

# HOW GOOD IS YOUR CHESS?

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**Rate Yourself in 100 Positions**

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- ♣ Choose the best move from positions of actual games
- ♣ Both a great learning tool and a fun book
- ♣ Proper thinking is carefully explained

**Larry Evans**

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# **HOW GOOD IS YOUR CHESS?**

**LARRY EVANS**

**CARDOZA PUBLISHING**

## ABOUT THE AUTHOR

Grandmaster Larry Evans, one of America's most celebrated chess authorities, is a 5-time USA champion and author of more than 20 chess books including *New Ideas in Chess*, *Chess Catechism*, *Modern Chess Brilliances*, and a collaboration on Bobby Fischer's classic *My 60 Memorable Games*. He is a longtime contributor to *Chess Life*, and his syndicated chess column, *Evans on Chess*, has appeared continuously since 1971. Evans has beaten or drawn games against six world champions: Euwe, Karpov, Petrosian, Spassky, Smyslov, and Fischer, as well as dozens of the world's top players.

Evans first won the Marshall Club Championship at 15 and the New York State Championship at 16. He won the USA Closed Championship five times (the first time in 1951, the last time in 1980—a remarkable span), the USA Open four times, the 1956 Canadian Open, as well as many opens over the years including first place at an international tournament in Portugal 1974. Evans represented the USA on eight Olympic teams (including the gold medal team in 1976) and served as captain in 1982.

Evans was the youngest player to capture the nation's highest chess title at age 19. He is in the chess Hall of Fame and is sometimes referred to as the dean of American chess.

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## USCF RATING CLASSIFICATION

<b>Senior Master</b>	<b>Above 2399</b>
<b>Master</b>	<b>2200-2399</b>
<b>Expert</b>	<b>2000-2199</b>
Class A	1800-1999
Class B	1600-1799
Class C	1400-1599
Class D	1200-1399
Class E	1000-1199
Class F	800-999
Class G	600-799

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# INTRODUCTION

“The basic ingredient of chess is that in a complex, novel situation where no source of help is apparent, you must find the right move. Anyone who is able to do this can feel confident at the board.” – *Former world champion Mikhail Botvinnik*

## **What’s Your Rating?**

“What’s your rating?” is a mantra wherever players gather. The first rating list of 2400 players appeared in *Chess Life*, the official publication of the USCF, on November 20, 1950. Some 20 years later, professor Arpad Elo investigated the performance of 208 world class masters against each other. Using a method called “successive approximation” he brought these figures into line with the USCF list. This system has stood the test of time.

Nowadays Elo ratings are used not only to grade players and invite them to international tournaments but also to compare champions from different eras, to predict results – and even to hawk chess computers by advertising their strength.

What’s your rating? Find out by taking my test!

Many casual players are reluctant to plunge into competition without knowing where they stand or what to expect. This quiz enables you to test your aptitude far from the hurly burly of the tournament arena without any pressure. But let’s face it – nothing can replace the thrill of sitting across the board from a real-live opponent with your clock ticking relentlessly in a tense, nerve-wracking tournament game.

## **What's The Best Move?**

These 100 snapshots were selected mostly from master games to help you measure your own chess strength.

In each example given, White always moves first. You have three plausible options to consider, but only one is best. The right answer earns 25 points. No partial credit. Thus a perfect score equals 2500 points. When you're done with the series, simply add up your points and find your approximate rating on the USCF chart in the table of contents on page five.

Use your head, not your hands. Touching pieces without moving them is forbidden in a tournament game, so try to work directly from the diagram whenever possible — it's faster and helps to sharpen visualization skills. Seeing a few moves ahead is required in order to solve these problems. Sometimes you may find a solution just as good as the one given, but for the purpose of this exercise confine yourself only to the three choices. Take your time. Use a process of elimination to decide on the best move.

## **The Rating Game**

What's the difference between a master and a grandmaster? Someone once quipped that a master works hard to find the right square for a knight while a grandmaster tosses a knight into the air and it lands on the right square!

But the real difference is measured in rating points, which are based on past results. According to the theory of probability, players rated 800 points above their opponents will win 99% of the time. As the gap narrows, obviously the outcome is less predictable. A 2500 rated grandmaster, for example, is expected to beat a 2200 master 84% of the time. If you get 12 wrong (88%) it means you have mas-



## INTRODUCTION

ter skills (deduct 300 from 2500). Scoring 50% translates into a rating of 1250 which is roughly equivalent to an average member of the United States Chess Federation ([www.uschesslive.org](http://www.uschesslive.org)).

### **A Big Upset**

The 2000 Brain Games World Championship in London between the two highest rated players on the planet showed that we can never rule out the human element. Gary Kasparov at 2830 was a huge favorite despite outranking his challenger Vladimir Kramnik by a mere 79 points. Their past record in 23 tournament games was 17 draws and 3 wins apiece – a dead heat – yet to place a bet on Kasparov with a British bookie you had to lay odds of 5-1!

Most pundits predicted his margin of victory in this 16-game match would range from two to four points. “My statistical model indicated Kasparov had an 88% chance to win and Kramnik had a 5% chance with a 7% chance to tie,” predicted statistician Jeff Sonas, an authority in the field. Even after Kramnik gained a 2-1 lead, Sonas noted: “Kasparov was still the favorite to win the entire match. My model gave him a 67% chance, with 18% for Kramnik and 15% for an 8-8 tie.”

But Kramnik needed only 15 games to win by two points in what was arguably the greatest upset in the history of title matches. His strategy was to steer for queenless endgames as fast as possible.

In the Ruy Lopez, for example, he got four draws with Black by reviving the archaic Berlin Defense (1 e4 e5 2 Nf3 Nc6 3 Bb5 Nf6 4 0-0 Nxe4 5 d4 Nd6 6 Bxc6 dxc6 7 dxe5 Nf5 8 Qxd8+ Kxd8). Apparently his style foiled Kasparov, who seemed weary after holding the crown for 15 years. Even great players are fallible.

Our first problem concerns an amazing double blunder where Kasparov miraculously escaped with a draw. Get started by trying to spot the win that Kramnik missed!

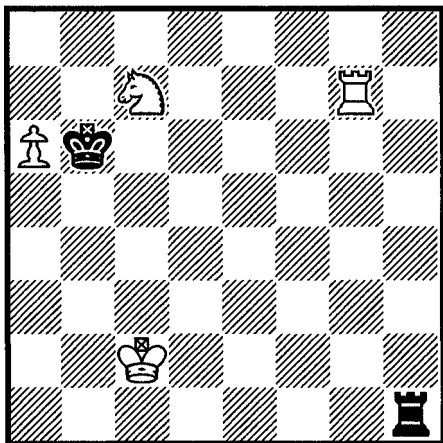
# 100 CHESS POSITIONS

CHOOSE BETWEEN A, B OR C

1

**Kramnik vs. Kasparov**  
4th Match Game 2000

White's Material Advantage Is Huge

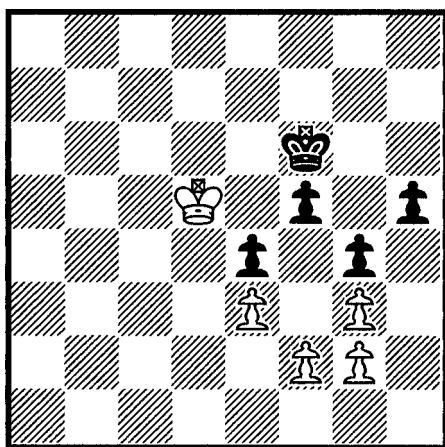


(a) Rg8 (b) Kb2 (c) Kd3



**Pomar vs. Boudras**  
Olot 1974

Immobile Pawns



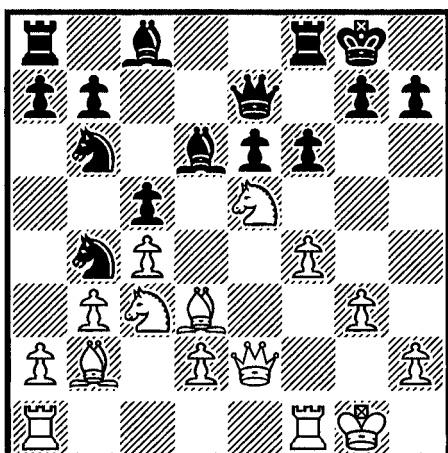
(a) Kd6 (b) Kc6 (c) Kd4

# RATE YOURSELF IN 100 POSITIONS

3

**Schaposhnikov vs. Dwoiris**  
53rd Russian Championship 2000

White's Knight Is Attacked

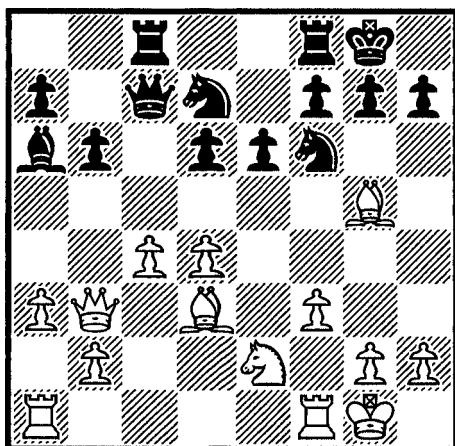


(a) Bxh7+ (b) Nf3 (c) Qh5



**Grigore vs. Pinter**  
Budapest 2000

Black Threatens to Win a Pawn



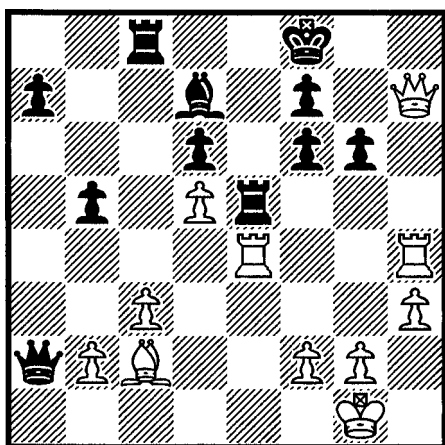
(a) Rac1 (b) Rfc1 (c) Bxf6

# RATE YOURSELF IN 100 POSITIONS

5

**Gofshtein vs. Delebarre**  
French Championship 2000

How Safe Is Black's King?

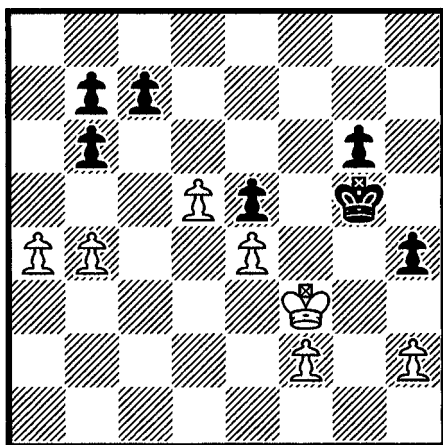


(a) Rhf4 (b) Rxe5 (c) Qh6+

6

**Wade vs. Korchnoi**  
Buenos Aires 1960

A Tricky Endgame



(a) b5 (b) h3 (c) a5

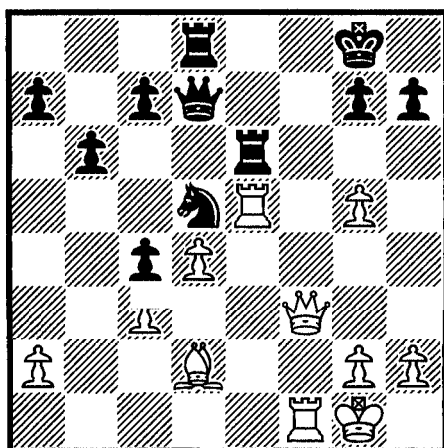


# RATE YOURSELF IN 100 POSITIONS



## Hahn vs. Kaufman Connecticut 2000

Black Is Hanging by a Thread

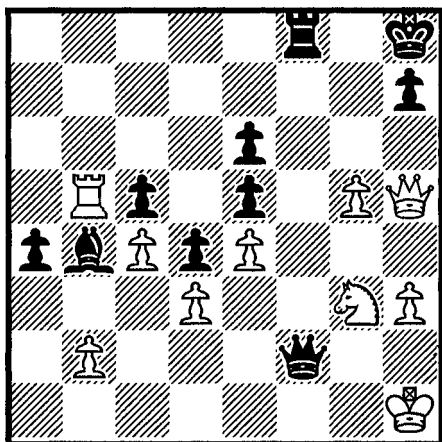


(a) Rxe6 (b) Rf5 (c) Rxd5



**Kasparov vs. Timman**  
Rotterdam 1999

Both Kings Are Unsafe



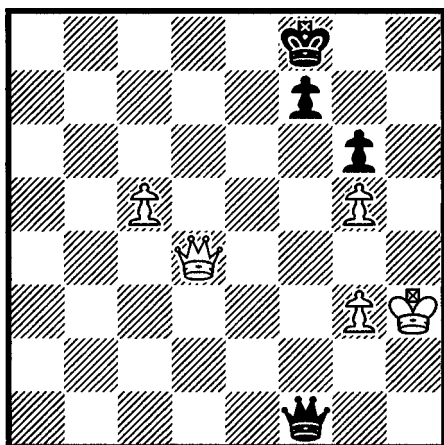
(a) Ne2 (b) Rb8 (c) g6

RATE YOURSELF IN 100 POSITIONS



**Borisenko vs. Simagin**  
Moscow 1955

Hidden Danger Lurks

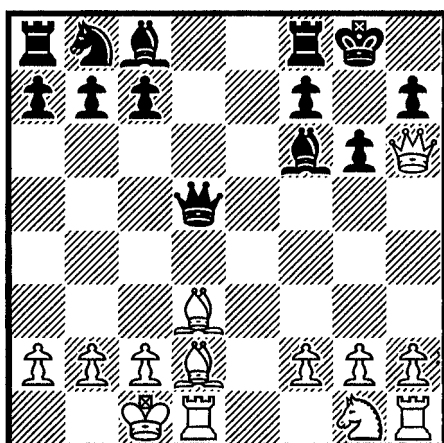


(a) Kg4 (b) Kh4 (c) Kh2

10

**Metz vs. Ng**  
Las Vegas 2000

Black's Queen Looks Menacing



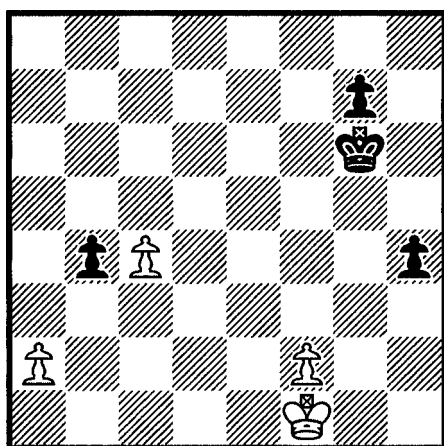
(a) Bb4 (b) Nf3 (c) Bxg6

# RATE YOURSELF IN 100 POSITIONS



**Radoicic vs. Cvetovic**  
Yugoslav Team Championship 1999

White Is Fighting for a Draw

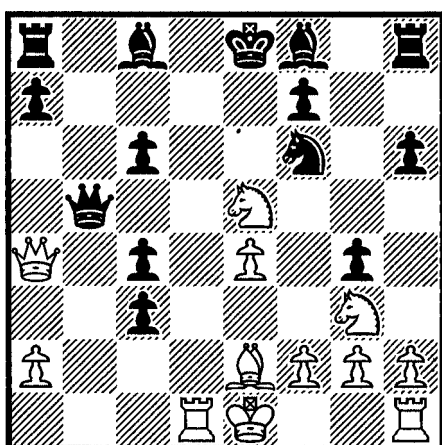


(a) Kg2 (b) c5 (c) f3

12

**Beliavsky vs. Bacrot**  
2nd Match Game 1999

Black Is Two Pawns Up

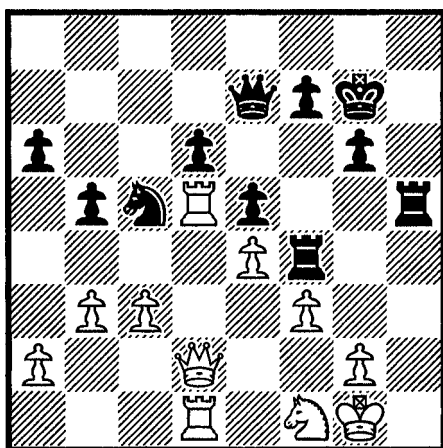


(a) Rd8+ (b) Nxc6 (c) Qxc4

13

**Kindermann vs. Slobodjan**  
German Championship 1999

White Has Pressure on the d-file

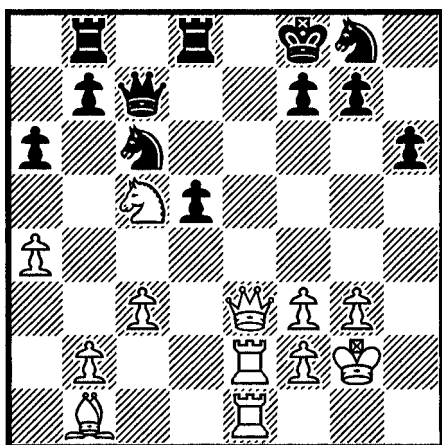


(a) Rxd6 (b) b4 (c) Ng3

14

**Fedorchuk vs. Buhmann**  
Spain 1999

White Controls the e-file



(a) Qf4 (b) b4 (c) f4

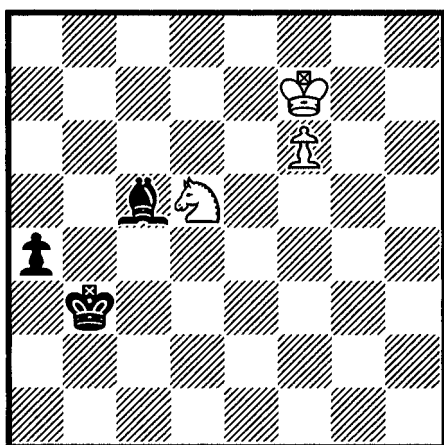


RATE YOURSELF IN 100 POSITIONS

15

**Dzindzhashvili vs. Mukhim**  
USSR Championship 1972

The Bishop Is Stronger than the Knight

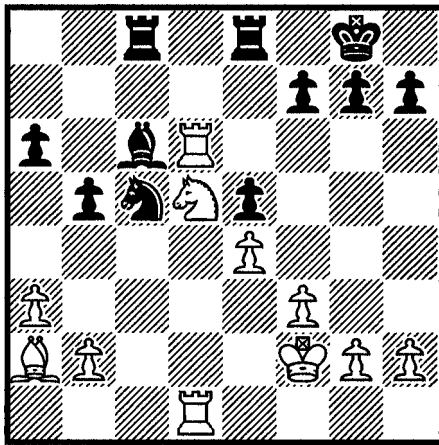


(a) Ne7 (b) Ke6 (c) Ke8

16

**Rytshagov vs. Slobodjan**  
Italy 1999

White Has the Initiative

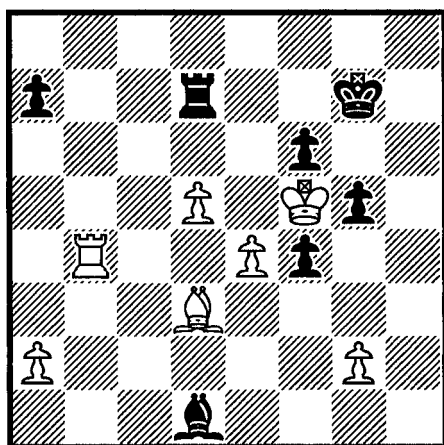


(a) Rxc6 (b) b4 (c) Ne7+

17

**Kramnik vs. Leko**  
1st Match Game 2001

Closing in for the Kill!

