

**FRANK ERWICH**

# **100 Tactical Patterns You Must Know**



**Learn to Recognize Winning Chess Moves**

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# Introduction

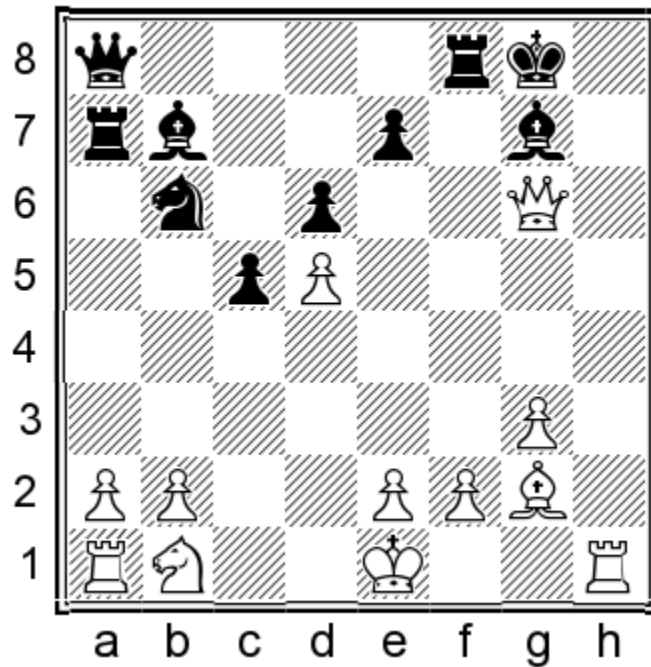
Numerous books have emerged on chess tactics, with many more to come. And that is hardly surprising, given the pivotal role tactics play in the game of chess. Mastering and applying tactical twists often decide between victory and defeat.

In most tactics books, there is a tendency for a wide range of tactical concepts (from elementary double attacks to intricate checkmate combinations) to be presented in the form of puzzles, accompanied (or not) by an explanation of how these concepts can be applied in different chess positions. This way, the reader gets exposed to various themes and can develop into a versatile player in terms of tactics. You learn to recognize and utilize different tactics based on general positional features, which helps you think creatively and find innovative solutions to various problems presented on the board. Moreover, in unexpected situations, it enables you to swiftly and accurately respond to surprising moves by your opponent. In my previous book *1001 Chess Exercises for Advanced Club Players* (2021), this latter aspect is emphasized, while in *1001 Chess Exercises for Club Players* (2019), relatively more space is dedicated to general themes.

In *100 Tactical Patterns You Must Know*, I offer a unique perspective. While presenting a diverse array of tactical themes, I focus not only on general positional features like undefended pieces or an exposed king, but also on the specific arrangement of chess pieces, a crucial factor in executing successful tactics. Focusing on typical piece configurations allows you to evaluate and decide more quickly and efficiently in certain positions. Consider the following examples:

**Marcin Dziuba** (2310)

**Frank Erwich** (2196)



Only after

## 19.Be4

did I realize what was going on: Rh8+ followed by Qh7# cannot be prevented ( 19...Rf5 is just a stay of execution). Although this magnet sacrifice is quite standard, I had not considered it at all. Undoubtedly, my belief that the h8-square was protected twice played a significant role, although this is based on an optical illusion: the bishop on g7 is pinned, and pinned pieces are poor defenders.

Even though I was only 15 years old and not very experienced, I had a rating of almost 2200 and had solved many tactical puzzles in my life. Based on that, and on general positional features (black king in danger, many attackers nearby, few defenders), I should have seen this tactic coming. However, I was clearly unfamiliar with this



specific pattern, and it would have helped me if I had been aware of it before this game.

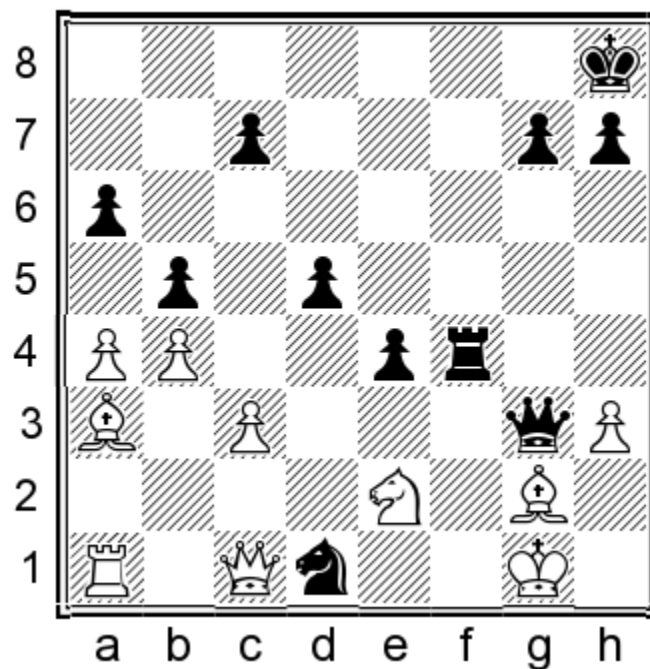
Now I will never forget this pattern. Naturally, also because the emotions of a game influence the way you store something in your memory, but also based on the way I now look at such a position. I see a bishop pinned by a queen and a rook on an open file that can attract the king directly. I immediately know that a rook sacrifice is possible!

More than ten years later, when I was watching the following game live between two up-and-coming world-class players (aged 16 and 15 respectively at the time), I didn't have to think long to find Giri's move:

**Wesley So (2656)**

**Anish Giri (2588)**

Wijk aan Zee 2010



White has just blundered with 36. Nd4-e2.

### **36...Rf1+! 0-1**

Piece placement is the key to identifying what chess patterns are available in a particular position.

The key information here is that the bishop is pinned by the queen and the rook on the open file can directly attack the king. The checkmate itself differs from my game, but the pattern is almost identical.

Indeed, a player of So's calibre should have seen this, but unfamiliarity with this specific pattern led him, like me, to have a blind spot for this possibility. Undoubtedly, So had solved many tactical puzzles in his life, but that was not enough to prevent the disaster in the game.

If you haven't seen something before (or have seen too little of it), it turns out to be very difficult to find it over the board. And this is the point I want to make. Having more specific knowledge about patterns facilitates the process of finding the right moves. Instead of struggling with different candidate moves, the specific positions of the pieces can immediately tell you what you can and cannot do in a given position.

In short, to become a more balanced and effective player in terms of tactics, it is important not only to practice general tactical concepts, but also to specialize in specific patterns. These two aspects reinforce each other and contribute to an overall improvement in your chess skills.

## **Why these 100 Patterns?**

This book covers 100 Patterns that, in my opinion, every player of club level and above should be aware of; hence the title, 100 Tactical Patterns You Must Know. These 100 Patterns mainly focus on tactics that win material rather than checkmate. The reason for this is that, on the one hand, there are already enough books specifically about mating patterns (which can be a welcome addition

to this book), and, on the other hand, it would be a waste to combine these two themes. I believe you lose too much from both worlds. Of course, it is not that checkmate plays no role in this book. You cannot ignore the most important topic in a tactics book like this! Therefore, there are some patterns where the goal is to deliver checkmate (especially in Chapter 11, ‘Attacking weapons’), but I focus more on the preparation for it than on the checkmate positions that can result from it. However, by discussing various follow-ups to such patterns, many checkmate patterns – in my opinion, the most important ones – are still covered. By the way, the discussed patterns do not often lead to forced checkmate, but the opponent must suffer (big) material losses to prevent it.

When compiling the 100 Patterns, I focused on the club player (rated 1400-2000), although the examples in this book will show that plenty of top players also fall victim to the ‘basic’ patterns. Most of these patterns were stored in my head because of my years of experience as a player and trainer. To complement the compilation, I sifted through several tactics books and my extensive database of thousands of puzzles I have collected since 2012, when I became professionally involved in chess. I focused on patterns that appear regularly, but were not yet on my list.

Most of the 100 Patterns are essential because they constantly recur in games. I have selected a few patterns for their beauty or because they involve opening traps that even top players often fall into, demonstrating that this book also suits players above 2000 Elo. In all cases, I believe that knowledge of these patterns is essential for your chess development, and thus, You Must Know!

## **Presentation of the 100 Patterns**

Multiple and diverse games and game fragments, ranging from amateurs to world-class players, are shown for each of the 100 Patterns. By examining many games, you can more easily recognize

a pattern (repetition aids in reinforcing, consolidating, and automating new knowledge and skills) and gain deeper insight into the way a tactic can be applied in different situations and under various conditions.

For each pattern, the basics are presented, followed by additional insights. These insights cover what to do if a tactic is not immediately executable or if a more extensive follow-up is necessary. Additionally, explanations and examples are provided for when the pattern doesn't work and to indicate how to defend against it. I have attempted to address as many aspects encountered in regular games as possible.

## **Specifics about the 100 Patterns**

A pattern may be tied to a specific location on the board, but it may also be effective in other areas. This illustrates the advantage of our pattern-oriented approach over a more general one. By focusing on the specific positions of a few white and black pieces and their relationships, you can quickly determine a pattern's applicability. For instance, under appropriate conditions, a pattern can be equally effective on the kingside as on the queenside.

Occasionally, I have interpreted the term 'Pattern' in a broader sense, in a more generalized way than usual, emphasizing an overarching concept rather than the precise arrangement of individual pieces. For example, when I discuss the rampant rook in **Pattern 79**, the focus is on sacrificing the rook to force stalemate rather than where the rook is located or the type of stalemate situation the defending king finds itself in. Naturally, forcing a stalemate has everything to do with the arrangement of the pieces, but since different set-ups of pieces can lead to the same phenomenon, specificity is less important here.

Finally, for some Patterns, I provide a few bonus examples to offer even more depth. In such cases, a Pattern is slightly adjusted to demonstrate its effects.

## **Book structure**

The 100 Patterns are categorized by theme divided into eleven chapters, and organized within each theme so that the patterns complement each other as much as possible. This structured approach offers the reader a systematic learning experience, facilitating a step-by-step mastery of skills.

At the end of each chapter, Flash Cards are provided that review all the discussed patterns. This feature enables readers to quickly grasp the fundamental patterns, aiding in memory retention. To enhance memorability, I have assigned catchy names to the patterns, which are consistently used throughout the discussions in the chapters.

Most positions in the Flash Cards are presented from White's perspective. While exceptions are made for patterns more commonly seen from Black's viewpoint, this format ensures user-friendliness.

The book concludes with Chapter 12, illustrating how some of the 100 Patterns can be effectively combined.

## ***The 100 Tactical Patterns You Must Know Workbook***

In addition to writing this book, I have also written *The 100 Tactical Patterns You Must Know Workbook*. In this workbook, you can test the knowledge gained in this book with over 500 exercises. The transition from theory to practice can be challenging, and the workbook is a helpful intermediary step. By first practising with the patterns, you will find it easier to internalize them. Subsequently, the step towards the ultimate goal, successfully applying the patterns in your games, is made faster and easier. It should, therefore, not surprise you that I recommend working with both books, although

you have already made a good choice by purchasing this book.  
Thank you for that!

## **Acknowledgments**

I want to thank the New in Chess team for their trust in me and in this significant project, as well as, of course, for editing and publishing 100 Tactical Patterns You Must Know and The 100 Tactical Patterns You Must Know Workbook.

To my parents, I am thankful for their steadfast support and belief in me.

Lastly, I want to express my profound appreciation to two cherished friends, Rosa and Hein Jan. Your help and empathy during a challenging period have been truly invaluable to me. I am forever grateful for your friendship and unwavering backing.

I wish you a lot of enjoyment and an enriching experience with this book!

*Frank Erwich*

*Leiderdorp, the Netherlands*

*June 2024*

# Chapter 1

## Double attack

- Pattern 1 - Increasing pawn tension for a pivotal pawn fork
- Pattern 2 - Releasing tension for a pivotal pawn fork
- Pattern 3 - An anti-positional capture to fork or trap a piece
- Pattern 4 - Sacrificing the rook for a bishop fork
- Pattern 5 - A queen sacrifice in the corner for a knight fork
- Pattern 6 - A queen's attack on the central king and a loose piece
- Pattern 7 - Queenside castling with a double threat
- Flash Cards 1-7

Prepare to explore the realm of double attacks through a series of seven Patterns involving every chess piece. Patterns 1-3 unravel the complexities of pawn forks, while in Patterns 4-5 the bishop and knight show their forking abilities. Pattern 6 brings the queen into the spotlight, orchestrating a double attack on an exposed king and an undefended piece. Finally, in Pattern 7, the king and rook take centre stage, launching a simultaneous attack on two fronts by queenside castling, a shift from the single-piece assaults in Patterns 1-6.

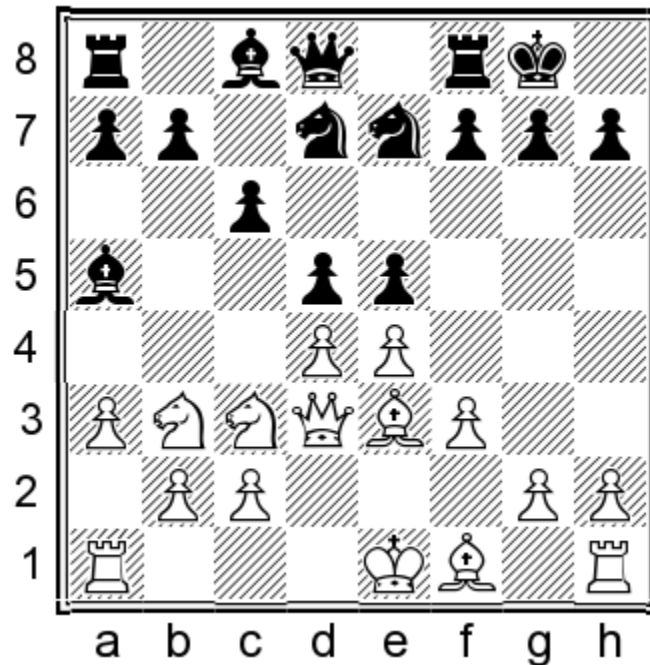
### **Pattern 1 - Increasing pawn tension for a pivotal pawn fork**

If you spot two pieces at a pawn's forking distance and you are unable to directly fork them due to an obstructing enemy pawn, there are various ways to capitalize on the situation.

One such approach is illustrated in the following example:



**Marc Dutreeuw (2394)**  
**Daniel Sadkowsky (2262)**  
Belgium tt 1999/2000



### 10...c5!

As if the tension between the central pawns isn't big enough, Black increases the pressure on the pawn cluster with a third pawn.

The idea is to lure away the white pawn on d4, allowing Black to advance the d5-pawn with a fork. Note that the knight on c3 is pinned and cannot move.

Although the move is very strong, it shouldn't win in three moves. However, such a move can be so surprising that the opponent completely loses his bearings.

### 11.Nxa5

Black's idea is 11.dxc5 / 11.dxe5 d4 or 11.Nxc5 Nxc5 12.dxc5 d4, forking the knight and bishop. Additionally, Black also threatens 11...c4 with another pawn fork!

### 11...exd4!

Three white pieces are en prise.

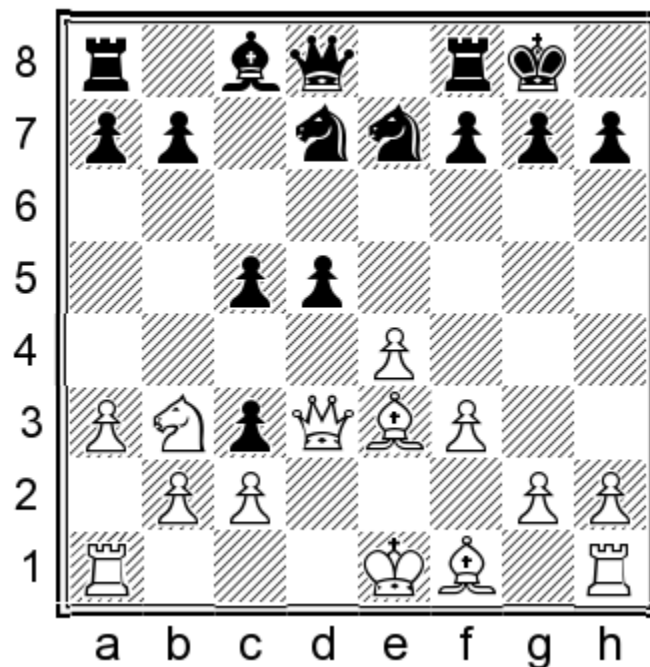
If 11...Qxa5, White has time to move the e3-bishop: 12.Bg5 f6 13.Bd2. After Black takes on d4, White can capture on d5 with his knight, with a discovered attack.

### 12.Nb3?

It makes sense to retreat one hanging piece, but White chooses to rescue the less important one! Moreover, on b3 the knight becomes a target.

12.Bg5 is relatively better, although Black still gets a comfortable position: 12...Ne5 13.Qd2 dxc3 14.Qxc3 f6 15.Bf4 b6, and ...d5-d4 follows with a space advantage.

### 12...dxc3



### 13.bxc3

13.Qxc3 d4 forks the white queen and bishop;  
 13.Nxc5 loses several pawns after 13...cxb2 14.Rb1 Qa5+ 15.Qd2  
 Qxa3 16.Nxd7 Bxd7.

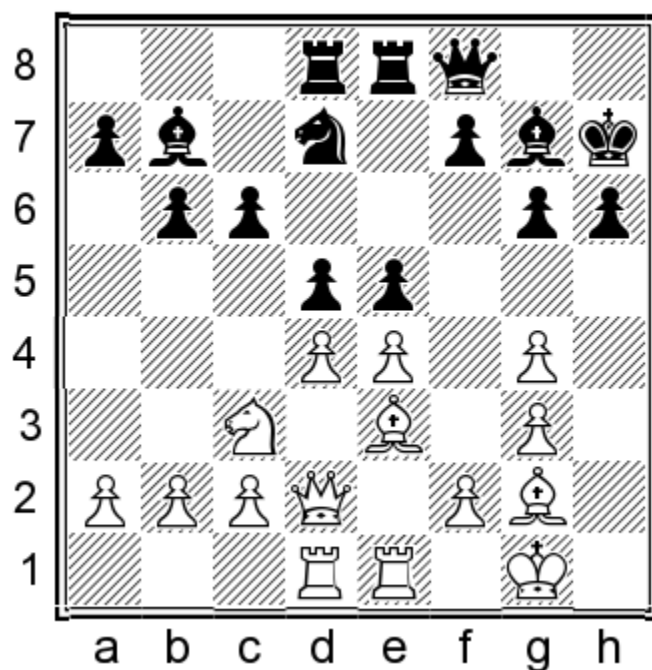
### 13...c4

Ouch, another pawn fork! White had seen enough and resigned.  
 In the previous example, the surprise value of increasing tension on the central pawn cluster was so significant that it threw off a strong player, who immediately blundered! However, with optimal play, Black would have ‘merely’ had a positional disadvantage. In the following example, we do see increasing pawn tension leading to material gains:

**Brice Laval** (2140)

**Pavel Govciyan** (2224)

Hyeres French Championship U18 2002



**19...c5!**

Winning a piece! The queen on d2 and the pawn on f2 are blocking the escape of the bishop on e3. Compared to the previous example, the knight on c3 can move, but it doesn't help: 20.Nxd5 cxd4, and the e3-bishop is trapped.

Capturing on e5 or c5 leads to 20...d4, forking.

The game continued with

**20.exd5 cxd4 21.Nb5 dxe3**

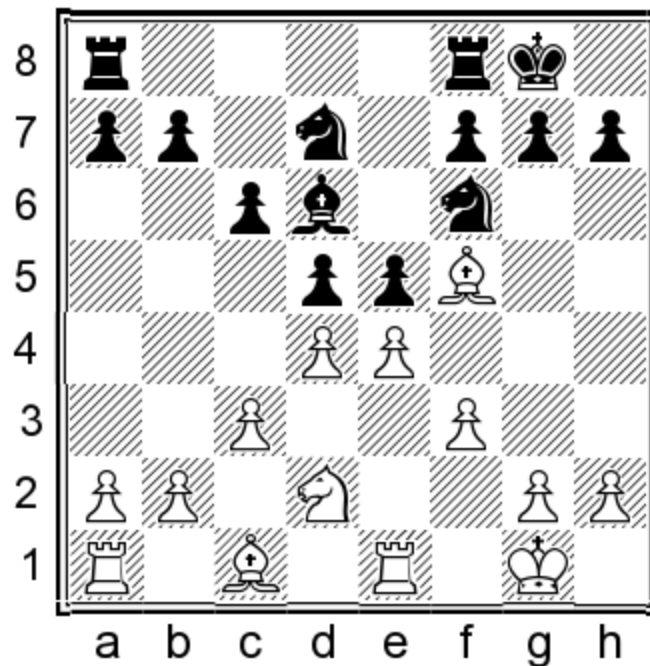
and Black won.

In the following example, things are a bit more complicated:

**Aitor Alexander Pallares Gurrea (1658)**

**Jaume Costa Trave (1939)**

Barcelona 2016



**15.f4! exd4**

15...exf4 16.e5, with a fork.

**16.e5 dxc3**

A clever attempt. By capturing on c3, Black clears the g1-a7 diagonal with tempo (the knight on d2 is hanging), allowing the bishop to move to c5 with check. While this defence would have been sufficient without the bishop on f5 and the knight on d7, there is another problem.

### **17.Nb3**

Black is proven right! White aims to prevent 17...Bc5+, but should have allowed it: 17.bxc3! Bc5+ (after the smart 17...Rfe8, pinning the e-pawn, White has 18.Nf3!. This covers both e5 and e1, forcing the bishop check on c5 with 18...Bc5+ anyway) 18.Kf1! (to defend the rook on e1, preventing pins with ...Re8). Although Black has saved his bishop, since the knight on f6 is tied to the knight on d7, Black still loses a piece: 18...g6 19.Bh3, leaving Black with no defence.

### **17...Rfe8! 18.bxc3**

18.Kf1 is much less good now. After 18...Nxe5 19.fxe5 Bxe5, Black has a whopping four pawns for the piece.

### **18...g6 19.Bh3 Nxe5 20.fxe5 Bxe5=**

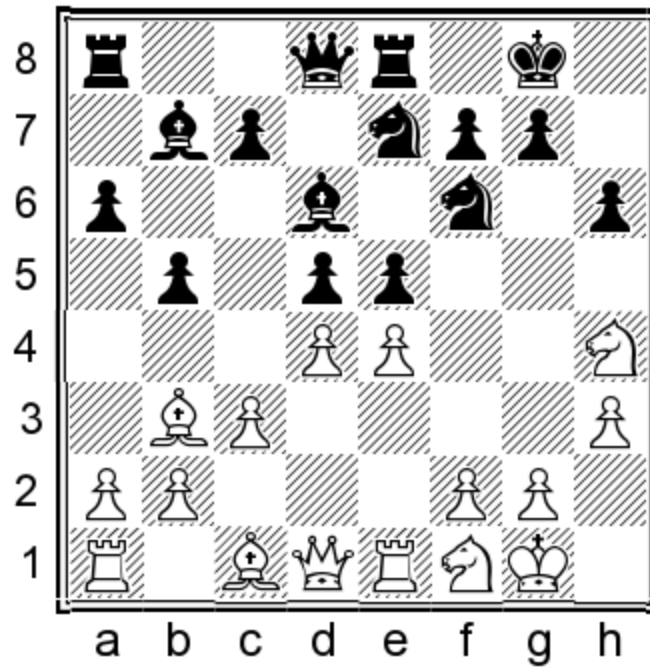
In the end, White has won a piece, but with three pawns in return Black has enough material.

The next example serves as a good transition between the preceding game and the upcoming Pattern:

**Damiano Locci** (2131)

**Thomas Lambert** (1685)

Sautron 2014



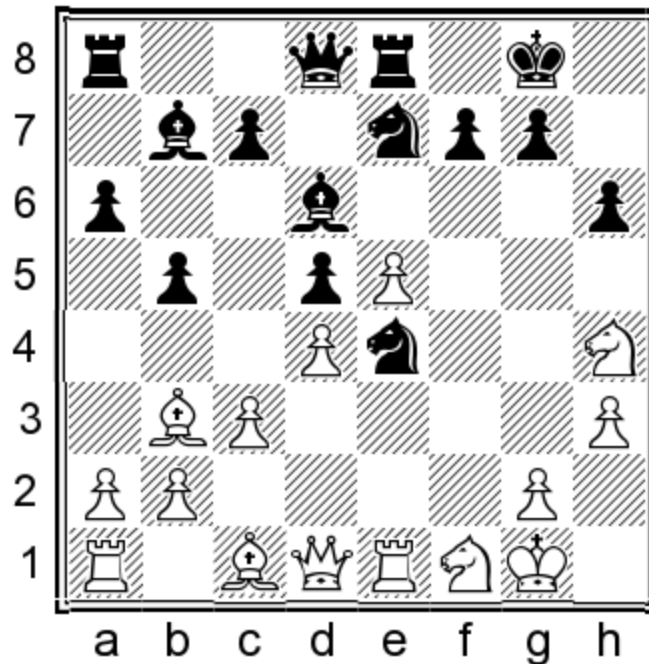
### 15.f4!

Of course, you might think. However, there is another tempting option. White can lure the black bishop to e5 and attack it with the f2-pawn, enabling the e4-pawn to fork (more on this in Pattern 2): 15.dxe5 Bxe5 16.f4 Bd6 17.e5. Nevertheless, unlike in Game 3, the defence with 17...Bc5+ works here as Black can simply move the f6-knight away next.

### 15...Nxe4

After 15...exd4 or 15...exf4, 16.e5 follows with a fork.

### 16.fxe5



As observed in Game 2, two pieces obstruct the attacked bishop (here the c7-pawn and e7-knight). However, due to the unprotected knight on h4, it appears that Black can still prevent the loss of a piece.

### 16...Nc6

Attacking the h4-knight and simultaneously making space for the bishop on d6.

16...Nc8 would keep the d5-pawn protected, but after 17.Qg4! Ng5 (defending against 18...Bxh6 and pinning the e-pawn) 18.Nf5, Black has no defence against 19.h4 with a devastating attack.

### 17.Qh5

There were other winning moves as well, but due to the threat of 18.Rxe4 dxe4 19.Qxf7+, Black will lose material anyway.

## Pattern 2 - Releasing tension for a pivotal pawn fork

Another way to capitalize on two pieces positioned within a pawn's forking distance is by releasing the tension.

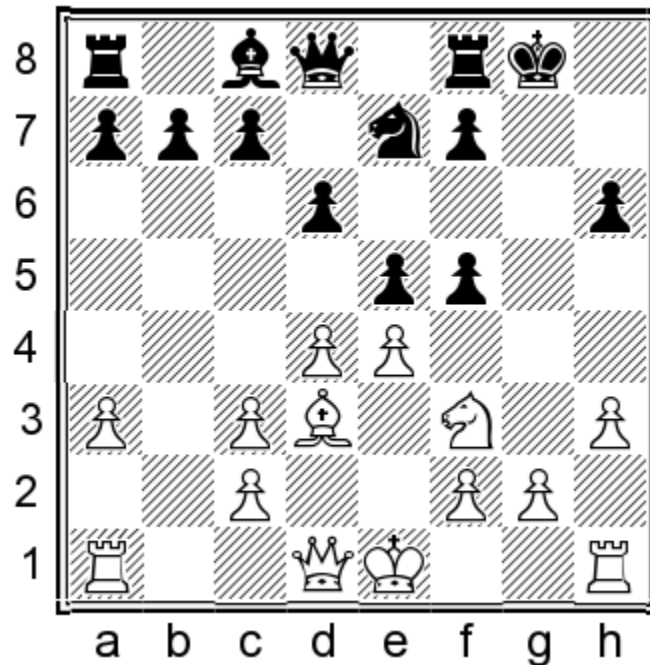
Below is a telling example where this method proves successful:



**Lilli Rogalski**

**Sina Lautenbach**

Niederrhein Girls U14 1997



Black wins a piece with 12...fxe4! 13.Bxe4 d5 14.Bd3 e4, creating a pawn fork. Black can also use the f-pawn with 13...f5 14.Bd3 e4 15.Bc4+ d5!.

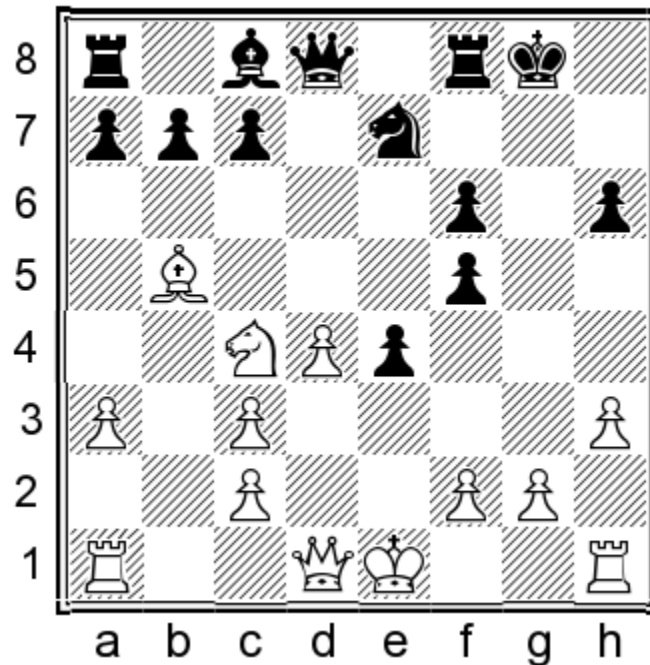
In the previous example, we learned to employ **Pattern 1** when **Pattern 2** is ineffective; here we observe the reverse: while **Pattern 2** is successful, **Pattern 1** is comparatively weaker.

**12...d5 13.Bb5?**

It seems the surprise effect of **Pattern 1** has paid dividends again, as Black immediately blunders.

After 13.Be2! dxe4 ( 13...fxe4 ) 14.Nxe5 White is still in the game. Not good is 13.Nxe5 due to 13...f6!, forcing the knight back to f3 where it will be forked with the d3-bishop after 14... fxe4.

The game proceeded with 13...c6, but 13...dxe4! instead is winning, for instance: 14.Nxe5 f6! 15.Nc4.

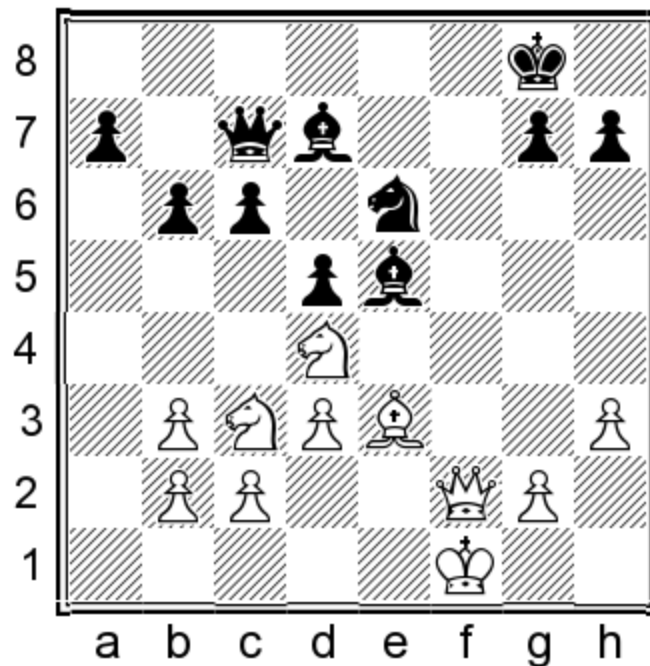


*analysis diagram*

Now, Black can choose between 15...a6 and 15...c6, creating a pawn fork after 16.Ba4 b5. This is the same mechanism Black had after 12...fxe4! 13.Bxe4: one pawn chases the bishop to an unfavourable square, simultaneously enabling an adjacent pawn to deliver a decisive pivotal pawn fork on the next turn.

Tension in the centre can also be alleviated through piece exchanges. This example provides a smooth transition to the next Pattern:

**Roland Ausfelder**  
**Ivan Radulov (2395)**  
 Regensburg 1996



### **26...Bxd4!**

The correct capture to force the white bishop to the d4-square, allowing the black c- and d-pawns to create a winning pawn fork. 26...Nxd4 doesn't work the same way, because after 27.Bxd4 c5, White has 28.Bxe5.

### **27.Bxd4 c5 28.Nxd5**

28.Be3 d4 forks the white knight and bishop.

### **28...Qd6**

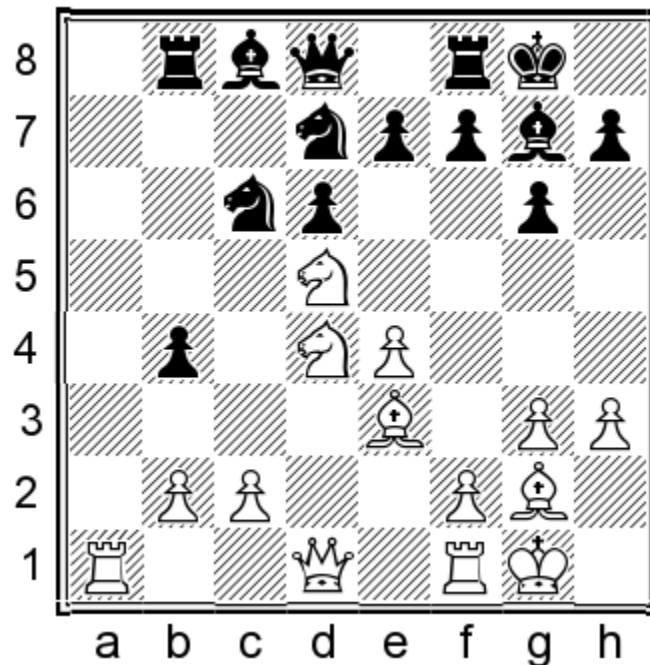
White prevented the black d-pawn from forking, but he will still lose a piece, as both the knight and bishop are hanging.

### **29.Bxg7 Qxd5 30.Bh6 Qh5 0-1**

**Pattern 3 - An anti-positional capture to fork or trap a piece**

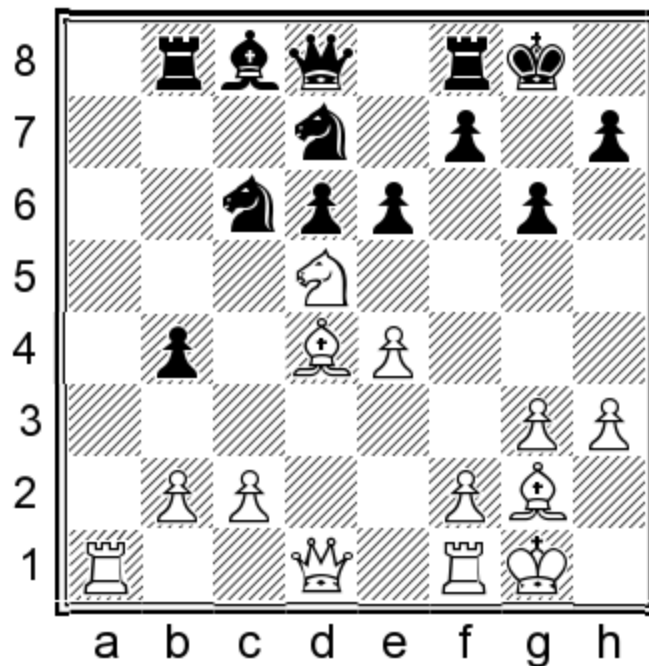
Having observed in the previous two Patterns that two pawns were used to eventually deliver a pawn fork, in this Pattern we will see an anti-positional capture precede a single pawn delivering a pawn fork or trapping a piece.

**Gata Kamsky**  
**Sergei Tiviakov**  
 Daugavpils 1986



White, a strong grandmaster who played for the FIDE World Championship against Anatoli Karpov in 1996, has just made a misstep with the seemingly logical 15. Ne2-d4. It is a type of mistake that frequently occurs in tournament play, partly because the refutation is so unnatural.

**15...Bxd4! 16.Bxd4 e6!**



The cat's out of the bag. Before advancing the pawn to e5, Black first forces the white knight to a bad square. If 15...Nxd4 16.Bxd4 e6, then White can capture the black bishop on g7 in-between.

### 17.Ne3

After 17.Nf4, a pawn fork with ...e6-e5 will follow, either immediately or after an exchange on d4.

### 17...e5

Now this move doesn't involve a pawn fork, but it ensures the trapping of the d4-bishop.

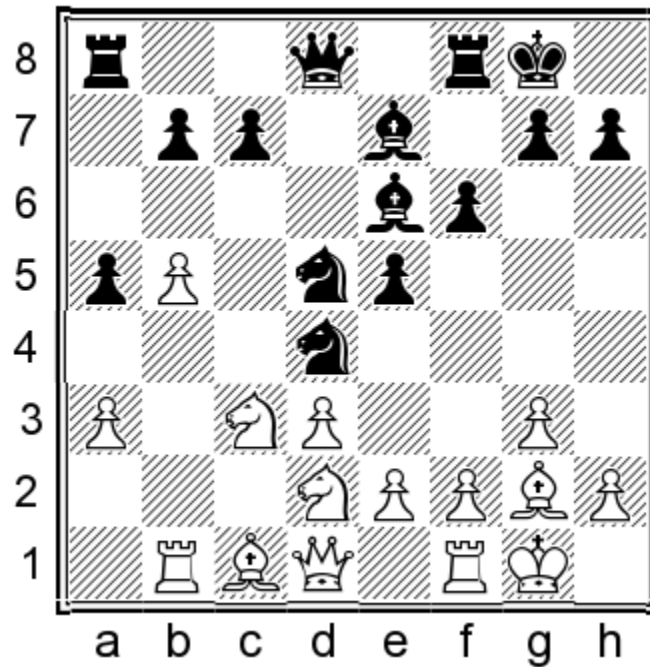
### 18.Ba7 Rb7 19.Qxd6 Nxa7

And Black won. An amusing detail is that Tiviakov encountered this position again thirteen years later, against future grandmaster Erwin l'Ami (Hoogeveen 1999).

Note that this trick doesn't work with the pawn on b5 instead of b4. In that case, the d5-knight can retreat to c3.

The trick mentioned above also frequently occurs in a similar position with colours reversed:

**Alexander Vaulin** (2510)  
**Oleg Karpeshov** (2295)  
Soviet Union tt 1991



#### **14.Bxd5! Bxd5 15.e3!**

Similar to the previous game, this trick claims many victims in this position as well, including several grandmasters. After 15...Ne6, 16.e4 traps the d5-bishop, while after 15...Nf5, e3-e4 forks the black pieces, possibly preceded by an exchange on d5. The game continued with

#### **15...Be6 16.exd4**

and although he was a piece ahead, White failed to win!

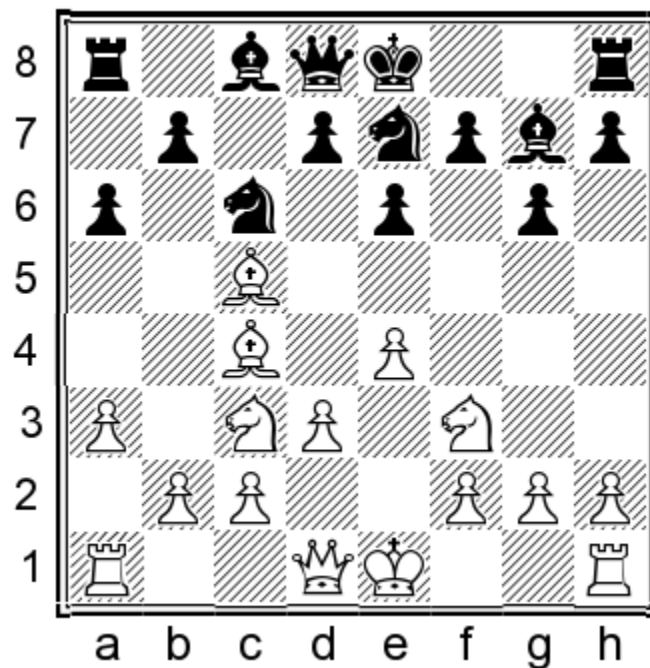
In the previous two games, besides a pawn fork, trapping also played a role in winning a piece. I decided to discuss the trick in this section as the preparatory work; the final execution of the fork seamlessly aligns with **Pattern 2**. Nevertheless, the approach

slightly deviates from that seen in Pattern 2. In this case, it is a single pawn that efficiently manages both. As an additional insight, I would like to delve a bit deeper into this phenomenon:

**Jacques van Oostrum**

**Sip Visser**

Driebergen-Rijsenburg (analysis) 2019



**8...d6!**

The pawn forces the bishop to the unfavourable e3-square, where it will be on a pawn's forking distance with the knight on c3.

**9.Be3**

9.Bb4 fails to 9...a5, trapping the bishop.

**9...d5!**

On the way to d4 with gain of tempo. This is also called **targeting**. Now, 10.Ba2 (inserting 10.exd5 exd5 does not help White) 10...d4 results in Black winning a piece with a pawn fork.

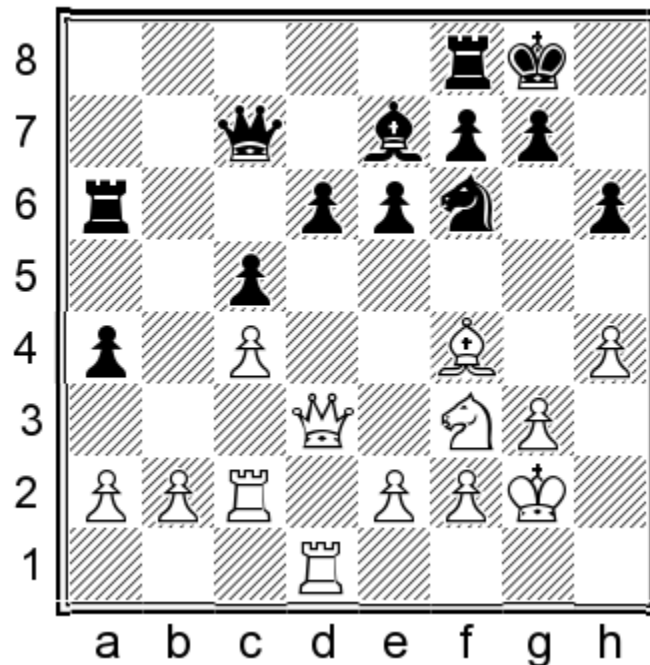


Another illustrative case of targeting can be seen in the following example:

**Vadim Zasukhin** (2292)

**Ernesto Inarkiev** (2686)

Chelyabinsk rapid 2016



**20...e5!**

Attacking the bishop and simultaneously threatening 21...e4 with a pawn fork. The game continued with

**21.Bxh6 gxh6**

and Black won quickly.

### **Pattern 4 - Sacrificing the rook for a bishop fork**

In the previous Patterns, we saw the capture of a knight by a bishop preceding a fork. In this Pattern, a capture by a bishop marks the culmination of the tactic by means of a fork, specifically a bishop

Although one could argue for breaking down this Pattern into segments, similar to the pawn fork, I have chosen to present it in one Pattern here, because the preparatory work (luring by means of a sacrifice) and the end goal (a bishop fork) remain consistent throughout. Consider it an added bonus!

## Benjamin Bok (2638)

**Jeffery Xiong (2663)**

# St Louis 2019

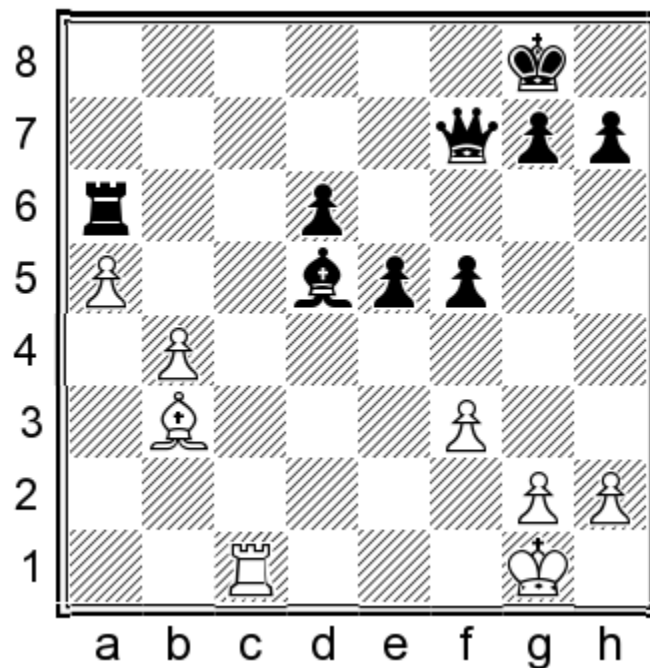


Not only is the rook lured to the corner, but it also has to abandon the protection of the knight. White resigned, because after 38.Rxa1 Bxd4+ 39.Kf1 Bxa1, he would be a piece behind.

**Sergey Karjakin** (2547)

**Alexandra Kosteniuk** (2456)

Brissago match 2003



Here, we will see the same trick as in the previous example, but with some extra preparation.

**32.Rc8+**

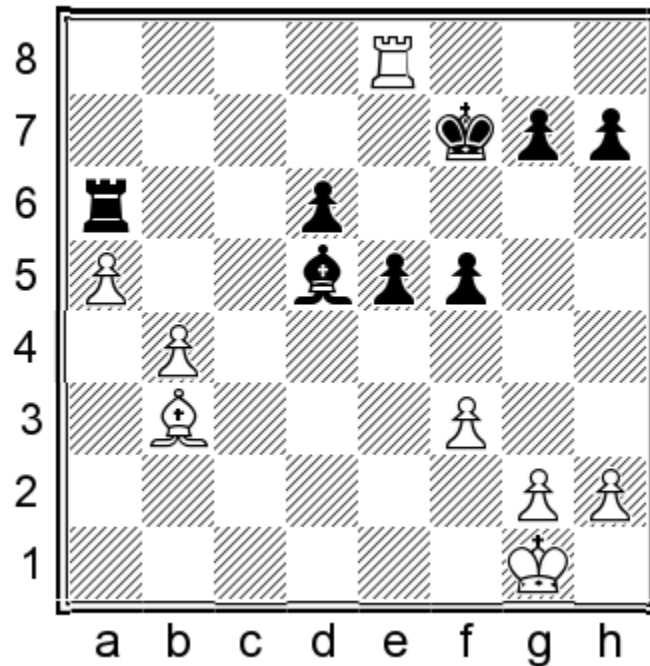
This seems to win on the spot, as it is checkmate after 32...Qf8 33.Bxd5+ Kh8 34.Rxf8. However, Black has a surprise in store:

**32...Qe8**

Black interposes the queen on an unprotected square. More about this unique defence in Pattern 87. With, for example, the rook on b6 instead of a6 and the a5-pawn off the board, this would be winning.

It also seems very good here, as after 33.Rxe8+ Kf7, both the white bishop and rook are hanging, but...

**33.Rxe8+ Kf7**



**34.Ra8! 1-0**

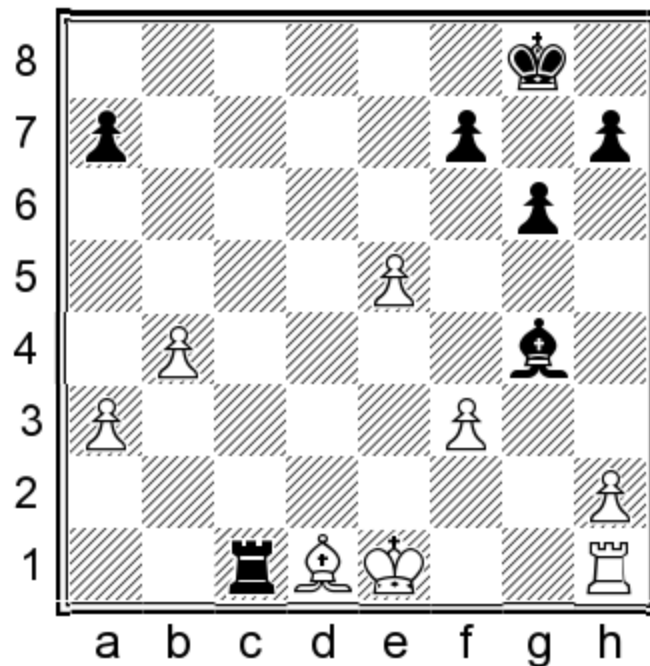
Luring the black rook into the corner, where it falls victim to a fork: 34...Rxa8 ( 34...Bxb3 35.Rxa6 also loses) 35.Bxd5+. Luring an enemy piece onto a poisoned square by means of a sacrifice on that square is also called a **decoy**.

In the next game, the king is lured:

**Narayanan Rajeswari Visakh (2489)**

**Viktor Erdős (2604)**

Romania tt (analysis) 2018



**30...Rxd1+!**

Tempting but not good is 30...Bxf3 due to 31.Kd2!, counterattacking the black rook while at the same time opening the first rank so the rook on h1 protects the bishop on d1.

**31.Kxd1 Bxf3+**

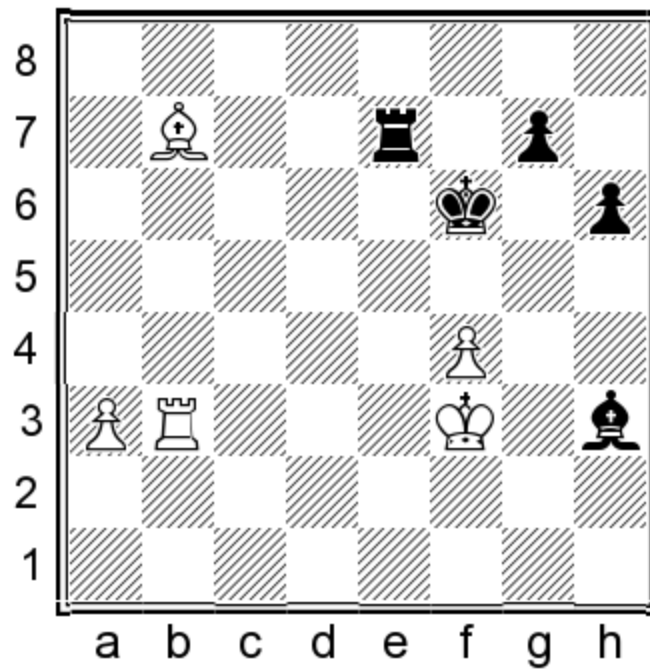
Bishop fork!

A bishop can, of course, also attack the rook and king along one diagonal. The next two games demonstrate this. In the first example, the rook is lured, while in the second it is the king:

**Robin Swinkels 2536**

**David Murray (2162)**

Rhodes tt 2013



**51...Be6!**

Not only attacking the rook but also with another goal in mind.

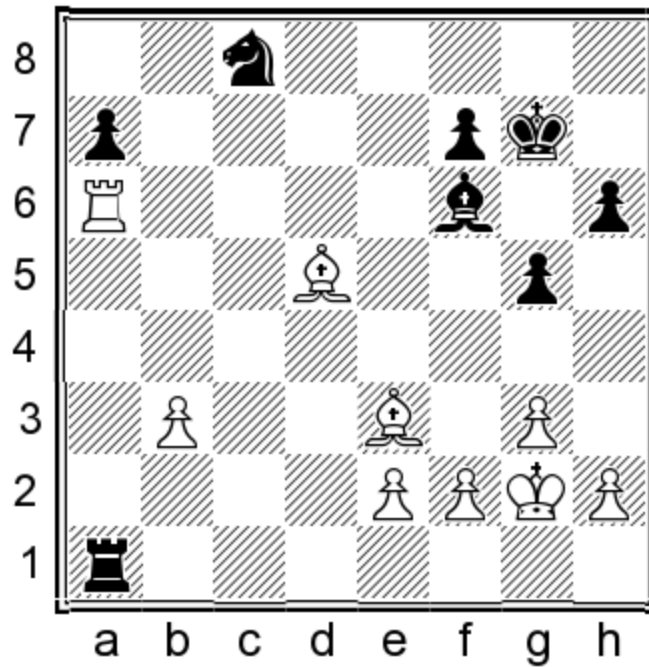
**52.Rb5 Rxb7!**

Luring the rook, placing it on the same diagonal as the white king. After 53.Rxb7 Bd5+, the white rook and king are forked. White played 53.Ra5, but had to resign soon after.

**Frank Erwich** (2319)

**Mark Timmermans** (2175)

Dutch Online Blitz Championship 2010



Black's last move, 26... Rb1-a1, lines up three pieces on the same a1-h8 diagonal.

### **27.Rxf6! 1-0**

27...Kxf6 28.Bd4+ wins back the rook with interest.

Please note that when going for a decoy, you should be especially attentive to intermediate moves. If in the above diagram the white king were to stand on square d2, then after 27.Rxf6, the intermediate move 27...Ra2+ would have been an unpleasant surprise for White!

## **Pattern 5 - A queen sacrifice in the corner for a knight fork**

Caution is always necessary when it comes to knight forks. These may arise either at once or after one or more preparatory moves. Although there are various ways to deliver a knight fork, I have chosen to highlight one specific form in this book. Similar to the



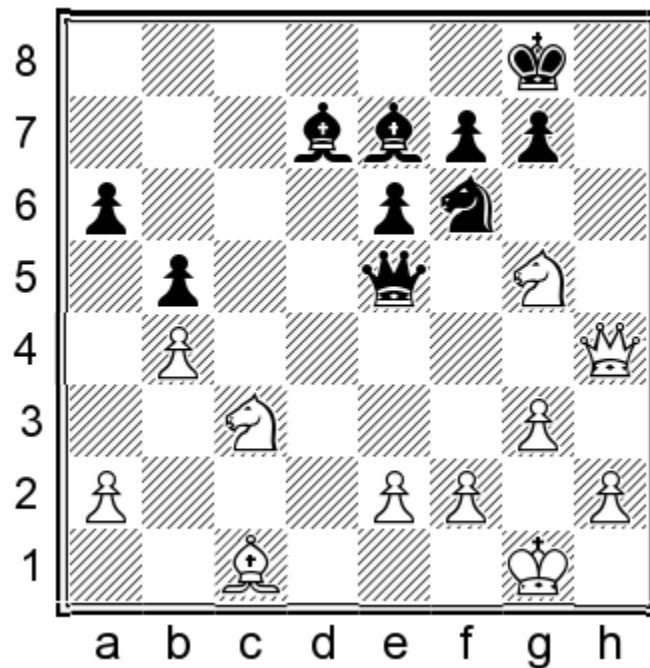
previous Pattern, we sacrifice material through luring. Our focus is on a queen sacrifice in the corner.

Let's start with two examples from a World Championship match:

**Alexander Alekhine**

**Max Euwe**

Rotterdam World Championship match 1937



Here, Alekhine played 26.Bb2, but he missed a tremendous opportunity.

**26.Qh8+!**

Forcing the king to the corner and removing the defender of pawn f7. After 26...Kxh8, the king and queen are within knight's forking distance and 27.Nxf7+ wins back the queen with interest.

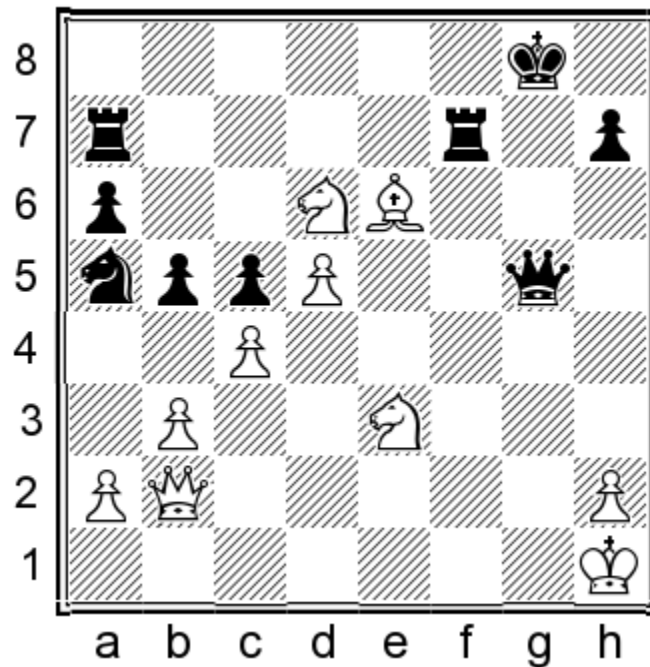
Note that the queen on h4 could also have been a rook: 26.Rh8+ has the same effect.

In the next example, we see a World Champion executing this Pattern with a bit more preparation:

**Tigran Petrosian**

**Boris Spassky**

Moscow World Championship match 1966



**29.Bxf7+ Rxf7 30.Qh8+!**

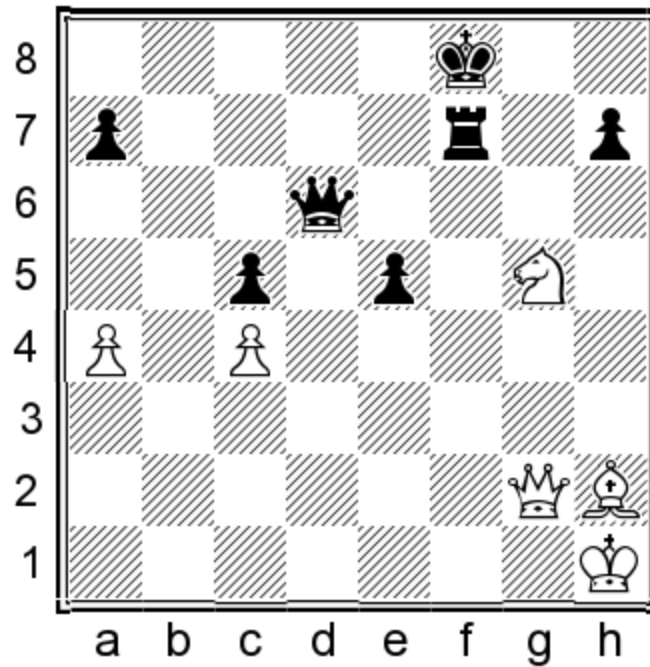
Black resigned, because after 30...Kxh8 31.Nxf7+ Kg7 32.Nxg5 White is a piece up.

Ten years earlier, Petrosian also achieved success with this trick. It required a bit more preparation, but when you know what to aim for, this is not a problem!

**Tigran Petrosian**

**Vladimir Simagin**

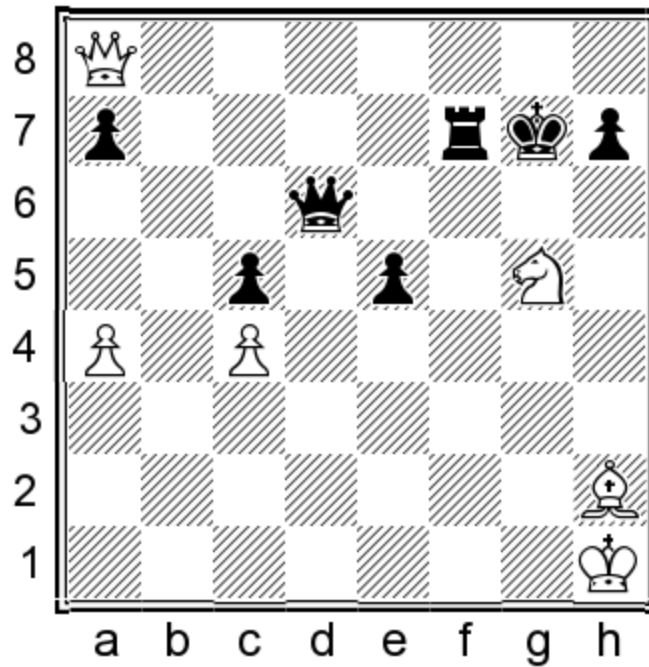
Moscow match 1956



#### **44.Qa8+!**

The direct 44.Nxf7 is tempting but would be a significant mistake: 44...Qd1+, and White cannot avoid perpetual check, for example, 45.Qg1 Qf3+ 46.Qg2 Qd1+ 47.Bg1 Qh5+. After each check, the queen and bishop block the path of their own king, preventing its escape. We will encounter this type of perpetual check again in **Pattern 78**.

#### **44...K<sub>g</sub>7**



### 45.Bxe5+!

Forces the queen to square e5, where it turns out to be inconvenienced in two ways.

A point of attention here! 45.Qh8+ looks very good, but with the king on g7 instead of g8, Black is not obliged to capture the queen. After 45...Kg6, 46.Nxf7 ( 46.Qg8+? Rg7! ), 46...Qd1+ again leads to perpetual check. A cunning defence!

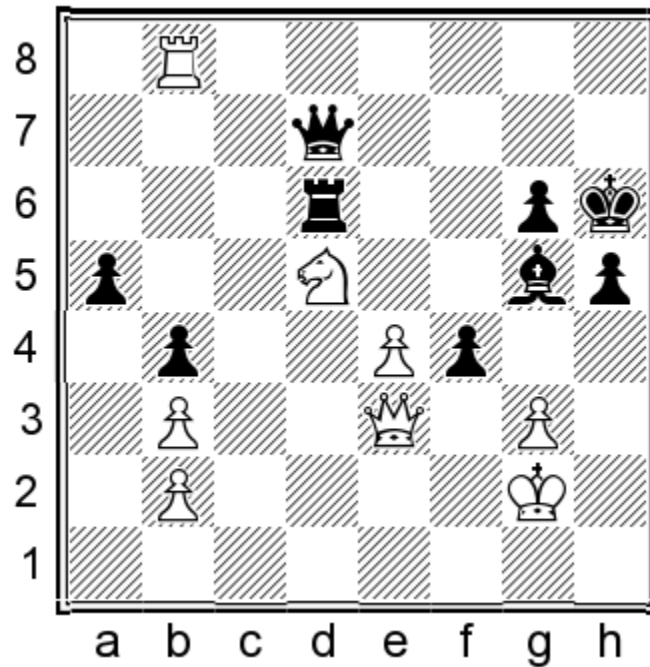
### 45...Qxe5 46.Qh8+!

Now, yes! If Black declines to capture the queen, then 47.Qxe5 wins the black queen.

### 46...Kxh8 47.Nxf7+

Black resigned, because the queen has fallen victim to the knight. We conclude with another example by a World Champion. For a change, we now see a rook sacrifice instead of a queen sacrifice, occurring on the seventh instead of the eighth rank. The idea remains the same, but I want to make you aware that this Pattern can be executed in multiple ways:

**Judit Polgar (2670)**  
**Viswanathan Anand (2770)**  
Wijk aan Zee 1998



**56.Rh8+!**

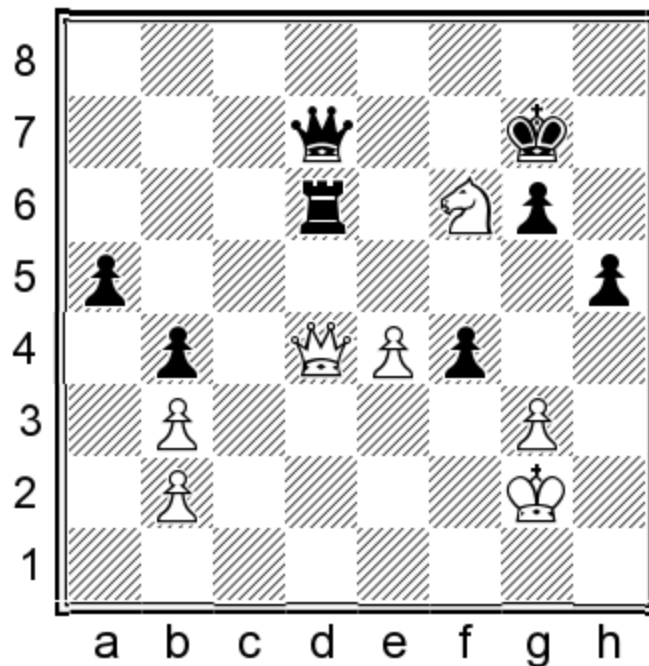
Black resigned in light of

**56...Kg7 57.Qd4+ Bf6 58.Qxf6+!**

.

The direct 58.Rh7+ is a clever try, but it doesn't work: 58...Kxh7 59.Nxf6+, and after 59...Kh8 not only the black queen but also the white queen is hanging. There is nothing to be gained from a discovered check.

Incidentally, 59...Kg7 would be a massive mistake:



*analysis diagram*

60.Qxd6!. Now, it is not the king (as we've seen in this Pattern), but the queen being lured to an unfavourable square to be confronted with a knight fork after 60...Qxd6 61.Ne8+.

**58...Rxf6 59.Rh7+!**

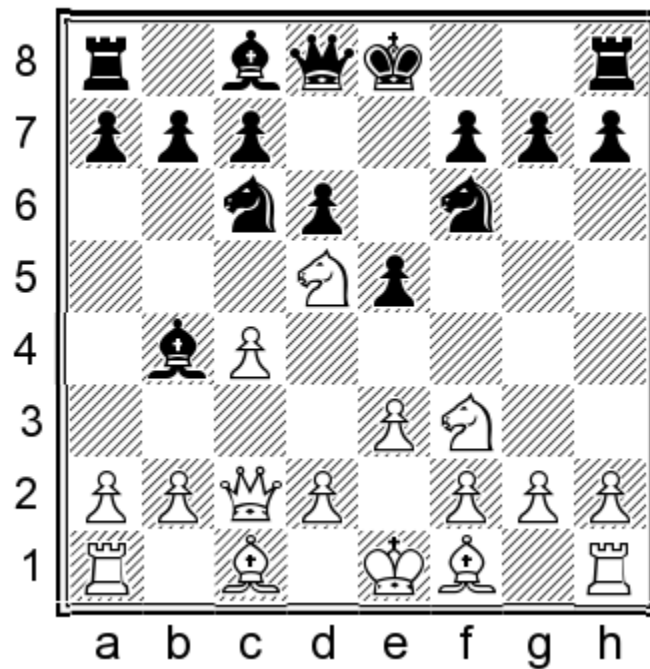
The familiar trick. On 59...Kxh7, 60.Nxf6+ leads to a fork, while after 59...Kf8 60.Rxd7 White remains a piece up.

## **Pattern 6 - A queen's attack on the central king and a loose piece**

In the previous Pattern, we sacrificed our queen; in this Pattern, our goal is to use the queen to deliver a fork. We will focus on a double attack on the king in the centre and an unprotected piece. At first glance, this may appear to be a basic tactic, but many strong players, including grandmasters, have fallen victim to it frequently.

**Ernesto Inarkiev (2693)**

**Robby Kevlishvili (2451)**



**6...Nxd5? 7.cxd5 Ne7**

After retreating the knight, the bishop becomes unprotected and the a4-e8 diagonal opens up (the game continued with 7...0-0 8.dxc6 ).

**8.Qa4+**

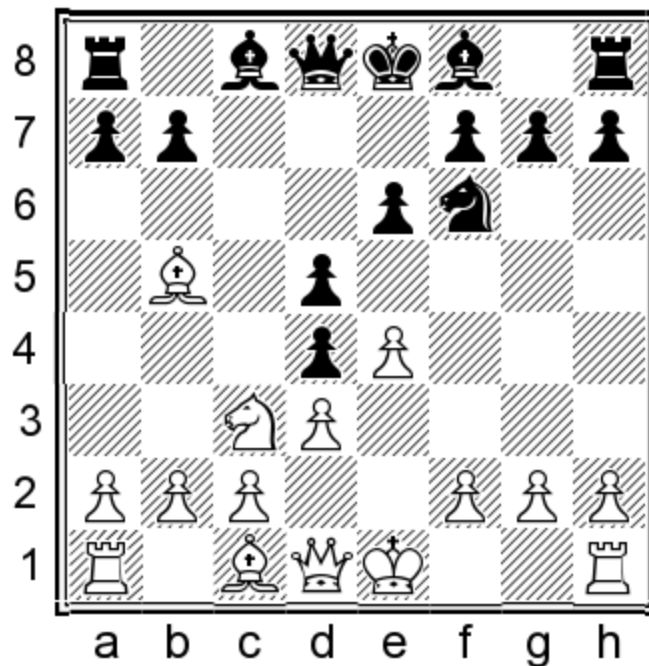
The queen fork results in winning a bishop.

In the next game, we see a similar scenario:

**Michaël van Liempt (1959)**

**Arthur Pijpers (2338)**

Dieren 2013



Most players would get out of the check by interposing the c8-bishop. However, Black has a very surprising move that leaves the c3-knight and the b5-bishop in a predicament:

**8...Ke7!**

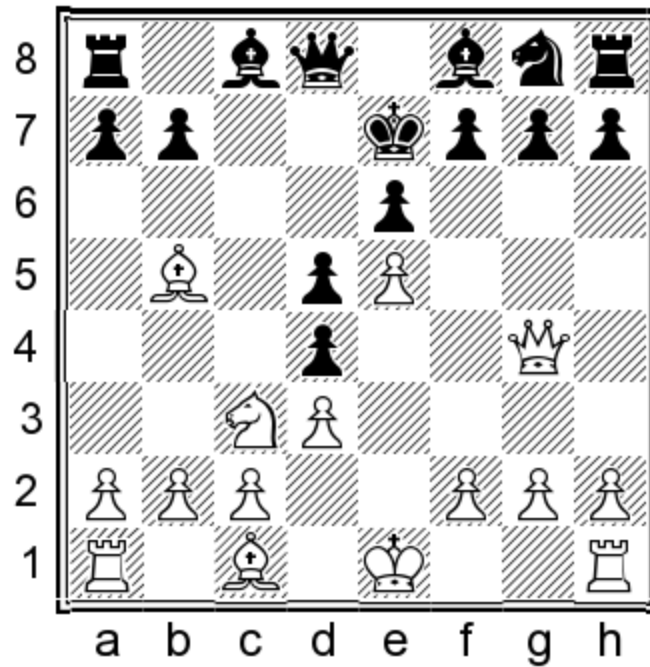
A move you don't make every day!

After 9.Ne2, the e1-a5 diagonal opens up, allowing 9...Qa5+ with a fork and White loses the b5-bishop. The game continued with

**9.e5**

Now, instead of the also viable 9...dxc3, 9...Ng8 was best, leaving White with a problem. After the clever 10.Qg4 (note 10.b3 f6! ),





*analysis diagram*

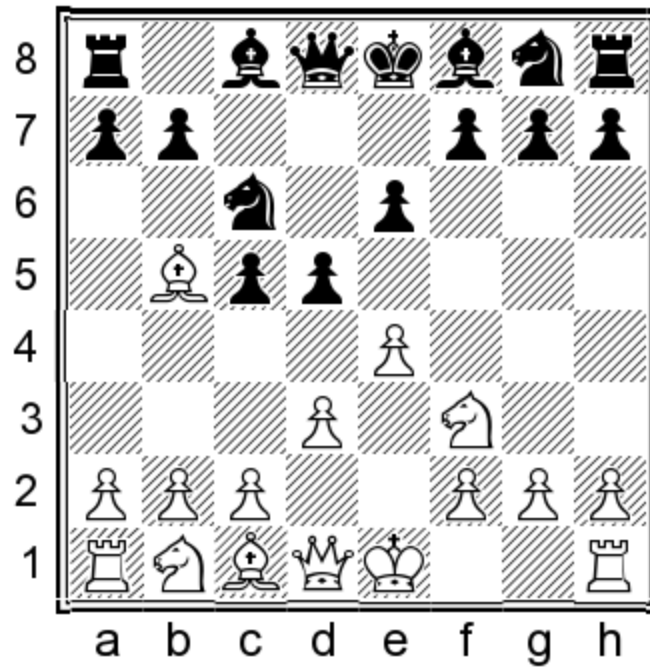
Black responds with 10...a6! ( 10...dxc3?? 11.Qb4+ would be a horrific mistake leading to checkmate) 11.Ba4 b5!, and Black wins a piece. With the a4-e8 diagonal closed, White no longer threatens checkmate.

In the previous examples, the knight on the c-file was missing to defend the bishop. However, even if the bishop can be defended, it does not always provide a solution:

**Agata Papini Trentini**

**Ary Born (1227)**

Florianopolis 2023

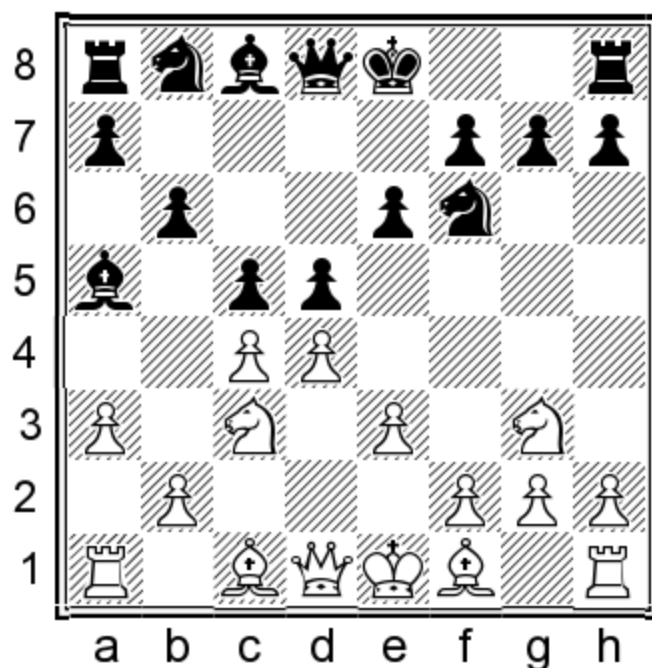


**5...Qa5+ 6.Nc3 d4!**

Attacking the pinned knight, which is now lost.

It is not always a walk in the park. In the next example, protecting the bishop with the knight is indeed sufficient:

Analysis



Black's last move 7... d7-d5 seems to put the cat among the pigeons. How tempting is it now to lure the black bishop to b4 for a queen fork?

**8.b4 cxb4 9.axb4 Bxb4 10.Qa4+**

And done, you would think. A double attack on the king and bishop, and if interposing the knight in the previous game was already futile, it is even more so here, isn't it? After all, the knight will be unprotected on c6.

**10...Nc6!**

Nonetheless! The point is that the white knight on c3 is also unprotected and after 11.Qxc6+? Bd7 White has a significant problem: 12.Qb7 Bxc3+ 13.Bd2 Bxa1, not only regaining the knight but also winning a rook.

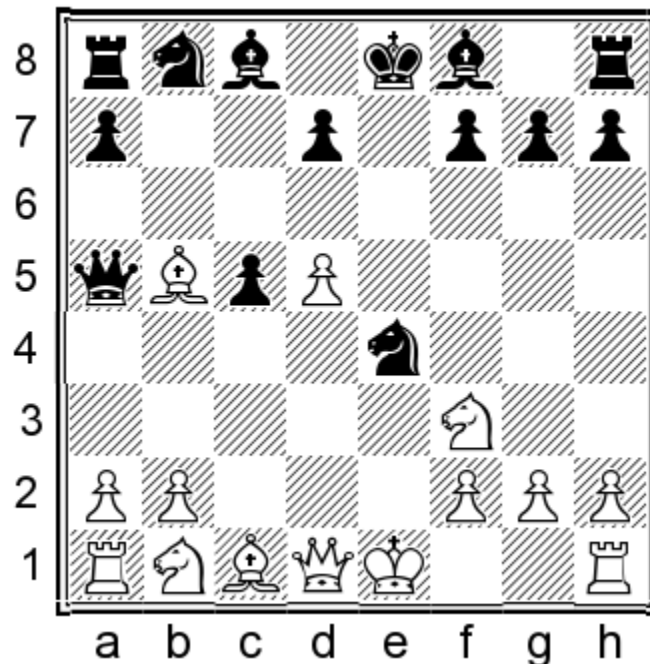
White is better off protecting the knight, but after 11.Bd2 Bd7, Black remains a pawn up.

Another kind of defence:

**Nihal Sarin** (2670)

**Kamel Njili** (2414)

Djerba rapid 2023



White took the pawn on b5 a move earlier and seems to be in trouble now as 8.Nc3 fails to 8...Nxc3, winning the b5-bishop. However, White has a trick up his sleeve:

### **8.Nbd2!**

The engine even deems 8.Nfd2 better, with the idea that after 8...Qxb5 9.Nxe4, the knight on b1, heading to c3, serves White more effectively than the knight on f3, as was the case in the game.

### **8...Qxb5**

The second point behind White's 8th move becomes evident after 8...Nxd2: 9.Qe2+!. With an intermediate check, White protects his bishop, which was impossible in the line with 8.Nc3. Also, 9...Ne4+

with a discovered check leaves White unimpressed, as after 10.Bd2 the knight will be lost.

### 9.Nxe4

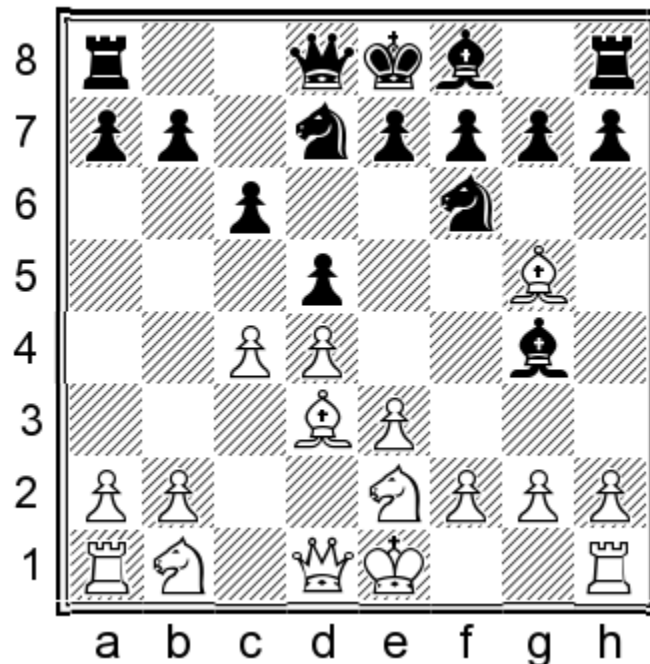
White remains a pawn up.

In the previous examples, we observed the forking queen ending up right next to the loose bishop. However, a queen fork can be equally effective from a long distance:

**Levon Aronian** (2744)

**Teimour Radjabov** (2729)

Monaco rapid 2007



White's 6. c4 was, to put it mildly, not very clever.

### 6...dxc4!

White prepares for the queen fork by clearing the fifth rank with gain of tempo.

### 7.Bxc4

7.Bxf6 solves nothing. After 7...cxd3, both the knight on e2 and the bishop on f6 are hanging and White loses a piece.

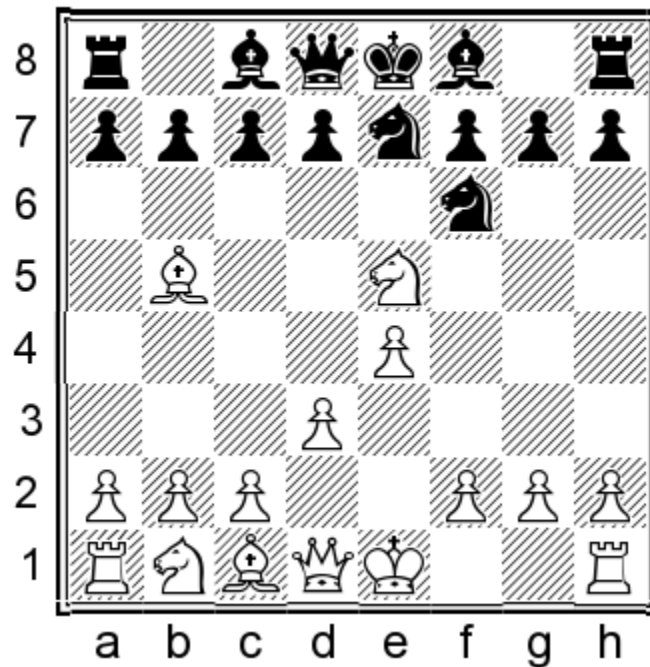
**7...Qa5+**

Black won a piece and, shortly afterwards, the game. As I mentioned before, it's not the weakest chess players who have fallen victim to such queen forks.

Clearing as preparation for a queen fork is encountered in various opening traps. To conclude, we will provide two examples. The first concerns the Berlin Defence of the Ruy Lopez, and the second, the Alapin Variation of the Sicilian.

Ruy Lopez

**1.e4 e5 2.Nf3 Nc6 3.Bb5 Nf6 4.d3 Ne7 5.Nxe5?**



**5...c6!—+**

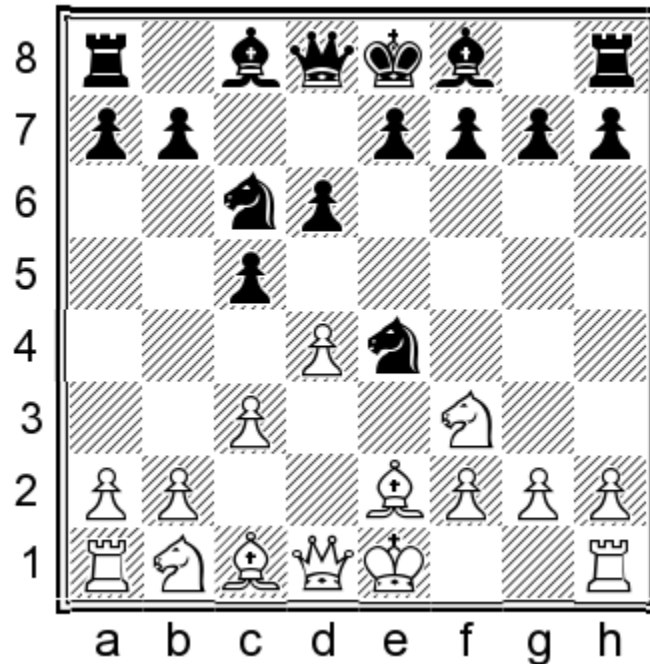
Clearing the a5-d8 diagonal for the queen with gain of tempo. If the bishop moves, 6...Qa5+ forks the king and the knight on e5.

Sicilian Defence

**1.e4 c5 2.Nf3 d6 3.c3 Nf6 4.Be2 Nc6**

4...Nxe4? 5.Qa4+, forking and winning the e4-knight.

**5.d4 Nxe4?**



**6.d5!**

Clearing the fourth rank with gain of tempo. If the c6-knight moves, 7.Qa4+ forks king and knight.

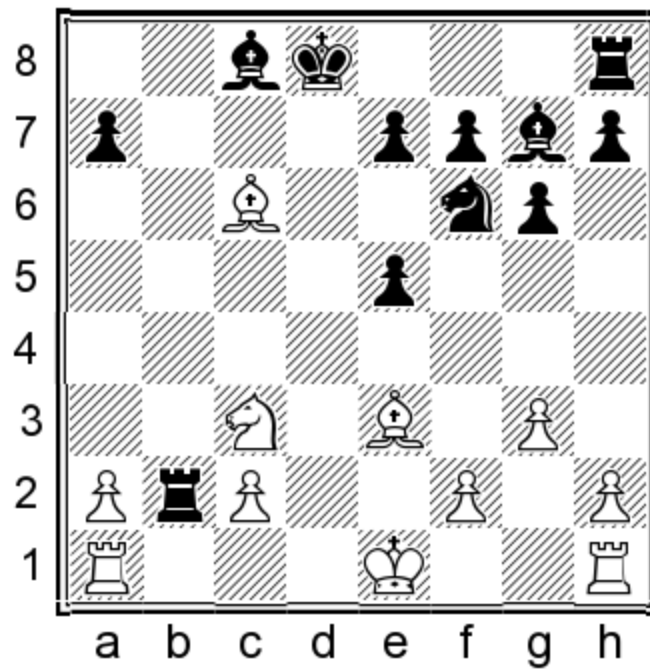
## **Pattern 7 - Queenside castling with a double threat**

After the pawn, bishop, knight, and queen, it is now the turn of the king and the rook to simultaneously attack two pieces by castling queenside!

**Michael Adams** (2665)

**Alexey Dreev** (2650)

Linares 1997



Black's last move 12... Rxb2 turned out to be less than optimal.

**13.0-0-0+!**

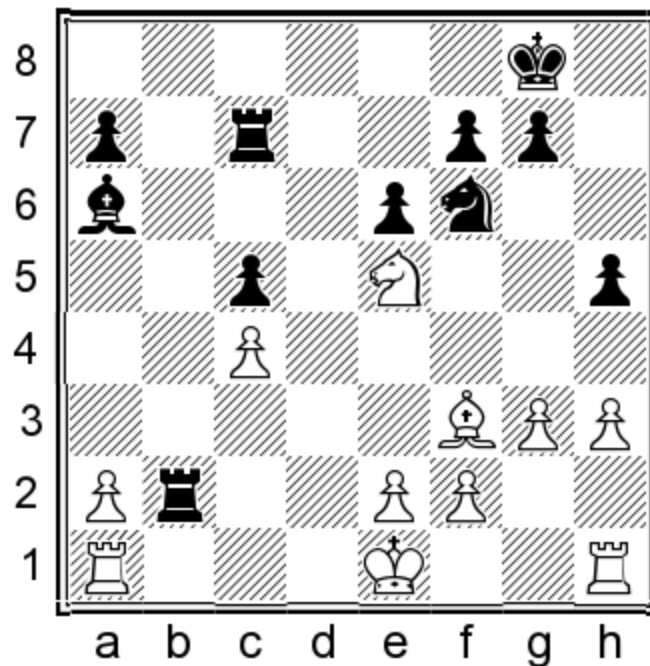
White wins material thanks to the attack on the rook and king. Getting such a unique double attack on the board is a once-in-a-lifetime occurrence, right? Well, take a look at what the former world number 4 went through sixteen years later:

**Boris Gelfand** (2777)

**Michael Adams** (2754)

London k.o. rapid 2013





There's not much going on, but after Black's

**24...Nd7?**

he now falls victim to the trick that we saw him use himself in the previous example!

**25.0-0-0!**

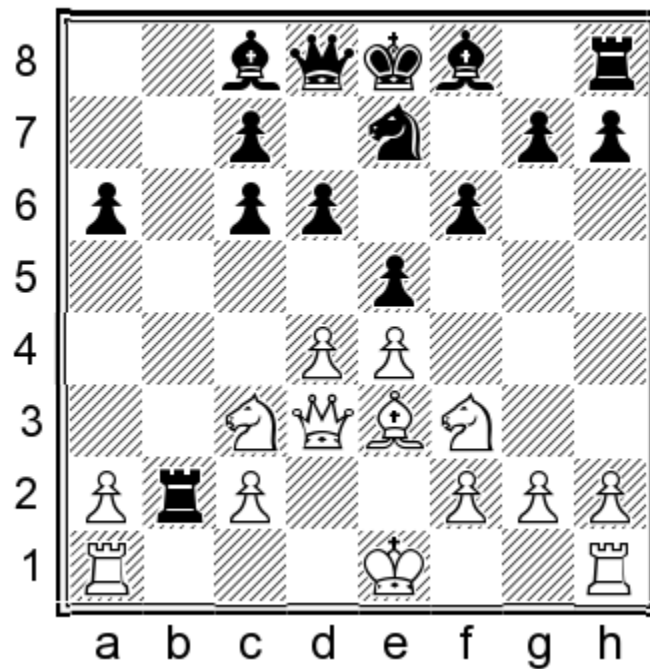
Thanks to the knight being on d7, White has an extra target. The double attack on the knight and rook costs Black an exchange and, eventually, the game.

Now, let's delve a bit deeper. We have seen that with an unprotected rook on the second rank and a target on the d-file, queenside castling can sometimes produce a double attack. If only one of these conditions is met, you can try to create the second condition yourself:

**Otto Feuer**

**Alberic O'Kelly de Galway**

## Liege Belgian Championship 1934



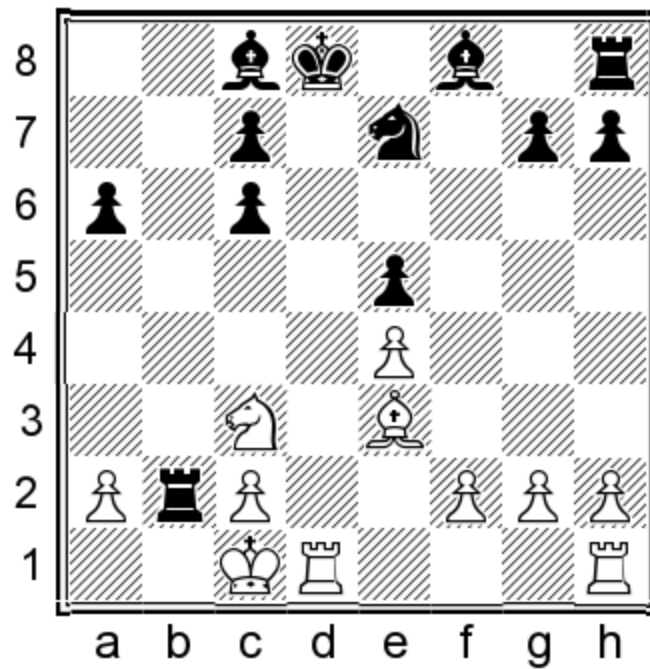
Rook on b2, check! Queenside castling possible, check! Target on the d-file? Let's arrange that:

**10.dxe5 fxe5 11.Nxe5! dxe5 12.Qxd8+ Kxd8**

White has lured the black king to square d8 and now it is time for:

**13.0-0-0+**

Black resigned.



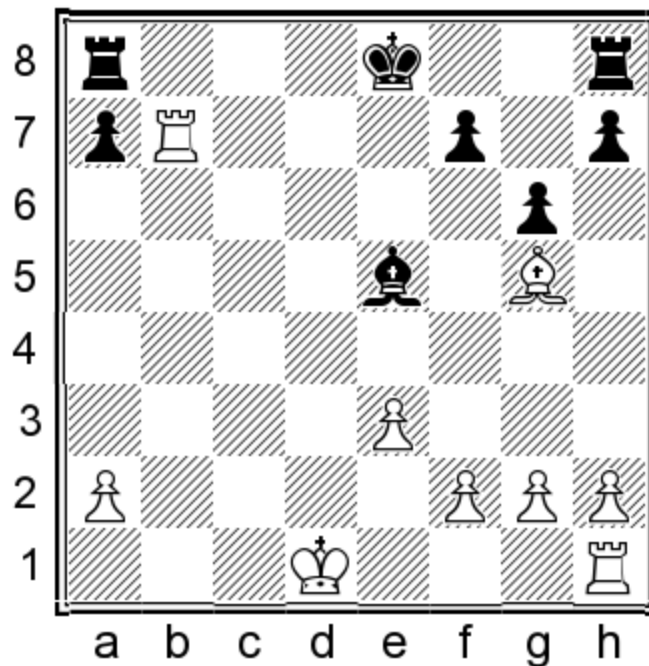
82 years (!) after this game, the same position occurred in Mestek-Voscilla, Pula 2016. Black played on for a bit but eventually resigned on move 21.

It is fun to be able to execute this trick, but familiarity with it also helps to defend against it:

**Carsten Hejberg**

**Dennis Dongart** (2155)

Copenhagen 1996



Black wants to castle queenside, but this is against the rules.

### **16...f6**

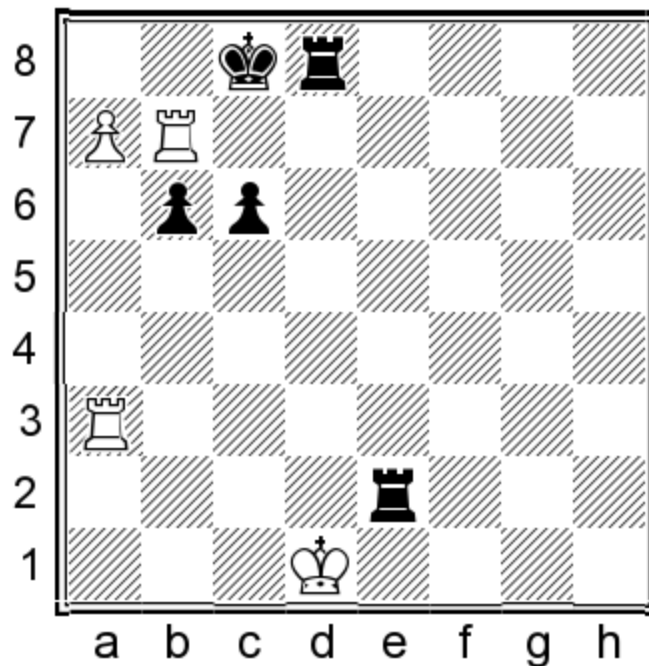
Attacking the bishop, threatening to castle queenside and winning the rook. White let it happen and resigned after 17.Bh4? 0-0-0+.

However, if you see the trick coming, you can try to defend by moving the king or the rook. As the black bishop is also vulnerable, 17.Rb5! is the move that gets White out of trouble: after 17...fxg5 White has 18.Rxe5+.

We conclude with another defensive method:

**Leonard Katsnelson**

Study, 1979



It seems too late to defend, as 5.Kxe2 Kxb7 leads to a lost rook endgame. But what else?

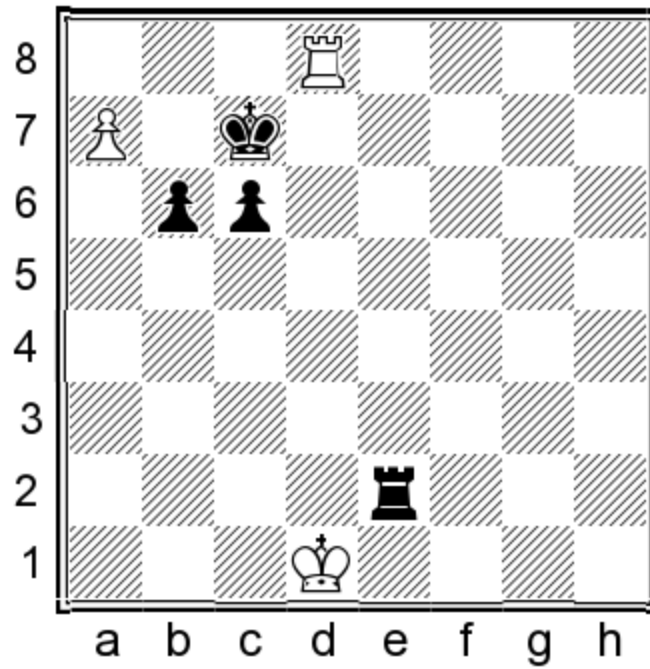
**5.Rd7!**

White interposes the rook on an unprotected square. We have already encountered this unique defence in Game 12, Karjakin-Kosteniuk. The idea here is that the black rook or king is lured to an unfavourable square.

**5...Kxd7**

5...Rxd7 6.Kxe2, and without a rook on the back rank, promotion can only be stopped by giving up the rook with 6...Rxa7.

**6.Rd3+! Kc7 7.Rxd8**



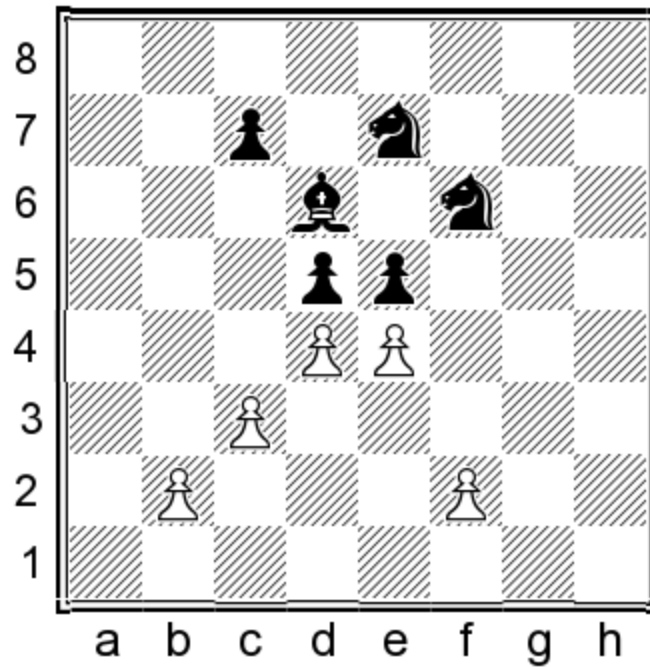
And again, promotion will cost Black a rook:

**7...Ra2 8.a8Q Rxa8 9.Rxa8**

And White wins.

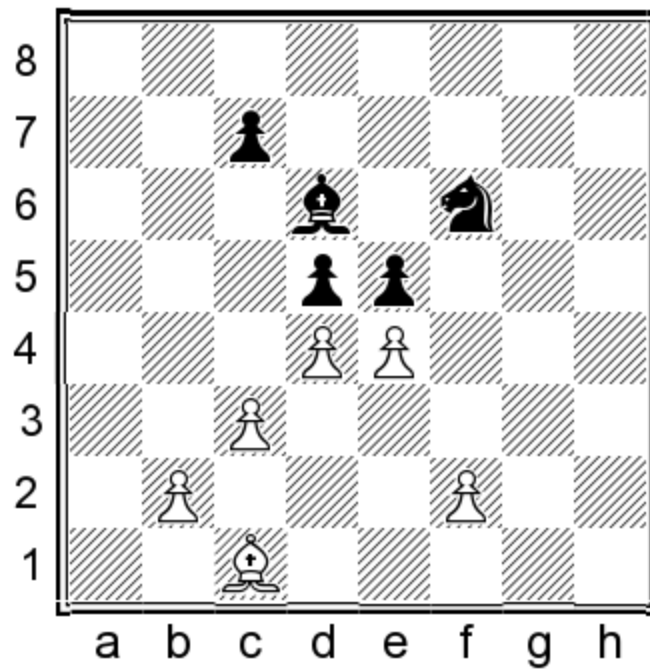
## Flash Cards 1-7

## Chapter 1 - Double attack



## 1. Increasing pawn tension for a pivotal pawn fork

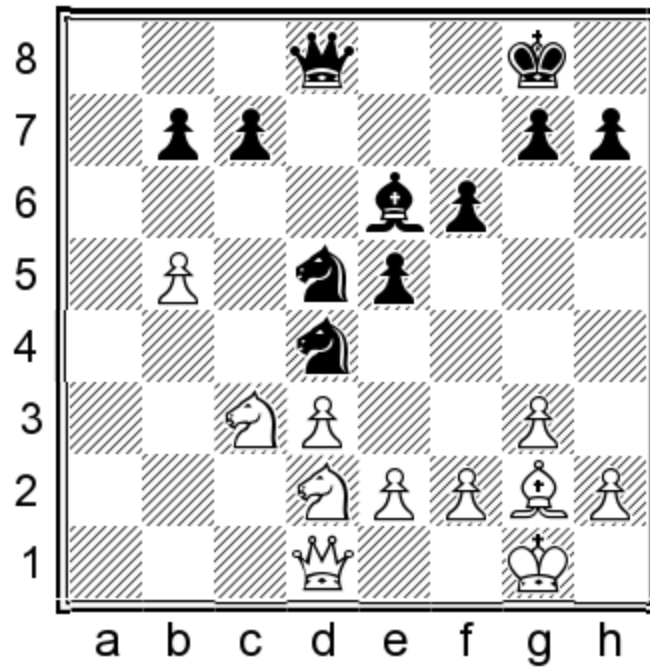
White elevates the pressure on the central pawn cluster adding an additional pawn with 1.f4. By luring away the e-pawn ( 1...exd4 or 1...exf4 ), White will then advance the e-pawn to e5 with a fork. Note that after 1...Nxe4 2.fxe5 the black bishop is trapped.



## 2. Releasing tension for a pivotal pawn fork

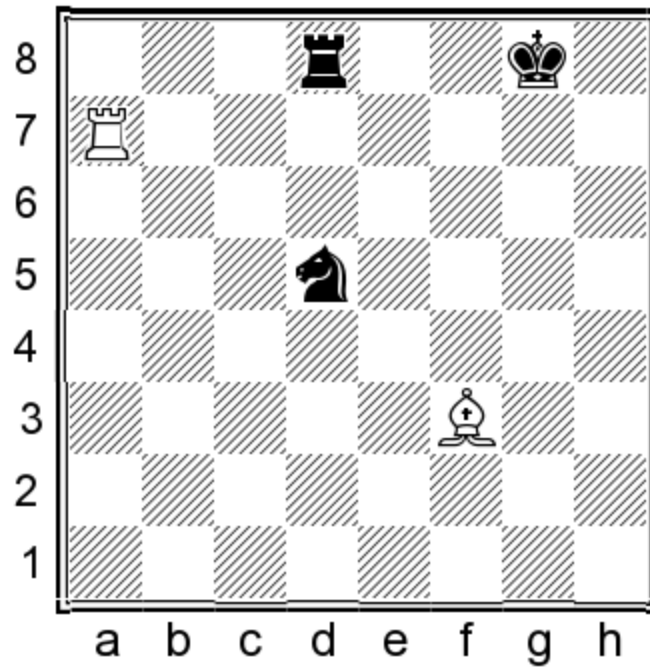
Compared to the first diagram, the black bishop now has more space and 1.f4 doesn't work anymore, as after 1...Nxe4 2.fxe5 the bishop is not trapped. Instead, the bishop is lured to e5 with 1.dxe5 Bxe5. Now the f-pawn can support a pawn fork after 2.f4 Bd6 3.e5, winning a piece.





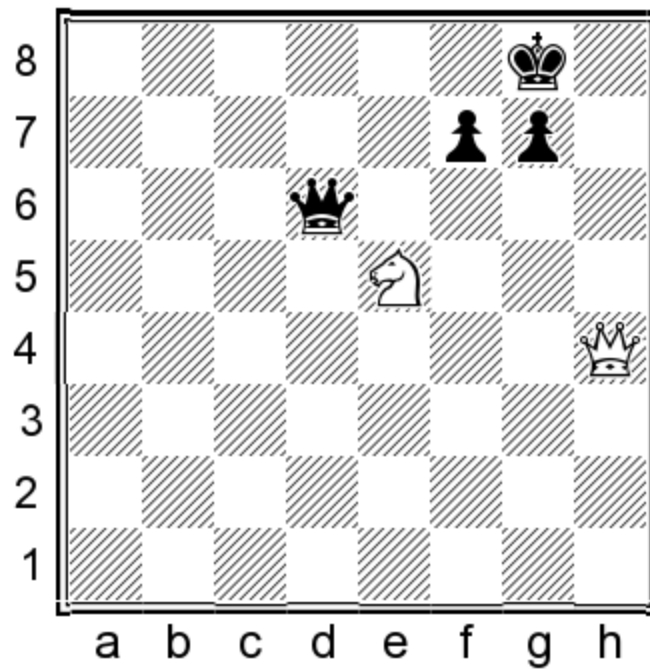
### 3. An anti-positional capture to fork or trap a piece

White first lures the bishop to an unfavourable square after which they win a piece: 1.Bxd5 Bxd5 2.e3 Nf5 3.e4 (pawn fork), or 2...Ne6 3.e4 (trapping the bishop). A single pawn does the job.



#### 4. Sacrificing the rook for a bishop fork

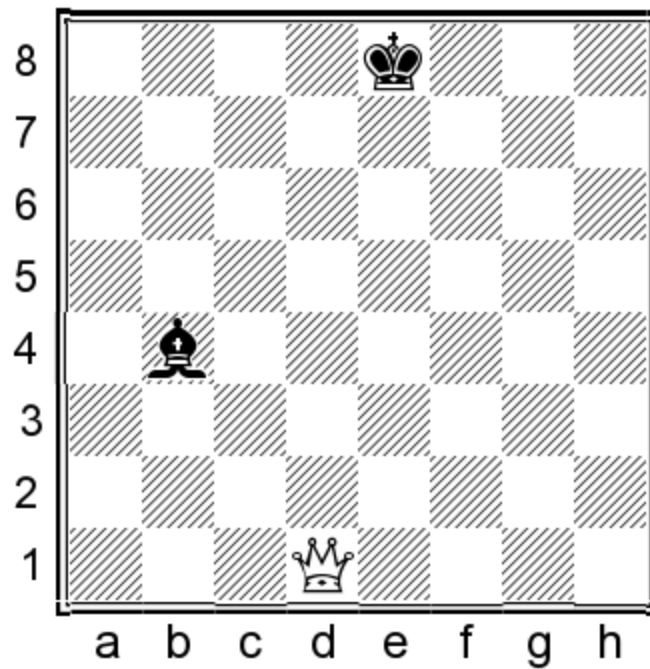
White lures the black rook to a8 with 1.Ra8 Rxa8, then follows up with 2.Bxd5+, forking the rook and the king along two diagonals.



## 5. A queen sacrifice in the corner for a knight fork

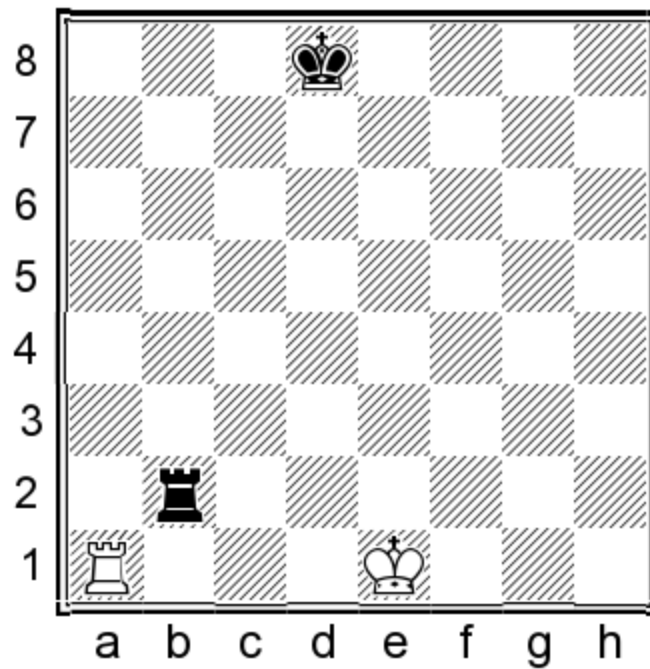
The white queen (which could also be a rook here) forces the king to the corner with 1.Qh8+ Kxh8, where the king and queen fall within the knight's reach: the fork 2.Nxf7+ recovers the queen with interest.

This concept is also feasible with the white queen originating from a different square than h4 (as long as it has the h8-square in sight), and the white knight and black queen on squares other than e5 and d6 but still within the knight's forking range on f7.



## 6. An attack by the queen on a king in the centre and a loose piece

White launches a double attack on the central king and the bishop with 1.Qa4+. The queen's sortie can also be effective when targeting an enemy piece that is further away and unprotected.



## 7. Queenside castling with a double threat

By castling queenside with 1.0-0-0, White creates a double threat, putting the black king in check while simultaneously attacking the black rook with the king. White wins the rook.

# Chapter 2

## Discovered attacks and line clearances

- Pattern 8 - The B+§ versus B discovery
- Pattern 9 - The Queen's Indian discovery
- Pattern 10 - The carousel
- Pattern 11 - The N and B collaboration
- Pattern 12 - The desperado capture sequence
- Pattern 13 - The Q+N versus Q discovery
- Pattern 14 - The Q+N double threat
- Pattern 15 - The Milner-Barry Gambit trick
- Pattern 16 - The reversed windmill
- Pattern 17 - The R and B double check
- Pattern 18 - The windmill
- Pattern 19 - The counter-discovery
- Pattern 20 - The back-rank clearance
- Pattern 21 - Clearing with the queen and bishop
- Flash Cards 8-21

Expanding on the foundation established in Chapter 1, our investigation into the domain of double attacks progresses, taking on the distinctive form known as the discovered attack. In this tactic, the attacker uses two pieces. This chapter unfolds by exploring twelve Patterns woven around this tactical weapon.

**Pattern 8** involves the bishop and pawn battery, laying the groundwork for a discovered attack, transitioning to **Patterns 9-12**,

where the interplay between the bishop and knight battery is explored. **Patterns 13-14** illuminate the possibilities arising from the queen and knight battery, while in **Pattern 15** the focus shifts to the queen and bishop battery. In **Patterns 16-19**, the synergy of the rook and bishop battery is examined.

Concluding the chapter, we focus on another tactical interplay requiring two pieces: clearances. **Patterns 20-21** offer valuable insights into these.

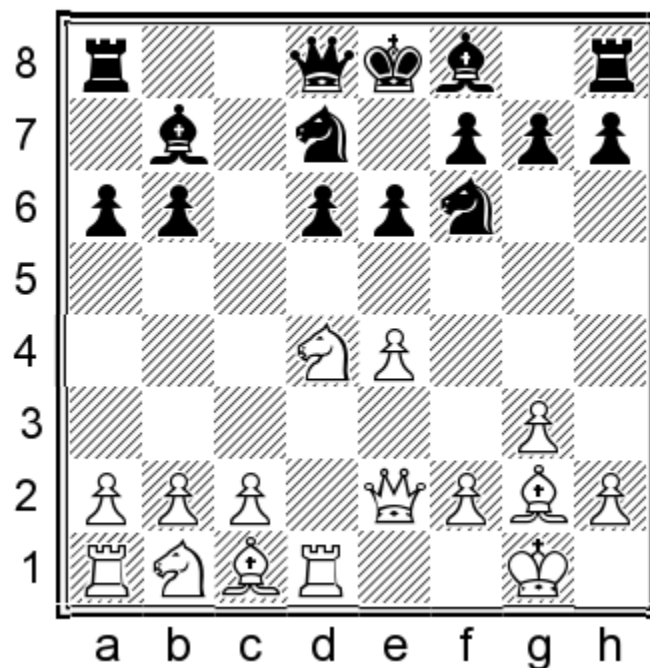
## Pattern 8 - The B+§ versus B discovery

In this Pattern, we focus on two fianchettoed bishops, one for White and one for Black, positioned on the same diagonal with a pawn between them.

**Magnus Carlsen** (2843)

**Fabiano Caruana** (2772)

Sao Paulo/Bilbao playoff blitz 2012



To execute a discovered attack, you need a battery. In this case, the battery consists of the e4-pawn, the front piece, and the g2-bishop, the back piece. Additionally, two targets for the attack are needed. We see that as soon as the pawn moves, the back piece attacks the b7-bishop, and the front piece attacks the f6-knight. Let's see how it plays out.

### **10.e5! Bxg2**

10...dxe5 attacks the knight on d4, but Black has more pieces en prise:

11.Bxb7 exd4 12.Bxa8 Qxa8 13.Rxd4, and White has won an exchange;

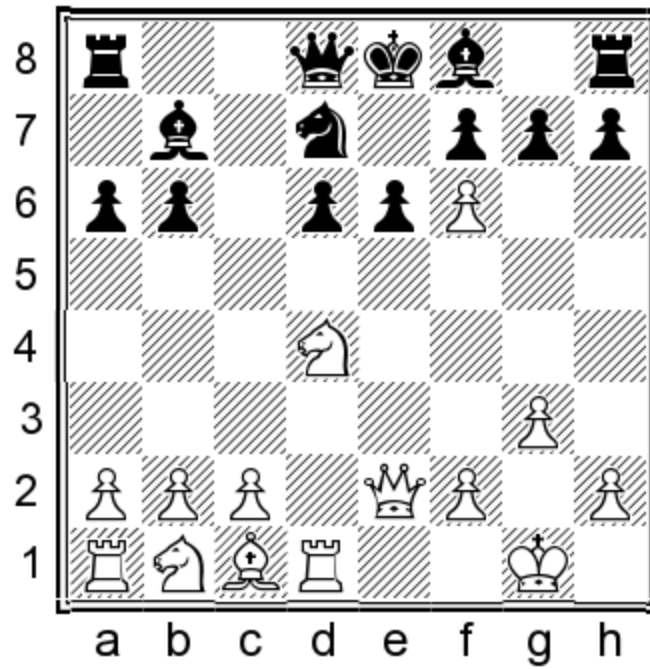
10...Nd5 saves two pieces in one move, but this is short-lived. The knight puts itself in a pin, and by attacking it with 11.c4, White still wins a piece.

### **11.exf6**

It is advantageous for White that his rook is not on f1, as otherwise Black could have continued with 11... Bxf1. Always take this into account when embarking on such tactics. Now, the bishop must find an alternative route to safety, but there are no suitable squares:

11...Bb7 ( 11...Bd5 12.c4 doesn't help Black)

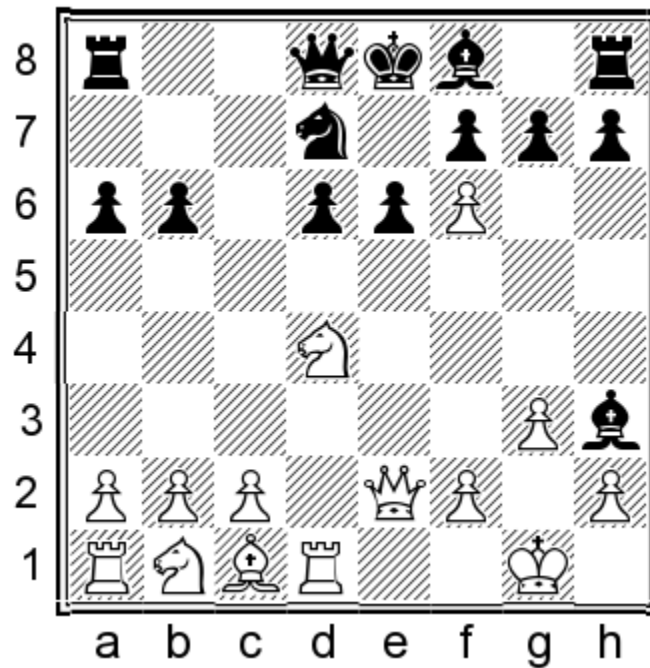




*analysis diagram*

12.Nxe6!. An important tactical point! 12...fxe6 13.Qxe6+ Be7  
14.fxg7+-.

**11...Bh3**



Protecting e6, but the move has other drawbacks.

### 12.Qh5!

Black loses material. After 12...Bf5 13.Nxf5 exf5 14.Qe2+ ( 14.Re1+ ) 14...Ne5 and f2-f4, possibly preceded by a capture on g7, White wins a piece.

13...g6 is clever, but refuted by the even cleverer 14.Ng7+ Bxg7 15.fxg7, and Black has no time to capture the queen on h5 as the rook on h8 is hanging.

In the game, Black soon resigned after

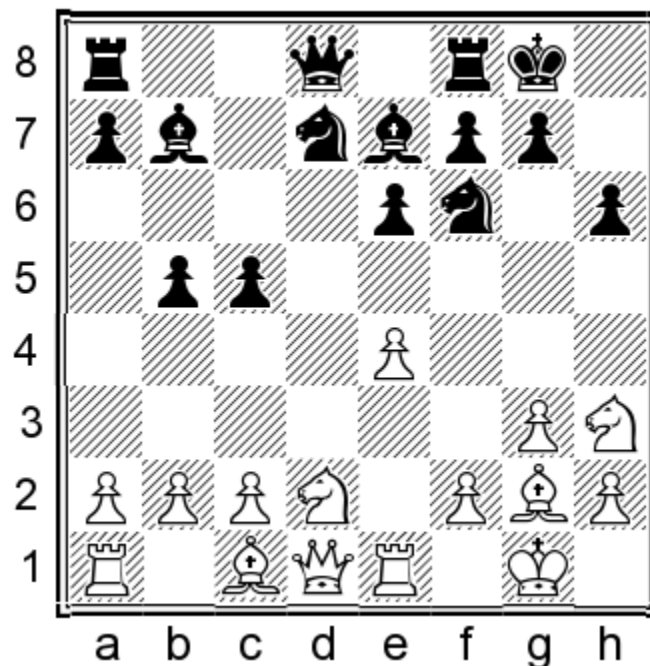
### 12...Qxf6 13.Qxh3

.

**Viktor Erdös** (2636)

**Maximilian Müller** (2241)

Deizisau 2013



### 12.e5 Bxg2?

In contrast to the previous game, here it would have been a good idea to place the knight between the bishops. After 12...Nd5, White enjoys a comfortable spatial advantage, but at least Black doesn't lose material.

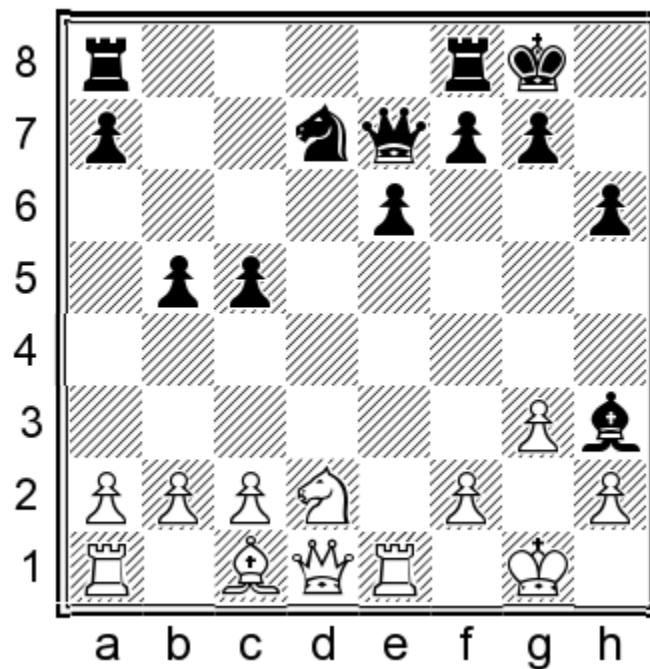
### 13.exf6

The difference with the previous game is that White captures the knight with an attack on the e7-bishop. However, the knight on h3 is also hanging.

### 13...Bxh3

Black must, of course, continue capturing with the bishop. After a capture on f6, 14.Kxg2 follows and White is a piece up.

### 14.fxe7 Qxe7



Black appears to be left with an extra pawn following all the exchanges, but White has calculated one move deeper. This is a good moment to pause and reflect: never stop calculating after the last capturing move, but do so only on the move that follows (if indeed there are no other compelling moves).

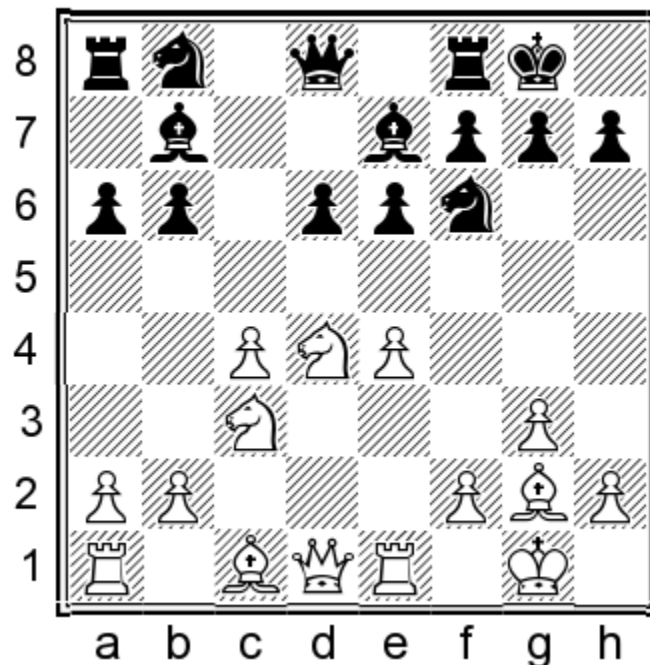
## 15.Qh5! 1-0

Just like in Game 33, Carlsen-Caruana, the black bishop will be lost – in this case, because after 15...Bf5 White can simply capture the bishop with 16.Qxf5. The pinned pawn on e6 is a poor defender! In so-called Hedgehog positions, fianchettoed bishops frequently face each other:

**Helgi Ass Gretarsson** (2412)

**Alexandros Kotsinis** (2007)

Agios Nikolaos 2019



White has more space thanks to the c4-pawn. Additionally, a defence with ...Nd5 is no longer possible after the pawn push.

## 11.e5!

At the time of writing, 75 players had fallen for this tactic, including a few grandmasters.

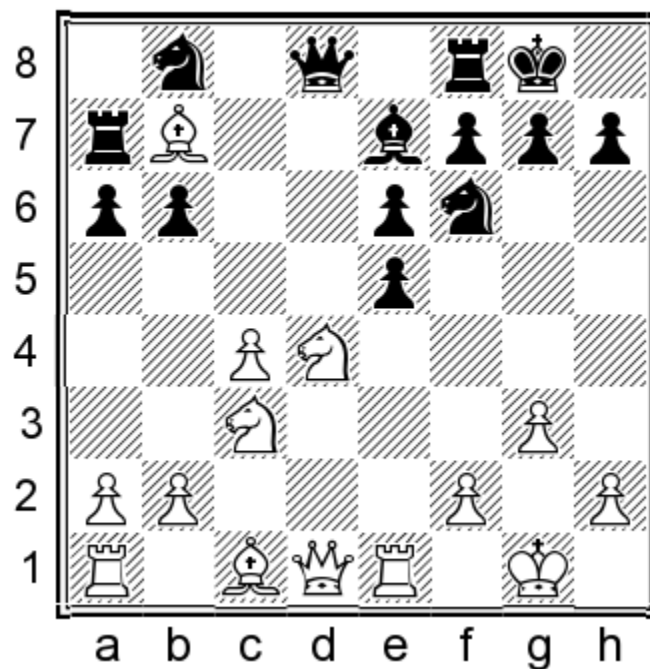
## 11...dxe5

11...Bxg2 12.exf6 immediately loses a piece. Two black bishops are hanging and the bishop on g2 cannot continue capturing as it did in the previous game. The desperado <sup>1</sup> motif comes to an end.

### 12.Bxb7 Ra7

Black has lost a piece, but White cannot rest on his laurels yet. Both the b7-bishop and the d4-knight are hanging.

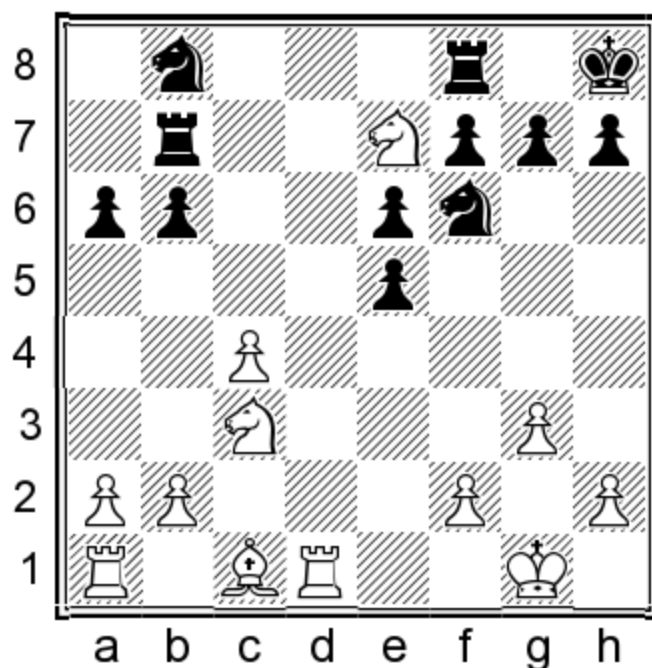
12...exd4 13.Bxa8 dxc3 14.Qxd8 Rxd8 15.bxc3 and White is up an exchange.



### 13.Nc6! Qxd1

13...Nxc6? 14.Bxc6, and White remains a piece up.

### 14.Nxe7+ Kh8 15.Rxd1 Rxb7



White is still a piece up, but it is not over yet, as the knight on e7 is trapped.

### 16.b3! b5

16...Rxe7? 17.Ba3 is the idea behind 16.b3 (more about this typical skewer in Pattern 22). However, 17.Ba3 is not a good idea after the text, as Black will play 17...b4, forking the knight and bishop.

The position after 16...b5 occurs nineteen times in my database (March 2024), with only Gretarsson opting for the best move:

### 17.f4!

17.cxb5 axb5 18.Be3 is played by most and is also strong. Black wins the knight on e7, but it comes at a cost: 18...b4 ( 18...Rxe7? 19.Bc5 is the idea) 19.Na4 Re8 20.Bc5 Ne4 21.a3! Nxc5 22.Nxc5 Rbxe7 23.axb4, and although the position is materially balanced, the passed b-pawns will be too powerful for Black.

### 17...b4

17...exf4 18.Bxf4 Rxe7 19.Bd6+–.

### 18.fxe5 Ng4 19.h3 Nxe5

19...bxc3 20.hxg4 Rxe7 21.Ba3+—.

Alternatively, 19...Nh6 wins the knight on e7, but Black will face dire positional consequences. For example: 20.Ne4 (simplifying with 20.Bxh6 gxh6 21.Ncd5 exd5 22.Nxd5 and an extra pawn for White is also winning, but not even necessary) 20...Rxe7 21.a3!.

Apart from all of White's pieces being better than Black's, he is also winning a pawn on the queenside. And he already has a very strong passed pawn there!

**20.Bf4! f6 21.Bxe5 fxe5 22.Rf1! Re8 23.Ne4!**

White threatens 24. Nd6 with a fork, and after 23...Rbxe7 White persists with 24.Nd6 followed by 25.Nf7+, leaving White with an extra exchange.

The game continued with

**23...g6 24.Nxg6+ hxg6 25.Nd6**

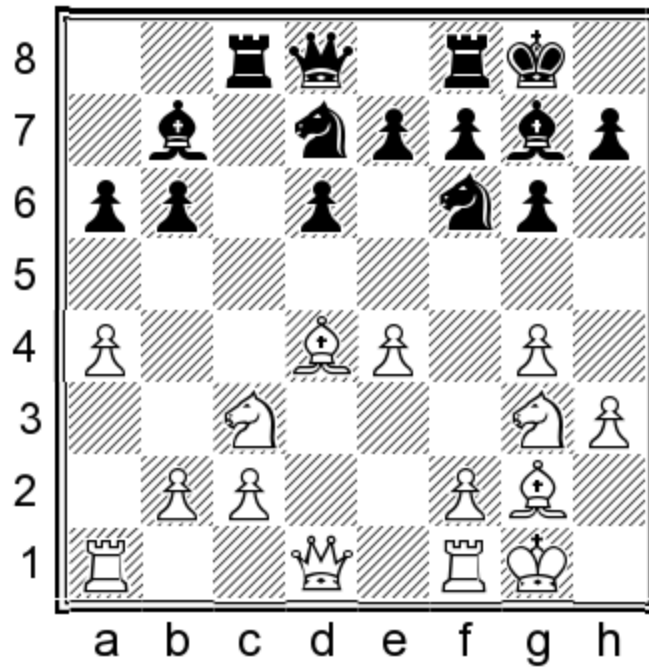
and White won.

However, the pawn push e4-e5 is not always good:

**Diana Baciú (2186)**

**Kacper Piorun (2499)**

Warsaw 2012



### 14.e5

With a bishop on e3 instead of d4, this move would be strong. Here the problem is that after Black's response the bishop on d4 is vulnerable.

### 14...dxe5!

And the bishop is not the only piece in the path of the pawn! See where the pawn ends up three moves later.

14...Bxg2 is not good. Although, unlike in the previous positions, White now has a rook on f1, it doesn't matter for White as long as she can continue capturing with the pawn: 15.exf6 Bxf1 16.fxg7 (for a change, the bishop is not captured on e7!) 16...Re8 17.Qxf1. With two pieces for the rook and Black vulnerable on the queen- and kingside, White is winning.

### 15.Bxb7 exd4 16.Bxc8

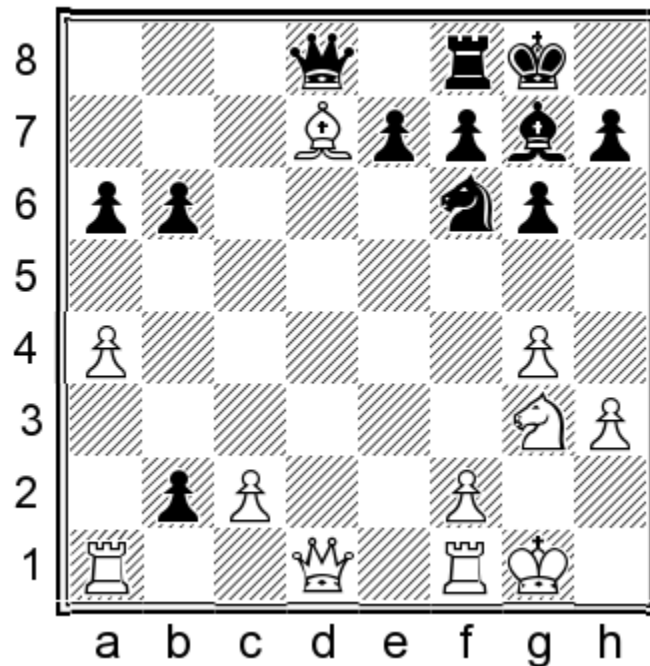


It was preferable not to focus on material gain, although even after 16.Qxd4 Nc5 17.Qxd8 Rxd8, Black has the better position.

### 16...dxc3 17.Bxd7

17.Bxa6 grabs an extra pawn, but it doesn't make it a picnic for White, for example: 17...cxb2 18.Ra2 Nc5 19.Qxd8 Rxd8 20.Bb5 Nd5μ .

### 17...cxb2



In four moves, the pawn from d6 has reached b2.

### 18.Ra3 Nxd7 19.f4?

Now it goes downhill quickly. White's only chance at some resistance was 19.Rd3 Qc8 20.Rxd7 b1Q 21.Qxb1 Qxd7 22.Qxb6 Qxa4, although here too White has a bad position and is a pawn down.

### 19...Qc7 20.Kh2 Nc5 21.c3 e5 22.f5 Rd8 23.Qc2 e4 24.Kg2 e3 25.Rd1 Rxd1 26.Qxd1 Qf4

White resigned.

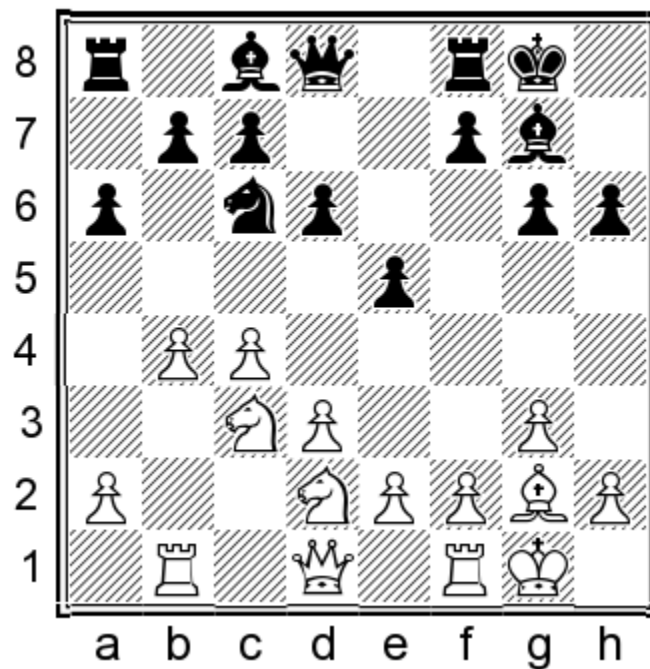
## Bonus

Here is a small bonus as a final example. The following game fragment does not necessarily fall within the constraints of the discussed Pattern, but it has similarities and it is too beautiful not to share it with you. Once again, a battery consisting of a fianchettoed king's bishop and an e-pawn is ready to blast:

**Chiel van Oosterom** (2384)

**Anish Giri** (2730)

Netherlands tt 2012/13



**12...e4!**

Using tactics for strategic gain.

**13.d4**

The point is that after 13.Nd5 exd3 14.exd3, Black's bishop on g7 has become much stronger and White has lost considerable control in the centre.

White cannot capture the pawn, as after 13.Ncxe4 f5 the knight on e4 is trapped, while after 13.Ndxe4 f5 one of the white knights will be lost.

**13...e3 14.Nf3**

**14.fxe3 Nxd4!**

**14...Bf5 15.Rb3 Re8 16.fxe3 Rxe3**

And thanks to his bishop pair in an open position, Black is better.

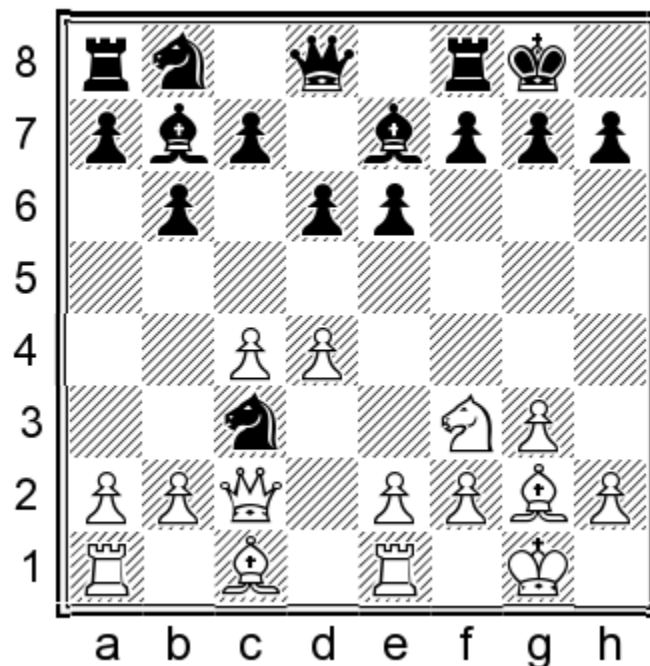
## Pattern 9 - The Queen's Indian discovery

In the next four Patterns, our focus turns to the knight and bishop battery. This Pattern aligns well with the previous one, as most of the action takes place on the h1-a8 diagonal, as often seen in the Queen's Indian Defence.

**Rasmus Svane (2648)**

**Mikhail Pesotskiy (2217)**

Titled Tuesday blitz 2022



Black has just captured on c3 and expected an automatic recapture. However, White has a better move:

### **10.Ng5!**

Threatening checkmate on h7 and attacking the loose bishop on b7.

### **10...Bxg5**

Interposing the knight with 10...Ne4 is a creative move, but it doesn't turn the tide: 11.Bxe4 Bxe4 12.Qxe4. Following the capture of the bishop, it is now the rook on the h1-a8 diagonal that is left hanging. After 12...Bxg5 13.Qxa8, White is an exchange up.

With the desperado 10...Nxe2+, Black regains a pawn for the exchange, although White still keeps the advantage after 11.Rxe2 Bxg5 12.Bxb7 Bxc1 13.Bxa8. Nevertheless, the move ...Nxe2+ can serve as a crucial defensive resource. See Game 40, Socko-Kosteniuk, below for more details.

### **11.Bxb7**

We immediately see a new problem for Black: the rook on a8 is trapped. The game continued with 11...Bxc1 12.bxc3 Bh6 13.Bxa8 c6 14.d5 exd5 15.cxd5 c5 16.Bc6, resulting in a victory for White.

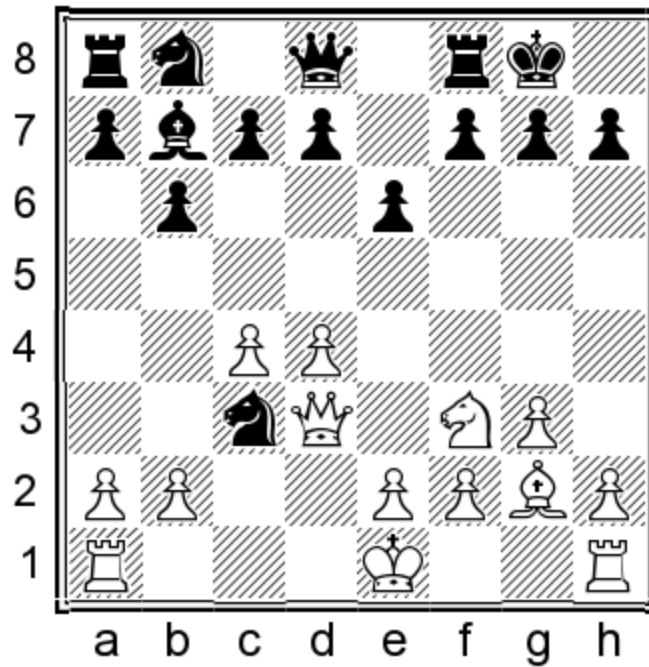
Interestingly, a year after this game, another White player opted for the suboptimal 11.Bxg5, giving Black the opportunity to defend his bishop: 11...Nxe2+ 12.Rxe2 (Svane-Gavrilin, Titled Tuesday blitz 2023) and now, instead of 12...Qxg5, Black can play 12...Qc8!, and he is even a pawn up!

Small details can sometimes make a world of difference. We will see this in the following two examples:

**Magnus Carlsen** (2839)

**Hikaru Nakamura** (2780)

Chess.com Speed Chess 2023



### 10.Ng5

Black again allows the tactic with Ng5, but the situation is slightly different than in the previous example.

### 10...Ne4

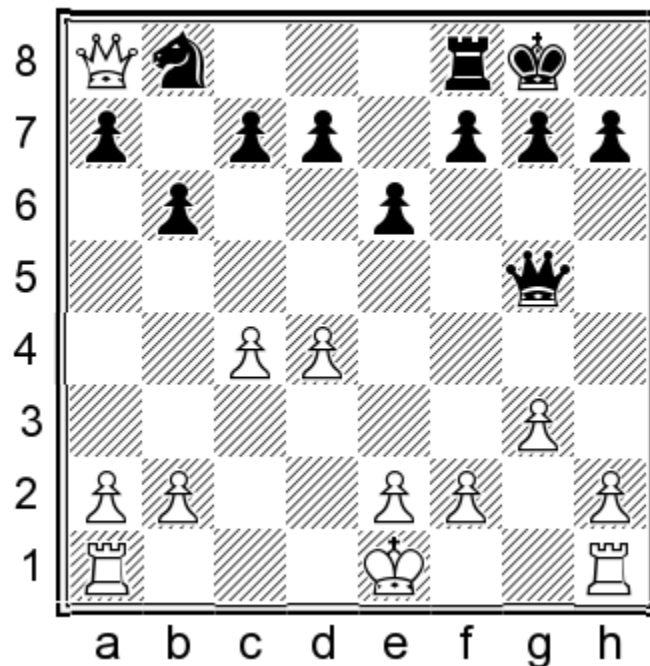
Where this defence was not good in the previous example, here it is the only move to stay in the game. The differences are very subtle. Incidentally, capturing on g5 is also not advisable in this position: 10...Qxg5 11.Bxb7 costs Black material. 11...Nxa2 still nets Black an additional pawn, but it is not enough after, for example, 12.Bxa8 (12.Rxa2? Nc6 13.Bxa8? Nb4 is the point) 12...Nb4 13.Qd2 Qxd2+ 14.Kxd2.

Interestingly, the starting position frequently arises with the queen on c2 rather than d3. In that case, some players yield to the temptation of capturing the knight, thinking they have ample compensation for the material. The crucial point is that, in this scenario, Black can play the intermediate move 11...Nxe2, hitting

the pawn on d4, while with the queen on d3 instead of c2, the pawn on d4 is protected.

Returning to the game, Carlsen was not inclined to delve into complications in a blitz game and opted for 11.Nxe4.

However, it is intriguing for us to observe the consequences of 11.Bxe4, which seemingly appears to net White an exchange: 11...Bxe4 12.Qxe4 Qxg5 13.Qxa8 (see diagram on the next page).

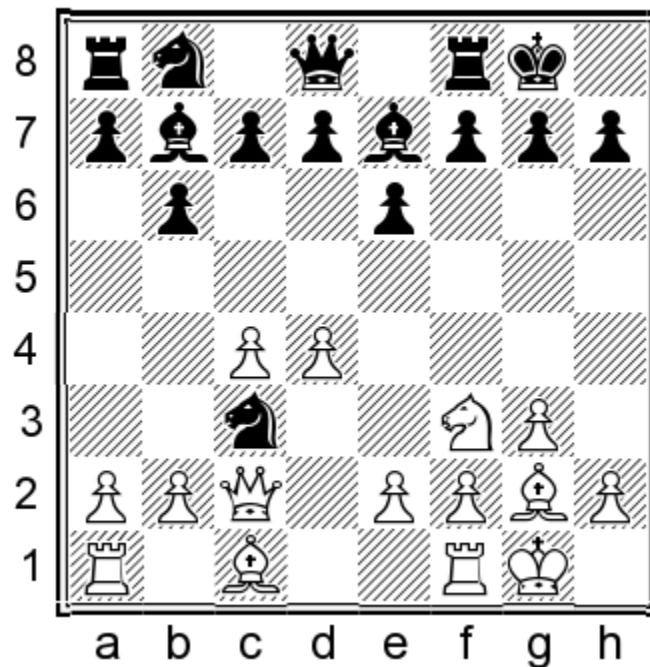


*analysis diagram*

Now, a crucial distinction with the previous game becomes clear: where previously 10...Ne4 proved inadequate, with the pawn on d7 instead of d6, Black can play 13...Nc6!. After 14.Qb7 Nxd4 15.Rd1! ( 15.Qe4? fails to 15...Qa5+! 16.Kf1 Nb3!μ ; 15.0-0 Nxe2+= ) 15...c5, with a slight move transposition we are actually in the game Euwe-Capablanca, Amsterdam 1931 (½-½, 29)! With a pawn for the exchange and pressure on White's position, Black has good compensation.

**Monika Socko** (2448)

**Alexandra Kosteniuk** (2554)



Here we see the main line of the Queen's Indian Defence. This position has been featured in thousands of games, with the majority of players opting for the logical 9.Qxc3. A smaller contingent favours 9.bxc3, often in the hope of executing the tactic with Ng5 on the next turn. But wait, can't White play the knight jump right away?

### 9.Ng5?

While this move was winning in the first example and good in the second, it fails here!

### 9...Nxe2+!

I promised to come back to this move in the first example. The white rook being on f1 instead of e1 makes all the difference. Now the queen is lured away from the b1-h7 diagonal, removing the checkmating threat on h7.

## 10.Qxe2

The alternative 10.Kh1 is not better, as Black can exchange the light-squared bishops with the intermediate check 10...Bxg2+. After 11.Kxg2 Bxg5, Black is a piece and a pawn up.

## 10...Bxg2 11.Kxg2

11.Qh5 Bxg5 12.Bxg5 f6–+.

## 11...Bxg5

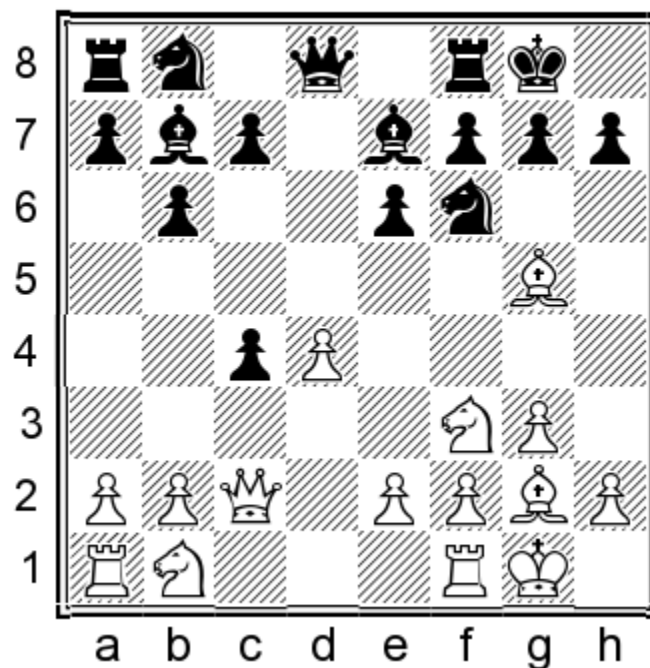
With an extra knight and pawn, Black is completely winning. Let's attribute the failure to convert this advantageous position to the quick time control in this game by the former Women's World Champion.

Familiarity with the basic Pattern makes it easier to aim for it:

**Ivan Cheparinov** (2677)

**Simon Bekker-Jensen** (2466)

Croatia tt 2016





### **9.Bxf6**

White removes the defender of h7 and clears the g5-square for the knight.

### **9...Bxf6 10.Ng5!**

The way ahead is now quite straightforward. Without the black knight on c3, White doesn't have to be concerned about various intermediate moves. After this game, another fifteen players fell victim to this tactic, a trend that will likely continue.

### **10...Bxg5 11.Bxb7 Nd7 12.Bxa8 Qxa8 13.Qxc4**

With an extra exchange, White easily won.

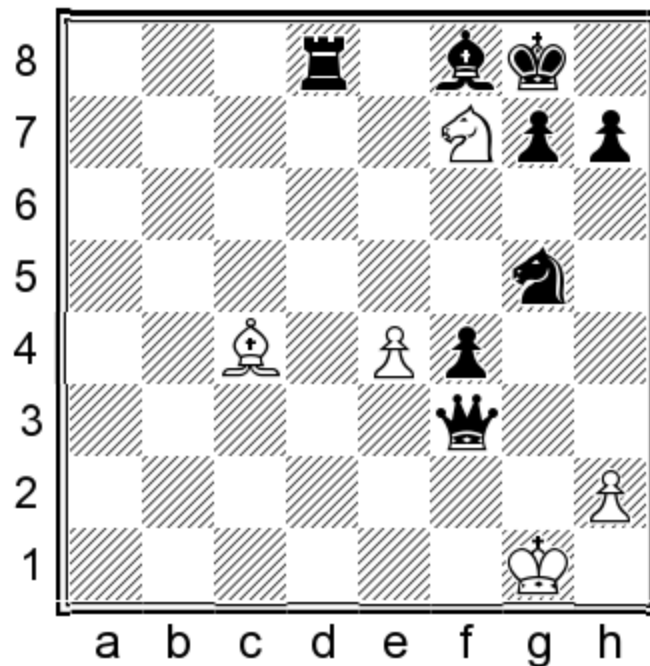
## **Pattern 10 The carousel**

In the previous Pattern, the queen was necessary to make the tactic work; in this Pattern the knight and bishop are in no need of help. Not at all!

With the knight and bishop battery, we will alternately expose the enemy king to check and discovered check, as it is forced to move back and forth between two squares. In the ideal scenario, the knight repeatedly gains material. Allow yourself to be captivated by the carousel!

**Frank Erwich**

2024



We start with the ideal scenario. White is down a queen and rook, but eventually ends up a piece ahead!

**1.Nxg5+!**

It is crucial to first eliminate Black's defender of the f7-square. This allows the knight to repeatedly return to the f7-square, creating a knight and bishop battery to deliver repeated checks to the king and, in the process, capture more material.

1.Nxd8+ Kh8 2.Nf7+ fails to the move 2...Nxf7.

**1...Kh8**

1...Rd5 2.Bxd5+ doesn't change the situation.

**2.Nf7+!**

Patience is a virtue. White first goes for the rook and only then returns for the queen. Since Black has nothing else but to move the king back and forth, there is no time to move away the queen.

Directly 2.Nxf3 is not a good idea, as Black would still be ahead in material.

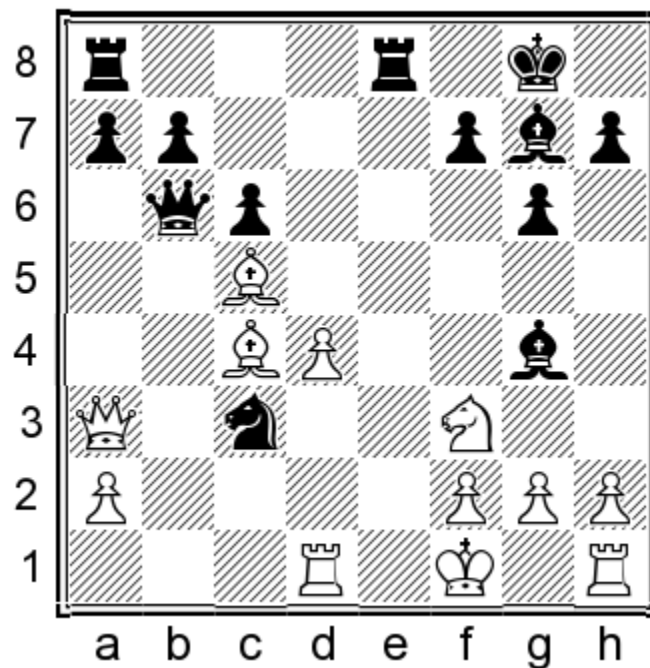
**2...Kg8 3.Nxd8+ Kh8 4.Nf7+ Kg8 5.Ng5+**

After capturing the knight and rook first, it is time to go after the queen.

**5...Kh8 6.Nxf3+-**

In the following two examples, some preparations need to be made first to set up the knight and bishop battery. In both cases, this is achieved through a queen sacrifice!

**Donald Byrne**  
**Bobby Fischer**  
New York 1956



**17...Be6!!**

Black ignores the attack on his queen to set up our ‘trusted’ battery.

**18.Bxb6**

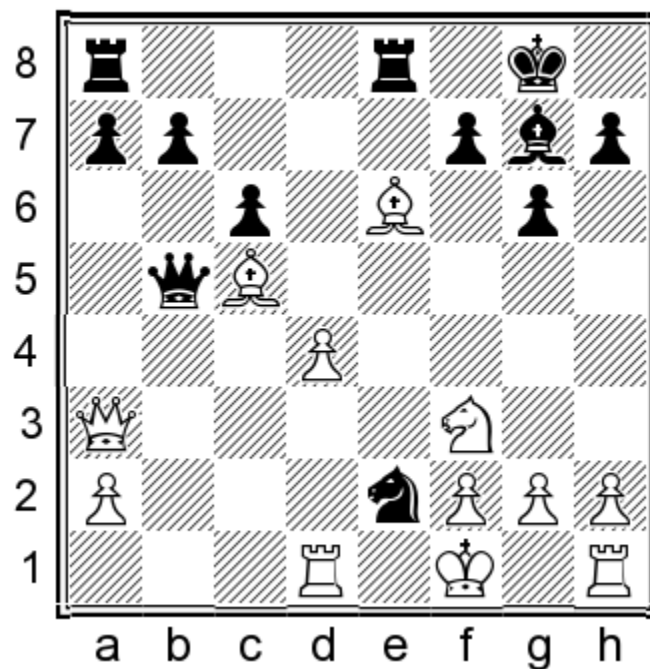
Rejecting the sacrifice offers no relief:

18.Qxc3 Qxc5 (the pinned d4-pawn is a poor defender) 19.dxc5  
Bxc3—+;

18.Be2 Nb5!;

18.Bxe6 allows Black to establish a queen and knight battery. We observe that the same mechanism of repeated checks, as in the carousel, is possible, but there is an interesting extra touch:

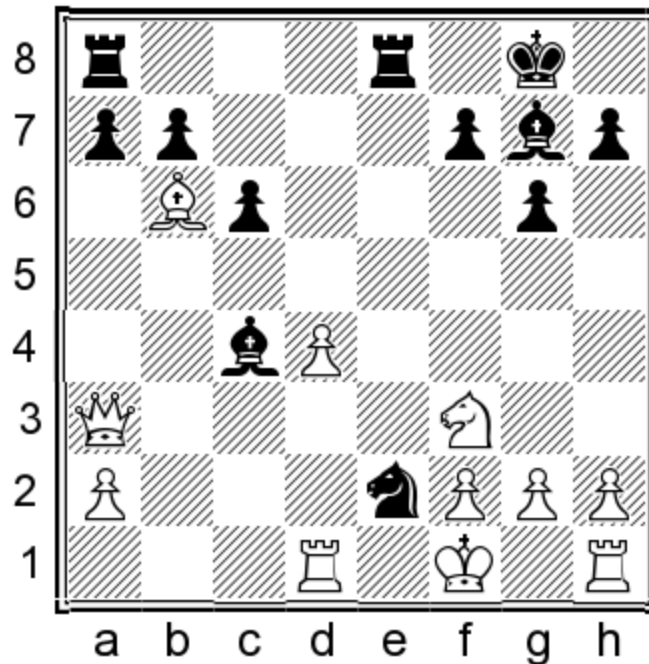
18...Qb5+ 19.Kg1 Ne2+ 20.Kf1.



*analysis diagram*

The battery is set, time to reap the rewards: 20...Ng3+ 21.Kg1 Qf1+  
22.Rxf1 Ne2#. Smothered mate!

**18...Bxc4+ 19.Kg1 Ne2+ 20.Kf1**



There we finally have our trusted battery.

**20...Nxd4+ 21.Kg1 Ne2+ 22.Kf1 Nc3+ 23.Kg1 axb6!**

Smart! Black takes the bishop with a discovered attack on the queen before taking the rook on d1. Note how useful it was to capture the d4-pawn first before going after the white rook. Without the d4-pawn, the bishop on g7 protects the knight, giving Black time for a fine intermediate move like 23...axb6.

23...Nxd1 gives White time to move the bishop.

**24.Qb4 Ra4**

Protects the bishop on c4 with gain of tempo.

**25.Qxb6 Nxd1**

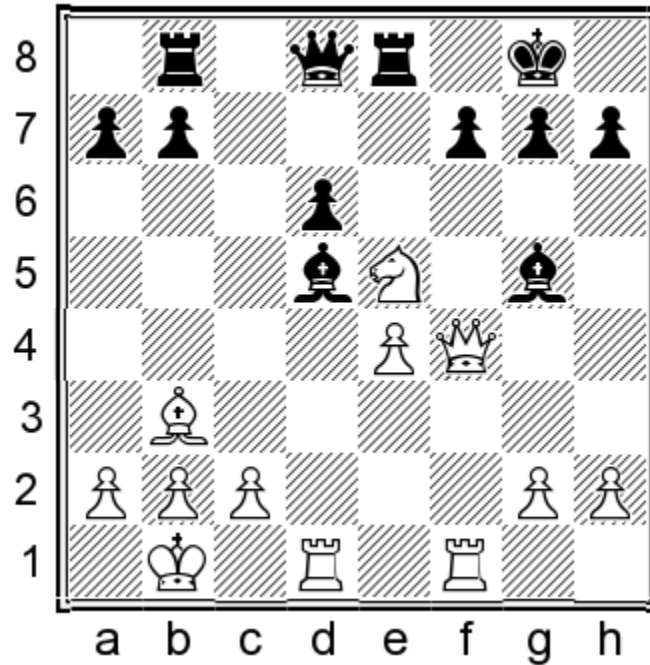
And Black won.

This game by the 13-year-old future World Champion Bobby Fischer is known as ‘The Game of the Century’. Interestingly, seven years later Fischer also delivered a masterpiece against Donald’s older brother Robert. See Game 194 (Pattern 43) for that game.

**Erwin I’Ami (2601)**

**Loek van Wely (2675)**

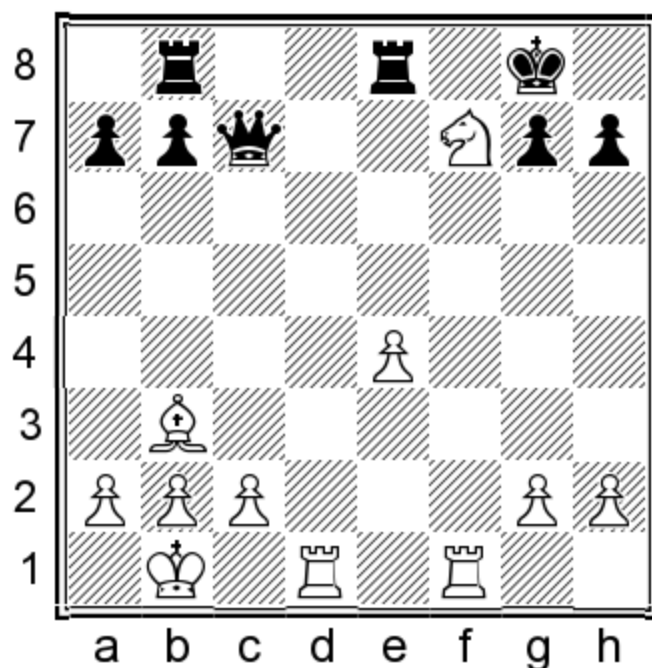
Amsterdam Dutch Championship 2017



**21.Qxf7+! Bxf7 22.Nxf7**

The battery is in place!

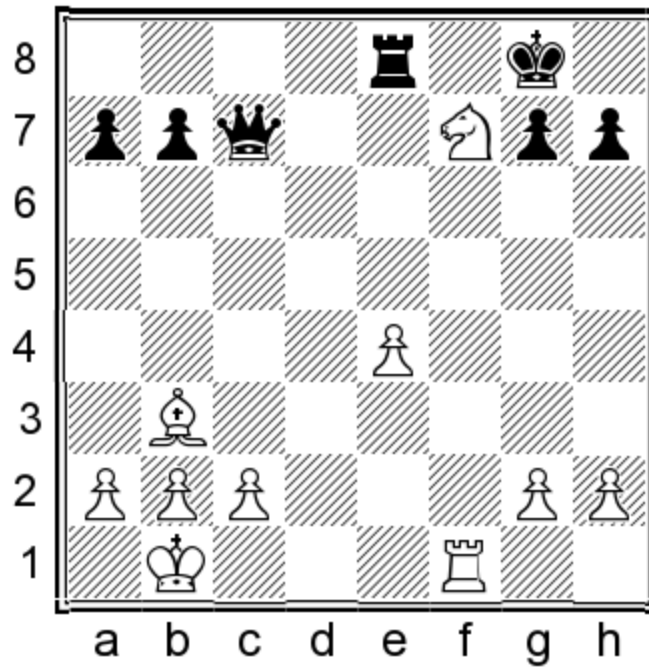
**22...Qc7 23.Nxg5+ Kh8 24.Nf7+ Kg8 25.Nxd6+ Kh8 26.Nf7+ Kg8**



Thanks to the knight and bishop battery, White has captured a pawn and a bishop along the way and can now also win an exchange with 27.Nd6+. White's battery would then be gone, but a rook and a bishop plus two pawns for a queen is a lot of material. While that may be true, l'Ami sees that he can achieve this material balance in a better version.

### **27.Rd8!**

Beautiful! White now threatens to win a full rook with 28. Nd6+, while 27...Rbxd8 only postpones this: 28.Nxd8+ Kh8 29.Nf7+ Kg8.



*analysis diagram*

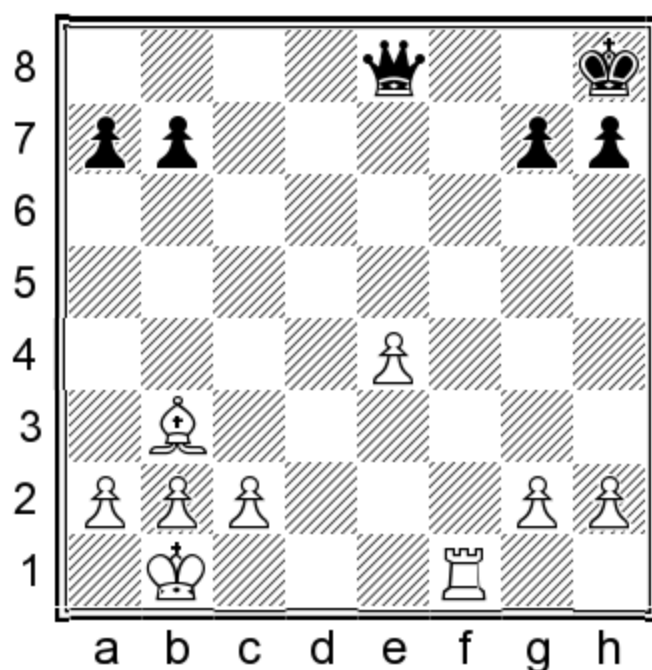
Due to the exchange of rooks, the rook on e8 is now unprotected and the discovered attack with 30.Nd6+ wins a full rook.

Capturing with the other rook is even worse for Black and leads to an immediate checkmate: 27...Rexd8 28.Nxd8+ (back-rank interference!) 28...Kh8 29.Rf8#.

Therefore, Black decides to protect the rook on e8:

**27...Qe7 28.Rxe8+ Rxe8 29.Nd6+ Kh8 30.Nxe8 Qxe8**





As mentioned before, this same material balance could also have appeared on the board after 27.Nd6+, but by exchanging rooks first, White has made Black vulnerable on the back rank and can now immediately start pushing the passed e-pawn.

**31.e5! h5 32.e6**

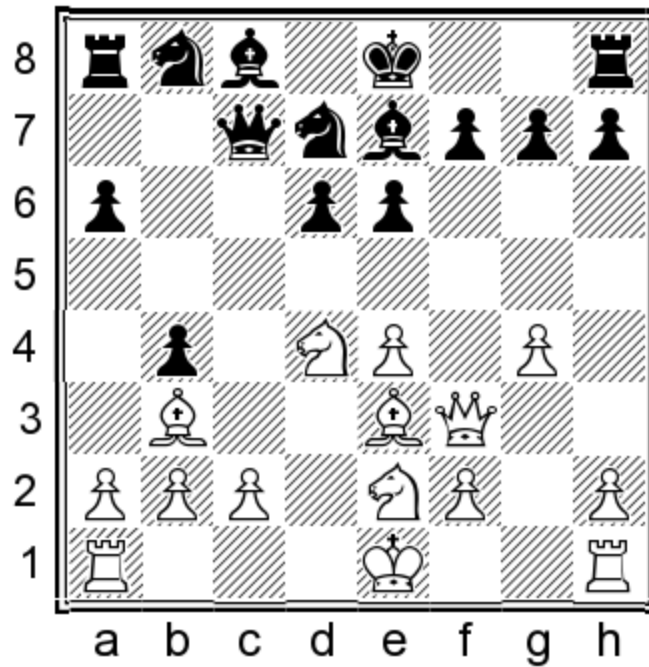
And White won.

We will continue with more queen sacrifices, but in the example discussed in the next game, it serves to create a knight and bishop battery in order to force a draw. We will elaborate further on drawing weapons in Chapter 8.

**Abhimanyu Puranik (2618)**

**Anish Giri (2760)**

Lusail 2023



White's opening was not a success, so he decides to cut his losses:

**12.Qxf7+!**

Other exciting moves backfire: 12.e5 Bb7!;

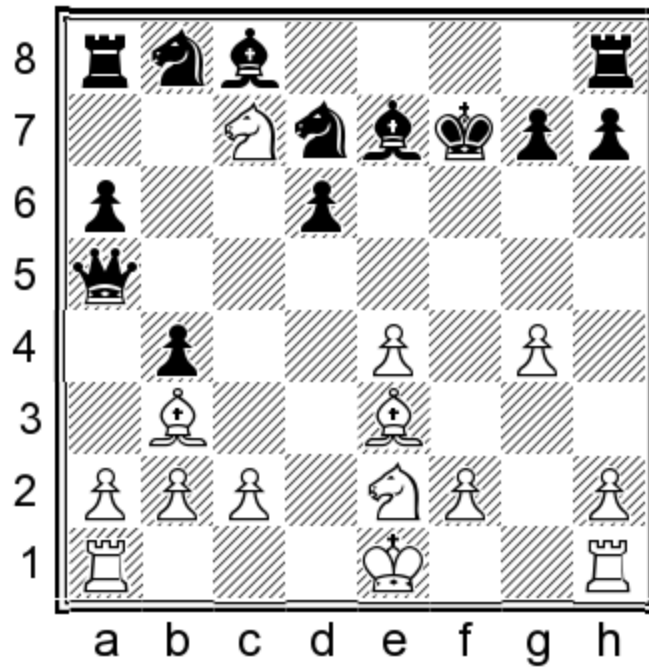
12.Bxe6 Ne5!;

12.Nxe6 fxe6 13.Bxe6 Ne5.

**12...Kxf7 13.Nxe6!**

The battery is ready again. Although the black king has more space than in the previous examples, it cannot escape the checks.

**13...Qa5 14.Nc7+**

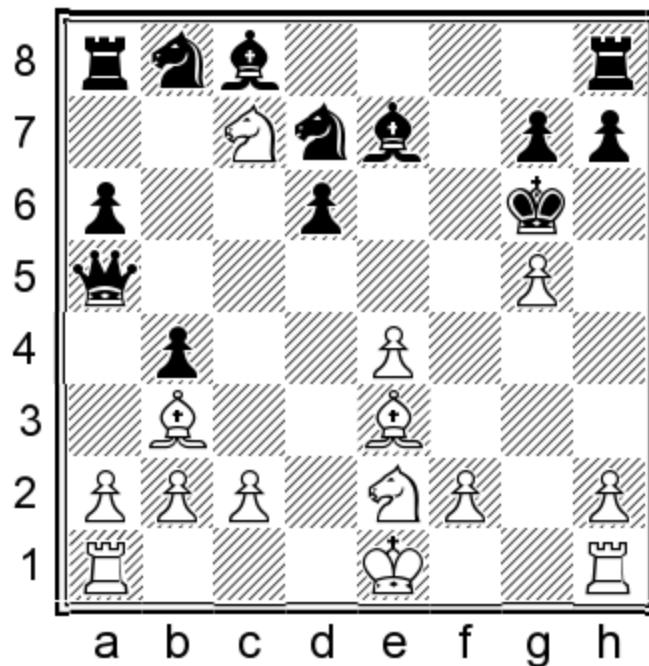


### 14...Kf8

14...Kf8 allows the other white knight into the attack: 15.Nf4+ Kf6, and now White can force a draw with 16.Nh5+ Kf6 ( 16...Ke5 17.Bd5+—. Black has to give the queen to prevent 18.f4#, while his rook on a8 remains trapped) 17.Nf4+ ( 16.g5+ is interesting if White wants more);

14...d5 15.Bxd5+ doesn't change the situation, although it is always good to consider such a 'patzer' interposition, see **Pattern 87**;

14...Kf6? 15.g5+ Kf6



*analysis diagram*

16.h4, threatening both 17.h5# and 17.Nf4#. Black must give up a lot of material to stop all threats.

### **15.Ne6+ Kf7**

Whatever Black tries, a draw it is: 15...Ke8 16.Nxg7+ Kf8 ( 16...Kd8 17.Ne6+ ) 17.Ne6+ Kf7 18.Nc7+ etc.

### **16.Nc7+ Kf8 17.Ne6+ Kf7 18.Nc7+ 1/2-1/2**

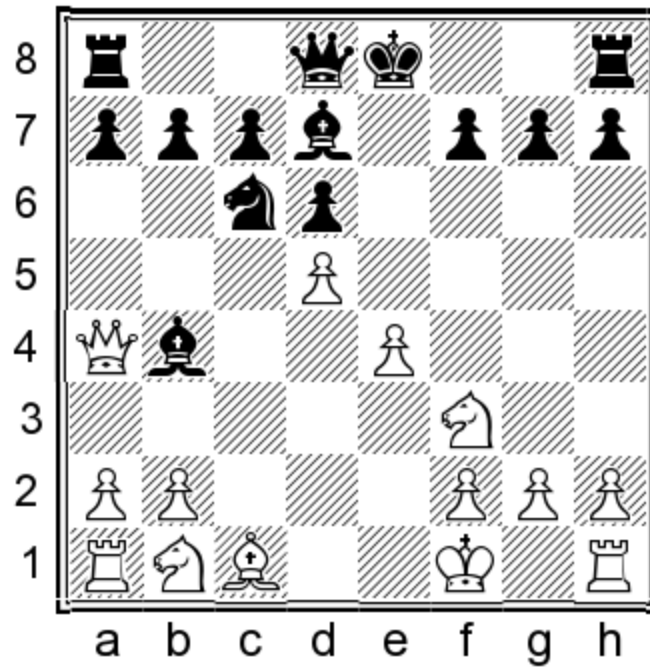
A funny detail is that one day later in the same tournament, a game was played between two compatriots of the White player that ended in the same way.

In the next game, we will see that the carousel can be a handy drawing weapon as well:

**Ankit Majhi**

**Torsten Warnk**

Oberhof 2013



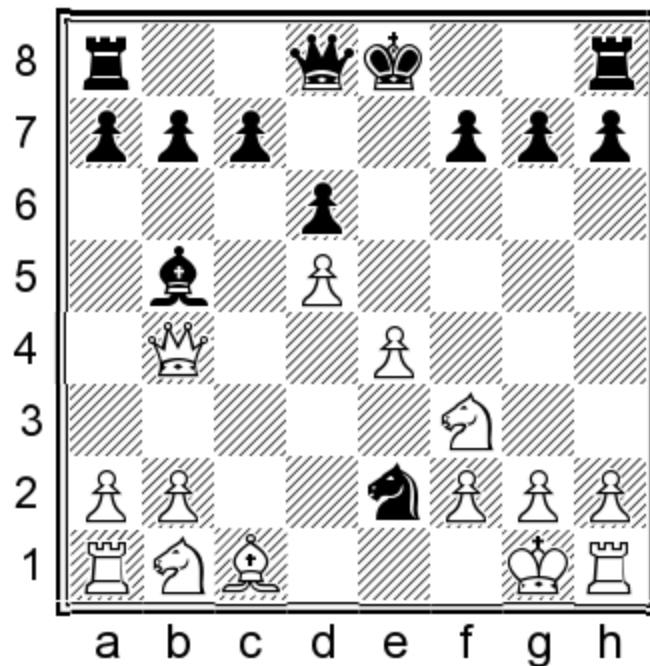
**10...Nd4! 11.Qxb4 Bb5+!**

Black missed this chance and continued with 11...Nc2? 12.Qc3 Nxa1 13.Qxg7 Rf8 14.Bh6 Qe7 15.Qxf8+ Qxf8 16.Bxf8 Kxf8, and lost. Not only is he a pawn down, the knight on a1 is also a problem.

**12.Kg1**

Forced, because 12.Ke1?? fails to 12...Nc2+, forking.

**12...Ne2+**



Black has succeeded! The battery has been created. In contrast to the first three examples, the king now has more space, but still, it can only move between f1 and g1.

### 13.Kf1 Nd4+=

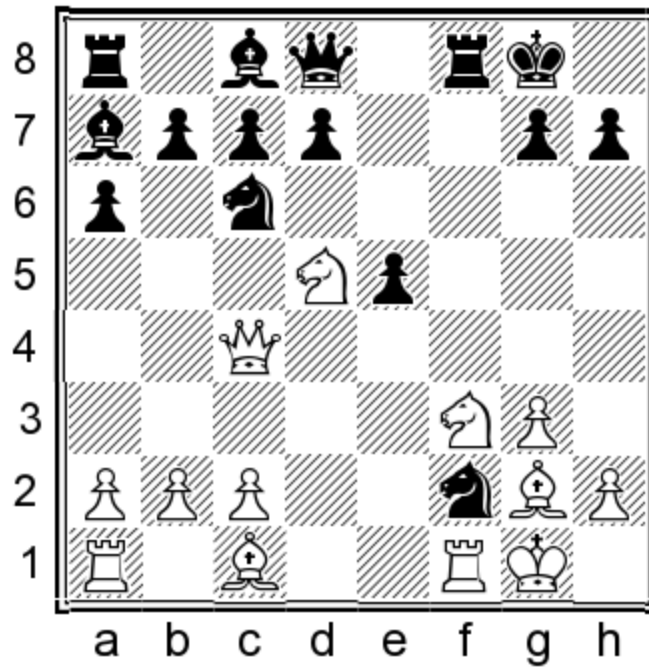
After 14.Ke1 Nc2+ the king and queen are forked, so White has no choice but to return to g1.

In the final fragment, our trusted battery this time fails to come through for Erwin l'Ami against Loek van Wely. The knight and bishop battery is not effective:

**Loek van Wely** (2657)

**Erwin l'Ami** (2650)

Amsterdam Dutch Championship 2014



## 12.Bg5!

White correctly assesses that there is nothing to gain for the knight and bishop battery and goes for his own chances.

White could also have chosen 12.Rxf2 to get the knight and bishop off the board, but that is not nearly as good as the move played in the game.

Note that discovered checks with the d5-knight are answered by 12...d5, after which Black is actually winning. Double checks also bring nothing for White.

## 12...b5

Of course, the question is what follows after 12...Ne4+: 13.Kh1 Nxf5 ( 13...Qe8 14.Nf6+ wins the queen, the important difference between a queen being on e8 and it being on d8) 14.Nxf5, and now, with an extra knight on g5, upcoming double checks are quite annoying. (White threatens 15.Ne7+/Nf6+ Kh8 16.Qg8+ Rxf5 17.Nf7#.)

However, 14...Qxg5 fails to 15.Ne7+ Kh8 16.Rxf8#, while after 14...Kh8 White can choose from many winning continuations, for example 15.Qe4 g6 16.Rf7 Kg8 17.Qf3, and Black has no good defence against the threat of Nf6+.

**13.Ne7+ Kh8 14.Ng6+!**

Black resigned in view of 14...hxg6 15.Qh4+ Kg8 16.Bxd8.

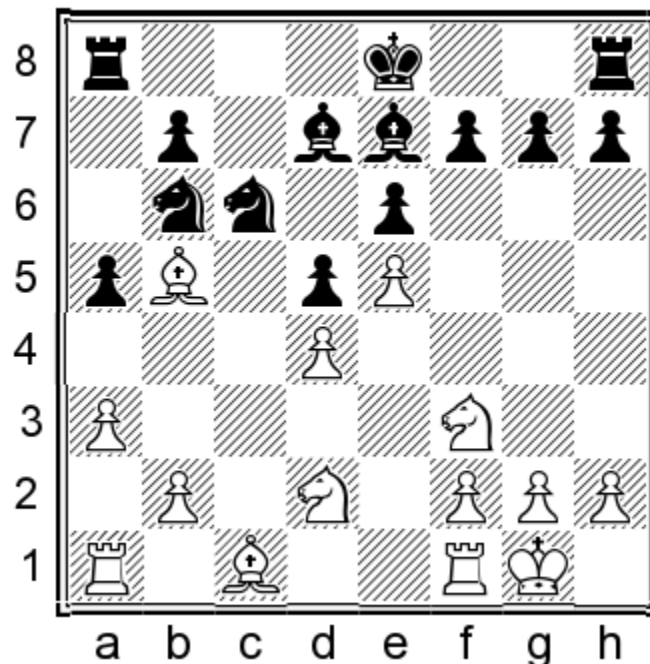
## Pattern 11 - The knight and bishop collaboration

In this and the following Pattern, we focus on the knight and bishop battery situated on the a4-e8 (from White's perspective, e1-a5) or h4-d8 (from White's perspective, d1-h5) diagonal opposite an enemy bishop. I deliberately begin with Black's perspective, as I have found this situation to be more common, for example in the Advance Variation of the French Defence or in the Italian Game. Here are examples of both:

**V Pranav** (2597)

**Alberto Martin Fuentes** (2388)

Titled Tuesday blitz 2023





In this blitz game, a grandmaster overlooks the Pattern, allowing a basic tactic after the move 15. a3.

The bishop on b5 is unprotected and thus indirectly attacked by the back piece, the bishop on d7. Now, the task is to find an attacking target for the knight, the front piece.

### **15...Nxe5!**

Right! Black grabs a pawn and simultaneously attacks the b5-bishop. At the same time, the knight on e5 defends the bishop on d7. This is crucial, because if White captures in-between on d7 with a check, the knight can recapture the bishop, thereby safeguarding itself. Recapturing differently would allow White to capture the knight on e5 with 17. dxe5 or 17. Nxe5.

After 16.Nxe5 Bxb5 Black not only wins a pawn, but also gets the bishop pair.

The game continued with

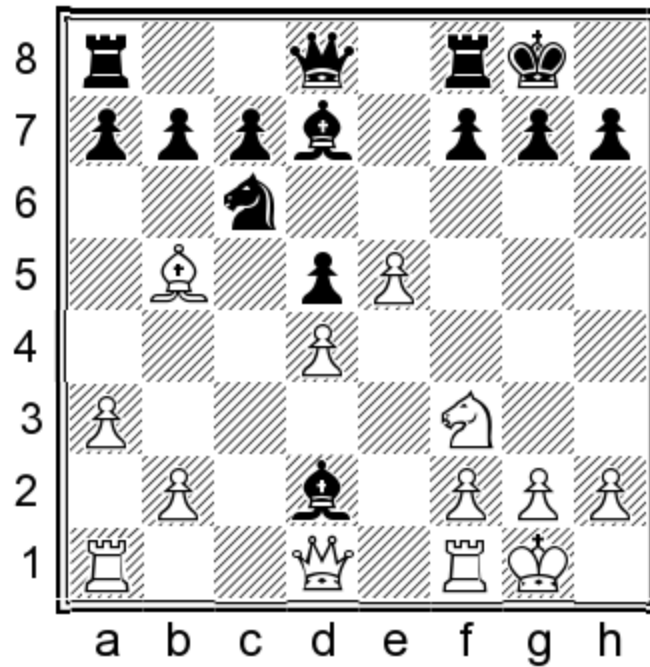
### **16.Bxd7+ Nxd7**

and Black was a pawn up.

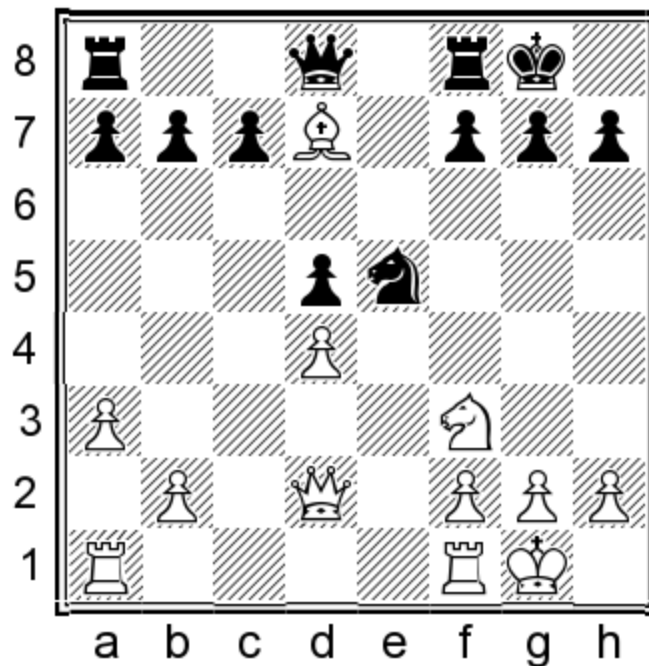
**Daniel Alsina Leal** (2511)

**Sarunas Sulskis** (2550)

Hastings 2012/13



In this game, White is more cautious. Black has just captured on d2 and many players would instinctively recapture on d2. However, after 13.Qxd2 Nxe5 Black wins a pawn in the same manner as in the previous example. Moreover, if White decides to play 14.Bxd7?, Black even has an extra option.



*analysis diagram*

Because the capturing move here doesn't come with a check, Black has time to capture in-between on f3 with a check and only then recapture the bishop on d7 with the queen. This is even more favourable, as it weakens the white pawn structure in front of his king, while also facilitating piece exchanges, which helps in the conversion of the extra pawn. However, White doesn't allow any of this to happen and decides to trade the knight on c6 before recapturing the bishop on d2:

**13.Bxc6! Bxc6 14.Qxd2**

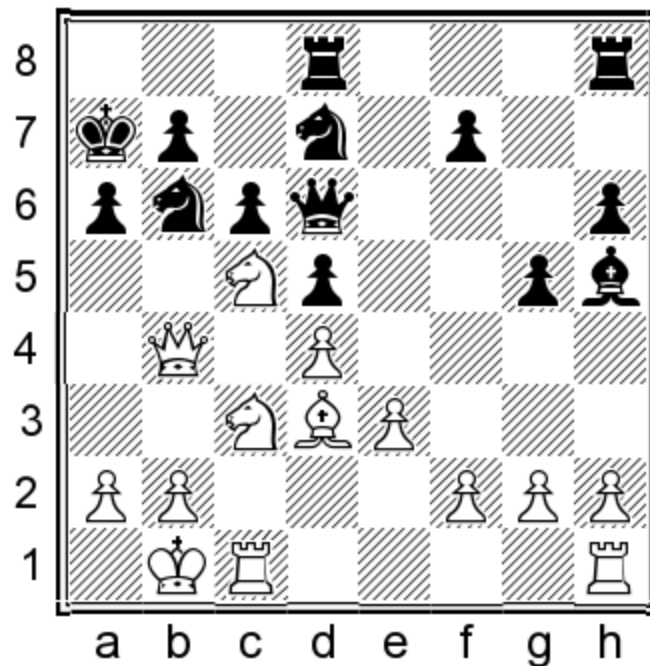
White enjoys a pleasant position.

This mechanism, moving the knight with a discovered attack while simultaneously defending one's own bishop, can also be applied with a queen and knight battery. Let's briefly diverge to explore this as an additional layer to the Pattern.

**Sebastian Bogner (2584)**

**Parham Maghsoodloo (2656)**

Biel 2019



Here, it is not bishops but queens facing each other. For the discussed discovered attack, it doesn't matter.

**21.Nxa6! Qxb4 22.Nxb4**

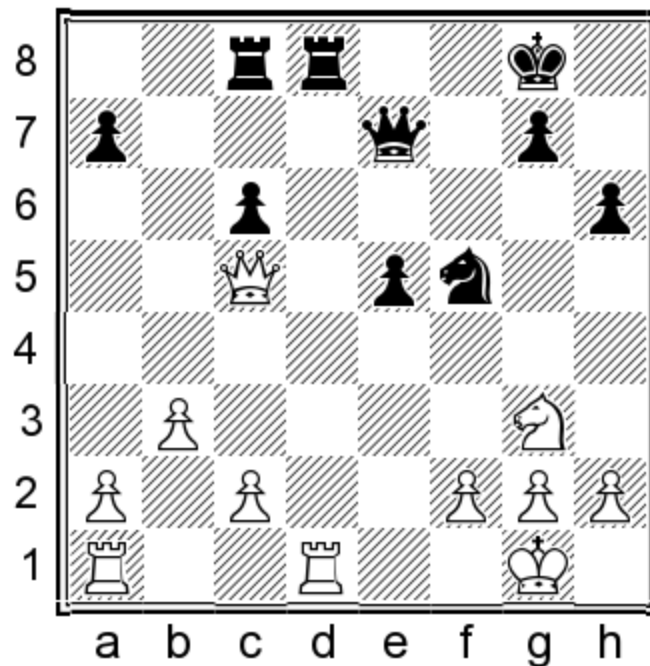
And White has won a pawn.

Keep in mind that employing a discovered attack may position your knight on a vulnerable square. This is not a concern as long as the unprotected enemy bishop (or queen) has limited options. However, it becomes problematic if that piece can be moved away with gain of tempo, as we will see next.

**Rajpara Ankit (2460)**

**Johan van de Griend (1891)**

Vlissingen 2015



It seems that Black has just won back a pawn with 23... Nxf5. Yet, there is a problem and Black's situation takes a turn for the worse.

#### **24.Qc4+! 1-0**

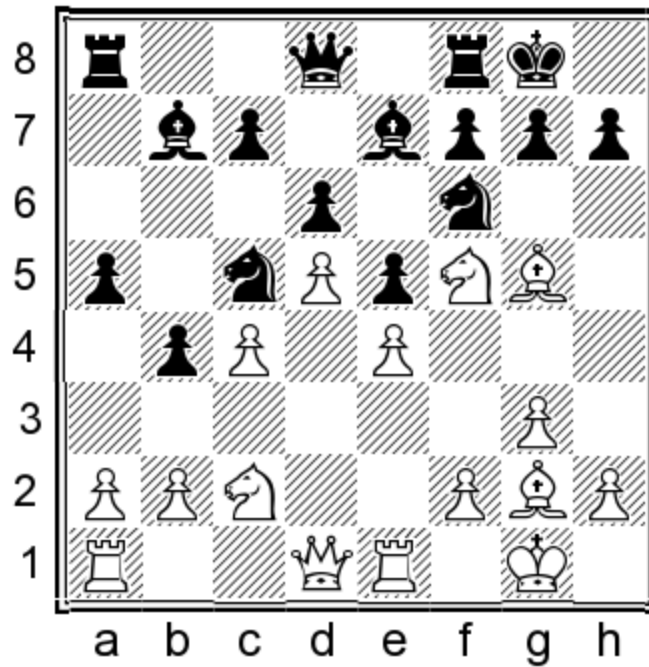
White cleverly moves the queen with an intermediate check, the knight on f5 will be lost.

We return to the knight and bishop battery. Above, we observed the attacked piece achieving success through a forcing move (delivering a check). Now, let's explore another type of forcing move that can be advantageous.

**Magnus Carlsen** (2863)

**Maxime Vachier-Lagrave** (2762)

Shamkir 2015



By playing 14. Bg5, White has invited Black to ‘win’ a pawn.

**14...Nxd5 15.Bh6!**

White moves away the bishop with a threat to pawn g7, undermining Black’s kingside pawn structure and securing f5 as an excellent outpost for the knight. White will also establish dominance on the light squares.

**15...gxh6 16.Qg4+**

White could already reclaim a pawn with 16.Nxh6+, but after 16...Kh8 ( 16...Kg7? 17.Nf5+, retreating the knight with an intermediate check and recapturing on d5 afterwards, is a crucial point) 17.cxd5 Bg5 18.Nf5 Bc8, White can’t maintain the strong knight on f5.

Therefore, 16.cxd5 is a better option. The pawn on h6 is not going anywhere and is of no crucial importance. 16...Kh8 17.h4! Bc8

18.Nce3, and White has a firm grip on the position. It approximately mirrors what occurs in the game.

**16...Bg5**

16...Kh8? 17.Qg7#.

**17.cxd5 Kh8 18.h4! Bf6 19.Nce3**

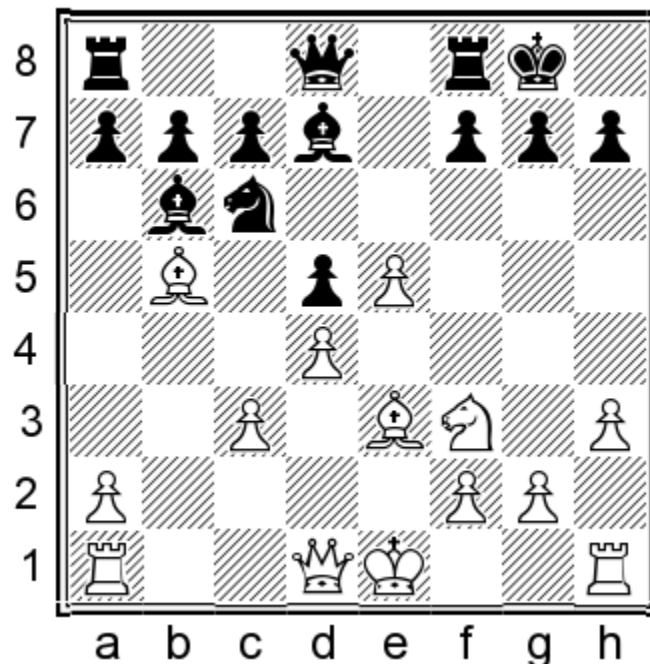
White could have already regained the pawn with 19.Nxh6, but it is not necessary. White's position is dominant for the reasons mentioned earlier. The 16th World Champion played the game skilfully to a successful conclusion.

Sometimes, it can be that the defender can afford to let the bishop be taken because he has a good follow-up:

**Nicolas Aleksanyan Israilyan (1885)**

**Ian Perez Vidal (1765)**

Barcelona 2023

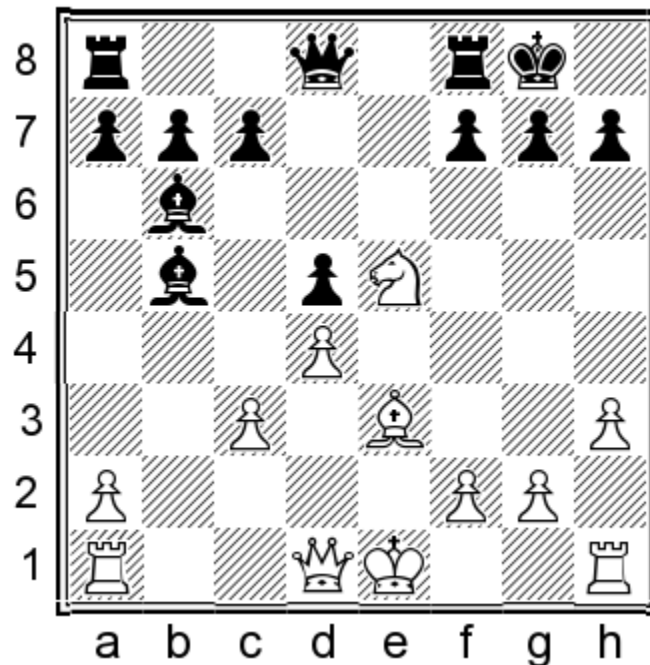


**12...Nxe5**

Looks good, but Black has something better. More on that in **Pattern 12**.

White played 13.Bxd7, which didn't cause Black any heartache. Now, as discussed in the analysis to Game 49, Alsina Leal-Sulskis, Black can choose how to recapture. 13...Nxd7 is fine, but 13...Nxf3 with an intermediate check before capturing on d7, as in the game, is even better.

But what would have caused Black some heartache is 13.Nxe5 Bxb5



*analysis diagram*

14.a4!, targeting, the preparatory move from **Pattern 3**. The pawn is on its way to a5 to trap the b6-bishop. In **Pattern 52**, we will see this idea again. Fortunately for Black, there are two handy intermezzo moves. 14...f6 (first drive the strong knight to a less favourable square) 15.Nf3 and now 15...Ba5!. This halts the advance of the a-pawn and attacks c3. If White defends the pawn, Black gets time to move away the b5-bishop. After 16.axb5 Bxc3+ 17.Ke2 Bxa1 18.Qxa1, Black has a rook and two pawns for two



pieces. Anything can happen, although the engine evaluates it as an equal position (0.00).

Black could also directly play 14...Ba5, but after 15.axb5 Bxc3+ 16.Ke2 Bxa1 17.Qxa1 f6, the knight can now retreat to square d3, where it eyes beautiful squares (c5, f4).

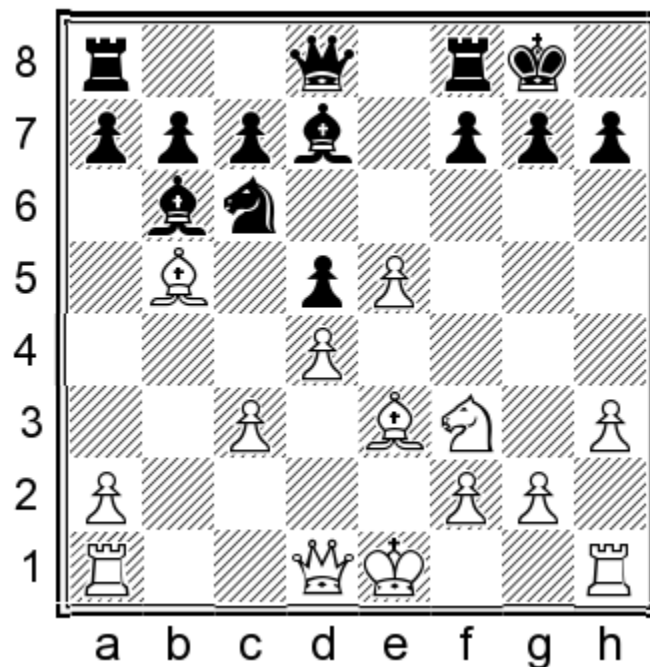
## Pattern 12 - The desperado capture sequence

Elaborating upon the battery from **Pattern 11**, we will discover that there are even more possibilities with this battery. Let's pick up where we left off.

