

CHESS CLASS HOMEWORK Class 7.

Tactics practice problems for beginners and all who want to develop their skills, board vision, and ability to 'find the right move'.

General Questions: 1. What is 'unguarded'? 2. Can you attack it? Do you want to attack it? 3. Are there open lines – diagonal or vertical – leading to the enemy king? 4. Can you 'check' the enemy king? Do you want to do that? 5. If you make the move you are thinking of, what will be the response from the other person? 6. Is your move a forcing move or is it a move he 'could' ignore? 7. Is your king open to attacks? Will your opponent have a move or two to begin an attack on you?

Tactics they can learn online and that we will cover in classes: (((Books: Chess Tactics for Kids and How to Beat Your Dad at Chess – both by Murray Chandler see www.alibris.com for lowest prices I have found.)))

1. Fork 2. Pin 3. Skewer 4. Discovered Attack 5. Destroying the Guard 6. Deflection 7. Decoy
8. Square-vacating . 9. Line-vacating 10. Zwischenzug (an 'In-Between-Move' one makes before moving in the main line)
11. Desperado 12. ZugZwang At the end of each tactic, be sure you work out "how to win the game from here" so that you don't end up in a position you have no clue how to play.

On the homepage, green bar, is the word 'learn' and under that, you can find basic materials, along with daily puzzles, and lots of other things to do, including game of the week, with analysis commentary about objectives on each move.

Chess is 99% tactics, learn more about those each week. These are 'homework lessons I prepared for those interested to work on each week.

Chess coach.

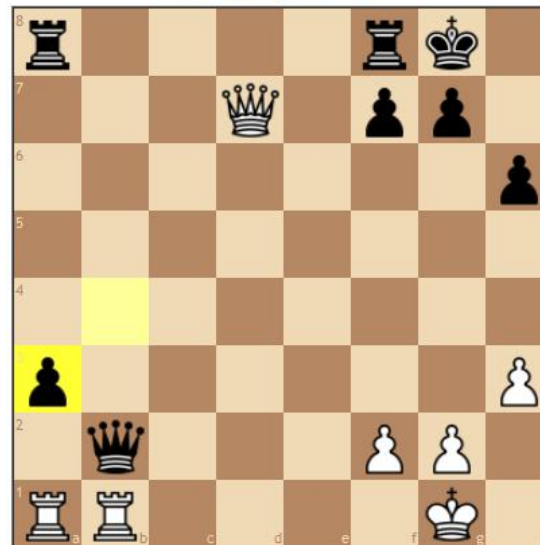
1. 58715 This is a 'double tactic'. We will look at it for both sides. First: What do you see for a good 'black move' here? It is black's turn to move. What move would you select? Why

You play WHITE



2. 63121 do you take his queen? Or Some other move? What happens if you take the black queen?

You play WHITE



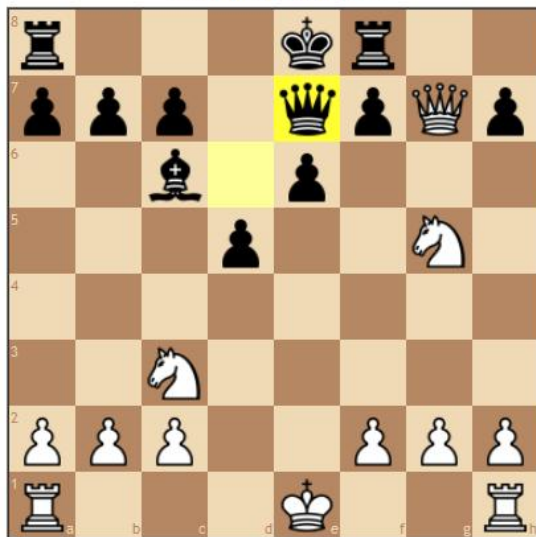
3. 61955 Black just checked white, and the king moved out of check (rather than take the exchange loss). Now what do you do?

