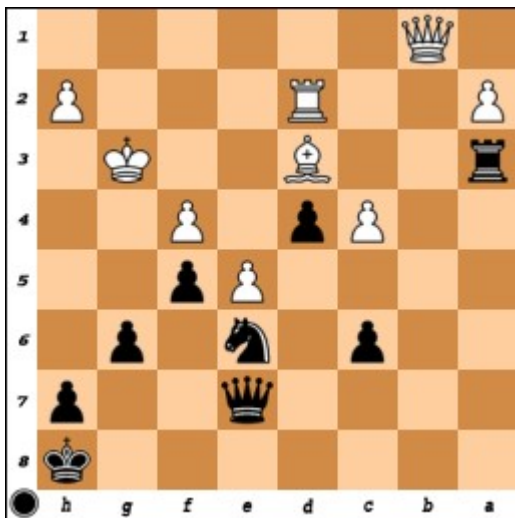
## 5 White to play...

How did White finish here?



## 6 Black to play

Black is actively placed. Can you see a breakthrough into the White position with a decisive thrust?

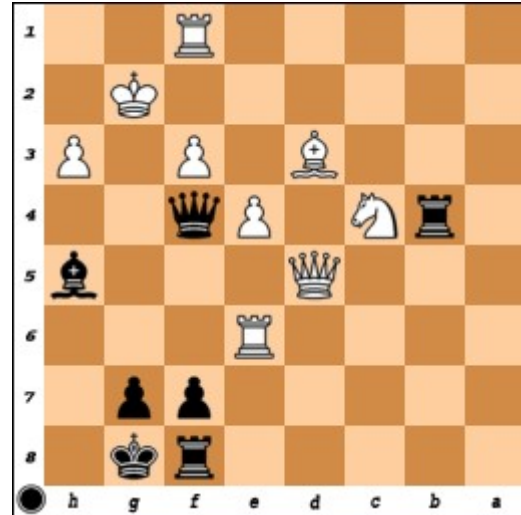


## Answers

1 White should opt for 1 Qe2. Instead 1 Bxc6+ is a blunder as after 1 ... Qxc6 2 Qxd4 Rxh3! the mate threat on h1 forces 3 f3, when 3 ... Bc5 pins and wins the white queen.

2 1.Bg7+ Kxg7 2.Nxe8+ Kf8 winning the Queen with 3.Qxe5.

Here the obvious 1 ... fxe6 will leave Black struggling after 2 Qxh5. However, Black was alert and grabbed a fleeting tactical opportunity. Can you see how?



## Answers

3 1.Qxd4 Qa4 checkmate. White cannot take the queen with the pawn because it is pinned by the bishop on f7 and the king cannot move back because the rook is covering all of the first rank.

4 1 Bxe6+! Nxe6 (1 ... Kxe6 2 Rd6+ Kf7 3 Rf6+ wins) 2 Rd7+ Kg8 and now 3 Qxg6+! hxg6 4 h7+ Kf8 5 h8Q mate is a beautiful finish

5 1 Qe5! Qxd1+ 2 Kg2 and now 2 ... Rd7 is the only way to prevent 3 Qg7 mate but this runs into 3 Qh8+! Kxh8 4 Rxf8 checkmate.

6 1...Nxf4 2.Kxf4 (2.Qb8+ Kg7 3.Kxf4 Qh4+ 4.Kf3 Qe4+ 5.Kf2 Qe3+ 6.Kf1 Qxd2) Qh4+ 3.Kf3 Qe4+ 4.Kf2 Qe3+ 5.Kf1 Qxd2 Winning.

7 1 ... Bxf3+! 2 Rxf3 Qxf3+ 3 Kxf3 and although Black is currently far behind on material the capture 3 ... fxe6+ gains, remarkably, a rook and a queen. After 4 Ke3 exd5 5 exd5 Rc8 Black won easily