**Nicolas Aleksanyan Israilyan** (1885)

**Ian Perez Vidal** (1765)

Barcelona (analysis) 2023



12...Nxe5 wasn't entirely satisfying, but let's take a look at:

**12...Nxd4!**

After

**13.Bxd7**

Black plays

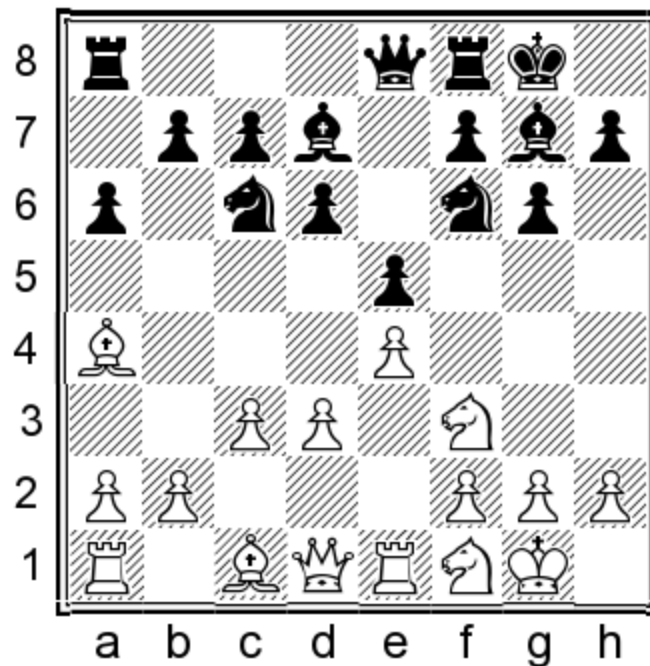
**13...Nxf3+**

with an intermediate check (a desperado, the tactic discussed in **Pattern 8**), and Black recaptures the bishop with the queen afterwards. We have seen this sort of sequence in **Pattern 11** (with the difference that here Black doesn't have the option of recapturing the bishop with ...Ne5xd7). By the way, it is very important to realize that White cannot capture the bishop on d7 with a check, as that would result in Black losing the knight on d4 on the next turn. All well and good, but what if White plays 13.Nxd4, protecting the undefended bishop on b5? Then Black plays 13...Bxd4!, eliminating the defender of the bishop. The key point is that after 14.Bxd7, Black has an intermediate check with 14...Bxc3+.

It is reassuring that there are two different tactics to choose from in the starting position. If one doesn't work, we can still go for the other. This reminds us of **Patterns 1 and 2**, where we also had two options in a similar situation.

When Black initiates the capturing sequence, it is essential that White's bishop on the a4-e8 diagonal is either unprotected or insufficiently protected:

Analysis



Black has just played 10... Qe8, placing a fourth piece on the a4-e8 diagonal, a familiar idea in the Spanish Opening (Ruy Lopez). Black aims to use the queen on the kingside in the future after playing ...f7-f5 and wants to prevent 11.d4.

### 11.d4?

This leads to the game Markowski-Maciejewski, Bielsko Biala 1991, by transposition:

### 11...Nxd4

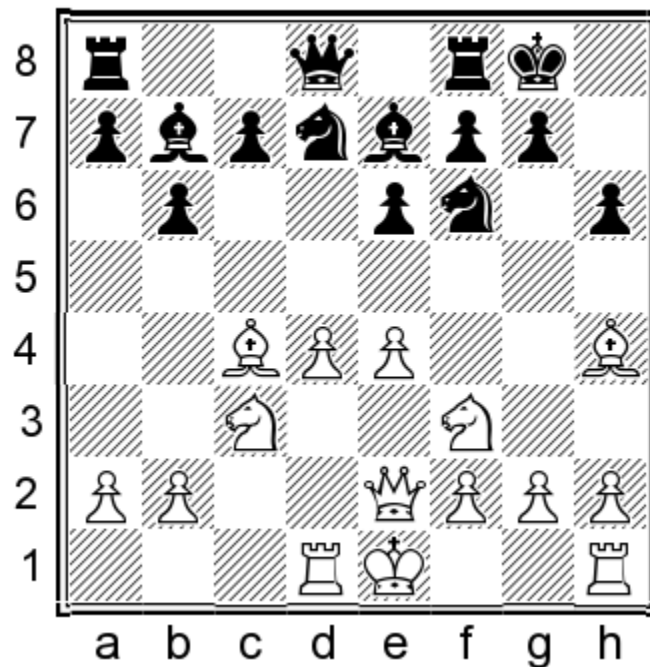
Without the queen on e8, this wouldn't have been possible, but now the bishop on a4 is attacked twice and protected only once. After 12.cxd4 Bxa4, Black has won a pawn, just as was the case after

### 12.Bxd7 Nxf3+ 13.Qxf3 Qxd7

.

In the next examples, we prepare for a long capturing sequence and compare two subtle differences.

## Analysis



Unlike in the previous example, the four pieces are now on the h4-d8 diagonal. The discovered attack still works the same way.

**11...Nxe4! 12.Bxe7**

12.Nxe4 Bxh4, and Black has won a pawn.

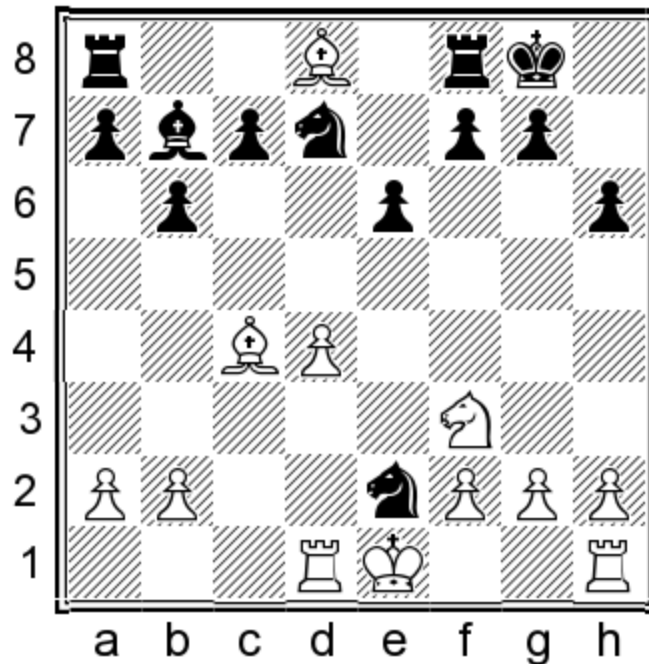
**12...Nxc3**

Black must continue capturing with the knight now, because after 12...Qxe7 13.Nxe4, Black remains a piece behind.

**13.Bxd8**

White also continues capturing, as after 13.bxc3 Qxe7, White has lost a pawn.

**13...Nxe2**



### 14.Bxc7

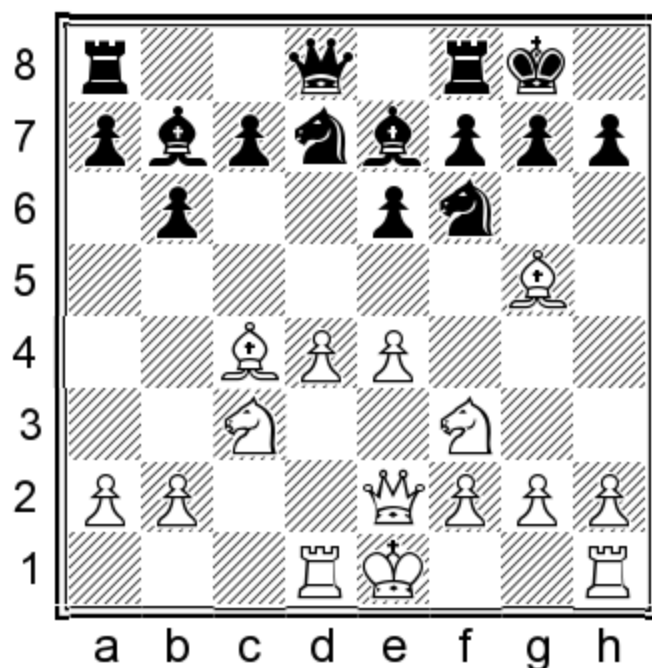
White still continues capturing. After 14.Kxe2 or 14.Bxe2, Black takes the bishop on d8 and remains a pawn up. A move like 14.Be7 is useless, since Black attacks the bishop again with 14...Rfe8. If 14.Bh4, then the knight escapes to f4.

After the text move, things are precarious for Black: the knight on e2 has no squares, and White's dark-squared bishop is no longer hanging. But didn't I say earlier that one should only stop calculating a move after the last capture move? The bishops on c7 and c4 are unprotected and on the same file:

### 14...Rfc8 15.Kxe2 Rxc7

Even though material is equal, Black has a better position. White's isolated pawn is a weakness that Black can exploit.

Analysis

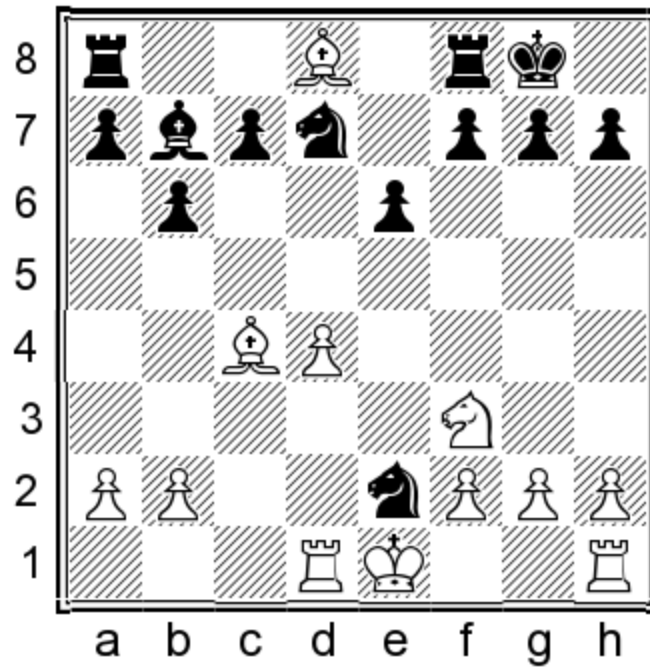


Compared to the previous position, the moves 10...h6 11.Bh4 have not been played here. A small difference, but one with significant consequences. Can Black also capture on e4 in this position?

**10...Nxe4? 11.Bxe7!**

11.Nxe4 now defends the bishop and is often sufficient, but not in this case, because, just like in Game 54, Aleksanyan Israilyan-Perez Vidal, Black can eliminate the defender: 11...Bxe4, and after 12.Bxe7 ( 12.Qxe4 is the wisest: 12...Bxg5 13.d5 with active play as compensation for the pawn), Black also continues capturing, for example: 12...Bxf3 13.Bxd8 ( 13.Qxf3 Qxe7, and Black has an extra pawn) 13...Bxe2 14.Kxe2 Rad8, with an extra pawn for Black.

**11...Nxc3 12.Bxd8 Nxe2**



We have seen this position earlier, but with the crucial difference that the pawn is now on h7 instead of h6.

### 13.Bg5!

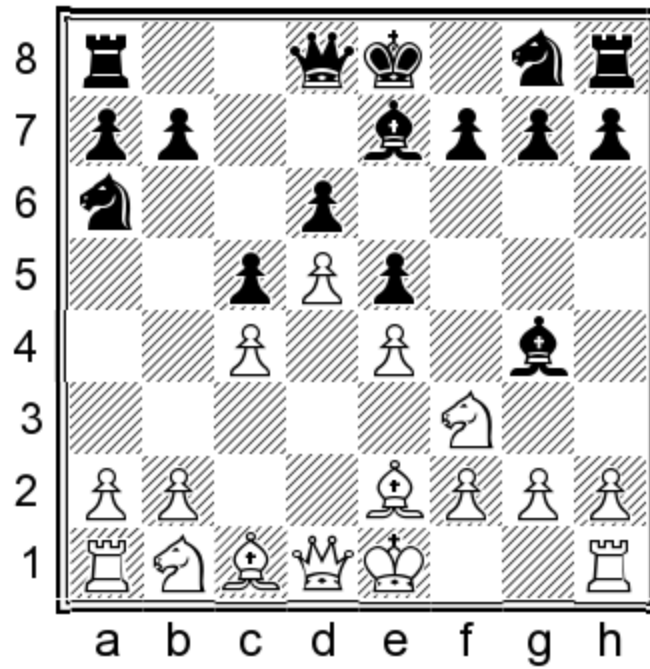
White retreats the bishop as well as denying the black knight the f4-square, trapping it. Unlike after 13.Bxc7, the bishop is not in trouble ( 13...h6 14.Be3 ).

So far, we have seen that after capturing the pawn, the knight had to continue capturing. The next two examples show that this is not always necessary:

**Edwyn Mesman** (2154)

**Herman Grooten** (2374)

Vlissingen 2018



**7.Nxe5! Bxe2**

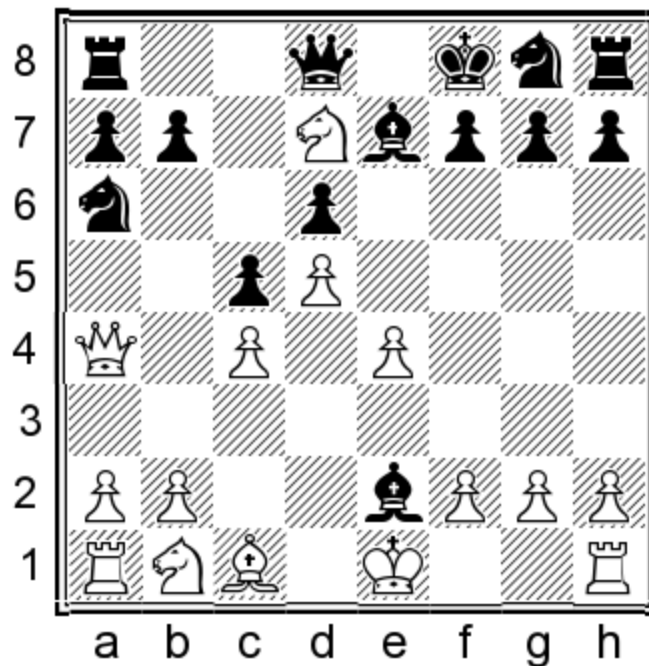
7...dxe5 8.Bxg4.

**8.Qa4+!**

An intermediate move, but this time with the queen!

**8...Kf8 9.Nd7+**





Now, White gets the carousel from Pattern 10, this time with a queen and knight battery.

### 9...Qxd7

This is quite drastic. 9...Ke8 10.Nxc5+ Kf8 11.Nd7+ (White can keep it simple and opt for 11.Nxa6 Bxc4 12.Nb4, with an extra pawn ( 12.Qxc4? Rc8–+ )) 11...Ke8 12.Nb6+ Kf8 13.Nxa8. With two pieces against a rook and two pawns (White will lose the knight on a8), the damage is relatively limited for Black. However, Black's pieces are poorly placed, and White has a significant spatial advantage. For instance, White can quickly start mobilizing the pawn majority on the queenside. The position is winning.

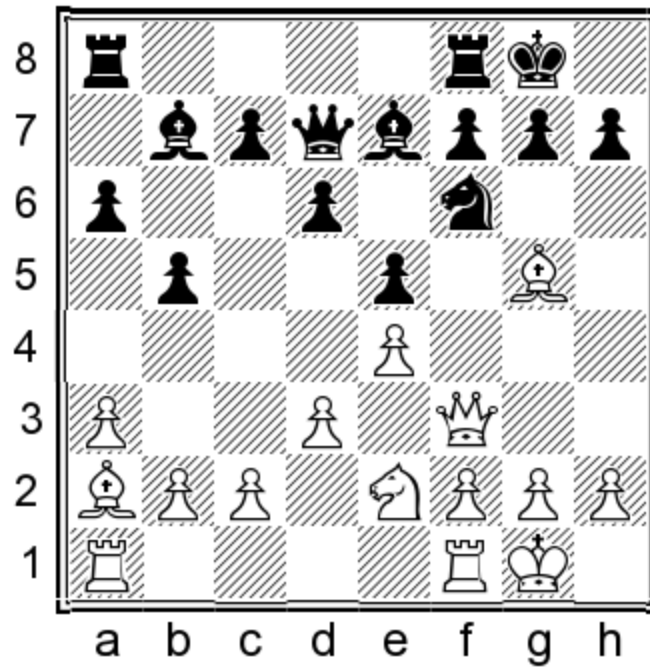
### 10.Qxd7 Bxc4

Two pieces for the queen should never be enough in this position, but Black did manage to escape with a draw.

**Fabiano Caruana** (2804)

**Magnus Carlsen** (2855)

Paris rapid 2016



### 13...Nxe4!

Black not only captures a pawn, but also creates a new knight and bishop battery on the h1-a8 diagonal.

### 14.Bxe7

Now, stay calm! The bishop doesn't capture with an attack on the queen, giving Black the opportunity to look for an intermediate move.

### 14...Nc5!

Black moves away the knight with gain of tempo. White has to do something about the attack on the queen, after which Black will capture the bishop.

### 15.Bd5 Bxd5 16.Qxd5 Qxe7

Black is a pawn up, and he won the game.

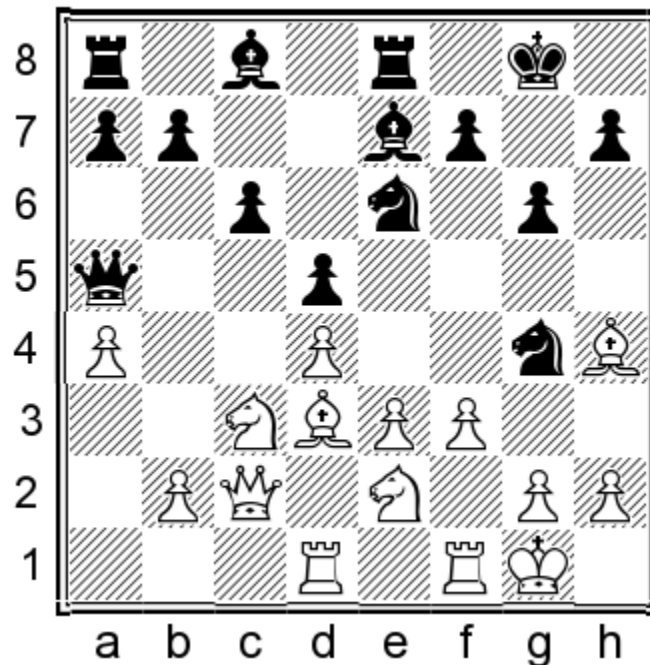
In the next example, the side executing the discovered attack is in trouble due to an intermediate move. I mentioned earlier that it

becomes problematic if the piece under attack can be moved away with gain of tempo:

**Bente Zöllner** (1700)

**Jule Cordes** (1744)

Willingen German Women's Championship U18 2023



Black has just played 14... Ng4. It is a nice idea and it turned out well for Black. After 15.fxg4 Bxh4, she wins the bishop pair, and the same applied to the game continuation 15.Bf2 Nxf2. 15.Bxe7 does not come with an attack on the queen, allowing Black time to capture on e3 with a fork.

However, White has a defence!

**15.b4!**

The idea behind this move is to force the queen to a square where it can be attacked by the h4-bishop, after which fxg4 wins a knight.

**15...Qb6**

15...Qxb4 16.Bxe7 Qxe7 17.fxg4;

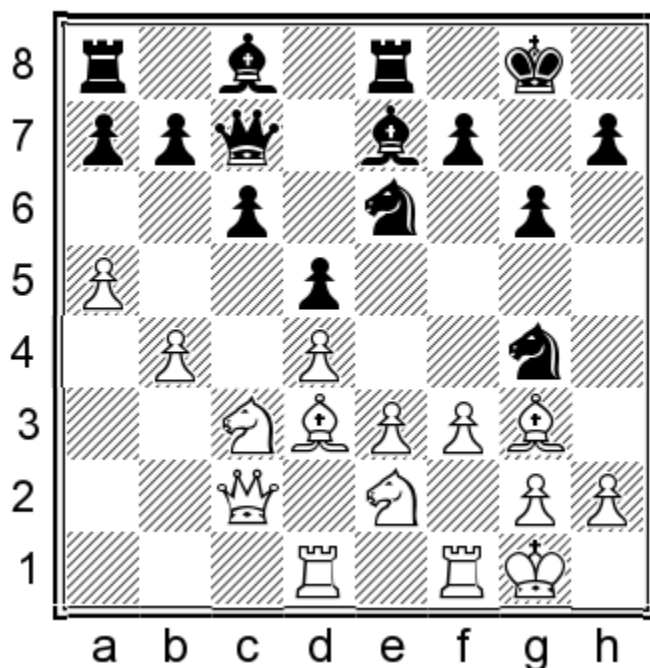
15...Qd8 16.Bxe7 Qxe7 17.fxg4;

15...Qc7 16.Bg3;

If 15...Bxb4, the bishop on h4 is no longer attacked and so White can play 16.fxg4;

15...Nxe3 16.bxa5 Nxc2 17.Bxe7 Ne3 18.Bd6, and after Black captures one of the white rooks, White has the better chances with two pieces against a rook and pawn (more space, activity, etc.).

**16.a5! Qc7 17.Bg3**



The idea has come to fruition. Black can still try to limit the damage.

**17...Nxe3 18.Qc1**

Now Black can pick her poison:

18...Qd8 19.Qxe3 Bxb4 20.a6, and the two pawns are not enough compensation for the piece; or

18...Nxd1 19.Bxc7 Nxc3 20.Qxc3 Nxc7, and although the material is 'equal', White will generate a dangerous attack after 21.f4! (with

the idea f4-f5) 21...f5 22.g4! fxg4 23.f5, forcefully opening and destabilizing the kingside.

## **Q+N versus Q discovery" > Pattern 13 - The Q+N versus Q discovery**

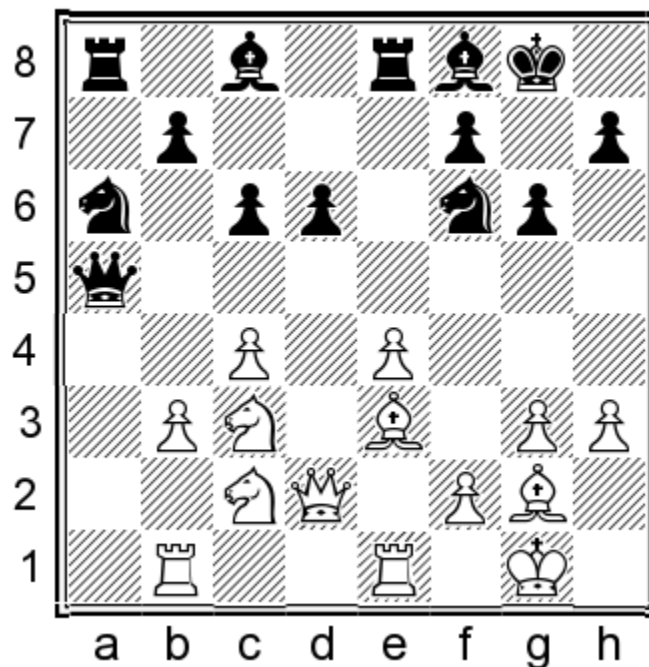
In the upcoming two Patterns, we will discuss the queen and knight battery. Similar to the previous Pattern, we will often see a desperado knight in this type of tactic as well.

In this Pattern, our attention will be focused on the battery of the queen and knight versus a queen on the e1-a5 diagonal. In the following two examples, the f6-square plays a crucial role.

**Romain Edouard (2635)**

**Sergio Cacho Reigadas (2520)**

Spain tt 2016



**21.Nd5**

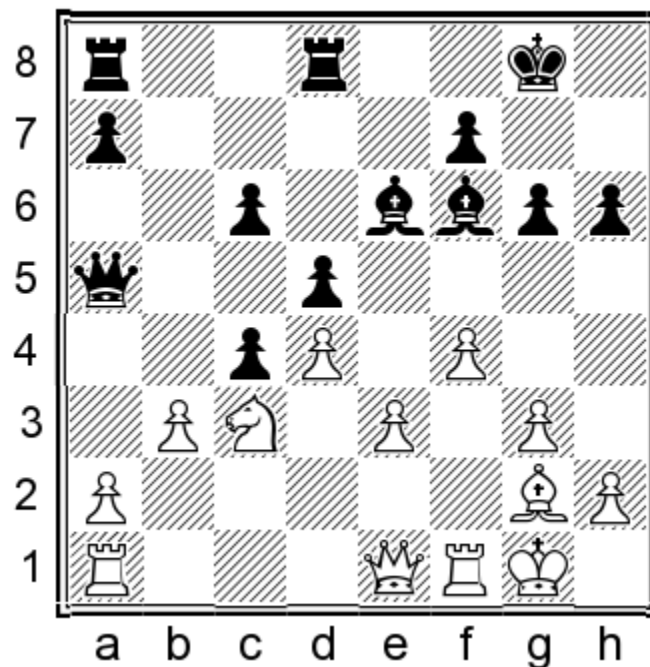
Black resigned, because after 21...Qxd2 White plays 22.Nxf6+ with an intermediate check, winning a knight. In case of 22...Kg7 with the intention to recapture the knight after 23.Bxd2, Black loses a rook as well after 23.Nxe8+, another intermediate check!

An alternative is 21...Qd8, retreating the queen and simultaneously defending the knight. However, this defence proves ineffective here: 22.Bb6! wins the queen, as 22...Qd7 fails to 23.Nxf6+, forking Black's king and queen.

**Arthur Howard Williams 2317**

**Charles Morris (2147)**

Skopje tt 2015

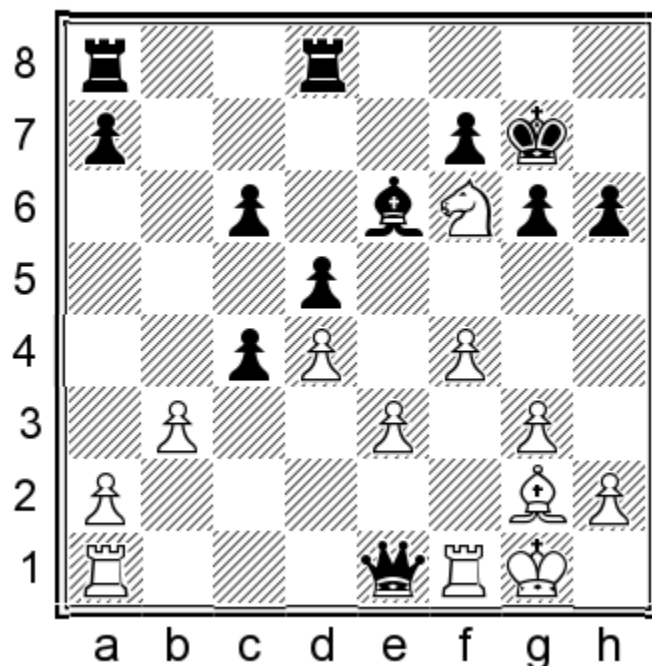


**17.f5!**

Luring the pawn or the bishop.

17.Nxd5 is not possible due to 17...Rxd5 and the rook protects the queen on a5;

17.Ne4 is a similar idea executed differently. However, after 17...Qxe1 18.Nxf6+ Kg7,



*analysis diagram*

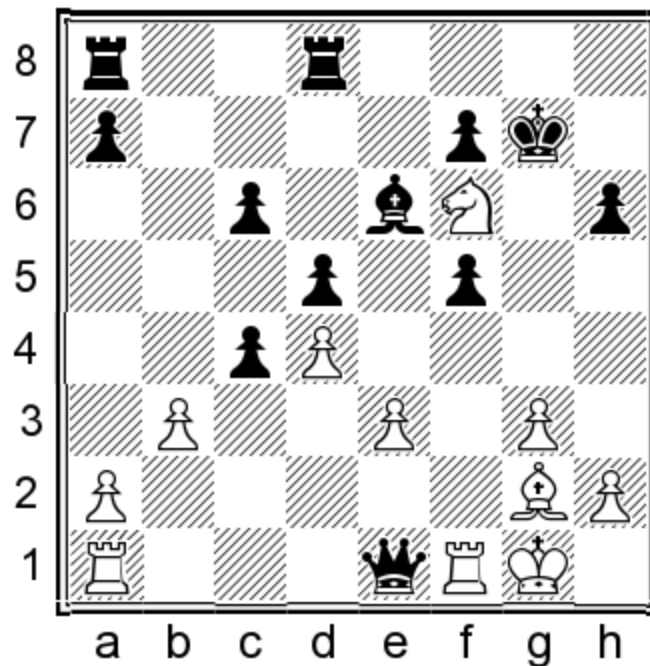
we observe a crucial difference with the previous example. The knight on f6 cannot be moved away favourably with an intermediate check. After both 19.Ne8+ and 19.Nh5+, Black regains the lost material. But what if the pawn on g6 were not there? This is the first of two important points behind the move 17.f5!.

### **17...gxf5**

17...Bxf5 18.Ne4 Qxe1 19.Nxf6+ Kg7 20.Raxe1 Kxf6. With the bishop lured to f5, it is now ending up pinned to the king: 21.g4!, attacking the pinned bishop – the second important point of 17.f5!; 17...Bc8 18.fxg6 loses material as the f6-bishop is hanging.

### **18.Ne4**

Black resigned because of 18...Qxe1 19.Nxf6+ (the first intermediate check) 19...Kg7



*analysis diagram*

20.Nh5+ (the second intermediate check, made possible by luring the f-pawn away on move 17) 20...Kg6 21.Nf4+. The third intermediate check. The knight finds a protected square and is safe! On the next move, White recaptures the black queen and remains a piece ahead.

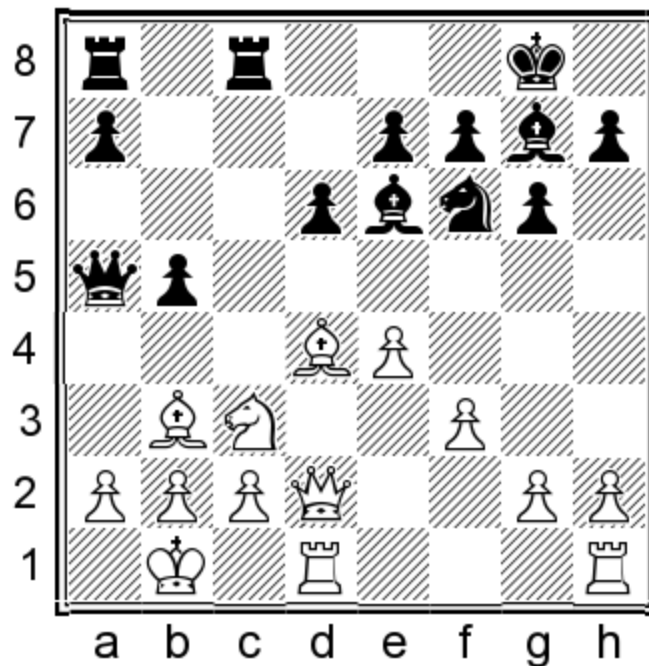
In the next games, we'll explore how the tactic with Nd5 can also serve a strategic purpose. Additionally, we will observe that besides f6, e7 can also be targeted for attack:

**Anish Giri** (2714)

**Hikaru Nakamura** (2759)

Wijk aan Zee 2012





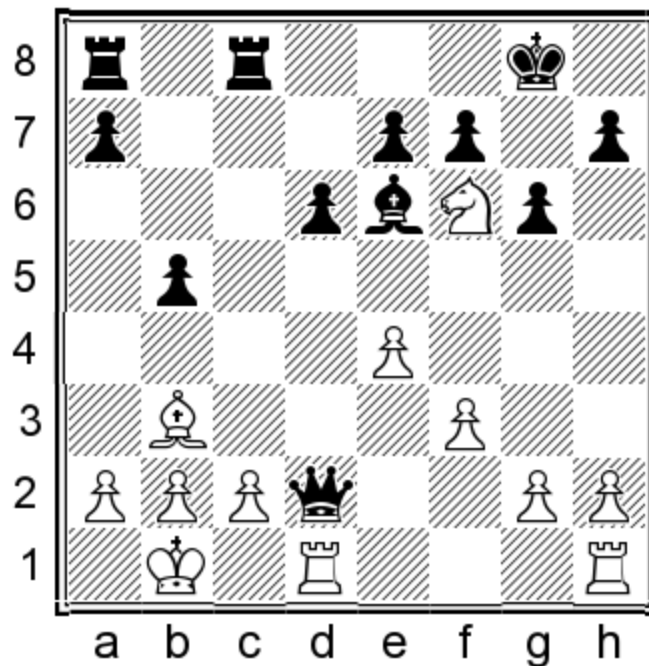
### 14.Bxf6

14.Nd5, attacking the queen on a5 and the pawn on e7, appears better than it is. There is a caveat with capturing on e7: 14...Qxd2 ( 14...Qd8? 15.Nxf6+ and Black's pawn structure is badly weakened) 15.Nxe7+ Kf8!, and the white knight is under attack. White can grab another pawn with 16.Nxg6+, but after 16...hxg6 17.Rxd2, he is in bad shape, down a knight against two pawns.

**Note #1:** With a black rook on f8, 14.Nd5 would be very strong, as the rook on f8 obstructs the black king from attacking the white knight after Nxe7+. So Black seems to be better off playing 14...Qd8, but then his pawn structure will be shattered after 15.Nxf6+.

**Note #2:** It is crucial that after the Nd5-tactic, Black cannot capture on d2 with check. It is not for nothing that White has placed his king on b1.

**14...Bxf6 15.Nd5 Qxd2 16.Nxf6+**



White's idea, trying to weaken Black's pawn structure. However, recapturing is not mandatory, and Nakamura does not cooperate.

**16...Kg7!**

In the previous two examples, we saw that White could move the knight on f6 with an intermediate check and thus save the knight. Here, this will not work.

**17.Nh5+**

Still weakening Black's pawn structure, but Black gets some activity in return: Black can play ...h5-h4 to fix the white g2-pawn in place and use the semi-open g-file to attack it.

**17...gxh5**

17...Kh6 to recapture with the king seems sensible, but it actually leads to a worse rook ending: 18.Rxd2 Kxh5 19.e5! Bxb3 ( 19...dxe5 20.Bxe6 fxe6 21.Re1+- ) 20.axb3 dxe5 21.Rd5. Note that it is important to consider moves like 17...Kh6, showing a thoughtful approach rather than blindly recapturing. Such nuanced

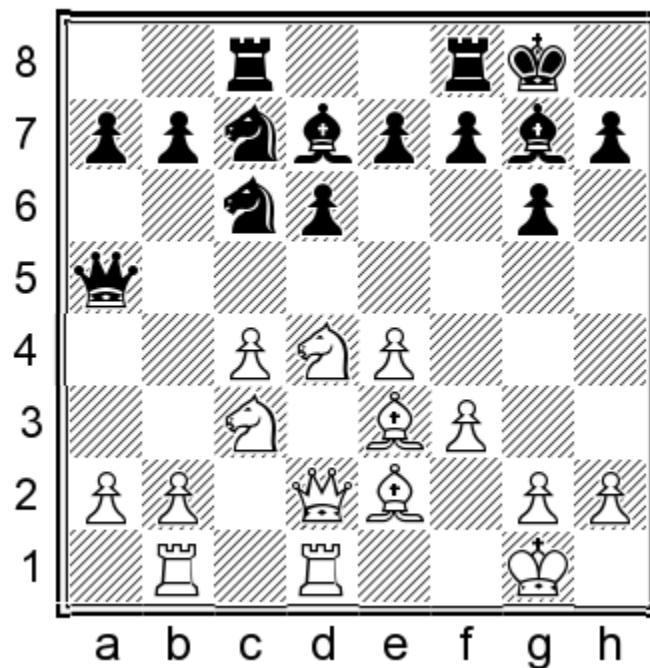
considerations can lead to a more refined assessment of resulting positions.

**18.Rxd2 Rc5  $\frac{1}{2}$ - $\frac{1}{2}$**

**Aurelio Vila Dupla (2030)**

**Saar Drori (2370)**

Titled Tuesday blitz 2023



**14.Nxc6**

White eliminates the defender of a5 and e7.

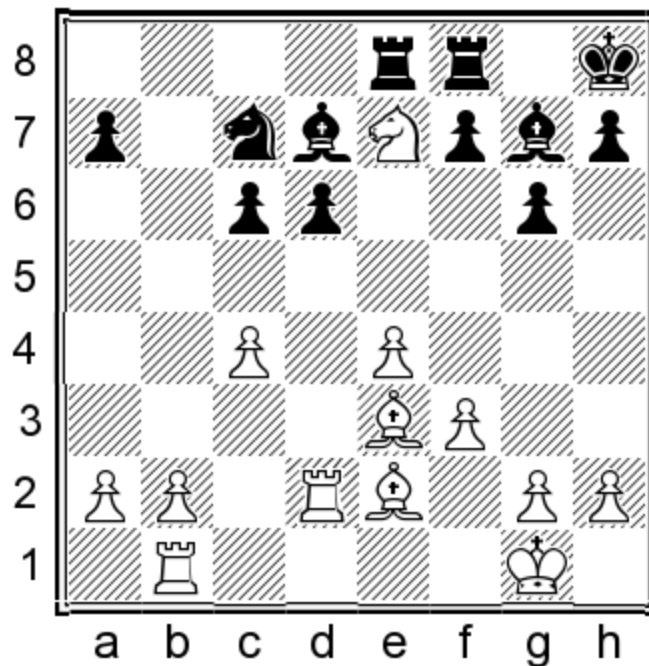
**14...bxc6**

A clever move; we will soon understand why.

**15.Nd5**

With the rook on f8, this appears to win a pawn (Black can't play ...Kf8 after Nxe7+), but it is not as straightforward as it seems.

**15...Qxd2 16.Nxe7+ Kh8 17.Rxd2 Rce8**



This marks a critical juncture, where the vulnerability of the knight on e7 becomes evident, particularly because of the pawn on c6, hindering the knight's retreat to d5. However, White has a potent response:

**18.Bf4!**

In the game, White gave up the knight with 18.Nxc6?.

**18...Rxe7 19.Bxd6**

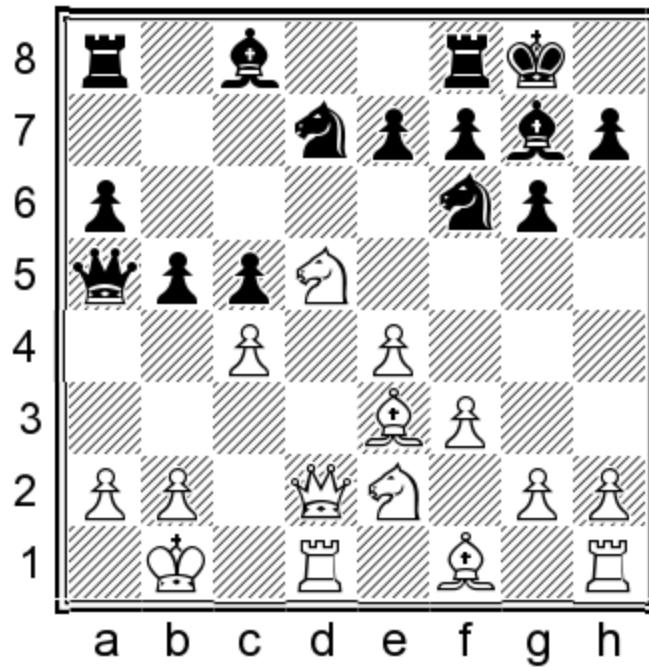
And White regains his knight with interest.

In the four previous examples, we focused on the follow-up after ...Qxe1/Qxd2, but sometimes Black doesn't have to capture the queen:

**Abram Zamikhovsky**

**Rashid Nezhmetdinov**

Kharkov Soviet Union Championship semifinal 1956



### **12...Nxd5!**

Black sacrifices his queen, acquiring substantial material in return.

### **13.Qxa5 Nxe3 14.Rc1 Nxc4 15.Rxc4**

White sacrifices an exchange in response, because after 15.Qe1 Nxb2, Black has two pieces and two pawns for the queen, while the white king is in danger.

### **15...bxc4**

With a rook and a bishop for the queen as well as promising attacking chances, Black's position is certainly not worse.

## **Q+N double threat" > Pattern 14 - The Q+N double threat**

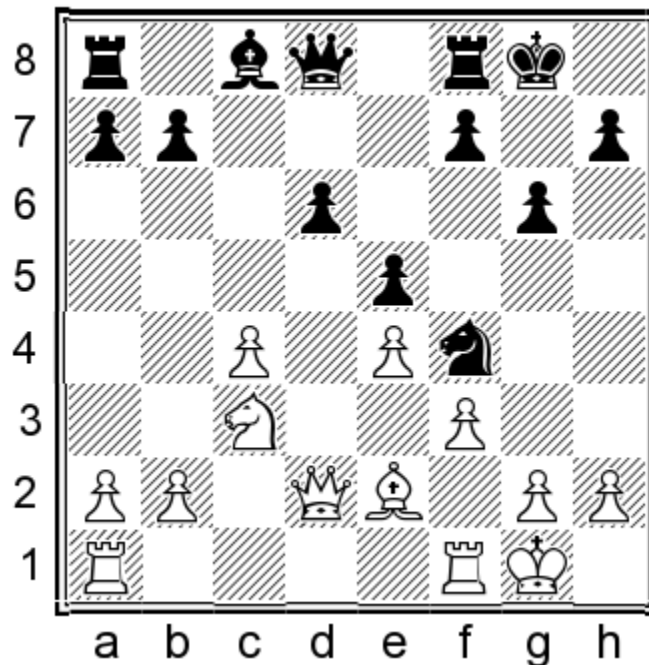
Among the Patterns involving a discovered attack in this chapter, this Pattern is an odd one out. While the other Patterns focus on executing a discovered attack with an existing battery, here the

emphasis lies on merely setting up that battery. By threatening checkmate and simultaneously winning the queen with a discovered attack, we put the opponent in an impossible situation. It looks like this:

**Kalyan Arjun (2477)**

**David Paravyan (2653)**

PNWCC Online blitz 2020



### 14...Qg5! 0-1

White's 14. Qd2 was a major mistake, as now Black not only threatens checkmate with 15... Qxg2, but also 15... Nh3+ with a discovered attack, winning the white queen.

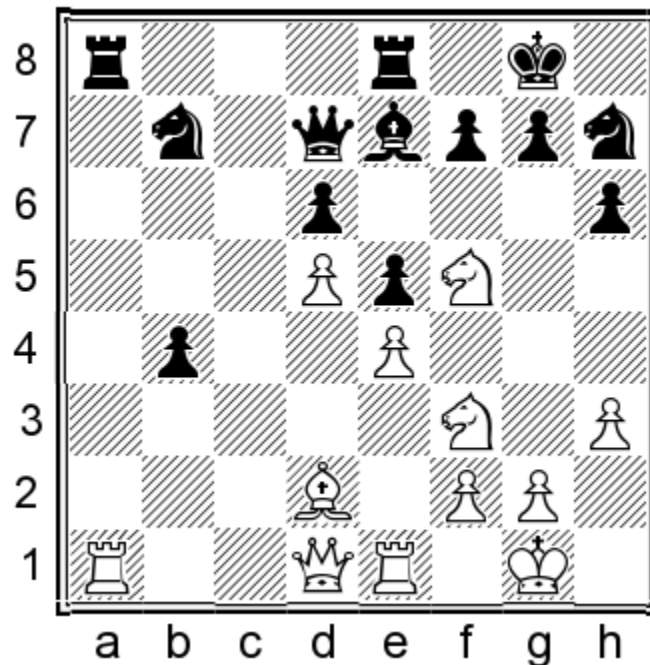
With 15.Kf2, he could have prevented the loss of the queen, but after, for example, 15...Qxg2+ 16.Ke3 Qg5 ( 16...Qxh2? 17.Rh1 Qg3 18.Rag1 Ng2+ 19.Kd3 Nf4+ 20.Ke3= ) 17.Kf2 Qh4+ 18.Ke3 Qh6, White finds himself in a tough spot.

Where we managed to set up the battery directly in the previous example, some preparation is required in the next example:

**Anatoly Karpov** (2700)

**Heikki Westerinen** (2465)

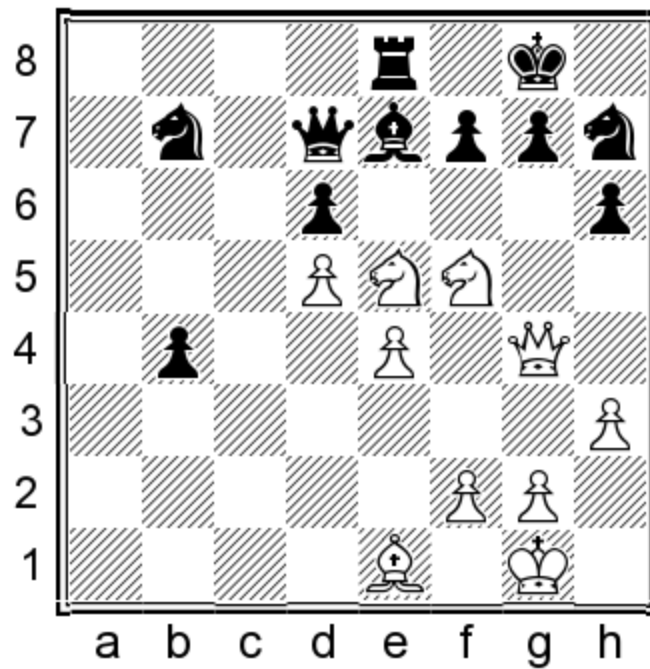
Nice Olympiad (analysis) 1974



The white knight on f5 and the black queen on d7 are already in the right places. Now, White just needs to get the queen to g4!

**23.Rxa8!**

While it might be tempting to play 23.Nxe5?, White should consider this only after exchanging the rooks. If it is played immediately, then Black can escape with 23...Rxa1! 24.Qg4? (24.Nxd7 is better, but 24...Rxd1 25.Rxd1 doesn't offer White much) 24...Rxe1+ 25.Bxe1



*analysis diagram*

25...Qxf5! 26.Qxf5 dxe5—+ . With a rook and two pieces, Black has a lot of material for the queen.

**23...Rxa8 24.Nxe5!**

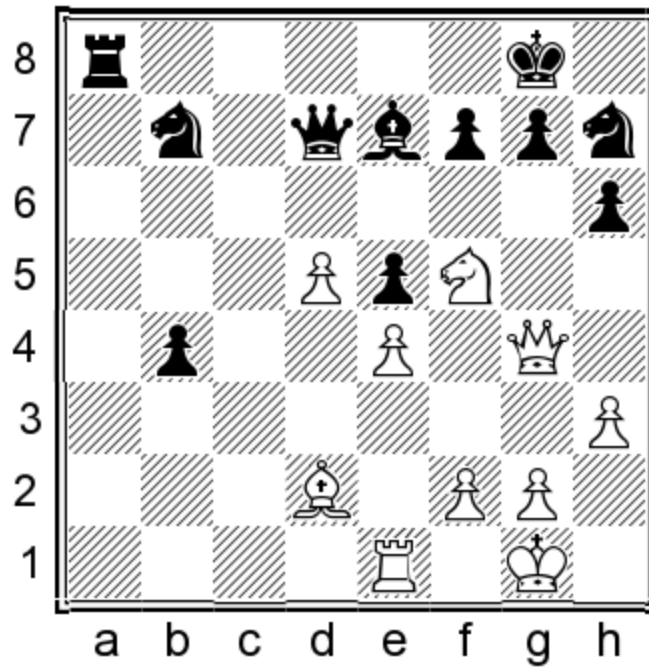
White clears the path for the queen with gain of tempo.

**24...dxe5**

24...Qe8 25.Nc6, and ultimately, Black won't manage to hold on either.

**25.Qg4**





Setting up the battery with a double threat secures material gain.

**25...Kf8**

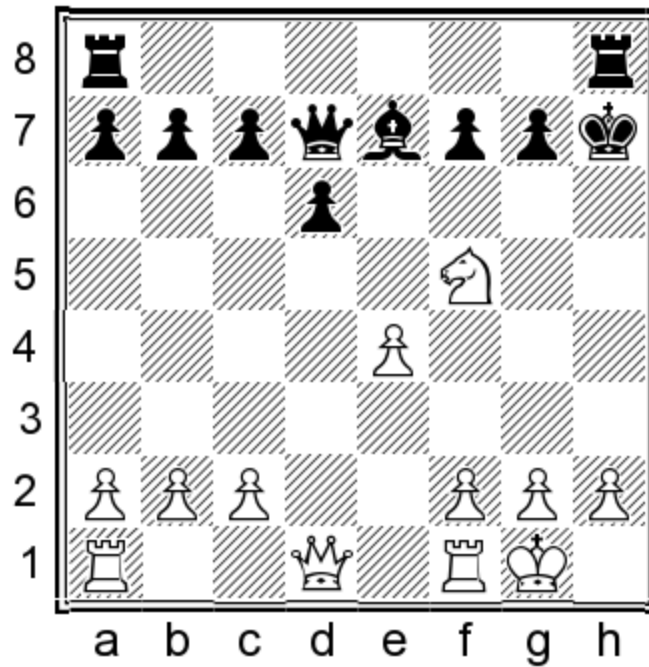
25...Bg5 26.Nxh6+ (or 26.Bxg5 hxc5 27.Nh6++- ) 26...Bxh6  
27.Qxd7 Bd2 28.Qxb7+-.

**26.Qxg7+ Ke8 27.Qxh7+-**

In the next example, White cleverly sets up the battery and we will see a variant of the Pattern:

**Frank Erwich**

2024



### 18.Qh5+

White forces the king to g8, setting the stage for our familiar Pattern. Note that White is also winning after the direct 18.Qg4!: 18...Bf6 19.Qh3+!. White maintains the battery and chases the king to a square where it can be checked by the knight. After either 19...Kg8 20.Nh6+ or 19...Kg6 20.Nh4+, White wins the queen.

### 18...Kg8 19.Qg4

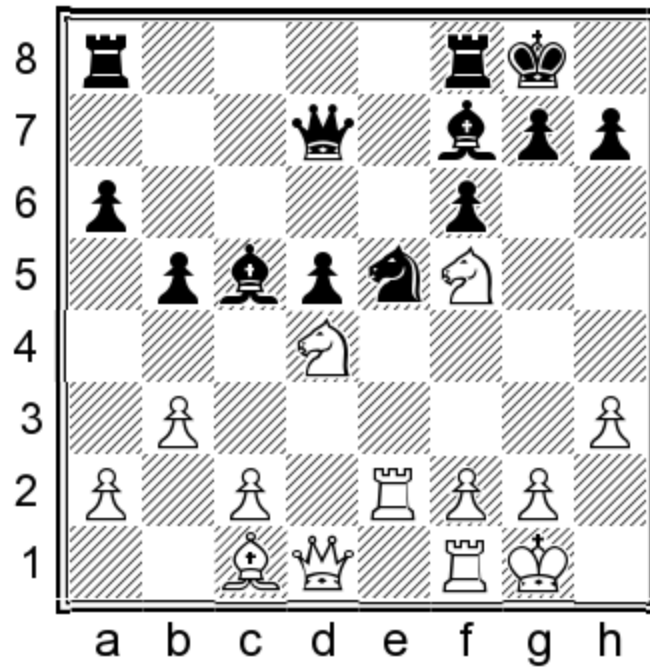
White threatens checkmate on g7 as well as the discovered attack Nh6+, winning the queen.

We will conclude this Pattern with a defensive resource against it:

**Alvaro Candela Martin (1917)**

**Isaac Bendahan (1602)**

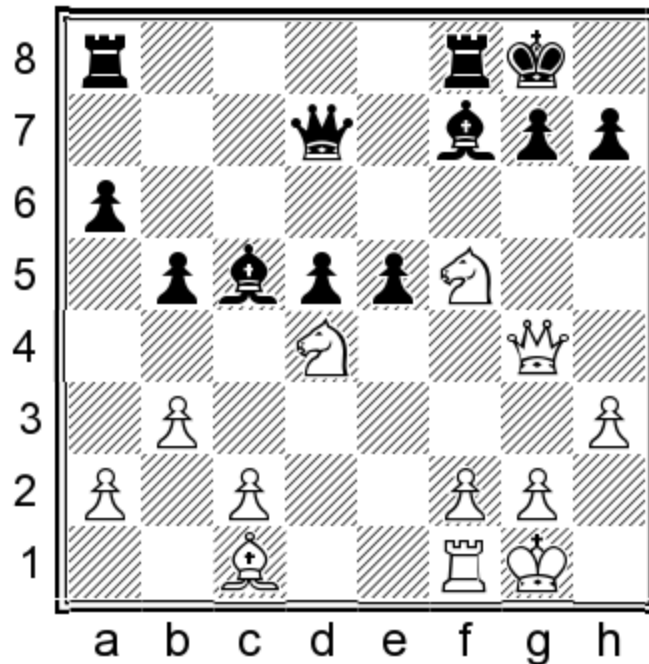
Alcorcon 2022



**22.Rxe5?**

This seems very clever. White eliminates the defender of the queen and simultaneously clears the path for his own queen, but...

**22...fxe5 23.Qg4**



**23...Be8!**

Not only clearing the seventh rank to defend against mate (more about this in **Pattern 88**), but also protecting the queen against Nh6+.

Note that with a black bishop on e7, where it would block the seventh rank, the trusted Pattern would be winning.

By the way, 23...Be6 doesn't work because of 24.Nxe6.

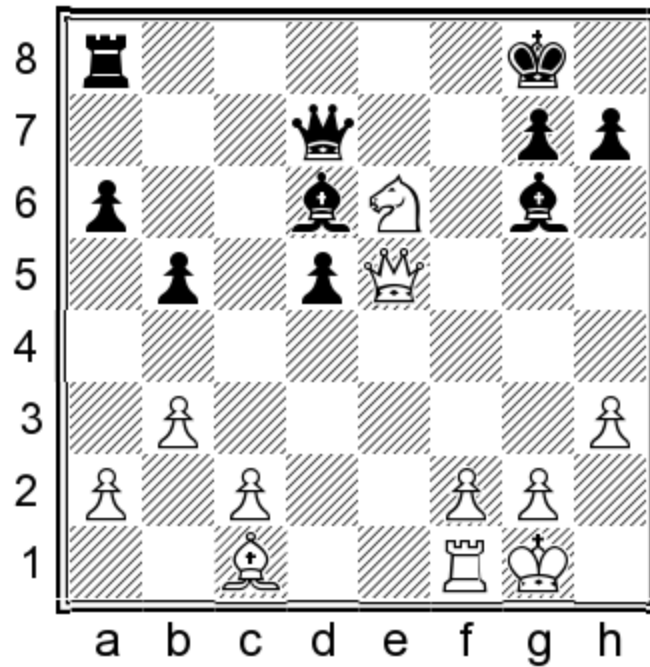
**24.Ne6 Rxf5 25.Qxf5 Bg6**

White has regained the material, but at a high cost.

**26.Qxe5?**

26.Qg4 was the right move, but even then Black stands beautifully with the pair of bishops and a strong centre.

**26...Bd6**



**27.Qxg7+**

27.Qe2 Re8 28.Re1 Bf7–+.

**27...Qxg7 28.Nxg7 Kxg7**

And Black won.

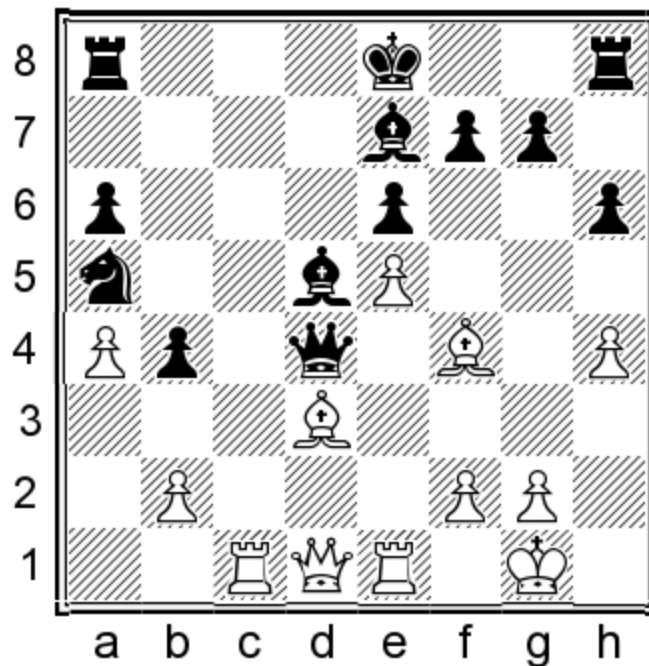
## **Pattern 15 - The Milner-Barry Gambit trick**

This will be the last Pattern in this chapter where the queen is part of a battery, this time together with a bishop. We will look at the queen and a bishop aligned on a line opposite the enemy queen, typically the d-file.

**Vincent Keymer** (2717)

**Nihal Sarin** (2694)

Douglas 2023

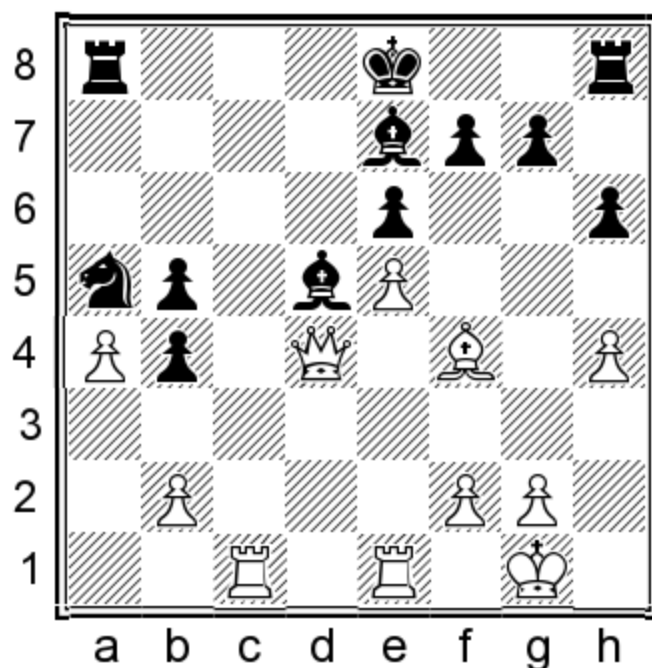


Black's last move, 19... Qxd4, was a massive blunder, as it places the queen in line with the white queen. White now only needs to find a target to attack for the d3-bishop.

**20.Bb5+!**

A check and a discovered attack on the black queen. This tactic is reminiscent of a trap in the Milner-Barry Gambit of the French Defence: 1.e4 e6 2.d4 d5 3.e5 c5 4.c3 Nc6 5.Nf3 Qb6 6.Bd3 cxd4 7.cxd4 Nxd4? 8.Nxd4 Qxd4? 9.Bb5+ , winning the queen.

**20...axb5 21.Qxd4**



### **21...bxa4**

21...Nb3 22.Qd3 Nxc1 ( 22...0-0 is better, though still insufficient)  
23.Qxb5+ Kf8 24.Rxc1 doesn't offer much hope for Black.

### **22.Rc7 Bd8 23.Ra7 Rxa7**

23...Nc6 fails to 24.Qxd5 exd5 25.Rxa8. Black regains the queen, but is now down an exchange and White is winning.

### **24.Qxa7**

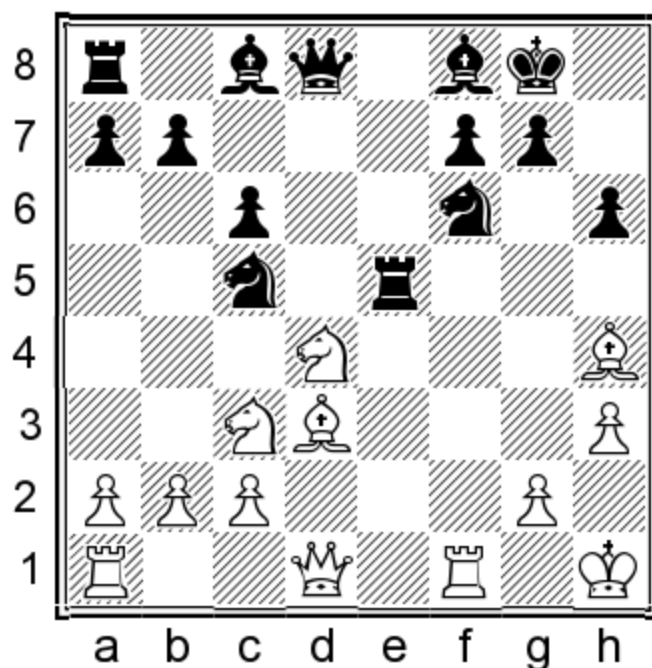
And White won.

In the next game, some preparation is needed to execute the discovered attack.

**Margarita Zvereva (1930)**

**Eline Roebers**

Prague European Girls' Championship U10 2016



Everything is set for a discovered attack, with the battery aimed at Qd8 and Kg8. White just has to move the d4-knight out of the way:

**15.Nxc6!**

Clearing the d-file with a knight fork. White wins material.

**15...Bg4**

15...bxc6 16.Bh7+ loses the queen.

**16.Nxd8 Bxd1 17.Raxd1 Re8**

17...Rxd8 18.Bh7+ loses an exchange.

**18.Nxf7**

And White won.

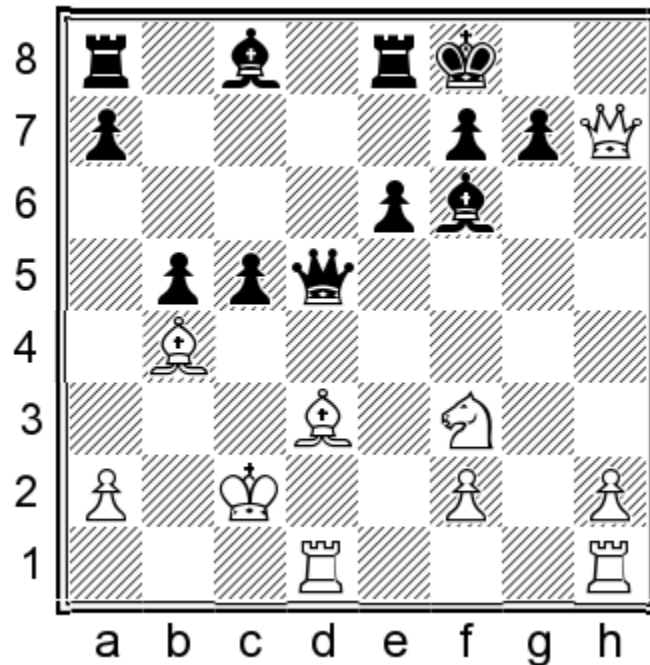
In the next example, the enemy king must be lured before executing the discovered attack. The battery consists of a rook and bishop this time, but the Pattern remains the same:

**Alexei Shirov (2667)**



**Ju Wenjun (2580)**

Prague 2019



**21.Qh8+**

The computer suggests 21.Bxb5 and notes that after 21...Qxa2+ 22.Kd3 Rd8+ 23.Ke3, the king will eventually escape the checks. However, a human being would likely prefer the straightforward move played in the game.

**21...Ke7 22.Qxe8+! Ke8 23.Bxb5+ Kd8**

Everything loses, for example: 23...Bd7 24.Rxd5 exd5 25.Re1+ Kd8 26.Ba5+ Kc8 27.Ba6+ Kb8 28.Rb1, checkmating soon.

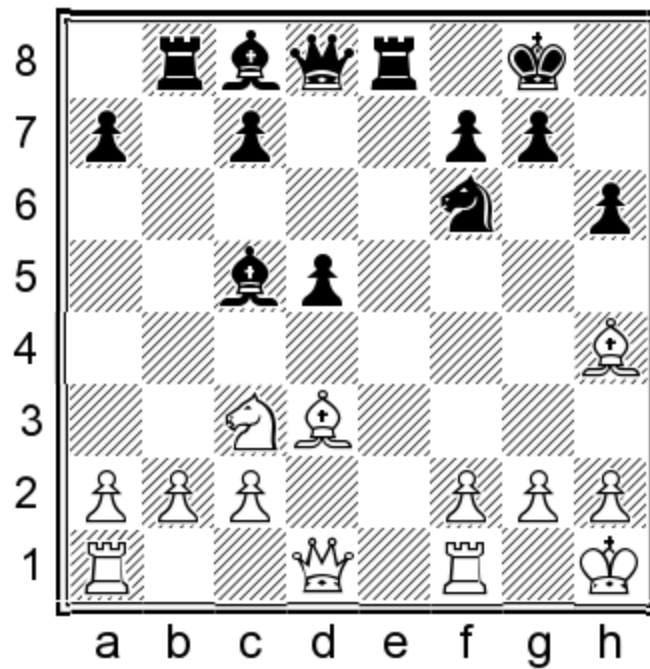
**24.Bc6! 1-0**

The next two examples involve luring the queen.

**Vladislav Artemiev (2691)**

**Shakhriyar Mamedyarov (2799)**

Moscow tt rapid 2017



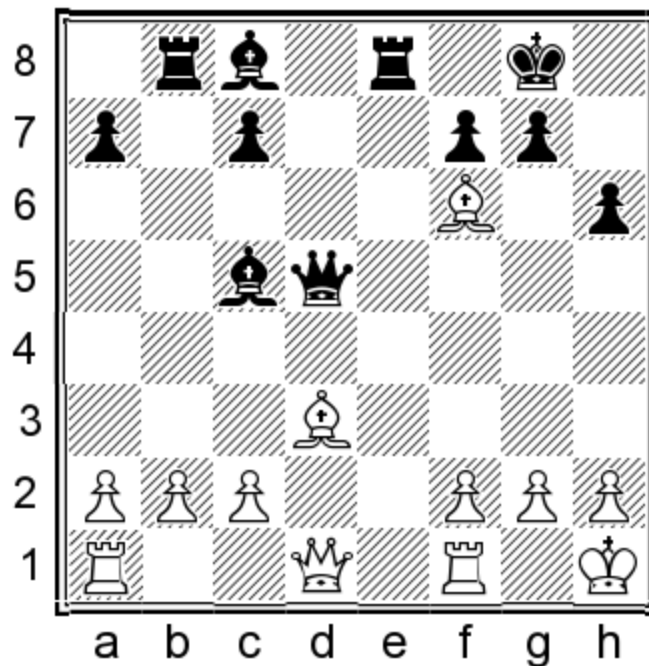
### **13.Nxd5!**

Luring the queen.

Alternatively, after 13.Bxf6 Qxf6 14.Nxd5 Qh4, Black has substantial compensation for the pawn with the bishop pair and more active piece play.

### **13...Qxd5 14.Bxf6**

Eliminating the defender of the queen.



White appears to be gaining a pawn in this combination, but as we said earlier about the significance of the last capturing move in a series, it is essential to keep looking!

#### **14...Bb7**

Black not only protects the queen, but also threatens mate on g2. This would have won if the bishop were on e5 instead of c5. However, White has a defensive resource:

#### **15.Qg4!**

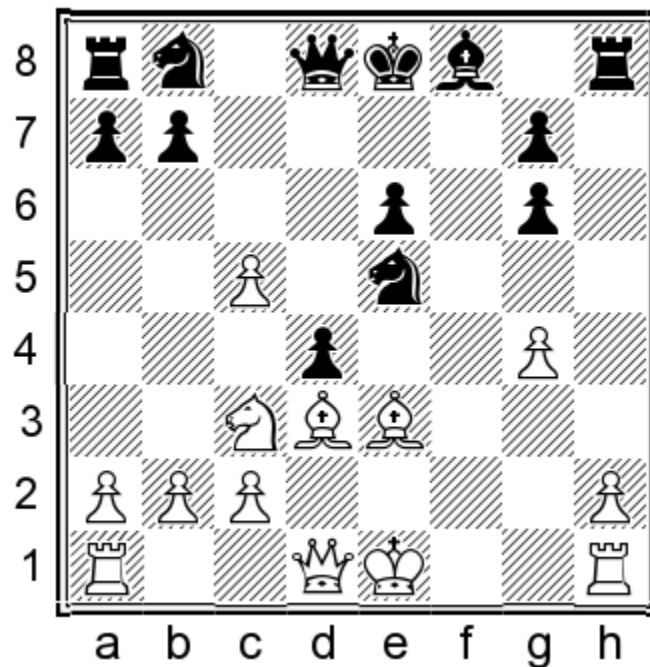
Much like Black's preceding move, 15.Qg4! serves a dual purpose. White prevents mate, and simultaneously threatens mate on g7. If Black's bishop were on e5, he could calmly play 15...Bxf6 here, but as it is, he has to be content with regaining the pawn:

#### **15...Qxg2+ 16.Qxg2 Bxg2+ 17.Kxg2 gxf6**

With an equal position, although the endgame is easier to play for White due to Black's damaged pawn structure.

**Jorden van Foreest (2631)**

**Evgeny Tomashevsky (2714)**



### 14.Bxd4

Luring the queen, but it doesn't work out well for White here.

### 14...Qxd4

The bishop can now go to either b5 or g6, executing a discovered attack, but in both cases it doesn't yield anything for White.

### 15.Bxg6+ Ke7

15...Nxd4?? 16.Qxd4, and Black no longer has a fork on f3.

### 16.Qxd4 Nf3+

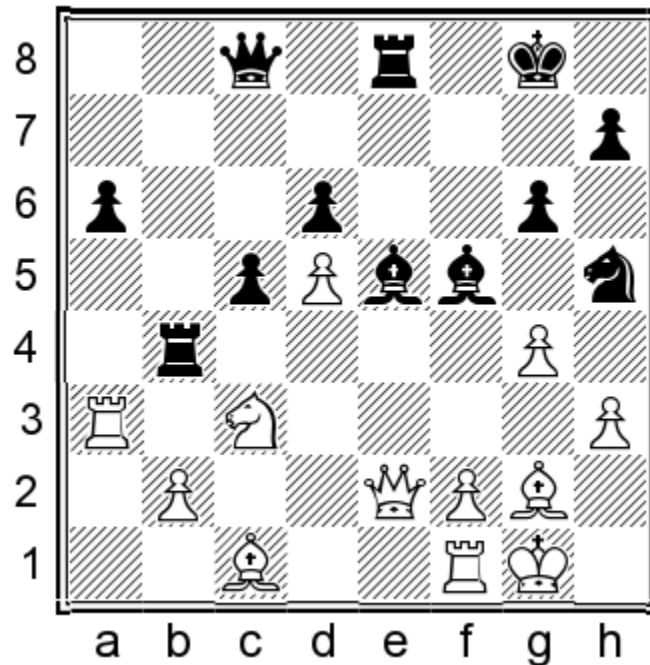
Black wins back the queen and remains a piece up.

Even if you can win a queen with a discovered attack without the opponent winning it back, it doesn't guarantee success. For a change, in the next fragment, we see a battery of rook and bishop.

**Benjamin Gledura (2645)**

**Hikaru Nakamura (2787)**

Baku (analysis) 2023



25...Bh2+? is tempting, but White will get too much material for the queen: 26.Kxh2 Rxe2 27.Nxe2, and due to the pawn fork, Black will lose another piece;

If Black really wants to win the queen with a discovered attack, 25...Ng3 is a better idea. Black ‘sacrifices’ the knight that is forked anyway. The point is that after 26.fxc3, the bishop on e5 can use the other diagonal for a discovered attack: 26...Bd4+ 27.Kh2 Rxe2 28.Nxe2, and after 28...Bxb2 Black has the better chances;

25...Bxc3 is the most logical discovered attack. Although White wins back a piece later due to the pawn fork, Black gets a very good position. For example: 26.Qxa6 Qxa6 27.Rxa6 Bd4 28.gxf5 Ng3 29.Rd1 Ne2+ 30.Kf1 Nxc1;

The best move according to the computer is 25...Bf4!. However, the arising variations are very complicated. Since this goes beyond our theme, I will leave it to the reader to further analyse the position.

## Pattern 16 - The reversed windmill

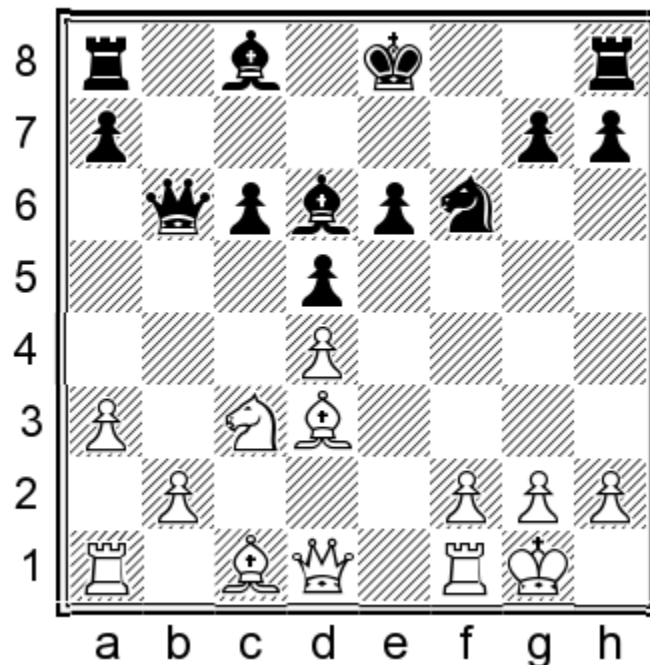
In the previous Pattern, we already got acquainted with the rook and bishop battery. For the next four Patterns, we exclusively focus on this combination. In this Pattern, the rook and bishop are on the h- or g-file, opposite the enemy king, with the bishop being the front piece.

We start with an example that will serve as a smooth transition from the previous Pattern to the current one:

**Kirill Burdalev** (2370)

**Gerardo Fernandez** (2169)

Titled Tuesday blitz 2023



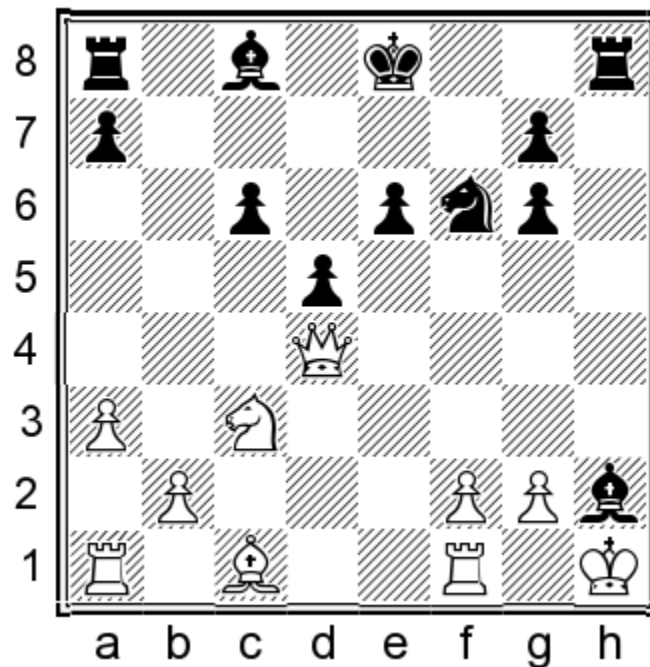
**12...Qxd4**

At first glance, this move might appear to be a blunder, but it certainly is not!

### 13.Bg6+?

White falls for Black's trick, but Black has calculated deeper and the discovered attack from Pattern 15 does not work here:

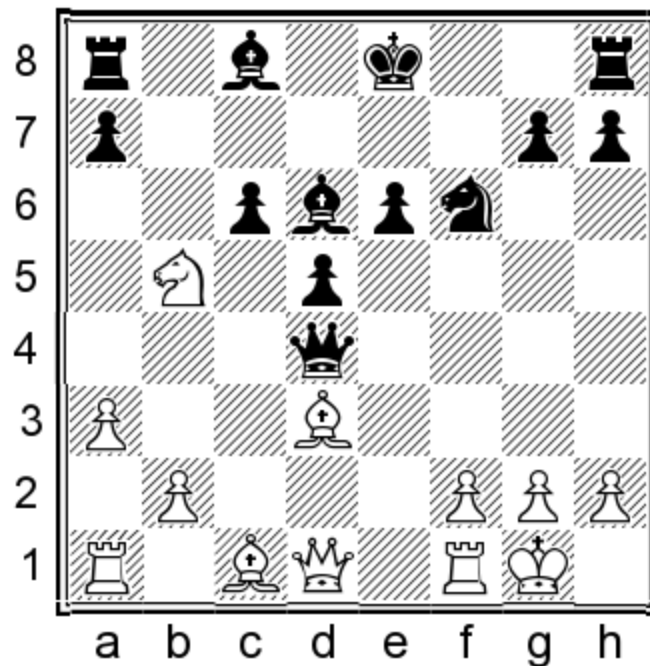
**13...hxg6 14.Qxd4 Bxh2+ 15.Kh1**



Here we have the rook and bishop battery central to this Pattern, and how the tables have turned! Similar to the carousel from **Pattern 10**, Black can give a discovered check over and over by moving the bishop back and forth from h2, forcing the white king to oscillate between squares g1 and h1. However, Black has a more ambitious goal in mind: winning the white queen on d4!

**15...Be5+ 16.Kg1 Bxd4**

By the way, instead of 13.Bg6+, a much better move is the interesting 13.Nb5,



*analysis diagram*

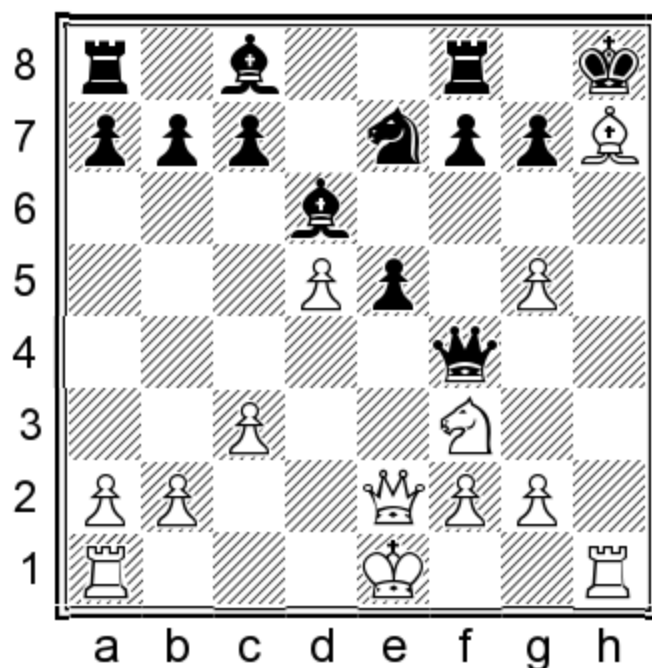
as happened in the correspondence game Twardowski-Holtorf, DESC email 2009, which continued with 13...Bxh2+ ( 13...cxb5?? 14.Bxb5+ and unlike the game, now White has a winning version of **Pattern 15**; 13...Qe5 14.g3! cxb5 15.Bf4 is good for White) 14.Kxh2 Qh4+ 15.Kg1 0-0!! . Instead of taking the white knight, Black brings his king to safety while simultaneously positioning his rook on a very helpful square. If White now moves the knight away, Black wins with 16...Ng4! (defending the h2-square with Bf4 is no longer possible because of ...Rxf4). Black will therefore regain the knight on b5 in better circumstances and have the easier game. In the next example, the battery is set up but we have to place a target piece.

**Arseniy Shturman** (2185)

**Jaime Vaglio** (2174)

Titled Tuesday blitz 2023





Unlike in the previous example, White cannot immediately gain an advantage from the battery of the rook and bishop on the h-file. Yes, he can give perpetual check, but White wants more! What he needs is a juicy target for the bishop.

**15.g3!**

The black queen is forced to go to a light square on which the white bishop can attack it.

**15...Qg4**

15...Qa4 16.Bc2++-.

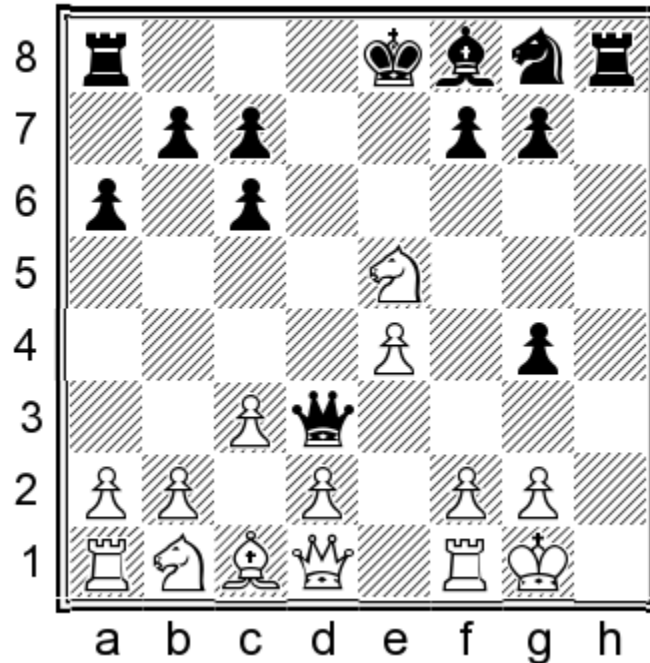
**16.Bf5+ Kg8 17.Bxg4**

And White won.

We have already discussed how the rook and bishop battery can function as a drawing weapon. This Pattern is quite typical in some opening variations, such as the Exchange Variation of the Ruy Lopez:

**Vugar Rasulov (2536)**  
**Misratdin Iskandarov (2553)**  
Baku 2024

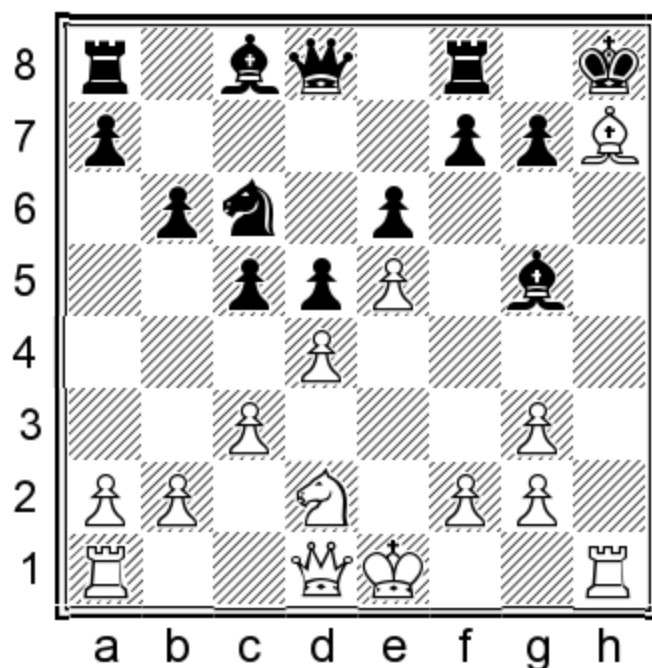
**1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Bxc6 dxc6 5.0-0 Bg4 6.h3 h5 7.c3 Qd3 8.hxg4 hxg4 9.Nxe5**



**9...Bd6 10.Nxd3 Bh2+ 11.Kh1 Bd6+ 12.Kg1 Bh2+ 13.Kh1 Bd6+ 14.Kg1 Bh2+ 15.Kh1 ½-½**

When your position is in danger, forcing perpetual check is a practical defensive resource. In the next example we will see how to defend against perpetual check and also how to bypass that defensive resource:

**Kjell Petersson (2061)**  
**Martin Bitelmajer (2475)**  
Titled Tuesday blitz (analysis) 2023



The point here is that when White retreats the bishop, Black can close the h-file with ...Bh6, preventing White from 'reloading' the battery. However, White can position the bishop in a clever way:

#### 14.Bb1+! Bh6?

Black should play 14...Kxg8, after which White, down a piece, can force a draw with 15.Bh7+. Note that the magnet sacrifice 15.Rh8+? ( **Pattern 100**) runs into 15...Kxh8 16.Qh5+ Bh6, interposing.

#### 15.Qc2!

By putting the bishop as far away as possible, White can now form a battery []The term 'battery' is used in two ways in chess. One is in combination with the discovered attack. The second is as seen here: a formation in which two or more chess pieces of the same colour are on the same line (rank, file, or diagonal), ready to collaborate. with his queen and bishop and create a mating threat that is not easy to defend against.

**15...g6**

Now the pawn no longer protects the bishop on h6, which is the crucial point behind this idea.

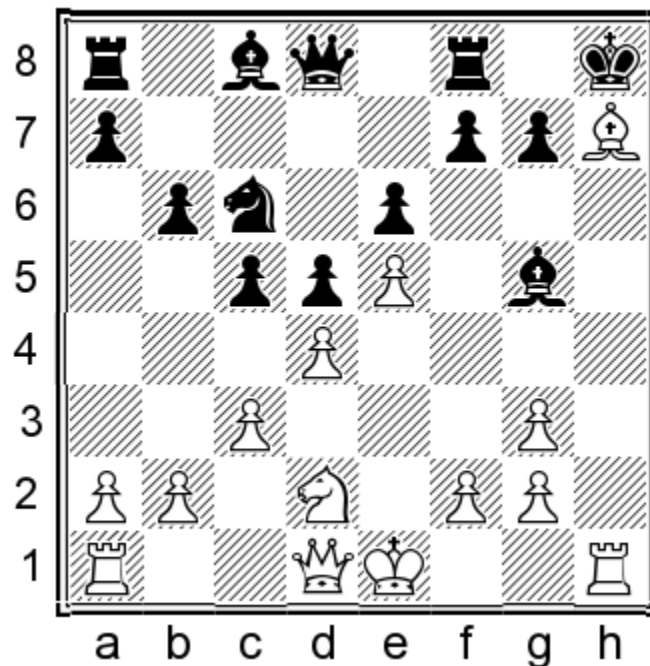
Note that after 15...f5 16.exf6, Black also quickly gets checkmated.

**16.Rxh6+ K g7 17.Rxg6+! fxg6 18.Qxg6+ Kh8 19.Qh7#**

**Kjell Petersson (2061)**

**Martin Bitelmajer (2475)**

Titled Tuesday blitz 2023

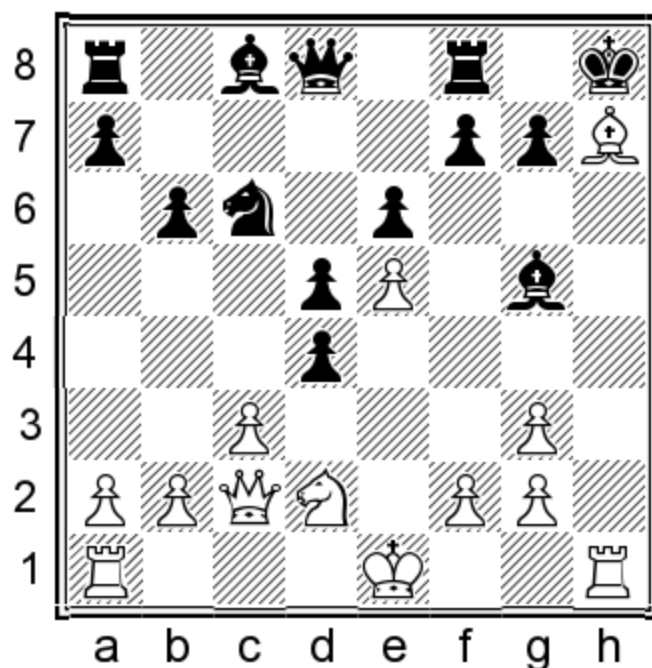


The game continued with

**14.Qc2?**

after which White has nothing if Black plays 14...Bh6. However, Black thought there was no hurry with this move and completely overlooked White's idea:

**14...cxd4??**



**15.Bg8+!**

The bishop goes the other way!

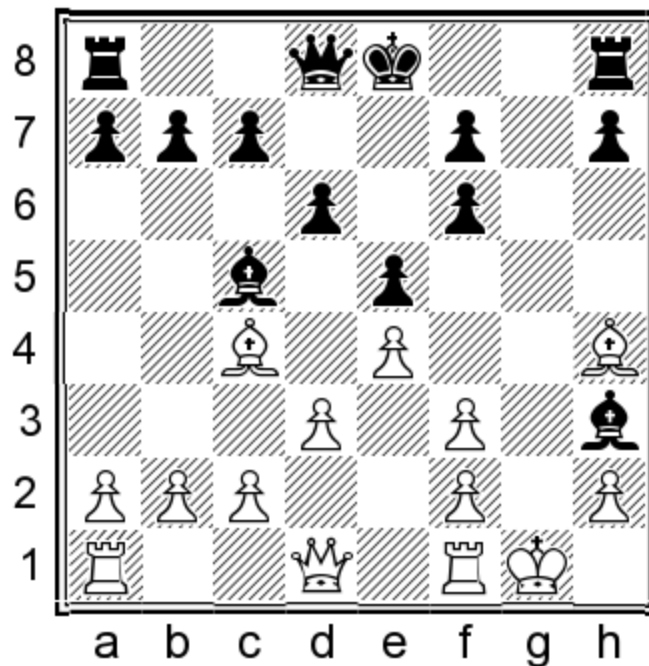
**15...Bh6 16.Qh7# 1-0**

Except for the conclusion of the previous game, where a third piece (the queen) provided assistance, we have observed that, in delivering a discovered check, the bishop typically moves in only one direction. However, when the battery is not on the edge of the board, the bishop gains more manoeuvring room, allowing it to work effectively in two directions.

**Ivan Safonov**

**Artem Fedorov (1223)**

Klaipeda Lithuanian Championship semifinal 2019



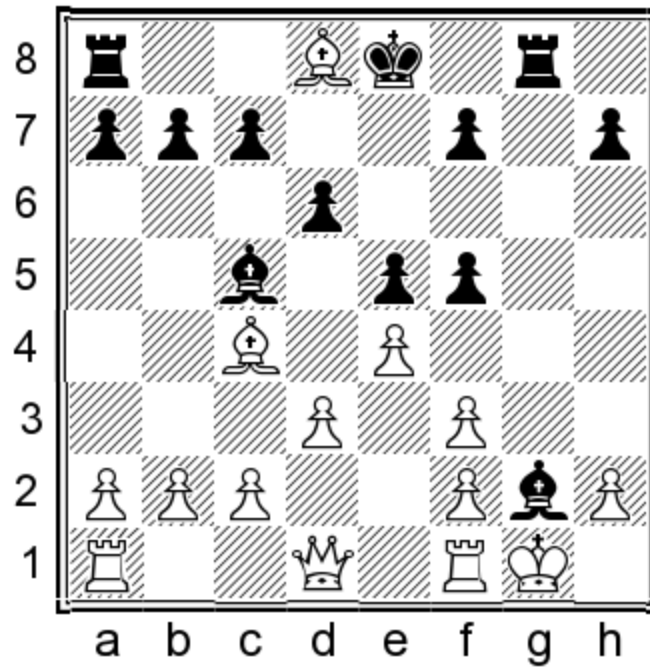
Quite a bit has gone wrong for White in the opening. Black has several attractive options, such as 11...Rg8+ 12.Bg3 h5 or 11...Bxf1. However, Fedorov opts for the most beautiful and strongest continuation! He sacrifices his queen:

**11...f5! 12.Bxd8**

12.Re1 was played in the game, and Black soon won.

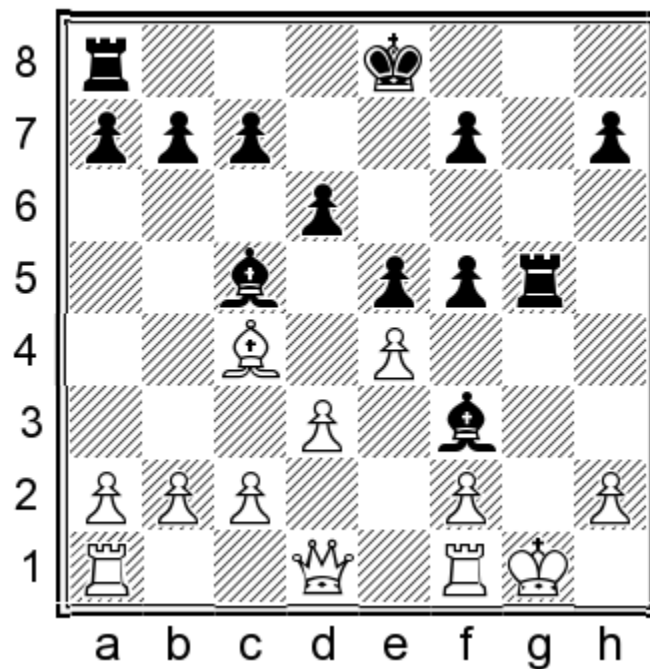
If 12.Bg3, then, just like a move ago, Black can take the rook, but with the added bonus that afterwards he can trap the bishop with ...f4.

**12...Rg8+ 13.Kh1 Bg2+ 14.Kg1**



The battery is locked and loaded once more, this time along the g-file. This opens up new possibilities for the bishop, extending beyond the typical ...Bh3-g2-h3+ sequence:

**14...Bxf3+! 15.Bg5 Rxf5#**



I would like to highlight two factors to consider when employing a battery on the g-file (or b-file). In this position, checkmate is achieved because the rook on f1 obstructs the king's escape. However, it is crucial to note that without that rook, the f1-square becomes accessible when the bishop moves away from the f1-h3 diagonal.

Additionally, it is important to recognize that if a (in this case) black pawn is situated on the third rank of the f-file (or c-file) – a scenario covered in *The 100 Tactical Patterns You Must Know Workbook* – the bishop remains restricted to one direction.

In **Pattern 18**, we explore the intriguing world of the windmill and examine how to subject the enemy king to check and discovered check alternately, compelling it to move between two squares. This is something we have seen here as well. However, in the windmill the rook is the front piece, while the bishop is the back piece, earning the current Pattern the distinctive name of the reversed windmill!

## **Pattern 17 - The rook and bishop double check**

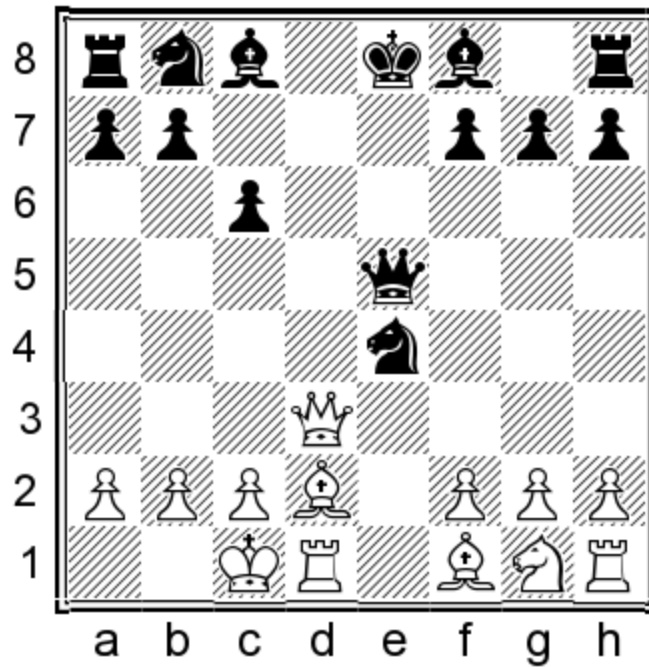
One of the many advantages of having a battery is that, in certain situations, you can give a double check. This particular move doesn't occur a lot, but when it does, it is often deadly. A significant reason to include this weapon in this book. Thanks to its forcing nature, giving a double check is often very effective in a mating attack: the opponent must respond with a king move and therefore has no time to interpose other pieces. The next example illustrates this nicely:

**Richard Réti**

**Saviely Tartakower**

Vienna 1910





### 9.Qd8+!

White lures the king to d8, placing it in the firing line of the rook and bishop battery.

### 9...Kxd8 10.Bg5+

Double check! Every king move now leads to checkmate.

### 10...Kc7

10...Ke8 11.Rd8#.

### 11.Bd8# 1-0

This is a classic, and definitely one that You Must Know! This game even made it into an episode of the American animated sitcom The Simpsons (Season 28, Episode 15).

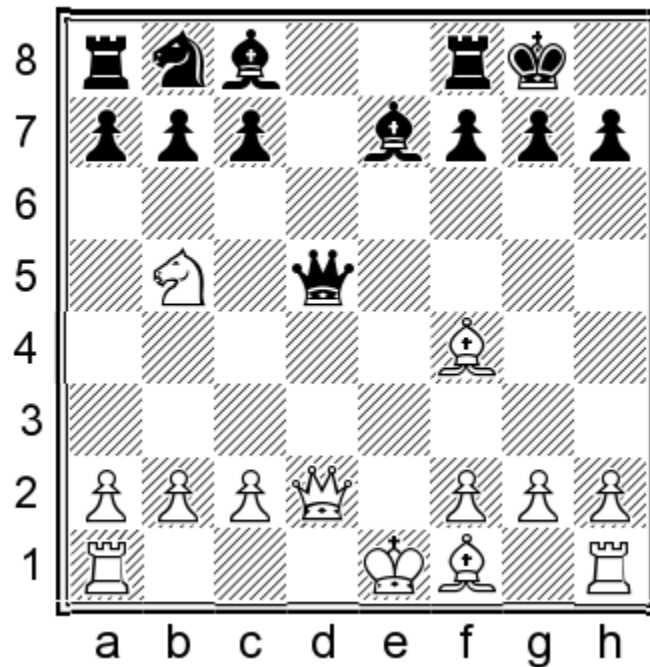
The previous game resulted in a forced checkmate. However, there may not always be a powerful move like 9.Qd8+ in the position. Nevertheless, merely posing a threat of double check followed by

checkmate can be advantageous, for instance, in a defensive scenario:

**Saleh Salem** (2677)

**Jose Carlos Ibarra Jerez** (2563)

PRO League rapid 2023

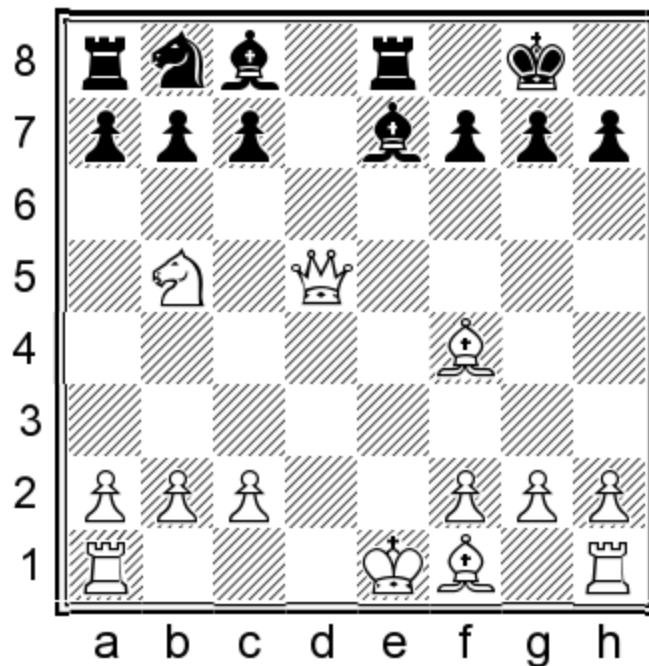


White has just played 10.Nd4-b5, attacking the unprotected queen on d5 and the pawn on c7. The first problem can be solved with logical moves such as 10...Qxd2+ and 10...Qe4+, but afterwards Black still has to deal with the attack on c7. What to do? Ignore both threats!

**10...Re8!**

Setting up the battery!

After 11.Qxd5,



*analysis diagram*

we see one of the two checkmate Patterns from the previous game:  
 11...Bb4+ 12.Kd1 Re1#.

Taking the pawn on c7 is also not good: 11.Nxc7 Bb4+ 12.Nxe8  
 Bxd2+-+. And evacuating the king with 11.0-0-0 fails to 11...Qxa2.

### **11.Be2 Bb4**

Anyway! As if the game wasn't complicated enough already, it now  
 moves well beyond our topic, so I will limit myself to giving just  
 two sample lines from here on.

### **12.Qxb4 Nc6! 13.Qd2**

Defending the knight ultimately yields White nothing, for example:  
 13.Qb3 Qxg2 14.0-0-0 Rxe2 15.Nxc7? Bf5!-+, or 13.Qa4 Qxg2  
 14.0-0-0 Re4 15.Rhg1 Rxa4 16.Rxg2 Rxf4 17.Nxc7 Bh3 18.Rg3  
 Rc8=.

### **13...Qxb5**

Regaining the piece; White is the one who has to equalize now.  
 After

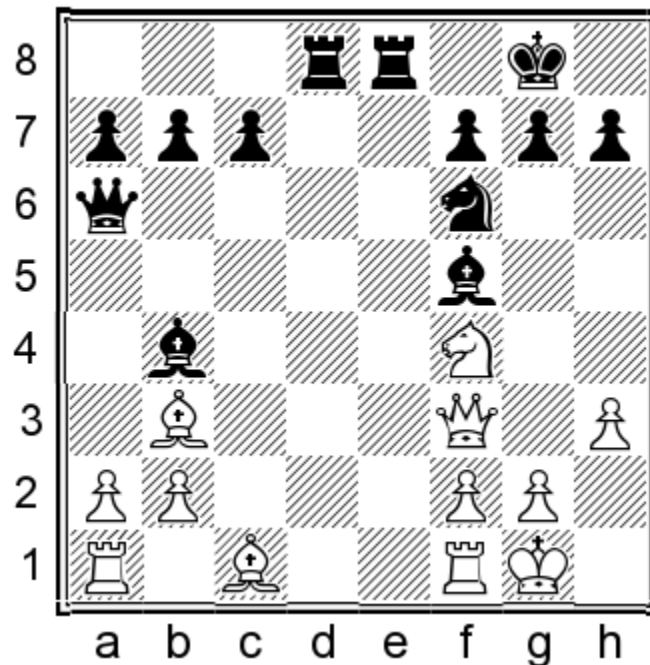
**14.c3 Bg4 15.Be3 Qf5**

the peace was quickly signed.

**Alireza Firouzja (2749)**

**Teimour Radjabov (2765)**

Skilling Open rapid 2020



**19.Bxf7+**

White thought this would win back his pawn, but Black had calculated more deeply.

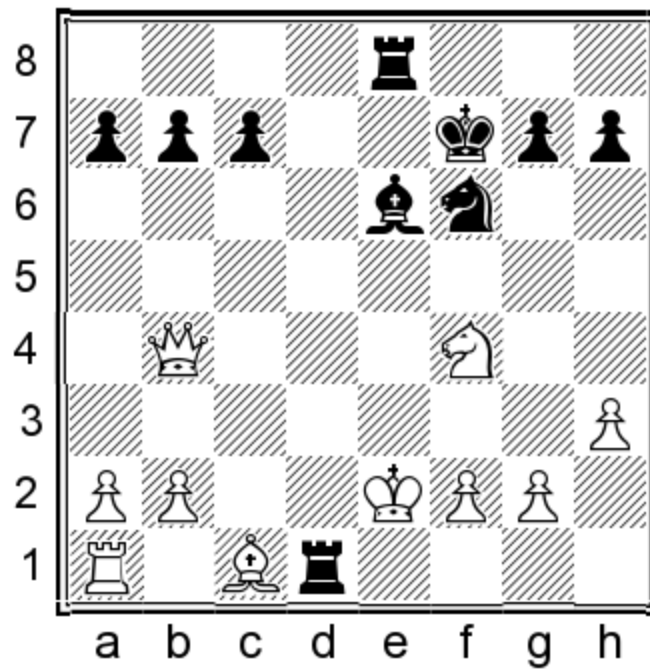
**19...Kxf7 20.Qb3+ Be6!**

The refutation.

Not 20...Kf8? 21.Qxb4+, and White captures the bishop with check!

**21.Nxe6**

21.Qxb4 reveals the beautiful point: 21...Qxf1+! 22.Kxf1 Rd1+ 23.Ke2



*analysis diagram*

23...Bg4#. Double check and mate!

**21...Rxe6 22.Be3**

22.Qxb4 reveals a second point: 22...Qxf1+ 23.Kxf1 Rd1+, mating.

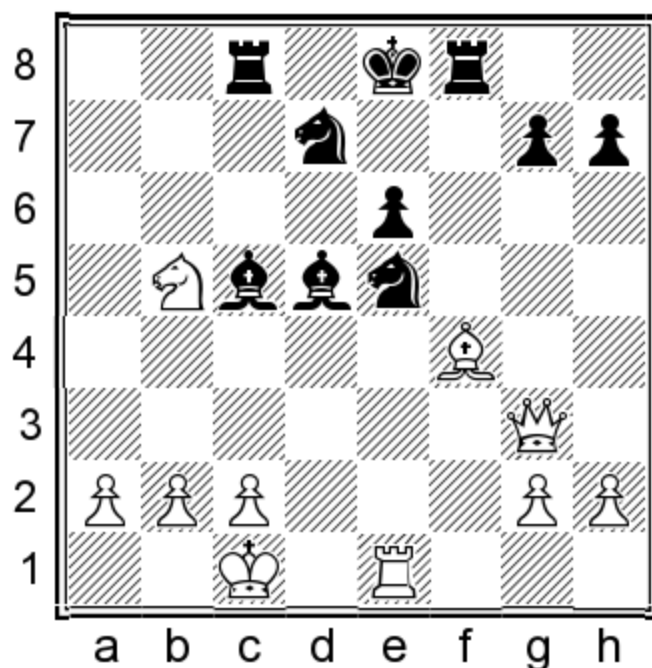
**22...Be7 0-1**

Double check can also be an important weapon to win material:

**Nikita Skripka** (1904)

**Nataliya Buksa** (2101)

Lviv 2012



White's last move 24. Rf1-e1 was very careless.

### **24...Rxf4!**

Black is gifted a piece, because 25.Qxf4 fails to 25...Nd3+! 26.cxd3 Be3+ with a double check! Black wins back the queen, defends against the fork 27.Nd6+, and is two pieces ahead.

Although White refrained from capturing the rook, the resulting material imbalance – a rook and three pieces against a queen – proved insurmountable.

## **Pattern 18 - The windmill**

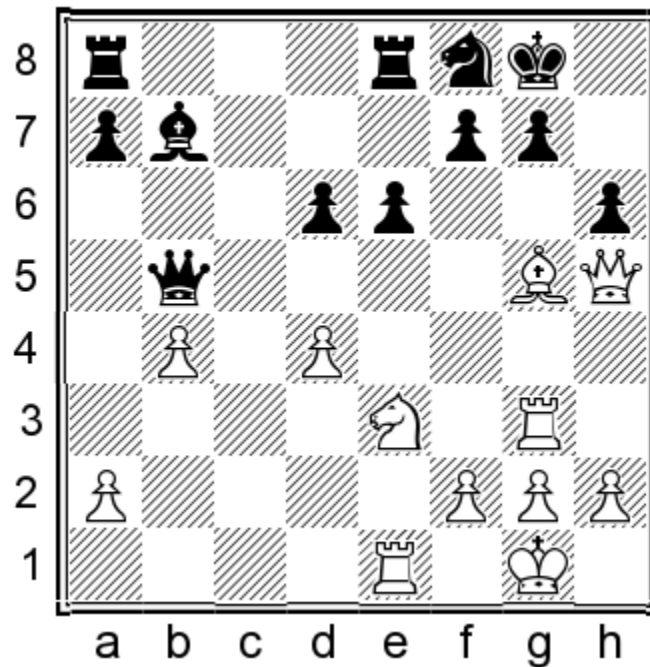
The windmill, also called a see-saw in chess literature, is a battery of a rook (the front piece) and a bishop (the back piece) who give repeated checks and discovered checks, often forcing the enemy king to move back and forth between two squares. In the ideal scenario, the rook operates horizontally as well as vertically,

stripping the opponent bare of all the pieces in the rook's path. Let's dive right in to show that ideal scenario:

**Carlos Torre Repetto**

**Emanuel Lasker**

Moscow 1925

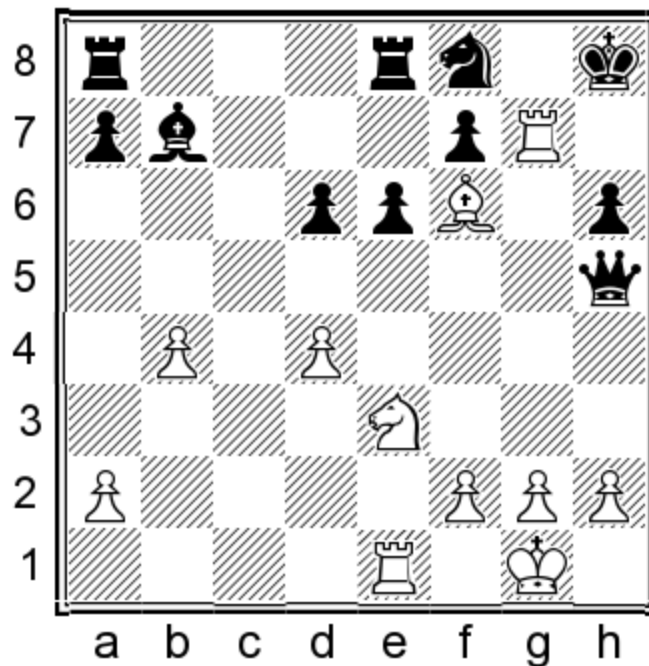


I try to include as many fresh examples as possible in this book, but just like in Game 82, I can't always avoid discussing a classic. You Must Know this one, too!

**25.Bf6!**

White sacrifices the queen to set up the windmill.

**25...Qxh5 26.Rxg7+ Kh8**



The windmill is ready. Now it is time to reap the rewards. Before regaining the queen, White first strips the seventh rank down to the essentials.

**27.Rxf7+ Kg8 28.Rg7+**

By forcing the king back to h8, White creates an opportunity to capture a piece with a discovered check on the next move as well. This Pattern repeats until White has accumulated enough material.

**28...Kh8 29.Rxb7+ Kg8 30.Rg7+ Kh8 31.Rg5+**

Capturing the pawn with 31.Rxa7+ was also possible, but White doesn't want to allow ...Rxa2.

**31...Kh7 32.Rxh5 Kg6**

Black wins back a piece, but White remains three pawns ahead.

**33.Rh3 Kxf6 34.Rxh6+**

And White won.

That was fun! However, it is not always possible to capture so much material without any obstacles. A crucial reason why it worked here

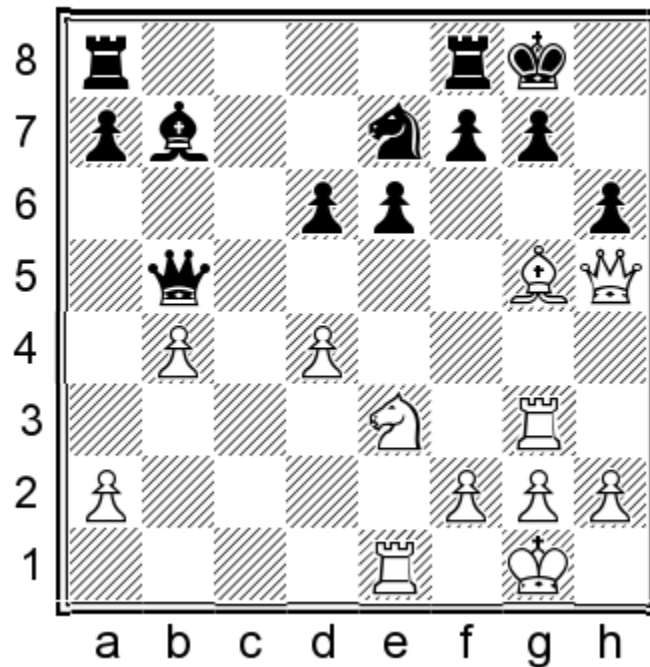


is that the back piece was not under threat. Let's see what happens when I slightly adjust the starting position of the previous game:

**Carlos Torre Repetto**

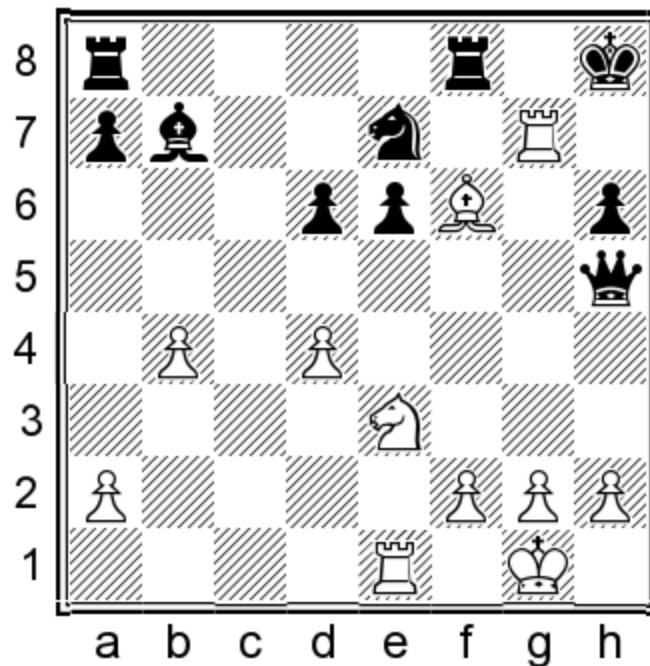
**Emanuel Lasker**

Moscow (adjusted) 1925



Only the black rook and knight have changed places, but this subtle difference is enough to alter the outcome of the tactic:

**25.Bf6 Qxh5 26.Rxg7+ Kh8 27.Rxf7+ Kg8 28.Rg7+ Kh8**



We have reached a critical point. By capturing the f7-pawn, not only has the seventh rank opened up, but the f-file as well: the rook on f8 suddenly attacks the bishop! White must now force a draw:

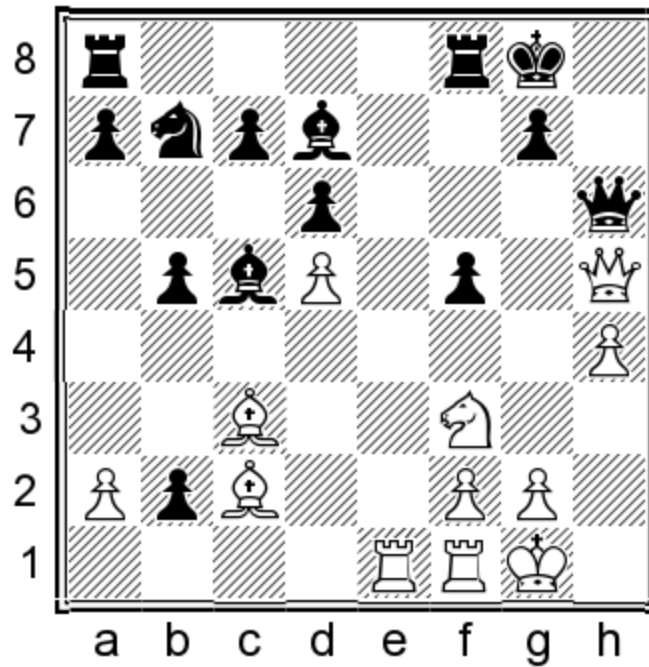
**29.Rf7+! Kg8 30.Rg7+ Kh8 31.Rf7+**

With a rook on f8, you also have to consider that the defender can sacrifice material back by interposing the rook on f6. This clears the f8-square, allowing the king to escape. However, in the next example, this poses no issue for the attacker:

**Max Warmerdam (2616)**

**Jergus Pechac (2637)**

Wijk aan Zee 2023



With his last move, 20... Qf6-h6, Black assumed that White would respond to the attack on his queen. Nothing could be further from the truth!

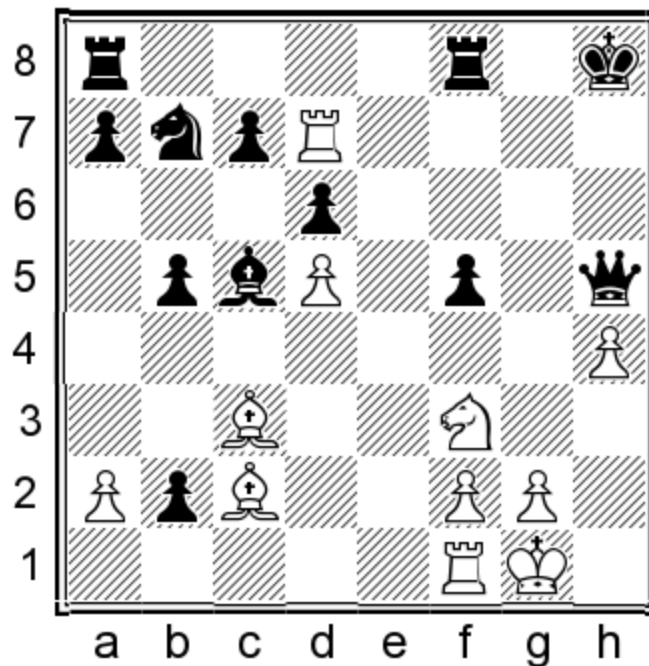
**21.Re7!**

White sacrifices the queen in order to set up a devastating windmill. It is over immediately.

**21...Qxh5 22.Rxg7+ Kh8 23.Rf7+**

White could also directly capture the bishop (which he does two moves later), but he chooses to repeat moves first.

**23...Kg8 24.Rg7+ Kh8 25.Rxd7+**



### 25...Rf6

After 25...Kg8 26.Rg7+ Kh8 27.Rg5+ the windmill strikes again and White wins back the queen, retaining an extra piece.

### 26.Bxf6+ Kg8 27.Rg7+ Kf8

The king is no longer in the battery range of the rook and bishop and has escaped the windmill, but it doesn't matter anymore. With a rook and a bishop, White has gained a lot of material for the queen, and the attack is still in full swing.

### 28.Ng5 Bxf2+ 29.Rxf2 Nc5 30.Bxb2 Qe8 31.Nh7# 1-0

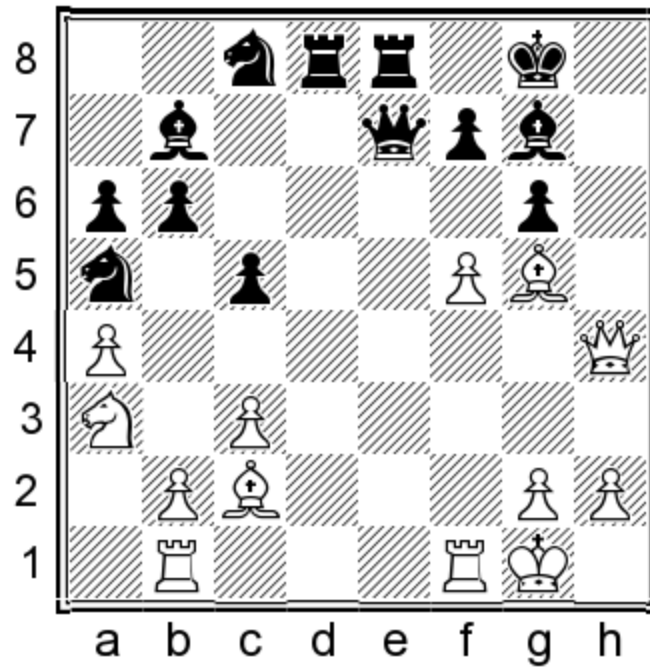
Brutal!

It wasn't the first time that the 2021 Dutch Champion Max Warmerdam sacrificed his queen to get a windmill:

**Matyas Zeman** (2181)

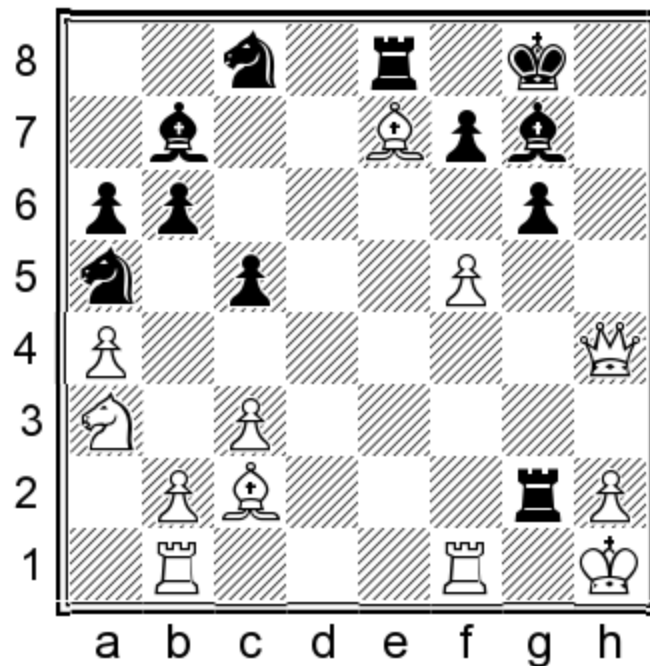
**Max Warmerdam** (2421)

Riga European Championship U18 2018



**22...Rd2! 23.Rf3**

Allowing the windmill to swing even leads to a forced checkmate in this instance: 23.Bxe7 Rxd2+ 24.Kh1



*analysis diagram*

24...Rg4+!. The h2-pawn blocks the king's escape. 25.Be4 Bxe4+ 26.Rf3 Bxf3#.

With a forced checkmate in hand, there is certainly no need to strip the second rank of white pieces. Besides, after 24...Rxc2+, White has the defence 25.Rf3, although it would still be insufficient to save the game: 25...Bxf3+ 26.Kg1 Rg2+ 27.Kf1 Nxe7.

23.Qg3 Be5! also doesn't end well for White.

**23...Rxg2+! 24.Kxg2 Qe2+**

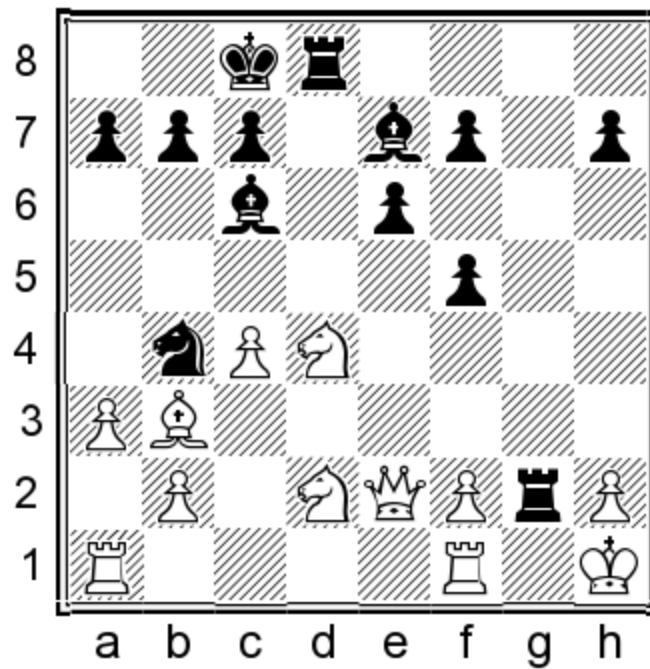
White resigned due to 25.Qf2 Bxf3+.

One way to prevent the capture of the bishop or the interposition of a piece, is by not allowing the opponent time for it. How? Recall the previous Pattern and consider the following fragment:

**Wouter Spoelman (2193)**

**Daniel Stellwagen (2487)**

Hoogeveen 2023



**17...Rg1+! 0-1**

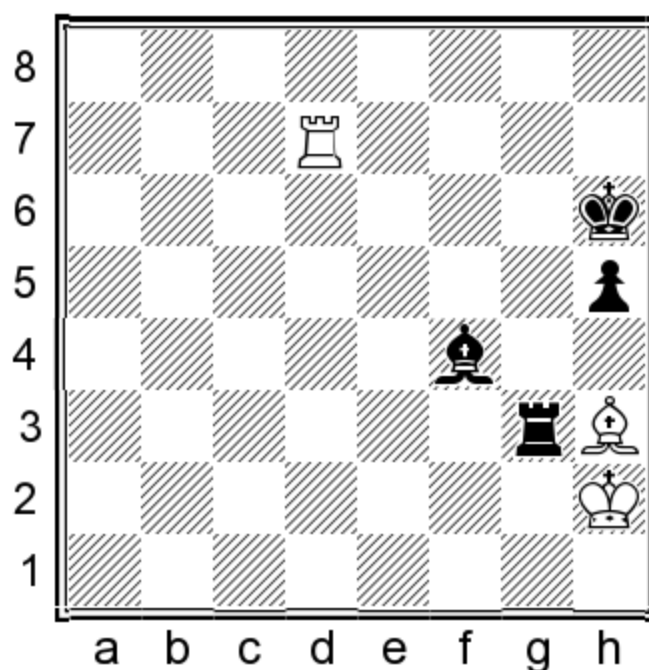
Double check! 18.Kxg1 Rg8+ 19.Qg4 Rxg4# is known as the Pillsbury Mate.

Sometimes it is better to maintain the threat of a discovered check in the position. This situation tends to arise especially when there are few pieces on the board.

**Magnus Carlsen** (2864)

**Maxime Vachier-Lagrave** (2760)

Stavanger (analysis) 2022



As all of White's pieces are protected, there is nothing immediate to be gained from the rook and bishop battery. However, if Black 'gives the move back', it turns out White is in zugzwang!

### 51...Bb8!

A rook or bishop move by White would mean that one of them becomes unprotected, while the white king has to stay in place to keep the white bishop protected. Thus Black wins material, for example after 52.Bf5 Rf3+ or 52.Rd8 Rg8+.

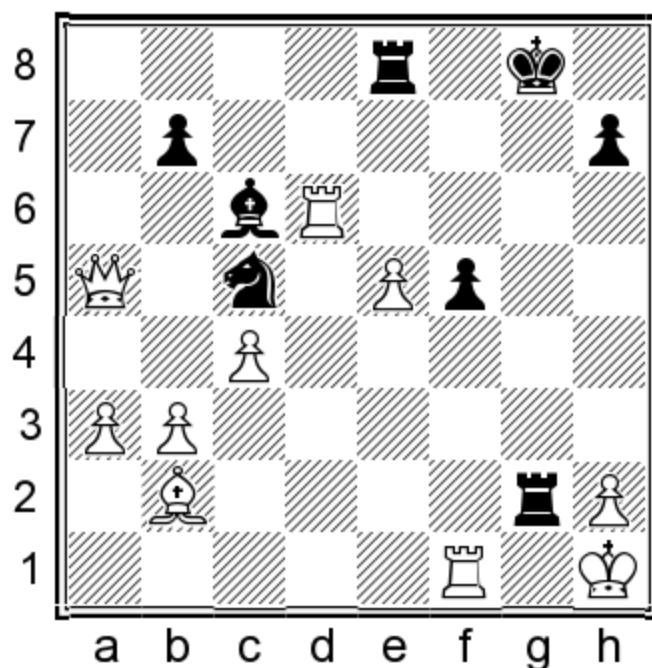
Although a battery often looks imposing, having one is not always enough to win! While keeping the threat alive can be effective on a nearly empty board, it is a different story on a board full of pieces.

**Dimitri Reinderman** (2573)

**Esat Baglan** (2305)

Dieren 2017





In exchange for the black queen, White has allowed a windmill and correctly assessed that Black will not be able to reap any profits from the rook and bishop battery. As long as White keeps attacking the bishop, Black has no good discovered check. Since a double check also doesn't yield anything, Black is hopelessly lost.

**34...Be4 35.Rf4!**

35.Re1 is just as good.

**35...Rxb2+ 36.Rxe4 Nxe4 37.Rd8**

And White won.

## **Pattern 19 - The counter-discovery**

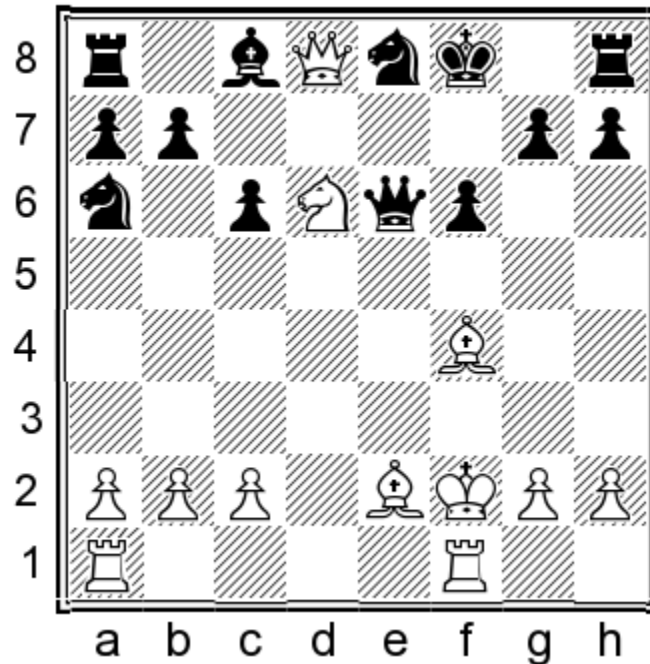
The last discovered attack we will discuss in this chapter involves a rook and bishop battery on the back rank. The bishop gives check or attacks a checkmating square, after which the enemy piece (often a queen) can be captured on the back rank by the rook.

In the following example, luring precedes the discovered attack:

**Peter Kurzdorfer**

**Bob Rowley**

Phoenix 1980



The rook and bishop battery is ready and the queen on d8 is the target. Now let's find a way to capitalize on this.

**17...Qxe2+!**

Clearing the way for the bishop and turning the white king into a second target.

**18.Kxe2**

Even if White declines the sacrifice, Black has a decisive discovered attack: 18.Kg1 Bh3!. Now it is not the king but the checkmating square on g2 that serves as a second target. Black wins even more material.

Note! Attacking a checkmating square is less forcing than giving check. So, when doing so, always be mindful of intermediate moves. In this position, White has no such thing, but if, for example, the queen could escape the rook's attack via an intermediate check, then White could capture the bishop on h3 on the next turn.

**18...Bg4+**

The discovered attack regains the queen. Black is a piece ahead and won quickly.

**19.Kf2 Rxd8 20.Nxb7 Rd5**

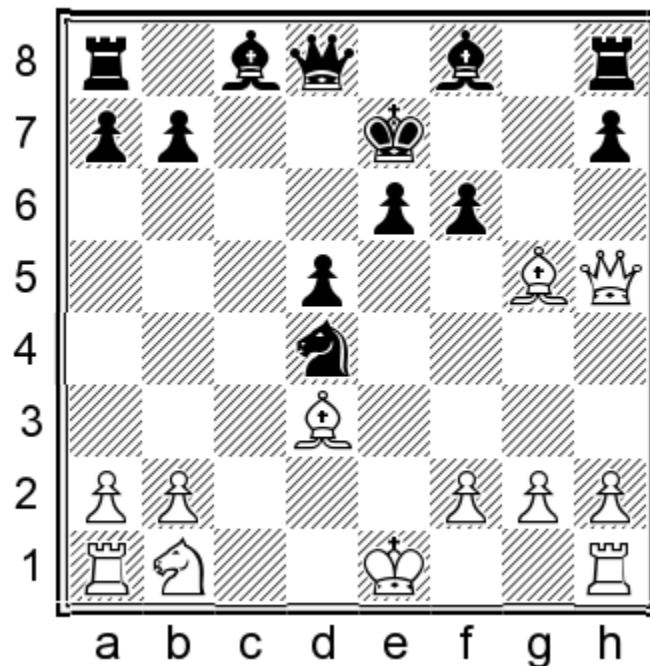
And White resigned.

Usually, when an enemy piece lands on the back rank, it has often been preceded by some tactic. For this reason, our discovered attack often arises as a countertrick to an opponent's (failed) tactic.

**Simon Williams (2461)**

**Bruno Dieu (2219)**

Reykjavik (analysis) 2023

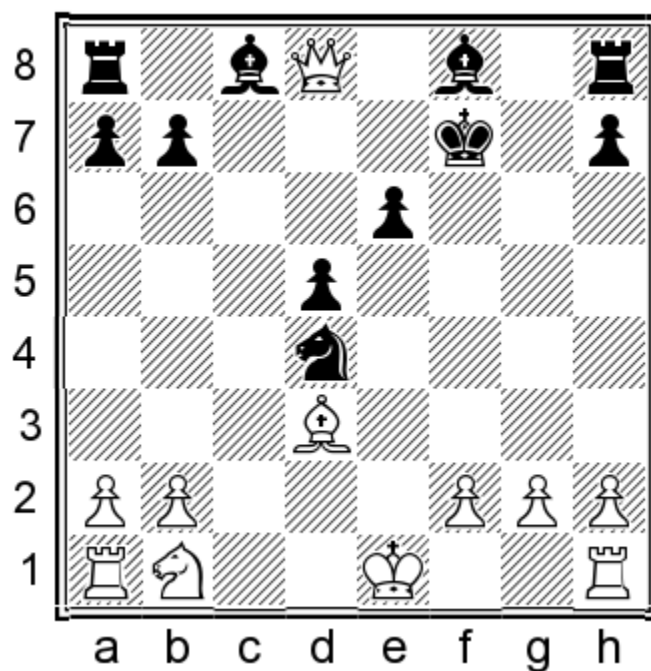


### 13.Bxf6+?

It is best to retreat the bishop to e3 or h4, after which White has substantial compensation for the pawn, the black king being so vulnerable. However, with the text move, White seems to win a queen.

### 13...Kxf6 14.Qh4+ Kf7 15.Qxd8?

After 15.Qxd4, White regains the piece, but that was clearly not the intention behind the bishop sacrifice.



White has won a queen at the cost of a bishop, but his success is short-lived: the tactical scrimmage has not finished yet! I cannot emphasize enough that you should never stop calculating after the last capture move. The queen is in the line of the black rook and bishop, plus the white king is exposed...

### 15...Bb4+

Black wins the queen back and remains a piece ahead.

For the reason that this tactic frequently emerges as a defence against an opponent's tactic, I will limit myself to these two examples, because we will encounter this discovered attack regularly in upcoming Patterns, serving as a party spoiler.

## Pattern 20 - The back-rank clearance

This time, instead of initiating a discovered attack with the rook and bishop on the back rank, we are focusing on clearing the first rank. By giving a check with the bishop that is obstructing the rook's path on the first rank, the rank is cleared with gain of tempo for the rook to have a winning tactic on the next move.

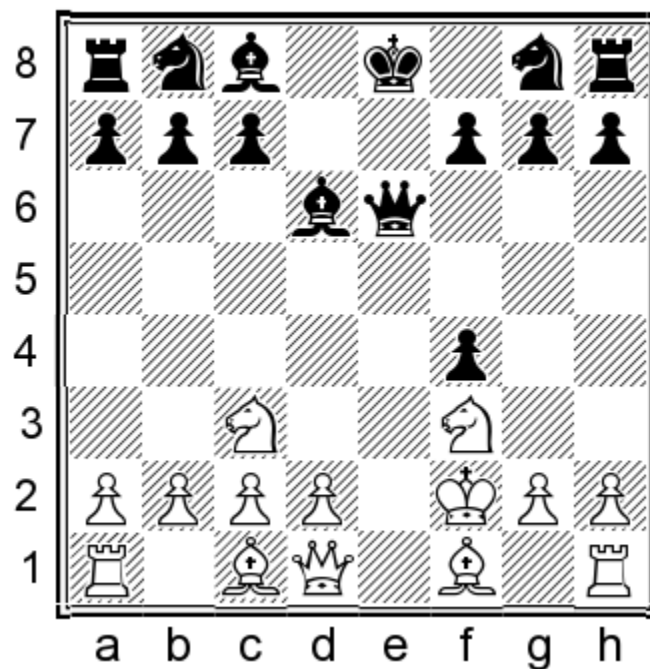
In the first example, White's aim is to win material.

**William Steinitz**

**Edward James Cordner**

Dublin 1865

**1.e4 e5 2.f4 d5 3.exd5 exf4 4.Nf3 Qxd5 5.Nc3 Qe6+ 6.Kf2 Bd6?**



**7.Bb5+!**

Clearing the way for the rook with gain of tempo. White will pin the queen on the next move.

**7...Kf8**

If 7...c6, 8.Re1 also wins the queen, like in the game.

**8.Re1**

Since e8 is a checkmating square, the queen is still pinned. With a bishop on b4 instead of d6 (as was the case in Blohberger-Nikolic, Germany Bundesliga 2019/20), the queen could immediately escape with an in-between check on b6, but achieving that with a bishop on d6 will cost Black a piece:

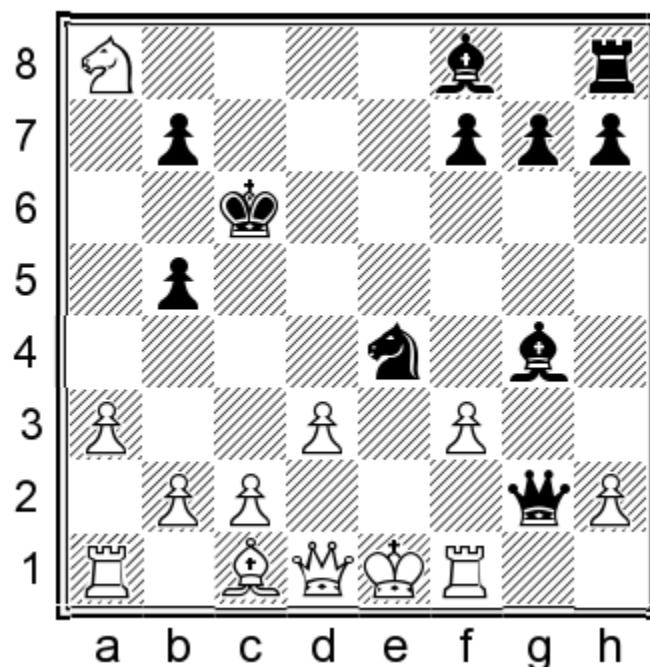
**8...Be5 9.Rxe5 Qb6+ 10.d4**

And with an extra piece, the first World Champion got the job done. In the next example, clearing serves the purpose of giving checkmate.

**Sven Zeidler (2228)**

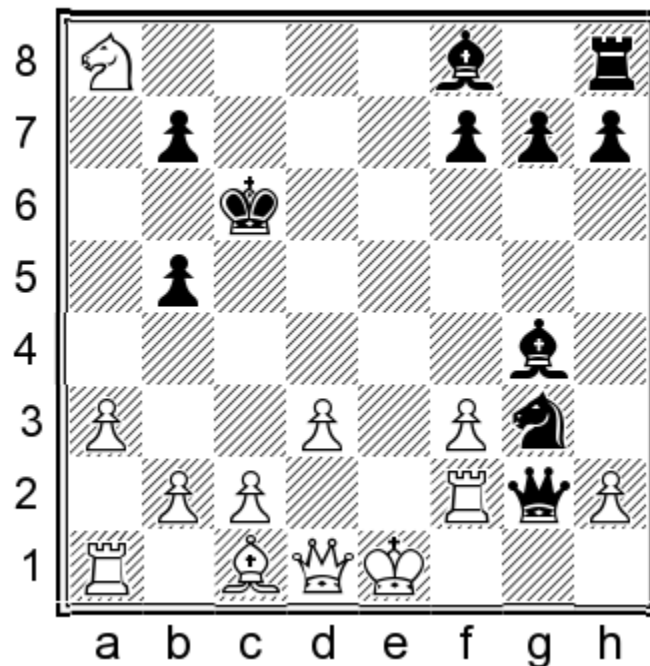
**Richard Jones (2405)**

Fishguard 2015



### 13...Ng3 0-1

Black first clears the e-file before checking with the f8-bishop to open up the path for the rook. (White can prevent checkmate with 14.Rf2, but even then, things won't go well for him.) The critical point is 14.hxg3 Bb4+ 15.axb4 Re8+, checkmating.



*analysis diagram*

A sample line: 14...Bb4+ 15.axb4 Re8+ 16.Kd2 Qxf2+ 17.Kc3 Ne2+ 18.Kb3 Be6+ 19.c4 bxc4+ 20.dxc4 Qxf3+.

Interestingly, the game Mellema-J. van Foreest, Groningen 2011, reached the same position and continued with 13...Bh3?, but that gave White a chance to escape to a slightly worse endgame after 14.Qe2 Qxe2+ 15.Kxe2 Bxf1+ 16.Kxf1 Nf6 17.a4 (with the idea of a5 and Nb6).

13...Bb4+ first works as well.

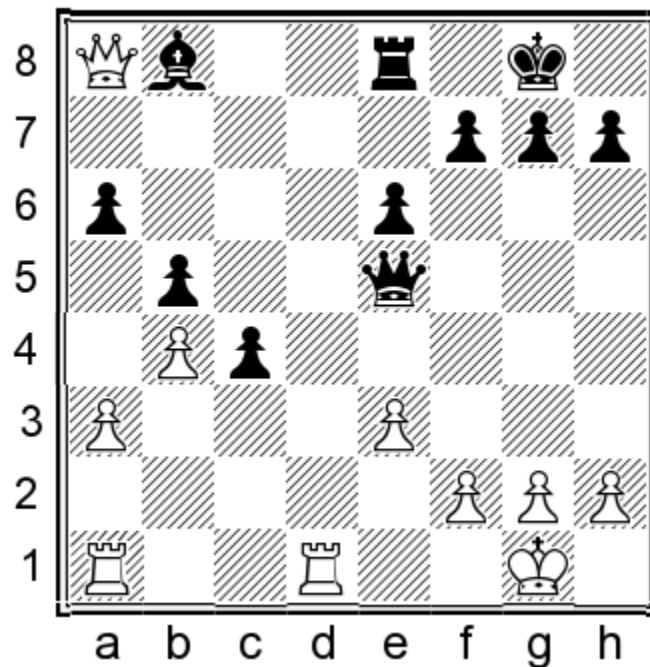
## Pattern 21 - Clearing with the queen and bishop

Like ranks, diagonals can also be cleared, and that is our focus here. We turn our attention to the queen and bishop battery, where one piece makes room for the other. Let's begin with the queen in front:

**Kohei Yamada** (2093)

**Thomas Willemze** (2370)

Hoogeveen 2011



White had only considered the logical 21...Qxh2+, and correctly assessed that this would not pose insurmountable problems for him. However, Black wants to capture on h2 with a different piece!

**21...Qxa1!**

Clearing the h2-b8 diagonal for the bishop, allowing the battery from **Pattern 19** to come to fruition.

**22.Rxa1 Bxh2+ 23.Kxh2 Rxa8 0-1**



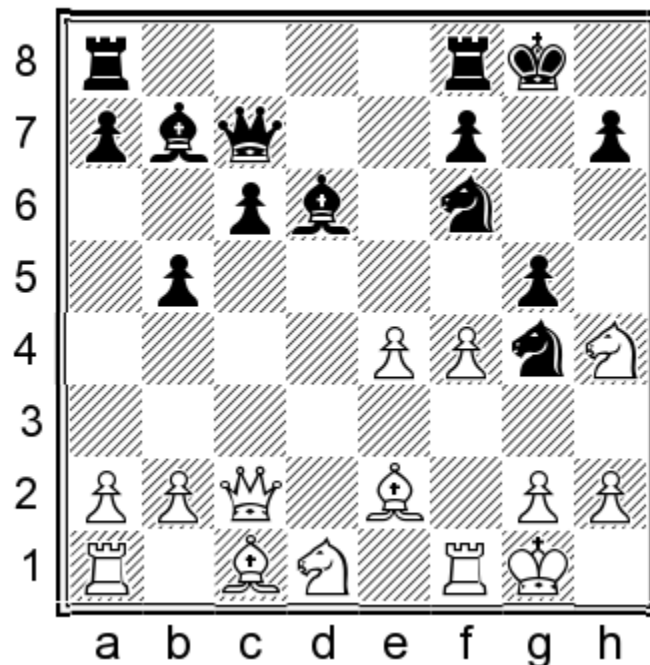
As emphasized in Game 93, Kurzdorfer-Rowley, it is crucial to be wary of possible intermediate moves (particularly checks) when putting one's own piece on an unprotected square. For example, if the black king were on e7 instead of g8, playing 21...Qxa1 would be a blunder due to 22.Qb7+. In this scenario, the white queen has escaped from Black's battery, enabling White to capture the black queen without consequences on the next move.

More commonly, the bishop is positioned at the front of the Q+B battery. Nevertheless, the clearing idea remains the same:

**Bilel Bellahcene** (2517)

**Daniel Garcia Ramos** (2397)

Barcelona 2021



After 16.h3!, White obtains a very favourable position, but...

**16.fxg5?**

White probably only considered a direct capture on h2, calculating well that the ensuing complications would favour him. However,

Black needs little calculation here and springs an unpleasant surprise on White:

**16...Bc5+!**

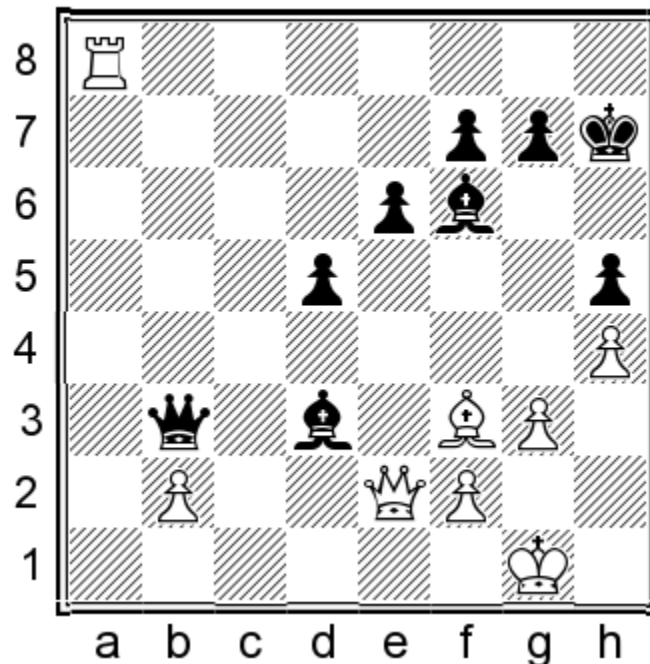
White resigned in view of the checkmate after 17.Qxc5 Qxh2#.

Where we have just witnessed one grandmaster overlook a diagonal clearance, in the next example we will observe that even two top grandmasters can fail to see this concept.

**Hans Niemann (2592)**

**Parham Maghsoodloo (2656)**

Almaty World Rapid Championship 2022



Black's 45... Bg6-d3 was a massive blunder. It abandons the h5-pawn, allowing White to clear the d1-h5 diagonal for the queen with a check. It is checkmate in three:

**46.Be4+!**

The actual game continued with 46.Qe3?. A case of mutual blindness. White had to settle for a draw after a long struggle.

**46...g6**

46...Bxe4 47.Qxh5#;

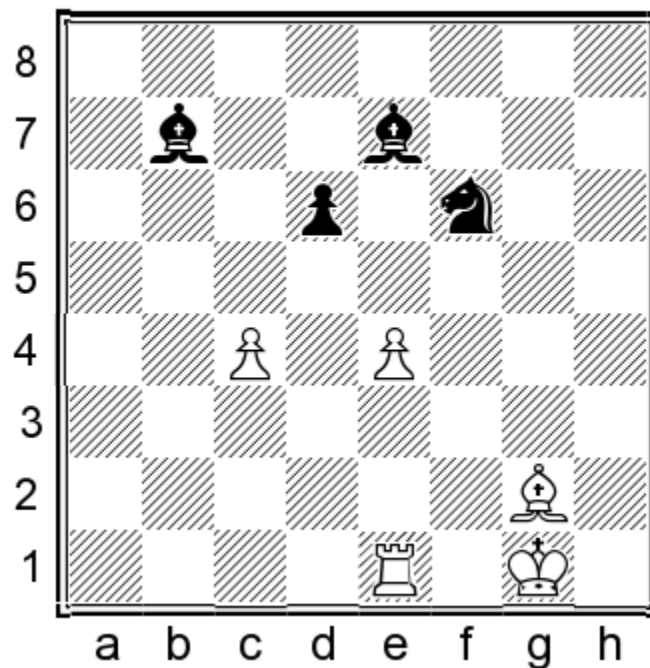
46...Kh6 47.Rh8#.

**47.Qxh5+ Kg7 48.Qh8**

Checkmate.

## Flash Cards 8-21

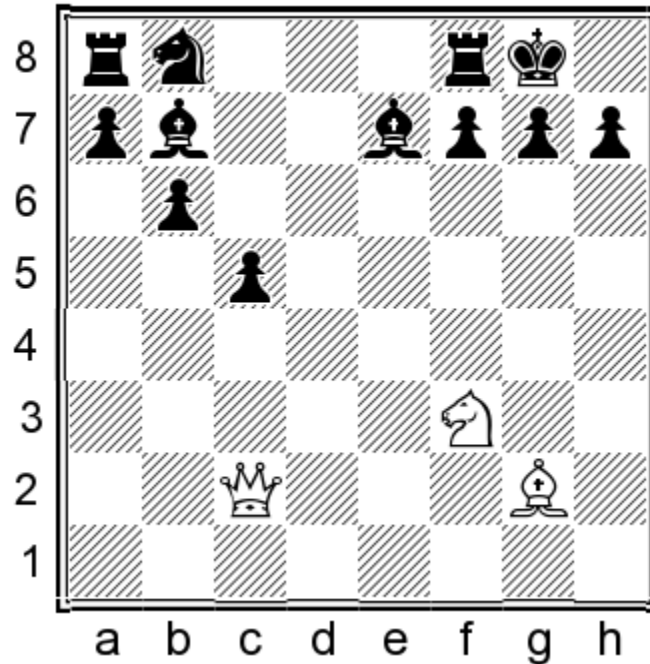
### Discovered attacks and line clearances



## 8. The B+ ♗ versus B discovery

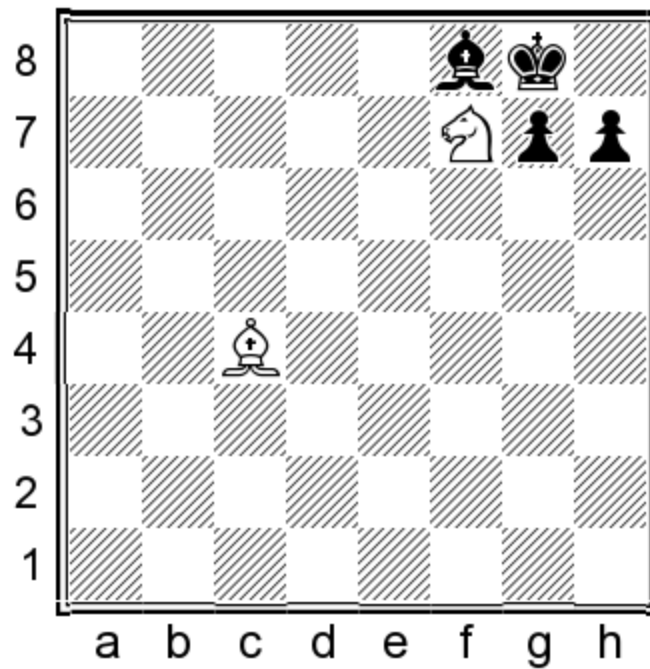
After 1.e5, the front piece attacks the knight on f6 while the back piece attacks the bishop on b7. After 1...dxe5 2.Bxb7, White gains

the bishop, while the same applies to 1...Bxg2, as after 2.exf6, two black bishops are hanging. (Note that with a white rook on f1 instead of e1, the bishop could keep capturing with 2...Bxf1.)



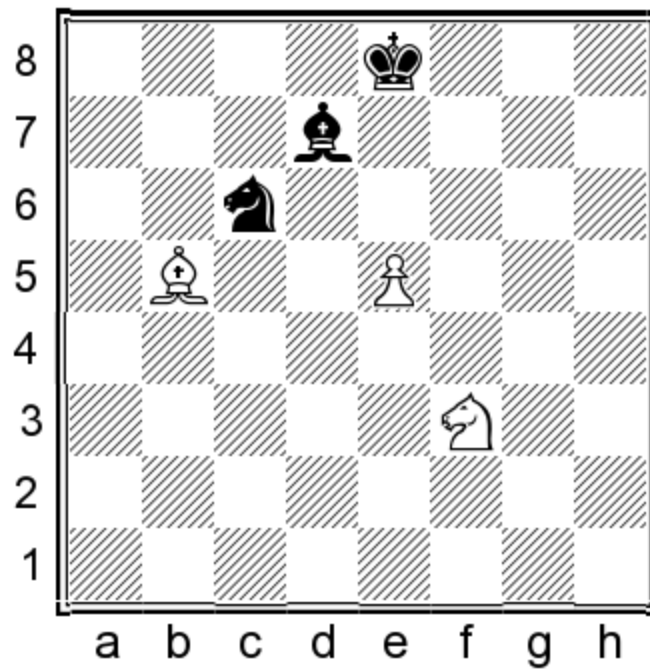
## 9. The Queen's Indian discovery

This discovered attack with 1.Ng5 is common in the Queen's Indian Defence. White wins material by simultaneously threatening checkmate on h7 and attacking the bishop on b7. If 1...Bxg5 2.Bxb7, the rook on a8 is trapped. After 2...Nd7 3.Bxa8, White has won an exchange.



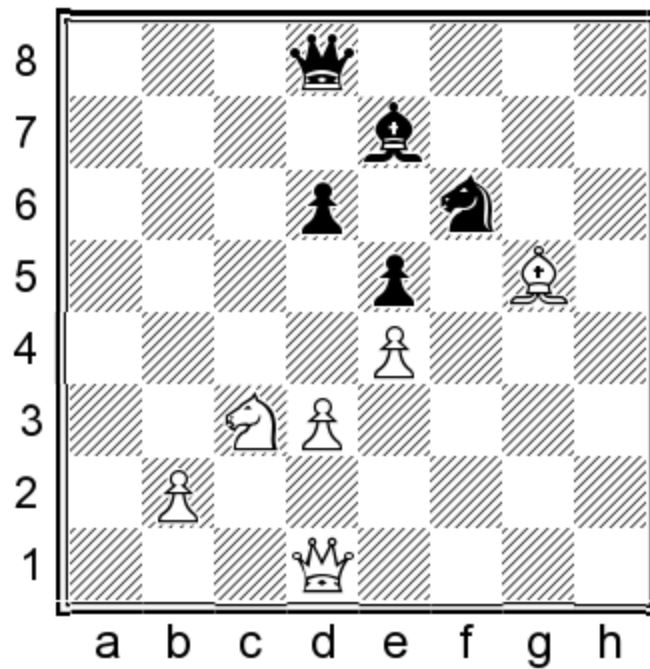
## 10. The carousel

By retreating the knight and moving it again to f7 afterwards, White exposes the black king to a discovered check and a direct check respectively, as the king is forced to oscillate between h8 and g8. In the ideal scenario, the knight repeatedly gains material by capturing black pieces along the way. In other cases, the carousel can also serve as a drawing weapon.



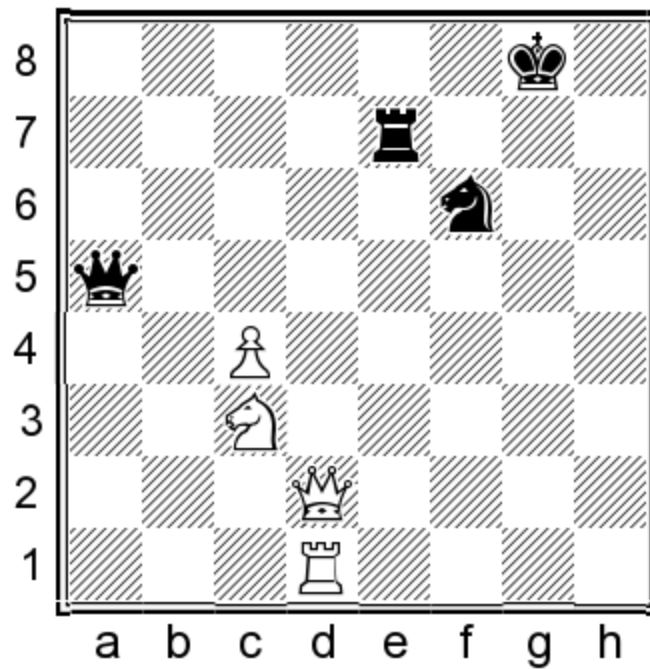
## 11. The knight and bishop collaboration

With 1...Nxe5 Black simultaneously attacks the white bishop on b5 (with the bishop) and defends his own bishop on d7 (with the knight). Black wins a pawn after either 2.Nxe5 Bxb5 or 2.Bxd7+ Nxd7. (If 2.Bxd7 didn't come with a check, Black could also play 2...Nxf3.)



## 12. The desperado capture sequence

The trick from **Pattern 11** can also be used in other ways, like for example 1...Nxe4. Now the main idea is that after 2.Bxe7, attacking the black queen, Black has 2...Nxc3 (a desperado), attacking the white queen. After both 3.Bxd8 Nxd1 and 3.bxc3 Qxe7, Black emerges a pawn up. The situation can be much more complex in practice.

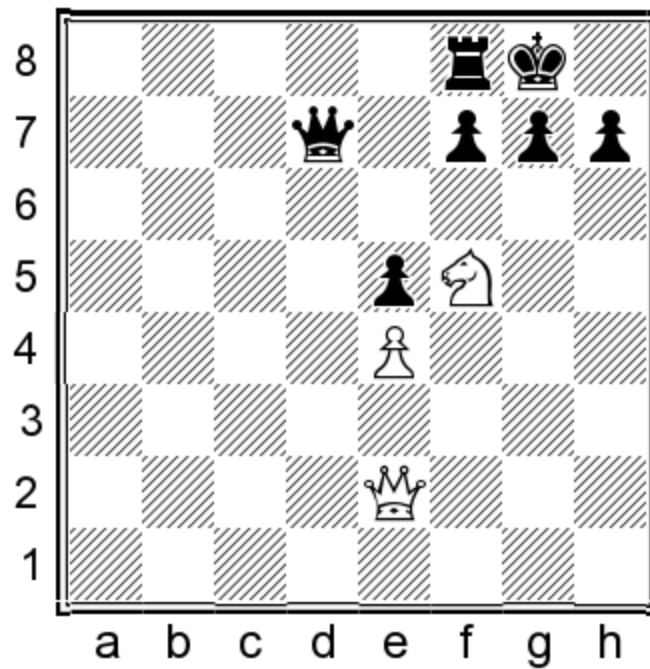


### 13. The Q+N versus Q discovery

1.Nd5 attacks the queen, rook, and knight! The point is that after 1...Qxd2, White has the zwischenzug 2.Nxe7+, capturing the rook with check, only to take back the black queen one move later.

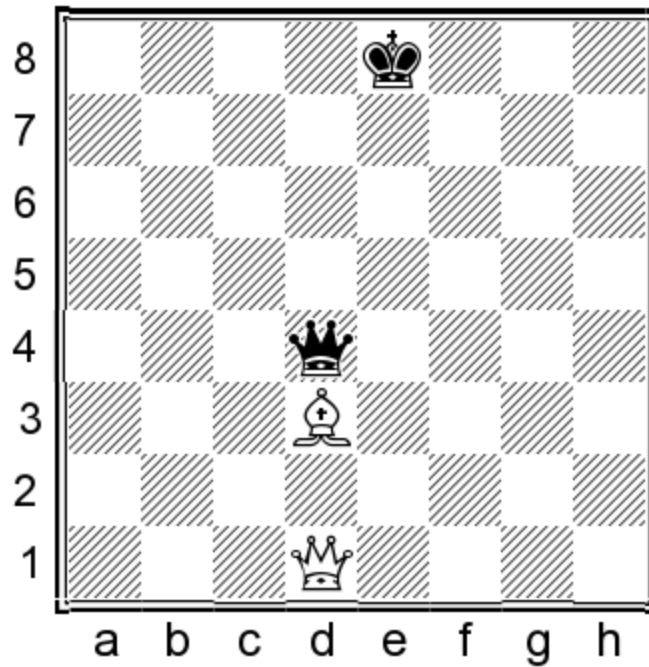
2.Nxf6+ doesn't work as well because Black attacks the knight with 2...Kf7, regaining it after ...Kxf6.





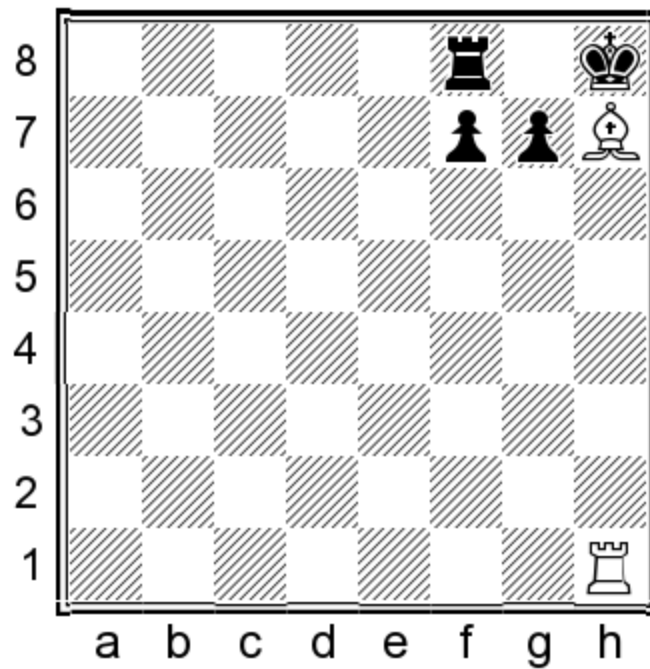
## 14. The Q+N double threat

White sets up the Q+N battery with 1.Qg4, threatening checkmate on g7 and a discovered attack with 2.Nh6+. To prevent mate, Black has to give up the queen.



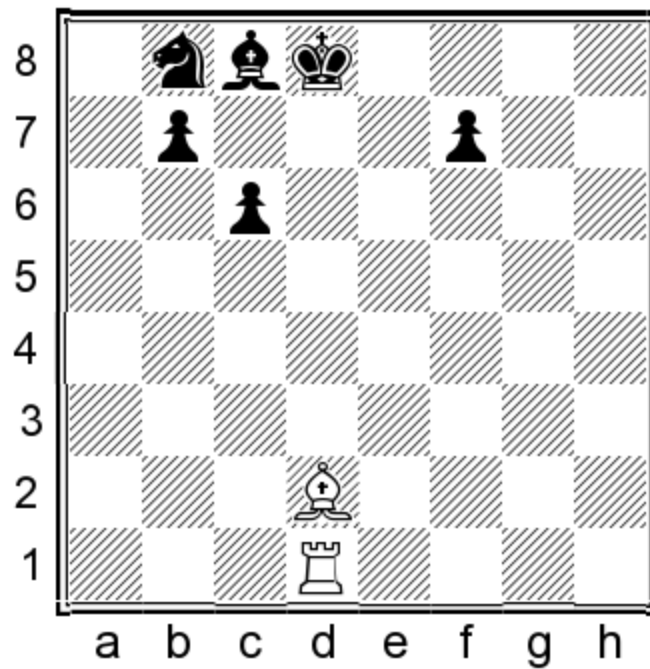
## 15. The Milner-Barry Gambit trick

White puts the black king in check with either bishop move, leaving Black with no time to save the queen. This set-up of Q+B vs Q is observed, among others, in a trap in the Milner-Barry Gambit of the French Defence. In that case, the bishop moves to b5, but in alternate scenarios, it may also check the king on a different diagonal.



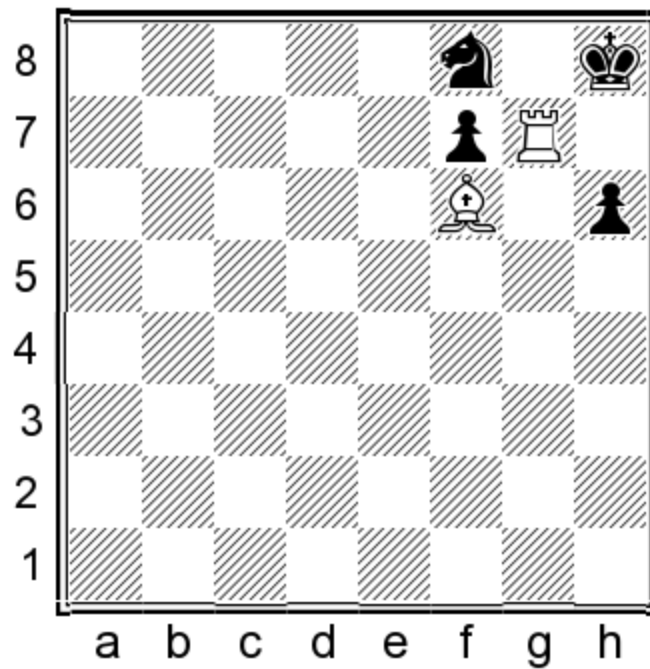
## 16. The reversed windmill

Similar to **Pattern 10**, White can give a discovered check by retreating (this time) the bishop anywhere along the b1-h7 diagonal, and then returning to h7 to repeat the process and create a windmill effect. White has a draw by repetition in hand, but depending on the situation he can sometimes attack and win material with the bishop.



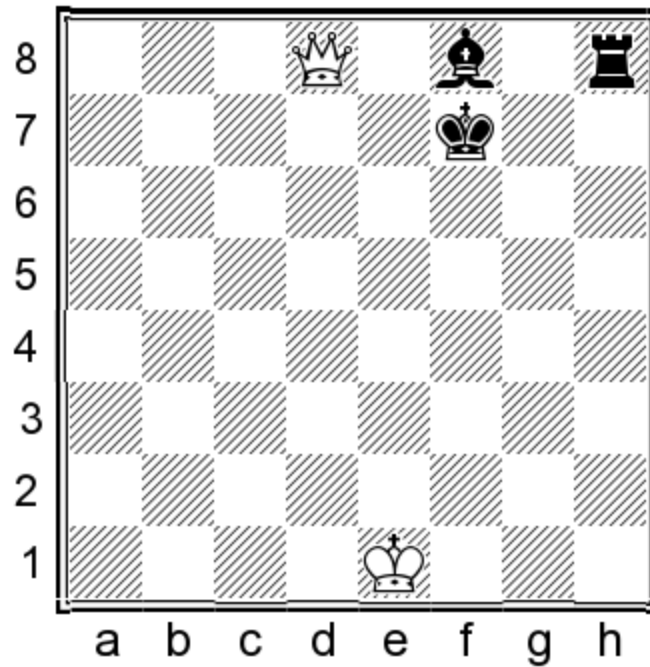
## 17. The rook and bishop double check

The double check 1.Bg5+ forces the black king to move. After both 1...Ke8 2.Rd8# and 1...Kc7 2.Bd8# it is checkmate!



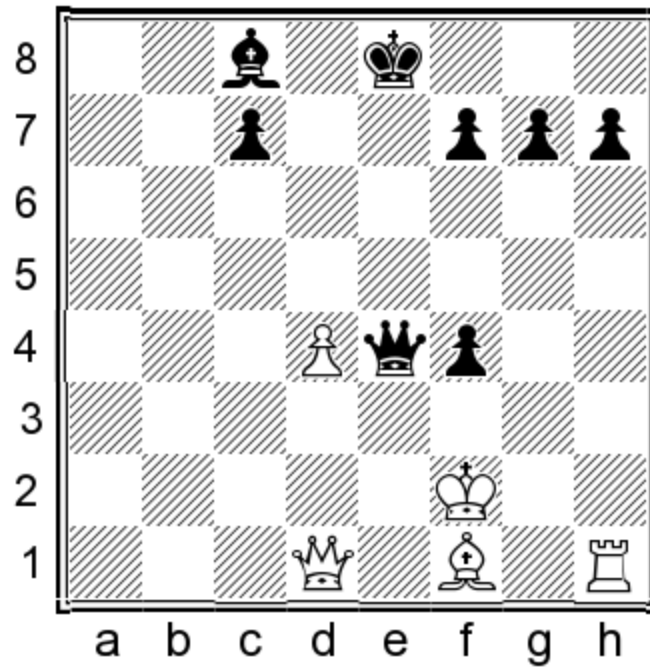
## 18. The windmill

Compared to **Pattern 16**, the positions of the front and back pieces are reversed. With repetitive discovered checks, the white rook can move (and clean up) along the seventh rank and the g-file, while the black king has to keep returning to square h8, hampered in its escape from the windmill by their own knight on f8 and pawn on h6.



## 19. The counter-discovery

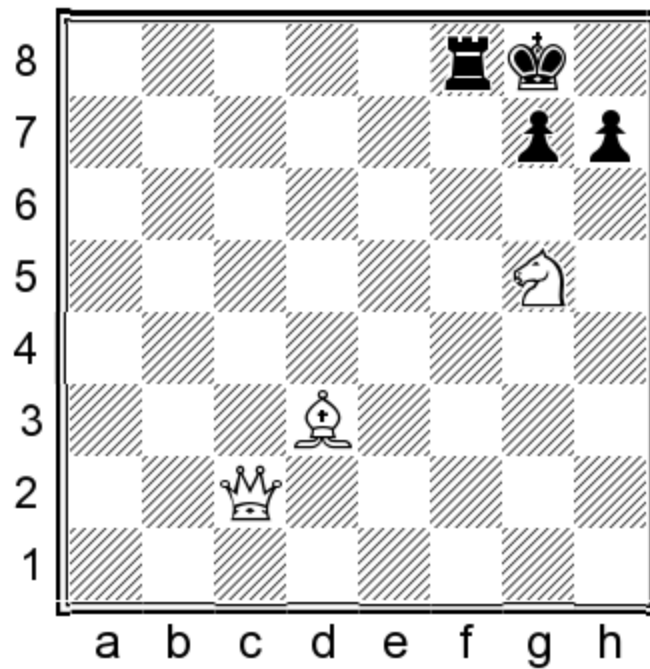
The discovered attack 1...Bb4+ wins the white queen with 2...Rxd8 on the next turn. This type of discovered attack often arises as a counter-trick to an opponent's (failed) attempt to pin a piece on the back rank.



## 20. The back-rank clearance

With 1.Bb5+ the bishop clears the way for the white rook with gain of tempo (by checking the black king). By moving the rook to e1, White will create an absolute or relative pin on the black queen on the next turn. The queen will not be able to move either way:

1...Ke7 2.Re1 with an absolute pin, or 1...Kd8 ( 1...Kf8 ) 2.Re1 with a relative pin due to the threat of 3.Re8#.



## 21. Clearing with the queen and bishop

White moves the bishop with gain of tempo by giving check with 1.Bc4+ to clear the b1-h7 diagonal for the queen to capture on the next turn with 2. Qxh7#. Black has to give up a rook with 1...Rf7 to avoid checkmate on h7.

---

### Notes:

<sup>1</sup> When a piece that is attacked or (in danger of being) lost, captures whatever it can capture, or, if it cannot capture anything, causes maximum damage to the opponent.



# Chapter 3

## Skewers and pins

- Pattern 22 - The bishop skewer on the a3-f8/f1-a6 diagonal
- Pattern 23 - Sacrificing the rook for an absolute skewer
- Pattern 24 - Decoying for an absolute pin on the a2-g8/g1-a7 diagonal
- Pattern 25 - Exploiting the knight pin along the a4-e8/e1-a5 diagonal
- Pattern 26 - The back-rank pin
- Pattern 27 - Attacking the pinned g2/g7-pawn
- Pattern 28 - The pinned f2/f7-pawn is a poor defender
- Pattern 29 - The eternal pin
- Pattern 30 - Saint Andrew's Cross
- Pattern 31 - The Maltese Cross
- Pattern 32 - The Oblique Cross
- Pattern 33 - Power play by queen and rook in the opening
- Flash Cards 22-33

This chapter puts the spotlight on the skewer (also referred to as 'X-ray attack') and the pin.

The skewer, another manifestation of a double attack, seamlessly aligns with the themes explored in Chapters 1 and 2, serving as a fitting conclusion to this topic. In **Patterns 22 and 23** we discuss the intricacies of skewers. With a skewer, a piece attacks an enemy square or piece 'through' (hence X-ray) another enemy piece along a line (file, rank, or diagonal). The more valuable enemy piece may be in the front, or both the front and back pieces are of equal value. The skewer is often referred to as an inverted pin.

Conversely, a pin occurs when a piece attacks an enemy piece, indirectly threatening a more valuable enemy piece or square behind it. The subsequent **Patterns (24 to 33)** thoroughly explore various facets of the pin. **Pattern 24** focuses on a direct pin, while **Patterns 25 to 28** guide you in capitalizing on existing pins. **Patterns 29 to 32** delve into specific types of pins, including the eternal pin and various cross pins. Lastly, **Pattern 33** sheds light on an opening trap, creating a scenario with pins across the board.

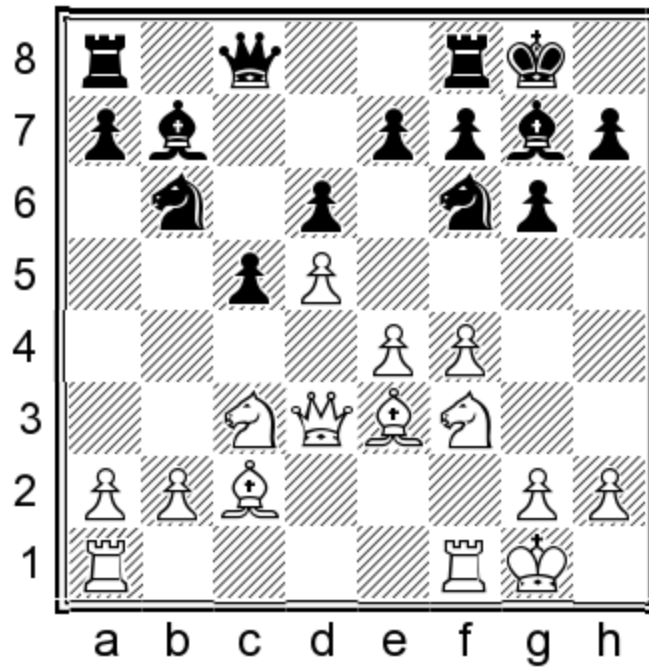
## **Pattern 22 - The bishop skewer on the a3-f8/f1-a6 diagonal**

When fianchettoing the queen's bishop, it is common to put it on the second/seventh rank. This makes sense because, in the case of an opponent castling kingside, the bishop is directly aimed at the enemy king's position. However, putting the bishop on b2/b7 can become so routine that a blind spot may be developed for the possibility of sliding the bishop one rank further. When two enemy pieces are on the a3-f8/f1-a6 diagonal, this can even result in material gain.

**Silvia Salinas**

**Fanny Flesler**

Cascavel Pan-Am Intercollegiate tt 1996



### **13...Ba6!**

Black capitalizes on the alignment of the white queen and rook on the f1-a6 diagonal by sliding her bishop to that line, setting up a skewer.

### **14.Nb5**

As 14.Qd1 Bxf1 would cost an exchange, in an attempt to limit the damage, White decided to interpose the knight. However, now the position goes from bad to worse:

### **14...c4!**

Interference! Black disrupts the connection between the white knight and queen, preventing the queen from defending the knight, ultimately resulting in the loss of a piece.

It is worth noting that with a white pawn on a4 protecting square b5, the move 14.Nb5 would be a solid defence. The additional coverage of the knight would prevent Black from winning material outright.

### 15.Qe2 Bxb5

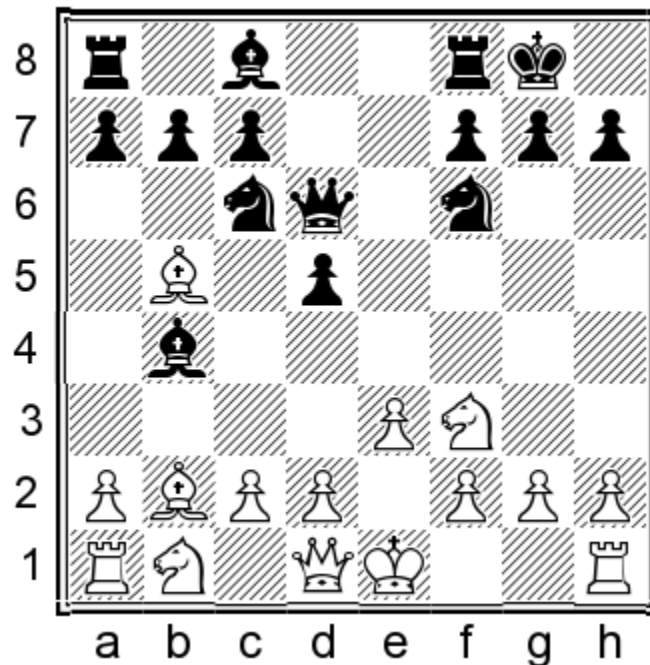
Black went on to win easily.

In the next example, once more we observe a rook and a queen lined up on the same diagonal, this time a3-f8. However, some preparatory moves are necessary before the bishop can be deployed to a3:

**Bastiaan Veltkamp** (2061)

**Hing Ting Lai** (2317)

Rotterdam Dutch Championship U20 2015



The black bishop must be removed from the a3-f8 diagonal. White does this by chasing the bishop away:

### 8.c3 Bc5

8...Ba5 allows 9.Ba3 at once.

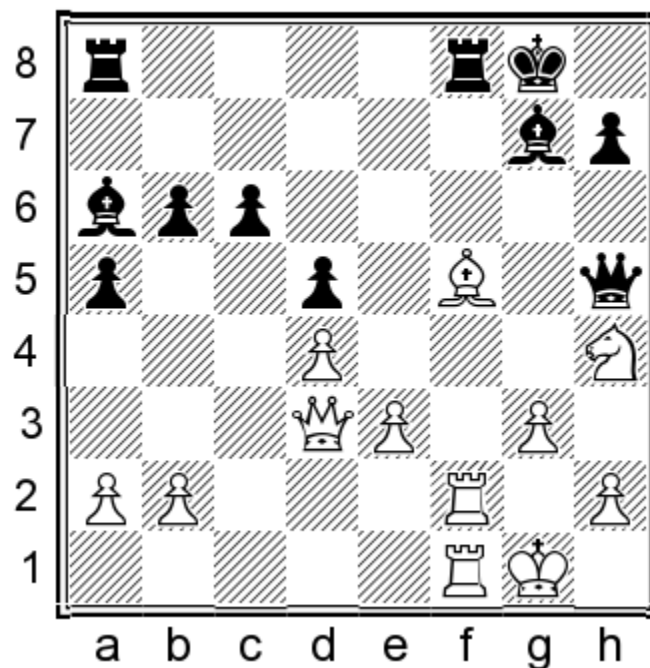
### 9.d4 Bb6 10.Ba3

The skewer yields White an exchange.

In Salinas-Flesler, we witnessed an attempt, albeit unsuccessful, to defend against the skewer by interposing a piece between the attacking bishop and the target pieces. In the next example, we see an alternative defensive approach: moving the attacked piece away with gain of tempo.

**Laurenz Borrmann** Sofia Blokhin (2315)

Titled Tuesday blitz 2023



### 25.Be6+

A good move! Another solution is the multifunctional 25.Qd1!. White moves the queen away and counterattacks the black queen,

preventing her from taking the rook on f1. After 25...Qxd1 ( 25...Qh6 26.Re1 ) 26.Rxd1, the rook has moved away from the f1-a6 diagonal.

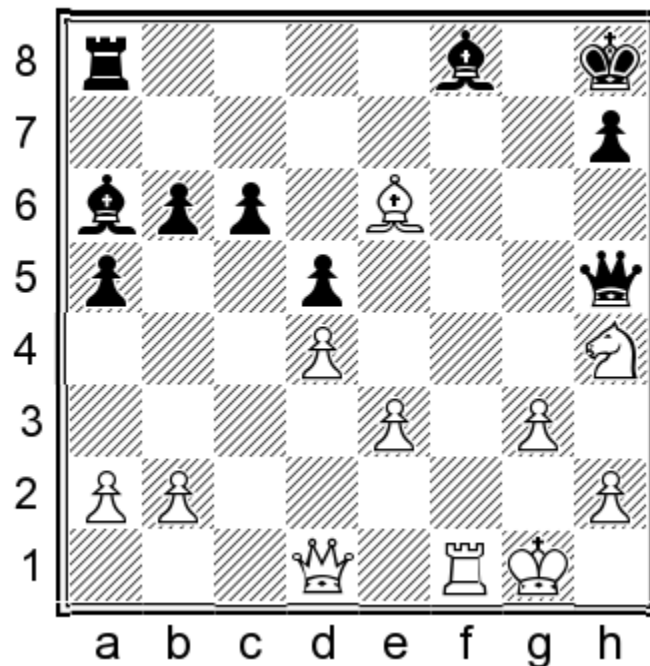
### **25...Kf8 26.Rxf8+ Bxf8**

While 26...Rxf8? loses the bishop after 27.Rxf8+ (or directly 27.Qxa6 ) 27...Bxf8 28.Qxa6, now, just as on move 25, White can again move the queen away with a counterattack on the black queen:

### **27.Qf5!**

After 27...Qxf5 ( 27...Qh6 28.Rf3 ) 28.Rxf5, White has shifted the queen and rook away from the f1-a6 diagonal without losing material. In fact, White is a healthy pawn up.

27.Qd1, with the same idea as before, is significantly less favourable here.



*analysis diagram*

Black has two interesting options:

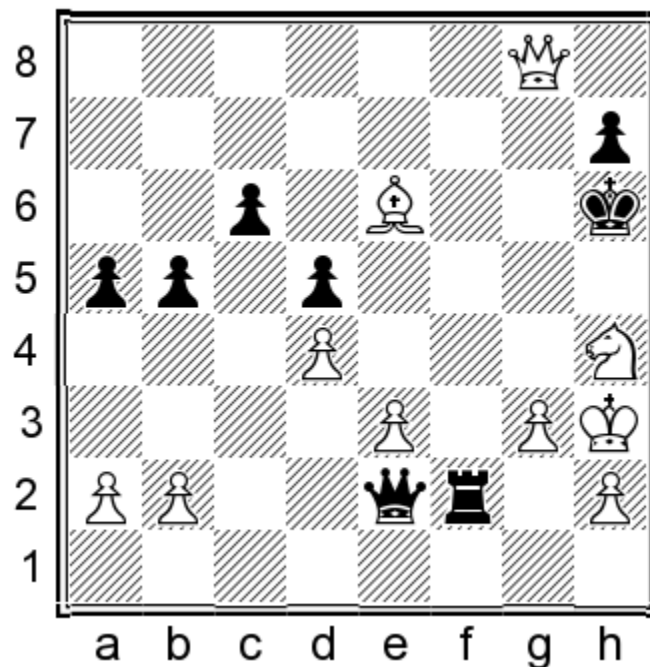
- 27...Qh6, launching an attack on e6 and e3; or

- 27...Be2, which seems to win an exchange after all, were it not for the surprising X-ray defence 28.g4!, resulting in an even endgame after 28...Bxd1 29.gxh5 Bxh5.

The game continued with

**27.Rxf8+ Rxf8 28.Qxa6**

, when Black failed to find the only move 28...b5!, leading to a perpetual check, i.e.: 29.Kg2 Qe2+ 30.Kh3 Rf2 31.Qc8+ Kg7 32.Qg8+ Kh6



*analysis diagram*

33.Nf5+ Rxf5 34.Bxf5 Qh5+ 35.Kg2 Qe2+.

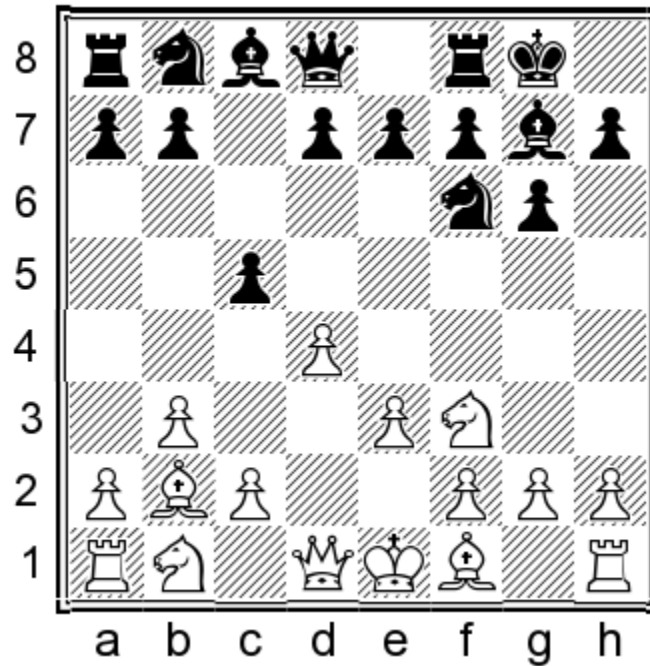
Often, the skewer on the a3-f8 diagonal is directed at a queen and rook, but occasionally a less valuable piece becomes a target. A notable example is a clever opening trap that has been employed by grandmaster Hikaru Nakamura to ensnare many opponents:

**Hikaru Nakamura** (2786)

**Magnus Carlsen** (2832)

Chess.com Speed Chess 2018

**1.b3 Nf6 2.Bb2 g6 3.Nf3 Bg7 4.e3 0-0 5.d4 c5**



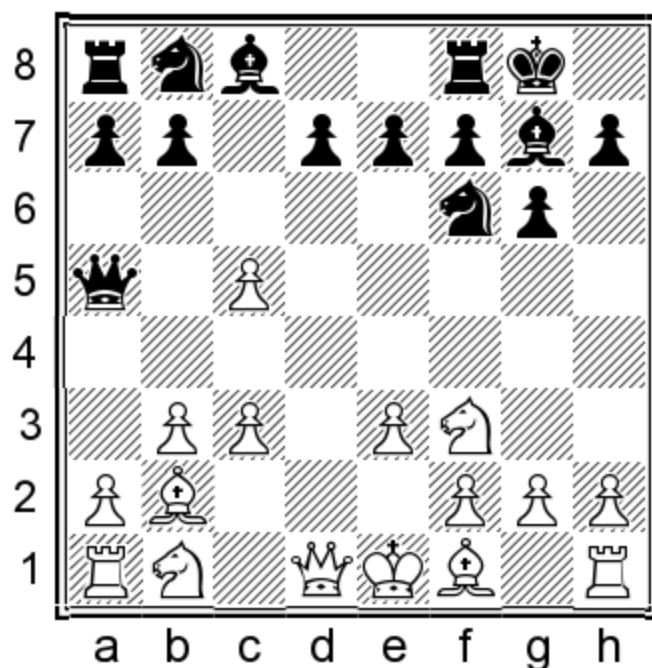
Surprisingly, Nakamura used this seemingly innocuous opening variation twenty-one times between 2017 and 2023. In its inaugural appearance against Grischuk (Paris Blitz 2017), he opted for 6.d5. This proved to be a valuable lesson, prompting Nakamura to go for the better text move in the twenty subsequent games. None other than the 16th World Champion Magnus Carlsen was the first to encounter the ‘Naka Approach’.

**6.dxc5! Qa5+**

As many as 18 players opted for this logical move, which we also know from **Pattern 6**. Better is 6...Qc7.

**7.c3!**





With this surprising move, White proves why Black's last move was inaccurate. The move b3-b4 now threatens to protect the c5-pawn with gain of tempo, while after 7...Qxc5 8.Ba3 the black queen gets skewered to the e7-pawn, the point of this line! Nakamura has surprised many top players with this trick; the list of victims includes Carlsen, Mamedyarov, Giri, So, and Svidler. An amusing fact is that in 2023 Carlsen used this trick himself against fellow former World Champion Vladimir Kramnik.

Another advantage of the pawn on c3 is that the a1-h8 diagonal is closed. The skewer with Ba3 would, for example, not work after 7.Qd2 Qxc5 8.Ba3 Qc7 9.Bxe7 Ne4!.

The game continued with

**7...Qc7 8.b4<sup>2</sup>**

, while Carlsen as White chose 8.Be2 a5 9.b4 (Carlsen-Kramnik, Titled Tuesday blitz 2023). In both cases, White remains a pawn up, although Black has some compensation due to White's doubled pawn and the inferior bishop on b2.

## Pattern 23 - Sacrificing the rook for an absolute skewer

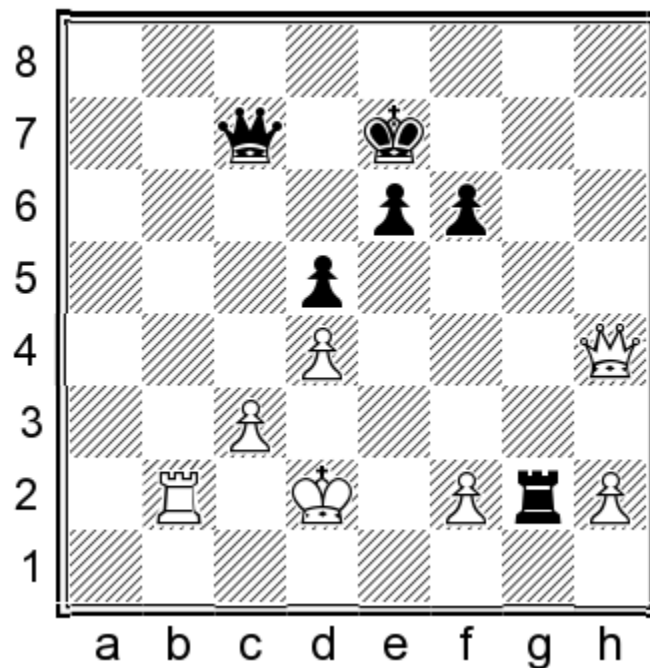
When the enemy king is in front (and in check), with a less valuable piece behind it on the same line, we are dealing with an absolute skewer. To make the absolute skewer effective in this Pattern, we need to increase the distance between the king and the back piece, which in this Pattern is the queen. This is crucial because in case of a direct check from our queen, the skewered king could potentially move and protect the queen. By employing a rook sacrifice as a decoy, we deliberately widen the gap between the enemy king and queen. Consequently, after our queen checks the enemy king, it is no longer able to protect the queen.

First, we lure the queen using a pin:

**John Cormican (1965)**

**Martin O'Grady (1903)**

Limerick 2013



The black king and queen are on the same rank, but it is still too early to go for 28.Qh7+. After 28...Kd6, Black can protect the queen and White has gained nothing from the skewer.

### 28.Rb7! 1-0

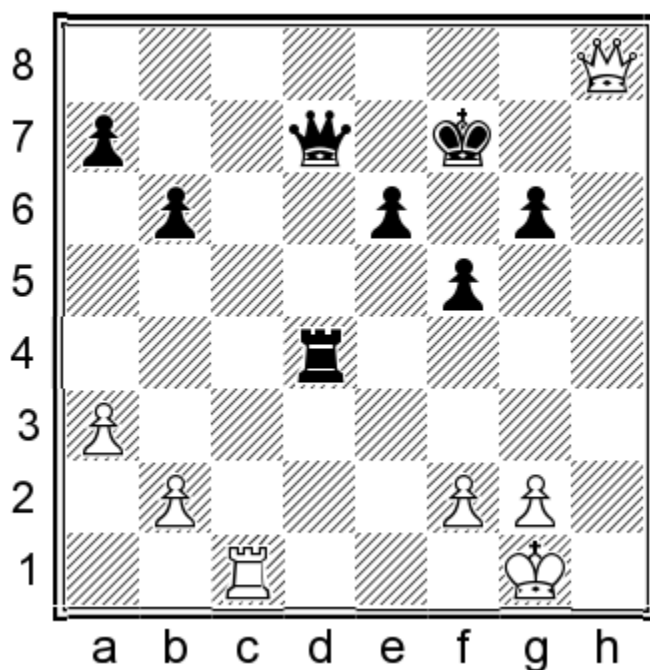
With this decoy, White increases the distance between the black king and queen. Black resigned in view of 28...Qxb7 ( 28...Rxf2+ 29.Ke3 ) 29.Qh7+, winning the queen.

When employing the tactic above, exercise caution against possible intermediate moves. The following example shows how White uses the same tactic as in the last game, but runs into a nasty surprise:

**Balasz Csonka** (2495)

**Oleksandr Yurovskich** (2328)

Titled Tuesday blitz (adjusted) 2022



**32.Rc7??**

White is winning after 32.Rc8!.

**32...Rd1+!**

32...Qxc7?? 33.Qh7+ and White wins the queen.