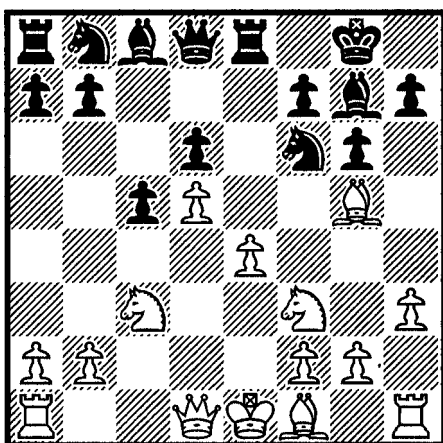


(a) Bb5 (b) Ke6 (c) e5

**18**

**Arbakov vs. Hanke**  
Germany 1998

White's Center Is Shaky



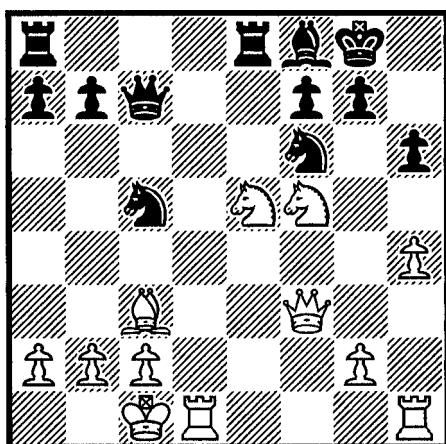
(a) Nd2 (b) Qc2 (c) Be2

# RATE YOURSELF IN 100 POSITIONS

19

**Adams vs. Leko**  
Linares 1999

White Has a Strong Attack

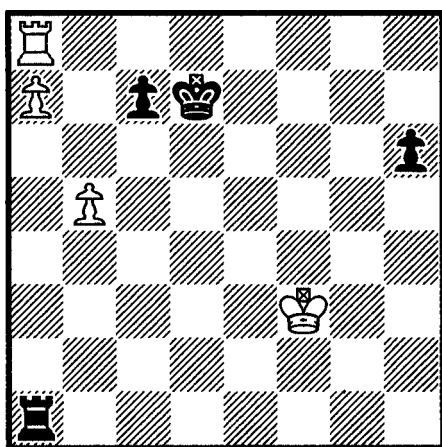


(a) N<sub>x</sub>h6+ (b) N<sub>g</sub>4 (c) R<sub>h</sub>e1

20

**Shirov vs. Kramnik**  
Belgrade 1999

Material Is Even



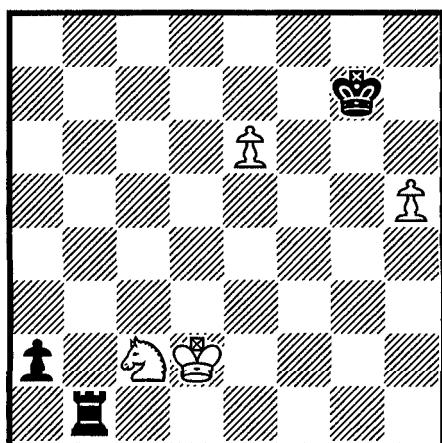
(a) Rh8 (b) b6 (c) Ke4

RATE YOURSELF IN 100 POSITIONS

21

Teichmann vs. Marbel  
Leipzig 1913

Black Threatens to Queen a Pawn

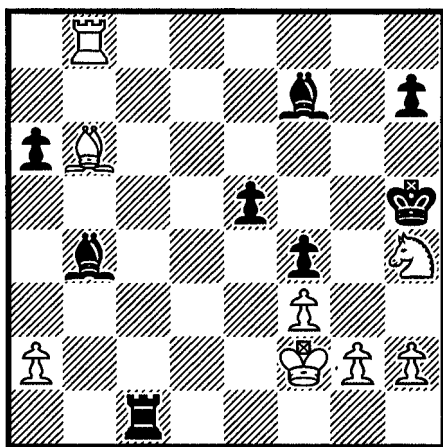


(a) e7 (b) h6+ (c) Kc3

22

Anand vs. Luboyevic  
Monaco 1999

White's Knight Is Attacked



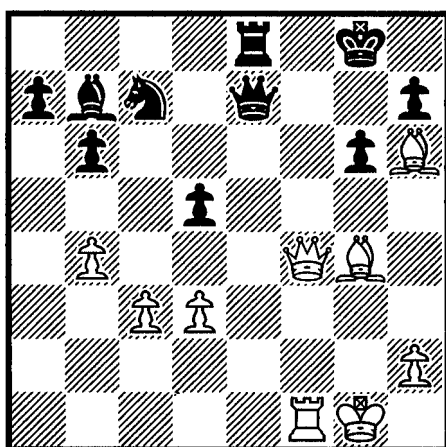
(a) g3 (b) Nf5 (c) Rb7



23

**Short vs. Leko**  
Sarajevo 1999

Black Is a Pawn Up

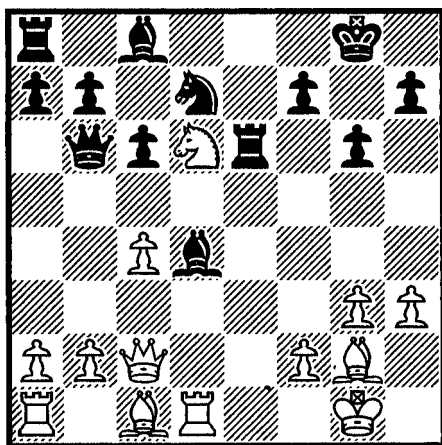


(a) Bd7 (b) Bg5 (c) d4

24

**Neverov vs. Hamed**  
Egypt 1999

White's Knight Is Attacked



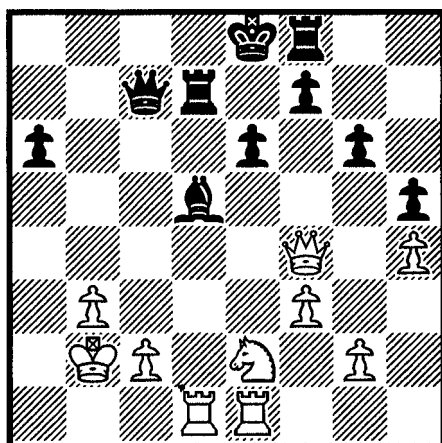
(a) Bf4 (b) Ne4 (c) Nxc8

# RATE YOURSELF IN 100 POSITIONS

25

**Kasparov vs. Kramnik**  
Frankfurt 1999

Black's Defensive Setup Looks Sturdy

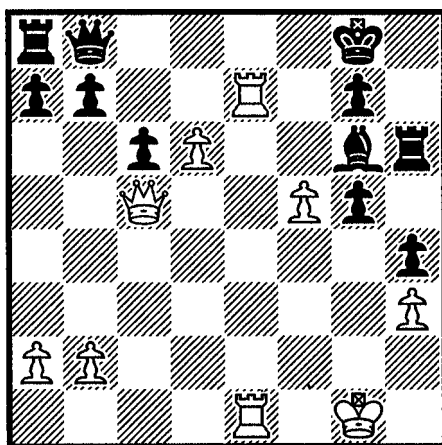


(a) Qa4 (b) Rxd5 (c) Qxc7

26

**Anand vs. Karpov**  
Frankfurt 1999

White Dominates Open Lines



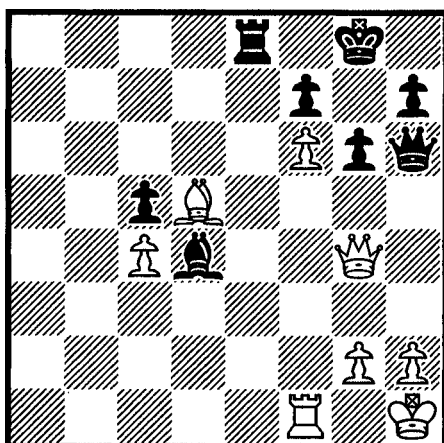
(a) Qe5 (b) Qc4+ (c) fxg6

RATE YOURSELF IN 100 POSITIONS

27

**Spraggett vs. Willis**  
Canadian Open 1999

Opposite Colored Bishops Often Presage a Draw



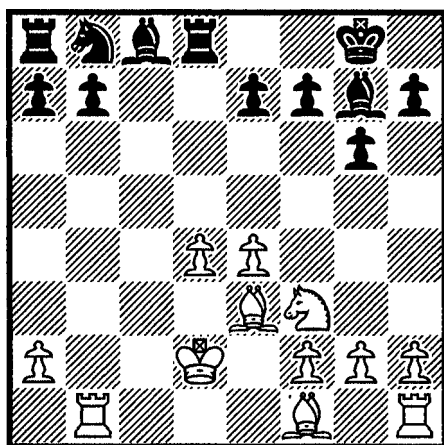
(a) Bxf7+ (b) Qd7 (c) h3

28

**Samsa vs. Kudrin**

Chicago 1997

White's Center Is Under Siege



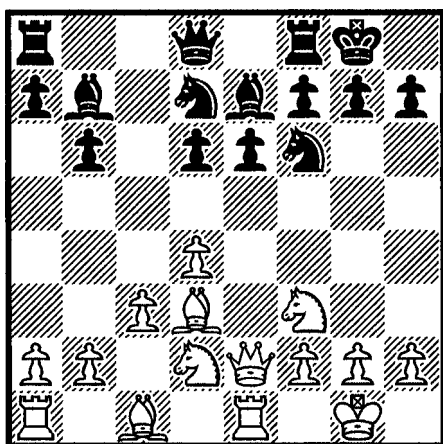
(a) Bc4 (b) Bd3 (c) Be2

RATE YOURSELF IN 100 POSITIONS

29

**Mengelis vs. Chow**  
Illinois 1997

A Level Position

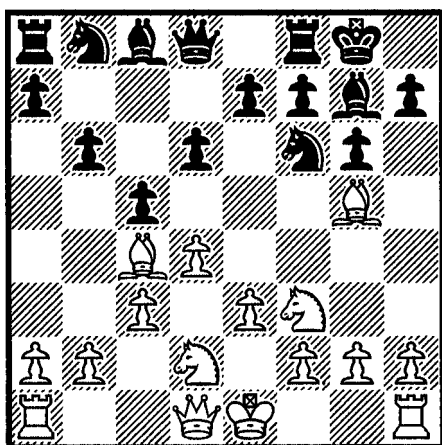


(a) a4 (b) Ba6 (c) Ne4

30

**Ye Ronguang vs. Van Wely**  
Antwerp 1997

On His Last Move Black Castled



(a) Bxf6 (b) dxc5 (c) 0-0

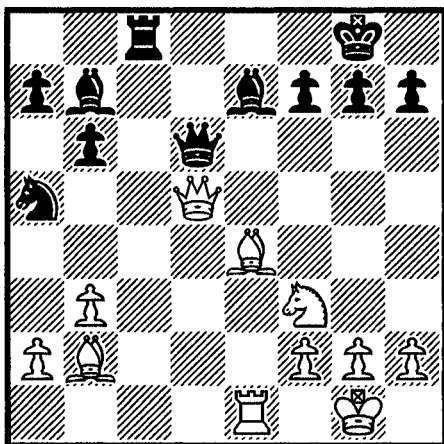


# RATE YOURSELF IN 100 POSITIONS

31

**Kovacevic vs. Nikolic**  
Croatia 1997

Both Back Ranks Are Vulnerable

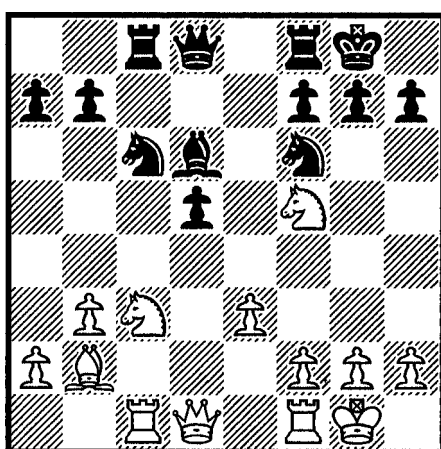


(a) Qf5 (b) Qxd6 (c) Bxh7+

32

Hochgrafe vs. Pelletier  
Hamburg 1998

White Enjoys the Initiative

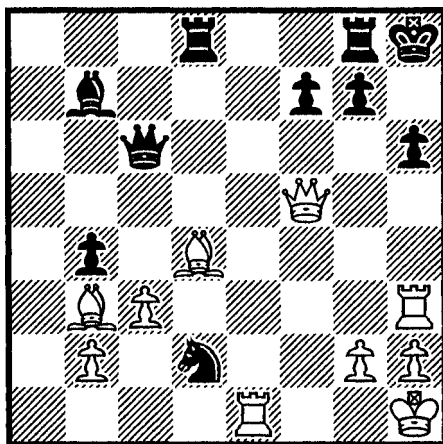


(a) Nxd5 (b) Nxc7 (c) Nxd6

33

**Luboyevic vs. Anand**  
Buenos Aires 1994

Black Threatens Mate in One

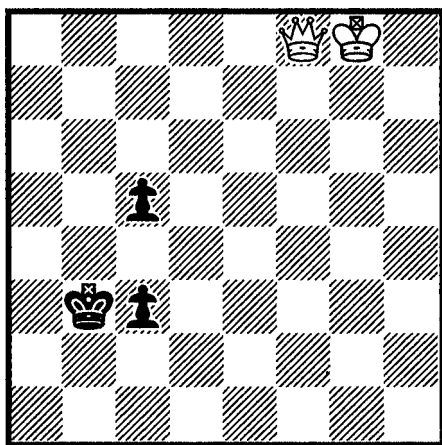


(a) Qg5 (b) Bd5 (c) Rg1

34

Study composed by A. Mandler in 1950

Disarming Simplicity

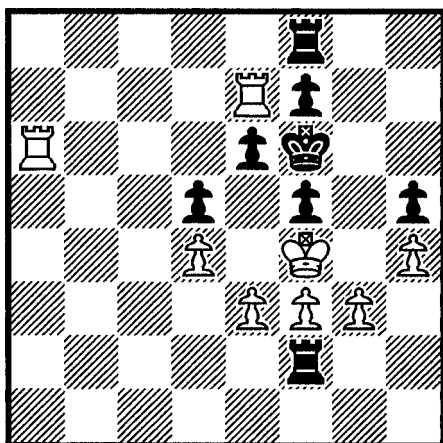


(a) Qf3 (b) Qf4 (c) Qxc5

35

Miles vs. Hort  
Amsterdam 1982

A Delicate Balance

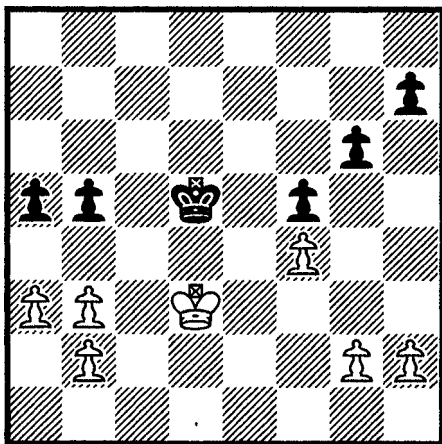


(a) Rd7 (b) R7a7 (c) R6a7

36

**Eidemiller vs. Martinak**  
Pittsburgh 1996

White's Extra Pawn Is Doubled



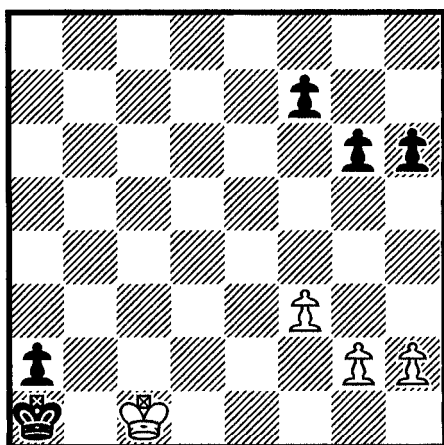
(a) b4 (b) h3 (c) g3

RATE YOURSELF IN 100 POSITIONS

37

Chikonia vs. Shivogin  
USSR 1954

Stalemate Is Looming

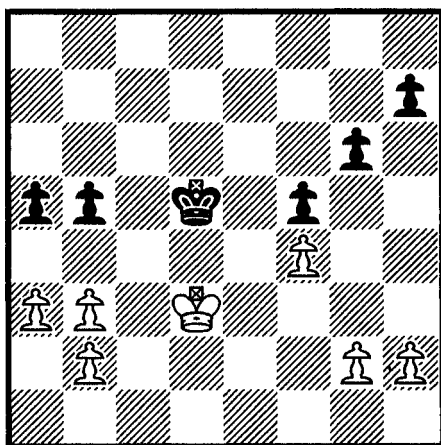