You play BLACK



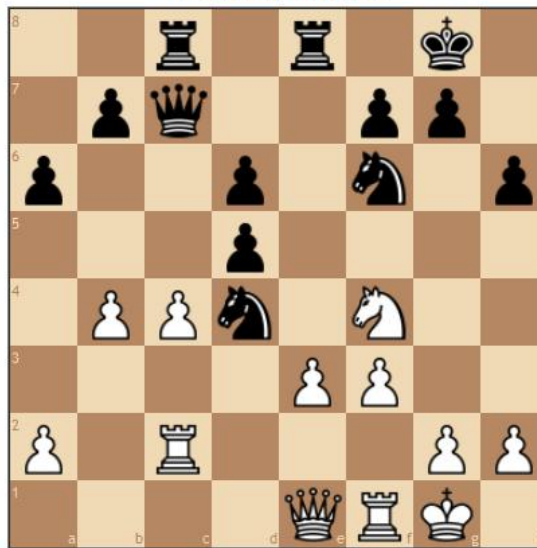
4. 62244 Black saw he would lose the f pawn if he didn't guard it. So he did. But that merely left white with a different winning move. What was it?

You play WHITE



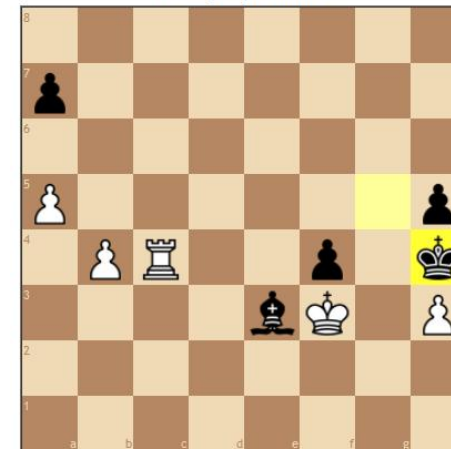
5. 60872 Black just took your knight off d5. Can you recapture with your pawn? Yes. Should you?

You play BLACK



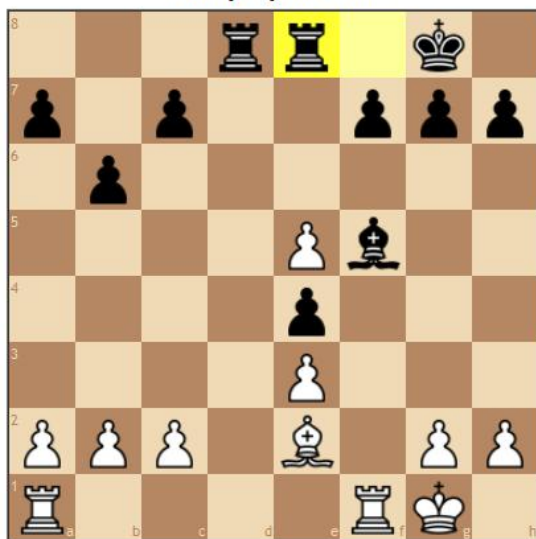
6. 66108 But you knew I was going to work in some pawn structure problems, didn't you? Black is trying to play into a drawn position or possibly win. He is trying to lock the pawns and get a stalemate. What is your move? Count the squares carefully.

You play WHITE



7. Black is attacking your advanced pawn. What is your response?

You play WHITE



8. 48979 You alertly took with your rook, threatening white's queen. Seeing his knight attacking your queen, white took your rook. What is your move now?

You play BLACK



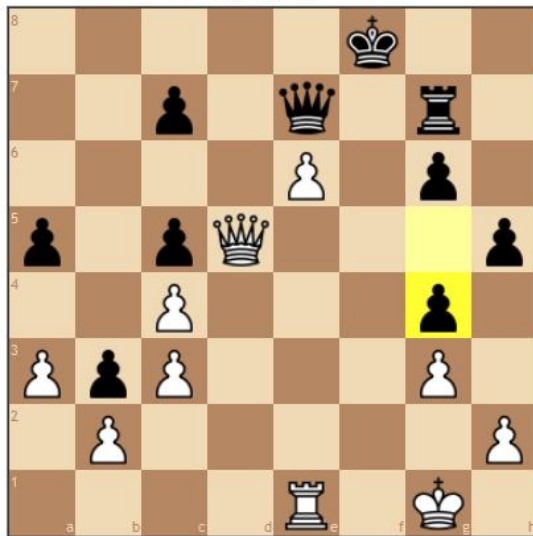
9. 65639 White just double attacked your knight. But he no longer 'double-defends' f2. What is your attack? And after Nf2+ then what?