**33.Kh2 Qxc7+-+**

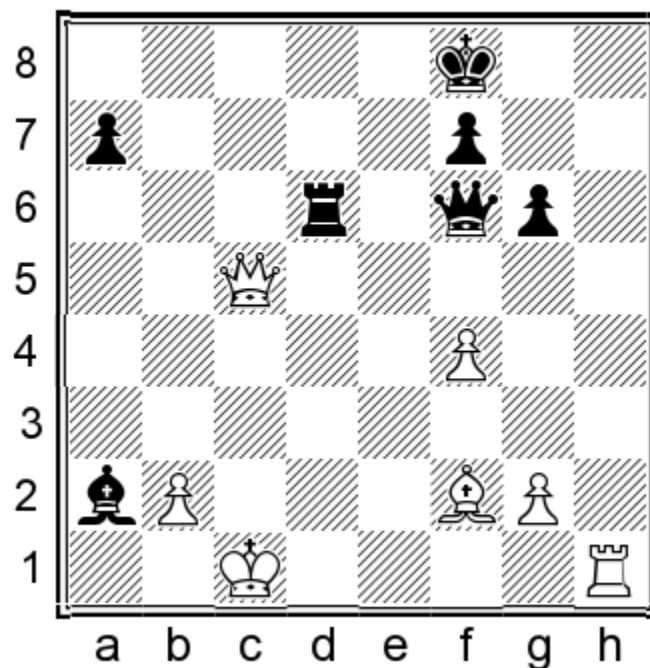
As Black captures the rook with check, White no longer has time for the skewer with 34.Qh7+. In the actual game, the black queen was on d6, after which 32.Rc7+ was winning! It is check, forcing an immediate response, a crucial distinction from other less forcing moves, which are more ‘vulnerable’ to intermediate moves.

In the next game, the gap between the enemy king and queen is too narrow. Yet, with an additional follow-up, the queen is still won:

**Sam Shankland (2709)**

**Peter Svidler (2714)**

Krasnaya Polyana 2021



### 30.Qc8+!

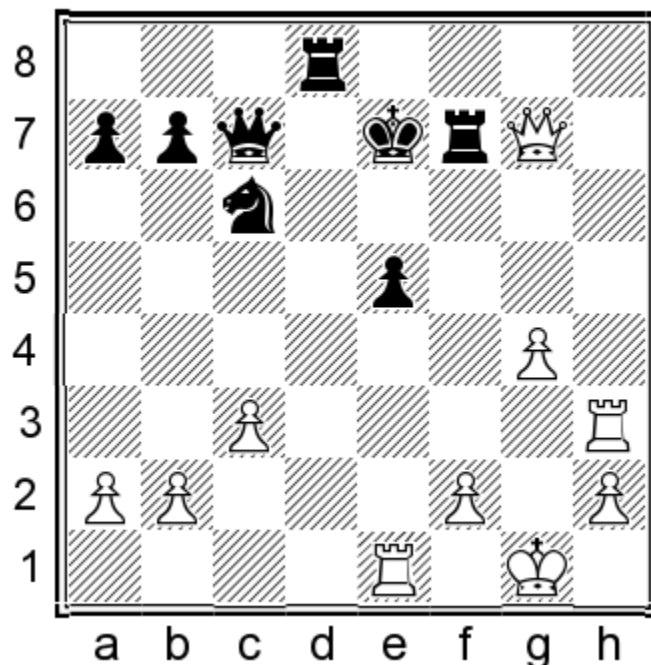
Black resigned in view of 30...Rd8 ( 30...Qd8 31.Rh8+; 30...Kg7 31.Qh8# ) 31.Rh8+!. Just like in the previous two examples, White lures the queen, putting it on the same rank as his king. After 31...Qxh8 32.Qxd8+ Kg7, Black protects the queen, but there is a kicker: the king and queen are still on the same line, a diagonal. White strikes with 33.Bd4+!, checkmating soon.

Not only the queen but also the king can be lured to increase the distance between the king and queen. In the next example, a queen is sacrificed, though the idea remains the same compared to the rook sacrifices we have already seen:

**Rui Wang** (2478)

**Laurence Webb** (2336)

Cannes 2005



### **31.Qxf7+!**

Black resigned in view of 31...Kxf7 32.Rh7+, and thanks to the skewer White wins back the queen with interest.

31.Rh7 is a creative attempt, but it's not effective. Besides defending the rook with 31...Rdf8, Black can also capture the queen: 31...Rxg7 32.Rxg7+ Kd6 and, unlike in the game, Black can keep protecting the queen. Note that chasing away the king then doesn't yield anything, because after, for example, 33.Rd1+ Ke6, the rook on d1 is unprotected and an equal position arises after 34.Rxc7 Rxd1+.

## **Pattern 24 - Decoying for an absolute pin on the a2-g8/g1-a7 diagonal**

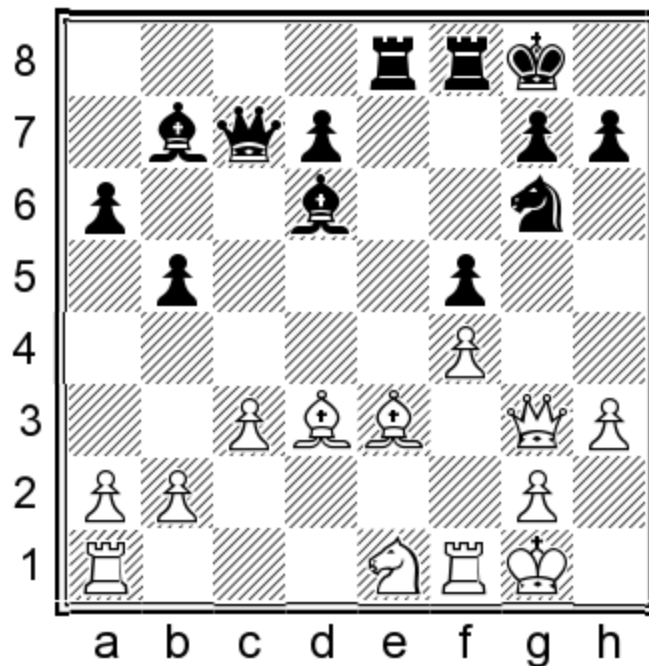
Just like skewers, pins can also be 'absolute'. The difference with an absolute skewer is that in an absolute pin, the king is the back piece. Here, we focus on an absolute pin on the g1-a7/a2-g8 diagonal, pinning the enemy queen with a bishop. To achieve this goal, sometimes we first need one or more preparatory moves.

In the first two examples, we lure the front piece (the queen) into position thanks to a decoy:

**Jozef Puobis** (1953)

**Karel Vlach** (2183)

Tatranske Zruby 2011



The g1-a7 diagonal is open, there is a king on g1 and a black bishop can move to the diagonal via c5. Almost all the ingredients are present for an absolute pin, we just need to get the white queen on to the diagonal. A decoy provides the solution:

**26...Rxe3! 27.Qxe3**

Capturing is not mandatory, but if White doesn't capture, he is just a piece down with a lost position.

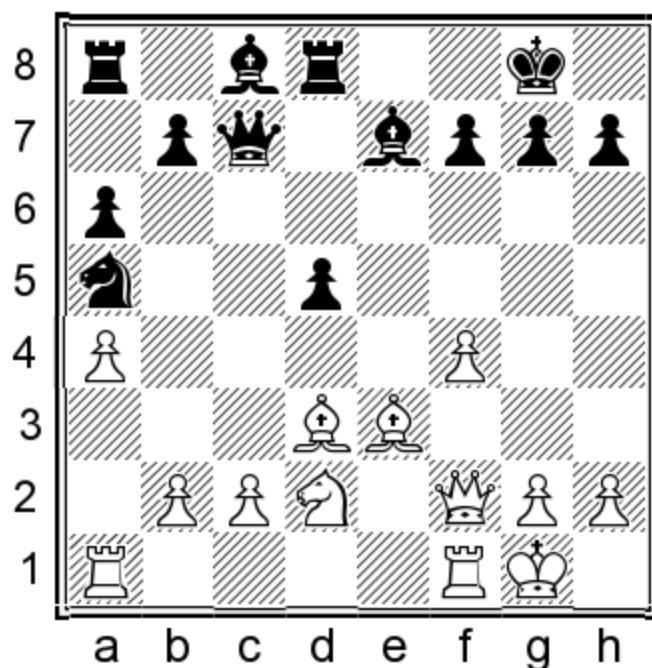
**27...Bc5**

White resigned.

**Paolo Casaschi (2005)**

**Erdene Baasansuren (1795)**

London 2012



In this example, Black uses a decoy twice:

**16...d4! 17.Bxd4 Rxd4!**

Since recapturing leads to the loss of White's queen after 18...Bc5, Black has won a piece.

The game continued with

**18.Rae1**

and now Black made a horrific mistake:

**18...Bc5??**

There were several good options. For example, 18...Be6 19.f5 and then 19...Bc5—+ would have prevented the unfavourable outcome that occurred in the game.

**19.Re8+**

The bishop on c5 is forced away from defending the rook.



### 19...Bf8 20.Qxd4

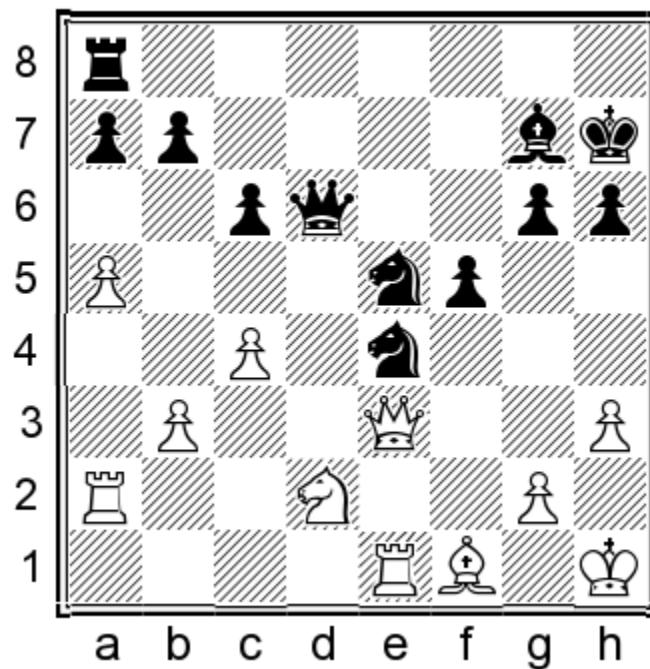
Because the bishop on f8 is pinned, Black can no longer pin the white queen. White secured victory not long after.

In the next example, we force the back piece (the king) to move, and subsequently pin the queen:

**Hebert Perez Garcia** (2137)

**Jonathan Faydi** (2151)

Leiden 2012



### 25...Ng4!

Attacking both the queen and the mating square h2, while simultaneously clearing the diagonal for the g7-bishop.

### 26.hxg4 Ng3+!

Forcing the king to g1 and onto the g1-a7 diagonal, enabling the pin.

### 27.Kg1

27.Kh2 Nxf1+, with a double check and a fork on the king and queen, is no picnic either.

**27...Bd4!**

White resigned.

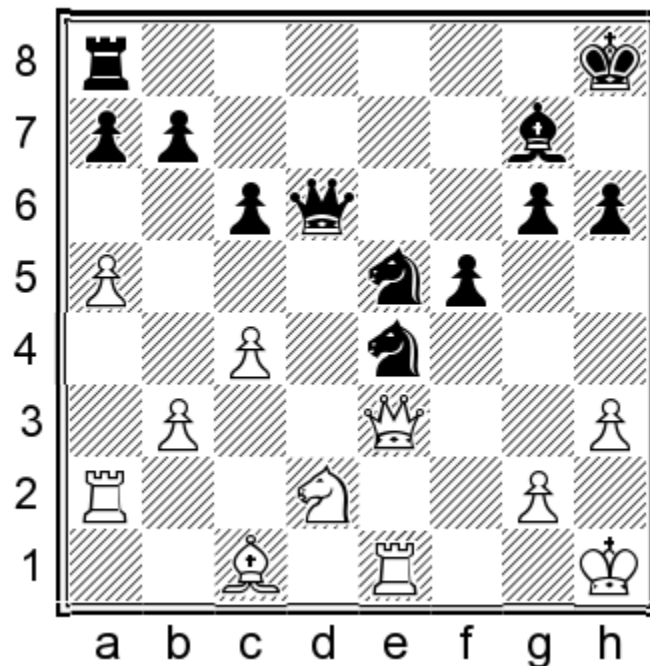
Next, we adjust the position from the last game slightly to highlight a defensive resource.

Get ready for the counterpin!

**Hebert Perez Garcia (2137)**

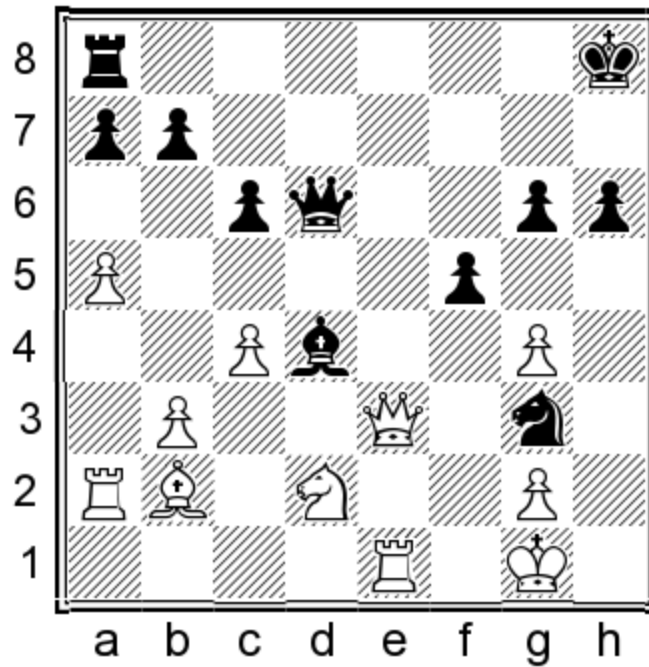
**Jonathan Faydi (2151)**

Leiden (adjusted) 2012



The f1-bishop is on c1. The once winning combination is now losing.

**25...Ng4? 26.hxg4 Ng3+ 27.Kg1 Bd4 28.Bb2!**



White counterpins the black bishop, saving the queen. As a result, Black remains a piece behind.

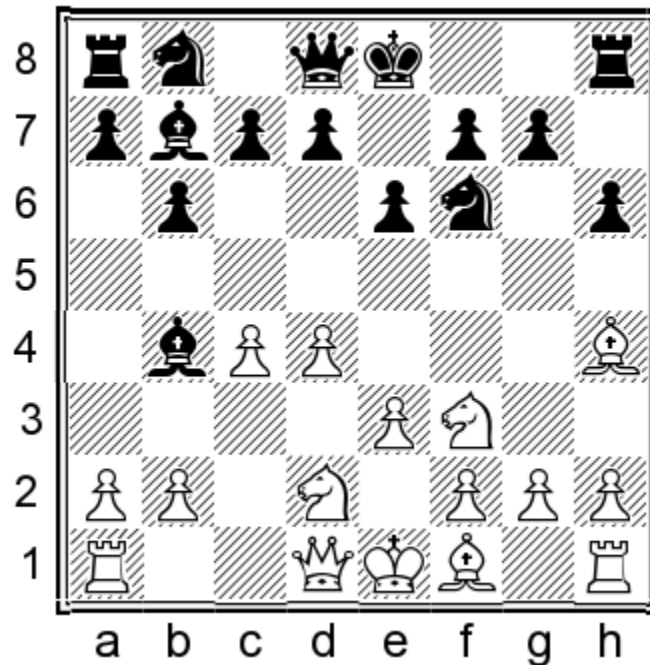
In **Pattern 83**, we delve deeper into the counterpin and see how to combat it.

## **Pattern 25 - Exploiting the knight pin along the a4-e8/e1-a5 diagonal**

We already discussed an absolute pin in the previous Pattern. In this Pattern, a bishop pins a knight on d2/d7. However, an immediate advantage cannot be gained because the pinned knight is protected by another knight on f3/f6. Through targeting, the preparatory move we know from **Pattern 3**, we can neutralize the knight on f3/f6.

After the defending knight is gone, playing Ne4/Ne5 to attack the pinned knight again and win it, becomes possible. Alternatively, if your knight is already on e4/e5, just chasing away the knight from f3/f6 is often sufficient. This is a typical kind of trap that occurs in various openings. To provide more clarity, let's proceed with the first example:

**Siegbert Tarrasch**  
**Efim Bogoljubow**  
Gothenburg 1920



White has just blocked the check from the b4-bishop with 7. Nbd2. The move looks logical, which explains that the position had appeared on the board more than seventy times at the time of writing. However, the move has a significant drawback.

**7...g5**

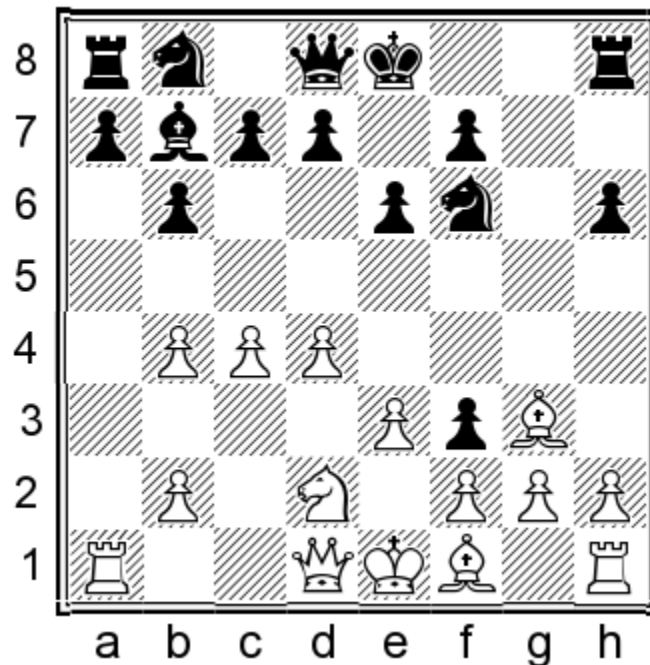
The pawn is on its way to g4 with gain of tempo.

**8.Bg3 g4 9.a3**

The best defence. In the next game, we will see that a counterattack on the bishop in this sort of situation can often prevent loss of material. Here, that is not the case.

Also, if White moves away the attacked knight, for example with 9.Ne5, then 9...Ne4 follows, attacking the pinned knight. The defender of d2 has been driven away from its post and can no longer defend the knight. The piece is won after 10.Qxg4 Bxd2+. On the next move, 11...Qg5 smothers any potential counterplay with Bh4 or Qg7, and Black is winning.

**9...gxf3 10.axb4**



Here we see White's problem: thanks to the bishop on b7, the pawn on g2 is attacked twice.

**10...fxg2 11.Bxg2 Bxg2 12.Rg1 Bb7 13.Bh4**

White is a full piece down, although the engines suggest that he still has considerable compensation. The pin on the f6-knight is inconvenient, the black king is still in the middle, and Black lags behind in development. With c4-c5 and d4-d5 as breaking moves, it is still quite tricky for Black to get away from under White's pressure. However, I doubt many of the seventy players who have

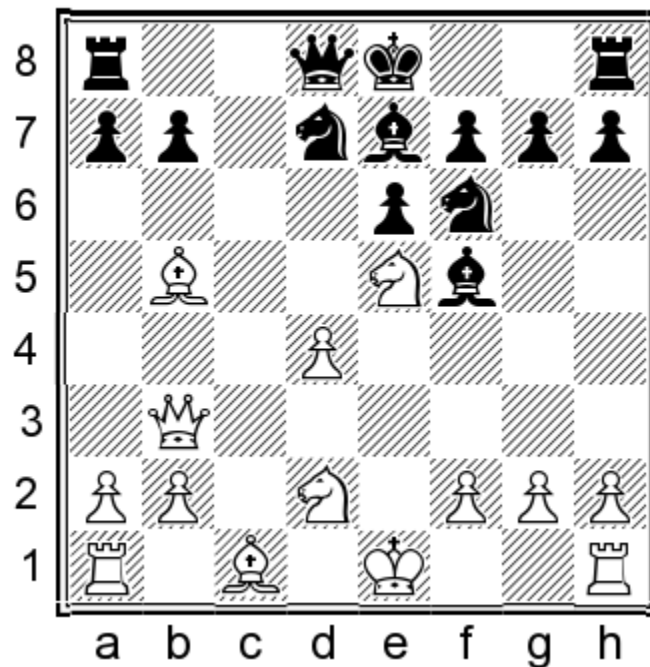
played it with White were aiming for this position. This ‘positional luck’ is an exception rather than the rule.

In the following example, White's knight is already on the e-file, exerting pressure on the pinned knight:

**Zaur Mammadov** (2449)

**Jovan Jovancevic** (2025)

Maribor World Championship U18 2012



Black's last move, 11... Be7, was a big mistake.

**12.g4!**

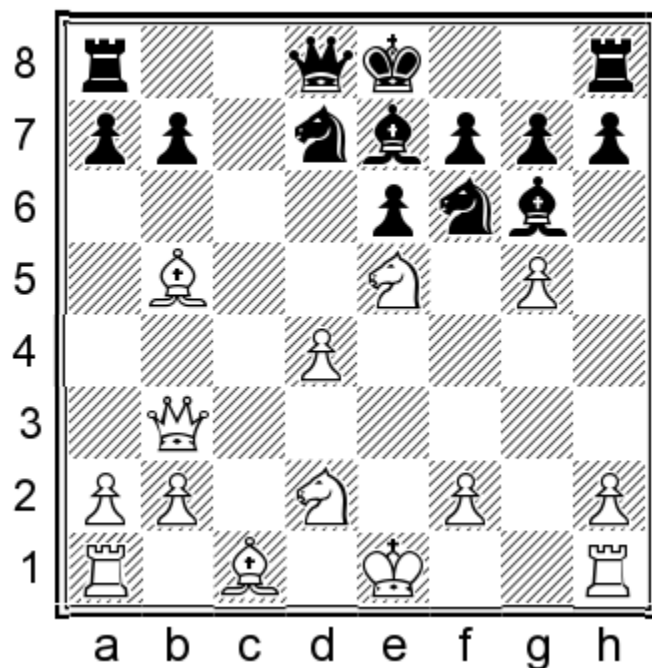
With gain of tempo, the white pawn is on its way to g5 to attack the knight on f6.

**12...Bg6**

Despite the g4-pawn being attacked twice and defended only once, Black cannot capture it. The knight on f6 is overloaded: 12...Bxg4

(if 12...Nxc4, the d7-knight is en prise) 13.Bxd7+! is the second point behind 12.g4!. The black knight is lured away from defending the bishop on g4: 13...Nxd7 14.Nxc4+.

### 13.g5



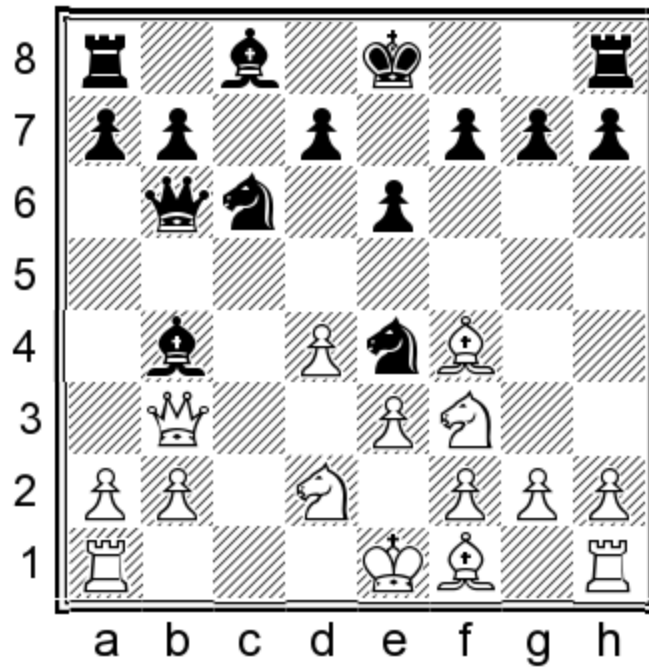
Black resigned. The counterattack with 13...a6 provides no relief, because after 14.gxf6 axb5 the bishop on e7 is hanging: 15.fxe7. If Black's bishop had been on f8 instead, 13...a6 would have been a good defence, as White's f6-pawn would not be able to win material.

In the final game, we will once again see the idea of luring away the defending knight by capturing the pinned knight. However, there is still a catch at the end!

**Priit Sangla**

**Anatoly Karpov**

Soviet Union tt 1968



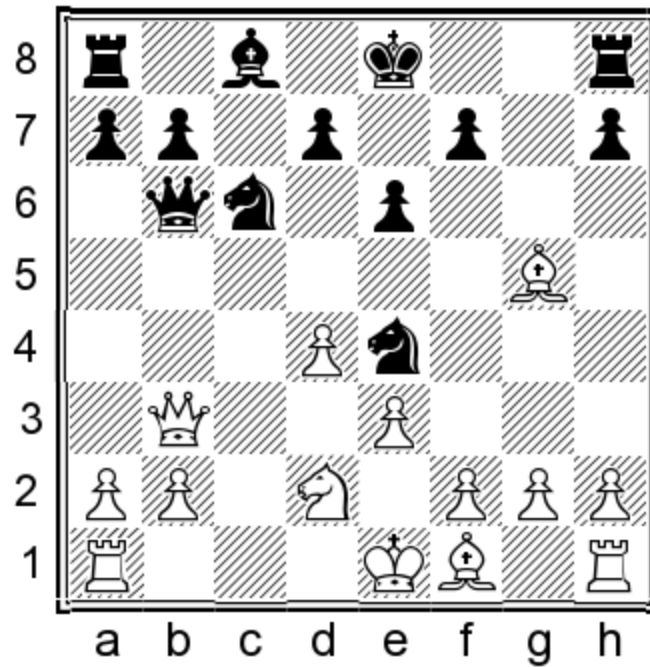
White's last move was 9. Nbd2. Such opportunities are better not given to the 17-year-old future World Champion.

### **9...g5! 10.Bxg5**

After 10.Bg3 g4, the counterattack with 11.a3 does not work (and neither does 11.Bd3 Nxc3 12.hxc3 gxf3–+ ), because after 11...Nxd2! 12.Nxd2 Bxd2+ 13.Kxd2, not having a pawn on a2 has created a substantial problem for White: the queen on b3 is unprotected.

### **10...Bxd2+ 11.Nxd2**

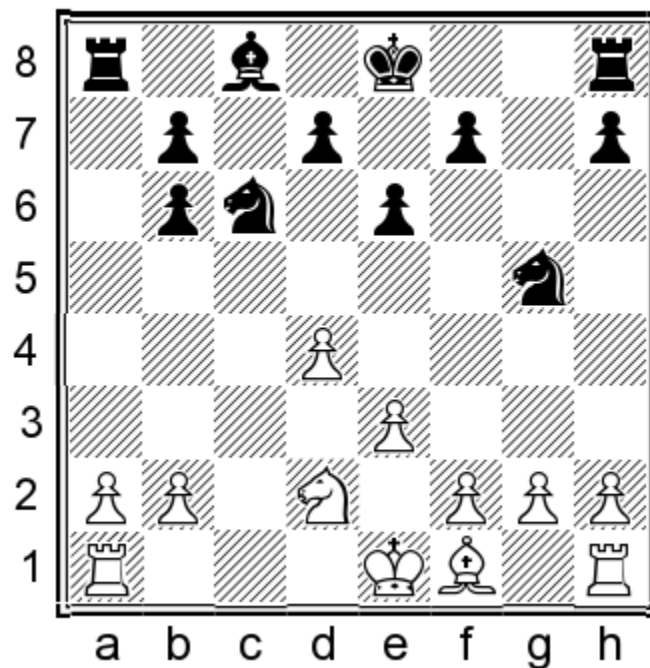




### 11...Qa5! 0-1

A double attack on d2 and g5, winning a piece.

Automatically recapturing 11...Nxg5? is not advisable. After 12.Qxb6 axb6



*analysis diagram*

13.h4 the black knight is trapped! White regains the piece and has a better position.

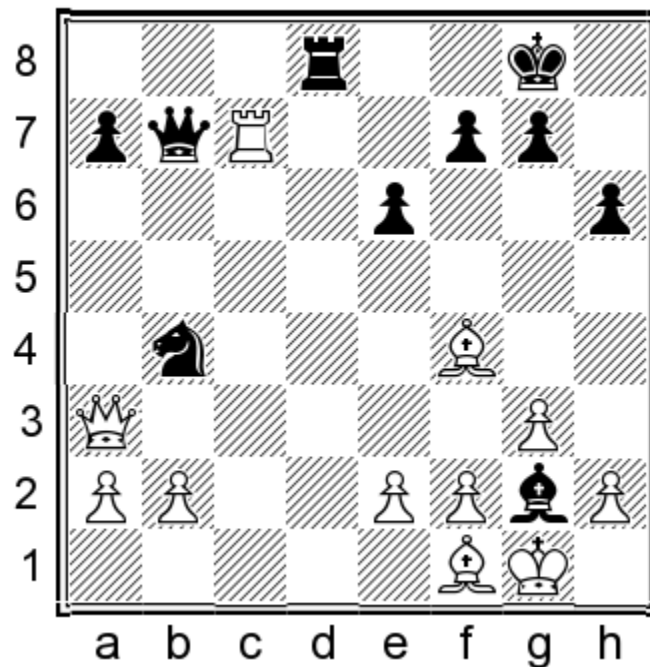
## Pattern 26 - The back-rank pin

Where the pins in previous Patterns led to material gains, the objective of the back-rank pin is typically to give checkmate. By putting a rook on the back rank and thereby forcing the enemy bishop to interpose, we can then attack the pinned bishop with a bishop, creating a mating net. In such cases, preventing the checkmate threat of the rook taking the bishop is often too challenging. Let's take a closer look at what this Pattern looks like exactly. We start with a situation where the bishops are already 'in position':

# Mamikon Gharibyan (2432)

## Gleb Dudin (2392)

# European Online Rapid Championship U16 2020



## 26...Rd1!

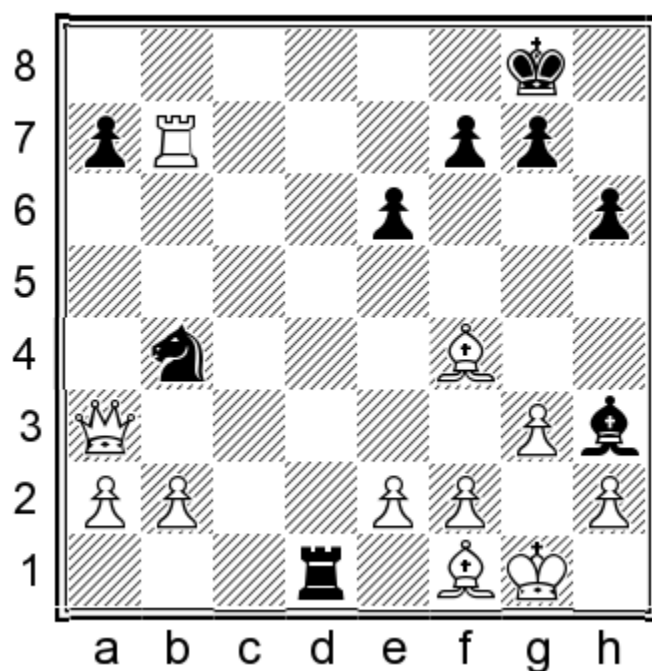
Ignoring the threat to his queen and attacking the pinned bishop.

## 27.Rxb7

- 27.Rc1 prevents mate, but White loses material after any capturing move. The most favourable version for Black is 27...Bxf1 28.f3 ( 28.Rxd1 Qg2# ) 28...Rxc1 29.Bxc1 Bxe2-+;
- 27.f3 Bh3! is akin to the game.

## 27...Bh3!

27...Rxf1+?? 28.Kxg2 shows why the bishop must go to h3 first, and after 27...Bxf1?? White escapes by creating luft with 28.h3 or 28.h4.



After the text move, mate with ...Rxf1 cannot be stopped: the bishop on f1 cannot be protected and the king is encaged. This is quintessentially **Pattern 26**.

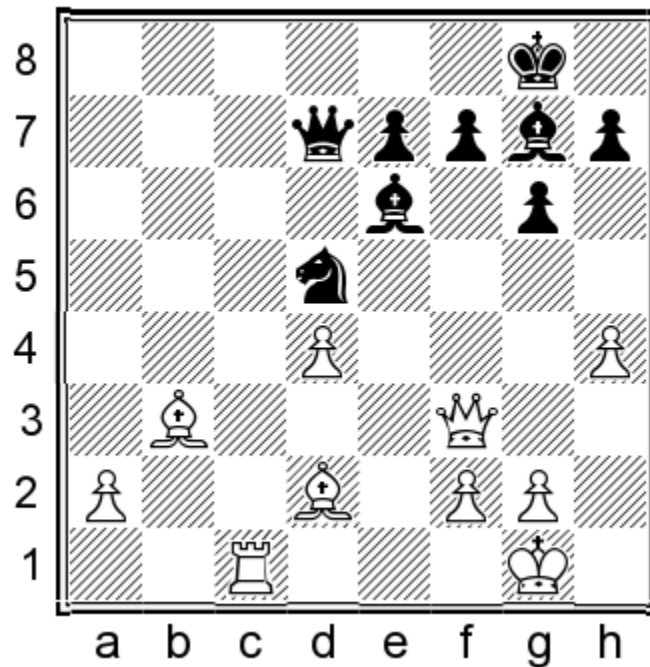
**28.Rb8+ Kh7 29.Qd3+ Nxd3–+**

In order to reach the back rank, it is often necessary to eliminate a defender. In the next example, White uses a deflection tactic:

**Yu Yangyi (2728)**

**Velimir Ivic (2572)**

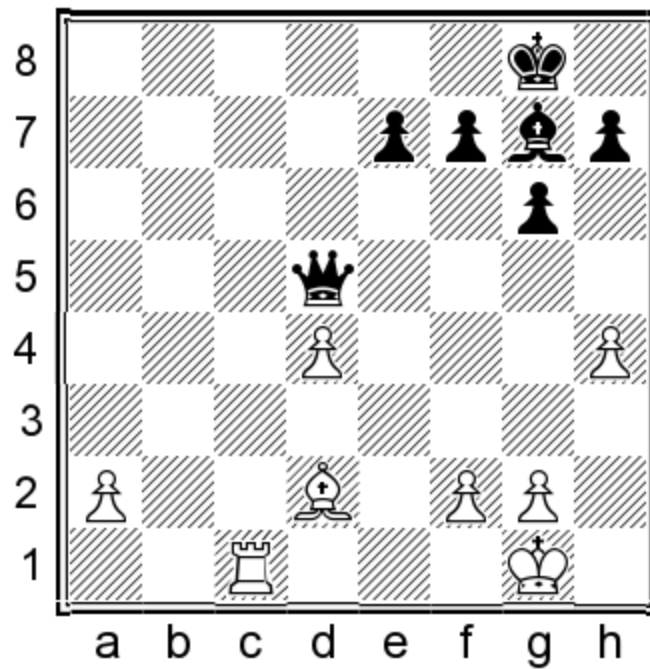
Almaty World Blitz Championship 2022



**27.Bxd5! Bxd5 28.Qxd5!**

White lures away the queen from the defence of the back rank. Black is not obliged to capture the queen, but in that case, Black is simply down a rook.

**28...Qxd5**



**29.Rc8+**

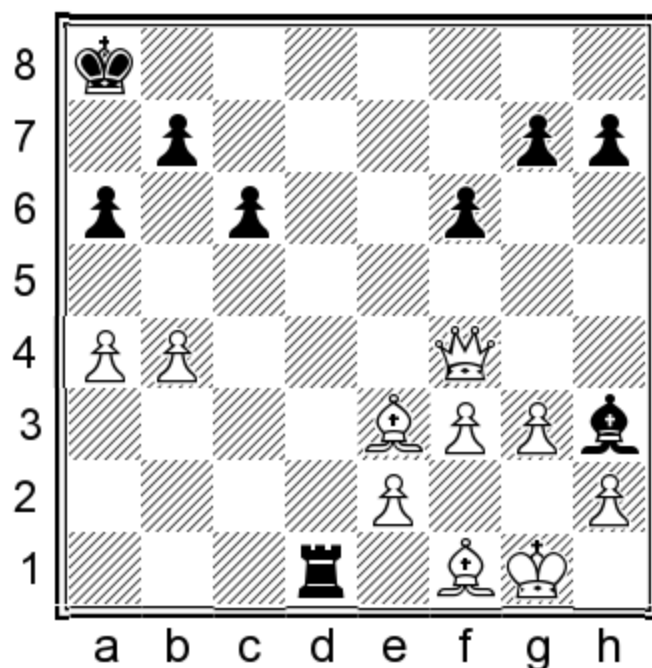
Putting the rook on the back rank forces Black to block the check with the bishop.

**29...Bf8 30.Bh6**

Black resigned, because checkmate with Rxf8 is unavoidable.

In the following example, the focus is on defending against the back-rank pin:

Analysis



In contrast to the previous two examples, thanks to the f-pawn being on the third instead of the second rank, the white king has slightly more breathing space. However, fleeing with the king is still not possible because the bishop on e3 blocks the king's escape to that square; after 29. Kf2 Rxf1, it is checkmate. Nonetheless, there is another way to create space:

**29. Kh1!**

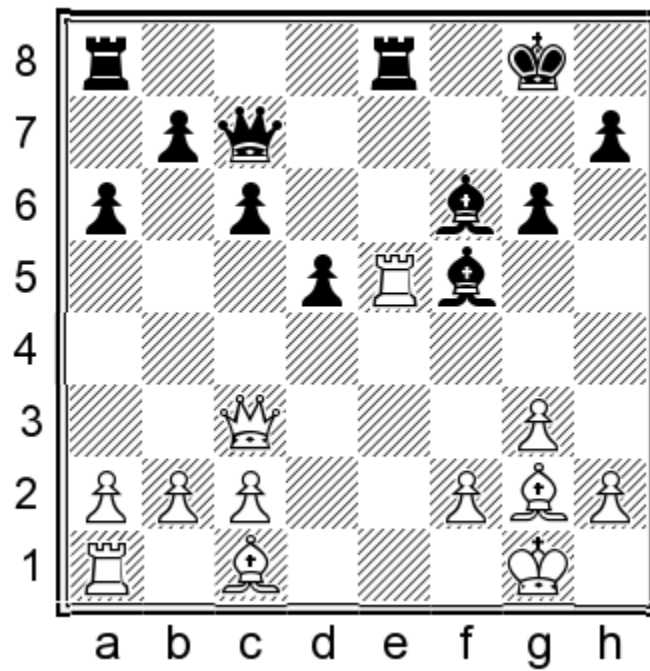
Now, the bishop on e3 proves to be a huge asset for White:

**29...Rxf1+ 30. Bg1**

White is up a queen for a rook.

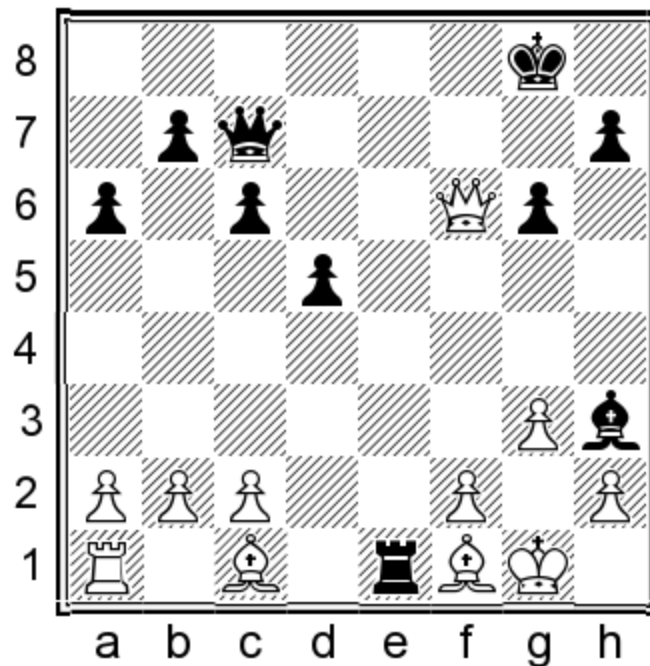
In the next game, Black is again aiming for the back-rank pin, but in contrast to the previous three examples, the opponent's back rank is not empty. This has unexpected consequences:

**Mateusz Paszewski Marek Zakrzewski (1905)**



Black has just played 19... Bf6, setting a trap, but it turns out to be one for himself!

**20.Rxe8+! Rxe8 21.Qxf6 Re1+ 22.Bf1 Bh3**



Black had set his sights on this, thinking ...Rxf1 cannot be stopped. However, the counter-discovery from **Pattern 19** disrupts his plans:

### 23.Bh6! 1-0

White threatens 24. Qf8#, while using his rook on a1 to attack the black rook on e1 as well as X-ray defend the bishop on f1. To defend against checkmate, Black must lose material, for example: 23...Qe7 24.Qxe7 Rxe7 25.Bxh3.

## Pattern 27 - Attacking the pinned g2/g7-pawn

In addition to pieces, pawns can also find themselves in pinned positions. Our focus here is on attacking the pinned g2/g7-pawn in a castled position. We will explore a scenario where our queen on the g-file is opposite the enemy pawn and king, and we slide our bishop to the edge of the board, attacking that pawn again. The following trap in the Scotch Opening illustrates that this can have immediate disastrous consequences:

**Dimosthenis Travlos**

**Ioannis Lakafosis (1865)**

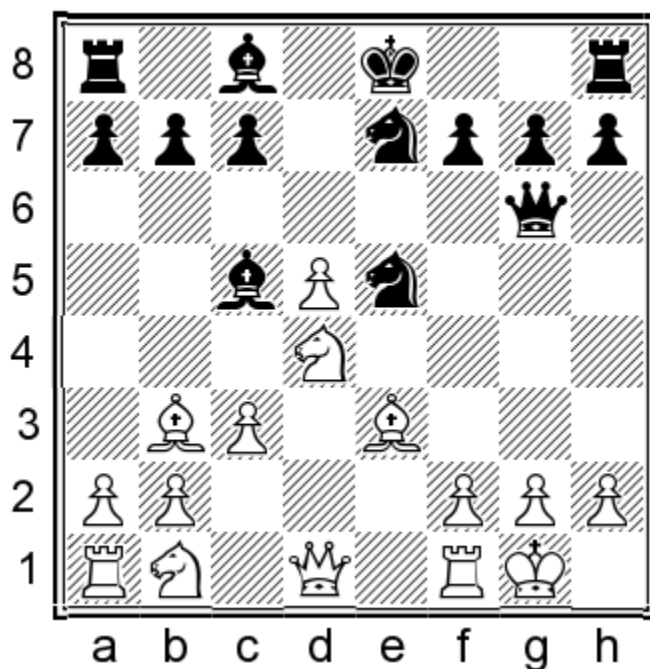


Athens U18 2005

**1.e4 e5 2.Nf3 Nc6 3.d4 exd4 4.Nxd4 Bc5 5.Be3 Qf6 6.c3 Nge7  
7.Bc4 Ne5 8.Bb3 Qg6 9.0-0 d5 10.exd5?**

White has several good moves, like 10.Bf4 (Kasparov-Nakamura, St Louis 2016 blitz).

Note that 10.Nb5 Qb6? leads to the trick from Pattern 49.



**10...Bh3!**

Threatens mate. The g-pawn is in both an absolute and a relative pin.

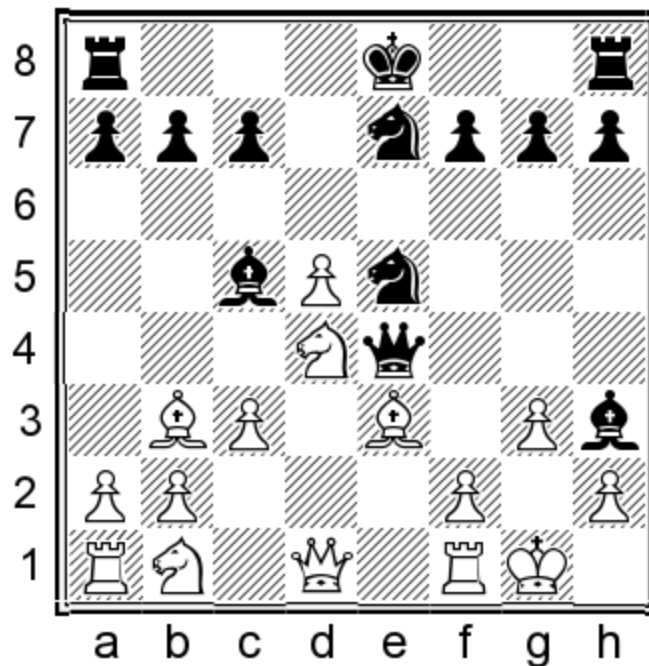
Since 11.Qf3 fails to 11...Nxf3+ and 11. gxh3 is against the rules, White has to play 11.g3, allowing 11...Bxf1.

**11.g3**

Granted, this is not ideal, but after 11...Bxf1 White is only down an exchange.

But unfortunately for White, Black has a stronger move!

**11...Qe4!**



Black threatens checkmate on g2 again! White must block with the f2-pawn, but this hangs the bishop on e3:

**12.f3 Qxe3+ 13.Rf2 Nd3 14.Qd2 Qxf2+ 15.Qxf2 Nxf2 16.Kxf2**

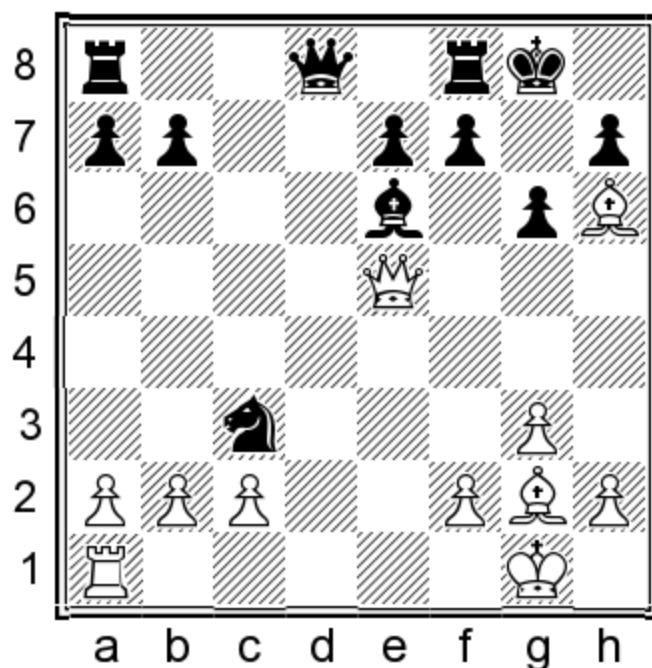
Instead of a mere exchange, thanks to the sequence initiated by 10...Bh3, Black is up a whole rook. Black had no trouble finishing off the game.

Before we return to our basic Pattern, let's briefly divert to look at a nifty defence against Black's tactical idea of 11...Qe4! in the previous game:

**Wim Pool** (2053)

**Roel Trimp** (1962)

Netherlands tt 2021/22



Now, 15...f6 fails to 16.Qxe6+ Rf7 17.bxc3, and White is winning. However, Black has a brilliant X-ray defence:

**15...Qd4!**

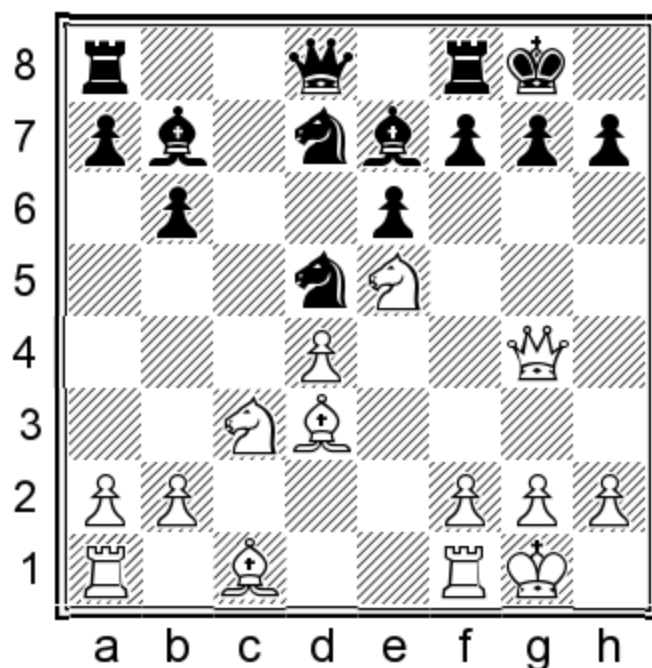
16.Qxd4 Ne2+ is the point. White played 16.Qe1, but he couldn't make up for his material disadvantage.

In the next fragment, the g-pawn can be defended after the bishop's sortie, but once again, a follow-up by the attacking side results in the winning of material:

**Nigel Davies** (2381)

**Lorenzo Fava** (2107)

Daventry 2023



### 12.Bh6! Bf6 13.Qe4!

Once again, a queen on the attack shifting its attention from the g-file (and the g2/g7 pawn) to a diagonal (a1-h8/b1-h7), threatening checkmate.

Before this game, 8 out of 9 games continued in this manner.

Surprisingly, only the strongest player with a rating of 2668 overlooked this possibility and played 13.Rad1 (Sarana-Kozin, Titled Tuesday blitz 2023).

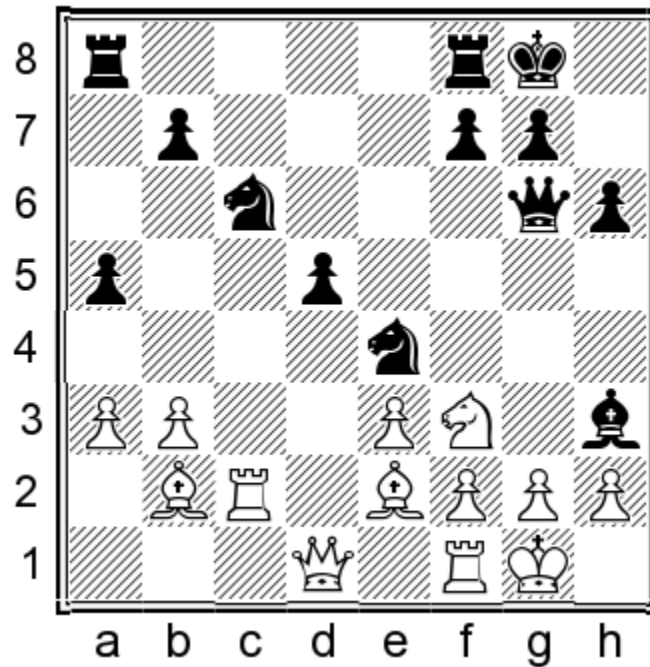
Now, faced by this typical choice between giving up an exchange (after 13...g6 14.Bxf8 ) and allowing enemy pieces to enter the position, losing the exchange is usually the lesser evil. Black chose

### 13...Re8?! 14.Qxh7+

and soon thereafter White decided the attack on the black king in his favour.

Now, let's take a look at a defence that proves effective:

**Anna Zatonskih** (2337)  
**Nazi Paikidze** (2314)  
St Louis Women (adjusted) 2023



White can defend g2 in two ways: passively with 16.Ne1 or actively with 16.Nh4. Both are good options, although

### **16.Ne1**

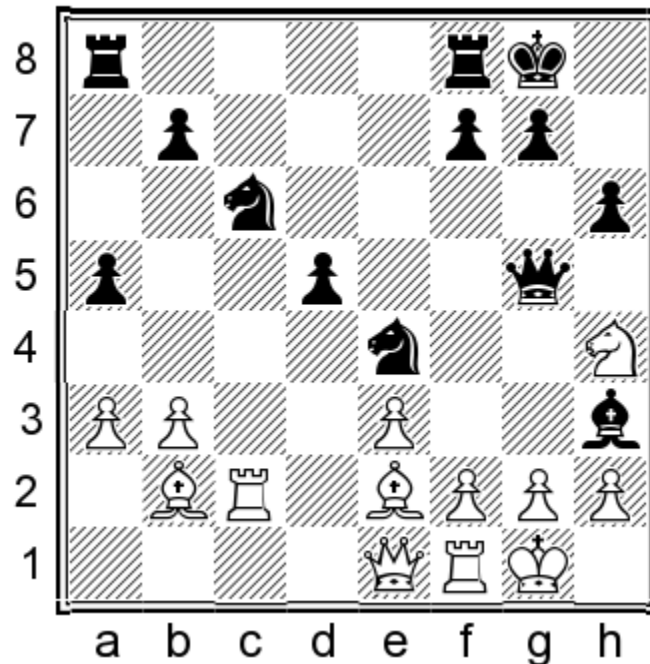
is preferable. With the bishop pair and Black having an isolated d-pawn, White has a positional advantage.

The active move complicates matters unnecessarily. The goal is to chase away the queen. After all, if the queen cannot maintain the pin, then the g2-pawn can capture the bishop on h3. Later we will see that this can be a very good defence, but the downside here is that the knight on the edge is loose and Black can attack it with 16...Qg5. The damage is manageable, i.e.: 17.f4 Qh4 18.gxh3 Qxh3 with a lot of compensation for the pawn (bishop pair and activity –

the white rook goes to the g-file!), but why go into such complications when 16.Ne1 provides a safe plus?

Note that if the f2-pawn had been on f4, then 16.Nh4 would have been preferable, as Black cannot reply with 16...Qg5.

In fact, with the queen on e1 instead of d1, 16.Nh4 would also win the bishop. In that case, after 16...Qg5, White plays:



*analysis diagram*

17.f4!, attacking the black queen while the white queen defends the knight on h4. The black queen has no safe squares on the g-file and, therefore, cannot maintain the pin.

Lastly, I want to point out that if the queen could have moved to g4, the bishop on h3 would have been left without squares. In such a situation, one should contemplate moves like Kh1 or Rf3 to win the bishop. These tactical ideas are featured in *The 100 Tactical Patterns You Must Know Workbook*.

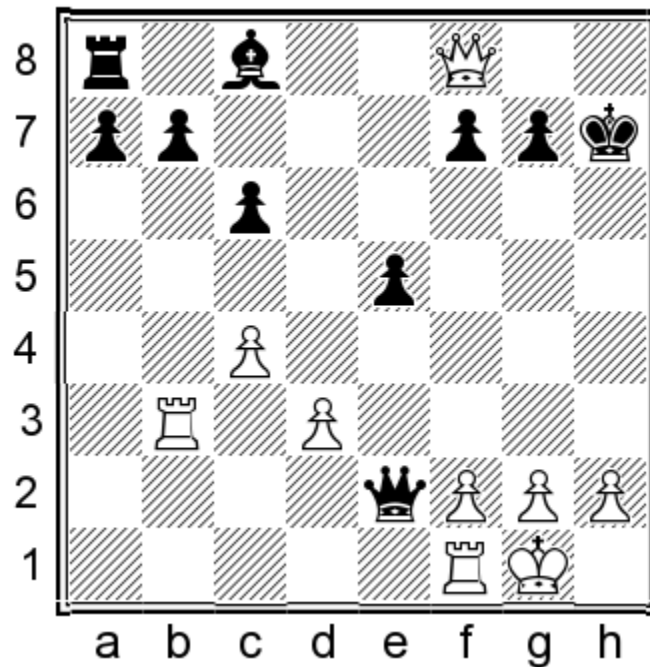
As with the previous Pattern, we wrap up with an example in which **Pattern 19** plays a crucial role. This time, we use it to set up our

queen and bishop configuration and create an attack on the pinned pawn:

**Aadvik Suthan691**

**Thom Groenewegen813**

Bunschoten jr (analysis I) 2023



**21...Bh3! 22.Qxa8?**

22.Qxf7 was the only way to avoid losing the queen and defend against Black's checkmating idea. After 22...Qg4 23.Qf3 ( 23.g3? incurs a higher cost than an exchange. The unprotected rook on b3 is White's downfall: 23...Bxf1 24.Kxf1 ( 24.f3 Qh3 ) 24...Qd1+ 25.Kg2 Qxb3—+ ) 23...Qxf3 24.gxf3 Bxf1 25.Kxf1, White has lost an exchange, leaving Black with better prospects in the ensuing rook endgame.

**22...Qg4**

The crucial point of the rook sacrifice. Note that with a rook on b2 instead of b3, White could defend against checkmate by clearing the second rank with f2-f3 (more about clearing the second or seventh rank in Pattern 88). As it is, White can only defend against checkmate on g2 with

**23.g3**

,  
but then a new and decisive mating threat with the queen follows (as we saw in Game 119, Travlos-Lakafosis, and Game 121, Davies-Fava):

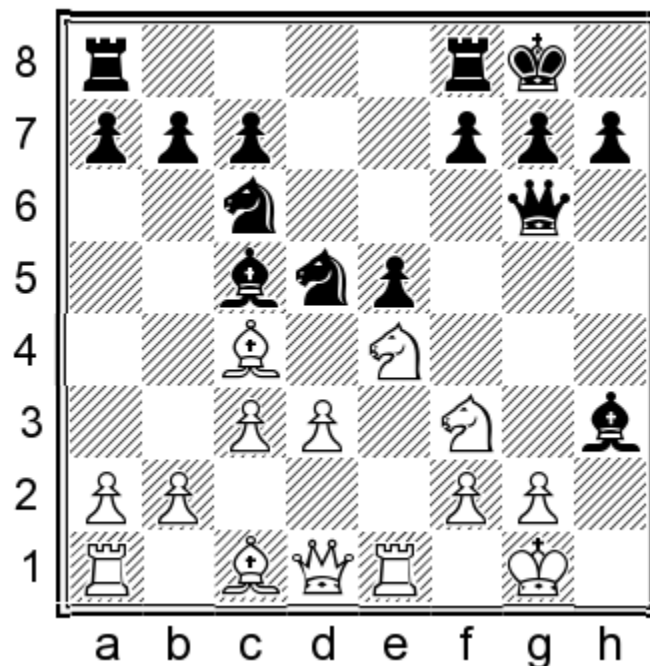
**23...Qf3–+**

I will revisit this example in Games 182 and 183 ( **Pattern 40**).  
The next example serves as a segue to our next Pattern.

**Ioannis Bichakis** (1279)

**Nikolaos Vlastaris** (1164)

Greece jr tt rapid 2018





White has a wide variety of good options to defend against the checkmate on g2: attacking the queen with 12.Nh4, interposing a piece with 12.Bg5, 12.Nfg5 or 12.Neg5, and, with the rook on square e1, 12.g3 is also fine. With the knight on d5 and the bishop on c5 hanging, Black is in big trouble.

However, the defence White chose was not optimal:

**12.Ng3? Qxg3!**

The pinned f-pawn turns out to be a bad defender. To make matters worse, the pawns on f2 and g2 are also attacked.

**13.Kf1 Qxf2#**

## **Pattern 28 - The pinned f2/f7-pawn is a poor defender**

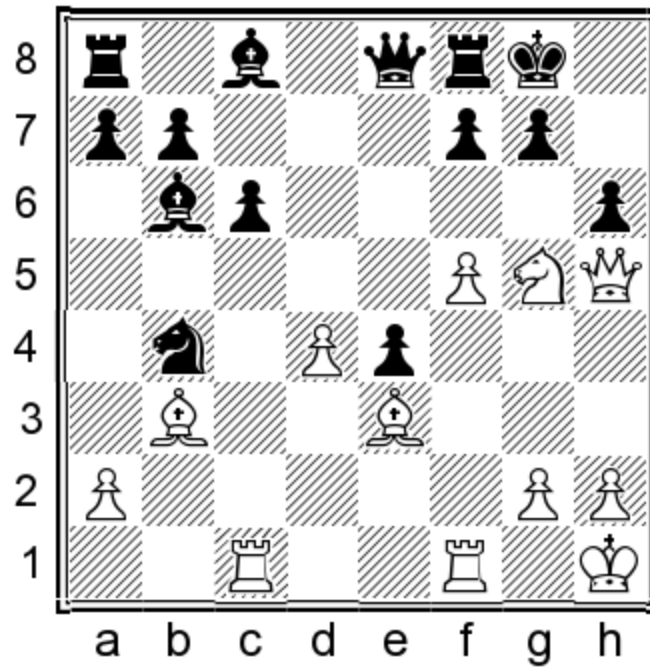
In this Pattern, the f2/f7-pawn is pinned to the king by a bishop, weakening square g3/g6. This allows the enemy queen to infiltrate on g3/g6 in order to deliver checkmate or gain material.

First, our focus is on checkmate:

**Anne Haast (2365)**

**Ekaterini Pavlidou (2235)**

Reykjavik European Women's Team Championship 2015

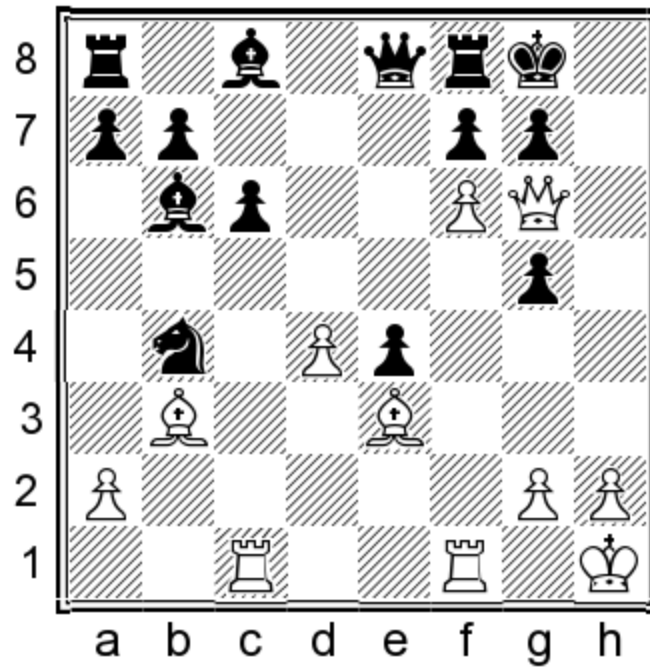


**20.Qg6! hxg5**

20...Bxf5 is just a postponement of execution: 21.Rxf5 hxg5

22.Rxg5 and Qxg7# is unavoidable.

**21.f6! 1-0**



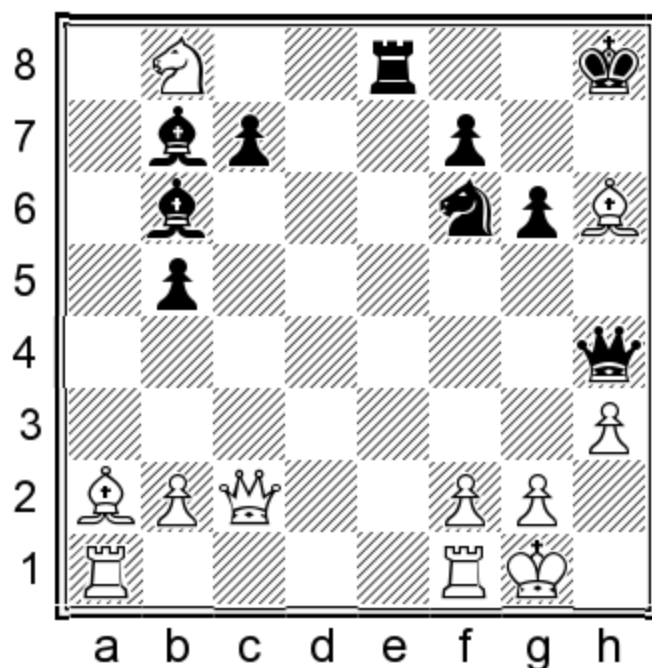
A beautiful picture. Just like in Game 124, both pawns on f7 and g7 are pinned; 22.Qxg7# is next.

Sometimes, preparations need to be made:

**Gata Kamsky** (2741)

**Peter Svidler** (2739)

Khanty-Mansiysk 2011



Immediately 26...Qg3 looks tempting, but with 27.Nc6 White can defend against the checkmating threat on g2.

### 26...Re2!!

By luring the queen away from the c-file first, the defence with Nc6 is eliminated. If 27.Qxe2, then 27...Qg3 and ...Qxg2# is inevitable. However, there are no suitable alternatives because, in addition to the attacked queen, f2 is also targeted:

### 27.Qc3 Rxf2 28.Nc6 Rxf1+ 0-1

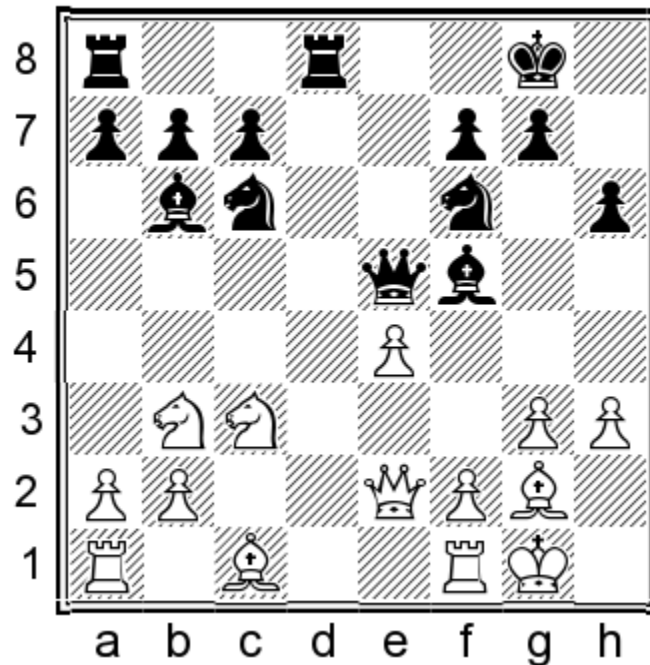
29.Kxf1 allows 29...Qf2#, while after 29.Kh2 Rxa1, White is too far behind in material.

In the next example, we lure a critical defender away from the king's position. In this case, the action doesn't lead to a forced checkmate, but instead results in material gain:

**Alan Bakija (2089)**

**Erik van den Doel** (2576)

Dieren 2023



### **15...Bxh3!**

If White responds with 16.Bxh3, then 16...Qxg3+ follows with check! After the subsequent 17.Bg2 Ng4, White must give up his queen, as otherwise he will be checkmated: 18.Rd1 Bxf2+ 19.Kf1 ( 19.Kh1 Qh2# ) 19...Nh2#.

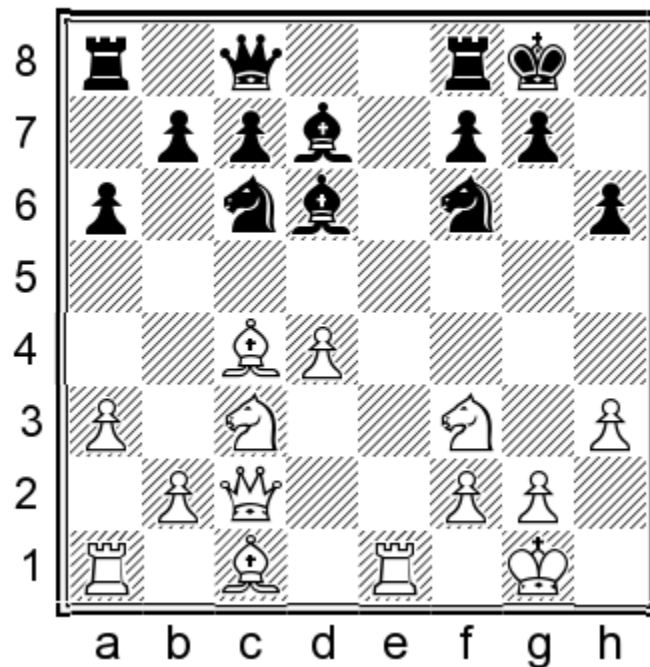
If White tries the intermediate move 16.Bf4, then White can protect his bishop on h3 with 16...Qe6.

The game continued with 16.Be3, after which Black was a healthy pawn up.

In the following example, our focus shifts to defending against the queen's sortie to g3/g6:

**Mikhail Ulibin** (2562)

**Monika Socko** (2438)



## 13. Bxh6!

Similar to the previous game, the attacker attempts to lure away what stands in front of the king. This position had occurred four times on the board at the time of writing, but no one played:

## 13...Bxh3!

The only move with which Black can keep things together.

Capturing immediately loses, for example: 13...gxh6 14.Qg6+ Kh8 15.Qxf6+ Kh7 16.Bd3+ Kg8 17.Ng5 hxg5 18.Qxg5+ Kh8 19.Qh6+ Kg8 20.Qh7#.

The four games continued with 13...Bf5. This is understandable, as it takes Qg6+ off the table, while the bishop on h6 is still hanging. However, after 14.Qd2 gxf6 15.Qxf6, White's attack on the black

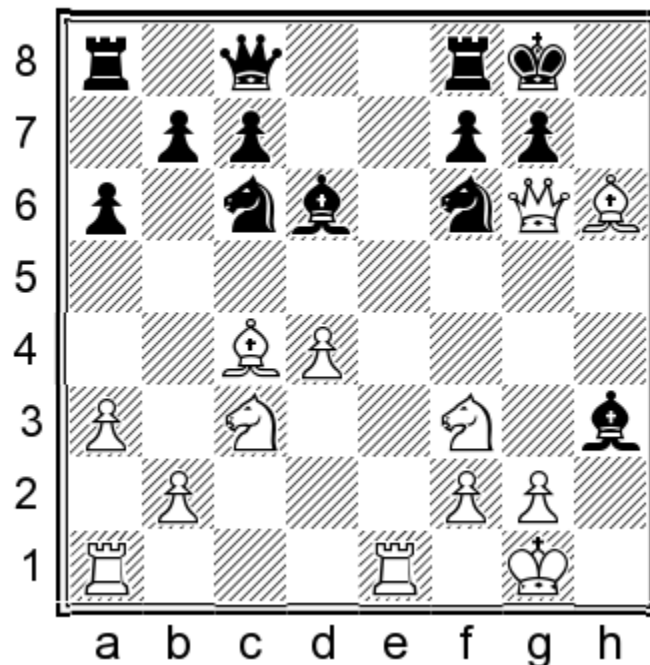
king ultimately proved to be stronger (1-0, 24). Black lacks defenders, while White can easily bring new pieces into the attack.

13...Bxh3 After the text move, White has various possibilities. Not good in any case is 14.gxh3, because after 14...Qxh3 both the knight on f3 and the bishop on h6 are en prise: 15.Qg6 Qxh6 16.Qxh6 gxh6, and Black is a pawn up.

Better is

**14.Qg6!**

,



after which another point of 13...Bxh3 is revealed:

**14...Qg4!**

An X-ray defence! After

**15.Qxg7+ Qxg7 16.Bxg7 Kxg7 17.gxh3 Rh8**

Black has good compensation for the pawn. The h3- and d4-pawns and the f4-square are weak, and Black can become very active using the (semi) open files with his rooks.

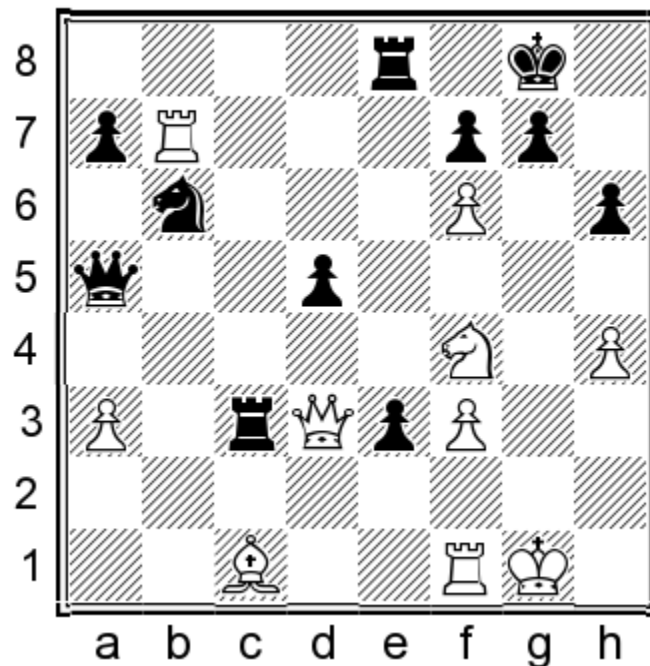
## Bonus

Even if the f-pawn is not pinned by the bishop, sometimes it can still be a good idea to bring the queen to g3/g6:

**David Bronstein**

**Efim Geller**

Moscow Soviet Union Championship 1961



We see the usual f7/g7/h6 pawn formation. That means a hole on g6:

**20.Qg6!**

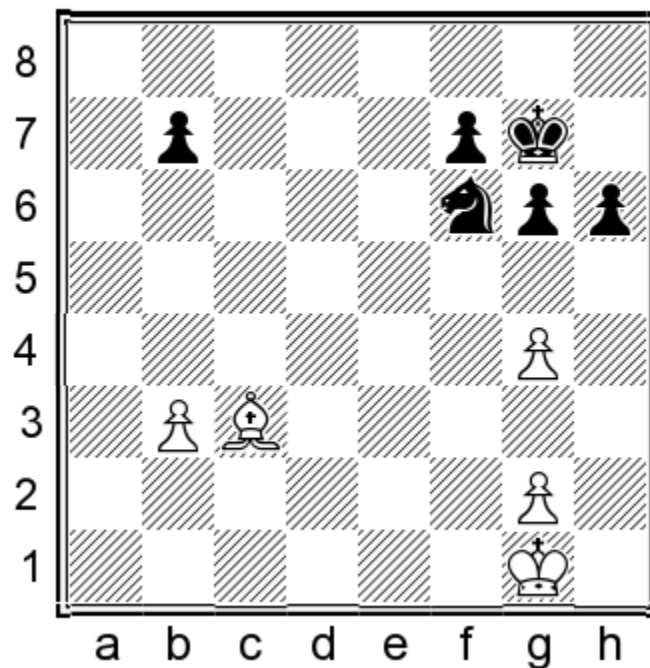
Black resigned. The threat of 21. Qxg7# can be parried by capturing the queen, but it doesn't prevent checkmate: 20...fxg6 21.Rxg7+ Kh8 22.Nxg6#.

## Pattern 29 - The eternal pin



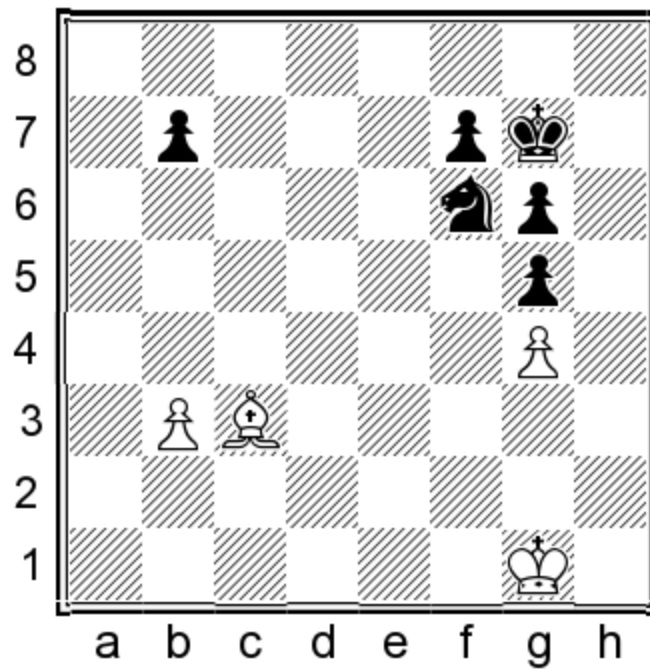
If one can maintain the pin for an extended period, and the opponent cannot escape it without making significant concessions, this is called an eternal pin. Such a situation typically occurs in the endgame, and especially in this stage of the game, this can be highly detrimental for the pinned side. After all, both the pinned piece and the piece behind it cannot move, and with few pieces remaining on the board, zugzwang becomes a looming threat. We focus on the following scenario:

### Analysis



Black is already in quite a predicament. The knight cannot move due to the pin, and the king cannot move because it needs to protect the knight. However, Black threatens to break the pin with ...g6-g5 and ...K<sub>g6</sub>. White puts a stop to that!

**1.g5! hxg5 2.g4!**



Now that Black can no longer break the pin, it is evident that he has a significant problem. Moving the b-pawn doesn't immediately lose material, but after, for example,

**2...b6 3.b4 b5 4.♞g2**

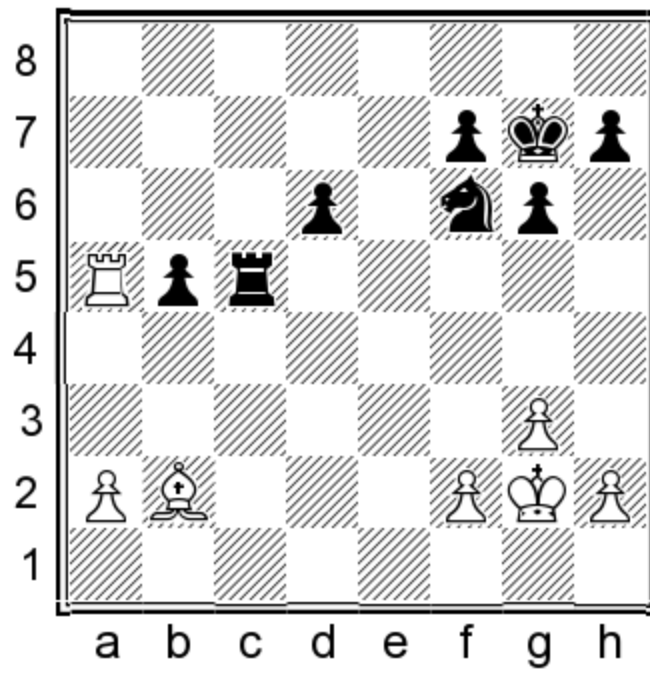
Black is in zugzwang. The king must give up the protection of the knight, and the bishop will take it.

Having knowledge of this Pattern can also be helpful in simplifying a position:

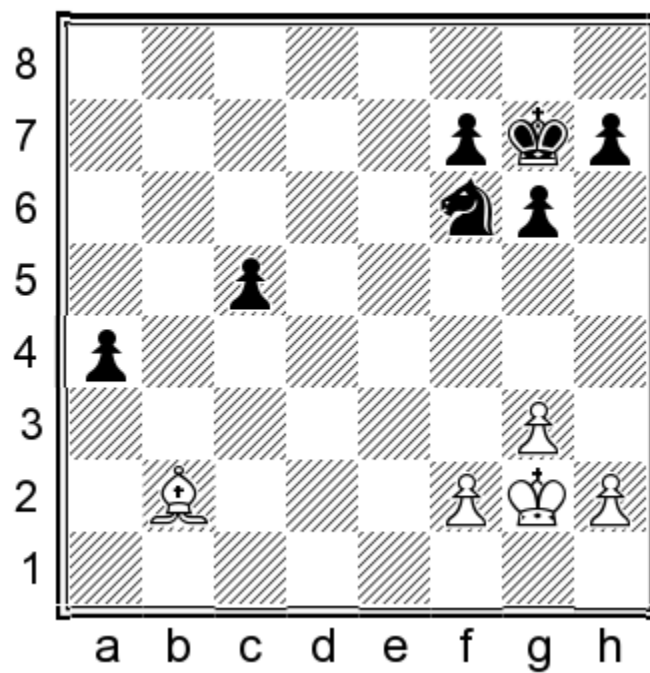
**Anish Giri (2730)**

**Maxim Rodshtein (2616)**

Eilat tt 2012



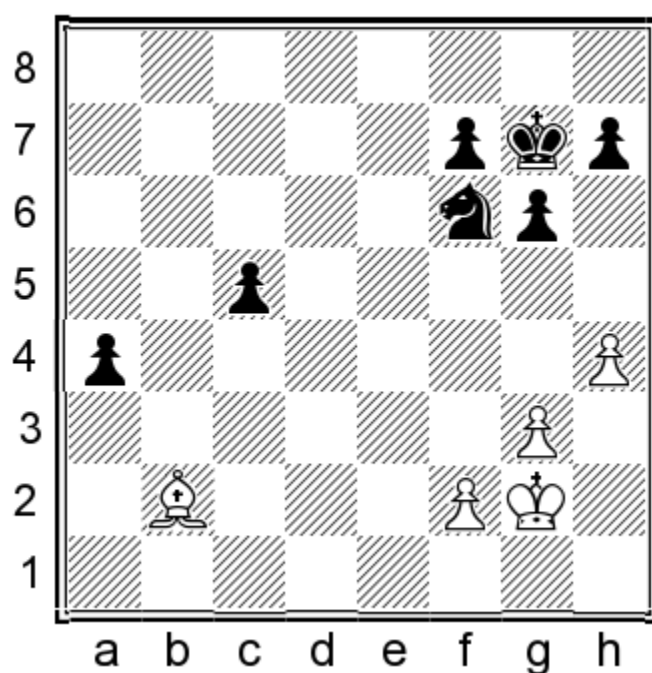
**34.a4! bxa4 35.Rxc5 dxc5**



### 36.f4!

With this move, White paralyzes the entire black kingside. White prevents the possibility of ...g6-g5/...Kg6, thereby maintaining the eternal pin. When Black runs out of pawn moves, the king must give up the knight. Note that even if Black manages to play ...h7-h6 and ...g6-g5, White responds with f4-f5, depriving the king of the g6-square and keeping Black stuck in the pin.

Also, 36.h4!,



*analysis diagram*

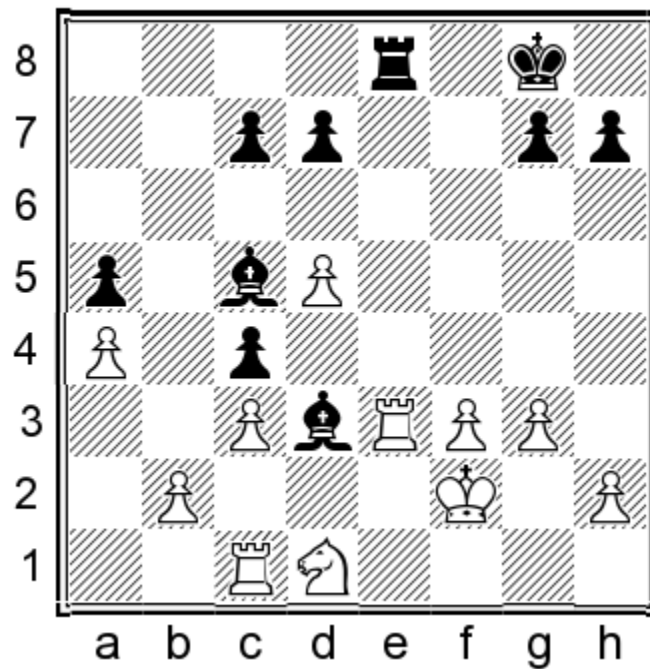
with the same idea as 36.f4, works here. If Black tries ...h7-h6/...g6-g5, then White pushes the h-pawn to h5, maintaining the pin.

### 36...a3 37.Ba1 1-0

With more pieces on the board, a perpetual pin by a bishop can be deadly as well. In the next game, we see that after the defence has been prevented, zugzwang will follow:

**Gevorg Ajrapetian** (2443)

**Ivan Popov** (2589)



**24...g5!**

Without this move, White will be just in time to play f3-f4 followed by Kf3, unpinning the rook.

**25.h3**

25.f4 g4!, and without the possibility of Kf3, the pin remains.

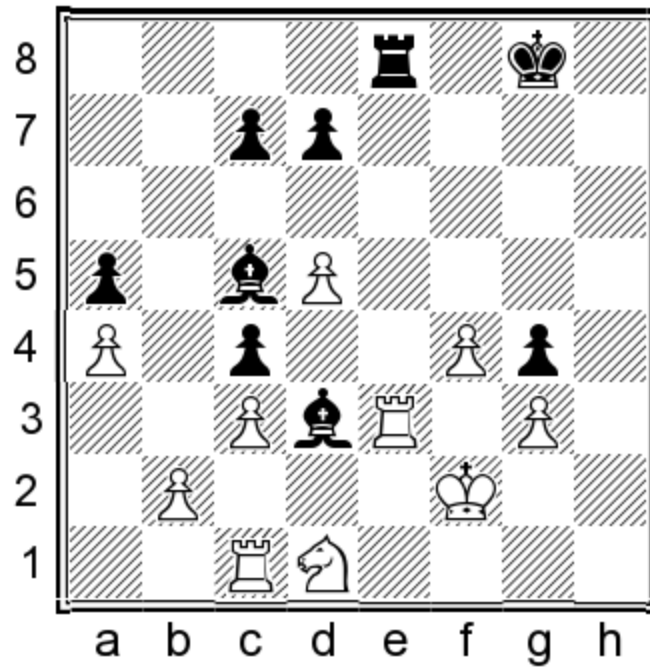
**25...h5!**

Black needs to be able to respond to f3-f4 with ...g5-g4.

**26.f4**

26.h4 g4–+.

**26...g4 27.hxg4 hxg4**



White is in zugzwang.

**28.Ra1**

Now, instead of 28...Kf7 (which is also fine as Black has all the time of the world), Black can strike directly with

**28...Bc2**

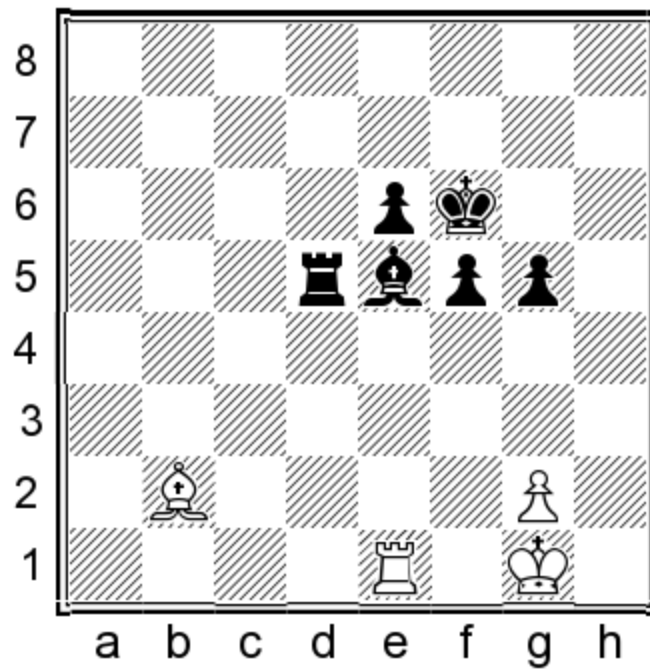
, for example:

**29.Ke1 Bxe3 30.Nxe3 Rxe3+ 31.Kd2 Rxc3 32.Kxc2 Rg2+ 33.Kb1 Rg1+ 34.Ka2 Rxa1+ 35.Kxa1 g3**

, and the g-pawn promotes.

When there is very little material left on the board, it may turn out that exercising an eternal pin may not be enough for a win. See the following defence:

From an odds game by Siegbert Tarrasch



White appears to be winning with

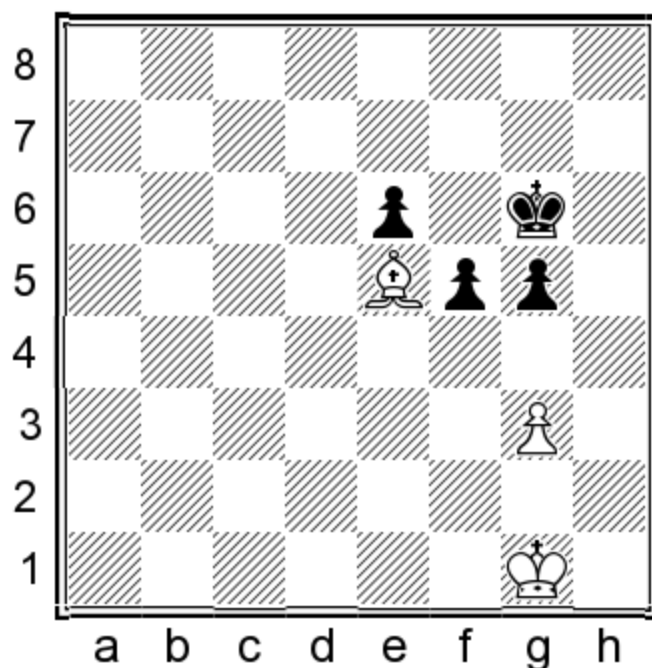
**1.Rxe5 Rxe5 2.g3**

.

On 2...f4, White responds with 3.g4, forcing the king to abandon the protection of the rook. Also, after 2...g4 White wins after a king move or a waiting move with the bishop on the a1-h8 diagonal.

Therefore, Aron Nimzowitsch (1886-1935), one of the strongest players of his time, concludes in his world-famous chess book *Mein System* (My System) that White is winning. However, he probably stopped analysing the position, as White cannot make progress even if he wins the rook on e5.

**2...Kg6 3.Bxe5**



### 3...K

Black immediately forces a draw on the next turn with 4...f4, trading off White's last pawn. A draw due to insufficient material is inevitable.

## Pattern 30 - Saint Andrew's Cross

We continue with the 'special' types of pins. The next three Patterns focus on the cross-pin. Cross-pins do not happen a lot, but when they do occur, it is often like hitting the jackpot, catching the opponent by surprise. Additionally, in my opinion, the cross-pin has a high aesthetic value. In view of all this, You Must Know them! In the event of a cross-pin, a piece is attacked by two enemy pieces along intersecting lines (a combination of one or more diagonals, files and ranks). Typically, the piece is pinned both relatively and absolutely.

In this Pattern, we examine the 'clean' cross-pin, also known in chess literature as Saint Andrew's Cross, where our bishop and

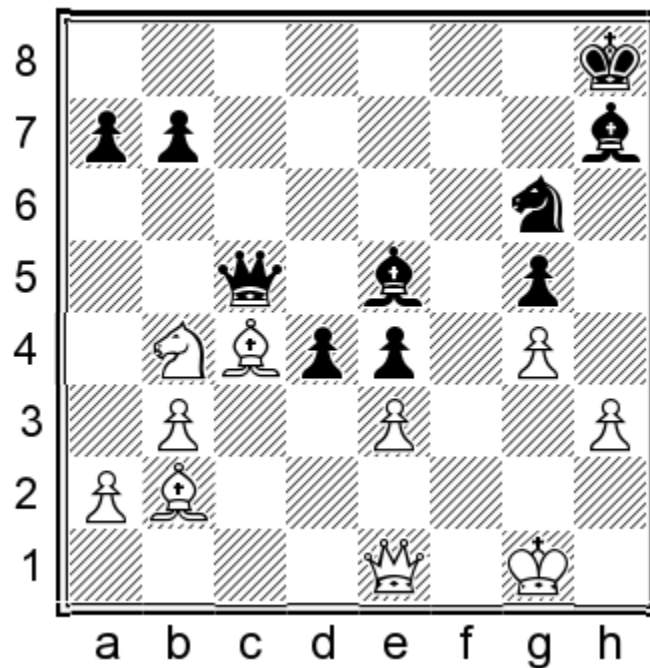


queen pin the opponent's bishop along two diagonals. As a bonus, I also provide two examples where an enemy pawn is cross-pinned. Time for action!

**Mika Karttunen** (2422)

**Ari Issakainen** (2228)

Jyväskylä 2006

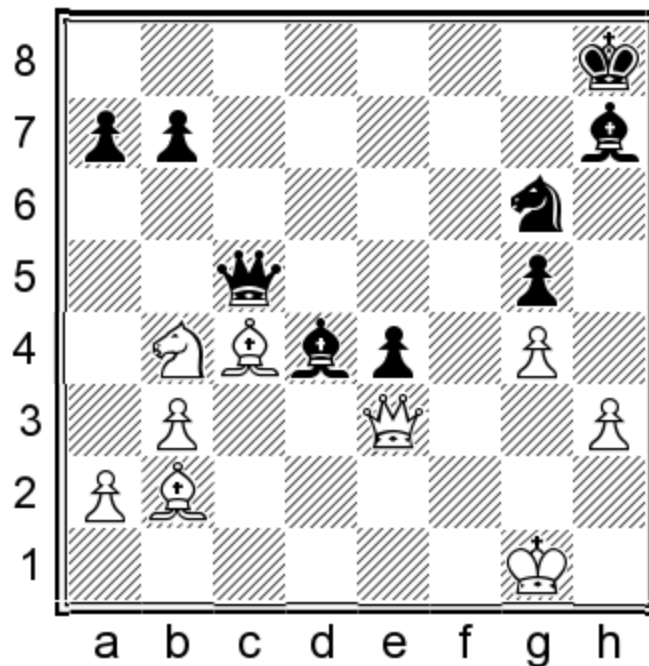


Black's last move, 32... Qc8-c5, was a logical but imprudent one:

**33.exd4**

White lures the bishop to an unfavourable square.

**33...Bxd4+ 34.Qe3! 1-0**



Pinning the bishop both absolutely ( 34...Bxe3 violates the rules by leaving the black king in check) and relatively ( 34...Bxb2 loses the queen on c5). The bishop is indefensible, and if Black decides to capture the knight in exchange for the bishop with 34...Qxb4, then it is checkmate in two: 35.Q/Bxd4+ followed by 36. B/Qxe5.

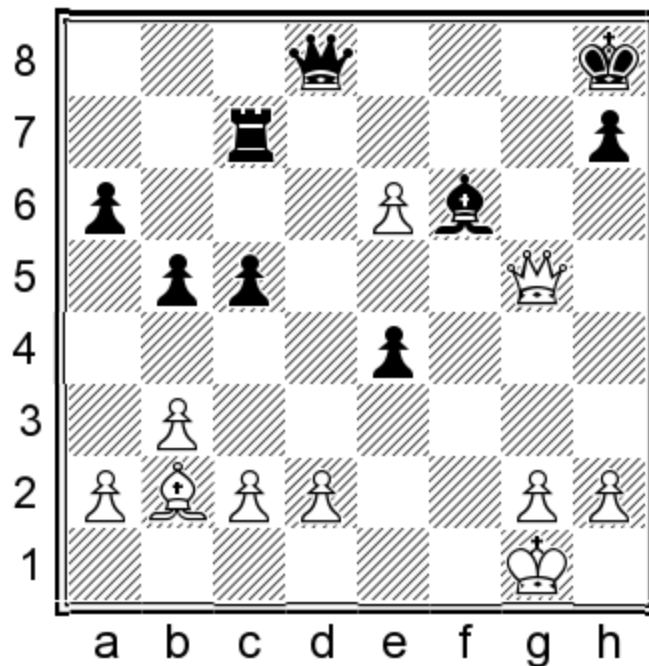
Note that 34.Qf2 would also have been a winning cross-pin.

The success of a cross-pin is not guaranteed. Take a look at the following defence:

**Vladislav Tkachiev** (2535)

**Lajos Portisch** (2610)

Tilburg rapid 1994



Once again, the black bishop is pinned both absolutely and relatively, but the bishop can still move due to the unfortunate position of the white king:

**25...Bd4+!**

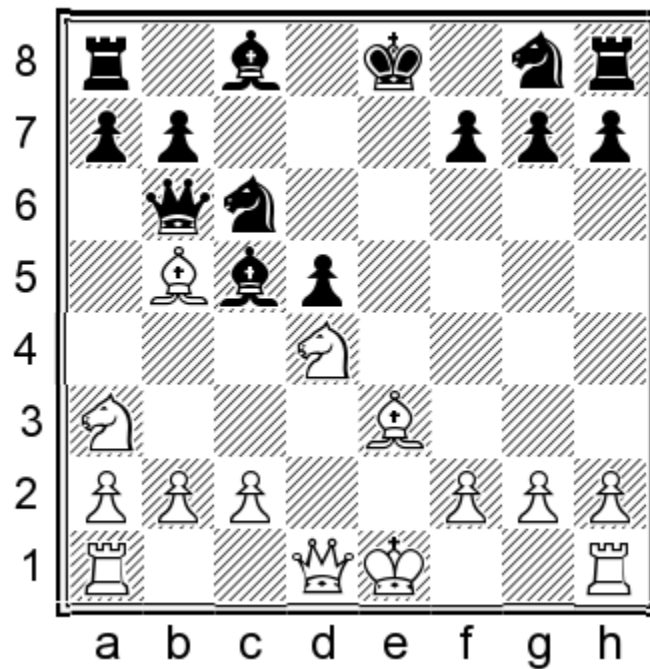
Because the bishop move is accompanied by a check, White doesn't have the opportunity to capture the queen on d8. In fact, so as not to lose the queen, White now has to capture the black bishop (with check). However, down a rook, exchanging bishops for White is also a lost cause. Clearing the diagonal for the queen by the bishop (or vice versa) is a concept we know from **Pattern 21**.

**26.Bxd4+ Qxd4+-+**

It is also possible to cross-pin a pawn:

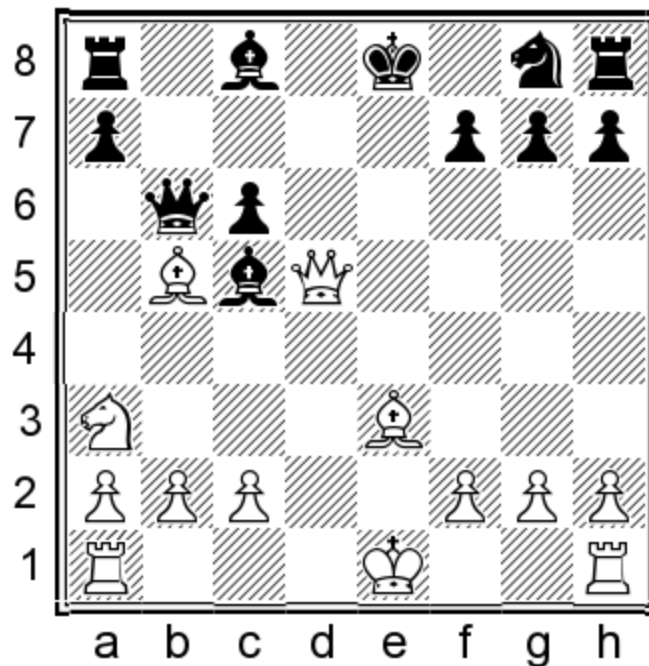
**Quinten Ducarmon (2438)**

**Ad van den Berg (2197)**



At the time this game was played, this position had occurred six times in practice. However, this was the first game where White punished Black's set-up.

**9.Nxc6! bxc6 10.Qxd5!**



A cross-pin has materialized. This time, a rook (on a8) instead of a queen is one of the two back pieces. A nice bonus for White here is that, in addition to the pawn on c6, the bishop on c5 is also under attack twice.

Black now tries to complicate matters, but quickly realizes the hopelessness of the situation:

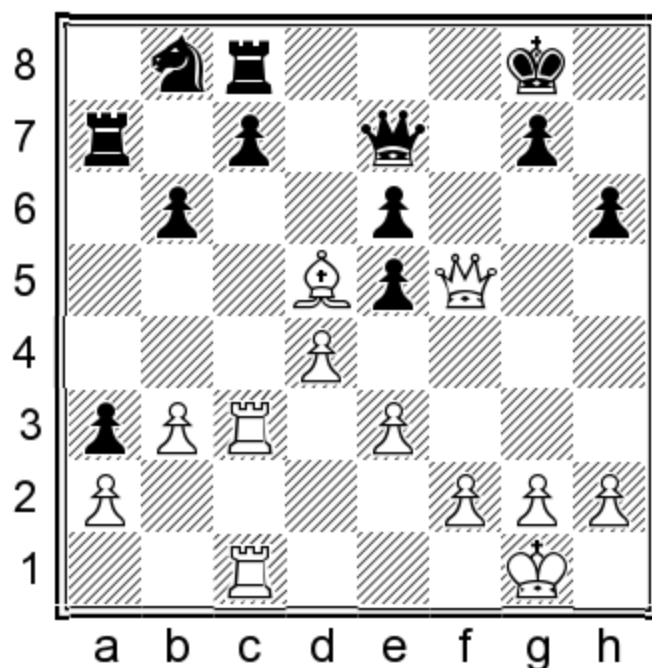
**10...Bxe3 11.Qxc6+ Ke7 12.Qe8+ Kf6 13.Qxe3 1-0**

Compared to cross-pinning a bishop, you need to be extra cautious when you cross-pin a pawn. After all, you are putting yourself in a self-fork situation, and if the pawn can be defended, it may result in loss of material:

**Florin Gheorghiu (2515)**

**Daniel Shapiro (2350)**

New York (analysis) 1989



### 20...Re8!

Black moves the rook (the back piece) away from the pin and simultaneously defends the e6-pawn. Now, Black threatens to capture the bishop.

### 21.Bc4 b5!

Black wins material! To prevent losing a queen after 22...exf5, White must maintain the bishop on the a2-g8 diagonal and move the queen. 22...bxc4 is inevitable.

## Pattern 31 - The Maltese Cross

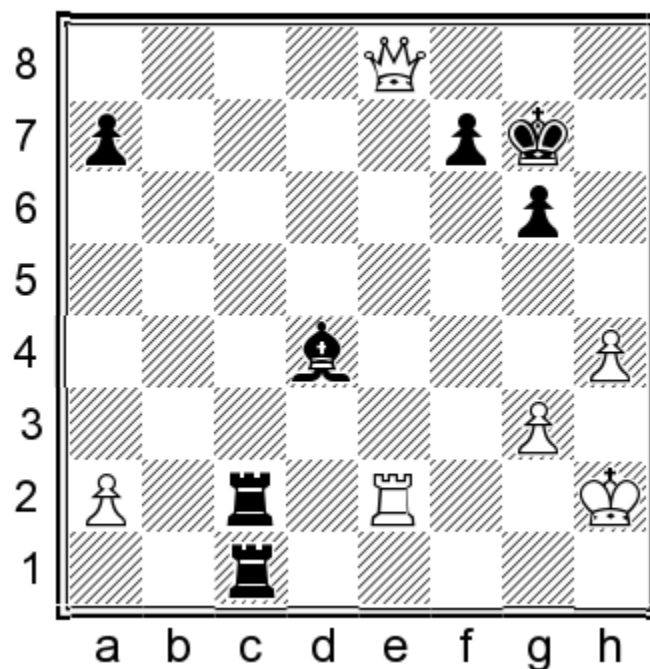
In this Pattern, it is the rook's turn to be cross-pinned. The intersecting lines in this case are horizontal and vertical. The cross-pin creates a plus sign, which is why it is also referred to as the Maltese Cross.

We turn our attention again to a cross-pin consisting of an absolute and a relative pin, although it is also possible to subject a rook to two relative pins (it cannot move effectively due to material loss or checkmate; The 100 Tactical Patterns You Must Know Workbook includes exercises on this).

**Kajus Mikalajunas** (1881)

**Brandon Clarke** (2486)

Leicester 2023



**45...Re1!**

The Maltese Cross secures a winning material advantage.

46. Rxe1 is illegal and 46.Rxc2 allows Black to capture the queen with 46...Rxe8. Doing nothing loses the rook.

By giving up the queen, White can capture a pawn by means of an intermediate check. However, this is just a small consolation:

**46.Qxf7+ Kxf7 47.Rxc2 Re3**

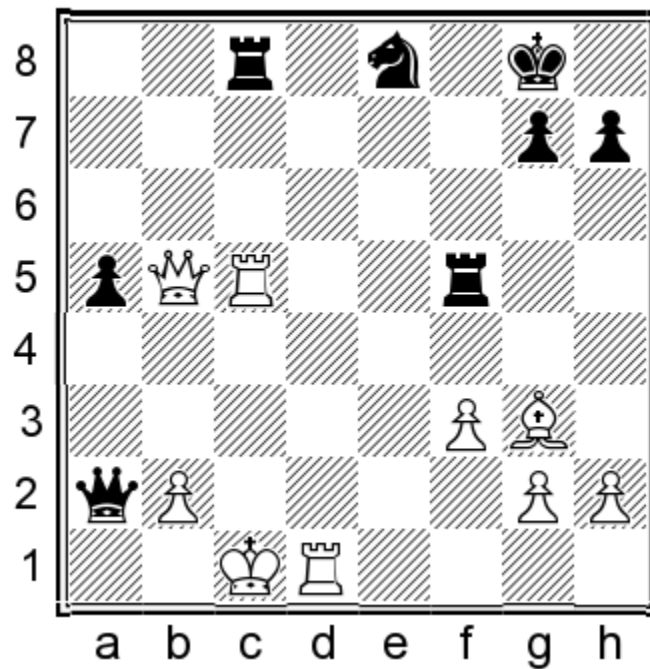
And Black won.

Defending against the Maltese Cross is sometimes possible:

**Mariya Muzychuk (2545)**

**Zhansaya Abdumalik (2473)**

Khanty Mansiysk Women's World Championship 2018



After Black played 27... Rf8-f5, creating both an absolute and a relative pin on the rook on c5, moving this rook is not an option. Fortunately for White, another piece comes to the rescue.

**28.Bf2! Qe6**

Black threatens 29... Rfxc5 30. Bxc5 Qe3+, winning a bishop. The game move 29.Rd3 seems logical, but after 29...Rfxc5+ 30.Bxc5 Qe1+ 31.Kc2 Qf2+, White still lost her bishop and, eventually, the game.



Moving the king out of the pin is not a solution either: 29.Kb1 Rfxc5 30.Bxc5 Qf5+.

However, with

**29.Rd2!**

, White could have held her position together, as precarious as the position may appear.

Going back to the starting position, another interesting defence is 28.Bd6. However, after 28...Qe6!, White faces the same problems with the king being vulnerable as after 28.Bf2, with the difference being that now the bishop is hanging. Black wins a piece.

The one thing Black should avoid is 28...Nxd6??. Now, White can move the rook! 29.Rxc8+, check! White takes advantage of the exposed black king. We also observed this phenomenon in Game 135, Tkachiev-Portisch. After the forced 29...Nxc8 30.Qxf5 White has a winning position.

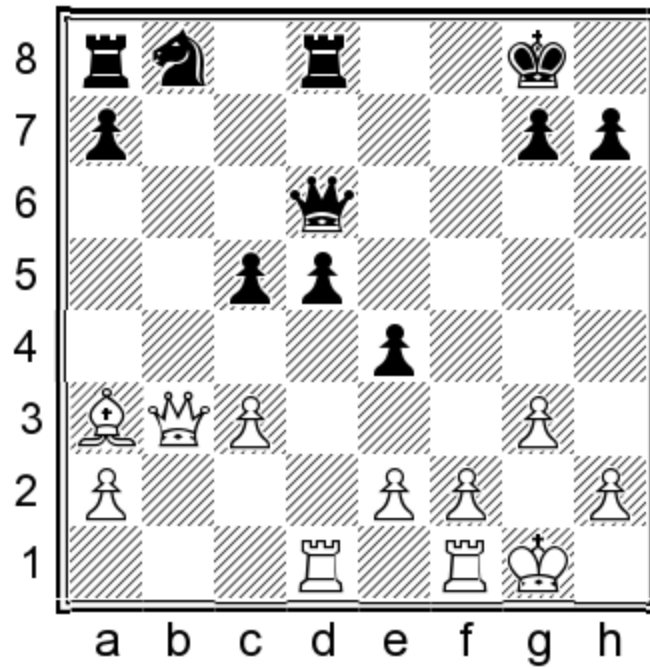
## **Pattern 32 - The Oblique Cross**

In this Pattern we attack the queen horizontally and diagonally, forming an oblique cross. In contrast to the two previous cross-pins, we will now study a specific situation, which looks as follows:

**Alexey Dreev** (2590)

**Evgeny Gleizerov** (2540)

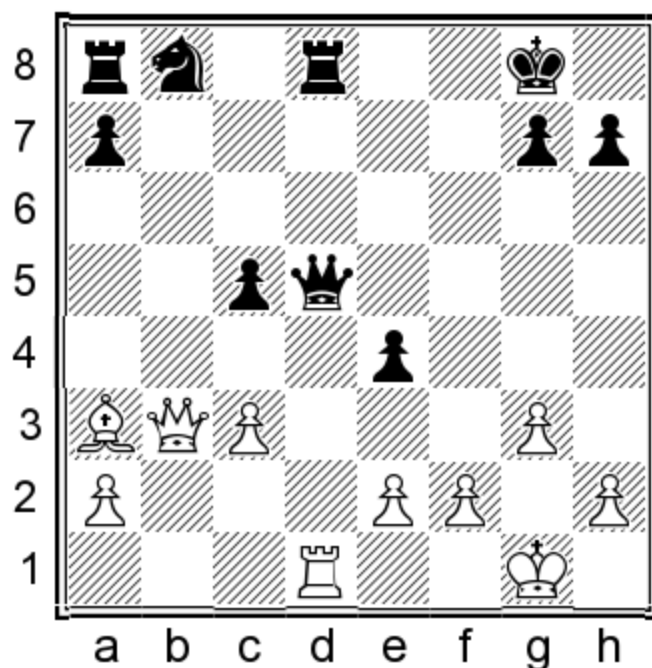
Moscow 1992



**19.Rxd5!**

Luring the front piece, the queen, into position (a technique from **Pattern 24**) to then attack it with the rook.

**19...Qxd5 20.Rd1! 1-0**



The Oblique Cross! Although one could argue whether this is truly a cross-pin. After all, the rook is of lower value than the queen. So, if we adhere to my earlier definition in the introduction of this chapter, we are dealing here with both a skewer and an attack on a pinned piece. However, the intersecting lines form an oblique cross, so I chose to use this term for this Pattern.

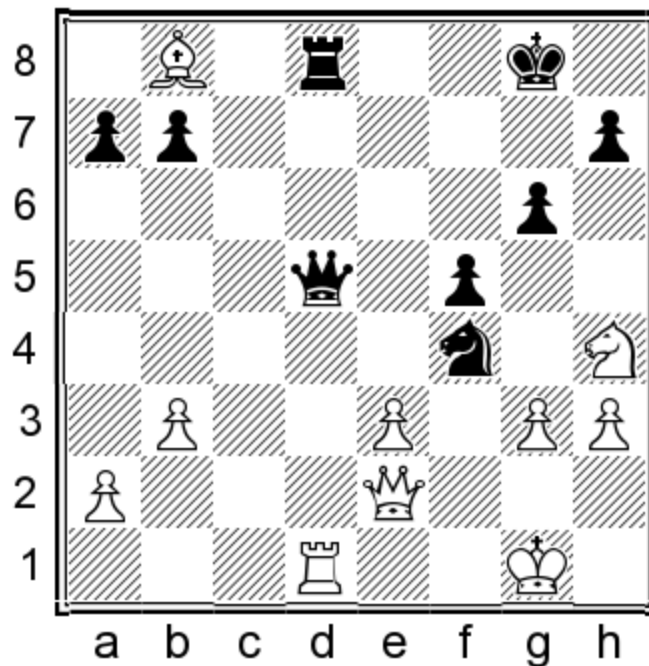
Black resigned due to 20...Qxb3 ( 20...c4 21.Rxd5 cxb3 22.Rxd8+ Kf7 23.axb3 ) 21.Rxd8+. White first captures the rook with an intermediate check and then recaptures the queen: 21...Kf7 22.axb3. He not only wins a pawn; the eternal pin on the b8-knight ensures that Black can't move a piece. A plan like Ba3-c1-f4, to optimally exploit the pin, is on the cards.

In exceptional cases, you can see that an Oblique Cross can also be established by reversing the roles of the queen and rook:

**Lilit Mkrtchian** (2457)

**Ekaterina Kovalevskaya** (2431)

Germany FrauenBundesliga (analysis) 2014/15



Interestingly, the black queen is already under attack by the rook. Now it is the turn of the white queen to pile on:

### **37.Qc4!**

The endgame after 37.Rxd5 Nxe2+ 38.Kf2 Rxd5 39.Kxe2 is in White's favour, but the text move wins immediately.

### **37...Qxc4**

37...Nxe2+ 38.Kh2+ does not change the situation. Of course, not 38.Kf1?!, because then Black can move away the queen with check: 38...Qxc4+ 39.bxc4 Rxd1+.

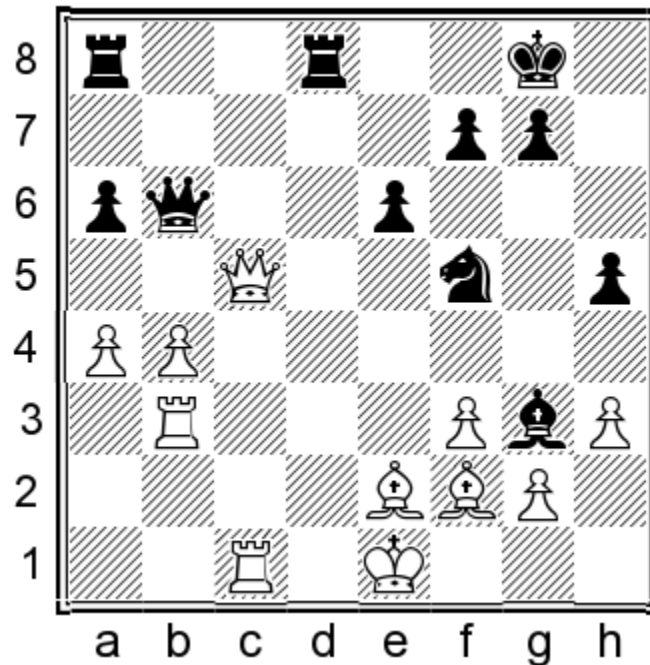
### **38.Rxd8+ Kf7 39.bxc4+-**

Usually, it's crucial that our queen is protected when attacking the enemy queen, so that after capturing the rook with an in-between check, we can recapture the queen. However, sometimes it is not a problem if the queen is unprotected:

**Yuriy Kryvoruchko (2612)**

**Joachim Thomassen (2332)**

Novi Sad European Team Championship (analysis) 2009



### **29...Rac8!**

Black ignores the attack on his queen and, in turn, attacks the white queen. Despite the fact that the white queen is not absolutely pinned and the queen on b6 is unprotected, it is White who ends up losing a queen. Capturing the black queen leads to checkmate:

### **30.Qxb6**

30.Qxc8 Qxf2#.

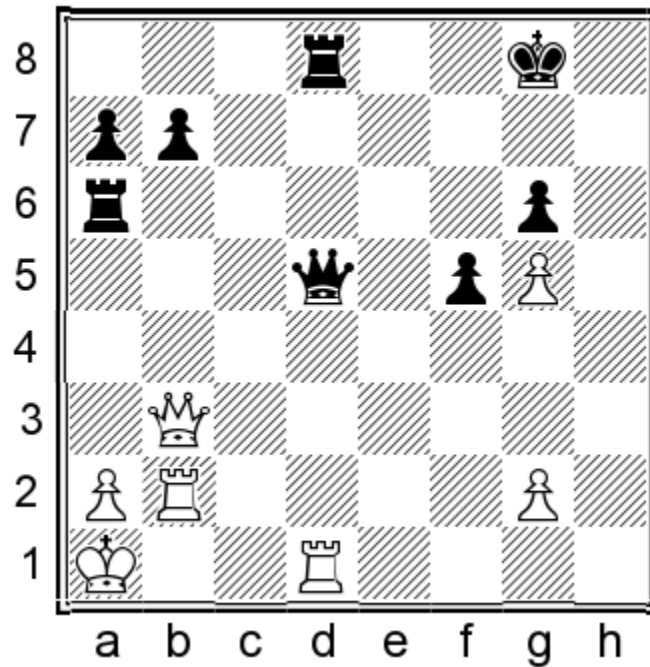
### **30...Rxc1+ 31.Bd1 Rcx d1+ 32.Ke2 R8d2#**

While an unprotected queen on the b-file wasn't a problem in the previous example, the following game shows that it can prove advantageous for the defender if he exposes the queen:

**Wolfgang Weinwurm (2069)**

**Harald Penz (2329)**

Austria tt 2007/08



White has just played 34. Rh1-d1. With a king on b1 instead of a1, this Oblique Cross would have won, but Black has a surprising move to escape the cross-pin now:

**34...Rxa2+!**

Black captures an important defender of the queen. The point is that if White captures the rook with the queen or king, Black can then capture the queen with check ( 35.Qxa2 Qxa2+ / 35.Kxa2 Qxb3+ ), preventing White from taking in between on d8. After recapturing the queen, Black captures the rook on d1 and obtains a winning rook endgame.

**35.Rxa2**

Declining the rook is even worse: 35.Kb1 Rxb2+ 36.Kxb2 ( 36.Qxb2 Qxd1+ ), and now too, Black captures the queen with check: 36...Qxb3+ 37.Kxb3 Rxd1, leaving White a rook down.

### **35...Qxb3**

Now that the second defender of the queen is eliminated, Black can capture the queen.

### **36.Rxd8+ Kf7**

Although White has two rooks for the queen, it is he who is in trouble with Black's two extra passed pawns. Many moves later, he had to admit defeat.

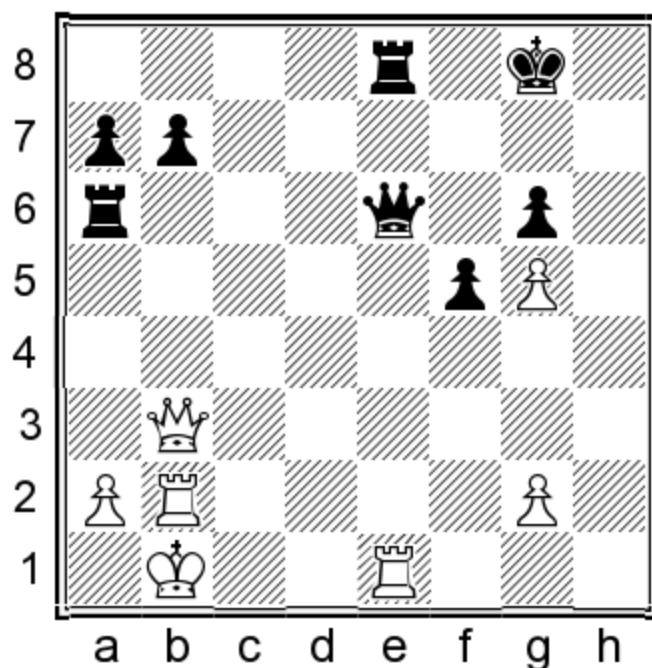
Note that White cannot capture the a7-pawn, as it would lead to the loss of the rook, a sample line: 37.Rxa7 Qc3+ 38.Ka2 Qc4+ 39.Kb2 Qe2+ 40.Kb1 Qe1+ 41.Kb2 Qf2+-+.

Other important aspects related to defending against the Oblique Cross are related to whether or not a piece can be interposed on the line between the rook and the queen (for example, in the last diagram, with an extra knight on c6 and a pawn on c5, Black could play ...Nd4) and that, after capturing the rook with an intermediate check, there is enough distance between the rook and the enemy king. See the following adjusted position of the previous game to see what is meant by this:

**Wolfgang Weinwurm** (2069)

**Harald Penz** (2329)

Austria tt (adjusted) 2007/08



Although the king is now on b1 (and 34...Rxa2+ is off the table), the Oblique Cross has moved from the d-file to the e-file (closer to Black's king) and is not nearly as strong here:

**34...Qxb3 35.Rxe8+ Kf7**

This is the significant difference between the Oblique Cross being on the e-file instead of the d-file: now the black king can attack the rook while moving out of the check. After the forced

**36.Rxb3 Kxe8 37.Rxb7**

a balanced rook endgame has been reached.

Upon closer examination of all the pins in this chapter, it becomes evident that **Pattern 27**, with the g-pawn pinned both diagonally and horizontally, also involved a 'true' Oblique Cross.



## Pattern 33 - Power play by queen and rook in the opening

The major pieces wield significant power, especially when operating on open lines. With the opponent's king in the centre, it can be worth sacrificing a significant amount of material to swiftly get the queen and rook involved in an attack on the enemy king, creating various pins on enemy pieces. Let's begin with an opening trap that has ensnared many strong grandmasters:

**Hrair Simonian** (2431)

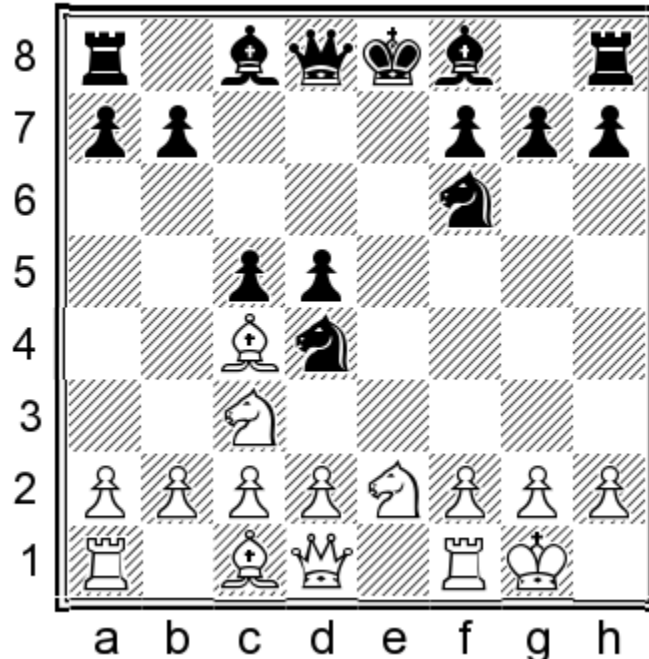
**Etienne Bacrot** (2667)

Titled Tuesday blitz 2023

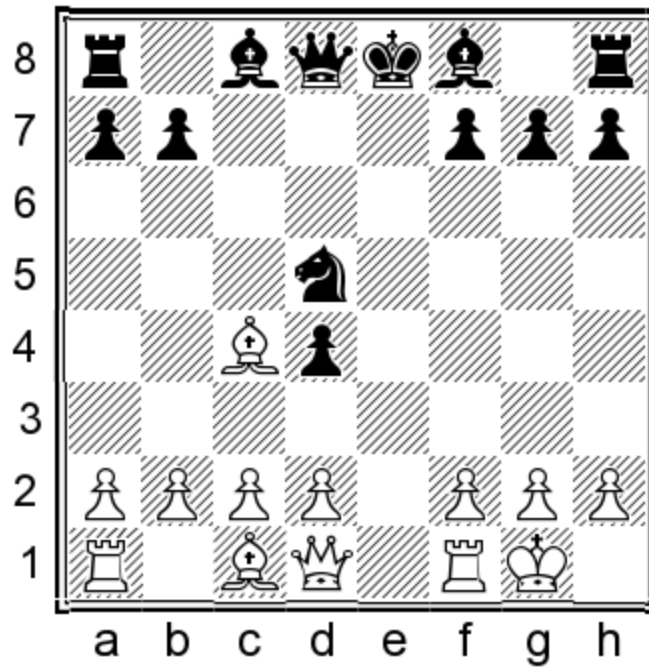
**1.e4 c5 2.Nc3 Nc6 3.Bb5 Nd4 4.Bc4 e6 5.Nge2 Nf6 6.0-0 d5?**

As logical as it may seem, this move is already a mistake.

**7.exd5 exd5**



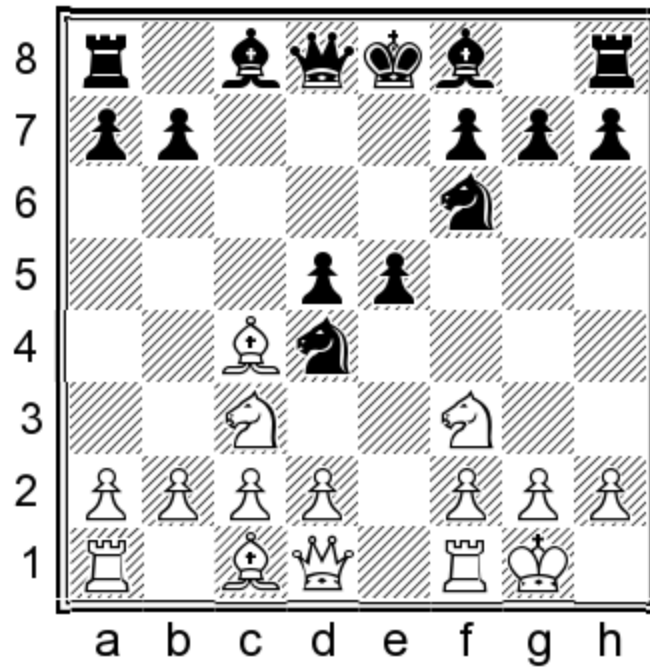
**8.Nxd5! Nxd5 9.Nxd4 cxd4**



### 10.Qh5!

Not only attacking the knight, but also creating a first pin: if the black knight moves away, White will capture on f7, checkmating or initiating a very dangerous attack, for example, 10...Ne7 11.Qxf7+ Kd7 12.Re1 Kc6 13.b4!. Black's king is exposed, while his pieces are slow to come to its defence.

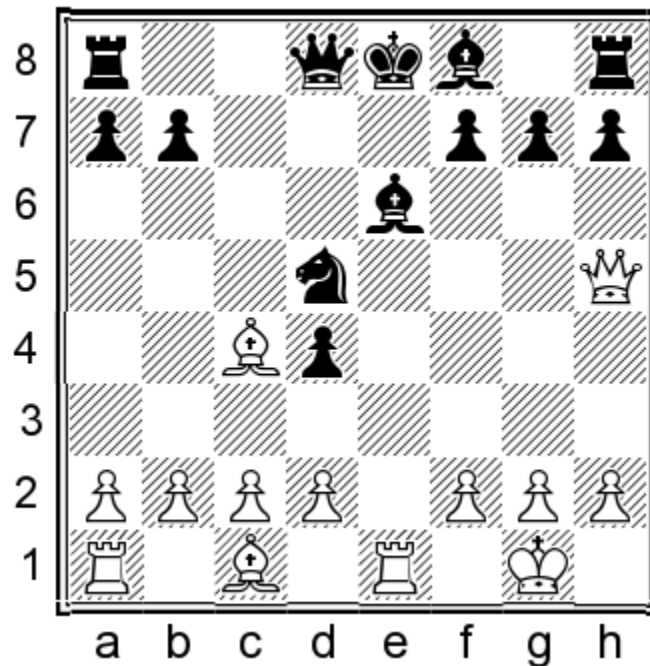
An interesting detail is that we can also reach the above position through the Four Knights Game: 1.e4 e5 2.Nf3 Nc6 3.Nc3 Nf6 4.Bb5 Nd4 5.Bc4 c6 6.0-0 d5? 7.exd5 cxd5



*analysis diagram*

8.Nxd5! Nxd5 ( 8...Bg4 9.Qe1! ) 9.Nxd4 exd4 10.Qh5!, and there we have the exact same position as in the game.

**10...Be6 11.Re1**



Creating a second pin, along the e-file. White threatens to win a piece in various ways, because the pinned pawn on f7 and the bishop on e6 are poor defenders. Both 12.Rxe6+ and 12.Qxd5/Bxd5 are on the table.

### **11...Nf4**

Interestingly, Simonian was successful with this opening trick against another strong 2600+ grandmaster just a week before. That game continued with 11...Be7 12.Rxe6 g6 (after 12...Nf4 White has 13.Qb5+! ) 13.Qe5 fxe6 ( 13...0-0 14.Bxd5 fxe6 15.Bxe6++- ) 14.Qxh8+ Kd7 15.Qxd4 1-0 (24) Simonian-Tari, Titled Tuesday blitz 2023.

### **12.Bb5+!**

A crucial in-between check. This trick wouldn't work with a pawn on a6, as you can see in the next game.

### **12...Ke7 13.Qg5+**

White wins back the knight, is a pawn up, and continues the attack. Nonetheless, Black eventually managed to escape with a draw in this blitz game.

As we have seen before in other Patterns, small details can make a world of difference. Black can defend against this opening trick by inserting the move 5...a6:

**Ajak Mach Duany (2029)**

**Abhijeet Gupta (2627)**

Chennai Olympiad 2022

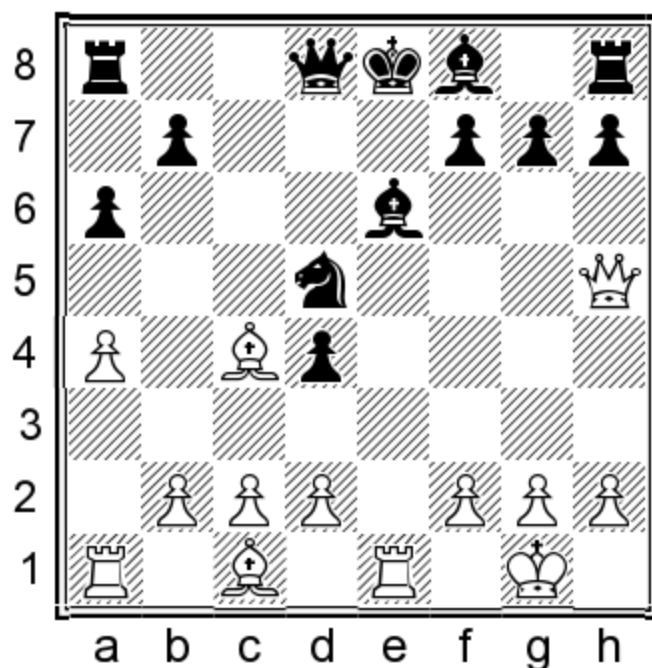
**1.e4 c5 2.Nc3 Nc6 3.Bb5 Nd4 4.Bc4 e6 5.Nge2 a6 6.a4**

**6.0-0 b5!.**

### **6...Ne7**

6...Nf6 7.0-0 d5 8.exd5 exd5 9.Nxd5 transposes to the game.

**7.0-0 d5 8.exd5 exd5 9.Nxd5 Nxd5 10.Nxd4 cxd4 11.Qh5 Be6 12.Re1**



We have arrived at the same position as in the previous diagram, with the difference that the moves a2-a4 and ...a7-a6 have been included. Now Black can save himself:

**12...Be7**

12...Nf4 13.Rxe6+ Be7 transposes to the game. Also good for Black is 13...Nxe6 14.Bxe6 Qe7 0-1 (53) McAteer-Johansen, Perth 2023.

**13.Re6 Nf4**

With a pawn on a7 instead of a6, White would have had the intermediate check 14.Qb5+. Now, he loses an exchange.

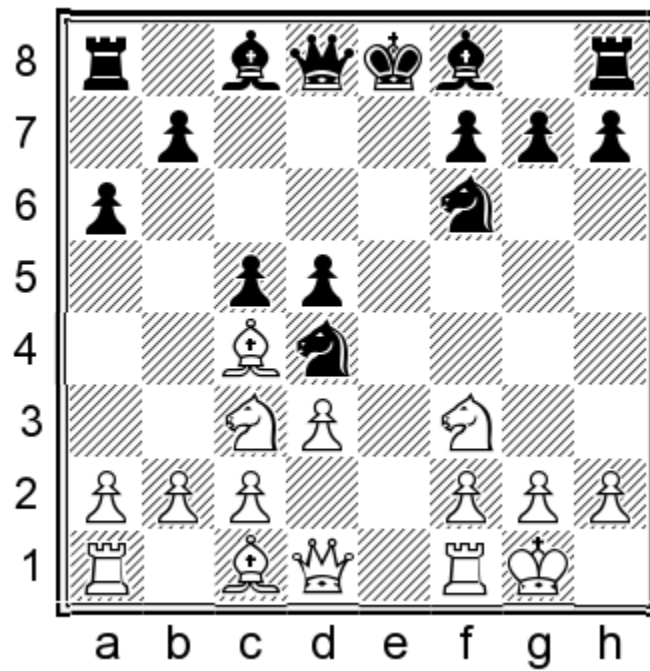
**14.Rxe7+ Qxe7**

And Black won.

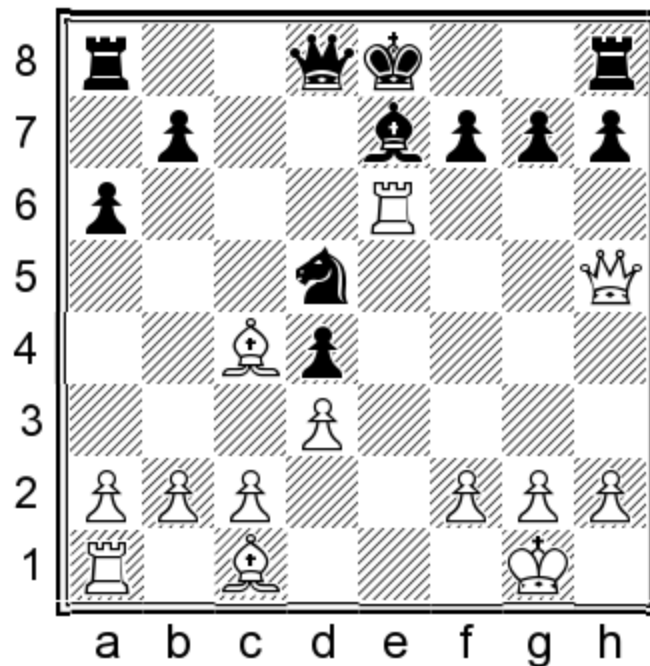
By the way, if Black chooses 5...Nf6 6.0-0 and then decides to play 6...a6, he needs to be careful. After the move 7.d3, 7...b5 is adequate, but after 7...d5 8.exd5 exd5 (8...b5 would have been fine), things go wrong:

**Hicham Hamdouchi (2615)**

**Anthony Wirig (2347)**



**9.Nxd5! Nxd5 10.Nxd4 cxd4 11.Qh5 Be6 12.Re1 Be7 13.Rxe6**



### 13...Nf6

Even though Black controls the b5-square, thanks to d2-d3 (compared to a2-a4), the bishop on c1 now eyes the f4-square! As a result, Black does not have 13...Nf4.

**14.Rxf6! gxf6 15.Qxf7+ Kd7 16.Bf4 Qa5 17.Qe6+ Kd8 18.Re1 Re8 19.Re4 Qc5 20.b4 Qa7 21.Qd5+ Kc8 22.Qa5 1-0**

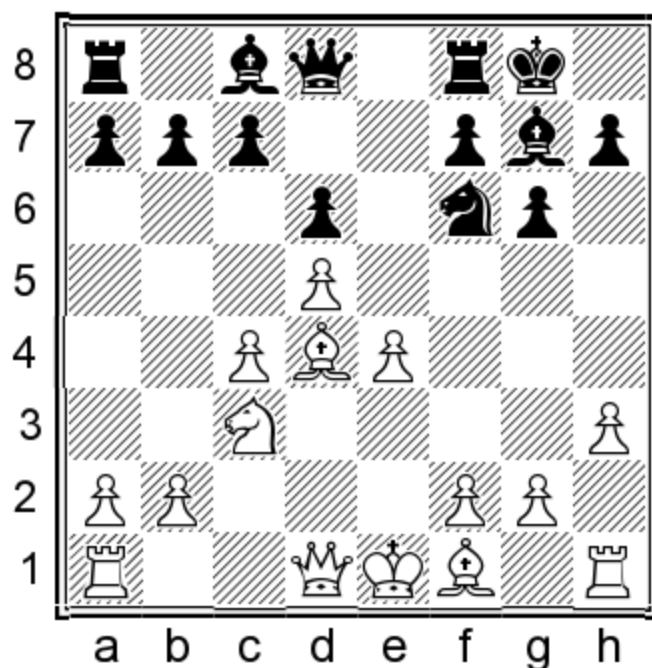
Attacking a piece with the queen, thereby pinning the f-pawn, and subsequently pinning a piece on the e-file with a rook occurs in various openings. Here are two examples:

**Sankalp Gupta (2497)**

**Arthur de Winter (2378)**

Dieren 2023

**1.c4 Nf6 2.Nc3 g6 3.e4 d6 4.d4 Bg7 5.h3 0-0 6.Be3 Nc6 7.Nge2 e5 8.d5 Nd4 9.Nxd4 exd4 10.Bxd4**



**10...Nxe4! 11.Nxe4**

11.Bxg7 Re8! 12.Be2 Kxg7 13.Qd4+ Qf6=.

**11...Qh4!**

Skewering the knight and bishop on the fourth rank while also pinning the f2-pawn. This comes in handy, because if Black had played 11...Re8 first, then White would have had 12.f3 at his disposal.

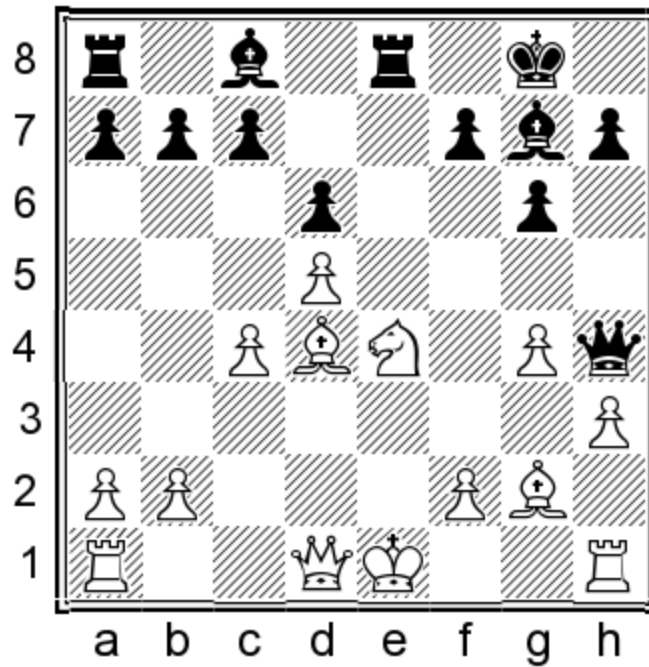
**12.g4**

- 12.Bxg7 Qxe4+ 13.Qe2 Qxe2+ 14.Bxe2 Kxg7=;
- 12.Qd3 Re8, and Black regains the piece. For 13.g4?, see 13.Qd3.

**12...Re8 13.Bg2**

13.Qd3 Bxg4! 14.Bxg7 Bf5 15.0-0-0 Qf4+! ( 15...Bxe4 16.Qd4 ) 16.Qd2 Qxe4 (threatening 17...Qb1#, and the bishop on g7 is also hanging) 17.Qc3 (Black remains a pawn up after 17.Bd3 Qxd3 18.Qxd3 Bxd3 ) 17...Qf4+! and the queen must still give up the defence of the bishop. Black will be a pawn up with a better position.





**13...Bf5! 14.0-0**

14.gxf5? Rxe4+ 15.Be3 ( 15.Bxe4 Qxe4+-+ ) 15...Rxe3+-+.

**14...Bxe4 15.Bxg7 Bxg2 16.Kxg2 Kxg7**

Black has regained the pawn and the position is balanced.

At the time of writing, this position had occurred six times in over-the-board games, this being the last one.

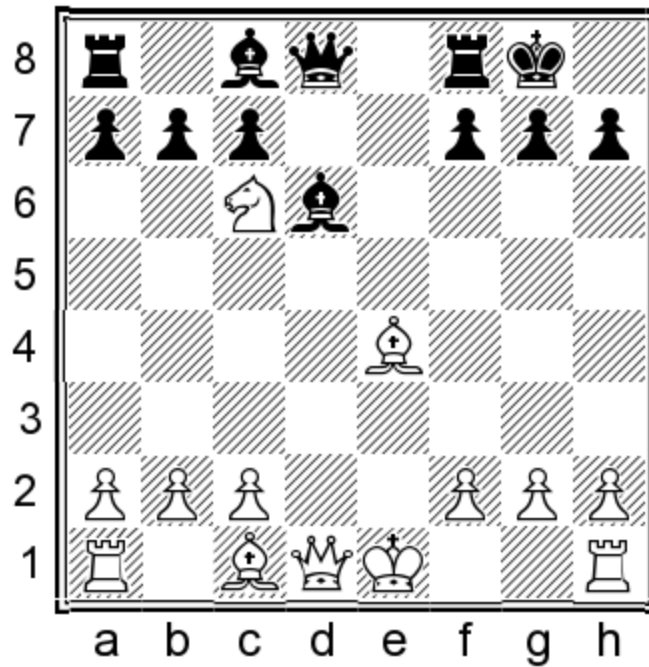
**George Robertson943Joop Simmelink2269**

IECG email 2000

**1.e4 e5 2.Nf3 Nc6 3.Bc4 Nf6 4.Nc3**

White allows the Centre Fork Trick.

**4...Nxe4! 5.Nxe4 d5 6.Bd3 dxe4 7.Bxe4 Bd6 8.d4 exd4 9.Nxd4?! 0-0! 10.Nxc6**

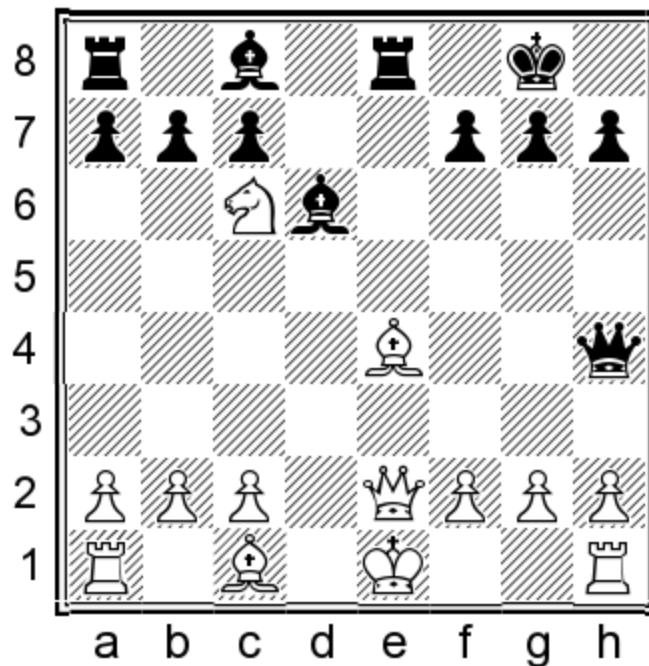


### 10...Qh4! 11.Qe2

- 11.Bf3 Re8+ 12.Kf1 bxc6μ , and due to White's unfortunate situation on the kingside, Black has a better position, for example 13.Bxc6? Qc4+-+;
- Also after 11.Bxh7+ Black has the advantage. For instance, 11...Qxh7 12.Nd4 Qe4+ 13.Kf1 b6 and the pawn deficit is inconsequential;

Black has the bishop pair and can quickly activate his pieces (...Bb7/a6, ...Rad8, ...Rfe8, etc.), while White can only react. And, of course, the situation on the kingside does not favour White here either.

### 11...Re8!



Here we see again how crucial it is that the f2-pawn is pinned. White would have liked to play 12.f3 now.

**12.Bxh7+ Kf8 13.Be3 Bg4! 14.g3 Qh5 15.Qd3 bxc6 16.0-0**  
 16.Be4 Rxe4 17.Qxe4 Bf3–+.

**16...g6**

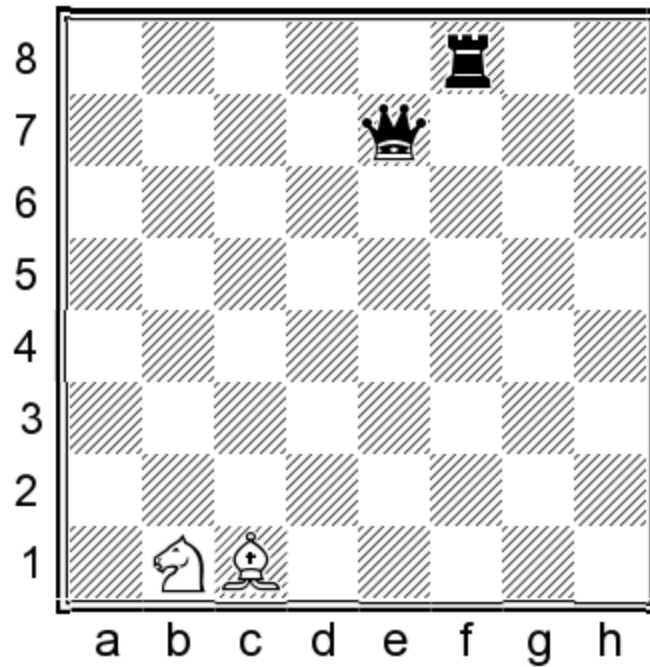
Black traps the bishop. More on this in **Pattern 54!**

**17.Qd4 Be5 18.Qc5+ Kg7**

With a winning advantage for Black.

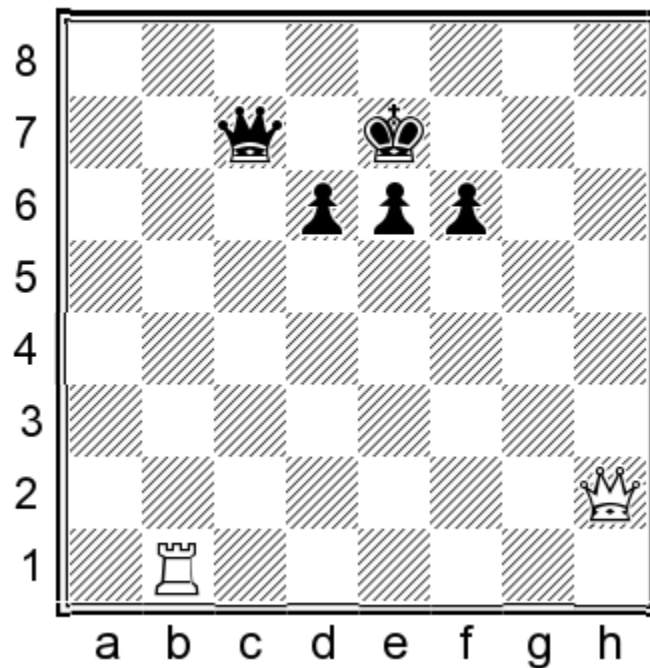
## Flash Cards 22-33

### Skewers and pins



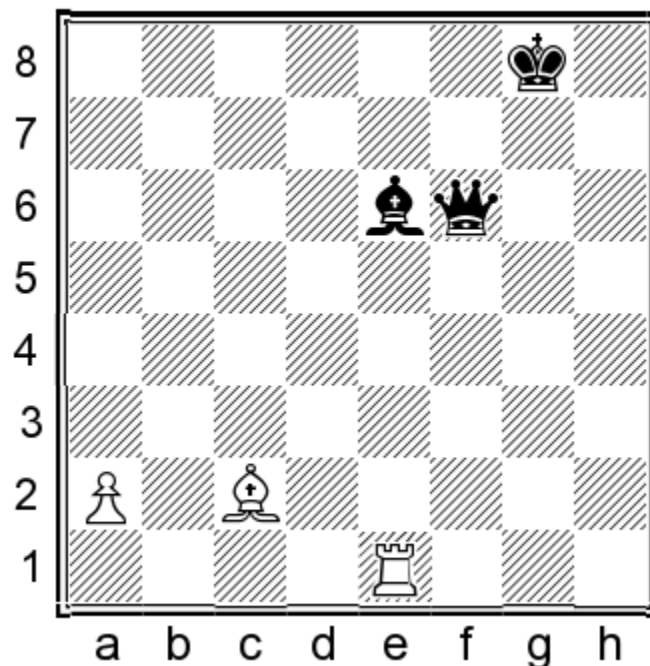
## 22. The bishop skewer on the a3-f8/f1-a6 diagonal

By sliding the bishop onto the a3-f8 diagonal, White skewers the queen and rook.



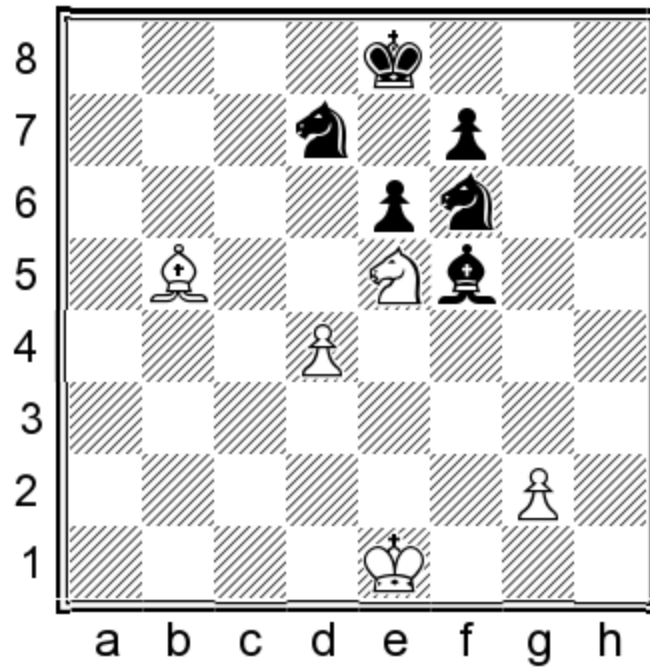
## 23. Sacrificing a rook for an absolute skewer

Since a direct skewer via 1.Qh7+ is insufficient due to 1...Kd8, White increases the distance between the black king and queen by employing a decoy through a rook sacrifice. After 1.Rb7 Qxb7 2.Qh7+, the king is no longer able to shield the queen.



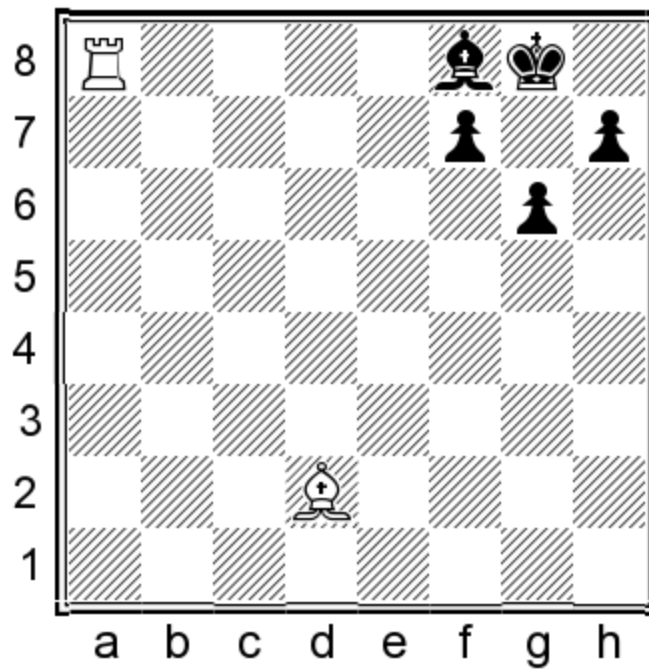
## 24. Decoying for an absolute pin on the a2-g8/g1-a7 diagonal

The luring sacrifice 1.Rxe6 wins the bishop, as after 1...Qxe6 White pins the queen by 2.Bb3.



## 25. Exploiting a pin on the knight along the a4-e8/e1-a5 diagonal

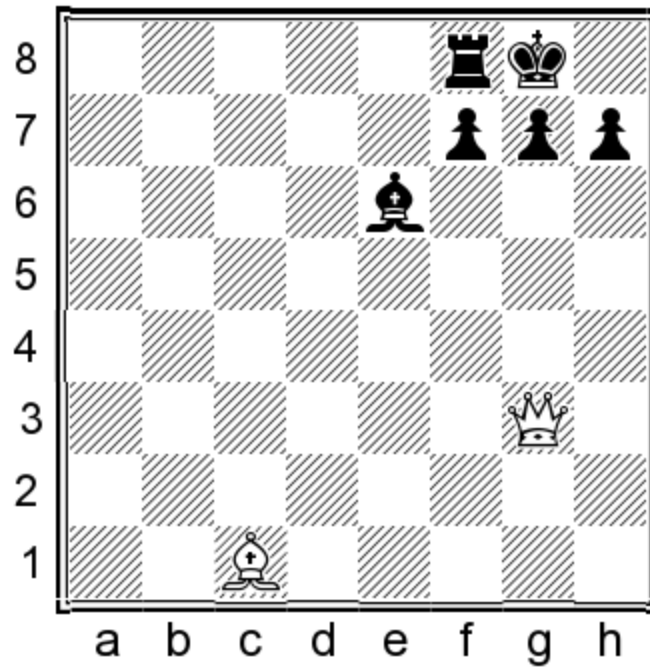
After 1.g4, with gain of tempo, the white pawn can advance to g5. Should Black opt for 1...Bxg4, then White deflects the knight on f6 with 2.Bxd7+, resulting in material gain after 2...Nxd7 3.Nxg4. Alternatively, if Black withdraws the bishop, 2.g5 wins a knight by eliminating the f6-knight's defence of the knight on d7.



## 26. The back-rank pin

White attacks the pinned bishop, aiming not only to capture it but also to set up a mate threat.

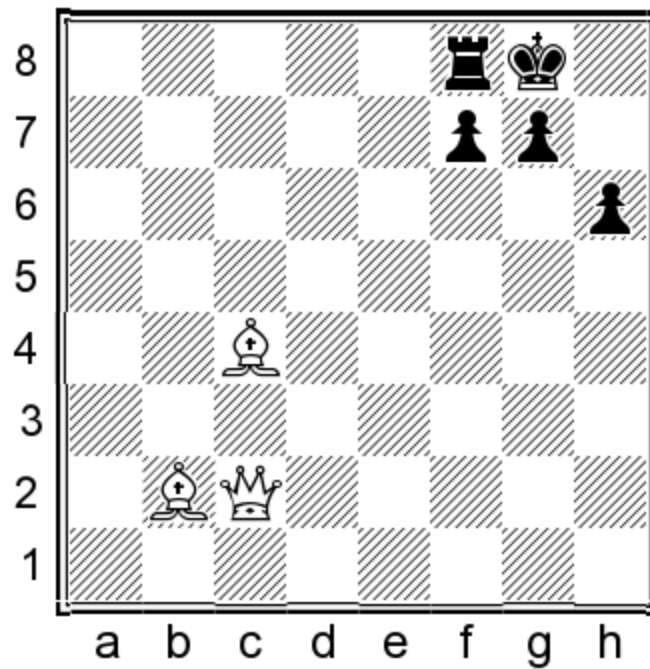
Such positions often arise after the defence of the back rank has been eliminated. Placing the rook on the back rank then forces the opponent's bishop to interpose, allowing us to attack the pinned bishop with our own bishop, as illustrated in the diagram.



## 27. Attacking the pinned g2/g7-pawn

With 1.Bh6 White threatens checkmate on g7. The g-pawn is pinned both absolutely (1...gxh6 leaves the king in check) and relatively (1...g6 allows White to capture the rook on f8). Here, with the bishop on e6, Black faces even greater trouble. After 1...g6, White can play 2.Qe5, threatening mate and forcing the interposition of the f-pawn, thereby releasing its defence of the bishop.

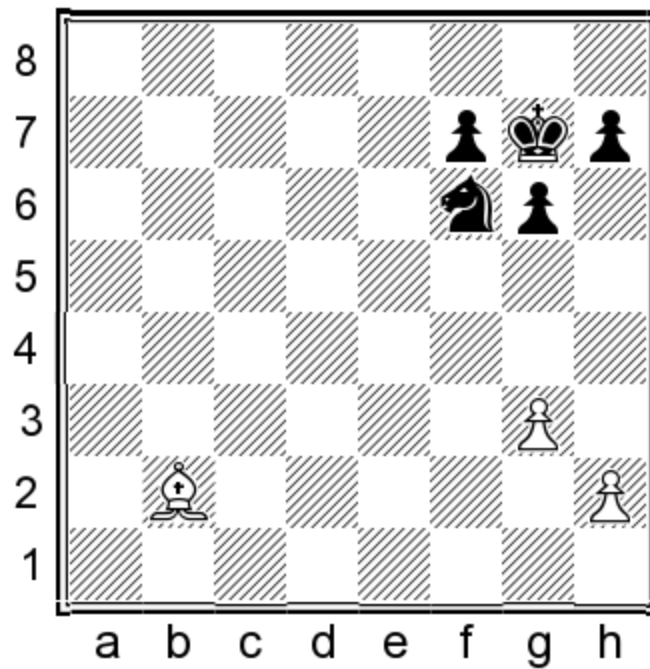




## 28. The pinned f2/f7-pawn is a poor defender

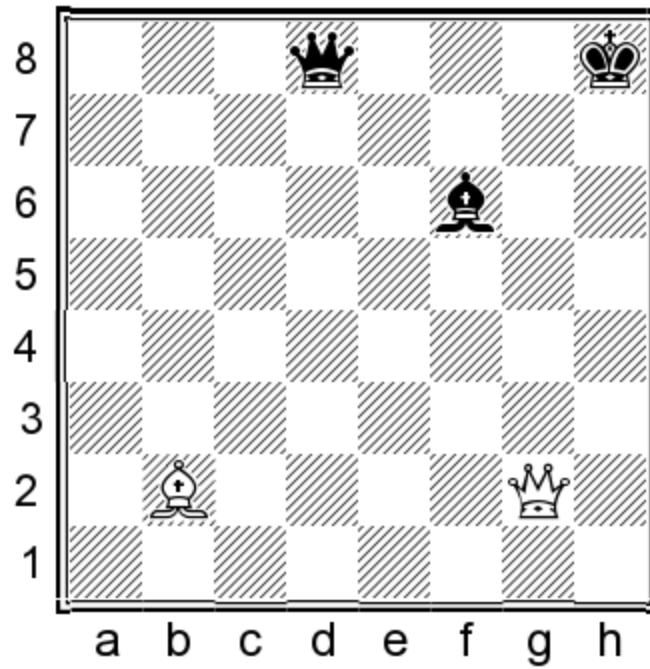
White leaps with the queen into the gap on g6, establishing an unstoppable mating threat. The bishop on b2 facilitates this threat, although alternative ways to achieve this are also possible.

The queen's incursion frequently coincides with a sacrifice on h6 (from Black's perspective, h3). Upon accepting the sacrifice, the queen can then approach the enemy king with check.



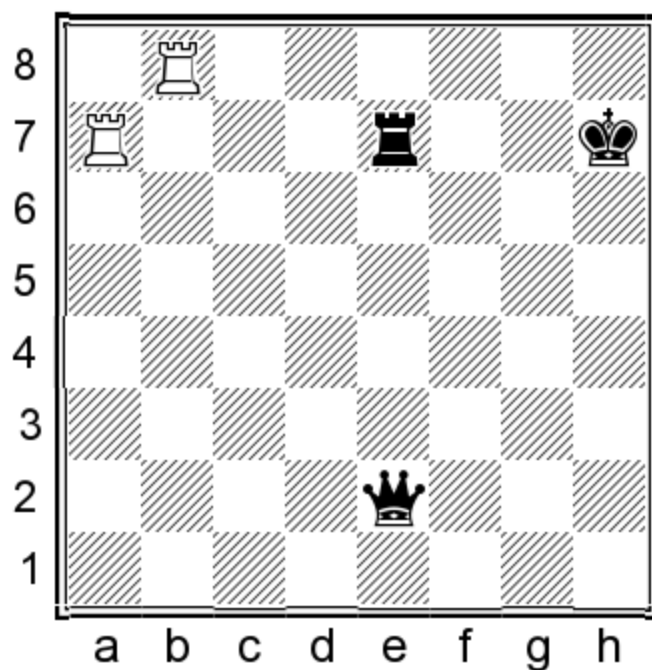
## 29. The eternal pin

With 1.h4, White prevents Black from breaking the pin with ...g6-g5 followed by ...K-g6. If Black prepares to play ...g6-g5 with 1...h6, and then pushes the g-pawn, White advances the pawn with h4-h5, thereby depriving the king of the g6-square. This puts Black in zugzwang, compelling them to abandon the defence of the knight.



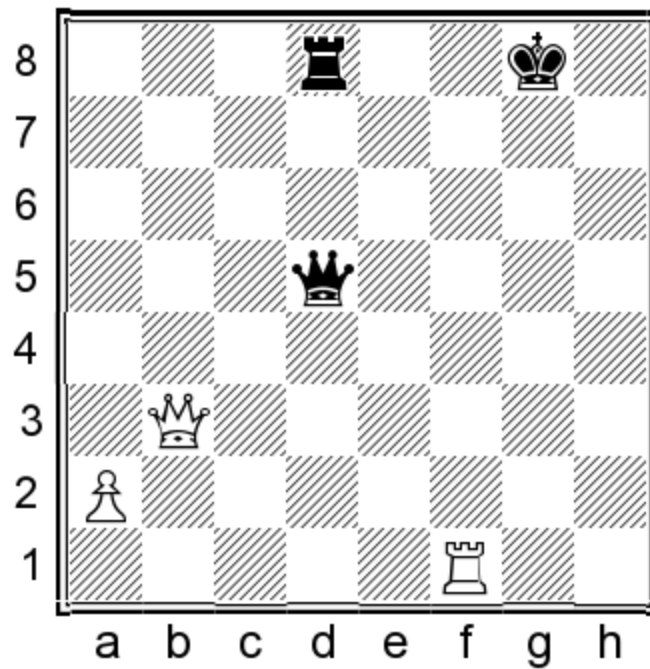
### 30. Saint Andrew's Cross

The 'clean' cross-pin after 1.Qg5 yields White material. The bishop is pinned both relatively and absolutely along two diagonals.



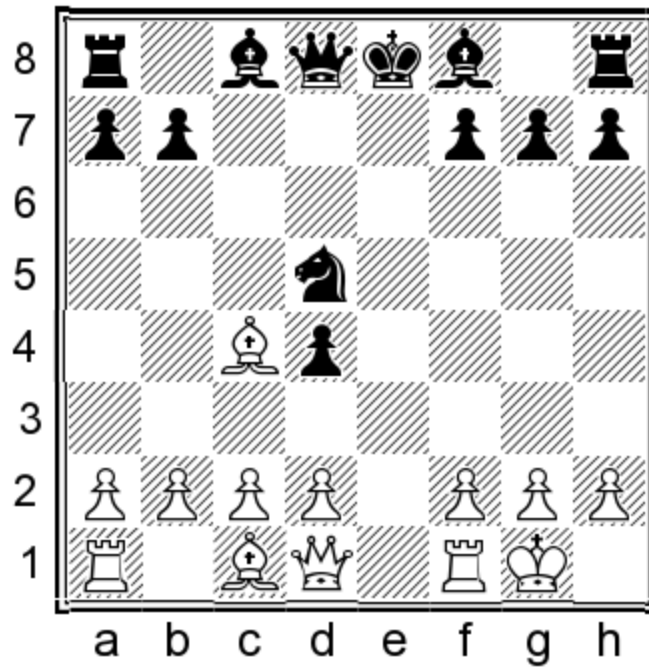
### 31. The Maltese Cross

A vertical and a horizontal pin result in White gaining material after 1.Re8, as the rook on e7 is pinned both relatively and absolutely. In the Workbook, we also present exercises in which a rook is subjected to two relative pins.



## 32. The Oblique Cross

The queen is put under attack horizontally and diagonally with 1.Rd1, forming an Oblique Cross (although the queen is not pinned on the d-file, but skewered). If 1...Qxb3, White first captures the rook with an intermediate check and then recaptures the queen.



### 33. Power play by queen and rook in the opening

With 1.Qh5, the queen pins the f7-pawn to the king and the knight to the f7-pawn. Subsequently, if Black plays 1...Be6, White pins this bishop with 2.Re1. Now White threatens both 3. Rxe6+ and 3. Qxd5/Bxd5, while if Black responds with 2...Nf4, White wins the knight with 3.Bb5+ Ke7 4.Qg5+.

# Chapter 4

## The pinning bishop versus the Q+N battery

- Pattern 34 - Moving the pinned knight with check
- Pattern 35 - Moving the pinned knight to attack f2/f7
- Pattern 36 - Moving the pinned knight to exploit the a4-e8/e1-a5 diagonal
- Pattern 37 - Moving the pinned knight to open the e-file
- Pattern 38 - Moving the pinned knight with an attack
- Flash Cards 34-38

In this chapter, we discuss the intriguing confrontation between a pin (Chapter 3) and a discovered attack (Chapter 2).

In Chapter 3, we have seen how a pin can be successful. However, in this chapter, a new dimension is revealed as we observe the vulnerability of a pinning bishop on the same line as an enemy battery of queen and knight!

In **Pattern 34**, we will see how, after the enemy king is lured through a sacrifice onto square f2/f7, the pinned knight can move anyway, while in **Pattern 35**, the knight directly targets the pawn on f2/f7.

**Patterns 36 and 37** also cleverly exploit the enemy king's central position. In **Pattern 36**, the exposed diagonal a4-e8/e1-a5 becomes a decisive factor in moving the pinned knight. In **Pattern 37**, the knight opens the e-file by capturing a pawn, establishing a new battery with a rook on that same e-file.

Finally, in **Pattern 38**, the knight engages in a counterattack.

### **Pattern 34 - Moving the pinned knight with check**

Casually pinning a knight to the queen with an unprotected bishop is generally not a good idea. Neither is casually moving a knight when it is pinned to the queen. However, when you can attack an important target with this knight, then things tend to change. Here, we will focus on attacking the king, preceded by a luring sacrifice. Let's start with a little trap from the Scotch Opening:

**Ian Nepomniachtchi** (2721)

**Le Quang Liem** (2703)

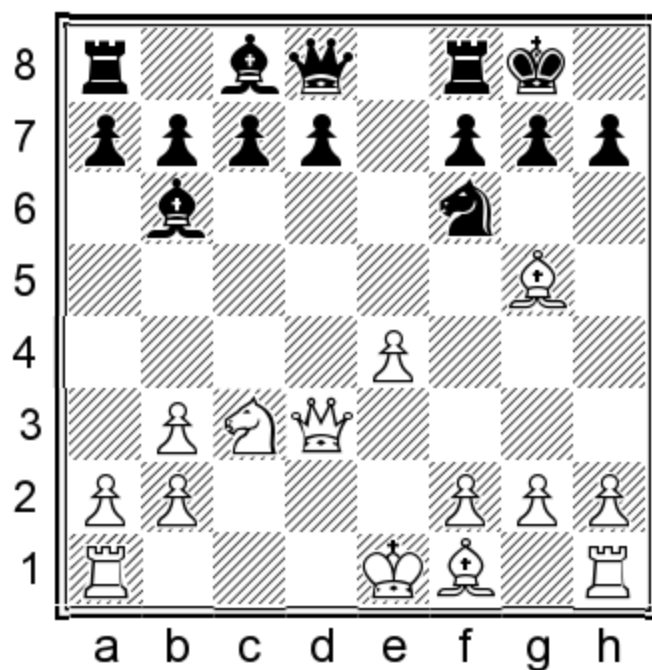
Beijing blitz 2013

**1.e4 e5 2.Nf3 Nc6 3.d4 exd4 4.Nxd4 Bc5 5.Nb3 Bb6 6.Nc3 Nf6 7.Qe2 0-0 8.Bg5 Nd4 9.Qd3? Nxb3**

Clearing the g1-a7 diagonal for the bishop.

**10.cxb3**



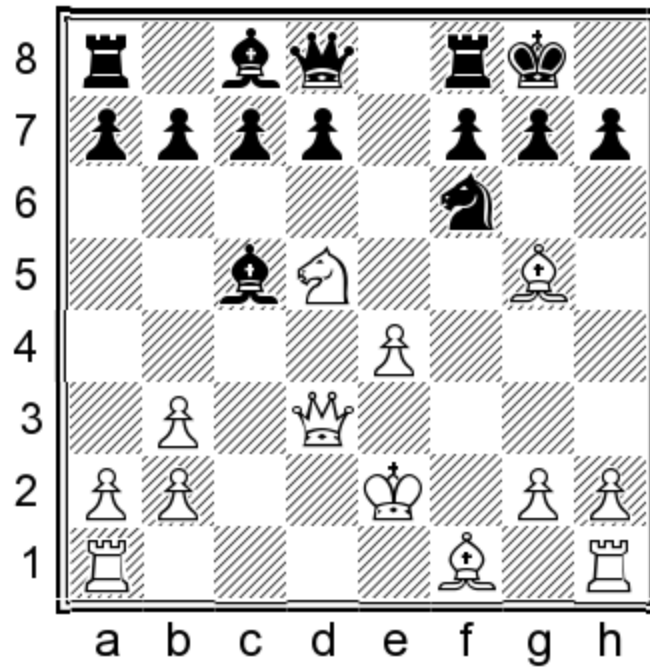


**10...Bxf2+! 11.Kxf2 Ng4+**

Check!

A discovered attack on the king and bishop allows Black to regain the bishop and maintain a pawn advantage.

White played 11.Ke2, and if Black now plays 11...Bc5 (he played 11...h6?! 12.Bxh6! gxh6? and White was okay), there is nothing to fear. 12.e5? fails to 12...Re8!, while 12.Nd5

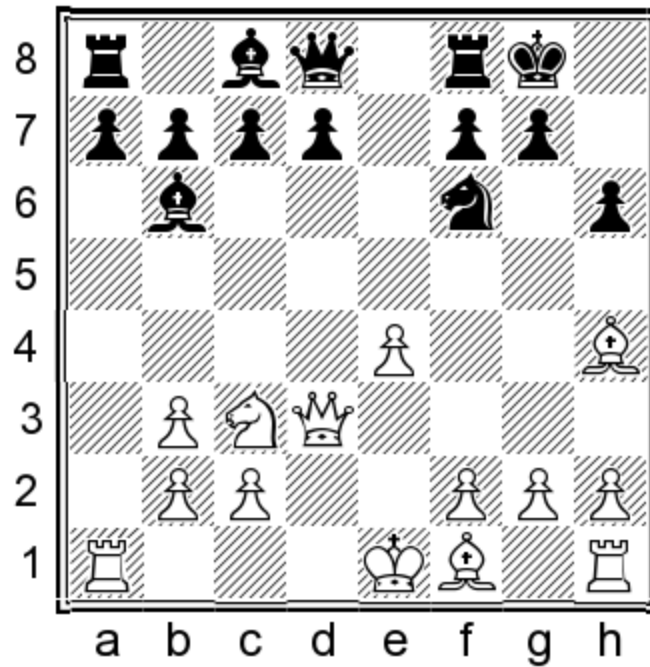


*analysis diagram*

is met by the elegant 12...Nxd5!. This is a preview to **Pattern 38**: the knight counterattacks, in this case targeting the f4-square!

13.Qxd5 ( 13.Bxd8? Nf4+, and Black wins back the queen and is up a piece) 13...Be7-+.

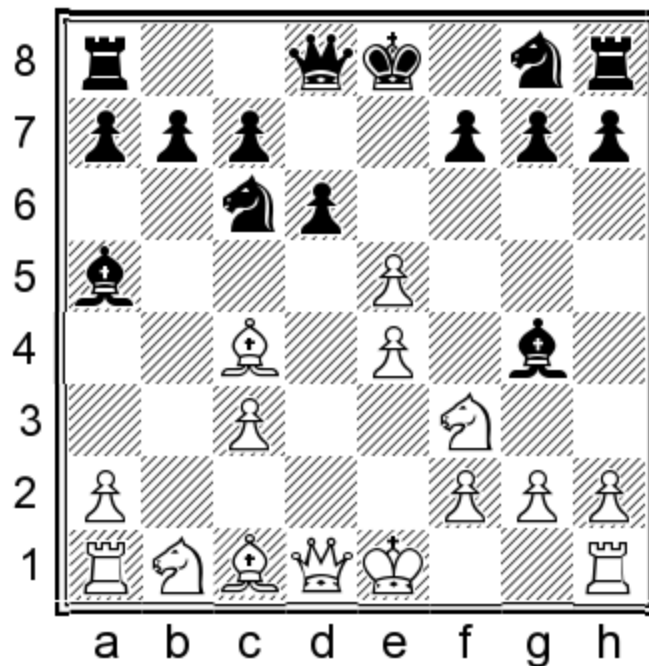
It is worth noting that after the insertion of 8...h6 9.Bh4 Nd4, White could indeed have played 10.Qd3 Nxb3 11.axb3.



*analysis diagram*

Now, 11...Bxf2+ is not a good idea, as the bishop on h4 protects f2. Nepomniachtchi likely mixed up some moves in the opening. Just like in the previous diagram, the bishop sacrifice doesn't work in the following example:

**Bedhbh Doolin**  
**Florence Wilson**  
 Cardiff 2022



**8.Bxf7+ Kxf7 9.Ng5+ Qxg5!**

Since the queen on d1 is hanging, Black is okay with White capturing his queen. After 10.Bxg5 Bxd1 11.Kxd1, Black remains up the very piece White sacrificed on f7!

As emphasized earlier, it is crucial to remain vigilant of intermediate moves, particularly checks, when placing one's own piece on an unprotected square. Although White now has an intermediate check, it has no consequences for Black:

**10.Qb3+ Be6!**

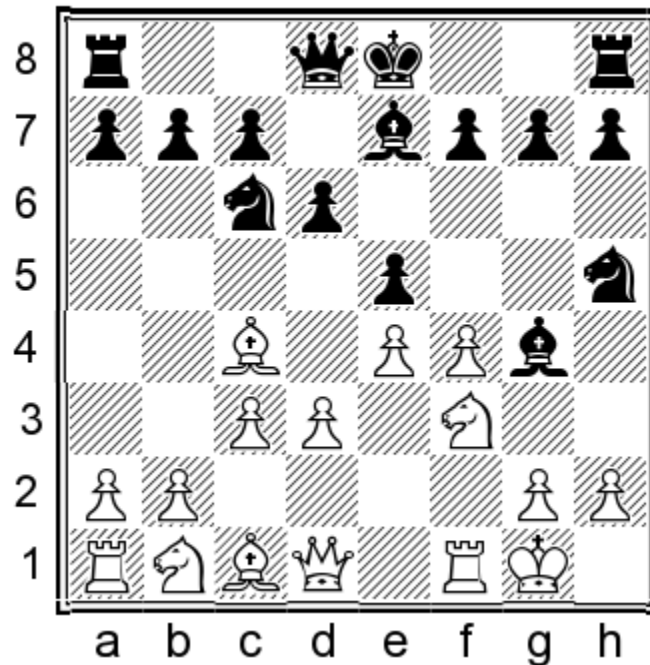
Attacking the queen! White can regain one piece, but with two pieces down, he is still one short. The game continued with 10.f3, after which Black quickly secured the victory.

Just because the defender has the option to capture the knight, it doesn't automatically render the discovered attack unsuccessful:

**Monika Weiss**

## Bernhard Schwarzfischer

Oberpfalz 2002



**8.Bxf7+! Kxf7 9.Ng5+ Bxg5 10.fxg5+**

White opens the f-file with a check, preventing Black from capturing the queen on d1.

**10...Nf6? 11.Qxg4**

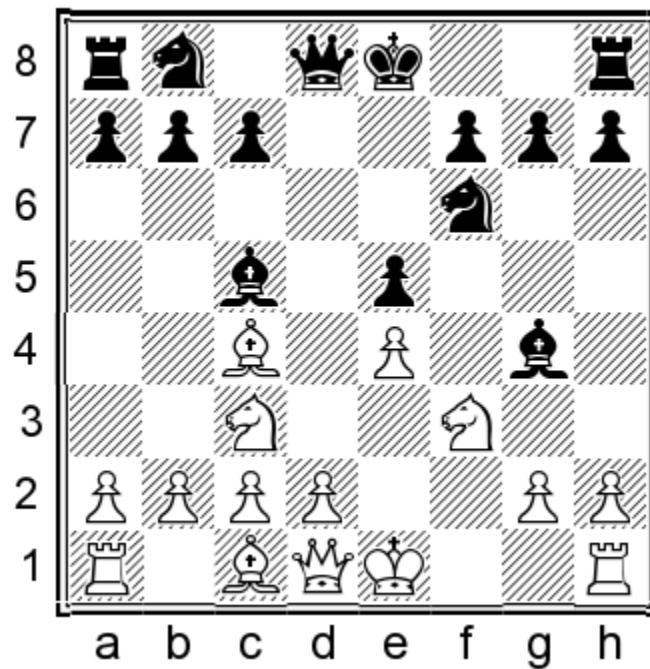
Now White has not only regained the bishop, but will also win the knight on f6.

**11...Rg8 12.gxf6 gxf6 13.Qh5+ 1-0**

Until now, we have observed the knight often moving to the g-file. However, positioning the knight on the e-file can also be advantageous when the pinning bishop is protected:

**Derek Zuurmond (1471)**

**Mark Honkoop (1733)**



**7.Bxf7+! Kxf7**

7...Ke7 limits the loss to one pawn.

**8.Nxe5+ Ke8 9.Nxg4**

White is now up two pawns.

**9...Rf8? 10.Nxf6+ Qxf6 11.Qh5+ 1-0**

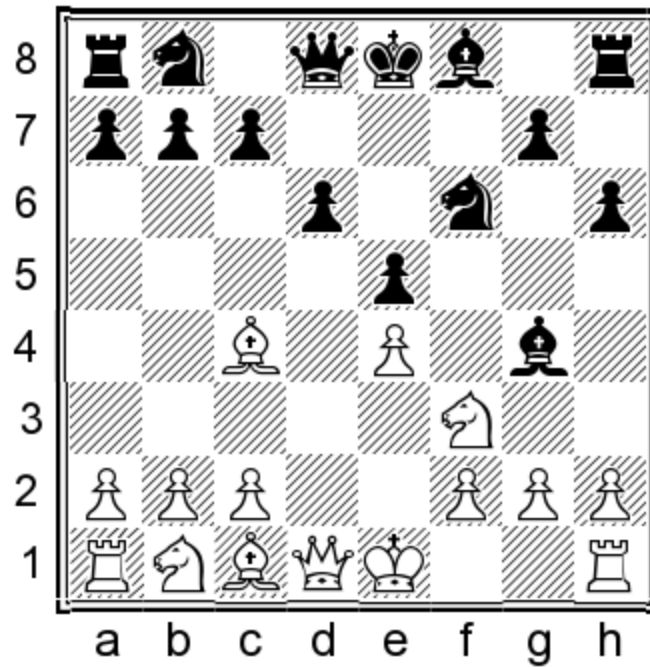
This double attack we remember from Pattern 6!

The discovered attack with Nxe5+ doesn't always work:

**Tobias de Vries** (1868)

**Jonas Hilwerda** (2263)

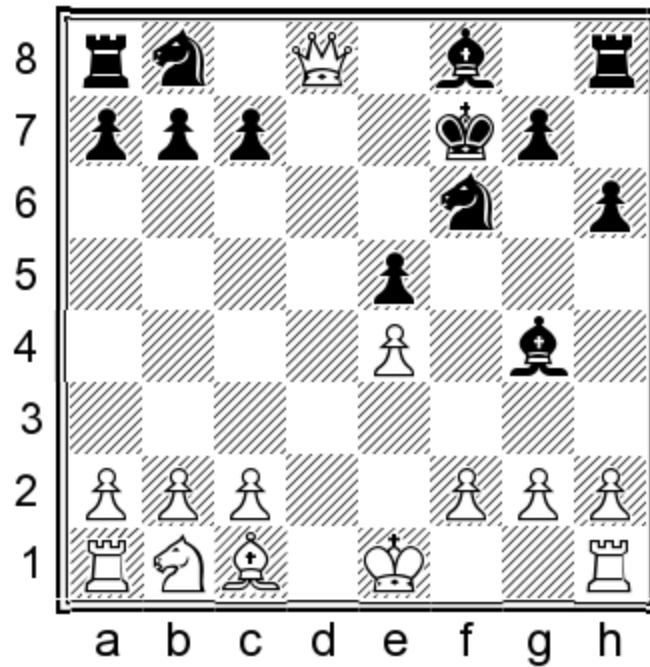
Borne U20 2019



**8.Bf7+?**

White's idea is to force the king to d7 or e7, losing castling rights. Black decides to 'fall' for the trap.

**8...Kxf7! 9.Nxe5+ dxe5 10.Qxd8**



**10...Bb4+**

There we have it again: the discovered attack from **Pattern 19** serving as the party spoiler.

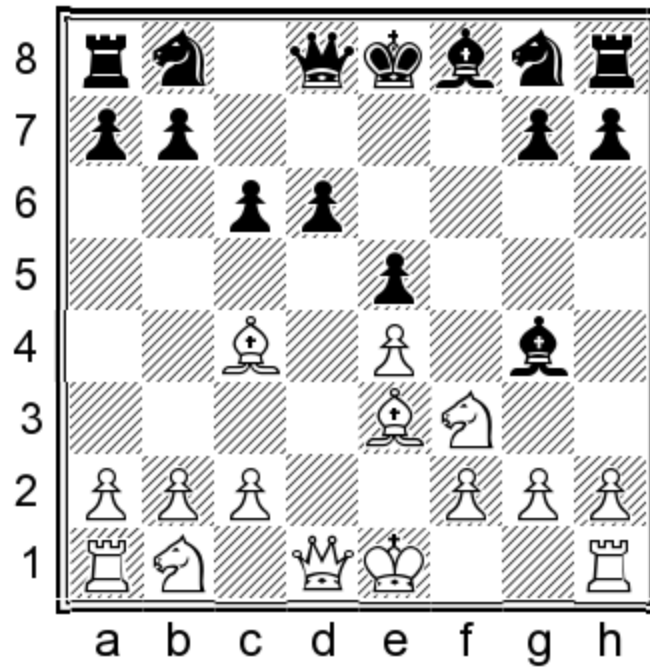
**11.c3 Rxd8 12.cxb4 Rd1# 0-1**

**Robert Gilbert** (1781)

**John Armstrong** (1610)

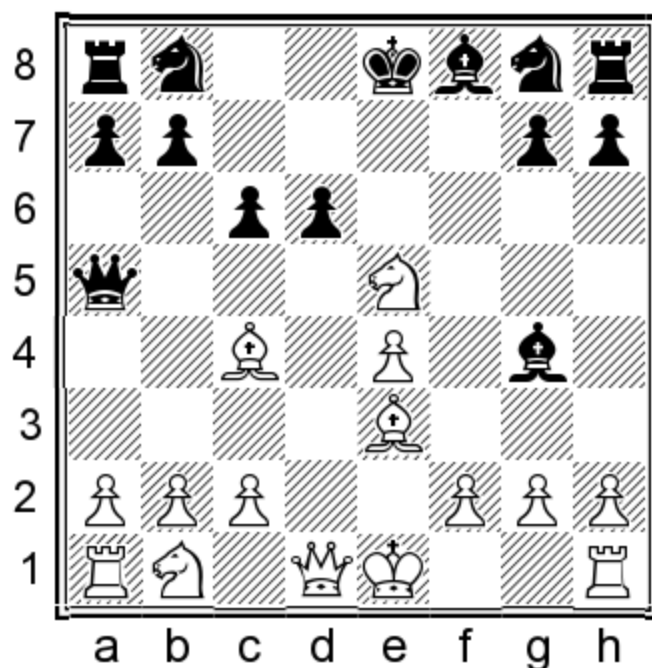
ICCF email 2016





### 7.Bf7+?

Another example of the same ‘trap’. Note that reversing the move-order doesn’t work either. The following is a preview of the next Pattern: 7.Nxe5 Bxd1 ( 7...Qa5+.



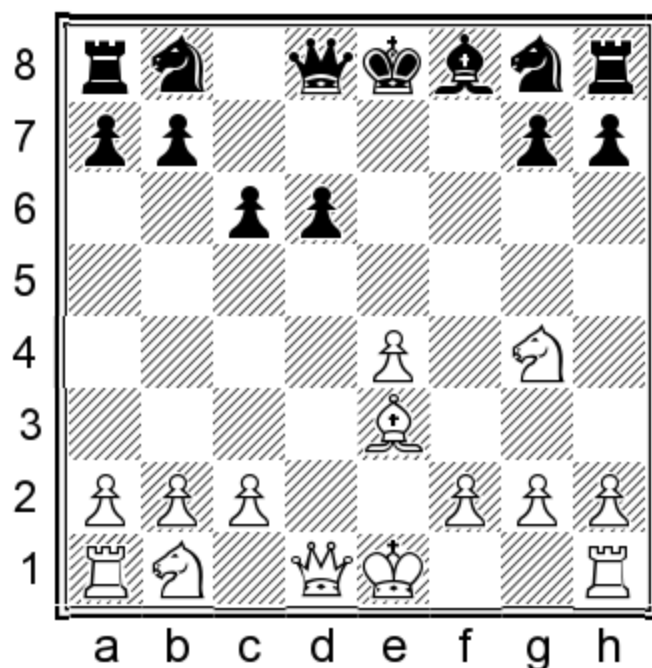
*analysis diagram*

With an unprotected knight and a king in the centre, one must be cautious of the double attack from **Pattern 6**. However, after 8.Bd2! not only White's queen and knight are hanging, but also Black's queen and bishop. White hangs on to the extra pawn) 8.Bf7+ Ke7 9.Bg5+ and it would be mate if not for 9...Nf6-+.

**7...Kd7?**

Black trusts White.

7...Kxf7! 8.Nxe5+ ( 8.Ng5+ fails to 8...Qxg5, like in Game 151, Doolin-Wilson) 8...Ke8 9.Nxg4



*analysis diagram*

9...h5!. Black traps the knight in the same manner as discussed in the analysis of Game 114, Sangla-Karpov ( **Pattern 25**).

**8.Nxe5+ Kc7 9.Nxg4+-**

## **Pattern 35 - Moving the pinned knight to attack f2/f7**

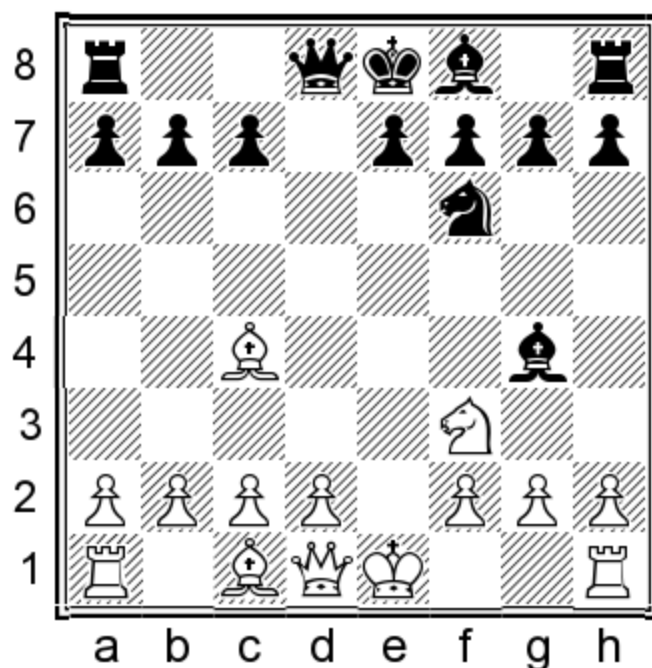
A more important aspiration than checking the enemy king is checkmating it! In this case, we prefer to keep the bishop on the board.

We start with a transition from the previous Pattern:

**Dmitry Andreikin** (2700)

**Boris Gelfand** (2738)

Astana World Blitz Championship 2012



Black's last move 6... Bc8-g4 was a major mistake. Even though this was a blitz game, it is remarkable that a former World Championship Challenger gets caught off guard so quickly in the opening. White has two good options here. Andreikin opted for the trick from **Pattern 34**:

**7.Bxf7+ Kxf7 8.Ne5+ Ke8 9.Nxg4**

And the pawn was in the bag.

Another good option is 7.Ne5. White attacks both the f7 mating square and the bishop on g4. An important point of playing the knight to e5 instead of g5 is that it controls the d7 escape square. Black can still defend with 7...Be6 ( 7...Bh5 fails to 8.Qxh5! Nxh5 9.Bxf7# ), but after 8.Bxe6 fxe6, his pawn structure is in tatters. Black's position is cramped, while the e6-pawn becomes a target. In the previous example, playing the knight to e5 led to an immediate checkmate threat. However, usually a follow-up is

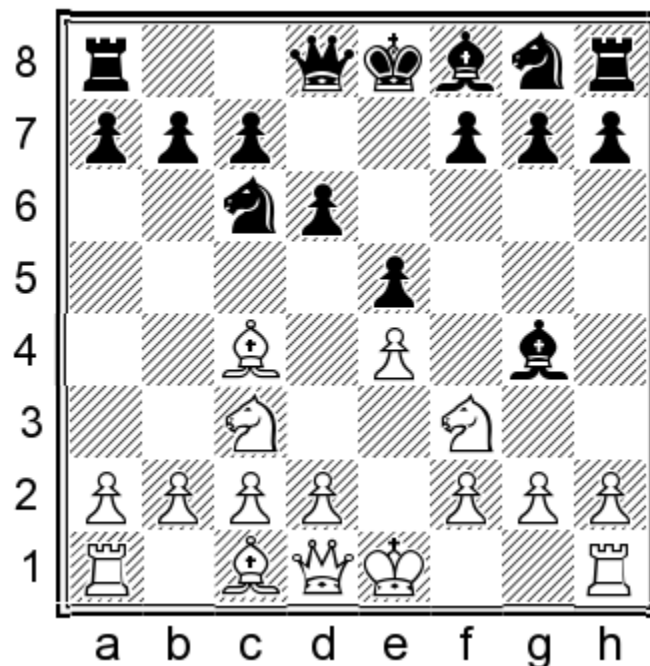
needed to achieve checkmate. This follow-up can take on many forms:

**Peter Anderberg (2107)**

**Benno Bijvank**

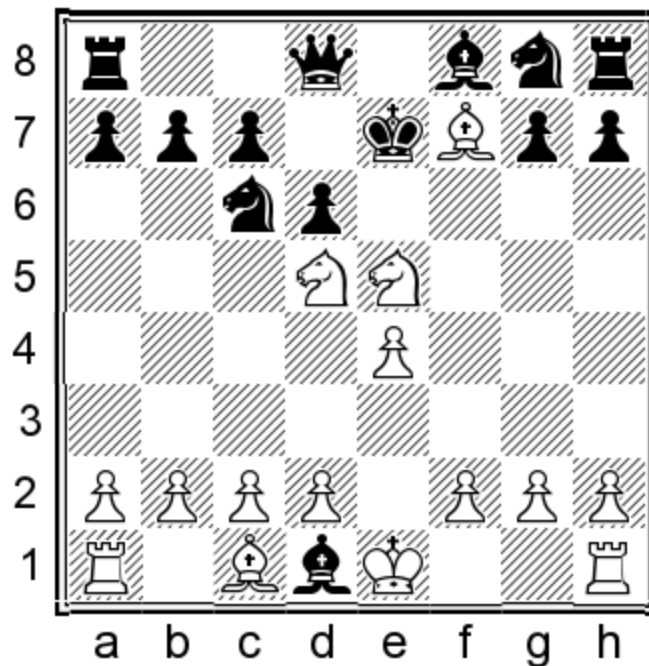
Kleve 1999

**1.e4 e5 2.Nf3 d6 3.Nc3 Bg4 4.Bc4 Nc6**



### 5.h3

In Legall-St.Brie, Paris 1787, White played 5.Nxe5?. This move was a big mistake, as Black could now play 5...Nxe5, not only capturing the knight but also protecting his own bishop. However, Black was too greedy and played 5...Bxd1, leading to the most severe punishment after 6.Bxf7+ Ke7 7.Nd5#.



*analysis diagram*

Ever since this centuries-old game, we refer to this checkmating pattern as Legall's Mate.

**5...Bh5?**

Now that the bishop has been driven away from square g4, White can successfully move the pinned knight.

**6.Nxe5! Nxe5**

Capturing the queen still leads to checkmate: 6...Bxd1 7.Bxf7+ Ke7 8.Nd5.

**7.Qxh5**

By capturing on e5, Black no longer defends his bishop. However, the variation is not over yet: there is still a bishop hanging on c4!

**7...Nxc4**

Never stop calculating when the final capture move is made, remember?

**8.Qb5+**

The double attack from **Pattern 6** saves the day.