(a) Kc2 (b) g4 (c) h4

36

**Eidemiller vs. Martinak**  
Pittsburgh 1996

White's Extra Pawn Is Doubled



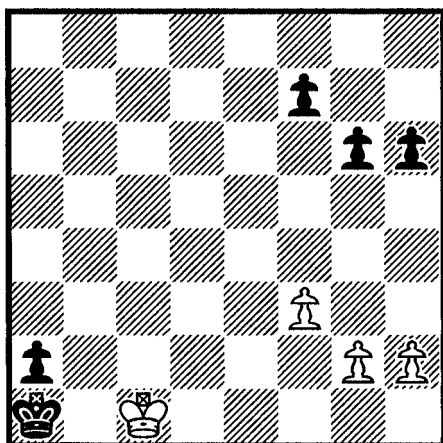
(a) b4 (b) h3 (c) g3



37

**Chikonia vs. Shivogin**  
USSR 1954

Stalemate Is Looming

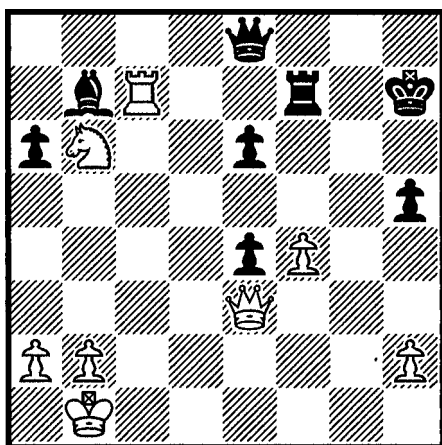


(a) Kc2 (b) g4 (c) h4

38

David vs. Atalik  
Holland 1997

The Pin Is Mightier than the Sword



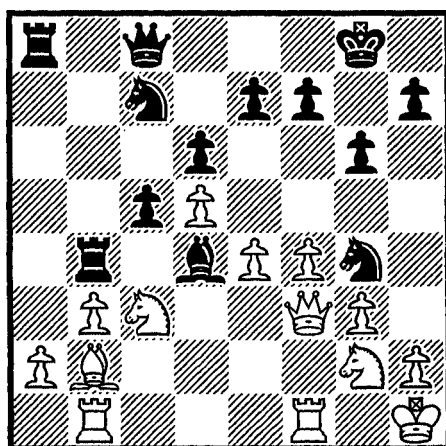
(a) Rxb7 (b) Qc5 (c) Rxf7+

# RATE YOURSELF IN 100 POSITIONS

39

**Nikolic vs. Topalov**  
Linares 1997

Black Has Pressure for his Pawn

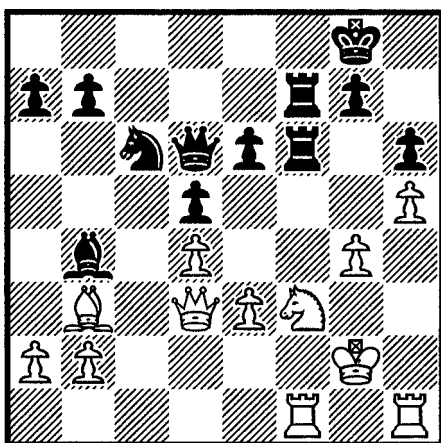


(a) h3 (b) Na4 (c) Ne1

40

**Schandorff vs. Wang**  
Copenhagen 1995

Kingside Action

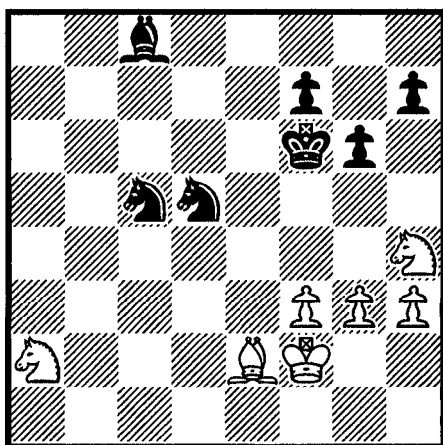


(a) Nh4 (b) Bc2 (c) g5

41

**Mecking vs. Martinovsky**  
Spain 1995

Black Wants to Grab a Pawn

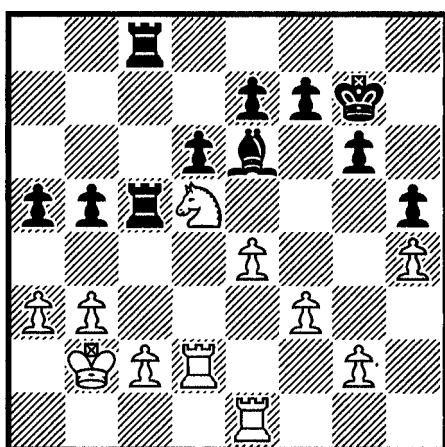


(a) Bf1 (b) Bc4 (c) g4

42

**Anand vs. Kasparov**  
11th match game 1995

Beware of Traps

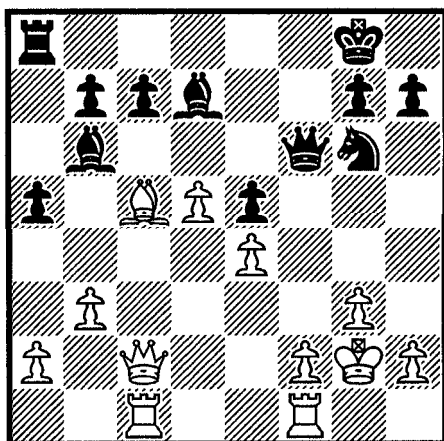


(a) b4 (b) Nxe7 (c) Nf4

43

Ludwig vs. Berg  
Wisconsin 1995

Black Has Two Minor Pieces for a Rook



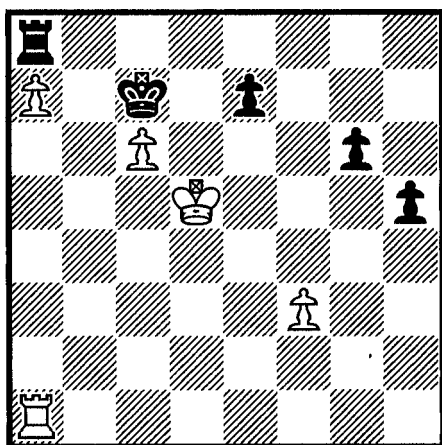
(a) Bxb6 (b) d6 (c) f3

44

**Cohn vs. Hummel**

Reno 1995

Both Sides Have Passed Pawns



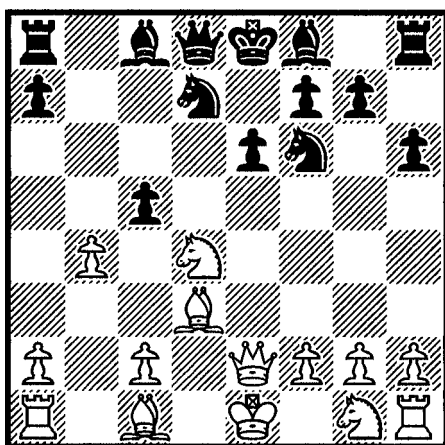
(a) Kc5 (b) Re1 (c) f4



45

**Perenyi vs. Eperjesi**  
Budapest 1974

White's Knight Is in Jeopardy

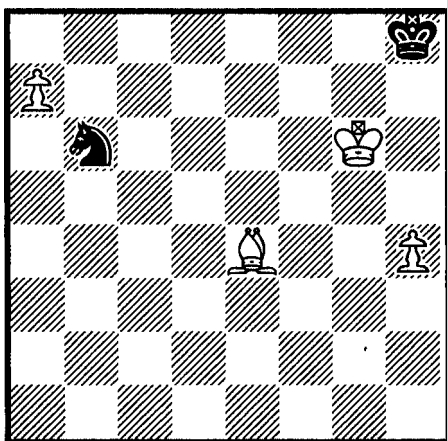


(a) Nxe6 (b) Nc6 (c) dxc5

46

**Yanofsky vs. Saidy**  
Los Angeles 1995

Two Extra Pawns Should Win

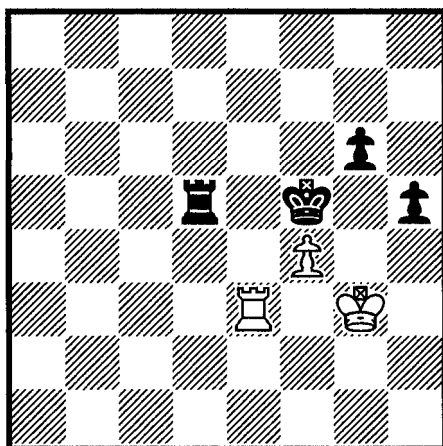


(a) Bd5 (b) Kf7 (c) Kf5

47

**Anderson vs. Fedorowicz**  
Chicago 1996

Even Simple Positions Contain Snares

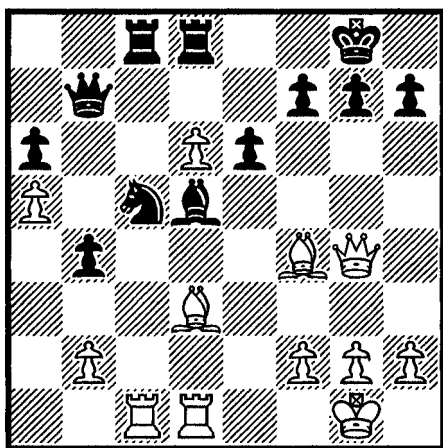


(a) Rb3 (b) Re8 (c) Kf3

48

**Tukmakov vs. Speelman**  
Tilburg 1994

Strengthen White's Attack!

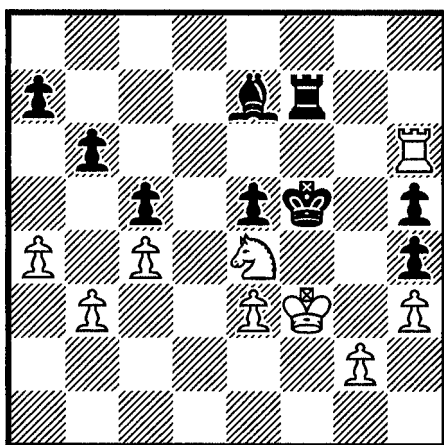


(a) Bb1 (b) Be5 (c) Rxc5

49

**Illescas vs. Hergott**  
Mexico 1994

Mission Impossible?

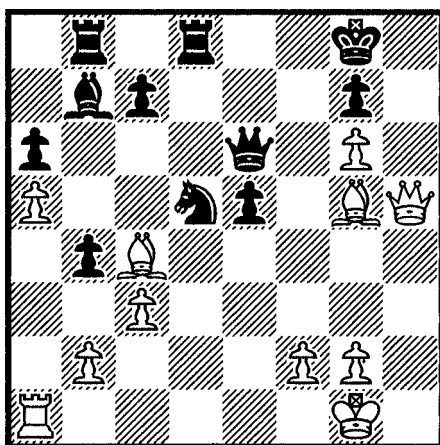


(a) Rxh5+ (b) g4+ (c) Rc6

50

Adams vs. Tumurkhuang  
Moscow Olympiad 1994

White Is a Rook Down

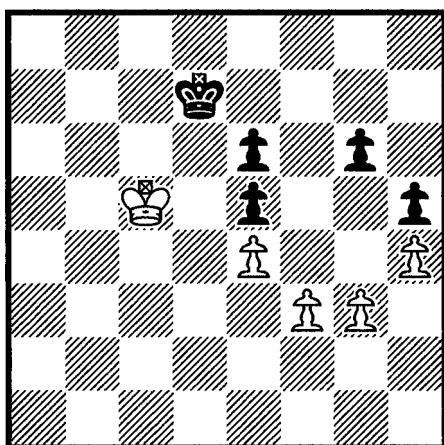


(a) Qh7+ (b) Be7 (c) Bxd8

51

**Liebert vs. Onat**  
Skopje Olympiad 1972

Can White Force Victory?

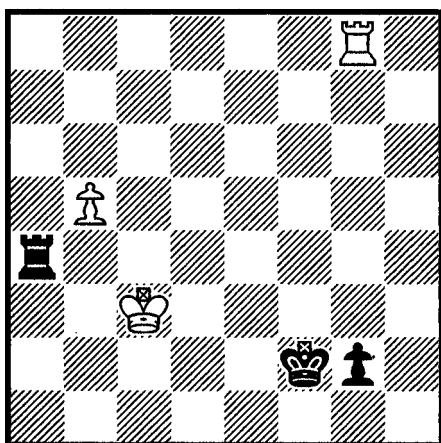


(a) f4 (b) g4 (c) Kb6

52

**Acers vs. Hisper**  
New Orleans 1995

White Would Like to Draw



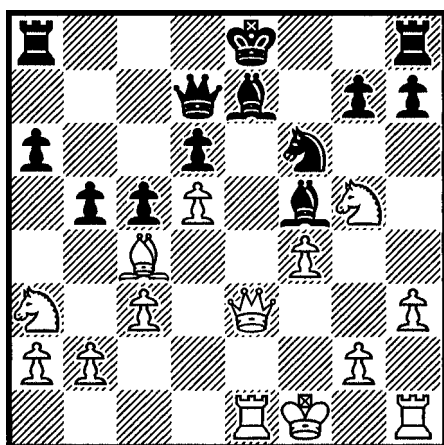
(a) b6 (b) Kb3 (c) Rf8+



53

**Bisguer vs. Karklins**  
Chicago 1995

White Has an Attack Plus a Pawn

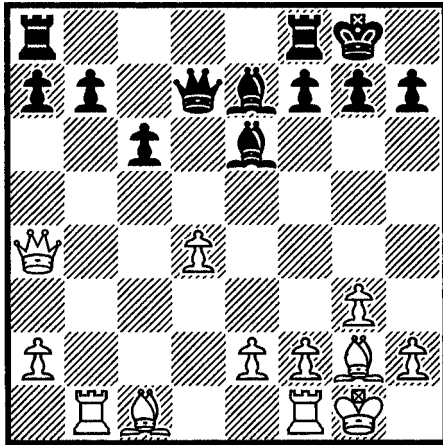


(a) Nxb5 (b) Bb3 (c) Bd3

54

**Cerminaro vs. Fors**  
New York Open 1995

A Positional Duel

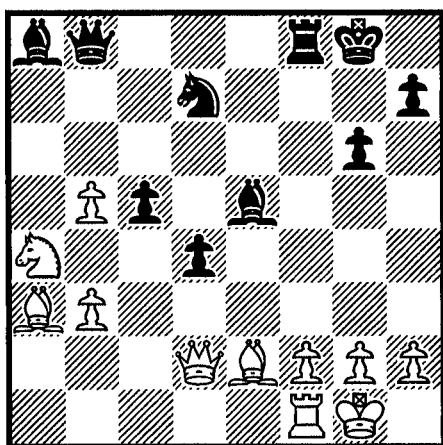


(a) Bb2 (b) Rd1 (c) d5

55

**Georgiev vs. Rogers**  
Biel Interzonal 1993

White Is a Pawn Up

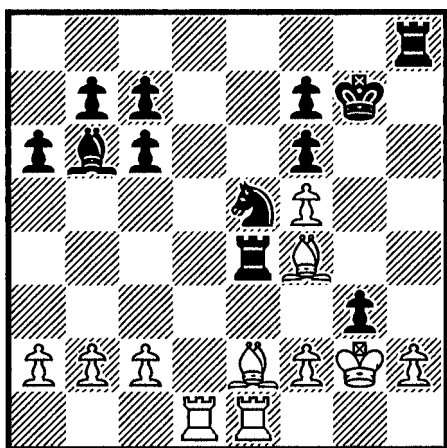


(a) Nxc5 (b) h3 (c) Bc4+

56

**Kasparov vs. Short**  
17th match game 1993

White Has Three Ways to Retake the Pawn

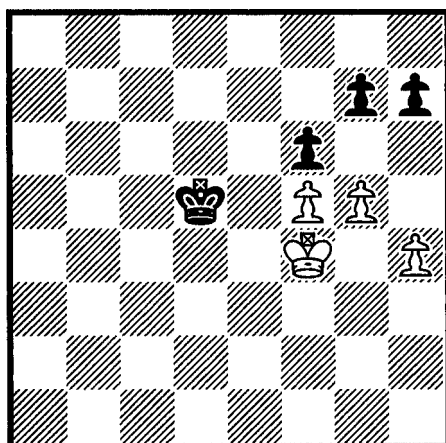


(a) Bxg3 (b) fxg3 (c) hxg3

57

**Chigorin vs. Steinitz**  
Nuremberg 1896

White Resigned!