You play BLACK



10. 51156 Harder now. Queen Hunt - - Set this up on your board and try it out. How will you 'attack' black's queen? Find FORCING MOVES.

You play WHITE



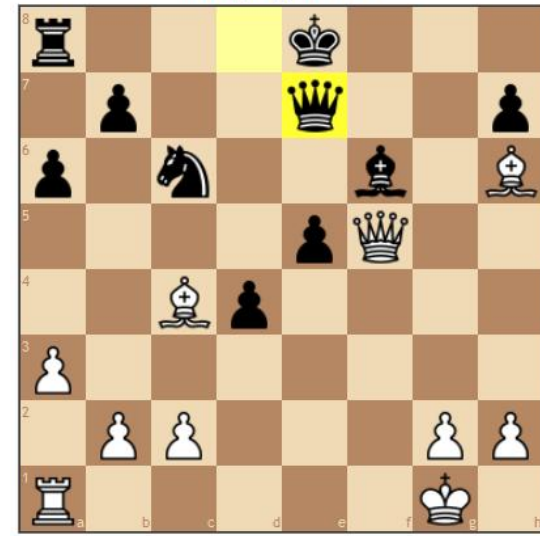
11. 48808 White just moved out of check (by the knight). Don't overlook the obvious moves. What is your move here?

You play BLACK



12. 58660 Remember, always ask yourself: What does he have that is NOT guarded? Can I attack it - immediately or after a build-up? How?

You play WHITE



13. 49846 Pins, forks and skewers. Pins are most annoying. White's f pawn is pinned, his bishop is en prise, but he has a great resource available. What? Remember, a good move does two things at once.

You play WHITE



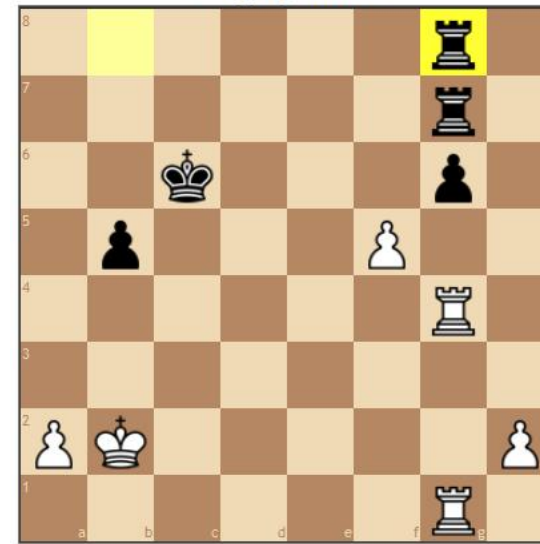
14. 58715, the other side of the board. This is one move into diagram 1. Now that black's move is a known error, how will you take advantage of this as white?

You play WHITE



15. 49413 Black just doubled his guard. Is that sufficient? What is your move? Hint: when you have a 'battery' set up, be aggressive.

You play WHITE



16. 466038 Black has attacked your queen. What do you play here?

You play WHITE



17. 46559 DIFFICULT ONE. Hint: what is 'not guarded'? h1 rook. Hmm. If you play Bxg2, you can win the knight on h3. Ideas? How do you work this one out? Don't look until you try it a bit.>

You play BLACK



Ideas for # 17: Exposed attack, double attack, overloaded defender and Fork attack. A lot going on here. White's position appears solid, and all things defended. How can you pick that apart and what do you need to do first, second, third, and then have an effective attack?

What does black have that is 'not defended' ? Do you need to defend it or is a vigorous attack sufficient to achieve a winning position?

Which piece is the 'overloaded defender' ?

How can you lure it out of play so that you can work the 'fork' and capture the h3 knight ?

What do you see here?

DO NOT LOOK AT THE ANSWER until you try some ideas, write them down and define your thinking about the attack.

18. 61652 Black is forking your unguarded bishop and rook. What is your move?

You play WHITE



19. 63882 Thinking to snatch a pawn, white did. What is your response?

You play BLACK



20. 45802 What a blunder, pushing g6 here. How can you take maximum advantage of the pin?