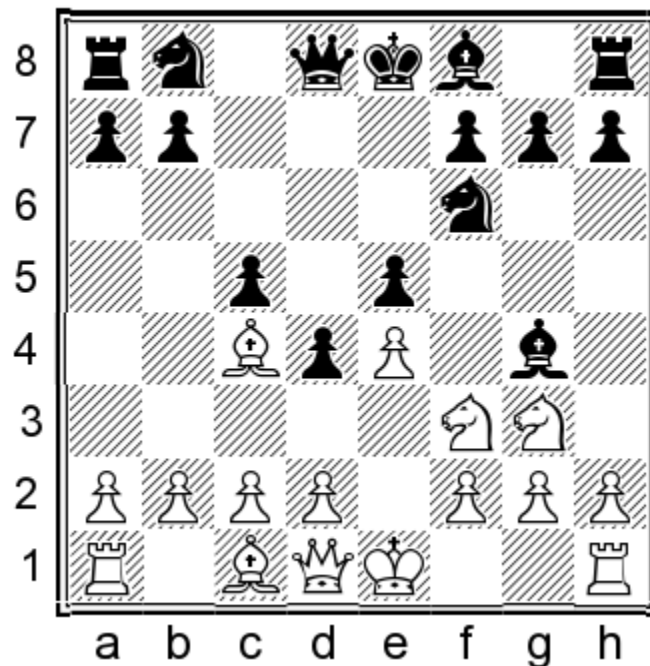
**8...Qd7 9.Qxc4**

And White emerges with an extra pawn.

**Mayan Paz (2247)**

**Antanas Klimkevicius Laizanas**

Dos Hermanas Internet blitz 2003



**7.Nxe5! Bxd1**

7...Be6 is the best defence, although White is up a pawn and has a beautiful position.

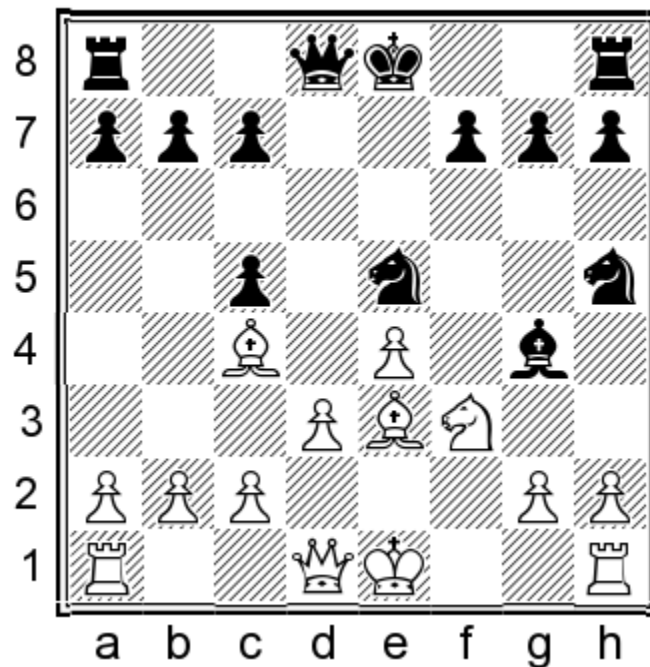
**8.Bxf7+ Ke7 9.Nf5**

Checkmate!

A significant role may also be reserved for the queen's bishop:

**Alexander Alekhine**

**Oscar Tenner**



**11.Nxe5! Bxd1 12.Bxf7+ Ke7**

After 12...Kf8, White wins back the queen and retains two extra pawns, i.e.: 13.Bxc5+ Qd6 14.Bxd6+ cxd6 15.Rxd1 Nf6 ( 15...dxe5? 16.Bxh5 ) 16.Bb3 dxe5 17.0-0.

After, 12...Ke7, the bishop can move in two directions. In the absence of a knight on h5, 13.Bg5+ would be a good option. However, in this scenario, the knight could interpose (a defence also discussed in the analysis of Game 155, Gilbert-Armstrong). Therefore, the bishop takes an alternative route here:

**13.Bxc5+ Kf6 14.0-0+ Kxe5 15.Rf5#**

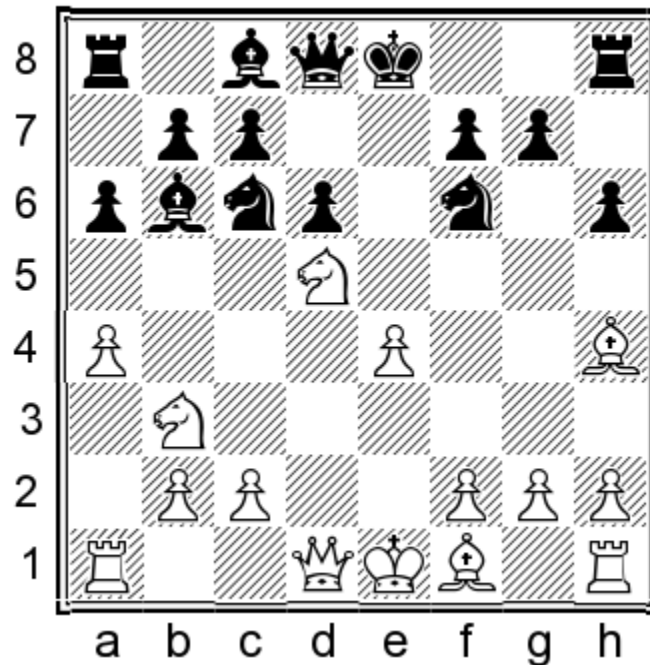
If the follow-up in the previous example seemed lengthy, prepare for an even more extensive one! This time, it is Black to move:

**John van der Wiel (2394)**



**Max Warmerdam (2450)**

Amsterdam blitz 2019



**10...Nxe4! 11.Bxd8?**

11.Qh5 was correct, when White has compensation for his pawn.

**11...Bxf2+ 12.Ke2 Bg4+**

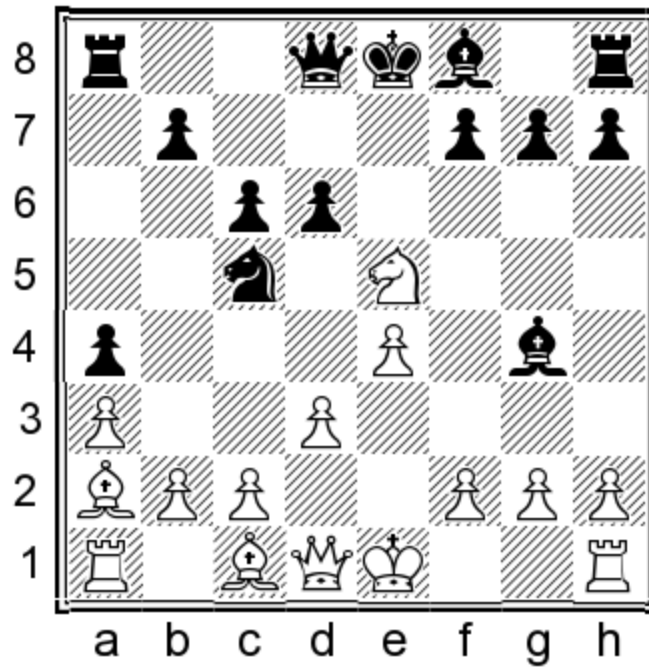
This time, there is no possibility of the defender interposing with a knight!

**13.Kd3 Ne5+ 14.Kxe4 f5+ 15.Kf4 Ng6#**

Checkmate. Two other games from 2008 and 2014 ended in identical ways.

We conclude with a defensive concept:

Analysis



White has just played 11. Nxe5. Two important candidate moves fail:

11...dxe5?? 12.Qxg4+-;

11...Bxd1?? 12.Bxf7+ Ke7 13.Bg5#.

However, Black has a crucial intermediate move:

**11...Qa5+!**

Creating space for the king with gain of tempo.

**12.Bd2**

If 12.Kf1 Bxd1 13.Bxf7+, then the black king can escape via the vacated square: 13...Kd8;

12.Qd2 Qxd2+ 13.Bxd2 dxe5 and Black has won a piece.

**12...Bxd1 13.Bxf7+ Ke7!**

The black king sticks to the bishop on f7. Since the bishop on d2 is pinned, White does not have the Bg5 mate.

13...Kd8 is less effective: 14.Bxa5+ Rxa5 15.Nc4 Ra7 16.Rxd1 b5 17.Nxd6 Bxd6 18.Ba2, and with three pawns for a knight, White has managed to mitigate the damage.

### 14.Bxa5 Rxa5

And Black retains a decisive material advantage.

## Pattern 36 - Moving the pinned knight to exploit the a4-e8/e1-a5 diagonal

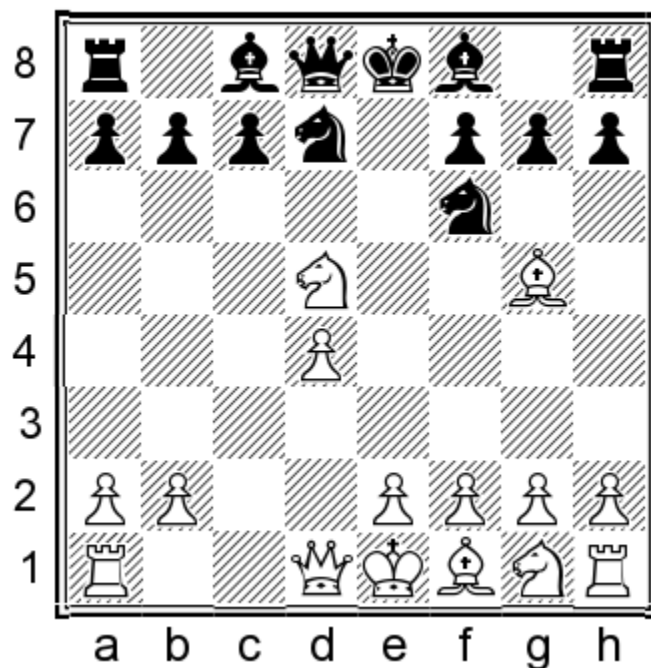
Sacrificing the queen to later regain it with interest is also a motive for playing a move with the pinned knight. Here, it occurs in conjunction with a bishop check along the a4-e8/e1-a5 diagonal. We start with the 'Elephant Trap' from the Queen's Gambit:

**Tran Nguyen Dang Khoa** (2306)

**Tran Duc Thang** (2283)

Ho Chi Minh City Vietnamese Ch U15 2022

1.d4 d5 2.c4 e6 3.Nc3 Nf6 4.Bg5 Nbd7 5.cxd5 exd5 6.Nxd5?



Taking a poisoned pawn.

**6...Nxd5! 7.Bxd8 Bb4+**

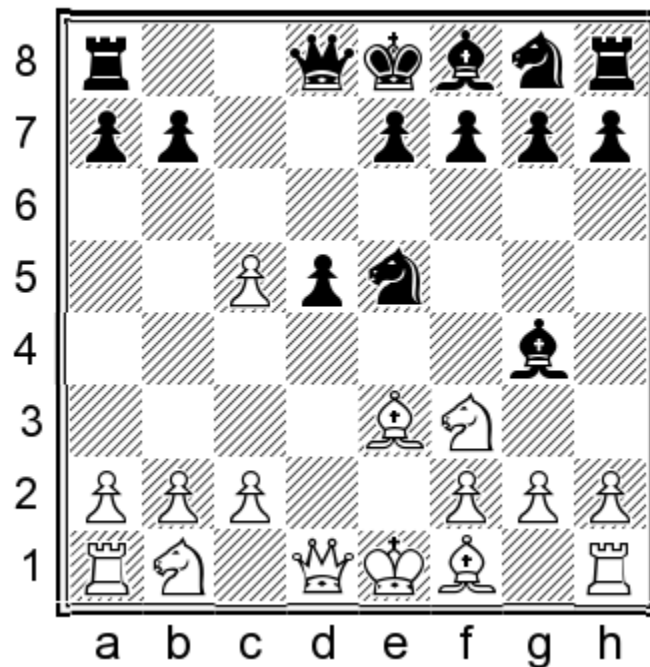
The point! White must block with the queen to stop the check. He remains a piece down after 8.Qd2 Bxd2+ (maintaining tension with 8...Kxd8 and only then recapturing the queen is even more accurate, although it doesn't matter much in this situation) 9.Kxd2 Kxd8.

The above trick occurs in various openings. Here is an example from the Caro-Kann Defence:

**Jan Mose Nielsen** (2088)

**Mikkel Jacobsen** (1928)

Helsingor 2013



Black's last move, 6... Nc6xe5, was a blunder.

**7.Nxe5 Qa5+**

The defence we concluded with in **Pattern 35** doesn't apply here.

7...Bxd1 fails due to 8.Bb5+, and Black must block the check with the queen.

### 8.Qd2

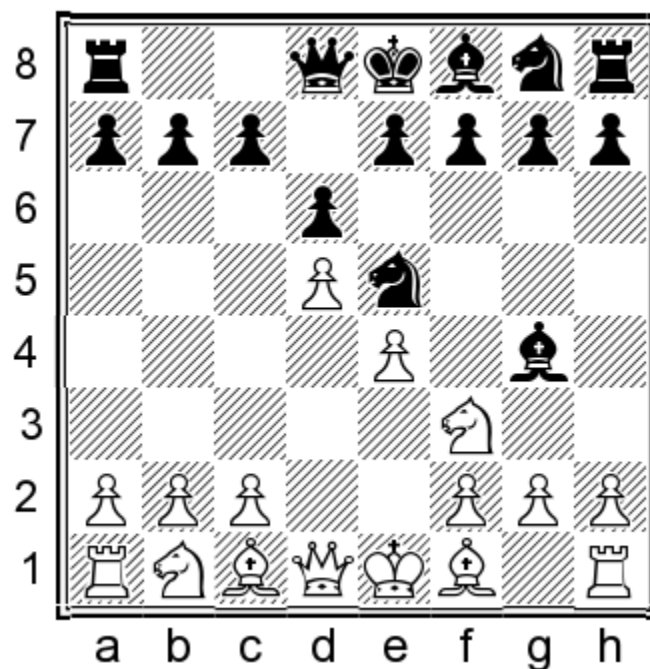
Black resigned. This move gets the king out of check and simultaneously moves the queen away from the attack by the bishop.

Even if the check can be resolved differently than by interposing the queen, sacrificing the queen can occasionally also be worthwhile:

**Kevin Spraggett (2450)**

**Fred South**

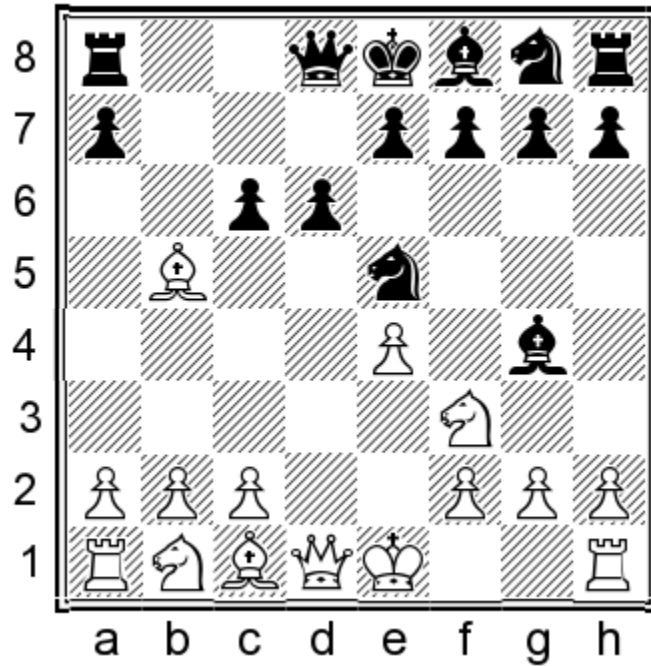
Ontario 1976



### 5.Nxe5

Sometimes it can also come in handy to start with a check: 5.Bb5+. Now 5...c6 6.Nxe5 Bxd1 7.dxc6 transposes to the game (although

\_\_\_\_\_

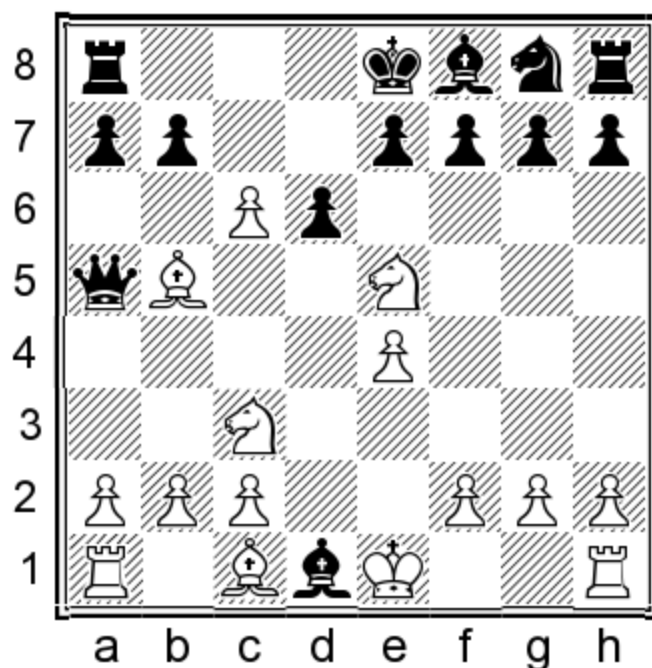


*analysis diagram*

**5...Bxd1 6.Bb5+ c6 7.dxc6**

Despite Black not having to sacrifice his queen, he still finds himself in a difficult situation. White threatens a deadly discovered check with 8. cxb7+ or 8. c7+.

**7...Qa5+ 8.Nc3**



### 8...0-0-0

Black has narrowly managed to save his queen. However, his problems are far from over.

In the event of 8...a6, White must not opt for 9.cxb7+ axb5 10.bxa8Q+ as the queen can recapture on a8. Instead, White first needs to lure away the queen with 9.b4!, nullifying the possibility of ...Qxa8. Black is left with no good defence.

### 9.Nc4

9.cxb7+ Kxb7 10.Nc6 Qc7 11.Nd5 is also an appealing choice for White and has been played eight times. The model game David-Alberton, Bratto 2012, continued 11...Qc8 12.Be3 a6 13.a4 Qxc6 14.Bxc6+ Kxc6 15.Rxd1 e6 16.Nc3 Rb8 17.b3 Nf6 18.Rd4 d5 19.exd5+ exd5 20.0-0 Bb4 21.Rd3 1-0.

### 9...Qb4 10.a3 Qc5 11.Be3 Qh5 12.Rxd1

White has two pieces and a pawn for the queen, but more importantly, the black king is in dire straits. White is almost fully developed, while Black's pieces are confined to the back rank, plus

the queen is too far away to fulfill its defensive duties. White is winning. I'll provide the remaining moves without further commentary:

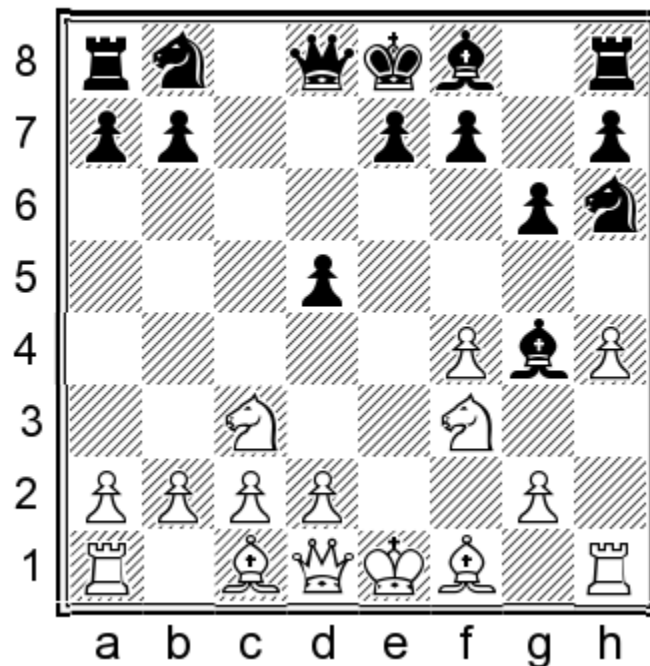
**12...bxc6 13.Bxc6 e6 14.Nb5 d5 15.Nxa7+ Kb8 16.Nb5 Qxd1+ 17.Kxd1 dxc4+ 18.Ke2 e5 19.Bb6 1-0**

In the following example, interposing the knight on the a4-e8 diagonal does prove to be an effective defence:

**Jyrki Kiltti (2199)**

**Aman Hambleton (2454)**

Titled Tuesday blitz 2021

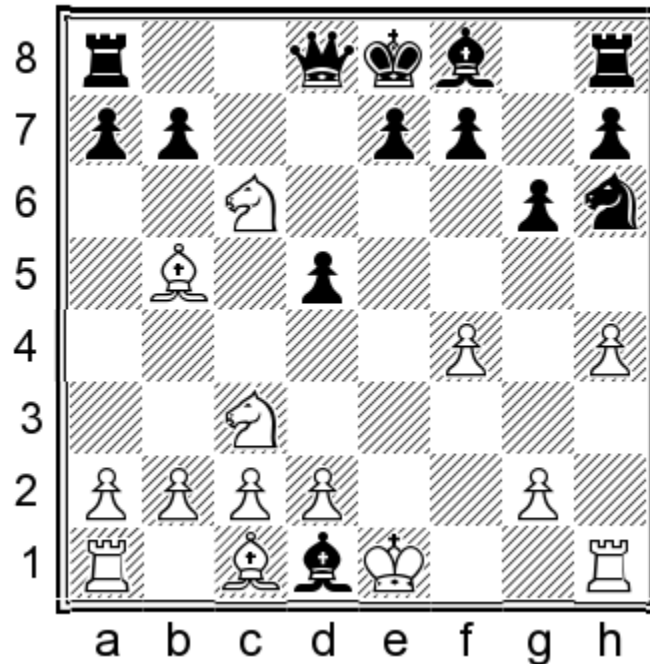


**7.Ne5 Bxd1 8.Bb5+ Nc6!**

The game went 8...Nd7 9.Bxd7+ Qxd7 10.Nxd7 Kxd7 11.Nxd1, restoring the material balance, but Black stood well positionally. But the text move is even better!



## 9.Nxc6



**9...Qb6!**

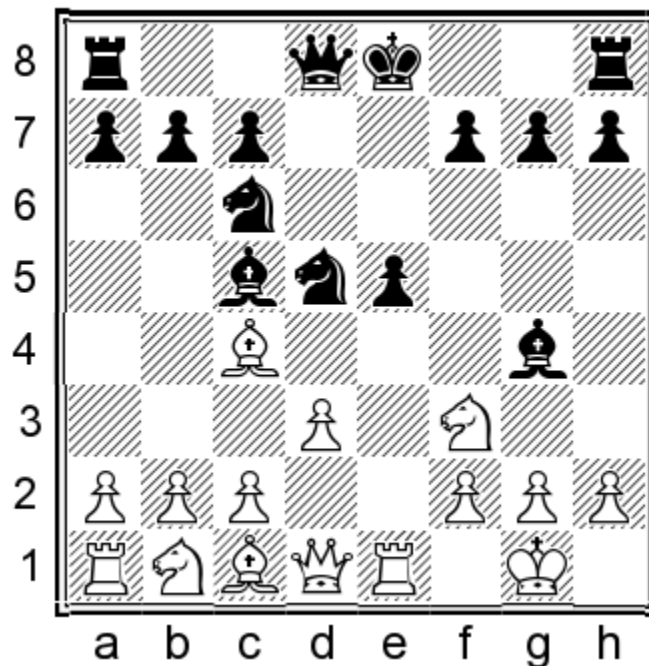
Like in the analysis of the previous game, this is a key defence (of course not 9...bxc6? 10.Bxc6+ Qd7 11.Bxd7+ Kxd7 12.Kxd1, winning a pawn). White doesn't have a sound discovered check, and after 10.Nxd5 Qxb5 11.Nc7+ Kd7 12.Nxb5 bxc6, Black remains up a piece.

## Pattern 37 - Moving the pinned knight to open the e-file

Sacrificing the queen to later regain it with interest can also be done by capturing the e-pawn with the knight, thereby opening the e-file and establishing a battery with the rook on the same e-file. It looks like this:

**Adolf Olland**  
**Joost Pinedo**  
Amsterdam 1887

**1.e4 e5 2.Nf3 Nc6 3.Bc4 Nf6 4.d3 d5 5.exd5 Nxd5 6.0-0 Bc5  
7.Re1 Bg4**



**8.Nxe5?**

This is a clever idea, but it needs some preparation. Let's first look at the most logical captures:

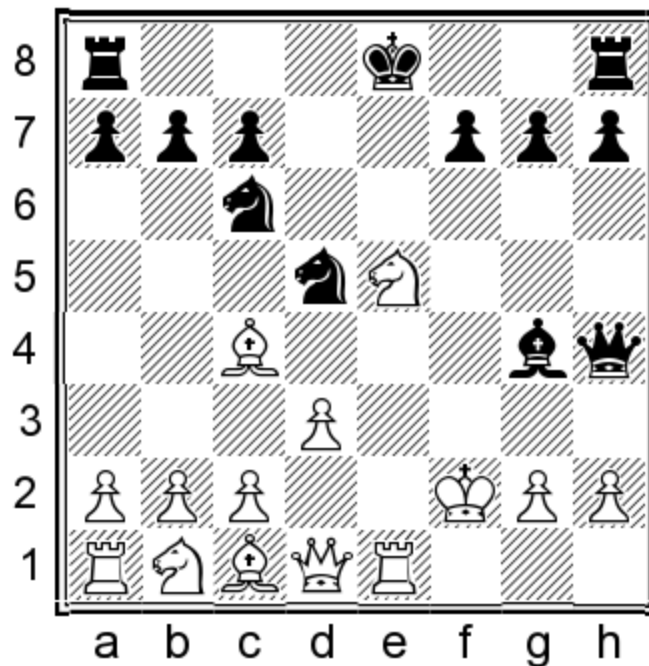
- 8...Bxd1 9.Nxc6+, and White wins back the queen with a discovered check, remaining a piece up, i.e. 9...Ne7 10.Nxd8 Rxd8 11.Rxd1;
- 8...Nxe5 9.Rxe5+ Be6 10.Bxd5, winning a piece.

All seems fine for White, but Black has a defensive tactic:

**8...Bxf2+! 9.Kxf2**

Sidestepping with 9.Kf1 is not good either. After 9...Bxd1 10.Nxc6+ Bxe1 11.Nxd8 Rxd8 12.Kxe1 Bxc2, White is down an exchange and a pawn.

**9...Qh4+**



The point. Black can move the queen with gain of tempo, taking aim at the rook on e1, while the discovered check  $Nxc6+$  will no longer threaten the black queen.

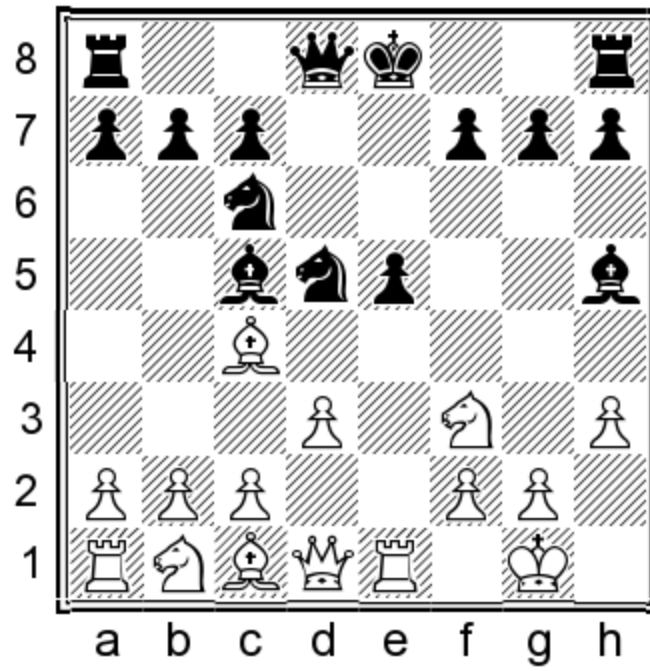
### 10. $Kg1$

- 10.g3?  $Qxh2+$  11.  $Kf1$   $Bh3\#$ ;
- 10.  $Kf1$   $Bxd1$  11.  $Nxc6+$  ( 11.  $Nf3+$   $Qxe1+$  12.  $Kxe1$   $Bxf3$  13.  $gxf3$  0-0-0 leaves Black with an exchange up) 11...  $Kf8!$ —+ ( 11...  $Kd7?$  12.  $Ne5+$   $Kc8$  13.  $Rxd1$ , and White has enough material for the queen).

### 10... $Bxd1$ 11. $Nf3+$ $Qxe1+$ ! 12. $Nxe1$

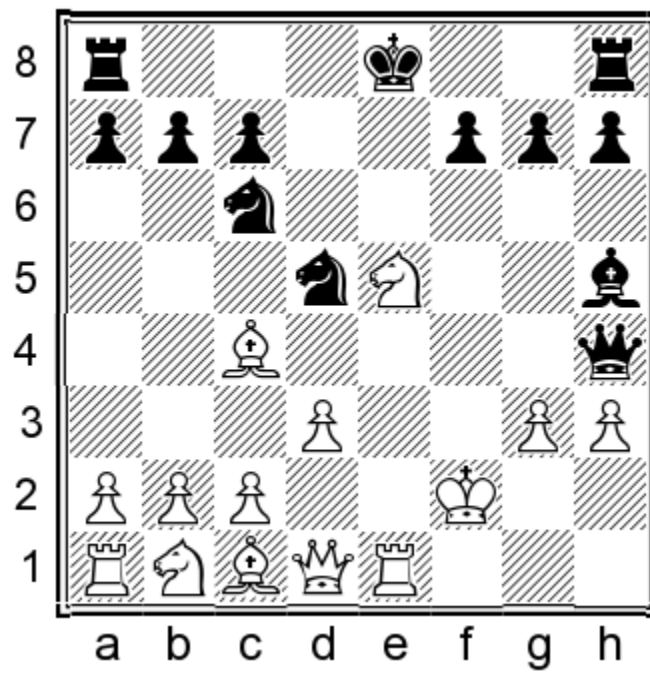
Black is up an exchange and has a decisive advantage, although he failed to capitalize on it and White even ended up winning.

Returning to the initial position, instead of an immediate sacrifice on e5, White would have been better served by playing 8.h3. If Black then maintains the pin with 8...  $Bh5$ , the clever idea from the game actually works: 8.h3  $Bh5$



*analysis diagram*

9.Nxe5! Bxf2+ 10.Kxf2 Qh4+ 11.g3.



*analysis diagram*

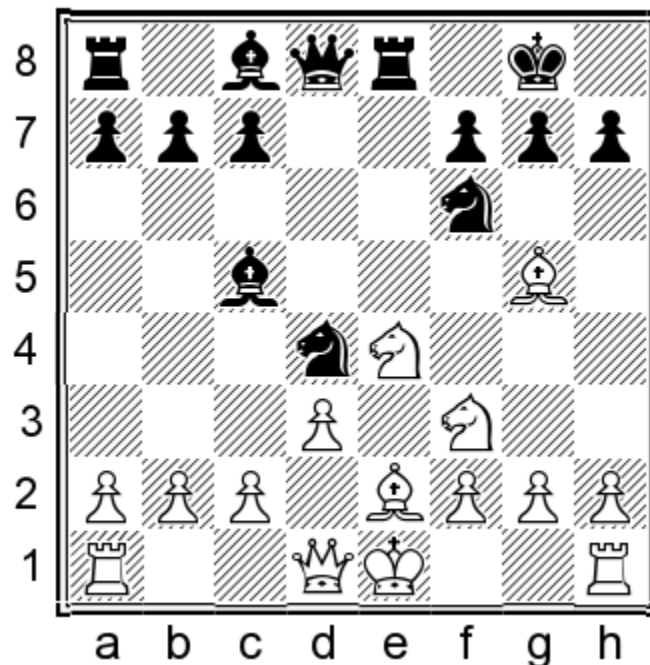
By including 8.h3, a critical possibility for Black is nullified: there is no more ...Qxh2+ in the position. Consequently, White gains the upper hand. For instance, after 11...Qxh3 12.Nf3+, White maintains a material advantage. Alternatively, 11...Qd4+ 12.Kg2 Bxd1 13.Nxc6+ leads to a discovered check, regaining the queen with a winning position.

Even if the e-file remains partially closed, it does not impede the success of the queen sacrifice. In the following example, the principles from Patterns 35 and 37 are effectively combined:

**Fabien Libiszewski (2522)**

**Pavel Ponkratov (2657)**

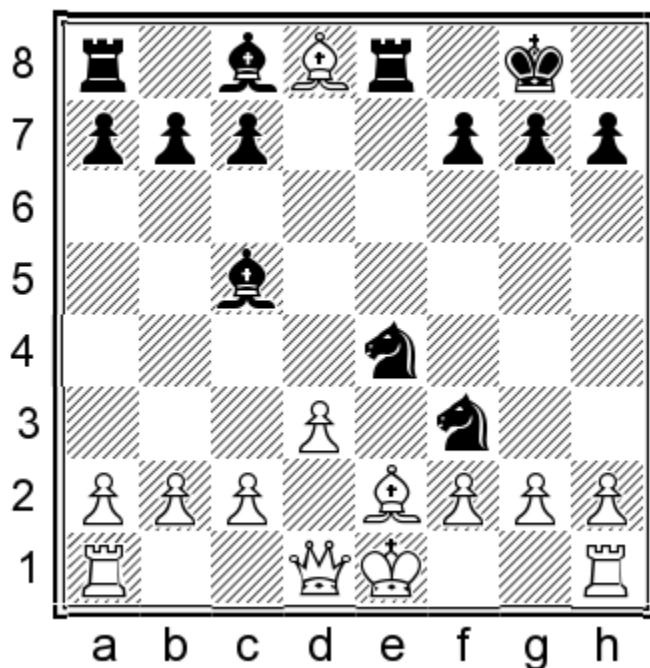
Chess.com Speed Chess 2021



### 11.Bxd8

11.dxe4 Nxf3+ 12.Bxf3 Qxg5 results in Black winning a piece.

### 11...Nxf3+



### 12.Bxf3

Attempting to keep the e-file as closed as possible with 12.gxf3 fails due to 12...Bxf2+ 13.Kf1 Bh3#.

### 12...Nc3+ 13.Kd2 Nxd1

Black has gained a material advantage, which he ultimately converted into a victory.

## Pattern 38 - Moving the pinned knight with an attack

Here we focus on the pinned knight to launch a counterattack.

Often, this counterattack targets the queen, but it may also aim at a square. We start with the most common scenario and refer back to where we began in **Pattern 34** (Game 150):

**Ian Nepomniachtchi** (2721)

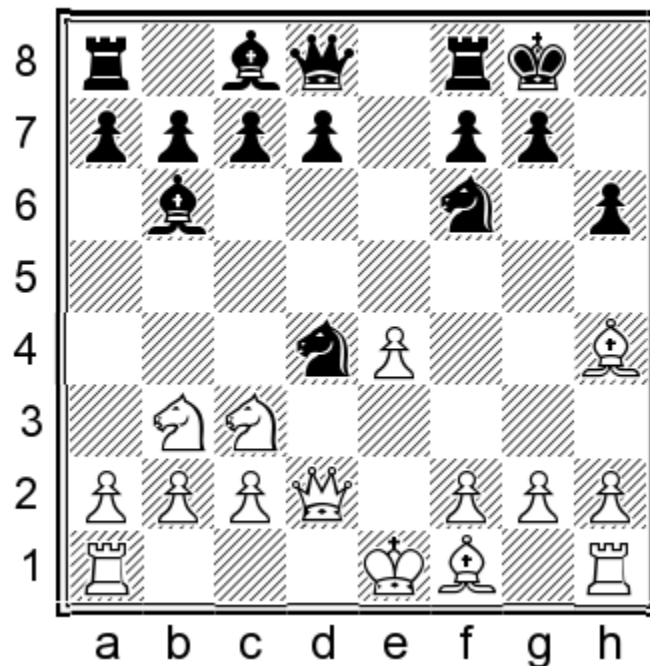
**Le Quang Liem** (2703)

## Beijing blitz (analysis) 2013

**1.e4 e5 2.Nf3 Nc6 3.d4 exd4 4.Nxd4 Bc5 5.Nb3 Bb6 6.Nc3 Nf6  
7.Qe2 0-0 8.Bg5 Nd4**

I mentioned that after 8...h6 9.Bh4 Nd4, White could have played 10.Qd3, as after 10...Nxb3 11.axb3, the move 11...Bxf2+ is no longer a threat.

Not good is 10.Qd2.



*analysis diagram*

Now Black can move the pinned knight with an attack on the queen:  
10...Nxe4!

- 11.Bxd8 Nxd2 12.Nxd4 Rxd8, and Black remains a pawn up;
- 11.Nxe4 Qxh4, and Black has an extra pawn with a strong attack;
- 11.Qf4, evacuating the queen and simultaneously covering the bishop on h4, is an important defence to consider, but White doesn't get away with it here. Winning is 11...Nxc2+ 12.Kd1 Nxc3+ 13.bxc3 ( 13.Kxc2 Nd5 with another counterattack on the queen, although 13...g5 is also strong) 13...g5.

Now, instead of 9.Qd3 (Game 150),

**9.Qd2**

is better. Theory continues:

**9...Nxb3 10.axb3**

Black has two good options with 10...Re8 and 10...h6. It is crucial that after

**10...h6**

White does not play:

**11.Bh4? Nxe4!**

By uncovering the queen with a counterattack with the knight, Black wins a pawn.

**12.Qf4**μ

12.Bxd8 Nxd2 13.Be7 ( 13.Bxc7 Nxb3, and also in this situation, thanks to the desperado tactic, Black remains a pawn up) 13...Re8 14.Kxd2 Rxe7μ .

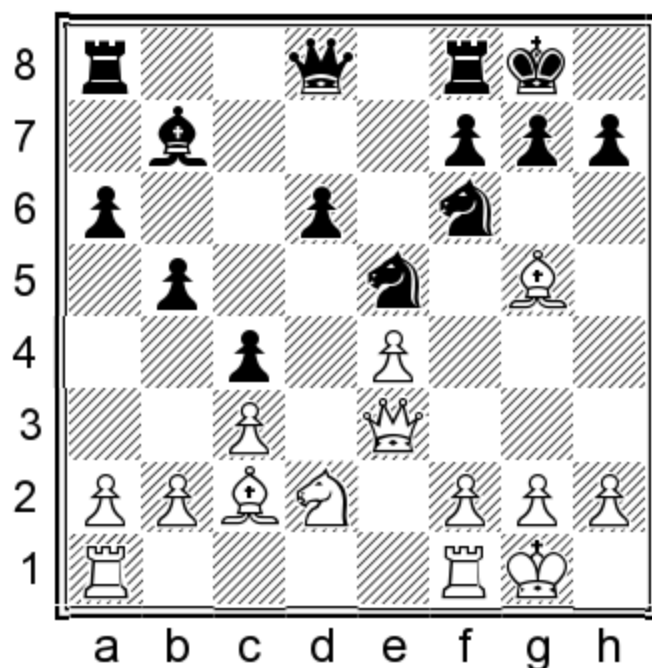
However, after the text move, Black has several ways to defend. Although 12...Ng5 is straightforward, 12...Qe8 is slightly more complicated but stronger. The point is 13.Qxe4 Qxe4+ 14.Nxe4 Re8 15.f3 d5, and Black regains the piece and remains a pawn up. The counterattack can also serve a strategic purpose:

**Peter Fjodorow (2153)**

**Dominic Freyberg (1892)**

Germany tt U20 (analysis) 2001





### **14...Nfg4! 15.Bxd8**

Now 15.Qf4, the defensive move we witnessed in the previous example, costs White even more material, and is straight up losing now: 15...f6! 16.Bh4 g5–+.

### **15...Nxe3 16.fxe3**

After 16.Be7, Black can continue capturing with 16...Nxf1, for example:

- 17.Nxf1 Rfe8–+;
- 17.Bxf8 Nxd2 18.Bxd6 Nd3!–+.

### **16...Rfxd8**

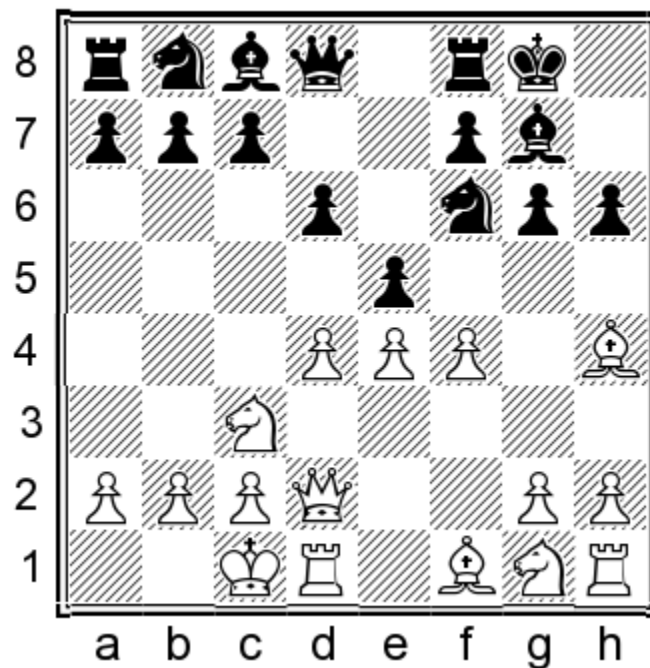
The material is balanced, but White's position has deteriorated significantly as his doubled e-pawns are vulnerable.

Evacuating the queen while simultaneously defending one's own bishop can sometimes serve as a good defensive strategy, unlike in the first two examples:

**Sergei Ljugin** (2362)

**Nikita Matinian** (2435)

Titled Tuesday blitz 2022



**8...Nxe4 9.Qe1!**

This move not only defends the bishop on h4 and secures the safety of the queen, but also keeps the knight on e4 under threat.

In the game, White took the queen on d8, but the ensuing capturing sequence was in Black's favour.

**9...g5**

After 9...Nf6 10.dxe5, White wins a piece, for instance: 10...Re8 11.Be2 g5 12.exf6, and the bishop on g7 is hanging. Further details

on defending against this kind of pin will be discussed in **Pattern 84**.

### 10.Qxe4 gxh4

White also obtains a strong attack after 10...exd4. A sample line:  
11.fxg5 hxg5 ( 11...dxc3 12.Bd3!+- ) 12.Bd3 f5 13.Qd5+ Kh7  
14.Bf2 dxc3 15.g4!, threatening to open the h-file with 16.h4!.

### 11.dxe5

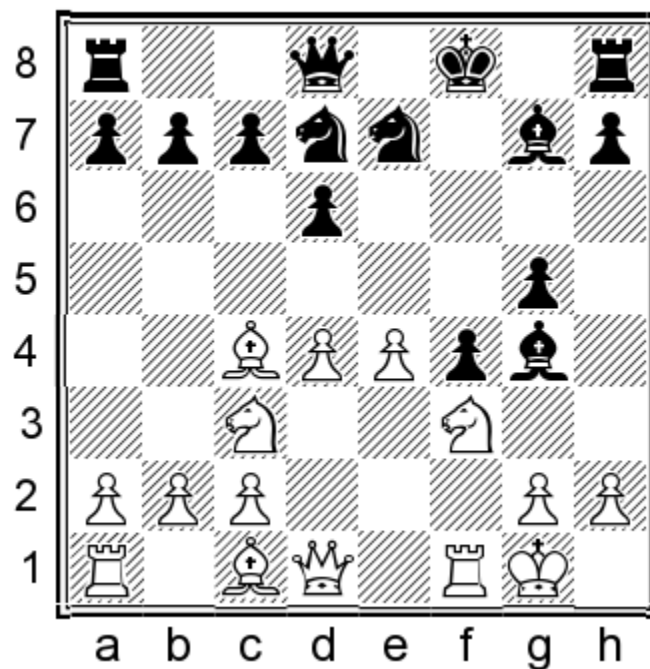
And White enjoys a significant advantage. The black king is vulnerable.

A counterattack can also target a square:

**William Lewis**

NN

England 1820



**10.Nxg5! Bxd1 11.Ne6+ Kf7**

After 11...Ke8, White first captures the bishop on g7, before reloading the battery of the knight and bishop: 12.Nxg7+ Kf8 13.Ne6+ Ke8 14.Nxd8+–.

### 12.Nxd8+ Kg6

Black attempts to escape the carousel ( **Pattern 10**), but there is no salvation. It is checkmate in five!

If 12...Ke8, then 13.Ne6!, and White will win one of the black bishops.

### 13.Bf7+ Kg5

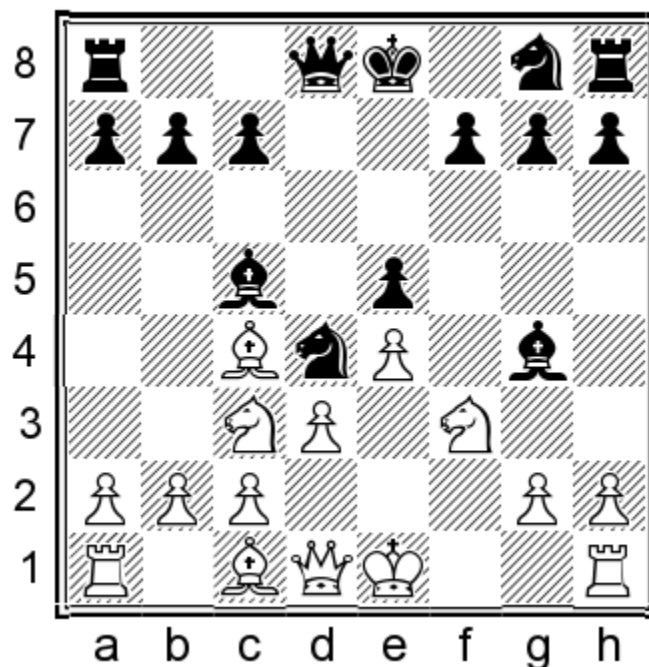
And now, instead of 14.Bxf4+ as was played in the game, 14.Ne6+ leads to the quickest checkmate, for instance: 14...Kh4 15.Rxf4+ Bg4 16.g3+ Kh3 17.Ng5#.

In the next example, we also see an attack on a square initiated by the bishop sacrifice on f7, similar to Pattern 34:

**Lukas Albertovic** (1919)

**Jan Krejci** (2163)

Czechia tt 2009/10



**8.Bxf7+! Kf8**

8...Kxf7 9.Nxe5+, winning back the bishop with two extra pawns.

**9.Nxd4!**

The only way to get an advantage, and the only way not to be worse!

After, for example, 9.Bc4? Bxf3 10.gxf3 ( 10.0-0 Nf5+!, unpinning the bishop on f3 with a discovered check, followed by 11...Bxd1 – +) 10...Qh4+, White's king is in deep trouble.

**9...Qh4+**

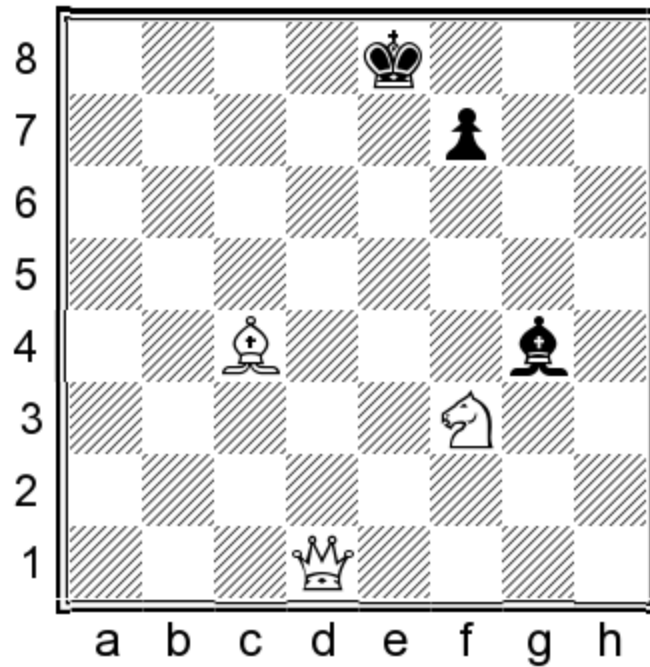
- 9...Qxd4 10.Qxg4+–;
- 9...Bxd1 10.Ne6+ Kxf7 11.Nxd8+ Rxd8 12.Nxd1, with an extra pawn.

**10.g3 Qh3**

Now White has several good options. The game continued with 11.Ne6+ Bxe6 12.Bxe6 Qxe6, and White was a pawn up with a better position. The strongest continuation is 11.Nf3, i.e.: 11...Qg2 ( 11...Kxf7 12.Nxe5++– ( 12.Ng5++– )) 12.Rf1 Bh3 13.Nd2 Qxh2 14.Be6+ Bxf1 15.Qf3+ Nf6 16.Nxf1+–.

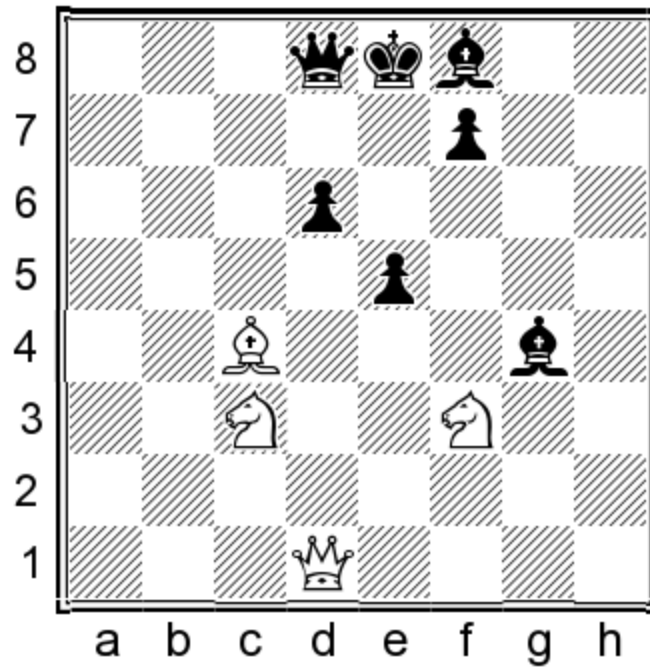
## **Flash Cards 34-38**

### **The pinning bishop versus the K+N battery**



### 34. Moving the pinned knight with check

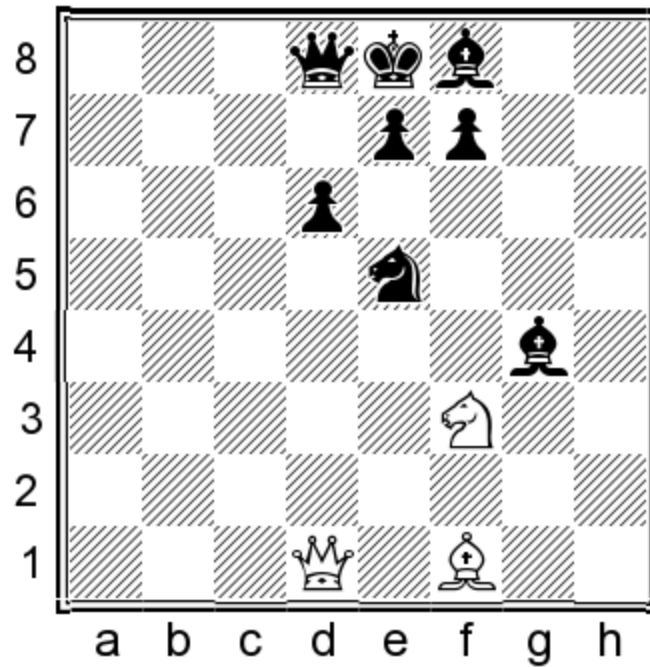
White lures the black king ( 1.Bxf7+ ) to a square ( 1...Kxf7 ) where it can be checked by the knight ( 2.Ne5+ ( 2.Ng5+ ) ) in order to regain the bishop (3.Qxg4) after a discovered attack.



### 35. Moving the pinned knight to attack f2/f7

With 1.Nxe5 White sacrifices the queen with the idea of 1...Bxd1 2.Bxf7+ Ke7 3.Nd5#, resulting in Legall's Mate.

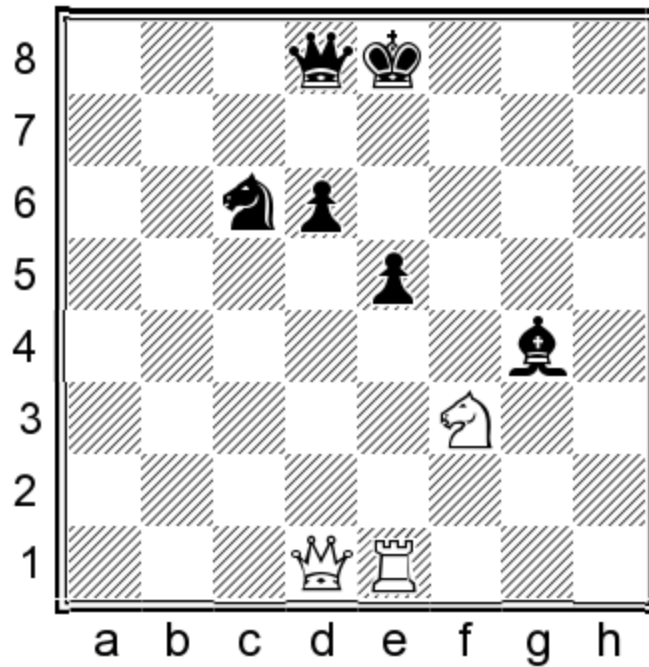
If Black declines the queen sacrifice with 1...dxe5, White has won a pawn after 2.Qxg4.



### 36. Moving the pinned knight to exploit the a4-e8/e1-a5 diagonal

With 1.Nxe5 White sacrifices the queen to exploit Black's weakness on the a4-e8 diagonal. After 1...dxe5 2.Qxg4, White has won a piece, while after 1...Bxd1 2.Bb5+, Black must interpose the queen to stop the check, allowing White to regain the queen with interest.

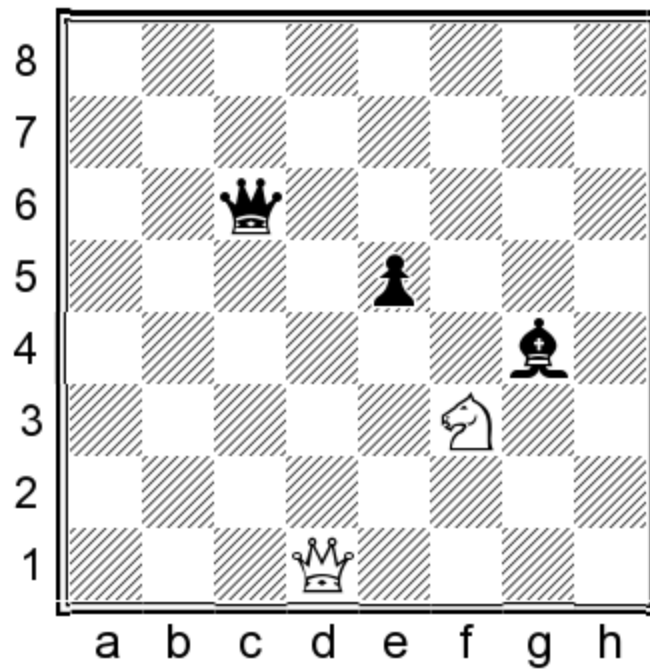




### 37. Moving the pinned knight to open the e-file

With 1.Nxe5 White sacrifices the queen to open the e-file, exploiting the exposed black king. If Black responds with 1...Nxe5, then 2.Qxg4 wins a pawn for White, as the pinned black knight on e5 is a poor defender.

If 1...Bxd1, White responds with a discovered check: 2.Nxc6+, regaining the queen and remaining up material.



### 38. Moving the pinned knight with an attack

With 1.Nxe5 White moves the pinned knight to launch an attack on the black queen. Black's best option here is to trade queens with 1...Bxd1 2.Nxc6.

In this scenario, the black queen is the target of the attack, but in other situations, the target can be different – a square, for example.

# Chapter 5

## Elimination of the defence

- Pattern 39 - Deflecting the king's queen protection with the bishop
- Pattern 40 - Deflecting the king's rook protection with the bishop
- Pattern 41 - The hook-and-ladder trick
- Pattern 42 - The extended hook-and-ladder trick
- Pattern 43 - The dual back-rank rook sacrifice
- Pattern 44 - Deflecting the king's queen protection with a rook
- Pattern 45 - Deflecting the queen's bishop
- Pattern 46 - Deflecting the king's bishop
- Pattern 47 - Exploiting the f3/f6-square
- Pattern 48 - The Smith-Morra Gambit trick
- Pattern 49 - Exchanging queens for a double threat
- Flash Cards 39-49

Defenders can be eliminated through various methods, each serving distinct purposes. The primary objectives are gaining a material advantage or giving checkmate.

In this chapter, eleven Patterns are introduced that focus on the elimination of defence. In **Patterns 39 and 40**, the king is deflected and material is gained using a bishop sacrifice. **Patterns 41 to 44** showcase a rook sacrifice for material gain.

In **Patterns 45 and 46**, bishops move from their starting positions to the opposite side of the board in a single move, aiming to disconnect

the defending bishop (or pawn) from the knight. The elimination of the defence here serves as preparation for a different tactic.

In **Patterns 47 and 48**, a defender is eliminated to deliver checkmate. In **Pattern 49**, an opening trap is presented, illustrating that the elimination of a defender does not always require a sacrifice.

## **Pattern 39 - Deflecting the king's queen protection with the bishop**

We have seen in **Patterns 34 and 35** that f2/f7 is a vulnerable point. The aim in this Pattern is to lure the king away from the queen by sacrificing a bishop on f2/f7 and then taking the unprotected queen with our queen.

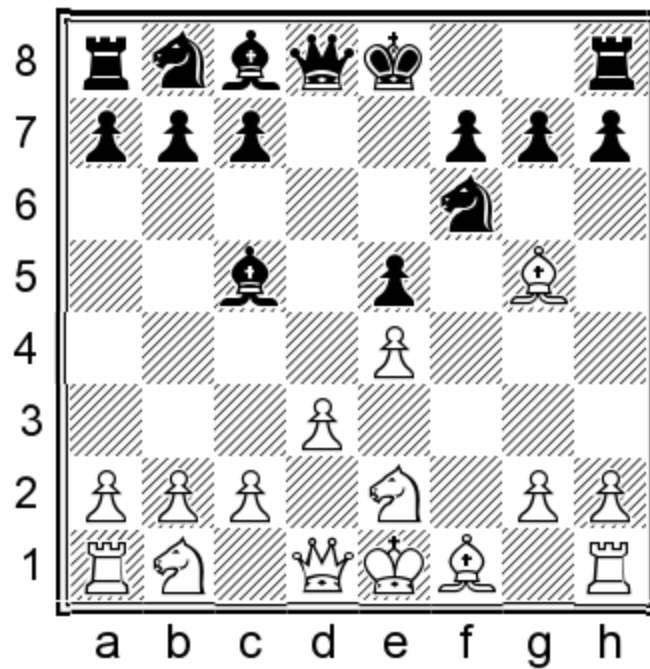
For a smooth transition from the previous chapter to this Pattern, we will utilize the ideas discussed in **Patterns 34** ('Moving the pinned knight with check') and **35** ('Moving the pinned knight to attack f2/f7') as preparatory ingredients in the first two examples.

The sorties of the pinned knight will lay the groundwork for the bishop to deflect the opponent's king.

**Ferdinand de Mol**

**Hugo van Hengel**

Soest 1995



**6...Nxe4! 7.dxe4**

7.Bxd8 Bf2#.

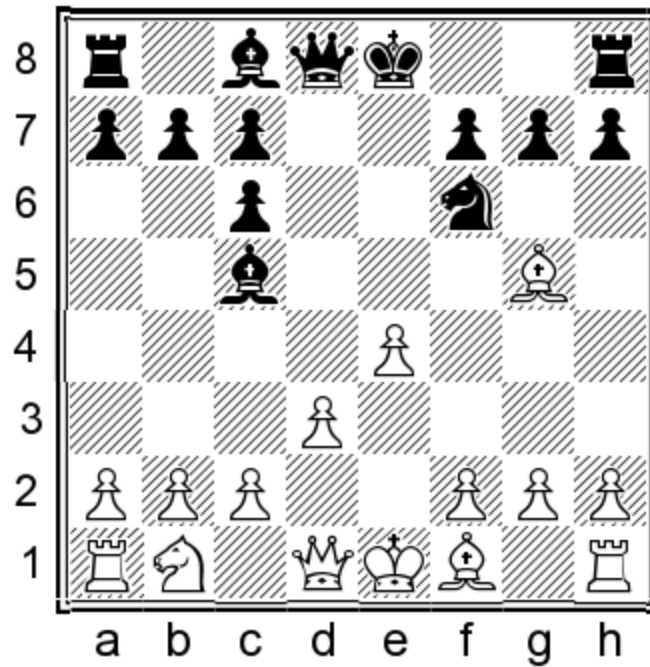
**7...Bf2+! 0-1**

Deflecting the king. After 8.Kxf2 Black will capture White's queen with 8...Qxd1.

**Nicolas Vanderhallen**

**Benjamin Skjoldan**

Mureck European Championship U10 1998



### 6...Nxe4! 7.Bxd8

After 7.dxe4 Black could capture the bishop with 7...Qxg5, but he can do better with 7...Bxf2+!, deflecting the king. Despite the white king having slightly more breathing room as compared to the previous game, 8.Ke2 Bg4+ is a decisive absolute skewer, winning the white queen nonetheless.

### 7...Bxf2+ 8.Ke2 Bg4# 0-1

In the examples above, we observed the significance of opening the d-file in facilitating the execution of the deflection tactic. This theme recurs in various openings. Here are a few examples:

**Garry Kasparov (2805)**

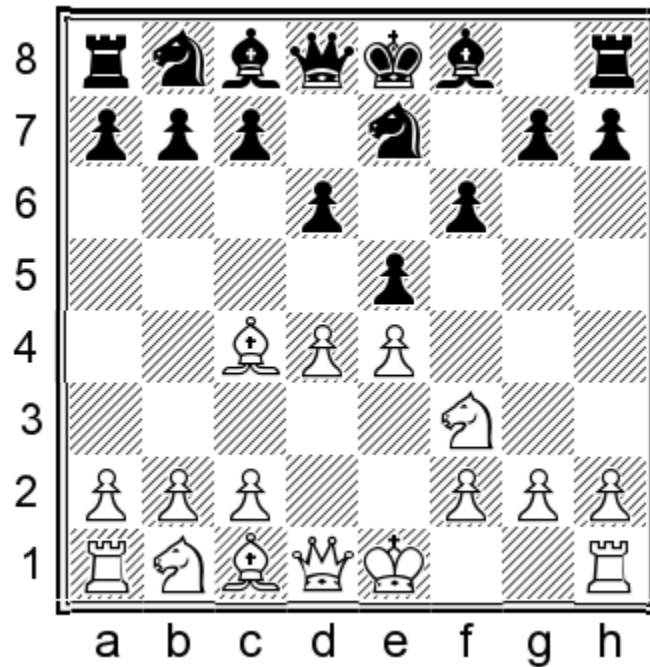
**Reuters Ltd**

London simul 1993

**1.e4 e5 2.Nf3 d6 3.d4 f6?**

This move weakens the a2-g8 and h5-e8 diagonals, while also hindering Black's future development of the g8-knight to the f6-square.

**4.Bc4 Ne7?**



**5.dxe5! dxe5**

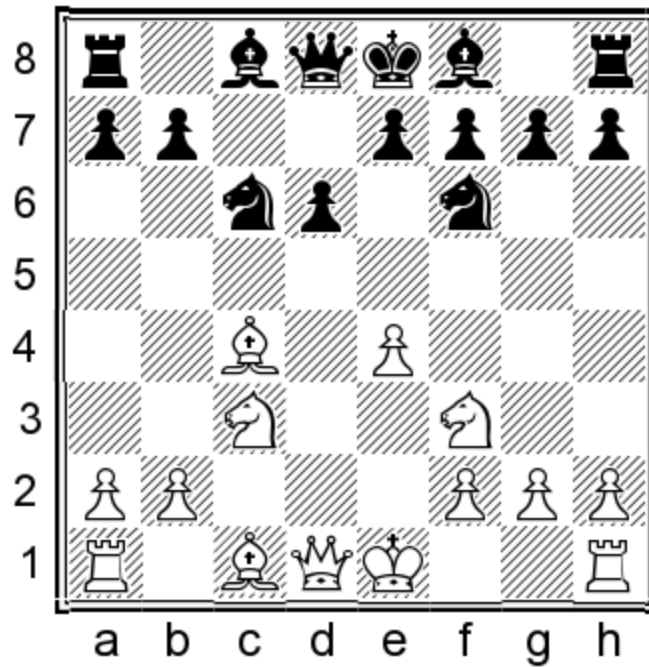
5...fxe5 doesn't save the position either after 6.Nxe5!. The d-file must be opened! ( 6.Ng5 is also strong) 6...dxe5 7.Bf7+.

**6.Bf7+! Kxf7 7.Qxd8**

The former World Champion, unsurprisingly, demonstrated ample skill in converting the queen versus bishop advantage in this demonstration game against the news agency.

Smith-Morra Gambit

**1.e4 c5 2.d4 cxd4 3.c3 dxc3 4.Nxc3 Nc6 5.Nf3 d6 6.Bc4 Nf6**



**7.e5! Nxe5?**

7...Ng4 is still playable for Black.

Not advisable is 7...dxe5 due to 8.Qxd8+ Kxd8 ( 8...Nxd8 9.Nb5! ) 9.Ng5!.

**8.Nxe5 dxe5**

With the d-file now open, White strikes again with the same deflection tactic:

**9.Bxf7+! Kxf7 10.Qxd8+-**

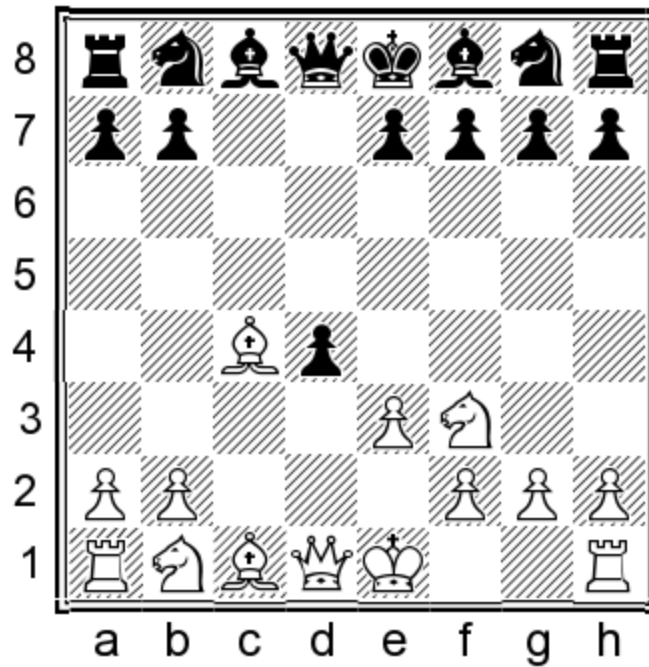
**Vesa Meskanen**

**Jarkko Kankainen**

Espoo 1997

**1.d4 d5 2.c4 dxc4 3.e3 c5 4.Bxc4 cxd4 5.Nf3**





### 5...dxe3?

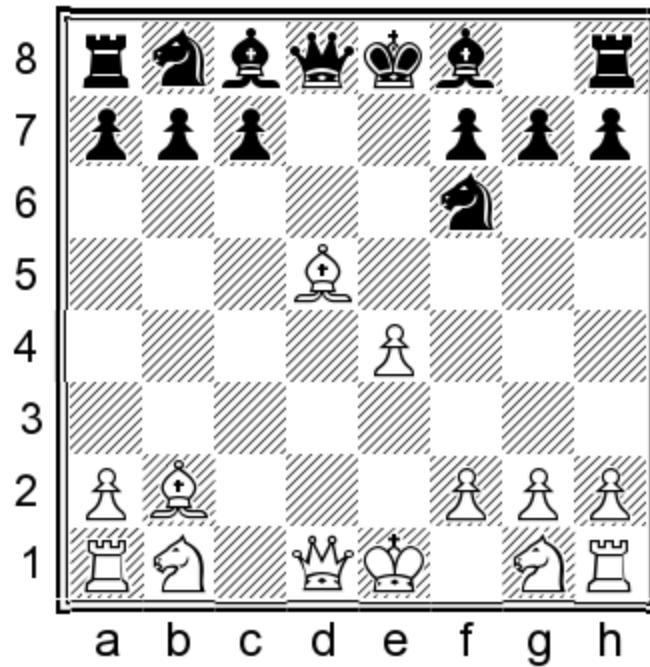
Black voluntarily opens the d-file.

### 6.Bxf7+ 1-0

As you can see in this important defence in the Danish Gambit, the capture of a queen doesn't always mean that the capturing side remains a queen to the good:

Danish Gambit

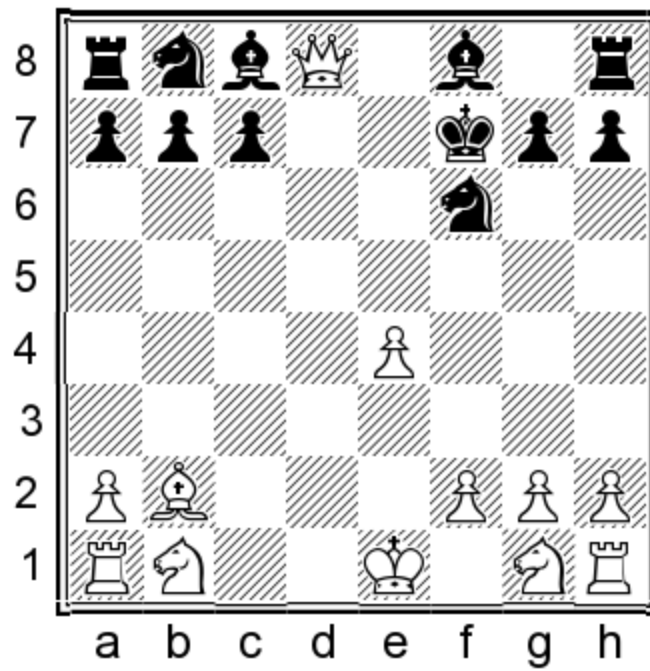
**1.e4 e5 2.d4 exd4 3.c3 dxc3 4.Bc4 cxb2 5.Bxb2 d5 6.Bxd5 Nf6**



### 7.Bxf7+ Kxf7

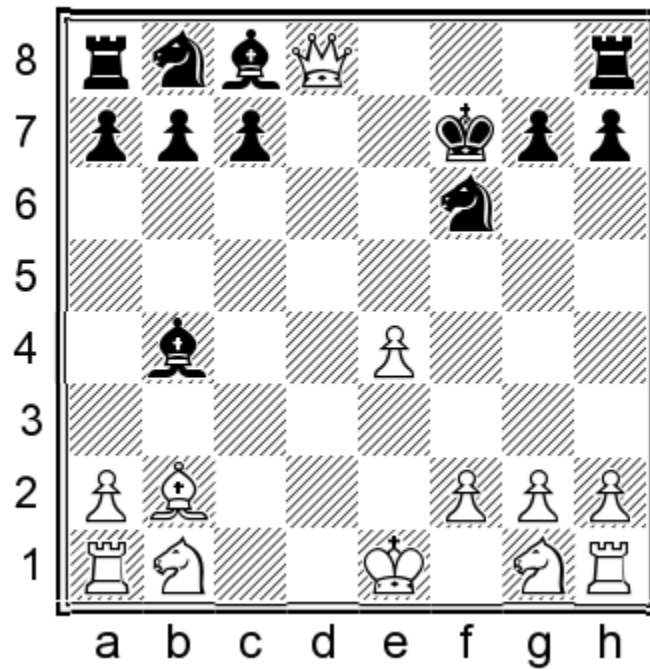
Do not forget that in our game, capturing is not mandatory!  
 However, in this position, refusing the bishop with 7...Ke7 would actually be a big mistake due to 8.Qb3! ( 8.Ba3+? Kxf7 continues similarly to the game), with an overwhelming attack for White.

### 8.Qxd8



Farewell to the black queen, but welcome to the ‘counter-discovery’!

**8...Bb4+!**



With this discovered attack discussed in **Pattern 19**, Black regains the queen.

**9.Qd2!**

The only way to get a bishop back and not to lose.

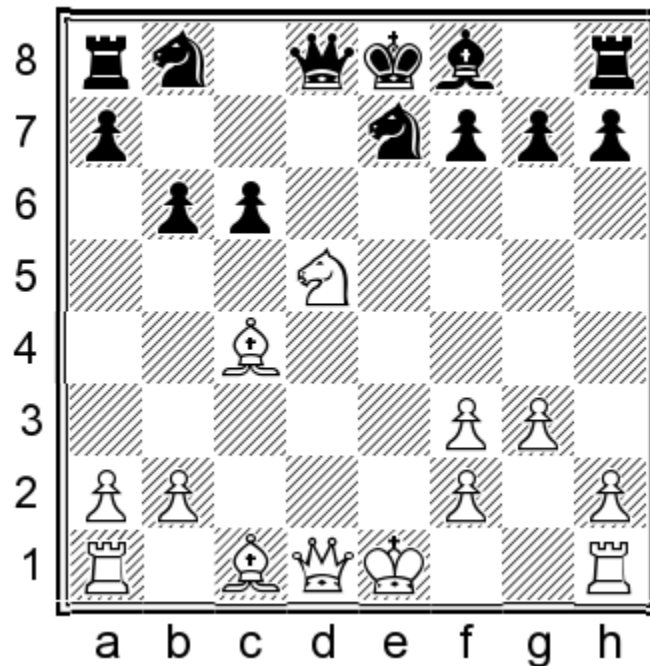
**9...Bxd2+ 10.Nxd2=**

We conclude with another defence, which partly uses the discovered attack idea from the Danish Gambit:

**Smbat Lputian (2445)**

**Edvins Kengis**

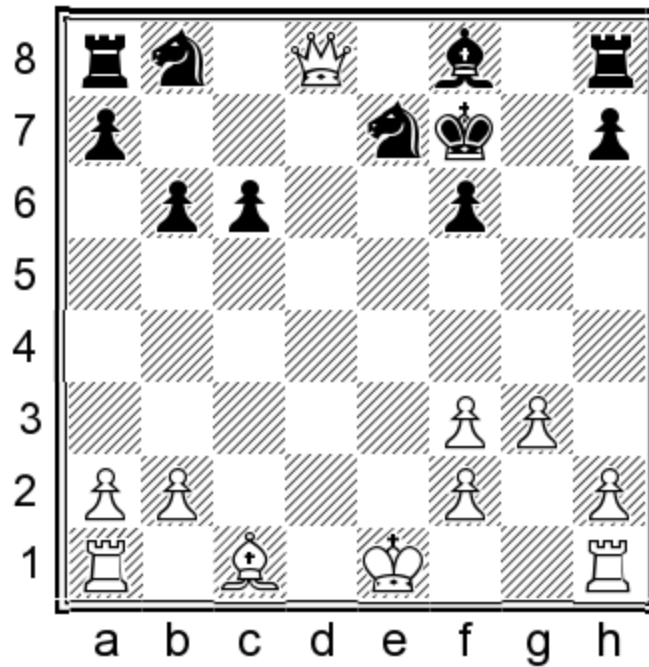
Riga USSR Championship U26 1980



**10.Nf6+**

White clears both the d-file and the a2-g8 diagonal.

**10...gxf6 11.Bxf7+ Kxf7 12.Qxd8**



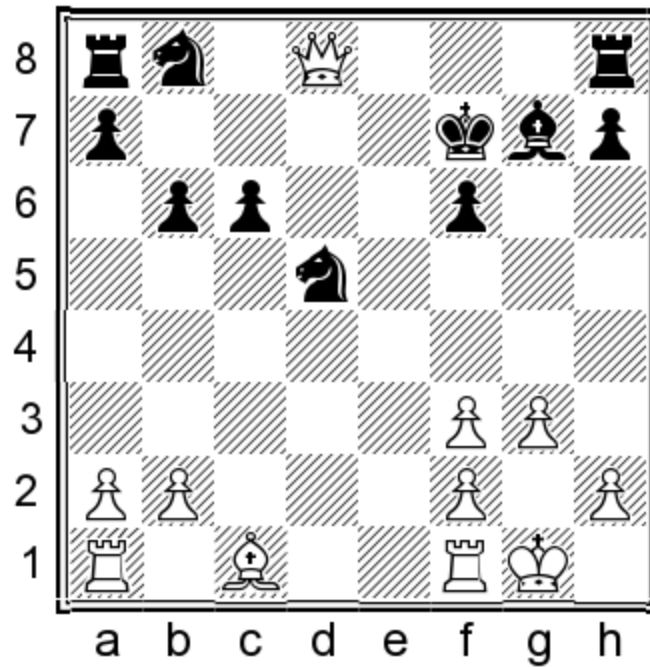
Black seems to be hopelessly lost, as the knight on e7 prevents a counter-discovery with 12...Bb4+.

**12...Nd5!!**

Trapping the queen! An attempt to escape from imprisonment with 13.Qc8 now even loses to the counter-discovery 13...Bb4+!.

White has no choice but to allow a draw by a threefold repetition of the position.

**13.0-0 Bg7**



**14.Qd6**

14.Qxh8? Bxh8 leads to a lost endgame for White.

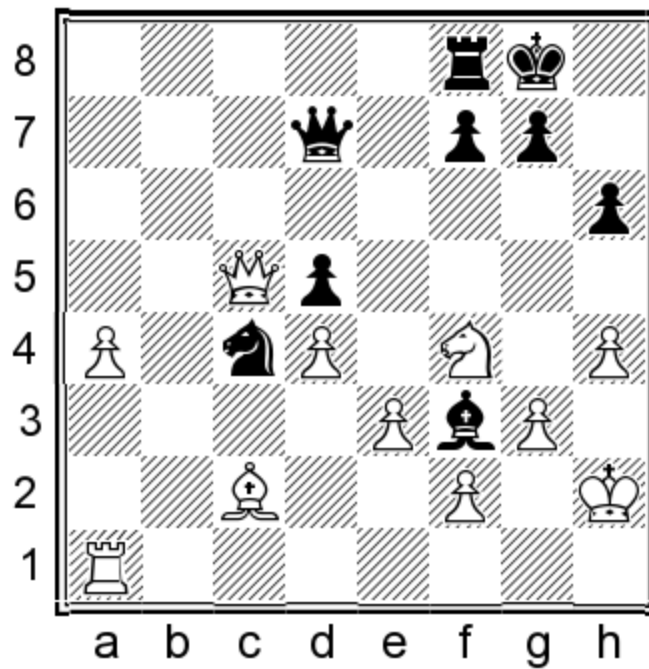
**14...Bf8 15.Qd8 Bg7 16.Qd6 Bf8 1/2-1/2**

## **Pattern 40 - Deflecting the king's rook protection with the bishop**

In the past couple of Patterns, we have dealt a lot with a king in the centre, but that doesn't mean you can't pull off tricks with a castled king as well. Once again, we focus on luring the king away, this time from its connection with an adjacent rook.

**Shakhriyar Mamedyarov** **Nodirbek Abdusattorov** (2694)

Dubai tt rapid 2023



### 37.Rb1?

With the deflection tactic 37.Bh7+! Kxh7 38.Qxf8, White could have won an exchange. Add the two extra pawns White already had, and victory would have been just a matter of time.

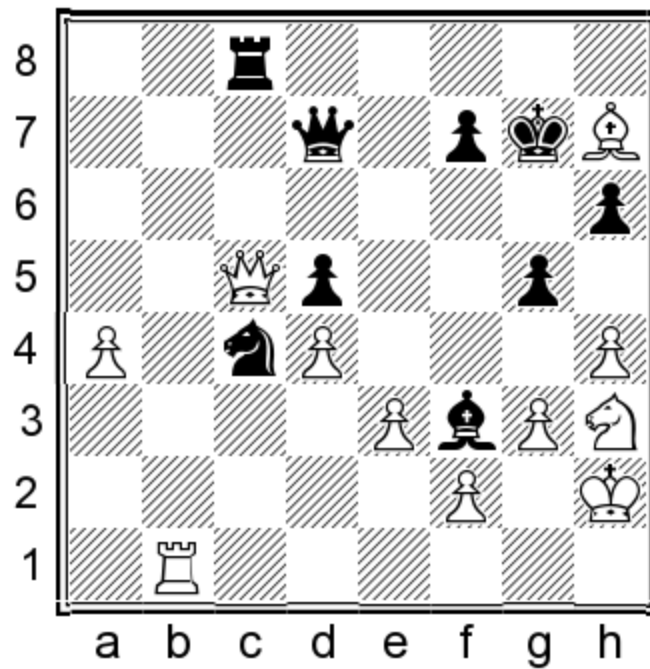
### 37...g5 38.Bh7+?

This was winning a move earlier, but now it leads to White's downfall. Thanks to 37...g5, the king can keep protecting the rook.

### 38...Kg7

Now White has a problem. The knight on f4 is under attack, while the bishop on h7 is still hanging in the air.

### 39.Nh3 Rc8



White resigned. The black rook that was under attack has reversed roles and now attacks its attacker, the white queen. With this intermediate move, the king's hands are freed so it can capture the white bishop next.

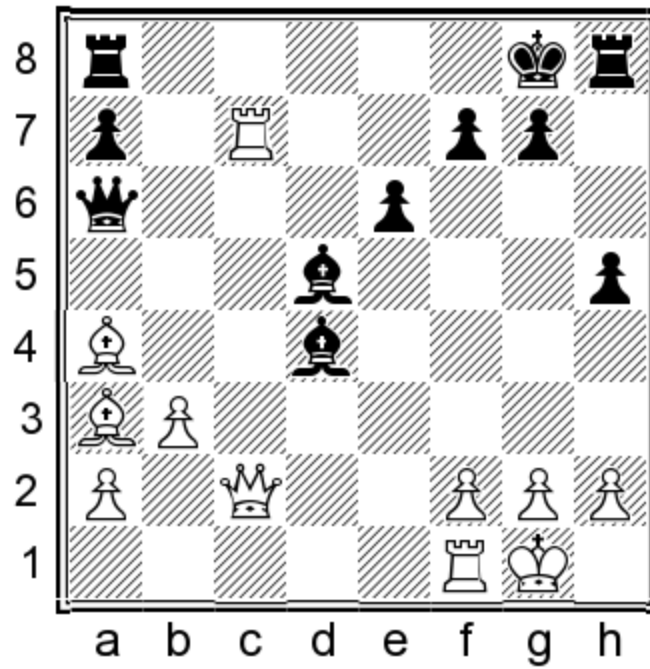
Sometimes, a bit of preparation is needed to make the trick work:

**Arlette van Weersel** (2176)

**Rosa Ratsma** (2282)

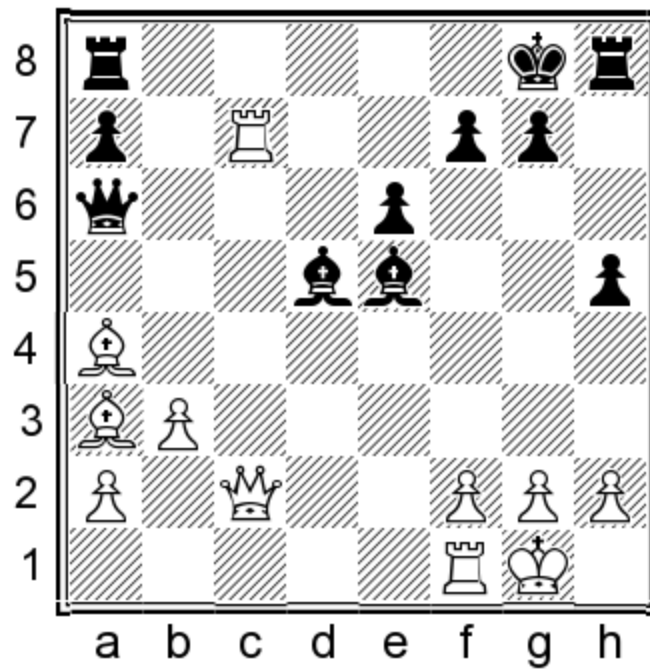
Amsterdam Dutch Women's Championship 2019





The black queen is nicely aimed at the rook. Let's get the bishop involved!

**20...Be5!**



Attacking both c7 and h2. Black wins an exchange, and because her opponent overlooks the tactic, she even wins an exchange and a pawn:

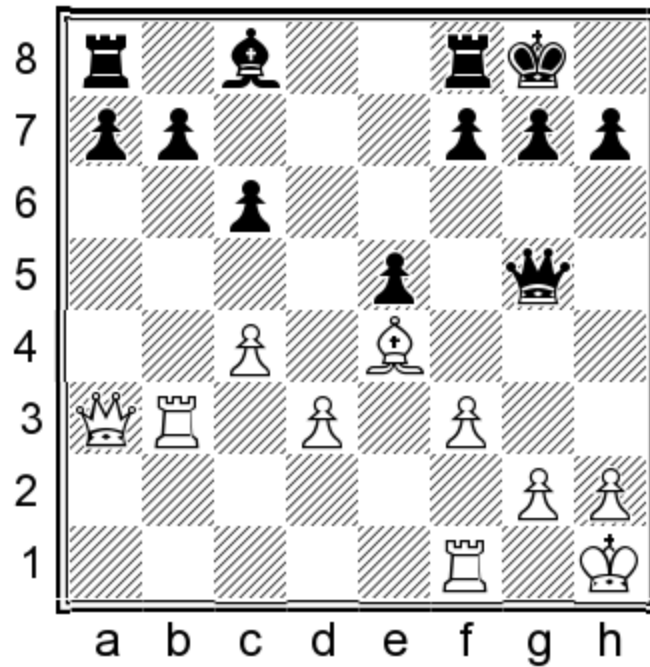
**21.Rd7 Bxh2+ 22.Kxh2 Qxf1–+**

And sometimes, the trick doesn't work at all. Here is the weapon from **Pattern 19** resurfacing as a party spoiler:

**Aadvik Suthan 691**

**Thom Groenewegen 813**

Bunschoten jr (analysis II) 2023



**22.Bxh7+? Kxh7 23.Qxf8 Bh3!**

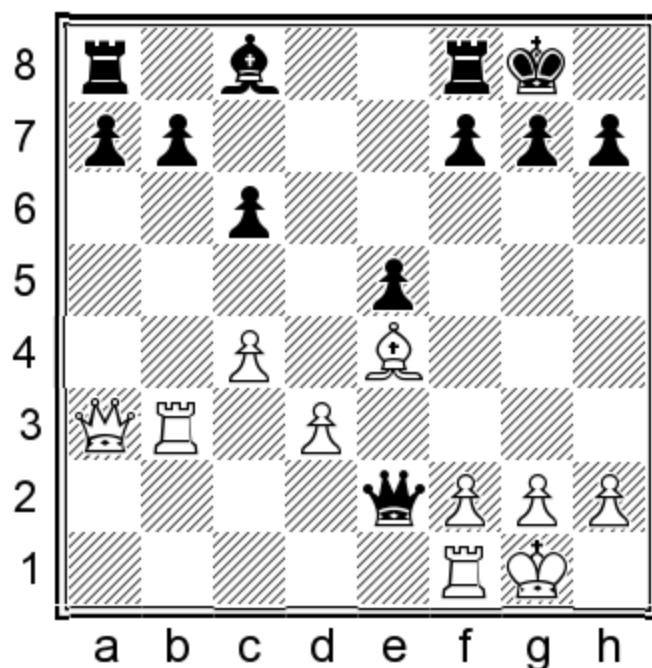
Threatening checkmate and a discovered attack on the queen, which White has to give up.

The discovered attack from **Pattern 19** as a defensive weapon also plays an important role in the following example. However, with a clever in-between move its effect can be minimized:

**Aadvik Suthan 691**

**Thom Groenewegen 813**

Bunschoten jr 2023



**20.Bxh7+!**

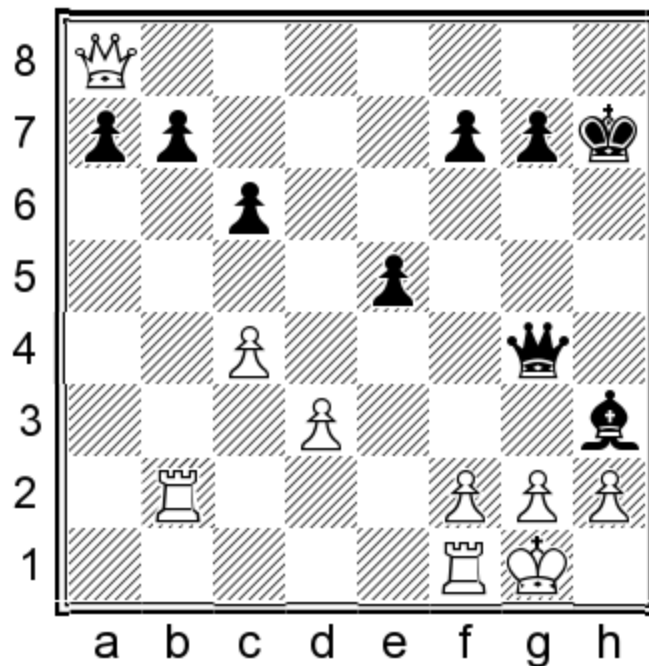
20.f3 was played in the game.

**20...Kxh7 21.Rb2!**

An important intermediate move!

If White takes immediately with 21.Qxf8, we will end up in the position that we discussed in Game 123, analysis I of Suthan-Groenewegen. 21...Bh3, attacking the pawn on g2, is then very strong. Let's see what the difference is if Black goes for the same plan, but with 21.Rb2 inserted:

**21...Qh5 22.Qxf8 Bh3 23.Qxa8 Qg4**



And now we see why White inserted 21.Rb2:

### 24.f3!

The rook defends against checkmate along the second rank.

Clearing the second rank (or seventh rank) as a defensive weapon is the subject of **Pattern 88**.

Note that 24.f4 also works, but not 24.g3? Qf3–+.

## Pattern 41 - The hook-and-ladder trick

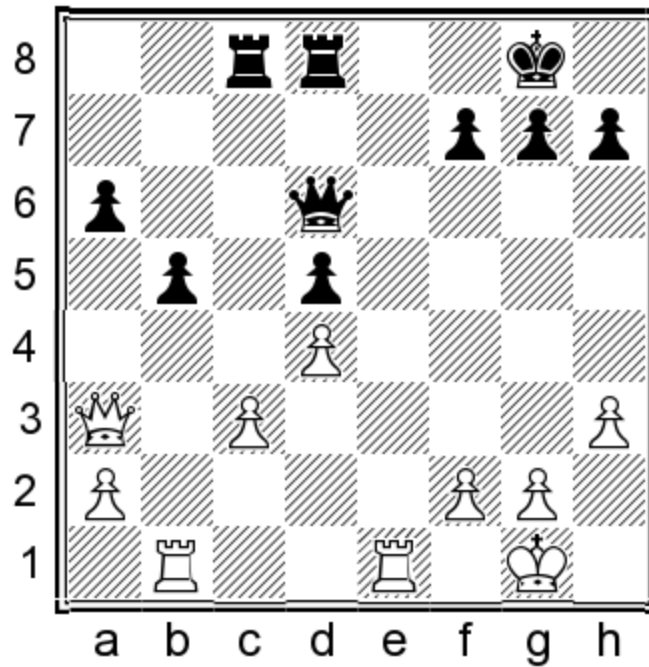
We stick with the deflection tactic, only this time, it takes shape as a rook sacrifice in the upcoming Patterns.

Here, we focus on the situation where a rook and queen are aligned (the ladder), two queens are eyeing each other, and then the defending rook of the queen (the bottom rung of the ladder) is lured away (pulling the ladder) by giving check with our rook on the back rank. Like this:

**Alexander Galliano** (2101)

**Brian Tarhon** (1863)

Crawley 2013



### 28.Re8+! 1-0

White pulls the ladder from beneath the black queen by deflecting the rook, removing its support and causing it to ‘fall’. Black resigned, as 28...Rxe8 29.Qxd6 yields White a decisive material advantage.

In the above position, Black is forced to capture the rook (after all, 28...Qf8 allows 29.Qxf8# ). With an escape hatch for the king, for example, with a black pawn on h6 instead of h7, Black can also escape the check by moving the king away ( 28...Kh7 ). Capturing is not mandatory! However, even then, White wins material with 30.Qxd6 Rxd6 31.Rxc8.

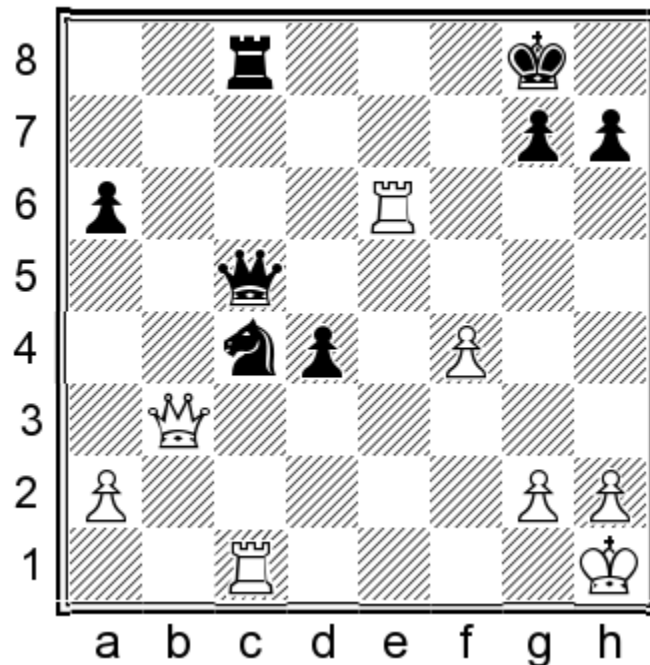
If, in addition to the pawn on h6, the black rook on c8 were on c7 (it is a lot to imagine), then 28.Re8+ Kh7 wouldn’t yield any material at all. It is important to develop an eye for these kinds of details.

In the next example, we need to prepare for the hook-and-ladder trick. First, we lure the front piece:

**Henk Vedder** (2382)

**Marijn den Hartog** (2147)

Netherlands tt 2014/15



**29.Rxc4! Qxc4 30.Re8+! Kf7**

In contrast to the previous game, the king has an escape square on f7, so Black is not forced to capture the rook. However, in this case it does not prevent him from losing material: the pinned queen proves to be a poor defender:

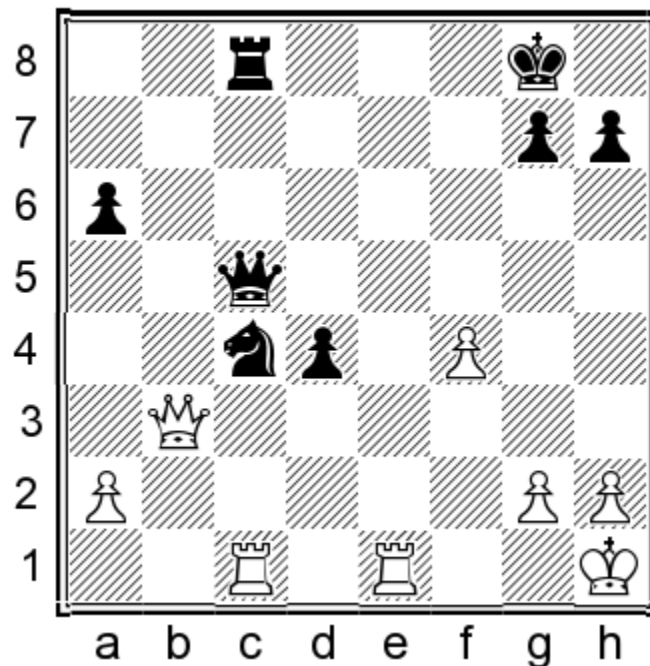
**31.Rxc8 1-0**

An important detail is that after 30...Rxe8, White captures the queen with check: 31.Qxc4+. If Black, for instance, had a pawn on f7, the

hook-and-ladder trick wouldn't work, as without the check, 31.Qxc4 allows a back-rank mate with 31...Re1+ 32.Qf1 Rxf1#.

What White could do with an extra pawn for Black on f7, is reversing the move-order and go for a back-rank mate: 29.Rxc4 Qxc4 30.Qxc4 Rxc4 31.Re8#.

Lastly, a nice extra touch. In the above diagram with the white rook on e1 instead of e6,



adjusted position

White, after 29.Rxc4 Qxc4, also has another good possibility: 30.Rc1!. The Oblique Cross from **Pattern 32**!

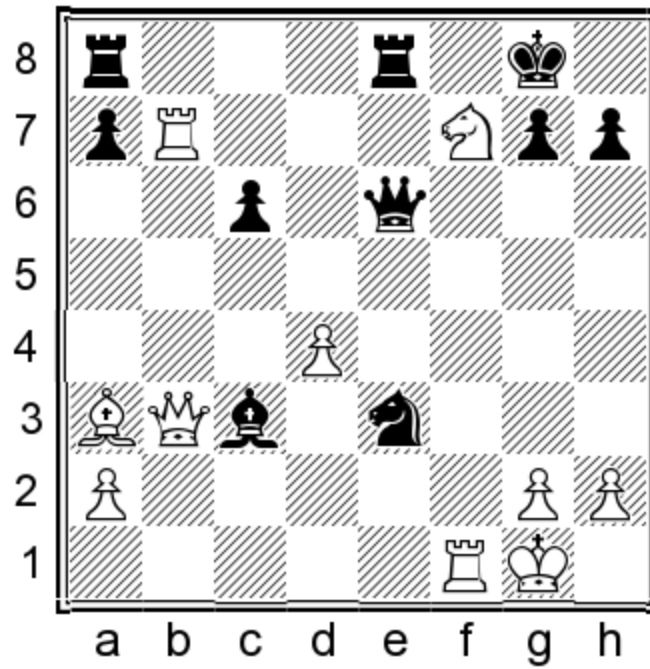
In the analysis of the previous game, we saw that capturing the rook could be combined with a back-rank mating threat, thus serving as a defence against the hook-and-ladder trick. However, in the next game, we encounter a defence against this defence:

**Peter Lebedev**

**Yuri Gonak**

Soviet Union 1938





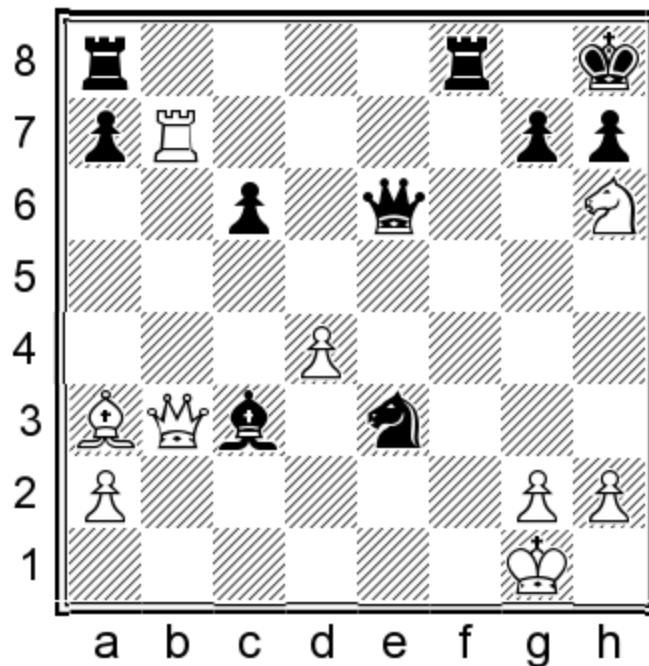
**19.Nh6+! K h8**

19...gxf6 20.Rf8+! Rxf8 21.Qxe6++-.

**20.Rf8+!**

Pulling the ladder from beneath the black queen.

**20...Rxf8**



And now, instead of capturing the queen, White captures the rook first. This maintains the tension between the queens, while introducing a new threat of 22.Bxg7#.

**21.Bxf8!**

21.Qxe6? Rf1#.

**21...Rxf8**

21...Qxb3 22.Bxg7#.

**22.Nf7+**

Blocking the f-file with check, eliminating Black's checkmating threat. White wins the queen after 22...Qxf7 ( 22...Rxf7 23.Rb8+ checkmates) 23.Rxf7.

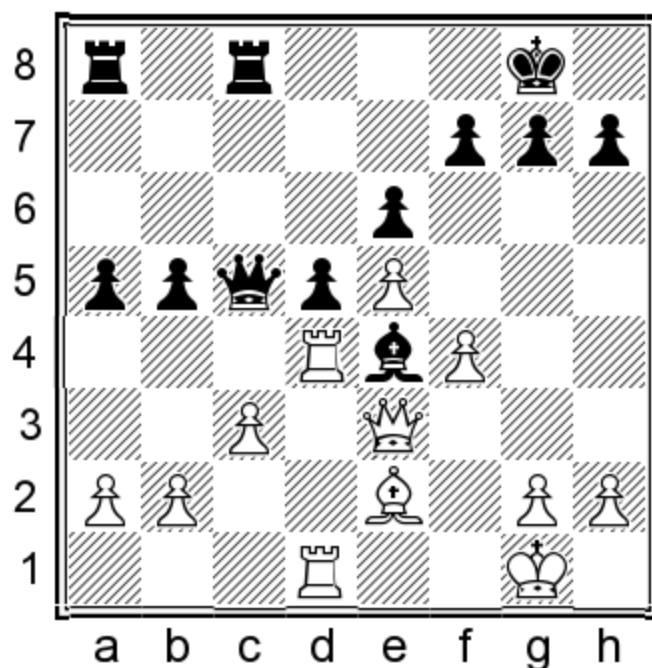
So far, we have seen the rook operating along an open file.

However, sometimes a file is closed. In such cases, try to open it:

**Joachim Solberg (2209)**

**Aryan Tari (2295)**

Norway tt 2012/13



**21.Rxe4! dxe4**

21...Qxe3+ loses after 22.Rxe3.

**22.Rd8+! Rxd8 23.Qxc5**

White is up a queen and bishop for two rooks.

## Pattern 42 - The extended hook-and-ladder trick

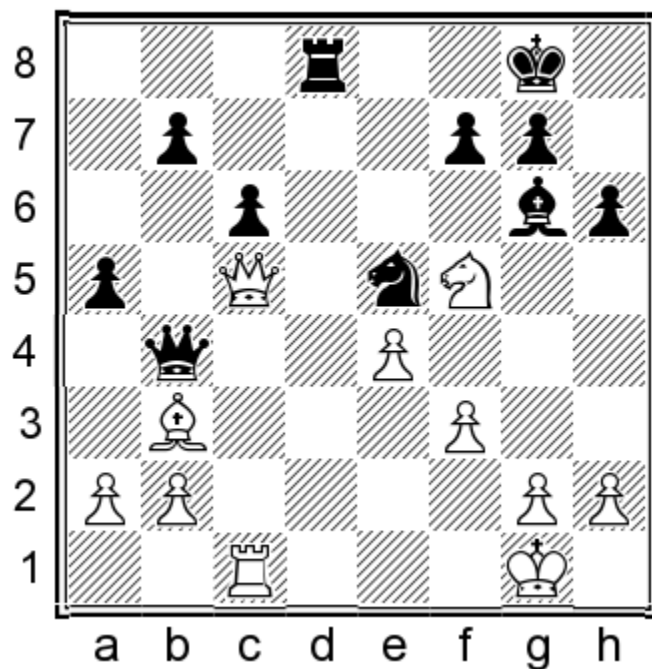
The hook-and-ladder trick can also serve as preparation for, or be combined with, another tactic. In this case, it becomes integrated into a broader concept. We focus on the situation where a rook checks on the back rank, but now it can be captured not just in one, but in two ways.

In the first two examples, we eliminate the defence in two ways: on the one hand by aiming for material gain (in cases where the rook must release the queen's protection, as in the hook-and-ladder trick), and on the other hand by delivering checkmate.

**Nihal Sarin** (2598)

**Samuel Sevian** (2666)

Chess.com Speed Chess U20 2019



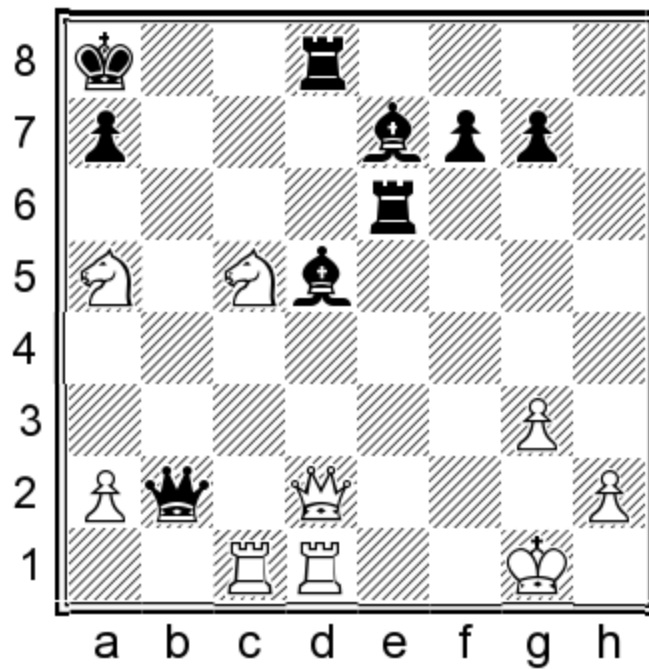
**24...Rd1+!**

White resigned, as after 25.Rxd1 Qxc5+ he loses the queen against a rook, while the other options, 25.Bxd1 (interference) and 25.Kf2, lead to checkmate after 25...Qe1#.

**Stan van Gisbergen** (2294)

**Koen Leenhouts** (2442)

Netherlands tt 2022/23



**28...Re1+!**

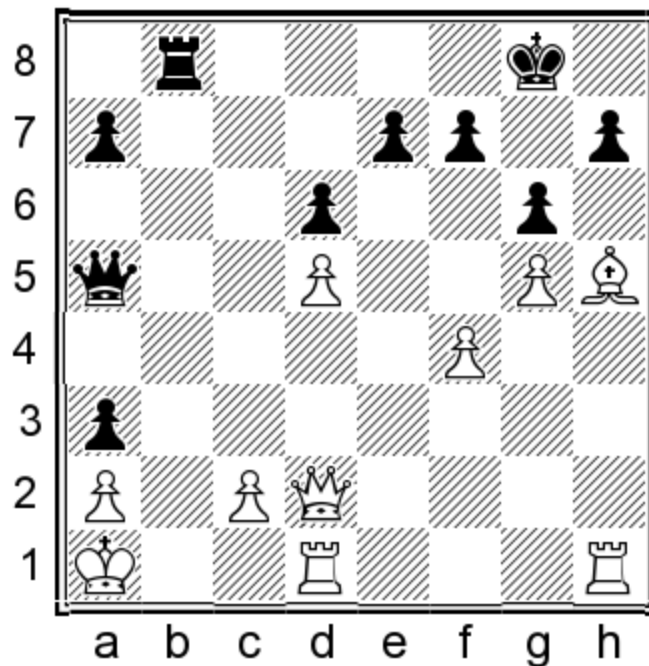
White resigned, as after 29.Rxe1 Qxd2, he would lose his queen for a rook, while 29.Qxe1 Qg2# is even worse. After 29.Kf2 Qxd2+ 30.Rxd2 Rxc1, Black is up a rook.

In the following example, we combine the hook-and-ladder trick with another tactic, the magnet sacrifice:

**Jorden van Foreest** (2678)

**Ivan Saric** (2680)

Zagreb rapid (analysis I) 2022



## 24...Rb1+!

After 25.Rxb1, Black plays 25...Qxd2 and White will not be able to prevent losing the bishop and more pawns due to the weakness of his king and the lack of coordination between the rooks. In case of 25.Kxb1 Qb6+ (or 25...Qb5+ ), White must sacrifice his queen with 26.Qb4 to create an escape hatch for the king on d2, and will also end up in a losing position for the reasons mentioned before.

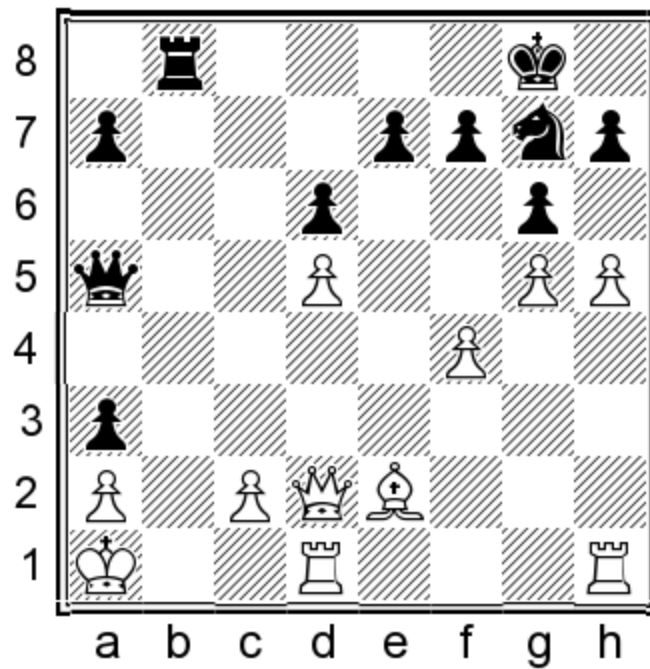
Everything worked well for Black in the scenario above. However, a minor adjustment in the position can swiftly alter the situation.

Always remain vigilant for the opponent's defensive options:

**Jorden van Foreest** (2678)

**Ivan Saric** (2680)

Zagreb rapid (analysis II) 2022



Do you remember the back-rank checkmate defence discussed in **Pattern 41**?

Due to the minor adjustment,

**23...Rb1+?**

now fails to

**24.Rxb1 Qxd2 25.Rb8+ Ne8 26.Rxe8+ K<sub>g</sub>7 27.h6#**

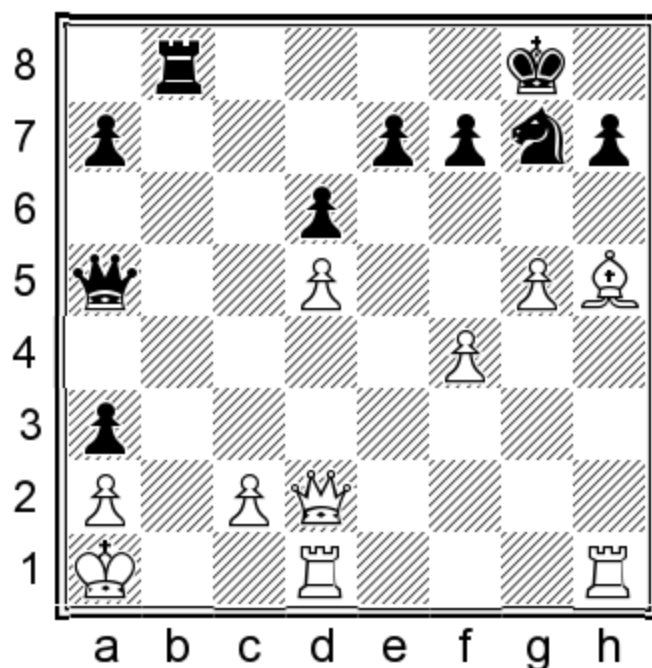
Checkmate.

And finally, we see that with just another small adjustment, the odds are roughly balanced again:

**Jorden van Foreest** (2678)

**Ivan Saric** (2680)

Zagreb rapid (analysis III) 2022



**24...Rb1+ 25.Rxb1**

25.Kxb1? loses to 25...Qb5 ( 25...Qb6+ ).

**25...Qxd2 26.Rb8+ Ne8 27.Rxe8+ Kg7 28.Rb8 Qxc2=**

Further insights in the magnet sacrifice will be discussed in **Pattern 100**.

### **Pattern 43 - The dual back-rank rook sacrifice**

This Pattern builds upon the previous one. Once again, when placed on the back rank, the rook can be captured in two ways, but now the hook-and-ladder trick no longer plays a role.

The objective is either material gain or checkmate by eliminating the defence.

I must admit that this Pattern is more general compared to others. Of course, it involves sacrificing the rook on a back rank protected by



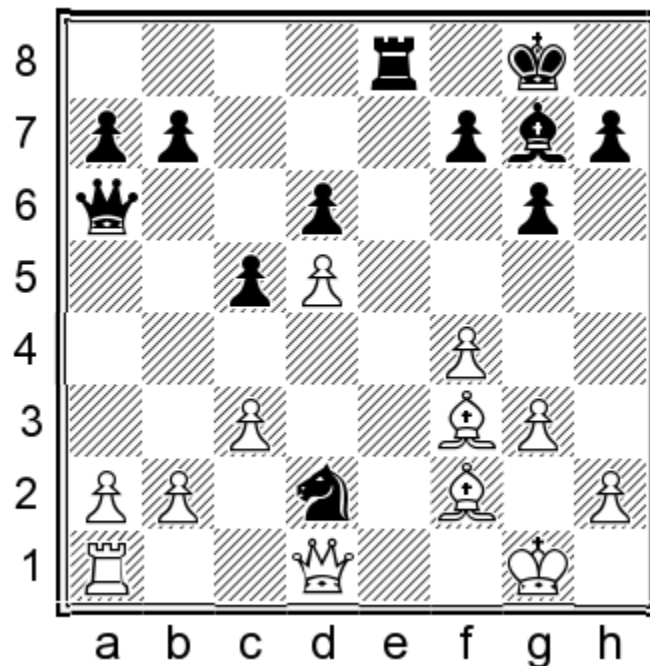
two pieces, which is a distinct feature, but the surrounding pieces are less determined than in other Patterns. I hope you can turn a blind eye to this.

In the first example, the objective is either material gain or checkmate, and bears a strong resemblance to Game 188 in the previous Pattern:

**Johannes Hatzl** (2141)

**Axel Bachmann** (2577)

Graz 2014



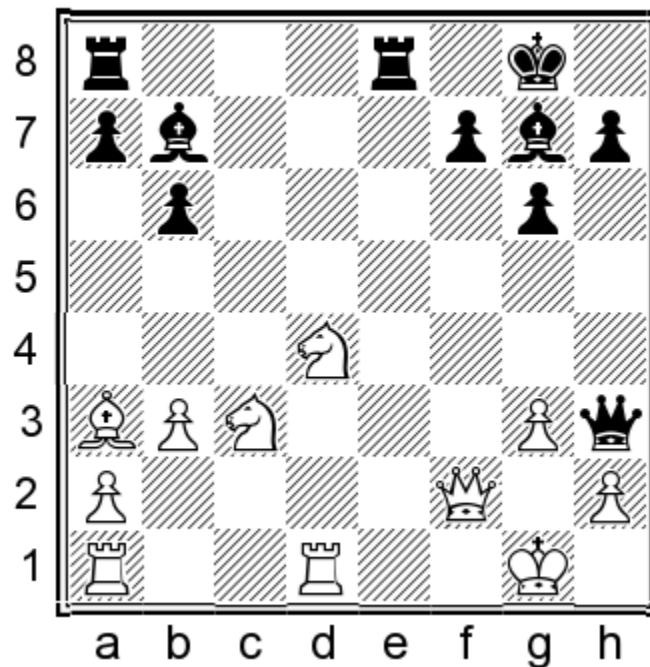
**21...Re1+! 0-1**

22.Qxe1 ( 22.Kg2 Qf1# / 22.Bxe1 Qf1# ) 22...Nxf3+ 23.Kg2 Nxe1+-+.

In the following classic, the objective is to deliver checkmate:

**Robert Byrne**

**Bobby Fischer**



**23...Re1+! 24.Rxe1**

24.Qxe1 Qg2#.

**24...Bxd4**

Black wins the queen, as 25.Qxd4 is met with 25...Qg2#.

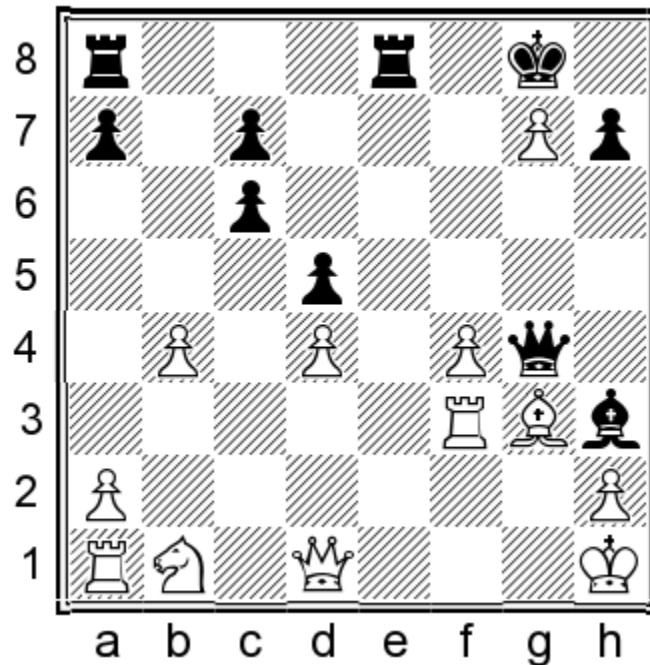
By the way, to briefly consider the defender's options, note that 24...Bxd4 does not come with a check, so you should always stay alert to intermediate moves. For example, without the rook on a8, White could give an intermediate check on e8 to force the king to g7, and then capture the bishop on d4 with check. In Game 105, Csonka-Yurovskich ( **Pattern 23**), we saw a similar defence.

As opposed to the previous examples, in the next one the rook sacrifice does lead to a forced checkmate:

**Wieland Belka**

## Krishnan Sasikiran

ICCF email (analysis) 2020



**24...Re1+! 25.Qxe1**

25.Bxe1 Qg2#.

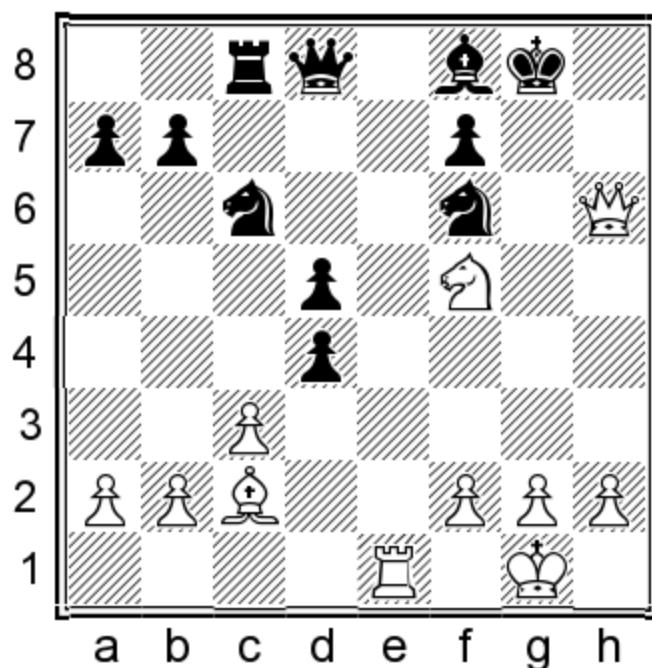
**25...Qxf3+ 26.Kg1 Qg2#**

In the next game, the rook sacrifice comes without check, but it still leads to a forced checkmate:

**Art Hoogendijk (1429)**

**Arno van Houten (1843)**

Rotterdam (analysis) 2023



**19.Re8!**

Not only is White about to lure away one of the black defenders, but as the f8-bishop is pinned this move also threatens 20.Qg7#.

**19...Qxe8**

19...Nxe8 20.Ne7+! Bxe7 21.Qh7+ Kf8 22.Qh8#.

**20.Qg5+ Kh8**

20...Kh7 21.Ne7+ Kh8 22.Qxf6+ Bg7 23.Qh4+, checkmating.

**21.Qxf6+ Kg8 22.Qg5+ Kh8 23.Qh5+**

23.Qh4+ comes down to the same as the game.

**23...Kg8 24.Ne7+ Bxe7**

24...Kg7 25.Qg5+ Kh8 26.Qg8#.

**25.Qh7+ Kf8 26.Qh8# 1-0**

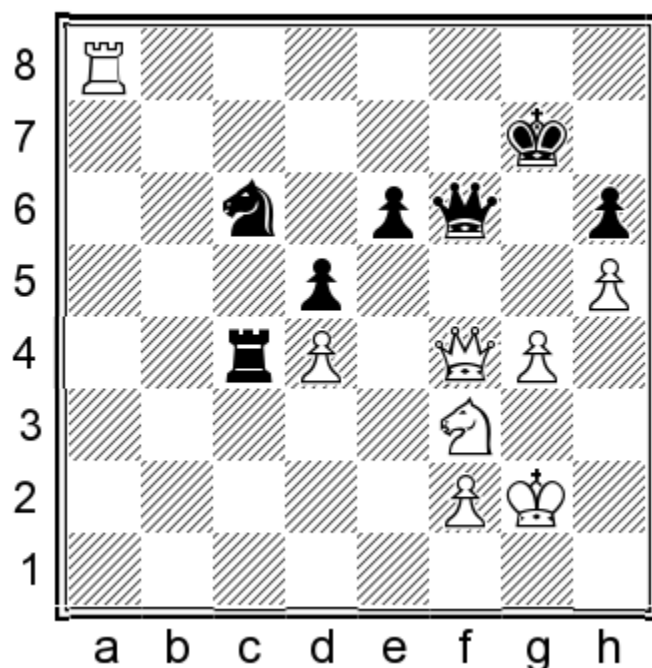
## Pattern 44 - Deflecting the king's queen protection with a rook

We return to the 'simpler' tactic of luring away one piece to terminate the protection of another piece, just like in **Patterns 39-41**. In this Pattern, we deflect the king from the queen with the help of a rook sacrifice. The first four examples involve former World Champions.

**Leinier Dominguez** (2739)

**Veselin Topalov** (2740)

St Louis rapid 2019



**38.Rg8+!**

The 2005 FIDE World Champion resigned. Although Black is not obliged to immediately capture the rook with the king and can still try to defend the queen with 38...Kf7, the skewer after 39.Rf8+!

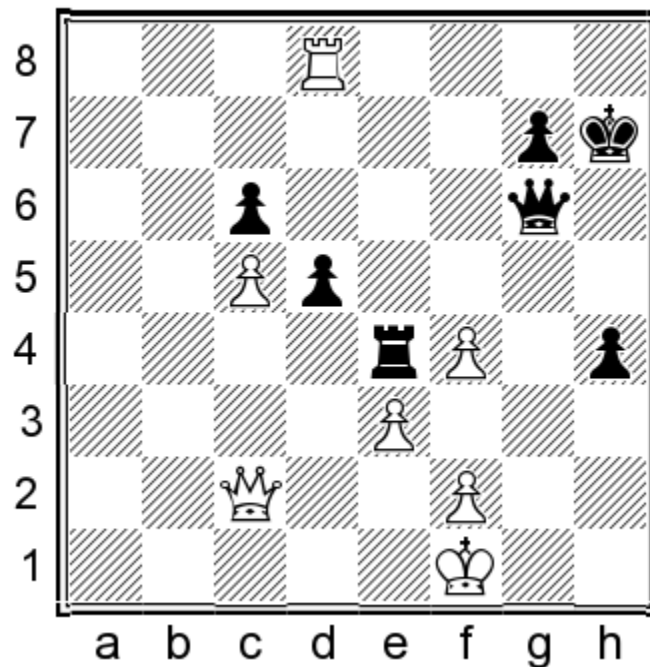
forces Black's hand to relinquish the queen's protection: 39...Kxf8  
40.Qxf6+.

In the following example, a bit of preparatory work is needed to execute the deflection tactic:

**Anatoly Karpov** (2619)

**Jan Timman** (2600)

Groningen match 2013



Here, we observe once more a king protecting the queen and a rook positioned on the back rank, poised to deliver a check from behind. The queens are also facing each other, with only a rook between them. Therefore, that rook needs to be harassed! The next move is now easy to find:

**45.f3!**

The 1975-85 World Champion actually missed this opportunity and played 45.Rd6 instead. The game later ended in a draw.

**45...Rxe3**

- 45...Re6 46.f5, forking the black queen and rook;
- 45...Qf6 46.Ra8, and the white rook is pinned and will be lost.

**46.Rh8+! Kxh8 47.Qxg6**

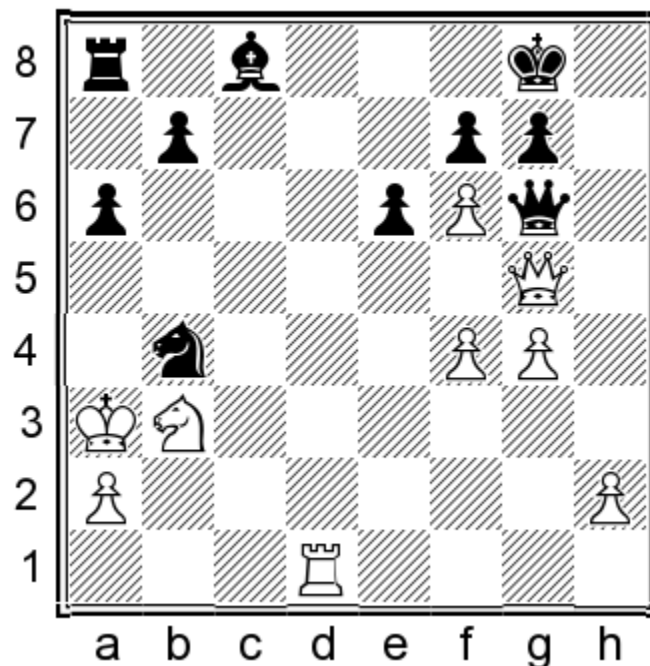
And the queen is in the bag!

Sometimes more preparatory work is needed. In the following example, it is also instructive that White forces the black queen to an unfavourable square, making it vulnerable to the deflection tactic:

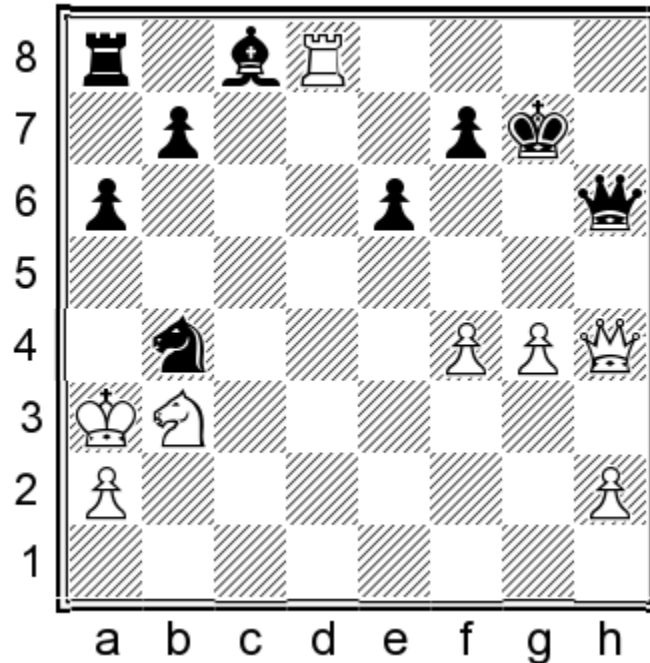
**Boris Spassky (2650)**

**Günter Capelan (2410)**

Solingen 1974



**24.Rd8+ Kh7 25.Qh4+ Qh6 26.fxg7! Kxg7**  
**26...Qxh4 27.g8Q+ Kh6 28.Qh8+ Kg6 29.Rg8#.**

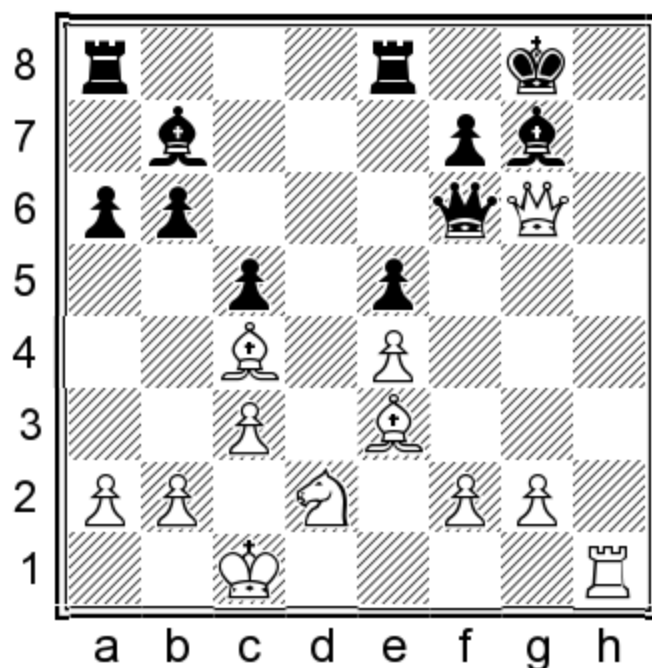


**27.Rg8+! Kxg8**  
 27...Kh7 28.Rh8+, and White conquers the black queen.  
**28.Qxh6+—**

We have seen the rook approaching the king only from behind up to this point, but this tactic can also come from the side. Just like in the previous example, first the queen is forced to an unfavourable square:

**William Steinitz**  
**Augustus Mongredien**  
 London match 1863





### 20.Bxf7+! Qxf7

Refusing the sacrifice doesn't help Black much either, for instance:  
 20...Kf8 21.Bxe8 Rxe8 22.Rh8+! Bxh8 23.Bh6+ Ke7 24.Bg5+–.

### 21.Rh8+!

Deflection! What makes this move somewhat 'invisible' is that the h8-square seems to be protected twice. This appearance is deceptive due to pin on the bishop, which is a poor defender. Additionally, recall the examples in this book's Introduction where a similar tactic was employed – there, a rook sacrifice was used to lure the king away and checkmate it.

### 21...Kxh8 22.Qxf7 1-0

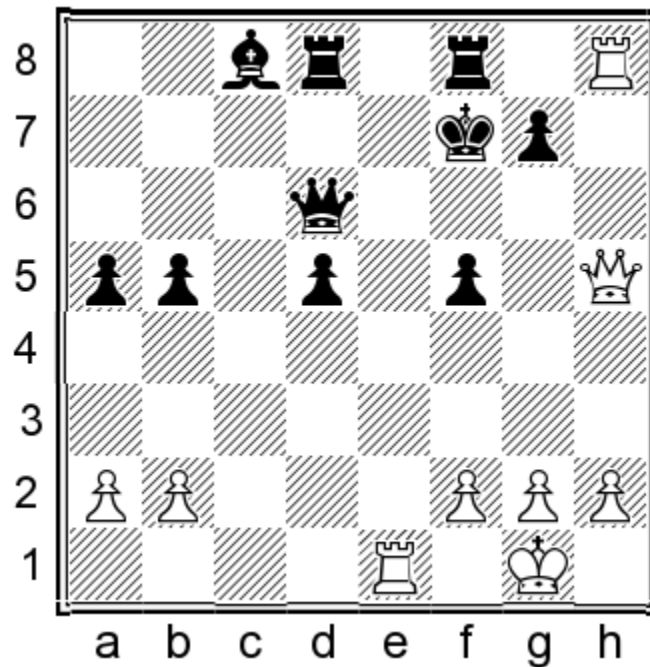
In Games 197 and 199, we saw that the king could have defended the queen for one more move after the rook check. However, the defence was eliminated by an absolute skewer. Nevertheless, there

are cases where steadfastly holding on to the queen can be a successful defence:

**Pentala Harikrishna** (2696)

**Pavel Eljanov** (2691)

Chennai 2023



Black could have played

**30...Qg6!**

after which White has insufficient compensation for the sacrificed piece. However, Eljanov refrained from it because he overlooked that he could play 31.Re7+ Kf6, missing that White does not have an absolute skewer with 31.Re6+ since the bishop on c8 is controlling the e6-square.

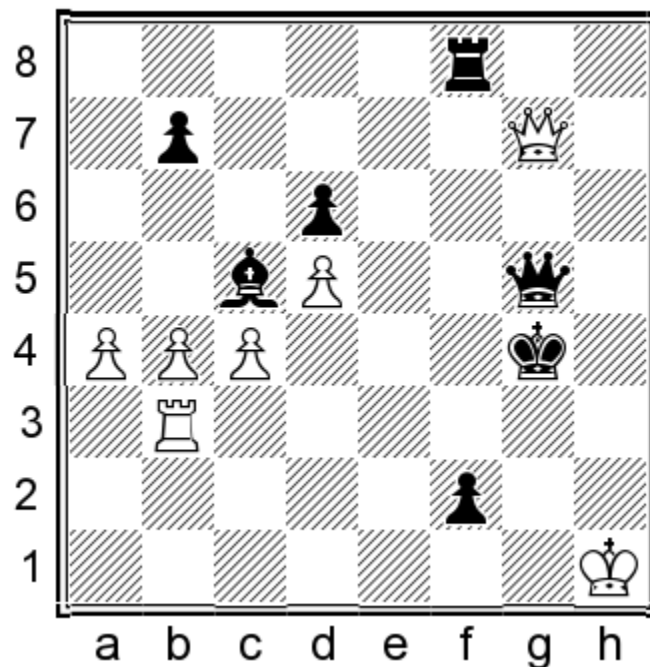
The game continued with 30...Kf6, when White managed to force a draw with 31.Rh6+! gxh6 32.Qxh6+ Kf7 33.Qh7+ Kf6 34.Qh6+ Kf7.

Sometimes, allowing the deflection tactic is harmless:

**Günter Leuschner** (1900)

**Ralf Rosin**

Mittelfranken 1980



**39.Rg3+ Kxg3 40.Qxg5+ Kf3**

Although White has won a queen for a rook, the passed f-pawn is of greater value.

Of course not 40...Kh3?? 41.Qh6+, forking the king and rook, and White even wins.

**41.Qh5+**

41.Qc1 Rh8+, checkmating.

**41...Ke3 42.Qh3+ Ke2 43.Qg4+ Kd2**

White resigned. After 44.Qg5+ Be3, he has run out of checks and the f-pawn will promote.

## **Pattern 45 - Deflecting the queen's bishop**

Deflection can also be used as a preparation for another tactic. And that is exactly what we are going to see here. In this Pattern, we lure the fianchettoed bishop away from defending a knight by sliding our bishop to a6/a3 on the edge of the board.

In the following opening variation, we see that this move has claimed many victims, including several strong (grand)masters.

Queen's Indian Defence, Classical Variation

**1.d4 Nf6 2.c4 e6 3.Nf3 b6 4.e3 Bb7 5.Bd3 c5 6.0-0 Be7 7.Nc3 cxd4 8.exd4 d5 9.cxd5 Nxd5 10.Ne5 0-0 11.Qh5 Nf6 12.Qh4 Nc6?**

12...Ne4 is the main move.

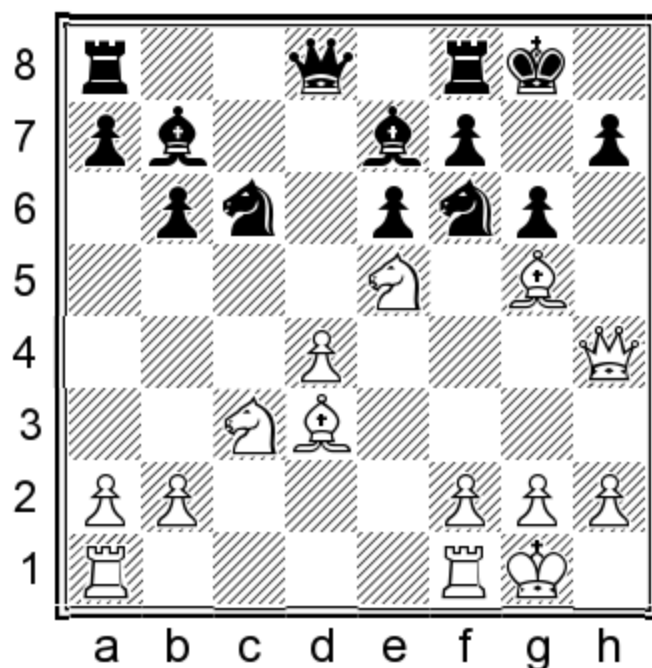
**13.Bg5!**

Threatening to remove the defender of the h7 checkmating square.

**13...g6**

Other moves don't help either:

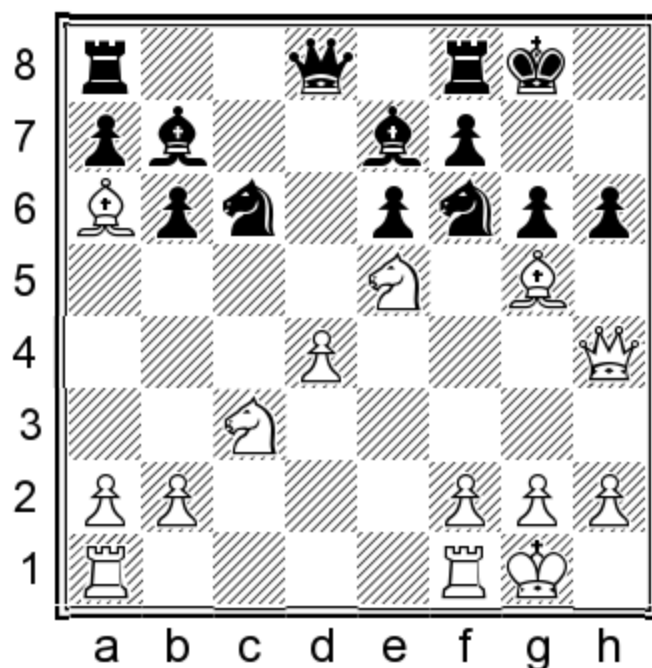
- 13...Nxe5 14.Bxf6 Nxd3 15.Bxe7, winning an exchange;
- 13...h6 14.Bxf6 Bxf6 15.Qe4 with a double attack on c6 and h7, winning a piece.



### 14.Ba6!

Deflecting the bishop. Black will lose material no matter what:

- 14...Bxa6 15.Nxc6 Qd7 16.Nxe7+ Qxe7. Here, we see the significance of provoking 13... g6: the knight on f6 becomes vulnerable. 17.Bxf6 +-;
- This vulnerability also shows when Black tries to defend the bishop on b7 with the queen, for instance, 14...Qc8 15.Bxb7 Qxb7 16.Bxf6 +-;
- Also ineffective is 14...Nxe5 15.dxe5 and Black already resigned in the game Ree-J.Piket, Netherlands tt 2000/01. It is not often that a former top-ten player of the world resigns so quickly, but it is not premature here: 15...Nd5 16.Bxe7 Qxe7 17.Qxe7 Nxe7 18.Bxb7 costs a piece, while after 15...Bxa6 16.exf6, the double threat of fxe7 and Qh4-h6-g7# wins a lot of material;
- The best defence is 14...h6,



*analysis diagram*

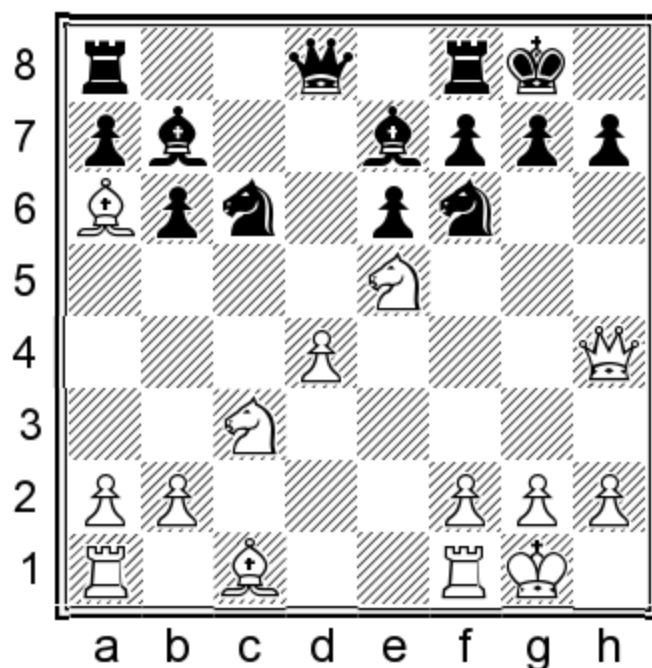
which is what, among other grandmasters, Judit Polgar played. White now has several good options, such as 15.Qxh6 Ng4 16.Qh3! or 15.Bxh6 Nxe5 16.Bxb7 Nfg4 17.Qh3 Qxd4 18.Bxa8 Rxa8 1-0 (47) Halkias-Polgar, Warsaw Ech rapid 2010.

In this variation it is crucial to insert 13.Bg5 to make the deflection with Ba6 work. After 13.Ba6 directly, Black can defend:

**Pawel Jaracz** (2536)

**Alexander Beliavsky** (2679)

Warsaw rapid 2004



### 13...Nxe5

The best response. It is noteworthy that indulging White doesn't even harm Black: 13...Bxa6 14.Nxc6 Qd7 15.Nxe7+ Qxe7. With a pawn on g7 instead of g6, White has nothing special. The position is balanced.

### 14.Bxb7

White must continue capturing, as otherwise Black takes on a6.

### 14...Ng6!

Black removes the knight with tempo and also forces White to release the protection of d4.

### 15.Qg3 Rb8

Another proactive defensive move. All of Black's pieces are now secure, while White's bishop and d4-pawn are hanging.

## 16.Ba6 Qxd4

And Black is a pawn up.

## Bonus

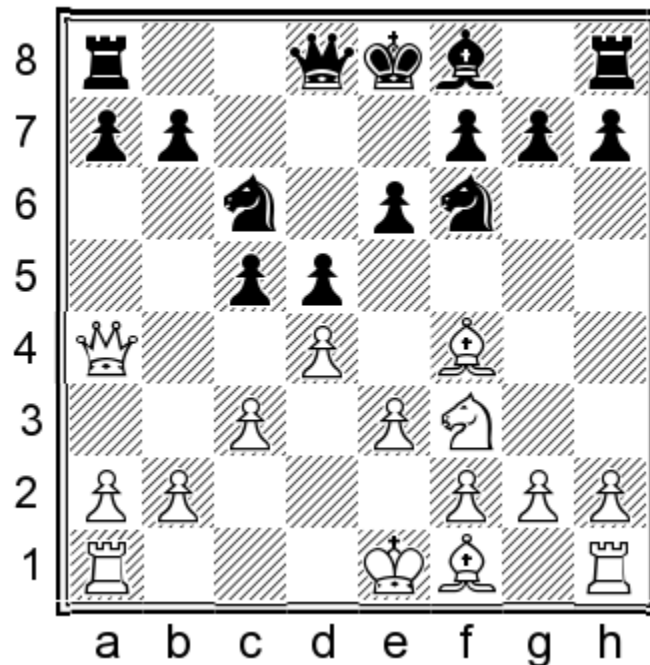
When a pawn on b7 (instead of a bishop) is defending a knight, our tactic can still be highly effective. Although the pattern is slightly different, the same idea applies. Consider the following example:

**Sim Maerevoet** (2413)

**Predrag Nikolic** (2536)

Netherlands tt 2022/23

**1.d4 d5 2.Nf3 Nf6 3.Bf4 c5 4.e3 Nc6 5.Nbd2 Bg4 6.c3 e6 7.Qa4 Bxf3 8.Nxf3**



## 8...Bd6?

At the time of writing, eleven players, including four grandmasters, had played this seemingly obvious move. It turns out to be a big mistake.

## 9.Ba6!



Suddenly, Black has a big problem. White threatens to capture on b7, while after taking on a6, the knight on c6 is unprotected, leading to the destruction of the pawn structure on the queenside. However, defending b7 with the queen doesn't alleviate Black's problems either – the queen would then be overloaded as it has to protect both b7 and d6. This latter point explains why Black's 8th move is a blunder.

### 9...bxa6

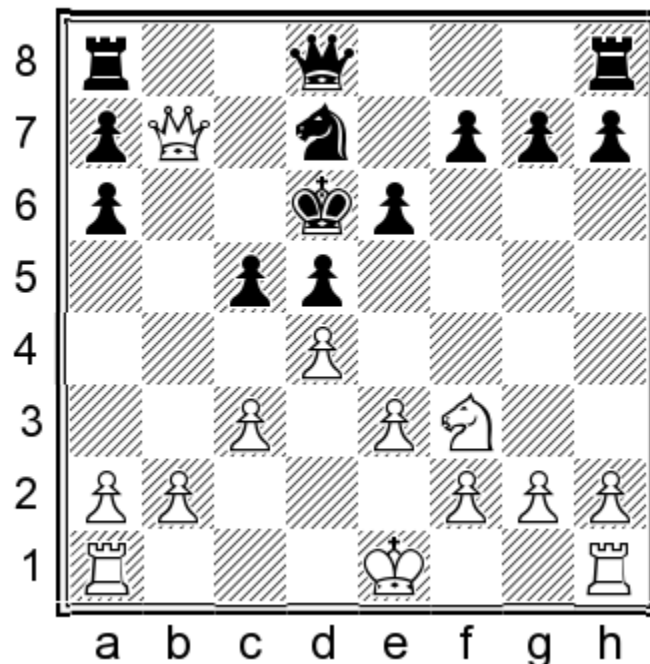
- 9...Qd7 10.Bxd6 or 10.Bxb7+– ;
- 9...Qb6 was the choice of a Greek 2600+ grandmaster: 10.Bxd6 Qxa6 11.Qxa6 bxa6 12.Bxc5, and White converted the extra pawn into a win in Blohberger-D.Mastrovasilis, Warsaw blitz 2021;
- 9...Rb8 10.Bxb7! +–.

### 10.Qxc6+ Ke7 11.dxc5

White has obtained an extra passed pawn, although he eventually allowed Black to escape to a draw.

White has other moves:

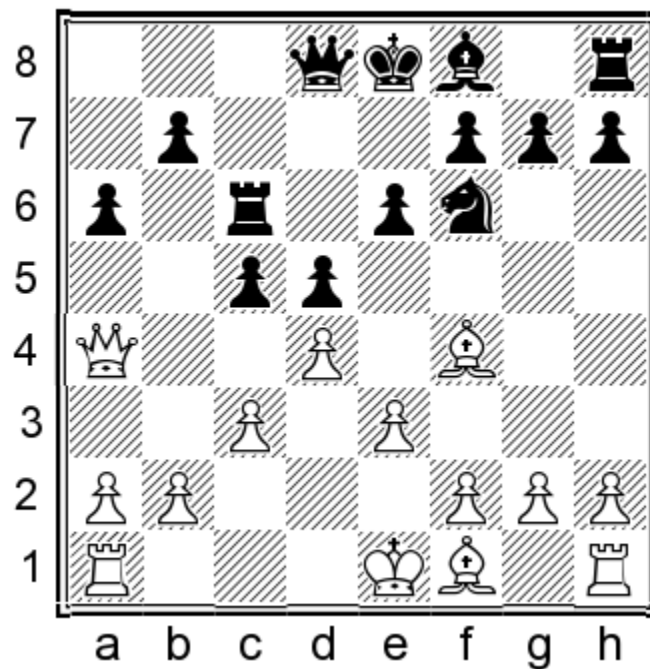
- 11.Qb7+ Nd7 12.Bxd6+ Kxd6



*analysis diagram*

13.e4! ( 13.Qxa6+, winning a pawn, is a straightforward option, Skoberne-Sebenik, Bled 2016), with the point being 13...dxe4 14.O-O-0! or 13...Qc8 14.dxc5+ Qxc5 ( 14...Nxc5? 15.e5# ) 15.exd5, and the lines open towards the weak black king.

Going back, note that 8...a6, to prevent Bb5/Ba6, is the best move, i.e. 9.Ne5 Rc8 10.Nxc6, and now 10...Qd7! is even, but not 10...Rxc6? :



*analysis diagram*

11.Bxa6!+- . And there we have our deflection tactic again! This time, the pawn is the defender of a rook instead of a knight. An important point here is that the pinned rook is a poor defender, making 11...Rxa6 impossible. Note that Black is not just losing a pawn, but finds himself in all sorts of trouble, as White is also threatening 12.Bb5 or 12.Bxb7.

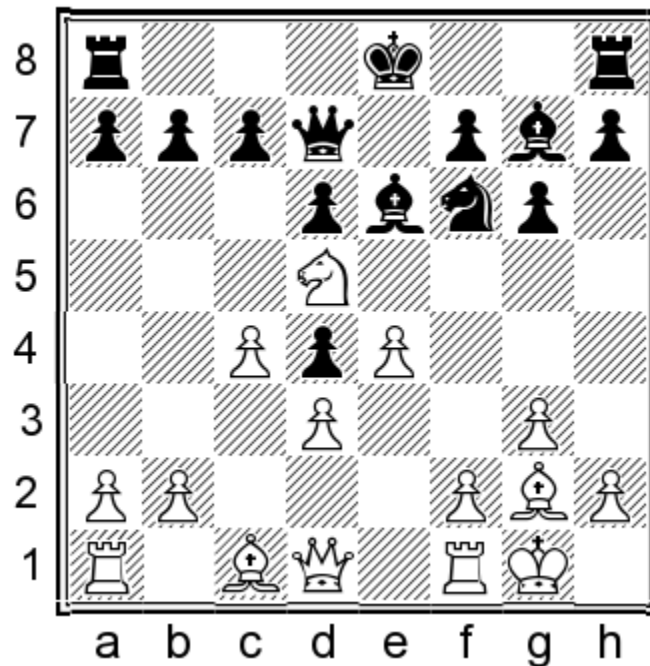
## **Pattern 46 - Deflecting the king's bishop**

Sliding the bishop to the edge of the board to lure an enemy fianchettoed bishop away from defending a knight can also occur on the other side of the board on squares h6/h3. We now focus on deflecting the king's bishop with the idea that afterwards, the unprotected knight can be captured with a knight fork on the queen and king.

**Frank Erwich** (2347)

**Herbert Vetter** (2268)

Germany tt 2008/09



### 11.Bh6! 0-0

Black accepts that he will lose the exchange, but other moves are even worse:

- 11...Bxh6 12.Nxf6+, and the knight fork results in White winning a queen for a piece;

- 11...Kf8 protects the bishop, but also places it in a pin: 12.Nxf6 and the pinned bishop turns out to be a poor defender;
- 11...Bxd5 12.Bxg7, and three black pieces are hanging;
- 11...Nxd5 12.Bxg7 Rg8 13.exd5 (better than 13.cxd5, as after a possible dxe6, the diagonal for the g2-bishop opens up), attacking the e6-bishop. After this capturing sequence White has an extra piece.

### 12.Nxf6+ Bxf6 13.Bxf8 Rxf8

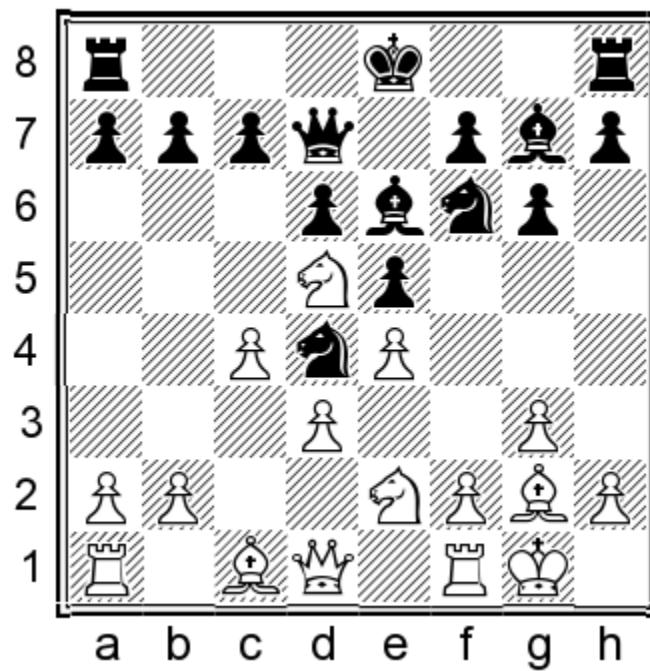
And White went on to capitalize on his material advantage and secured victory.

In the last game, Black found himself unable to prevent material loss in response to the deflection tactic. Let's go back to that game and see how Black could have defended against this tactic if White had attempted it one move earlier:

**Frank Erwich** (2347)

**Herbert Vetter** (2268)

Germany tt (analysis) 2008/09



## **10.Bh6?**

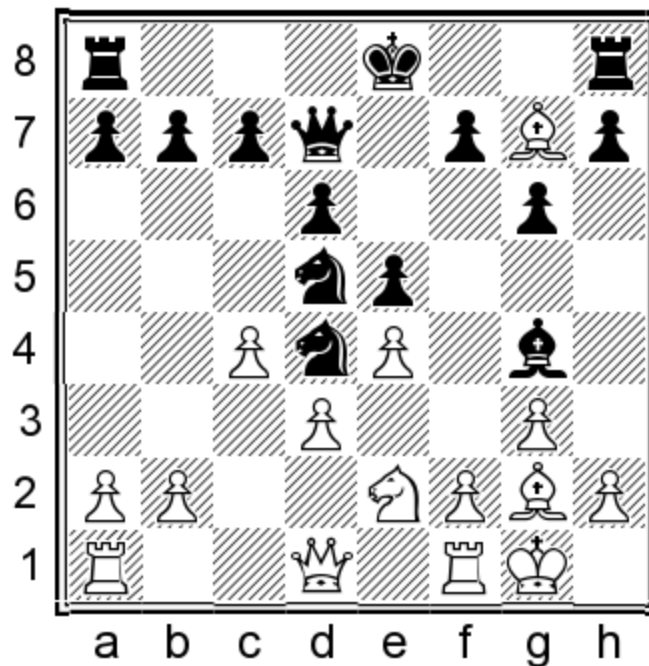
To prevent future counterplay with ...Bg4, White must first eliminate the knight on d4 with 10.Nxd4!, and after 10...exd4 we arrive at the start of Game 206. Sure, Black could have prevented material loss with 10...Bxd5, but with the in-between move 11.Nf5! White gains a large positional advantage. After 11...gxf5 12.cxd5, Black has a bad pawn structure and is very vulnerable on the light squares, particularly the h3-c8 diagonal. White also has the pair of bishops.

Now Black comes with a strong counter.

## **10...Nxd5!**

After both 11.Bxg7 and 11.cxd5, we see why having a knight on d4 changes the situation dramatically compared to what happened in the actual game:

- 11.cxd5 Bg4!. The major issue with keeping the knights on the board. 12.f3 Bxf3 13.Bxf3 Nxf3+ 14.Rxf3 Bxh6, and Black has a healthy extra pawn;
- 11.Bxg7 Bg4!



12.f3 Ne3 (made possible by the provocation of f2-f3 with 11...Bg4 ) 13.Qd2 ( 13.Qe1? Nxd2 14.Kxd2 Bh3+-+ ) 13...Nxf1 14.Rxf1 Nxe2+ 15.Qxe2 Rg8, and Black is up an exchange, although White certainly has some compensation;

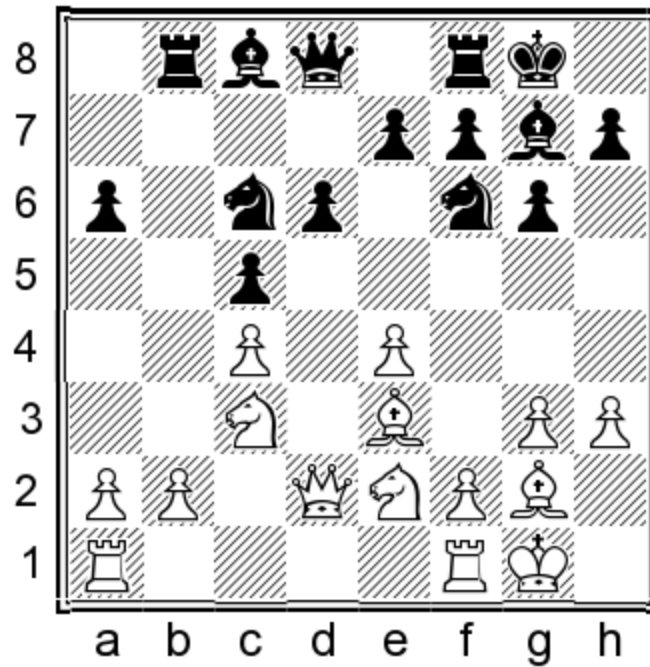
- 11.Nxd4 is the best White can do, but after, for example, 11...Bxh6 12.cxd5 Bg4 13.Ne2, Black is slightly better due to his pair of bishops.

Even with an empty square instead of a knight on f3/f6, the deflection tactic involving B(x)h3/6 can be effective. In the following example, we see that this idea often has to be prepared:

**Ekrem Cekro** (2408)

**Benjamin Bok** (2594)

Belgium tt 2016/17



With a queen on d2 and a king on g1, square f3 could have some promise for a black knight.

### **12...Ne5!**

At the time of writing, this move had been played thirty-eight times. Black attacks c4, cleverly moving his knight with tempo toward the white ‘hole’.

### **13.b3 Bxh3! .**

If White captures the bishop, 14...Nf3+ forks his king and queen. However, without a knight on f3, White has an additional attractive option that wouldn’t be available otherwise: the f-pawn is free to move.

### **14.f4**

White not only attacks the knight, but also defends the f3-square with his rook, creating the threat of 15.Bxh3. Fortunately for Black, it all fits neatly:

**14...Bxg2 15.fxe5**

The game continued with 15.Kxg2 Neg4, after which Black managed to convert his extra pawn into a win.

**15...Nxe4!**

This way, Black saves not only his knight, but also his bishop.

**16.Nxe4 Bxe4**

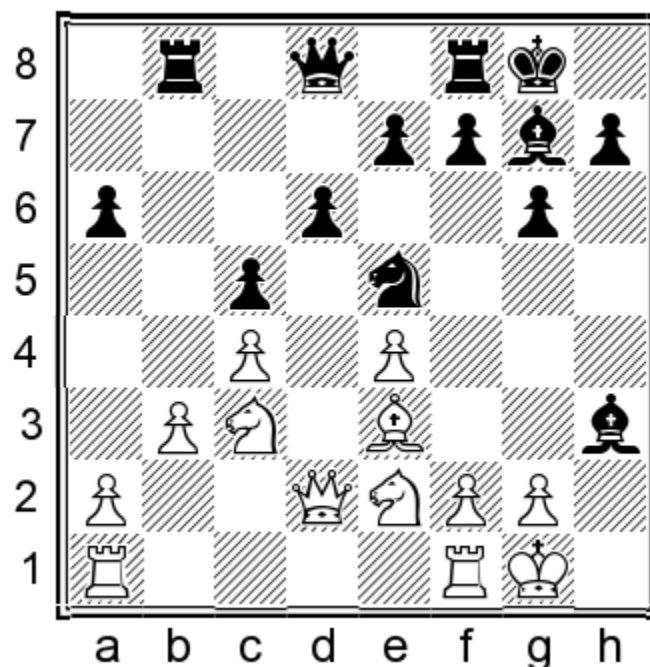
With a two-pawn advantage and the bishop pair in an open position, Black is winning.

With a pawn on g2 instead of a bishop, the bishop sortie becomes significantly riskier. After a minor adjustment in the position of the previous game, it becomes evident that White can indeed defend:

**Ekrem Cekro (2408)**

**Benjamin Bok (2594)**

Belgium tt (adjusted) 2016/17





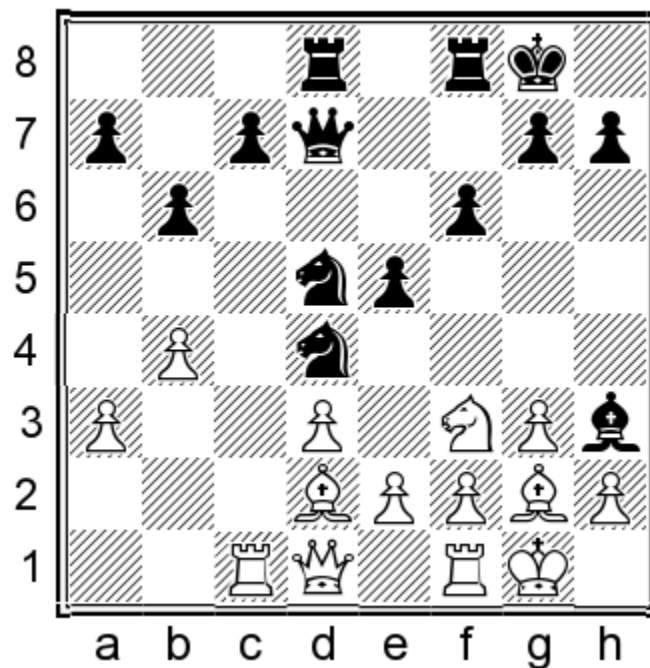
## 14.f4!

The crucial point now is that capturing on g2 with the bishop costs material, as White can calmly take the bishop. However, withdrawing the bishop loses the knight, and after the knight's retreat, White captures the bishop. In short, White wins a piece! The following example shows another defensive scenario:

**Alexey Sarana** (2668)

**Benik Agasarov** (2225)

Titled Tuesday blitz 2022



Black has just played 17... Be6-h3. Black's objective is strategic. His reasoning is that if White takes

the bishop, then Black captures on f3 in between, ruining White's pawn structure before recapturing on h3 with the queen. However, there is a twist. White decides to 'fall into' Black's trap.

**18.Bxh3! Nxf3+?**

18...Qxh3 19.e4! Nf4 20.Bxf4 ( 20.gxf4? Nxf3+-+ ) 20...exf4 21.Rxc7 yields White a pawn.

**19.Kg2!**

Capturing is not mandatory! Especially in blitz, where suppressing automatic responses is even more challenging, it is understandable that Black overlooked this possibility. White protects the bishop while simultaneously hitting the black queen and knight, and wins a piece.

**19...Nf4+ 20.Bxf4 1-0**

## **Pattern 47 - Exploiting the f3/f6-square**

Just like in **Pattern 46**, in this Pattern the f3/f6-square plays an important role. Once again, we aim to put a knight on this square, this time not to fork, but in preparation for the checkmate that follows on the next move.

To achieve this, we must first eliminate the bishop, the defender of the f3/f6-square.

We start with an example from the Scotch Opening:

**Alejandro Barbero Sendic (2344)**

**Filemon Cruz Estrada (2355)**

Catalunya tt 2017

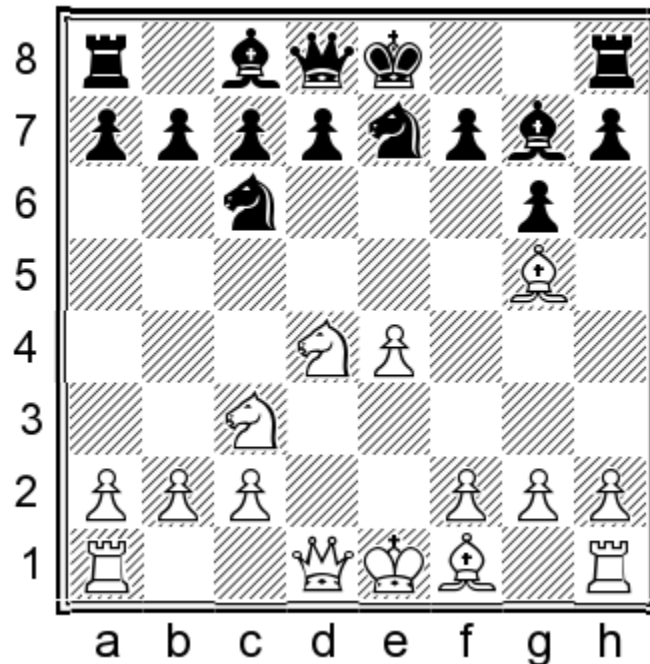
**1.e4 e5 2.Nf3 Nc6 3.d4 exd4 4.Nxd4 Nge7 5.Nc3 g6?**

With this move, which seems logical at first glance, Black gets into a serious mess.

**6.Bg5!**

A fight between brothers, J.van Foreest-L.van Foreest, Maastricht 2014, continued with 6.Be3, but the continuation in the game is much stronger.

**6...Bg7**



**7.Nd5!**

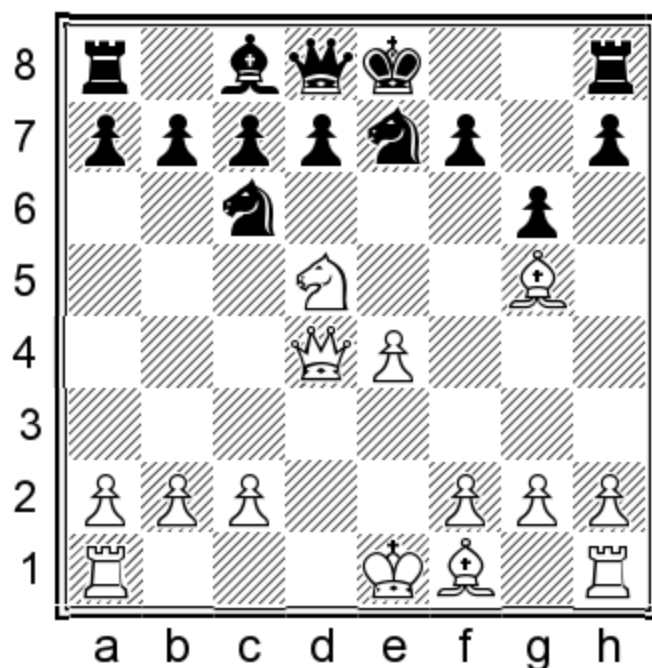
White ignores the twofold attack on the d4-knight and threatens to remove the defender of the pinned e7-knight with 8. Nxc6. Can't Black now just take the knight on d4?

Note that a 2700+ grandmaster missed this chance and played 7.Nxc6 instead (Adams-Landa Playchess.com blitz 2006), which goes to show that the tactic played in the game is far from obvious.

**7...Bxd4**

- 7...Nxd4 8.Bxe7+- ;
- 7...f6 8.Nxf6++- .

**8.Qxd4!**



The second point of 7.Nd5, White eliminates the defender of square f6! At the time of writing, this position had occurred seven times, and remarkably the position can be reached in various ways, for example after 1.e4 e5 2.Nf3 Nc6 3.Nc3 g6 4.d4 exd4 5.Nd5 Bg7 6.Bg5 Nge7? ( 6...Nce7 was required, see Game 213) 7.Nxd4 Bxd4 8.Qxd4 or 1.e4 g6 2.d4 Bg7 3.Nc3 e5 4.dxe5 Bxe5 5.Nf3 Bg7 6.Bg5 Ne7 7.Nd5 Nbc6 8.Nd4 Bxd4 9.Qxd4.

### **8...Nxd4**

Also after 8...0-0, a beautiful knight and bishop mate can occur: 9.Nf6+ Kh8 10.Ng4+ Nxd4 11.Bf6+ Kg8 12.Nh6# – Suffocation Mate.

### **9.Nf6+ Kf8 10.Bh6# 1-0**

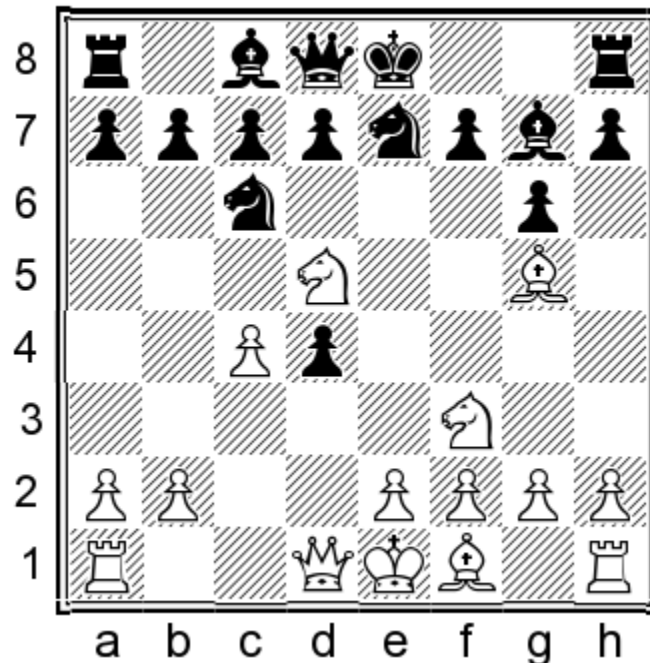
As mentioned on move 8, this tactic can occur in various openings. Below is an example from the English Opening, where we see a former World Championship Challenger succumb to it:

**Dmitry Andreikin** (2683)

**Sergey Karjakin** (2760)

Moscow World Blitz Championship 2010

**1.c4 e5 2.Nc3 Nc6 3.Nf3 g6 4.d4 exd4 5.Nd5 Bg7 6.Bg5 Nge7**



This time the d5-knight is already in position.

**7.Nxd4!**

Once again, threatening 8.Nxc6.

**7...Bxd4**

- 7...Nxd4 8.Bxe7+- ;
- 7...f6 8.Nxf6++- .

**8.Qxd4!**

There it is again! White eliminates the defender of the f6-square.

**8...0-0**

8...Nxd4 9.Nf6+ Kf8 10.Bh6#.

**9.Nf6+ Kh8 10.Ng4+**

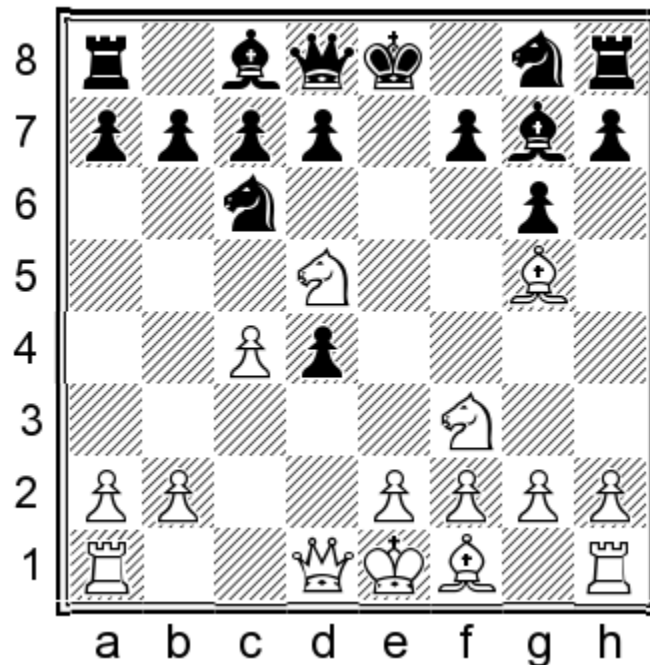
Black resigned in light of the Suffocation Mate after 10...Nxd4  
11.Bf6+ Kg8 12.Nh6#.

How could it go so wrong? Now it is time to focus on defence as well. Let's revisit this game, but start one move earlier:

**Dmitry Andreikin** (2683)

**Sergey Karjakin** (2760)

Moscow World Blitz Championship (analysis) 2010



Any move defending against the attack on the queen would have been preferable to 6...Nge7, although there is a difference in the quality of the available options. Best is:

**6...Nce7!**

Black maintains control over the f6-square, while keeping the a1-h8 diagonal open (Black doesn't need to interpose a pawn or piece on f6). For example, after

**7.Nxd4 c6 8.Nc3 h6 9.Bf4**

( 9.Bh4 Qb6!μ )

## 9...d5

the pressure on Black's position has been alleviated, and it is Black who takes control of the game now.

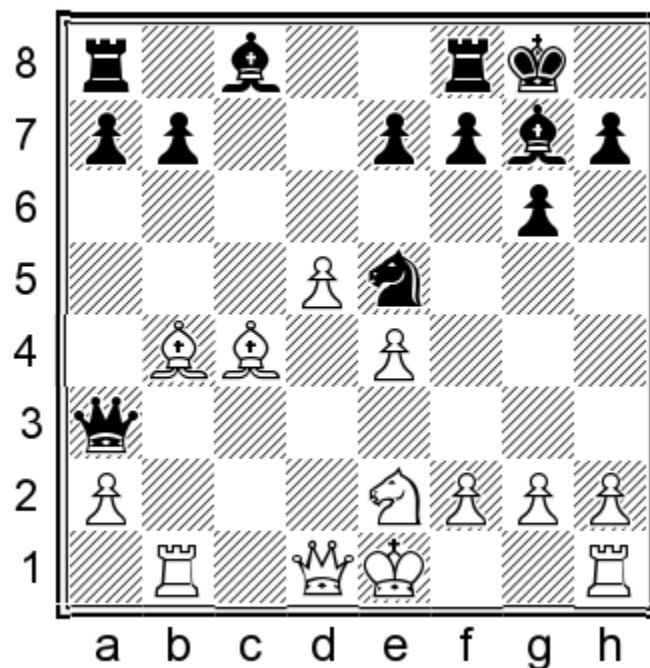
## Bonus

The knight and bishop mating pattern can also be used in other scenarios. Below, we see a situation where a pawn, instead of a bishop, defends the f3-square, to no avail:

**Waclaw Luczynowicz**

**Zbigniew Solecki**

Wroclaw Polish Championship 1955



The queen seems to be trapped, but appearances can be deceiving!

**14...Qf3! 15.0-0**

White cannot capture the queen due to 15.gxf3 Nxf3+ 16.Kf1 Bh3#.

**15...Qxe4**

And Black has won a pawn.

## **Pattern 48 - The Smith-Morra Gambit trick**

Like in **Pattern 47**, we again focus on eliminating a defender to deliver checkmate. This time, we lure away a knight that defends the h2/h7 mating square. In the Smith-Morra Gambit of the Sicilian Defence, this idea is a well-known trap.

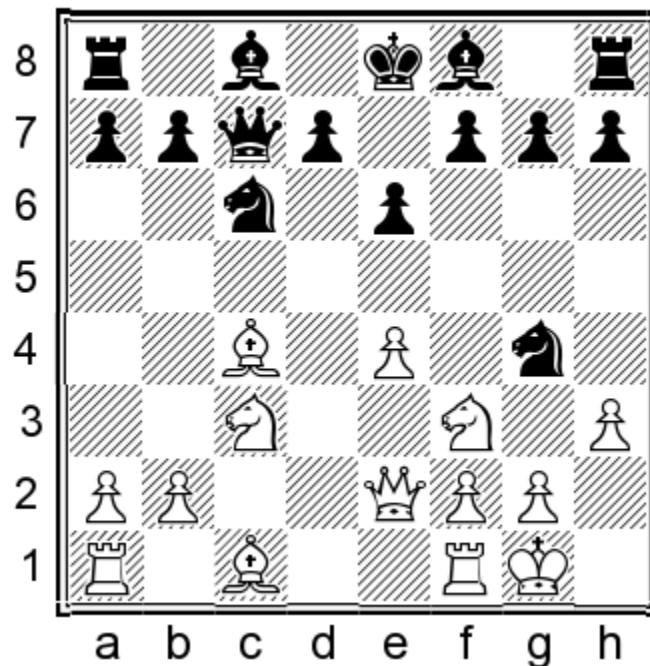
**Turmunkh Munkhzul** (2318)

**Mariya Kholyavko** (1587)

Almaty Asian Women's Blitz Championship 2023

**1.e4 c5 2.d4 cxd4 3.c3 dxc3 4.Nxc3 Nc6 5.Nf3 e6 6.Bc4 Qc7 7.0-0 Nf6 8.Qe2 Ng4 9.h3?**

White has several options here. 9.Nb5 Qb8 and then 10.h3 to avoid the trick from the game is one of them.



**9...Nd4!**



Black ignores the attack on her knight and goes for a counterattack against the white queen and knight on f3. This knight cannot abandon the protection of square h2 on account of 10... Qh2#. And if White moves her queen away, then Black eliminates this knight with 10... Nxf3+, again delivering checkmate on the next turn with 11... Qh2#.

It is noteworthy that the strongest player who reached this position with Black (Jaan Ehlovest, Elo 2675), missed the opportunity and instead played 9...Nge5?.

### **10.hxg4 Nxe2+ 11.Bxe2**

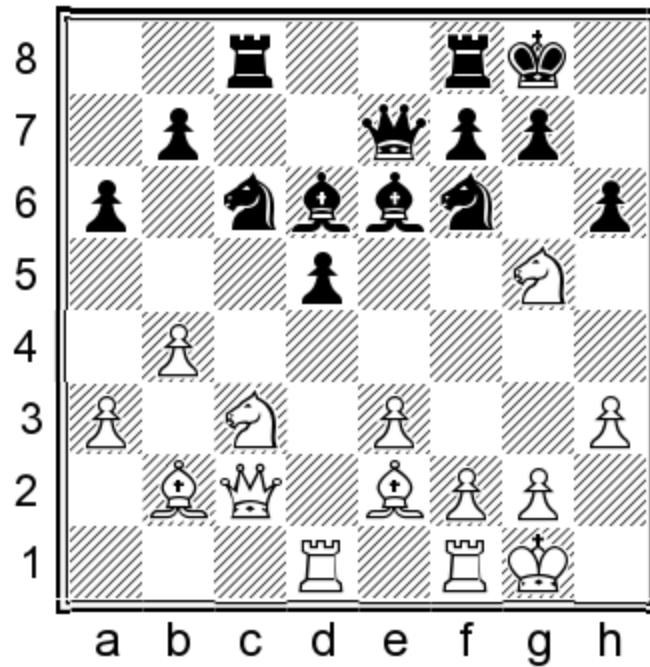
With the material advantage of a queen against two pieces, Black managed to get the job done, despite the huge rating difference of over 700 points.

In the following game, once again we see a knight deflection serve as the prelude to a winning tactic, the difference being that things are a bit more complicated this time:

**Michal Matuszewski** (2366)

**Filip Cukrowski** (2133)

Wroclaw 2012

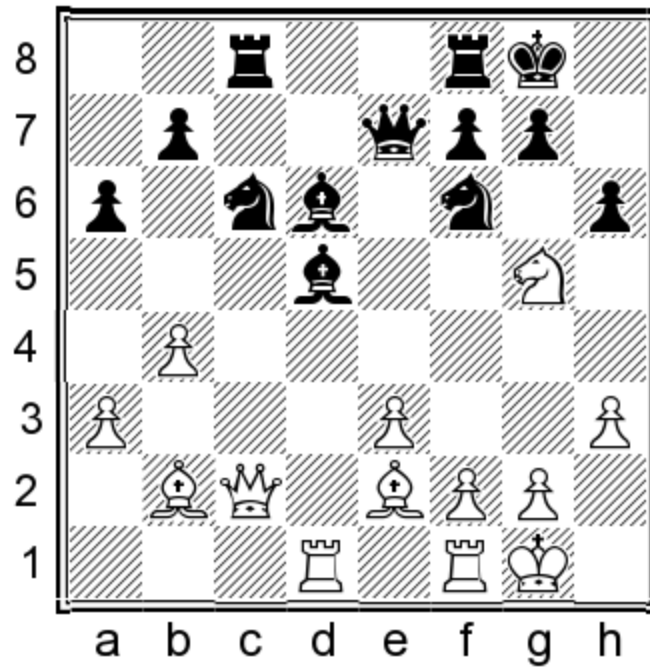


### 17.Nxd5!

The knight not only attacks the black queen and knight, but also clears the a1-h8 diagonal for the bishop. The knight on f6 becomes a target that must be taken care of.

### 17...Bxd5

17...Nxd5 18.Qh7#.



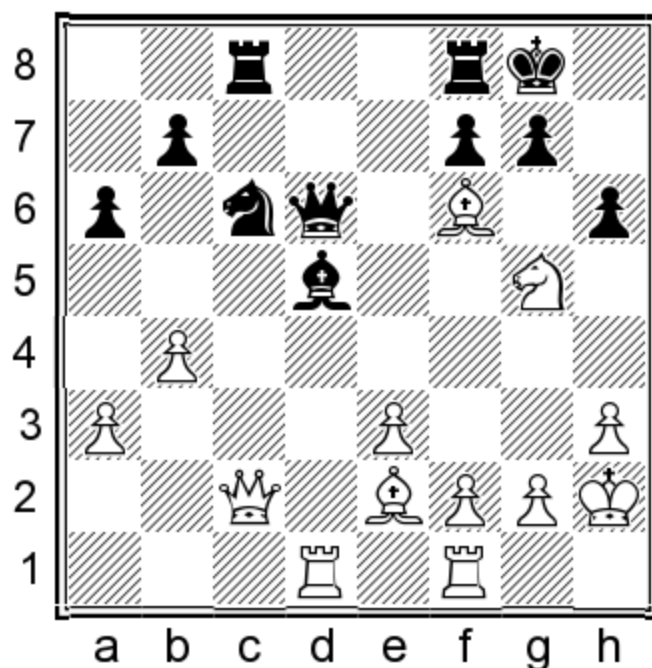
**18.Bxf6! Bh2+**

While this is a creative move, White is not obliged to capture the bishop.

18...Qxf6 19.Qh7#.

**19.Kh1**

However, White could have considered accepting this bishop sacrifice anyway: 19.Kxh2 Qd6+



*analysis diagram*

20.Be5!. A remarkable interposition that we will see again in **Pattern 87**. By luring the queen towards the f2-pawn, White sets up a double attack.

Meanwhile, Black gets no time to take the knight on g5: 20...Qxe5+ ( 20...Nxe5 21.Qh7# ) 21.f4. White now threatens both 22. fxe5 and 22. Qh7#, so Black has to give up a piece with 21...Be4.

**19...Be4 20.Qxe4 Qxe4 21.Nxe4**

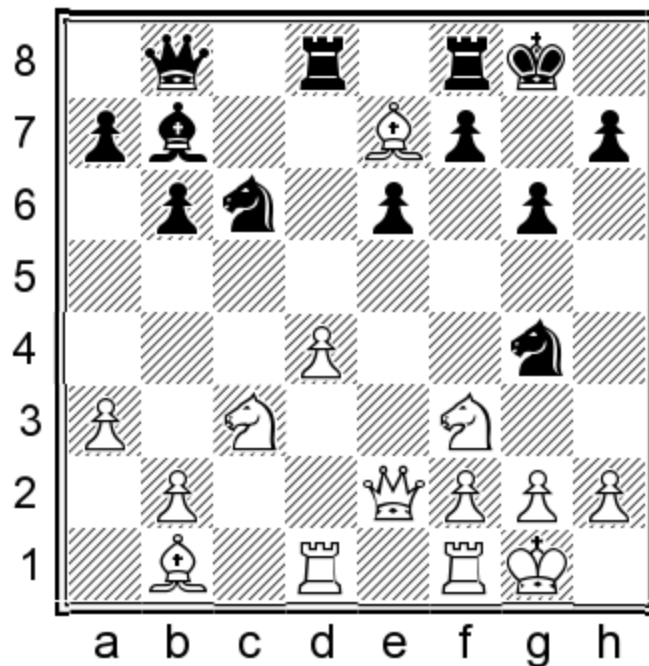
Black resigned.

In the next game, we see the same motif, but less effectively:

**Alexander Naumann (2478)**

**Levon Aronian (2518)**

Yerevan World Championship U20 1999



### 17...Nxd4

Opting not to recapture the bishop on e7, Black instead applies pressure on the white queen and the knight on f3.

### 18.Rxd4 Bxf3 19.Rxg4

A defence that wasn't possible in the previous two games! While White loses his queen, he gets a lot of material in return.

### 19...Bxe2 20.Nxe2

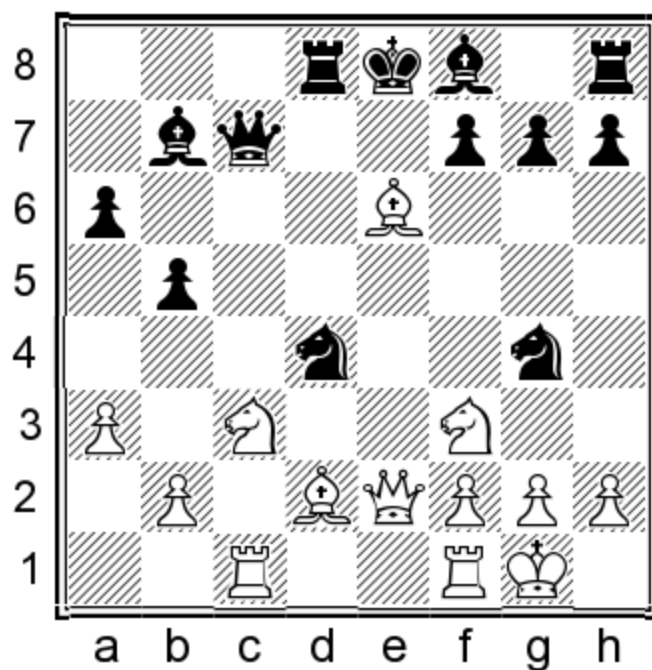
With three pieces for the queen, White has nothing to complain about.

Another defensive approach emerges in the following game:

**Kick Langeweg** (2385)

**Manuel Granados Gomez** (2400)

Zaragoza 1995



**15.Bxf7+!**

White employs the idea from **Pattern 34**.

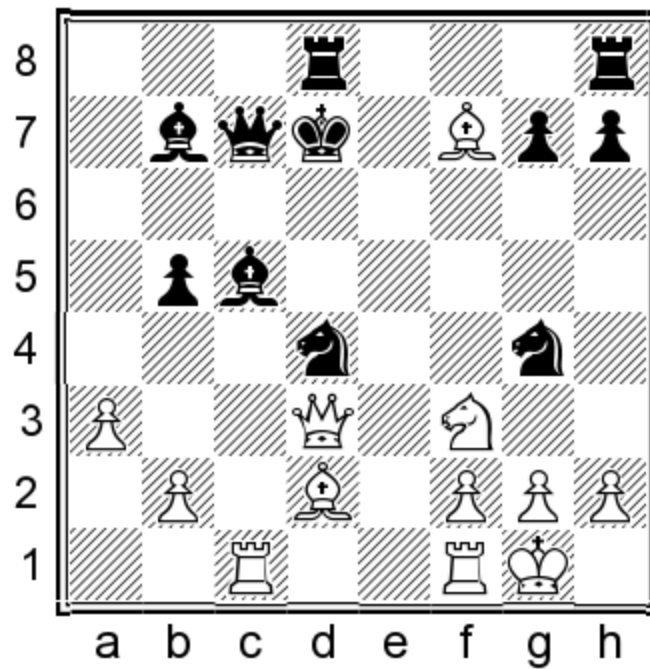
**15...Kd7?**

Better was 15...Kxf7, when White plays 16.Ng5+ and Qxg4, ending up a pawn ahead.

**16.Qd3**

White pins the knight so that Black cannot play ...Nxf3+ followed by ...Qxh2#.

**16...Bc5 17.Nxb5! axb5**



**18.Rxc5! Qxc5 19.Nxd4**

With an exposed king and numerous threats looming, Black had little hope of salvation and lost the game.

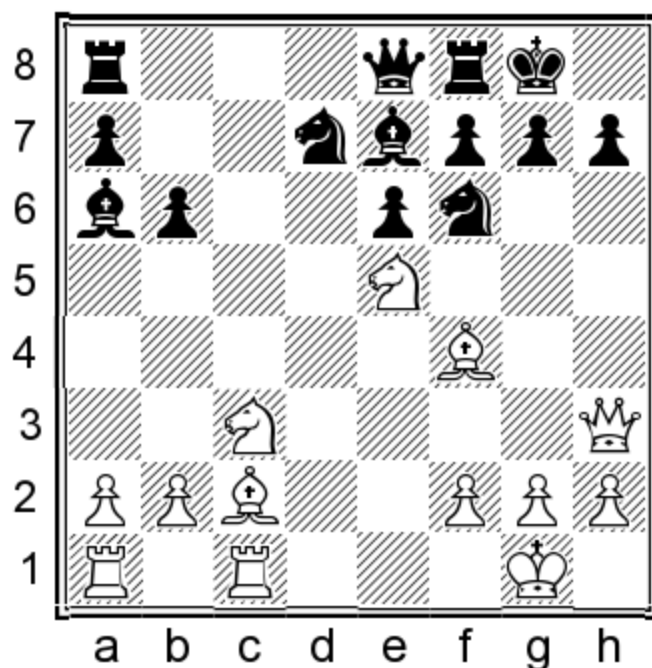
## Bonus

Even without attacking the queen, the knight deflection can still be effective:

**Sergey Kishnev** (2520)

**Philipp Schlosser** (2465)

Budapest 1991



This position occurred three times: Payen-Daurelle, Pau 2008 continued with 25.Nxd7, while in this game and in Zajogin-Degenhard, Munich 2023, 25.Ne4 was chosen.

### **25.Nd5!**

White threatens both 26.Nc7 as well as 26.Nxd7 Qxd7 27.Nxf6+, removing the defender of pawn h7.

### **25...exd5 26.Nxd7 Qxd7 27.Bxh7+!**

White deflects the knight from its protection of the queen.

### **27...Nxb7**

If 27...Kh8, 28.Bf5+ wins.

### **28.Qxd7+-**

## **Pattern 49 - Exchanging queens for a double threat**



It is not always necessary to sacrifice material to eliminate a defender. In this Pattern, we will aim for an exchange of queens to bring about a double threat in the position. This idea can arise in various lines of the Scotch Opening.

**Tatiana Shadrina (2280)**

**Svetlana Struchkova (2315)**

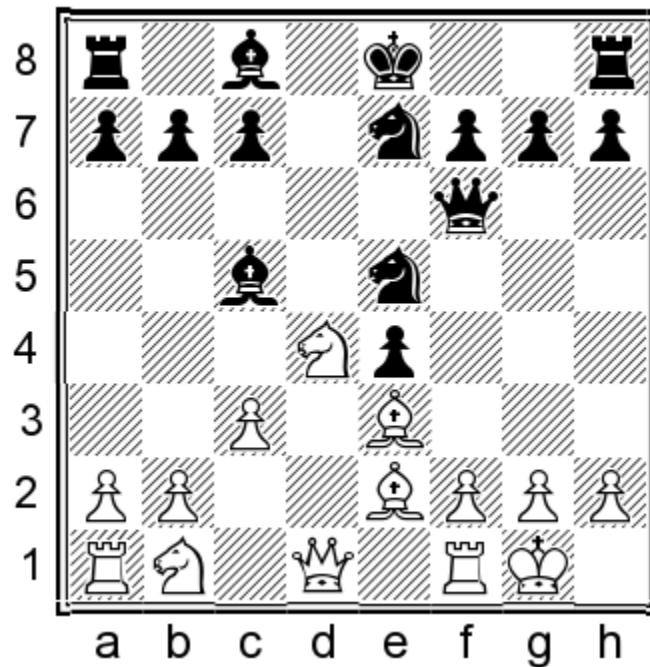
Elista Russian Women's Championship 1997

**1.e4 e5 2.Nf3 Nc6 3.d4 exd4 4.Nxd4 Qf6 5.Be3 Bc5 6.c3 Nge7 7.Bc4 Ne5 8.Be2 d5**

8...Qg6 is the main line.

**9.0-0 dxe4**

This move is already imprecise. Better is 9...0-0.



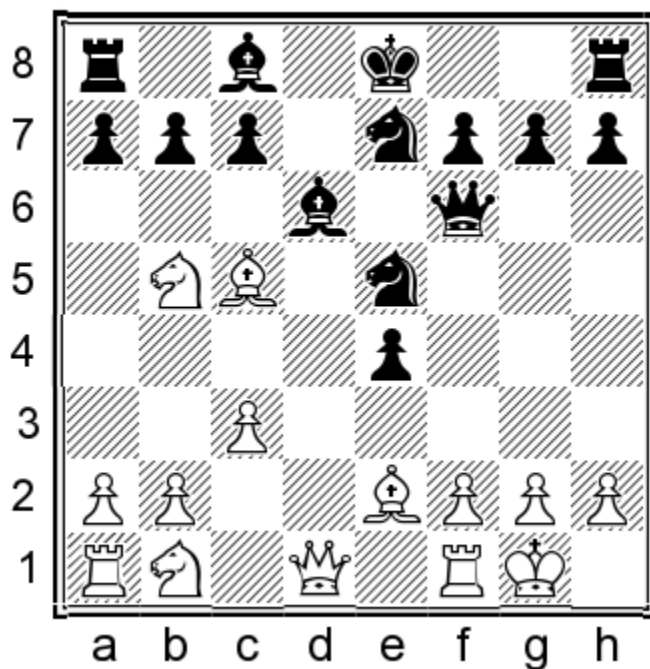
**10.Nb5!**

Attacking both the pawn on c7 and the bishop on c5.