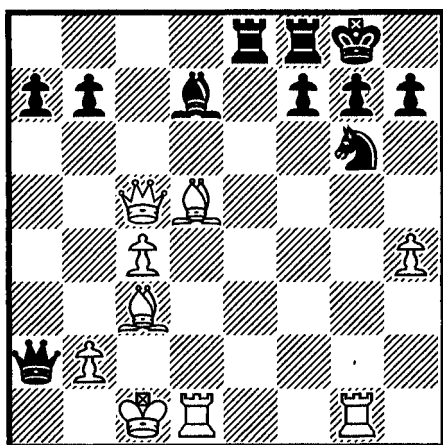


(a) g6 (b) h5 (c) Kg4

58

Sokolov vs. Bagirov  
Riga 1993

White Sacrificed Two Pawns for this Attack

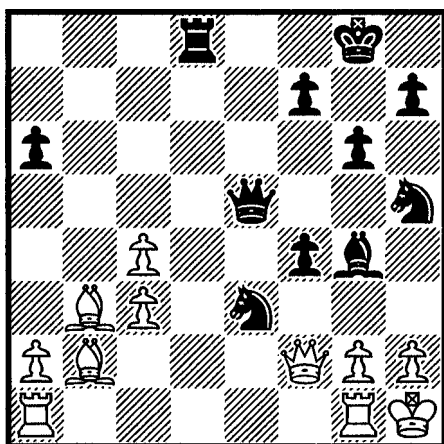


(a) Rxg6 (b) Qd4 (c) h5

59

**Chow vs. Burnett**  
Chicago 1993

Black Has a Terrific Attack

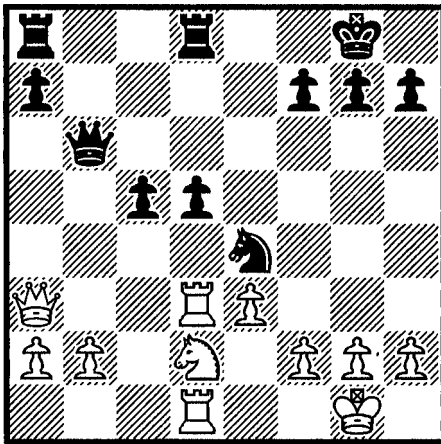


(a) Rae1 (b) Rge1 (c) Qh4

60

**Bernstein vs. Teichmann**  
Carlsbad 1923

Both Back Ranks Are Vulnerable



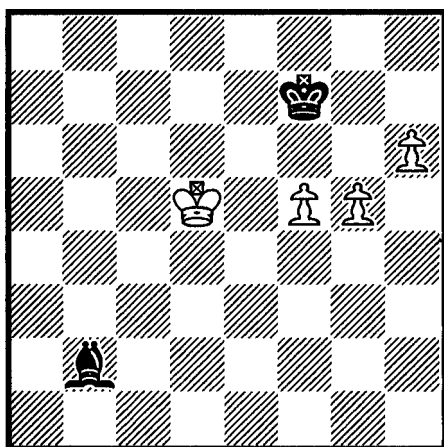
(a) Nf1 (b) h3 (c) Nxe4



61

**Nikolic vs. Mozetic**  
Yugoslavia 1991

How Can White Win?

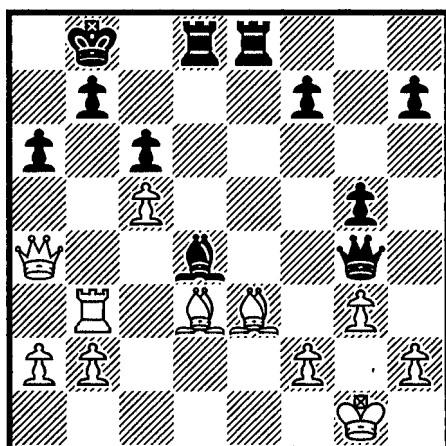


(a) h7 (b) Kd6 (c) g6+

62

**Anand vs. Ivanchuk**  
Linares 1993

White's Attack Is Decisive

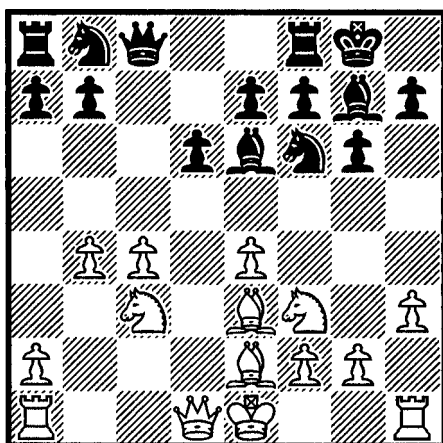


(a) Rxb7+ (b) Qxc6 (c) Qxa6

63

**Ng vs. Weeramantry**  
New York 1992

Black Is Threatening Bxc4

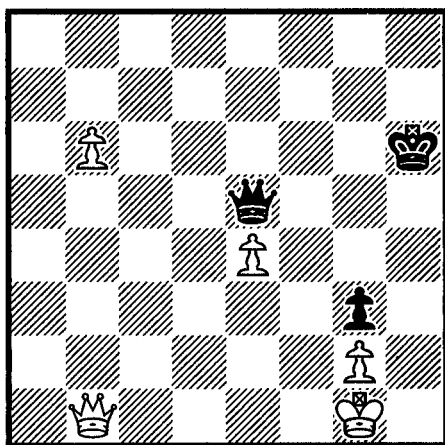


(a) Qb3 (b) Nd5 (c) Rc1

64

**Pinsky vs. Kephart**  
California 1993

White Is Two Pawns Up

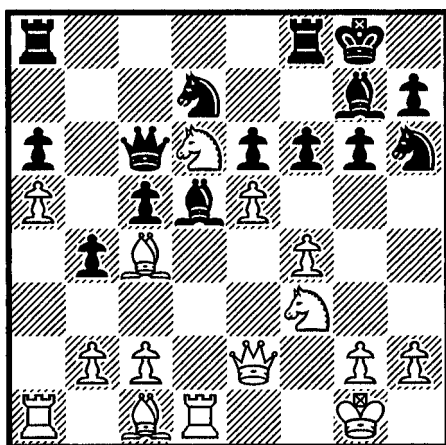


(a) b7 (b) Qc1+ (c) Qe1

65

**Renet vs. Seret**  
French Championship 1991

It's the Follow Up that Counts

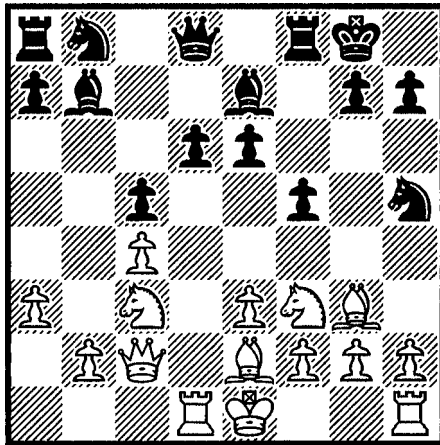


(a) Rxd5 (b) Bxd5 (c) exf6

66

**Nikolic vs. Chandler**  
Reykjavik 1991

White Has Pressure on the d-file



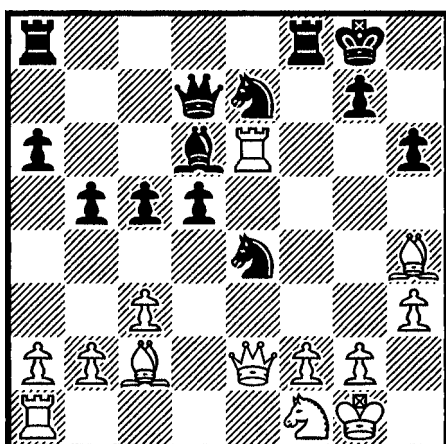
(a) 0-0 (b) e4 (c) Bxd6

# RATE YOURSELF IN 100 POSITIONS

67

**Bosch vs. Dake**  
Prague Olympiad 1931

White Has Several Ways to Go Wrong

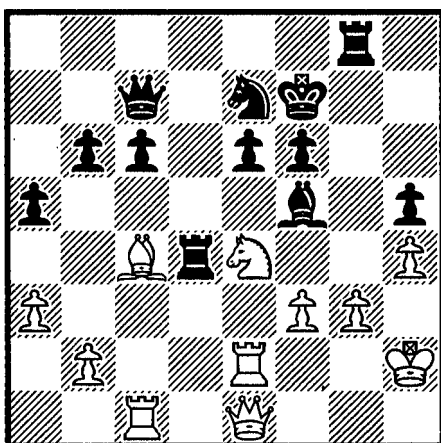


(a) Bxe4 (b) Rxd6 (c) Rxe4

68

Timman vs. Karpov  
Linares 1992

White Is a Pawn Down



(a) Nxf6 (b) Nd2 (c) Qf2

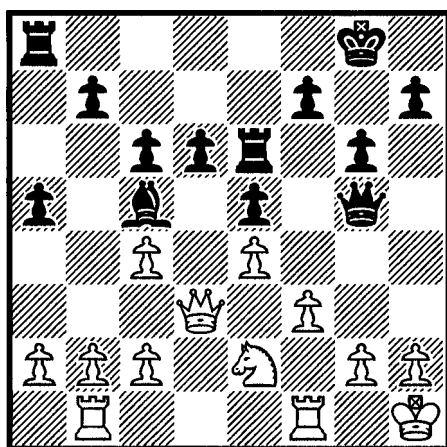


# RATE YOURSELF IN 100 POSITIONS

69

**Delekta vs. Geller**  
Cappelle 1993

Take the Hippocratic Oath - Do No Harm

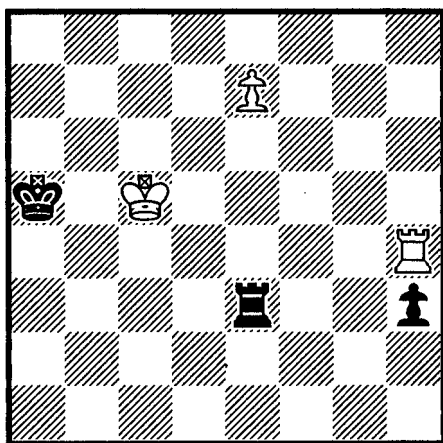


(a) Ng3 (b) f4 (c) c3

70

Conclusion of an Endgame Study by Janosi

Find White's Most Efficient Win!

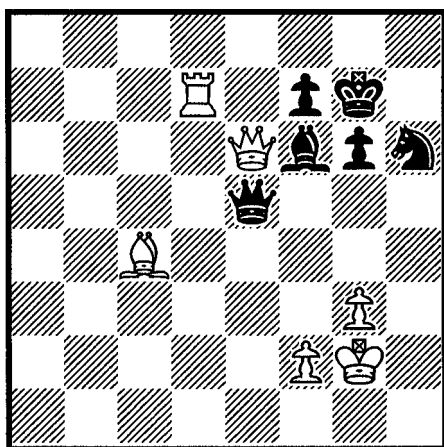


(a) Rxh3 (b) Rh8 (c) Kd6

71

Short vs. Karpov  
4th match game 1992

White Is an Exchange Ahead

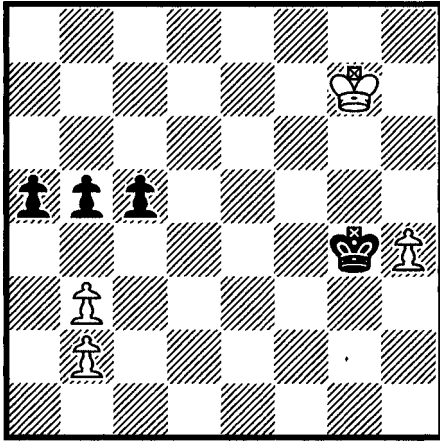


(a) Rxf7+ (b) Qxe5 (c) Qc6

72

Lasker vs. Tarrasch  
St. Petersburg 1914

Black Expected to Win



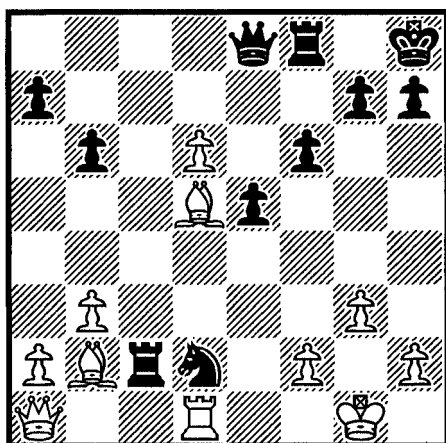
(a) Kf6 (b) Kg6 (c) h5

# RATE YOURSELF IN 100 POSITIONS

73

**Orlov vs. Tal**  
New York Open 1990

White Is an Exchange Down

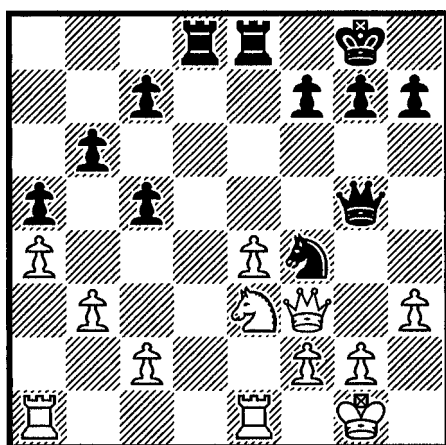


(a) Rc1 (b) Bc1 (c) Bc3

74

**Shabalov vs. Elseth**  
Norway 1991

Don't Let Your Guard Down

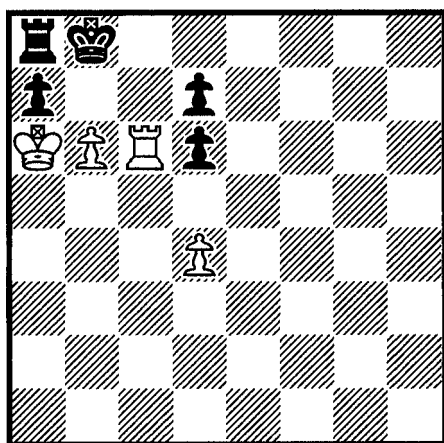


(a) g3 (b) h4 (c) Rad1

75

Endgame Study by Selesniev

Black Hopes to Draw

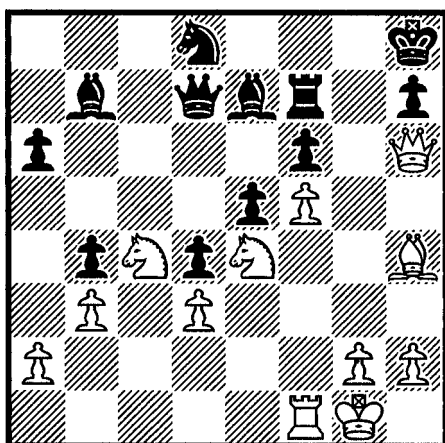


(a) Rc8+ (b) Rxd6 (c) Rc7

76

**Kamsky vs. Lautier**  
New York Open 1991

White Has a Ferocious Attack



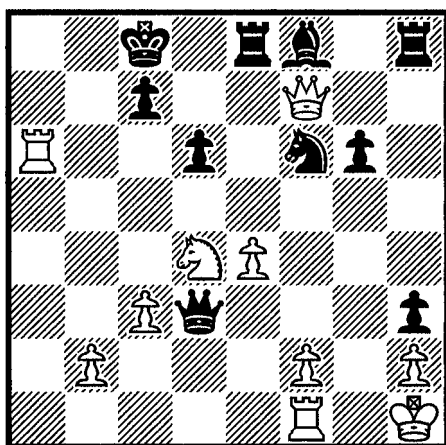
(a) Nxf6 (b) Bxf6+ (c) Ncd6





**Burkett vs. Fritzinger**  
San Francisco 1969

Is Black the Hunter or the Hunted?

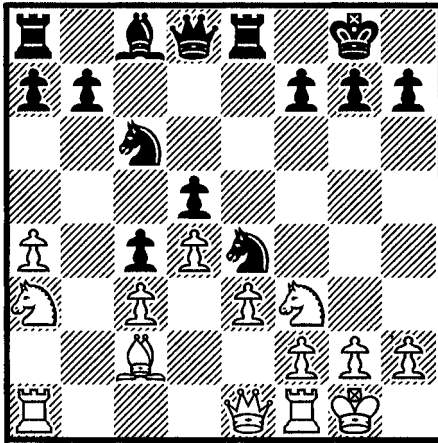


- (a) Rfa1 (b) Raa1 (c) Ra8+

**78**

**Bannik vs. Averbakh**  
USSR Championship 1958

Both Sides Are Fighting to Control e4

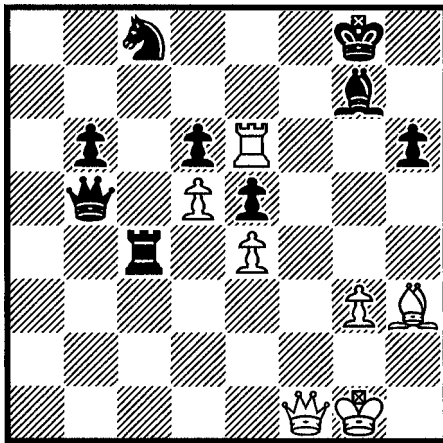


(a) Bxe4 (b) Nd2 (c) h3

79

**Kasparov vs. Smirin**  
USSR Championship 1988

Black Is a Piece Up

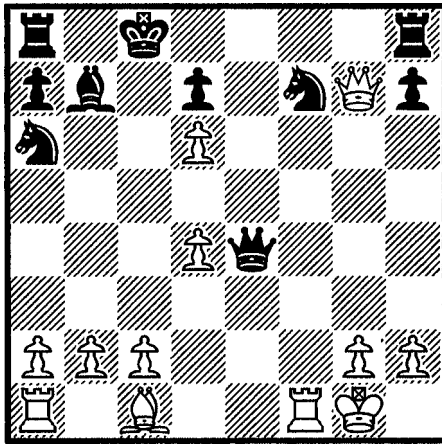


(a) Re8+ (b) Rxh6 (c) Rg6



**Neumann vs. Anderssen**  
Berlin 1864

White Has Pawns But Lacks Pieces

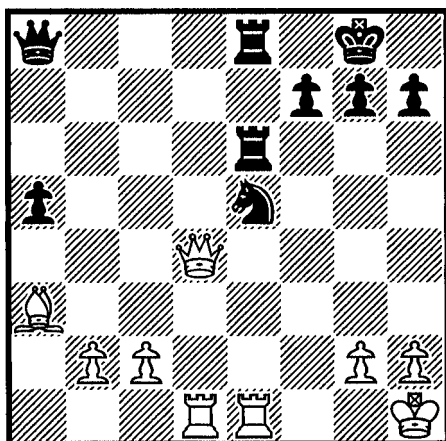


(a) Qxf7 (b) Rxf7 (c) Qxh8+

81

Vega vs. Woodyard  
Mississippi 1988

Back Rank Follies

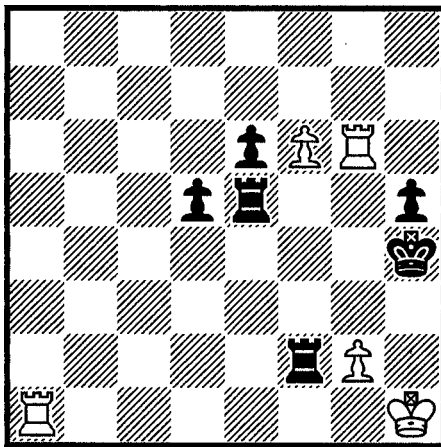


(a) Qh4 (b) Qd5 (c) h3

82

**Lens vs. Acers**  
New Orleans 1989

Mate on Your Mind?