You play WHITE



21. 67673 Black just moved his queen off g6. What is your response?

You play WHITE



22. 51654 Black just saved his knight by moving it off f4. You see Nd6- forking the rook and bishop. Do you play that?

You play WHITE



23. 48808 White just attacked your queen. Should you move it away? Or ??? remember, the most vigorous attack will win.

You play BLACK



24. 59381 Black stopped one threat, Qf7 isn't happening now. But what is your 'other' threat? Hint: What black pawn/piece is not guarded?

You play WHITE



25. 65832 Getting harder again. White pushed his g pawn, what is your response? Hint: Think "Pin". Do 2 things in one move, step away from the attack and pin an enemy piece. Efficiency.

You play BLACK



26. 53672 What is your move here? Re8+ is a move, but is it as good as you can find? Hint: When you have a pin, increase the pressure on it.

You play WHITE



ANSWERS to Lesson 7.

<p>1. You should have found the positional BIND on white created by the clever move Bf3. And the following moves would be: ({12:-2.25} 32. ... Bf3 33. Qe3 Qf5 34. Ba3 Rxc4 35. Rfd1 Qh3 36. Rd8+ Kh7 37. Qd3+ e4 38. Qf1 Qxf1+ 39. Rxf1 Rc2 \$19) slightly more than a 2 point advantage.</p>	<p>2. You Have to take the black queen or lose. ({12:+2.10} 25. Rxb2 axb2 26. Rb1 Ra1 27. Qd1 Rxb1 28. Qxb1 Rb8 29. g3 Kf8 30. Kg2 Ke7 \$18)</p>	<p>3. take the bishop first, but then what? {12:-5.22} 22. ... Bxg2+ 23. Kxg2 Rxc1 24. Rxc1 Nxc1 25. d4 Nd5 26. Kg3 f6 27. Nc6 Rb7 28. Nd8 Rb6 \$19)</p>
<p>4. I hope you noticed the f8 rook is trapped on f8, and alertly played Nxh7 so as to remove black's rook next. {12:+6.56} 16. Nxh7 O-O-O 17. Nxf8 d4 18. O-O-O Qxf8 19. Qxf8 Rxf8 20. Rxd4 Rg8 21. Kd2 Rxc2 \$18)</p>	<p>5. NO, because your pawn is pinned to your queen. But now, you are 'down' a piece, and not doing well. Black will exchange material until the endgame is reached, and enjoy the extra knight as he wins with it. You needed to be watching for tactics like this and avoid them.</p>	<p>6. yes. Take the pawn and bishop, and then run your pawn to queen it FIRST. {12:+7.08} 42. ... Kh4 43. Rxf4+ Bxf4 44. Kxf4 a6 45. b5 axb5 46. a6 b4 47. a7 b3 48. a8=Q Kxh3 \$18)</p>
<p>7. alertly looking for: "what does he have that is not 'guarded' – and asking: if I can take it, do I want that position? You see his 'loose' bishop and just take it. [did you think that all of them would be hard to solve?]</p>	<p>8. I like Qb4+ removing your queen from being 'en prise' and maintaining the attack on white's queen. Do you agree?? Why or why not?</p>	<p>9. of course, snatch material, and leave white with a defective position. ({12:-4.17} 23. ... Nf2+ 24. Kg1 Qxf3 25. gxf3 Nxh3+ 26. Kh1 Nxf4 27. c3 Rxa2 28. Rd1 h5 29. Rd7 b5 30. Bf1 \$19)</p>
<p>10. Work through this several times, until YOU can "see the moves" from the start. {12:+12.45} 40. Qa8+ Qe8 41. Rf1+ Ke7 42. Qd5 g5 43. Qxc5+ Kd8 44. Rf8 Rg8 45. Qd5+ Ke7 46. Rxe8+ Rxe8 47. Qd7+ Kf6 48. Qf7+ Ke5 49. Qxe8 Kd6 and the rest is 'mop-up' time.... 50. Qxh5 Kxe6 51. Qxg4+ \$18)</p>	<p>11. Nxc3 works well for me. How about you? Did you find it instantly or did it take you a few minutes? remember, in your games, do not overlook the obvious. Your opponent MAY blunder. BE READY to take him out when he does.</p>	<p>12. Black has an unguarded rook on a8. Is it vulnerable? How will you proceed? First, the battery on the f file: Rf1 doubles on the bishop for an immediate threat. If black moves his bishop, what is your attack? {12:+5.11} 22. Rf1 Nd8 23. Qxf6 Qxf6 24. Rxf6 Rc8 25. Bd3 Nf7 26. Bf5 Rc7 27. Bxh7 Nxh6 28. Rxh6 \$18)</p>