**10...Qb6?**

It is very tempting to defend both c5 and c7 in this manner, but this is precisely what White was hoping for.

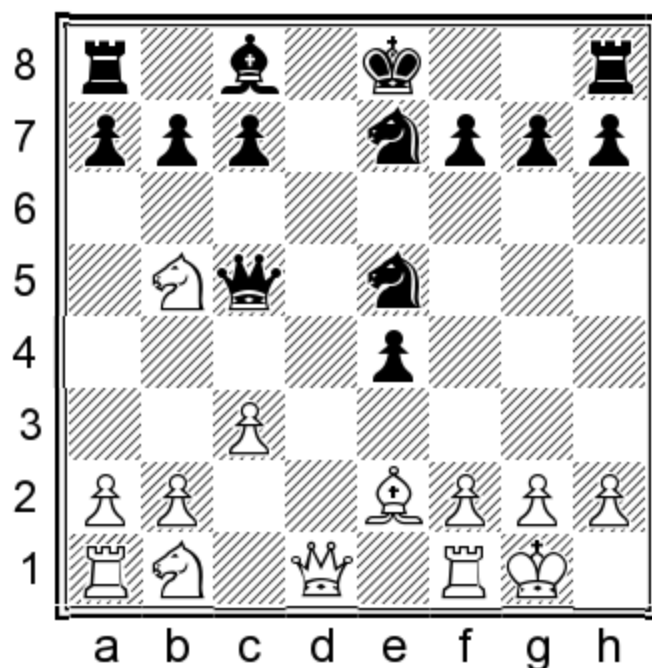
Instead, it was necessary to evacuate the bishop while keeping the pawn on c7 protected with 10...Bd6. Now, after 11.Bc5!,



*analysis diagram*

White regains the sacrificed pawn. After 11...0-0 ( 11...Bxc5? 12.Nxc7+ Kf8 13.Qd8# is the point) 12.Nxd6 cxd6 13.Qxd6, White, thanks to her bishop pair, has the better game.

**11.Bxc5 Qxc5**



**12. Qd4!**

This is what White was aiming for. The queen needs to be dislodged from c7. The tricky part for Black is that her queen is now overloaded, as it cannot protect both the c7-pawn and the e5-knight.

**12...Qxd4**

Continuing to cover c7 with 12...Qc6 costs a piece after 13.Qxe5. Note that without a knight on e7, Black could have simultaneously defended the c-pawn and the knight with ...Qe7. An important detail!

## 13.cxd4

And here lies the point behind White's concept: not only is the pawn on c7 still attacked, but the knight on e5 is also en prise. This double threat costs Black material.

**13...Bg4 14.Bxg4 Nxc7+ 15.Kd7 16.Nxa8+-**

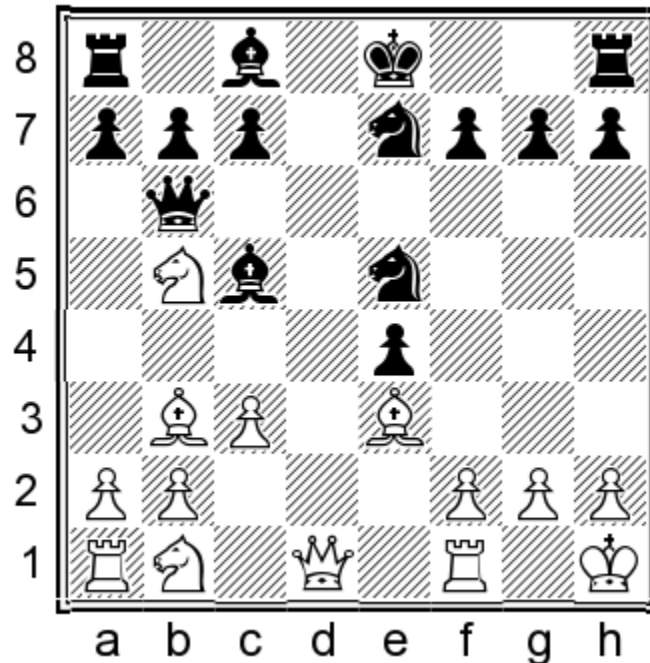
In the analysis of Game 119, Travlos-Lakafosis **Pattern 27**), we already saw a teaser for this Pattern. Via another variation in the Scotch Opening, we can execute the same idea as shown above:

## Scotch Opening

**1.e4 e5 2.Nf3 Nc6 3.d4 exd4 4.Nxd4 Bc5 5.Be3 Qf6 6.c3 Nge7  
7.Bc4 Ne5 8.Bb3 Qg6 9.0-0 d5 10.Kh1?!**

10.exd5? was played in the game.

**10...dxe4 11.Nb5 Qb6?**



**12.Bxc5! Qxc5 13.Qd4!+-**

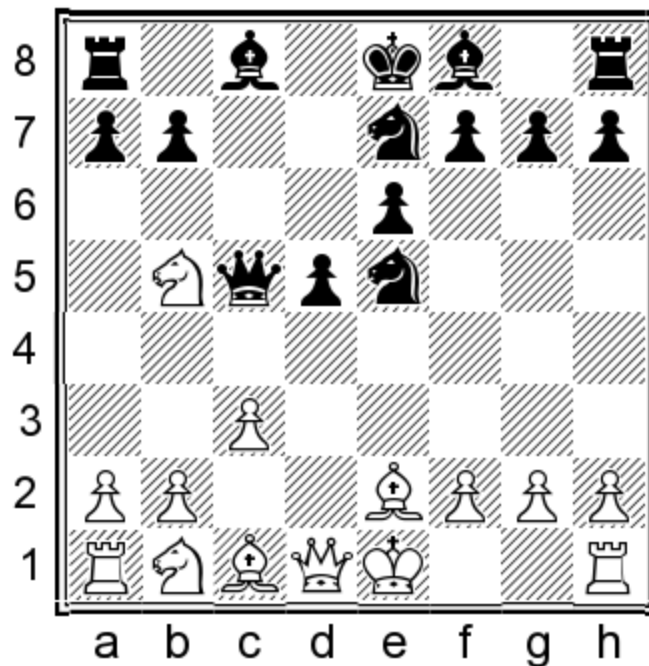
Even without White's light-squared bishop covering the knight on b5, this works for White. If 13...Qxb5, then the queen will be pinned with 14.Ba4!.

This concept is not limited to the Scotch Opening alone. As demonstrated by a former World Champion, it can also arise from the French Defence:

**Max Euwe**

**Haije Kramer**

Zaandam/Wormerveer 1946



### 10.Qd4! N7g6

A better defence was 10...Qxd4 11.cxd4 N5c6 12.Nc7+ Kd8 13.Nxa8 Nxd4. Black has only two pawns for the rook, but the knight in the corner will eventually be lost, and Black is still in the game.

### 11.Qxc5 Bxc5 12.Nc7+

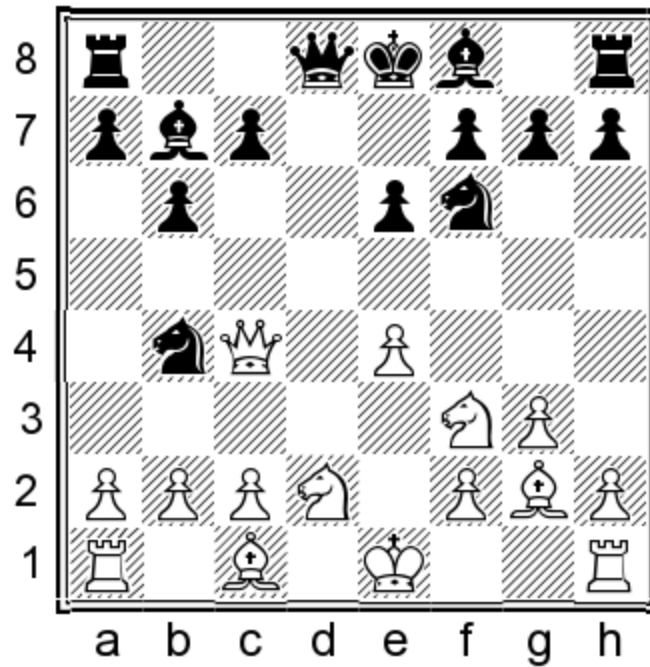
And White won.

Even when an immediate queen exchange cannot be offered, there are still ways to achieve this:

**Attila Czebe** (2465)

**Nick Maatman** (2386)

Vlissingen 2017



9...Qd5 is not yet possible. Therefore, Black decides to remove the defender of this square:

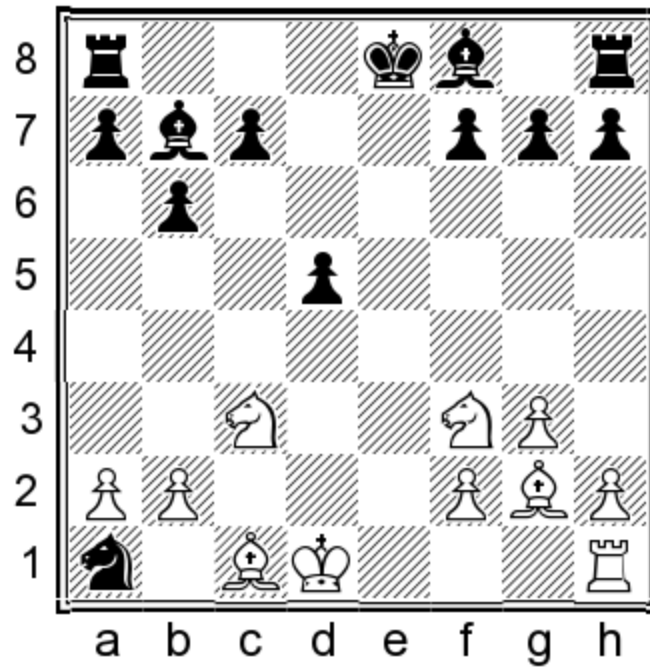
**9...Nxe4 10.Nxe4 Qd5**

Unlike in the previous examples, there is no knight blocking the queen from retreating to e2, but it doesn't work as the knight on e4 is under attack twice: 11.Qe2 Qxe4.

**11.Qxd5 exd5**

The double threat is back on the board. The difference, compared to the other examples, is that Black has already invested a piece.

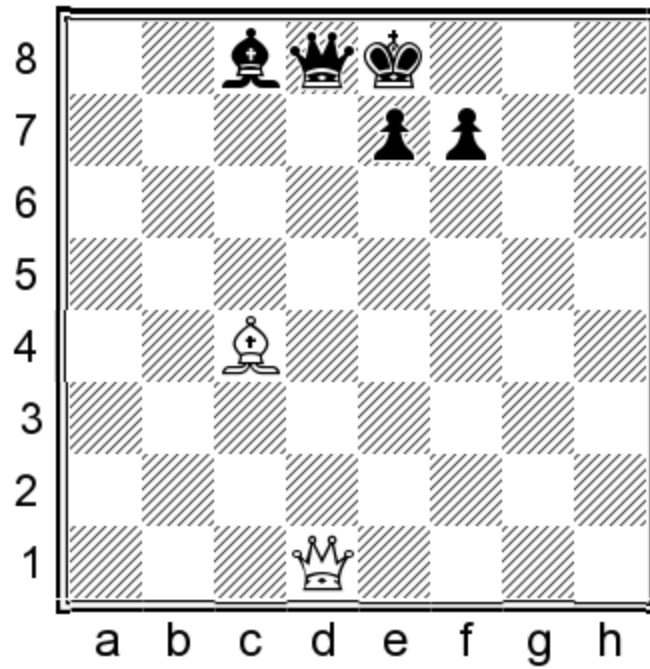
**12.Nc3 Nxc2+ 13.Kd1 Nxa1**



Black is up a rook and two pawns against a knight, but his knight on a1 is trapped. The position is very complex and it goes beyond the scope of this book to analyse it deeply. The engine suggests White should play 14.Nb5, after which the position is more or less balanced.

## Flash Cards 39-49

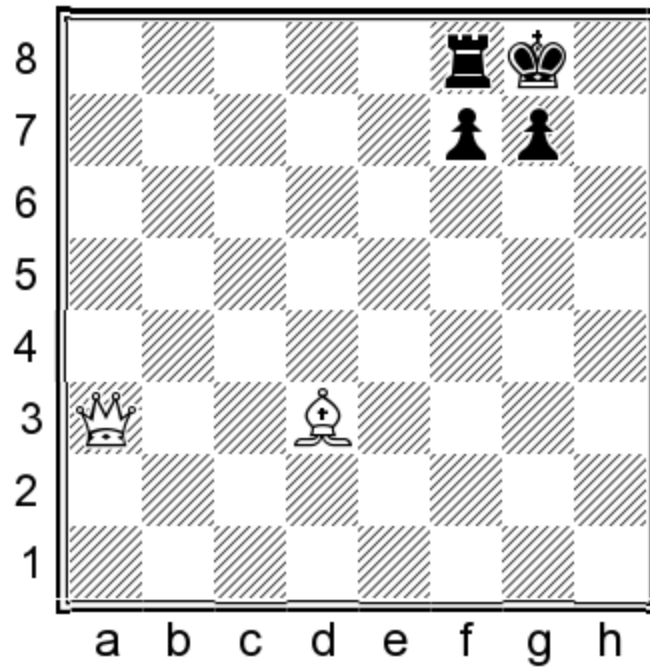
### Elimination of the defence



### 39. Deflecting the king's queen protection with the bishop

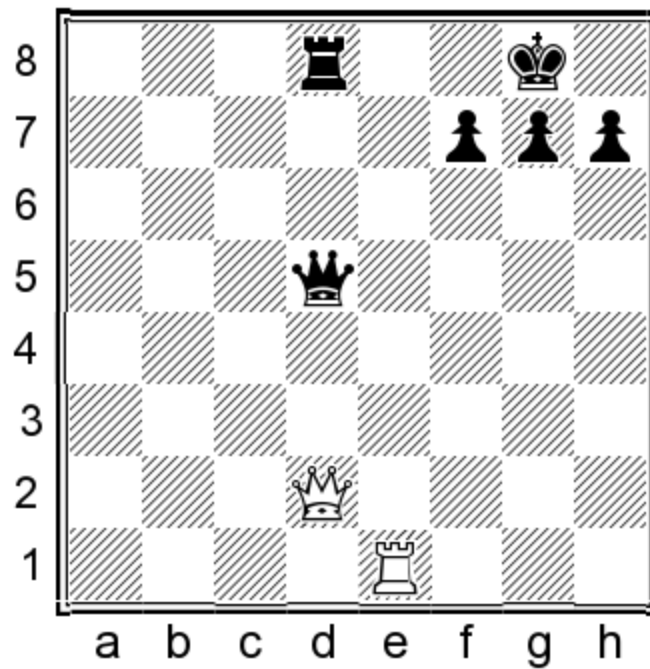
White deflects the king with 1.Bxf7+ to capture the queen after 1...Kxf7 with 2.Qxd8.





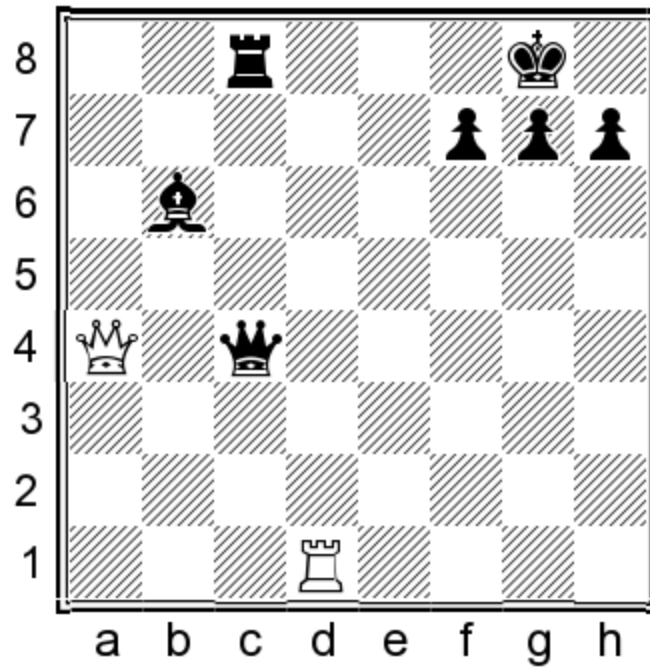
#### 40. Deflecting the king's rook protection with the bishop

White deflects the king with 1.Bh7+ to capture the rook after 1...Kxh7 with 2.Qxf8.



## 41. The hook-and-ladder trick

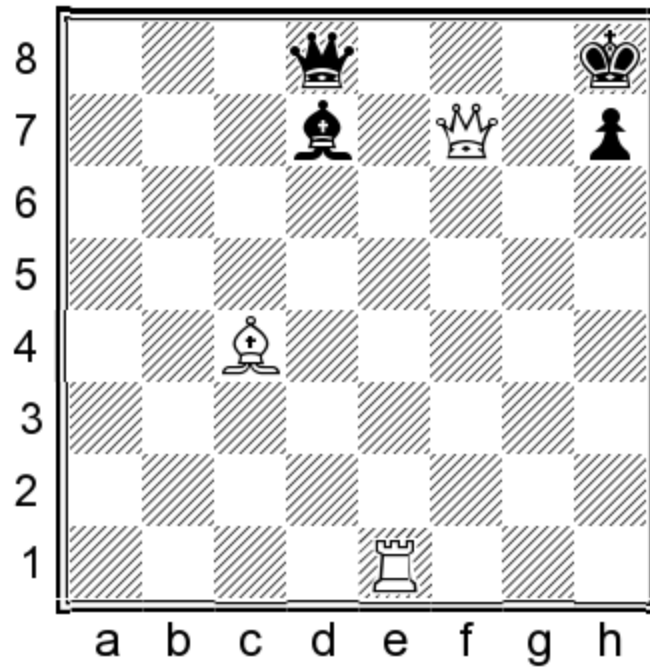
White pulls the ladder from beneath the black queen by deflecting the rook with 1.Re8+, winning material: 1...Rxe8 2.Qxd5.



## 42. The extended hook-and-ladder trick

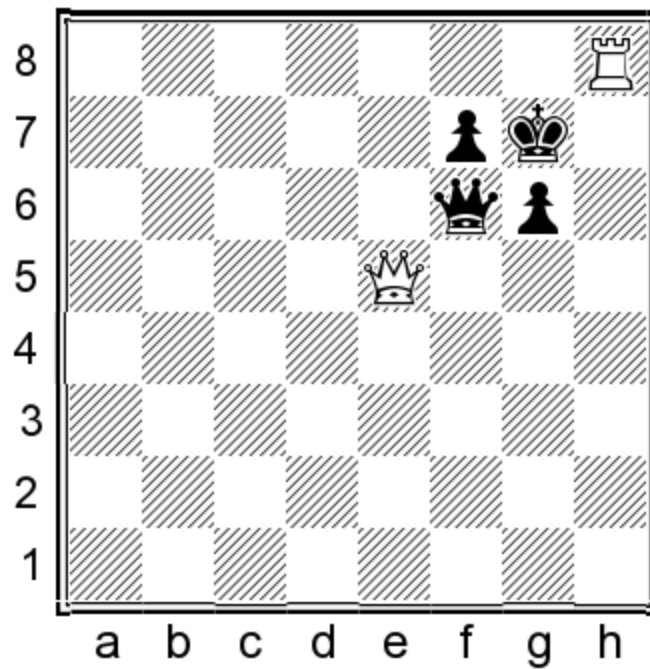
Despite the fact that two black pieces are defending the d8-square, White still plays 1.Rd8+ to win material or achieve checkmate by eliminating the defence.

In this scenario, the black rook is overloaded. Capturing with the rook results in a loss of the queen after 1...Rxd8 2.Qxc4, while 1...Bxd8 2.Qe8 leads to checkmate.



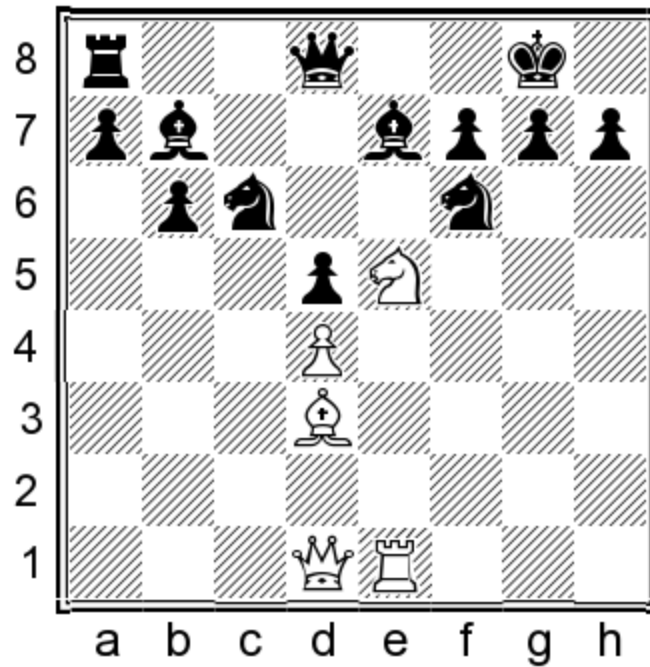
### 43. The dual back-rank rook sacrifice

This pattern builds upon the previous one. Again, the rook can be captured in two ways after 1.Re8+, but now the hook-and-ladder trick no longer plays a role. The goal is material gain or checkmate by eliminating the defence. Here, the rook move leads to checkmate: 1...Qxe8 2.Qf6#, or 1...Bxe8 2.Qf8#.



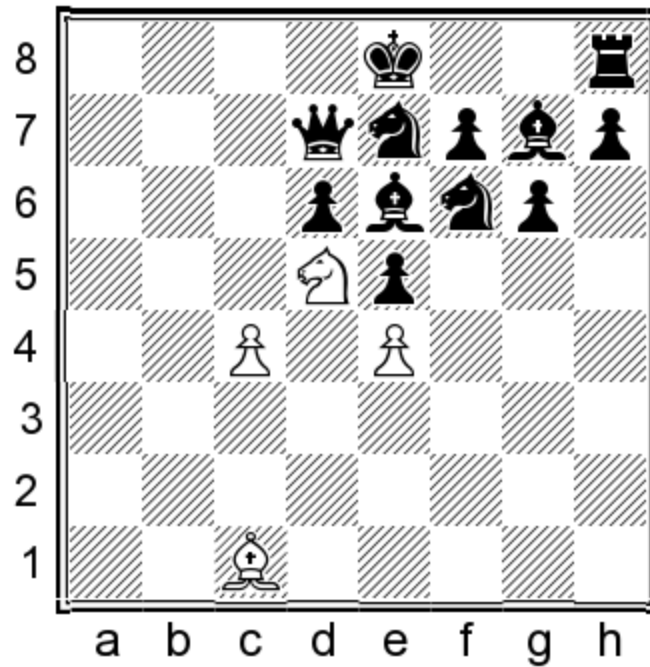
#### 44. Deflecting the king's queen protection with the rook

White can deflect the king by 1.Rg8+ or 1.Rh7+. After 1...Kxg8 or 1...Kxh7 respectively, White captures the black queen with 2.Qxf6.



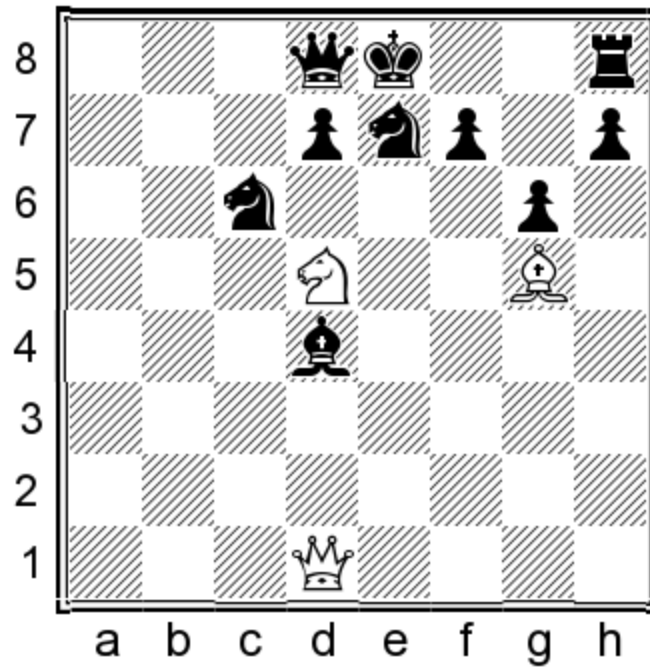
## 45. Deflecting the queen's bishop

With 1.Ba6 White uses deflection as a preparation for a double attack. If Black captures with 1...Bxa6, then 2.Nxc6 forks Black's queen and the bishop on e7, winning a piece. Defending the bishop with 1...Qc7 also loses a piece after 2.Bxb7 Qxb7 3.Nxc6 Qxc6 4.Rxe7, and after 1...Nxe5 2.Bxb7 Rb8 3.dxe5, attacking the knight on f6, White also remains a piece ahead.



## 46. Deflecting the king's bishop

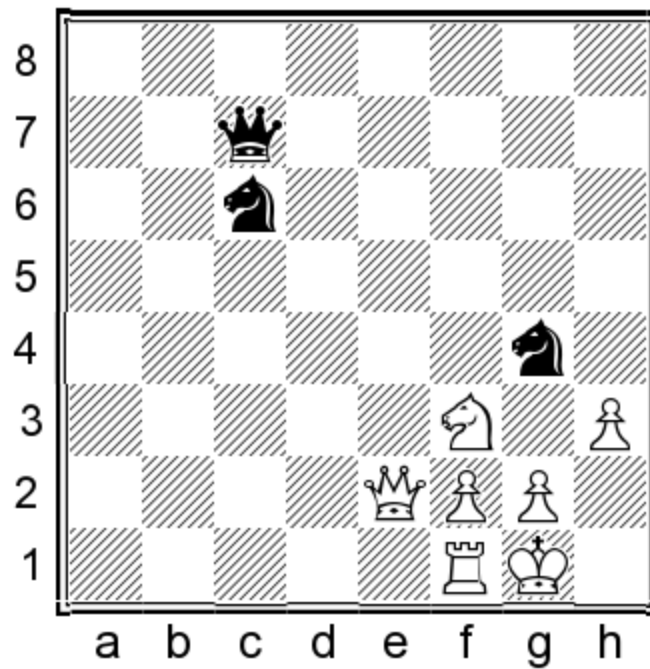
Similar to **Pattern 45**, deflecting the bishop with 1.Bh6 is the prelude to other decisive tactics. If 1...Bxh6, 2.Nxf6+ wins the queen. If Black castles with 1...0-0, then 2.Nxf6+ Bxf6 3.Bxf8 yields White an exchange. Also, capturing on d5 with a knight doesn't save Black, as after 2.Bxg7 Rg8, White recaptures the knight on d5 with an attack on the bishop on e6.



## 47. Exploiting the f3/f6-square

After eliminating the defender of the f6-square with 1.Qxd4, Black is in big trouble. The point is 1...Nxd4 2.Nf6+ Kf8 3.Bh6#. A knight+bishop mate can appear also after castling with 1...0-0: 2.Nf6+ Kh8 3.Ng4+ Nxd4 4.Bf6+ Kg8 5.Nh6# – Suffocation Mate.

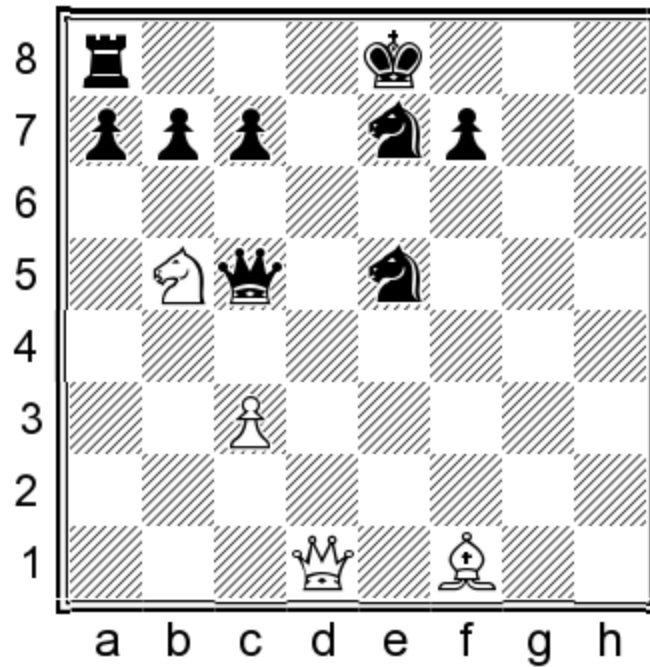




## 48. The Smith-Morra Gambit trick

Black attacks the queen and threatens to eliminate the white knight that defends the h2 mating square with 1...Nd4. Since 2.Nxd4 fails to 2...Qh2#, and moving away the queen leads to checkmate one move later after 2...Nxf3+, White has to give up his queen.

This trick often occurs in, among others, the Smith-Morra Gambit of the Sicilian Defence.



## 49. Exchanging queens for a double threat

The black queen is overloaded after 1. Qd4. It cannot protect both the pawn on c7 and the knight on e5. If Black decides to trade queens, then after 1... Qxd4 2. cxd4, there is a double threat on the board: both 3. dxe5 and 3. Nxc7+ are on the menu. White wins material.

# Chapter 6

## Trapping pieces

- Pattern 50 - The en passant trap
- Pattern 51 - The ingenious pawn thrust
- Pattern 52 - Noah's Ark Trap
- Pattern 53 - Shutting off the diagonal from the bishop
- Pattern 54 - Shutting in the Bobby Fischer bishop
- Pattern 55 - Trapping the knight on the edge
- Pattern 56 - The knight retreat
- Pattern 57 - Trapping the rook in the corner
- Pattern 58 - Trapping the queen in the corner
- Pattern 59 - Trapping the queen on b2/b7
- Pattern 60 - Obstructing the queen
- Pattern 61 - Trapping the queen with a twist
- Pattern 62 - Trapping the queen on the edge
- Pattern 63 - The Rubinstein Trap
- Flash Cards 50-63

In this section, the spotlight is on fourteen Patterns related to trapping pieces.

**Patterns 50 and 51** focus on pawn techniques that form the foundation of various methods of trapping pieces. In **Patterns 52 to 54**, the bishop is the piece that is caught, while in **Pattern 55** the knight is the victim. In **Pattern 56**, a backward move of the knight results in the trapping of an enemy bishop or knight. In **Pattern 57**, the rook is lost, while **Patterns 58 to 63** demonstrate how a queen can get into trouble.

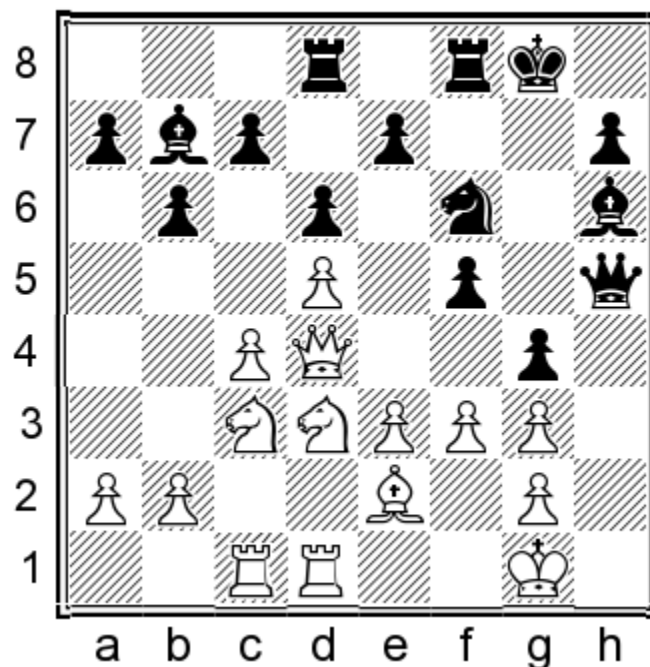
## Pattern 50 - The en passant trap

This tactic involves luring away an opponent's pawn by forcing it to capture en passant, allowing us to trap a valuable piece afterwards. We will examine three scenarios, starting with trapping the queen in the centre of the board.

## Julie Cordes (1520)

# Felix Käfer

Heilbronn (adjusted) 2018



## 20...c5!

Black forces White to capture en passant.

## 21.dxc6

Now that the pawn on the fifth rank is gone, Black can put a new pawn on that fifth rank without it being able to be captured en passant anymore.

**21...e5!**

White must sacrifice her knight to prevent the loss of her queen:

**22.Nxe5 dxe5 23.Qxe5 Rde8—+**

As the principle remains the same, reversing the moves on move 20 was also possible: 20...e5! 21.dxe6 c5. The queen still has nowhere to go. White can still resist, but ultimately Black comes out with a material advantage, for example: 22.Nf4 ( 22.fxg4 Nxc4 23.Bxc4 fxg4 and the white queen still has a problem) 22...cxd4 23.Nxh5 Bxe3+ 24.Kh2 Nxh5 25.e7 Bxc1 26.exd8Q Rxd8 27.Rxc1 dxc3—+.

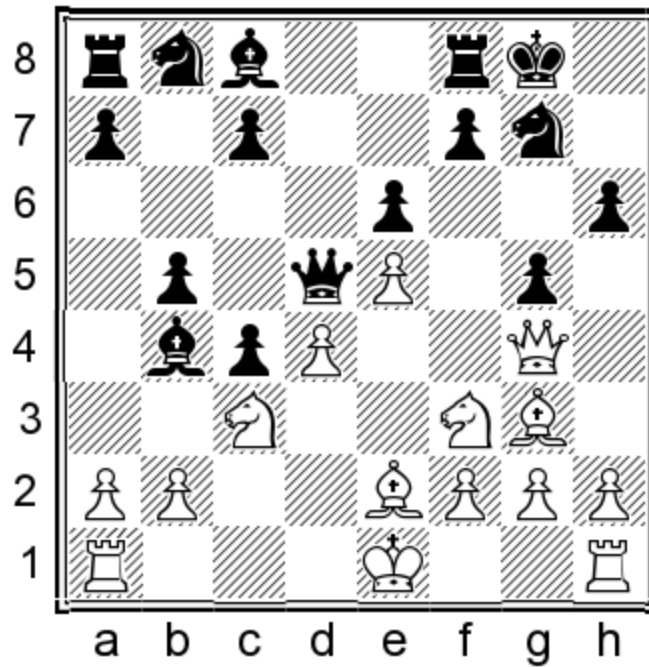
When playing the pawn move, make sure that after the enemy pawn captures, it cannot continue capturing favourably. For example, with a black queen on f7 instead of h5, starting with 20...e5 would be unwise because then the en passant capture on e6 hits the queen. Therefore, in that scenario, it is better to start with 20...c5, so after 21.dxc6, 21...e5 can be played.

The next trap takes place on the kingside:

**Wesley So (2770)**

**Levon Aronian (2781)**

Carlsen Invitational rapid 2021

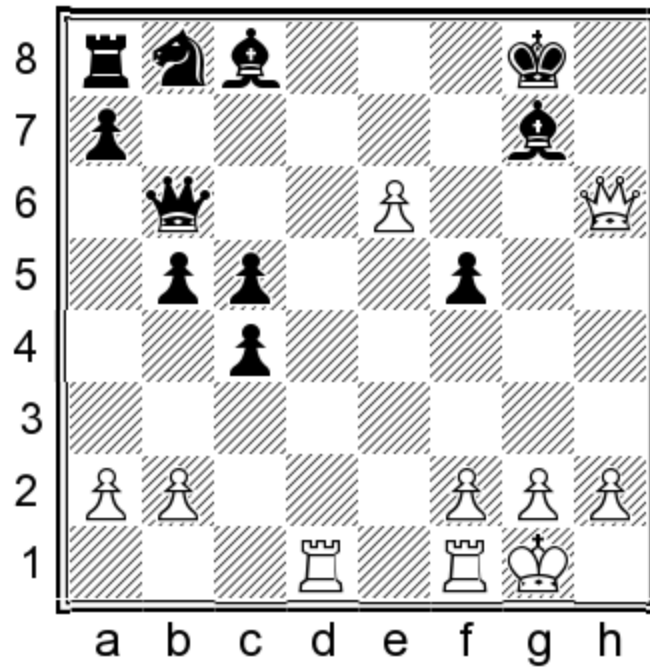


In this complicated balanced position, Aronian was tempted by the en passant trap and played:

**13...f5?**

Although the complications after 14.exf6?? e5 are in Black's favour, White is not obliged to capture en passant. Instead, White starts a beautiful attack, and even though this doesn't fall within the scope of this Pattern, I will give the rest of the game without comment.

**14.Qh3!! g4 15.Qxh6 gxf3 16.Bxf3 Qxd4 17.0-0! c6 18.Rad1 Qb6 19.Ne4! fxe4 20.Bxe4 Rf5 21.Bxf5 exf5 22.e6 Bf8 23.Be5 c5 24.Bxg7 Bxg7**



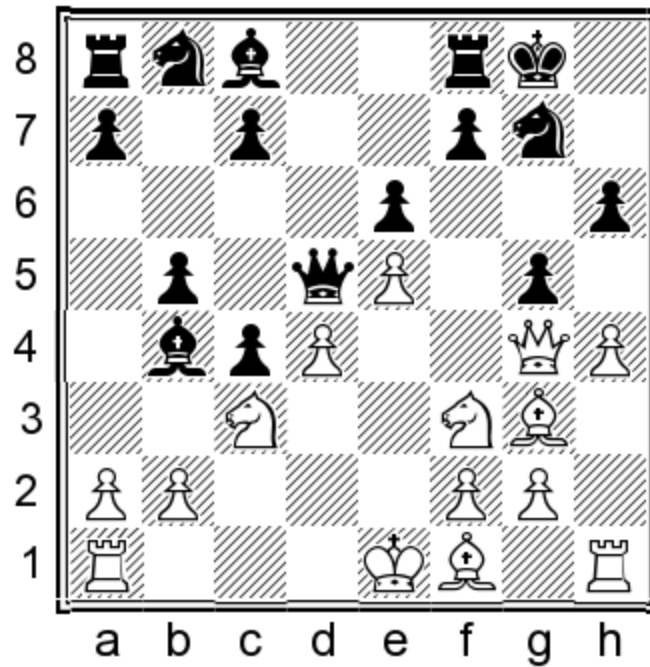
**25.e7! Bd7 26.Qh5! Qc6 27.Rfe1! Be8 28.Rd8 Na6 29.Re6! Qd7  
30.Rxa8 Nc7 31.Rd8 Nxe6 32.Rxe8+ Nf8 33.Rxf8+**

Black resigned as White will soon promote with e8Q.

**Wesley So** (2770)

**Levon Aronian** (2781)

Carlsen Invitational rapid (analysis) 2021



If White had played 13. h4 instead of 13. Be2, then the trap does work in Black's favour:

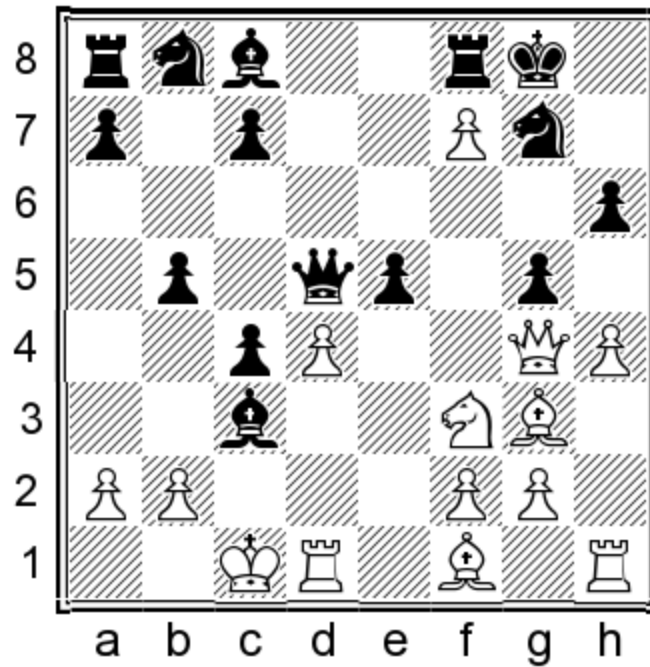
**13...f5! 14.exf6**

14.Qh3? is ludicrous now, as after 14...g4 the pawn on h6 is not hanging.

**14...e5**

Trapping the queen. White can prevent the loss of his queen, but remains down a piece after 15.0-0-0 Bxc3 16.f7+

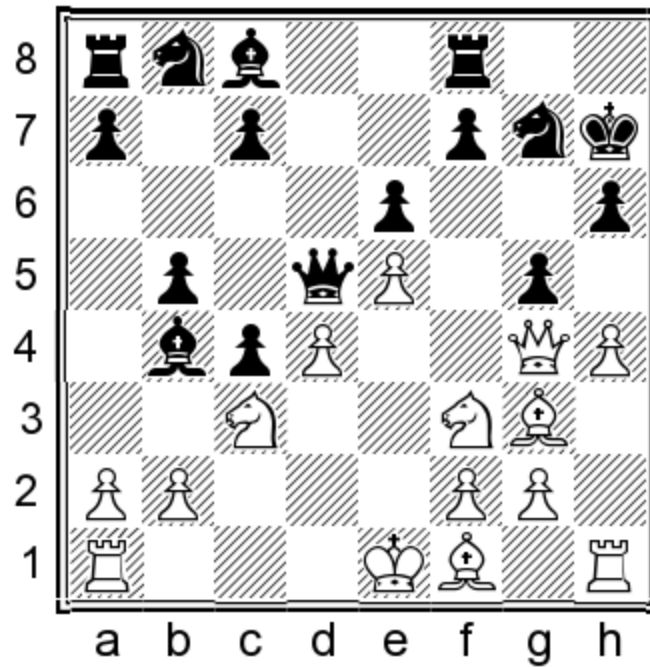




adjusted diagram

16...Kxf7! ( 16...Kh7? 17.hxg5! Bxg4 18.Rxh6# ) 17.Nxe5+ Kg8  
18.Qe2 Bxd4.

As for that possibility of a pawn continuing its capturing ways, this would work with a black king on h7 instead of g8:



adjusted diagram

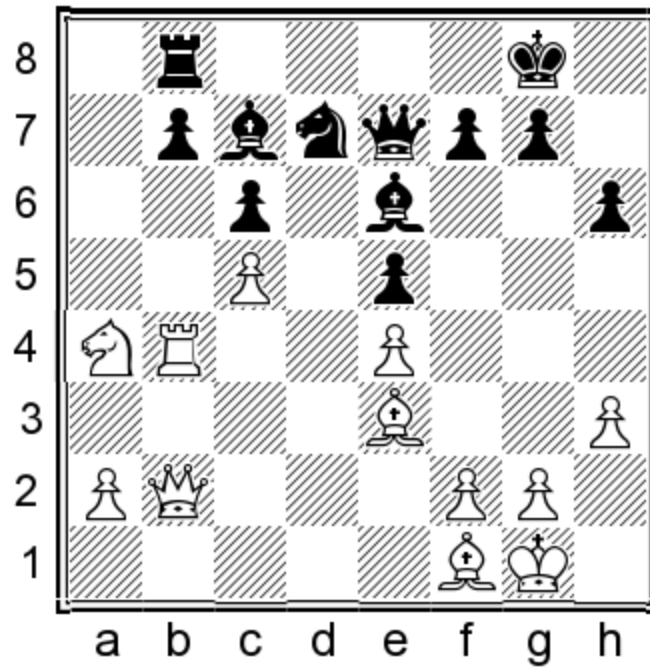
Now, after 13...f5 14.exf6 e5, White plays 15.fxg7 and threatens to capture the rook on f8 with promotion! For example: 15...Bxg4 16.gxf8Q Bxf8 17.Nxd5, and White is up a piece and a rook.

One last example, this time targeting a rook on the queenside:

**Ian Nepomniachtchi** (2773)

**Magnus Carlsen** (2865)

Airthings Masters k.o. rapid 2022



**29...b5! 30.cxb6**

30.Nc3 Ba5 and White's rook is trapped.

**30...Bd6**

And again White's rook is trapped. The damage is manageable after

**31.a3! Bxb4 32.axb4 ,**

but Black has turned a position where he was heavily under pressure into one where he can play for a win. The game eventually ended in a draw, but only after Black blundered in a winning position, allowing White to escape with half a point.

## **Pattern 51 - The ingenious pawn thrust**

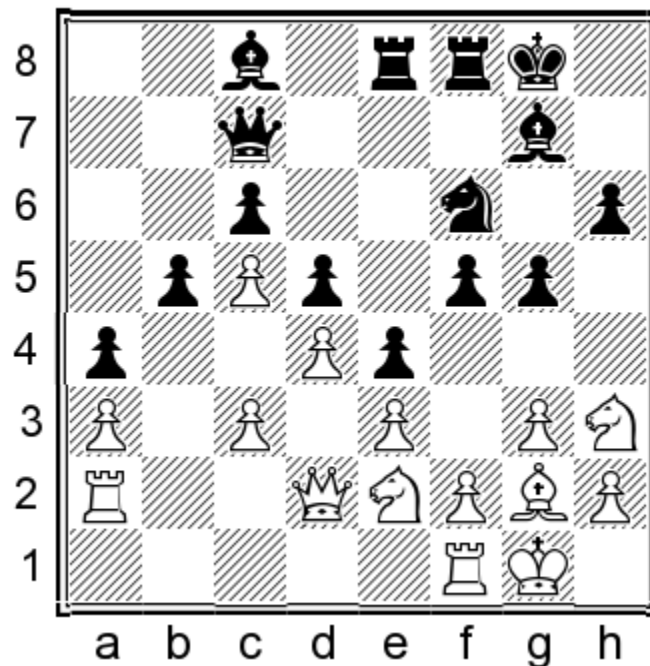
We will stick with cunning pawn moves for the moment. Once again, we allow an enemy pawn to capture our pawn, but this time

there is a different idea behind it. After the capture, the enemy pawn blocks an escape square for a piece, allowing us to trap this piece. In the following example, White's knight is the victim:

**Niels de Feijter** (1670)

**Henrik Westerweele** (1960)

Vlissingen (analysis) 2014



Since 26...g4 allows the white knight to escape to f4, Black must make preparations first.

**26...f4!**

The plan is to let White block the f4-square with his own pawn after either 27.exf4 or 27.gxf4, and then trap the knight with 27...g4. White is not forced to take the pawn, but alternatives are not better: 27.Nc1 f3 28.Bh1 Bxh3 loses material, and attempting to prevent ...f4-f3 by playing 27.f3 doesn't help either:

## 27.f3

Remember the pawn cluster from **Patterns 1 and 2**?

## 27...exf3

The idea from Pattern 1 also wins material: 27...g4 28.fxg4 f3.

## 28.Rxf3 g4–+

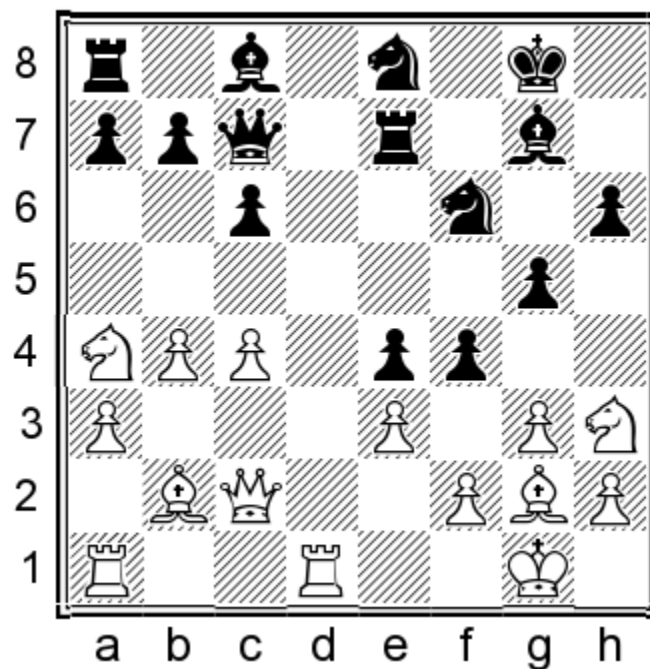
26...Qf7 was the move played by Black in the game. While not as effective as 26...f4, it was good enough to win eventually.

The pawn thrust is not always equally successful. White had a surprising defence in the following game fragment:

**Janos-Lehel Egeto (1865)**

**Razvan-Lucian Comsa (1571)**

Iasi Amateur World Championship 2013



Black's 21... f5-f4 carries less punch here than in the previous game. No, ...f4-f3 is not a pawn fork this time, and the f1-square is vacant

for the bishop to escape to, keeping an eye on the knight on h3, but White should still not ignore the f-pawn as he did in the game, as after 22.Kh1 f3 23.Bf1 he can barely take a breath anymore on the kingside. Instead, White should accept the pawn sacrifice:

**22.exf4! g4 23.Be5!**

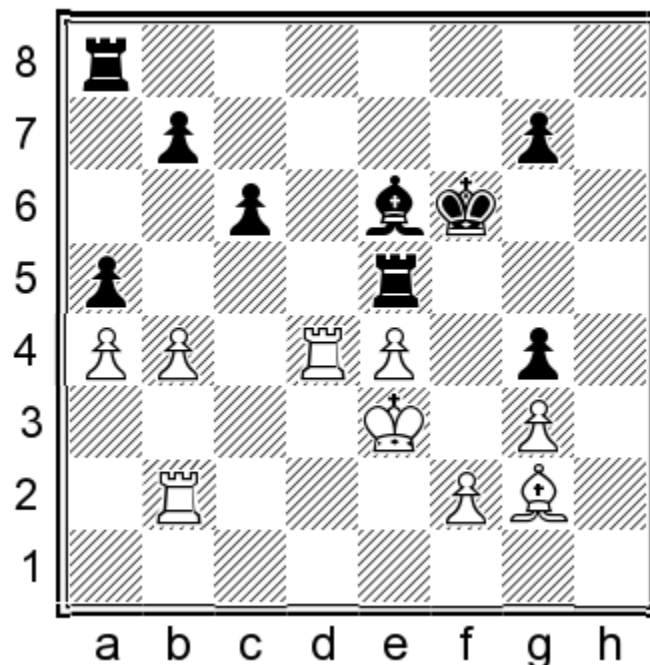
The queen on c7 is trapped! After 23...Rxe5 24.fxe5 Qxe5 25.Nf4 or 24...gxh3 25.exf6, White remains up material.

Another variety of this pawn thrust is seen in the following game fragment. This time, the rook is the target:

**Vaclav Finek (2409)**

**Erwin l'Ami (2645)**

Prague (analysis) 2023



Black played 40...b5, leading to the familiar pawn cluster seen in **Patterns 1 and 2**. The idea is to create a passed pawn by means of a

breakthrough. A nice plan, but White has several ways to defend against it. Instead, Black could have gained an advantage with:

**40...axb4! 41.Rdxb4**

41.Rbxb4 c5, forking the rooks.

**41...b5! 42.axb5**

If White doesn't capture, then Black takes on a4, obtaining a powerful passed pawn.

**42...Ra3+!**

A clever in-between move, depriving the white rooks of the b3-square.

42...c5 43.R4b3, and White 'only' loses an exchange.

**43.Kd2 c5**

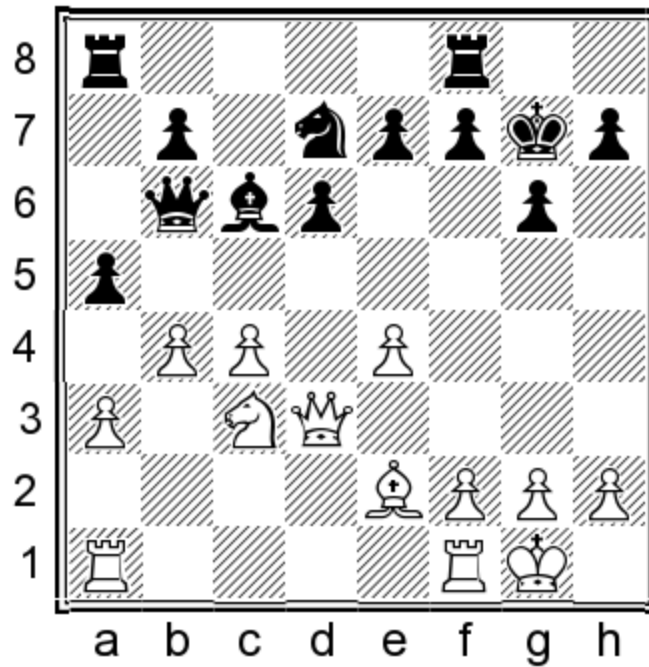
Winning a rook.

Sometimes the pawn thrust can also be played to hinder the opponent's defensive options. The goal in the following example is to trap the bishop:

**Samuel Shankland (2679)**

**Joan Fernandez Lopez (2142)**

Baku Olympiad 2016



### 16.c5!

Although White is better after 16.b5, it would allow Black to create space for his bishop with the move 16...Ne5 or 16...Nc5.

### 16...Qc7

- 16...dxc5 17.b5 c4 ( 17...Ne5 18.Qg3+- ) 18.Qc2 ( 18.Qxc4? Ne5± ) 18...Bxb5 19.Rab1+- ;
- 16...Qd8 17.cxd6+-.

### 17.cxd6 exd6 18.Qd4+

18.b5 also wins, i.e.: 18...Nc5 19.Qd4+ or 18...Ne5 19.Qd4 Bd7 20.f4.

### 18...Nf6 19.b5

Black resigned because of 19...Bd7 20.Qxf6+ Kxf6 21.Nd5+.

## Pattern 52 - Noah's Ark Trap



Having covered the trapping of all pieces in **Patterns 50 and 51**, now we focus on specific situations for each piece, starting with the bishop.

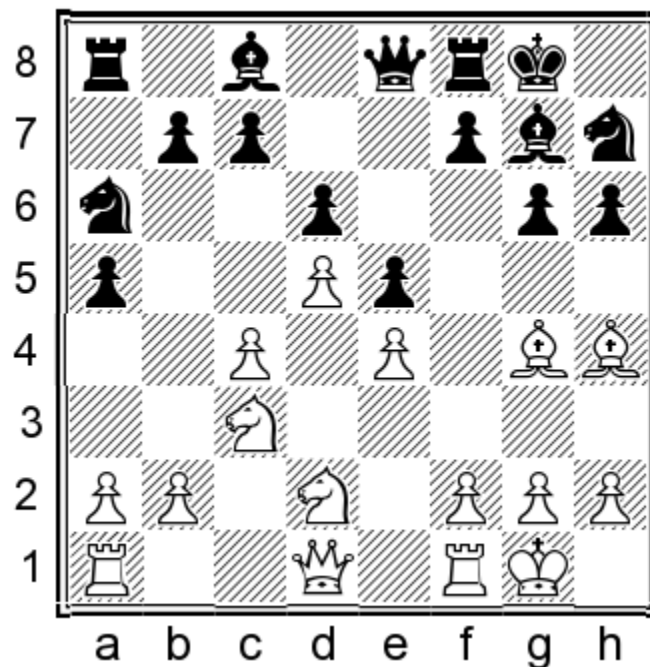
The idea in this Pattern is to trap the bishop on the third or sixth rank through targeting, the preparatory move we know from **Pattern 3**. In Game 53, Aleksanyan Israilyan-Perez Vidal **Pattern 11**), you already had a taste of this motif.

The following game serves as a bridge from **Pattern 51 to 52**. Black uses the pawn thrust, but for a different reason than in **Pattern 51**:

**Ed Baarslag** (2161)

**Arthur de Winter** (2150)

Amsterdam 2022

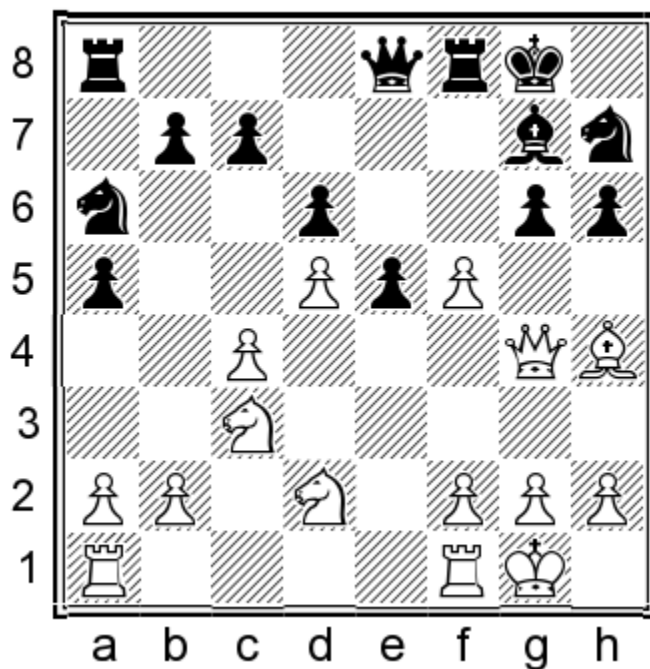


Positionally, it is desirable for White to exchange light-squared bishops in the King's Indian Defence, but here White's 12. Bg4 turns out to be a tactical error.

**12...Bxg4 13.Qxg4 f5**

13...g5 14.Bg3 f5! 15.exf5 h5 is equally good and transposes to the game.

**14.exf5**



**14...g5!**

Instead of recapturing, Black advances his pawn. By doing so, Black forces the bishop to retreat to g3, to then trap it with ...h6-h5-h4. This move sequence clarifies the intention behind 13...f5. By clearing the h5-e8 diagonal, Black ensures that the pawn on h5 is protected by the queen.

**15.Bg3 h5**

Thanks to the attack on the queen, the black pawn gains an important tempo on its way to h4.

**16.Qd1 h4**

And Black won the bishop and soon after, the game.

The trapping of the bishop can also occur on the queenside, as demonstrated by a well-known trick in the Ruy Lopez known as

Noah's Ark Trap. Similar to our previous example, this trick allows Black to gain a tempo by initially threatening White's queen with a pawn and then utilizing that same pawn to trap the bishop.

Remarkably, like many other strong players, two-time World Championship Challenger Ian Nepomniachtchi has succumbed to this trap:

**Ian Nepomniachtchi (2784)**

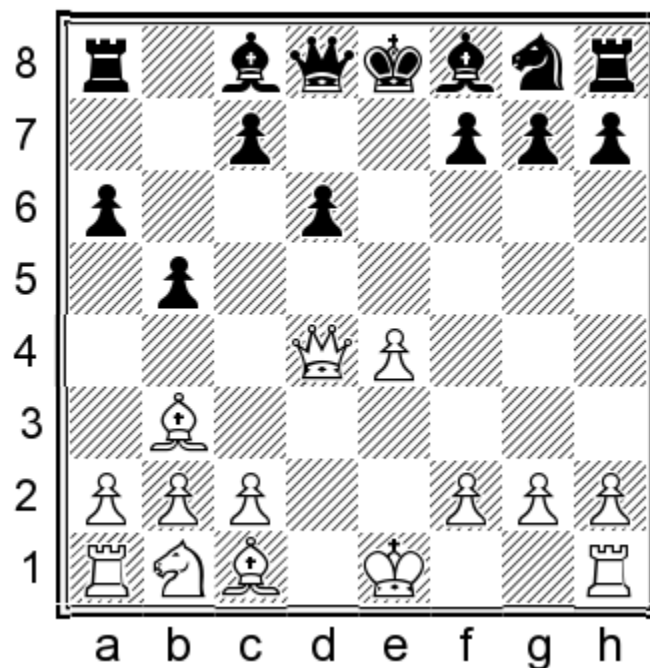
**Anton Demchenko (2641)**

Titled Tuesday blitz 2020

**1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 d6 5.d4 b5 6.Bb3 Nxd4  
7.Nxd4 exd4 8.Qxd4?**

Even though the then future World Champion Alexander Alekhine recommended this move in the tournament book of New York 1924 as a means for White to draw, it is a mistake that loses material.

Making it a gambit with 8.c3 or 8.Bd5 in order to then capture the pawn on d4 are alternatives.



**8...c5!**

On its way to c4 with tempo.

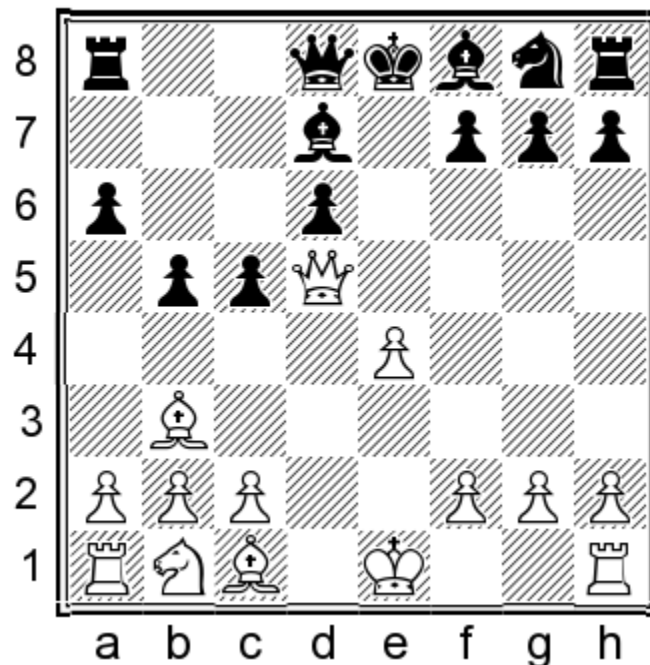
### 9.Qd5

9.Bxf7+ also doesn't help: 9...Kxf7 10.Qd5+ Be6 and, just like in the game, the rook on a8 is protected.

### 9...Be6

Defending both f7 and a8.

### 10.Qc6+ Bd7 11.Qd5



And now, compared to move 9, with the rook protected, Black has time to trap the bishop:

### 11...c4

Noah's Ark Trap is complete. The origin of the name is unclear, with theories ranging from the shape of the black pawns on a6, b5, and c4 resembling an ark, to the suggestion that it is 'as old as Noah's Ark'.

Note that Alekhine had analysed 11...Be6 with a draw by repetition. The defender isn't always helpless against the pawn advance. The following position looks very similar to what we just saw, but it's

not the same! With extra knights on the board, White can turn the tide:

**Mark Diesen**

**Tamas Halasz**

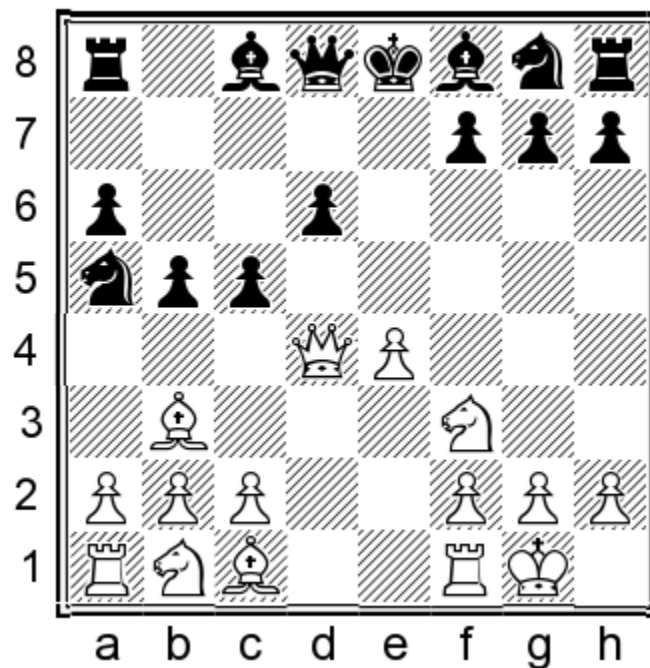
Schilde U18 1973

**1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 d6 5.0-0**

5.d4 was the previous game.

**5...b5 6.Bb3 Na5 7.d4 exd4 8.Qxd4 c5?**

Tempting, but not good in this position.



**9.Bxf7+!**

9.Qd5? Be6 and ...c5-c4 is back on the menu again.

**9...Kxf7 10.Qd5+ Be6**

And now it becomes clear why White is happy to have an extra knight (the game continued with 10...Ke8 11.Qxa8 1-0):

**11.Ng5+! Qxg5**

11...Ke8 12.Nxe6 Qc8 13.Qxa8 Qxa8 14.Nc7+, forking.

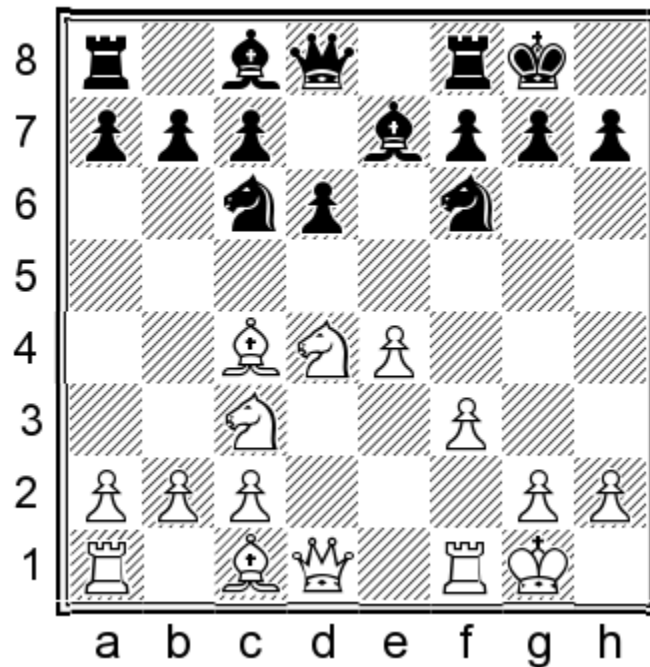
## 12.Qxg5+-

A capture doesn't always precede the pawn march. Below we see that Black makes room for the c-pawn by attacking a piece:

**Ralf Lutterbey** (1882)

**Bilal Demir** (2099)

Germany tt 2015



**8...Ne5 9.Bb3?**

9.Be2 was the correct move.

**9...c5**

Once again, aiming for ...c5-c4 with tempo.

**10.Nde2 c4 11.Ba4**

This move appears logical, but even on a4, the bishop remains vulnerable to trapping.

A more aggressive option was initiating a counterattack with 11.f4. Black has an extra pawn after 11...cxb3 12.fxe5 bxc2 13.Qxc2 dxe5.

### 11...a6

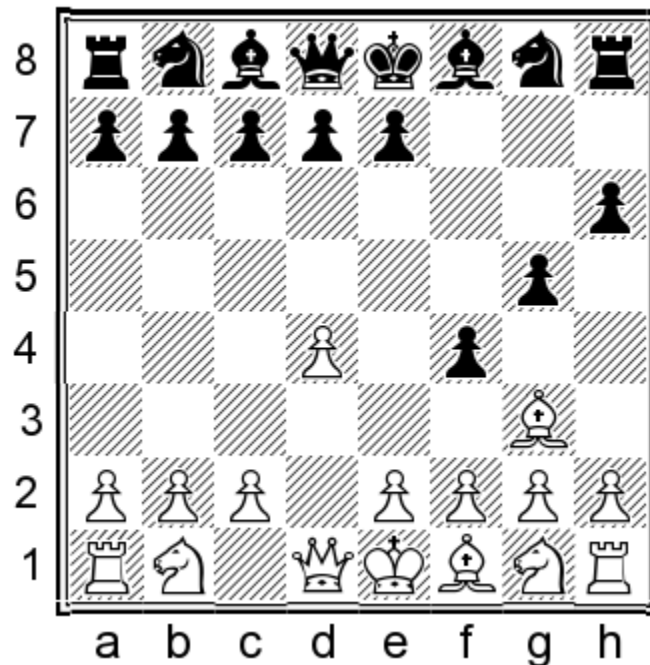
With the unstoppable threat of ...b7-b5. Black wins the bishop. Sometimes, no preparation is needed for the pawn march. However, marching the pawns may not always be a good idea:

**Christian Bauer** (2623)

**Kacper Piorun** (2601)

French Online Blitz Championship 2020

1.d4 f5 2.Bg5 h6 3.Bh4 g5 4.Bg3 f4?



Black appears to be trapping the bishop, but his king is badly exposed on the h5-e8 diagonal.

### 5.e3!

Threatens 6. Qh5# while targeting the pawn on f4.

On 5...h5, 6.Be2 is the best response: 6...Nf6 7.exf4 h4 8.fxg5.

White attacks the knight and clears the diagonal for the bishop on g3; the loss of a piece has been averted.

An interesting attempt is

**5...e5 6.exf4 exf4 ,**

but see Game 392 ( **Pattern 90**) for the continuation of this game.

## **Pattern 53 - Shutting off the diagonal from the bishop**

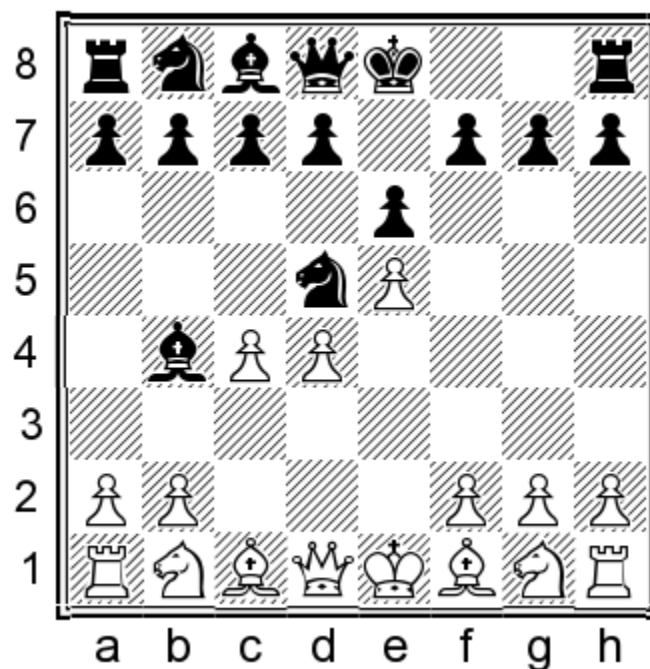
In the previous Pattern, all pawn moves were made with tempo. Now we will see that this is not necessarily required to trap the bishop. Simply shutting off the escape route for the bishop can suffice to win the piece.

But let's begin with an example where a tempo move is crucial:

**Ekkehard Erler**

**Wolfgang Kölbel**

Email 1995





Black's mishandling of Alekhine's Defence provides White with an unexpected opportunity for punishment.

### **5.Ke2!**

Similar to Game 21, Van Liempt-Pijpers ( **Pattern 6**), White opts to move the king out of check, thereby exposing the vulnerability of Black's bishop on b4. By refraining from interposing a piece, White deprives Black of any chance to exchange the bishop.

### **5...Nb6**

In case of 5...Ne7, the knight blocks the bishop's retreat. With 6.a3 Ba5 7.b4 Bb6 8.c5, White traps the bishop – similar to what we have seen in the previous Pattern.

### **6.c5!**

White shuts off the a3-f8 diagonal from the bishop. Since the black knight is also under attack, Black has no time to save his bishop with ...Ba5, ...c7-c6 and ...Bc7.

### **6...Nd5 7.a3 Ba5 8.b4**

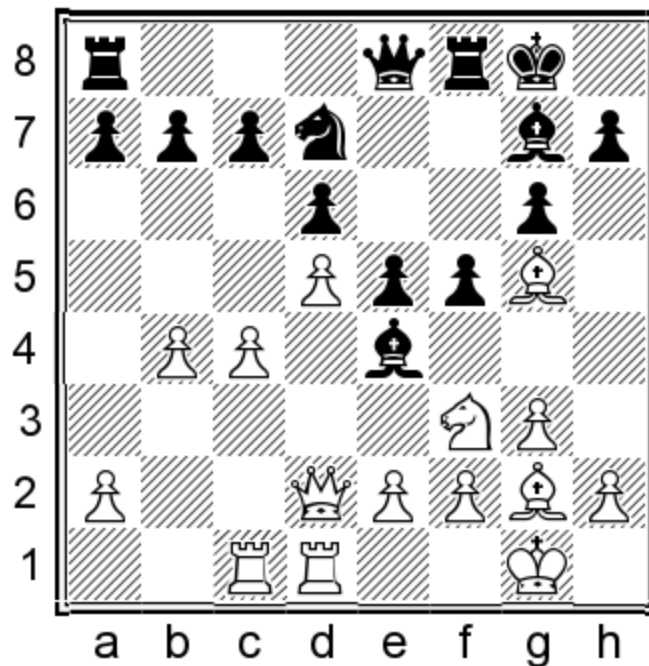
And the bishop is trapped.

Shutting off the diagonal from the bishop can also happen on the other side of the board and without using a tempo:

**Vlastimil Hort** (2389)

**Lucas van Foreest** (2529)

Bunschoten-Spakenburg rapid 2019



### 15...f4!

Black shuts off the c1-h6 diagonal, blocking the escape route for the bishop on g5. Now, the bishop is restricted to the shorter h4-d8 diagonal, significantly limiting its mobility.

### 16.gxf4 h6! 17.fxe5

The famous old grandmaster acknowledges the inevitable loss of his bishop and opts to sow chaos. However, this proves futile and it doesn't change the outcome.

After 17.Bh4 exf4, we see the major problem for White: ...g6-g5, trapping the bishop, is unavoidable. White would like to make room for his bishop by moving his pawn to f3, but the knight stands in the way.

### 17...Bxf3

17...hxg5 would have been equally good.

**18.exf3 hxg5 19.e6 Ne5**

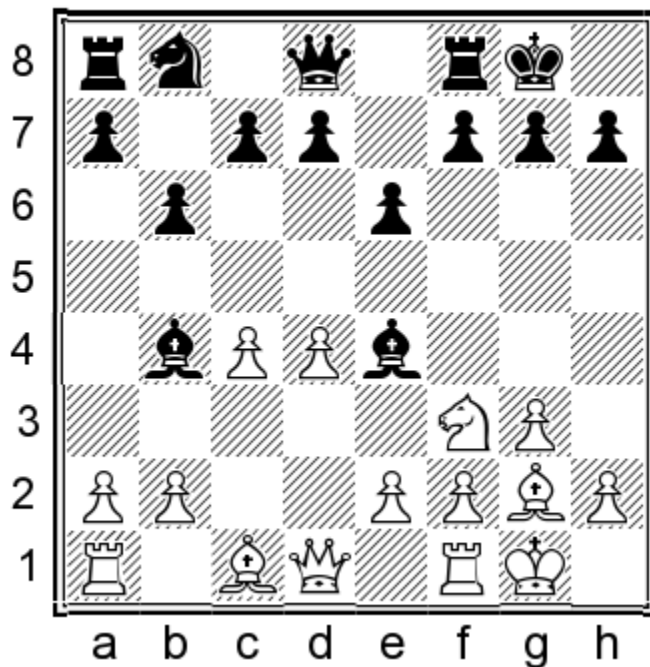
And Black won.

More often than not, shutting off the diagonal from the enemy bishop yields a strategic advantage rather than material gain. In the following game fragment, we see that the defender can avert the loss of a piece, but this comes at the cost of severely weakening his position:

**Sergejs Gromovs (2302)**

**Andrea Drei (2274)**

Piacenza 2005



**9.c5!**

Similar to Game 237, Erler-Kölbel, White blocks the a3-f8 diagonal, but this time without expending a tempo. This allows Black to save his bishop, though barely so.

**9...bxc5 10.a3! Ba5 11.dxc5 c6**

If Black had a knight on c6 (analogous to the knight on f3 in the previous game), the bishop would be beyond saving. Alas, here the bishop remains on the board, but Black's position is still miserable. The backward pawn on d7 is an attractive target, the d6-square is weak, and the black knight has no good prospects. Positionally, White is winning.

One more defensive note: after 10.a3, Black has no choice but to move the bishop. However, it would be ideal if Black could open the a3-f8 diagonal with tempo. This is sometimes possible, for instance, when there is a white piece on d3. In that case, ...c5-c4 can come with a counterattack.

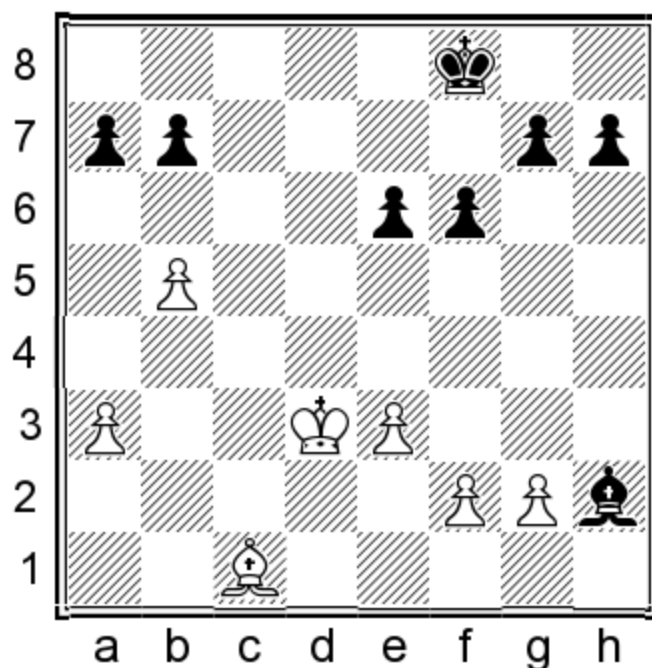
## **Pattern 54 - Shutting in the Bobby Fischer bishop**

We continue on the theme of shutting off a bishop's diagonal, but now in particular after it has captured a 'poisoned' pawn. With a simple pawn move, the bishop is sidelined to the edge of the board. Although it's already a famous example, I cannot avoid starting with the opening game between Boris Spassky and Bobby Fischer in their 'Match of the Century' for the World Championship title in 1972.

**Boris Spassky** (2660)

**Bobby Fischer** (2785)

Reykjavik World Championship match 1972



The American prodigy has just unnecessarily captured the h2-pawn, landing him in serious trouble.

### **30.g3**

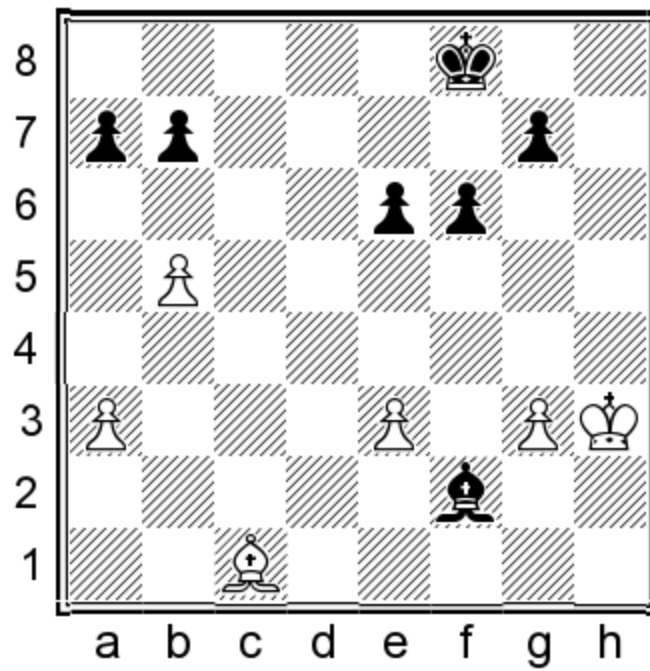
Closing the h2-b8 diagonal, after which there is no way out for the bishop. The next plan is to move the king to g2 to win the bishop.

### **30...h5**

The standard way to defend: the black pawn is heading to h4 to lure away the g3-pawn. In case of gxh4, the bishop is freed, with Black having the better pawn structure.

### **31.Ke2 h4 32.Kf3 Ke7**

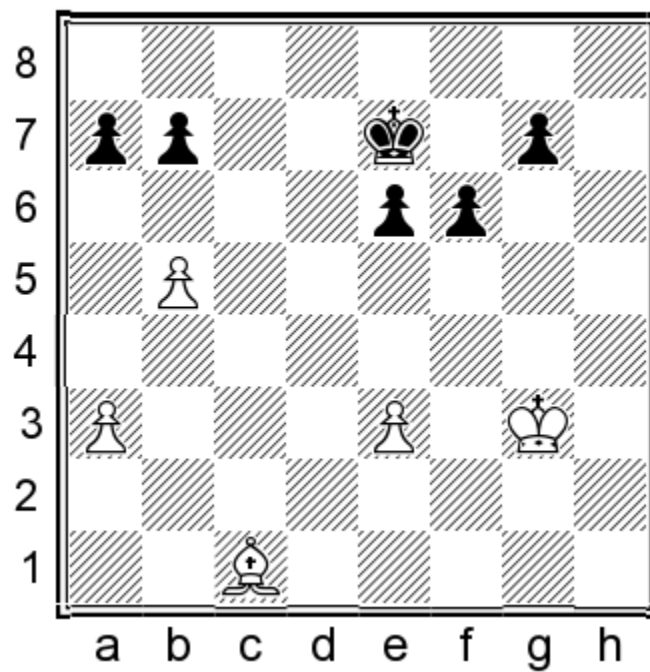
Possibly, Fischer's intention was to play 32...h3. However, after 33.Kg4! Bg1 34.Kxh3 Bxf2,



*analysis diagram*

35.Bd2! still prevents the bishop from escaping.

**33.Kg2 hxg3 34.fxg3 Bxg3 35.Kxg3**



White has won the bishop, but it turns out Black can still hold a draw. The endgame (which Fischer lost) is incredibly complex, but it goes beyond the scope of this book to delve deeper into it.

However, we can conclude that White is in the driver's seat and Black is the one fighting for a draw.

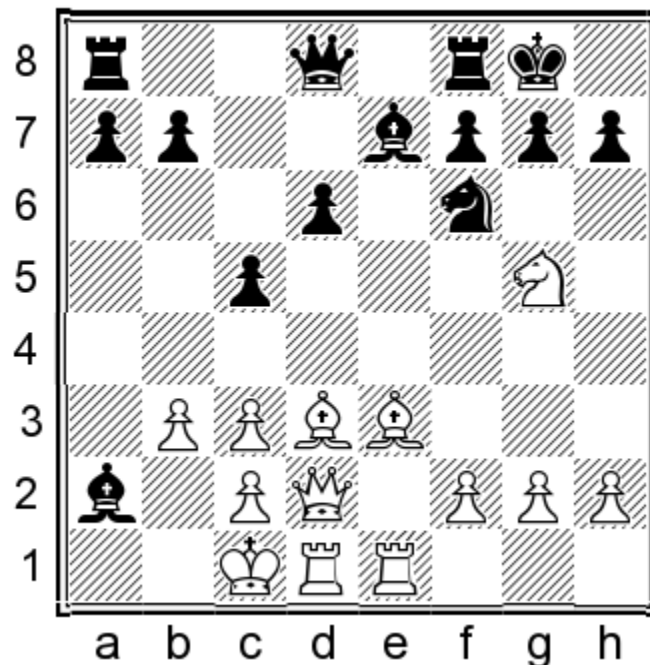
In the previous example, advancing the rook pawn served as a means to liberate the bishop. With more pieces on the board, we see that this pawn advancement can also have other benefits.

Additionally, we encounter a second way to defend:

**Fabiano Caruana (2782)**

**Jan-Krzysztof Duda (2732)**

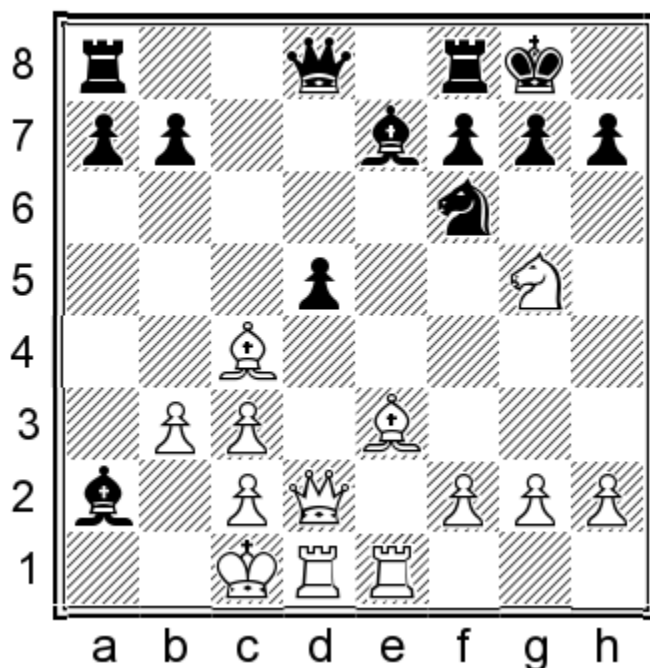
Baku 2023



Black has just captured on a2, after which White played 13. b3. The bishop seems to be in trouble now, but Black has correctly assessed (read: analysed at home with the computer) that he is not in danger.

### 13...a5

Also interesting is 13...c4 with the idea of 14.Bxc4 d5.



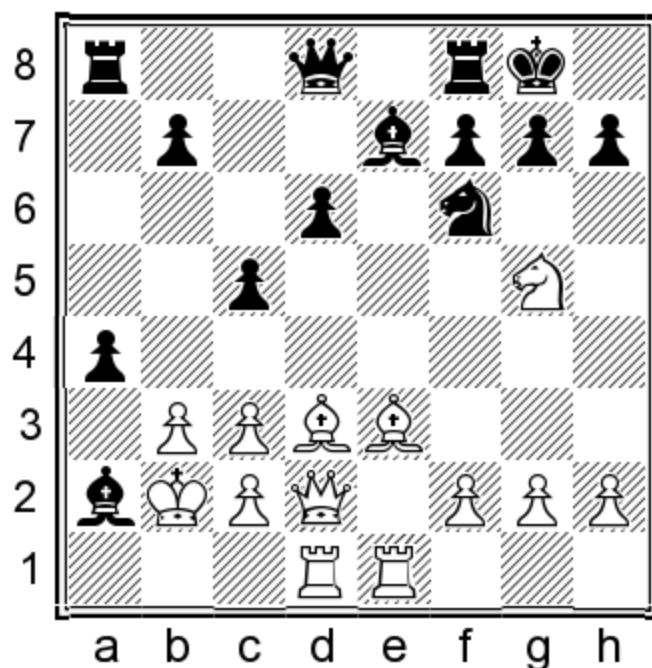
*analysis diagram*

Black not only attacks the bishop but also threatens 15... Ba3#! With a lot of pieces on the board, giving up a pawn in front of your king and then moving another one to trap an enemy piece, is likely to lead to defensive problems for that king. 15.Kb2 dxc4 16.Qxd8 Rfxd8 17.Rxd8+ Rxd8 18.Kxa2 Nd5. The material is again balanced, but Black stands slightly better.

It is better to forget about the attack on the bishop, for example: 14.Bd4 cxd3 15.Qxd3 g6 16.Kb2 Bxb3 17.cxb3, and White has compensation for the pawn.

### 14.Kb2 a4





You might think Black is one move too late now, but this is not the case. The idea of advancing the a-pawn is not only to free the bishop but also to open the a-file for the rook. If White captures the bishop, he will face a winning attack for Black:

- 15.Kxa2 axb3+ 16.Kxb3 ( 16.Kb2 Ra2+ 17.Kb1 Qa5; 16.Kb1 b2! ) 16...Qb6+ 17.Kc4 Ra4# or 17...d5#;
- Also, 15.Ra1 axb3 16.cxb3 Qa5 does not save White.

The conclusion is that White is forced to play:

### 15.b4 Be6

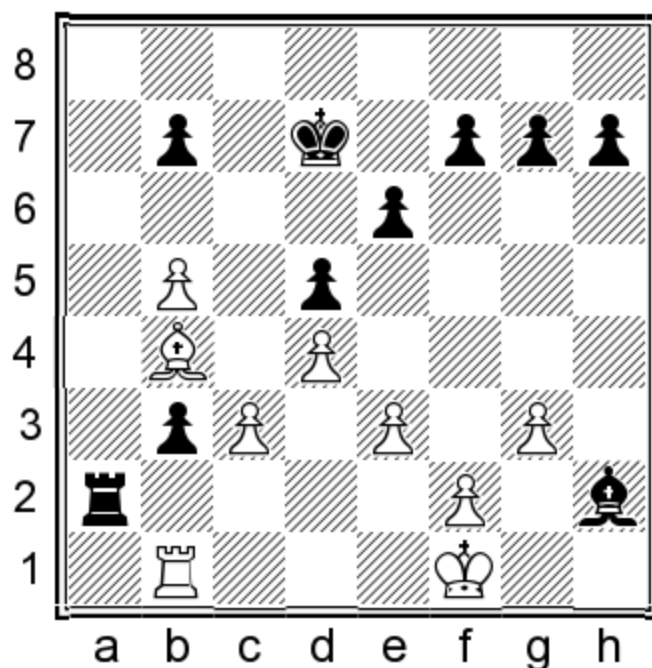
And the bishop is safe! The game continued with 16.bxc5 dxc5 17.Nxe6 Qb6+ 18.Ka1 fxe6, after which Black is a pawn up, but White has enough compensation thanks to the pair of bishops and Black's weak e6-pawn.

Below, we see a third method of defence:

**Alexandre Vuilleumier** (2349)

**Daniele Vocaturo** (2600)

Bastia 2016



It is too late for ...h7-h5-h4. However, thanks to his passed b-pawn, Black has another trump up his sleeve:

**24...b2 25. Kg2 Bg1!!**

The bishop cannot be captured, on account of 26...Ra1, and the b2-pawn will promote! As a result, Black is able to retain his bishop on g1 for an extended period of time.

**26. Bf8 g5 27. Bg7 Ke7**

Preventing 28. Bf6.

**28. Be5 f6 29. Bc7 h5**

In contrast to the situation on move 24, Black now has all the time in the world to move the h-pawn. He is going to create a passed pawn.

**30. Bb6 h4 31. gxh4 gxh4 32. e4 h3+ 33. Kxh3 Bxf2 34. exd5 exd5 0-1**

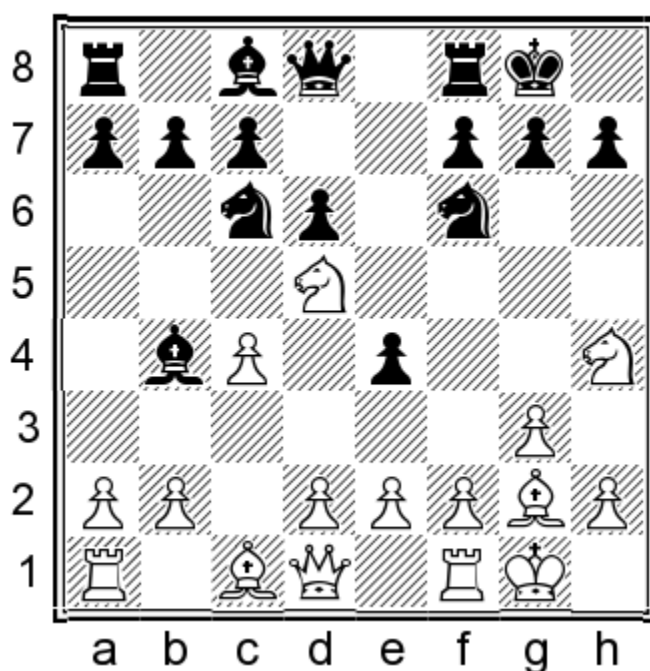
## Pattern 55 - Trapping the knight on the edge

A knight on the rim is dim. Positioned on the edge of the board, unless it serves a specific purpose, the knight's potential is deemed limited ('dim'), as it can only attack a few squares, none of which are in the centre. Moreover, it risks getting trapped.

**Hikaru Nakamura** (2787)

**Rameshbabu Pragganandhaa** (2690)

Baku rapid 2023



White has mixed up moves in the opening and instead of 8. a3 (see the next game) played the inaccurate 8. 0-0. Black immediately puts pressure on the knight:

**8...g5! 9.a3?**

If White had played this one move earlier, he would have had no problem. Now he loses his knight, getting insufficient compensation in return.

A good defence is 9.d4!. Black cannot capture the knight because of 10. Bg5, after which White regains the knight with a winning attack, while 9...Nxd5 10.cxd5 Nb8 fails to 11.Qa4! a5 12.a3.

What Black should play is 9...h6.

After 10.Nxb4 Nxb4 11.f3 gxh4 12.Bxh6, White, despite losing the knight, has enough counterplay, unlike in the actual game.

### **9...Ba5**

Certainly not 9...Bc5? 10.d4!, and not only has White prevented the loss of material, he even stands very well, for example: 10...Nxd5 ( 10...Bxd4 11.Bxg5 and the pin is disastrous for Black) 11.dxc5 and if the knight retreats to e7 or f6 (the knight doesn't have any other safe squares), White plays 12.Bxg5.

### **10.d3**

- 10.b4 doesn't help either: 10...Bb6 11.Bb2 and after both 11...Bd4 as well as 11...Nxd5 12.cxd5 Ne5, the knight on h4 is lost;
- As on move 9, 10.d4 is also pointless now: 10...Nxd5 11.cxd5 Nb8 and if attacked by the queen, the dark-squared bishop can now safely retreat to b6.

### **10...Nxd5 11.cxd5 Nb8**

And Black won the knight and shortly after, the game.

Remarkably, Nakamura had this same opening on the board seven years earlier, wiping former World Champion Viswanathan Anand off the board in just 26 moves:

**Hikaru Nakamura (2790)**

**Viswanathan Anand (2762)**

Moscow Candidates Tournament 2016

**1.c4 e5 2.Nc3 Nf6 3.Nf3 Nc6 4.g3 Bb4 5.Nd5 e4 6.Nh4 0-0  
7.Bg2 d6 8.a3!**

Better than 8.0-0.

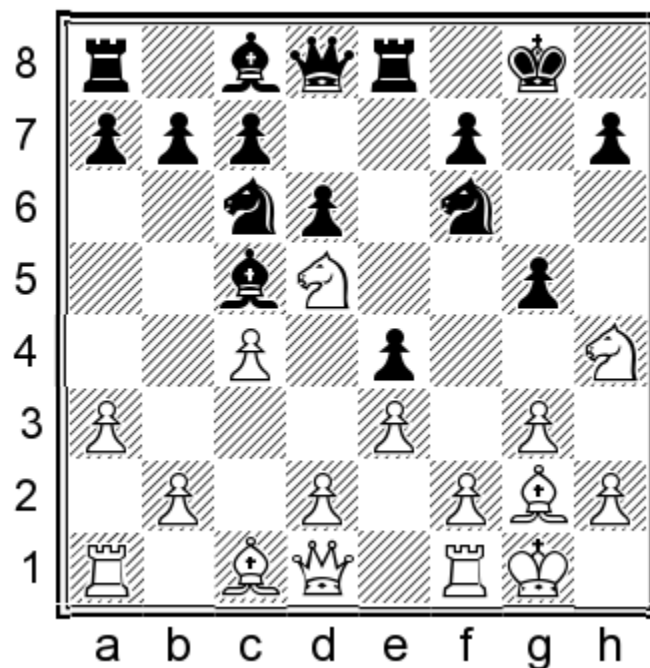
**8...Bc5**

If 8...Ba5 9.b4 Bb6 10.Bb2, Black doesn't get time to play ...g7-g5.

**9.0-0 Re8**

9...g5? is too early. Now that the black bishop is already on c5, White can play 10.d4! with tempo.

**10.e3 g5**



The knight is trapped again, but the drawback of this move is that Black significantly weakens his kingside. With a series of powerful moves, White exploits this situation.

**11.b4! Bb6**

In hindsight, playing 11...gxh4 was preferable, as Black will end up making this move later anyway, at a more opportune moment for White.

**12.Bb2 Nxd5 13.cxd5 Nd4**

Black realizes that he is not going to win the knight on h4 without making significant concessions and tries to limit the damage by closing the a1-h8 diagonal, reducing the power of the bishop on b2. However, White doesn't cooperate!

Note that 13...Ne7 - 13...Nb8 - 14.Qh5 as well as 13...Ne5 14.f4! (another counterattack!) 14...Nc4 15.fxg5 Nxb2? 16.Qh5 result in a winning attack for White.

### **14.d3! gxh4 15.dxe4**

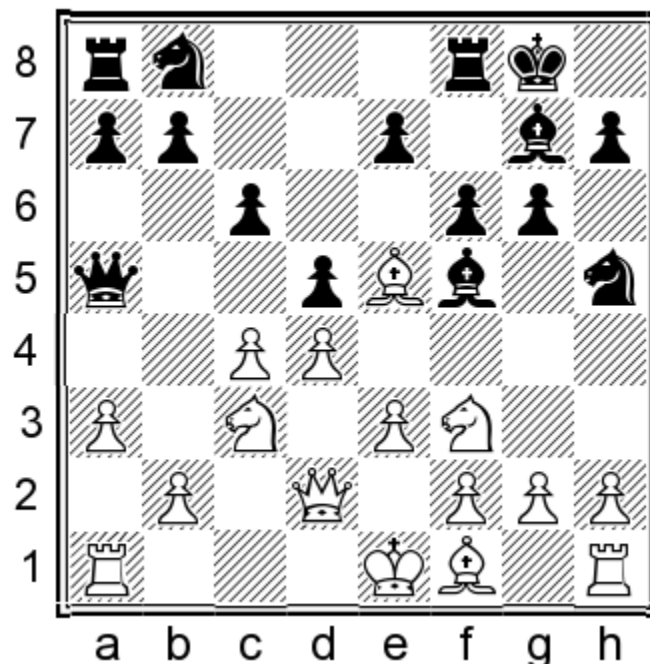
Black still loses his knight ( 15...Nb5 16.a4 ), but his problems on the kingside persist. Eleven moves later, White accepted congratulations from his opponent.

In the previous games, the knight on the edge couldn't retreat because of an enemy pawn (e4) covering the escape square (f3). Sometimes, the knight cannot retreat because there is a pawn of its own colour in the way:

**Jeroen Bosch** (2435)

**Dennis de Vreugt** (2411)

Netherlands tt 2007/08



Provoking ...f7-f6 when the knight is on the edge is something that occurs in various opening variations. Here, it immediately goes wrong for Black:

**11.Bxb8! Raxb8 12.h3**

Black cannot prevent the loss of material. An important factor here is the bishop on f5. If it had been elsewhere, Black could have made room for the knight by moving the bishop on g7 or the pawn on f6, but now g2-g4 will come with a fork.

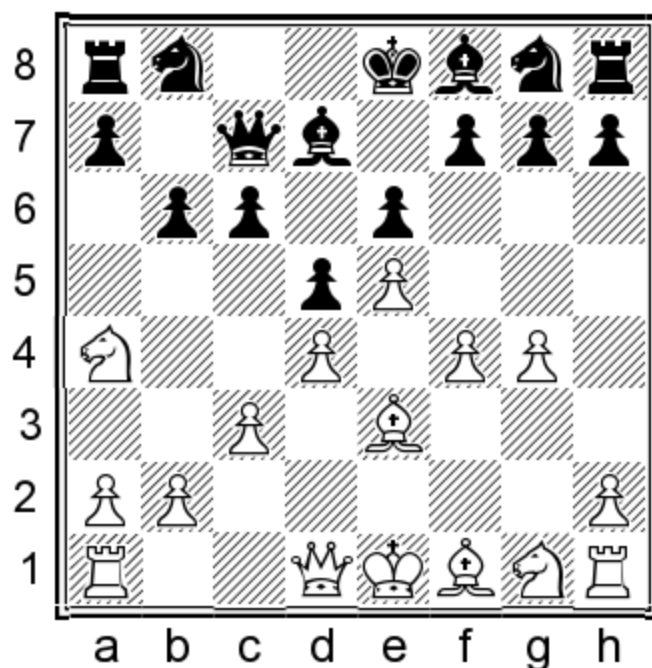
**12...g5 13.g4+–**

Sometimes a situation with a knight on the edge cannot be immediately exploited. Yet, by being clever you can tempt your opponent into making a mistake, giving you an opportunity to still trap the knight:

**Tim Brouwer** (2107)

**Daniel Hausrath** (2442)

Dieren 2023



After 9...b5, the knight can go to c5. But do you remember the idea of the ingenious pawn thrust from **Pattern 51**? That is exactly the idea Black is going to use here.

### 9...c5

If White opts to leave the pawn alive, the situation isn't particularly troublesome. After taking, we see the underlying idea of 9...c5:

### 10.dxc5? b5!

Now White's pawn blocks the path to c5. The knight is trapped! White didn't capture on c5 and played 10.Rc1 instead, but remarkably, two moves later, he fell for the trap anyway: 10...h5 11.gxh5 Nh6 12.dxc5? b5, and the white knight was lost.

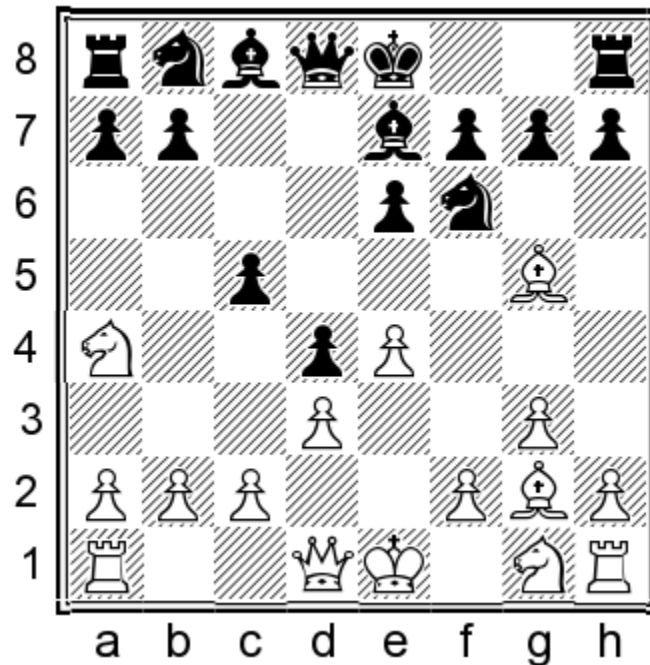
In the following example, a knight is in danger on the queenside again. This time, attacking it with a pawn doesn't work, but there is a strong alternative:



**kulltheo** (1697)

**Jule Cordes** (1868)

Jugendländervergleich Team Battle 2020



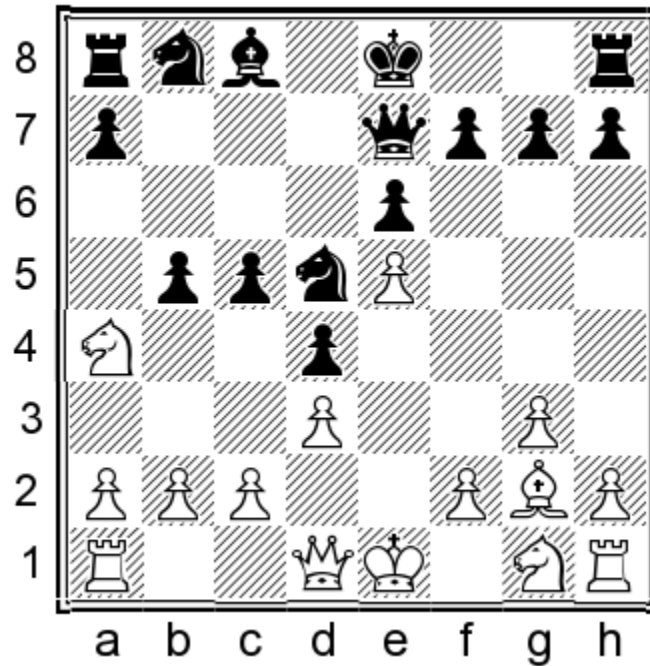
### 7...b5?

Opening up the h1-a8 diagonal while the white bishop on g2 is already eyeing the rook on a8 is not a good idea. In **Pattern 57**, we will explore the concept of trapping a rook in the corner in more detail. Black should have started with the queen fork from **Pattern 6**, only to later attack the knight with the bishop: 7...Qa5+! 8.c3 Bd7! ( 8...b5? 9.e5 ) 9.b3 dxc3–+.

### 8.e5

White misses a big chance. He should have first eliminated the knight before executing the discovered attack with e4-e5: 8.Bxf6! and White will win material.

**8...Nd5 9.Bxe7 Qxe7**



Instead of the move 10.Bxd5, which was played in the game, White could have saved her knight on a4 with a counterattack:

**10.c4!**

After

**10...dxc3 11.Nxc3 Nxc3 12.bxc3 Bb7**

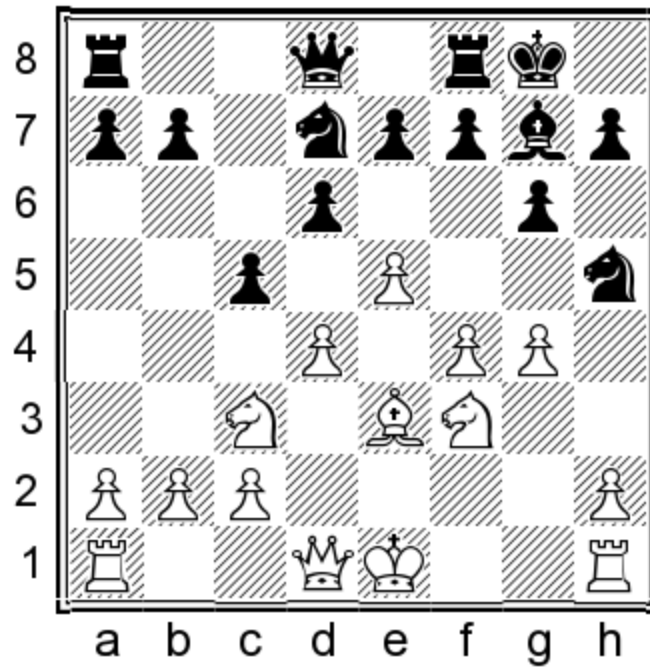
Black is slightly better, but White is still in the game.

After examining one defence against the attack on the knight with a pawn in the previous game, let's now explore another defensive approach:

**Vlastimil Hort (2590)**

**Duncan Suttles (2475)**

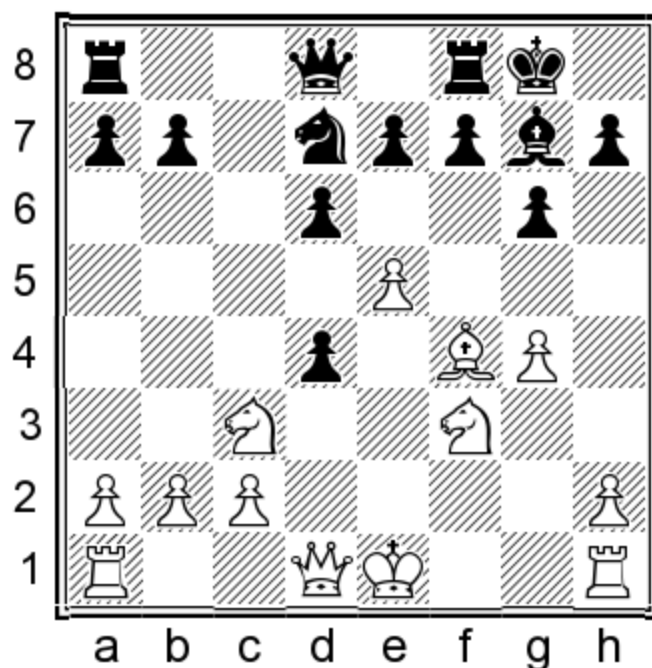
Surakarta (analysis) 1982



**10...Nxf4!**

Reversing the moves is not good: 10...cxd4 11.Qxd4! Nxf4  
12.Qxf4+-.

**11.Bxf4 cxd4**



## 12.Ne4

- 12.Nxd4? allows a pawn fork with 12...dxe5, regaining the piece with interest;
- Similarly, 12.Qxd4? leads to a winning endgame for Black after 12...dxe5 13.Nxe5 Nxe5 14.Bxe5 Qxd4 15.Bxd4 Bxd4.

## 12...dxe5

With three pawns for the piece, Black finds himself in a comfortable position.

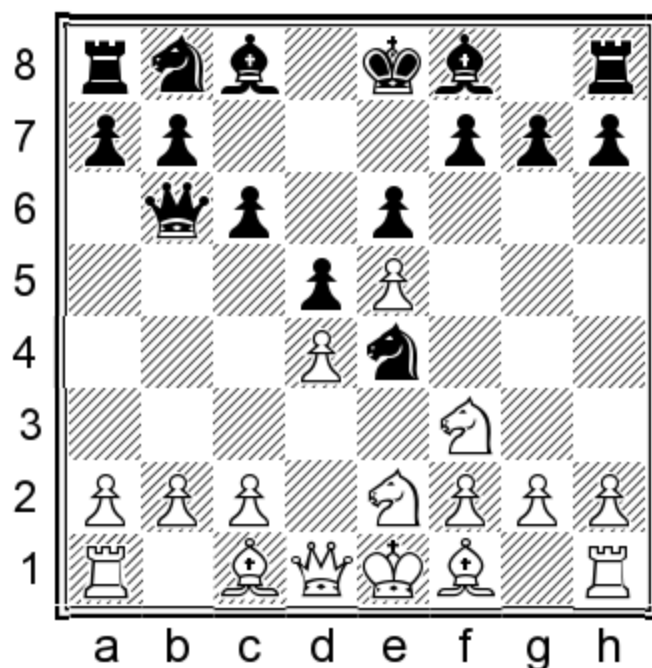
## Pattern 56 - The knight retreat

Knights can also be vulnerable and susceptible to being trapped in the middle of the board, as we will see in this Pattern. Additionally, we will see that a bishop near the edge can land in a similarly precarious situation. Two different scenarios facilitated by the same action: the knight retreat.

**Jose Antonio Lopez Batlle**

**JL Portero**

Albacete 1991



This position, stemming from a Caro-Kann Defence, has appeared on the board countless times. At first glance, the black knight appears well placed in the centre, but a closer look reveals it is lacking escape routes. To capitalize on this, the f3-knight can retreat, making room for the f-pawn to attack the knight with f2-f3.

### 7.Nfg1

This idea also appears in other openings like the French Defence or certain lines of the Moscow Variation of the Sicilian Defence.

### 7...h6?

This move, trying to enable the escape with ...Ng5, fails. Instead, 7...f6 is usually played and is the correct defensive approach. This move not only creates a flight square for the knight on g5, but also challenges the e5-pawn. The theoretical main line continues 8.f3 Ng5, as the game idea is bad: 8.h4?! fxe5 9.f3 Nd6! 10.dxe5 Nc4µ.

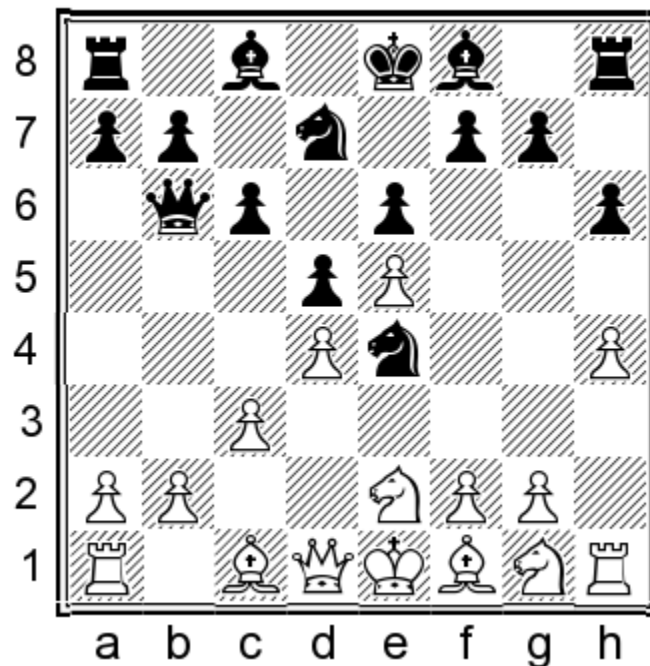
## 8.h4!

Depriving Ne4 of the g5 flight square, restoring the threat of f2-f3.

**8...Nd7 9.f3**

## Trapping the knight.

However, it was more precise to wait a bit longer with f2-f3 and strengthen the position with 9.c3.



*analysis diagram*

Black has no good options to counter f2-f3. The point is that after, say, 9...Be7 10.f3 Nec5 11.dxc5 Bxc5, White can play 12.f4 to cover the e5-pawn, as after 12...Bf2+ 13.Kd2 Qe3+, the king escapes with 14.Kc2. If Black tries 9...Nxe5, White is unfazed: 10.f3!, and Black loses one of his knights. Once the e4-knight moves, the ...Qxf2 mate threat is off the table and White can take on e5. While Black may secure a second pawn for his knight, the difference with the analysed variation with 9...Nec5 lies in the fact that White retains the crucial d4-pawn, hindering Black's counterplay.

### 9...Nf2?

This makes it very easy for White.

After 9...Nec5, Black can still put up a fight: 10.dxc5 Bxc5, and here we see why it was useful to have inserted c2-c3. If White now protects the e5-pawn, it is checkmate: 11.f4? Bf2+ 12.Kd2 Qe3#! Consequently, White must relinquish the e-pawn. Despite the fact that White is better, Black receives more counterplay than necessary due to the shattered centre and the centralized king.

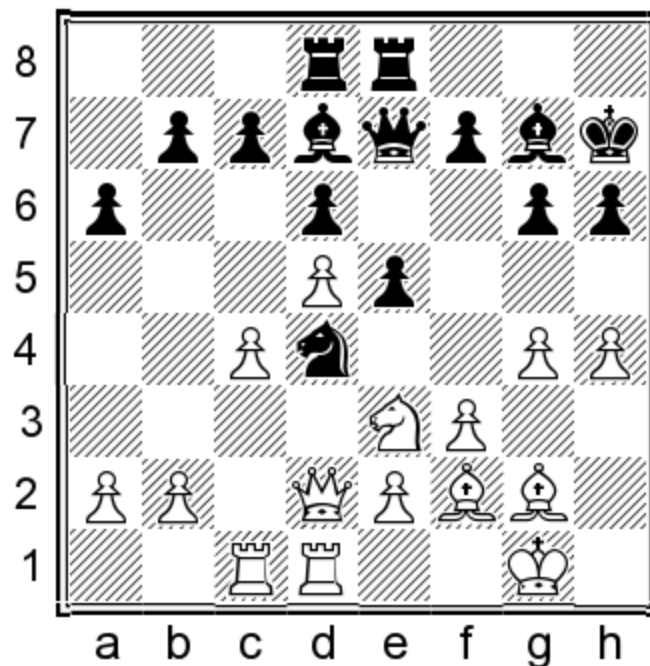
### 10.Kxf2 Nxe5

One pawn for the piece is far too little. White won easily.

**Daniel Dardha** (2602)

**Eline Roebers** (2381)

Wijk aan Zee (adjusted) 2024



### 21.Nf1!

In the above fragment, the knight retreat may initially appear to only serve the facilitation of e2-e3, but on f1 it plays a pivotal role. In the game, the knight was on h2, allowing Black a way to escape:

## Eline Roebbers (2381)

Now, the superiority of a knight on f1 over h2 becomes evident. On f1, it exerts control over the crucial e3-square: after 23.exd4 e3, Black regains the piece with a pawn fork. And if White doesn't capture the knight, it will be able to escape by moving to f3.



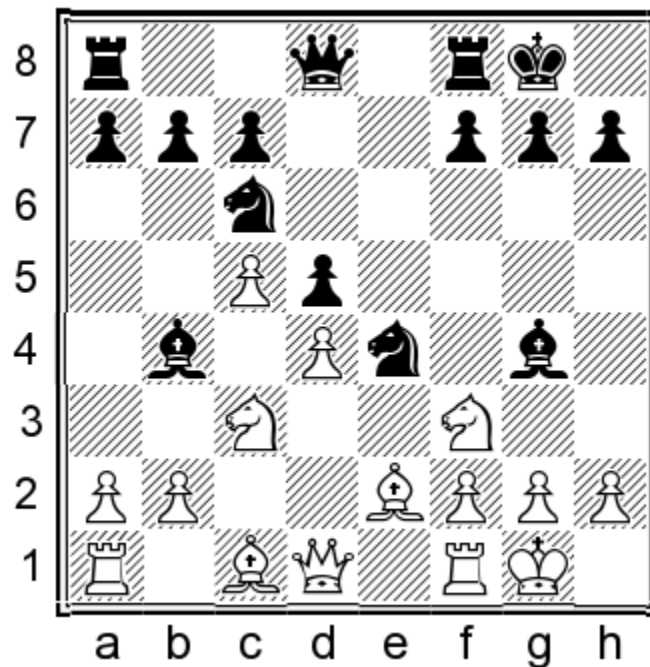
Regrettably for Black, she overlooked this opportunity and opted for 22...Nxf3+?, and the compensation for the sacrificed piece proved to be insufficient.

A knight retreat can also assist in trapping a bishop:

**Ondrej Barton**

**Vaclav Gergelits**

Svetla nad Sazavou Czech Championship U12 1999



### 10.Nb1!

There is nothing to be done against a2-a3 followed by b2-b4, the kind of trapping we know from **Pattern 53**.

10.Na4 is less accurate: 10...Ba5 11.a3 and here we see the drawback of the knight on a4 compared to b1, the knight is exposed: 11...b5! 12.Bxb5 Ne7 13.b4 c6. Attacking the bishop while also creating a flight square on c7 for the a5-bishop. Black has been able to limit the damage to the loss of a pawn.

The game continued with 10.Nxe4, but this is not the path White should have taken.

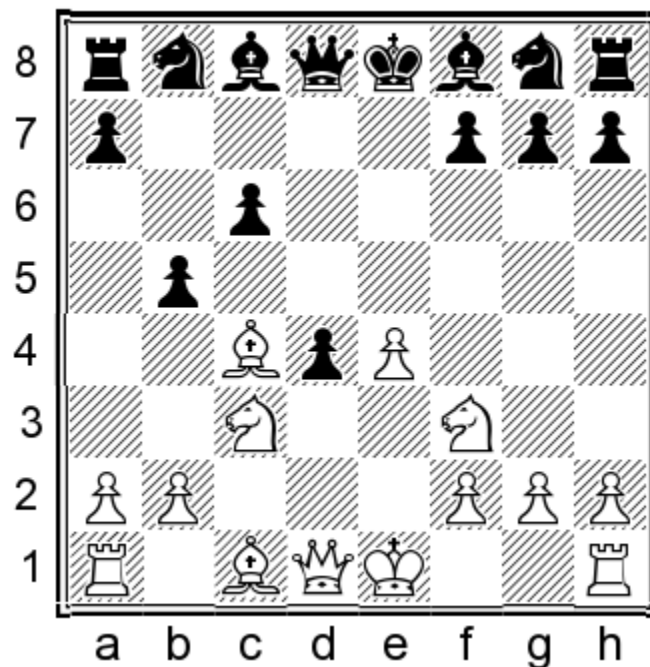
## Pattern 57 - Trapping the rook in the corner

In Game 247, kulltheo-Cordes **Pattern 55**), we already saw that a bishop on an open h1-a8 diagonal can trap the rook in the corner. Here, we delve deeper into that concept. Since a pawn often obstructs the relevant diagonal, we need to do some preliminary work first.

**Alexander Alekhine**

**Max Euwe**

The Netherlands World Championship match 1937



Instead of dealing with the complications of 6... dxc3 7. Bxf7+ Ke7 (where Black can fend off the deflection from **Pattern 39**), Black

has opted to sow chaos himself with 6... b5. However, this proves to be a significant mistake.

**7.Nxb5!**

Securing two pieces with one move.

**7...Ba6**

In the event of 7...cxb5, the pawn has been lured away, opening up the diagonal to the a8-rook: 8.Bd5, winning material.

**8.Qb3! Qe7 9.0-0 Bxb5**

Black still can't take the knight: 9...cxb5 10.Bd5 Bb7 11.Qxb5+, and the bishop on b7 is lost.

**10.Bxb5 Nf6**

Once more, Black is unable to capture on b5 as the rook on a8 gets trapped, this time by the queen: 10...cxb5 11.Qd5.

**11.Bc4**

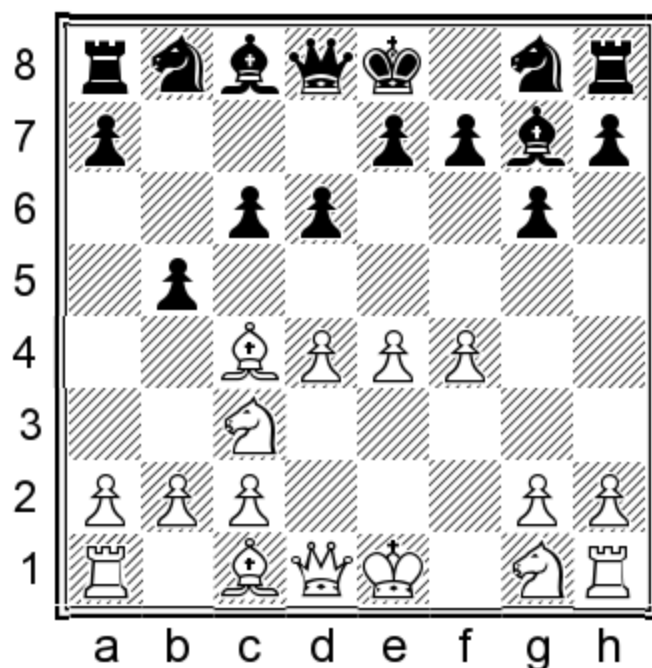
Now that Black has control over d5, it is time to evacuate the bishop. White only needed twelve more moves to finish the job.

The Nxb5-cxb5-Bd5 trick is a common occurrence in many different lines of the Modern Defence. However, the subsequent example illustrates that Black also has a defence against this tactic at his disposal:

**Petr Poloch**

**Frantisek Jablonicky**

Hrazany Czechoslovakian Championship U26 1974



### 6.Nxb5? d5! 7.Bb3

White must keep the bishop aimed at d5.

After 7.exd5, the d5-pawn obstructs the scope of the light-squared bishop, and the knight can be captured without losing the rook on a8: 7...cxb5–+.

### 7...dxe4

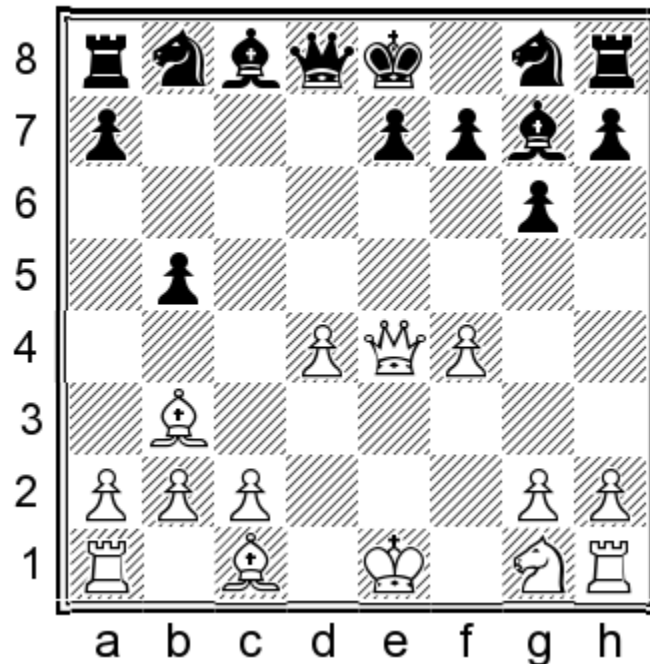
Black has regained the pawn and has even secured a favourable passed pawn on e4, but 7...f5 is even stronger! White either loses the knight on b5 or has to allow an even stronger (protected) passed pawn after ...fxe4.

### 8.Qe2?

8.Nc3 is the right move, although after 8...Nf6 Black still enjoys a slight advantage.

Now 8...Ba6 (instead of the played 8...Nf6 ) is very strong, but capturing the knight immediately is also effective:

**8...cxb5 9.Qxe4**



Just as in the analysis of the previous game (10...cxb5 11.Qd5), we see a queen trapping the rook in the corner. However, unlike in that game, Black has a very nice counter here:

**9...Bd7! 10.Qxa8 Bc6 11.Qxa7 Bxg2**

And Black is the one trapping the white rook in the corner! We have come full circle!

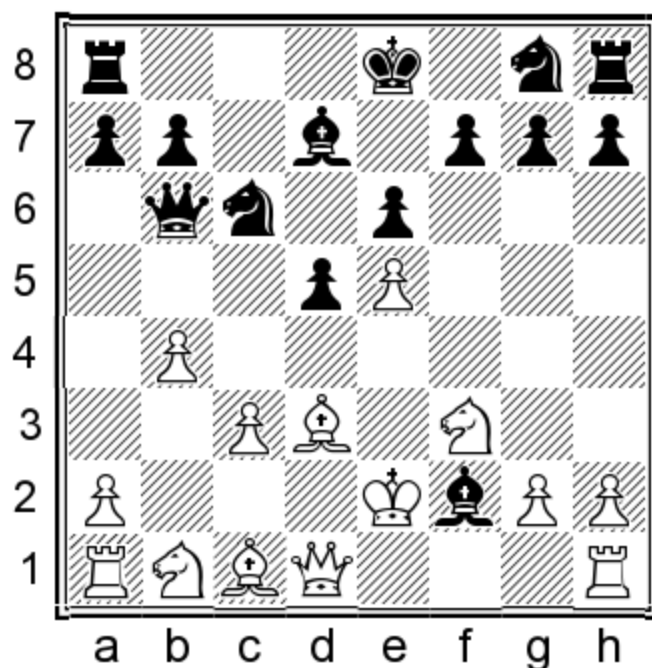
In both examples, we have seen that not only the bishop, but also the queen is very capable of trapping a rook in the corner. However, one must be very careful not to allow the queen to get trapped in the corner herself. The following example also serves as a segue to

**Pattern 58:**

**Simon Rotenstein**

**Walter Preiswerk**

Berlin 1920



**9...Nxb4 10.cxb4 Bd4**

Now the bishop is trapping the rook in the corner. After...

**11.Nxd4 Qxd4**

... the queen takes over the role of trapping the rook. However, unlike in the preceding two games, capturing the rook in this scenario can cost the queen.

**12.Qb3**

Alternatively, 12.Qc2 with the same intent is also possible. Now, although Black will regain the queen after 12...Qxa1? 13.Bb2 Qxa2 14.Nc3 Rc8 15.Nxa2 Rxc2+, his position would be equally bad following 16.Bxc2.

**12...Qxe5+**

Capturing the rook is not advisable: 12...Qxa1 13.Bb2, and the queen is trapped.

### 13.Kd1 Rc8

Again, 13...Qxa1 doesn't work: 14.Bb2, and the creative intermediate move 14...Ba4 fails to 15.Qxa4+ (!), check!

### 14.Bb2 Qg5

Even though Black hasn't succeeded in winning a corner rook, and has even lost a knight, he still maintains a superior position with three pawns for the piece, while the white king is exposed and can no longer castle.

## Pattern 58 - Trapping the queen in the corner

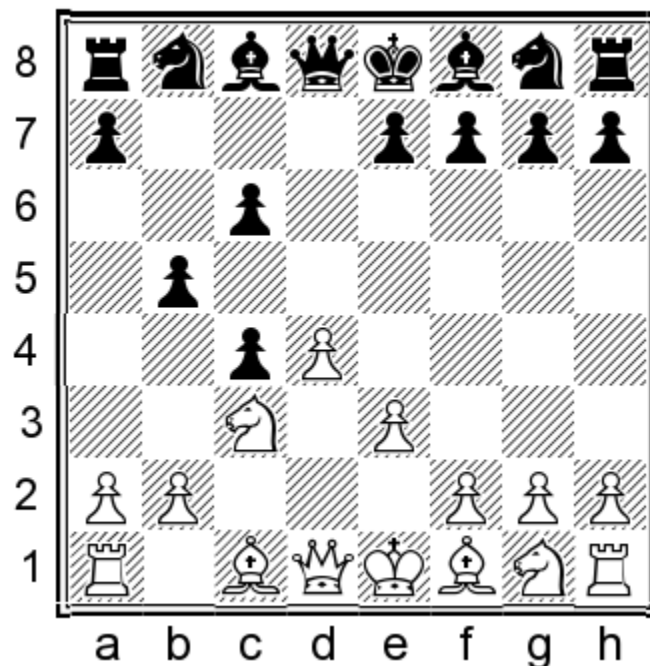
In the previous game we saw that a queen can easily find itself trapped in the corner after it captures a rook there. However, the rook didn't need to be captured in that game. In the examples we will see in this Pattern, the queen cannot turn back.

**Marco Rolf** (1881)

**Quinten Ducarmon** (2407)

Vlissingen 2012

**1.d4 d5 2.c4 c6 3.Nc3 dxc4 4.e3 b5**



### 5.Nxb5?

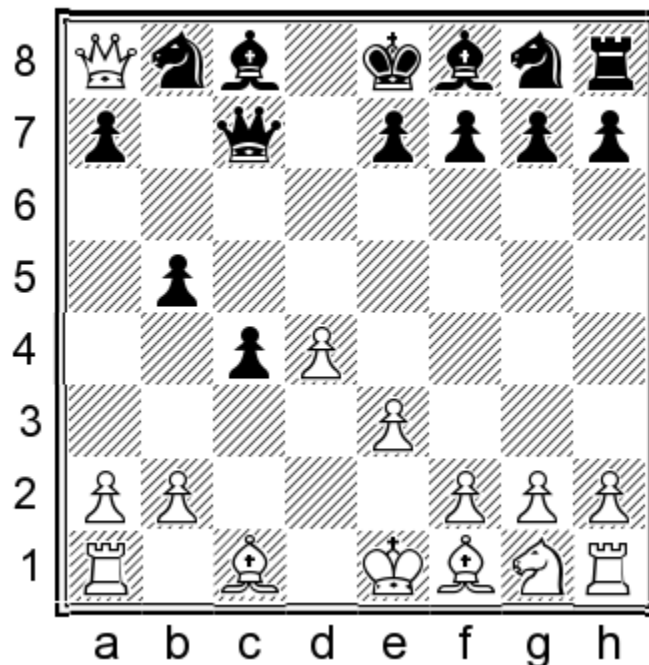
White utilizes the idea from **Pattern 57**, with the difference being that instead of a bishop, a queen is placed on the h1-a8 diagonal to attack the rook.

### 5...cxb5 6.Qf3 Qc7!

6...Qb6 with the idea to keep a7 protected and then play 7... Bb7 after 7.Qxa8 doesn't work here, because it hangs the knight on b8. Analogously, in the previous game, Rotenstein-Preiswerk, White could choose between 12.Qb3 and 12.Qc2 because the knight on b1 was protected either way.

### 7.Qxa8

However, unlike Rotenstein-Preiswerk, there is no retreat for White at this point. If he opts not to capture the rook, he is left with insufficient compensation, having only a pawn in exchange for the knight.



### 7...Bb7



Black chases the queen out of the corner. It still has a few squares available along the edge of the board, but Black can easily attack it there.

Closing the h1-a8 diagonal and trapping the queen in the corner with 7...Nc6 might seem logical, and it is a sound strategy in many cases, but in this instance it would take Black too much time to attack the queen on a8, as he would first have to unpin the c8-bishop.

Similarly, executing the manoeuvre ...Ng8-f6-d7-b6 requires three moves and this is a luxury Black cannot afford, as White is ready to start dislodging the queen with 8.a4!, with a winning advantage.

**8.Qxa7 e5!**

Now that the escape square c5 is protected by the bishop, Black threatens ...Nc6, trapping the queen!

**9.Bxc4**

9.d5, to prevent Black from playing 9...Nc6, has another drawback: 9...Bc5+.

**9...bxc4**

9...Nc6? 10.Bxb5 and the knight on c6 is pinned.

**10.Bd2?**

Correct was 10.Qa4+, even though Black is doing very well after 10...Nd7.

**10...Na6!**

Now the queen cannot escape from the a-file.

**11.Ne2 Ne7!**

Black can choose whether to trap the queen with 12...Nc6 or 12...Nc8.

**12.Nc3 Nc6 0-1**

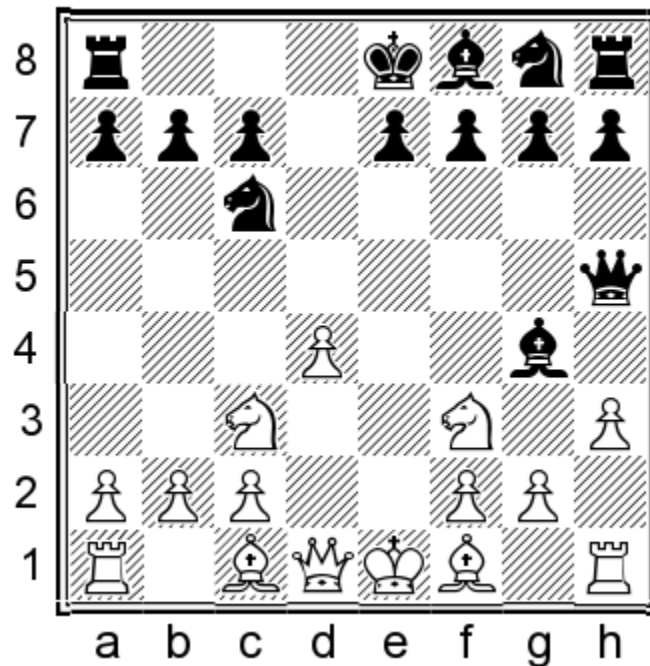
While in the previous game we chased the queen out of the corner, it is worth noting that in the corner itself, the queen can also easily get

caught. This is particularly evident when the h1-a8 diagonal is blocked off. In such a scenario, there is often plenty of time to prepare an attack on the queen, as it lacks avenues to escape:

**Martin Brüdigam** (2140)

**Julian Urban** (2246)

Germany tt 2005/06



At the time of writing, this position had arisen on the board nine times, yet only once someone had considered sacrificing an exchange:

**7.hxg4! Qxh1 8.Ne4!**

En route to g3. Alternatively, 8.Ne2, with the same objective, is equally good.

**8...h5 9.Ng3 hxg4 10.Nxh1**

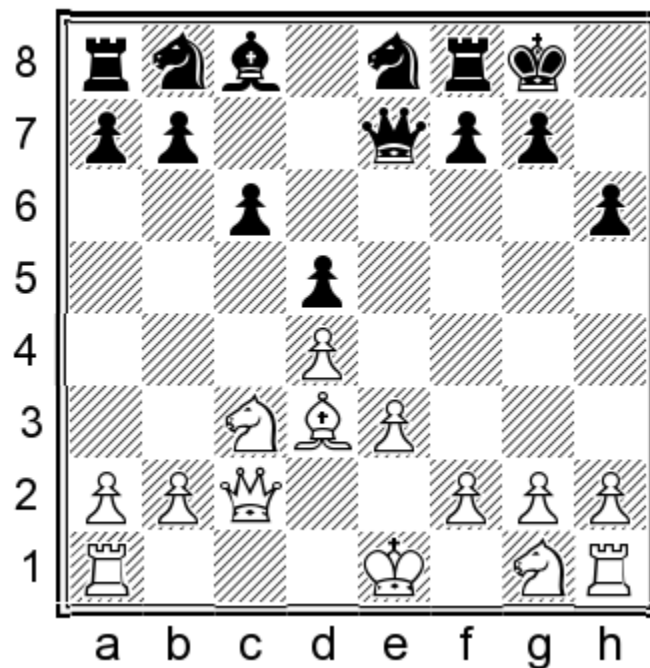
And White won.

When a cornered queen aligns with an enemy rook on the back rank, a discovered attack winning the queen is often just ‘around the corner’:

**Philipp Wenninger** (2374)

**Jorden van Foreest** (2697)

Düsseldorf tt rapid 2023



**11.Nxd5**

White accepts the challenge.

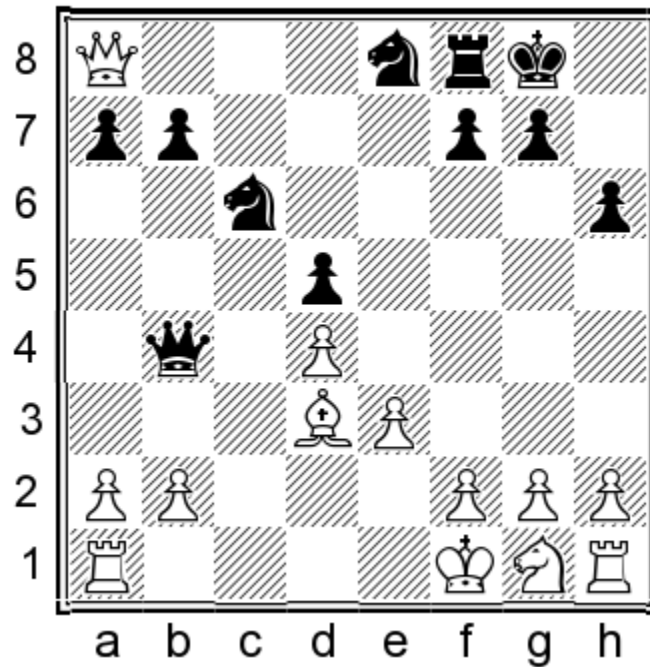
**11...cxd5 12.Qxc8 Nc6! 13.Qxa8**

It would be better to forget about the rook. After 13.Qf5 Nf6 14.Kf1 ( 14...Nxd4 and 14...Qb4+ were threats), Black has compensation for the pawn.

**13...Qb4+!**

Prior to winning the queen via a discovered attack, Black first secures White's forfeiture of the right to castle with this intermediate check.

**14.Kf1**



Now Black has three ways to execute a discovered attack.

**14...Nf6!**

The best move. What Black shouldn't play is 14...Nd6?, as White can now defend with 15.Bh7+!, utilizing the deflection tactic from **Pattern 40** to force Black to let go of the rook on f8.

**15.Qxf8+**

The counterattack with 15.a3 also doesn't save White, for example: 15...Qxb2 16.Rb1 Qxa3 17.Qxb7 Qxd3+ 18.Ne2 Rb8-+.

**15...Kxf8 16.Rb1 Qd2!**

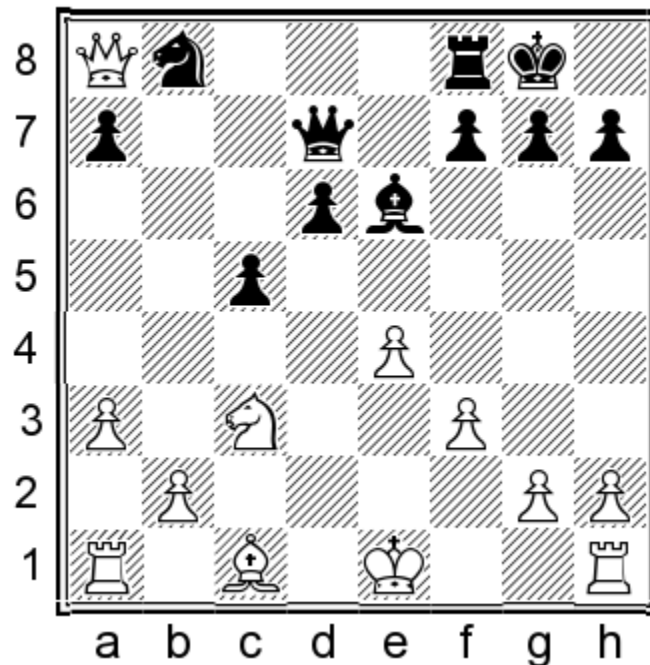
Despite White having two rooks for the queen, Black has a winning position. The coordination among White's pieces is lacking, and his king is also vulnerable (...Ne4 is coming).

A queen in the corner is not always helpless against a discovered attack:

**Koen Leenhouts** (2433)

**Aaron Alonso Garcia** (2446)

Belgium tt 2023/24



Black sacrificed his rook in a bid to trap the white queen. With his last move 14... Qd8-d7, he not only deprives the queen of its escape squares a7 and b7, but also prepares 15... Nc6 or perhaps 15... Na6.

**15.Nd5!**

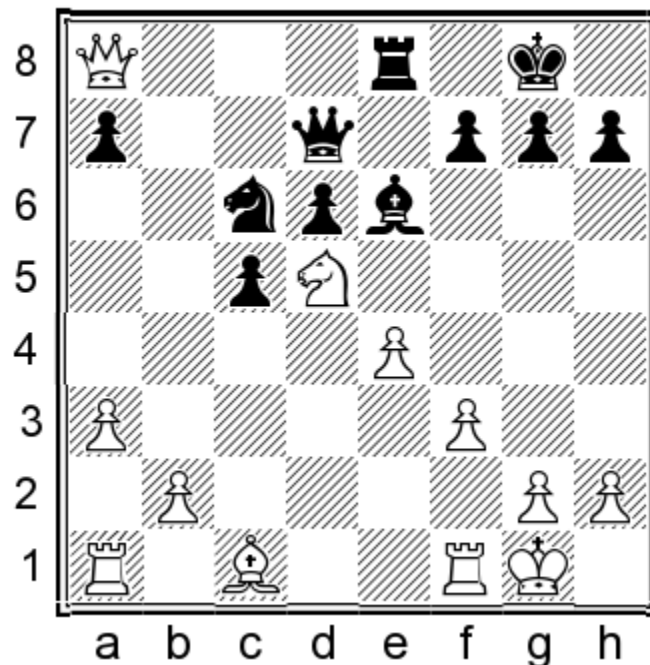
A multifunctional move. Firstly, it prevents Black from winning the queen at once. If Black moves the knight on b8, then the queen can escape with 16.Q(x)c6 Qxc6 17.Ne7+, forking the black king and queen and regaining the material.

**15...Re8**

The rook now controls the e7-square, nullifying the threat of the knight fork.

### 16.0-0 Nc6

Given the course of the game, 16...Kf8 is an interesting idea. However, even in this case, White maintains the upper hand. For instance: 17.Bf4 Nc6 18.Bxd6+ ( 18.Nb6? Qc7! underscores the significance of 16...Kf8 compared to the actual game. With the king covering the rook, the black queen only needs to defend the knight) 18...Kg8 ( 18...Qxd6 19.Qb7 and the queen escapes) 19.Qxe8+ Qxe8 20.Bxc5. Despite the successful entrapment of the queen, the trade-off (for two rooks and two pawns) imposes a significant cost on Black.



Now, the second point of 15.Nd5 comes to light.

### 17.Nb6!

White counterattacks the black queen. If the queen retreats, it can no longer protect both the knight on c6 and the rook on e8.

17...Rxa8 18.Nxd7 Bxd7 yields Black a knight, but since he was already behind a rook, Black is still an exchange down.

The same applies to:

**17...axb6 18.Qa4**

With the knight on c6 blocking the a4-e8 diagonal, White has an escape square for his queen. When you are ahead in material, giving back some of your material can be an excellent defensive method.

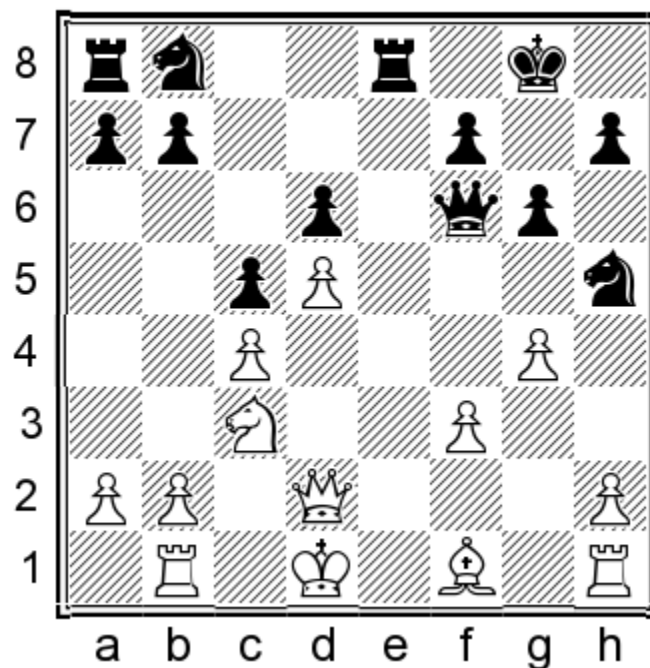
With an extra exchange, White managed to win the game.

In the next game, we see the shortest win ever in a World Championship. The Challenger thought he was going to win a rook in the corner, but then found his queen trapped:

**Viswanathan Anand (2791)**

**Boris Gelfand (2727)**

Moscow World Championship match 2012



Black's 14... Qd8-f6 was a blunder.

**15.gxh5! Qxf3+ 16.Kc2 Qxh1 17.Qf2! 1-0**

Because the h1-a8 diagonal is partially closed, White gets time to do some preparatory work before trapping the queen. White takes away its last escape square, preparing a decisive discovered attack.

The best Black had here was 17...Nc6, with the idea that after 18.Bd3 he can save the queen with 18...Qf3 and 19... Nd4+, or vice versa. However, White can also play 18.dxc6, and after 18...Qxc6, although Black has saved his queen, the resulting position is a mess (the white knight goes to d5, the rook to f1, etc).

## **Pattern 59 - Trapping the queen on b2/b7**

The queen can encounter trouble not only when positioned at the edge or in the corner of the board, but also on other squares such as b2/b7, as is our focus here (as well as in **Pattern 86**). The queen captures a poisoned pawn on b2, and the aim is to trap the queen immediately. Some opening variations are based on this, including a sideline of the Najdorf Variation of the Sicilian Defence, more specifically, a variation in the Poisoned Pawn Variation (what's in a name?), or, for example, the following line in the French Defence:

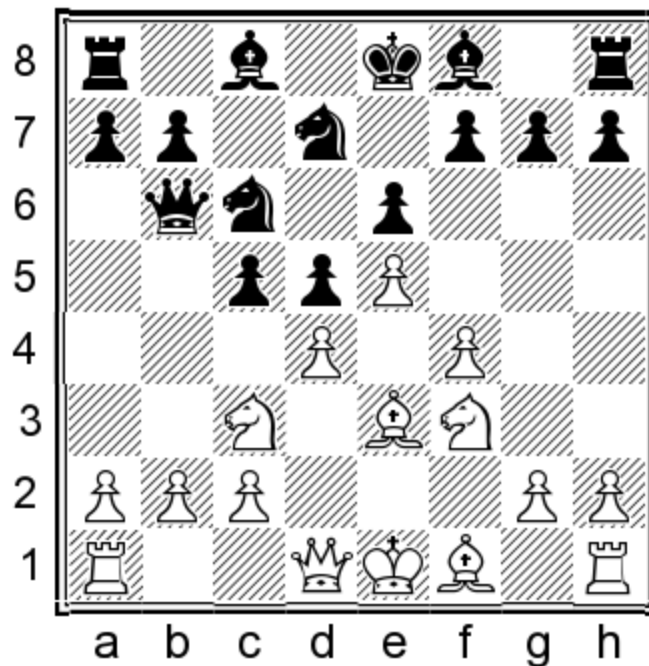
**Luc Leriche** (1780)

**Simon Turlin** (1640)

Le Grand Bornand French Championship U10 2007

**1.e4 e6 2.d4 d5 3.Nc3 Nf6 4.e5 Nfd7 5.f4 c5 6.Nf3 Nc6 7.Be3 Qb6**





### 8.a3

White tactically defends the b2-pawn. While this move doesn't immediately force any further concessions, it proves useful to have this resource available in general, particularly when alternative defences of b2 might have their drawbacks in certain situations.

8.Na4 is the main line.

### 8...Qxb2?

The theoretical main line continues with 8...cxd4 9.Nxd4 Bc5.

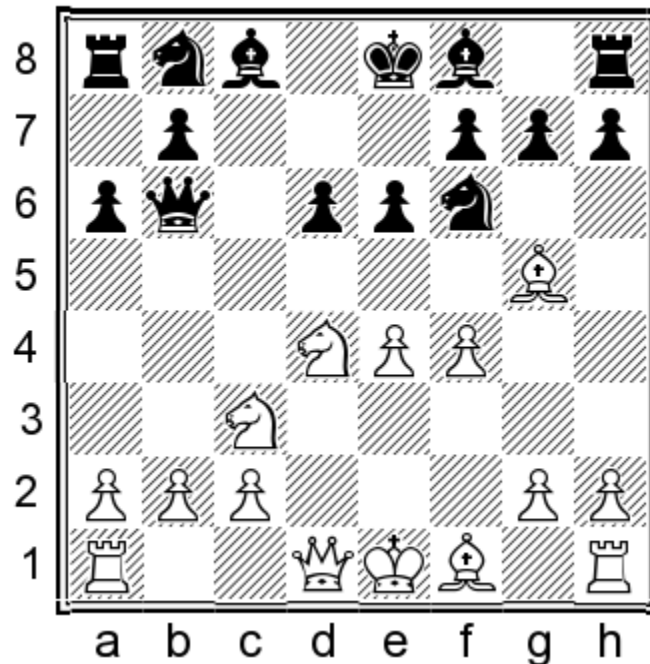
### 9.Na4

Trapping the queen. Now the point behind 8.a3 becomes clear. White has deprived the black queen of both the a3- and b4-squares. Moreover, the knight on a4 not only attacks the queen but also prevents its escape to b6. To make the queen's entrapment successful, it is also important that the bishop on f1 controls the b5-square.

### 9...Qxa1 10.Qxa1+-

Poisoned Pawn Variation, Najdorf Sicilian

**1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 a6 6.Bg5 e6 7.f4 Qb6**



In this variation, White sacrifices a pawn in exchange for a lead in development with 8.Qd2 Qxb2 9.Rb1.

It is important to note that White is not obliged to give up the pawn on b2 and has the option to defend it instead. One tactical possibility to do so is the move:

**8.a3**

If Black takes the bait with

**8...Qxb2?**

White responds with

**9.Na4 ,**

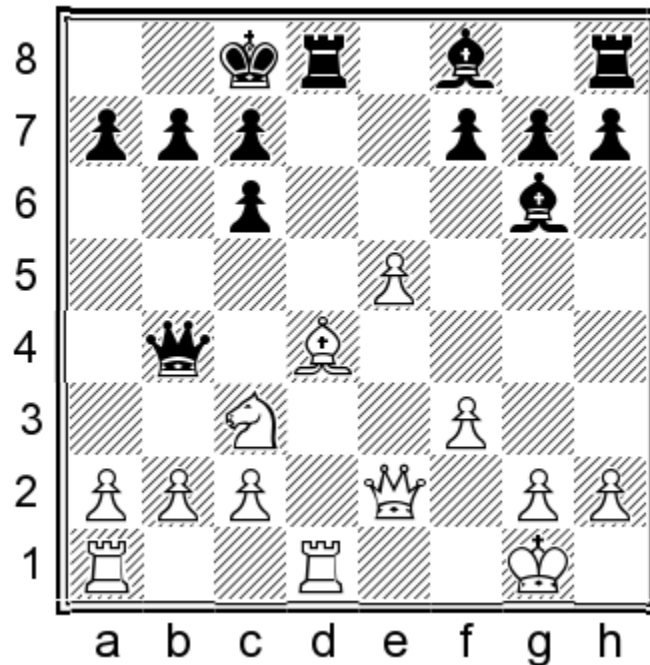
winning the black queen.

However, trapping the queen on b2 with the move Na4 is not always possible. Yet, when the knight on c3 is defended, other opportunities to attack the queen arise:

**Jesse van Elteren**

**Frank Erwich (2318)**

Hengelo U20 2001

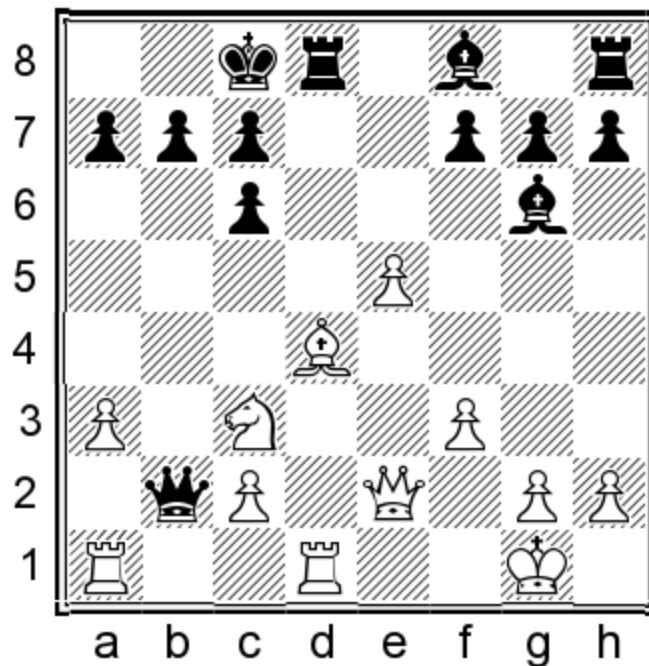


With his last move, 15... Qe7-b4, Black is dangling the carrot.

**16.a3!**

And now it is White who is dangling the carrot.

**16...Qxb2??**



And Black eats the carrot! Grandmaster Gligoric once said: ‘Never capture the pawn on b2 with the queen, even if it’s good.’ Here it is not good at all! White has several ways to attack the queen.

Although most of them are bad for White, there is one move that successfully traps the queen, resulting in a winning position for White.

### **17.Ra2!**

White utilizes the vacated a2-square for his rook, attacking the queen and defending pawn c2 with an X-ray. The black queen is now trapped. It is crucial that the white knight and bishop maintain control over the b5- and b6-squares, while the pawn on a3 prevents the queen from escaping via b4.

Other moves do not work:

- 17.Na4 Qxc2 or 17...Qb5–+;
- 17.Rdb1/Rab1 17...Qxc2–+.

**17...Bxa3 18.Rxb2 Bxb2 19.Nb5 cxb5 20.Bxb2**

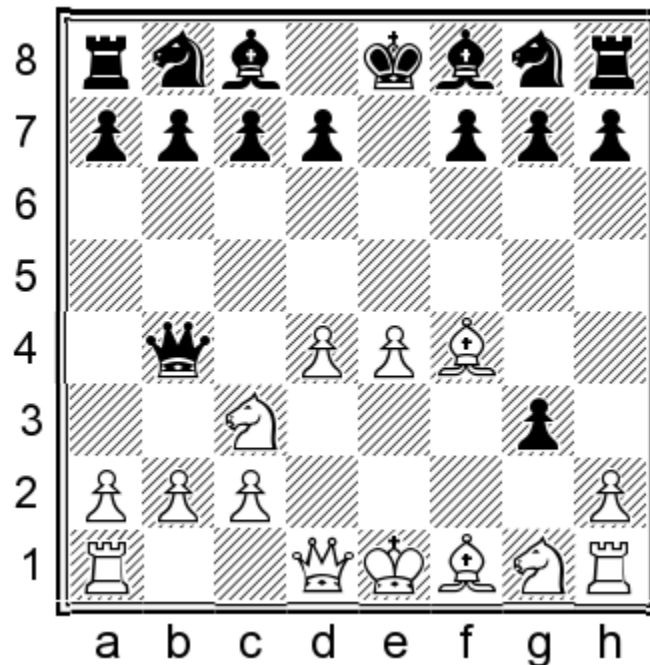
And White converted his material advantage into a win.

A unique countermeasure to the threat of trapping the queen on b2 is showcased in the following game:

**David Bronstein**

**Mark Hebden**

London simul 1976



### 7.a3 Qxb2 8.Na4

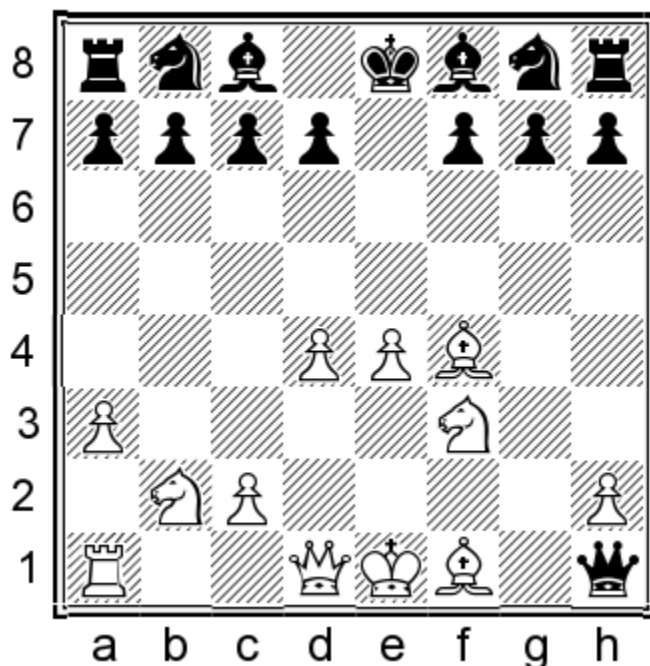
All conditions necessary for a successful trapping of the queen on b2 are in place. However, Black still has a last resource.

Stronger was 8.Nb5! Na6 ( 8...Qxb5 9.Bxb5 g2 10.Qf3 gxh1Q 11.Qxh1, and despite Black having a rook, a piece, and two pawns for the queen, White's lead in development outweighs it all. All of Black's pieces are still in their starting positions!) 9.Rb1 Qa2 10.Rb3, and Black struggles to find a satisfactory defence against the impending Nc3, trapping the queen.

**8...g2!**

Trying to lure the f1-bishop away from the escape square b5. Still, Bronstein should have gone for this, because after 9.Bxg2! Qb5, White has more than enough compensation for the two pawns (a strong centre, active pieces). The former World Championship Challenger had another plan, which turned out to be bad for him:

**9.Nxb2?? gxh1 10.Nf3**



White aims to sideline the queen in the corner ( **Pattern 58**), hoping to eventually trap it. Unfortunately for White, Black has enough resources to fend off the danger.

**10...d6 11.Kf2**

Threatening 12.Bb5+ with a discovered attack.

**11...Nc6 12.d5**

White can try other moves as well, but his king is essentially too weak to exploit the position of the black queen.

**12...Bg4!**

White cannot prevent the capture on f3 and the black queen escapes. Although the knight on c6 will be lost, Black, with an extra rook, can afford to give back some of his material.

**13.dxc6 Qxf3+**

13...bxc6 followed by capturing on f3 would have been even more accurate.

**14.Qxf3 Bxf3 15.cxb7 Rb8 16.Kxf3 Rxb7**

And Black went on to win the game.

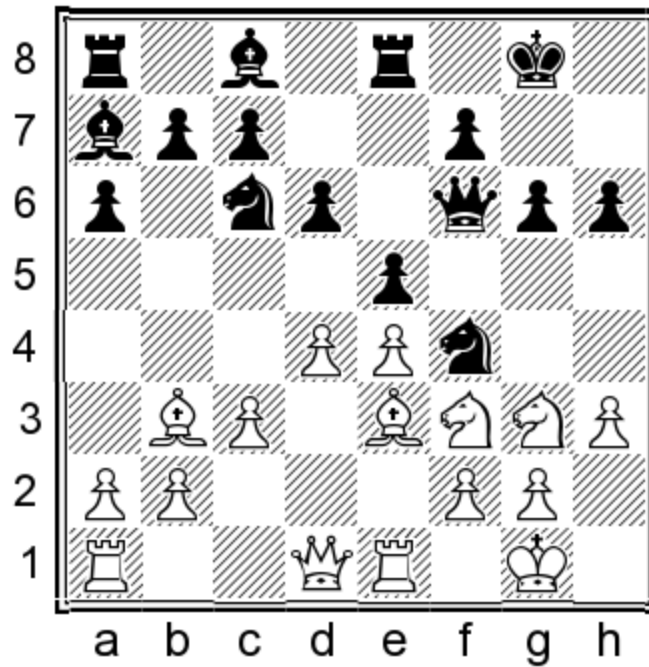
## **Pattern 60 - Obstructing the queen**

The queen can also be trapped on the fourth/fifth rank. In this Pattern, we block the queen's escape path to a critical square by sacrificing a knight, thereby creating space for the pawn to subsequently trap the queen. It is a tactic that can emerge in the Italian Game:

**Lorenz Drabke (2411)**

**Andrey Orlov (2541)**

Germany Bundesliga B 2012/13



**15.Bxf4!**

Luring the queen.

**15...Qxf4**

Without the pawn on g6, 16.Nh5 would win the queen outright! Yet, even with the pawn on g6, there is another method to trap the queen.

15...exf4 16.e5 followed by 17.Ne4 is also unpleasant for Black.

**16.Nf5!**

This was the idea behind White's previous move. White shuts off the queen's path to f6 while clearing the g3-square for a pawn: 16...gxf5 17.g3 traps the queen. After 17...Qxe4 18.Rxe4 fxe4 19.Nh4, Black has a rook, bishop, and pawn for the queen, but his vulnerable king will eventually be his downfall.

**16...Bxf5 17.g3 Qxe4 18.Rxe4 Bxe4**



Black has managed to limit the damage and has a rook, bishop, and pawn for the queen. However, after

**19.Nd2 d5**

( 19...Bf5 20.g4 Bd7 21.Qf3 Nd8 22.Ne4+—, Haslinger-Hamblok, Dieren 2015)

**20.Nxe4 dxe4 21.Qg4 Kg7 22.d5 f5 23.Qe2 ,**

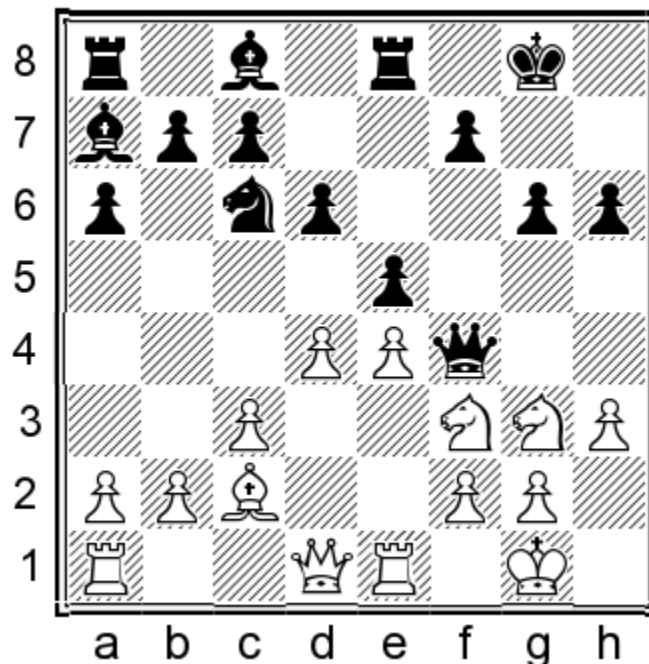
White is firmly in control. If 23...Nd8, then 24.Qc4! is very strong, while after 23...Na5 24.Bc2 b5 25.g4 followed by gxf5, Kh2, and Rg1, White launches a kingside attack.

With a bishop on c2 instead of b3, obstructing the queen turns out to be much more favourable:

**Lorenz Drabke (2411)**

**Andrey Orlov (2541)**

Germany Bundesliga B (adjusted I) 2012/13



### 16.Nf5! Bxf5 17.g3

The key difference with the previous game is that now White doesn't need to give up his rook after 17...Qxe4, as White can capture the queen with the bishop.

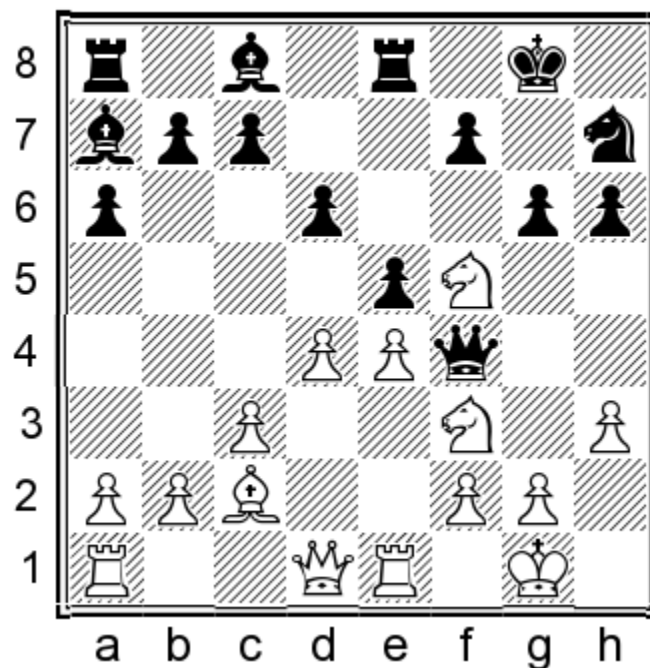
Should Black opt for 17...Qxf3, then Black is left with only two pieces for the queen after 18.Qxf3, which is insufficient.

With a knight on h7 instead of c6, Black has a defensive resource available:

**Lorenz Drabke** (2411)

**Andrey Orlov** (2541)

Germany Bundesliga B (adjusted II) 2012/13



### 16...Ng5!

By putting pressure on the f3-knight, Black prevents White from playing 17.g3, while 17.Nxg5 Qxg5 allows the queen to escape. Alternatively, opting for 17.Nxh6+ even grants Black an edge:

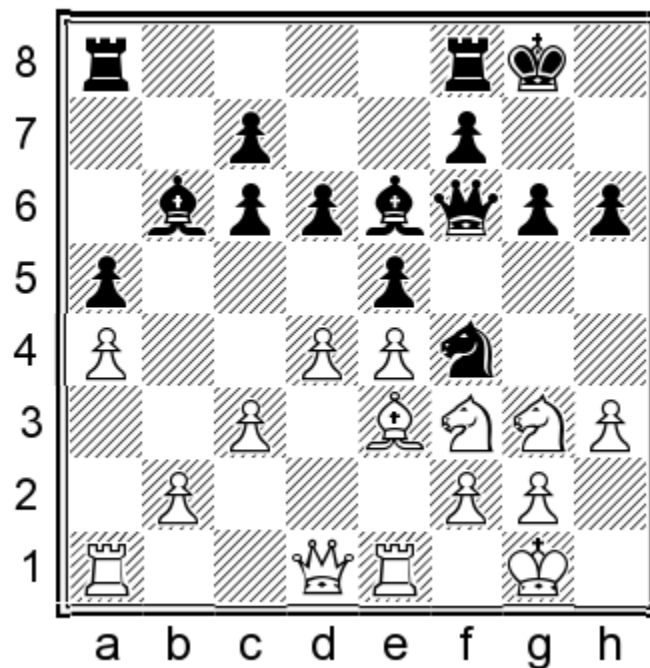
17...Kg7 18.Nxg5 Qxg5 19.Ng4 exd4 20.cxd4 Bxg4 21.hxg4 ( 21.Qxg4 Qxg4 22.hxg4 Bxd4 ) 21...Rh8, setting up a dangerous attack.

Another defensive approach, which also involves targeting the vulnerability of the knight on f3 in case of g2-g3, is demonstrated in the following game:

**Trajce Nedev** (2496)

**Nichita Morozov** (2452)

Batumi Olympiad 2018



**17.Bxf4 Qxf4**

17...exf4 18.e5± followed by Ne4.

**18.Nf5 gxf5 19.g3 Bb3!**

Deflecting the white queen from the protection of the knight on f3.

**20.gxf4**

After other moves, Black remains up a piece, for example:

- 20.Qxb3 Qxf3;
- 20.Qe2, obstructing the rook on e1, allowing 20...Qxe4; or
- 20.Qd3 fxe4, and either the black queen is traded, or it escapes.

**20...Bxd1 21.Raxd1 fxe4 22.Rxe4 exd4**

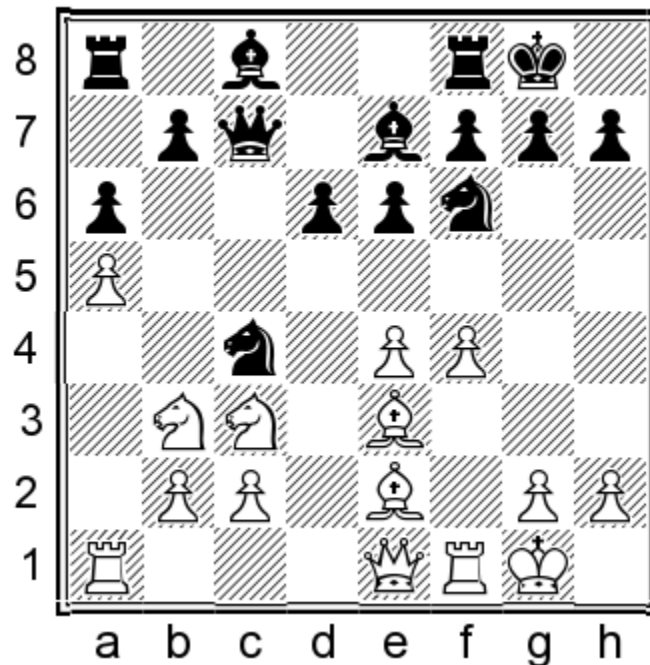
Black has a small advantage due to his better pawn structure.

The queen can also be trapped on the other side of the board:

**Oele Dijkhuis (1872)**

**Gregory Israel (1937)**

Bethune (analysis) 2016



**14.Bxc4 Qxc4 15.Nc5!**

By shutting off the queen's return path to c6/c7, White threatens to win the black queen in several different ways:

- 15...Bd7 16.b3! Qb4 17.Nd3;

- 15...Qb4 16.Ra4! Qxb2 17.Nb3! Qxc2 18.Na1! Qd3 19.Rd4 .  
This leaves no other option but to accept the knight sacrifice.

**15...dxc5 16.Ra4 Qxf1+ 17.Kxf1**

White is clearly better, but Black still has some fighting chances left.

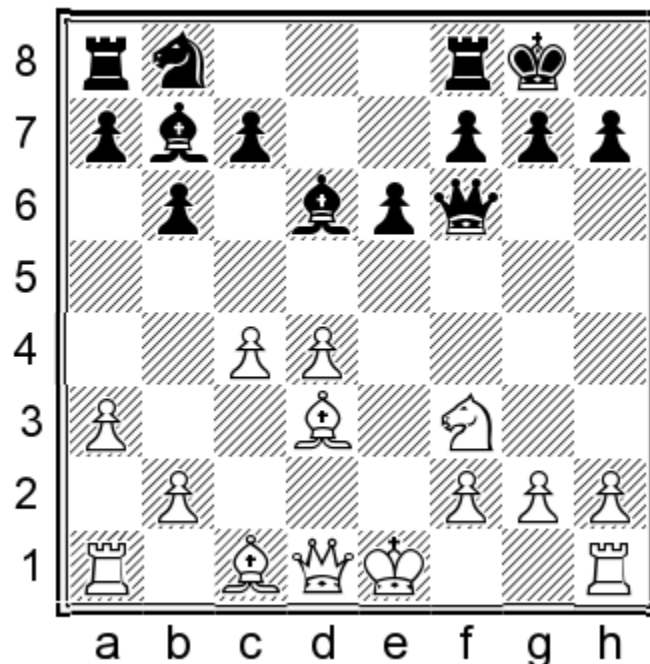
## Pattern 61 - Trapping the queen with a twist

In the previous Pattern, we witnessed the queen's downfall on f4 (and c4), and now it is the turn of the f6-square. Our bishop hits the queen, and after a counterattack on our queen, we keep calm and move our queen to safety while sustaining the entrapment of the enemy queen on f6.

**Herman van Halderen (2062)**

**Babu Lalith (2529)**

Leiden 2012



Master against amateur, but the amateur is playing White!

### 11.Bg5

Traps the queen, or does it?

### 11...Bxf3

This was the anticipated move of the grandmaster. Black captures the defender of the g5-bishop and attacks the white queen. However, White can resolve both issues with one move:

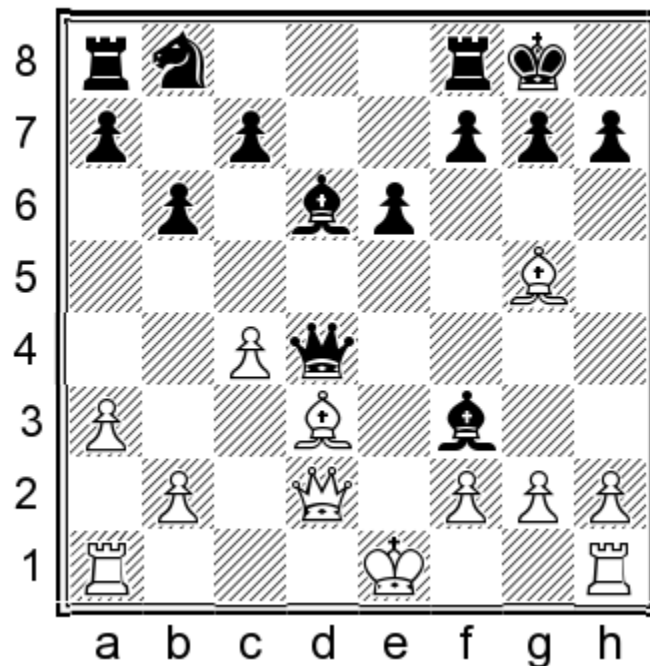
### 12.Qd2!

Recapturing is not mandatory! The bishop on g5 is protected again, leaving the black queen in insurmountable trouble.

### 12...Bf4

Another counterattack!

An important point is that if Black moves the queen to the only 'safe' square, it is still lost: 12...Qxd4



*analysis diagram*

13.Bxh7+!. The discovered attack from **Pattern 15** comes in handy for White here.

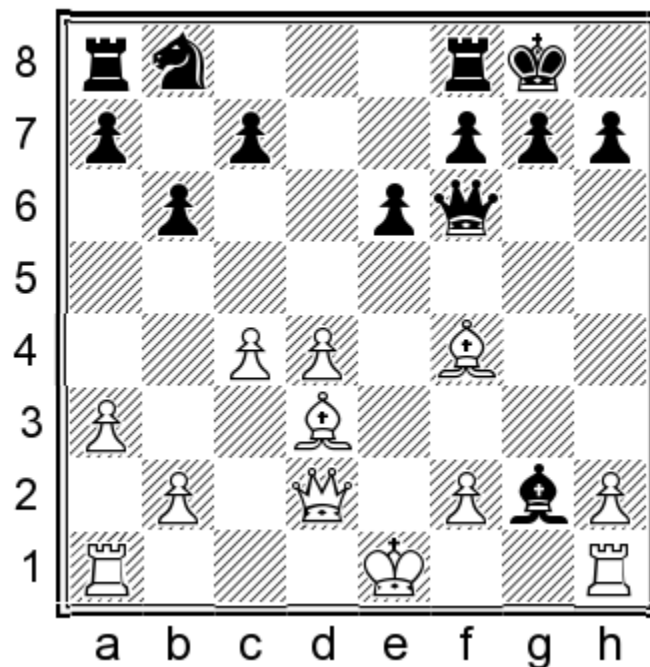
Also note that if Black hadn't castled yet and had his king on e8 instead of g8, this whole trick starting with 11.Bg5 wouldn't work for White because the bishop on d3 wouldn't be able to give a check!

### 13.Bxf4

Now White again threatens 14.Bg5, while the bishop on f3 is still hanging. If White had already castled, this would immediately have won a piece, as the g2-pawn would then have been protected.

However, without a white king on g1, Black can temporarily postpone the loss of his bishop.

### 13...Bxg2



### 14.Rg1

Black faces a new problem: the white rook on the semi-open g-file. If Black retreats the bishop, 15 .Be5 skewers the queen to the g7-pawn, threatening a devastating windmill ( **Pattern 18**) and

checkmate with  $Rg1xg7+hx7+-h8\#$ ! In short, Black must give up his bishop.

Note that  $14.Bg5?$  would ruin everything for White, allowing the queen to escape with  $14...Qf3$ .

**14...Nc6 15.Rxg2**

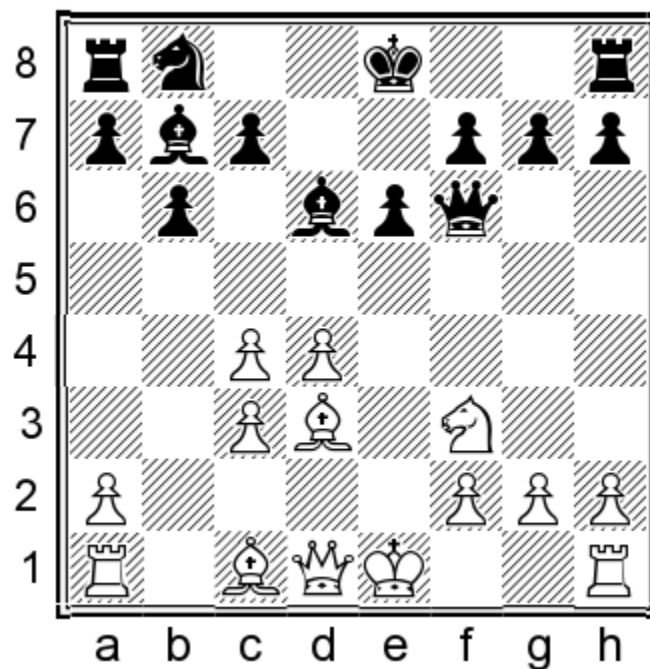
And White went on to win.

Many strong (grand)masters have fallen into this trap. A classic example is the following game:

**Anthony Miles (2555)**

**Gennady Sosonko (2530)**

Amsterdam 1977



**10.Bg5! Bxf3 11.Qd2**

Since d4 is now protected, Black cannot capture this pawn like in the previous game, but the same counterattack is still available:



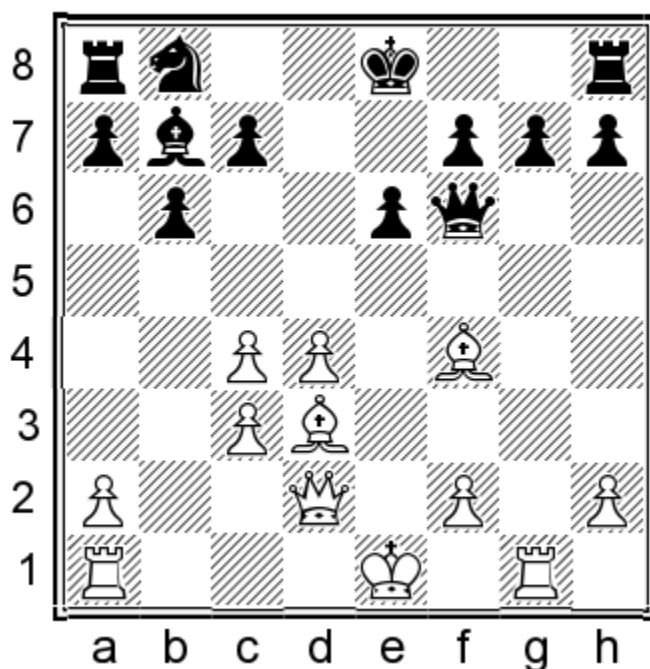
**11...Bf4 12.Bxf4 Bxg2 13.Rg1**

13.Bg5 Qf3, and the queen escapes.

**13...Bb7**

Since Black hasn't castled yet, he can now retreat the bishop (there is no black king on g8 and no windmill for White after 14.Be5 ).

However, Black's position is still not enviable.



**14.Be5**

This move was played in eight out of ten games. Other viable options are:

- 14.Rg3 (controlling the f3-square, threatening 15.Bg5 ) 14...Qe7 15.Rxg7± (Benjamin-L.van Foreest, St. Louis 2018);
- The engine favours 14.0-0-0! (keeping options open for Be5 and Bg5). A sample line: 14...Nd7 15.Bg5 Qf3 16.Rg3 Qh5 ( 16...Qc6 17.d5!—+ ) 17.d5! e5 18.Be2 Qxh2 19.Bf3, and the queen will be trapped (Rh1 is coming).

**14...Qf3**

14...Qh4 does not allow the option from the game, but after 15.Rxg7 White is also doing much better.

**15.Bxg7 Rg8 16.Bxh7 Rxg7 17.Rxg7 Qh1+ 18.Ke2 Qf3+ 19.Kf1**

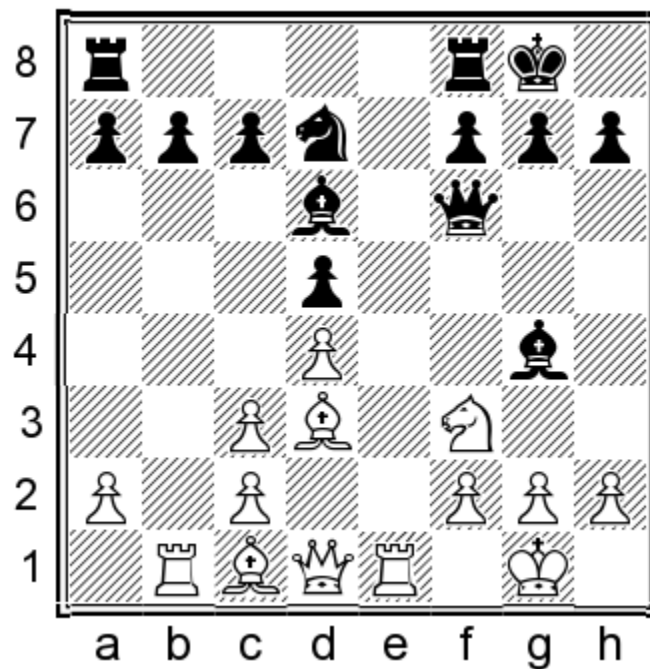
Although White is winning here, he ultimately allowed Black to escape with a draw.

In the previous examples, we saw the defender capture the f3-knight with a fianchettoed bishop (...Bb7xf3). However, with that bishop pinning the f3-knight (from g4/h5), there is another option:

**Hussain Besou (2304)**

**Dmitry Frolyanov (2491)**

Titled Tuesday blitz 2023



**12.Bg5 Bxf3?**

12...Qxg5 is the other option for the defender! 13.Bxh7+ ( 13.Nxg5 Bxd1 14.Bxh7+ transposes) 13...Kh8 ( 13...Kxh7?? 14.Nxg5+ )

14.Nxg5 Bxd1 15.Bf5 ( 15.Rbxd1 g6 and the bishop on h7 is shut in, see **Pattern 54**) 15...Bxc2=.

**13.Qd2!**

Now Black has a problem.

**13...Bf4 14.Bxf4**

Even better was 14.Qxf4 Qxf4 15.Bxf4+, and White will win the pawns on b7 and c7.

**14...Be4 15.Bxe4**

15.Rxb7 would have been better.

**15...dxe4 16.Rxe4**

White is a pawn up and he managed to capitalize on his advantage.

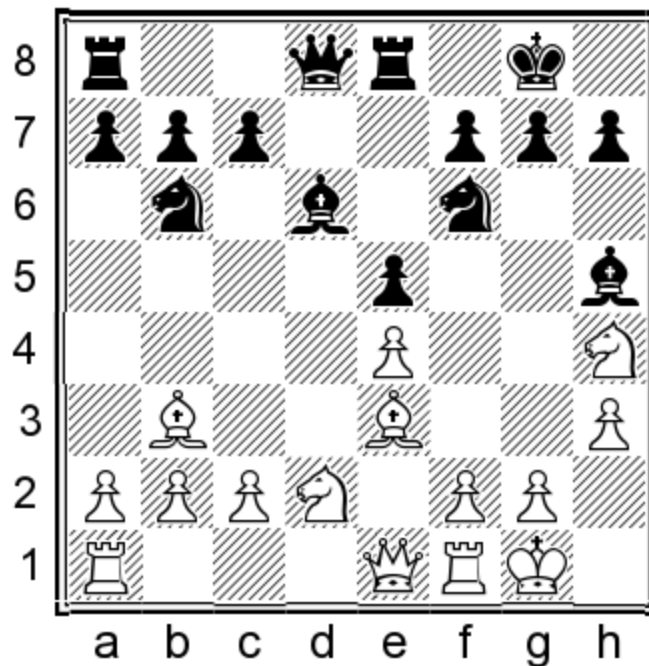
## **Pattern 62 - Trapping the queen on the edge**

White traps the black queen with the same bishop move as in **Pattern 61**, this time at the edge of the board. This type of trapping often occurs after a discovered attack is initiated.

**Alejandro Sama Salinas** (1463)

**Ankie Erwich** (1629)

Barcelona 2013



This battery is reminiscent of **Pattern 12**, except that the discovered attacker is not the bishop on e7 but the queen on d8. A crucial difference, as at the end of the tactic not a black bishop but a black queen finds itself on h4:

**14...Nxe4? 15.Nxe4 Qxh4 16.Bg5 1-0**

Trapping the queen. An important detail is that the e4-knight is protected by the queen on e1.

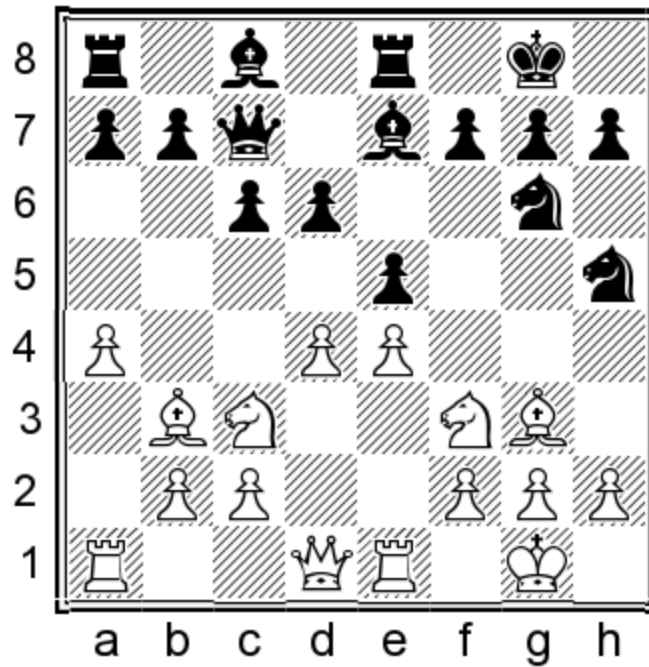
With a bishop on e7 instead of d6, 14...Nxe4 would have been perfectly fine after 15.Nxe4 Bxh4, as White would have no countertricks.

When a queen positioned on the edge is attacked by a bishop, there are also defensive options:

**Oleg Gubanov (2258)**

**Leonid Nozdrachev (2370)**

Titled Tuesday blitz 2022



**13.Nxe5! Nxe5 14.Qxh5 Bg4**

Black is seemingly winning the white queen. While that is true, the damage isn't as severe as it appears at first sight...

**15.Bxf7+! Kh8**

15...Nxf7 would relinquish the defence of the attacking bishop:  
16.Qxg4.

**16.Bxe8 Bxh5 17.Bxh5**

With a rook, bishop, and two pawns for the queen, White has the better position.

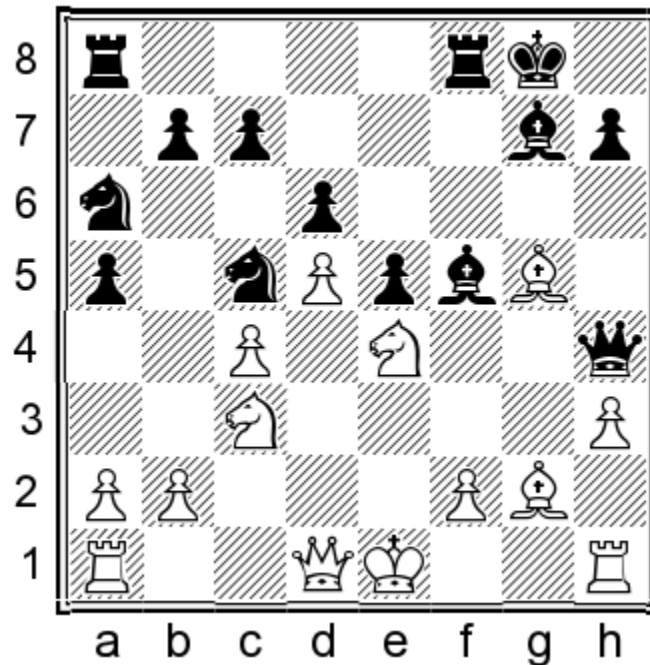
Note that with a rook on f8 instead of e8, the defence with 15.Bxf7+ wouldn't be possible due to 15...Rxf7. Even with a rook on d8 instead of e8, 15.Bxf7+ is insufficient, as after 15...Kh8 the queen remains trapped.

Another defence, executed by the (future) 17th World Champion:

**Ding Liren** (2710)

**Lin Chen** (2483)

China tt 2014



### 15...Nd3+! 16.Ke2

If White plays 16.Qxd3, then the white queen becomes the back piece of a pin on the b1-h7 diagonal, and the pinned e4-knight would be a poor defender: 16...Qxg5 17.Nxg5 Bxd3=.

Another option is 16.Kd2 Bh6!. With a pinned bishop, White cannot execute his threat (17.Bxh4). A similar defensive idea was encountered in Game 111 ( **Pattern 24**), and we will see it again at the end of this game. After 16...Bh6, multiple drawing lines are possible, one of which is 17.Bxh6 Bxe4! ( 17...Qxh6+? 18.Kxd3 and White remains a piece ahead) 18.Bxe4 (the attempt to trap the queen again with 18.Nxe4? Nxf2 19.Bg5 fails to 19...Nxe4+,

check!) 18...Rxf2+ 19.Kxd3 Nb4+ 20.Ke3 Nc2+ 21.Bxc2 Qg3+ 22.Ke4 Qg6+=.

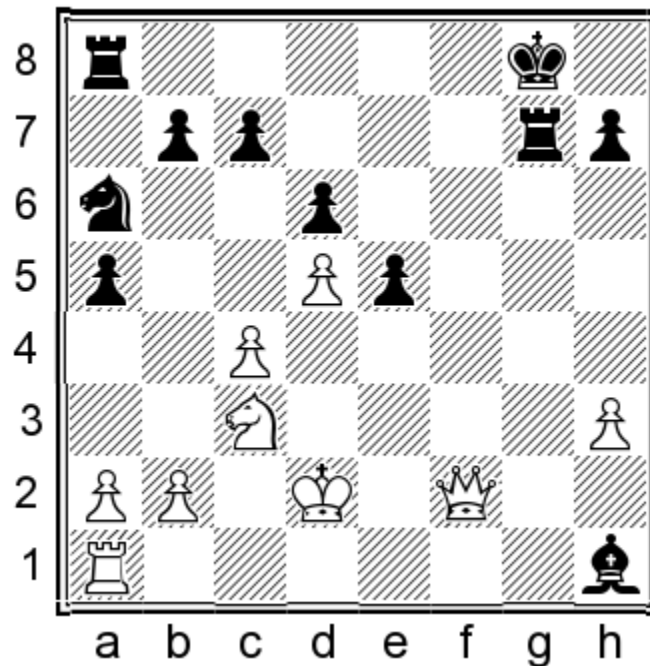
**16...Qh5+ 17.Bf3**

17.Kxd3 and instead of the queen (in case of 16.Qxd3), it is now the king that becomes the back piece of a pin: 17...Qxg5-+.

**17...Qxf3+! 18.Kxf3 Bxe4+ 19.Ke3**

19.Kxe4 Nxf2+, forking the king and queen.