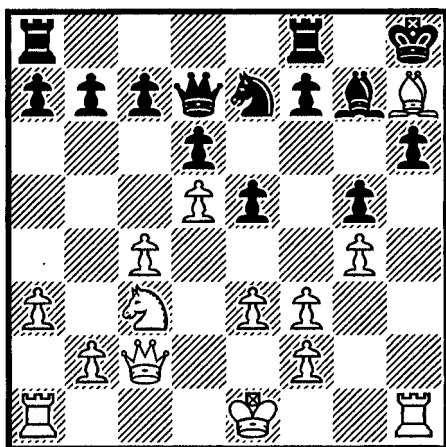


(a) Ra4+ (b) Ra3 (c) Kh2

83

**Gerlach vs. Witcomb**  
Santa Monica 1986

White's Bishop Is Out on a Limb

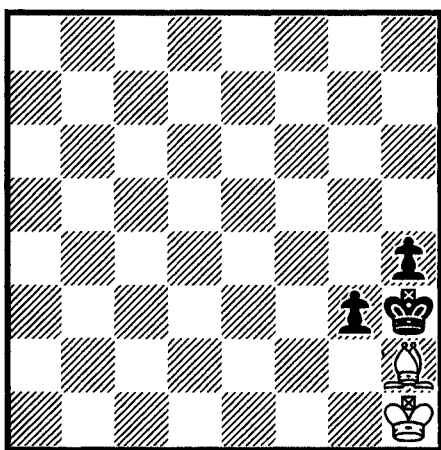


(a) Be4 (b) Ne4 (c) 0-0-0

**84**

**Kaner vs. Kolkey**  
California 1967

Two Moves Lose, One Draws



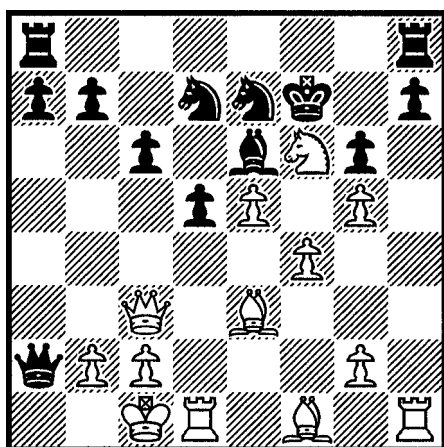
(a) Bxg3 (b) Bg1 (c) Kg1



85

**Martin vs. Nakamura**  
Hawaii Championship 1985

Black Has Set up a Blockade

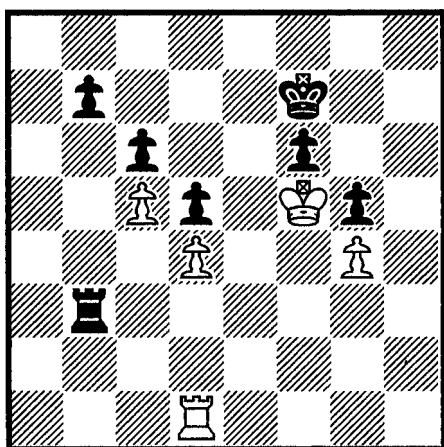


(a) Nxd7 (b) Rxh7+ (c) Nxh7

86

Morrow vs. Tanner  
Utah 1987

Black Is Two Pawns Ahead

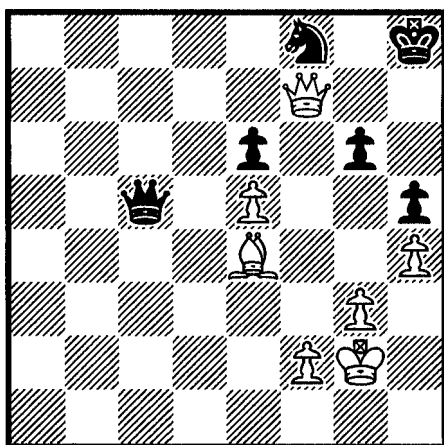


(a) Rh1 (b) Rf1 (c) Rd3

87

**Kasparov vs. Karpov**  
24th Match Game 1987

Easy Does It!

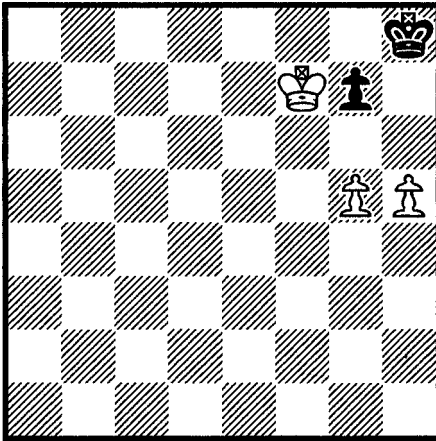


(a) Bxg6 (b) Qf6+ (c) Kh3



Composed by Lolli in 1793

Satan Never Sleeps

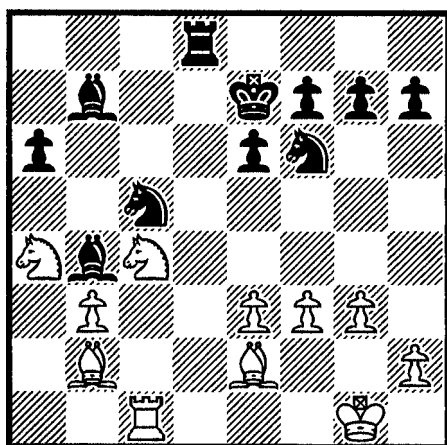


(a) h6 (b) Kg6 (c) g6

89

**Spassky vs. Chandler**  
New Zealand 1988

It Looks Pretty Boring

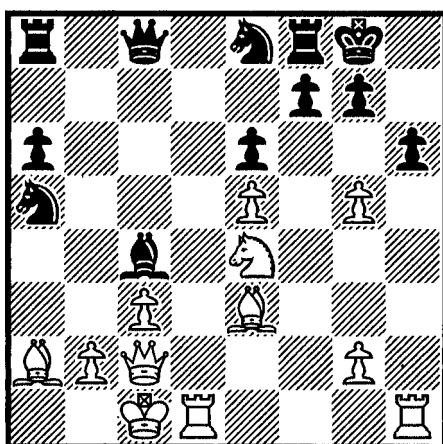


(a) Nxc5 (b) Bc3 (c) Ne5

90

**Peters vs. Dlugy**  
Los Angeles 1988

Whose Attack Comes First?

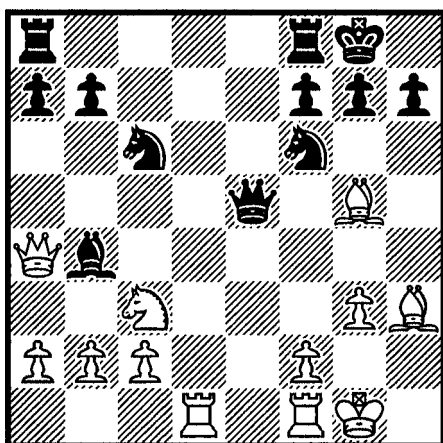


(a) b3 (b) Nf6+ (c) Bxc4

91

**Bacon vs. Ousley**  
Alabama 1985

Sometimes Simplicity Is Simplest Solution

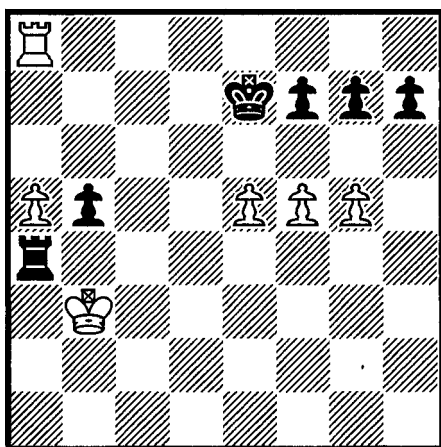


(a) Bxf6 (b) Bf4 (c) Qb5

92

**Bartkus vs. Pruitt**  
Reno Open 1986

Active vs. Passive Pawns



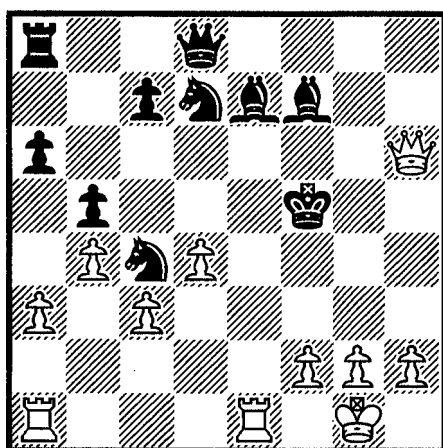
(a) f6+ (b) Rg8 (c) a6



93

Ige vs. Ross  
Hawaii 1979

A King Hunt

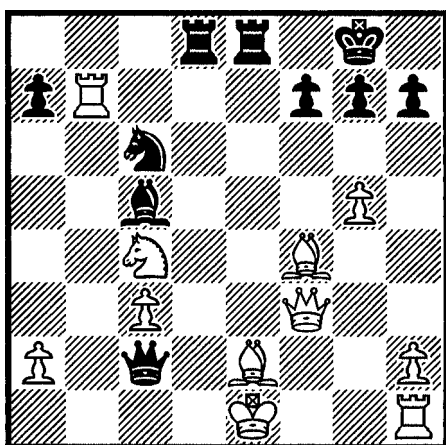


(a) g4+ (b) h3 (c) f3

94

**Goldberg vs. Fireman**  
New York 1987

Black Sacrificed a Piece to Attack

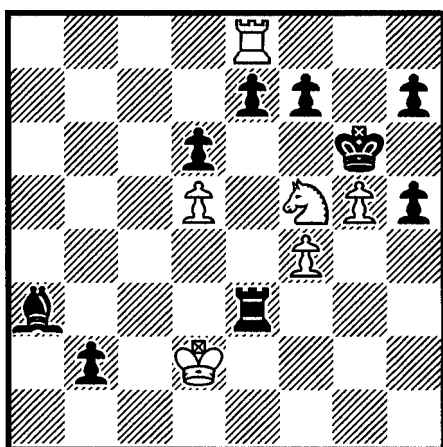


(a) Kf1 (b) Bd2 (c) Be3

95

Ivanov vs. Gonzalez  
Houston 1986

Black Threatens to Queen a Pawn

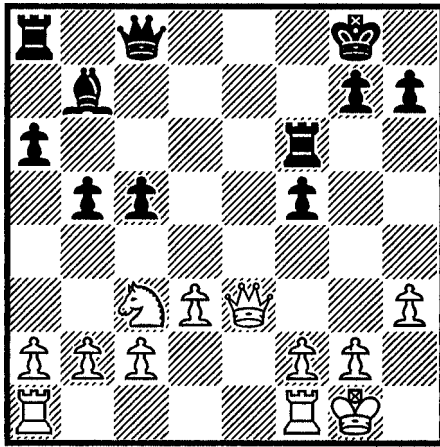


(a) Nxe3 (b) Nh4+ (c) Nh6

96

**Graham vs. Capp**  
New York State Championship 1983

White Is a Pawn Up

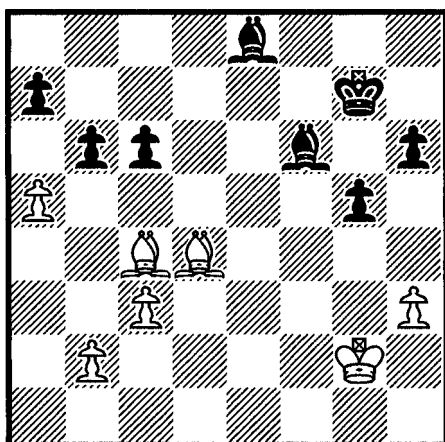


(a) f3 (b) f4 (c) g3

97

**Fischer vs. Pavey**  
Manhattan Club Championship 1956/7

Even Fischer Nods

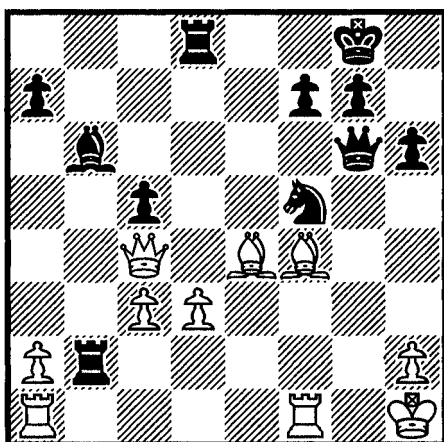


(a) Bf2 (b) Bxb6 (c) axb6

98

**Fischer vs. Bisguier**  
New York State Open 1963

White Is a Pawn Down

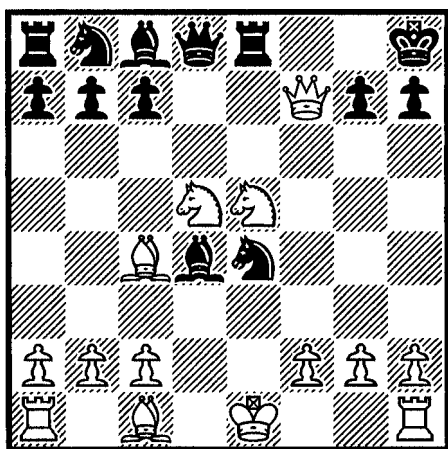


(a) Be5 (b) Bc1 (c) Rg1

99

Fidlow vs. Felice  
New York 1972

Sort Out the Chaos

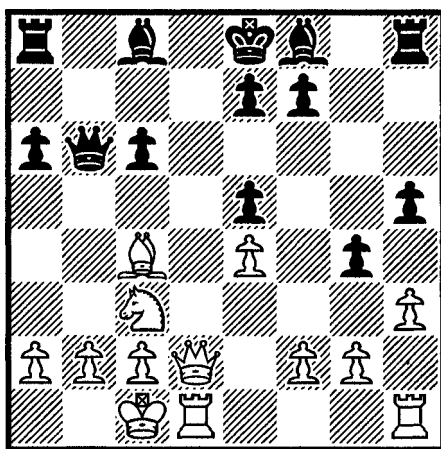


(a) Qg8+ (b) f4 (c) 0-0

100

**DeFirmian vs. Shiraz**  
Los Angeles 1985

Look Before You Leap!



(a) Nd5 (b) Kb1 (c) hxg4



# 100 CHESS POSITIONS

(The right answer is indicated by A, B or C after the problem number)

1. (A) – Kasparov stared into the abyss after dropping a piece 20 moves ago and reached a miracle draw despite his material deficit, but his last move (Ra1-h1?) should have cost him the game. White can extricate the knight from its awkward post by 1 Rg8! Ra1 (if 1...Kxc7 2 a7 wins or 1...Ka7 2 Nb4) 2 Nd5+! Kc5 (not 2...Kxa6 3 Ra8+ Kb7 4 Rxa1) 3 Rg5! Kb5 (if 3...Rxa6 4 Nc7+ followed by Nxa6; or 3...Kd6 4 Nb4 activates the knight) 4 Kb2 Ra5 5 Nc7+ Kb6 6 Rxa5 Kxa5 7 a7 and queens. Kramnik had a mirage. He said he saw the right move but thought 1 Rg8! Rh7 2 Rb8+ Ka7 (if 2...Kxc7 3 a7) 3 Rb7 was stalemate instead of mate!

(b) Kasparov wriggled out after 1 Kb2? Rh8! 2 Kb3 Rc8 3 a7 Kxa7 4 Kb4 Kb6 with a book draw. It's well known that rook and knight can't beat a lone rook with best defense.

(c) On 1 Kd3? Rc1 forces an immediate draw. White must give up the pawn in order to save his knight but then he doesn't have enough material left to force a win.

2. (C) – An easy draw is 1 Kd4! Ke6 2 Kc4. Neither side can make progress (2...f4? no longer works after 3 exf4 h4 4 gxh4 g3 5 fxg3 e3 6 Kd3 getting back in time to tackle the pawn).

(a) King and pawn endings are trickier than they look. White assumed that 1 Kd6? won – but got shocked by 1...f4! mobilizing the immobile pawns. 2 Kd5 (also hopeless is 2 gxf4 h4 and h3; or 2...exf4 h4 3 gxh4 g3! 4 fxg3 e3 and this pawn queens) 2...h4 3 Kxe4 f3! 4 gxh4 h3 and White resigned.

(b) The king also lands out of the square after 1 Kc6? f4!