<p>13. Black showed 'the way' by setting a pin. Break his back with a counter pin. Bd5 pinning the f7 pawn, leaving your bishop guarded by a pawn, and no way that black can defend the g6 pawn against Qxg6. What happens after that? ({12:+3.18} 24. Bd5 Bxb2 25. Qxg6+ Kh8 26. Qh5+ Kg8 27. Bf4 Bg7 28. Qg6 Qb1+ 29. Kh2 Qb2 30. Qg3 Rc8 31. Bxd6 \$18)</p>	<p>14. It is fairly easy to see the immobilized black rook on c5, so, Ba3 is first, but what next after e4 both frees up black's bishop to attack your a1 rook and opens a line for the c5 rook to escape? Do you 'save' your rook or take his? answer elsewhere.</p>	<p>15. just take with your rook, for a check. if black recaptures, you have the outside passed pawn and will queen it quickly. Black should resign. ({12:+9.20} 29. Rxc6+ Kd5 30. Rxc7 Rh8 31. Rh1 Rh6 32. Re7 Kd6 33. Re3 Kc5 34. Re5+ \$18)</p>
<p>16. Did you "run" to h6? Or did you aggressively take the knight? Which is better for white? ({12:+5.53} 18. Qxf6 Qxf6 19. Rxf6 Nd7 20. Rh6 Nf8 21. Bxh7 Nxh7 22. Rxh7 Ke7 23. Rf1 Raf8 \$18)</p>	<p>17. Did you find all of this? ({12:-5.84} 14. ... d4 15. Qf5 dxc3 16. Qxe5 cxb2 17. Qxb2 Bxg2 18. Rg1 Bxh3 19. Qd4 Qxd4 20. exd4 \$19)</p>	<p>Oh yes, the answer for 14. ({12:+3.87} 32. ... Bf6 33. Ba3 e4 34. Bxc5 Bxa1 35. Rxa1 Rd7 36. Rc1 Rd3 37. Qb2+ Qg7 38. Qe2 Qe5 \$18)</p>
<p>18. of course. Kxf2 ends the threats. And although you cannot castle, you are ahead in material. How will you play the rest of this to win it as white?</p>	<p>19. Bc5 wins white's queen for a bishop. How will you play to win the rest of this game from there?</p>	<p>20. Ne5! Intending Ng4 if black allows it. If he does, would you take his knight with your bishop or knight? why? What threats do you see pending for each move? ({12:+3.91} 16. Ne5 h6 17. Bxh6 Ra7 18. Bxf8 Qxf8 19. a4 bxa4 20. Bxa4 Bb7 21. Rb1 Be4 \$18)</p>
<p>21. Of course you found the clever move, g4! Winning black's queen now that the trap is closed. After that, how will you proceed to win the rest of this position?</p>	<p>22. I hope not. Nd6 is not the best move here. Notice: Where can black's queen move to? Nowhere. How about Rad1? and she goes off next move. You still have Nd6 pending later.</p>	<p>23. exf3 and white is forced to take your queen, but after fxe2, your pawn threatens his rook and you just removed his knight. Your attack is the more vigorous and you will win. How will you play from this point on? If he takes your rook, and you take his, =Q + he must recapture and you can take his other knight.</p>
<p>24. Of course, Qc7+ is a forcing attack on black's king, and next is Qxc6+ - - how will you proceed from this point?</p>	<p>25. Yes, Be6 pins white's knight to his queen, and it is double attacked. White will surely lose material on the exchange.</p>	<p>26. no, it isn't good. In fact, it is no good, compared with the better move, Rc1 !! winning a rook + Queen for a knight + Queen, leaving white with a rook and black with NO pieces left.</p>