**19...Nxf2 20.Qg1 Bxh1 21.Bh6 Rf3+ 22.Kd2 Rf7 23.Bxg7 Rxg7 24.Qxf2**



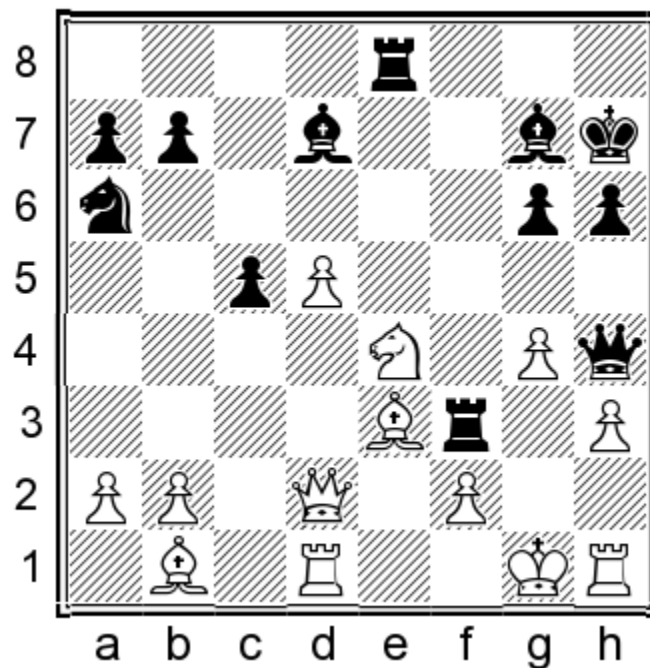
Now that the dust has settled, we can assess the situation. With a rook, bishop, and pawn, Black has sufficient material compensation for the queen. Black played 24...Rf8, after which the game ended in a draw following a long struggle. An important detail here is that 24...Rg2? fails to the counterpin 25.Rg1!, a Maltese Cross ( **Pattern 31**).

In the previous examples, the bishop received support from a knight, but it can also be supported by a queen. However, as demonstrated next, this may not always prove advantageous:

**Zelimir Sasvari** (2242)

**Mario Malenica** (2227)

Croatia tt 2011



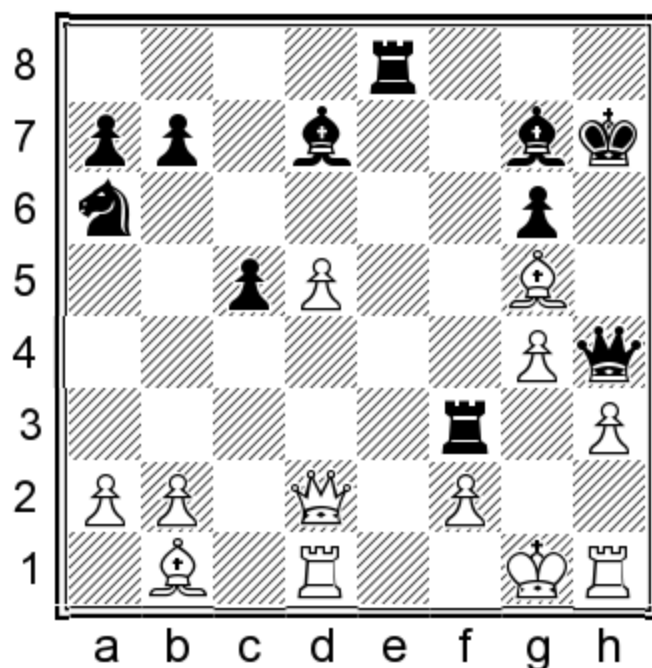
## 24.Ng5+??

This move seems logical, as White aims to get the bishop to g5, trapping the black queen. Unfortunately for White, the position goes from winning to losing now.

As it turns out, it would have been better for White to reverse the move-order and start with 24.Bg5!. After 24...hxg5 25.Nxg5+ K<sub>g</sub>8 26.Nxf3, White is up an exchange and two pawns.

## 24...hxg5 25.Bxg5





**25...Rg3+!**

That knight on e4 is sorely missed now!

Note that the pin with 25...Bh6 (see the analysis of the previous game) doesn't work, because the queen on d2 is protected: 26.Bxh4 Bxd2 27.Kg2! ( 27.Rxd2 Re1+ 28.Kg2 Rxh1 29.Kxf3 ( 29.Kxh1? Rxh3+-+ ) 29...Rxb1= ), and Black will lose his bishop on d2.

**26.Kf1**

- 26.Kh2 Qxh3#;
- 26.fxg3 Qxg3+ 27.Kf1 ( 27.Qg2 Bd4+ 28.Kf1 Bb5+ 29.Bd3 Bxd3+ 30.Rxd3 Re1# ) 27...Bb5+ 28.Bd3 Bd4!, and White has no good defence against 29...Qf3+.

**26...Bb5+ 27.Bd3 Bxd3+ 0-1**

## Pattern 63 - The Rubinstein Trap

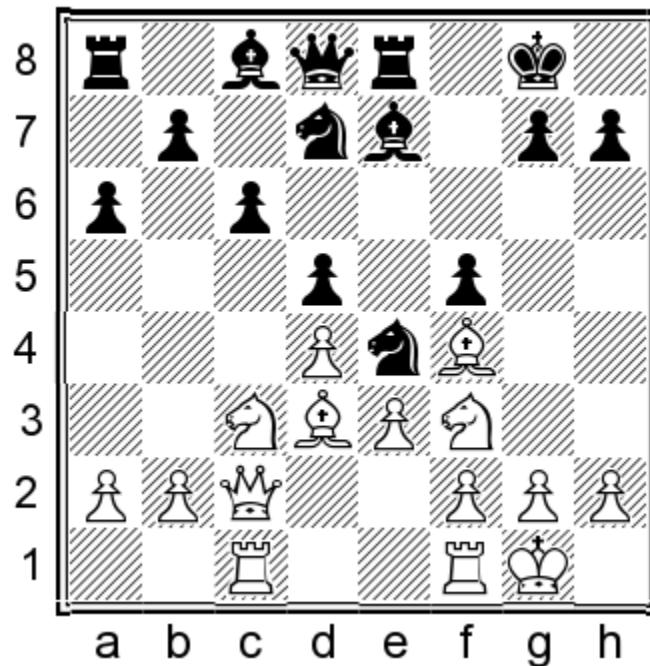
We have witnessed the queen falling prey in various parts of the board, but it can be vulnerable to entrapment even in its starting position.

It is a common practice for openings or tactics to be named after famous players who have successfully employed them. However, in this instance, the opposite holds true. Akiba Rubinstein, one of the best chess players of his era, fell into the same trap twice within two years. First, in 1928 against future World Champion Max Euwe, and later against the reigning World Champion, Alexander Alekhine:

**Alexander Alekhine**

**Akiba Rubinstein**

San Remo 1930



Black's last move, 12... f7-f5, sets the stage for a tactical opportunity.

**13.Nxd5!**

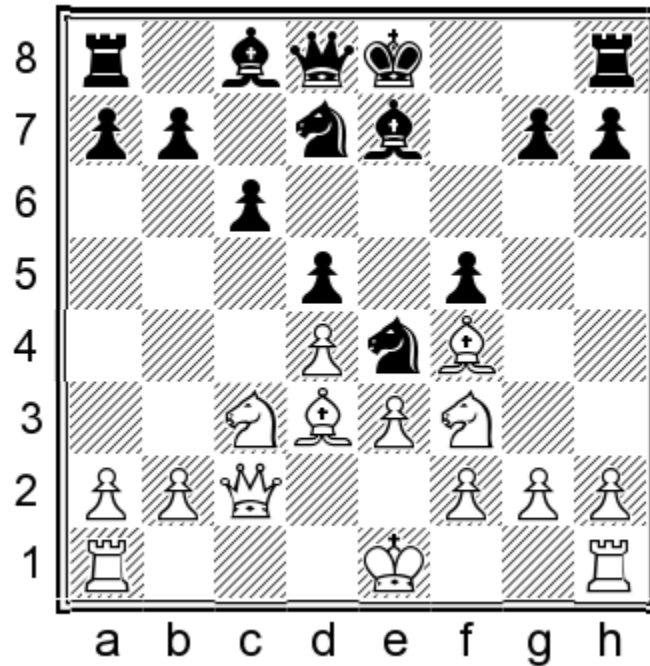
Luring away the c6-pawn. The point is that after 13...cxd5 14.Bc7 the queen is trapped. Instead, Black played 13...Bd6, but he couldn't recover from the pawn deficit.

A white king on e1 instead of g1 allows a defensive counterattack:

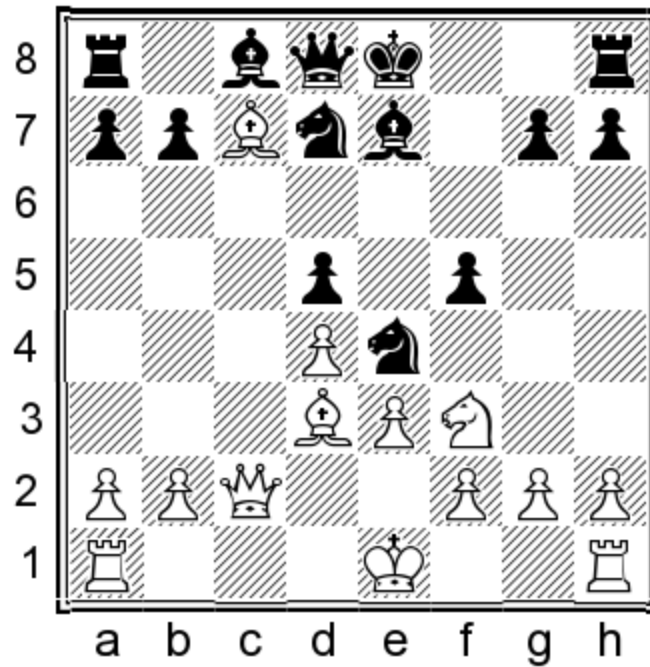
**Thomas Körber** (1712)

**Norbert Müller** (1991)

Germany tt 2015/16



**10.Nxd5? cxd5 11.Bc7**



**11...Bb4+!**

With this intermediate check, Black gains a tempo, allowing him to free his queen. After

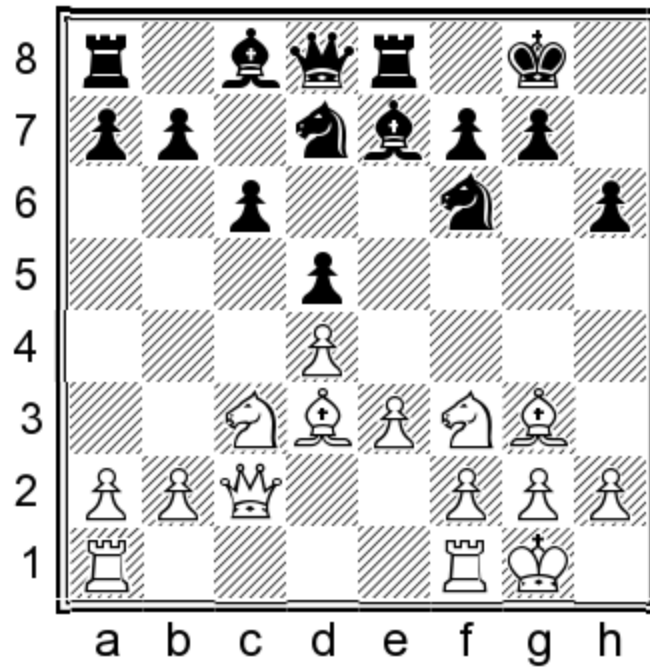
**12.Ke2 Qe7**

the queen had escaped and Black was a piece up. The rest was easy. Alternatively, luring away the c-pawn can also occur on square b5:

**Rüdiger Wocke**

**Matthias Rack**

Wiesbaden 1988

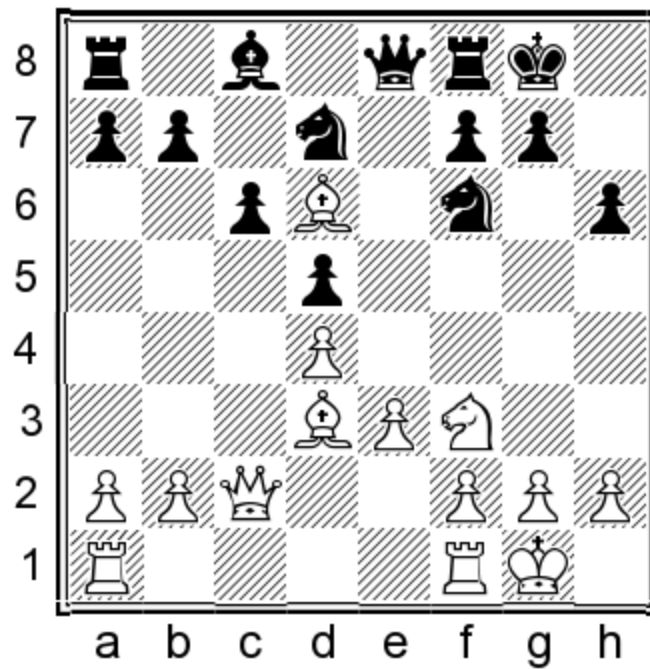


13.Nxd5?? makes no sense now, because Black just plays  
 13...Nxd5. However, the knight on c3 can also go the other way!

**13.Nb5!**

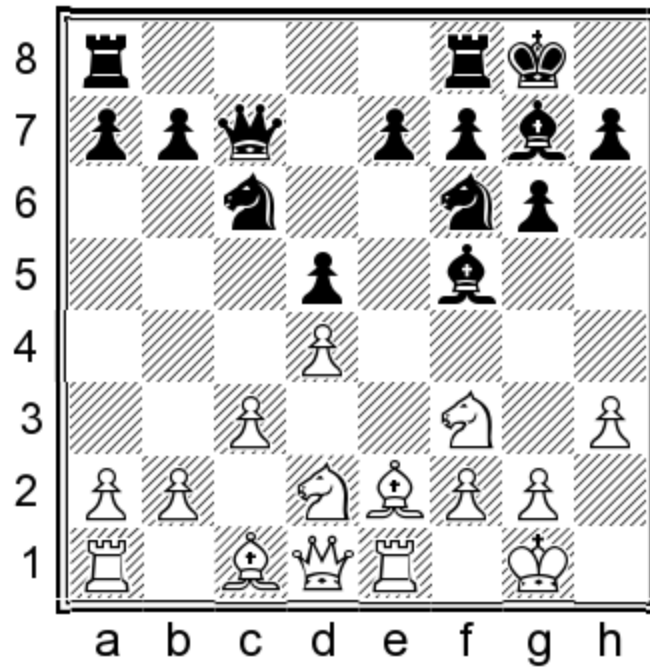
White has a double threat: 14.Bc7, trapping the queen, and 14.Nc7, forking two rooks. Black has no defence.

**13...Rf8 14.Bc7! Qe8 15.Nd6 Bxd6 16.Bxd6**



And now it is not the queen but the f8-rook that gets trapped due to being hemmed in by its own pieces. White emerged victorious. However, there are instances where it is possible to defend against the above idea:

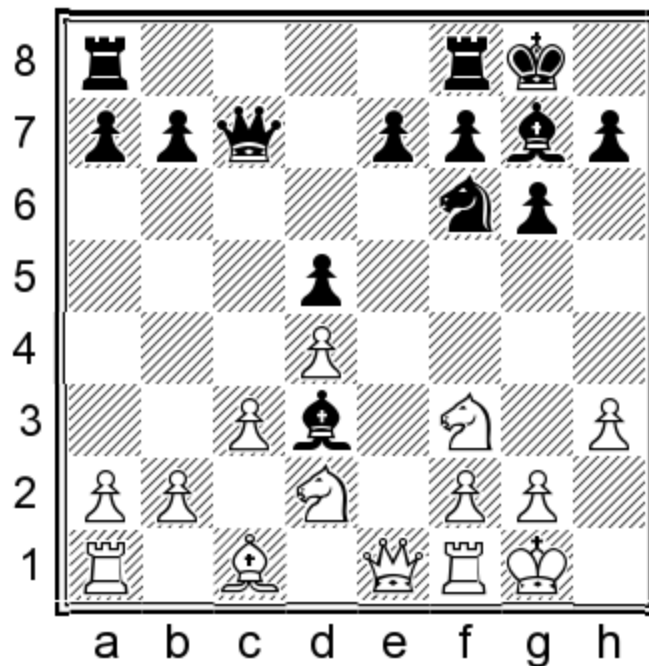
**Dennis Luft** (2322)  
**Jonas Gallasch** (1903)  
 Dortmund 2018



**11...Nb4!**

A month after this game, Shakhriyar Mamedyarov went for the less optimal 11...Rfe8 against Wesley So at the St Louis blitz.

**12.Rf1 Bc2 13.Qe1 Nd3 14.Bxd3 Bxd3**



### 15.Qe5!

This option was not available to the defender in the previous game. Now Black must address the counterattack on his queen.

### 15...Qxe5

If Black doesn't capture the queen, White has time to move away his rook.

### 16.dxe5 Nd7

If 16...Bxf1? 17.exf6, then White gains a second piece for his rook as both the bishops on g7 and f1 are hanging.

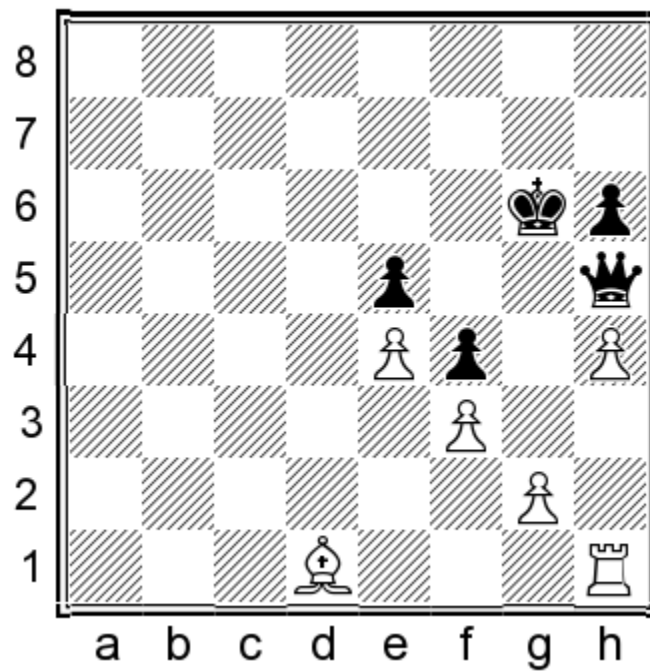
### 17.Re1

The forced sequence of moves comes to an end. While Black holds a slight advantage, White has managed to avoid material losses and is still in contention. In fact, the White player ultimately won the game.

## Flash Cards 50-63

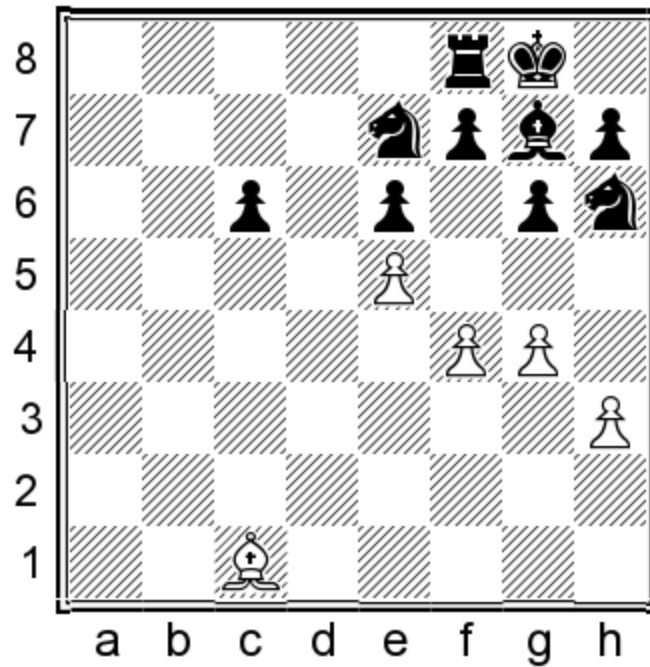


## Trapping pieces



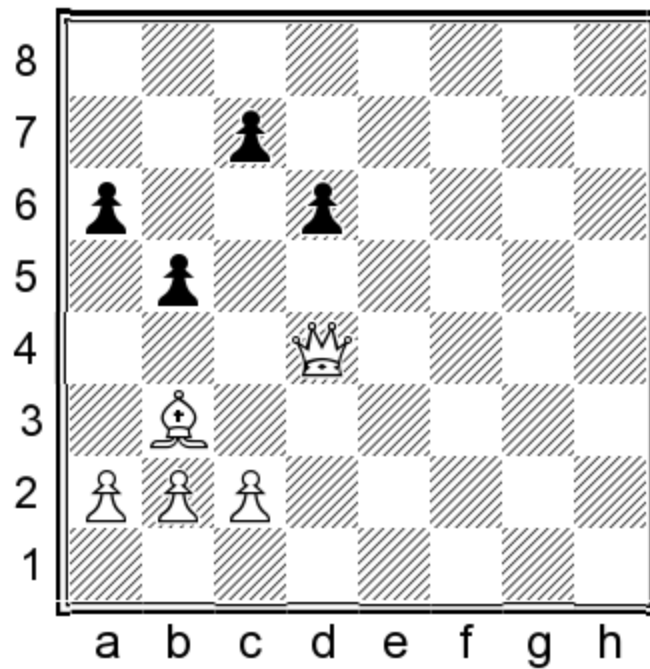
### 50. The en passant trap

White forces Black to capture en passant after 1.g4, when 1...fxg3 2.f4 traps the queen.



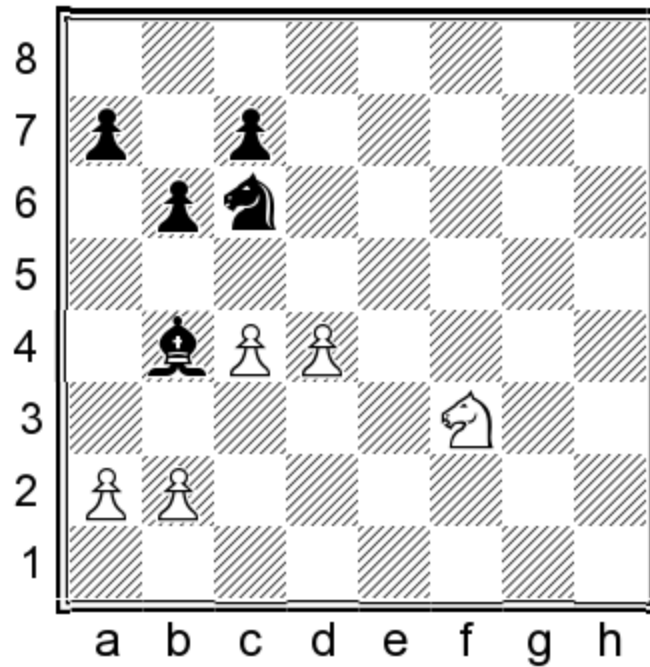
## 51. The ingenious pawn thrust

Since 1.g5 allows the black knight to escape to f5, White's 1.f5 serves to block the f5-square with a black pawn, which is the case after both 1...exf5 and 1...gxf5, when g4-g5 indeed traps the knight on h6. Furthermore, 2. f6 is a threat that cannot be easily prevented. For instance, if Black plays 1...f6, then 2.exf6 Rxf6 ( 2...Bxf6 3.Bxh6 ) 3.g5 leads to a fork.



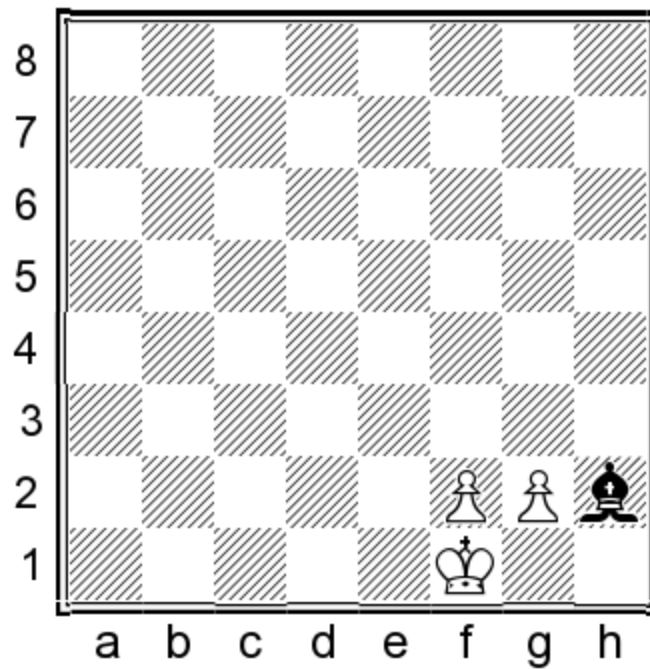
## 52. Noah's Ark trap

After 1...c5 the pawn is on its way to c4 with gain of tempo to trap the bishop. This is a well-known trick that often occurs in the Ruy Lopez (Spanish Game).



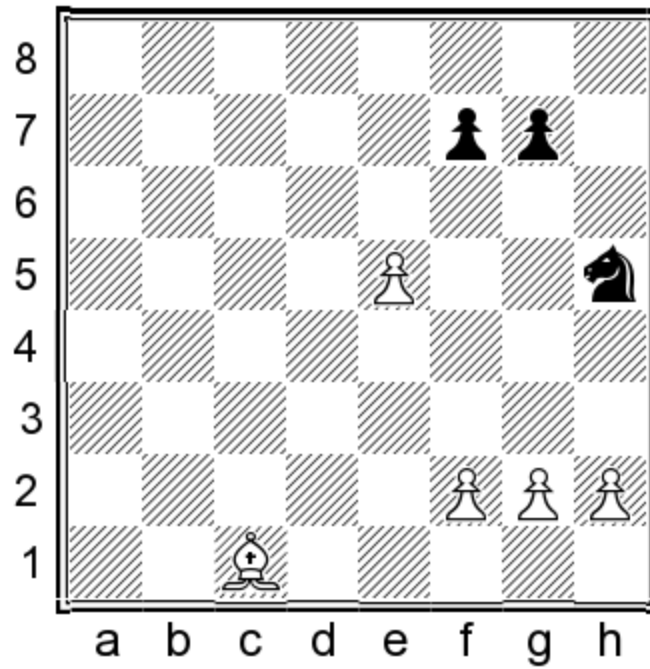
### 53. Shutting off the diagonal from the bishop

With 1.c5 White shuts off the a3-f8 diagonal and threatens to trap the bishop with 2. a3 Ba5 3. b4, but after 1...bxc5 2.a3 Ba5 3.dxc5, the bishop is also doomed as 4.b4 follows next.



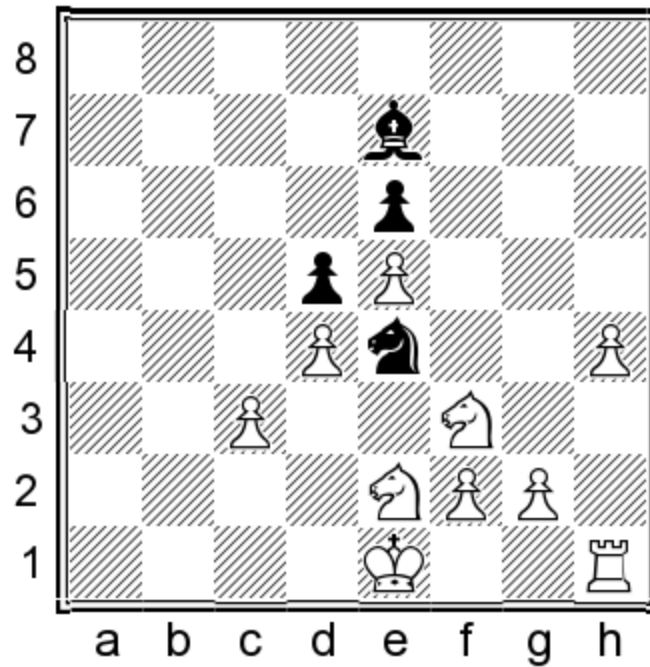
## 54. Shutting in the Bobby Fischer Bishop

With 1.g3, White shuts off the h2-b8 diagonal, after which there is no way out for the bishop. 2.Kg2 will trap the bishop.



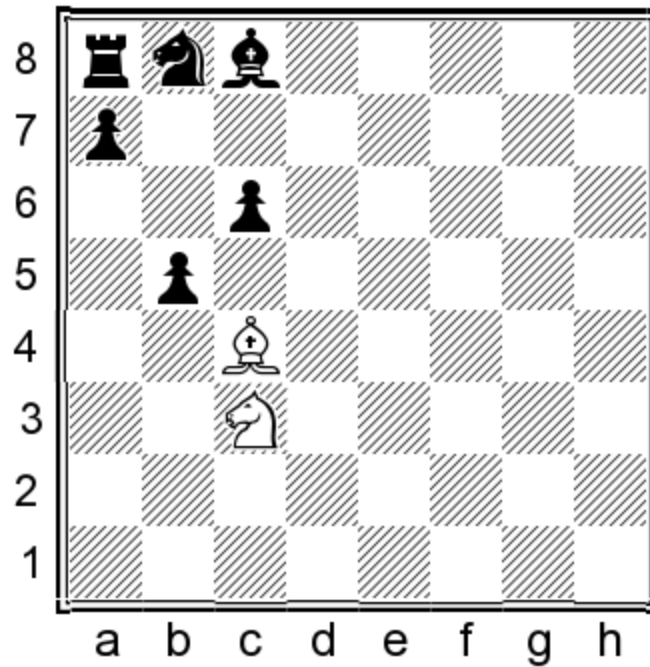
## 55. Trapping the knight on the edge

The knight on the edge of the board has no squares to move to. By attacking it with 1.g4, White traps it.



## 56. The knight retreat

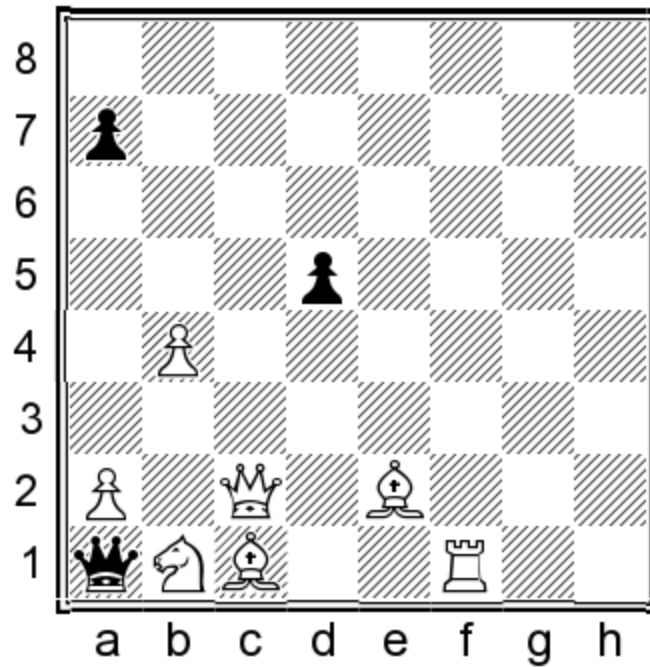
By retreating the knight with 1.Nfg1, White clears the f3-square for the f-pawn so it can win the knight in the middle of the board on the next move.



## 57. Trapping the rook in the corner

With 1.Nxb5 White lures away the c6-pawn with the idea that after 1...cxb5 the h1-a8 diagonal is opened and White can utilize this by playing 2.Bd5, trapping the rook in the corner. Black must then give up a knight with 2...Nc6.

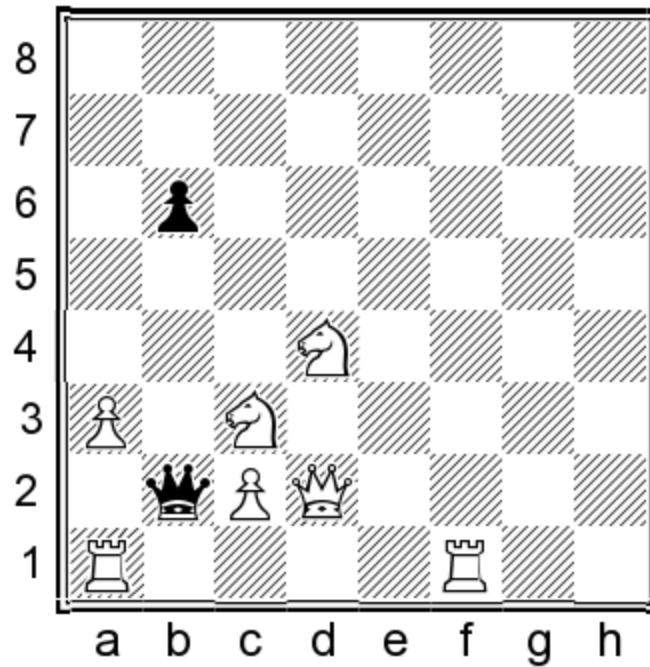




## 58. Trapping the queen in the corner

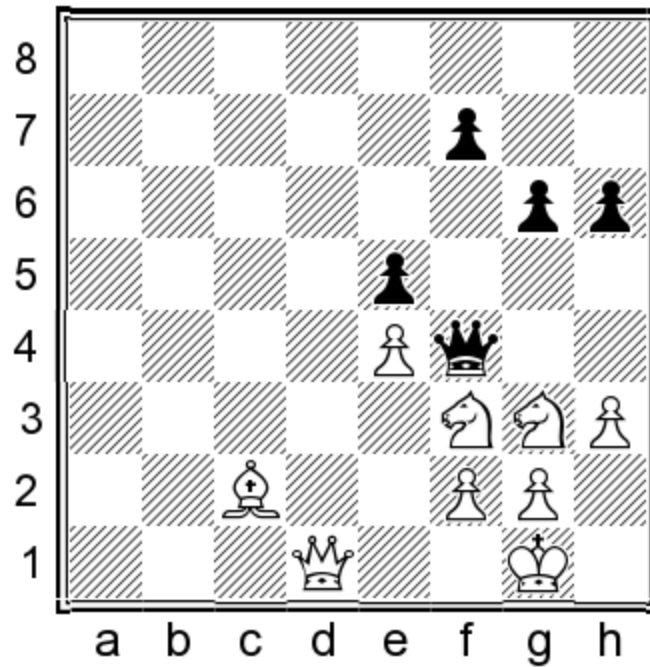
By chasing the queen to a2 with 1.Bb2 Qxa2, White can then trap it with 2.Nc3.

Without a bishop on c1, White can trap the queen in the corner immediately with the discovered attack 1.Nc3.



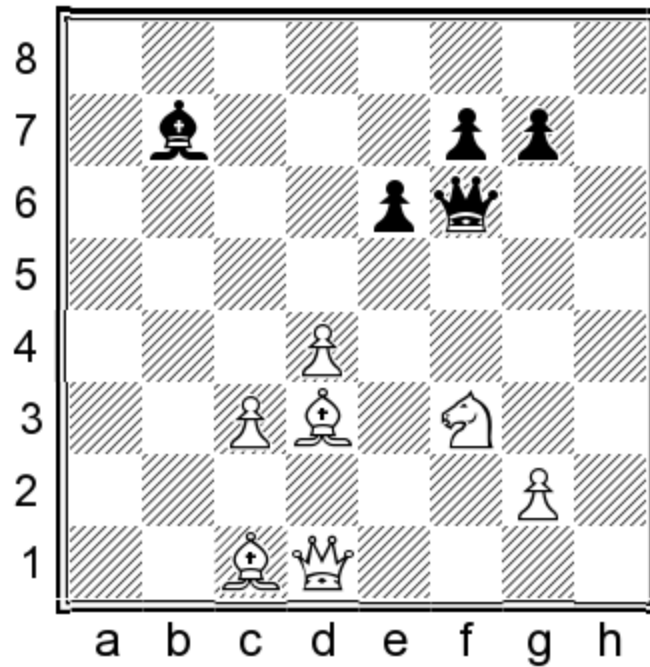
## 59. Trapping the queen on b2/b7

White can trap the queen in three different ways: 1.Ra2, 1.Rfb1 or 1.Na4. Such an abundance of options is a rarity, but it is indicative of the dangers awaiting a queen when it ventures out to snatch a pawn in enemy territory on b2/b7.



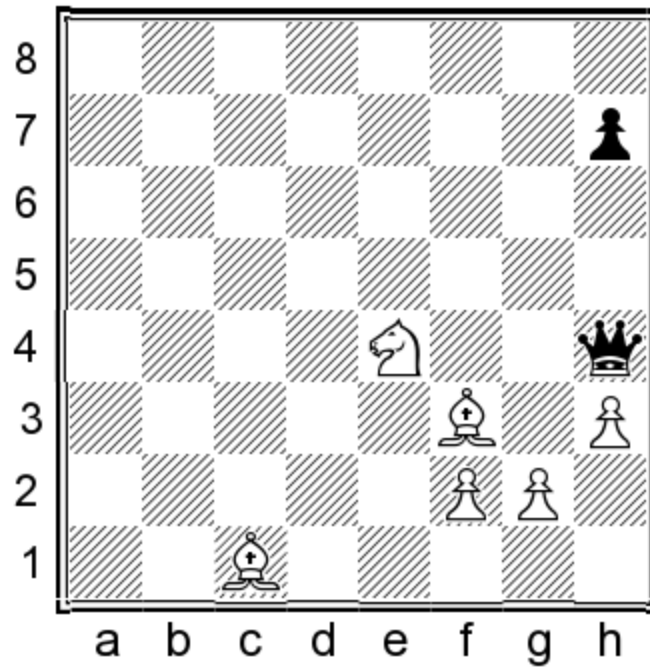
## 60. Obstructing the queen

With 1.Nf5 White shuts off the queen's path to the f6-square while clearing the g3-square for the g2-pawn. If Black plays 1...gxf5, Black's f-pawn blocks the queen's escape route, allowing 2.g3, trapping the queen.



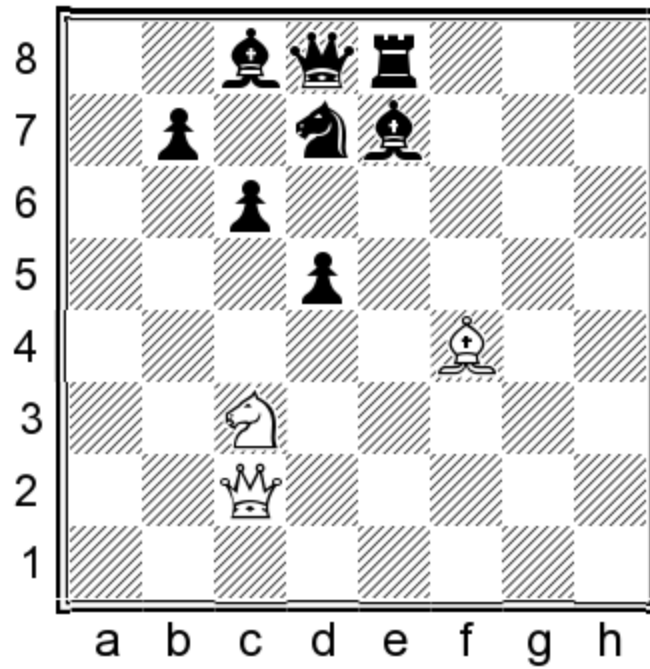
## 61. Trapping the queen with a twist

It seems that White blunders a piece with 1.Bg5, as Black can counterattack by capturing the knight with 1...Bxf3. After 2.Qxf3? Qxg5, White loses a bishop. However, recapturing is not mandatory. With 2.Qd2!, White moves the queen away and simultaneously protects the bishop on g5. The black queen cannot be saved.



## 62. Trapping the queen on the edge

With the same bishop move ( 1.Bg5 ) as in **Pattern 61**, White traps the queen, this time at the edge of the board.



### 63. The Rubinstein Trap

With 1.Nxd5 White lures the c-pawn away, because after 1...cxd5, White can trap the queen using the bishop with 2.Bc7.

# Chapter 7

## Promotion

- Pattern 64 - Sacrificing the queen for a double promotion threat
- Pattern 65 - The Lasker-Loman tactic
- Pattern 66 - Luring the back-rank rook for a pawn attack
- Pattern 67 - The capture-ignoring promotion
- Pattern 68 - An intermediate check on the back rank
- Pattern 69 - Setting up a bridge by targeting
- Pattern 70 - Obstruction for promotion
- Pattern 71 - The skewer promotion tactic
- Pattern 72 - Two pawns on the sixth/third rank are stronger than a rook
- Pattern 73 - The powerful rook pawn versus the knight
- Pattern 74 - The minor-promotion knight fork
- Flash Cards 64-74

A frequently used method to advance a passed pawn is by eliminating the defence. In addition to the treat of promotion, a passed pawn can also attack pieces along its path, or even capture towards its promotion square. Let us guide you into the enchanting world of the pawn's journey to the opposite side of the board, explored in eleven Patterns.

In **Patterns 64 and 65**, following sacrifices of the queen and rook respectively, the pawn on the second/seventh rank emerges as an unstoppable force. **Patterns 66 and 67** present a challenge to a defending rook on the back rank. In **Pattern 66**, the defending rook is lured to a square where it falls prey to another passed pawn, resulting in a double attack on the rook and the promotion square. In

**Pattern 67**, elimination of the defence plays a crucial role: the rook is lured away from the promotion square, paving the way for the advancing passed pawn.

**Patterns 68 to 73** cover the passed pawn in an endgame. In **Pattern 68**, where the enemy rook is neither on the back rank nor behind the passed pawn, the side with the passed pawn cleverly executes an intermediate check on the back rank to enable promotion. In

**Patterns 69 to 71**, where the enemy rook is behind the passed pawn (or its movement is prevented), we see that there are plenty of other opportunities to capitalize on the passed pawn.

**Pattern 72** illustrates how two pawns on the third/sixth rank can outsmart a rook, while in **Pattern 73** a knight proves to be an ineffective defender against a rook pawn.

Finally, **Pattern 74** discusses direct promotion in a unique form: underpromotion, in particular promotion to a knight in order to create a knight fork on enemy targets.

## **Pattern 64 - Sacrificing the queen for a double promotion threat**

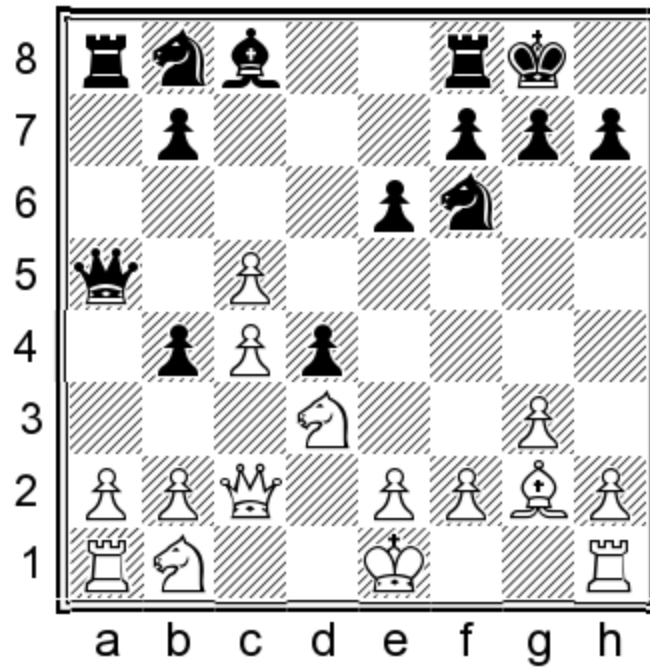
A queen sacrifice on a2/a7 is motivated by the concept that if the opponent's rook captures the queen, a pawn on b3/b6 recaptures, subsequently presenting two promotion threats (either advancing or capturing a knight on b1/b8). This motif forms the essence of this Pattern.

**Maksim Volkov** (2258)

**Daniel Fridman** (2574)

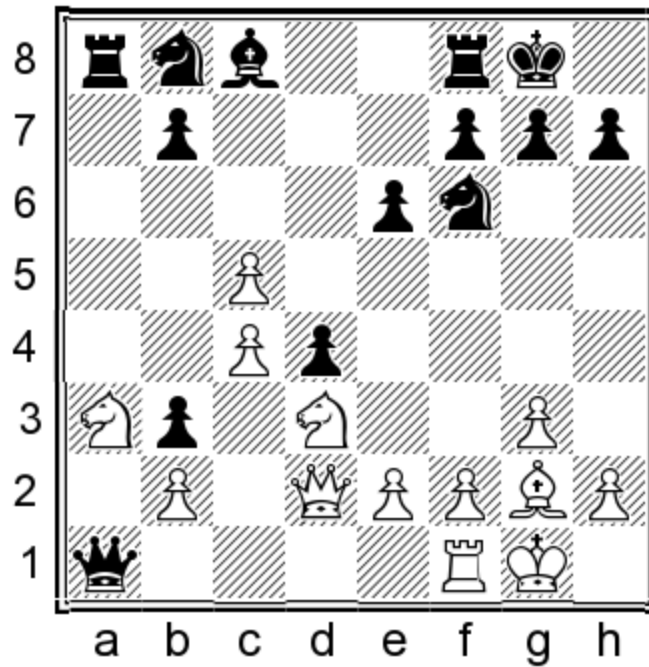
Titled Tuesday blitz 2023





**11...b3+ 12.Qd2 Qxa2! 13.Rxa2**

White is not obliged to capture the queen. Although the idea of leaving the enemy queen alive doesn't work for White in this case, it can be a good defence in other situations (see the next game). 13.0-0 Qxa1. The queen is cornered and we know from **Pattern 58** that the queen can run into trouble here, especially when lined up with an enemy rook: 14.Na3.

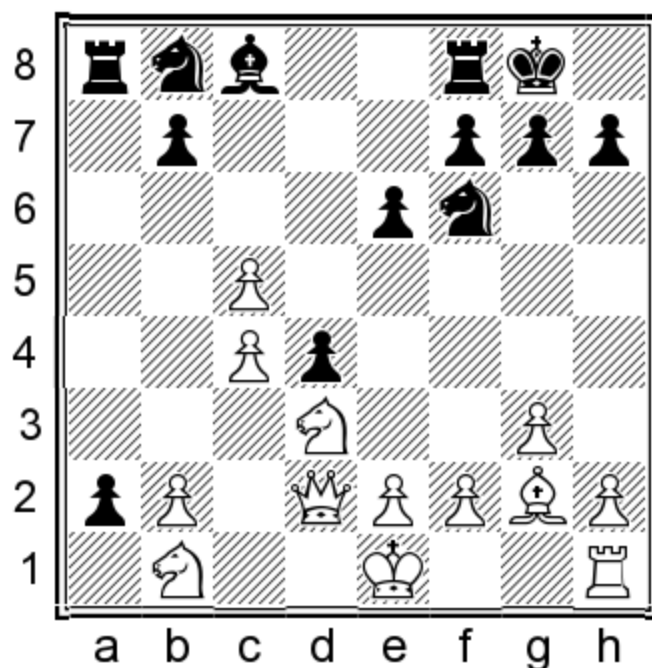


*analysis diagram*

A discovered attack that also blocks the queen's escape route; the queen is in a precarious position. However, since Black is already up a rook, he can sacrifice material to free his queen. 14...Rxa3!. If 15.bxa3, the queen has several ways to escape, for example 15...Qc3, and Black remains a piece up. In case of 15.Rxa1 Rxa1+, White has indeed 'won' the queen, but at the cost of two rooks and a knight.

If 14...Qa2?, then 15.Nb4 traps the queen, showing why it can be useful to leave the pawn on b3, as the queen can't escape using this square.

**13...bxa2**



With the double threat of 14...a1Q and 14...axb1+Q.

### 14.Na3

After 14.0-0, White runs into a similar problem as before: 14...a1Q 15.Na3 Rxa3! ( 15...Qa2?! 16.Nc1 Qa1 17.Nb3 Qa2 18.Nc1 heads towards a threefold repetition, although Black could still continue with 18...Rxa3 19.Nxa2 Rxa2<sup>3</sup> ).

Note that if White had a bishop on c1 in the starting position, the possibility of delivering a discovered attack would not even be possible!

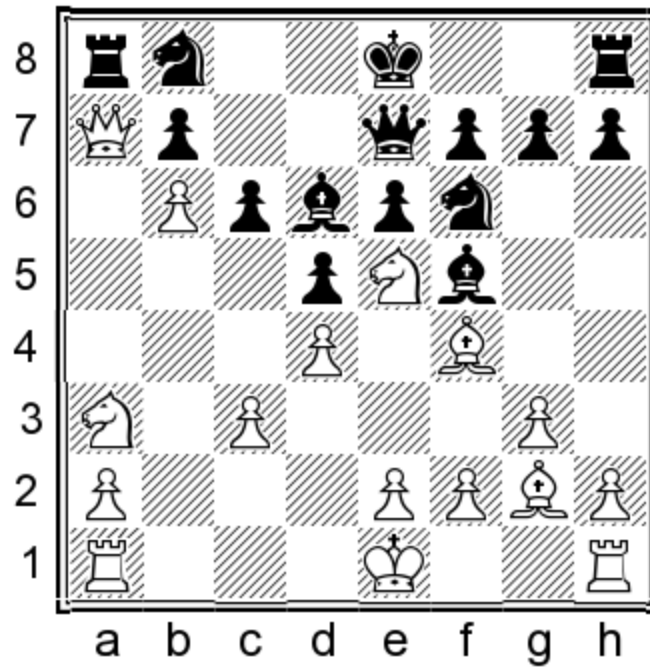
### 14...a1Q+ 15.Nc1 Rxa3 16.bxa3 Qxa3 17.0-0 Qxc5 0-1

Allowing the queen to take the rook does work in the following example:

**Achot Davitian**

**Frederic Trillaud (2026)**

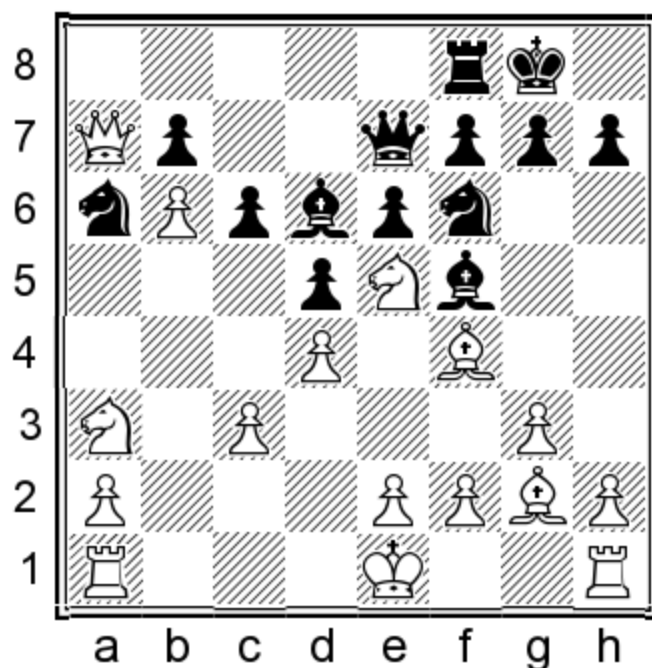
Issy-les-Moulineaux 2000



### 13...Rxa7?

13...0-0! is how Black should have defended now. The point is that by leaving the pawn on b6, Black disallows the queen to escape using this square later: 14.Qxa8 Na6, and now White has a good option and a bad one:

- If 15.Qa7?,

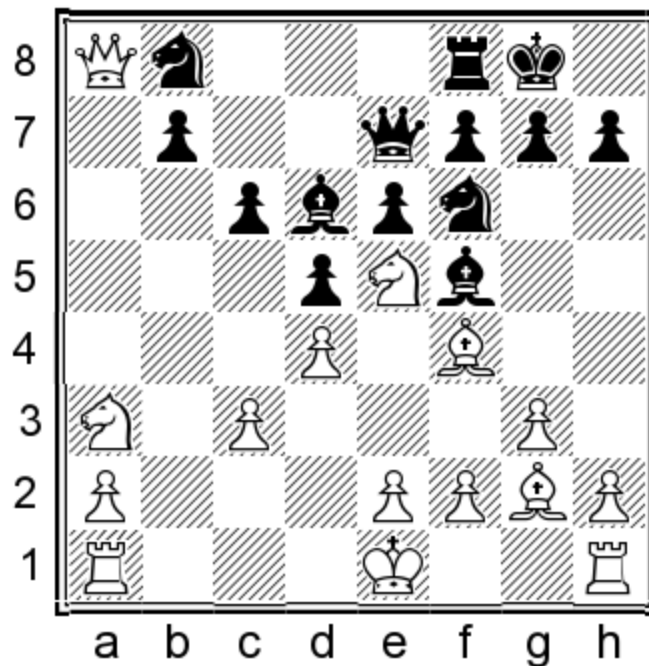


*analysis diagram*

then we see why the pawn on b6 does more harm than good for White: 15...Bb8. The queen is lost. After 16.Qa8?, the discovered attack 16...Bxe5 follows, while it is too late for 16.Nxc6? now: 16...Qxa3-+;

- 15.Nxc6 comes with the idea of luring away the b7-pawn from protecting the knight on a6. However, Black is not obliged to capture the knight: 15...Qd7! 16.Qxf8+ Bxf8 17.Ne5 Qa4 18.Nb1. The position is roughly balanced. White has two rooks and a pawn for the queen, but the b6-pawn will eventually fall (...Na6-b8-d7xb6). Additionally, Black is slightly more active, while White suffers from weaknesses in the form of the c3-pawn and the c4-square.

**14.bxa7 0-0 15.a8Q**



Without a white pawn on b6, Black cannot trap the queen.

**15...Bxa3**

15...Na6 16.Qa7, and the queen will escape via b6.

**16.0-0**

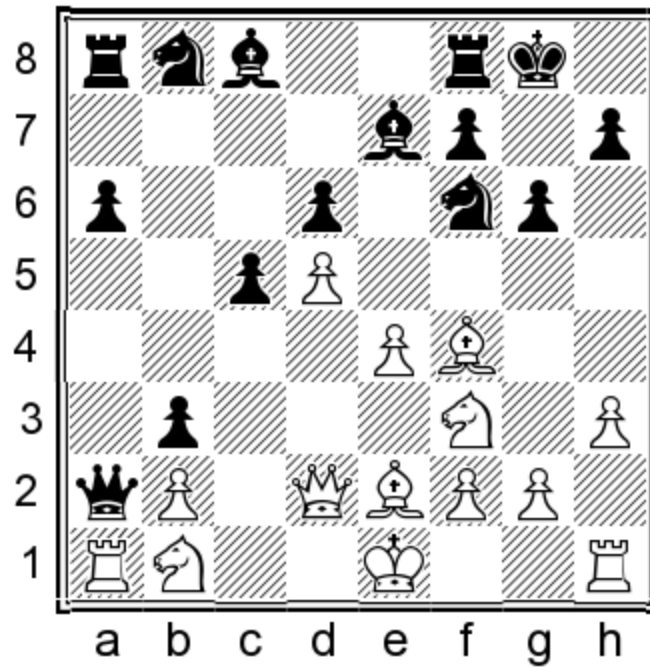
With the extra exchange, White managed to capitalize on his advantage.

Sometimes it can be good to capture the queen first and then deliver a discovered attack:

**Aksel Brasoy** (1914)

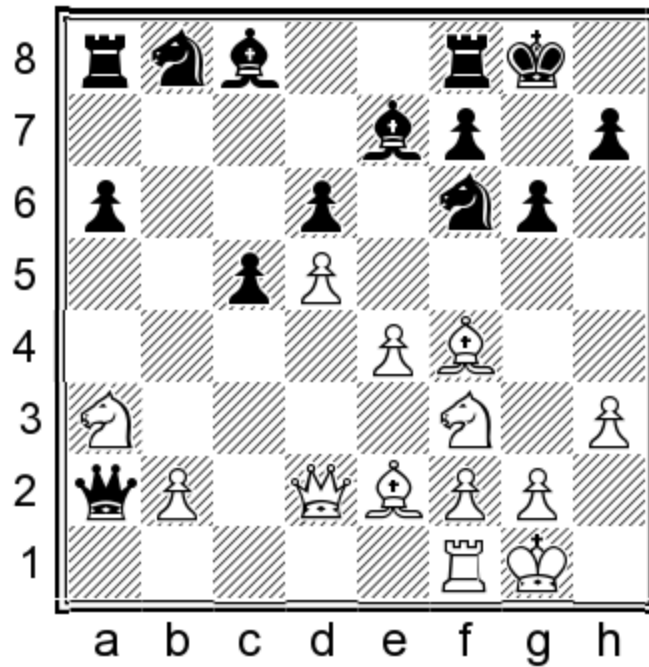
**Frode Bull Jæger** (2118)

Norway tt 2008



### 15.0-0

15.Rxa2! was the way to go: 15...bxa2 16.0-0 a1Q 17.Na3 Nxe4 (in case of 17...Qa2?, we now see why it can also be an advantage when the b-pawn is off the board:



*analysis diagram*

18.Bc4! and the bishop traps the queen) 18.Qc2 Qxf1+ 19.Bxf1. Although Black has two rooks and a pawn in exchange for the queen, White holds the advantage due to his superior development and Black's susceptibility on the dark squares, compounded by the weakness of the d6-pawn.

Another important defensive weapon to consider is the X-ray defence with 15.Qa5. However, this often serves more as damage control. After both 15...Qxa5+ 16.Rxa5 Nxe4 and 15...Qxb2 16.Nbd2 Bd8 17.Qa3 Qxa3 18.Rxa3, Black need no longer fret about the possibility of his queen being trapped, and he has collected a few pawns along the way.

**15...Qxa1 16.Na3 Nxe4 17.Qe3 Qxb2**

The queen successfully escapes, leaving Black decisively ahead in material.

## Bonus

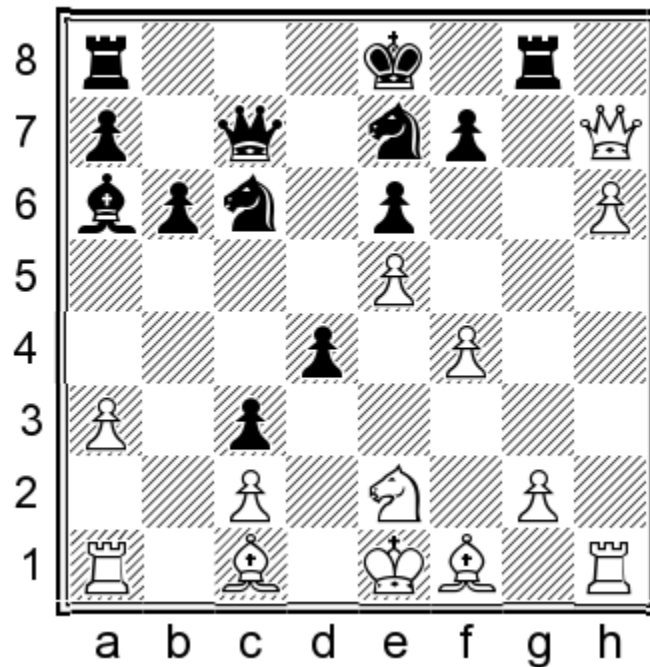


In this final example, we see that the double threat of the rook pawn can also take a different shape:

**Aryam Abreu Delgado** (2470)

**Sebastian Marin** (2329)

Cartagena 2012



**15.Qxg8+! Nxg8 16.h7**

Promotion of the h7-pawn is unstoppable.

**16...0-0-0 17.h8Q+-**

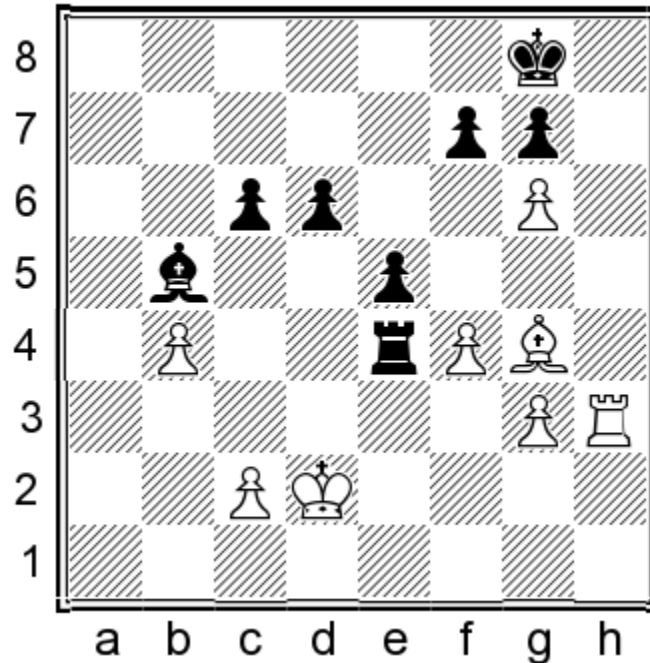
## **Pattern 65 - The Lasker-Loman tactic**

In this tactic, a rook gives itself up to lure the enemy king away from a pawn advancing to the seventh and then to the eighth rank. It looks like this:

**Max Warmerdam** (2475)

**Eduardo Salvador (2334)**

Teplice 2019



**37.Rh8+! Kxh8 38.gxf7 1-0**

The f7-pawn promotes.

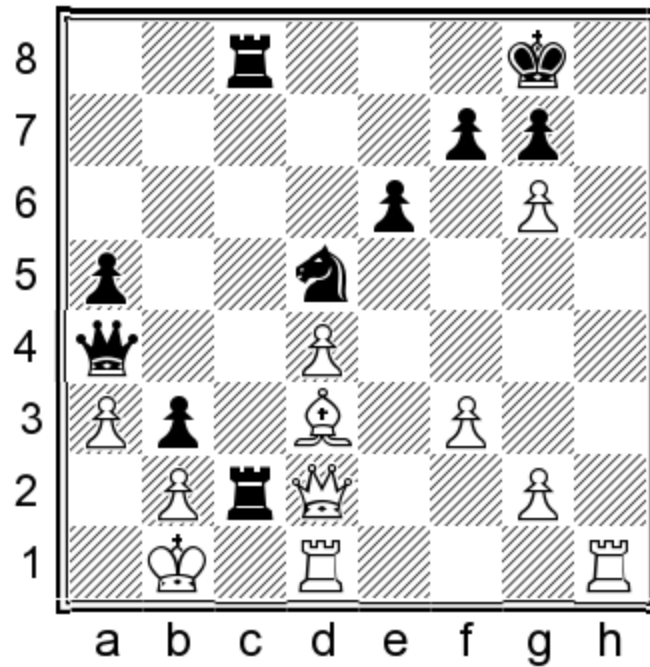
## Bonus

The same idea can also be used to create a mating net. This time Warmerdam was the victim:

**Erwin l'Ami (2627)**

**Max Warmerdam (2616)**

Wijk aan Zee 2023



**29.Rh8+! Kxh8 30.gxf7**

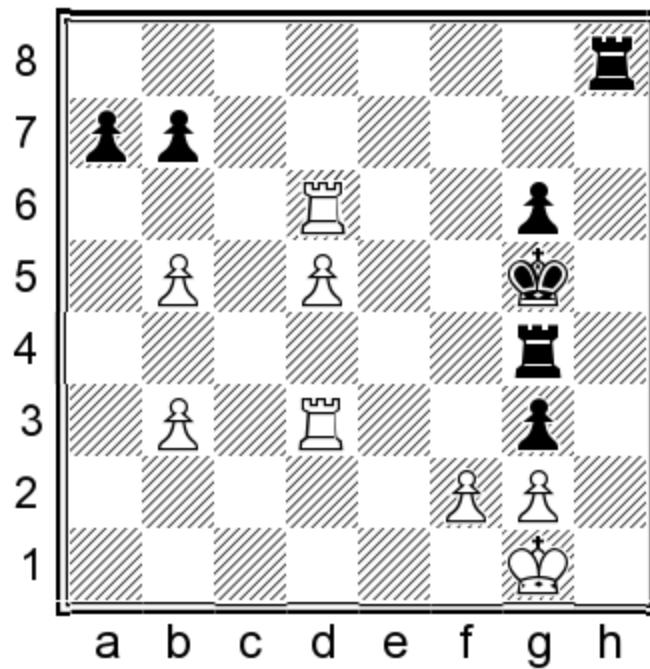
White now threatens 31.Rh1#. With inventive play Black managed to fend off checkmate, but ultimately he couldn't save the game.

We return to the promotion threat. The idea of an impending check(mate) from a rook on the h-file comes in handy in the following example:

**Yuan Yuanling (2257)**

**Mariya Muzychuk (2526)**

Sochi Women's World Championship k.o. (analysis) 2015

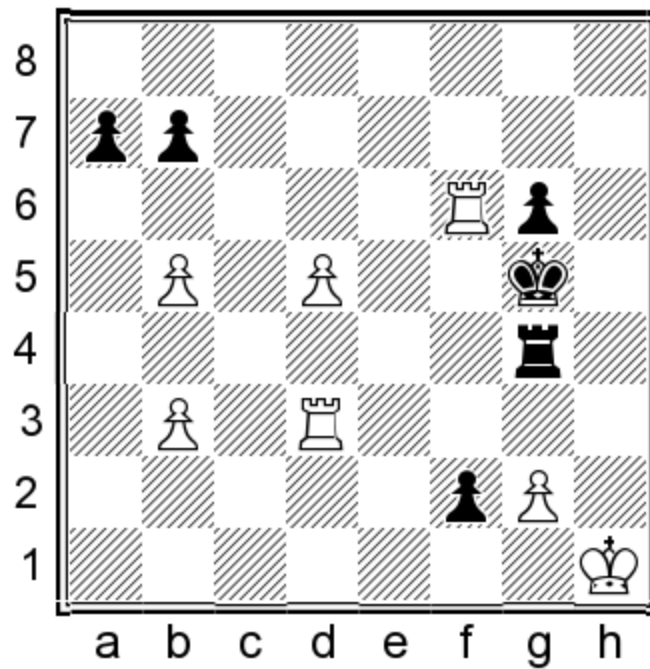


**41...Rh1+! 42.Kxh1 gxf2**

The point is that Black not only threatens promotion, but White also needs to consider 43...Rh4+!.

**43.Rf6**

43.Rf3 stops promotion, but after 43...Rh4+ the rook is lured away from the defence: 44.Rh3 f1Q+-+.



**43...Rh4+!**

43...Kxf6? 44.Rf3+ and thanks to the double attack, White wins the dangerous passed pawn.

**44.Rh3 Kxf6!**

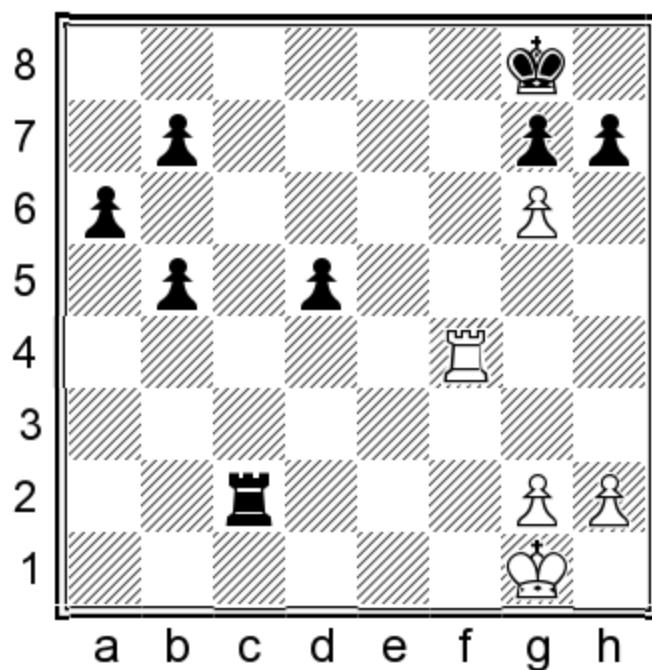
Now indeed! The h3-rook is pinned, so White can no longer stop the f-pawn with Rf3. Black promotes.

The h-pawn was the hero in the stem game of our Pattern. Now for a quite special defensive resource:

**Emanuel Lasker**

**Rudolf Loman**

London simul 1903



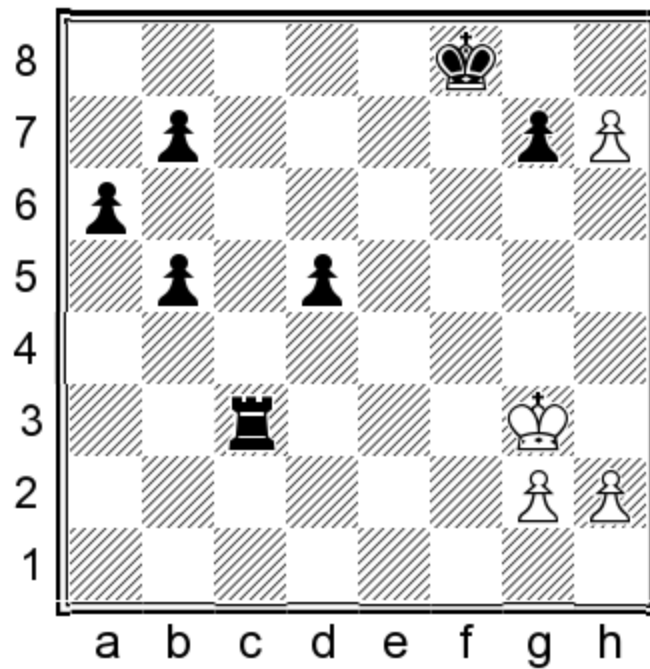
**34.Rf8+! Kxf8 35.gxh7**

It seems all over, and it should have been! Neither Black's king nor the rook can stop the white pawn. Black gives a few more checks:

**35...Rc1+ 36.Kf2 Rc2+ 37.Kg3**

If the white king walks towards the rook, the game is decided quickly, for example: 37.Ke3 Rc3+ 38.Kd2 (certainly not 38.Kd4? when Black can get the rook behind the passed pawn with gain of tempo: 38...Rc4+ 39.Kxd5 Rh4-+ ).

**37...Rc3+**

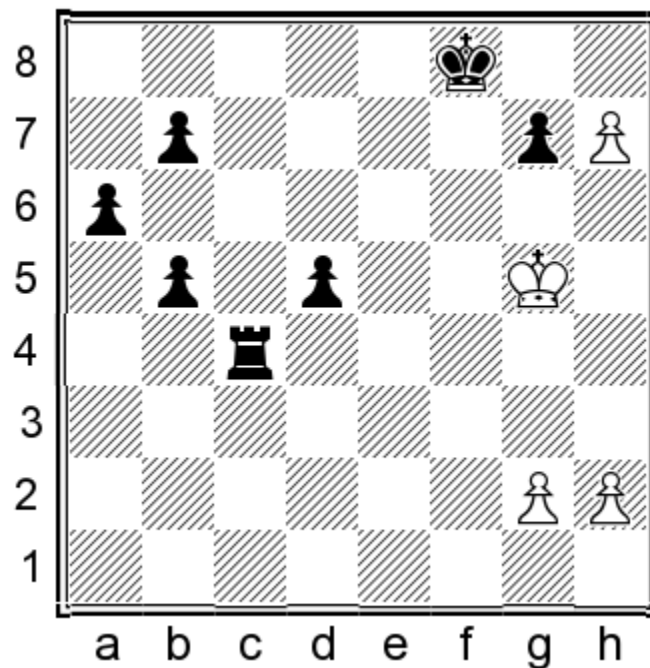


**38.Kg4??**

Allowing a very cunning defence.

White still wins after 38.Kf2 Rc2+ 39.Ke3 Rc3+ 40.Kd2.

**38...Rc4+ 39.Kg5**



**39...Rh4! 40.Kxh4 g5+!**

Clearing the way for the king with tempo gain.

**41.Kxg5 Kg7**

And White resigned.

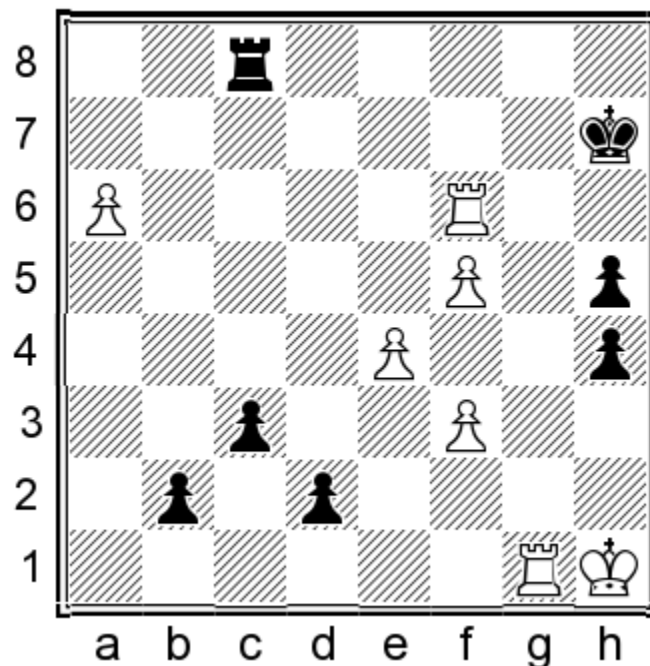
## **Pattern 66 - Luring the back-rank rook for a pawn attack**

It is nice to be able to push a far-advanced passed pawn with tempo. In this Pattern, we lure the defending rook on the back rank to a square where it can be directly attacked by a passed pawn, making promotion nearly unstoppable. Most often, this luring involves a pawn sacrifice:

**Vasily Smyslov**

**Mikhail Botvinnik**

Leningrad/Moscow ch-URS 1941





### **59...Rc7**

Black first protects the seventh rank, but our tactic already worked: 59...d1Q 60.Rxd1 c2 61.Rd7+ Kg8 62.Rg6+ Kf8 63.Rf6+ Ke8, and Black escapes from perpetual check as the rook on d7 is hanging.

Our tactic even works with the b-pawn, although there is a caveat: 59...b1Q 60.Rxb1 Rc7! , with ...c3-c2 next (not 60...c2? at once, due to perpetual check: 61.Rb7+ Kg8 62.Rg6+ Kf8 63.Rf6+ Ke8 64.Re6+ Kd8 65.Rd6+ Ke8 66.Re6+ ).

What does not work, however, is 59...c2?, proving the significance of the luring tactic. After 60.Rf7+ Kh8 61.Rf6, Black has to repeat the position with 61...Kh7 in order to stop Rh6#, with a draw as a result.

### **60.Rfg6 d1Q 0-1**

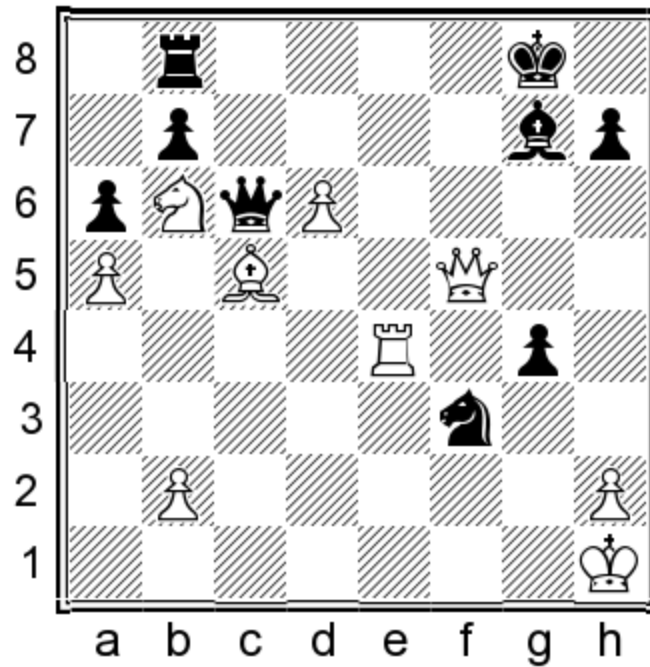
Black promotes after 61.Rxd1 c2. Note that the b-pawn sacrifice also works again: 60...b1Q 61.Rxb1 c2, and Black will promote next.

Luring a rook to the back rank can also be done with a piece sacrifice:

**Wei Yi** (2726)

**Luis Paulo Supi** (2582)

Baku 2023



There are several paths to victory, but White's choice is the most convincing!

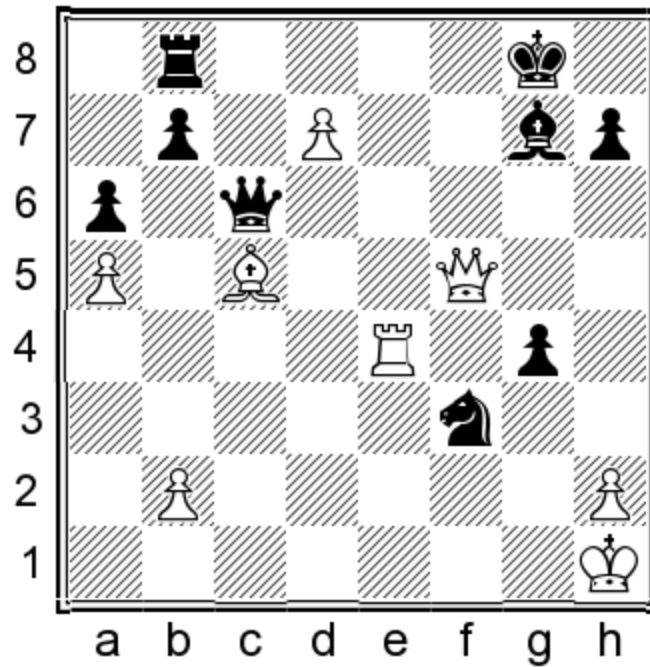
### 32.Nc8!

Luring a piece to c8, after which the d-pawn can advance with gain of tempo. If Black doesn't capture, the pawn will continue to advance or White plays 33.Ne7+.

### 32...Rxc8

After 32...Qxc8, White can choose:

- 33.Qxc8+ Rxc8 34.d7 Rd8 35.Re8++-;
- 33.d7 Qc6



*analysis diagram*

34.Re8+! Rxe8 35.Qd5+! Qxd5 36.dxe8Q+ Bf8 37.Qxf8#.

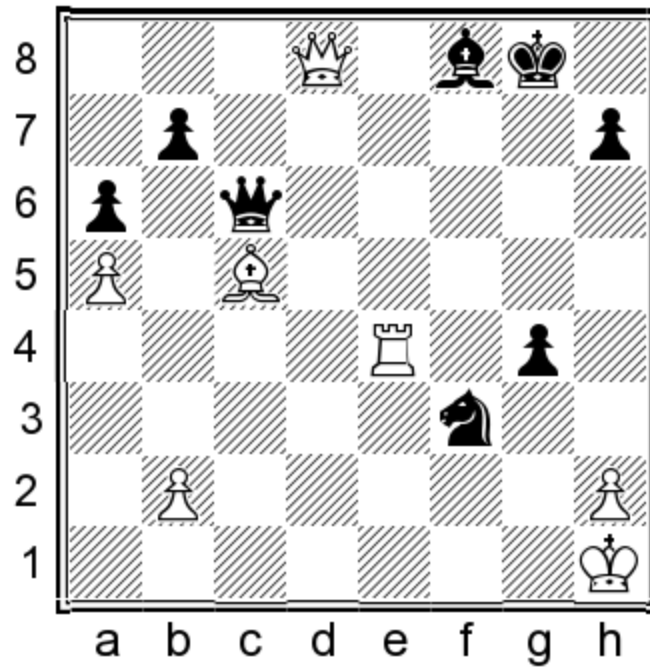
**33.d7 Rf8**

33...Rd8 34.Re8+! Rxe8 35.Qd5+! Qxd5 36.dxe8Q+ Bf8 37.Qxf8#.

**34.Qxf8+**

34.Bxf8?? Qc1+ 35.Kg2 Qg1#.

**34...Bxf8 35.d8Q**



**35...Qxc5**

35...Qxe4 36.Qxf8#.

**36.Rxg4+ Kf7 37.Rf4+ Kg8 38.Rxf3**

Black resigned.

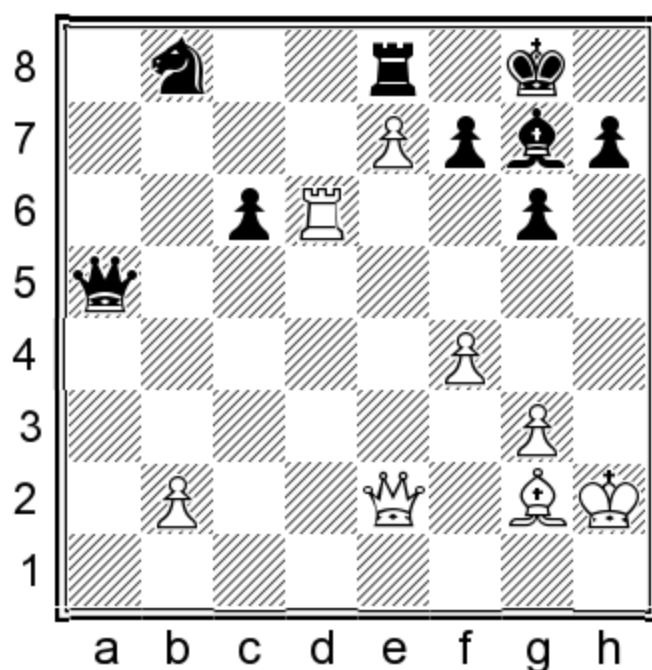
## **Pattern 67 - The capture-ignoring promotion**

This time, the rook on the back rank is positioned on the promotion square. Instead of luring the rook away to capture it, we lure the rook away in order to advance our pawn to the promotion square.

**Manuel Petrosyan** (2452)

**Piotr Brodowski** (2452)

Yerevan 2015



**30.Rd8! Rxd8 31.e8Q+**

Bypassing the rook and ignoring the capture!

31.exd8Q+ Qxd8 brings nothing for White, as Black will just remain up a piece.

**31...Rxe8 32.Qxe8+**

This is the difference compared to 31.exd8Q+. After the promotion, White has a favourable follow-up: thanks to the double attack, he wins back his piece.

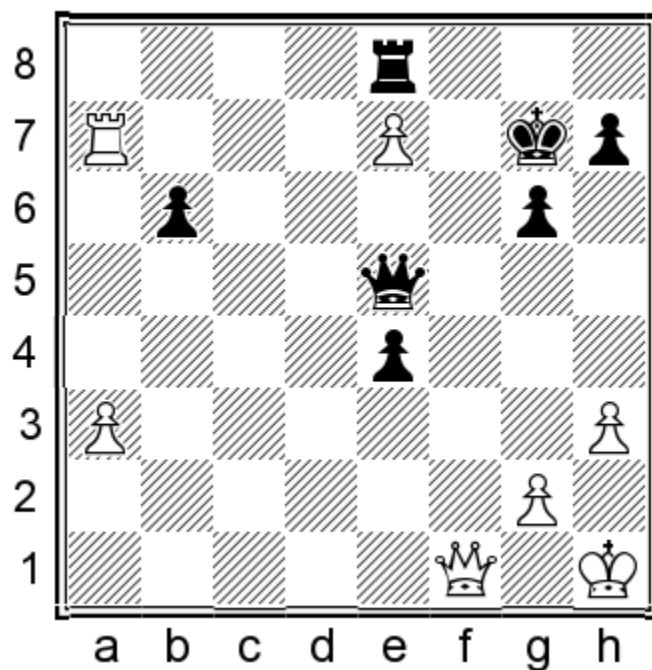
**32...Bf8 33.Qxb8**

And after a long struggle, the game ended in a draw.

Enabling the pawn to promote with check is an important condition for this trick to succeed. Instead of a direct check, it can also be a discovered check:

**Mikheil Mchedlishvili (2628)**

**Evgeniy Podolchenko (2506)**  
Khanty-Mansiysk Olympiad 2010



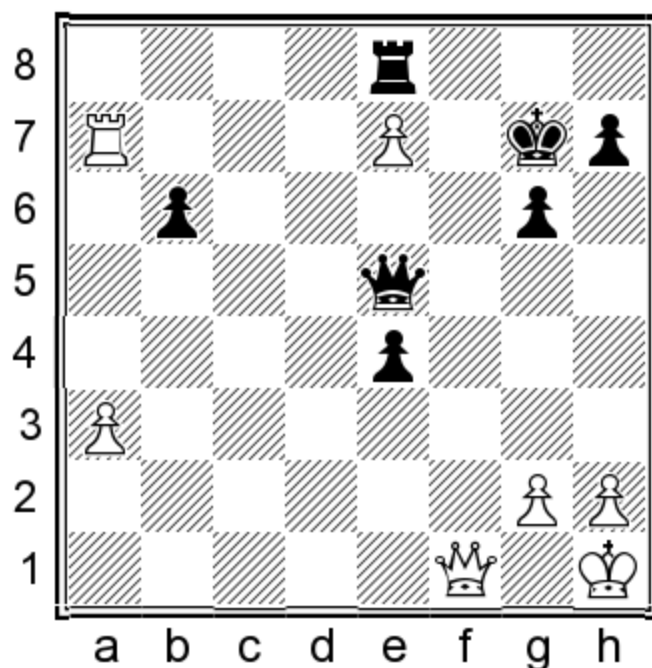
**47.Qf8+**

Black resigned, as 47...Rxf8 48.e8Q+ comes with discovered check:  
48...Kg8 ( 48...Kf6 49.Qxf8+ ) 49.Qxe5 and White wins.

**Mikheil Mchedlishvili (2628)**

**Evgeniy Podolchenko (2506)**

Khanty-Mansiysk Olympiad (adjusted) 2010



With the white pawn on h2 instead of h3, the tactic actually loses:

**47.Qf8+? Rxf8 48.e8Q+ K g8!**

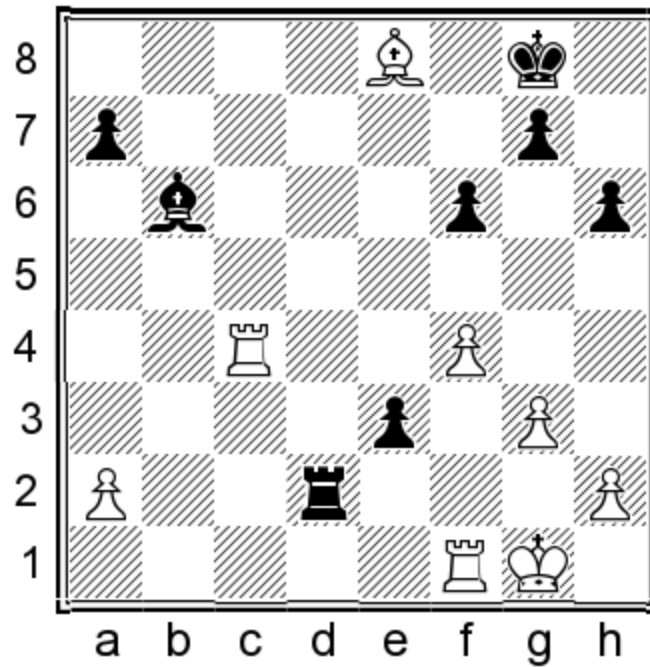
Without an escape square for his king, White has a big problem. Black now threatens to capture the queen as well as 49...Rf1#, and White has to give up his queen.

In the following example, we see that the pawn advances twice in a row with a discovered check. This time, there is a clear passage, as the defender's rook is not on the promotion square:

**Uwe Wagenknecht** (2200)

**Wilfried Schröder** (2179)

Germany tt 2018/19

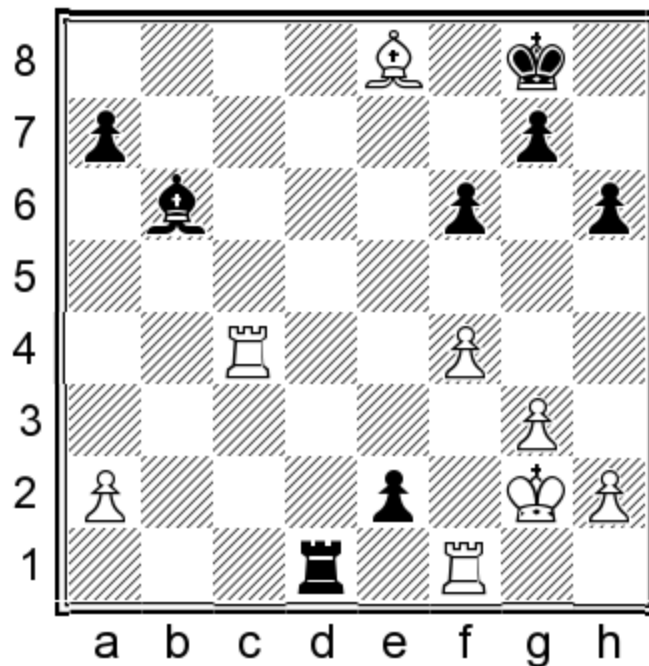


### 36...e2+

The first discovered check, and the only move that wins!

Although the tactic with 36...Rd1 ( **Pattern 66**) appears to be winning as well, it actually allows a cunning defence: 37.Kg2! (reversing the moves loses after 37.Re1? Rxe1+ 38.Kg2 Rg1+! 39.Kf3 ( 39.Kxg1 e2+ ) 39...Rf1+-+ ) 37...e2





*analysis diagram*

38.Re1!. A peculiar situation indeed! Instead of the white rook being lured to d1, the black rook gets lured to e1 in order to stop its own pawn from promotion. 38...Rxe1 39.Kf3!. The important point. The king sticks to the e2-pawn, so that it can be captured if the black rook moves away. Even if Black does ‘nothing’, White will eventually round up the pawn, for example with Rc4-c2xe2 or Rc4-e4xe2.

### **37.Kg2 e1Q+ 0-1**

The second discovered check. Of course, Black does not capture the rook on f1.

## **Pattern 68 - An intermediate check on the back rank**

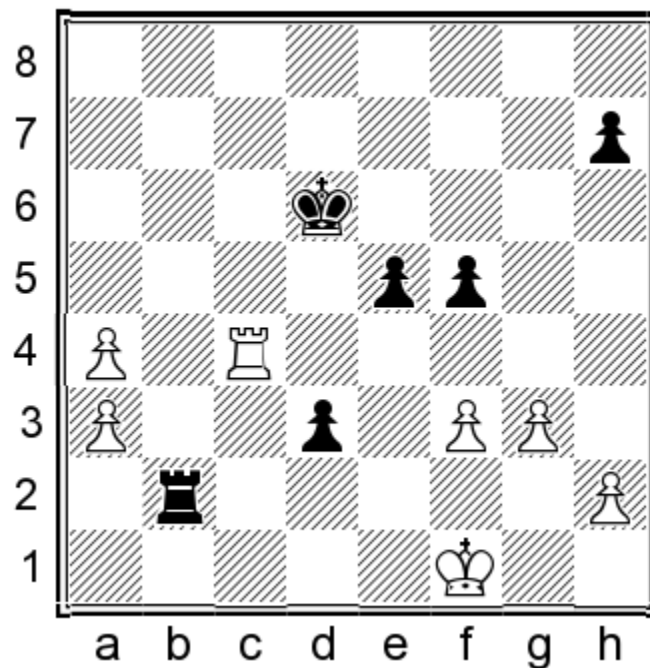
Unlike in the two previous Patterns, we are not dealing with an enemy rook defending on the back rank here. That simplifies matters! By putting our own rook on the back rank with a check and

then advancing the passed pawn, promotion cannot be prevented or, if the defender is lucky enough, only by giving up substantial material.

**Vignir Stefansson** (2300)

**Erwin l'Ami** (2634)

Reykjavik 2018

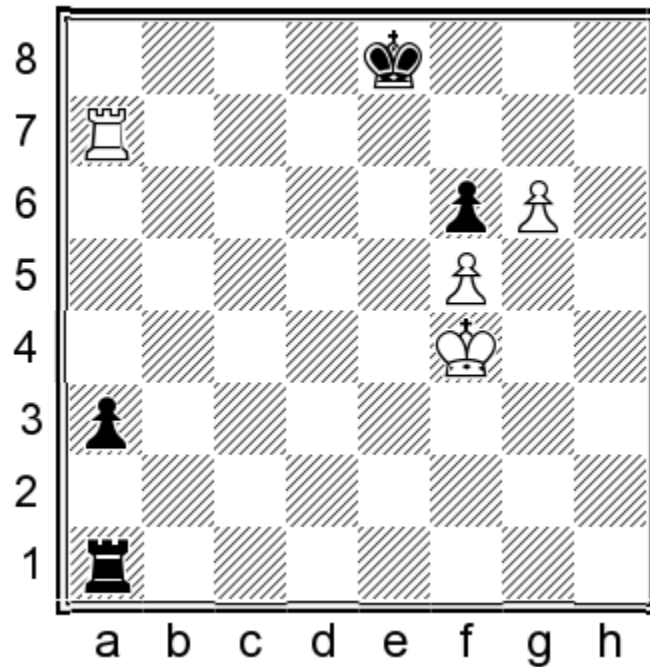


#### **46...Rb1+**

White resigned. Thanks to this intermediate check, the rook controls the back rank. With the d3-pawn protecting square e2, the white king cannot approach in time to assist in stopping the promotion of the d3-pawn. With the black rook protecting the promotion square, it is now smooth sailing: 47.Kf2 d2.

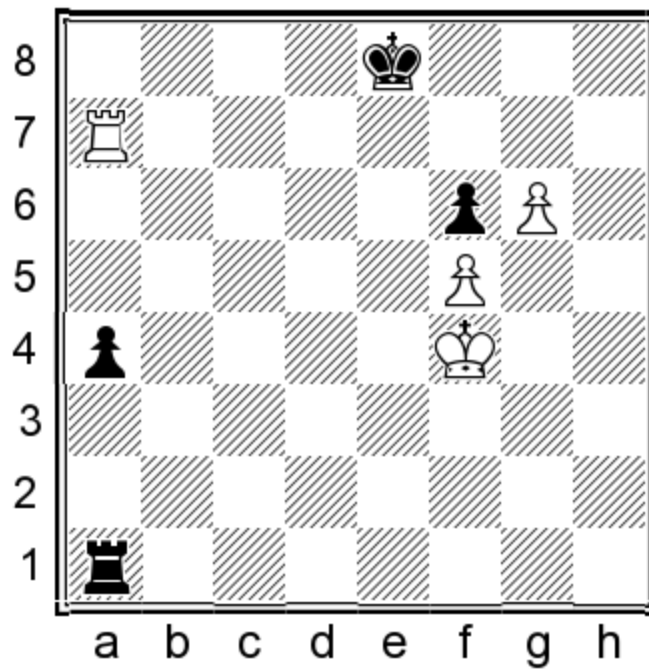
If Black immediately advances the d-pawn, then the white king can stop the promotion: 46...d2? 47.Ke2, and without the rook on b1, the pawn is not protected on the first rank.

**Daniel Dardha** (2631)  
**Ruud van Meegen** (2294)  
Maastricht (adjusted I) 2023



### **71.Ra8+!**

Pushing the pawn at once is bad. Although the king would not be able to stop the g-pawn, the rook could, i.e.: 71.g7 Rg1 72.Rxa3 Rxg7 73.Ra8+ Kf7 74.Ra7+ Kg8 75.Rxg7+ Kxg7 76.Kg4=. In the game, the pawn was on a4 instead of a3,



*analysis diagram*

and then 71.g7 wins: 71...Rg1 72.Ke4! a3 73.Kd5 a2 74.Ke6.

**71...Ke7 72.g7 Rf1+ 73.Ke3**

Certainly not 73.Kg3? Rg1+, and thanks to the absolute skewer Black wins the g7-pawn.

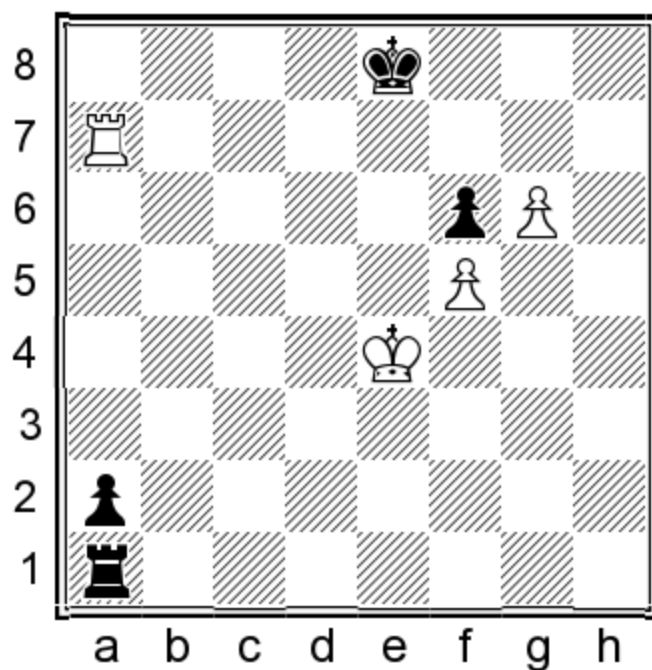
**73...Rg1 74.g8Q+-**

With a new adjustment in the position, Black can defend against the intermediate back-rank check:

**Daniel Dardha (2631)**

**Ruud van Meegen (2294)**

Maastricht (adjusted II) 2023



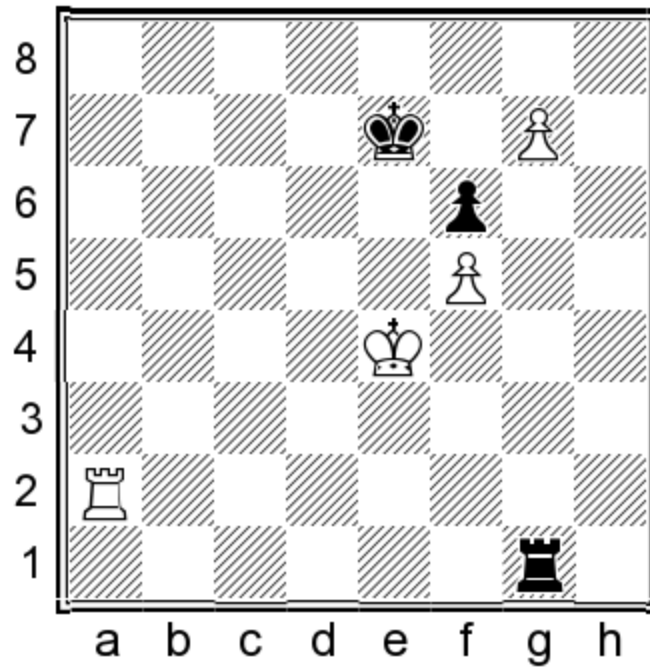
### 71.Ra8+

71.g7 also draws: 71...Rg1 (but giving checks with the rook first allows the king to enter via e6: 71...Re1+? 72.Kd5 Rg1 73.Ke6+- ) 72.Rxa2 Kf7!= 73.Ra7+ Kg8 74.Kd5 Re1=.

### 71...Ke7 72.g7 Rg1

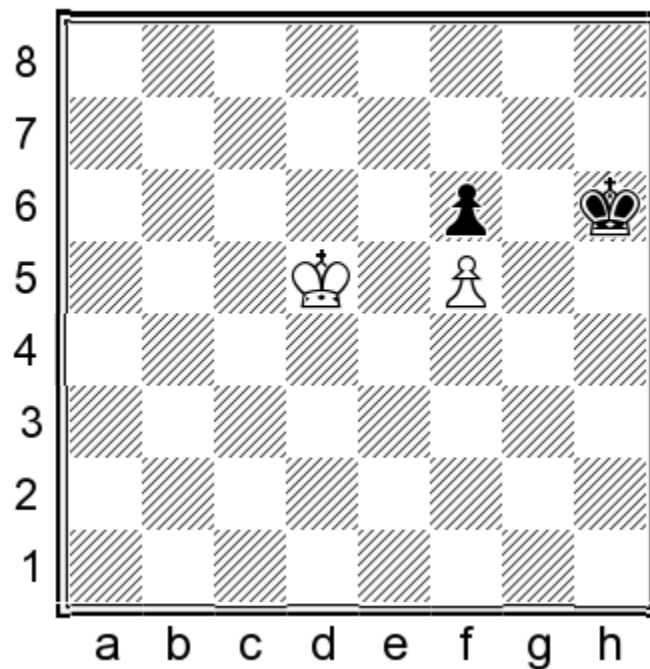
Alternatively, Black can give numerous checks until the white king is too far from the f-pawns, and then target the g-pawn. A sample line: 72...Re1+ 73.Kd4 Rd1+ 74.Kc4 Rc1+ 75.Kb3 Rg1 76.Rxa2 Rxg7=.

### 73.Rxa2



**73...Kf7!=**

73...Rxg7? is losing, as White can liquidate to a winning pawn endgame now: 74.Ra7+ Kf8 75.Rxg7 Kxg7 76.Kd5 Kh6



*analysis diagram*

77.Kd6! Kh5 78.Ke7! Kg5 79.Ke6. In this position of mutual zugzwang, Black moves and White wins.

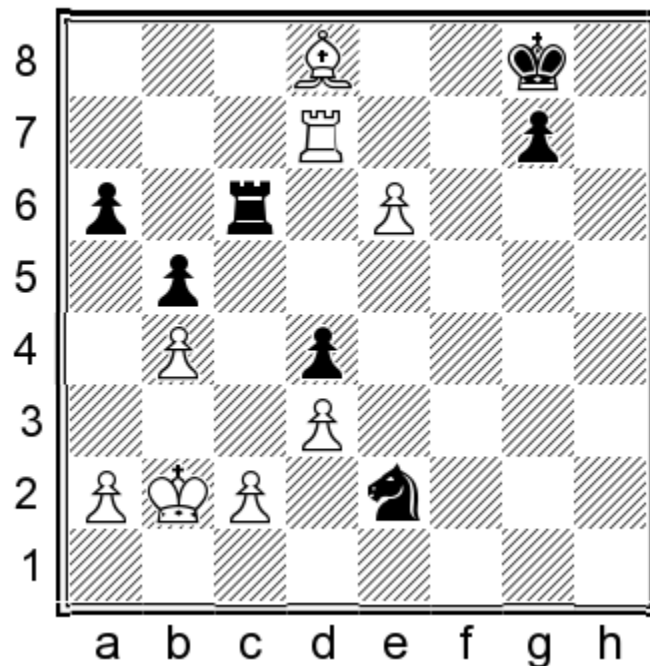
Note that this liquidation with a king on f4 instead of e4 (as in the first adjusted position of this game) would lead to a draw.

Sometimes, some preparatory work is needed to deliver the intermediate back-rank check:

**Kateryna Lagno** (2552)

**Humpy Koneru** (2567)

Dubai rapid tt 2023



**41.Bf6!**

White played 41.e7?! and although after 41...Kf7 she was better, the game ended in a draw.

**41...gxf6**

41...Rxe6 42.Bxg7 also doesn't hold for Black. The d4-pawn will fall, after which White has two extra pawns in the endgame.

**42.Rd8+! K<sub>g</sub>7 43.e7**

Black must give up her rook to stop promotion.

## **Pattern 69 - Setting up a bridge by targeting**

In the upcoming three Patterns, we will look at how to deal with an enemy rook attacking or threatening to attack the passed pawn from behind.

In this Pattern, we will put our rook between our passed pawn and the enemy rook with gain of tempo, so that promotion can no longer be prevented.

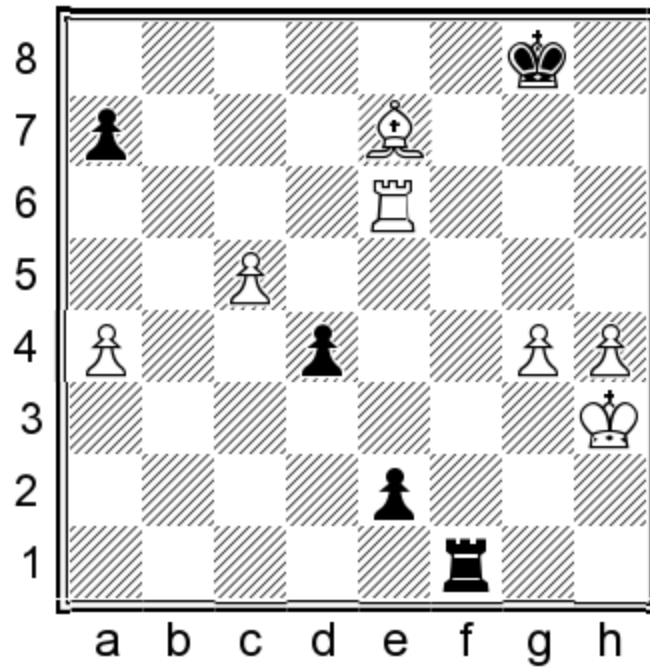
In the Lucena position, an endgame of rook plus pawn vs rook, Aron Nimzowitsch in his famous book *Mein System* (1925) described the way to win this endgame, shielding the king and pawn by interposing the rook, as 'building a bridge'. The term 'bridge' is also fitting in this Pattern.

**Sipke Ernst** (2530)

**Igor Kovalenko** (2661)

Moscow (analysis) 2015

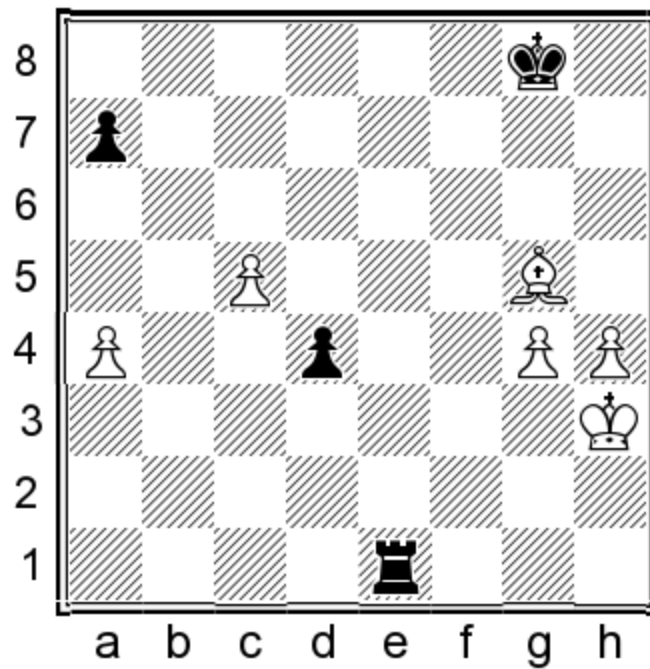




### 64...Rf3+

By putting the king in check, the rook gains a tempo on its way to e3 to interpose between the white rook and the passed pawn. This preparatory move, targeting, we know from **Pattern 3** and we have seen it in other instances as well.

Black also has a much more complicated path to victory: 64...e1Q 65.Rxe1 Rxe1 66.Bg5



*analysis diagram*

66...Re5!, and Black will win the a- and c-pawns by force.

**65.Kg2 Re3**

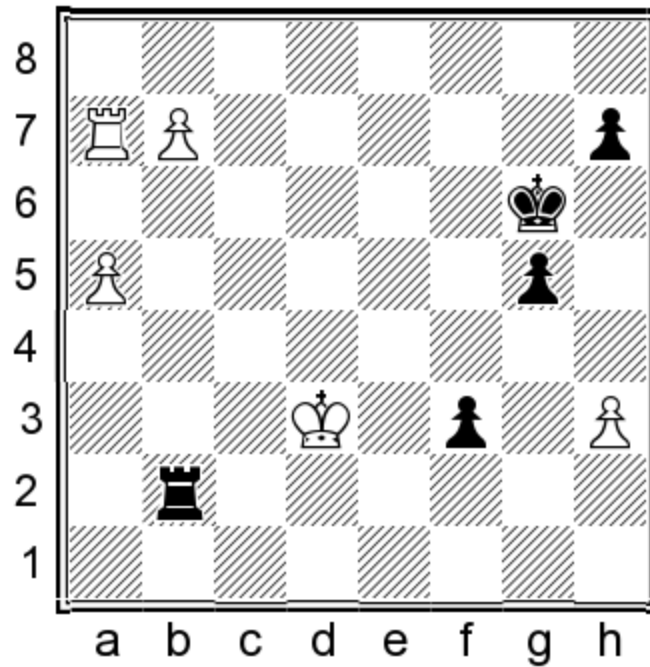
Promotion is unstoppable.

In the following game, Black can defend against the ‘bridge’, but White, with clever play, could have circumvented this defence:

**Baadur Jobava** (2702)

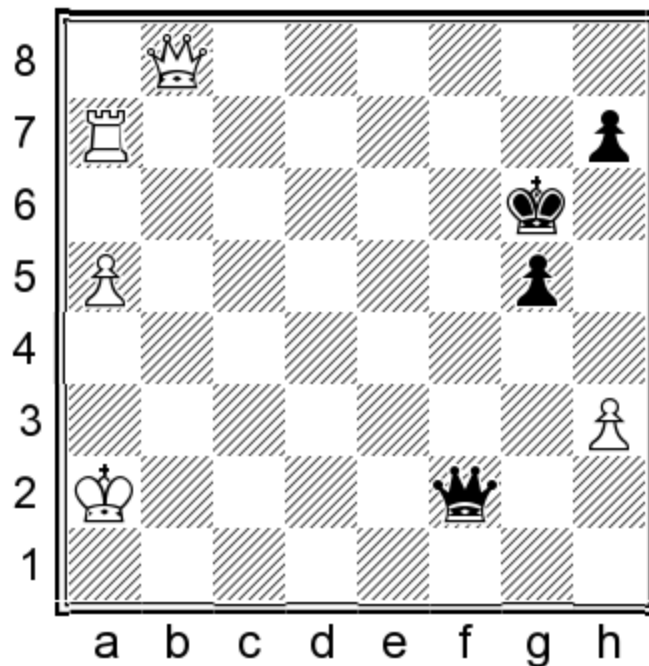
**Magnus Carlsen** (2840)

Doha World Blitz Championship (analysis) 2016



### 46.Ra6+?

Before setting up a bridge, White should have inserted 46.Kc3!. The point is that now the f-pawn cannot promote with check: 46...Rb1 (after 46...f2 47.Kxb2 f1Q 48.b8Q, Black has promoted first and can start giving checks, but perpetual check is out of the question, for example: 48...Qf6+ 49.Ka2 Qf2+



*analysis diagram*

50.Qb2 Qxa7 51.Qb6++- ) 47.Ra6+ Kf7 48.Rb6 Rxb6 49.axb6 f2 50.b8Q f1Q 51.Qc7+, and although there is still quite a bit of work left to do, the queen endgame is won for White.

**46...Kh5 47.Rf6**

47.Rb6 f2! (this is why White should have inserted Kd3-c3)  
48.Rxb2 f1Q+ and Black holds a draw by perpetual check.

**47...Rxb7 48.Rxf3**

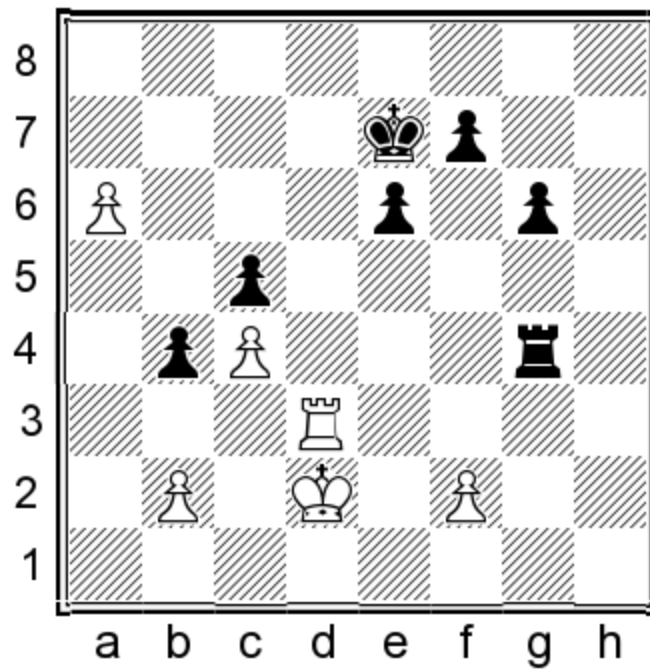
While the position is balanced, White ultimately lost to the 16th World Champion.

The interposition of the rook can also be achieved through a sacrifice:

**Alexander Alekhine**

**NN**

Simultaneous exhibition 1933

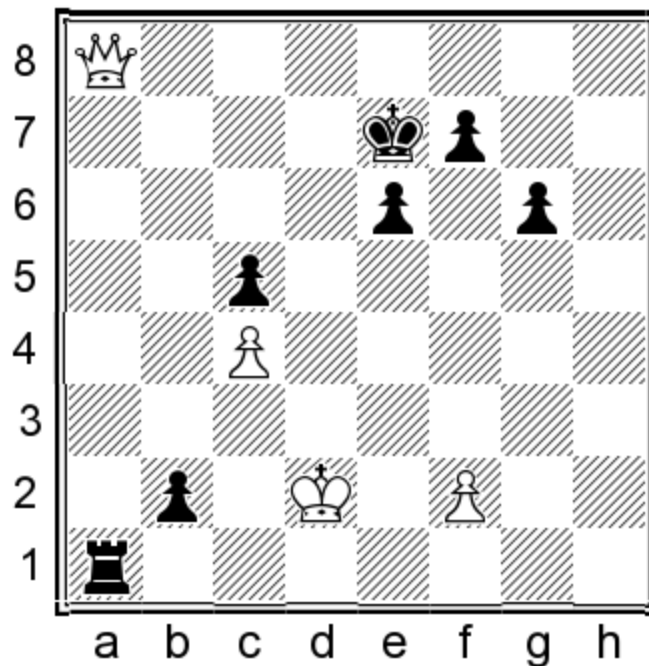


Black has two ways to try to stop the promotion of the a-pawn.  
 1...Rh4 will be covered in Game 302 in the next Pattern, so let's  
 start with:

**1...Rg1 2.a7 Ra1 3.Ra3!**

Black resigned. In this first attempt, as was played in the game,  
 White can immediately interpose the rook between the white pawn  
 and the black rook, so targeting is not necessary.

Do note that, crucially, after 3...bxa3 4.a8♚ axb2,



*analysis diagram*

White has a double attack with 5.Qb7+. If the black king had been on g7 instead of e7, for example, then interposing the rook actually would have lost! As we know: small differences can have big consequences.

## **Pattern 70 - Obstruction for promotion**

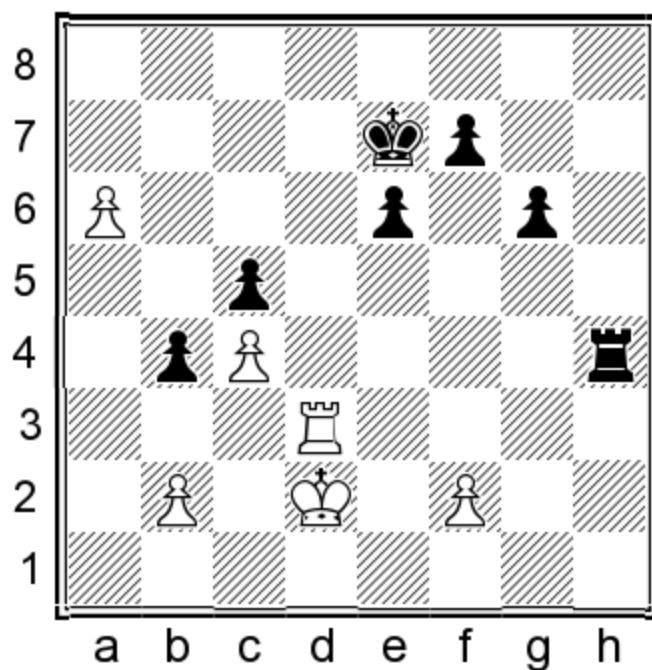
In the previous Pattern, the rook interposition prevented the defending rook from stopping the pawn. In contrast, here we position an opponent's piece (the king) in the path of its defending rook.

Whereas the first way to stop the a-pawn did not bring NN relief in their game against Alekhine, the other attempt at stopping the a-pawn would have met the same fate:

**Alexander Alekhine**

**NN**

Simultaneous exhibition (analysis) 1933



This is the position after 1... Rg4-h4. Black's intention is to use the eighth rank to go put a halt to the a-pawn after 2.a7 Rh8.

### 2.Rd8!

By placing the rook on d8, White prevents Black from moving the rook to h8.

### 2...Kxd8

The black king is now blocking the eight rank from being used by its own rook.

### 3.a7

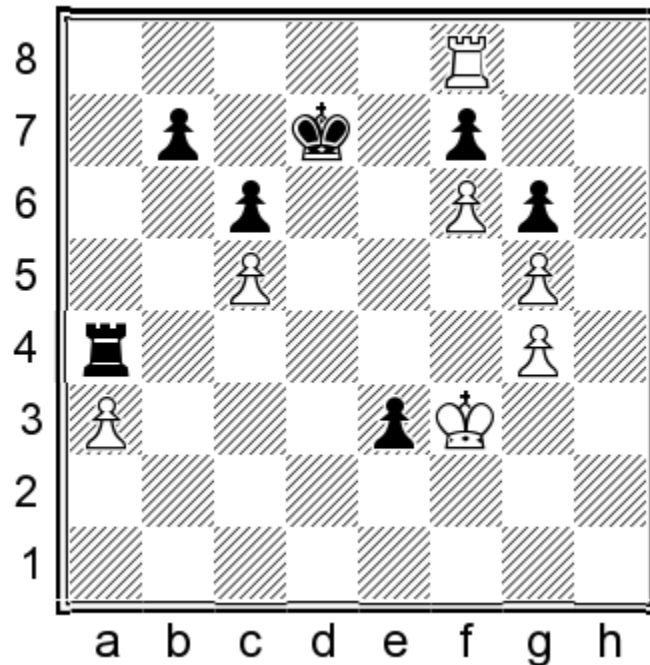
And promotion cannot be stopped.

The luring sacrifice, aiming to drive the opponent's king into the path of the rook, doesn't always succeed. In the following game, we pay attention to the defence:

**Sergey Karjakin** (2782)

## Vladimir Kramnik (2803)

Moscow blitz 2013



### 51...Re4?

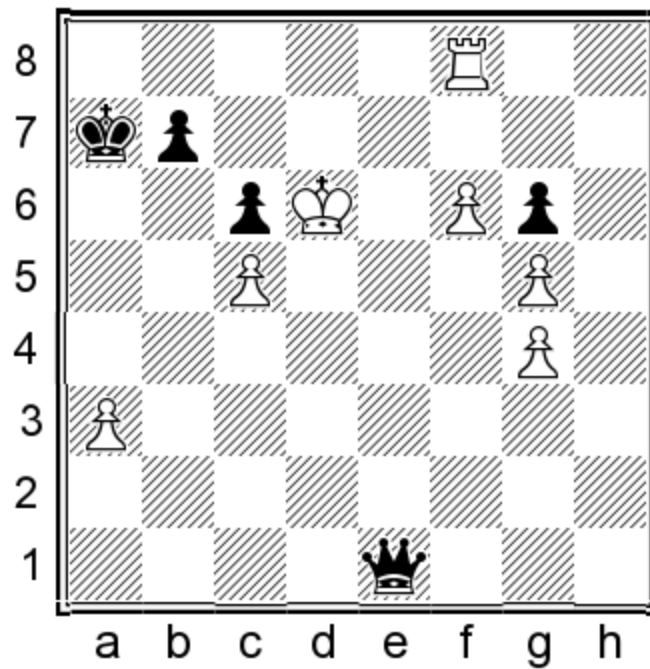
A terrible oversight. Activating the king with 51...Ke6! would have kept the balance.

### 52.Rxf7+!

Other moves lead to a draw:

- 52.Ke2? Ke6=, and Black has been able to rectify his mistake;
- 52.Kxe4? e2 53.Rxf7+ Kc8 54.Rf8+ Kc7 55.Rf7+ Kb8 56.Rf8+ Ka7 57.Ke5 e1Q+ 58.Kd6,



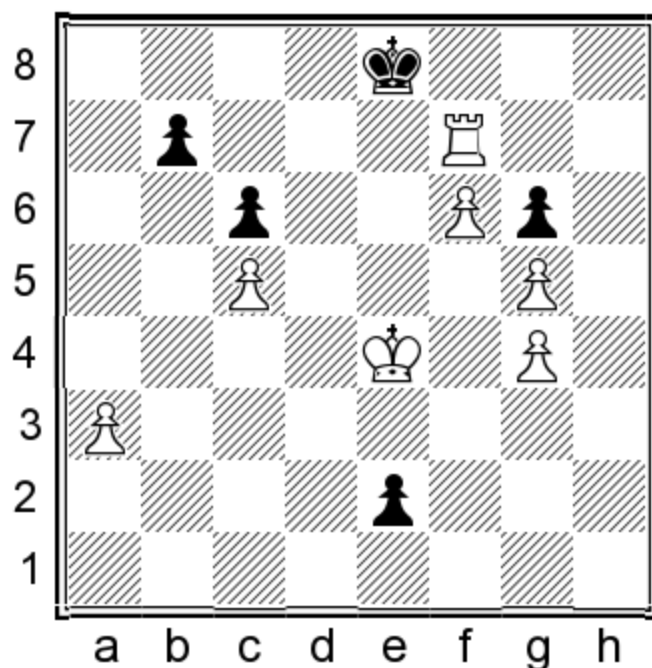


*analysis diagram*

and although Black has a queen against a rook, the strong f-pawn compensates fully for this. Ultimately, Black will have to give perpetual check to avoid the pawn's promotion.

**52...K e8 53.K x e4**

Black resigned in light of 53...e2



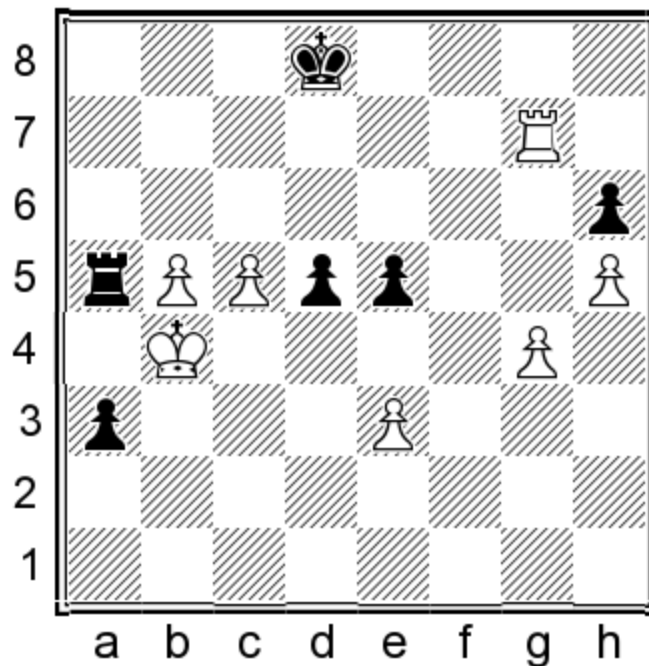
*analysis diagram*

54.Re7+!. White can get the rook on the e-file with tempo. On the next turn, the white king will step aside to defend against promotion. Even if the king is blocking the rook's path to prevent promotion and there is no intermediate check as in the diagram above, this is not necessarily a problem. We witnessed this in the analysis of the aforementioned game (52.Kxe4 resulted in an equal position). However, in the following game, accepting the rook sacrifice leads to victory:

**Yaroslav Zhrebukh** (2640)

**Ray Robson** (2660)

St Louis U.S. Championship 2018



**45.Kxa5! a2 46.Kb6 a1Q**

Black managed to promote, but with White's active rook and king, the c-pawn ready to run, and the b-pawn shielding the king from enemy checks, White is poised to promote, and all this without sacrificing a rook!

**47.c6 Ke8 48.c7 Kf8 49.Rh7 Kg8 50.Rd7 Qc3 51.Kb7**

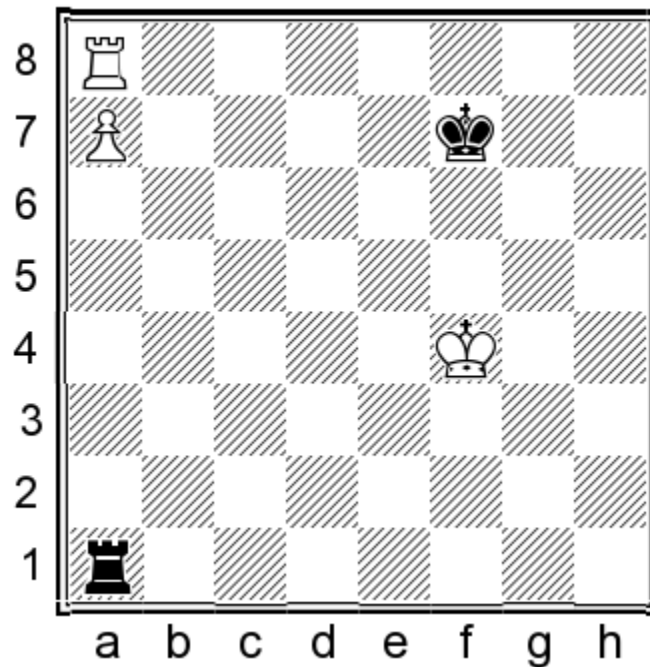
Black resigned.

## **Pattern 71 - The skewer promotion tactic**

Even if the path between the enemy rook and our passed pawn cannot be shut off (as was the case in **Patterns 69 and 70**), there are ways to benefit from our passed pawn when the enemy rook stands behind it. In this Pattern, we move away the rook in front of our pawn, thereby clearing the way for promotion, and when the enemy

rook captures the pawn, we strike with an absolute skewer. A fundamental tactic in rook endgames, and one that You Must Know!

Absolute skewer in a rook endgame



**1.Rh8**

The rook clears the a8-square for the pawn, threatening to promote.

**1...Rxa7**

Now, since the black rook and king are on the same rank, White can win the rook with an absolute skewer:

**2.Rh7+ K g6 3.Rxa7**

This trick also applies when the black king is positioned on e7 or d7. However, if the king is on c7, our tactic is ineffective because the distance between the king and the rook is not sufficient, and following an absolute skewer, the king would be able to defend the rook (compare with **Pattern 23!**).

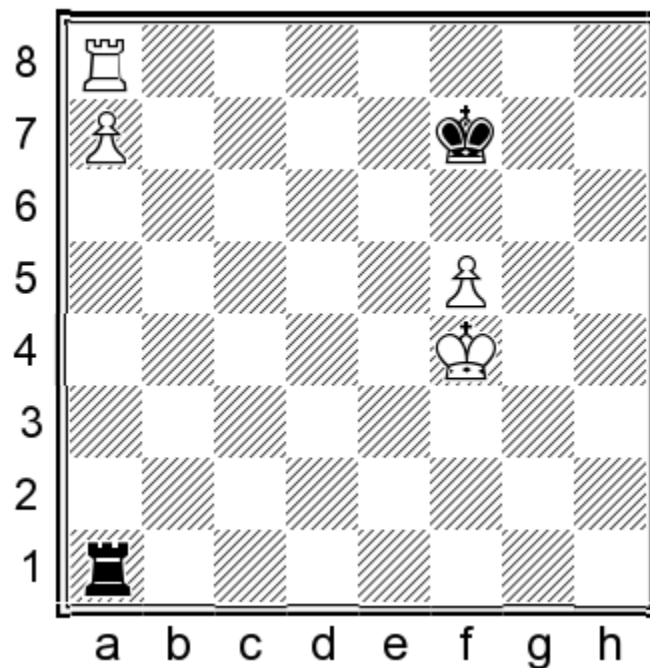
Naturally, if the king is on g7 or h7, playing 1.Rh8 is futile, as Black can simply capture the rook.

Many players instinctively opt for the skewer promotion tactic when encountering a situation like the one above. Yet, there are instances where it may be better not to do so, as illustrated by the following defensive weapon:

**Antonio Ferreira** (2216)

**Nuno Rodrigues** (2224)

Vila Nova de Gaia 2002



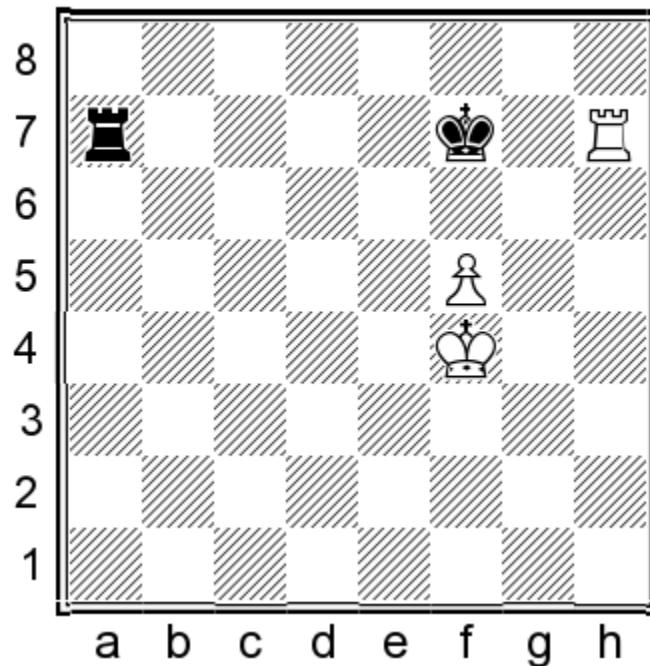
Compared to the first example, White even has an extra pawn. However, this advantage is negated if White immediately plays:

**55.Rh8?**

Almost any other move wins for White. For example, after 55.f6 the black king is caught between a rock and a hard place, as White now does threaten 56. Rh8, while 55...Kxf6 fails to 56.Rf8+ and 57.a8Q.

**55...Rxa7! 56.Rh7+**

White played 56.Kg5, but after 56...Ra6 57.Rh7+ Kg8, Black achieves the Philidor position, a defensive drawing technique in rook endgames.

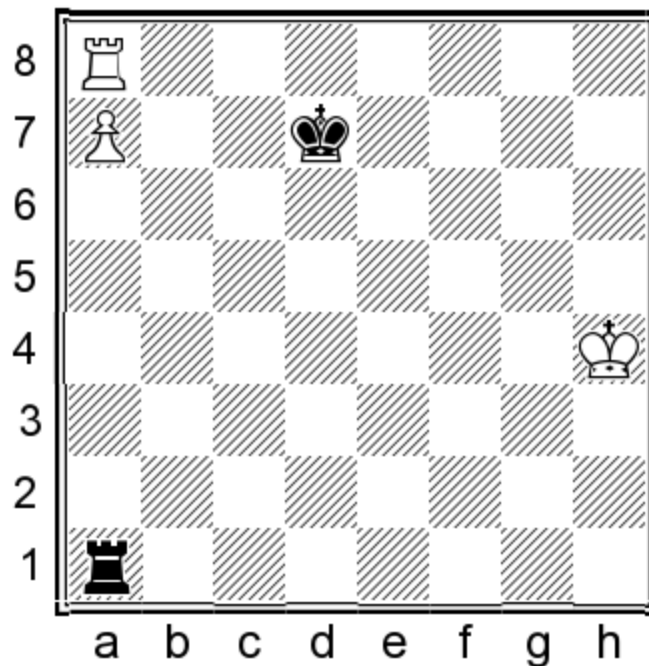


**56...Kf6!**

Now the trick is revealed. If White captures the rook, it is stalemate! We have just seen the defender escaping with a draw, but sometimes it can even end up worse!

In the following example, the defender uses the same weapon as the attacker, but we will also explore how to overcome this cunning defence:

Construction



Not good here is 1.Rh8?!, because then Black strikes first with an absolute skewer: 1...Rh1+ 2.Kg5 Rxh8–+ and the rook covers the promotion square.

But 1.Rg8?? also fails! 1...Rh1+! 2.Kg5 Rg1+, and again, Black wins the rook: 3.Kf6 Rxg8.

### 1.Rf8!

Clearing the path for the pawn and introducing the absolute skewer on the seventh rank into the position, but avoiding the counter-trick Black had after 1.Rh8 and 1.Rg8.

### 1...Rh1+

1...Rxa7 2.Rf7+ Kc6 3.Rxa7+–.

### 2.Kg3

Now the white king can calmly approach the black rook without fearing the loss of its own rook.

**2...Rg1+ 3.Kf2**

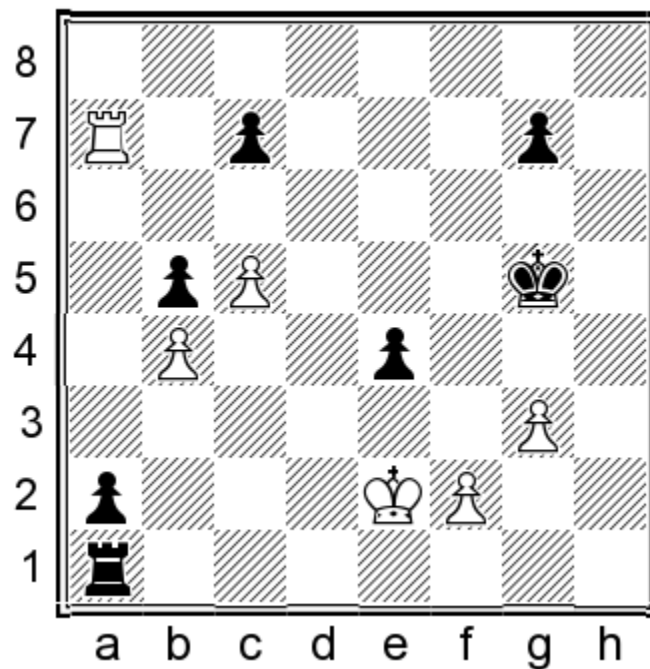
The checks are over and the pawn will promote.

While all the big pieces may be positioned favourably for executing the skewer promotion tactic, sometimes the second rank has to be cleared of obstructing pawns:

**Ian Nepomniachtchi (2779)**

**Santosh Gujrathi Vidit (2723)**

Baku rapid (analysis) 2023



The f2-pawn prevents Black establishing an absolute skewer on the second rank. That pawn needs to go!

**56...e3! 57.fxe3**

If White doesn't capture, then Black will continue with 57... exf2, forcing the skewer promotion tactic after 58. Kxf2 Rh1.

57.Kxe3 fails to 57...Re1+ and the black pawn promotes.

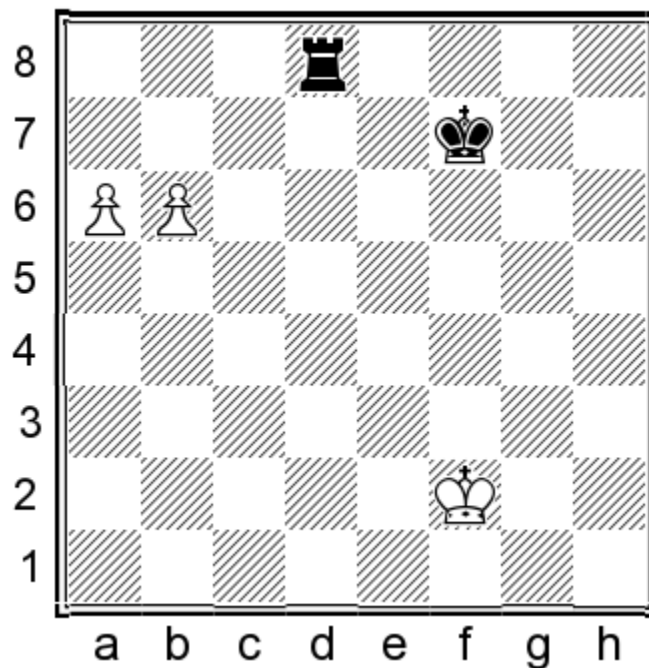


**57...Rh1 58.Rxa2 Rh2+-+**

## **Pattern 72 - Two pawns on the sixth/third rank are stronger than a rook**

When two connected passed pawns reach the sixth (or third) rank, a rook alone cannot prevent promotion.

Two pawns on the sixth rank against a rook



Even though it's Black's move, he is too late to stop the pawns. White will play a6-a7 or b6-b7 and advance the other pawn to the seventh rank on the next turn.

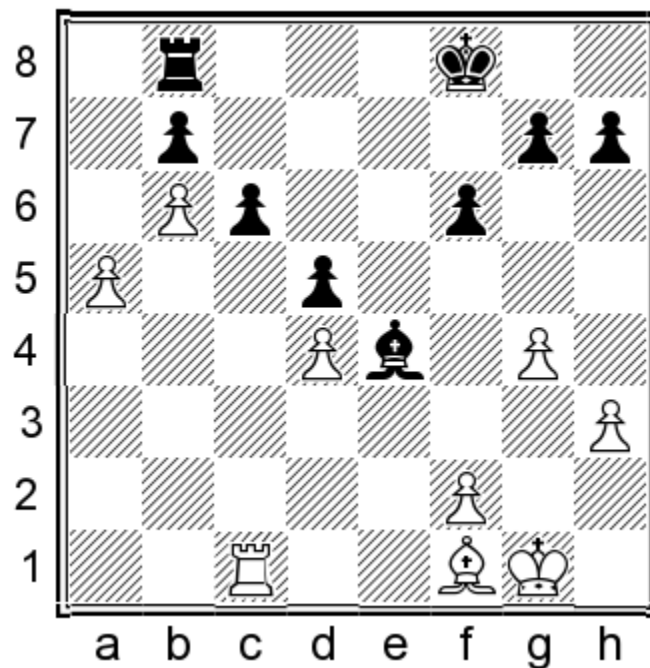
It is crucial that the defending king cannot meddle in this process. For instance, a king on e7 would arrive just in time to halt the pawns' progress. Additionally, having the king on one of the files of the passed pawns may also give the defender some chances. Lastly, to have a chance at promotion, it is evident that the rook should not be able to immediately capture either of the pawns.

Though this last scenario may not always pose a problem for the side with the passed pawns, additional assistance is required in such cases:

**Fabiano Caruana (2782)**

**Mustafa Yilmaz (2639)**

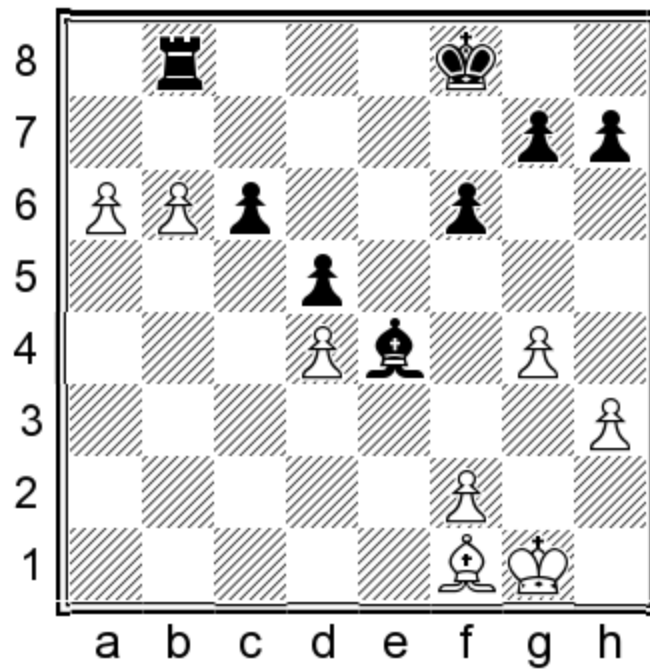
Baku (analysis) 2023



**32.Rxc6!**

Caruana reversed moves, giving Black a chance to escape: 32.a6? bxa6 33.Rxc6 Bg6! 34.Bxa6 Be8 35.Rd6 Ke7 36.Rxd5 Rxb6=.

**32...bxc6 33.a6**



Taking one of the two connected passed pawns on the sixth rank is not going to help Black:

**33...Rxb6 34.a7+-**

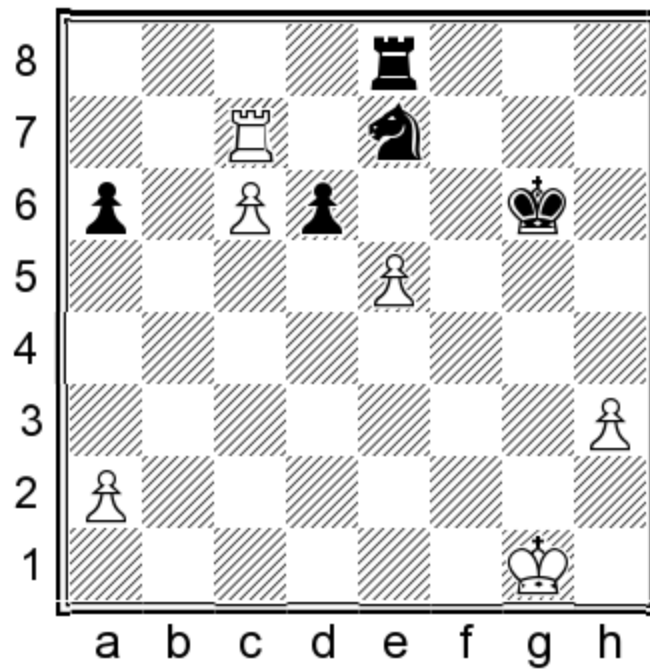
The bishop on f1 prevents 34...Ra6.

Of course, Caruana knows that two pawns on the sixth rank are stronger than a rook. He showed this fourteen years earlier:

**Fabiano Caruana** (2649)

**Artem Smirnov** (2454)

Russia tt (adjusted) 2009

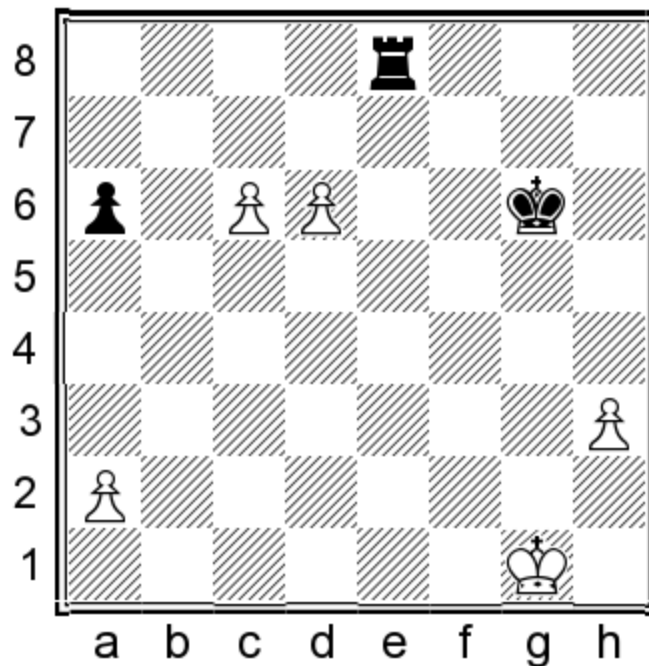


**43.Rxe7! Rxe7 44.exd6**

In the actual game, White had an extra pawn on d5, prompting Black to resign. However, White doesn't even need a d5-pawn!

**44...Re8**

Putting the rook behind the passed pawns also doesn't save Black, i.e.: 44...Re1+ 45.Kf2 Rc1 46.d7+–.



44...Re8 After 45.d7 followed by 46.c7 (or vice versa), White will promote.

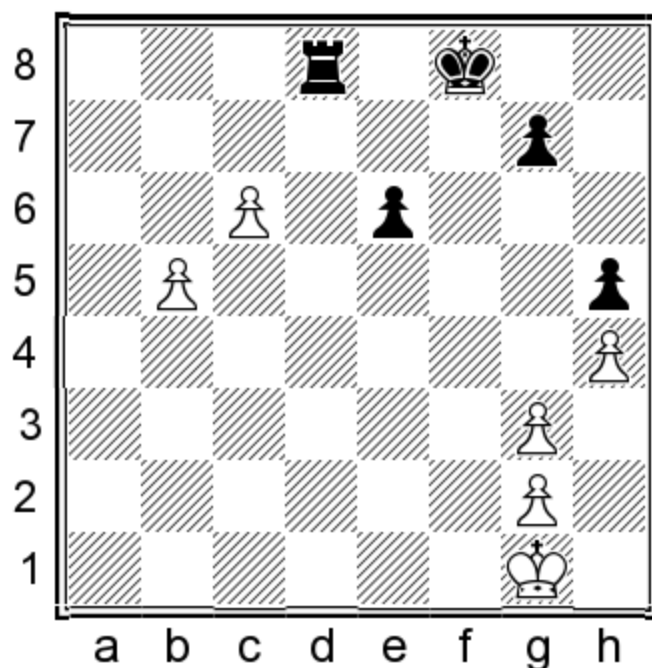
However, it is essential to realize that with Black to move, the position is lost for White: 45...Kf6 46.d7 Rg8+!. This intermediate check prevents White from advancing the c-pawn. Black is just in time: 47.Kf2 Ke7 and wins.

Similarly to the previous example, the next game demonstrates how with the help of an intermediate check and good cooperation between king and rook, the defender can halt the pawns on the sixth rank. However, we also learn how to bypass this defence:

**Daniil Dubov** (2714)

**Ivan Saric** (2644)

Riga 2021



### 37.c7!

It is tempting to put a second pawn on the sixth rank, but this loses! 37.b6? Ke7 38.c7 ( 38.b7 Kd6–+ ) 38...Rd1+. Unlike in the previous example, the intermediate check on the back rank is effective here, because the king cannot attack the rook. This means that after 39.Kf2, Black has time to stop the c-pawn with his king: 39...Kd7–+.

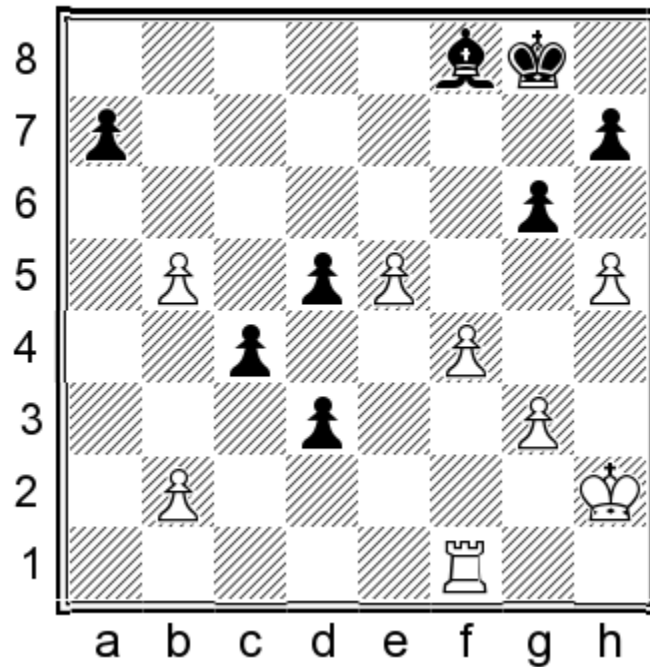
### 37...Ke7

37...Rd1+ 38.Kh2 Rc1 39.b6+–.

**38.cxd8Q+ Kxd8 39.Kf2 Kc7 40.Ke3 Kb6 41.Kd4 Kxb5 42.Ke5**  
Black resigned.

In the same tournament as the previous game, there was another game on the theme of two passed pawns vs rook. However, this time groundwork had to be laid to get two connected passed pawns:

**Jorden van Foreest** (2691)  
**Robert Hovhannisyan** (2622)  
Riga 2021



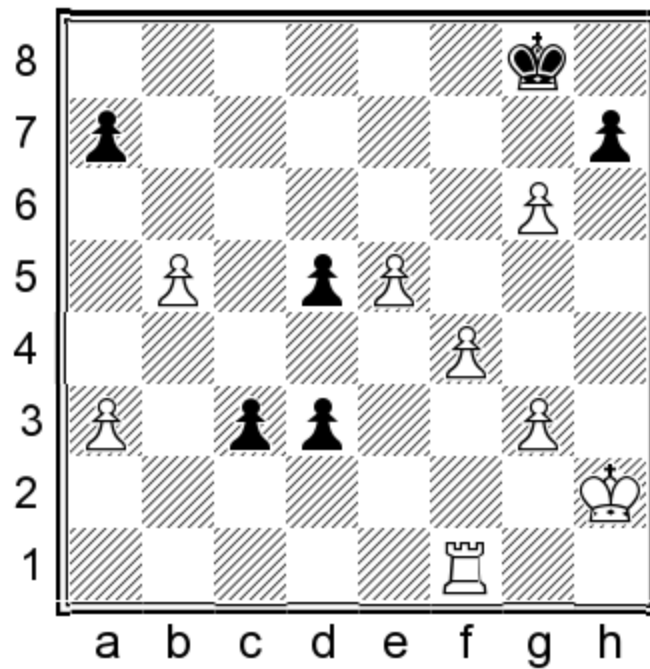
### 34...Ba3

This idea is reminiscent of **Pattern 45**, but here it is used for a different purpose. Black lures the defender of the c-pawn away to help promotion.

### 35.Kg2

After 35.Rb1, Black still removes the b-pawn: 35...Bxb2 36.Rxb2 c3+.

If 35.bxa3, now (unlike the previous game) it doesn't matter which pawn Black advances first: 35...c3 ( 35...d2 also wins) 36.hxg6, but here, Black must be cautious:



*analysis diagram*

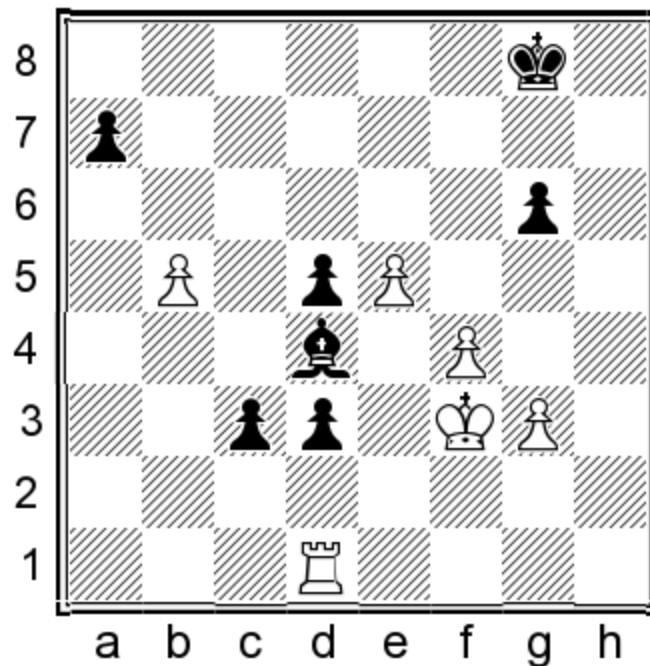
- Advancing either of the passed pawns allows White a winning defence at once, for instance: 36...d2?

37.f5 c2 38.f6 d1Q 39.f7+ Kf8 40.g7+ Kxg7 41.f8Q++-;

- But 36...hxc6 wins. Now, the white king is just too late to stop the pawns: 37.Kg2 ( 37.e6 c2 38.e7 Kf7 39.Re1 Ke8-+ ) 37...c2 38.Kf2 d2 39.Ke2 c1Q.

**35...Bxb2 36.hxc6 hxc6 37.Kf3 Bd4! 38.Rd1 c3**





Just like in Game 310, Caruana-Yilmaz, we see that the defender can capture one passed pawn, but is unable to stop the other passed pawn due to the enemy bishop:

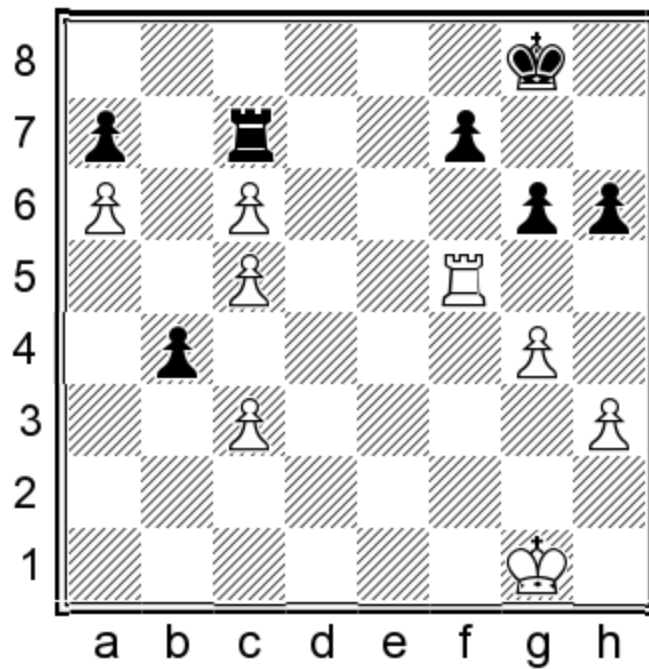
### 39.Rxd3 c2 0-1

We have encountered various defensive methods thus far, but the next two examples illustrate different approaches:

**Thomas Willemze** (2404)

**David van Kerkhof** (2302)

Netherlands tt 2012/13



### 36.cxb4! gxf5

36...Rxc6 37.b5+—.

### 37.b5

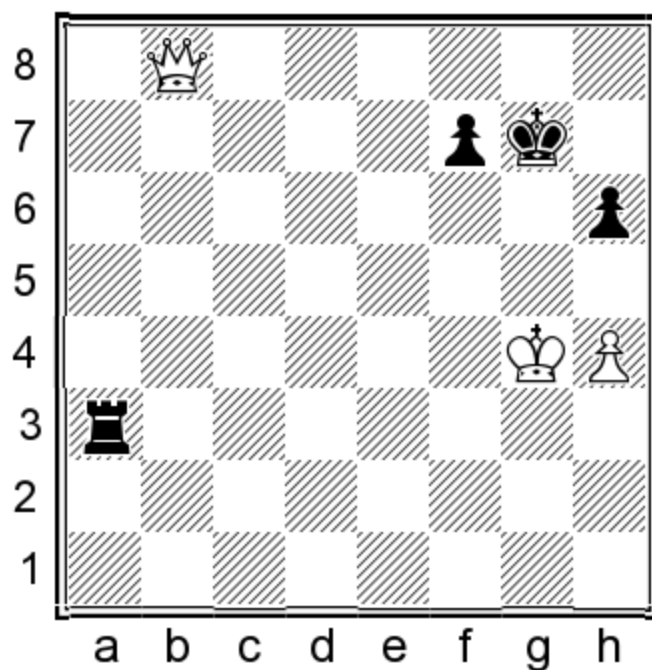
The rook can never stop the pawns on its own, and the black king is too far away to help. However, Black could have saved the game because he has a fortress!

### 37...Kf8?

37...fxg4! 38.b6 axb6 39.cxb6 Rxc6 40.b7 Rxa6 41.b8Q+ Kg7.

In case of 42.hxg4, White doesn't make any progress as long as Black keeps his rook on the sixth rank. The white king can go to h5 or f5, but crossing the sixth rank is impossible.

If White keeps the h-pawn, he cannot win either. The following line is instructive: 42.h4 Ra1+ 43.Kf2 Ra2+ 44.Kg3 Ra3+ 45.Kxg4



*analysis diagram*

45...h5+!! The black rook needs two protected squares on the sixth rank, e6 and h6, to move between in order to hold a fortress and not end up in zugzwang. The g6-square will be attacked by h4-h5, while on f6 the rook could end up in a fatal pin on the a1-diagonal.

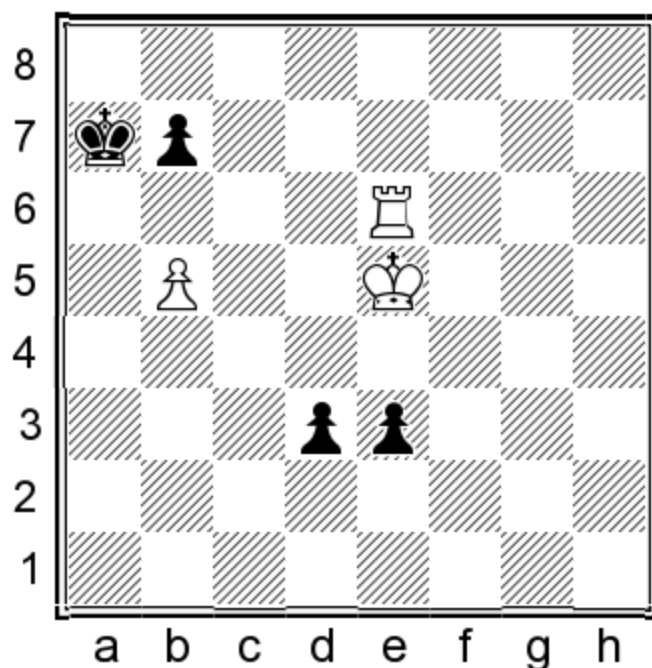
46.Kxh5 Ra6 is a draw.

**38.b6 axb6 39.cxb6 Rxc6 40.b7 1-0**

Two connected passed pawns might be futile if the king is vulnerable:

**Erik Richter**

Study, 1939



1.Kd6! d2 2.Kc7 d1Q 3.Ra6+! bxa6 4.b6+ Ka8 5.b7+ Ka7  
6.b8Q#

## Pattern 73 - The powerful rook pawn versus the knight

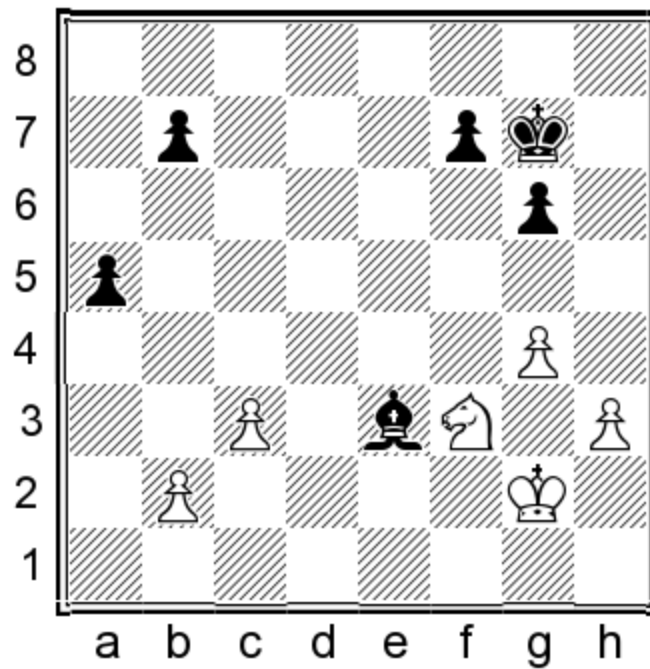
We move over from rook endgames to the bishop versus knight endgame. By sacrificing the bishop for a fixed b- or g-pawn on the second or seventh rank, we lure the knight to an unfavourable square. This allows the unhindered advance of a passed rook pawn to promotion.

In the following example, the pawn must first be immobilized before the bishop can be sacrificed:

**Aleksandr Shimanov** (2581)

**Magnus Carlsen** (2859)

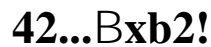
Almaty World Blitz Championship 2022



**40...a4!**

This prevents the b-pawn from moving and also brings the rook pawn one step closer to promotion.

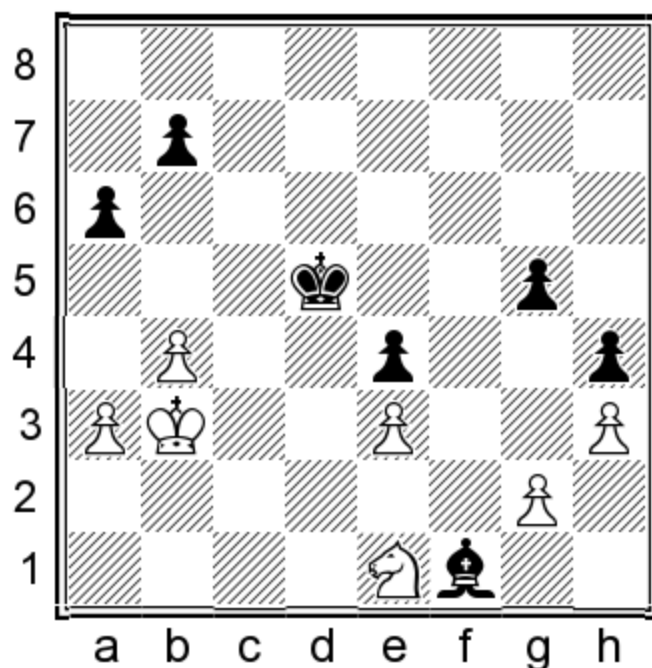
**41.Ne1 Bc1 42.Nd3**



After the bishop sacrifice, the pawn could proceed unimpeded. However, when the defender also has a rook pawn, it must be dislodged first. This can be achieved by a breakthrough:

# Ivan Sokolov (2632)

590



### 38...Ke5

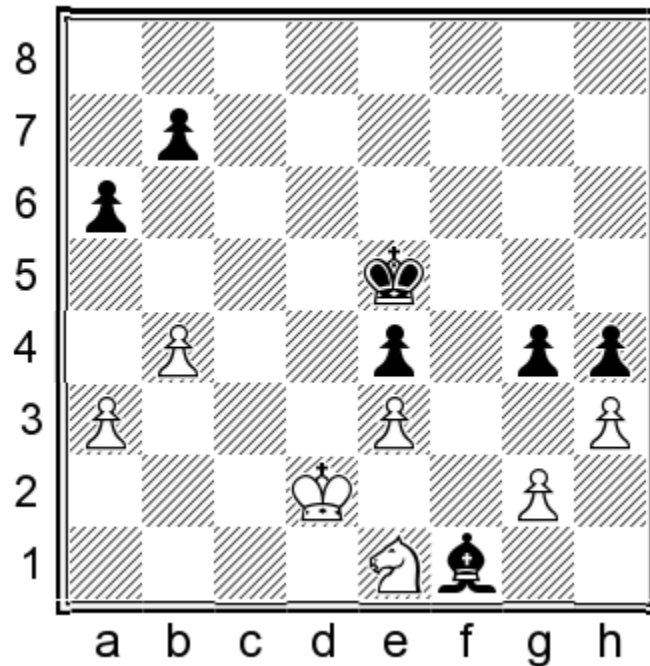
Black has ample time to prepare for the sacrifice and first has to defuse a bomb. 38...Bxg2?? now would be a terrible blunder: 39.Nxg2 g4 40.hxg4 h3 41.Nf4+, winning the h-pawn with a fork. 38...g4 with the idea of first luring away the h-pawn is fine, but not if Black wants to strike immediately: 39.hxg4 Bxg2?? ( 39...Ke5! would transpose to the game) 40.Nxg2 h3 41.Nf4+ wins for White.

### 39.Kc3 g4!

Again, the immediate 39...Bxg2?? would be too hasty, throwing away a certain victory, as it allows 40.Nxg2 g4 41.Nf4, stopping both black pawns and winning.

### 40.Kd2

After 40.hxg4, at last the bishop sacrifice can be employed:  
 40...Bxg2! 41.Nxg2 h3, and the black knight is finally helpless  
 against ...h2-h1Q.



**40...Bxg2 41.Nxg2 gxh3**

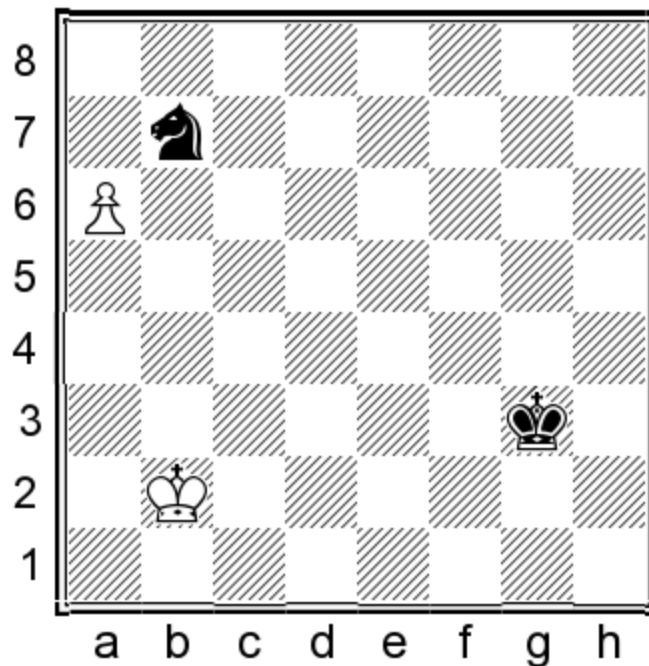
White resigned.

We've just observed that a knight is ineffective when defending against a rook pawn unless it can exploit the opponent's king being in an awkward position. The same principle applies in the following position:

**Max Euwe**

1949





Black is lacking the kind of direct knight fork that we witnessed in the analysis of the previous game. However, Black does possess multiple other methods to halt the advance of the a-pawn:

### **2...Nd6**

- 2...Nc5 3.a7 Na4+ 4.Kb3 Nb6 5.Kb4 Kf4 6.Kc5 transposes to the main line;
- 2...Na5 3.a7 ( 3.Kc3 allows the knight to get onto the a7-c8-d6-b5 ‘circuit’: 3...Nc6 4.Kc4 Na7=. The knight shuttles between the mentioned squares, preventing White from queening) 3...Nc4+ 4.Kc3 Nb6 5.Kd4, see the main line.

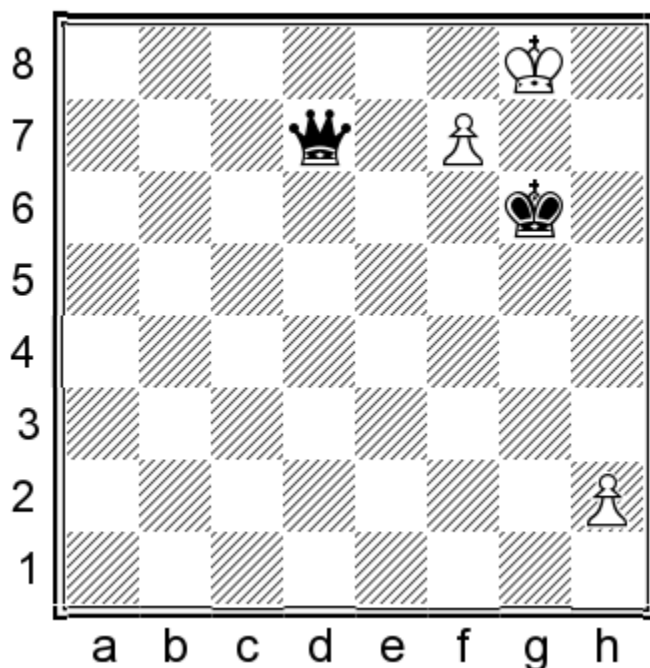
**3.a7 Nc4+ 4.Kc3 Nb6 5.Kd4 Kf4 6.Kc5 Na8 7.Kc6 Ke5 8.Kb7 Kd6 9.Kxa8 Kc7**

With a draw.

## Pattern 74 - The minor-promotion knight fork

In this chapter, our primary focus has been on advancing a pawn to the last rank and promoting it to a queen. However, there are instances where deviating from this standard path can yield better results. One such alternative is an underpromotion to a knight. There may be various reasons for this choice (you will encounter a few other knight promotions later in the book), but in my opinion, the most common motive is to execute a knight fork.

The minor-promotion knight fork



**1.f8N+!**

Winning the queen and the game.

**1...Kg5 2.Nxd7 Kg4 3.Ne5+! Kh3 4.Nf3 Kg4 5.h4**

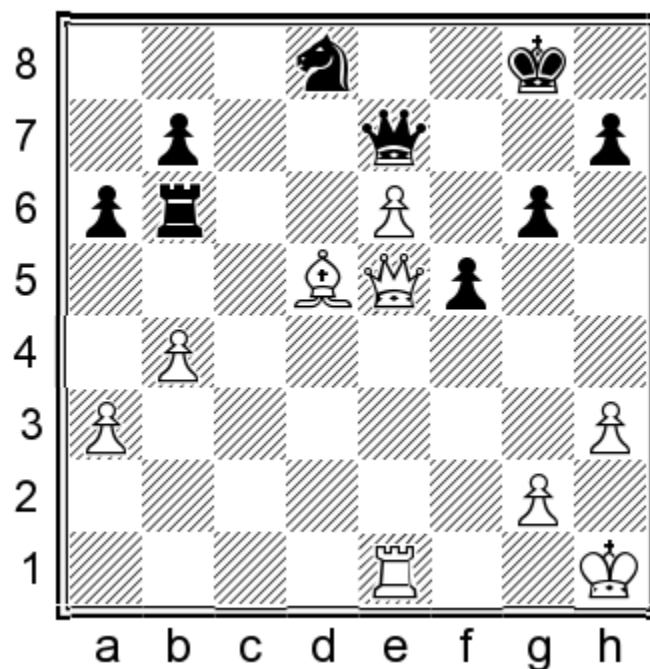
It is important to note that 1.f8Q?? actually loses to 1... Qh7#. So, by promoting to a knight with check, we also eliminate this threat.

A minor promotion with a knight fork doesn't occur out of the blue. In most cases, it needs some preparatory work to bring about the right conditions for a double attack. In the following example, both Black's king and queen first need to be placed at a knight's forking distance:

**Josiah Stearman** (2453)

**Maxim Novik** (2410)

PNWCC online blitz 2023



There are multiple moves that win here, but the next move is forcing and is the most elegant solution:

**38.Qc7!**

This not only lures the queen to square c7, but also enables the pawn to advance with a discovered check by the d5-bishop (as we saw earlier in **Pattern 67**).

**38...Qxc7 39.e7+ Kg7**

39...Nf7 40.e8Q+ Kg7 41.Bxf7 Qxf7 42.Re7 wins for White.

Now the king and queen are within a knight's forking range. The rest is a piece of cake.

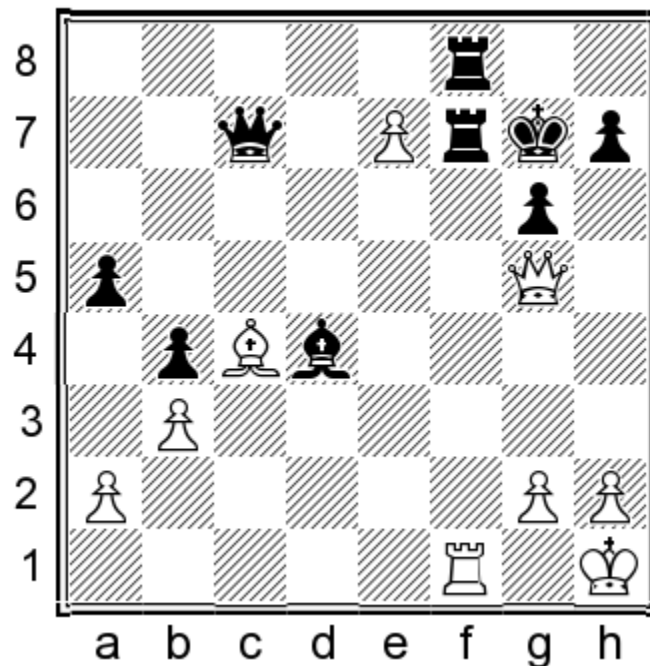
**40.e8N+ Kh6 41.Nxc7+–**

In the next example, the king and queen are already in the right places for a knight fork, but promoting directly to a knight doesn't work yet. White needs to eliminate a defender first! This can be done in two ways. One way leads to a win after executing the knight fork:

**Hossein Rostami (1998)**

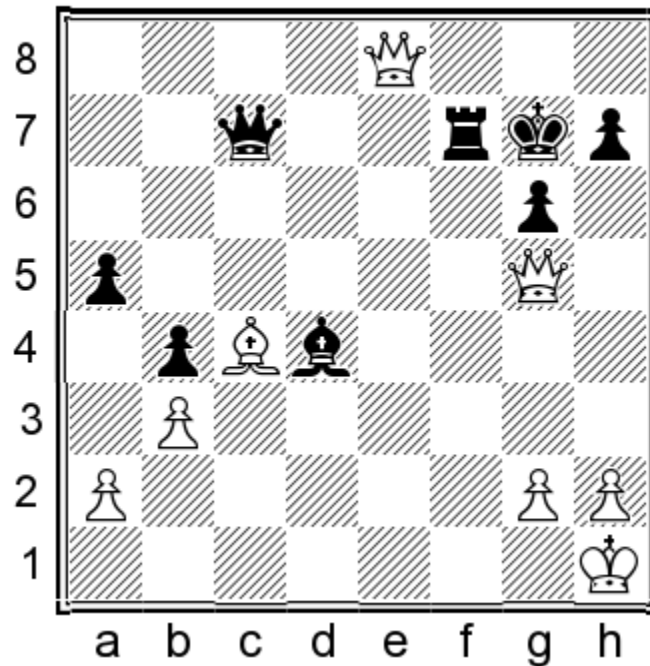
**Xi Qi (2270)**

Lichess blitz 2020



**31.Rxf7+! Rxf7 32.e8N+**

Thanks to this knight fork, White not only wins the queen, but also defends against a significant threat: in the case of the seemingly winning 32.e8Q??,



*analysis diagram*

White loses! 32...Qxc4!. Black eliminates the defender of the f1 mating square. 33.Qee5+ ( 33.h4 Qf1+ 34.Kh2 Qg1+ 35.Kg3 Bf2+ 36.Kh3 Qh1+ 37.Kg4 Qxg2# ) 33...Bxe5 34.Qxe5+ Kh6 35.Qe3+ Qf4, with an easy win.

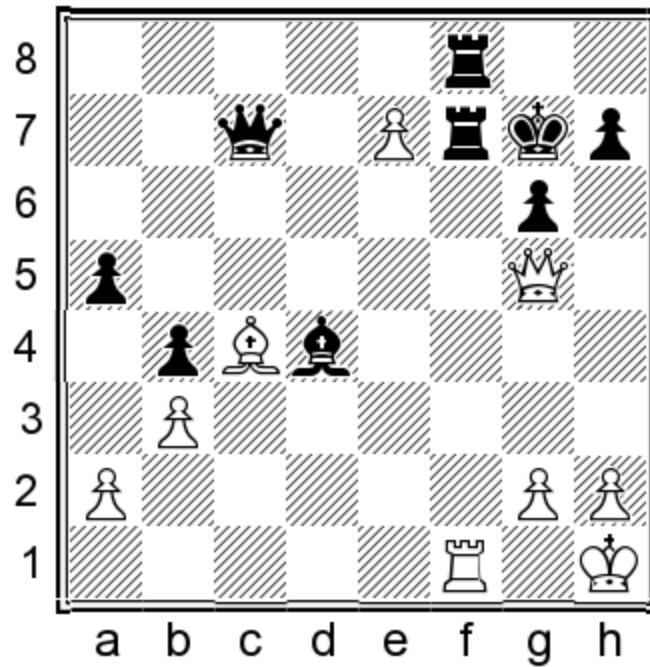
**32...Kf8 33.Nxc7+-**

The other way results in a loss if White doesn't recognize his mistake in time:

**Hossein Rostami** (1998)

**Xi Qi** (2270)

Lichess blitz (analysis) 2020



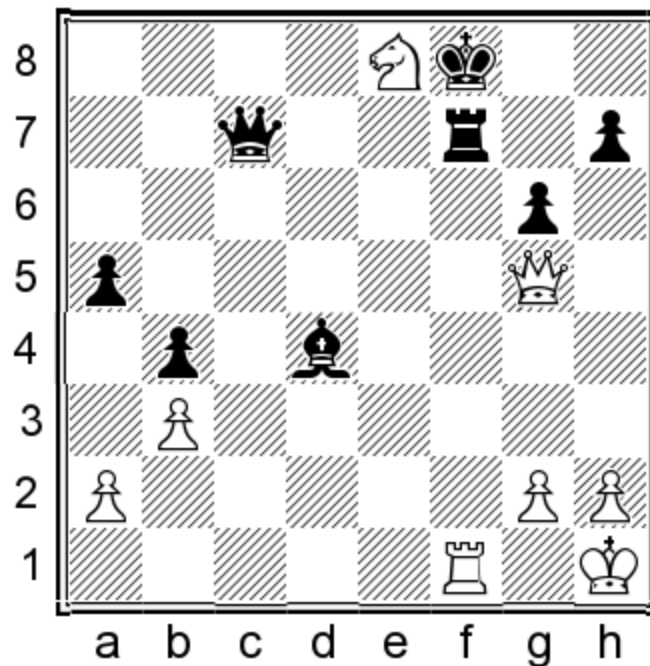
### 31.Bxf7?

As it turns out, the white bishop is a better defender of White's back rank than the white rook in this position.

### 31...Rxf7 32.e8N+?

Repairing the mistake with 32.Rxf7+ would still have drawn, as following 32...Kxf7 33.Qd5+ Kxe7 34.Qxd4, White is just in time to defend his back rank after 34...Qc1+ with 35.Qg1, and is also just in time to prevent the black king from entering the queenside in the pawn endgame: 35...Qxg1+ 36.Kxg1 Ke6 37.Kf2! Ke5 38.Ke3!.

### 32...Kf8!



The big difference with the end of Game 321 is that 33.Nxc7 now fails to 33...Rf1#.

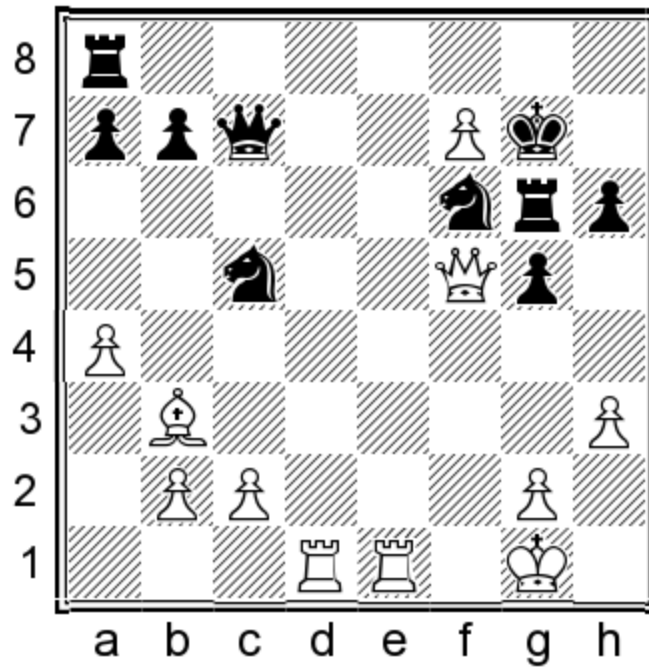
33.Rxf7+ Qxf7 immediately loses the knight, while both 33.Nf6 and 33.Re1 leave the white pieces in such disarray that then too Black has a winning position.

In the final example too, the king and queen are in a knight's forking range. However, to take advantage of this, the pawn must promote on the adjacent file:

**Ivan Cheparinov** (2618)

**Richard Rapport** (2735)

Samarkand World Rapid Championship 2023



### 24.Re8!!

Using both interference and luring, and threatening 25.f8Q+, the move that also follows after 24...Nxe8.

### 24...Rxe8

Now that the rook has been lured to square e8, fxe8N+ with a knight fork is in the position. White just needs to eliminate the defending knight on f6 first:

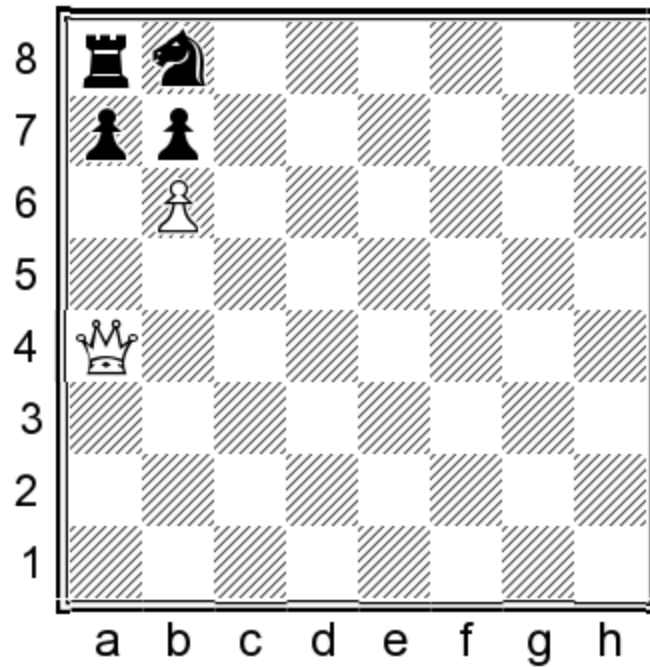
### 25.Qxf6+ 1-0

White ends up with an extra piece after both 25...Rxf6 26.fxe8N+ and 25...Kxf6 26.fxe8N+.

## Flash Cards 64-74

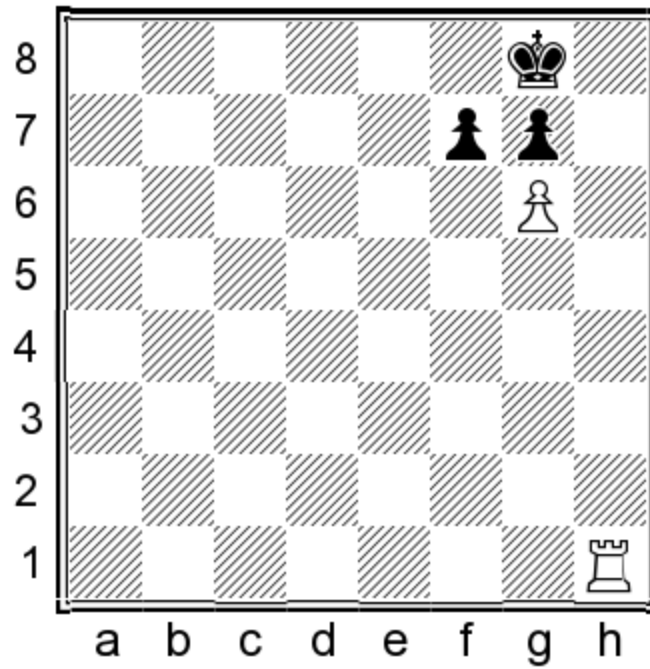
### Promotion





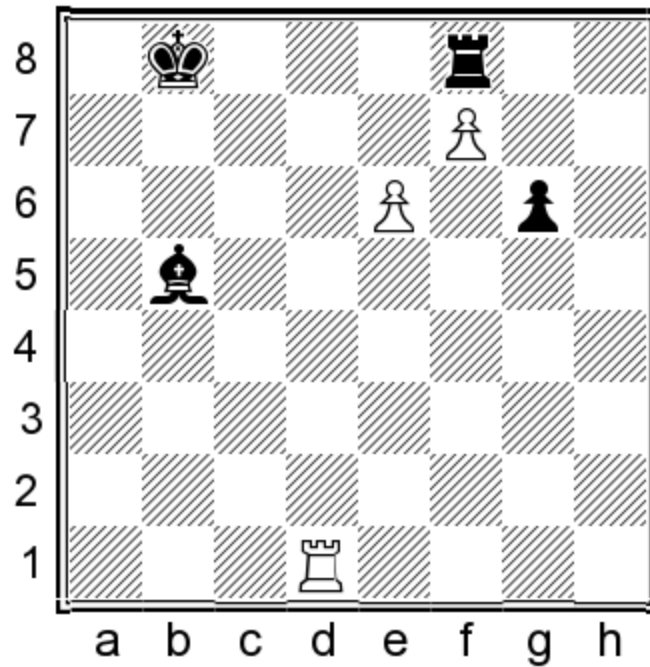
## 64. Sacrificing the queen for a double promotion threat

After 1.Qxa7, if the rook captures the queen, 2.bxa7 comes with a double threat of 3.a8Q and 3.axb8Q.



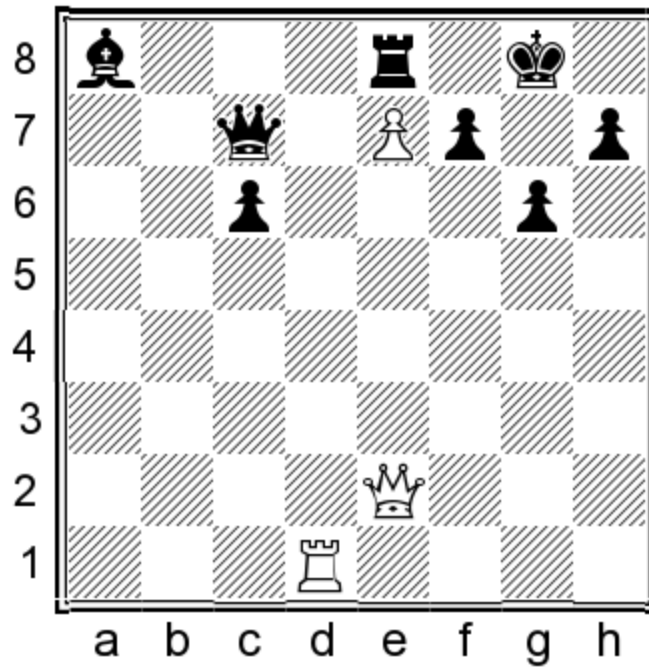
## 65. The Lasker-Loman tactic

White lures away the king from the f-file with 1.Rh8+ to have an unstoppable promotion threat after 1...Kxh8 2.gxf7.



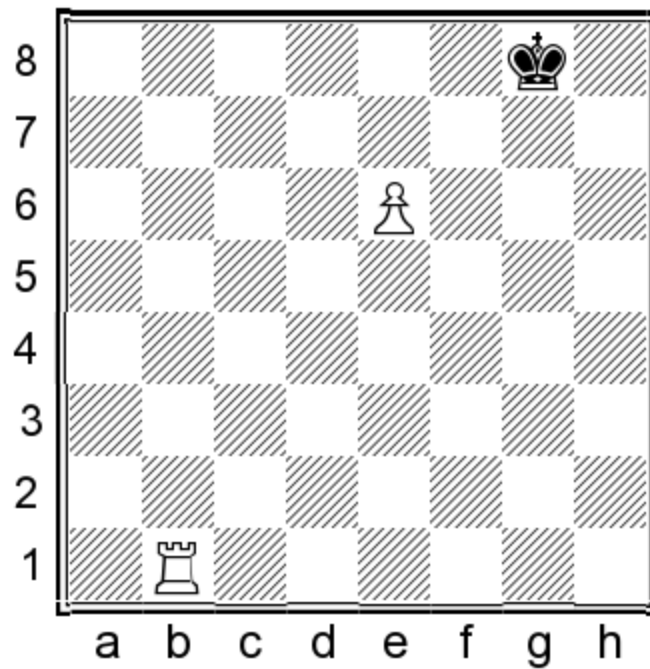
## 66. Luring the back-rank rook for a pawn advance

With 1.Rd8+ White lures the black rook to d8, allowing the e-pawn to advance with gain of tempo and promotion with f7-f8Q on the next turn.



## 67. The capture-ignoring promotion

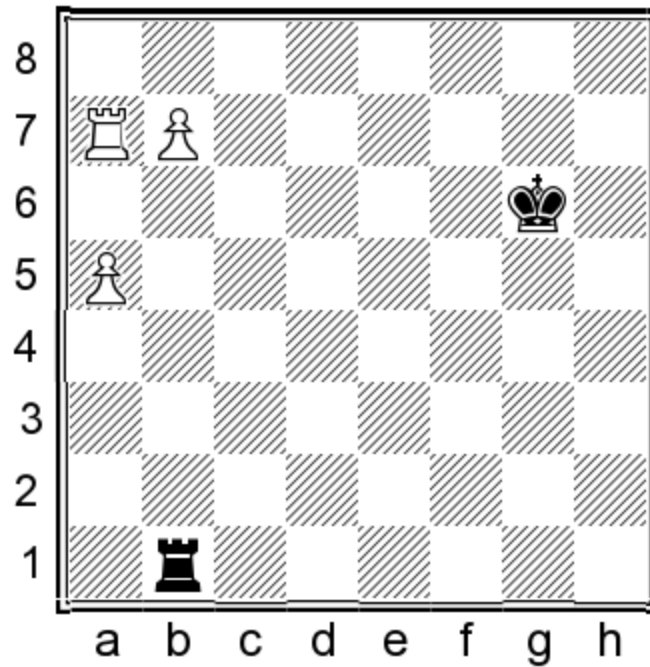
With 1.Rd8 White lures away the black rook from the promotion square. After 1...Rxd8, the white pawn could capture the rook, but that loses a pawn. The key of the trick is advancing the pawn and bypassing the rook to win an additional piece: 2.e8Q+ Rxe8 3.Qxe8+ Kg7 4.Qxa8.



## 68. An intermediate check on the back rank

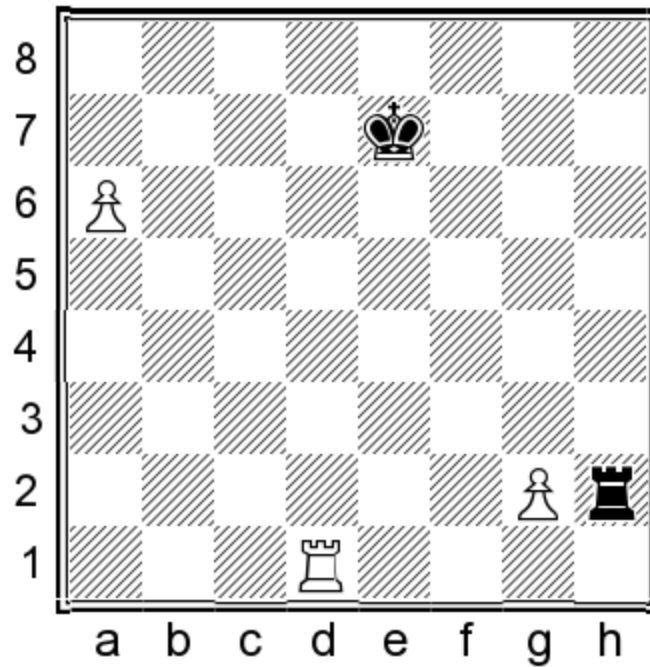
With 1.Rb8+ the white rook not only chases away the king, but also controls the back rank. 2.e7 is the next move and promotion will be unstoppable.

If White plays 1.e7 immediately, Black can stop the pawn with 1...Kf7.



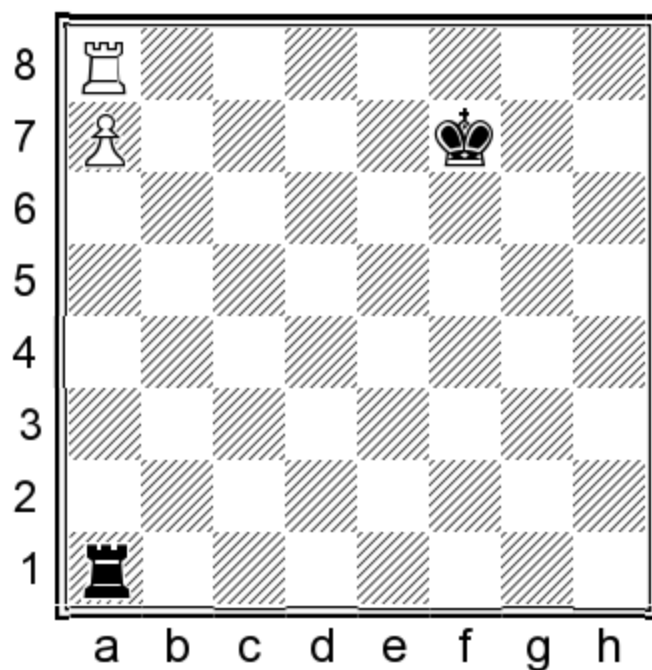
## 69. Setting up a bridge by targeting

By putting the black king in check with 1.Ra6+, the white rook gains a tempo on its way to b6 where it will interpose between the black rook and the passed b-pawn, ensuring its promotion.