**3. (A)** – Seeing ahead is essential, especially before embarking on a risky sacrifice. White won elegantly by 1 Bxh7+! Kxh7 2 Qh5+ Kg8 3 Ng6 Qd8 4 Ne4! Nd3 5 Ng5! (the quietus) fxc5 6 fxc5 threatening Qh8 mate.

(b) If White didn't have a forced win, the knight would have to beat a strategic retreat to f3 or g4!

(c) Pointless is 1 Qh5? Nxd3 2 Nxd3 Bd7 repulsing the attack.

**4. (C)** – It may seem unpalatable to swap a bishop for a knight without provocation, but the simplest way to defend the pawn on c4 is 1 Bxf6! Nxf6 2 Rac1 with roughly even chances.

(a) White lost the initiative, a pawn, and the endgame after 1 Rac1? Nc5! 2 dxc5 Qxc5+ 3 Kh1 Qxg5 4 Qa4 Qa5 5 Qxa5 bxa5.

(b) The same fate ensues after 1 Rfc1? Nc5!

**5. (B)** – The right path is 1 Rxe5! fxe5 (if 1...dxe5 2 d6) 2 Qh6+ Ke7 (also hopeless is 2...Ke8 3 Qg7 Qxb2 4 Qf6) 3 Qg5+ f6 4 Rh7+ and the attack will prevail..

(a) White resigned after the lackadaisical 1 Rhf4?? Rh5 trapping his queen!

(c) Inaccurate is 1 Qh6+ Ke7 2 Rxe5+ dxe5! and Black's fortress remains intact since d6 is no longer viable.

**6. (A)** – White created a passed pawn with 1 b5! Kh5 (no better is 1...Kf6 2 Kg4 g5 3 Kh5) 2 a5! bxa5 3 b6! cxd6 4 d6 and this soldier marches to glory.

(b) White is stymied after 1 h3? b5!! 2 axb5 b6 preventing the creation of a passed pawn.

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(c) White has no more than a draw after 1 a5? b5 (or 1...bxa5 2 bxa5 Kh5).

**7. (C)** – A lethal way to exploit the weak back rank is 1 Rxd5! Qxd5 2 Qf7+ Kh8 3 Qf8+ Rxf8 4 Rxf8 mate.

(a) Don't make moves that help your opponent. White simply remains a pawn down without compensation on 1 Rxe6? Qxe6.

(b) White has no crusher in sight after 1 Rf5? Ree8.

**8. (B)** – An amateur later found a draw by 1 Rb8!! Rxb8 2 g6 Rb7 (2 ...Qe1+ 3 Kg2 Qd2+ 4 Kh1 Qc1+ 5 Kg2 Qxb2+ 6 Kh1 Qc1+ 7 Kg2 Qd2+ 8 Kh1 produces the same result) 3 Qxe5+ Rg7 4 Qb8+ Rg8 5 Qe5+ with perpetual check.

(a) White eventually lost after 1 Ne2? Qf3+ 2 Qxf3 Rxf3 3 Kg2 Rxd3.

(c) It's easy to dispose of 1 g6? Qe1+ 2 Kg2 Rf2 mate.

**9. (B)** – The best chance to escape perpetual check is 1 Kh4!

(a) Even simple positions contain hidden dangers. White actually fell into a little trap after 1 Kg4?? f5+! 2 gxf6 Qf5+ 3 Kh4 Qh5 mate!

(c) No progress is made by 1 Kh2 Qe2+. 2 Kh3 Qf1+ repeating the position.

**10. (C)** – The “menacing” queen is actually a target. White won material and the game with 1 Bxg6! fxg6 2 Qxf8+! Kxf8 3 Bh6+ Kf7 4 Rxd5.

(a) Hope you swiftly eliminated 1 Bb4?? Bg5+! snaring White's queen.

(b) White simply drops a pawn on 1 Nf3 Qxa2.

**11. (B)** – It all hinges on a single tempo. The drawing line is 1 c5! Kf5 2 f4! Ke6 3 Kg2 Kd5 4 Kh3 Kxc5 5 Kxh4 Kc4 6 Kg5 Kc3 7 Kg6 Kb2 8 Kxg7 Kxa2 9 f5 and both sides queen. . .

(a) Fatal is 1 Kg2? Kf5 2 c5 Ke6 3 Kh3 g5! 4 c6 (no better is 4 f4 gxf4 5 Kxh4 Kd5 6 Kg4 Kxc5 7 Kxf4 Kd4!) 4...Kd6 5 c7 Kxc7 6 f4 gxf4 7 Kxh4 Kd6 8 Kg4 Ke5 and White resigned in a few moves.

(c) White loses a vital tempo by 1 f3? Kf5 2 c5 g5 3 Kg2 Ke5 winning easily. (Incidentally 1 f4! Kf5 2 c5 also draws.)

**12. (A)** – White mopped up with 1 Rd8+! Kxd8 2 Nxc6+ Qxc6 3 Qxc6.

(b) Beware of transpositions! Apparently 1 Nxc6? (threatening Rd8+) also does the trick but 1...Ba6! guards both the queen on b5 as well as mate on d8.

(c) Also inaccurate is 1 Qxc4? Qxc4 2 Bxc4 Be6 and Black is very much alive.

**13. (C)** – It's still a hard fight after 1 Ng3 Rh8 2 Rxd6 Qh4 3 Qd5.

(a) White resigned after the hasty 1 Rxd6? Nxe4. He must lose material or land in a mating net (2 fxe4 Qh4).

(b) Hoping to drive back the pesky knight by 1 b4? is refuted by 1...Nxe4! 2 fxe4 Qh4.

**14. (A)** – 1 Qf4! won instantly. If 1...Qxf4 (or 1...Rd6 2 Ne6+) 2 Re8+!! Rxe8 3 Nd7 mate.

(b) If you don't use it, you lose it! Black has time to save himself after 1 b4? Nf6.

(c) Ditto 1 f4? Nf6.

**15. (C)** – The drawing resource is 1 Ke8! a3 (no better is 1...Bd4 2 f7 Bg7 3 Ne7! a3 4 Nf5 a2 5 Nxc7 a1/Q 6 f8/Q) 2 Ne7 a2 3 f7 a1/Q 4 f8/Q Qa8+ 5 Kf7 and it's down to skin and bones.

(a) Premature is 1 Ne7? Bd4! 2 Nc6 Bxf6! 3 Kxf6 a3 and the pawn queens.

(b) White lost the game after 1 Ke6? a3 2 Ne7 Bd4! 3 f7 Bg7 4 Nf5 Bf8 and once again the bishop trumps the knight. The king on e8 prevents this defense.

**16. (A)** – On 1 Rxc6! Black resigned (1...Rxc6 2 Ne7+ Rxe7 3 Rd8 mates; or 2...Kf8 3 Nxc6 bags material.) A good illustration of exploiting a back rank weakness.

(b) Black is praying for 1 b4? Nb7! trapping the rook and guarding d8 at the same time.

(c) White dissipates his initiative after 1 Ne7+? Rxe7 2 Rxc6 R7e8.

**17. (C)** – White won with 1 e5! fxe5 (if 1...Rxd5 2 Rb7+ Kh6 3 Bb1! Ra5 4 Kxf6 Kh5 5 Rg7 f3 6 Bf5 wins) 2 Kxe5 f3 3 gxf3 Bxf3 4 d6 Rd8 5 Bf5 Bc6 6 d7 Rf8 7 Rd4.

(a) White loses after 1 Bb5?? Re7 2 d6 Re5 mate!

(b) Don't fall for 1 Ke6?? Bg4 mate!

**18. (B)** – A smooth way to defend the pawn and develop a new piece is 1 Qc2 h6 (now 1...Nxe4? 2 Bxd8 Nxc3+ 3 Kd2 wins) 2 Be3 and White is not obliged to swap his bishop for the knight.

(a) White lost a pawn and ultimately the game after 1 Nd2? Nxe4! 2 Ndx4 (even worse is 2 Bxd8 Nxc3+ regaining the queen with interest) Qxg5.

(c) On 1 Be2 h6! White must give up the two bishops to avoid losing a pawn. Black stands well after 2 Bxf6 Bxf6 with the threat of Bxc3 followed by Rxe4.

**19. (A)** – As always, you must see the follow-up before launching a combination. The killer is 1 Nxh6+! gxh6 2 Ng4!! (not 2 Qxf6? Bg7) Nxc4 (if 2...Nfe4 3 Nf6+ Nxf6 4 Qxf6 clinches it) 3 Qxc4+ Kh7 4 Qf5+ Kg8 5 Qf6 Kh7 6 Qh8+ Kg6 7 h5 and Black resigned before getting mated.

(b) Good but less forcing is 1 Ng4.

(c) The same goes for 1 Rhe1. When there's a forced win, everything else is meaningless!

**20. (B)** – The decisive maneuver is 1 b6! cxb6 (or 1...Kc6 2 Rb8) and Black resigned in view of 2 Rh8 Rxa7 3 Rh7 winning the rook. This tactic is known as an x-ray attack.

(a) White simply allows a draw by 1 Rh8? Rxa7.

(c) Pointless is 1 Ke4 h5 when White still must find b6! at some point in order to win.

**21. (B)** – It's necessary to deflect the king as well as the rook in order to reach a draw by 1 h6+! Kxh6 2 e7 Rb8 3 Kc1 Kg7 4 e8/Q! Rxe8 5 Kb2 Re2 (also insufficient is 5...Ra8 6 Ka1 followed by Nb4 and Nxa2) 6 Ka1! Rxc2 (otherwise Nb4 reaches a theoretical draw) stalemate!

(a) White is just a rook behind after 1 e7? Kf7 2 h6 a1/Q 3 Nxa1 Rxa1 3 h7 Rh1.

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(c) Too slow is 1 Kc3? a1/Q+ 2 Nxa1 Rxa1.

**22. (A)** – It's still a hard game if White defends the knight and creates an escape square for his king on g2 by 1 g3! Rc2+ (or 1...Bxa2 2 Kg2 Rc2+ 3 Kh3) 2 Kg1 fxxg3 3 hxg3.

(b) Instead White lost on the spot after 1 Nf5? Be1+! 2 Ke2 Bc4 mate. Did you see this threat?

(c) Save your own king before hunting the enemy king. White again gets mated after 1 Rb7? Be1+ 2 Ke2 Bc4.

**23. (A)** – Strike while the iron is hot! Black lost after 1 Bd7! Black's overburdened queen can't defend both f8 and c7 at the same time. If 1...Qxd7 2 Qf8 mates. Or 1...Rd8 2. Qxc7 Qxd7 3 Qxd7 Rxd7 4 Rf8 mate.

(b) The obvious 1 Bg5? Ne6 gives Black time to save himself.

(c) The lackluster 1 d4? contains no threat and allows Black to mount a defense with 1...Bc8.

**24. (C)** – The sharp 1 Nxc8 Rxc8 2 c5! takes advantage of the traffic jam along the d-file. If 2...Nxc5 3 Rxd4 Nb3 4 axb3 Qxd4 5 Be3 Qd8 6 Rxa7 snags two pieces for a rook. Also inadequate is 2...Qb4 3 a3 Re1+ 4 Kh2 or 2...Qxc5 3 Qxc5 Bxc5 4 Rxd7 Bxf2 5 h4.

(a) The game continued 1 Bf4? Nf8 and White had nothing immediately decisive.

(b) Too tame is 1 Ne4? c5 anchoring the bishop.

**25. (B)** – The crusher is 1 Rxd5! exd5 (the point is 1...Qxf4 2 Nxf4 Rxd5 3 Nxd5 wins a piece) 2 Nd4+ Ke8 3 Ne6+ fxe6 4 Qxf8 mate.

(a) White achieves nothing by 1 Qa4? Qc6.

(c) White fritters away the win by 1 Qxc7? Rxc7 with a draw in sight.

**26. (A)** – Anand dropped a piece and soon had to resign after 1 Qe5? Bf7 2 d7 Qxe5 3 R1xe5 Kf8.

(b) The right path is 1 Qc4+! Kh8 (if 1...Kh7 2 Rxc7+! Kxc7 3 Re7+ Kf8 4 fxc6 wins) 2 fxc6 Rxc6 3 Qf7 Kh7 4 R1e6!

(c) Show no mercy! Black still has chances to survive after 1 fxc6? Rxc6 (not 2 d7 Qg3+).

**27. (A)** – Sacrificing the bishop ends further resistance: 1 Bxf7+! Kxf7 2 Qd7+ Kf8 3 f7! Ra8 4 Qd6+ Kg7 5 f8/Q+ Rxf8 6 Qxf8 mate.

(b) White has no Sunday punch after 1 Qd7? Qf8.

(c) This isn't the time to worry about back rank mating threats. The tame 1 h3 lets Black survive with moves like 1...Qf8.

**28. (B)** – The simplest way to hold the center is 1 Bd3 Nc6 2 d5 Na5 3 Ke2 b6 4 Rhc1.

(a) White failed to anticipate ...Nc6 and lost a vital tempo by 1 Bc4? Nc6 2 d5 Na5 3 Bd3 e6 destroying his center.

(c) Careless is 1 Be2? Nc6 2 d5 e6 again demolishing the central pawns.

**29. (A)** – White has an advantage in space and should probe for weaknesses on the queenside by 1 a4!

(b) Avoid exchanges when your opponent is cramped. The vapid 1 Ba6 Qc8 2 Bxb7 Qxb7 achieves nothing except to help Black free his game.



(c) In the game White simplified too soon with 1 Ne4 Nxe4 2 Bxe4 Bxe4 3 Qxe4 b5! and Black seized a queenside initiative.

**30. (A)** – Stay alert! Ordinarily 1 Bxf6 Bxf6 swapping a bishop for a knight without provocation would be rejected out of hand, but here the tactical point is 2 Bd5! Hitting the rook on a8 is decisive.

(b) In the game 1 dxc5? dxc5 slammed the door on a golden opportunity because Bd5 is no longer viable.

(c) Too routine is 1 0-0? Bb7 with even chances.

**31. (C)** – Black resigned after 1 Bxh7+! Kxh7 (better to fight on a pawn down by 2...Kf8) 2 Ng5+! Kg6 3 Qxf7+ Kxg5 4 Qxg7+ Kh5 5 Re5+ Qxe5 6 Qxe5+ Bg5 7 f4 Rc5 8 Qe2+ followed by fxe5.

(a) White achieves nothing tangible after 1 Qf5 g6 forcing the queen to retreat..

(b) The same goes for 1 Qxd6 Bxd6.

**32. (A)** – Superficially 1 Nxd5! Nxd5 looks bad because 2 Qxd5 Bh2+ snares the queen, but the surprising 2 Qg4! compelled resignation (2...g6 3 Nh6 mate).

(b) Tempting is 1 Nxg7? Kxg7 2 Nxd5 but Be5 repulses the immediate threats.

(c) 1 Nxd6? Qxd6 2 Nb5 Qe6 3 Bxf6 Qxf6 4 Qxd5 gains a pawn but lets Black off the hook.

**33. (B)** – White missed a beautiful win with 1 Bd5! Rxd5 (not 1...Qxd5 2 Rxh6 mate) 2 Qxd5! Qxd5 3 Rxh6 mate.

(a) In time trouble White lost after 1 Qg5? Rxd4! 2 cxd4 Nxb3 (if 3 Rxb3 hxg5).

(c) White simply drops a piece after the pusillanimous 1 Rg1? Nxb3.

**34. (B)** – The key move is 1 Qf4! Kc2 (to stop Qc1; if 2...Kb2? 3 Qe5! wins) 2 Qe3! Kb2 3 Qe5! and Black can't advance his pawn to b2 with his king in the right place (e.g., 3...Kb3 4 Kf7 c2 5 Qa1; or 3...Kc2 Qxc5).

(a) Precise calculation is required. Tempting but wrong is 1 Qf3? Kb2 2 Qf6 Kc2 3 Qf2+ (or 3 Qe5 Kd2 4 Qd5+ Kc1! holds the draw) Kd1 5 Qxc5 c2 6 Qd4+ Kc1 6 Kf7 Kb1 7 Qb4+ Ka1 8 Qc3+ Kb1 9 Qb3+ Ka1! 10 Qxc2 stalemate!

(c) Stalemate arises from 1 Qxc5? c2 2 Kf7 Kb2 3 Qb4+ Ka1 4 Qc3+ Kb1 5 Qb3+ Ka1! as in variation "a."

**35. (C)** – The only move to hold a draw is 1 R6a7! in order to retain pressure on f7 and tie the enemy rook to f8.

(a) White had to resign after 1 Rd7? Rg8! with the lethal threat of Rg4 mate. If 2 e4 fxe4 3 Ke3 Rxf3+ cleans house.

(b) It may not seem to matter which rook goes here but it makes all the difference in the world. Again White seals his own fate by 1 R7a7? Rg8!

**36. (A)** – The fact that pawns are doubled neutralizes their power but the ugly 1 b4! axb4 2 axb4 wins by controlling c5. The point is White can gain the opposition TWICE after 2...h6 3 h4 h5 4 b3 (once!) Kc6 5 Kd4 Kd6 6 g3 (twice!) and his king will penetrate either to e5 or c5 depending on how Black gives ground with his king.

(b) The game was drawn after 1 h3? b4! 2 g3 h5 3 a4 Kc5. White can't get his king to d4.

(c) It's also drawn after 1 g3? b4. White's king can no longer penetrate to d4 and c5.

**37. (A)** – Although White is a pawn down, the flexible 1 Kc2! actually wins by running Black out of moves: e.g., 1...g5 2 g4 f6 3 h3 f5 4 gxf5 g4 5 f6 gxf3 6 f7 f2 7 f8/Q. Or 1...h5 2 h4 f6 3 f4 f5 4 g3 g5 (zugzwang – Black would like to pass but he can't!) 5 fxe5. Also hopeless is 1...f5 2 g3 g5 3 g4 f4 4 h3 h5 5 gxh5 g4 6 h6 and this pawn queens first with mate.