## 70. Obstruction for promotion

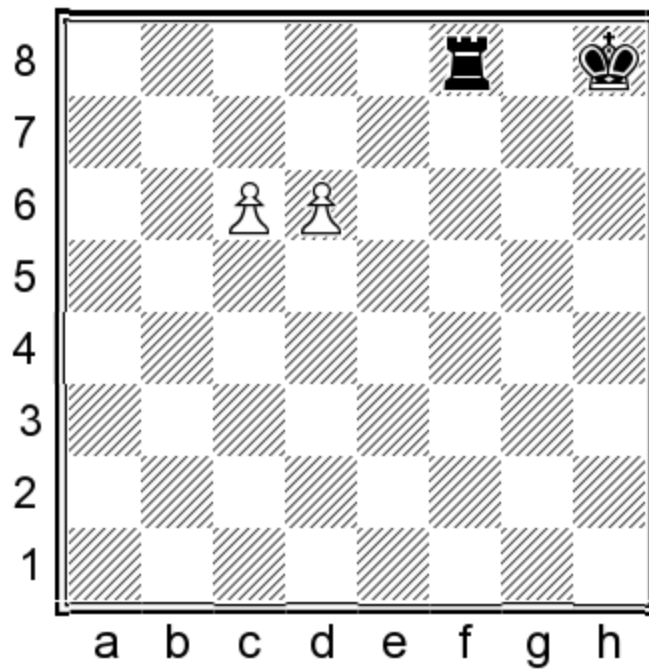
By placing the rook on the back rank with 1.Rd8, White prevents Black from moving the rook to h8 from where it can stop the a-pawn. In case of 1...Kxd8, the king blocks the black rook from stopping the a-pawn, as it interferes with its rook: 2.a7, and promotion cannot be prevented.



## 71. The skewer promotion tactic

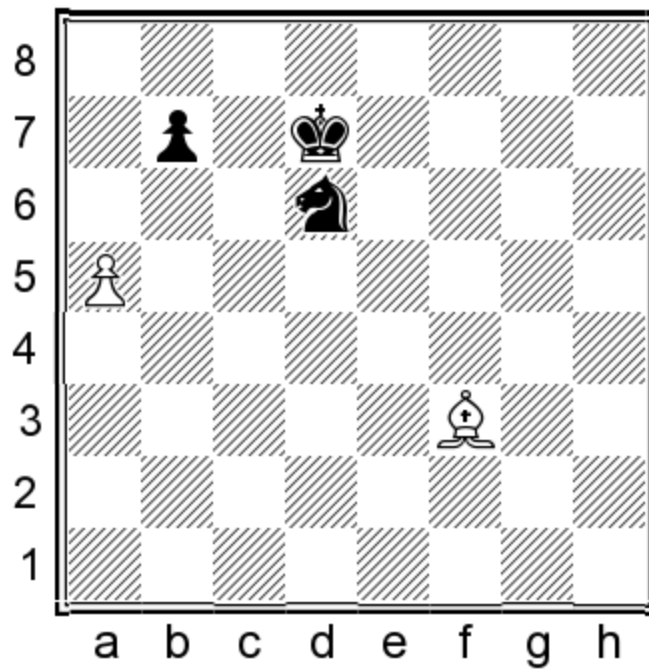
With 1.Rh8 White clears the a8-square for the pawn to promote on the next turn. After 1...Rxa7, the black rook and king are on the same rank (a situation similar to **Pattern 23**), and the absolute skewer 2.Rh7+ wins the rook.





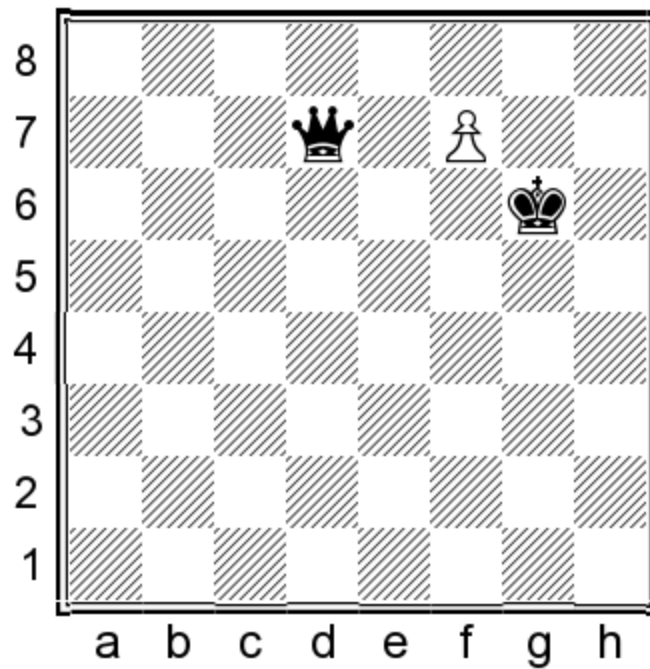
## 72. Two pawns on the sixth/third rank are stronger than a rook

Regardless of Black's attempts, they cannot prevent promotion. White will play c7 and d7 next and will promote with c7-c8Q or d7-d8Q after that. It's crucial that the black king cannot meddle with this process. For example, with the king on g7 and Black to move, they would be just in time to stop the pawns.



### 73. The powerful rook pawn versus the knight

With 1.Bxb7 White eliminates the black pawn, enabling the passage of the a-pawn. If Black plays 1...Nxb7, they cannot prevent promotion after 2.a6. A knight on b7 is particularly ineffective against a rook pawn. It cannot stop the pawn itself and it blocks its own king's path to the promotion square.



## 74. The minor-promoting knight fork

The minor promotion to a knight with 1.f8N+ forks the black king and queen.

Here, the minor promotion takes place on f8, but it can also occur on other squares of the board. Additionally, the queen and king may be positioned differently, as long as they are within the knight's forking range.

# Chapter 8

## Drawing weapons

- Pattern 75 - A knight's perpetual
- Pattern 76 - Nimzowitsch's perpetuum mobile
- Pattern 77 - A rook's perpetual
- Pattern 78 - The blocking perpetual
- Pattern 79 - The rampant rook
- Pattern 80 - Creating stalemate in a K versus Q situation
- Flash Cards 75-80

Forcing a draw can be achieved in various ways. Here, we will cover perpetual check and stalemate as weapons in six Patterns.

**Patterns 75 to 78** are about forcing a draw through perpetual check. In **Patterns 75 and 76**, a knight creates a perpetual attack, while in **Patterns 77 and 78** it is the turn of the rook and queen respectively. **Patterns 79 and 80** deal with stalemate. In **Pattern 79**, a rampant rook exploits the necessary conditions for a stalemate already present. In **Pattern 80**, these stalemate conditions are created by sacrificing the last of your pieces.

### **Pattern 75 - A knight's perpetual**

Ideally, you want to win a game, but sometimes achieving a draw can also feel like a victory; for example, when you have been defending a bad position throughout the game.

Repeating moves by perpetual check or a perpetual attack is one way to force a draw. We will focus on this in the next four Patterns, and in this Pattern, it is the knight's turn.

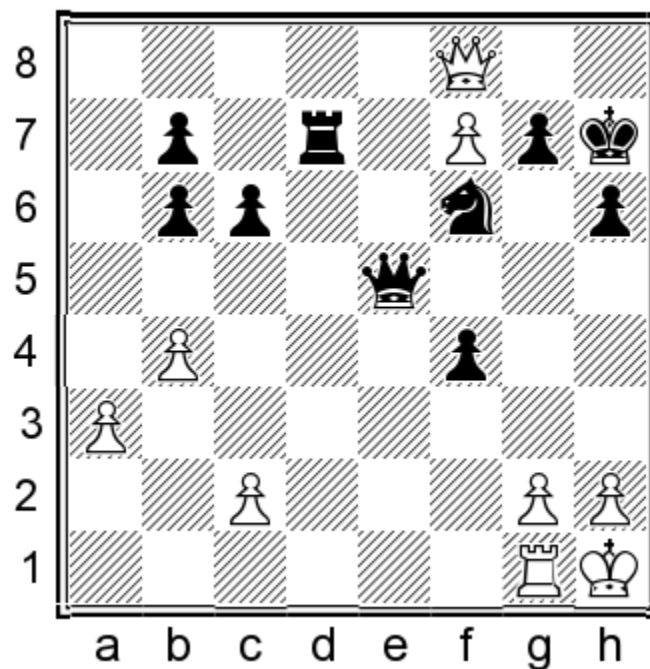
Sometimes an enemy piece, usually a king, is so limited in its movement (for example in a corner of the board), that a knight can set up a repetitive attack mechanism to force a draw by a threefold repetition of the position.

We will start with an example that nicely bridges the gap from the previous Pattern to the current one. Didn't I mention earlier that you were going to encounter a few other knight promotions for reasons other than executing a knight fork?

**Fatih Baltic** (2210)

**Mikolaj Tomczak** (2395)

Warsaw 2017



**38.Qg8+! Nxd7**

If Black tries to escape from perpetual check with 38...Kf6?, he is in for a rude awakening: 39.f8N+! Kf5 40.Nxd7!, counterattacking the black queen! White remains an exchange up.

**39.f8N+ Kh8 40.Ng6+ 1/2-1/2**

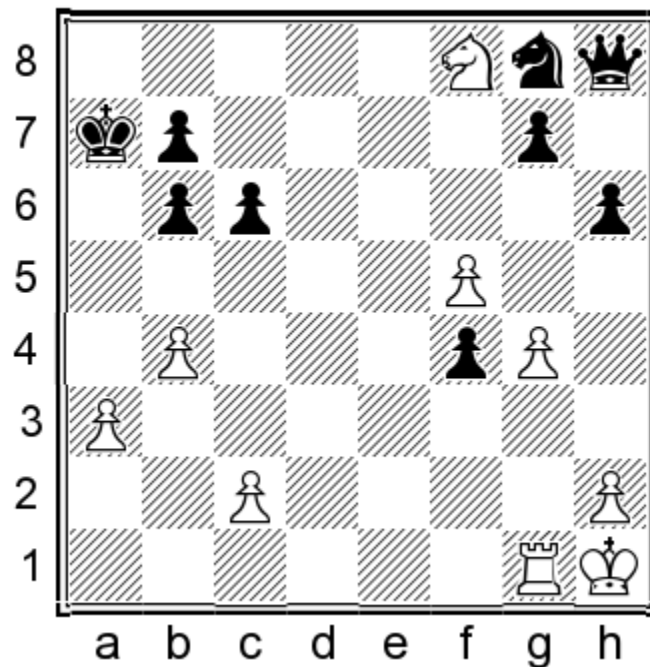
Because the black king is hemmed in by his own pieces in the corner of the board, he cannot escape the repeated checks by the white knight on f8 and g6.

Incidentally, with some adjustments to the previous diagram, in the following example we will see that the knight's perpetual can also be successful if the black king is a queen instead:

**Fatih Baltic** (2210)

**Mikolaj Tomczak** (2395)

Warsaw (adjusted) 2017



**1.Ng6 Qh7 2.Nf8**

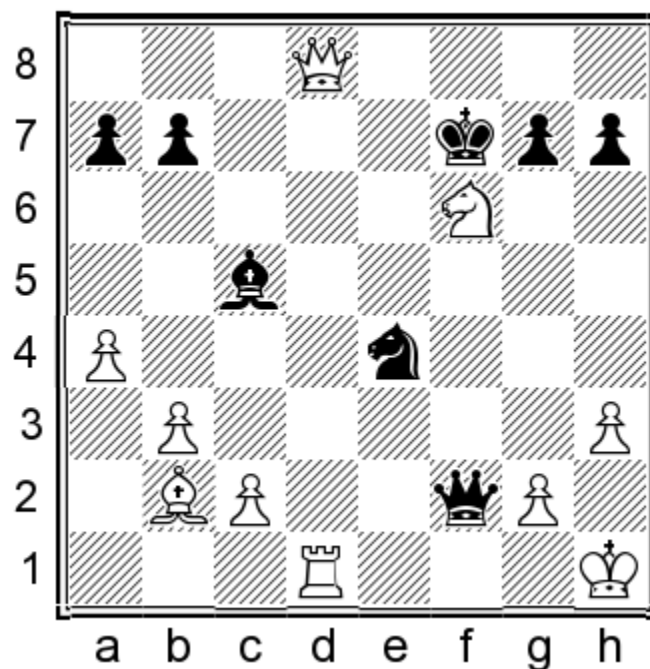
White has a perpetual attack on the black queen. Note that the pawns on g4 and f5 play an important role in preventing the queen from escaping out of the corner.

When the opponent's king has a bit more space, assistance from one or more pieces is needed to prevent the king from escaping the perpetual attack. In the following example, the knight is assisted by a bishop. Additionally, a defending piece is lured to the 'right' square:

**Daniel Naroditsky (2622)**

**Michael Oratovsky (2490)**

Benasque (analysis) 2015



**29...Qf1+!!**

29...Ng3+? 30.Kh2 Nf1+ 31.Rxf1 Qxf1 32.Qe8#.

**30.Rxf1 Ng3+ 31.Kh2 Nxf1+ 32.Kh1 Ng3+**

There is no way the white king can escape perpetual check. Crucially, the g1-square is covered by Black's bishop.

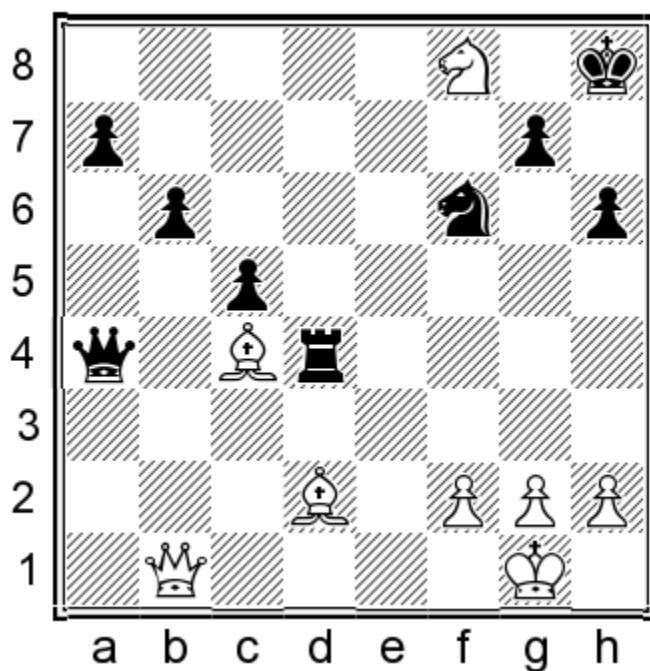
## Bonus

Thanks to the excellent cooperation between the knight and the bishop, Black forced a draw in the above example. However, when one of the two escape squares for the king is occupied, things can even get better:

**Anton Korobov (2699)**

**Bharath Subramaniyam (2476)**

Cattolica 2022



**31.Qh7+!**

White forces the black knight to h7, where it blocks the path for his king.

**31...Nxh7 32.Ng6# 1-0**

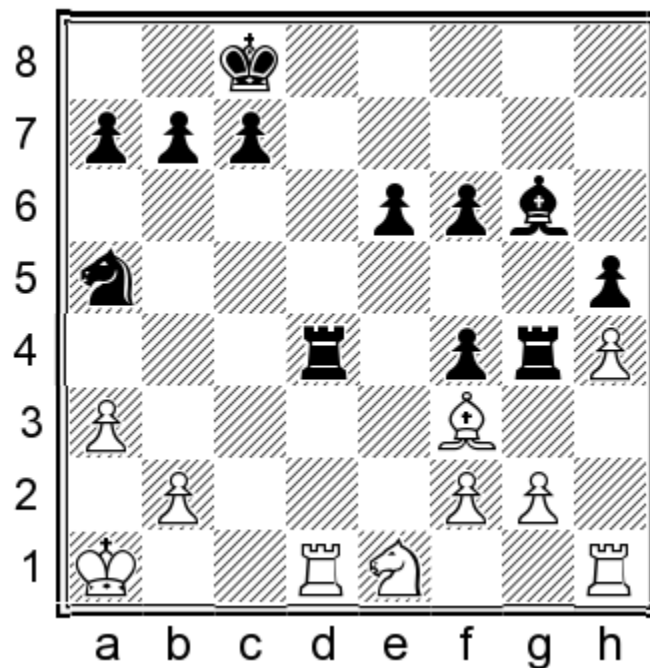


In the previous examples, every move was a check, limiting the opponent's possible responses. In the next game there is an opportunity to thwart the perpetual by the knight:

**Anaëlle Afraoui** (2081)

**James Moreby** (2102)

Paris tt 2019



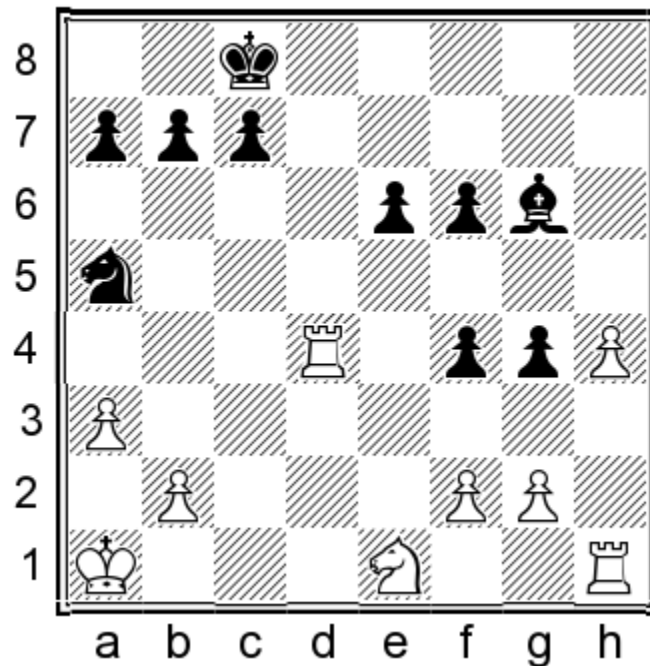
Black has just captured a pawn with 23... Rd5xd4, seemingly winning a pawn or forcing perpetual check after 24.Rxd4 Nb3+ 25.Ka2 Nc1+. However, White's rook on d1 is protected by the f3-bishop and she does not need to respond to Black's last move at all. She has time to do something else!

**24.b4!**

White makes room for the king and also attacks the black knight. In the meantime, both of Black's rooks are still under threat. There are too many black pieces hanging and White wins material.

Instead, White missed her chance and settled for a draw after 24.Rxd4.

Note that first taking the rook on g4 only forces White's hand to allow the perpetual check, as after 24.Bxg4 hxg4! the rook on d1 is no longer protected. Now 25.Rxd4 leads to the same result:



*analysis diagram*

25...Nb3+ 26.Ka2 Nc1+ 27.Ka1 Nb3+ with a draw.

**24...Nb3+ 25.Kb2 Rxd1 26.Bxd1+-**

After the black knight moves away to safety, White wins an exchange with Bxg4.

## **Pattern 76 - Nimzowitsch's perpetuum mobile**

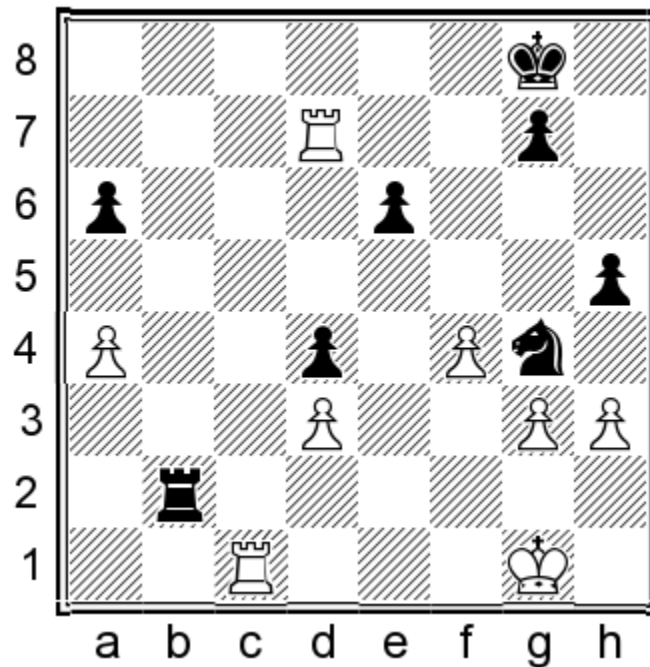
We continue to explore the theme of perpetual checks delivered by a knight, this time in collaboration with a rook. Aron Nimzowitsch (1886-1935), ranked third in the world at his peak, discussed this drawing mechanism, which he classified as one of the five special cases on the seventh rank in his book *Mein System*.

At the time of the next game, I myself clearly hadn't delved into this matter sufficiently, as evidenced by the following example:

**Felix Werthebach** (2167)

**Frank Erwich** (2319)

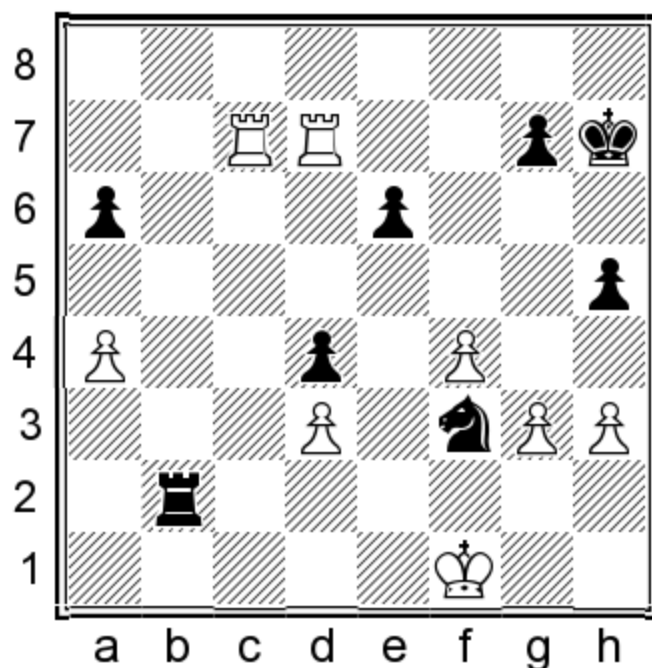
Germany tt (analysis) 2009/10



Instead of the move I played, 34...Ne3, I could have achieved optimal coordination between the black knight and rook in this position.

**34...Nh2! 35.Rc8+ Kh7 36.Rcc7 Nf3+ 37.Kf1**

While the position appears to be lost for Black, Nimzowitsch's defence, outlined in a similar scenario in his book, offers Black the opportunity to secure a draw.



### 37...Rd2!!

Thanks to this quiet move, Black prevents the white king from escaping to the queenside in response to ...Nf3-h2-f3+, thereby ensuring that White cannot evade perpetual check.

37...Nh2+? 38.Ke1 Nf3+ 39.Kd1 allows the king to escape.

### 38.Rxg7+ Kh8 39.Rgd7

White can't gain any direct advantage from the rooks on the seventh rank (more on this theme in **Pattern 95**). Now Black can activate his 'perpetuum mobile'. In chess, this term may refer to a mechanism in which a player can endlessly oscillate between two positions. After the critical move is played, a position arises where a new problem crops up, which can only be solved by retracting that critical move.

### 39...Nh2+ 40.Ke1 Nf3+ 41.Kf1 Nh2+ 42.Kg1 Nf3+

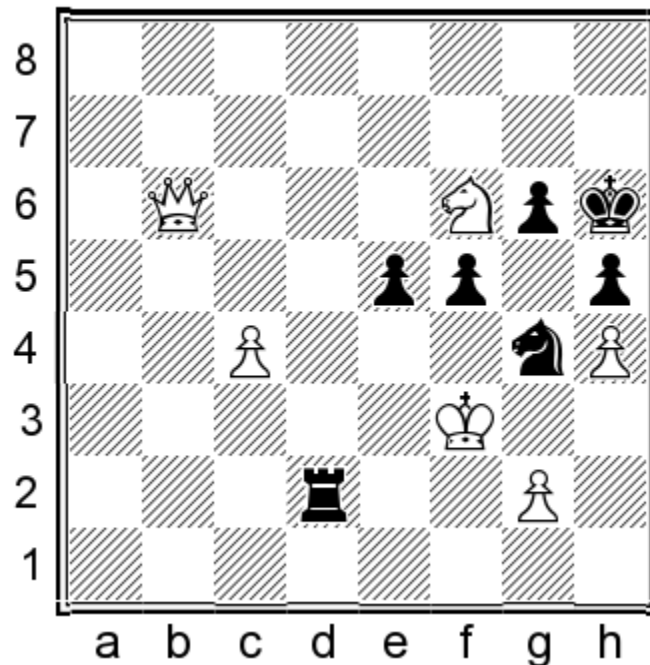
White cannot escape from the knight checks, as moving the king to h1 would lead to the Arabian Mate after ...Rh2#.

The rook and knight drawing mechanism can manifest itself in various scenarios, as demonstrated next:

**Edwin van Haastert (2454)**

**Lennert Lenaerts (2363)**

Netherlands tt 2022/23



**62...Nh2+ 63. Kg3 Nf1+ 64. Kf3**

Escaping the perpetual check is not possible: 64. Kh3? Rd3+ 65. g3 Rxg3#. An interesting detail is that without the pawn on g2, White couldn't have escaped to h3 as well, because in that case, 64...Rh2 would be checkmate.

**64...Nh2+ 65. Kg3 Nf1+ 66. Kf3 Nh2+ 1/2-1/2**

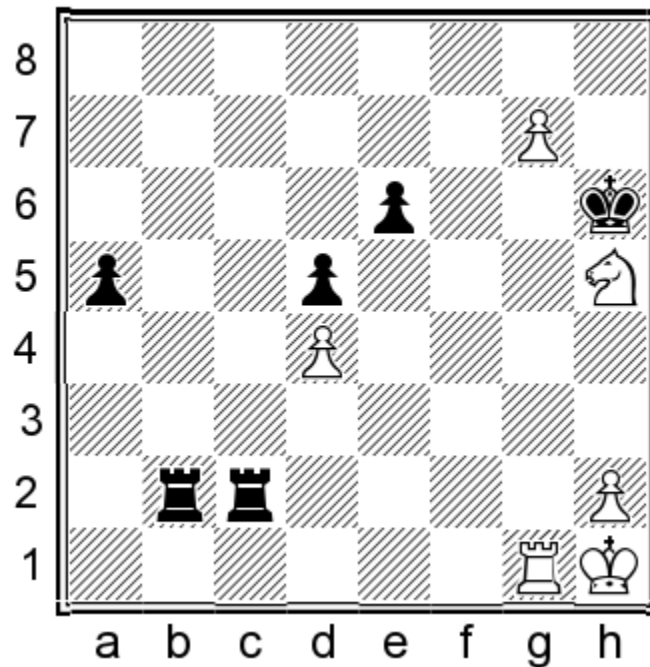
In the next example, like in Game 324, Baltic-Tomczak, we encounter another minor promotion serving a purpose other than

executing a fork **Pattern 74**). Despite the king's ability to evade the knight checks, a draw remains inevitable:

**Friso Nijboer** (2531)

**Andrey Sumets** (2589)

Haarlem (analysis) 2014



**50.g8N+ Kxh5 51.Nf6+**

Although this is not the usual Pattern (the white rook would be on g4), the black king can still not escape the checks:

**51...Kh4**

In the event of 51...Kh6, we get the familiar drawing sequence: 52.Ng8+ Kh7 53.Nf6+, and because 53...Kh8 fails to the Arabian Mate via 54.Rg8#, the king must return to h6.

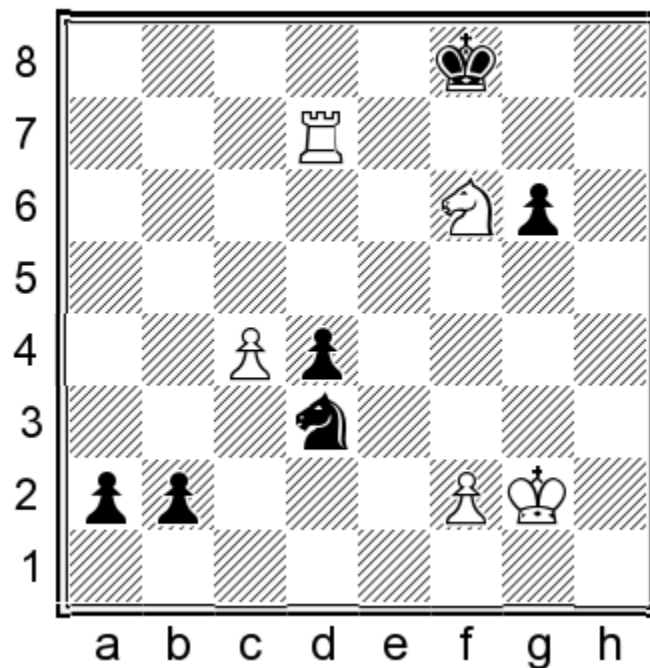
**52.Rg4+ Kh3 53.Rg3+**

The h2-pawn is White's salvation as it protects the rook. Without that pawn, White would have been lost. Now, the king must return to h4, after which White forces a move repetition with Rg3-g4-g3+. We conclude with a defence against Nimzowitsch's perpetual mobile:

**Magnus Carlsen** (2818)

**Wesley So** (2737)

Toronto rapid 2023



The 16th World Champion has just played 55. Rb7-d7, thereby grasping at his last straw: Nimzowitsch's perpetual mobile is about to be set in motion by Nf6-h7-f6+ with a draw as a result.

**55...Nf4+! 56.Kf3 Nh5!**

White resigned. Black uses his knight to take away the f6-square from the white knight, so the drawing mechanism can no longer be executed successfully. The passed pawns on a2 and b2 win the day.

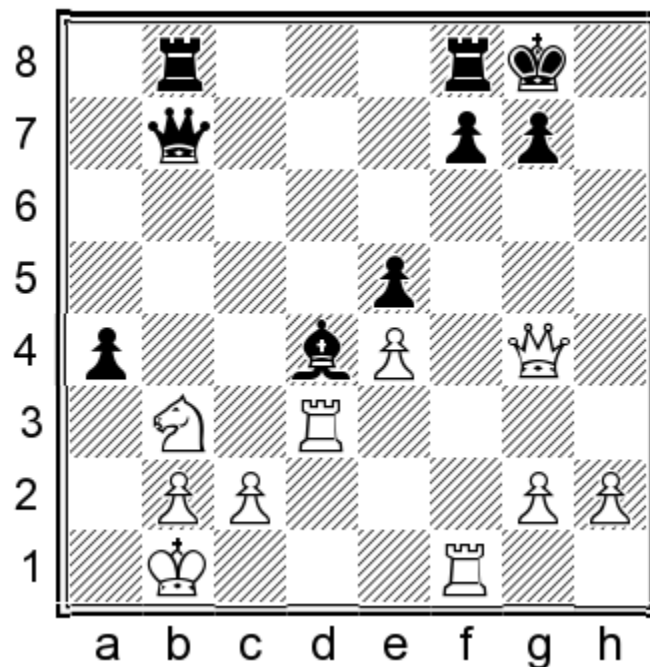
## Pattern 77 - A rook's perpetual

Now, it is the rook's turn to deliver perpetual check. We focus on an exposed castled king that we can continuously attack by placing our rook on the open g- and h-files. Because a castled king typically stands safe behind the pawns, it is often necessary to first create a breach in the king's fortress to gain access to this king, allowing the rook to join in afterwards. Creating this breach often involves a sacrifice.

**Robby Kevlishvili** (2313)

**Friso Nijboer** (2545)

Netherlands tt (analysis) 2014/15





### **32.Qxg7+!**

Instead, White played 32.Rg3?, but after 32...f5 33.Rxf5 axb3, he lost a piece and the game, and consequently missed an International Master norm that would have been achieved had he managed to draw the game! A painful but valuable lesson. Robby Kevlishvili is a grandmaster now.

### **32...Kxg7 33.Rg3+**

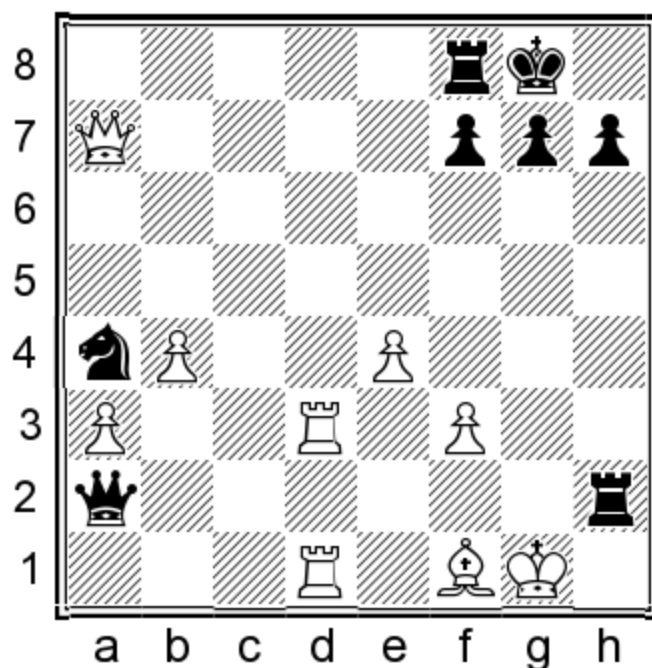
With perpetual check. There is no escape from Rg3-h3-g3+. It is crucial that the rook on f1 prevents the king from escaping via the f6-square.

Although the white king's position is already vulnerable in the upcoming game fragment, perpetual check by the rook is not immediately feasible. However, Black's clever play sets up the conditions for a perpetual by the rook, prompting a crafty defensive response, which however ultimately does not change the draw outcome:

**Viktor Laznicka** (2681)

**Parimarjan Negi** (2622)

New Delhi (analysis) 2011



### 39...Nb6!!

Black shuts off the g1-a7 diagonal, threatening 40... Qf2#. White must capture to prevent this, but then the rook can move to h6 with tempo. 39...Rh6 immediately is too slow: 40.R1d2 and Black has nothing.

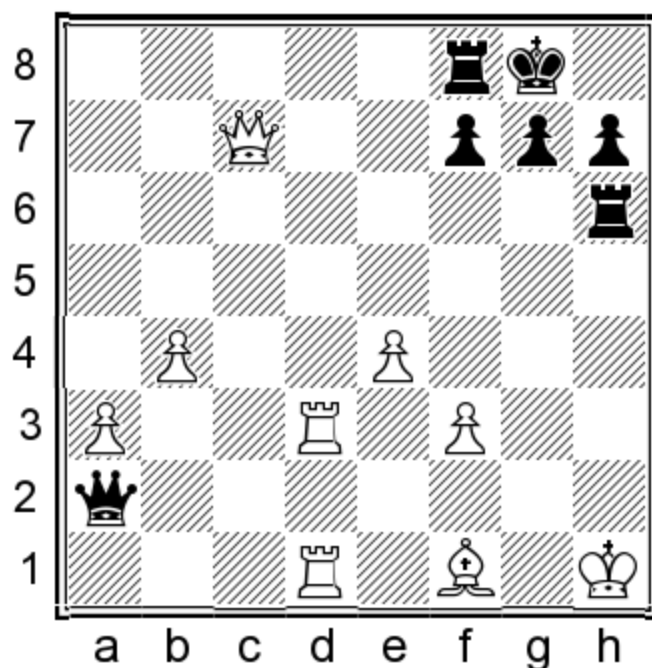
### 40.Qxb6 Rh6

Black attacks the queen, threatens 41...Qh2#, and brings the perpetual check mechanism with ...Rh6-g6-h6+ into the position.

### 41.Qc7

41.R1d2 Qxd2 42.Rxd2 Rxb6=.

**41...Rg6+ 42.Kh1 Rh6+**



If White wants more than the draw by move repetition, he can try the following defence:

### 43.Bh3

A remarkable interposition that we have encountered before and is further elaborated on in **Pattern 87**. The idea here is that by luring the rook to h3, it cannot deliver a check on the g-file on the next move (the g3-square is covered by White's queen). The freeing of square f1 for the king is less relevant here.

However, even after

### 43...Rxh3+ 44.Kg1

the position remains balanced. While White is a pawn up, he must continuously be wary of the danger to his exposed king. Moreover, Black could still force a draw here:

### 44...Qe2 45.Qf4 Rh6 46.R3d2 Rg6+ 47.Kh1 Rh6+ 48.Kg1

48.Qxh6? only gives Black winning chances: 48...Qxf3+ 49.Rg2 ( 49.Kg1?? gxh6-+ ) 49...Qxd1+ 50.Kh2 g6.

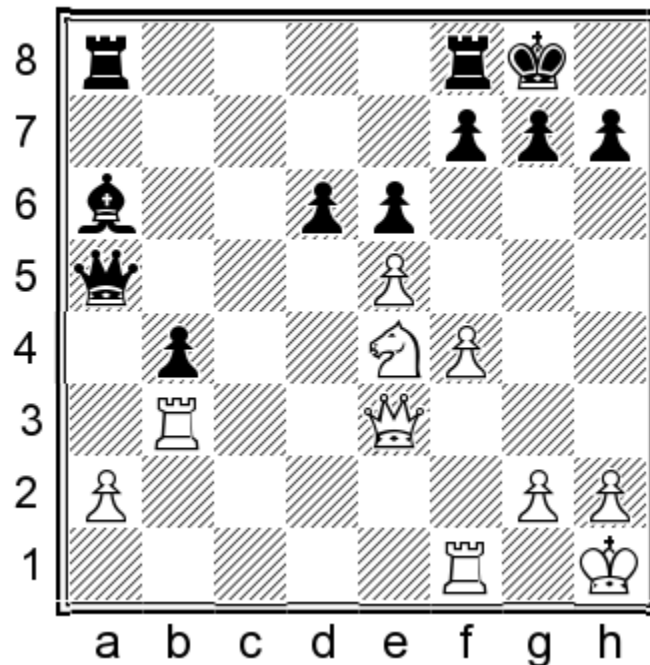
### 48...Rg6+=

In the two previous examples, the king could not escape perpetual check by traversing the f-file. In the final example it seems that this is possible, but thanks to a cunning move, White manages to prevent it and make sure the king doesn't escape the perpetual check:

**Felix Mira (1978)**

**Evgeny Romanov (2590)**

San Salvador (analysis) 2015



**24.Nf6+! Kh8**

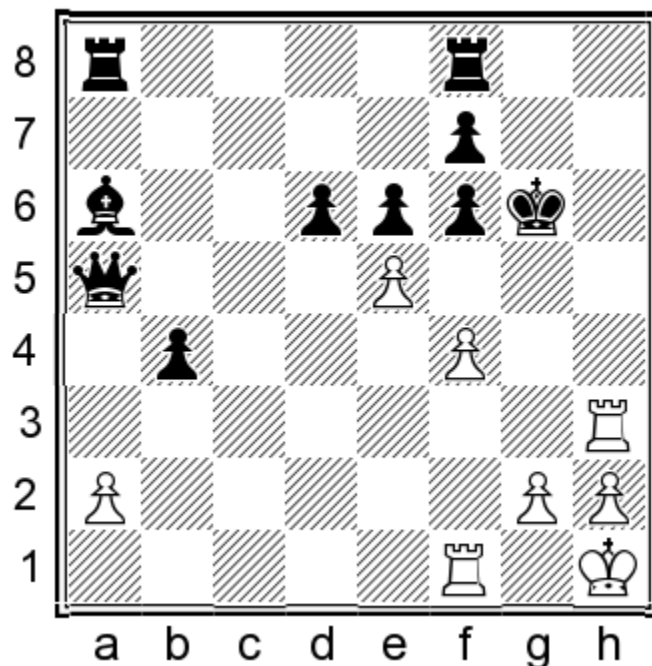
24...gxf6? 25.Qh3 gives White a winning attack, for instance,  
25...Kh8 26.Qh6 Rg8 27.Rh3 Rg7 28.exf6.

**25.Qe4! gxf6 26.Qxh7+!**

Opening a second file. Now the rook on b3 can operate on both the g- and h-files.

26.Rh3? loses to 26...f5.

**26...Kxh7 27.Rh3+ Kg6**



In contrast to Game 333, Kevlishvili-Nijboer, the f-file is not open here, so the black king threatens to escape via f5, but...

**28.f5+!**

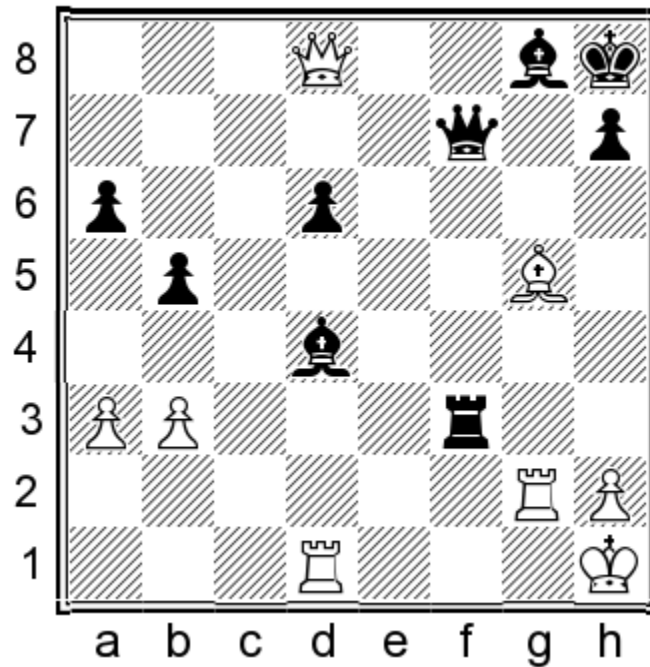
White blocks the escape square for the black monarch. After 28...exf5, the f5-pawn obstructs the king, allowing White to force a draw with Rh3-g3-h3+.

## Pattern 78 - The blocking perpetual

We saw that the knight and the rook required support from their own pieces to deliver a perpetual check, but the queen can often achieve this independently, even when the defender can interpose one or more pieces to get out of the check. In this instance, the escape route of the king is obstructed by its own piece(s), preventing it from evading the perpetual check.

In the following game, we see White working towards such a blocking perpetual check:

**Nitzan Steinberg** (2486)  
**Peter Svidler** (2748)  
Gibraltar 2017



### **41.Rdg1!**

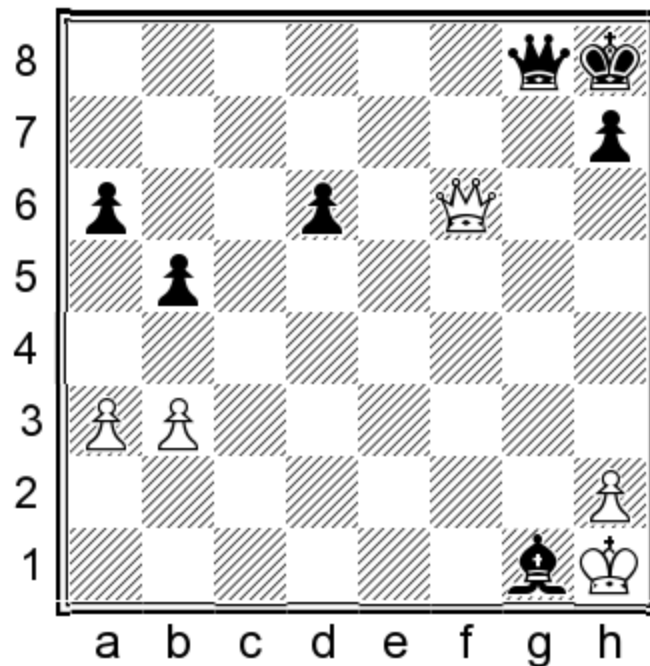
The only move. White not only defends against 41...Rf1+, but also threatens 42.Bf6+ followed by capturing on g8 for a quick checkmate. Black must, therefore, capture the rook.

### **41...Bxg1 42.Bf6+**

Still!

42.Rxg1? Qd5, and now it is White who will be checkmated quickly.

### **42...Rxf6 43.Rxg8+! Qxg8 44.Qxf6+**



This is the position White aimed for. Despite being down a piece, Black cannot escape the ongoing checks from the white queen. The presence of the h7-pawn restricts the king's movement, and when the queen is interposed, it only blocks the king's path further. After a check on d8, Black faces the same dilemma. The queen must interpose, but this again obstructs the king's path.

**44...Qg7**

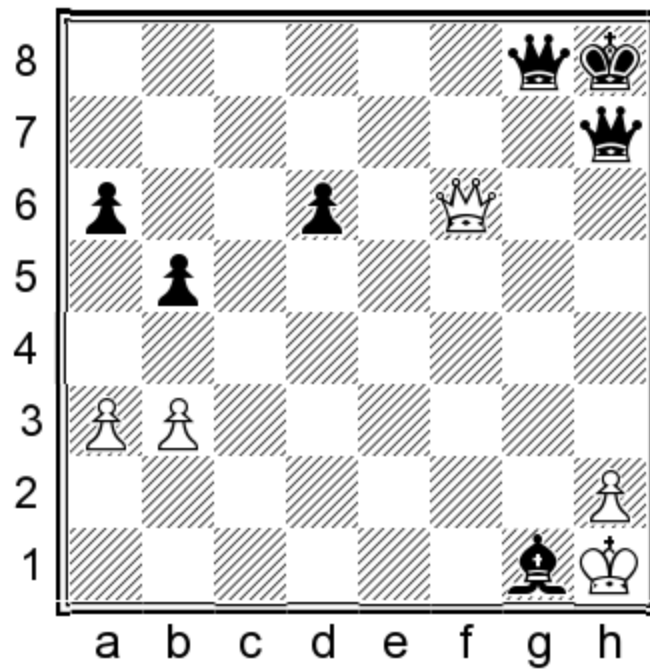
With a draw in view of 45.Qd8+ Qg8 46.Qf6+.

Even if we were to replace the h7-pawn with a queen in the diagram above, Black still cannot escape a draw:

**Nitzan Steinberg** (2486)

**Peter Svidler** (2748)

Gibraltar (adjusted) 2017



**44...Qg7 45.Qd8+ Qhg8 46.Qh4+ Q7h7 47.Qf6+ Qhg7  
48.Qh4+**

And it's a draw. Each time one of the queens interposes, it also blocks the king's escape.

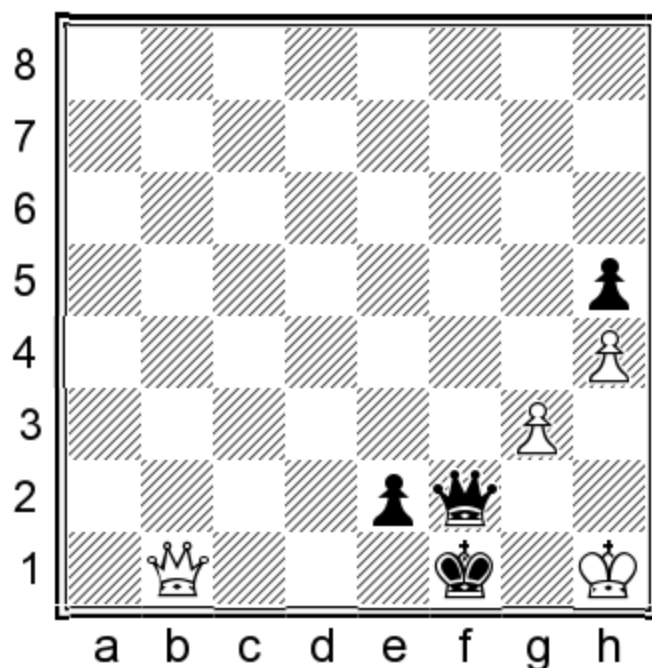
Once you are familiar with this perpetual check mechanism, it can also help you to circumvent it in certain situations:

**Muhammad Lutfi Ali** (2411)

**Michael Adams** (2738)

Baku Olympiad (analysis) 2016





**142...e1N!**

By underpromoting to a knight, Black can defend against perpetual check. Another example of a minor promotion with a different purpose than executing a knight fork ( **Pattern 74**).

142...e1Q? allows White to force a draw, for example: 143.Qd3+ Qee2 144.Qb1+ Qfe1 145.Qf5+ Q2f2 146.Qd3+. Similar to the adjusted position in Steinberg-Svidler (Game 337), we see that each time one of the queens interposes, it also blocks the king's escape.

**143.Qb5+ Qe2 144.Qf5+ Qf3+**

This would not have been possible if the promoted piece on e1 had been a queen.

**145.Qxf3+ Nxf3**

Due to the g3-pawn, there is no stalemate.

**146.g4 hxg4 147.h5 g3 148.h6 g2#**

## Pattern 79 - The rampant rook

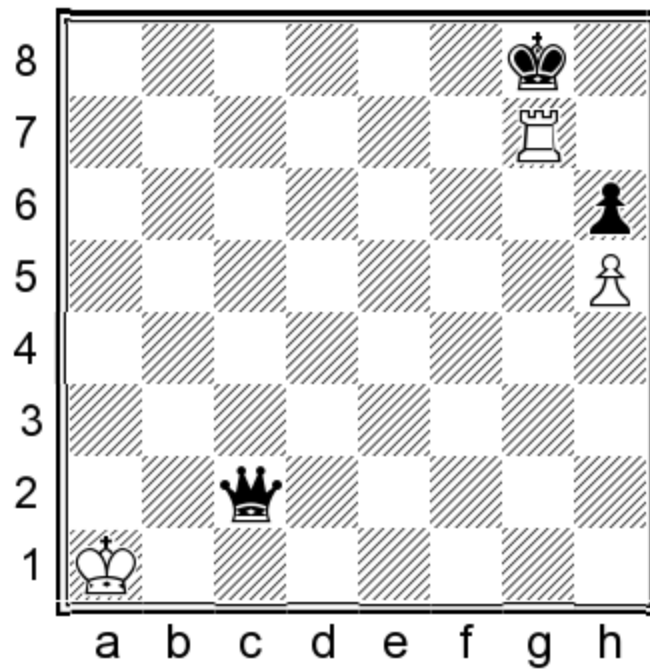
A game can also end in a draw by stalemate. We will look into a situation that seems hopeless for the defender; our king is devoid of legal moves, and, apart from a rook, all our other pieces (if there are any) are immobile. The rook can then try to deliver an endless uninterrupted string of checks in such a way that the opponent's king cannot evade them. If the rook is captured, it results in stalemate. This ideal scenario is often referred to as a 'rampant rook'. There are several ways to escape a rampant rook:

- The defending king can move again because:
- The piece causing the stalemate can capture the rook;
- The piece causing the stalemate can interpose;
- A piece protecting another piece can capture the rook, allowing the king to capture the now unprotected piece.
- An immobilized pawn can move again because:
- The pawn that blocked the enemy pawn can capture the rook, unblocking the enemy pawn;
- The rook captures a pawn opposite to its own pawn, lifting the blockade of the own pawn.
- A pinned piece can move again because the pin is lifted.

We will examine various scenarios, and indicate the possible escapes:

**Frank Erwich**

2024



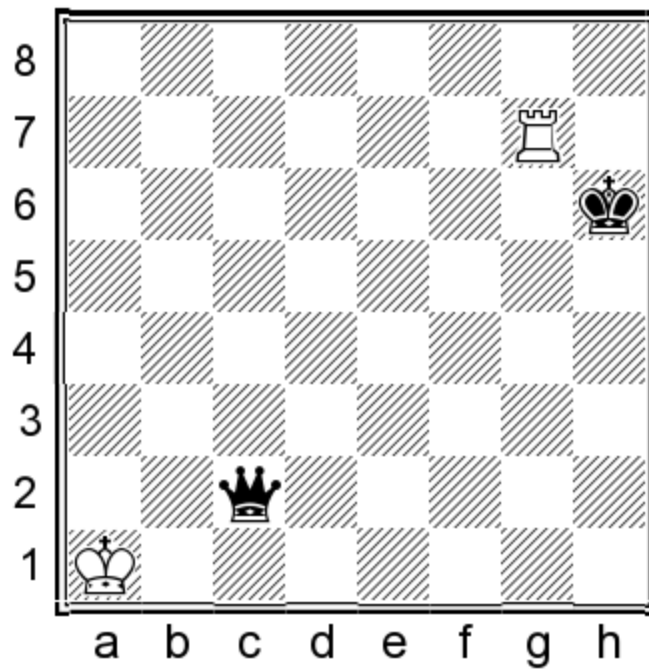
### 1...Kf8

If Black captures the rook, it is stalemate. However, when the king tries to run away, the rook continues to chase the king.

In the event of 1...Kh8, White can keep the king confined: 2.Rg8+ Kh7 3.Rg7+, and there is no way to escape the rampant rook.

However, without the h-pawns, the king could evade the checks.

Black can then play 3...Kh6, resulting in the following position:



## adjusted position

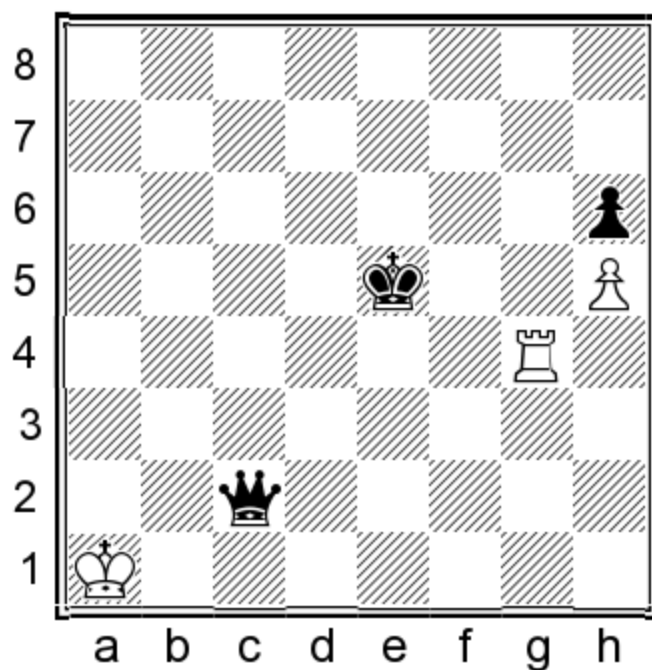
On both g6 and h7, the queen can capture the rook, thus ending the stalemate situation. The rook is no longer rampant!

### 2.Rf7+

Again, White needs to keep the area of the black king as small as possible. If he allows it to enter open territory, it can eventually escape the rook checks with the help of the queen.

A sample line: 2.Rg8+? Ke7 3.Rg7+ Kf6 4.Rf7+ ( 4.Rg6+ allows defence 1a: 4...Qxg6-+ ) 4...Kg5 5.Rg7+ ( 5.Rf5+ allows defence 1a: 5...Qxf5-+ ) 5...Kf4

A) 6.Rg4+ Ke5.



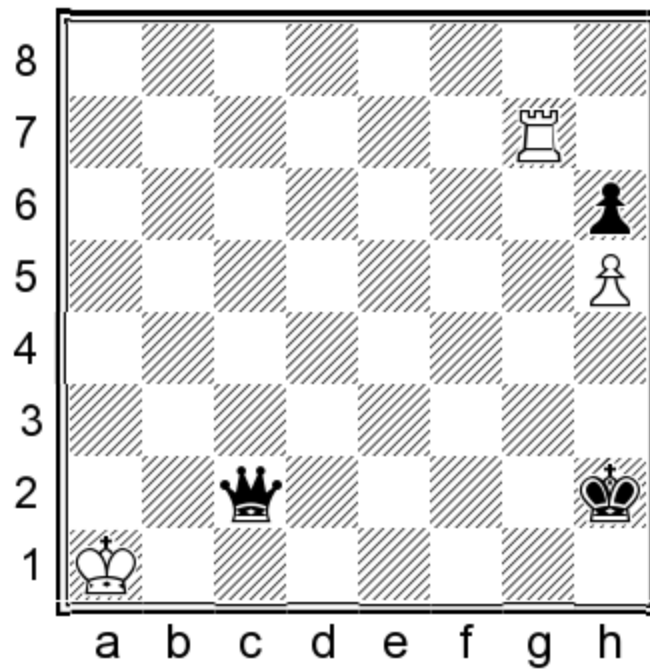
*analysis diagram*

White can deliver a check in two ways, but in both cases, Black can lift the stalemate:

A1) 7.Re4+ allows defence 1a: 7...Qxe4;

A2) 7.Rg5+ allows defence 2a: 7...hxg5.

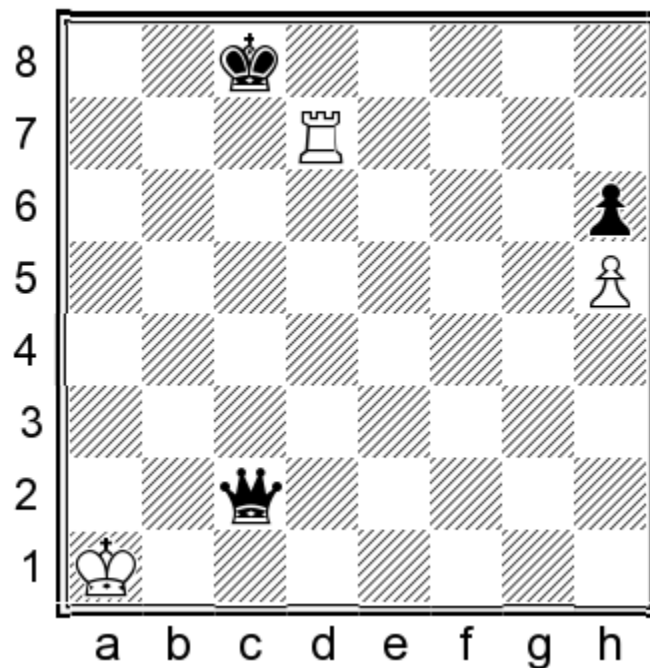
B) 6.Rf7+ Ke3 7.Re7+ ( 7.Rf3+ Ke4 8.Rf4+ Ke5, and after another rook check, the queen can capture the rook) 7...Kf2 8.Rf7+ Kg2 9.Rg7+ Kh2,



*analysis diagram*

and since 10.Rg2+ fails to 10...Qxg2 (defence 1a), White's rook is no longer rampant.

**2...Ke8 3.Re7+ Kd8 4.Rd7+ Kc8**



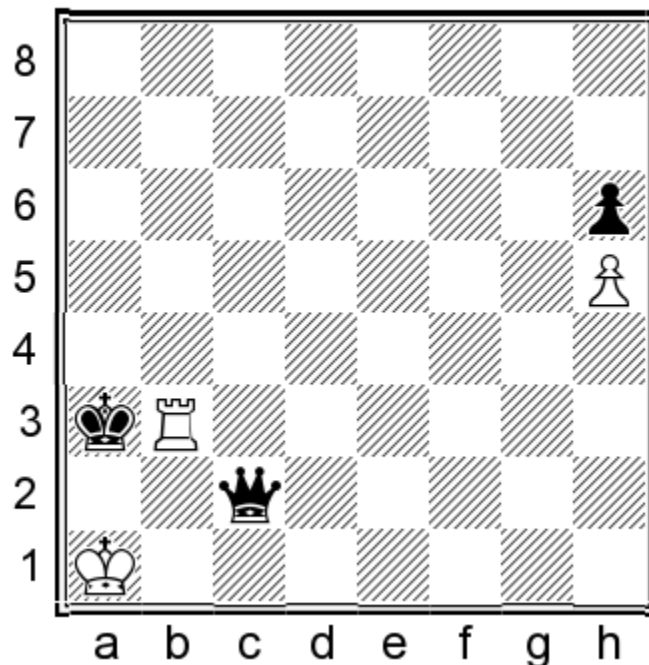
### 5.Rd8+

The only option is to increase the mobility of the king, as 5.Rc7+ allows 5...Qxc7, ending the rampant rook situation. However, compared to the analysed variation on move 2, the available space for the king is much smaller (three ranks vs six ranks). It turns out to be too limited to escape the rampant rook.

### 5...Kb7

5...Kc7 6.Rc8+ immediately forces a draw. Black must capture the rook, as otherwise the absolute skewer yields White a queen.

6.Rb8+ Ka6 7.Rb6+ Ka5 8.Rb5+ Ka4 9.Rb4+ Ka3 10.Rb3+=



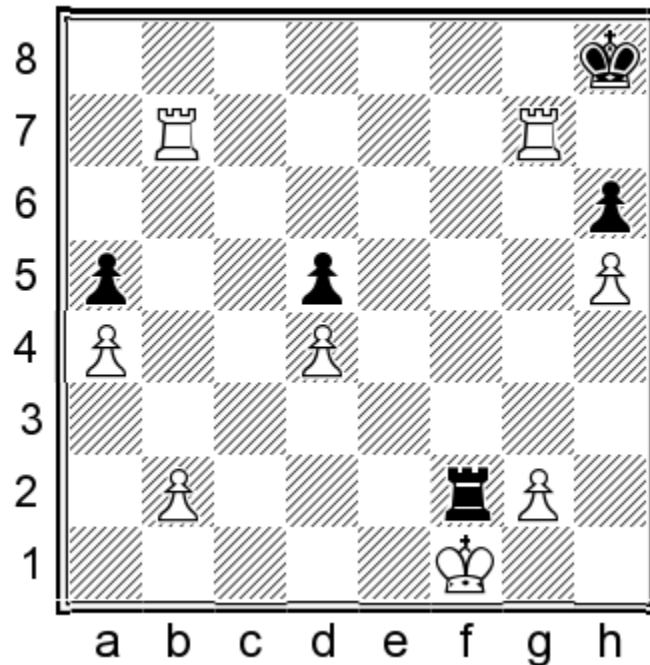
Both the queen and the king can capture the rook, but either way it is still stalemate. If Black does not capture, the rook will continue chasing the king on the b-file.

Here is an example from practical play, in which the king moves across the entire board, ultimately demonstrating that the rook is not, in fact, rampant:

**Erwin I'Ami (2626)**

**Loek van Wely (2666)**

Wolvega 2010



### **41.Ke1**

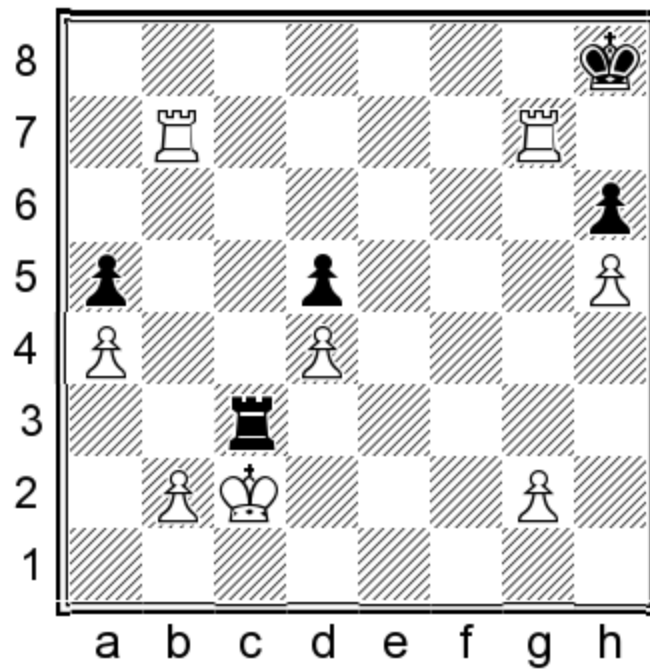
41.Kg1? squanders the win. After 41...Rxg2+, White must go back to f1 and, as in the game, move the king towards the queenside (in case of 42.Rxg2 and 42.Kxg2, it is stalemate immediately, while after 42.Kh1, Black can limit the king's area to the h-file by continuously checking on the g-file), but without the g-pawn, escaping from the rampant rook is no longer possible (see the note on move 51).

**41...Re2+ 42.Kd1 Rd2+ 43.Kc1 Rc2+ 44.Kb1 Rc1+**

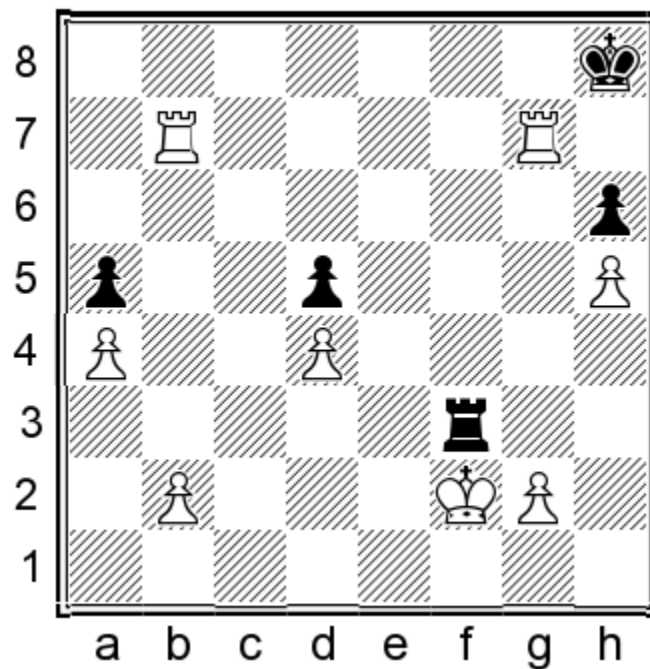
44...Rxb2+? allows defence 1c: 45.Rxb2.

**45.Ka2 Ra1+ 46.Kb3 Ra3+ 47.Kc2 Rc3+**





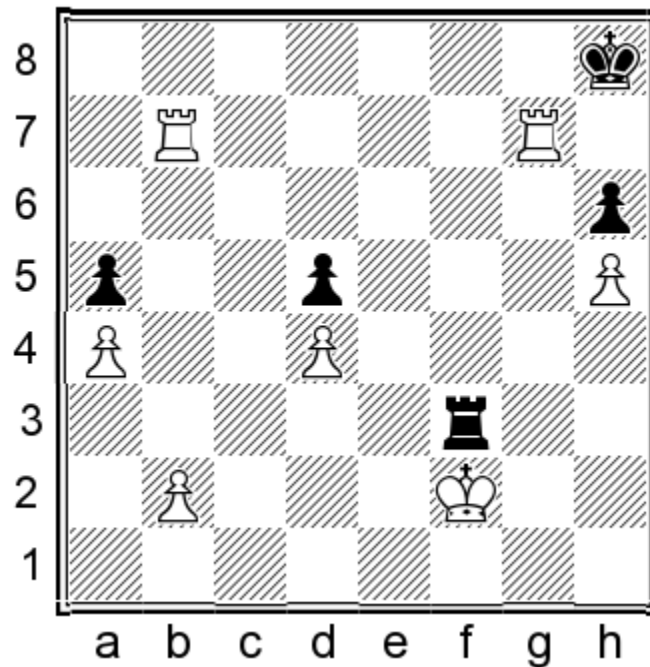
**48.Kd2 Rd3+ 49.Ke2 Re3+ 50.Kf2 Rf3+**



**51.Kg1**

White circles around the g-pawn to cross into the centre. This would not have been possible if White had played 41.Kg1?. We would still

arrive at this position, but without the g2-pawn: 41...Rxb2+ 42.Kf1 Rf2+ 43.Ke1 Re2+ 44.Kd1 Rd2+ 45.Kc1 Rc2+ 46.Kb1 Rc1+ 47.Ka2 Ra1+ 48.Kb3 Ra3+ 49.Kc2 Rc3+ 50.Kd2 Rd3+ 51.Ke2 Re3+ 52.Kf2 Rf3+.



*analysis diagram*

In this scenario, Black can continue checking on the third rank, preventing the king from advancing beyond the first two ranks. For instance, 53.Kg2 Rg3+ ( 53...Rf2+? 54.Kh3 Rf3+ allows defence 1b: 55.Rg3 ) 54.Kh2 Rh3+ with a draw.

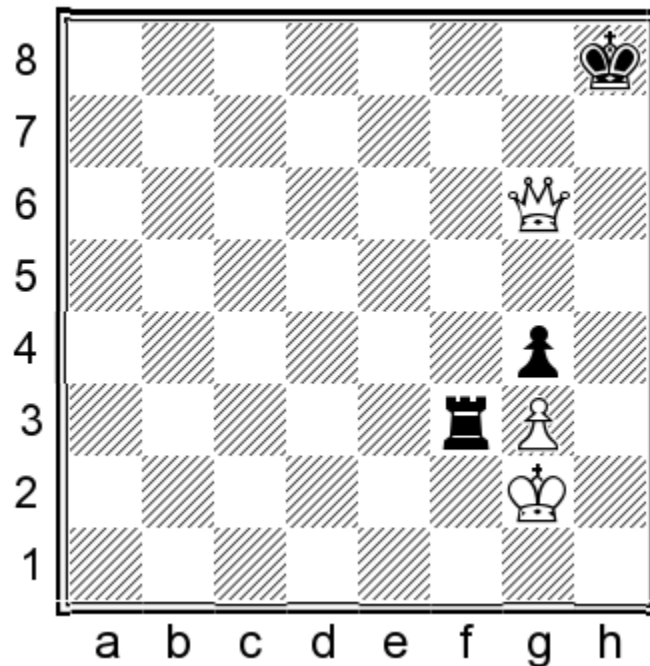
**51...Rf1+ 52.Kh2 Rh1+ 53.Kg3 Rh3+**



We have seen examples of methods 1 through 2a to escape from a rampant rook. Now we move on to examples of methods 2b and 3a:

**Frank Erwich**

2024



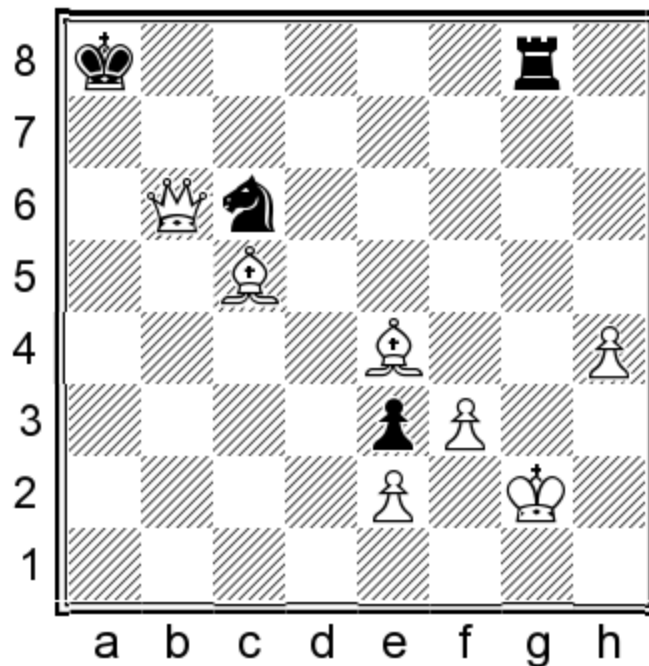
**1...Rf2+**

By moving the rook back and forth between f2 and f1, White can no longer escape the rampant rook.

Not good is 1...Rxf3+? 2.Kf2 Rf3+ 3.Ke2+- . By capturing the pawn, Black has unblocked his own pawn. If Black now sacrifices their rook, White can simply capture it.

**Frank Erwich**

2024



**1.Bg6!**

With this ‘patzer’ interposition (highlighted in **Pattern 87**), White unpins the knight, allowing it to move again and thereby neutralizing the threat of the rampant rook.

Moving the king leads to a draw: 1.Kf1 Rg1+; 1.Kh2 Rg2+ 2.Kh3 Rg3+.

**1...Rxg6+ 2.Kh2+-**

## **K versus Q situation" > Pattern 80 - Creating stalemate in a K versus Q situation**

In contrast to **Pattern 79**, here we do not directly encounter a stalemate situation, but must create a stalemate by cleverly sacrificing our last piece or pieces. The focus is on the situation where the defender’s king is trapped in the corner, and the

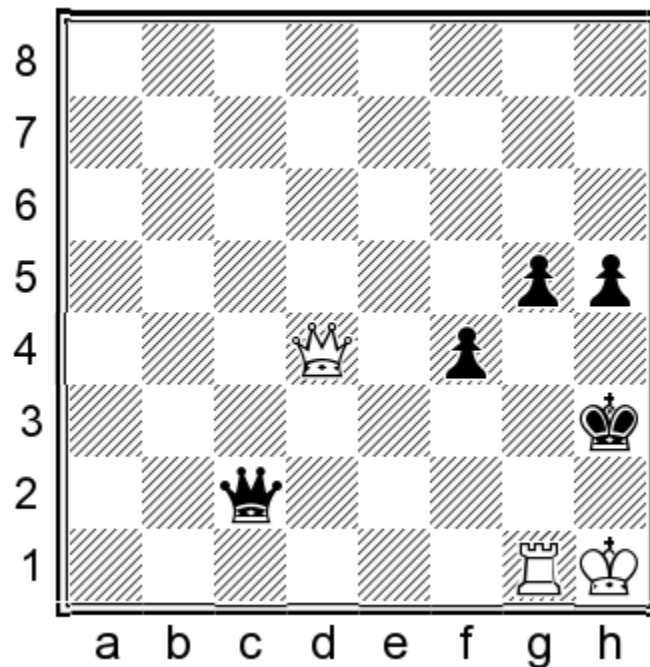
opponent's queen eventually controls all the squares surrounding that king.

The following example provides a smooth transition from the previous Pattern:

**Bernat Serarols Mabras (2260)**

**Lazaro Lorenzo de la Riva (2372)**

Barcelona 2015



**56.Qf2!**

Luring the queen to f2, creating a stalemate situation.

56.Qd7+? g4 and White will be mated quickly, as there is no effective defence against 57...Qh2#.

**56...Qxf2**

The king in the corner has no squares, so it is time to apply the knowledge from the previous Pattern:

**57.Rg3+!**

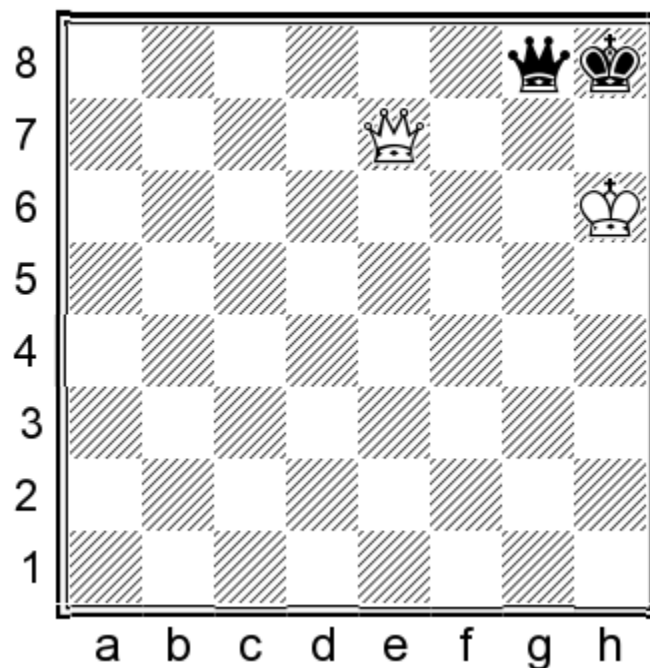
White has a rampant rook! Black can capture the rook in three ways, but in all cases it will be stalemate.

**57...fxg3  $\frac{1}{2}$ - $\frac{1}{2}$**

Escaping the checks is not possible. In the event of 57...Kh4, White oscillates the rook between g4 and g3. Of course, not 58.Rh3+? Kg4 59.Rg3+ Kf5 60.Rxg5+ Ke4 61.Re5+ Kf3, and after 62.Re3+, Black can lift the stalemate with 62...Qxe3.

The 'cleanest' example of our Pattern involves just kings and queens:

King and queens stalemate



**1...Qe6+!**

Forcing White to capture the queen.

1...Qf7?, with the idea that if White captures the queen Black is stalemated (the same situation as in the previous game but with colours reversed), is not forceful enough! White is not obliged to capture! 2.Qd8+ Qg8 3.Qf6+ Qg7+ 4.Qxg7#.

## **2.Qxe6**

Stalemate.

An important point here is that with a white queen on e6, stalemate is only possible if the white king also controls some of the black king's squares. This is in contrast to a queen on f7 or g6 (corresponding to squares f2 and g3 in the previous game), where the position of the black king did not play a crucial role in the stalemate Pattern.

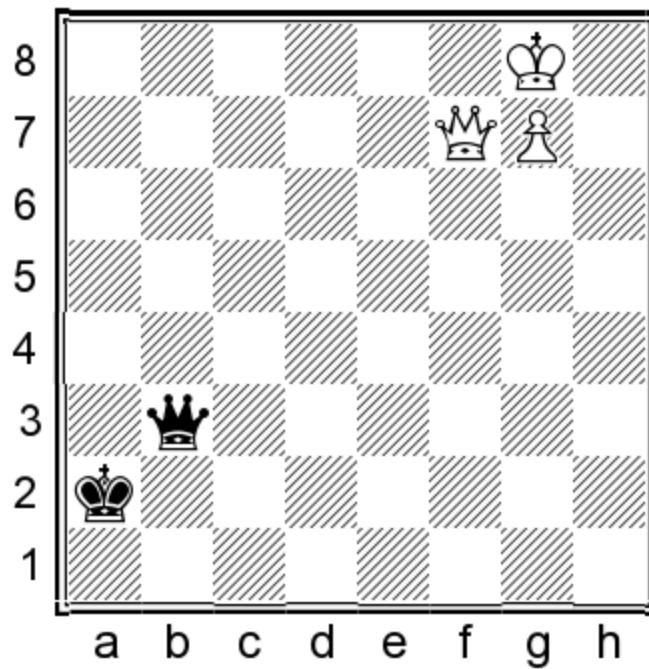
The preceding stalemate situations (with the queen positioned on e3/e6, f2/f7, and g3/g6) can also take place on the queenside. In the next game, we witness that a stalemate situation can arise as a result of moving a king rather than by checking with a rook or queen:

**Alexei Shirov** (2655)

**Nodirbek Abdusattorov** (2716)

Douglas (analysis) 2023





**89...Ka1!**

The black queen is immune thanks to stalemate. However, White also cannot make progress in any other way, for example:

**90.Kf8 Qb8+ 91.Qe8 Qf4+ 92.Kg8 Qc4+ 93.Qf7**

And interestingly, we can now reach the same position as after move 89, but this time by moving the queen:

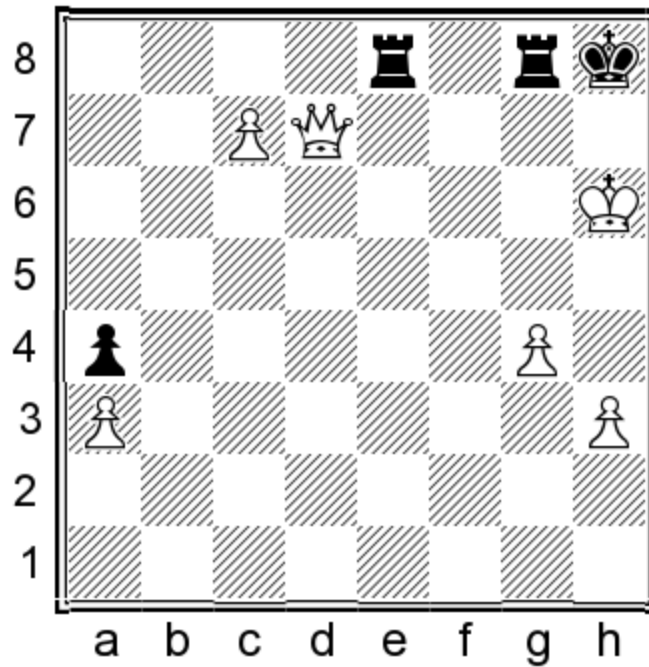
**93...Qb3=**

While sacrificing the last piece or pieces to strive for stalemate is a good idea when you are backed into a corner, it doesn't always work:

**Jan Malik (2320)**

**Vaclav Pekar (2170)**

Litomysl 2017



If Black can sacrifice his rooks on e6 and g6 and White's queen lands on one of those squares, then Black's mission is accomplished.

**45...Re6+**

45...Rg6+ 46.Kxg6 Re6+ and now, of course, White does not capture the rook. After 47.Kh5, there is no longer a stalemate situation to create, and Black will soon be checkmated instead.

**46.Qxe6**

46.Kh5 is also possible, but the text move is better.

**46...Rg6+**

With a double attack on the king and queen, while capturing the rook leads to stalemate. However, White can ignore the attack:

**47.Kh5! 1-0**

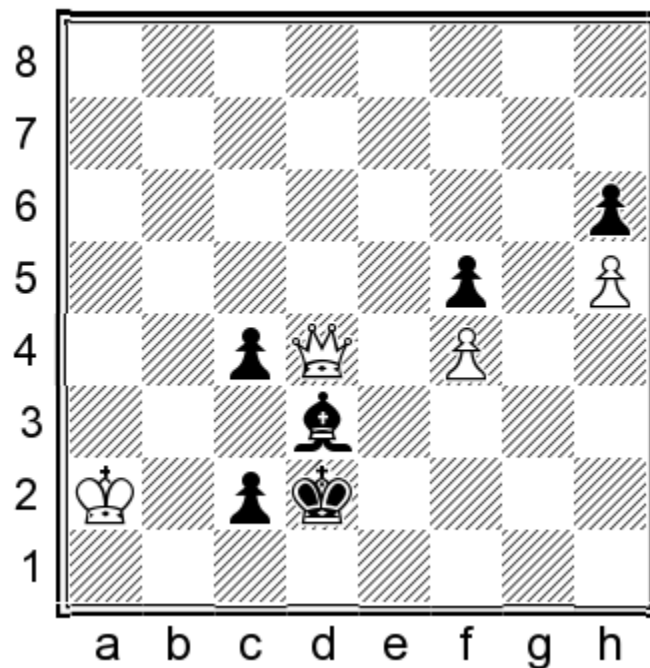
47...Rxe6 48.c8Q+ ends the battle.

Another defensive strategy is to actively avoid stalemate situations, thereby denying your opponent the opportunity to sacrifice their last piece or pieces. The following example also serves as a bridge to the next Pattern in the next chapter:

**Viswanathan Anand** (2731)

**Magnus Carlsen** (2829)

Dubai rapid tt 2023



**67...c1N+!!**

In case of 67...c1Q, a stalemate situation arises. By sacrificing his queen, known as a ‘kamikaze queen’, White can force a draw:

68.Qe3+ Kc2 ( 68...Kd1 69.Qe2+ ) 69.Qxd3+.

By promoting to a knight, Black successfully prevents the possibility of a stalemate. However, this decision raises an obvious question: does Black now possess enough material to secure a win?

### 68.Ka3 c3

Carlsen is going to promote a new c-pawn: there is no stopping the plan of ...Ne2 followed by ...c3-c2-c1. The black pieces coordinate perfectly.

### 69.Qb6 Ne2 70.Qxh6 c2 0-1

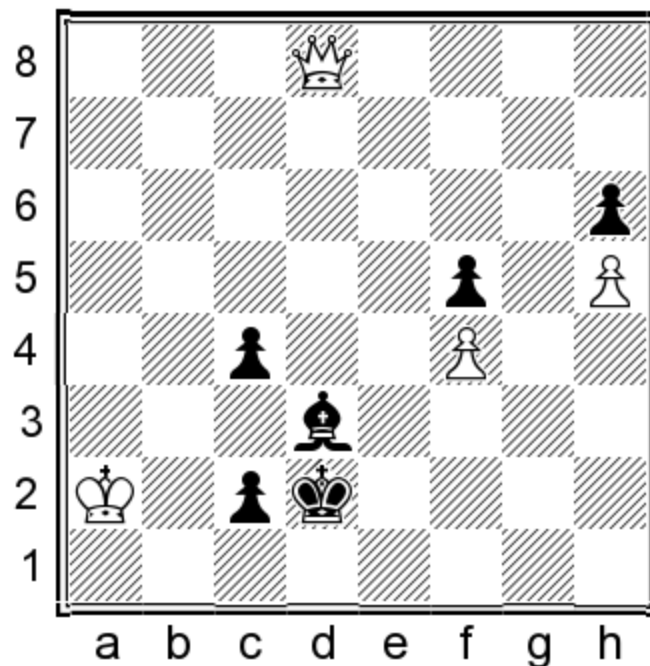
71.Qc6 c1Q+ 72.Qxc1+ Kxc1 73.h6 Nxf4 74.h7 Ng6, and Black is just in time to prevent the promotion of the white h-pawn.

A beautiful victory by the 16th World Champion over his predecessor. However, Anand missed an opportunity to secure a draw earlier in the game:

**Viswanathan Anand** (2731)

**Magnus Carlsen** (2829)

Dubai rapid tt (analysis) 2023



Instead of 67.Qd8-d4 (reaching the start of the previous game), Anand should have played:

### **67.Qb6!**

The underlying idea of 67...c1Q 68.Qe3+! remains the same, but after 67...c1N+ White captures the h6-pawn just in time: 68.Ka3 c3 69.Qxh6 c2 70.Qc6 Ne2 71.h6 c1Q+ 72.Qxc1+ Kxc1 73.h7 Nxf4 74.h8Q Ne2, and a tablebase draw has emerged.

## **Bonus**

Although the following tactic is not effective in over-the-board chess, it is such an ingenious and powerful tool for online chess that it has to be included in this Pattern.

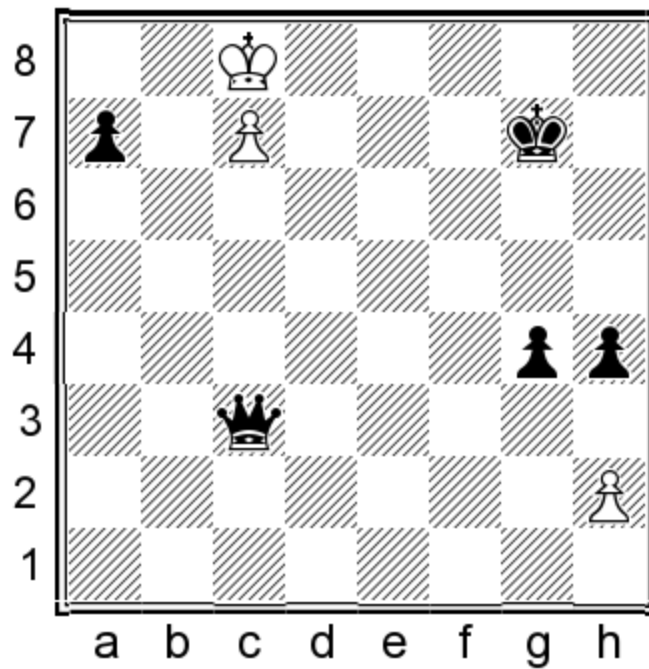
A unique characteristic of online chess is the ability to play a ‘pre-move’, a move you can execute on the (virtual) board before your opponent has made their next move. Unless the pre-move becomes illegal due to your opponent’s move, it will be executed instantly, a crucial tool for online blitz and bullet. In case you ever wondered how your online opponent can pull off ten moves in one second...

A pre-move can have undesirable consequences if the nature of the position has drastically changed due to the opponent’s last move. An infamous tactic exploiting a pre-move is the Rosen Trap, named after chess streamer and International Master Eric Rosen.

**Eric Rosen** (2353)

**Elisabeth Pähtz** (2473)

Chess.com Speed Chess 2020



Obviously, White is completely lost. In an over-the-board game, he would have resigned a long time ago, but in online chess there is always a chance.

**55.♞b7! g3 56.h3!**

Creating the necessary stalemate conditions and laying the foundation for the Rosen Trap.

**56...♙xc7+ 57.♞a8!**

The Rosen Trap!

**57...g2? 1/2-1/2**

Black pre-moves and stalemates her opponent.

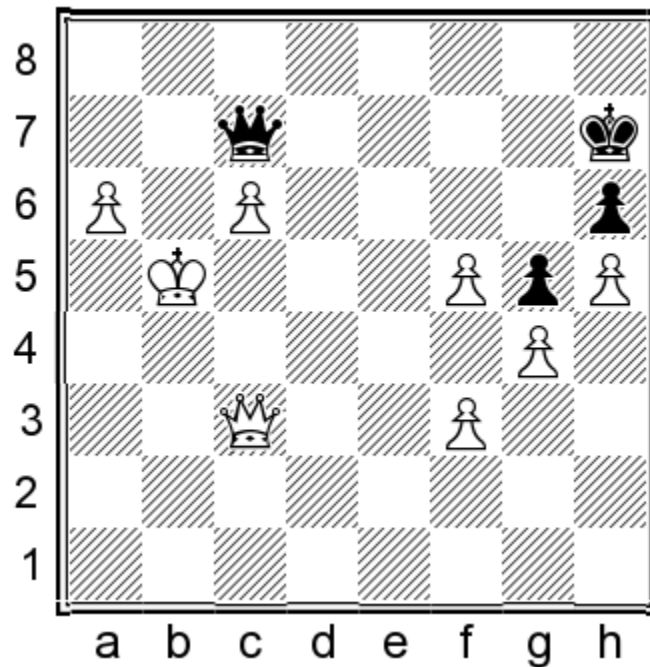
The goal is to have the king on b2/b7/g2/g7 and the last remaining mobile piece on b3/c2, b6/c7, f2/g3, or f7/g6. In the next game, White is just a few moves away from queening one or both pawns,

so Black decides to get his king and queen, the last remaining mobile piece, in position:

**José Francisco Veiga (2378)**

**Eric Rosen (2360)**

Titled Tuesday blitz 2022



**55...Qf7! 56.Qc4**

‘Trade queens?’

**56...Kg7!**

‘Sure thing!’

**57.Qxf7+ Kh8!**

‘Oh no, my queen!’

**58.a7? ½-½**

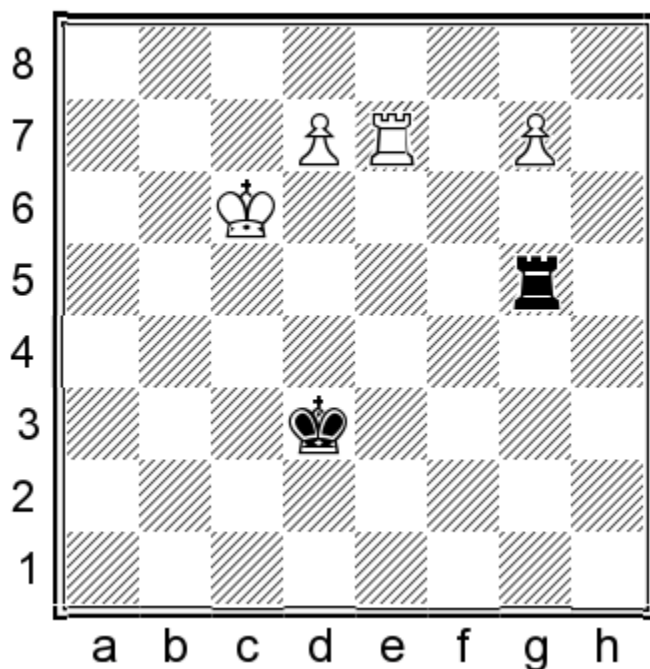
Pre-moved and stalemate.

The Rosen Trap also works well in other types of endgames, like a rook endgame:

**Jakob Postlmayer** (2347)

**Eric Rosen** (2361)

Titled Tuesday blitz 2023



**75...Kc2! 76.d8Q Rg3!**

On its way to square b3.

**77.Qd5 Kb2! 78.Qb5+ Rb3! 79.Qxb3+ Ka1! 80.g8Q? 1/2-1/2**

Pre-moved and stalemate.

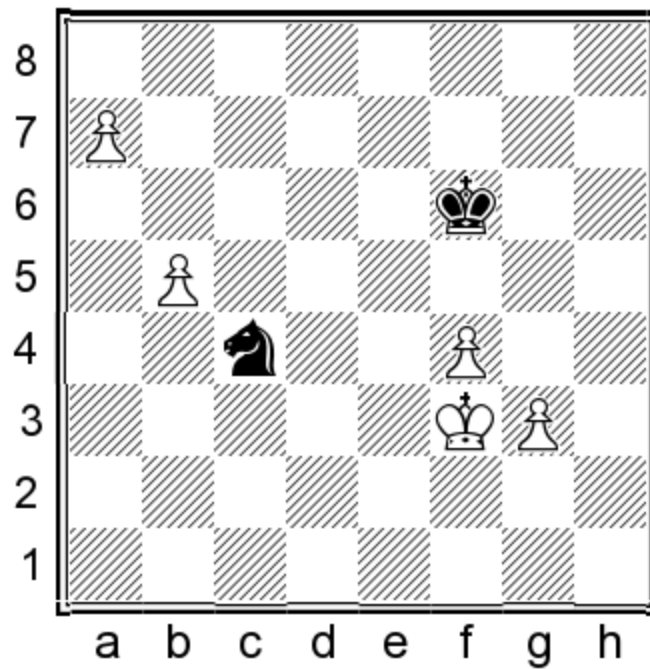
The Rosen Trap has gained a lot of notoriety among chess players of all levels, and sometimes even catches out the very best among us:

**Magnus Carlsen** (2856)

**Daniel Naroditsky** (2616)

Lichess bullet 2021





**56.a8Q Nd6! 57.Qb7?!**

Not very smooth technique, but...

**57...Nf7!!**

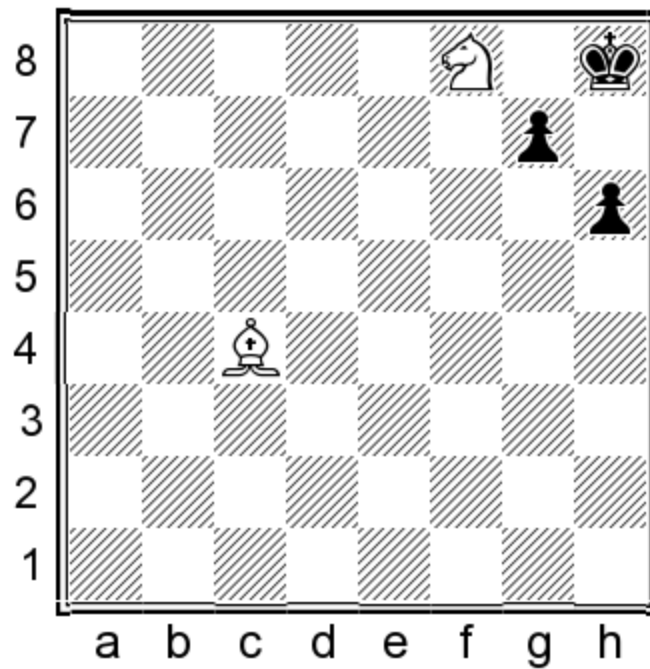
Probably pre-moved by Black, forgoing the capture of a hanging queen (after which his position would still be lost) in favour of the Rosen Trap!

**58.Qc6+ Kg7! 59.Qc7 Kg8 60.Qxf7+ Kh8! 61.b6? 1/2-1/2**

Pre-moved and stalemate.

## Flash Cards 75-80

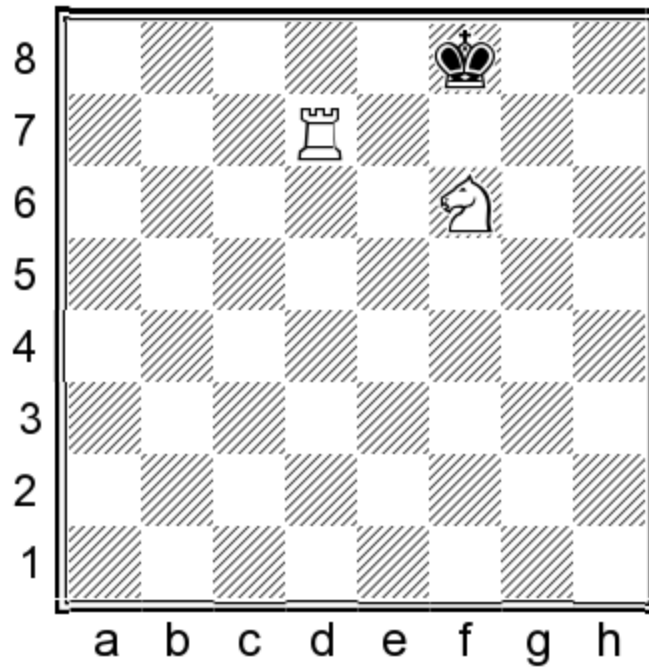
## Drawing weapons



## 75. A knight's perpetual

By moving the knight back and forth between f8 and g6, White can give perpetual check.

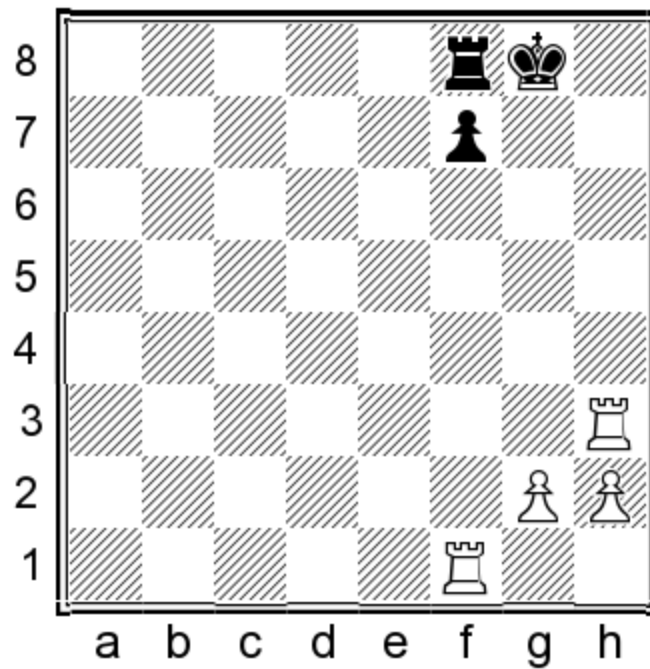
Crucial to this pattern is that the black king can only shuttle between h7 and h8. Without a bishop on c4, but with a black knight or bishop on g8, this drawing mechanism also works.



## 76. Nimzowitsch's perpetual mobile

With Nf6-h7-f6+ White has a perpetual check. Black cannot escape it, as moving the king to h8 allows White to deliver the Arabian Mate with Rh7.

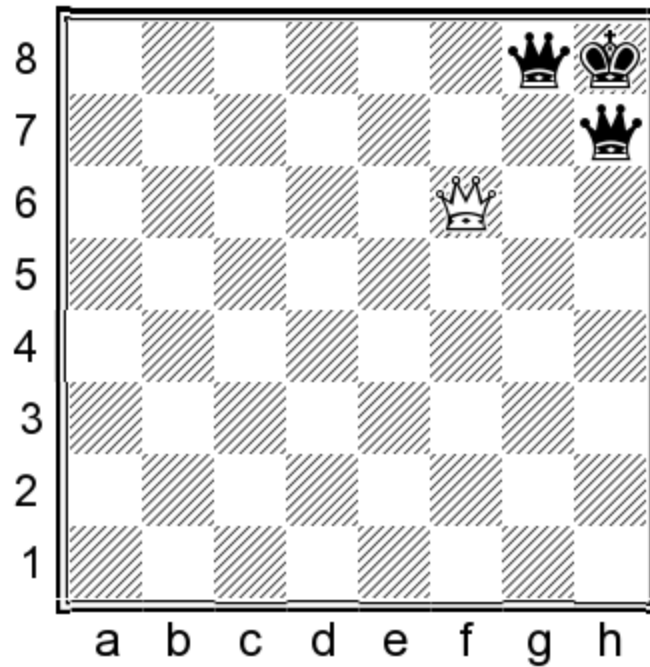
It is crucial that the rook is on d7, preventing the king from escaping to the queenside.



## 77. A rook's perpetual

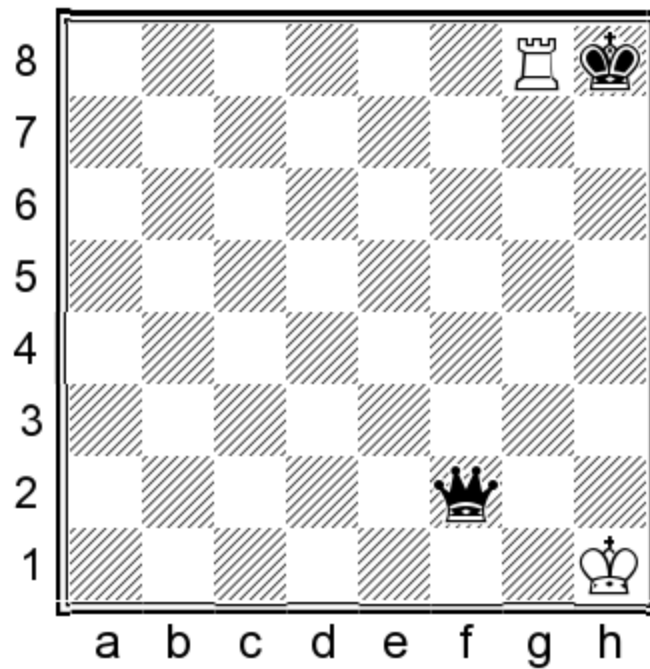
Rh3-g3-h3+ is perpetual check.

Crucial is that the king cannot move to the f-file. In this case, it is because the rook on f1 controls this file, but in other situations, it may also be for other reasons that the king cannot escape perpetual check via the f-file.



## 78. The blocking perpetual

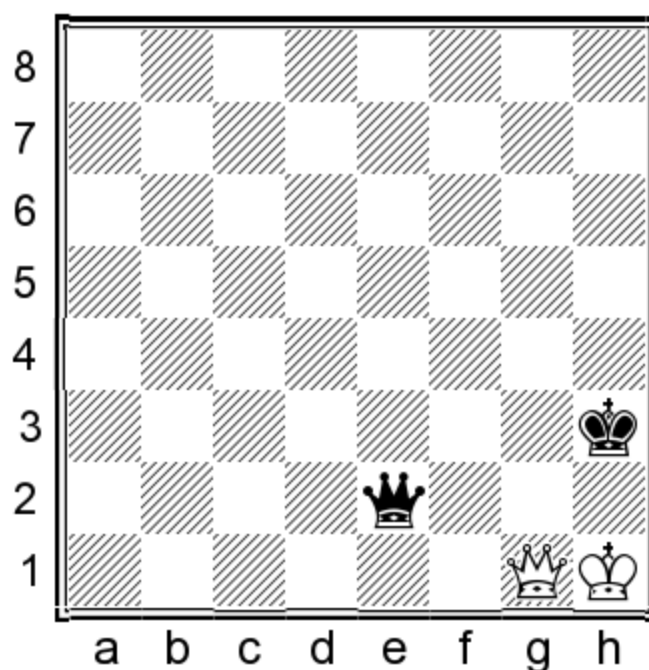
Despite having an extra queen, Black cannot avoid perpetual check. Every time one of the black queens block a check, it blocks the king's escape. For example, 1...Qhg7 2.Qh4+ Q8h7 3.Qd8+ Qgg8 4.Qf6+.



## 79. The rampant rook

If Black captures the rook, it is stalemate. However, when the king tries to run away, the rook continues to chase the king along the g-file. There is no way to escape the rampant rook.

This pattern is more general than others, focusing on the idea of a rampant rook rather than on the specific positions of the pieces.



## 80. Creating stalemate in a $\text{K}$ versus $\text{Q}$ situation

In contrast to **Pattern 79**, the intention here is to create stalemate. The focus is on the situation where the defender's king is trapped in the corner and the opponent's queen is forcefully lured to a place from where it attacks the g1-square, blocking the white king's escape.

For example, in this position White can force a draw with 1.Qe3+ Qxe3, stalemate.

# Chapter 9

## Defensive weapons

- Pattern 81 - Avoiding stalemate by underpromotion
- Pattern 82 - Defending against a pin on the e-file
- Pattern 83 - Defending with and against the counterpin
- Pattern 84 - Unpinning a knight by counterattacking the pinning bishop
- Pattern 85 - Pushing the b-pawn
- Pattern 86 - Defending against a double attack
- Pattern 87 - The ‘patzer’ interposition
- Pattern 88 - The seventh-rank clearance defence
- Flash Cards 81-88

Chess is a balance between attack and defence. In this chapter we will focus on situations that require an immediate response to an opponent’s threat.

**Pattern 81** is about defending against stalemate using minor promotion. **Patterns 82 to 84** deal with defending against pins.

**Pattern 85** shows a surprising defence against a discovered attack threatened by a queen and pawn. **Pattern 86** contains an elegant defence against a double attack.

Finally, **Patterns 87 and 88** demonstrate an interposition of a ‘free’ piece and a seventh-rank-clearing sacrifice of material to avoid mate, respectively.

### **Pattern 81 - Avoiding stalemate by underpromotion**



In the previous two games, (under)promotion to a knight instead of a queen was used to avoid a stalemate. In this Pattern, it is the turn of a rook or bishop to underpromote and avoid a stalemate.

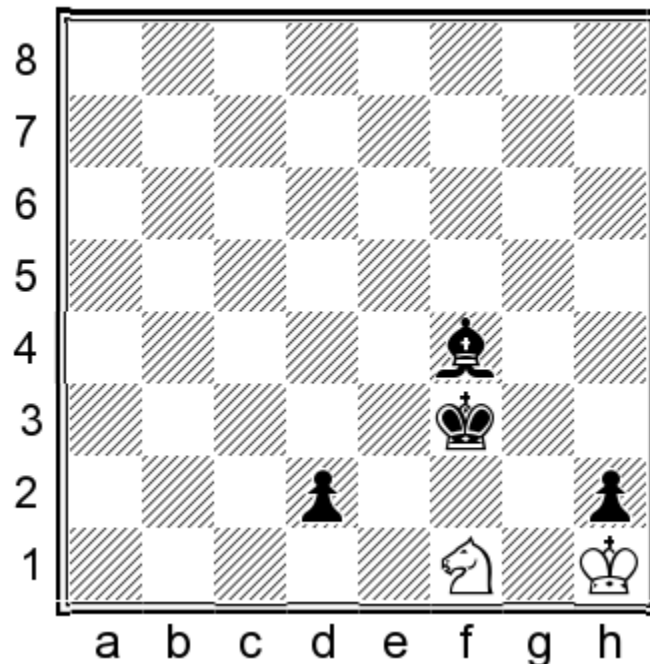
Although underpromotion, especially promotion to a bishop, is rare, it is crucial knowledge for every chess player. Moreover, if such a situation arises, it could immediately yield half a point!

In the first game, underpromotion directly avoids stalemate:

**David Anton** (2691)

**Vladislav Kovalev** (2623)

Chess.com rapid (analysis) 2022



**63...d1B!**

The most convincing path to victory; the engine announces checkmate in ten moves. In the game, Black promoted his pawn to a queen, resulting in an immediate stalemate. Promotion to a rook would have resulted in the same outcome.

For the masochists among us, I will note that after 63...d1N, the endgame tablebase shows that Black will checkmate White in 46 moves.

**64.Nxh2+ Kg3 65.Kg1**

65.Nf1+ Kf2 66.Nh2, and by playing a waiting move with the dark-squared bishop on the c1-h6 diagonal, like 66...Bg5, Black wins the knight due to zugzwang. If Black waits with a bishop move on the h2-b8 diagonal, then White has Ng4+, and Black cannot capture the knight due to stalemate!

**65...Be3+ 66.Kh1**

66.Kf1 Kxh2.

**66...Kh3 67.Nf1 Bf3# 0-1**

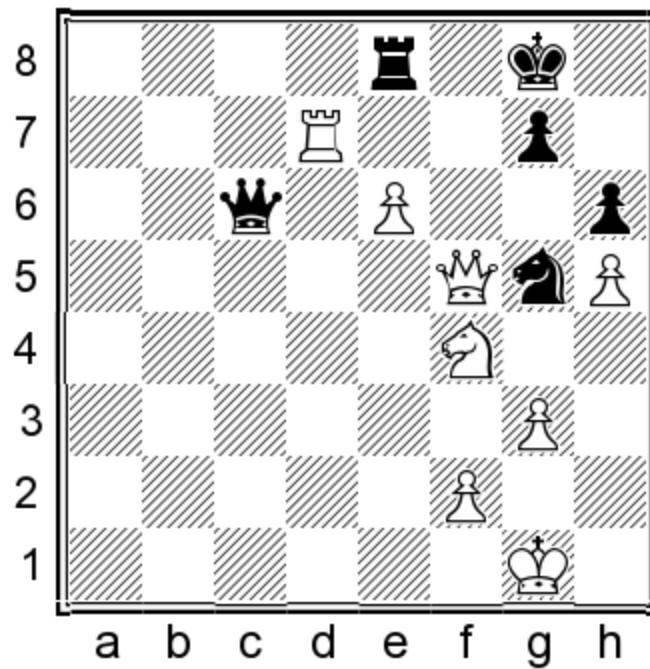
In the next example, we see a bishop promotion to prevent a kamikaze queen in case of a queen promotion.

We start with the run-up:

**Johann Hjartarson** (2465)

**Mads Andersen** (2582)

Reykjavik (analysis) 2022

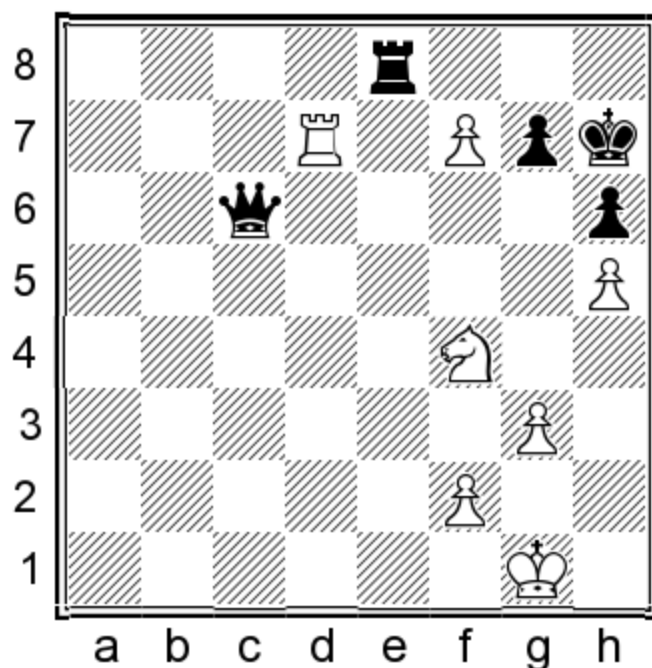


### 54.Qf7+!

White played 54.e7?, but after 54...Nf3+ 55.Kf1 Nh2+ 56.Kg1 Nf3+ 57.Kh1 Ne5+ 58.Rd5 Rxe7, he had to give up his main asset, leading to a draw later.

### 54...Nxf7 55.exf7+ Kh7

55...Kf8 56.Ng6+ Qxg6 57.hxg6, and since the h-pawn can move, Black doesn't have a rampant rook.

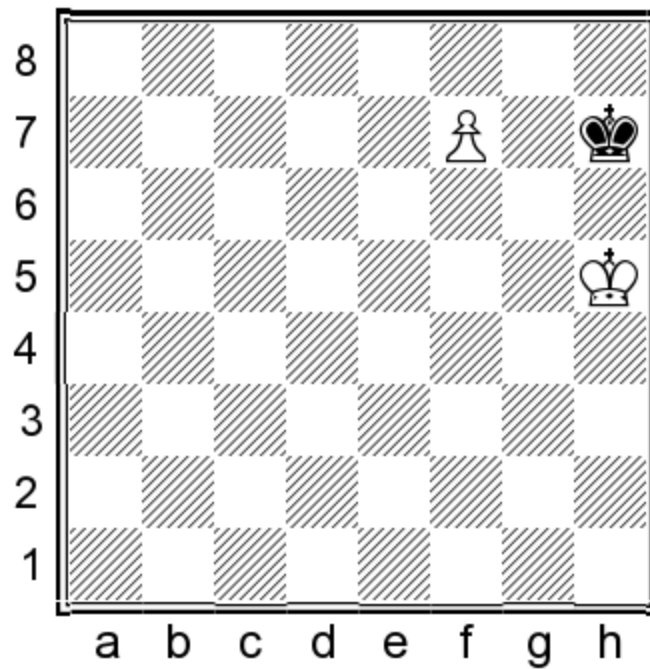


**56.fxe8B!+-**

56.fxe8Q? gives Black the opportunity to force a draw with 56...Qg2+ or 56...Qh1+. In the event of 56...Qc1+?, it is instructive to see how White must defend: 57.Rd1!, the ‘patzer’ interposition, a defence that has come up several times (and is discussed in more detail in **Pattern 87**). White no longer has a kamikaze queen after 57...Qxd1+ 58.Kg2 because the pawn on g7 is no longer pinned. This idea, sacrificing a piece to lift a pin, was also seen in Game 342 (**Pattern 79**).

Now let’s look at the promotion to a rook with a basic position:

Rook underpromotion



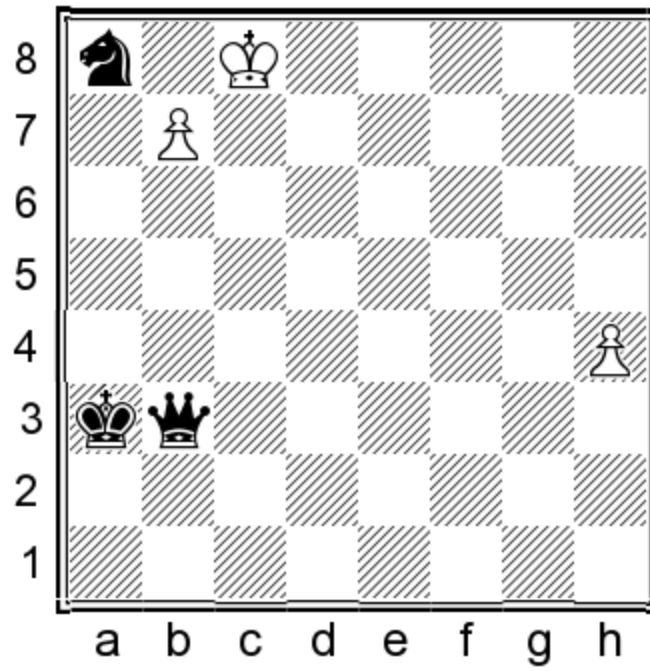
Because queen promotion results in an immediate stalemate, and promotion to a knight or bishop leads to a draw due to insufficient material, White has only one option left (note that White loses the pawn after 1. Kg5 Kg7= ):

**1.f8R+–**

The next example takes this one step further:

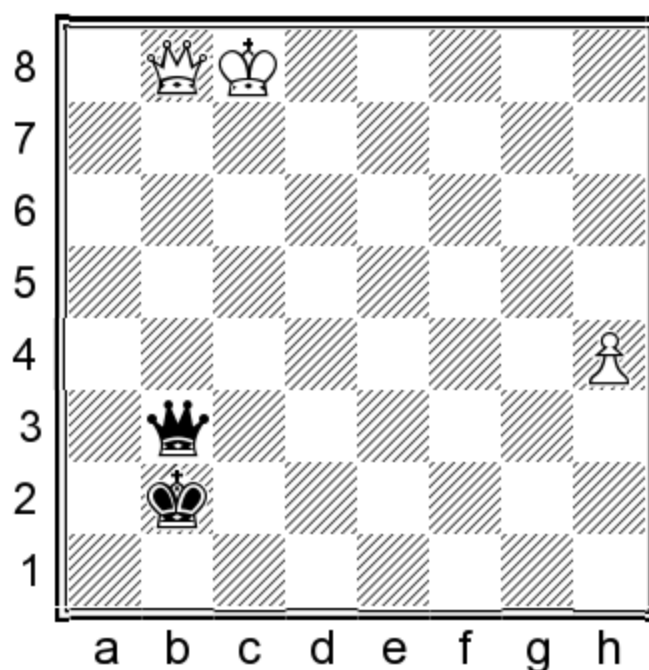
**Gia Nadareishvili**

Study, 1962



**1.bxa8R+!**

1.bxa8Q+ is very tempting, but after 1...Kb2 2.Qb8 (or 2.Qb7 ),



*analysis diagram*

Black employs the same defence as in Game 345, Shirov-Abdusattorov ( **Pattern 80**): 2...K**a1**!. If White captures the queen, it is stalemate. Although capturing is not mandatory, the remaining endgame is no longer winnable for White.

**1...K**b2** 2.R**b8****

And now we see the crucial difference with the queen promotion: 2...K**a1** now makes little sense, as after 3.R**xb3**, the king can go to **a2**. In short, stalemate situations are prevented, and White wins thanks to his h-pawn.

**2...Q**xb8**+ 3.K**xb8** K**c3** 4.h**5****

And the black king is outside the square of the passed pawn.

## **Pattern 82 - Defending against a pin on the e-file**

In the last game, we saw a remarkable way of unpinning the queen by moving away the king altogether. In this Pattern, the king again moves away to unpin a piece, but this time it is with the objective to

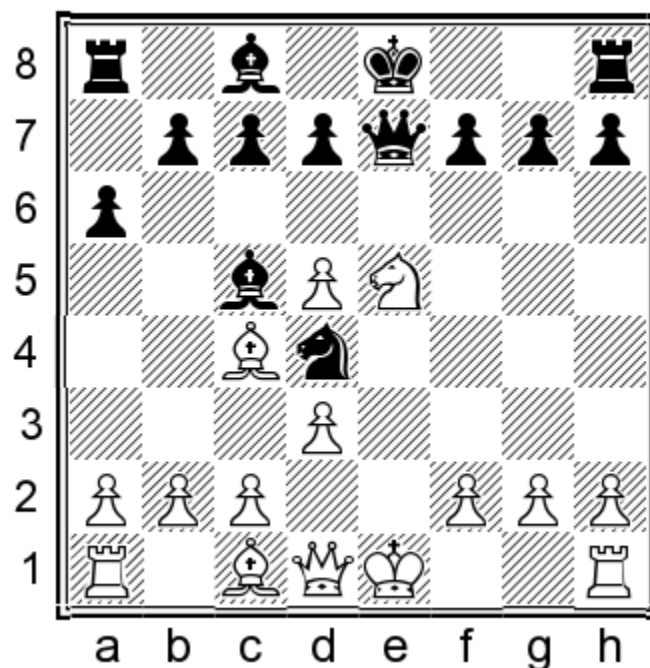
save the pinned piece. We focus on a situation where a knight is pinned to the king by a queen on the e-file, and our response is to set up a counterpin with a rook by moving the king out of the way, usually via castling.

Let's begin with a basic example:

**Elzbieta Augustyniak**

**Detlef Jehsert**

Freechess.de 2017



If White protects the pinned e5-knight with 9.f4, then Black attacks the knight one more time with 9...d6, and White still has a problem. However, White can also defend her knight tactically!

**9.0-0!**

The king steps out of the pin, while developing the rook on h1. The crucial point is that 9...Qxe5 now fails to 10.Re1, pinning and



winning the black queen. White has prevented the loss of the knight and is actually up material.

**9...0-0 10.Re1±**

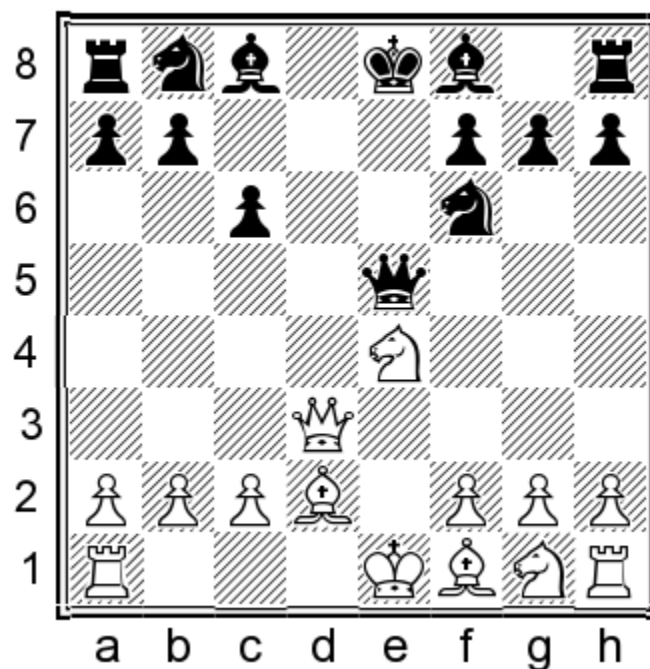
An important positional feature is that the black queen and king are on the same file. This means that when the knight is captured, the e-file opens up, and putting a rook on the same file results in a pin.

We can prepare the rook development in various ways. In addition to castling kingside, we can also castle queenside:

**Richard Réti**

**Saviely Tartakower**

Vienna (analysis) 1910



Game 82 ( **Pattern 17**), but one move earlier. White can adequately defend against the pin with 8.f3, but

**8.0-0-0!**

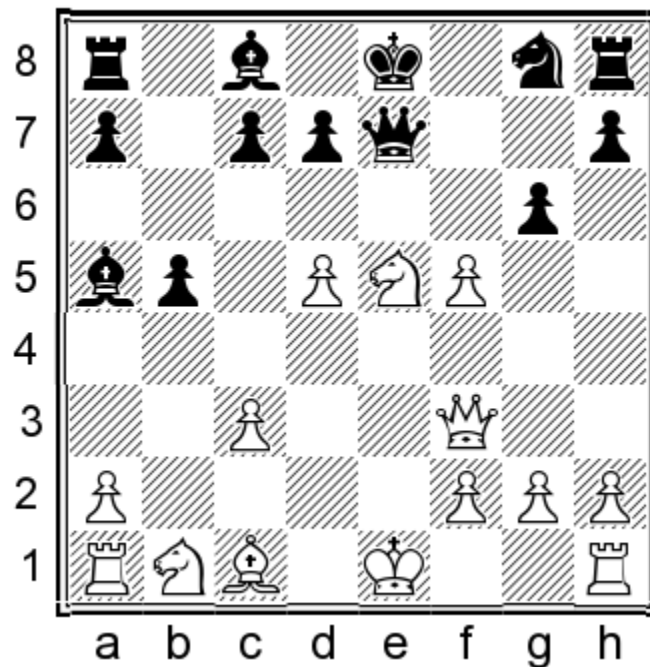
is a much better option! The key point is 8...Qxe4 9.Re1+- .  
Black's 8...Nxe4? (Game 82) is bad, and you might remember why...

The king can also just step aside:

**Tommy Grooten** (1496)

**Machteld van Foreest** (2080)

Rijswijk Dutch Championship U12 (analysis) 2018



Castling kingside now doesn't work, because after 13.0-0 Qxe5, the f1-rook lacks the necessary protection to go to square e1. Therefore White plays

**13.Kd1!**

and after 13...Qxe5 14.Re1 White wins the queen. Even if Black chooses a different move to play, White can still bring the rook to e1 and create terrible threats against the black king and queen.

Additionally, Black must be wary of moves like fxg6 and d5-d6. White is winning.

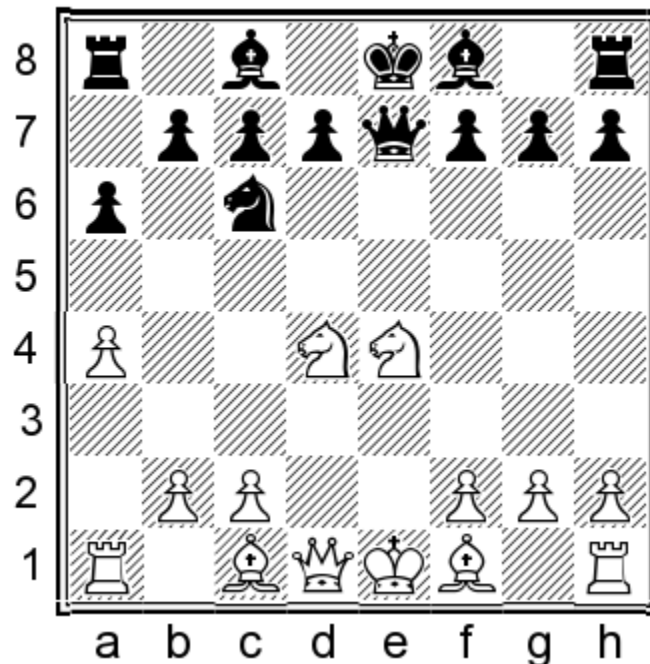
However, the game continued with 13.Qe3?, but after 13...Bb6 14.Qe2 d6 15.Nc6 Qxe2+ 16.Kxe2 Bxf5, the game turned around completely and Black was in control.

Another method is to leave the king in place and play the rook towards the e-file:

**Martyn Kravtsiv (2598)**

**Anthony Atanasov (2361)**

Titled Tuesday blitz 2023



**8.Ra3! d5**

8...Qxe4+? 9.Re3+-.

**9.Bg5 f6**

9...Qe5 10.Nxc6! bxc6 11.Re3 1-0 Kravtsiv-Trifan, Chess.com Speed Chess 2023, was played seven months later.

**10.Bxf6 gxf6 11.Qh5+ Qf7**

Relatively speaking, 11...Kd8 is the best move and was faced by the White player a month later. However, after 12.Qxd5+ White is a pawn up with a much better position, 1-0 (22) Kravtsiv-Pajeken, Titled Tuesday blitz 2023.

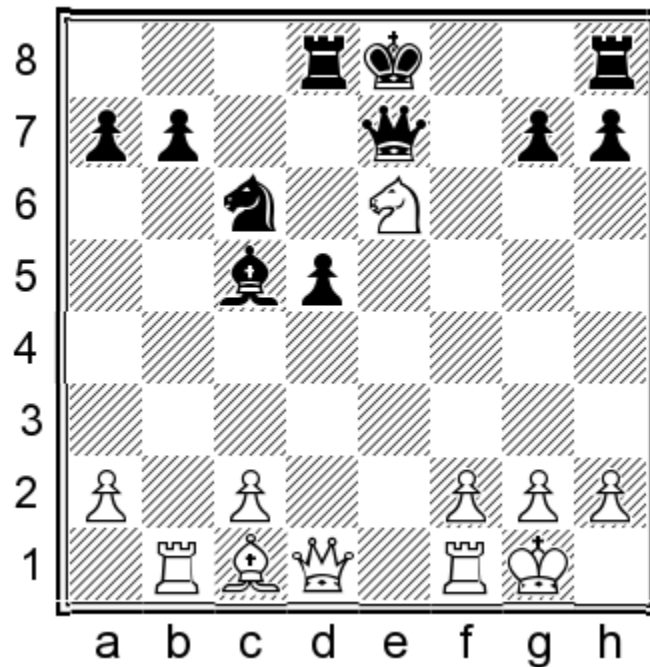
**12.Nxf6+ Ke7 13.Re3+ Kxf6 14.Rf3+ 1-0**

We will conclude with a defensive resource against a pin on the queen, which is, in fact, a defence within a defence:

**Denis Shilin** (2394)

**Andrey Tobak** (2421)

Polanica Zdroj (adjusted) 1999



**16...Qxe6**

Black voluntarily puts himself in a pin.

**17.Re1 Bxf2+!**

17...Ne5 is another defensive option. However, after 18.Qh5+ g6 19.Qxe5, White regains the piece, leading to a balanced position.

**18.Kxf2 0-0+!μ**

With tempo, Black moves his king away from the pin, ensuring the safety of his queen. Additionally, Black secures a pawn advantage.

## **Pattern 83 - Defending with and against the counterpin**

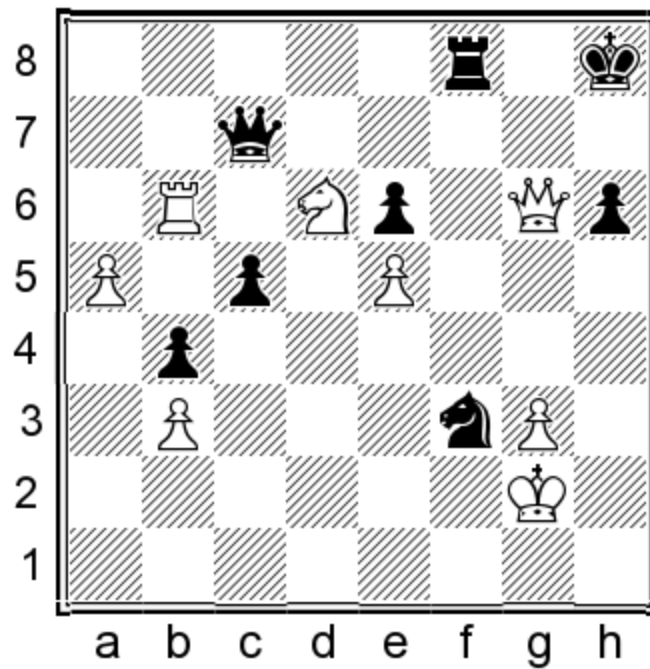
When your queen gets pinned, it is possible to defend, as we saw in the last game. Here, we investigate another defensive method: counterpinning the piece that has us pinned. But that's not all – we will take it one step further and explore how to combat that counterpin.

Pins can occur along ranks, files, and diagonals. The first two forms are addressed in the initial example. Moreover, it shows how a counterpin can be an effective defence against a pin. This is preceded by an interesting moment:

**Tomas Polak (2533)**

**Mikhail Demidov (2556)**

Trnava 2019

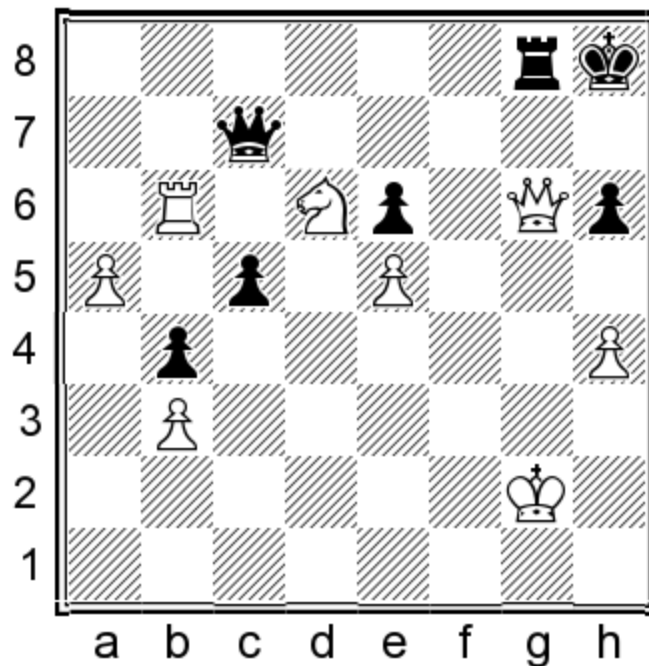


The white king and queen are aligned. However, pinning the queen with the rook is not possible now because the g3-pawn stands in the way. That pawn needs to be lured away!

**59...Nh4+**

This fork forces White to open the g-file.

**60.gxh4 Rg8**



Black seems to have outfoxed White from a losing position. Indeed, from the course of the game it is evident that White was completely caught off guard by the action taken. He now played 61.h5?? and lost quickly, even though the diagrammed position is still balanced. It is often mentally challenging to adjust when you feel like the game is starting to slip away. However, White wasn't lost at all. Everything done so far was correct, but the right defensive move was needed here:

### 61.Rb8!

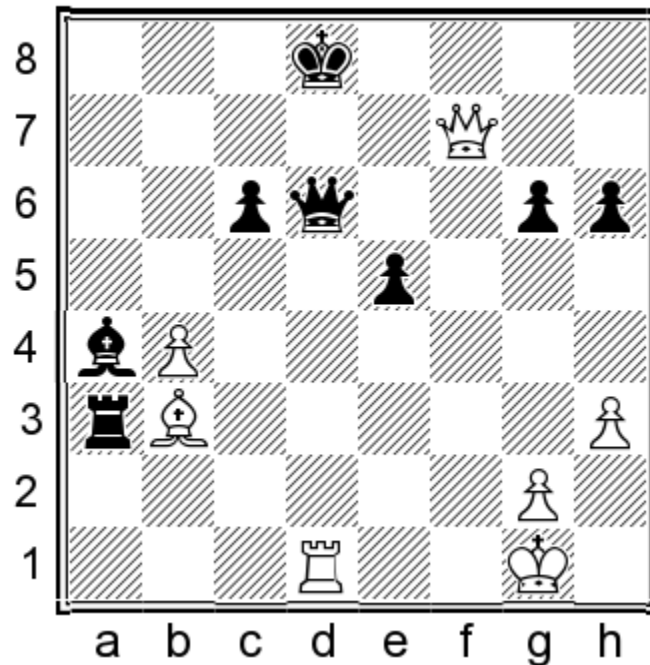
The counterpin! 61...Qxb8 62.Nf7# is checkmate, while after 61...Rxb8 62.Nf7+, Black must give up his queen to avoid checkmate. It is game over for Black.

By the way, 61.Nf7+ directly is not good due to 61...Qxf7, winning, as the pinned white queen is a poor defender.

In the game above, the counterpin was successful, but in the following example this is not the case. White counteracts the counterpin:

**Jan Timman** (2640)

**Garry Kasparov (2700)**  
Hilversum match 1985



**40...Ra1**

The former World Champion counterpins the white rook pinning along the d-file. If White captures the rook with 41.Rxa1, Black regains it with 41...Qd4+, although it turns out not to be sufficient. After 42.Kh2 Qxa1 43.Be6! Black has a big problem. However, Timman's approach is much simpler:

**41.Qf6+! 1-0**

A double attack on the king and queen wins instantly, as the pinned black queen is a poor defender.

Note that 41.Qf8+ with the same idea also wins the black queen.

A counterpin can also occur along a diagonal. We previously saw a successful execution of this in Game 111 **Pattern 24**). However, in

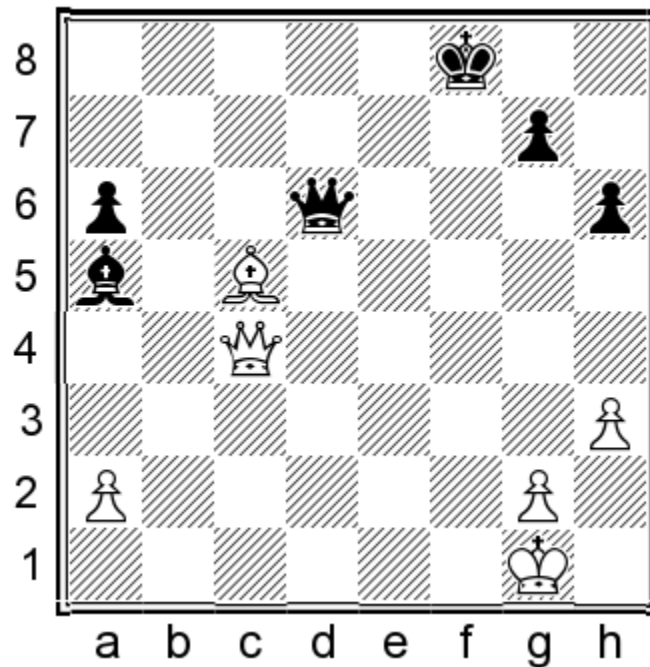


the following example we see that White has a convincing answer to the counterpin:

**Brunstrup**

**Budrich**

Berlin 1954



**1...Bb6**

Black counterpins the bishop, but...

**2.Qf4+!**

Forking the king and queen, the same motif as we saw in the previous game.

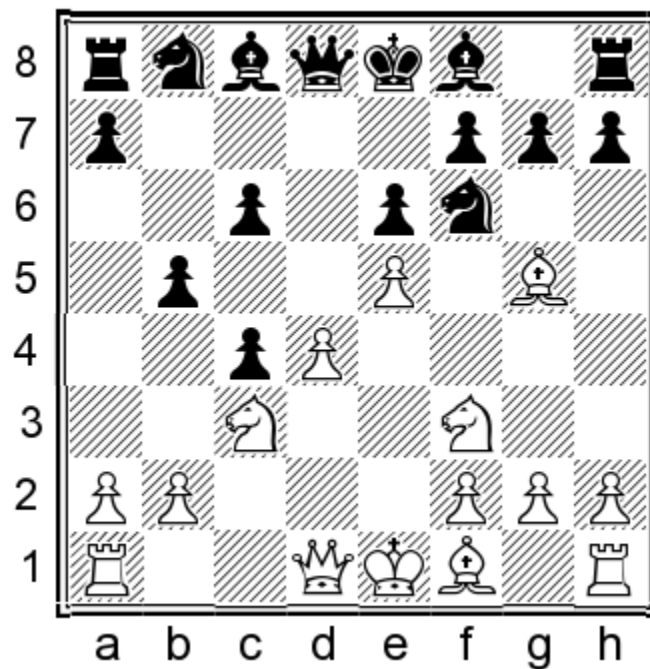
**2...Kf8 3.Qxd6 1-0**

**Pattern 84 - Unpinning a knight by counterattacking the pinning bishop**

Similar to **Pattern 83**, the theme of attacking the pinning piece is also present here. We focus on a scenario where a knight, pinned by a bishop, comes under attack by a pawn. Subsequently, we use pawns to counterattack the bishop, thereby unpinning the knight. This defensive tactic recurs in various openings, including the Botvinnik Variation of the Semi-Slav Defence:

Semi-Slav Defence, Botvinnik Variation

**1.d4 d5 2.c4 c6 3.Nc3 Nf6 4.Nf3 e6 5.Bg5 dxc4 6.e4 b5 7.e5**



Black can unpin the knight by attacking the pinning bishop twice in a row. It starts with:

**7...h6**

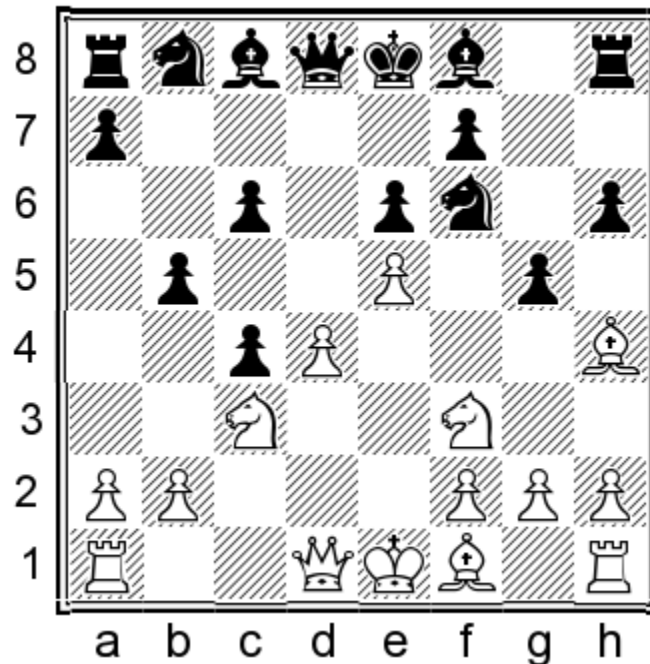
If White captures the knight with the pawn, then the black pawn captures the bishop, and White achieves nothing. However, if White maintains the pin with

**8.Bh4**

,

then Black again attacks the bishop, simultaneously unpinning the knight:

**8...g5**



If White retreats the bishop, Black gains time to move the knight, thereby saving it. Conversely, if White captures the knight, Black recaptures the bishop. A preferable option for White is:

**9.Nxg5 hxg5 10.Bxg5**

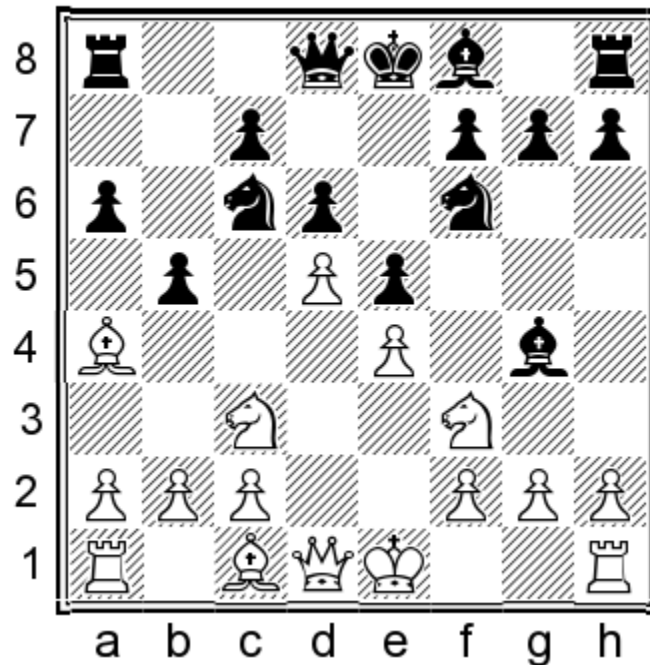
Here, White sacrifices a knight for two pawns, but the pin is reinstated. Since Black cannot readily unpin the knight on f6, White wins back the piece with a future exf6. Theoretical play typically continues with 10...Nbd7 or 10...Be7, allowing Black to reclaim the white pawn on f6 sooner or later. Overall, this exchange on the kingside yields White a pawn. However, considering that White previously sacrificed a pawn on the queenside, the material balance is restored.

The idea of sacrificing the knight for two pawns is worth remembering. It often leads to success if applied on the queenside:

**Cezary Seczek (1049)**

**Stanislaw Panasiuk (1317)**

Bydgoszcz Polish Championship U18 rapid 2023



### **8.Nxb5! axb5 9.Bxb5**

White regains the knight and maintains a two-pawn advantage.

Unlike in the Botvinnik Variation, Black doesn't regain a pawn on c6 (analogous to f6) and also doesn't have time to counterattack. For example, after 9...Nxe4, 10.Bxc6+ forks the black king and rook.

Besides the knight sacrifice, the attacker must consider three other important decisions during the 'unpinning operation':

- Capturing the knight immediately after the first counterattack;
- Retreating the bishop after the second counterattack;
- Capturing the knight with the pawn after the second counterattack.

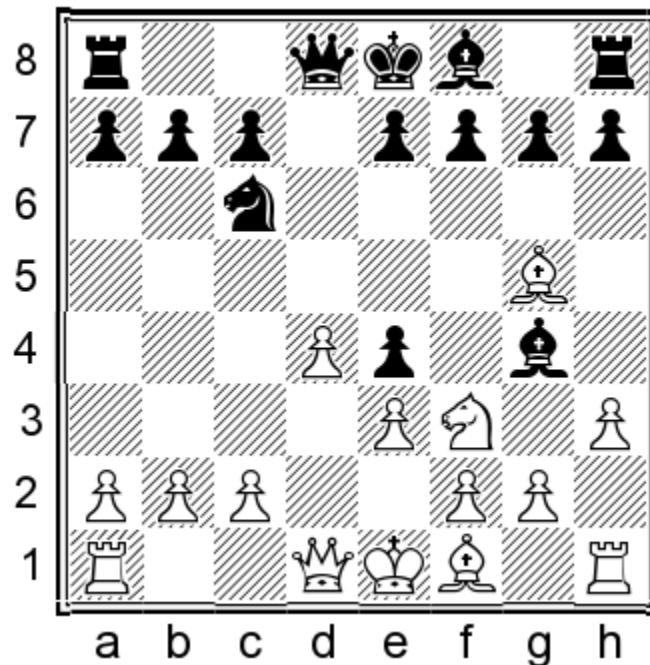
In the Botvinnik Variation, none of these options could disturb the defender, but that is certainly not always the case! Let's examine

each possibility in the order in which they were just discussed, starting with capturing the knight after the first counterattack:

**Benedikt Trojak** (1340)

**Pavel Bastyr** (1605)

Tabor (analysis) 2010



**7...exf3!**

Instead of maintaining the pin, Black immediately captures the knight.

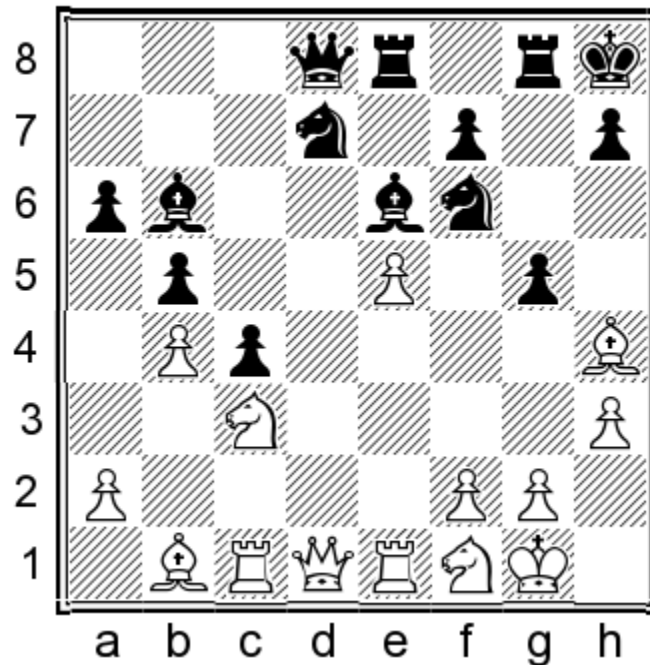
7...Bh5 8.g4 exf3 9.gxh5= was played in the game.

**8.hxg4 Qd5!—+**

The queen executes a double threat of 9...Qxg5 and backing up 9...fxg2, forking the white rook and f1-bishop. Black wins a piece. When the pinning bishop is attacked by the g-pawn, simply retreating that bishop can sometimes be the only correct response:

**Frank Erwich**

2024



**1.Bg3!**

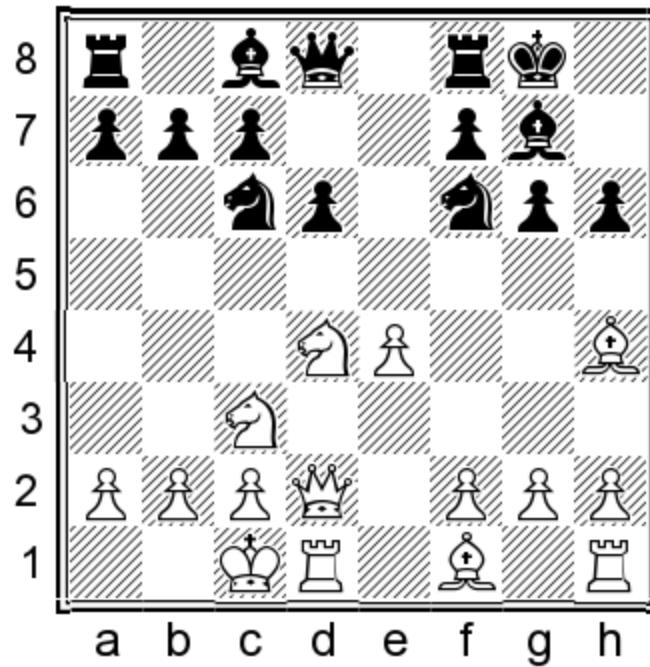
The knight on f6 is trapped and White wins a piece!

However, in other scenarios, capturing the knight after the pinning bishop is attacked by the g-pawn can lead to success:

**Andrey Esipenko** (2714)

**Shakhriyar Mamedyarov** (2767)

Airthings Masters rapid 2022

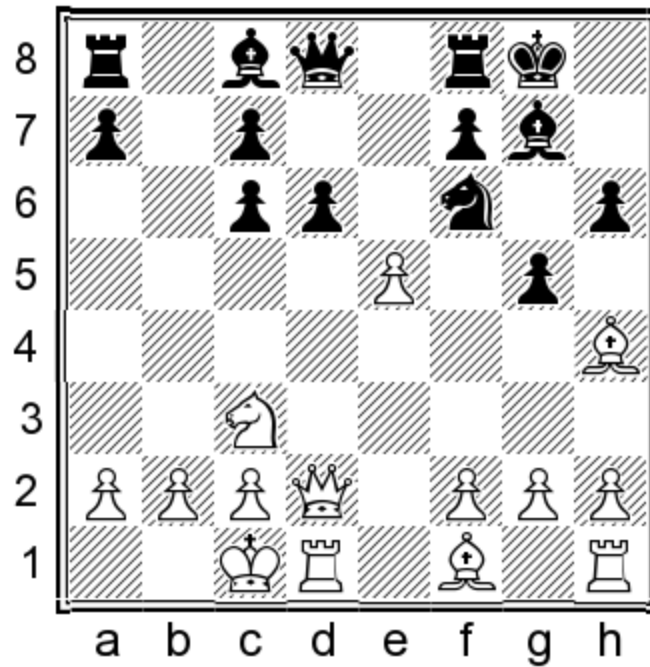


Before we look at the counterattack on the bishop, let's first examine

the intriguing moment that precedes it. After all, it is not often that a top grandmaster makes a mistake so early on in the game. Black's last move, 9... Nb8-c6, proves to be a blunder and is swiftly punished by White:

**10.Nxc6! bxc6 11.e5 g5**

Although moving the pinned knight with a counterattack ( **Pattern 38**) is an alternative, it does not save Black: 11...Ne4 12.Bxd8 Nxd2 13.Bxc7 Nxf1 14.exd6. White regains the knight on f1 and retains a material advantage.



## 12.exf6

Since White's f6-pawn can continue capturing on g7 after Black captures on h4, the counterattack ultimately loses a piece for Black, and he played

## 12...Qxf6

, but after

## 13.Bg3

he was also a piece down.

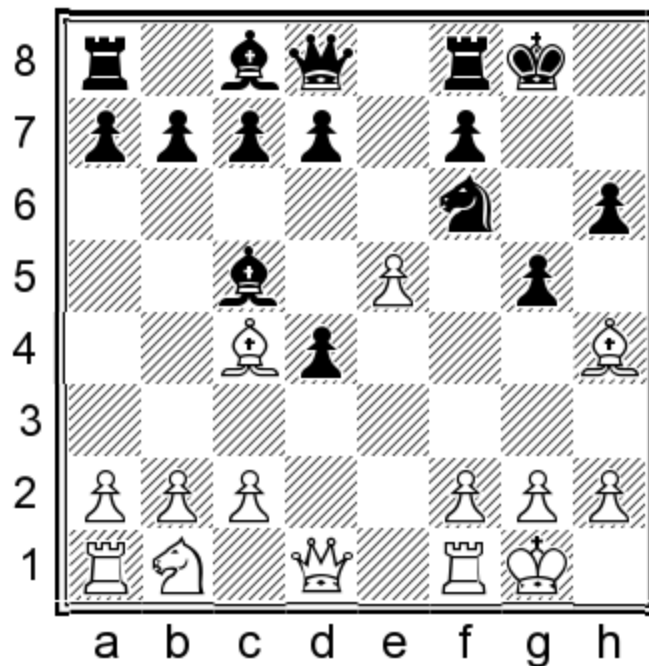
In the final two examples, the theme of checkmate plays a crucial role after a capture on f6.

**Jaume Veny** (1441)

**Danylo Medvetsky** (1163)

Prague U20 2022





### 10.exf6

This move is often winning because, as demonstrated in the game, Black cannot capture the bishop, and thus remains down a piece.

### 10...gxh4

While it is logical to capture the bishop, this move leads to a direct loss. Surprisingly, Black could still defend with 10...d5!. This move controls g4 and attacks the c4-bishop, leaving both white bishops hanging; Black will regain one, equalizing the position.

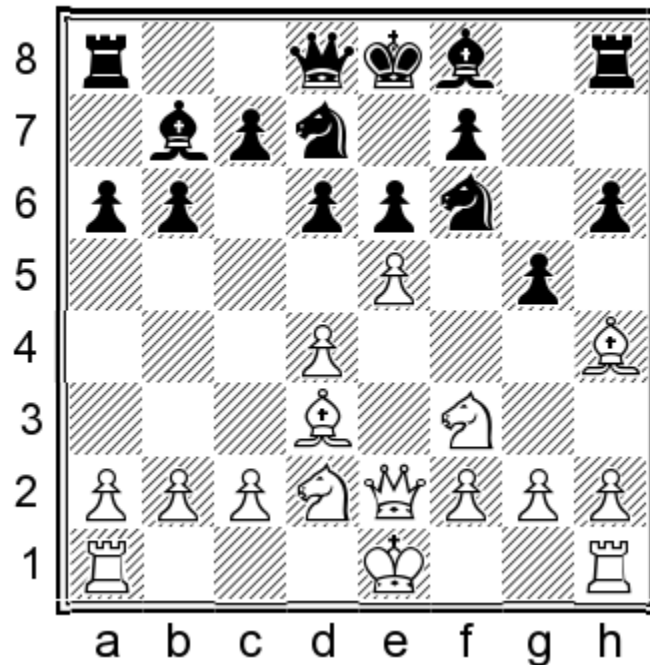
It is noteworthy that such a defence wouldn't be possible if the white bishop were on b3 instead of c4.

### 11.Qg4+ Kh8 12.Qg7# 1-0

Just like in the previous game, the g7-square proves pivotal in securing the victory.

**Marcel Piket (2350)**

**Addy Lont** (2335)  
Netherlands tt 1993/94



**10.exf6 gxh4 11.Qxe6+!**

A similar tactic was seen in the analysis of Game 33, Carlsen-Caruana ( **Pattern 8** ), but here it is even more convincing.

**11...fxe6 12.Bg6# 1-0**

## **Pattern 85 - Pushing the b-pawn**

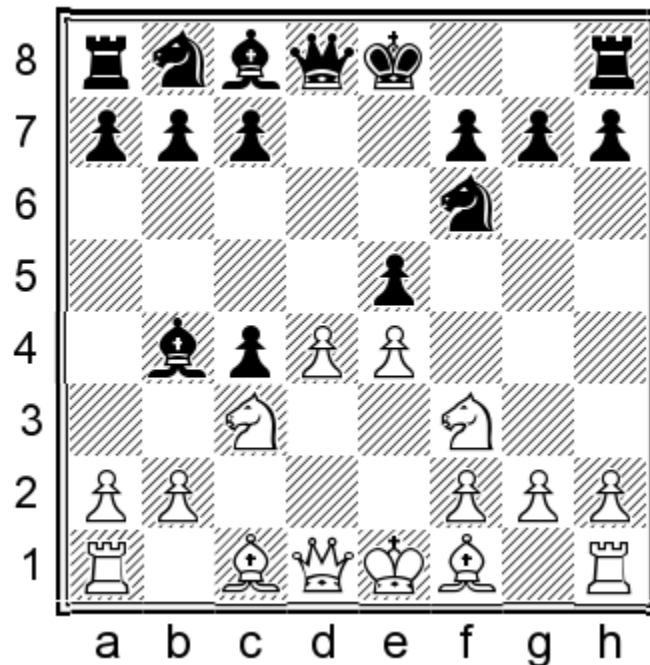
Just as in the previous Pattern, here we again advance the knight pawn, but now with a different objective. By pushing the b-pawn, we not only hit the queen but also take the threat of ...cxb2+ with a discovered check out of the position. The time thus gained allows us to then execute a move that would have been unwise without

advancing the b-pawn. We will examine this in more detail below, but let's first explore an intriguing moment that precedes it:

**Dambasuren Batsuren** (2430)

**Srinath Narayanan** (2518)

Almaty World Rapid Championship 2022



Strike with the trick from **Pattern 6**?

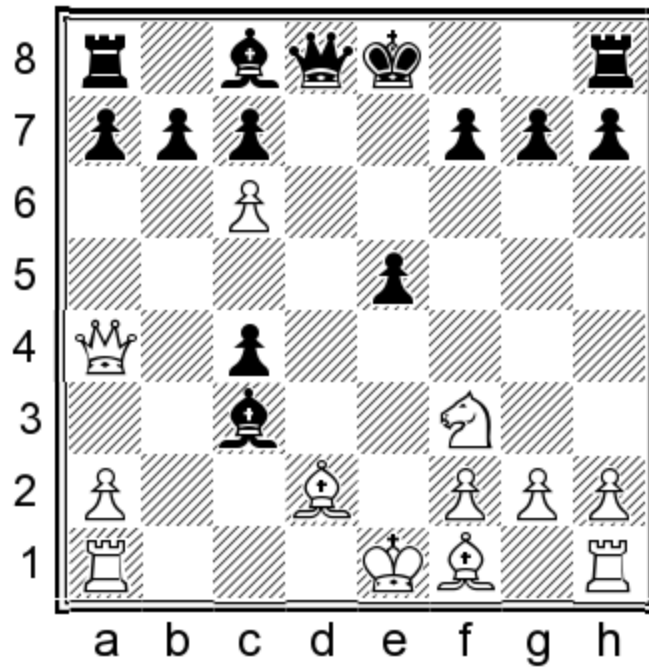
**6.Qa4+ Nc6 7.d5**

Attacking the pinned knight worked out well in Game 22, but here the defender has a lot of counterplay:

**7...Nxe4 8.dxc6 Nxc3 9.bxc3**

Immediately 9.cxb7+ doesn't work, because Black also has a discovered check with 9...Nxa4+, and White doesn't have time for bxa8Q.

**9...Bxc3+ 10.Bd2**



The critical position.

### 10...b5!

Gaining a crucial tempo and removing the threat of 11.cxb7+ with a discovered check. The additional time Black gains by attacking the white queen can be utilized to capture the unprotected rook on the next move.

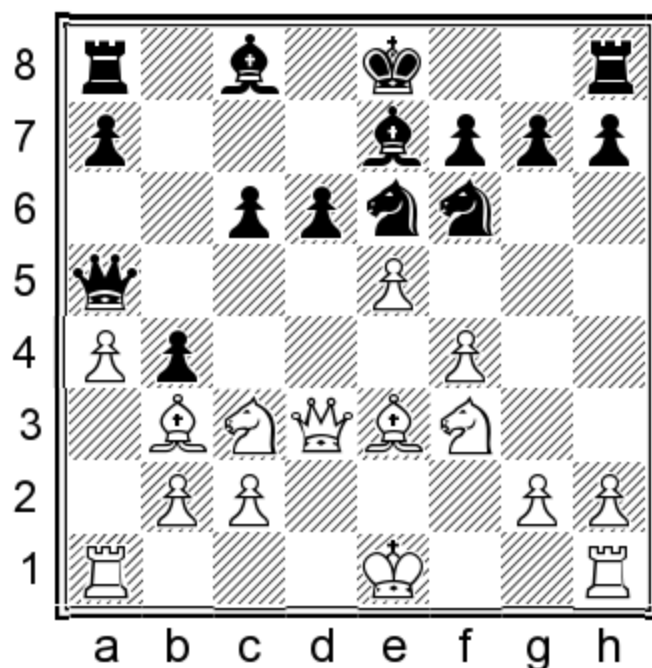
### 11.Qd1 Bxa1

In the next example, preparation is needed first to be able to push the b-pawn to attack the black queen:

**Jarich Haitjema** (1932)

**Wilbert Schreurs**

Netherlands tt 2021/22



### 13.Bxe6!

The move 13.Nb5 is also good, but the text move is even better! Not good is 13.exf6 bxc3, and White can't capture on e7 because of ...cxb2+. Now the point of 13.Bxe6 becomes clear. The b3-bishop makes room for the b2-pawn!

### 13...Bxe6

If 13...bxc3, 14.b4! wins.

### 14.exf6 bxc3 15.b4!

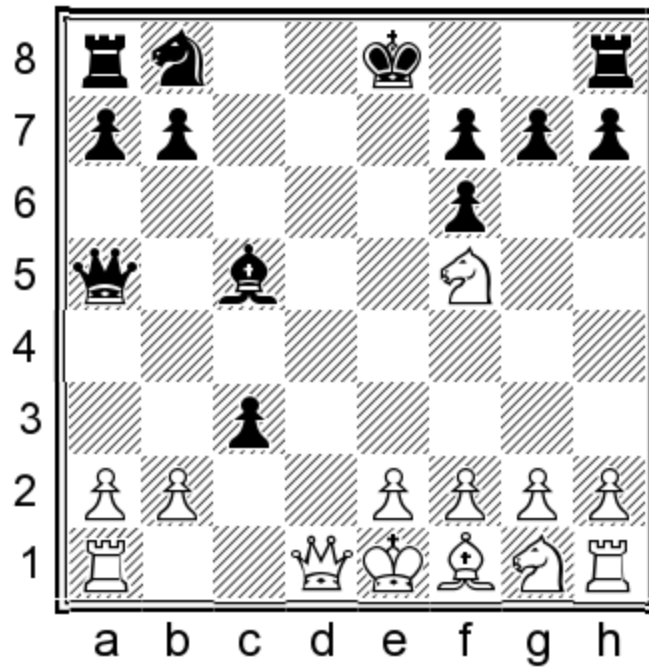
...cxb2+ is off the table, and because Black now has to bring his queen to safety, White wins the bishop on e7.

Pushing the b-pawn is not always sufficient:

**Ludvik Linart 987**

**Erich Huber (1124)**

LSS (analysis) 2014



In this position, White resigned because Black's threats of 10... cxb2 and 10... c2 cannot be adequately dealt with. Even our trusted b-pawn push will not rescue White.

### 10.b4 Bxb4!

If 10...Qxb4?, then 11.Qc2 leaves White in a favourable position with a piece for two pawns.

### 11.Qc2

11.Nxg7+ loses to 11...Kf8 12.Qc2 Kxg7.

### 11...Qxf5! 12.Qxf5 c2# 0-1

## Pattern 86 - Defending against a double attack

Once again an attacking queen is put to the test. This time a luring sacrifice both defends against an enemy queen's double attack, as well as lures the attacker behind enemy lines in order to then trap it.

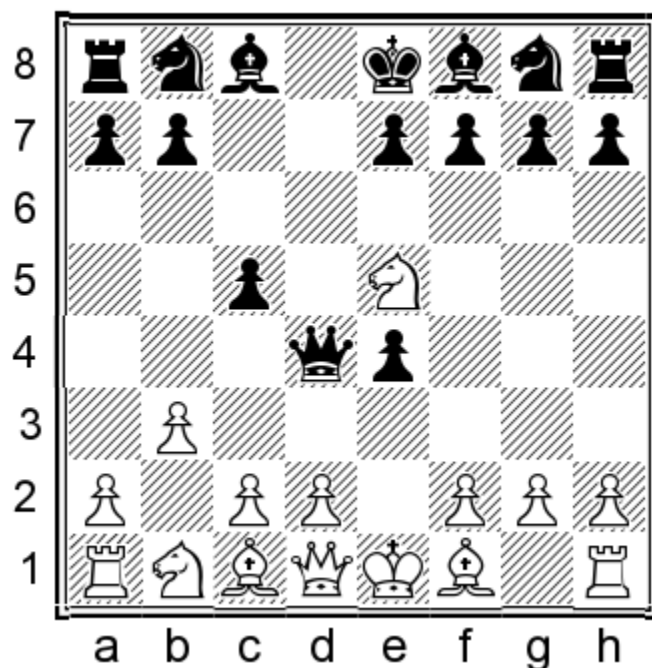
This scenario can be seen in various openings. We will highlight three of them:

**Earl Roberts**

**Edward Frost**

correspondence game 1999

**1.Nf3 d5 2.b3 c5 3.e4 dxe4 4.Ne5 Qd4?!**



**5.Bb2!!**

Luring the queen while defending against the double attack on the rook and knight. If Black captures the bishop, the queen is in danger, as we shall see+ shortly. There are two other interesting possibilities:

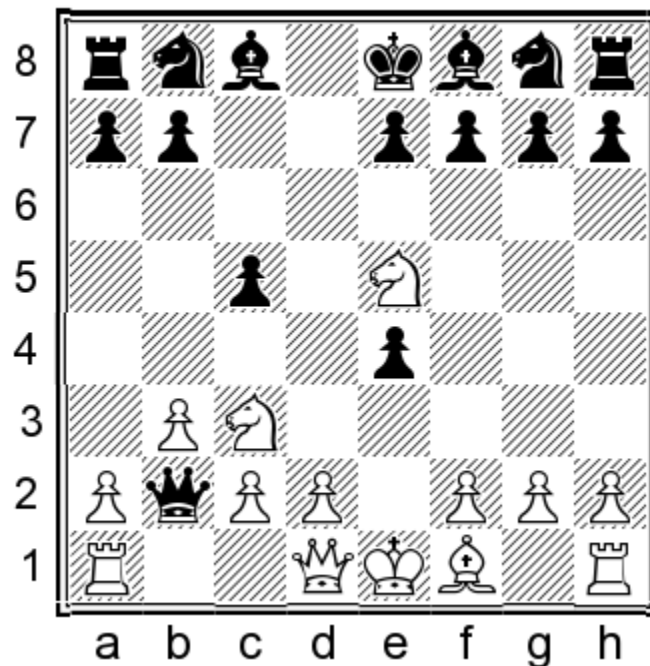
- 5.Nc4?? Qxa1. White sacrifices his rook in an attempt to trap the queen in the corner (think of **Pattern 58**). However, this attempt is unsuccessful. An important point is that after 6.Bb2 Qxa2 7.Nc3, the queen escapes with 7...Qa6, while after 6.Nc3 it takes too long to trap the queen, see for example: 6...g6 7.Be2 Bg7 8.0-0 Bxc3, and the queen escapes again;

- 5.Bb5+ is a good alternative in case the bishop sacrifice wouldn't work. The idea is that after 5...Bd7 (note that 5...Nd7? allows 6.Bb2! Qxb2 7.Nc3 followed by Nc4, winning the queen), White can exchange the unprotected knight with tempo: 6.Nxd7 Nxd7 7.Nc3=.

### 5...Qxb2?!

Of course, Black is not obliged to capture, but then he has to be willing to acknowledge that the sortie with the queen on move four was a waste of time.

### 6.Nc3



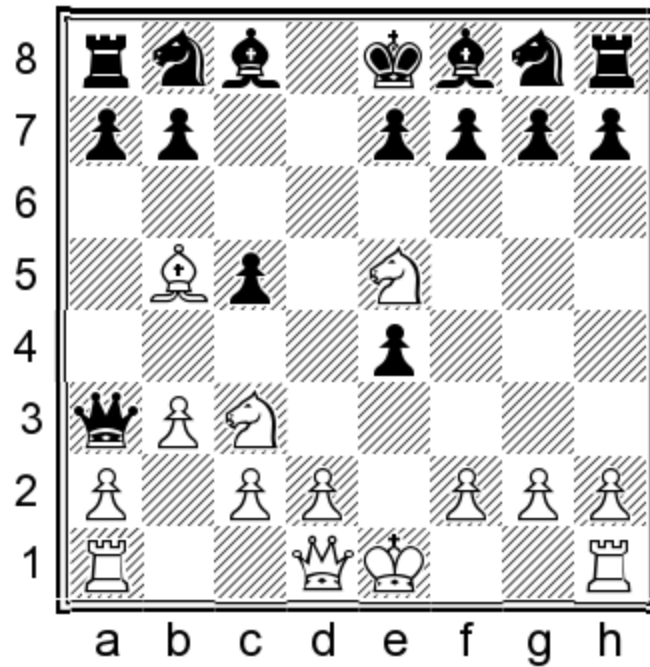
Now White threatens 7.Nc4, catching the queen.

### 6...Be6

Defends against the threat.

- In the event of 6...Qa3, 7.Bb5+! is crucial ( 7.Nc4? Qa6-+ ).

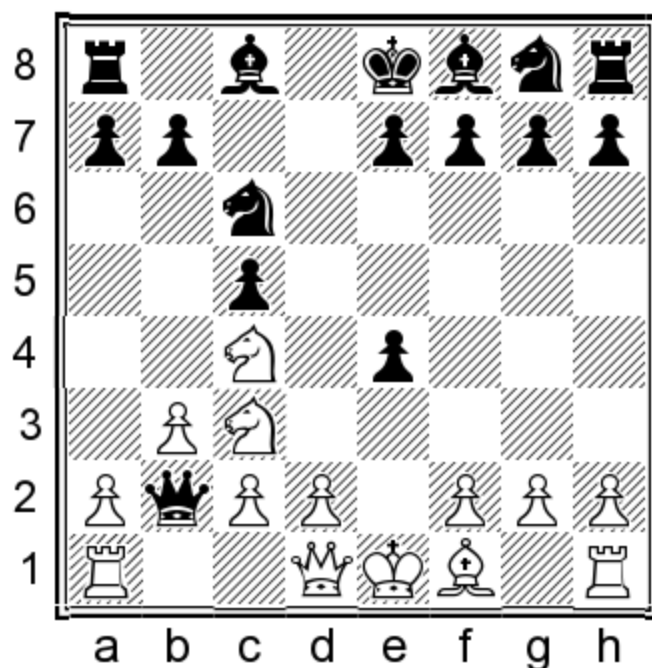




*analysis diagram*

The bishop continues to control the queen's escape square on a6 before White traps it with Nc4: 7...Bd7 8.Nc4 Qb4 9.Bxd7+ ( 9.a3?? allows 9...Qxb5 10.Nxb5 Bxb5, and Black gains more than enough material for the queen) 9...Nxd7 10.a3, trapping the queen;

- A very cunning defence, which has never been played before at the time of writing, is 6...Nc6. The idea is to meet 7.Nc4?



*analysis diagram*

with 7...Bg4!: 8.f3 ( 8.Be2 Bxe2 9.Kxe2 Nd4+, and the queen can escape via c2) 8...exf3 9.gxf3 ( 9.Nxb2? fxg2—+ ) 9...Bxf3 10.Qxf3 Qxa1+ 11.Kf2. Although Black will lose more material due to the coming discovered attack on the first rank, a very complex position has arisen!

However, White does not need to engage in all of this and can just play 7.Bb5! instead, with transposition to the main line 6...Be6 7.Bb5+ Nc6.

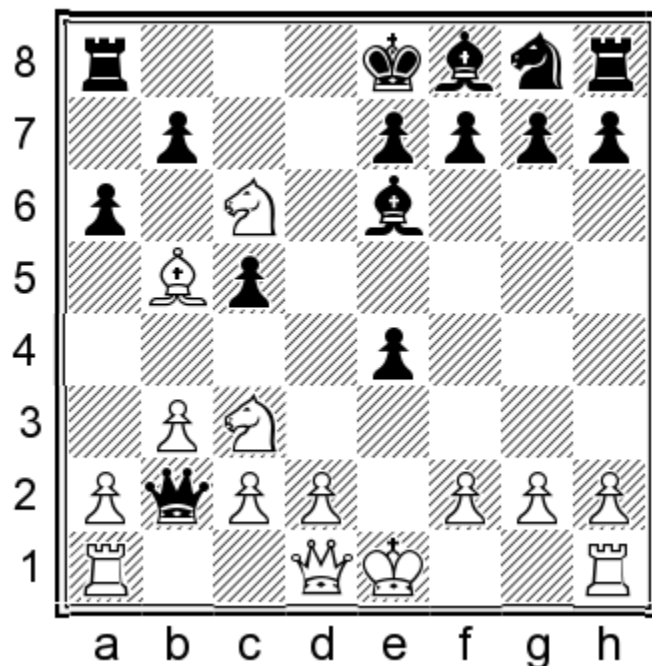
### **7.Bb5+**

In the game White continued with 7.a3, occupying the queen's intended escape square and making room for the rook to trap the queen with Ra2 (see **Pattern 59**). After 7...Nc6 8.Nxc6 Bg4 9.Be2 Bxe2 10.Kxe2! bxc6 11.Ra2 Qxa2 12.Nxa2, White went on to win.

### **7...Nc6 8.Nxc6**

8.a4?? (or 8.a3 ) allows a beautiful defence: 8...0-0-0!, and Black is suddenly threatening to escape with 9...Qxc3.

**8...a6**



**9.Nd4+! axb5 10.Ndxb5**

The knight on b5 not only covers the a3 escape square (11.Rb1, trapping the queen, is threatened), but also threatens 11.Nc7+ with a fork.

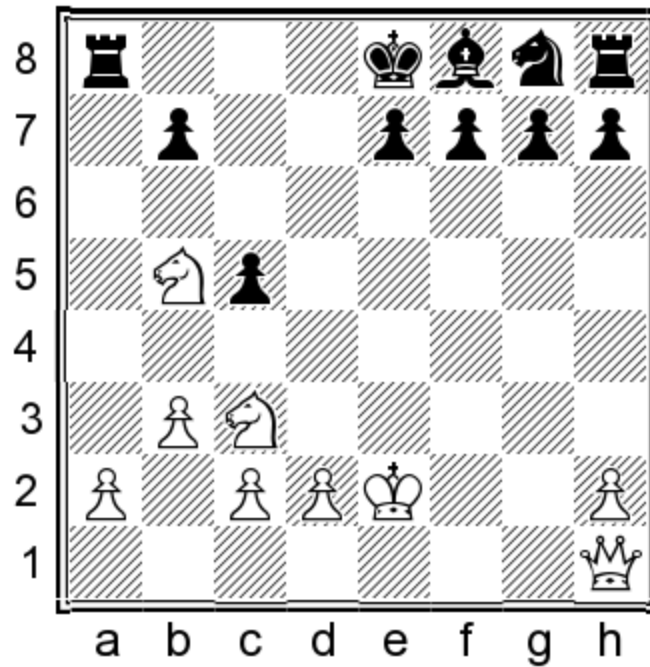
**10...Bg4**

Again that bishop move, but much less impressive than in the variation with 6...Nc6 7.Nc4.

**11.f3 exf3 12.gxf3 Bxf3 13.Qxf3 Qxa1+ 14.Ke2 Qxh1**

**14...Qb2 15.Qxb7.**

**14...Qxh1**



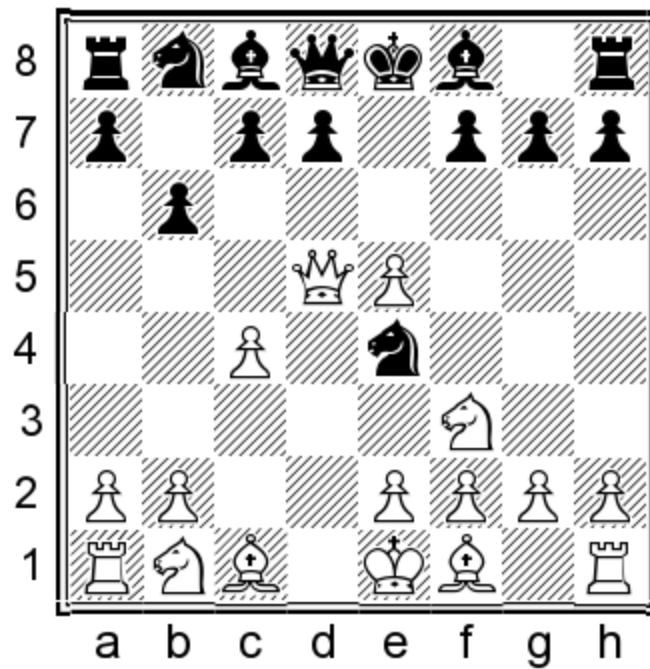
Facing the most formidable attacking team in chess, a queen and two knights, the black king will soon succumb.

In the following example, the bishop sacrifice fails:

**Tadeusz Sapierzynski** **Arne Berg**

correspondence game 1990

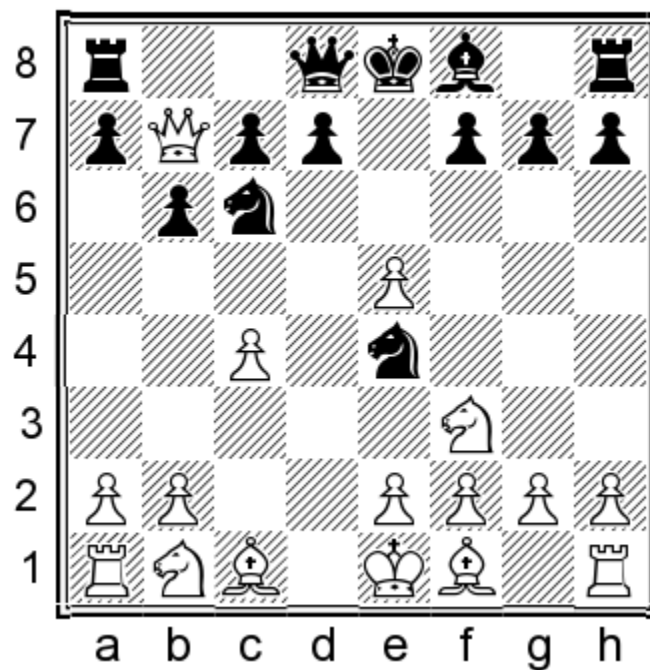
**1.d4 Nf6 2.c4 e5 3.dxe5 Ne4 4.Nf3 b6 5.Qd5**



**5...Bb7?**

5...Bb4+ is best. White is slightly better after 6.Bd2 Nxd2 7.Nbxd2 Nc6.

**6.Qxb7 Nc6**



### 7.Nd4!

A defence that was not possible in the previous game (the knight was still on g8 there; analogous to g1 here).

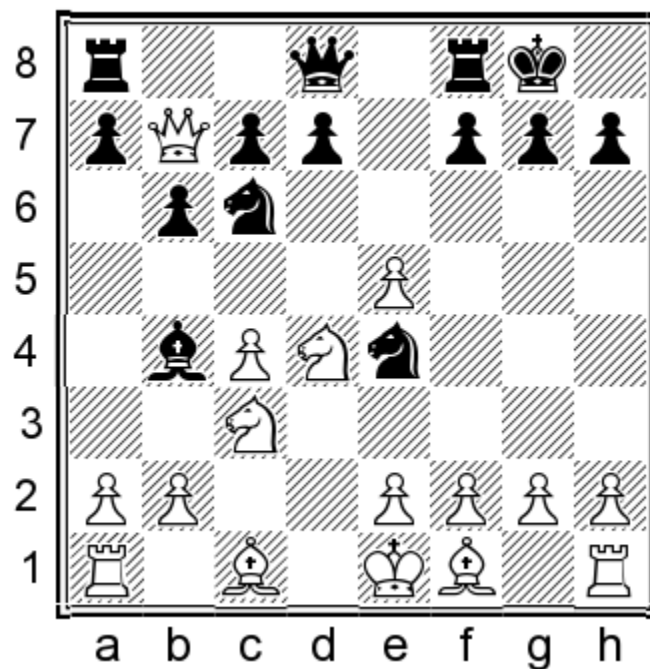
7.Qa6? loses the queen in a way we also saw in Game 375, Roberts-Frost (see 6...Qa3 7.Bb5+!): 7...Bb4+! 8.Bd2 Nc5 9.Qb5 Bxd2+ 10.Nbxd2 a6-+.

### 7...Bb4+

7...Nxd4 8.Qxe4 is the point.

### 8.Nc3 0-0

8...Nxc3 9.Nxc6 (also hitting the bishop) 9...dxc6 10.Qxc6+ Kf8 11.Bd2! Nxa2 12.Rd1+-.



And now the novelty (!)

### 9.Bd2!

is best, for example: 9...Nxd2 10.Nxc6 dxc6 11.Rd1!+-.

9.Nxc6?? was played in the game, but after 9...dxc6 10.Qxc6 Qd4!, Black had a winning double attack.

Most games continue with 9.a3 NxBc3 10.e3±.

Sometimes, there are two ways to defend against a double attack. Moreover, in the example below, aside from trapping the queen, we also encounter an additional attacking idea:

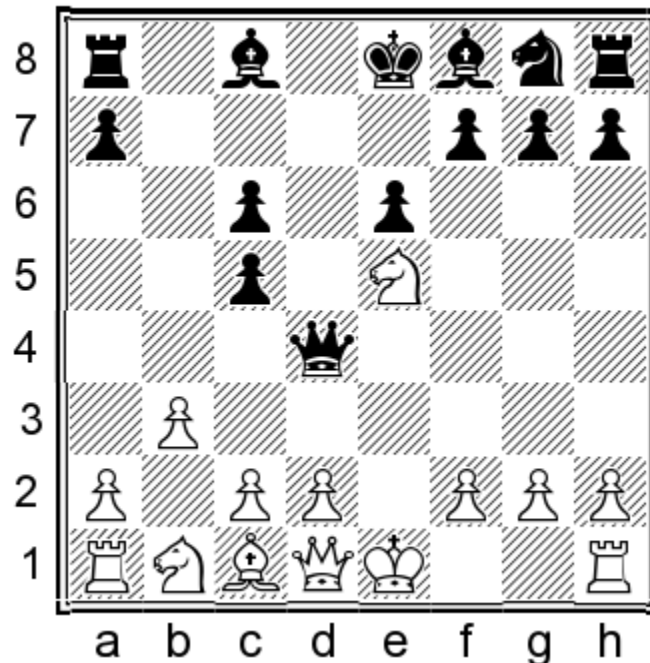
**Alexander van Beek (2324)**

**Richard Duijn (2238)**

Netherlands tt 2012/13

**1.e4 c5 2.Nf3 Nc6 3.Bb5 e6 4.Bxc6 bxc6 5.b3 d6 6.e5 dxe5  
7.Nxe5 Qd4**

Better options are 7...Qd5 or 7...Qg5.



**8.Bb2**

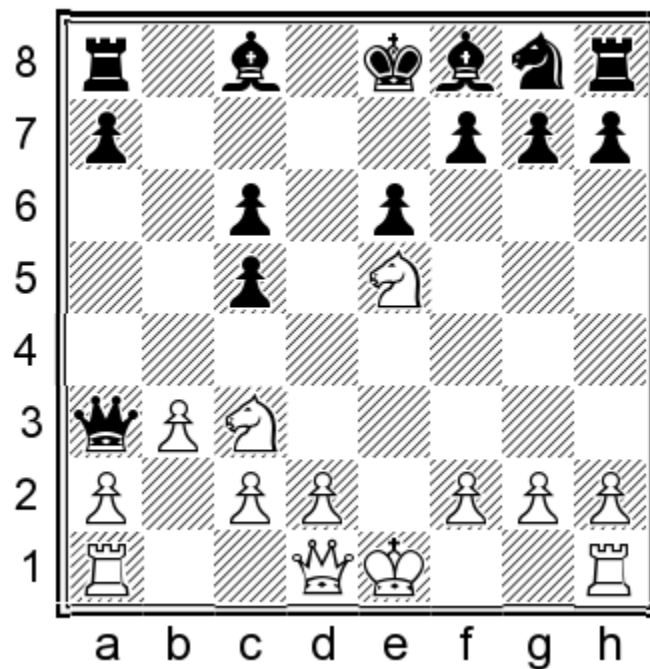
Also good is 8.Nc4! Qxa1 (in case of 8...Qe4+, another advantage of 8. Nc4 becomes apparent, as the knight can interpose with 9.Ne3 ) 9.Nc3. In contrast to Game 375, White enjoys more space with the plan to castle, move the queen, and execute a discovered attack with Bb2/a3. For example: 9...Nf6 10.0-0 Nd5 11.Qf3!+- , followed by Bb2/a3.

**8...Qxb2**

8...Qe4+ as in the game is better, but after 9.Kf1 White is still for choice due to Black's weakened pawn structure and his bad c8-bishop.

### 9.Nc3 Qa3

9...Ba6, to prevent 10.Nc4, fails to 10.Rb1! Qa3 11.Qf3!, and here we see the aforementioned additional attacking idea: instead of trapping the black queen, White exploits other weaknesses (pawns c6 and f7).



Black's queen escapes the trap, but now his king feels the heat.

### 10.Qf3! Ne7 11.Qxf7+ Kd8 12.0-0

Despite Black being a piece ahead, his vulnerable king and lag in development will eventually be his downfall.

The difference between the trapping moves Bb2 and Nc4 above didn't matter much, but it does in the following situation:

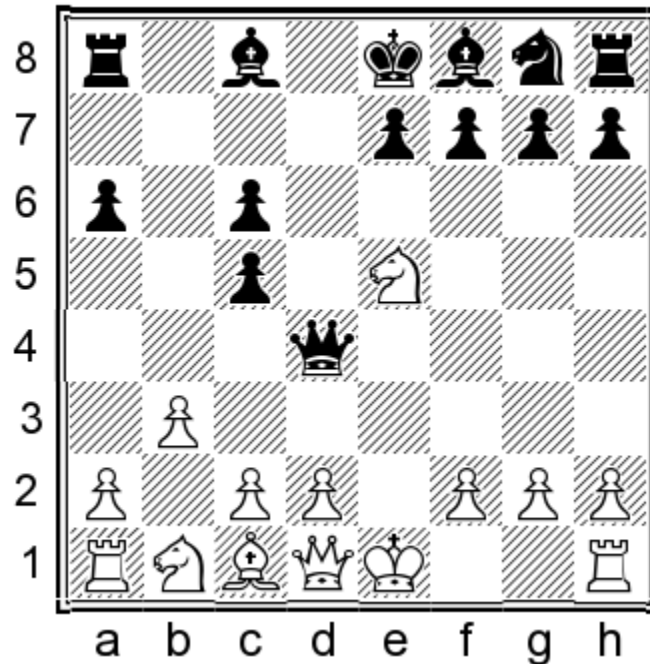
Sicilian Defence, Rossolimo Variation

### 1.e4 c5 2.Nf3 Nc6 3.Bb5 a6 4.Bxc6 bxc6 5.b3 d6 6.e5!

Prevents ...e7-e5 and is, at the time of writing, a novelty.



**6...dxe5 7.Nxe5 Qd4**



Compared to the previous game, Black has exchanged the move ...a6 for ...e6. Small differences can have big consequences!

**8.Nc4!**

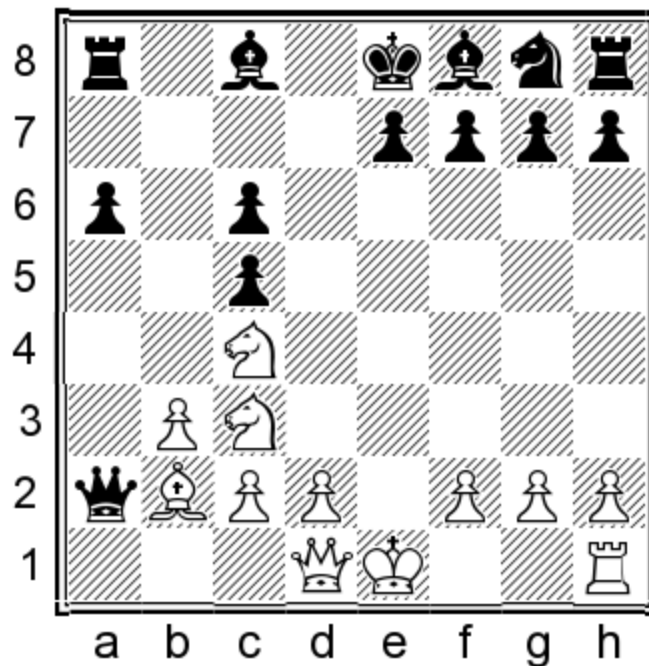
This is the way to go!

If 8.Bb2 Qxb2 9.Nc3, Black has square e6 available for 9...Be6. In the previous game, this defence was not possible. ( 9...Bf5 is not good and can be punished by White. The position is included as an Exercise in The 100 Tactical Patterns You Must Know Workbook.) 10.a4 Rd8 and the black queen will escape eventually.

**8...Qxa1? 9.Bb2**

9.Nc3? Bg4! (provoking f2-f3, so the white queen cannot go there) 10.f3 Be6 11.0-0 Bxc4 12.bxc4 Rb8, and with 13...Rb1 next, Black can sacrifice back material to enable the queen to escape.

**9...Qxa2 10.Nc3**



And here we see another important difference with the previous game: the pawn on a6 deprives the black queen of an escape square! A crucial difference that explains why White can trap the queen in this game and not in the previous example, where Black had a pawn on a7.

## Pattern 87 - The ‘patzer’ interposition

The topic of this Pattern is also the sacrifice of a bishop, but this time it serves to get out of a check. This sacrifice is an interposition that looks really bad, as the bishop is not protected and more than one enemy piece can take it for ‘free’. The aim is to disrupt the communication between two enemy pieces. We already had a taste of this kind of ‘patzer’ interposition in several games throughout this book.

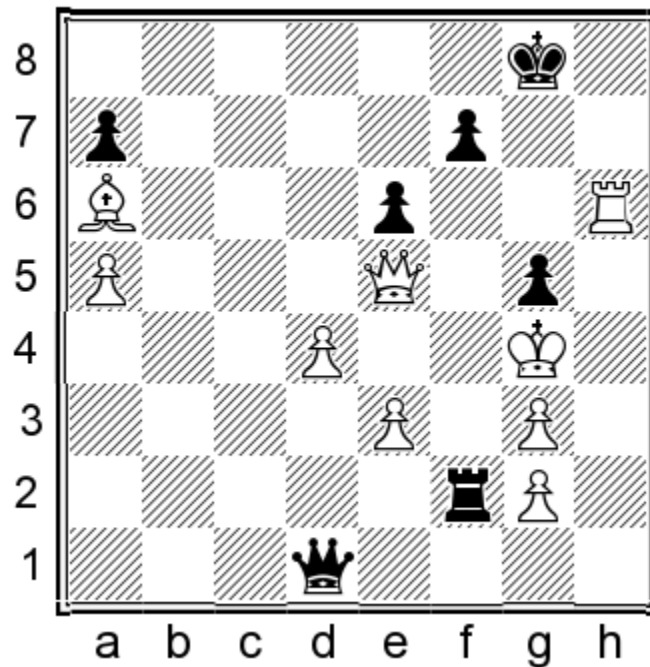
In the following two examples, Black is on a hunt for the white king. After White uses the patzer interposition, both a queen and a rook can capture the bishop, often even with check. Nevertheless, in

both examples these enemy pieces end up on unfavourable squares and our tactic is the only path forward for White to win:

**James Plaskett** (2405)

**Mark Hebden**

England (analysis) 1982



**32.Be2!!**

- 32.Kh3 loses the rook after 32...Qh1+ 33.Kg4 Qxh6; while
- 32.Kxg5 Rf5+ loses the queen, though White may be able to hold that position.

**32...Qxe2+**

If White captures the bishop with the rook, there is no check and White can deliver checkmate: 32...Rxe2 33.Rh8# or 33.Qh8#.

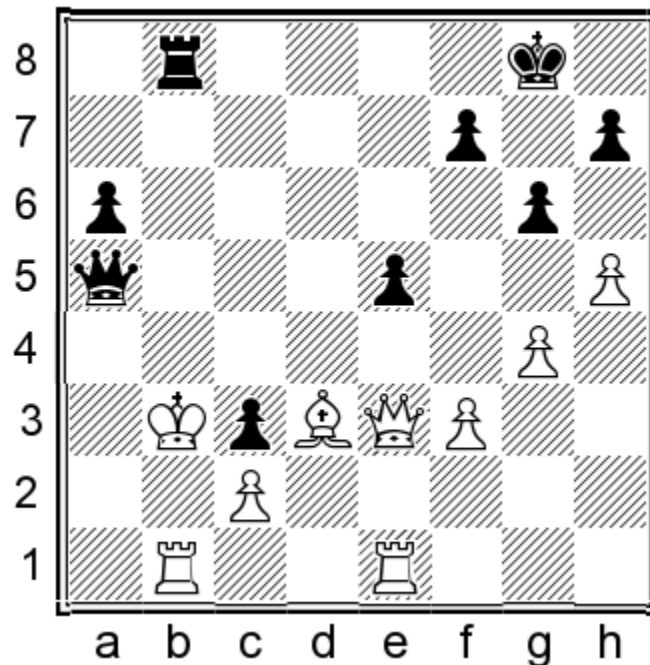
**33.Kh3**

The point of the patzer interposition: on e2 the black queen has run out of checks, and the absolute skewer with ...Qh1+ is no longer possible. After 33...f6 34.Qb8+, the black king will soon be checkmated.

**Ankit Majhi** (2136)

**Gregor Flüchter** (2201)

Dortmund 2015



### 32.Bb5!!

Black now has the option to capture the bishop with three pieces, two of which deliver a check. However, in all cases, White will manage to escape the checks.