(b) The game was only drawn on 1 g4? f5! 2 gxf5 gxf5 3 f4 h5 4 h4 stalemate.

(c) Another reason why White's king belongs on c2 is shown after 1 h4? g5! 2 hxg5 hxg5 3 g4 f5 4 gxf5 g4 5 fxe4 (or 5 f6 g3 6 f7 g2 7 f8/Q g1/Q WITH CHECK draws) and once again Black escapes with stalemate.

**38. (B)** – Black has a hard time finding a defense to 1 Qc5! threatening Qxh5+

(a) White launched a faulty combination and lost after 1 Rxb7? Rxb7 2 Qxe4+ Qg6 pinning the queen and preventing the intended Qxb7.

(c) There's no reason to ease Black's defensive task by 1 Rxf7+? Qxf7. When you have an initiative, don't release the tension without a good reason.

**39. (C)** – White must find a way to consolidate and neutralize the pressure without giving back the pawn. A reasonable try is 1 Ne1 intending Nc2. If 1...Ne3 2 Rf2 c4 3 Na4 holds.

(a) The game ended abruptly after 1 h3? Ne5! 2 fxe5 Qxh3 mate. An amazing blunder at the highest level!

(b) White drops the extra pawn – his only advantage – with 1 Na4? Bxb2 2 Nxb2 (not 2 Rxb2? R8xa4) Rxa2.

**40. (B)** – What harm can it do to tickle the enemy king by 1 Bc2 while awaiting further developments? Now the threat of Qh7 followed by Nh4 looks menacing.

(a) Decentralizing the knight looks reasonable but was punished by 1 Nh4? Be1!!! (did you see this?) 2 Rxf6 Qg3+ 3 Kf1 Rxf6+ 4 Ke2 Nb4 and White resigned.

(c) Premature is 1 g5 Rf5 leaving White's king far more exposed than his counterpart.

**41. (C)** – Why struggle? White can avoid material loss by 1 g4 Nf4 2 Bf1 g5 3 Kg3!

(a) Simple positions are not so simple. White drops a pawn after 1 Bf1? g5 2 Ng2 Bxh3.

(b) In the game White needlessly gave up a pawn by 1 Bc4? Nb6 2 Be2 g5 3 Ng2 Bxh3 and had to struggle to draw.

**42. (B)** – Correct is 1 Nxe7! Re8 2 b4 axb4 3 axb4 Rc4 4 Nd5 Bxd5 5 Rxd5 Rxb4+ 6 Kc3 Rc4+ 7 Kb3 and White will shortly gain a pawn.

(a) Thinking he was on the verge of gaining material, Anand fell for a trap with 1 b4 axb4 2 axb4 Rc4 3 Nb6? (instead 3 Nxe7 maintains parity) Rxb4+ 4 Ka3 Rxc2! White resigned because of 5 Rxc2 Rb3+ 6 Ka2 Re3+ 7 Kb2 Rxe1.

(c) After the insipid 1 Nf4 Kf6 a draw is likely.

**43. (C)** – After 1 f3 it's still a hard fight with Black's two minor pieces vs. rook and pawn.

(a) White walked straight into mate with 1 Bxb6? Nh4+! 2 gxh4 (or 2 Kg1 Qf3 3 gxh4 Bh3) Bh3+! 3 Kxh3 Qf3.

(b) Neglecting the safety of the king by 1 d6? is again punished by Nh4+! forcing mate.

44. (A) – White won elegantly with 1 Kc5! h4 2 Rd1! h3 (no better is 2...Rxa7 3 Rd7+ Kb8 4 Kb6! Rxd7 5 cxd7 and the pawn queens with mate) 3 Rd7+ Kc8 4 Kb6 g5 (or 4...h2 5 Rd1 g5 6 c7 and Rd8 mate next) 5 Rxe7 Kd8 6 Rh7 and Black resigned.

(b) White makes no progress by 1 Re1 Kd8! (but not 1...Rxa7? 2 Rxe7+ Kb6 3 Rxa7 Kxa7 4 Kd6! h4 5 c7 Kb7 6 Kd7 wins).

(c) As usual in these endings, one tempo is crucial. Too slow is 1 f4 h4 2 Kc5 h3 3 Kb5 h2 4 Ka6 Rd8 5 Rh1 Rd2! and draws (6 a1/Q Ra2+ 7 Kb5 Rxa1 8 Rxh2).

45. (B) – Every pawn advance, however well motivated, creates a weakness. Here the pawn on h6 led to Black's downfall. The game ended by 1 Nc6! Qc7 2 Qxe6+! fxe6 3 Bg6 mate.

(a) Black averts disaster after 1 Nxe6? fxe6 2 Qxe6+ (or 2 Bg6+ Ke7) Qe7 3 Bg6+ Kd8 forcing a queen swap.

(c) Shun moves that help your opponent! Black would be overjoyed at 1 dxc5? Bxc5! developing a piece and preparing to castle.

46. (C) – Lift the stalemate once and for all by 1 Kf5! Kg7 2 Ke5 Kh6 3 Kd4 Kh5 4 Kc5 dislodging the knight so the pawn can queen.

(a) White must avoid 1 Bd5? Nc8! Now any pawn promotion fails to win and 2 a8/Q draws by stalemate.

(b) The same snare exists after 1 Kf7? Nc8! 2 a8/B Nd6+ 3 Kg6 Nxe4 4 Bxe4 leading to a book draw.

**47. (C)** – White needs his rook to stay put. Marking time by 1 **Kf3!** **h4** (how else can Black make progress? If 1...**Rd4** 2 **Re5+** holds) 2 **Ra3** **h3** 3 **Kg3** **h2** 4 **Kxh2** **Kxf4** leads to a book draw.

(a) White resigned after 1 **Rb3?** **Ke4!** 2 **Rb4+** **Rd4** 3 **Rb6** **Rd3+** 4 **Kh4** **Kf5** (threatening **Rf3**) 5 **Rb8** **Kxf4** 6 **Rf8+** **Ke5** 7 **Kg5** **Rg3+** 8 **Kh4** **Rg4+** 9 **Kh3** **Rf4**. Two connected passed pawns are decisive.

(b) The same fate is in store after 1 **Re8?** **Rd3+** 2 **Kh4** **Kxf4** picking up a second pawn. If White could get his rook off the board now – but he can't – it would be stalemate!

**48. (C)** – Black resigned without further ado after 1 **Rxc5!** **Rxc5** 2 **Qh4!** with the double threat of **Qxh7** and **Qxd8** mate.

(a) If White had nothing better, then 1 **Bb1** would be plausible..

(b) The crude mating threat 1 **Be5?** is thwarted by **f5** throwing White on the defensive.

**49. (B)** – It ended quickly after 1 **g4+!** (30 lashes if you thought this move was impossible due to 1...**hxc3** 2 **Nxc3+** **Kg5** winning the rook) **hxc3** 2 **h4!!** Now 2...**Bxh4** 3 **Nd6+** **Kg5** 4 **Nxf7+** wins a whole rook while 2...**Rg7** 3 **Nxc3+** **Rxc3+** 4 **Kxc3** wins more slowly.

(a) Black gets counterplay on 1 **Rxh5+** **Ke6+** (stronger than 1...**Kg6+** 2 **Kg4**) 2 **Ke2** **Rg7**.

(c) If White had nothing better, then 1 **Rc6** would be a reasonable choice.

**50. (B)** – A unique twist wins outright: 1 **Be7!** **Qxe7** 2 **Qh7+** **Kf8** 3 **Qh8** mate. Black's exit is blocked by his own men!!

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(a) Before moving, consider your follow-up. On 1 Qh7+? Kf8 2 Qh8+ Qg8 White remains a rook down without any compensation.

(c) Black is praying for 1 Bxd8? Rxd8 remaining a piece up.

**51. (C)** – A straightforward win that avoids a long queen ending is 1 Kb6! Kd6 2 g4 Kd7 3 gxh5 gxh5 4 Kb7 Kd6 6 Kc8 Ke7 7 Kc7 and Blacks king will be squeezed into giving ground.

(a) Botvinnik says the best winning try is 1 f4 exf4 2 gxf4 e5 3 fxe5 Ke7 4 Kd5 g5 5 hxg5 h4 6 g6 h3 7 g7 Kf7 8 e6+ Kxg7 9 Kd6 h2 10 e7 a8/Q 11 e8/Q with a difficult queen and pawn ending.

(b) On 1 g4 Kc7 2 g5 Kd7 3 Kb6 Kd6 4 Kb7 Kd7 Black draws by holding the opposition.

**52. (A)** – The only drawing line is 1 b6 Ra6 (but not 1...g1/Q? 2 Rxg1 Kxg1 3 b7 and the pawn queens) 2 Rf8+ with constant checks.

(b) Horrible is 1 Kb3? Rf4! 2 b6 (too late) g1/Q 3 Rxg1 Kxg1 4 b7 Rf8 5 Kc4 Rb8 picking up the loner.

(c) Shun useless checks. Suicidal is 1 Rf8+? Kg3! 2 Rg8+ Rg4 with coronation imminent.

**53. (B)** – Correct is 1 Bb3 clutching the extra pawn. If 1...c4? 2 Nxc4! bxc4 3 Ba4! Qxa4 4 Qxe7 mate.

(a) In the game White played 1 Nxb5? axb5 2 Bxb5 Qxb5 overlooking this capture is WITH CHECK. Did you have the same hallucination as grandmaster Bisguier?

(c) Inferior is 1 Bd3 Nxd5 2 Qf3 Bxd3+ 3 Qxd3 Nxf4 4 Qe4 d5 5 Qxf4 Rf8 pinning the queen.

**54. (C)** – The sharpest way to create an imbalance is 1 d5! Bxd5 2 Bxd5 Qxd5 3 Rxb7 Bf6 4 Be3 with long-term pressure against the weakened queenside pawns.

(a) An objection to 1 Bb2 is that White doesn't know yet whether the bishop belongs here Now 1...a5 2 Ba1 b5 3 Qc2 Bc4 gave chances for both sides.

(b) After 1 Rd1 Rfd8 White keeps a slight edge in space, but nothing to write home about.

**55. (C)** – White should be able to bring home the bacon with 1 Bc4+ Kg7 2 Nxc5 Nxc5 3 Bxc5 Bxh2+ 4 Kh1— now if 4...Bxg2+? 5 Kxg2 Rxf2+ 6 Qxf2 thwarts all the mate threats.

(a) In the game White fell into a beautiful trap after 1 Nxc5? Bxh2+ 2 Kh1 Bxg2+! 3 Kxg2 Rxf2+!! 4 Rxf2 (or 4 Kh1 Qb7+) Qg3+ 5 Kh1 Qg1 mate.

(b) The same thing happens after 1 h3? Bh2+ 2 Kh1 Bxg2+. (Better is 1 g3.)

**56. (A)** – Correct is 1 Bxg3! because the other captures cost a pawn.

(b) If 1 hxg3? Bxf2! 2 Kxf2 Rh2+ transposes into the game.

(c) Kasparov overlooked that 1 fxg3? Bf2 (anyway)! 2 Kxf2 Rxh2+ picks up a pawn, yet he still managed to hold a draw after 3 Kf1 R4xe2! 4 Rxe2 Rh1+ 5 Kf2 Rxd1 6 b3.

**57. (C)** – A rare case of premature resignation. The miracle is 1 Kg4! Ke5 2 g6! h6 (or 2...hxg6 3 fxg6 f5+ 4 Kg5 f4 5 h5 f3 6 h6 gxh6+ 7 Kxh6 f2 8 g7 and both sides queen) 3 Kh5!! Kxf5 stalemate!

(a) Hopeless is 1 g6? h5! 2 Kf3 Ke5 munching on pawns.



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(b) Equally futile is 1 h5? h6 2 gxh6 gxh6 3 Kf3 Ke5 4 Kg4 Ke4 and Kxf5 next.

**58. (A)** – The unusual sacrifice 1 Rxc6! hxc6 2 Qd4 forced Black to throw in the towel owing to the crushing threat of Qxc7 mate.

(b) Inaccurate is 1 Qd4 Ne5 staving off the mate threat.

(c) Too slow is 1 h5? Bf5 menacing Qb1 and Qc2 mate.

**59. (B)** – The best chance to survive is 1 Rge1! Ng3! 2 Kg1! (not 2 hxc3? fxc3 3 Qxe3 Qh5+ 4 Kg1 Qh2+ 5 Kf1 Rd6! 6 Qe8+ Kg7 7 Qe5+ Rf6+ wins) Ne4 3 Rxe3! fxe3 4 Qxe3.

(a) What a mess! White lost after 1 Rae1? Ng3+! 2 hxc3 Qh5 mate.

(c) The panicky 1 Qh4? loses to g5 2 Qf2 Ng3+! 4 hxc3 fxc3 4 Qe1 Qd6! with the devastating threat of Qh6.

**60. (C)** – White can clip a pawn by 1 Nxe4! dxe4 2 Qxa7!! The queen is immune due to Black's vulnerable back rank.

(a) The game was drawn after 1 Nf1? Nf6 2 Ng3 Rac8 3 h3 h6 4 Ne2 Rd7 5 Nc3 Qe6 6 Qa5 d4! etc.

(b) The tame 1 h3? h6 protecting both back ranks would be fine if White had nothing better.

**61. (A)** – The winning line is 1 h7! Kg7 2 Ke6! Kxh7 3 Kf7 Bc3 4 f6 and White will usher a pawn to the queening square by g6 and g7.

(b) The game was drawn after 1 Kd6? Bc1! 2 g6+ Kg8 3 h7+ Kh8 4 f6 Bb2 5 g7+ (no better is 5 Ke6 Bxf6 6 Kxf6 stalemate) Kxh7 6 Ke7 Bxf6+! 7 Kxf6 Kg8 8 Kg6 stalemate!

(c) Also drawn is 1 g6+? Ke7! 2 g7 (or 7 h7 Bg7 with a blockade) Kf7 3 Kd6 Bc1, etc.

**62. (A)** – A straight line is often the shortest way to the point. Black perished in the game after 1 Rxb7+! Kxb7 2 Qxa6+ Kb8 3 Qb6+ Ka8 4 Qxc6+ Kb8 5 Qb6+ Ka8 6 Bb5.

(b) It's not enough to get a won game, you have to win it! A dreadful error is 1 Qxc6? Qd1+ 2 Bf1 Qxb3! 3 axb3 bxc6 turning the tables!

(c) A similar reversal of fortune occurs on 1 Qxa6? Qd1+ followed by Qxb3.

**63. (C)** – White should pile on positional pressure by 1 Rc1! indirectly protecting the pawn and removing the rook from danger along the a1-h8 diagonal.. If 1...Bxc4? 2 Nd5 Bxe2 3 Qxe2 Qd8 4 Nc7 gains material.

(a) Trying to defend the pawn by 1 Qb3? fails to Nxe4! 2 Nxe4 Bxa1 snaring the Exchange.

(b) In the game White played 1 Nd5? which could have lost material to 1...Nxd5! 2 exd5 Bxd5! 3 cxd5 Qc3+ followed by Qxa1.

**64. (B)** – The simplest solution is 1 Qc1+! Kh5 (to avoid a queen swap after 1...Kg6 2 Qc6+ Kg5 3 Qd5) 2 Qd1+ Kh6 3 b7 and Black is hard-pressed to draw.

(a) After the hasty 1 b7? Qc5+ 2 Kh1 (or 2 Kf1 Qf2 mate) Qh5+ 3 Kg1 Qh2+ 4 Kf1 Qh1+ 5 Ke2 Qxb1 Black snatched victory from the jaws of defeat..

(c) It's an immediate draw after 1 Qe1? Qc5+ 2 Kf1 Qc4+ 3 Qe2 Qc1+ with perpetual check.

**65. (A)** – The second move of a combination is often more startling than the first one. White won quickly after 1 Rxd5! exd5 2 Qe4!! Kh8 3 Bxd5 Qc7 4 Bxa8.

(b) After 1 Bxd5? exd5 White has no knockout blow in sight.

(c) The knight gets stranded on d6 after 1 exf6? Rxf6.

**66. (C)** – White eventually won by utilizing a pin on the d-file: 1 Bxd6! Bxd6 2 Nb5 Qa5+ 3 b4 cxb4 4 Nxd6 bxa3+ 5 Qd2 Qc7 (if 5...Qxd2+ 6 Nxd2! threatens both Nxb7 and Bxh5) 6 Ng5 Qe7 7 Nxb7 Qxb7 8 Bf3 Nc6 9 Qd6 (also strong is 9 Nc5).

(a) The routine 1 0-0 Nxc3 2 hxg3 leads to a long struggle. This continuation would be okay if White had nothing sharper.

(b) Horrible is 1 e4? f4 entombing the bishop.

**67. (B)** – The cleanest path to an advantage is 1 Rxd6! Qxd6 (or 1...Nxd6 2 Qxe7) 2 Bxe7 Qxe7 3 f3 Rae8 4 Re1 followed by fxe4 gaining two minor pieces for a rook.

(a) In the game White went astray with 1 Bxe4? Qxe6 2 Bh7+ Kf7 3 Qh5+ g6 4 Qxh6 Nf5 5 Qd2 Nxh4 and resigned.

(c) Offhand 1 Rxe4!? dxe4 2 Qxe4 looks attractive but 2...Nf5 repulses the attack.

**68. (C)** – 1 Qf2 offers some resistance, though White is a pawn behind and can expect to lose.

(a) White won by bluffing in a desperate position! 1 Nxf6?! Kxf6? (missing a slamdunk by 1...Rxxh4+! 2 Kg2 Bh3+) 2 Rxe6+ Bxe6 3 Qxe6+ Kg7 4 Qf7+ Kh6 5 Qf6+ Ng6 6 Qxd4. Who can argue with success?

(b) On 1 Nd2? Rxxh4+ is crushing.

**69. (C)** – The plausible 1 c3 prepares queenside action and – above all – does no harm. An old checker maxim states that he who disturbs his position the least disturbs his opponent the most.

(a) In the game 1 Ng3? met with a stunning refutation: 1...Qxg3! 2 hxg3 g5 and White has no defense to Rh6 mate.

(b) White needlessly creates a target by weakening his e-pawn with 1 f4 exf4 2 Rxf4 Rae8.

**70. (B)** – Simpler and stronger is 1 Rh8 (threatening Ra8 mate) Re5+ 2 Kd6 Re3 3 e8/Q Rxe8 4 Rxe8 h2 5 Rh8.

(a) The composer's solution is 1 Rxh3 Rxh3 (or 1...Rxe7 2 Ra3 mate) 2 e8/Q requiring many more moves to win with queen vs. rook.

(c) Nothing is gained by 1 Kd6 Rd3+ White must go around in circles with 2 Kc5 and return to the original position in order to win.

**71. (A)** – White missed a sockdolager: 1 Rxf7+! Nxf7 2 Qxf7+ Kh6 3 Bd3! Qg5 (if 3...Qh5 4 Qxf6 Qd5+ 5 Qf3 wins) 4 f4 Qh5 5 Qxf6 Qd5+ 6 Kf2 Qxd3 7 Qh8 mate.

(b) White entered a protracted ending and finally managed to score the point in 30 more moves after 1 Qxe5 Bxe5.

(c) If White had nothing better, then 1 Qc6 would be reasonable.

**72. (B)** – Lasker found a nifty draw by 1 Kg6! Kxh4 (to stop h5) 2 Kf5 Kg3 3 Ke4 Kf2 4 Kd5 Ke3 5 Kxc5 Kd3 6 Kxb5 Kc2 7 Kxa5 Kxb3.

## 100 CHESS SOLUTIONS

(a) Tarrasch expected 1 Kf6? c4 2 bxc4 bxc4 3 Ke5 c3! 4 bxc3 a4 and the pawn scores a touchdown.

(c) White is a tempo short after 1 h5? Kxh5 2 Kf6 c4 3 bxc4 bxc4 4 Ke5 c3! 5 bxc3 a4. The king can't get back in time to stop the pawn.

**73. (C)** – Correct is 1 Bc3! Qb5 2 Rxd2 Rxd2 3 Bc4! (a crucial interpolation) Qc5 4 Bxd2 Qxd6 5 Be3 f5 6 f4 with advantage.

(a) After 1 Rc1? Qg6! 2 Bb7 Rd8 3 Ba3 Rxc1+ 4 Qxc1 Qb1 5 Qxb1 Nxb1 6 Bb4 a5 7 Be1 Rxd6 White resigned.

(b) Also wrong is 1 Bc1? Qb5! 2 Rxd2 Rxd2 3 Bxd2 Qxd5 remaining an Exchange up with a winning position.

**74. (B)** – The overburdened queen cannot guard the knight forever. So White removed the guard by 1 h4! Qxh4 (no better is 1...Qf6 2 Ng4 Qd6 3 e5) 2 g3 Nh3+ 3 Kg2 Qh6 4 Nf5 Qe6 5 Qg4! threatening mate and winning a piece.

(a) On 1 g3? Ne6 (not 1...Nhx3+? 2 Kg2 Qh6 3 Nf5) allows time for Black to regroup and rescue his knight.

(c) Too routine is 1 Rad1? Ne6! again giving Black time to consolidate.

**75. (A)** – The solution is 1 Rc8+! Kxc8 2 b7+ Kb8 3 d5 Kc7 (Black is in zugzwang – he'd like to pass but can't) 4 bxa8/B! (underpromoting because 4 bxa8/Q? is stalemate) Kb8 5 Bb7.

(b) It's an easy draw on 1 Rxd6 axb6+ 2 Kxb6 Kc8 3 Rh6 Rb8+.

(c) Also drawn is 1 Rc7? axb6+ 2 Kxb6 Ra6+! 3 Kxa6 Kxc7 4 d5.

**76. (C)** – It all ended quickly after 1 Ncd6! Bxd6 (if 1...Bxe4 2 Nxf7+ Nxf7 3 Bxf6+ does the trick) 2 Bxf6+ Kg8 3 Rf3! Rg7 4 Bxg7 Bxe4 5 Rg3 Bxf5 6 Bxe5+ Black resigns.

(a) Black is hoping for 1 Nxf6? Qc6! and the threat of Qxg2 mate traps the knight on f6.

(b) Gobbling the bait with 1 Bxf6+? Bxf6 2 Nxf6 Qc6! again traps the knight on f6.

**77. (C)** – White is the hunter and can force mate with 1 Ra8+! Kb7 2 Qb3+ Kxa8 3 Ra1.

(a) White got mated after 1 Rfa1? Qxe4+ 2 f3 Qe1+! Rxe1 3 Rxe1.

(b) White is a piece down. If he had nothing better, then 1 Raal Qxe4+ 2 f3 would stop mate on the first rank.

**78. (A)** – The struggle revolves around White's attempt to enforce e4 at some point. The game continued 1 Bxe4 Rxe4 2 Nd2 Re8 3 f3 Qa5 4 Bb2 b5 5 axb5 Qxb5 which most opening manuals evaluate as equal.

(b) Basic Chess Openings suggested a possible improvement with 1 Nd2!? Nxc3 2 Nxc4 but this is refuted by Nxd4! snipping a pawn (and inviting 3 Qxc3? Ne2+).

(c) 1 h3 needlessly weakens the kingside. Black can seize the initiative with 1...Qf6 already threatening Bxh3.

**79. (B)** – Kasparov capped a beautiful attack with 1 Rxh6! Bxh6 (of no avail is 1...Qc5+ 2 Kh1 Rc1 3 Be6 mate!) 2 Be6+ Kh8 3 Qf6+ Kh7 4 Qf7+ Bg7 5 Bf5+ Kh8 6 Qh5+ Kg8 7 Be6+ Kf8 8 Qf7 mate.

(a) On 1 Re8+ Qxe8 2 Qxc4 Ne7 White simply remains a piece down without any compensation.

## 100 CHESS SOLUTIONS

(c) Too slow is 1 Rg6? Qc5+ 2 Kh2 Rc2+ and Black is out of danger with an extra piece in his pocket.

**80. (C)** – A simple queen sacrifice ends it right away – 1 Qxh8+! Nd8 2 Qxd8+! Kxd8 3 Rf8+ Qe8 4 Bg5+ Kc8 5 Rxe8 mate.

(a) A golden oldie. Short shrift is made of 1 Qxf7? Qxg2 mate.

(b) White won with difficulty after 1 Rxf7? Rd8 2 Bd2 Bc6 3 Ba5 Kb7 4 Bxd8 Rxd8 5 c4 Nb4 6 d5.

**81. (B)** – A good defense is 1 Qd5! stopping any cheapos and relieving pressure by offering to swap queens.

(a) Ignoring his weak back rank cost White dearly after 1 Qh4? Nf3! 2 gxf3 Qxf3+ 3 Kg1 Rg6+.

(c) Ordinarily it's a good idea to make "luft" (creating an escape square for the king on the back rank). But now 1 h3? Nf3! 2 gxf3 Qxf3+ 3 Kh2 Re2+ mates in a few moves.

**82. (A)** – A subtle move for the novice or grandmaster is 1 Ra4+! Re4 2 Ra3 with mate on the mind (Rh3).

(b) Taking the bull by the horns doesn't work. If 1 Ra3? Rg5 2 Rh3+ Kg4 saves the day!

(c) The ineffectual 1 Kh2? contains no threat. It gives Black time to defend with 1...Rg5 2 Ra4+ Rg4. If you have an irresistible urge to move the king, however, then 1 Kg1! does win.

**83. (B)** – More active is 1 Ne4! with the potent threat of Nxf5. The game continued 1...f5 (the bishop is immune – if 1...Kxh7?? 2 Nf6+ Kh8 3 Qh7 mate; or 1...f6 2 Ng3 c6 3 Bf5 Nxf5 4 Nxf5 with a bind) 2 gxf5 Nxf5 (if 2...Kxh7 3 f6 regains the piece with interest) 3 Nxf5 gaining a pawn with a crushing advantage.

(a) There's no rush to extricate the bishop. 1 Be4 f5 2 gxf5 Nxf5 gives Black chances to organize a proper defense.

(c) White should be in no hurry to castle since in some variations e2 may be the best post for his monarch. Too tame is 1 0-0-0 f5 2 gxf5 Nxf5 staving off immediate disaster.

**84. (C)** – After 1 Kg1! gxh2+ 2 Kh1 White can induce stalemate by keeping his king in the corner.

(a) White actually lost after 1 Bxg3? hxg3 2 Kg1 g2 3 Kf2 Kh2 and the pawn queens.

(b) Trying to save the endangered bishop loses instantly: 1 Bg1? g2 mate.

**85. (A)** – White won the ranch by opening lines with 1 Nxd7! Bxd7 2 e6+! Bxe6 3 Qf6+ Kg8 4 Bd4.

(b) Black is still breathing after 1 Rxh7+? Rxh7 2 Nxb7 Rh8.

(c) Even worse is 1 Nxb7? Kg7 and night must fall.

**86. (C)** – The specter of stalemate makes the win problematic. On 1 Rd3! Rb4 (taking the rook is an immediate draw) 2 Rb3! Rxd4 (if 2...Rb5 3 Rxb5 cxb5 4 c6! bxc6 stalemate) 3 Rxb7+ Ke8 4 Rc7 offers White good drawing chances.

(a) Not 1 Rh1?? Rf3 mate. End of argument.

(b) White lost quickly after 1 Rf1? Rd3 followed by Rxd4.

**87. (C)** – By winning this crucial last game Kasparov retained his crown on a 12-12 tie. This variation could have occurred after Karpov resigned. The simplest win is 1 Kh3! Qb4 2 f3 Qa3 3 g4! hxg4+ 4 Kxg4 and the king marches to h6.



(a) Careless is 1 Bxg6? Nxg6 2 Qxg6 Qxf2+! 3 Kxf2 stalemate!

(b) White gets nowhere on 1 Qf6+? Kh7!

**88. (B)** – Correct is 1 Kg6! Kg8 2 h6 gxh6 3 Kxh6 Kh8 4 g6 Kg8 5 g7 Kf7 8 Kh7 and the pawn queens. (Another way to win is 1 Kf8.)

(a) Ludek Pachman in Chess Endings For the Practical Player offers 1 h6 gxh6 2 g6 which is all well and good. But he overlooked 1 h6? Kh7! 2 hxg7 stalemate!

(c) The devil always tempts us go wrong. Here 1 g6?? allows Black to draw by stalemate.

**89. (B)** – The position looked so quiet that White didn't suspect he can gain a piece by 1 Bc3! Bxc3 2 Nxc5 Bd2 3 Rd1 with a double attack on b7 and d2. Or 1 Bc3! Nd3 (if 1...Nxa4 2 Bxb4+ ouch!) 2 Bxd3 Bxc3 3 Rxc3 holds the piece by guarding the bishop on d3.

(a) After the insipid 1 Nxc5? Bxc5 the game was eventually drawn. An astonishing gaffe by a former world champion.

(c) If White had nothing better, then 1 Ne5 might infuse some life into this “boring” position.

**90. (B)** – An astonishing queen sacrifice wins by 1 Nf6+! gxf6 (or 1...Nxf6 2 gxf6 Bxa2 3 Bxh6 Nb3+ 4 Qxb3! Bxb3 5 Bxg7 followed by Rh8 mate) 2 gxf6 Bxa2 3 Rxh6 Nb3+ 4 Qxb3 Bxb3 5 Rdh1 forces mate with Rh8 next..

(a) White took a brilliancy prize after 1 b3 Bd5 2 Nd2 Qc7 3 Bb1 and eventually won in 18 more moves. But there is a swifter path to victory.

(c) Black gets messy counterplay after 1 Bxc4 Qxc4 2 gxh6 Nb3+ 3 Kb1 Qa4.

**91. (A)** – In the game White prudently decided to swap pieces by 1 Bxf6 Qxf6 2 Nd5 (inviting 2...Qxb2? 3 Rb1 Qa3 4 Rxb4!; or 2...Qd6? 3 Nb6!) Qh6 4 Nxb4 Qxh3 5 Nxc6 bxc6 6 Qxc6 winning a pawn. Sweet simplicity!

(b) It would be a serious error to try and retain the two bishops by 1 Bf4? Qh5! which weaves mate threats out of thin air. If 2 Bg2 Ng4 threatens Qh2 mate. Or 2 Kg2 g5 3 Be3 g4 picks up a bishop.

(c) Black wins a piece outright after 1 Qb5? Bxc3 2 Qxe5 Bxe5.

**92. (C)** – In the game White won by creating threats on both wings with 1 a6! h5 2 a7 h4 3 f6+ gxf6 4 gxf6+ Kd7 5 Rf8 Rxa7 6 Rxf7+ followed by Rxa7.

(a) Black draws easily against 1 f6+? gxf6 2 gxf6+ Ke6 3 Re8+ Kf5. Swapping pawns so soon only eases the pressure.

(b) Inadequate is 1 Rg8? Rxa5 (but not 1...g6? 2 f6+ Ke6 3 Re8+ Kf5 4 e6! fxe6 5 f7) 2 Rxc7 b4! 3 e6 Rxf5.

**93. (A)** – The threat is not always stronger than its execution. In the game White forced a neat mate directly with 1 g4+! Kxg4 2 Re4+ Kf5 3 Rf4.

(b) There are a bewildering number of ways to botch the king hunt. Black escapes after the vapid 1 h3? Bg6 2 g4+ Kf6.

(c) Again, White has no clearcut win by 1 f3? Bg6.

**94. (C)** – The best defense is 1 Be3! threatening Qxf7+. White is still alive and holds his extra piece after 1...Qxc3+ 2 Kf2. He who fights and runs away lives to fight another day.

(a) The attack looks awesome. White's king is certainly a tempting target and the immediate threat is ...Rd1 mate. He perished quickly after 1 Kf1? Rxe2! 2 Qxe2 Rd1+.

(b) Also inadequate is 1 Bd2? Ne5! 2 Nxe5 Qxd2+ 3 Kf1 Qc1+ 4 Kg2 Qxg5+ 5 Ng4 Rxe2+ (or f5) 6 Qxe2 Rd2 7 Rb8+ Bf8 and Black can win as he pleases.

95. (A) – Who’s afraid of the big bad wolf? Black can resign after 1 Nxe3! b1/Q 2 Rg8 mate.

(b) Instead White acquiesced to a draw by repetition with 1 Nh4+? Kg7 2 Nf5+ etc.

(c) Not 1 Nh6? h4! creating an escape hatch for the king after 2 Rg8+ Kh5.

96. (A) – White must defend carefully to nurse his extra pawn to victory. The best way to neutralize the bishop on the long diagonal is 1 f3! With this bishop biting on granite Black is hard-pressed to find compensation for the pawn.

(b) The game continued 1 f4? which only enhanced the weakness on g2. After 1...Rg6 2 Rf2 Qc6 3 Qd2 Re8 4 Raf1 Re3! 5 Kh2 Reg3 6 Rg1 Rxh3+! 7 gxh3 (or 7 Kxh3 Rh6+ 8 Kg3 Qg6 mate) Rxg1 8 Ne4 fxe4 9 Kxg1 e3 ends further resistance.

(c) 1 g3? is a real clinker that foolishly weakens the kingside. On 1...f4 2 Qe7 fxg3 3 fxg3 Qxh3 4 Qxb7 Qxg3+ 5 Qg2 Qe3+ 6 Rf2 Rg6 White is busted.

97. (B) – The winning trick is 1 Bxb6! axb6 2 a6 c5 3 Bd5! (Fischer overlooked that this “zwischenzug” prevents ...Bc6+) and the passed pawn is unstoppable.

(a) In a rare lapse, 13-year-old Fischer blundered by 1 Bf2? and eventually succumbed in a pawn-down ending after 1...c5 2 Bd5 Be5.

(c) Unsound is 1 axb6 Bxd4 2 cxd4 (no time for 2 b7 Be5) axb6 when the extra pawn will prove too much for White to handle.

**98. (A)** – “Bisguier slumped and his chest collapsed as he saw that Black cannot avert the loss of a piece,” noted Fischer. After 1 Be5! Re8 2 Rxf5 Rxe5 3 Rxe5 Black resigned.

(b) The tables are turned after 1 Bc1? Ng3+! 2 hxg3 Qh5+ 3 Kg1 Qh2 mate.

(c) 1 Rg1? Qh5 merely drives the queen to a better post. White then remains a pawn down.

**99. (A)** – The finale was 1 Qg8+! Kxg8 (1...Rxc8 2 Nf7 is smothered mate) 2 Ne7+ Kf8 3 N7g6+ hxg6 4 Nxg6 mate. Believe it or not, this position arises from 1 e4 e5 2 Nf3 Nf6 3 Bc4 Bc5 4 Nxe5 0-0 5 Nc3 d5 6 Nxd5 Nxe4 7 d4 Re8 8 Qf3 Bxd4 9 Qxf7+ Kh8.

(b) White must strike quickly or lose the initiative. He need not concern himself with 1 f4? to defend the knight.

(c) This is no time to worry about the king. On 1 0-0? Bxe5 Black snips a piece and stops the attack cold.

**100. (B)** – The solid 1 Kb1! wisely removes the king from pins on the dangerous c1-h6 diagonal. White held the edge after 1...Bh6 2 Na4 Qc7 3 Qe2.

(a) Always assume your opponent will find the right reply and plan accordingly. Don't be tempted to leap in with 1 Nd5?! cxd5! (instead of falling for 1...Qb8? 2 Nf6+! exf6 3 Qd8 mate) 2 Qxd5 Bh6+ 3 Kb1 0-0 4 Qxa8 Bb7 and White must part with the lady.

(c) Shun 1 hxg4? Bxg4 with the dual threat of Bh6 or Bxd1.

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