After 32.Kc4, Black can force a draw with 32...Qa4+, and now:

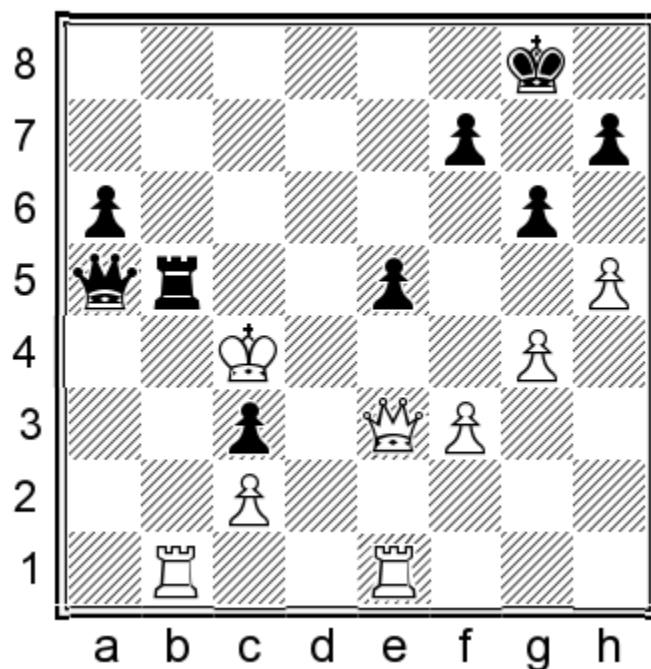
• 33.Kd5 Qd7+ 34.Kc4 ( 34.Kc5? Qc7+ 35.Kd5 Rd8+ 36.Ke4 Qc6+ 37.Kxe5 Qd6+ 38.Ke4 Re8# ) 34...Qa4+=;

- 33.Kc5 Qa5+ 34.Kc6 Rc8+ 35.Kb7 Qc7+ 36.Kxa6 Qc6+ 37.Ka5 Ra8+ 38.Kb4 Rb8+ 39.Ka5 Ra8+=;
- 33.Kxc3? Qa5+ 34.Kc4 Rc8+ 35.Kb3 Rc3+ 36.Kb2 Qa3#.

**32...Rxb5+**

32...Qxb5+ 33.Kxc3, and the king escapes.

**33.Kc4**



White threatens to escape via d3, showcasing another advantage of sacrificing the d3-bishop!

**33...Qa2+ 34.Rb3**

And now it becomes evident that the rook on b5 is also misplaced. Had it been on b8, then 34...Rc8+ 35.Kd3 Rd8+ 36.Kc4 Rc8 would have led to a draw.

With the rook on b5, Black's counterplay is insufficient.

**34...Qxc2 35.Qxc3 Qa2 36.Ra1 Qe2+ 37.Qd3 Qf2 38.Rxb5**

And White won.

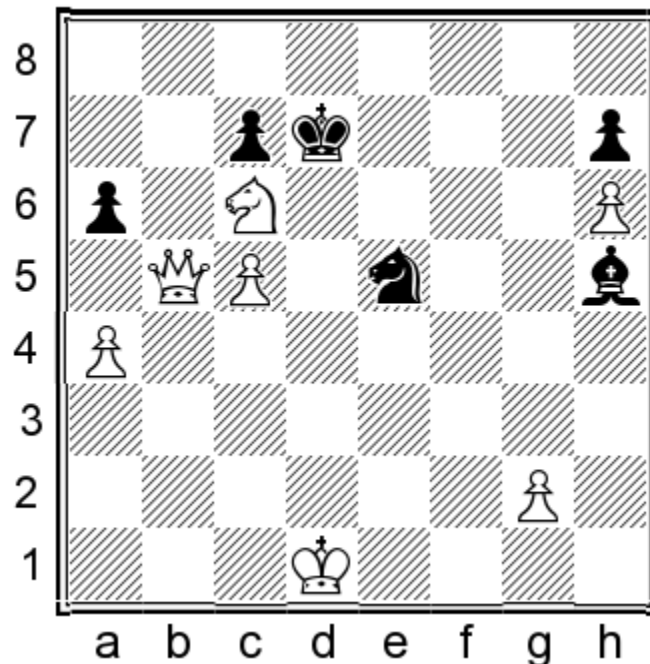
We will again encounter this defence in **Pattern 97**, but then we will also see how interposing the bishop can be bypassed!

## Bonus

Finally, an example of interposing a pawn that can be captured in two ways. Again, a piece is lured, but for a different purpose. It is not that the lured piece can no longer execute the threat, but the piece itself becomes more vulnerable:

**Maurice PeekJelmer Jens**

Belgium tt 2021/22



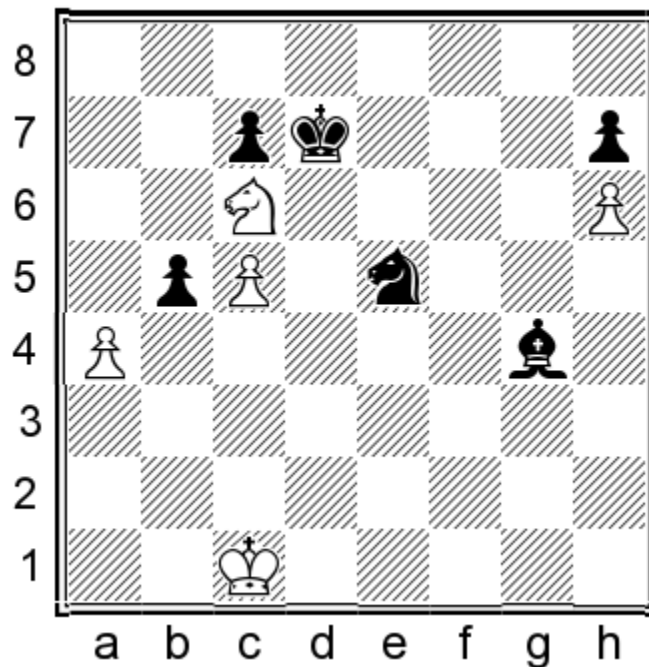
### 43.g4!

An exclamation mark for the beauty and the clever idea behind this move. However, 43.Kd2 axb5 44.Nxe5+ Ke6 45.Nd3! Be8 ( 45...bxa4? 46.Nf4+ ) 46.a5 would have been sufficient as well.

**43...Bxg4+**

43...Nxg4 is not with check and allows White to move the queen away to safety.

**44.Kc1 axb5**



**45.Nxe5+**

This was the idea. White captures the knight with a fork. However, finding the winning continuation is not straightforward.

**45...K e6 46.Nxg4 bxa4**

And now, instead of the played 47.c6, after which it was a draw,

**47.Kb2!**

was the only way to win! I leave it to the reader to further analyse this intriguing endgame. It's worthwhile!

## **Pattern 88 - The seventh-rank clearance defence**

We conclude this chapter with another defensive technique against an enemy attack on the king. This tactic involves moving away pieces and/or pawns to open up the second/seventh rank in order for

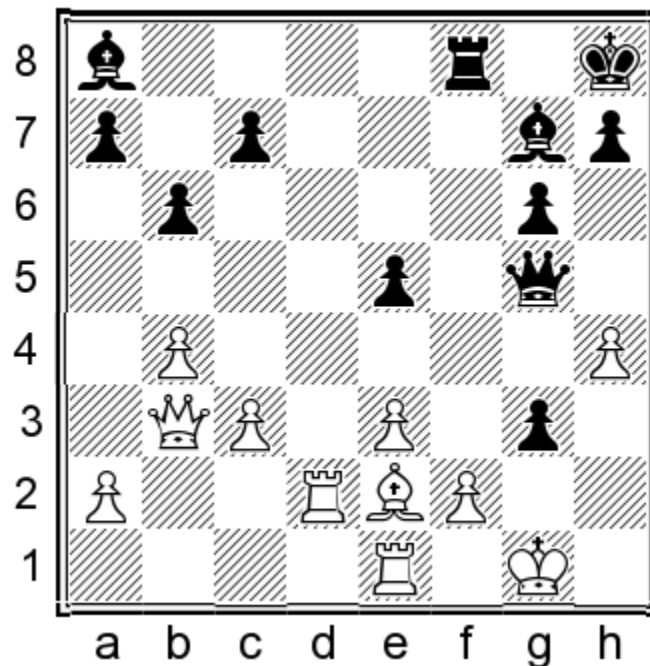
a queen or rook to be able to protect a vulnerable point, usually g2/g7. Previously, we encountered this idea in the analysis of Game 183 **Pattern 40**). In the upcoming examples, we will observe that clearing the rank often requires sacrifices to be made.

The first example kicks off with a sacrifice, although no sacrifice is needed for the clearance itself:

**Frits Obers** (2085)

**Leon Koster** (2260)

Capelle 1993



**27.Qg8+!!**

27.hxg5? gxf2+ 28.Kf1 Bg2+! 29.Kxg2 fxe1Q-+.

**27...Kxg8**

27...Rxg8 28.hxg5, and White remains an exchange up.

**28.Bc4+**



The point of the sacrifice, clearing the second rank with tempo.

**28...K

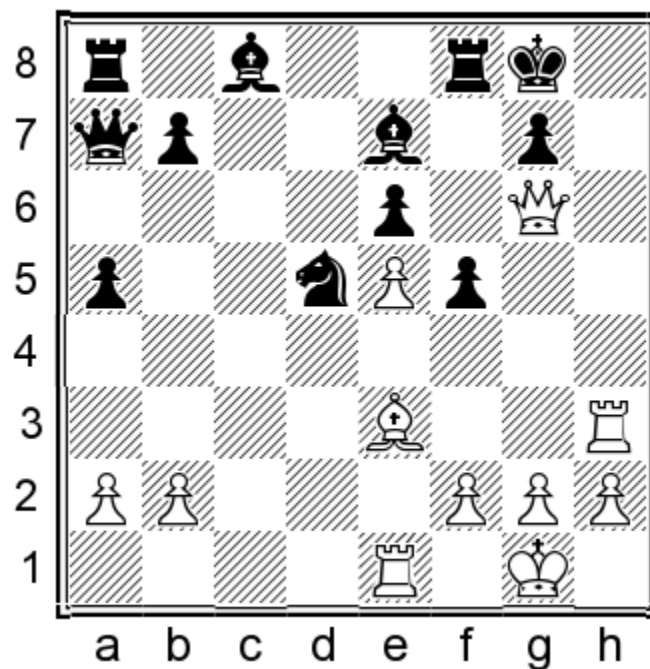
######**

In the next two games, we will see clearance sacrifices. In the first example, the queen is already positioned on the seventh rank. In the second example, the queen moves to the seventh rank after the sacrifice:

**Razvan Preotu (2495)**

**Thomas Rendle (2356)**

PRO League rapid (analysis) 2017



**25...b6!**

Starting the clearing process for the queen.

The game continued with 25...Nxe3?? 26.Rh7! Rf7 27.Qh5 1-0.

**26.Rh7**

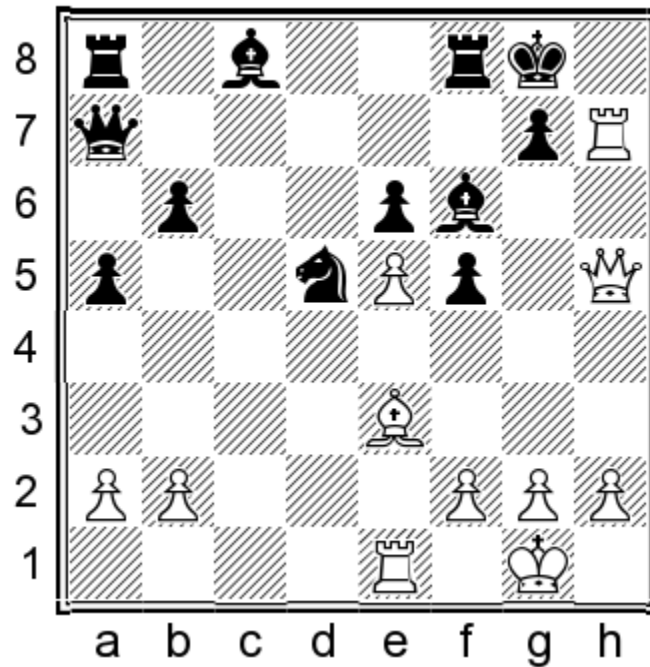
Not good, but it is crucial to see how Black must defend.

26.Rd1! is even.

**26...Bg5!!**

26...Bf6 also clears the way for the queen, but White can draw:

27.Qh5



*analysis diagram*

27...g6 (clearing the seventh for the third time in a row!) 28.Qxg6+ Bg7 29.Bh6 Rf7 30.Bxg7 Rxg7 31.Qe8+ Kxh7 32.Qh5+ Kg8 33.Qe8+ with perpetual check. This bears some similarities to **Pattern 78**.

**27.Qh5**

27.Bxg5 Qf7!-+.

**27...Bh6!**

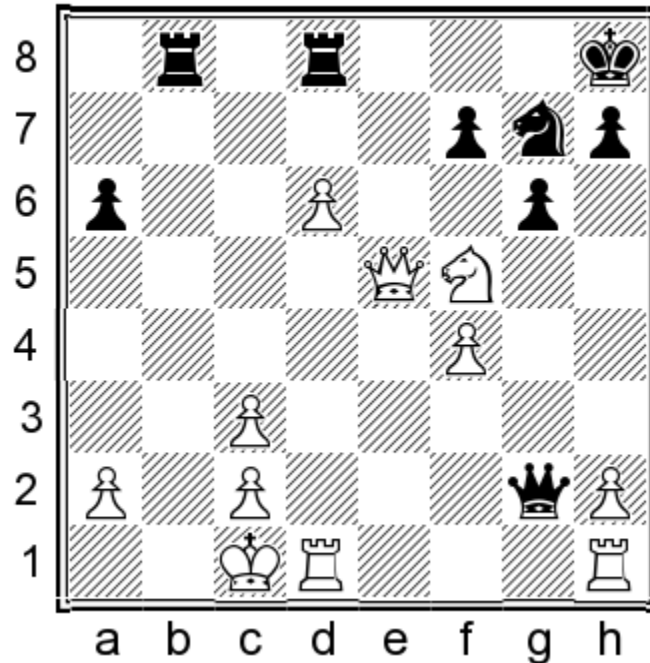
Interference! We already saw this defensive manoeuvre of interposing the bishop on h6 in Games 79 and 80 ( **Pattern 16**).

**28.Bxh6 Kxh7-+**

**Jorden van Foreest (2691)**

**Jonas Buhl Bjerre (2550)**

Malmö (analysis) 2021



### **25...f6!**

In the event of 25...gxf5, then the sequence 26.Rhg1 f6 27.Qe7! Qb7 28.Rxg7 highlights why Black must prioritize clearing the seventh rank immediately.

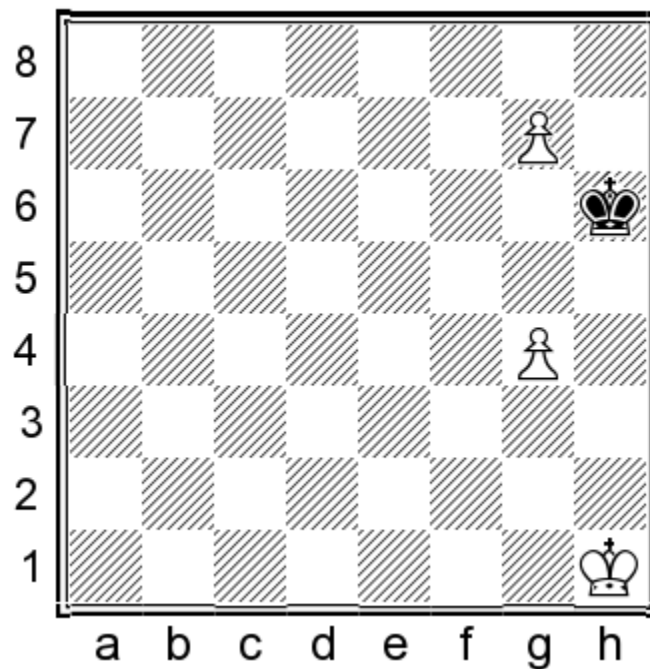
### **26.Qxf6 gxf5 27.Rhg1 Qb7!**

Black is a piece up, although White has enough compensation to keep the game balanced.

Methods for sidestepping a seventh-rank clearance defence will be discussed in **Pattern 98**.

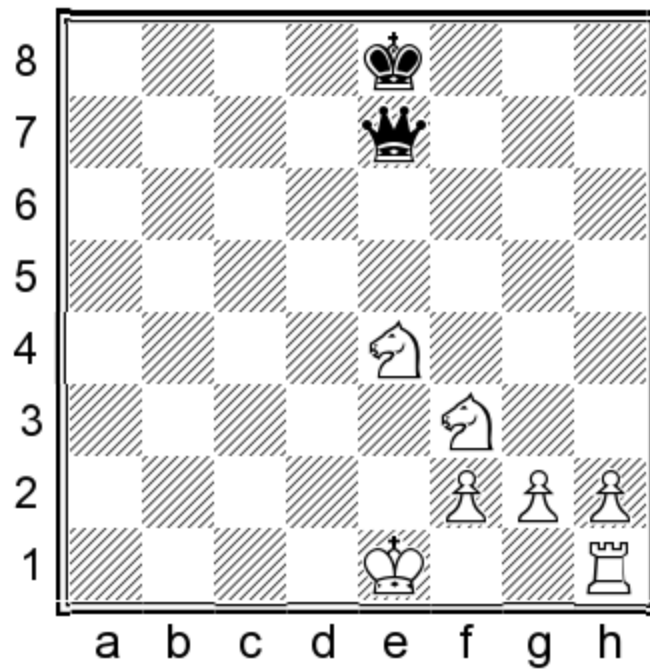
## **Flash Cards 81-88**

## Defensive weapons



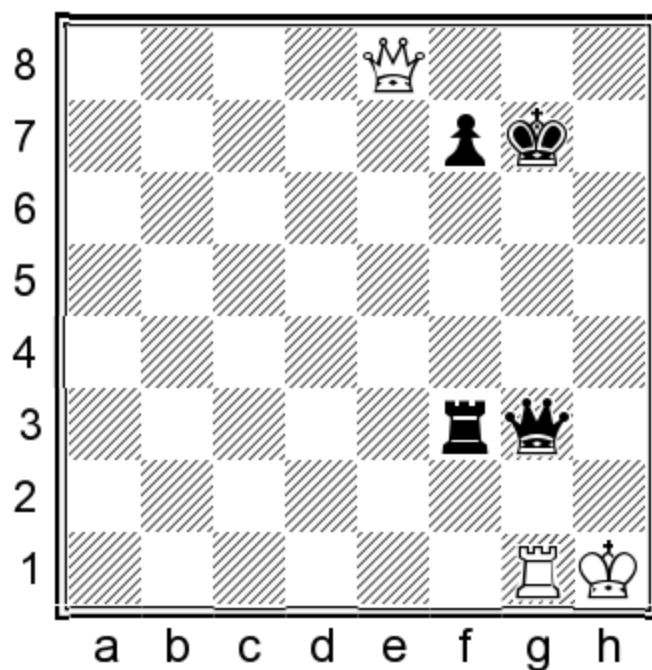
### 81. Avoiding stalemate by underpromotion

Here, promoting to a queen results in stalemate, while after 1.g8N+ K<sub>g5</sub>, White cannot defend the last remaining pawn without giving up the knight, allowing a drawn K+ ♙ vs K endgame. Therefore, promoting to either a bishop or a rook is the only way to win.



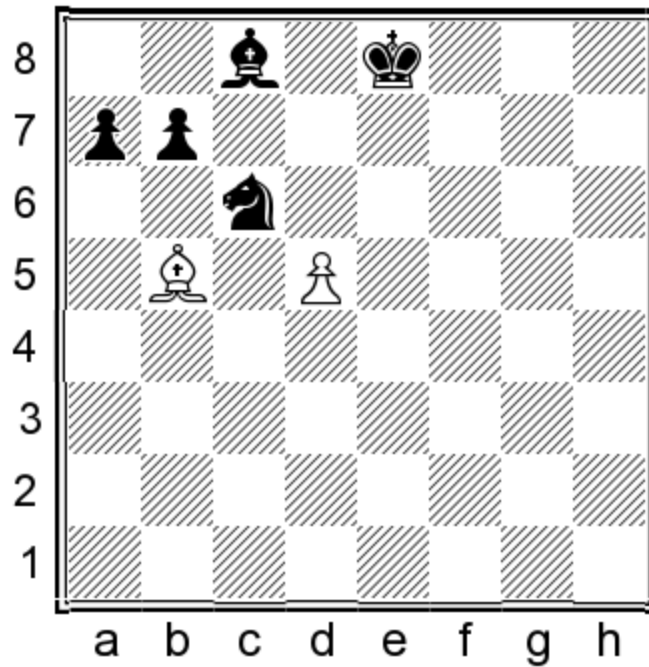
## 82. Defending against a pin on the e-file

By castling 1.0-0, White unpins the knight and involves the rook in the game. If Black captures the knight, White can put the rook on the same file as the black queen and king with 2.Re1, thus pinning the queen. If Black doesn't capture, then White has saved their knight with a healthy developing move.



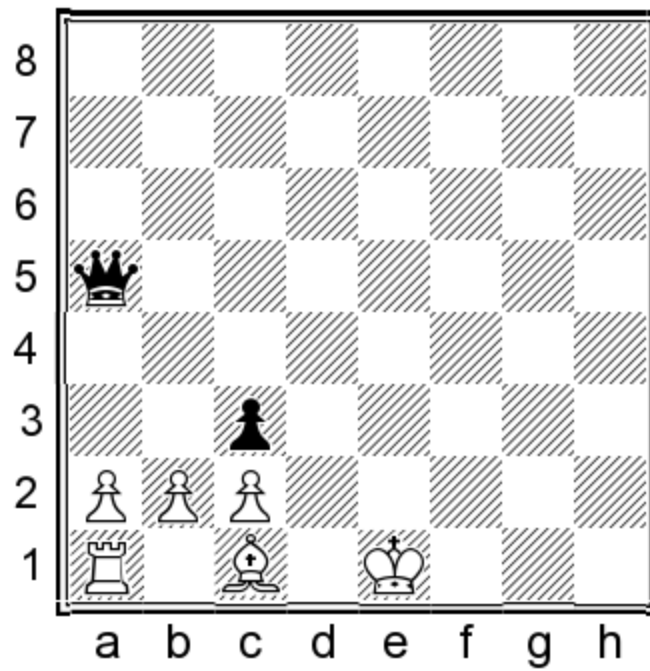
### 83. Defending with and against the counterpin

The queen is pinned, but with the counterpin 1...Rf1, Black prevents its capture. However, White counteracts the counterpin by forking the king and queen: 2.Qe5+!. The pinned black queen is a poor defender. (With a white pawn on e5, White would have no better than 2.Rxf1, allowing Black to draw with ...Qg3-h3-g3+.)



## 84. Unpinning the knight by counterattacking the pinning bishop

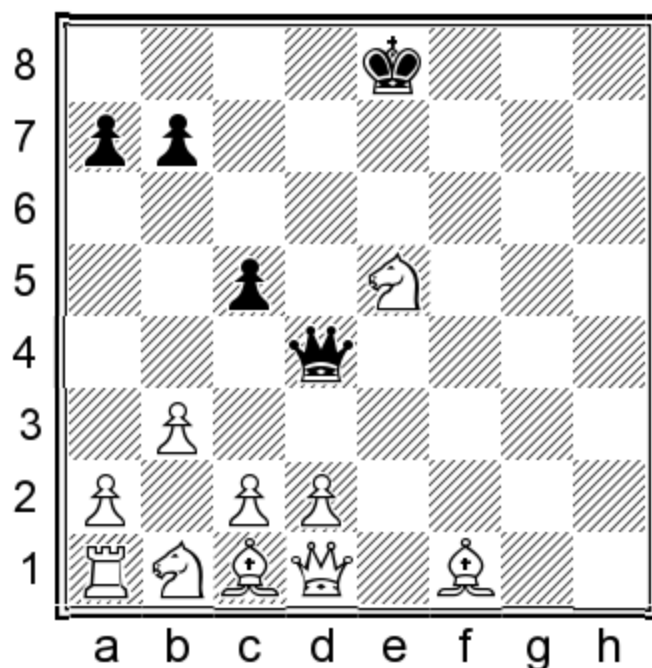
Black can unpin the knight by attacking the white bishop with 1...a6 2.Ba4 b5. If White captures the knight with the pawn, Black captures the bishop, while if the white bishop leaves the a4-e8 diagonal, Black's knight is free to move.



## 85. Pushing the b-pawn

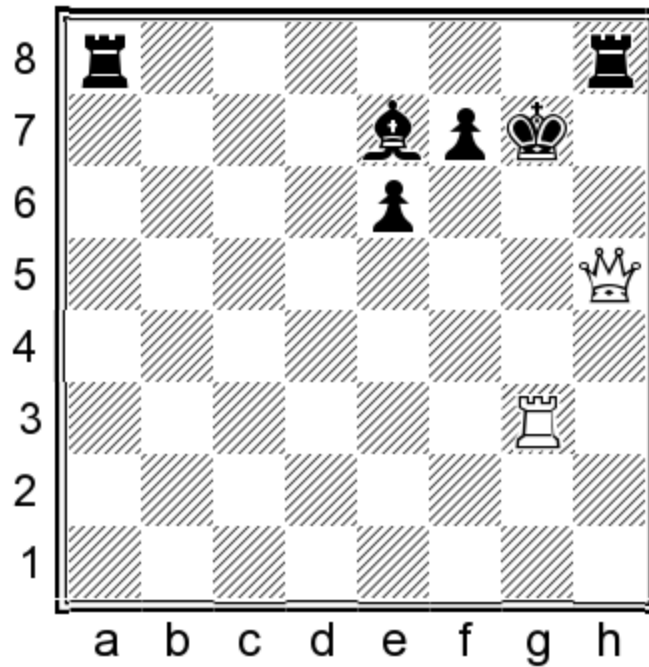
1.b4 gains a crucial tempo and takes the threat of 1...cxb2+ with discovered check out of the position.





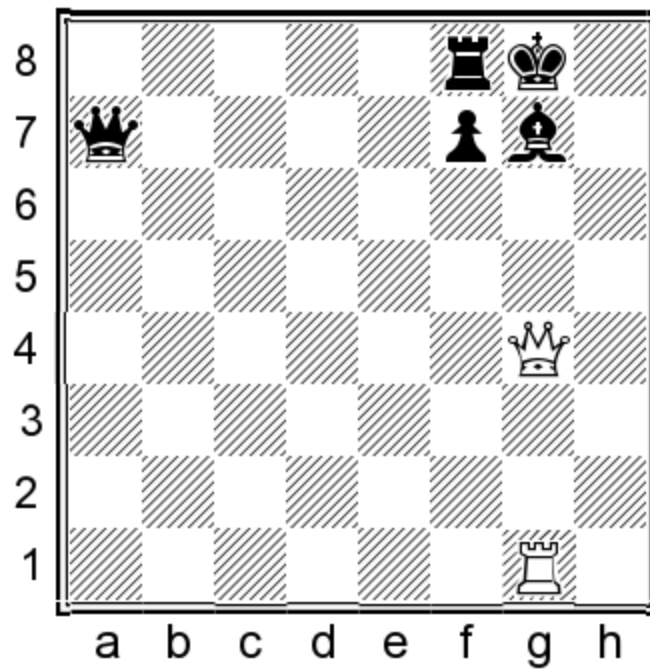
## 86. Defending against a double attack

With 1.Bb2, White lures the double-attacking black queen behind enemy lines, where it will be in mortal danger. After 1...Qxb2 2.Nc3, White threatens 3.Nc4, winning the queen, but even after 2...Qa3, 3.Bb5+! followed by 4.Nc4, the queen is no longer salvageable. It is crucial that the bishop controls the a6-square so the queen can't escape there when White plays Nc4.



## 87. The ‘patzer’ interposition

By interposing the bishop with 1...Bg5, Black disrupts the communication between the white queen and rook. After 2.Qxg5+, the king can safely move to f8 (which wasn't possible in the starting position due to 2.Qxh8#), while after 2.Rxg5+, the rook obstructs the queen: Black plays 2...Kf6 and White doesn't have 3.Qg5#.



## 88. The seventh-rank clearance defence

By moving the f-pawn with 1...f6 or 1...f5, Black clears the seventh rank so the queen can defend against White's mating threat 2.Qxg7#. Sometimes there are more obstacles blocking the seventh rank. In such cases, clearance might require multiple steps. For example, with an extra black bishop on b7, Black would first have to play 1...Bg2 and only after 2.Rxg2 clear the seventh rank with ...f7-f6/f5.

# Chapter 10

## Queen manoeuvres and the weak f2/f7- point

- Pattern 89 - The staircase manoeuvre
- Pattern 90 - The Qd1-h5-e5/...Qd8-h4-e4 manoeuvre
- Pattern 91 - The Qd1-h5-d5/...Qd8-h4-d4 manoeuvre
- Pattern 92 - The straightforward Qd1-d5
- Pattern 93 - Sacrificing on f2/f7 to enable a knight jump
- Pattern 94 - The knight sacrifice on f2/f7
- Flash Cards 89-94

In the upcoming two chapters, we redirect our attention to offensive tactics. In this chapter, the queen assumes a pivotal role, guiding us through **Patterns 89 to 91**, focusing on queen manoeuvres. **Pattern 89** highlights the intricacies of the staircase manoeuvre, while **Patterns 90 and 91** show the queen cleverly exploiting the vulnerability of the opponent's king along the h5-e8/ e1-h4 diagonal.

In **Pattern 92**, the queen steps into the spotlight once again, heading directly (or after some preparation) for the vulnerable point f2/f7. **Patterns 93 and 94** continue to revolve around this weakness. In **Pattern 93**, a sacrifice is executed at this weak point, paving the way for the placement of a knight on e3/e6, thereby embarrassing

the opposing queen. In **Pattern 94**, after accepting the sacrifice on f2/f7, the attacking queen pays a visit to e3/e6. The ultimate objective now shifts to delivering checkmate.

## **Pattern 89 - The staircase manoeuvre**

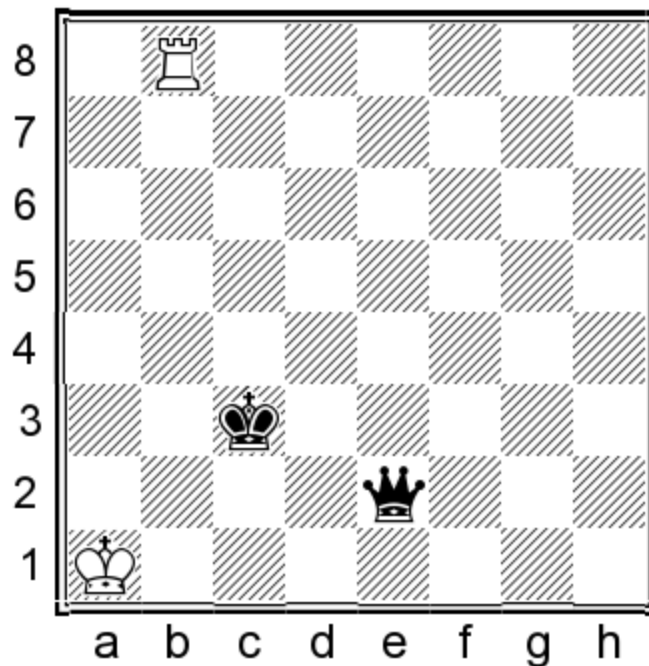
A term like ‘walking the staircase’ might initially be associated with some kind of endgame technique. A well-known endgame scenario where this manoeuvre is employed is in a queen vs pawn endgame, where the queen gradually approaches the enemy king and a pawn on the verge of promoting through a series of checks, until the opponent’s king stands in front of its pawn, allowing us to bring our own king into play.

However, a staircase manoeuvre can also be of tactical use. By moving the queen towards or away from the king, we can ultimately manoeuvre it to a square where it creates a double attack on the enemy king and a piece. This movement can occur across ranks, files, or diagonals. We will provide an example for each situation, focusing on the queen moving away from the king.

**Amin Tabatabaei** (2689)

**Vincent Keymer** (2690)

Baku 2023



The queen can move closer to the king via checks on d1 and c2, but this brings Black no benefit. It will not lead to checkmate, as the white rook controls the b2-square.

Exploiting the vulnerable rook is more important. If the queen lands on a7 or h2 with a check, the rook will be lost. By gradually moving away from the white king, giving check on each step of the way and working towards our target squares, the black queen reaches its destiny:

**95...Qf1+**

The queen also keeps an eye on the a6-square, preventing the white rook from interposing the checks: 96.Rb1 Qa6#.

**96.Ka2 Qf2+ 97.Kb1**

97.Ka1 loses to 97...Qa7+.

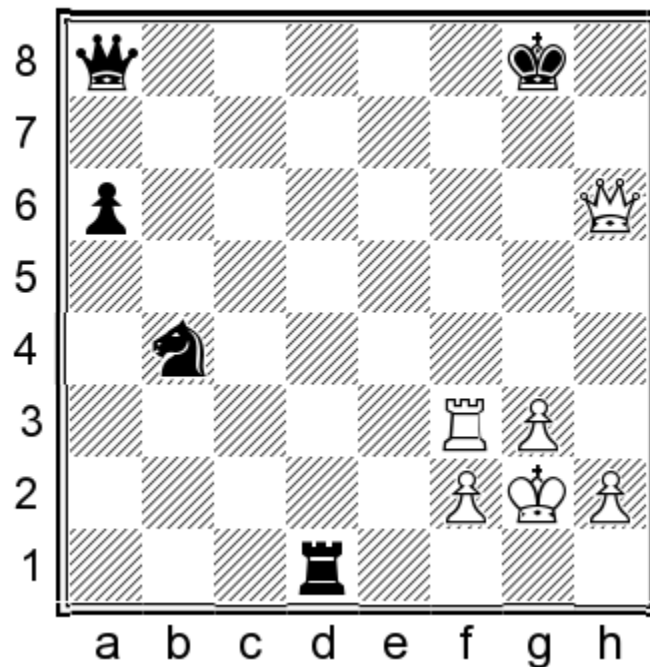
**97...Qg1+**

White resigned, as the black queen will reach its target square to give a double attack on the next turn: 98. K a2 Q h2+ or 98... Q a7+. We have seen the queen manoeuvring along ranks. In the next example, we see the queen manoeuvring along files:

**Baskaran Adhiban** (2674)

**Etienne Bacrot** (2697)

Berlin World Blitz Championship 2015



Black has an unprotected knight on b4. Our strategy hinges on manoeuvring the queen to g4 or h4 with check, which constitutes a double attack and mission accomplished.

**38.Qg6+**

38.Qg5+ Kh8 39.Qh4+ wins the knight one move faster.

**38...Kh8 39.Qh5+ Kg8 40.Qg4+ Kh8 41.Qxb4**

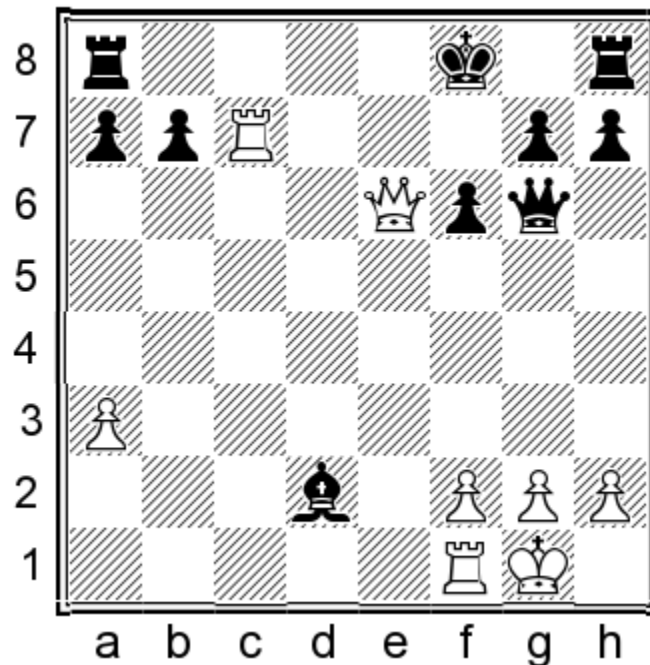
And White won.

Now, let's take a look at an example where the queen moves in a staircase-like manner along diagonals. In this instance, the ultimate goal is not to deliver a double attack, but rather to position the queen in order to facilitate another tactic:

**MG Gahan** (2188)

**G Jaswant** (2036)

Chennai World Championship U20 (analysis) 2011



**25.Qd6+ K<sub>g</sub>8 26.Qd5+**

White is aiming for more than just regaining his bishop.

26.Qxd2? allows ...h6/h5, after which the king can escape via h7 and the position would be balanced.

**26...K<sub>f</sub>8**

Now White has several good options. The easiest is to continue the staircase manoeuvre:



## **27.Qc5+**

Alternatively, 27.Qxd2 is now much stronger than on the previous move. In case of 27...h5 ( 27...Kg8 28.Qd5+ is even more favourable for White), 28.Qd5! prevents the king from escaping to the h-file. Next, White adds another attacker with Rfc1, with deadly consequences!

## **27...Kg8 28.Rc8+**

The queen's manoeuvre to square c5 has enabled this absolute skewer.

## **28...Rxc8 29.Qxc8+ Kf7 30.Qxh8+–**

Staircase manoeuvring doesn't necessarily require delivering a check with the queen on each move; instead, a check with the queen can be alternated with a threat by the queen (either to give checkmate or to attack a piece), or each queen move can be accompanied by a threat, gradually advancing towards the end goal. The 100 Tactical Patterns You Must Know Workbook contains exercises on this topic.

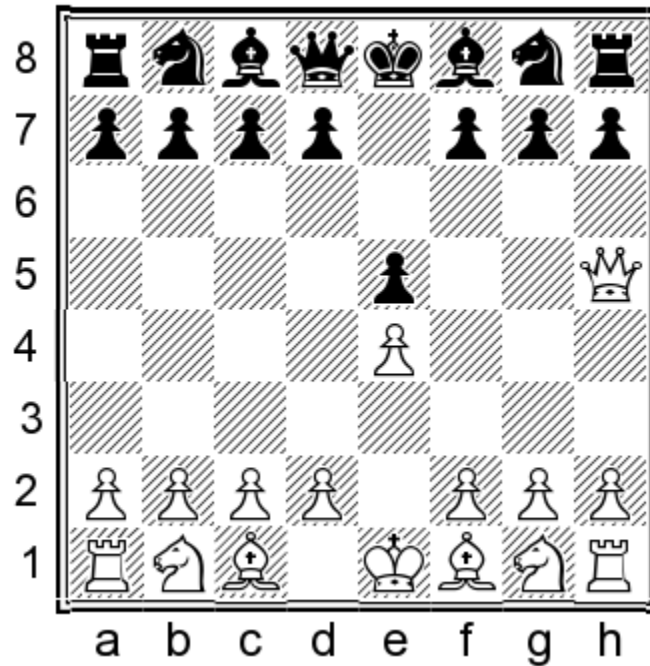
## **Qd1-h5-e5...Qd8-h4-e4 manoeuvre">Pattern 90 - The Qd1-h5-e5/...Qd8-h4-e4 manoeuvre**

In this Pattern, which is similar to **Pattern 6**, our goal is to execute a fork with the queen. We aim for a double attack on the king in the centre and the rook in the corner by manoeuvring our queen to the h5-e8 diagonal, thereby provoking ...g7-g6 which opens the a1-h8 diagonal, to reach the e5-square, the final destination for the fork. (From Black's viewpoint, it is about the e1-h4 diagonal, etc.) Unlike **Pattern 6**, achieving a double attack here requires more preparation, typically involving at least two moves often initiated with a knight jump clearing the d1-h5 diagonal for the queen.

Let's start with the basics:

King's Pawn opening trap I

**1.e4 e5 2.Qh5**



Feigning an attack on f7.

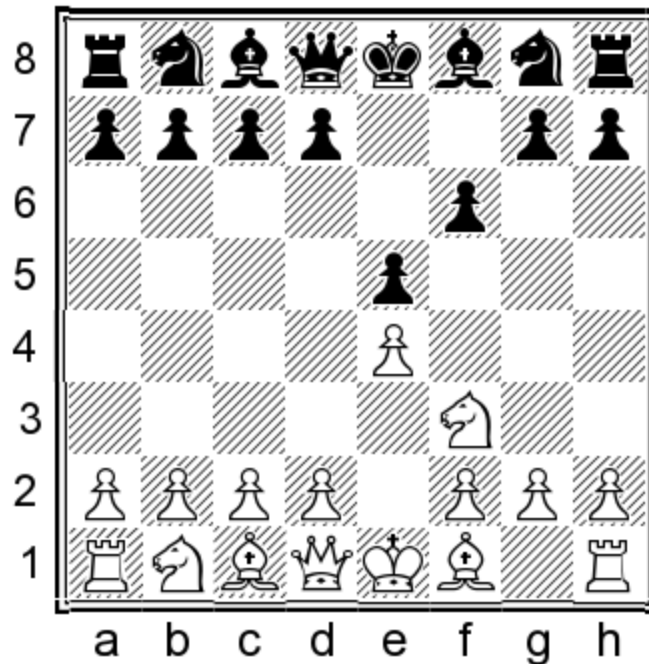
**2...g6?? 3.Qxe5+**

And White wins the rook on h8.

This queen manoeuvre often occurs in conjunction with a clearance tactic. In the following example, we see that White aims for the same double attack as above:

King's Pawn opening trap II

**1.e4 e5 2.Nf3 f6?**



### 3.Nxe5! fxe5?

Though Black's position after 3...Qe7 is no picnic either, it would set a countertrap for White to fall into: 4.Qh5+?? g6 ( 4...Kd8?? 5.Nf7+- ) 5.Nxg6 Qxe4+! and ...Qxg6-+.

### 4.Qh5+ g6

Black doesn't fare well avoiding the double attack either: 4...Ke7 5.Qxe5+ Kf7 6.Bc4+ d5 ( 6...Kg6 7.Qf5+ Kh6 8.d4+ g5 9.h4+- ) 7.Bxd5+ Kg6 8.h4 h6 9.Bxb7!+-.

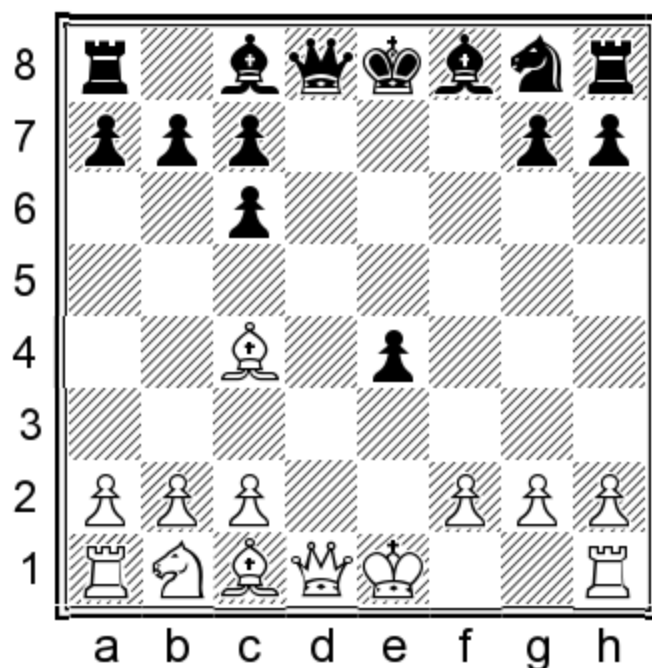
### 5.Qxe5+ Qe7 6.Qxh8+-

Despite the queen being cornered (reminiscent of **Pattern 58**), Black is unable to trap it.

**Chris Baker** (2351)

**Colin Menzies** (2080)

Cork 2009



### 7.Qh5+! 1-0

The deflection tactic from **Pattern 39** looks tempting, but after 7.Bf7+ Ke7 8.Bg5+ Nf6 Black is okay.

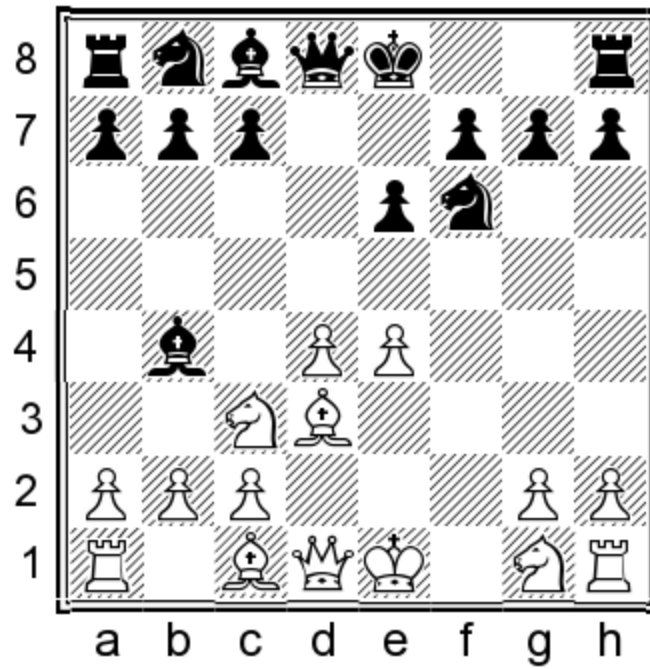
The game move brings the queen to its target square (e5) with check and gain of tempo. If Black does not interpose the pawn now, it is checkmate after 7...Kd7 8.Qf5+ Ke7 9.Qe5+ Kd7 10.Qe6#.

Interposing loses the rook in the corner: 7...g6 8.Qe5+ and Qxh8. Although not as common as with White, the same Pattern is also frequently seen with colours reversed:

**Yury Sokolov** (1986)

**Sergey Gubernatorov** (2305)

Belorechensk 2012

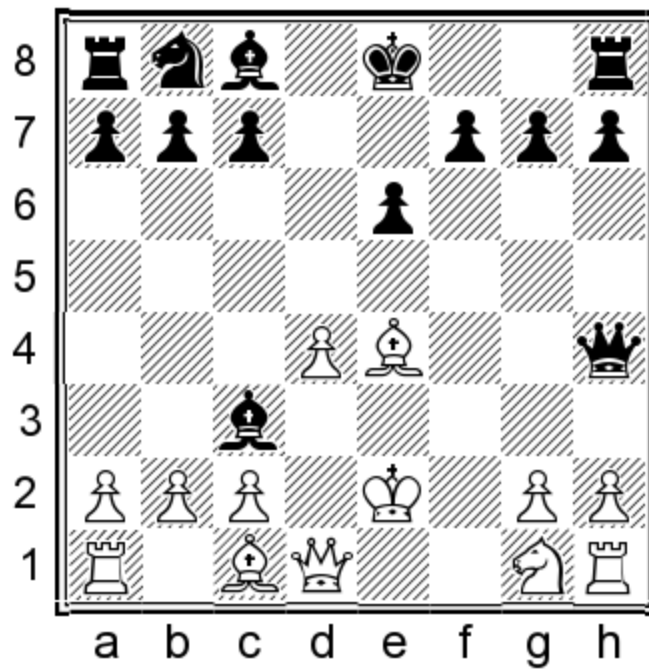


**6...Nxe4! 7.Bxe4**

7.Qg4 Qxd4!-+.

**7...Bxc3+!**

White does remarkably well after 7...Qh4+ 8.Ke2! Bxc3



*analysis diagram*

9.Kd3!! Bxd4 10.Nf3! ( 10.Kxd4? Qd8+-+ ) 10...Qd8! 11.Nxd4 c5 12.Ke3!<sup>3</sup> .

**8.bxc3 Qh4+ 9.Kf1 Qxe4**

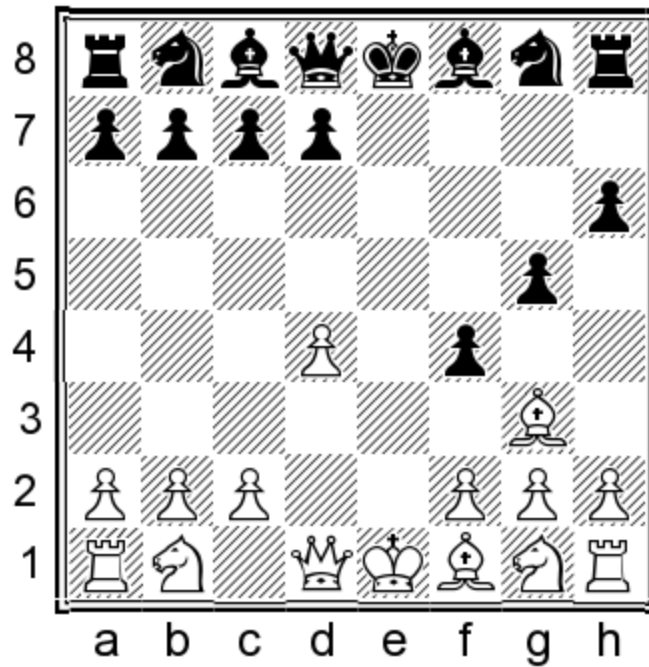
And Black won with his extra pawn.

It is also possible that an enemy piece obstructs the queen manoeuvre. In that case, luring away such a piece can be beneficial:

**Christian Bauer** (2623)

**Kacper Piorun** (2601)

French Online Blitz Championship 2020



This is the position where we left off in the analysis of Game 236 (**Pattern 52**).

**7.Qh5+ Ke7 8.Bxf4! gxf4**

Now that the g-pawn has been lured away, the fifth rank has opened up for the white queen.

Note that 8...Nf6 fails to 9.Bxg5!. Better is 8...Bg7, but then White is just a healthy pawn up after 9.Be3.

**9.Qe5+ Kf7 10.Bc4+ Kg6 11.Bd3+**

There is nothing wrong with 11.Qxh8, but even stronger is 11.Nh3 or 11.Ne2.

**11...Kf7 12.Bc4+ d5**

After 12...Kg6, White probably would have chosen one of the options indicated on move 11.

**13.Bxd5+ Qxd5**

13...Kg6 14.Be4+ Kf7 15.Qxh8+–.

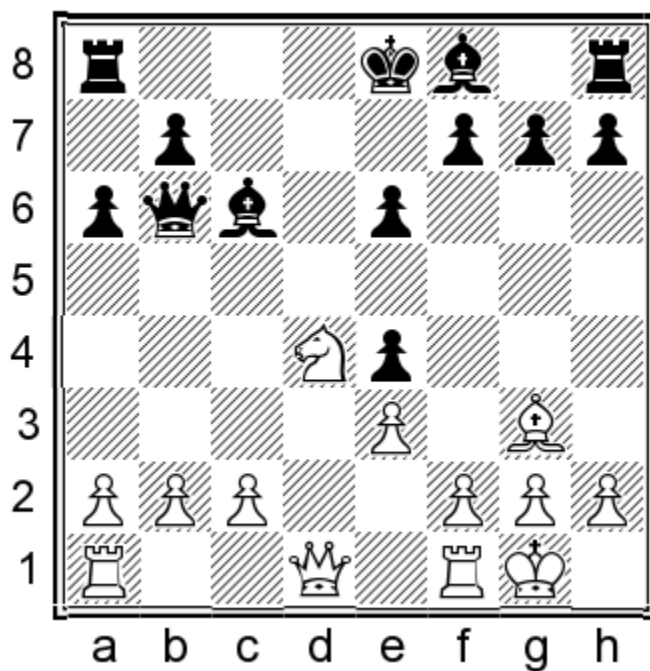
**14.Qxd5++–**

Up to this point, we have examined the significance of the open h5-e8 diagonal and the potential to reach the e5/e4-square with a double attack. However, even when the e- and f-files are closed, there are still opportunities for the attacker:

**Nodirbek Abdusattorov (2724)**

**Robert Rabiega (2468)**

Düsseldorf tt rapid 2023



**13.Nxe6!**

Luring away the f-pawn, thereby opening the h5-e8 diagonal.

**13...fxe6**

The game went 13...Rc8 14.Qg4 1-0.

**14.Qh5+ g6**



- 14...Kd7 15.Rad1+ Kc8 16.Qf7+-;
- 14...Ke7 15.Rad1! (threatening 16.Bh4+, mating) 15...Bd5 16.c4+-.

### 15.Qe5

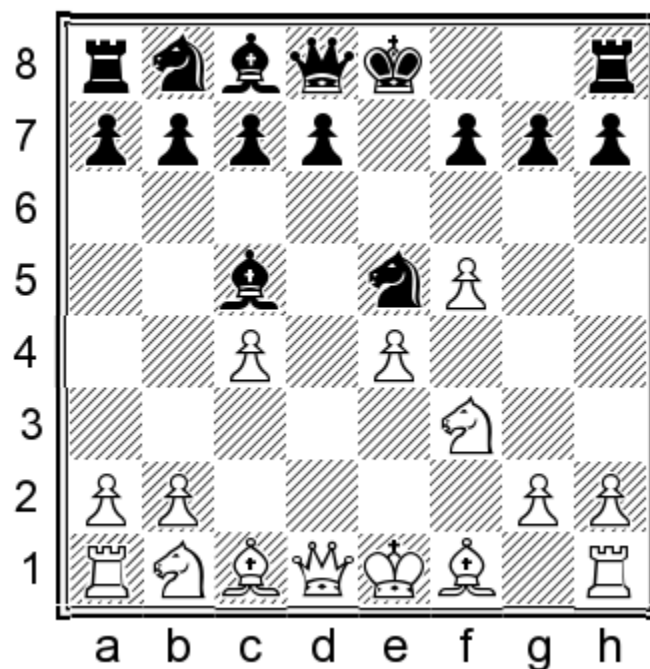
Despite the presence of the e6-pawn, which prevents White from forking the king and rook directly, Black still loses the rook. This is because after 15...Rg8, White plays 16.Qxe6+, achieving a double attack after all.

It is worth noting that the queen manoeuvre is not always so successful:

**Alexander Alekhine**

**Ilya Rabinovich**

Baden-Baden (analysis) 1925



**8.Nxe5! Qh4+ 9.g3 Qxe4+ 10.Qe2**

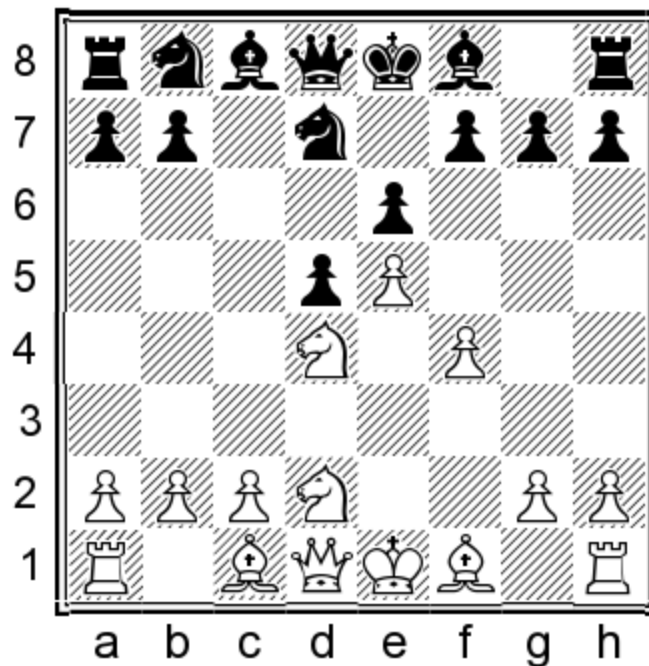
**10...Qxh1**



We will conclude this segment with an example that combines elements of this Pattern and the upcoming Pattern:

## Semen Lomasov (2525)

# Titled Tuesday blitz 2021



White's last move, 7. f2-f4, turned out to be ill-advised.

**7...Nxe5!**

White lures away the f-pawn, so ...Qh4+ comes with a double attack.

**8.fxe5?!**

The game went 8.c3, when Black had a healthy extra pawn.

**8...Qh4+ 9.g3 Qxd4**

Black is a pawn up.

In this instance, the queen lands on d4 instead of e4, marking it as the destination for a queen fork in the subsequent Pattern.

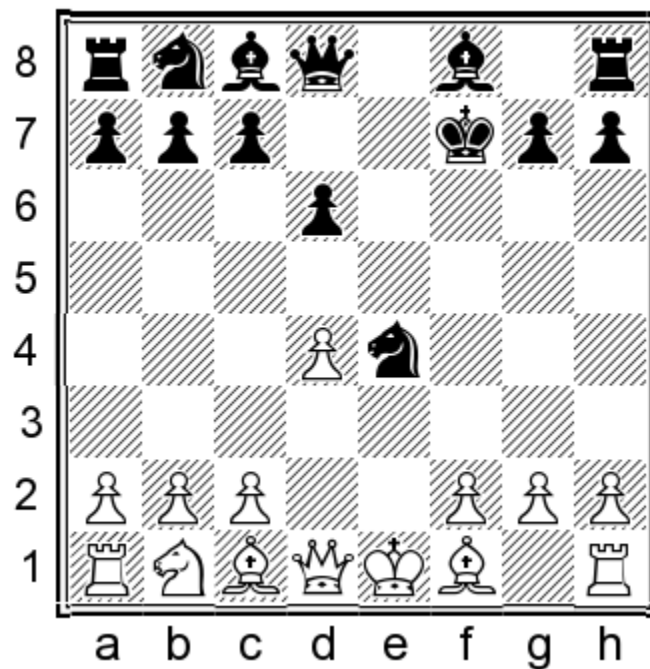
**Qd1-h5-d5...Qd8-h4-d4** manoeuvre">Pattern 91 -  
The Qd1-h5-d5/...Qd8-h4-d4 manoeuvre

In this Pattern, our objective remains the same as before: executing a double attack on the king and an unprotected piece. This time, the queen reaches d5 via square h5. Another distinction from the previous Pattern is the black king's placement on f7. The double attack on d5 can result in different types of material gains.

In our first example, the goal is to win a knight:

Analysis

**1.e4 e5 2.Nf3 Nf6 3.Nxe5 d6 4.Nxf7 Kxf7 5.d4 Nxe4?**



**6.Qh5+**

Again, the white queen manoeuvres itself via h5 to its target square (now d5) with check and gain of tempo.

6.Qf3+? Nf6–+ .

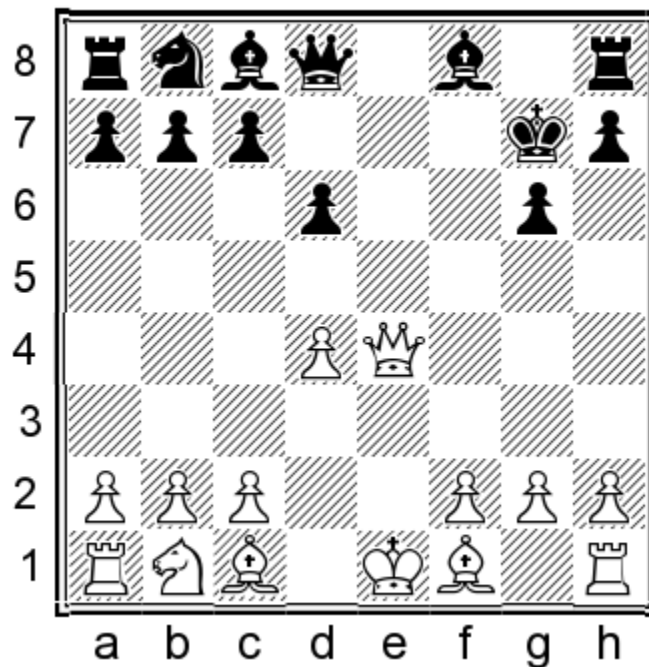
**6...g6**

Alternative moves result in an even worse outcome for Black, for example:

• 6...Kxg8?? 7.Qd5+ Be6 8.Qxe6#;

- 6...Ke6 7.Bc4+ d5 8.Qe5+ Kd7 9.Bxd5 Bb4+ 10.c3 Re8 11.Qf5+ Kd6 12.Bf4+ Ke7 13.Qf7#;
- 6...Ke7 7.Qe2 d5 8.Bg5+! and White wins.

**7.Qd5+ Kg7 8.Qxe4**



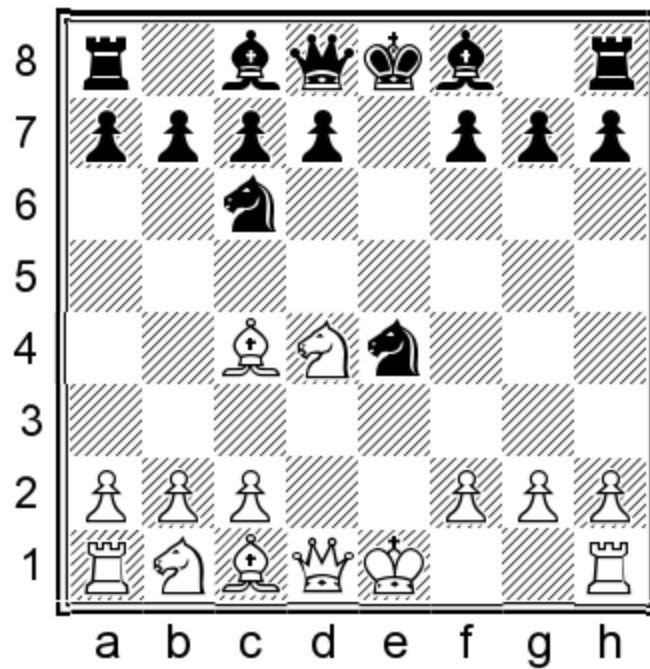
White has regained the knight with interest. Moreover, it is worth noting that without the pawn on d6, Black could have played ...Bb4+ followed by ...Re8: the back-rank clearance from **Pattern 20!**

This idea proves useful in the following example:

**Sasha Grumic** (2180)

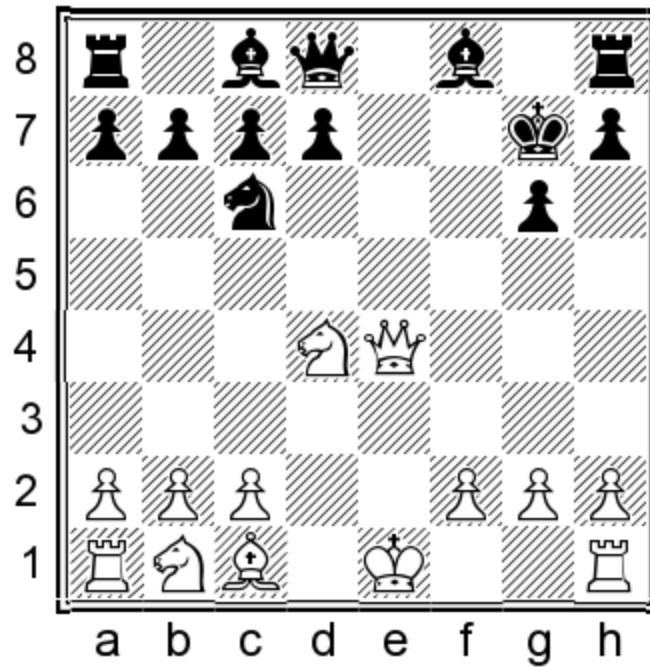
**Micah Hughey** (2051)

Edmonton 2004



**6.Bxf7+ Kxf7 7.Qh5+ g6 8.Qd5+ Kg7 9.Qxe4**

9.Nxc6 is the best move, but after 9...Qe8! 10.Qe5+ Qxe5 11.Nxe5, Black has better chances thanks to the bishop pair.



**9...Bb4+**

The aforementioned idea from **Pattern 20** can be executed here!

**10.Kf1?**

10.Kd1 d5! is very good for Black, due to the vulnerable white king and White's lag in development. An important point is 11.Nxc6? dxe4+ 12.Nxd8 Bg4+!-+.

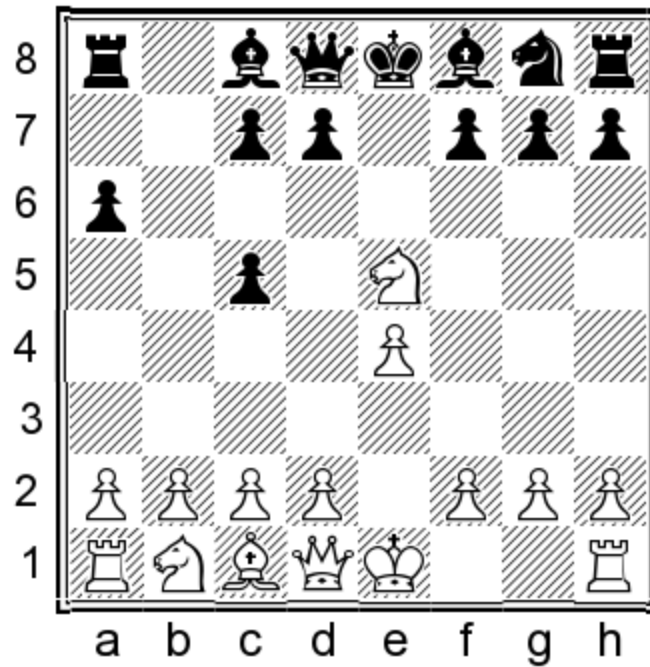
**10...Re8 11.Nxc6 dxc6 0-1**

The aim is to win a rook in the next two examples:

**Erik Hoekendijk 919**

**godzllaa 887**

Lichess rapid (analysis) 2023



**6.Nxf7!**

6.Qh5 was played in the game.

**6...Kxf7 7.Qh5+ Kf6**

Other moves speed up the process:

- 7...g6 8.Qd5+;
- 7...Ke7 8.Qe5+! chases the king to square f7, allowing White to fork the king and rook one move later: 8...Kf7 9.Qd5+.

**8.Qf5+ Ke7 9.Qe5+ Kf7 10.Qd5++-**

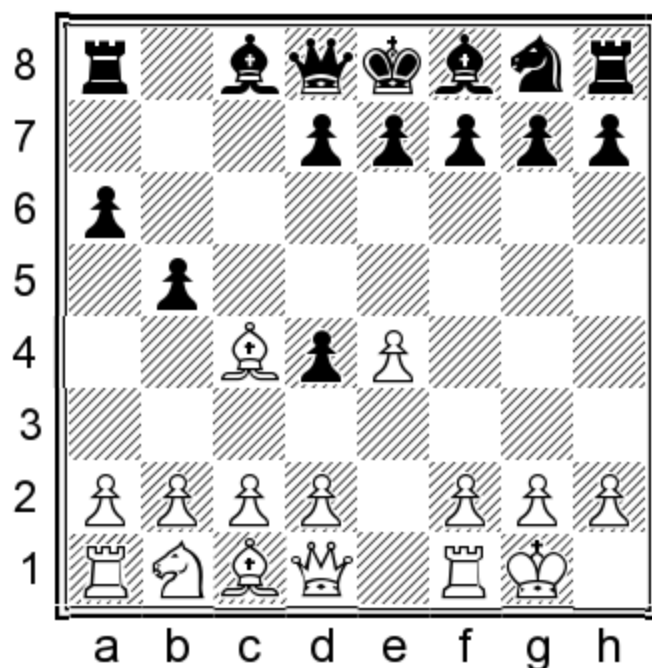
In the last example, winning the rook doesn't necessarily guarantee success:

**Alexei Shirov (2746)**

**Miorca**

Internet simul 2000

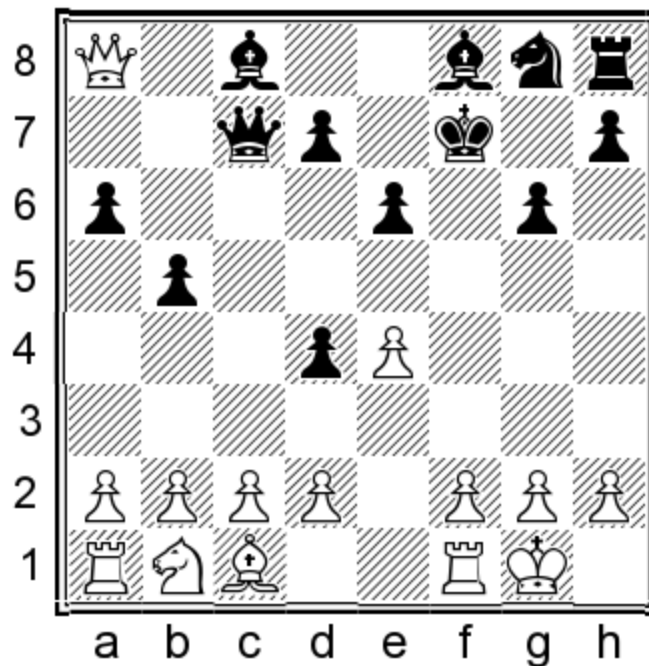




**7.Bxf7+ Kxf7 8.Qh5+?**

It is interesting to note that after the better move 8.Qf3+, Black should no longer allow the queen manoeuvre (and play 8...Nf6, leading to a balanced position after 9.e5 ), as after 8...Ke8? 9.Qh5+ g6 10.Qd5 e6 ( 10...Rb8 11.Qe5! ) 11.Qxa8, the king on e8 crucially slows Black down by one tempo in his attempts to trap the white queen in the corner (reminiscent of **Pattern 58**).

**8...g6 9.Qd5+ e6 10.Qxa8 Qc7**



With the king on f7 instead of e8, Black immediately threatens to trap the queen with 11...Bb7 and 12...Bc5.

### 11.b4

In the event of 11.d3, it is best to take it easy with 11...Ne7!. The plan is ...Nc6 and ...Bb7. Moreover, the knight protects the bishop on c8, so Bf4 is no longer a threat ( 11...Bb7?? 12.Bf4!+- ). A sample line: 12.Na3?! ( 12.b4 transposes to 11.b4 Ne7 12.d3) 12...Nc6 ( 12...Bb7?? again 13.Bf4!+- ) 13.Bf4 e5 14.Bxe5 Nxe5 15.Qd5+ Ke8. Black emerges with two pieces for the rook, while White's knight remains poorly placed on a3, leaving Black in a favourable position.

And now, instead of 11...Bxb4 12.Ba3!=, it was better to play:

### 11...Ne7!

For example:

### 12.d3 Bg7

12...Bb7?? one more time 13.Bf4! +-.

### 13.Na3 Bb7 14.Qa7 d6!

Preventing the white queen from escaping via square c5, and threatening to trap it with 15...Ra8.

**15.Nxb5 axb5 16.Qa3 Qxc2**

## **Qd1-d5">Pattern 92 - The straightforward Qd1-d5**

The examples we saw in **Pattern 91** clearly showed the vulnerability of f7. However, sacrificing isn't always necessary to capitalize on this weakness. Sometimes, merely attacking the point again with the queen is sufficient to exploit it, particularly when the king is completely hemmed in by its own pieces and defending f7 becomes challenging.

We start with an opening trap that has claimed many victims, including quite a few (grand)masters, like in the following game:

**Gawain Jones (2670)**

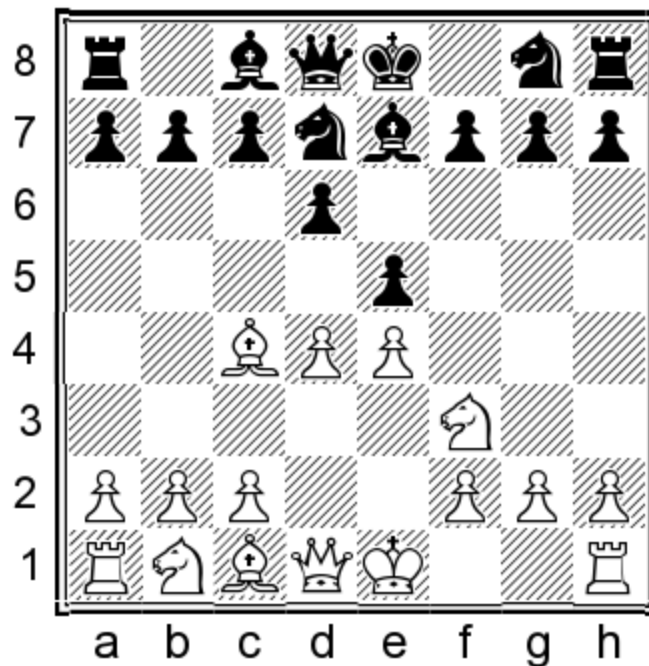
**Haik Martirosyan (2572)**

Titled Tuesday blitz 2018

**1.e4 d6 2.d4 e5 3.Nf3 Nd7**

This position can be reached in multiple ways, most commonly 1.e4 e5 2.Nf3 d6 3.d4 Nd7.

**4.Bc4 Be7?**

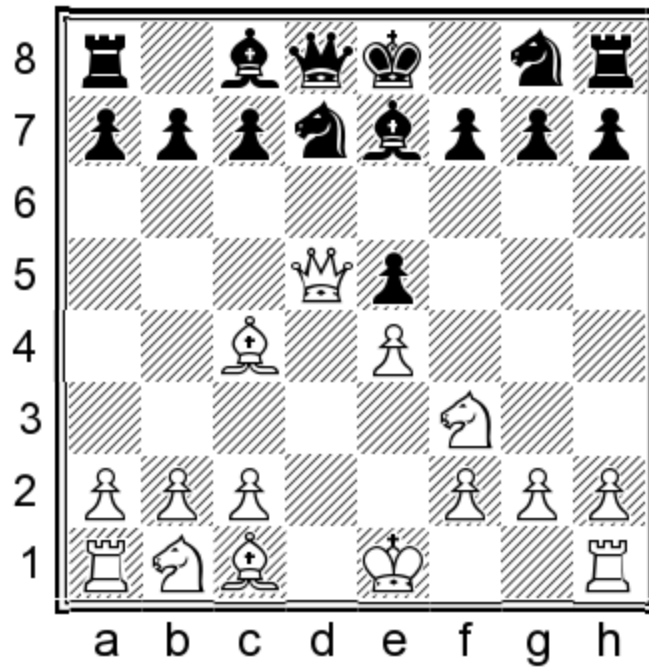


Curiously, this position has appeared on the board no less than 1200 times. Even more striking is that Black, a strong grandmaster, has played this move four times in blitz games. It simply costs a pawn.

### 5.dxe5! dxe5

Although the game continuation 5...Nxe5 was better, White eventually won after 6.Nxe5 dxe5 7.Qh5! g6 8.Qxe5.

### 6.Qd5!



The black pieces obstruct each other and there is only one way to protect the f7-square:

**6...Nh6 7.Bxh6**

White has won a piece, as Black cannot recapture due to the threat of Qxf7#.

Another opening trap where the idea with Qd5 attacking f7 comes into play is in the Hungarian Defence:

Hungarian Defence

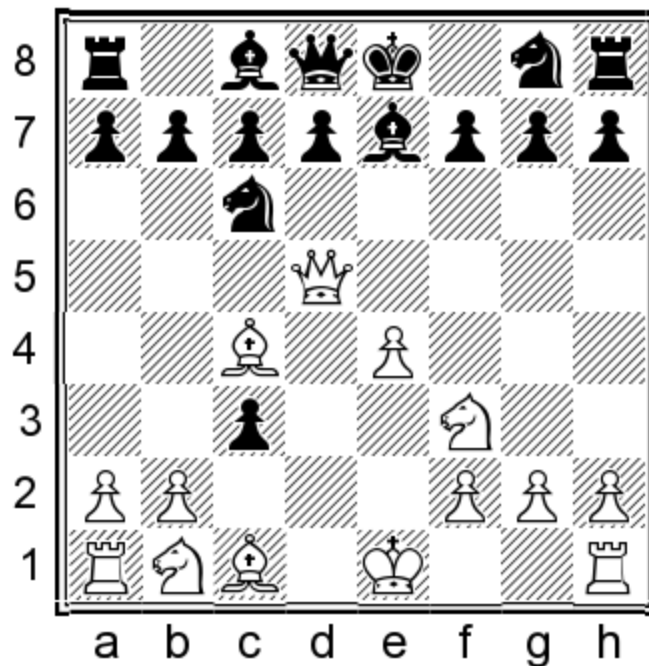
**1.e4 e5 2.Nf3 Nc6 3.Bc4 Be7 4.d4 exd4**

This position can also be reached via the Scotch Gambit: 1.e4 e5 2.Nf3 Nc6 3.d4 exd4 4.Bc4.

**5.c3 dxc3?!**

5...Na5!.

**6.Qd5**



This looks winning (and in many games Black even resigned here!), but there is still an important difference compared to the previous diagram. Thanks to the pawn on c3, Black can defend:

**6...Nh6 7.Bxh6 0-0!**

The checkmate is parried, while now h6 and b2 are hanging.

**8.Bxg7**

A desperado. White grabs a pawn and X-ray defends the one on b2.

8.Bc1 seems to solve two problems at once, but 8...Nb4!, with the idea 9.Qd1? c2, creates new problems.

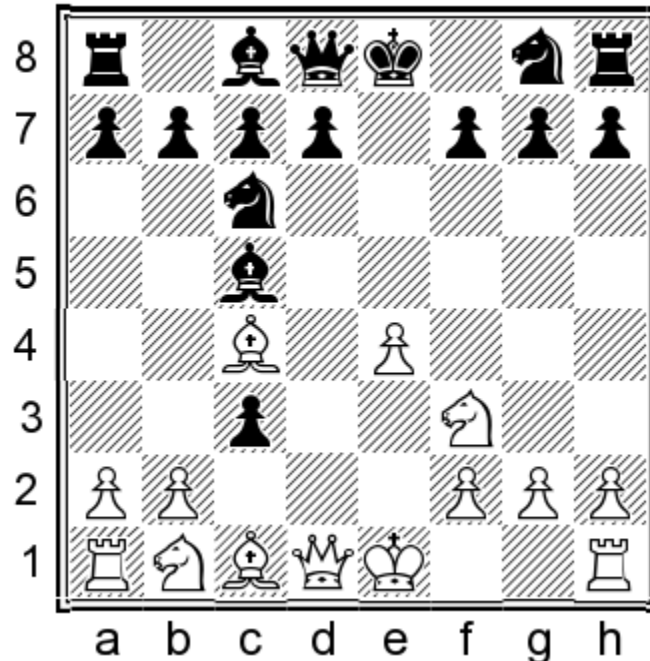
**8...Kxg7 9.Nxc3<sup>2</sup>**

This is not how you ideally want to emerge from the opening with Black (a bad pawn structure and an exposed king), but the damage is manageable. The piece loss is prevented.

The bishop on e7 was quite obstructive for Black. With the bishop on c5 instead of e7, Black can utilize the e7-square for the queen to protect f7, taking the sting out of an immediate Qd5. However, in such a scenario, White also has another appealing option:

## Scotch Gambit

**1.e4 e5 2.Nf3 Nc6 3.d4 exd4 4.Bc4 Bc5 5.c3 dxc3?!**



In the event of 6.Qd5? Qe7, Black has both their bishop on c4 and pawn on f7 protected. The next move is 7...Nf6, and Black is better. However, White can benefit from the unprotected bishop on c4 in a different way.

**6.Bxf7+! Kxf7 7.Qd5+ Ke8 8.Qh5+!**

Trying to provoke Black into 8...g6?!, which would weaken the a1-h8 diagonal.

**8...Kf8 9.Qxc5+**

White regains the pawn and has a slightly better position.

We will conclude this Pattern with a couple more examples from practical play:

**Linda Diaz (1988)**

**Jorgen Brobakken (1000)**

Helsingor 2011

**1.e4 e5 2.Nf3 d6 3.d4 Nd7 4.Bc4 Ngf6?**

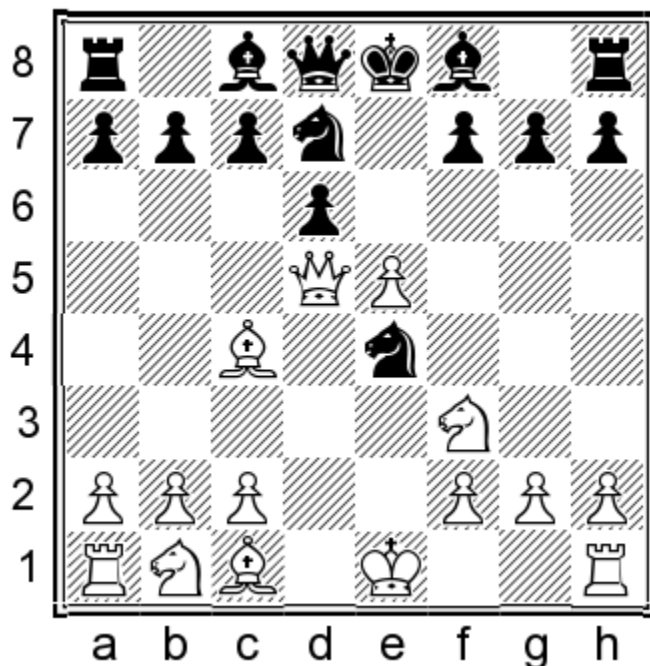
4...Be7 was played in Game 400.

**5.dxe5 Nxe4**

Alternatives are only marginally better for Black:

- 5...dxe5 6.Ng5!+- ;
- 5...Nxe5 6.Nxe5 dxe5 7.Bxf7+! ( **Pattern 39**) 7...Kxf7 8.Qxd8 Bb4+. Thanks to the counter-discovery from **Pattern 19**, Black wins back the queen, but he does remain a pawn down after 9.Qd2 Bxd2+ 10.Nxd2.

**6.Qd5!**



The double attack on e4 and f7 yields White a piece.

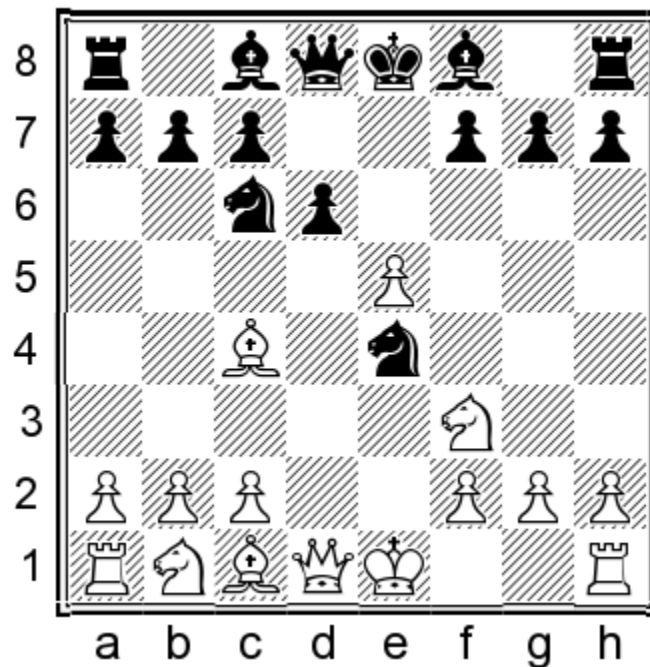
**6...Qe7 7.Qxe4+-**

As emphasized earlier in this book, small differences can have significant consequences. With a knight on c6 instead of d7, Black can defend against the straightforward Qd1-d5:

**Francisco Javier Cruz Ravina (2411)**

**Jan Marn (2359)**





In case of 6.Qd5?, Black has 6...Be6! 7.Qxe4 d5, winning back the piece and ending up with the pair of bishops. With 8.Bxd5, White can grab a pawn, but after, for example, 8...Qxd5 9.Qe2 0-0-0, Black's activity gives him plenty of compensation.

Better is

**6.Bxf7+! Kxf7 7.Qd5+ Be6 8.Qxe4**

and White is up a healthy pawn.

## Pattern 93 - Sacrificing on f2/f7 to enable a knight jump

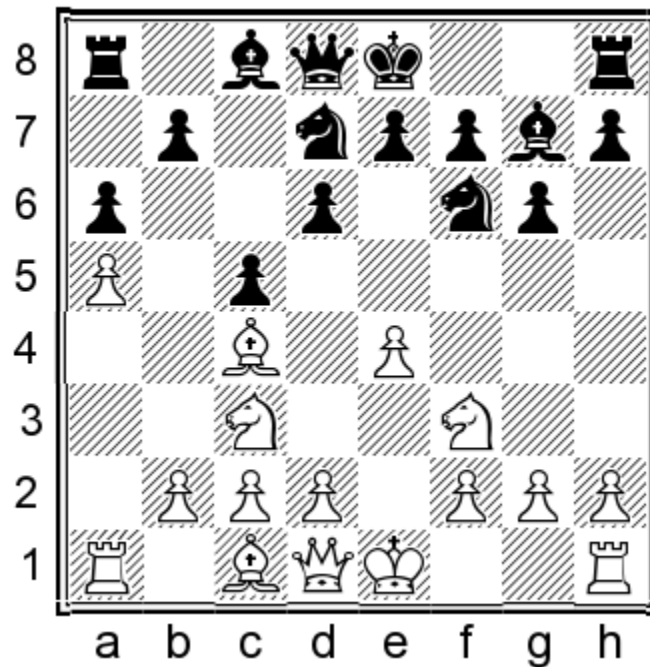
The upcoming two Patterns focus on a sacrifice on f2/f7. In this scenario, we lure the king to move to this square, then attack it with

the knight, and then swiftly dive into the hole on e3/e6 after in order to trap the enemy queen or win material.

**Rameshbabu Pragganandhaa (2529)**

**Wesley So (2780)**

Leon rapid (analysis) 2018



The game continued with 8.d3. Surprisingly, both GMs overlooked that White has a devilish trick here!

**8.Bxf7+!**

At the time of writing, this move had been played twenty-five times. Many have fallen victim to it.

**8...Kxf7**

After 8...Kf8, White is a pawn up and Black's king is unsafe.

**9.Ng5+ Kf8**

Other king moves lose the queen immediately after 10.Ne6 (+), either due to a fork or because the queen is trapped.

### 10.Ne6 Qe8

The queen can escape, but Black can't prevent losing material.

### 11.Nc7

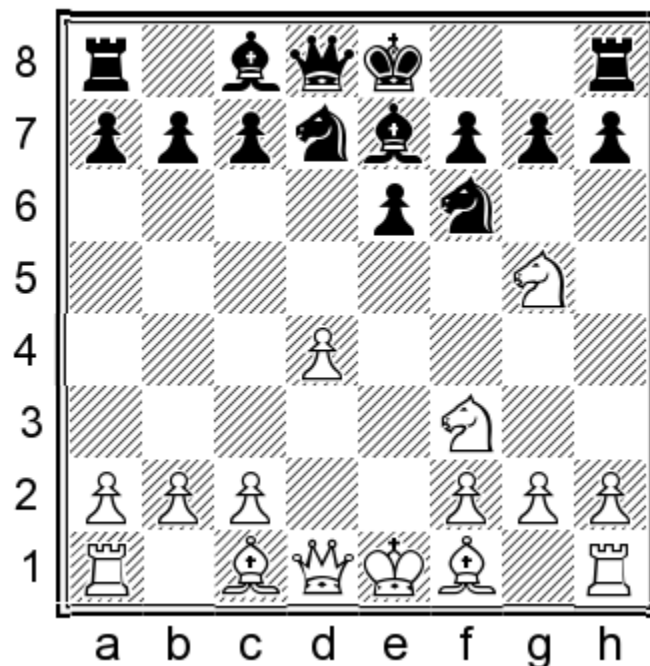
This fork ultimately nets White an exchange. Crucial here is the pawn on a5. After capturing the rook on a8, White doesn't have to worry about the knight being trapped in the corner, because it can always escape via b6.

Sacrificing on f7 can also be done with a knight. In the following example, we see the same idea applied as above, with the difference that Black now has a defensive resource:

**Heinrich Lohmann**

**Rudolf Teschner**

Bad Pyrmont German Championship 1950



**7.Nxf7!? Kxf7 8.Ng5+ Kg8 9.Nxe6 Qe8?**

Black can get out of trouble with the intermediate 9...Bb4+!. With tempo, the bishop clears the e7-square, making it accessible to the queen. 10.c3 Qe7 11.Qe2 ( 11.Bc4 Nb6!, and White doesn't have a good discovered check) 11...Nb6 12.Ng5 Bd6 13.Qxe7 Bxe7, and White had insufficient compensation for the piece in Geisdorf-Busch, Germany Bundesliga 1981/82.

**10.Nxc7?**

With 10.Bc4!, White could still have benefited from the sacrifice, as the threat of 11. Nxc7+ is hard to defend against. If 10...Bb4+, 11.Kf1! is crucially different from 9...Bb4+. With the bishop developed, the f1-square is now available to the king. The knight on e6 can be unpinned, reviving the discovered check with Nxc7+. Now, after 11...Qf7, instead of 12.b3 (which allows 12...b5 ), as in Bärwolf-Bashylin, Dortmund 2009, 12.Bb3! is the way to go. The numerous threats (Nxc7, Ng5, Nd8, etc.) yield White material. Instead, Black gets to demonstrate the intention behind his last move, 9...Qe8: the double-check checkmate from **Pattern 17**.

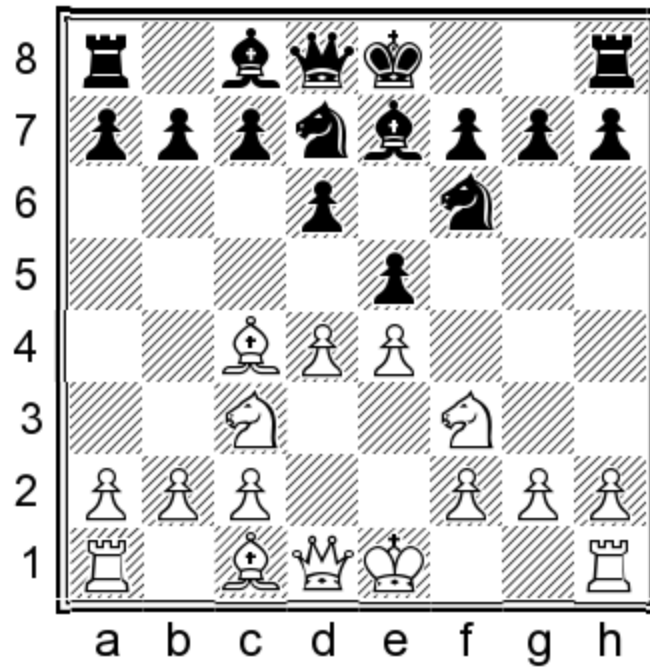
**10...Bb4# 0-1**

The available space on the board is also a crucial factor in determining the success of sacrificing on f7 followed by Ne6:

**Jonathan Mesa Cabrera (1764)**

**Cristian Navarro Guerra del Rio (1877)**

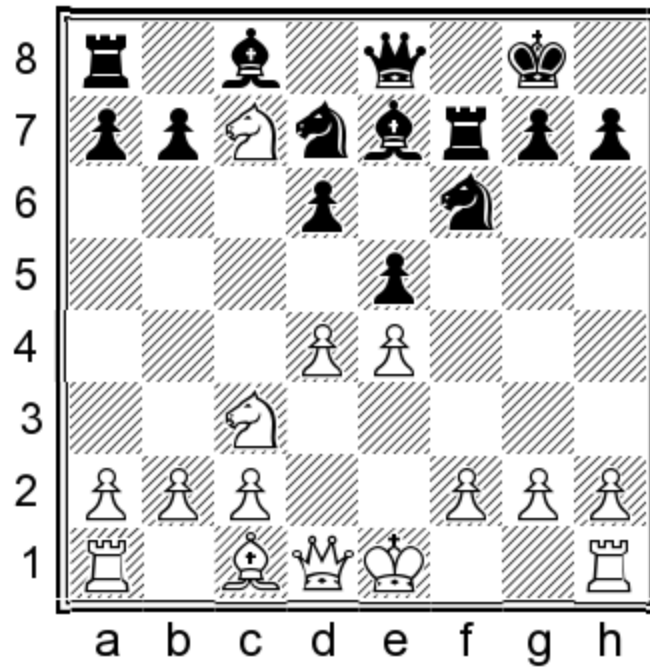
Las Palmas tt 2016/17



This position has occurred in more than 25,000 games, 80% of which continued with 6.0-0.

### **6.Bxf7+**

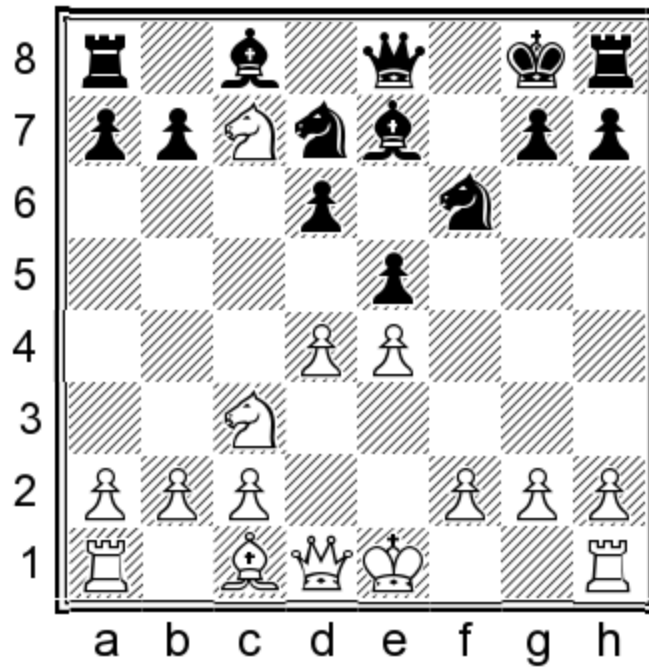
While tempting, this move is not good. A better idea, though still not advisable, is 6.Ng5 0-0 7.Bxf7+ Rxf7 8.Ne6 Qe8 9.Nxc7.



*analysis diagram*

The rook on f7 obstructs the queen's escape to g6, which is the essence of White's idea. The situation resembles Game 405, but with the crucial difference that here the white knight will get into trouble. For instance, 9...Qd8 10.Nxa8 b5, and Black has more than enough compensation for the exchange.

**6...Kxf7 7.Ng5+ Kg8 8.Ne6 Qe8 9.Nxc7**



**9...Qg6**

This was not possible in Pragg-So. Not only does the queen have more space, g2 is also hanging!

**10.Nxa8 Qxg2 11.Rf1 exd4 12.Qxd4 Ne5**

Black's counterplay is substantial.

**13.f3 Nh5!**

Clearing the path for the bishop, threatening 15...Bh4.

**14.Qf2**

And instead of 14...Qh3, Black could have finished the game off with:

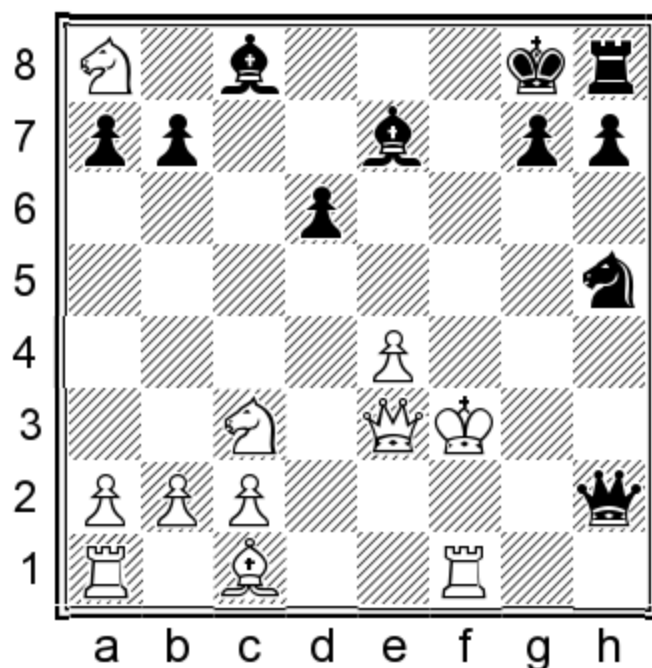
**14...Nxf3+!**

A sample line:

**15.Ke2**

15.Qxf3 Bh4+ 16.Kd1 Bg4-+.

**15...Qh3 16.Qe3 Qxh2+ 17.Kxf3**



**17...Bg4+ 18.Kxg4 Qg2+ 19.Kxh5 Qg6# 0-1**

When the knight jumps to g5 with check, a king on f7 automatically has to give up control of e6.

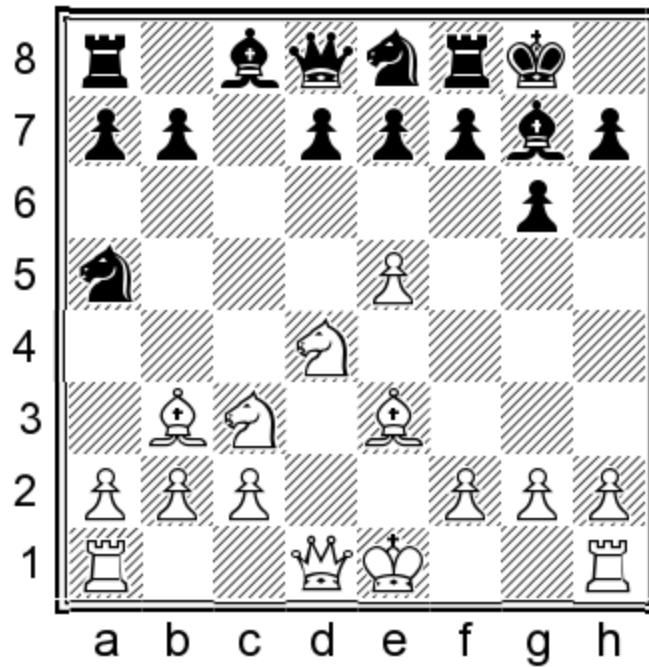
However, even if the knight approaches from another direction and the king can keep protecting e6, it can still be advantageous to play Ne6 to lure the king out into the open:

**Bobby Fischer**

**Samuel Reshevsky**

New York U.S. Championship 1958





## 10.Bxf7+!

This trick has claimed over forty victims after this game alone.

10...Kxf7

10...Rxf7 11.Ne6! immediately traps the queen. The pinned pawn on d7 is a poor defender.

## 11.Ne6!

A magnet sacrifice! The game continued 11...dxe6 12.Qxd8, and with a queen against two pieces, White had a decisive advantage. After 11...Kxe6, Black is checkmated, for example: 12.Qd5+ Kf5 13.g4+ Kxg4 14.Rg1+ Kh4 15.Qe4+ Kh3 16.Qg4+ Kxh2 17.Qg3#.

## Pattern 94 - The knight sacrifice on f2/f7

By sacrificing a knight on f2/f7, we remove the defender of e3/e6, luring the enemy king out and paving the way for our queen to

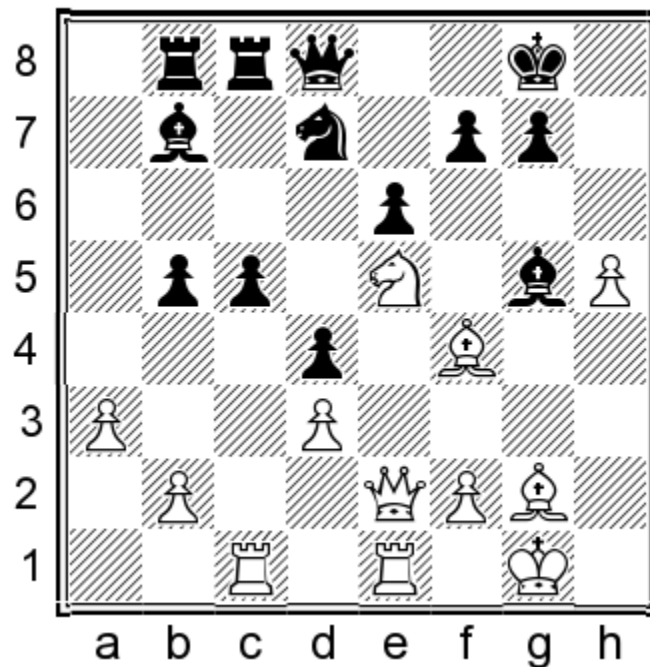
capture on e3/e6, often with check. Three common themes will be addressed.

In the first example, White can bring the bishop into play by positioning it on the diagonal adjacent to the queen:

**Matthieu Cornette (2555)**

**Bernat Serarols Mabras (2358)**

Barcelona 2021



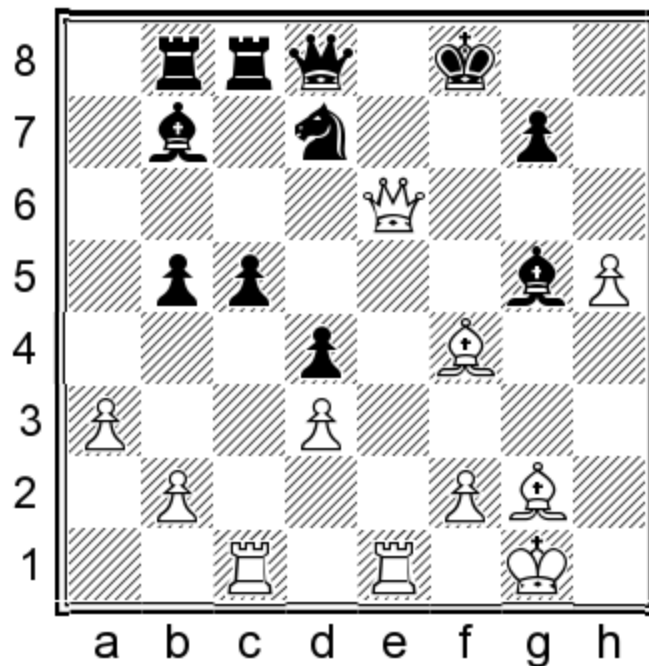
**23.Nxf7!**

A double attack on the queen and bishop.

**23...Kxf7**

The game continued with 23...Qf6 24.Nxg5, and Black resigned due to 24...Qxf4 25.Qxe6+ Kh8 ( 25...Kf8 26.Nh7# ) 26.Nf7+ Kh7 27.Qg6+ Kg8 28.h6 Qxf7 29.h7+.

**24.Qxe6+ Kf8**



### 25.Bd6+

The queen controls all of the king's escape squares. By putting the bishop on the a3-f8 diagonal, White covers both the light and the dark squares. In some scenarios without the g7-pawn, the bishop might deliver the decisive blow on the h6-f8 diagonal.

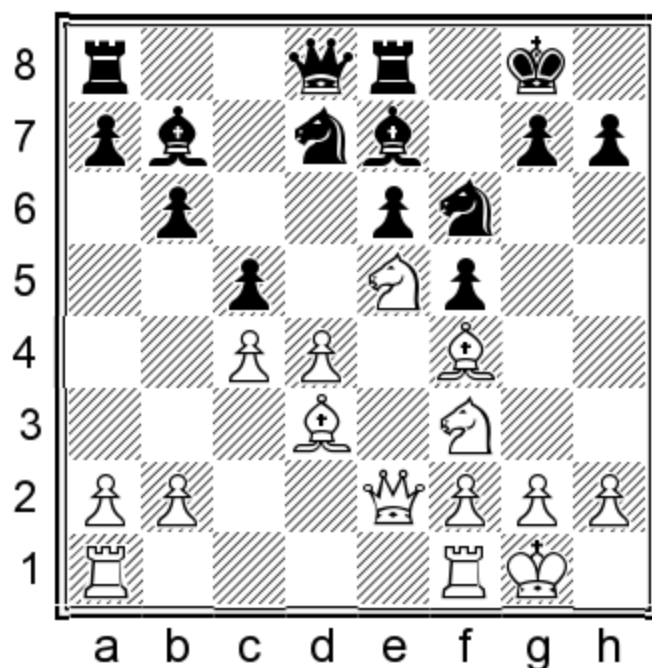
### 25...Be7 26.Bxe7+-

We just saw a rook and queen battery enabling the knight to sacrifice. However, sacrificing the knight on f7 can also work without a battery:

**Alexander Alekhine**

**M von Feldt**

Tarnopol simul 1916



**15.Nf7! Kxf7 16.Qxe6+!**

Similar to Game 408 ( **Pattern 93**), White lures Black's king into the open with two sacrifices.

**16...Kg6**

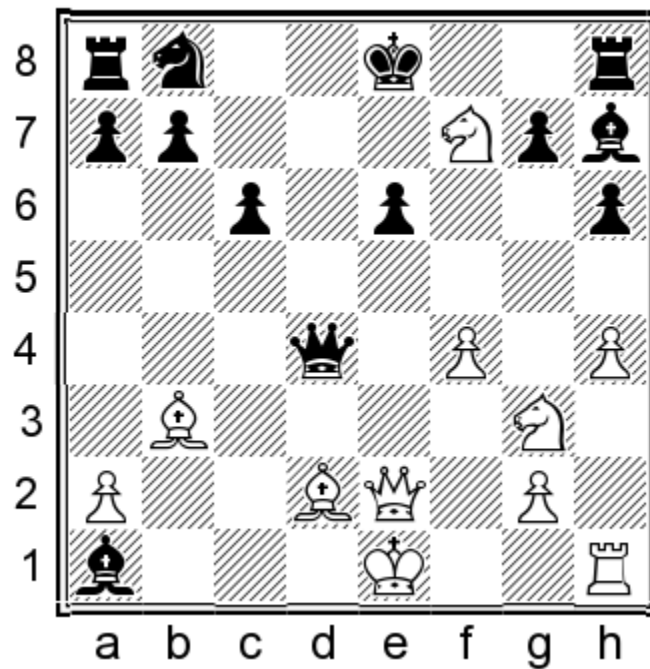
- 16...Kxe6 17.Ng5#;
- 16...Kf8 17.Ng5, threatening 18.Qf7#. Black has to give up a lot of material to prevent this.

**17.g4! Be4 18.Nh4# 1-0**

With a battery of queen and bishop, checkmate on f7 is directly possible when Black accepts the knight sacrifice. However, in the next example, we see that accepting is not mandatory. Instead, Black has a beautiful defence prepared:

**Ansgar Barthel (2220)**

**Roman Vidonyak (2410)**

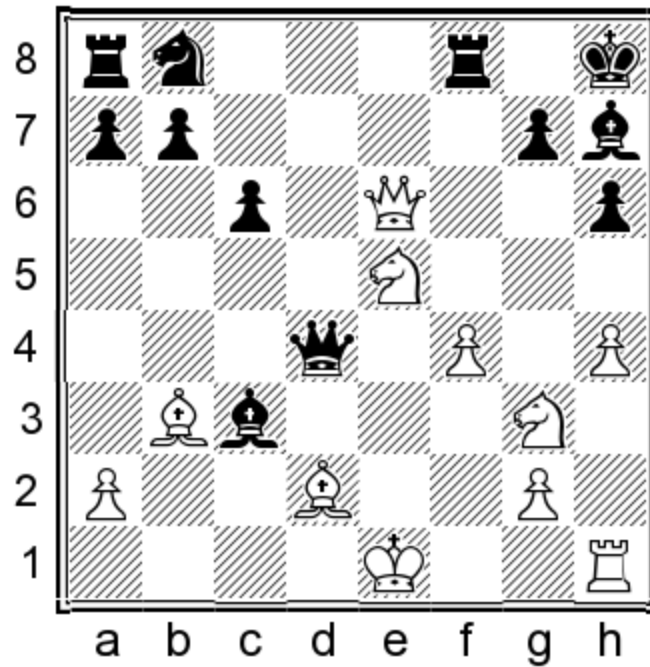


### 16...0-0!!

A Pattern in and of itself.

In case of 16...Kxf7 17.Qxe6+ Kf8 18.Qf7#, we see that the knight sacrifice on f7 is extra beneficial when combined with a queen and bishop battery on the a2-g8 diagonal: immediate checkmate!

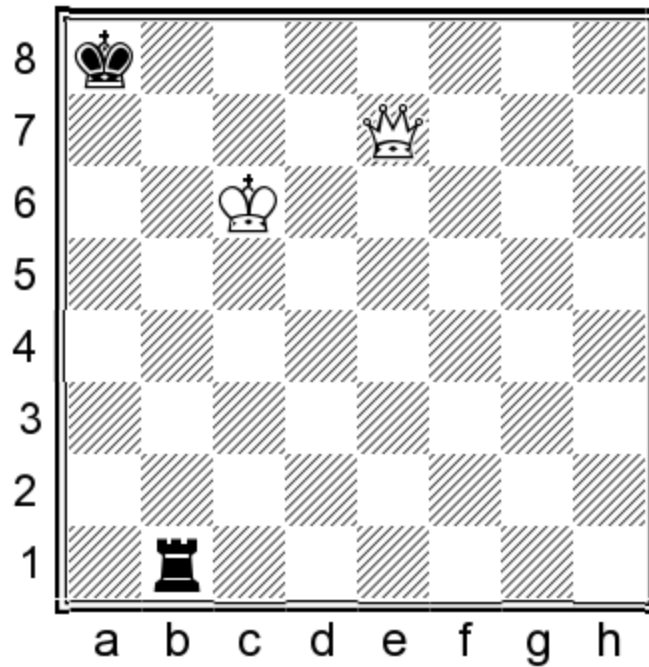
**17.Qxe6 Bc3 18.Ne5+ Kh8**



And here, White can make a draw thanks to the knight's perpetual from **Pattern 75**. See *The 100 Tactical Patterns You Must Know* Workbook for the solution to this exercise.

## Flash Cards 89-94

### Queen manoeuvres and the weak f2/f7-point

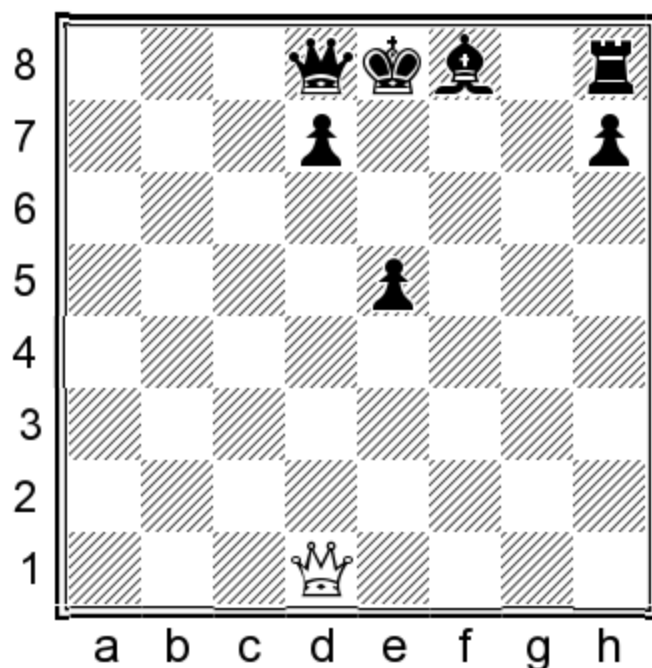


## 89. The staircase manoeuvre

Starting with 1.Qf8+, by repeatedly checking on the seventh and eight ranks the white queen gradually makes it over to the h7-square, where, thanks to a double attack, the black rook is lost.

Note that 1...Rb8 fails to 2.Qa3#, while after 1...Ka7 2.Qf7+ Ka6 White has 3.Qa2#.

The staircase isn't limited to ranks; it can also occur along diagonals and files.

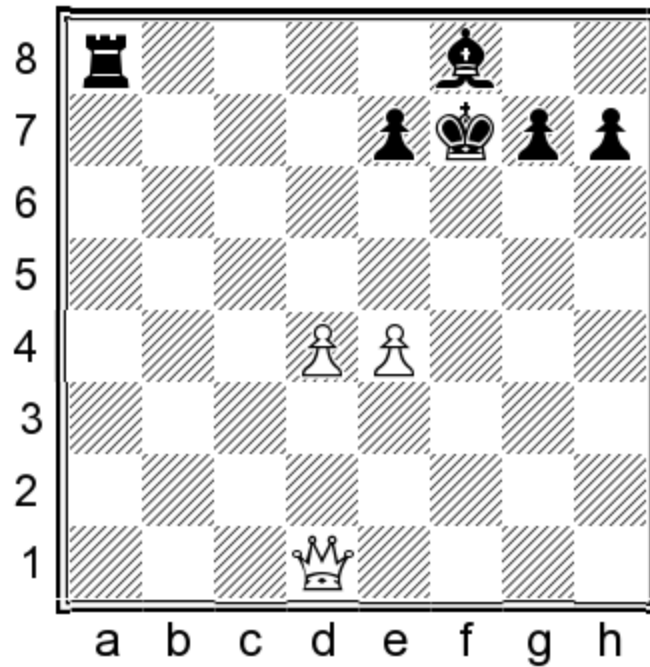


## 90. The Qd1-h5-e5/...Qd8-h4-e4 manoeuvre

With 1.Qh5+ the white queen makes its way over to its destination square (e5) with gain of tempo.

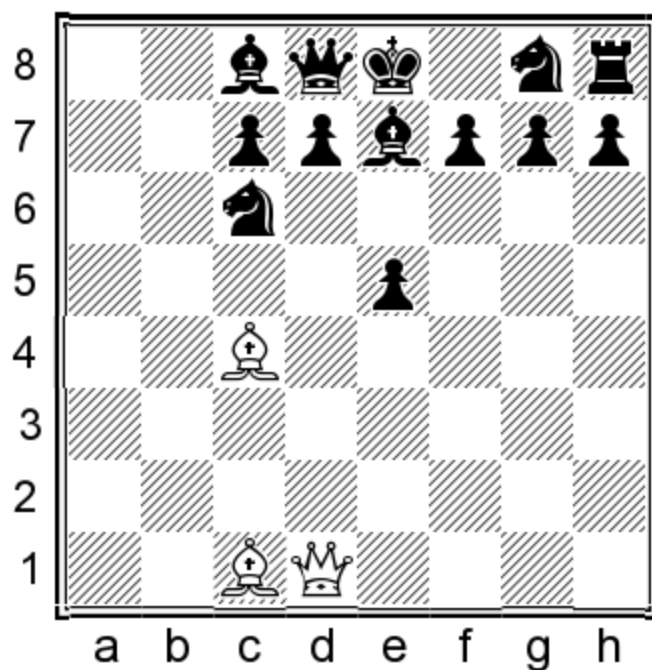
The demonstrated queen manoeuvre often occurs in conjunction with a clearance. For example, imagine a white knight on f3 and a black pawn on f6, when White can play 1.Nxe5, and after 1...fxe5 we arrive at the diagram position: White wins the black rook.





### 91. The Qd1-h5-d5/...Qd8-h4-d4 manoeuvre

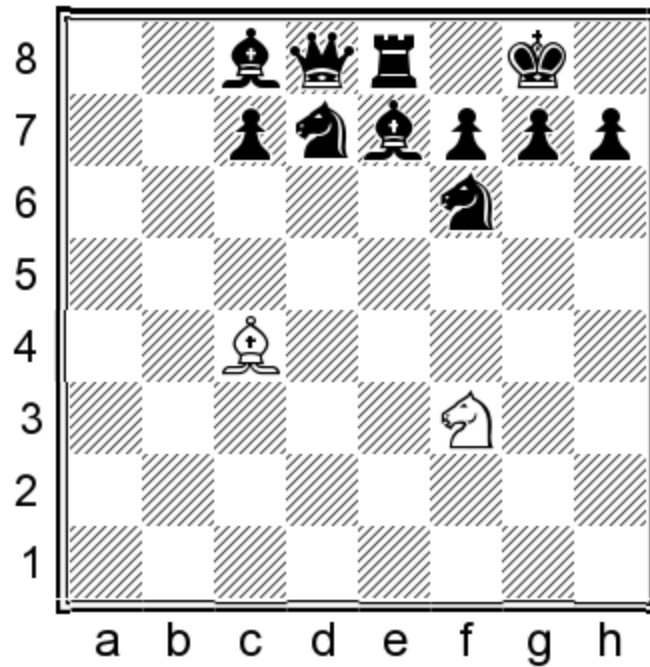
With 1.Qh5+ the white queen makes its way over to its destination square (d5) with gain of tempo, winning the rook on a8 after 1...Kg8 2.Qd5+ ( 1...Kf6 fails to 2.Qf5# ).



## 92. The straightforward Qd1-d5

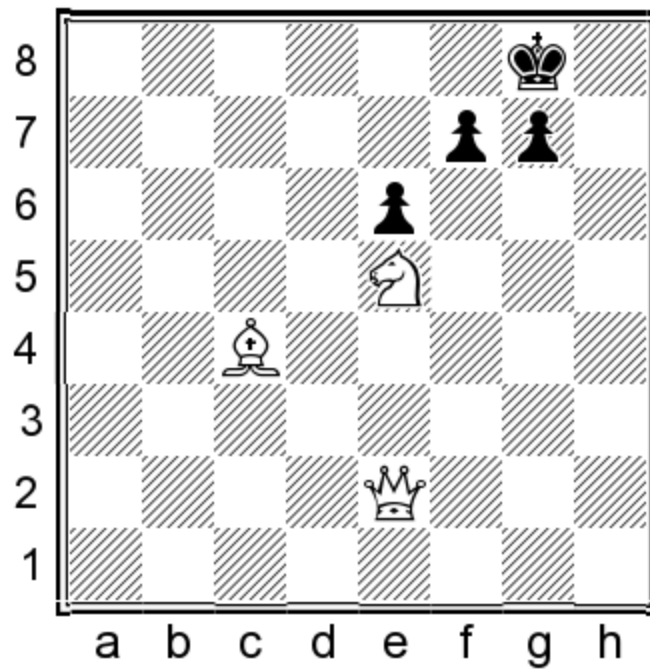
With the e7-bishop obstructing the black queen on d8, it's difficult to cover the weak point f7. 1.Qd5 Nh6 offers no salvation, as White can eliminate the defender with 2.Bxh6.

With a knight instead of a pawn on d7, the lack of space would also be fatal for Black, and 1.Qd5 would still be decisive.



### 93. Sacrificing on f2/f7 to enable a knight jump

With 1.Bxf7+ White lures the black king into the thralls of the white knight on f3. Following 1...Kxf7 the knight would go to square e6 with gain of tempo after 2.Ng5+, trapping Black's queen with 3.Ne6 on the next turn.



## 94. The knight sacrifice on f2/f7

With 1.Nxf7 White eliminates the defender of pawn e6 and opens up the black king's position. If Black captures the knight, he is checkmated: 1...Kxf7 2.Qxe6+ Kf8 3.Qf7#.

In this case, the white queen capturing on e6 directly leads to checkmate on the next move, but sometimes a different/longer path is necessary to crown the attack.

# Chapter 11

## Attacking weapons

- Pattern 95 - Two rooks on the seventh rank
- Pattern 96 - The Greek Gift
- Pattern 97 - Lasker's double bishop sacrifice
- Pattern 98 - Blocking the f2/f7-pawn
- Pattern 99 - The double rook sacrifice
- Pattern 100 - The magnet sacrifice
- Flash Cards 95-100

We have reached the final Patterns of the book, but do not despair, as these last Patterns are filled with excitement!

In **Pattern 95**, rooks appear on the second/seventh rank, leading to checkmate or material gain.

In **Patterns 96 to 100**, the focus is solely on the king, sparing no sacrifices. In **Pattern 96**, the Greek Gift, the bishop sacrifice on h2/h7 is introduced. **Pattern 97** takes this one step further by sacrificing not just one but two bishops. **Pattern 98**, closely linked to **Pattern 97**, demonstrates a blockade sacrifice on f6.

**Patterns 99 and 100** showcase successful rook sacrifices. In **Pattern 99**, two rooks are sacrificed on the back rank, while **Pattern 100** contains a somewhat 'calmer' approach with a single rook sacrifice: the magnet sacrifice.

### **Pattern 95 - Two rooks on the seventh rank**

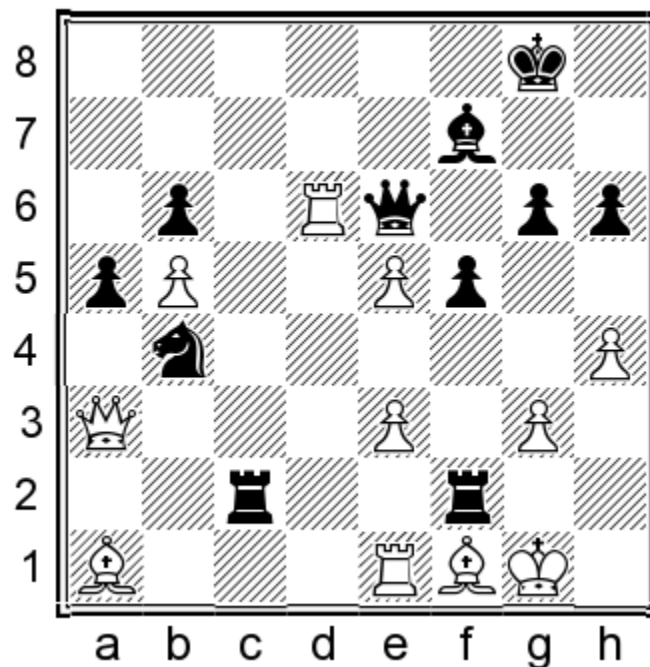
We have already experienced how powerful one rook on the seventh rank can be (think of the windmill in **Pattern 18**). With two rooks

on the seventh rank, even more possibilities arise. The themes of checkmate and perpetual check are featured in the first example:

**Vladimir Dobrov** (2478)

**Hikaru Nakamura** (2736)

Titled Tuesday blitz 2021

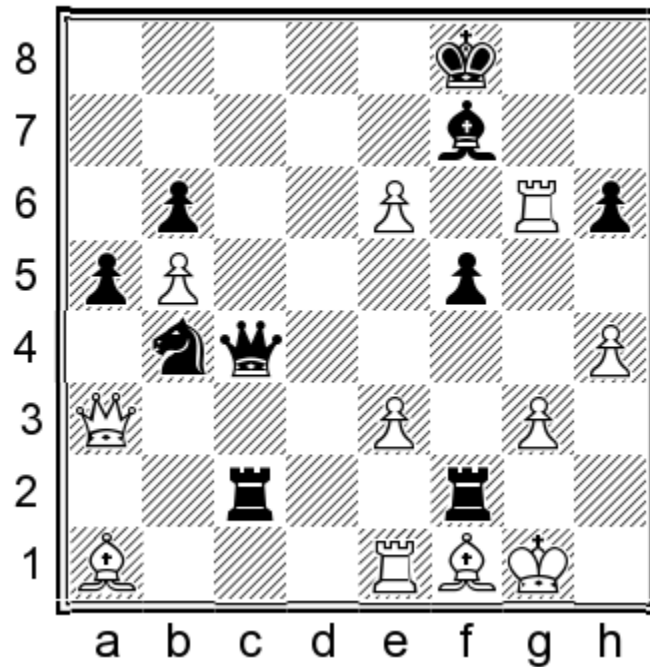


### 31...Qc4!?

A spectacular move, offering a full queen to lure away the defender of the g2-square, the bishop on f1.

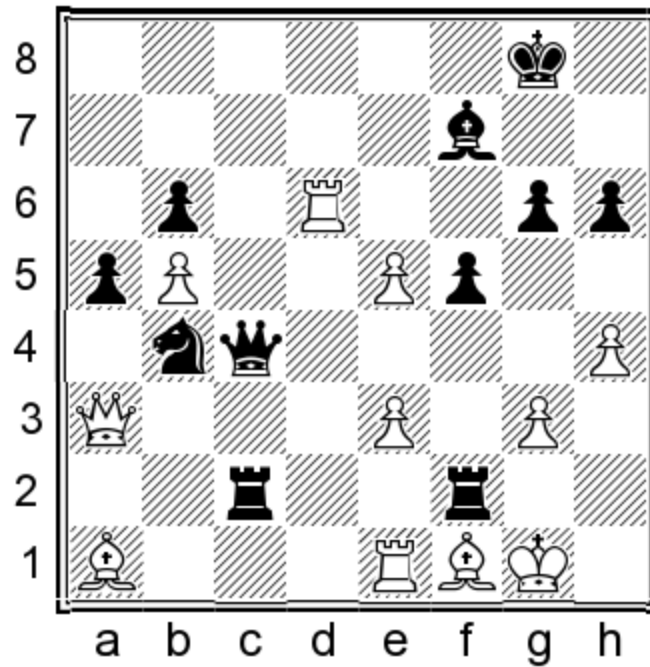
White experiences the full force of the attacking power of two rooks on the second rank if he accepts the queen sacrifice: 32.Bxc4? Rg2+ 33.Kh1 ( 33.Kf1 Rcf2# ) 33...Rh2+ 34.Kg1 Rcg2+ 35.Kf1. The white king has one more square on the back rank than two rooks can cover, so assistance is needed. 35...Bxc4+ 36.Re2 Bxe2+ ( 36...Rxe2 also leads to checkmate) 37.Ke1 Rg1+ 38.Kd2 Bc4+ 39.Kc3 Rc2+ 40.Kd4 Rd1+ 41.Qd3 Rxd3#.

The game continued with the counterlure 32.Rxg6+, a clever idea, but as we have seen many times before, recapturing is not mandatory! 32...Kf8 ( 32...Bxg6?? 33.Bxc4+ followed by 34.Bf1+- ) 33.e6



*analysis diagram*

33...Qxf1+!. Black eliminates the defender of g2 and also lures the rook to f1, where it takes away a crucial square from the white king. White resigned, as the rooks are about to perform an iconic checkmate on the second rank: 34.Rxf1 Rg2+ 35.Kh1 Rh2+ 36.Kg1 Rcg2#. The Blind Swine Mate!



Instead, White has a brilliant escape:

**32.Rd8+! Kh7 33.Rh8+!**

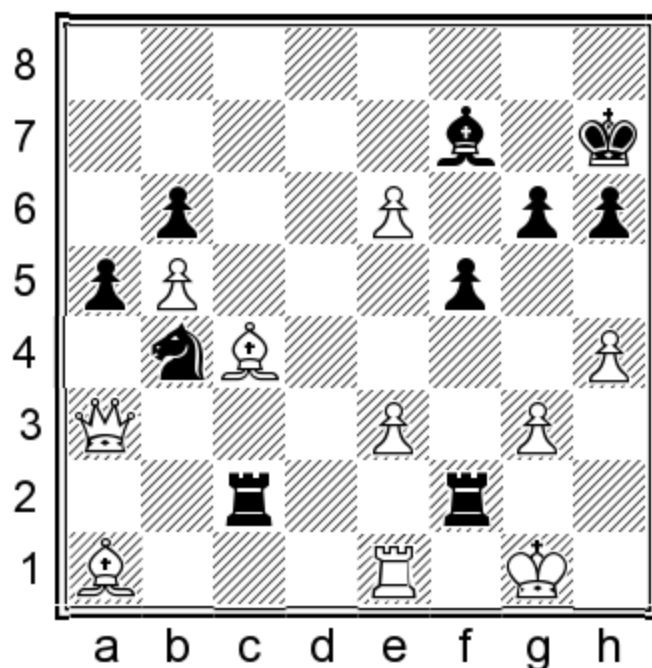
Luring the king to the a1-h8 diagonal.

**33...Kxh8 34.e6+!**

A discovered check to shut out the f7-bishop from Black's attack.

**34...Kh7 35.Bxc4**





Now that White has closed the a2-g8 diagonal for the bishop on f7 with a pawn on e6, he can finally accept Black's queen sacrifice, forcing Black to execute an iconic perpetual check.

**35...Rg2+ 36.Kh1 Rh2+ 37.Kg1 Rcg2+ 38.Kf1**

Black must settle for a draw with ...Rg2-f2-g2+ etc.; although sometimes effective (see the upcoming examples), an attempt to checkmate on the back rank with 38...Rd2? loses after 39.Be2 or 39.Re2, and White disrupts the coordination of the black rooks on the second rank. A better attempt would be to lure the white bishop away with 38...Bxe6 39.Bxe6, and then try again with 39...Rd2, but after 40.Kg1, the white king again has just enough squares on the bottom rank to escape the perpetual check.

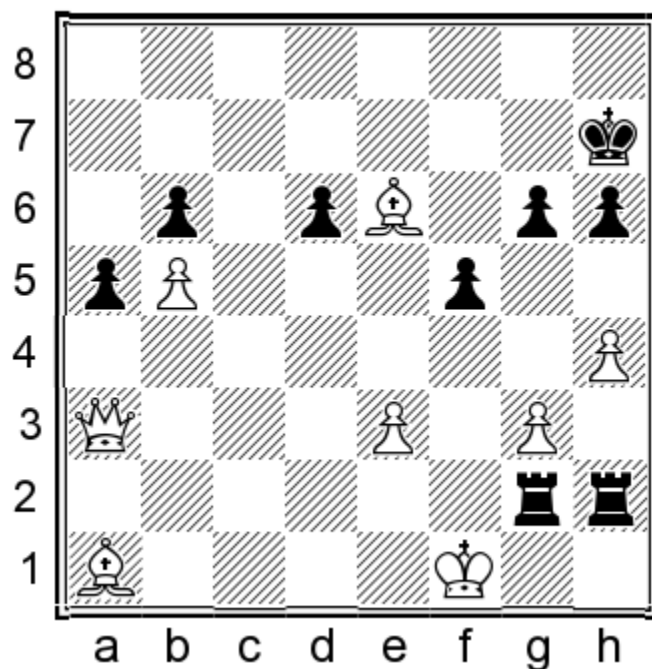
It is reassuring that even when facing a significant material deficit, the presence of two rooks on the second/seventh rank offers good chances for a draw or even a win. However, this outcome is not guaranteed in every situation. In the previous diagram, the draw was facilitated by the presence of the rook on e1, which obstructed the

king from fleeing. But what if that rook weren't there? Let's examine the following adjusted position:

**Vladimir Dobrov** (2478)

**Hikaru Nakamura** (2736)

Titled Tuesday blitz (adjusted) 2021



Merely delivering checks won't suffice for Black to draw here. The king walks over to the queenside, where the checks will come to a halt: 40...Rf2+? 41.Ke1 (with a black knight on b4, Black would have 41...Nc2+) 41...Re2+ 42.Kd1 Rd2+ 43.Kc1 Rc2+ 44.Kb1+-.

However, Black has a lifeline after all:

**40...Rd2!**

This move comes with multiple ideas, which is often the hallmark of a strong move. Not only does Black threaten checkmate with 41...Rd1 and 41...Rh1, but the rook on the d-file also bars the king

from escaping to the queenside. This strategic concept mirrors what we observed in the perpetual mobile motif from **Pattern 76**.

**41.Ke1 Rhe2+!**

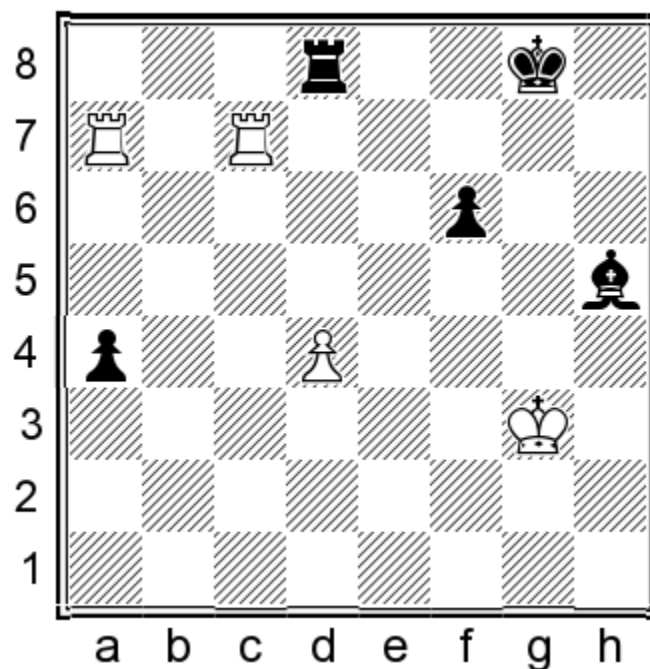
41...Rdg2? 42.Bc4!, and the bishop can be interposed on f1.

**42.Kf1 Rf2+=**

In addition to facilitating checkmate or perpetual check, the presence of two rooks on the second/seventh rank can also lead to material gain. If, in addition to a mate threat, we can also attack a piece, then we hit the jackpot!

**Twan BurgErik van den Doel (2527)**

Belgium tt 2019/20

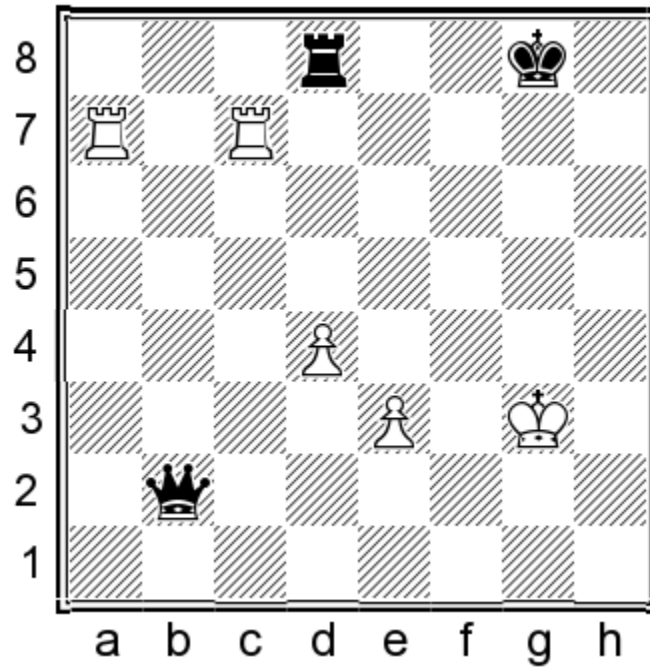


**46.Rg7+ Kf8 47.Rh7 1-0**

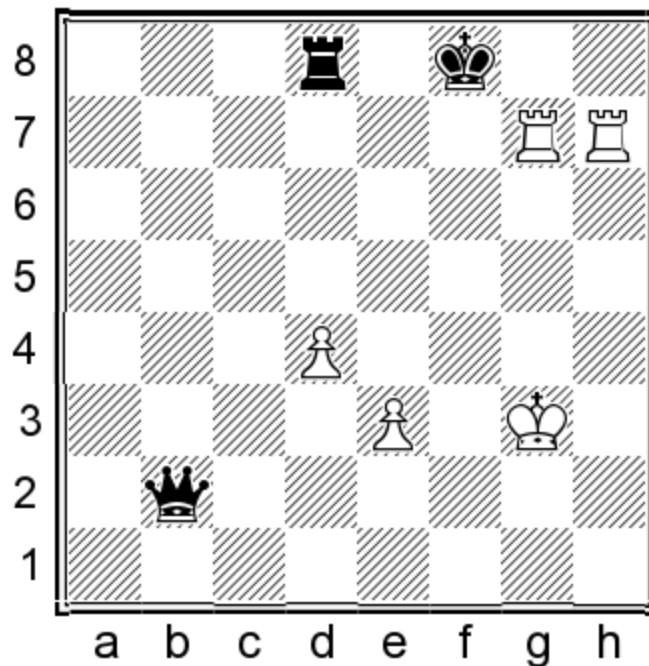
Black loses a piece, because he cannot defend against both 48.Rh8# and the attack on his bishop.

Another double attack situation is shown below:

Adjusted position



**46.Rg7+ Kh8 47.Rh7+ Kg8 48.Rag7+ Kf8**



### 49.Rb7

Attacking the queen and threatening 50. Rh8#.

Unlike in the previous example, where one rook posed a dual threat, here both rooks are menacing. It is important that the queen cannot escape with an in-between check.

It is also worth noting that the effectiveness of this double threat would be diminished if the targeted piece were a bishop instead of a queen. After 49...Kxg8, the king can hang on to the rook on h7, making 50.Rxb2 less appealing, as it would result in the loss of an exchange.

### 49...Kxg8 50.Rxb2 Kxh7

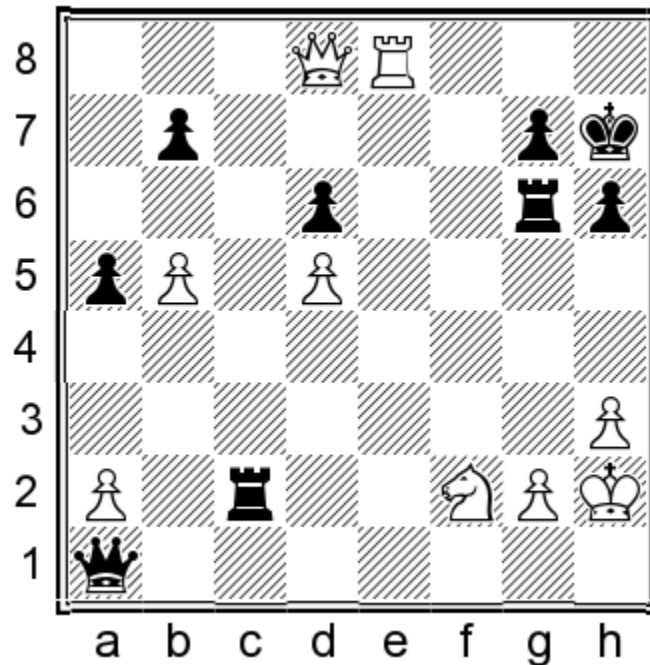
White has a winning rook endgame.

We will conclude with an unexpected idea. People often rigidly adhere to the idea that two rooks should be placed on the second/seventh rank, sometimes overlooking alternative possibilities:

**Tobias Jacobs (1752)**

## Henny Wilbrink (1819)

Eindhoven (analysis) 2022



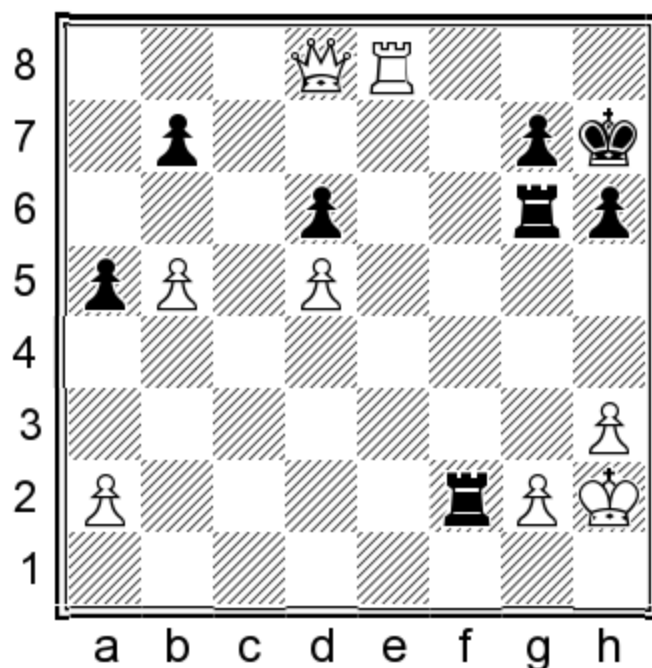
Black can force a draw in two ways.

**32...Qe5+!**

The other way to force a draw is 32...Rxg2+ 33.Kxg2 Rxf2+ 34.Kxf2 Qd4+, ultimately leading to perpetual check. However, the text move is to be preferred due to its simplicity and the potential for White to err.

**33.Rxe5 Rxf2 34.Re1!**

- 34.Kh1 dxe5, and Black has a winning endgame of two rooks vs a queen;
- 34.Re8 is not good either.



*analysis diagram*

Black does not play the ‘automatic’ 34...Rgxg2+?, which only leads to a draw, but 34...Rfxg2+!. Sometimes, it is better to have two rooks operate along a file than on a rank! 35.Kh1 Rg1+ 36.Kh2 R6g2#.

A rotated Blind Swine Mate! The pawn on h3 deprives the king of its much-needed space along the h-file.

**34...Rgxg2+ 35.Kh1 Rh2+ 36.Kg1 Rhg2+=**

## **Pattern 96 - The Greek Gift**

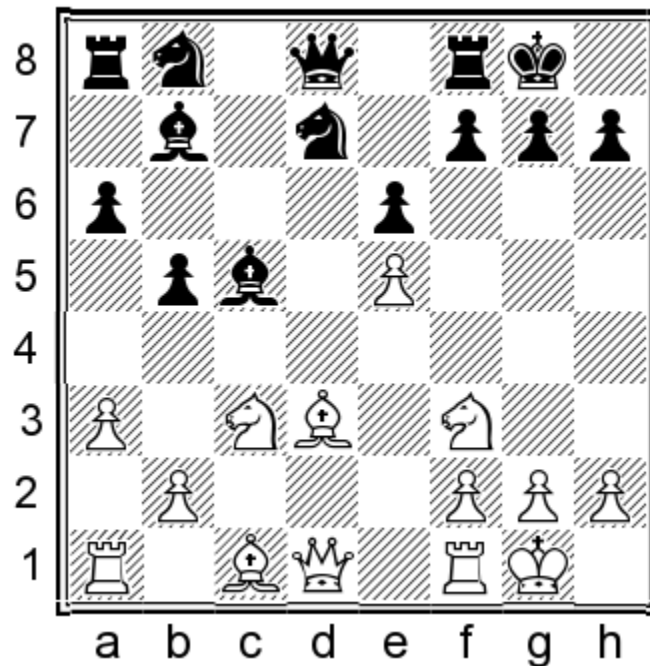
The remaining Patterns involve initiating a king’s attack by one or more sacrifices. We begin by exploring the bishop sacrifice on h2/h7, which is commonly called the Greek Gift. This move aims to lure the opponent’s king out of its secure space, paving the way for a coordinated assault by knight and queen. In the ensuing attack, the ultimate objective is to force checkmate or gain a significant material advantage.

There is a lot of literature on this subject – we will focus on the basics. First, we examine the attacker's possibilities and explore how to counter both an active (where the king ventures out into the open) and a passive (where the king retreats behind the pawns) defence. Then, we will examine when active defence is effective, and when passive defence.

**David Paravyan** (2612)

**Frederik Svane** (2603)

Titled Tuesday blitz 2023



**14.Bxh7+!**

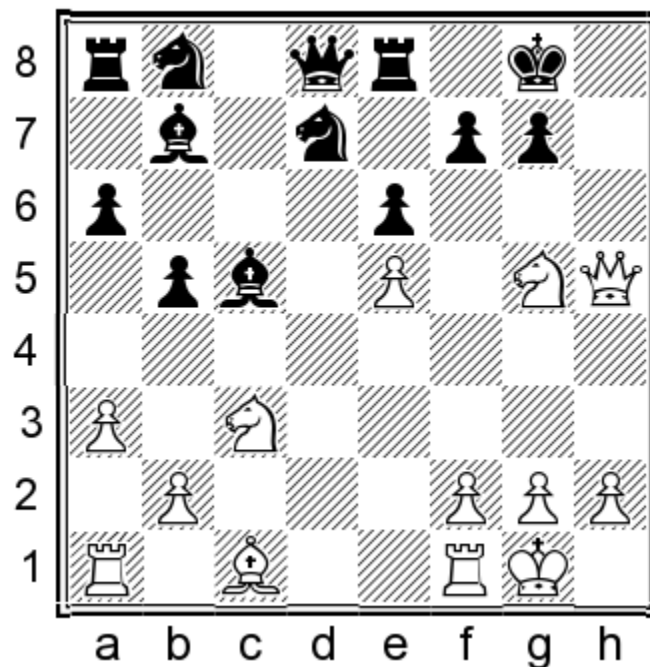
The Greek Gift!

**14...Kxh7 15.Ng5+ Kg6**

The king ventures out into the open. Retreating behind the pawns leads to swift punishment: 15...Kg8 16.Qh5. Black desperately

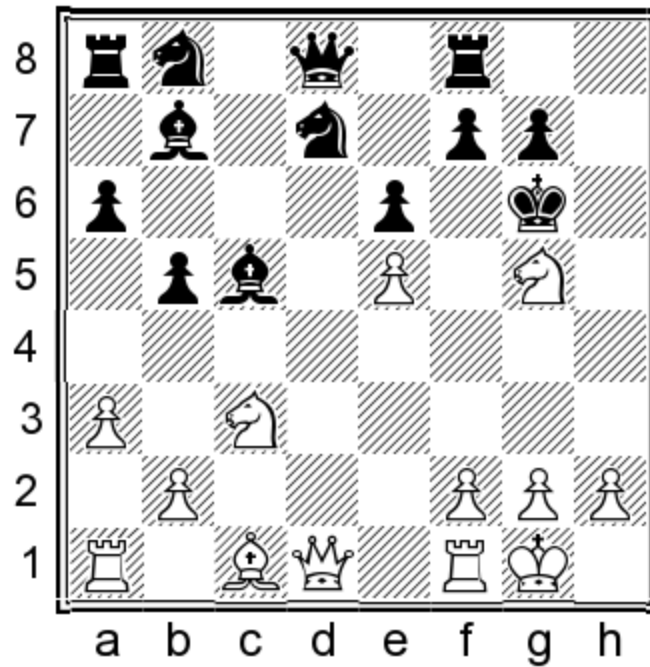


needs to protect the mating square h7, but f8 is inaccessible to the d7-knight, the white pawn on e5 protects square f6, and the c3-knight prevents ...Be4. Note that the knight on g5 also protects the e4-square, but taking a bishop there would lure the knight away from attacking h7, giving Black time to organize something of a defence. Another defence is to run away with the king, but this also fails. After 16...Re8,



*analysis diagram*

the black king has room to flee, but now the pawn on f7 is hanging, allowing a one-two punch reminiscent of the windmill ( **Pattern 18**): 17.Qxf7+!. White first removes the pawn and then returns to invade on the h-file: 17...Kh8 18.Qh5+ Kg8 19.Qh7+ Kf8 20.Qh8+ Ke7 21.Qxg7#, and here we see why White captured the pawn on f7 first. With the seventh rank open, it is now checkmate! In short, the best Black can do is play 16...Qxg5, but that is tantamount to resignation.



Back to the game.

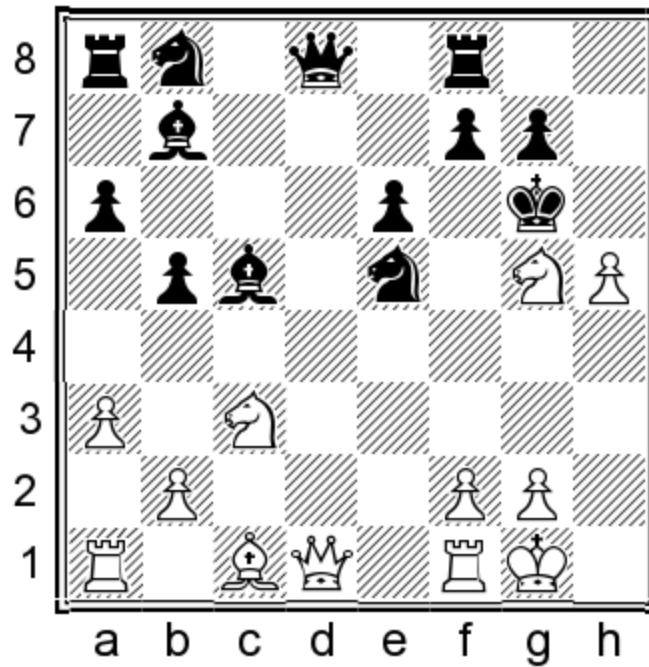
With such an exposed king, the attacking side often has multiple good plans. Let's explore the most important ones.

### 16.Qd3+

Alternatives are:

- 16.h4, with the idea of h4-h5+ (often even more powerful with a rook on h1) and driving the king into the open or delivering a devastating discovered check after ...K

######



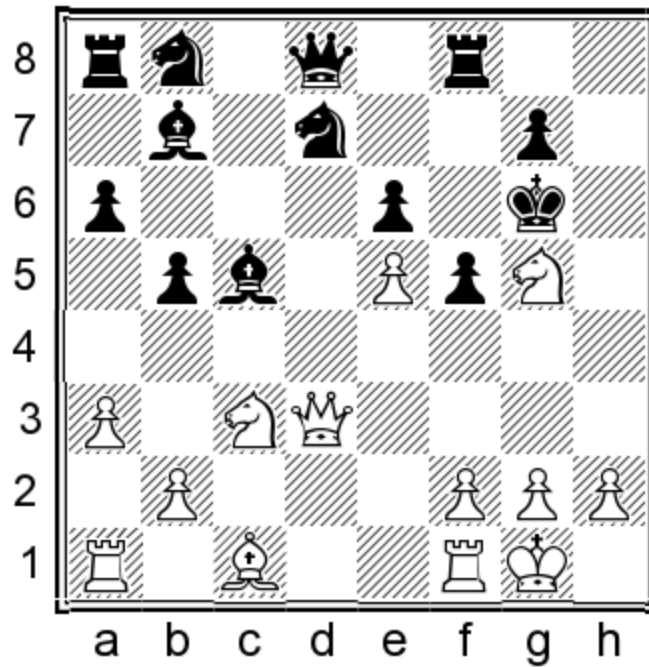
*analysis diagram*

17...Kf5!! (For the mere mortals among us, 17...Kf6 18.Nge4+ Bxe4 19.Nxe4+ Ke7 20.Nxc5 Qxd1= would do just fine.)

Provoking 18.g4+ to only then play 18...Kf6<sup>3</sup>, and now it is the white king who should be worried;

- 16.Qg4 sets up a battery on the g-file: 16...Nxe5 ( 16...f5 transposes to the game after 17.Qg3 ) 17.Qg3! Qd3 18.Be3!, and the black king cannot escape from the deadly battery with 18...Kf6 on account of 19.Nge4+ Bxe4 ( 19...Ke7 20.Bxc5+ ) 20.Qg5#;
- 16.Qc2+ f5 ( 16...Kh5 17.Qh7+ Kg4 18.h3#; 16...Kh6 17.Qh7# ) 17.exf6+ Kxf6 18.Nce4+, and White regains the piece on c5 and emerges a pawn up, while the attack rages on;
- Also effective is 16.Ne2 (with the idea 17. Qd3+ f5 18. Nf4+ Kxg5 19. Qg3+ Kh6 20. Qg6#), to direct an extra attacker towards the black king, for instance, 16...Nxe5 17.Qc2+ Nd3 18.Nf4+ and White wins back material while his attack continues.

**16...f5**



### 17.Qg3

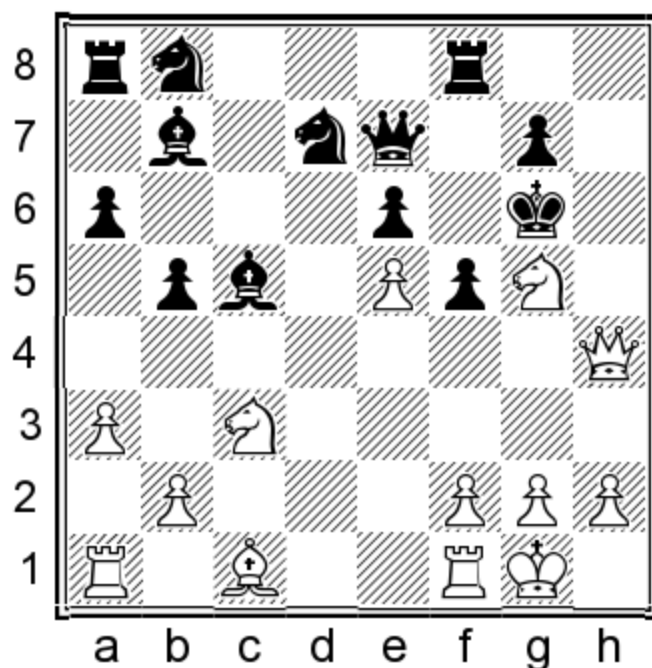
Setting up a queen and knight battery on the g-file which the black king cannot escape from ( 17...Kh6 runs into 18.Qh4+ Kg6 19.Qh7# ).

Usually, 17.exf6+ is not the way to go, as it gives the black king a chance to escape. However, in this case it also wins, for example: 17...Kxf6 18.b4! Bb6 19.Nce4+ Bxe4 20.Qxe4 with a decisive advantage.

### 17...Qe7 18.Ne2!

The pivotal move, threatening Nf4+ and increasing the pressure. After 18.Nxe6, White can regain some material, but the black king escapes to f7 or h7.

18.Qh4 is often a good idea after luring the queen to e7 so that the defence ...Rh8 is no longer possible.

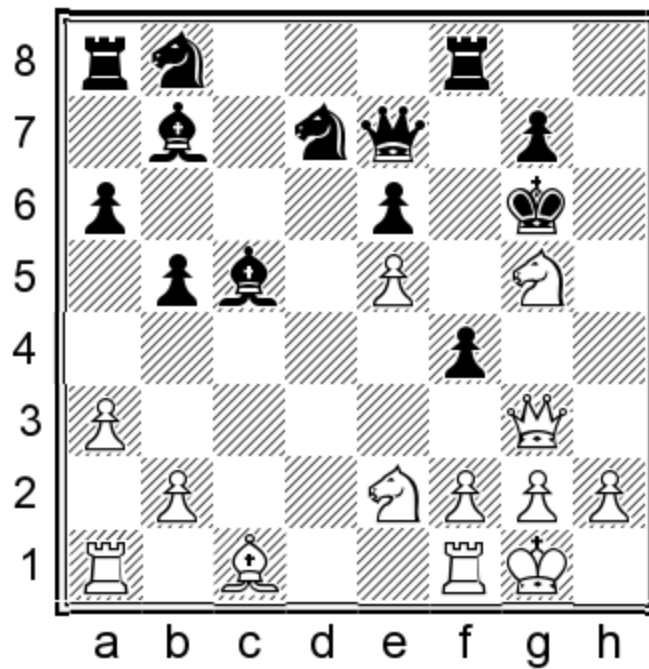


*analysis diagram*

However, here, this doesn't lead to a win! Black can defend with 18...f4 !, after which White achieves nothing more than perpetual check, for example: 19.Qh7+ Kxg5 20.h4+ Kg4 21.Qg6+ Kxh4 22.g3+ fxg3 23.Qh7+ Kg4 24.Qg6+ Kh4 25.Qh7+.

Another important defence for Black is 18...Nf6, with the idea that after 19.exf6 gxf6 the seventh rank is cleared ( **Pattern 88**) and the black queen protects the h7-square! Nice enough, but not sufficient here: 20.Nxe6! Qxe6 21.Qh6+ Kf7 22.Qh7+ Ke8 23.Qxb7 wins.

## 18...f4



**19.Qd3+**

Paravyan finishes off in style.

**19...Kxg5**

19...Rf5 20.Nxf4+ Kxg5 21.Qg3+ Kh6 22.Qg6#.

**20.Nxf4 Rxf4 21.h4+! Kh5**

21...Kxh4 22.Bxf4+–.

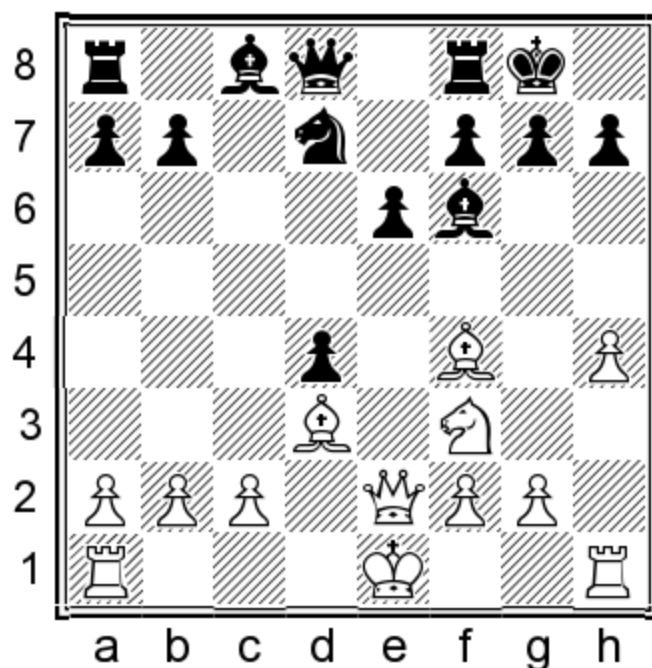
**22.Qh7+! Kg4 23.Qg6+ Kxh4 24.Bxf4 Nc6 25.Bg3# 1-0**

In the following game, we see how a passive defence can be effective:

**Pascal Charbonneau (2499)**

**Hussein Ali Hussein Al-Ali (2354)**

Dresden Olympiad 2008

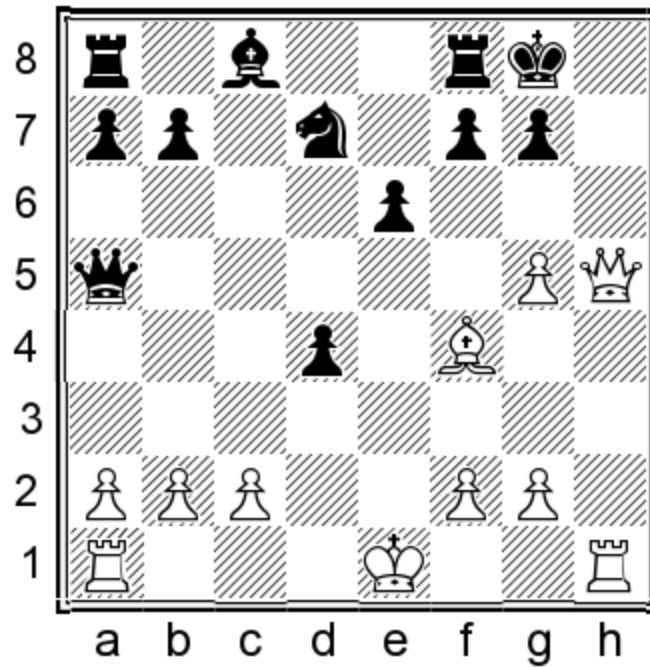


### 11.Bxh7+? Kxh7 12.Ng5+ Kg8

Certainly not 12...Bxg5?. Although it might seem clever to remove an attacker from the board, after 13.hxg5+ the h-file is opened, clearing the path for an even stronger attacker: the h1-rook.

Sometimes, it can be advantageous not to castle too hastily!

13...Kg8 ( 13...Kg6 14.Qh5+ Kf5 15.g6+ Kxf4 16.g3+ Ke4 17.0-0-0, and Black will be checkmated shortly) 14.Qh5 Qa5+ (if 14...f6, 15.g6 covers the escape square f7 and 16.Qh8# is unstoppable).

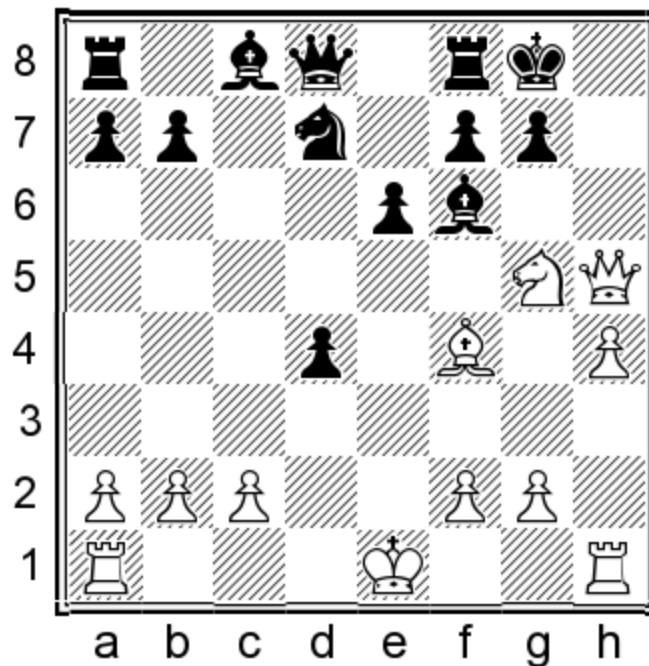


*analysis diagram*

15.b4!. The patzer interposition from **Pattern 87!** ( 15.Kd1 f6 now works due to the pin along the fifth rank, while the same goes for 15.Bd2 Qe5+ and 16...f6) 15...Qxb4+ 16.Bd2+- . Opting for the active defence is not advisable either, for instance: 12...Kg6 13.Qe4+ Kh5 14.g4+ Kxg4 15.f3+ Kh5 16.Qh7#.

**13.Qh5**





Capturing on g5 once again brings the white rook into the attack, while attempting to escape with the king is futile: 13...Re8?

14.Qh7+ Kf8 15.Bd6+ Be7 16.Qh8#.

Can the h7-square be covered then? Not directly, but after

**13...Qa5+!**

it can! With tempo, the queen is heading to f5. White resigned in light of 14.Kd1 Qf5 15.g4 Qg6.

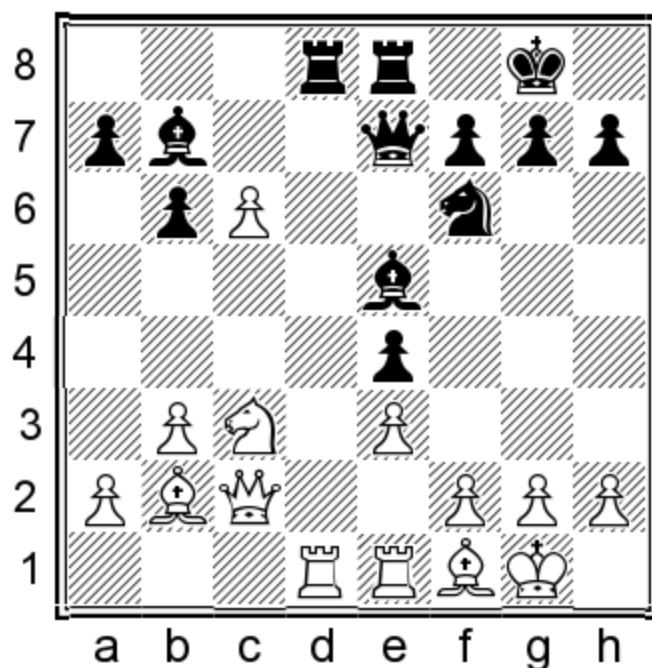
Remember: placing the bishop or queen on the b1-h7 diagonal can also be an effective defence!

Even if a Greek Gift does not necessarily lead to success, defending with such a precarious king can be extremely difficult, even for a grandmaster. On the other hand, pulling off a successful attack should not be taken too lightly either:

**Yanick Pelletier** (2541)

**Boris Gelfand** (2724)

Zürich blitz 2017



**17...Bxh2+? 18.Kxh2 Ng4+ 19.Kg3 Qe5+**

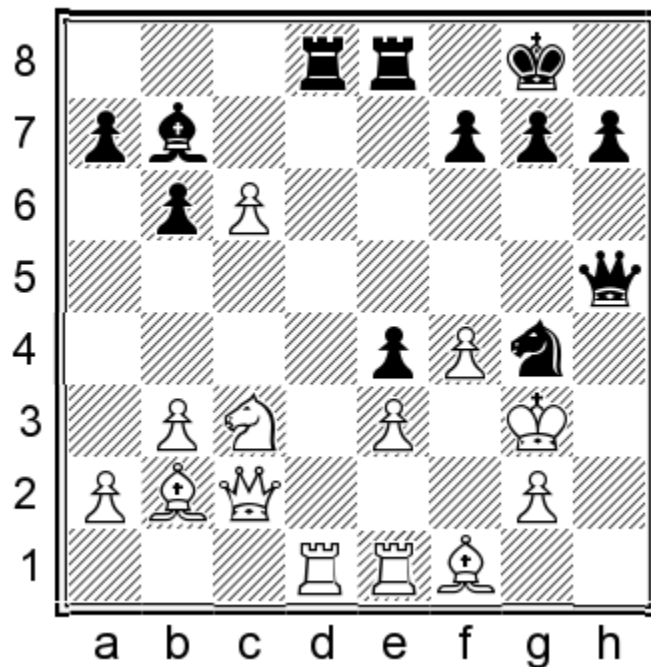
Black has other options at his disposal, although White should also survive those:

- 19...h5 (often more effective with a bishop on the h3-c8 diagonal, making ...h5-h4+ a real threat) 20.Qxe4 Qg5 (setting up a battery on the g-file; 20...h4+ 21.Kxg4+- ) 21.Qf4 (the easiest, threatening a queen trade) 21...Qg6 22.cxb7+- ;
- 19...Qg5 20.Nxe4 Qg6 21.Nf6+, forcing a queen trade;
- 19...Bc8 20.Qxe4!+-;
- 19...Bxc6 20.Kxg4 Qe6+ 21.Kg3 Qe5+ 22.f4! exf3+ 23.Kf2, and the king escapes. Note that the pawn on e3 is securely protected;
- 19...Rxd1! is by far the best attempt. The crucial point emerges after 20.Rxd1, when the e3-pawn becomes exposed in the following sequence: 20...Bxc6 21.Kxg4? ( 21.Nxe4! Bxe4! 22.Qc3! Qg5

23.Qxg7+!= ) 21...Qe6+ 22.Kg3 Qe5+! 23.f4 ( 23.Kg4 Qh2! )  
23...exf3+ 24.Kf2 Qxe3!, winning.

## 20.f4 Qh5

20...exf3+ loses to 21.Kxg4.



## 21.Rxd8??

Both 21.Nxe4 and 21.Qxe4 win.

## 21...Qh2+ 22.Kxg4 h5+??

Black misses mate in three: 22...f5+! 23.Kg5 Qh6+ 24.Kxf5 Qh5#.

## 23.Kg5??

Wrong! 23.Kf5 wins after 23...g6+ 24.Kg5 Qg3+ 25.Kh6 (the reason why 23...g6 had to be provoked) 25...Rxd8 26.Nxe4.

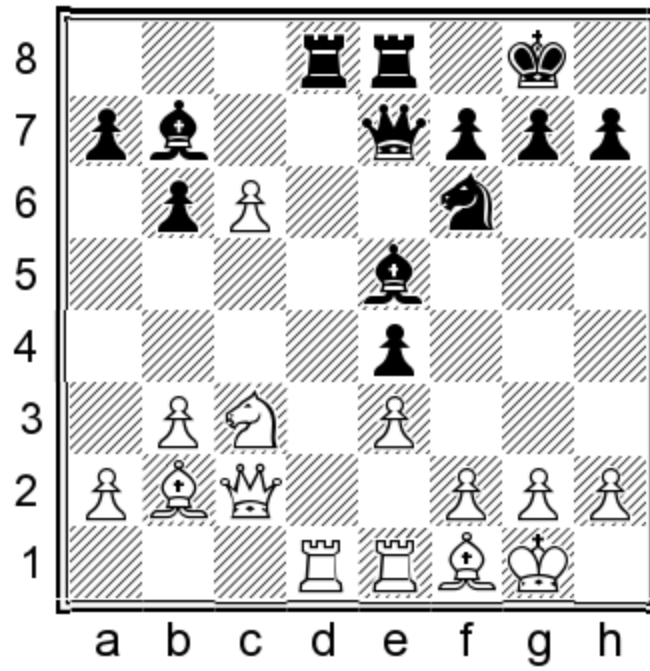
## 23...Qg3+ 24.Kxh5 g6+ 25.Kh6 Qh4# 0-1

Two years later, another grandmaster used the passive defence:

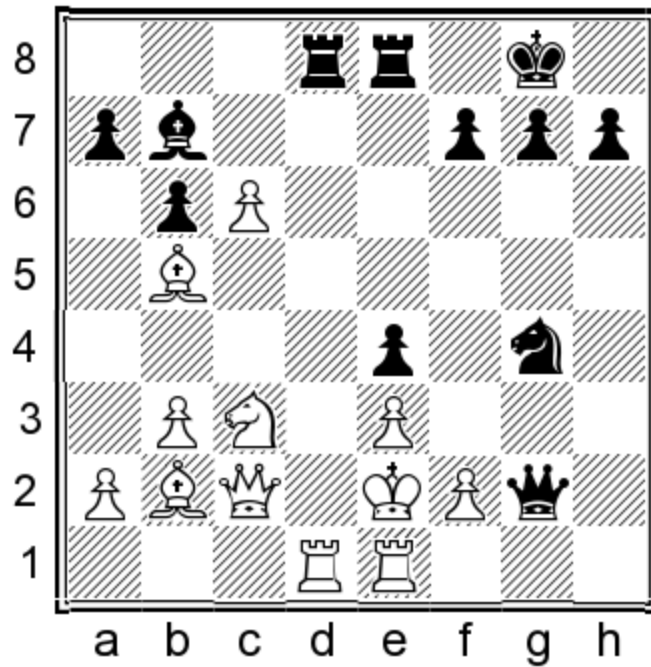
**Lubomir Ftacnik** (2521)

**David Navara** (2707)

Slovakia tt 2019/20



**17...Bxh2+? 18.Kxh2 Ng4+ 19.Kg1! Qh4 20.Bb5! Qh2+ 21.Kf1 Qh1+ 22.Ke2 Qxg2**



## 23.Nxe4!

Removing a key attacker and defending against mate on f2. Due to Black's vulnerability on the back rank, the knight on e4 cannot be captured. Up a piece, White went on to win the game. Note that 23.Rf1?? would squander a full point: 23...Nxe3!! wins decisive material. The key point is 24.Kxe3 Qf3#.

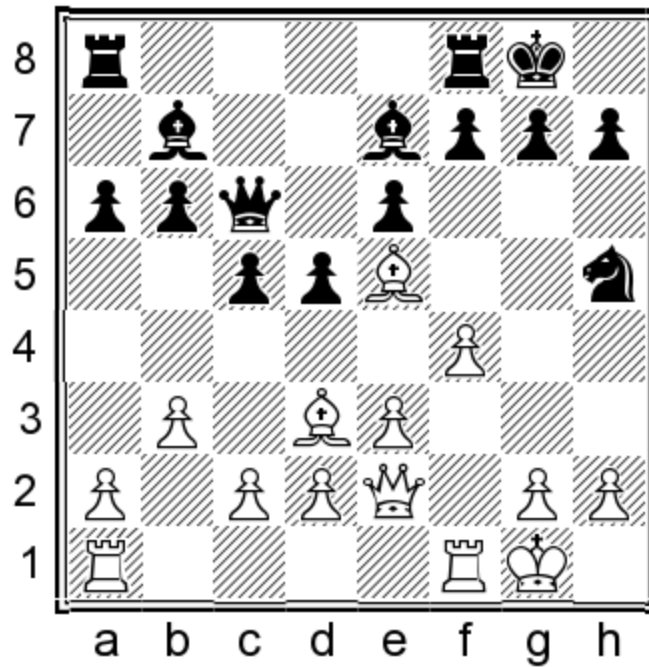
## Pattern 97 - Lasker's double bishop sacrifice

The bishop sacrifice on h2/h7 can also serve as a prelude to a second bishop sacrifice on g2/g7, named after the second World Champion.

# Emanuel Lasker

# Johann Bauer

Amsterdam 1889



**15.Bxh7+!**

15.Qxh5 would have been too slow, giving Black a chance to defend with 15...f5.

**15...Kxh7 16.Qxh5+ Kg8 17.Bxg7!**

The second bishop sacrifice. White threatens mate on h8.

**17...Kxg7**

Capturing is not mandatory. An important defence in cases like this can be to advance the f-pawn to create luft for the king.

However, moving the f-pawn offers Black little relief now, as White will bring in an extra attacker with Rf1-f3 with devastating effect, i.e.:

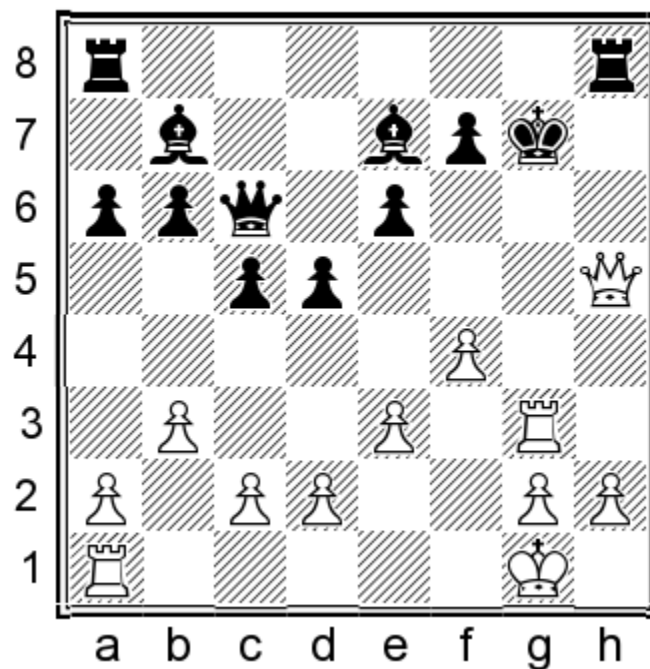
- 17...f5 18.Be5 Rf6 19.Rf3, mating in six; or
- 17...f6 19.Rf3, mating in seven.

**18.Qg4+!**

An important intermediate check! This forces the king to the h-file, preventing its escape to the other side of the board!

18.Rf3 seems natural, but now Black has two ways to defend:

- 18...Rg8 is the most logical way. White wins back material, but Black can hold on after 19.Rg3+ Kf8 20.Qh6+ Ke8 21.Rxg8+ Kd7. The opening of the h1-a8 diagonal with ...d5-d4 cannot really be prevented and Black has enough compensation with the pair of bishops;
- 18...Rh8 is also good. It is a move you might quickly dismiss in a game in light of 19.Rg3+



*analysis diagram*

19...Kf8 20.Qxh8# or 19...Kf6 20.Qg5#, but the ‘patzer’ interposition from **Pattern 87** comes in handy! 19...Bg5!. In the event of 20.Rxg5+ Kf6, the rook is in the way of the queen and there is no checkmate on g5 anymore, while after 20.Qxg5+ Kf8 21.Qg7+?, the king escapes with 21...Ke7 and the rook on h8 is protected by the rook on a8. White has to play 21.Qf6! with equal

chances, as the black king will be stuck on the kingside for the foreseeable future.

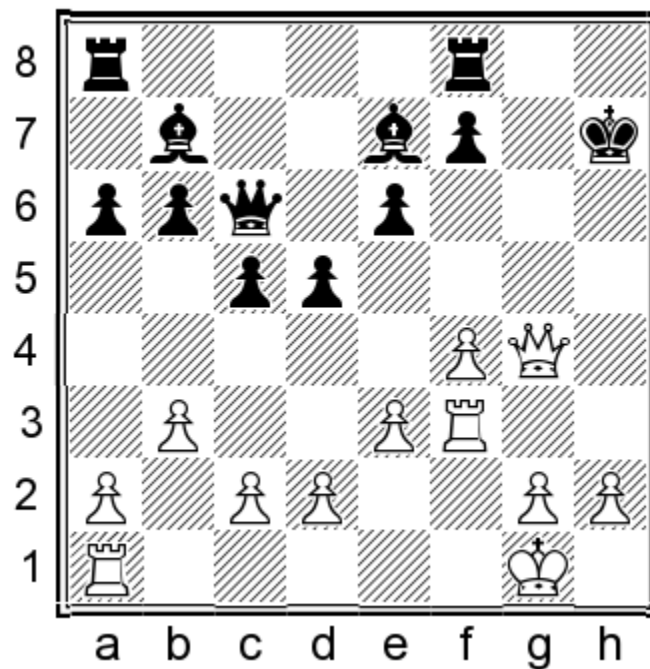
**18...K

######**

A clever attempt. The next move shows why.

18...Kf6? 19.Qg5#.

**19.Rf3**

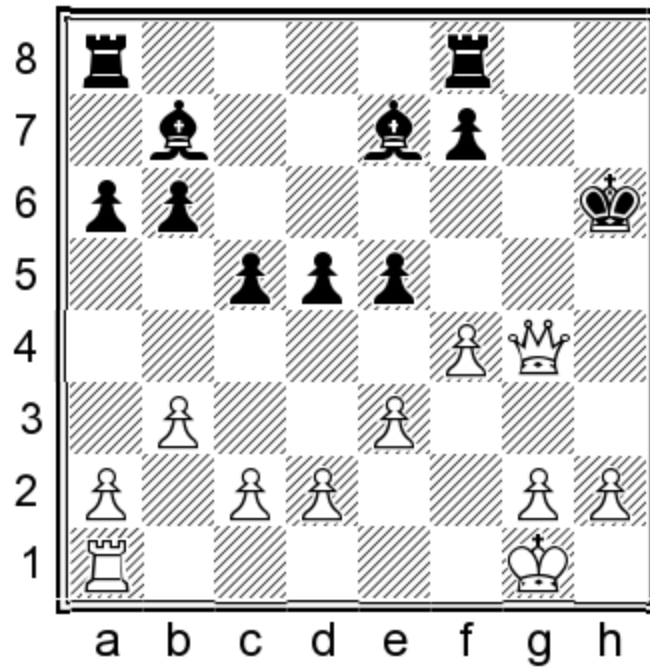


**19...e5!**

Not a seventh-rank clearance defence ( **Pattern 88**), but a sixth-rank clearance, allowing the black queen to join the defence.

**20.Rh3+ Qh6 21.Rxh6+ Kxh6**





With a rook and two bishops for a queen and some pawns, materially Black appears to have managed to hold things together, but his pieces are in disarray and more material will be lost:

**22.Qd7!**

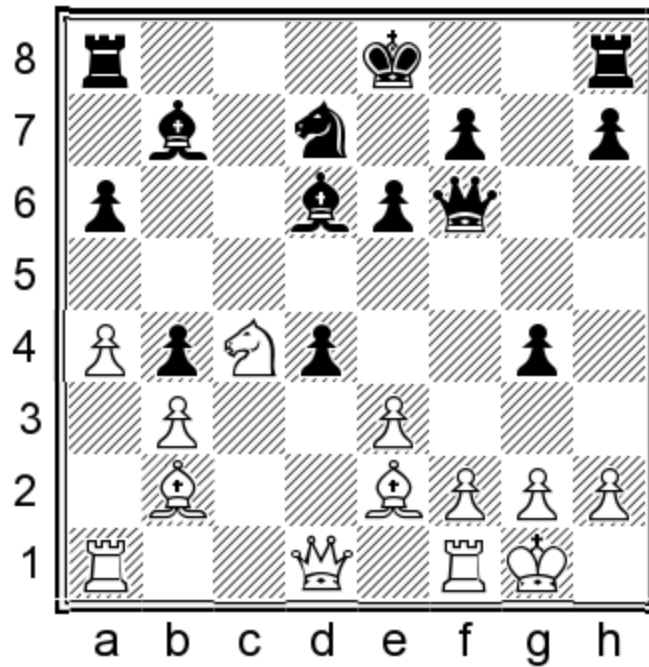
Thanks to the double attack, White wins a piece.

The double bishop sacrifice often goes hand in hand with a rook lift, but the rook can also be involved in the attack in a different way:

**Praneeth Vuppala (1808)**

**Dommaraju Gukesh (2362)**

Pune Indian Championship U11 2017



**17...Bxh2+! 18.Kxh2 Qh4+ 19.Kg1 Bxg2! 20.Kxg2**

- 20.f3 g3-+;
- 20.f4 Bd5 (Black has multiple winning lines, but this one is very convincing) 21.Nd6+ ( 21.Qe1 Qh1+ 22.Kf2 Qg2#; 21.e4 Qg3+ 22.Kh1 Bxe4+-+ ) 21...Ke7 22.e4 Qg3+ 23.Kh1 Qh3+ 24.Kg1 g3-+.

**20...Qh3+ 21.Kg1 g3!**

Threatening 22...Qh2#, so White has no choice but to open the g-file and invite the black h8-rook in.

**22.fxg3 Qxg3+ 23.Kh1 Qh3+ 24.Kg1 Rg8+ 25.Bg4**

**25.Kf2 Qg3#.**

**25...Rxg4+ 26.Qxg4**

**26.Kf2 Rg2+ 27.Ke1 Qg3+ 28.Rf2 Qxf2#.**

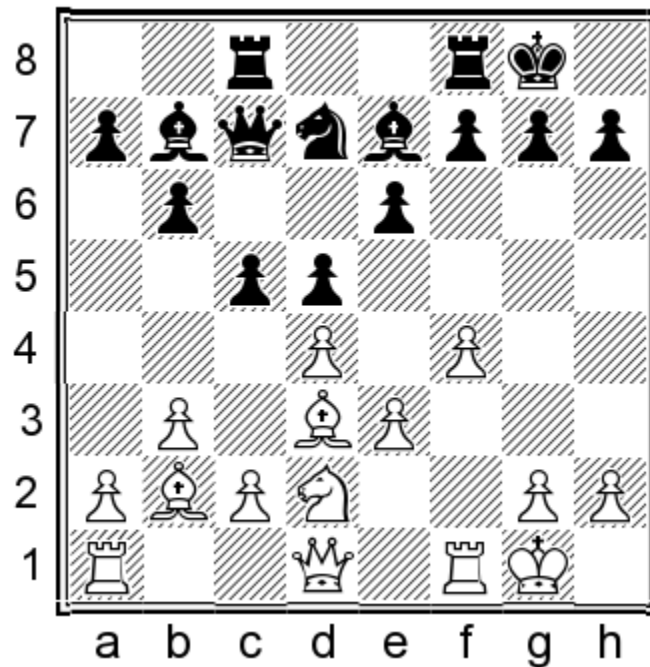
**26...Qxg4+ 27.Kf2 Nc5 0-1**

We return to the ‘classic’ double bishop sacrifice. In the following game, we will see some additional attacking and defending ideas:

**Matthias Godde (1667)**

**Nyuk Lyn Cchung**

Maastricht 2016



**13.dxc5**

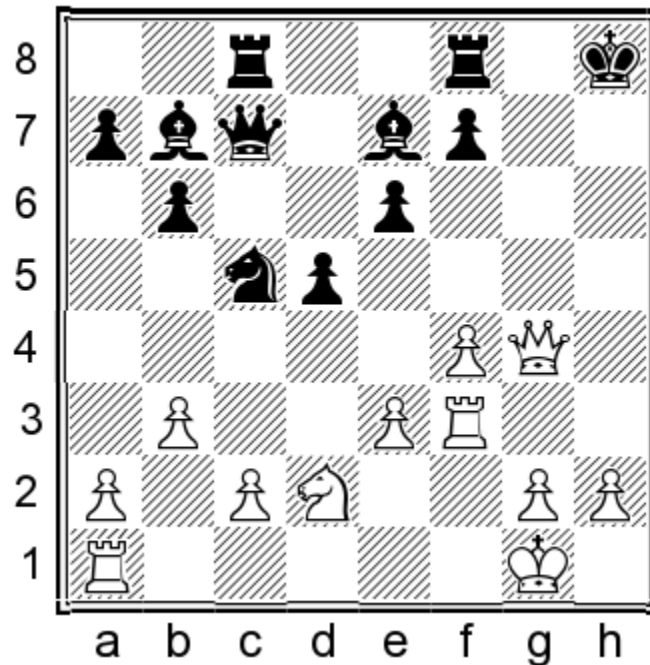
White opens the a1-h8 diagonal and is ready for Lasker’s double bishop sacrifice.

**13...bxc5**

Of all the different recaptures available, this is not a bad one.

- 13...Nxc5? is the worst choice. White wins in a standard way:  
14.Bxh7+! Kxh7 15.Qh5+ Kg8 16.Bxg7! Kxg7 ( 16...f6 17.Qg6+–

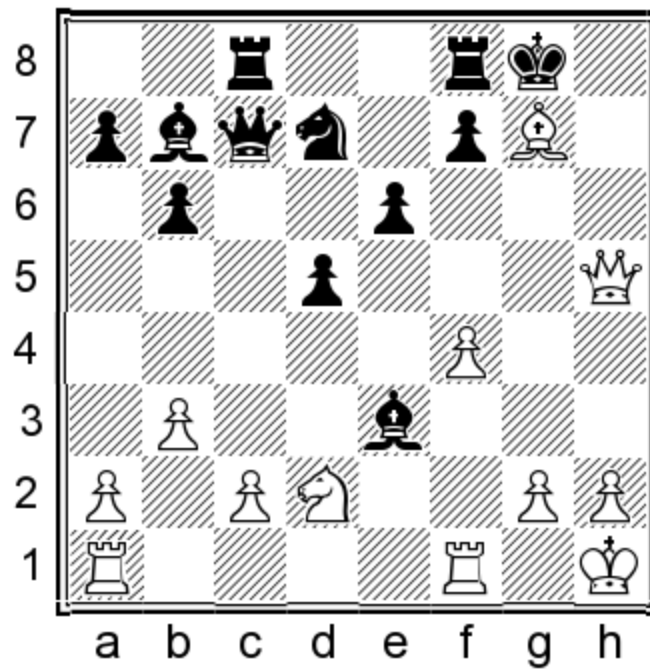
) 17.Qg4+! (and not 17.Rf3?? Rh8 18.Rg3+ Bg5!!-+ ) 17...Kh8  
18.Rf3.



*analysis diagram*

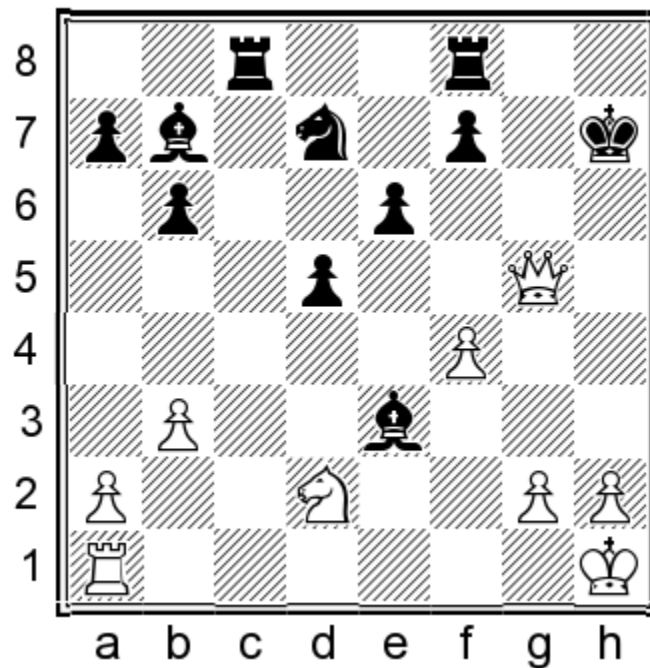
Now, both the knight on c5 (preventing the manoeuvre ...Qc5xc2-h7) and the bishop on e7 (Black has no ...f7-f6/f5 followed by ...Qh7) block the queen. However, Black still has the creative 18...f5 19.Rh3+ Bh4 20.Rxh4+ Qh7, but the seventh-rank clearance defence from **Pattern 88** costs too much material here;

- 13...Bxc5 is better, but not sufficient: 14.Bxh7+! Kxh7 15.Qh5+ Kg8 16.Bxg7! Bxe3+ ( 16...Kxg7? 17.Qg5+ Kh8 18.Rf3+- ) 17.Kh1



*analysis diagram*

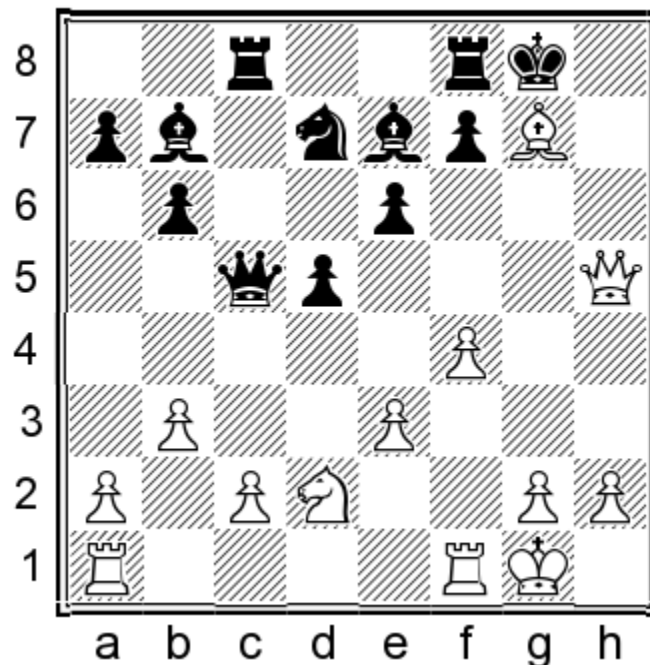
17...f6!. This limits the damage for Black. (If 17...Kxg7?, then 18.Qg5+ Kh8 19.Rf3 Qxc2 20.Rh3+ Qh7 21.Rxh7+ Kxh7,



*analysis diagram*

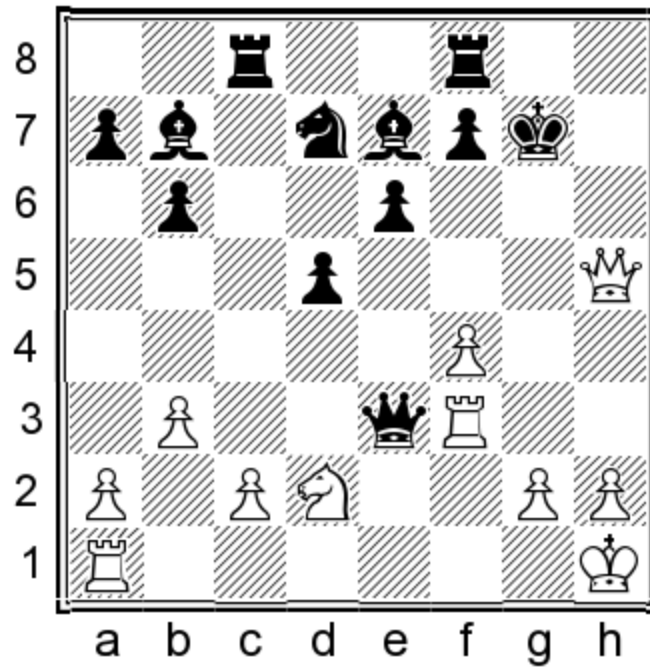
and White gets to demonstrate the staircase manoeuvre from **Pattern 89** – see Exercise 366 of The 100 Tactical Patterns You Must Know Workbook if you want to know how!) 18.Bh6! (threatening Qh5-g6-g7#) 18...Ne5! (clears the seventh and also prevents Rf3; 18...Qxc2? 19.Rf3!+- ), and now after both 19.fxe5 Bxh6 20.Qxh6 and 19.Bxf8 Bxd2 20.Ba3, White has the better chances, but Black is still very much in the game;

- 13...Qxc5 is better still, as Lasker's double bishop sacrifice does not give White an advantage here: 14.Bxh7+ ( 14.Bd4 Qc7 15.Bxh7+ leads to the same type of defence as in the game – see 13...bxc5) 14...Kxh7 15.Qh5+ Kg8 16.Bxg7



*analysis diagram*

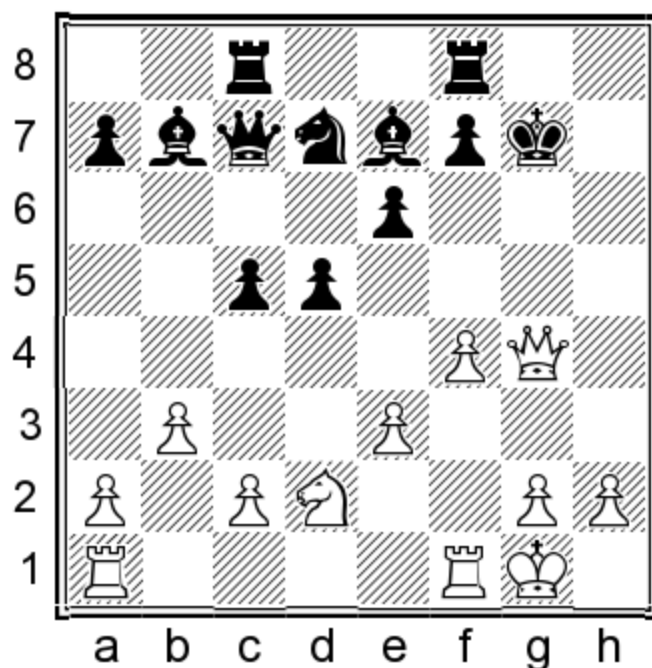
16...Qxe3+! ( 16...f6? 17.Bh6!+-; 16...Kxg7? 17.Qg4+! Kh8 18.Rf3 Nf6 19.Rh3+ Nh7 20.Qh5 Qxc2 21.e4!+- ) 17.Kh1 Kxg7 18.Rf3,



*analysis diagram*

and Black can choose between his preferred queen sacrifice, 18...Qxf3 19.gxf3 Bc5! or 18...d4, after which White has to make a draw by perpetual check.

**14.Bxh7+ Kxh7 15.Qh5+ Kg8 16.Bxg7 Kxg7 17.Qg4+**



Instead of the played 17...Bg5?, after which he was quickly checkmated, Black can still defend with

**17...K

######**

.

Keeping the h7-square vacant is important. In the analyses above, we saw that this is not always a sufficient defence, but here it is!

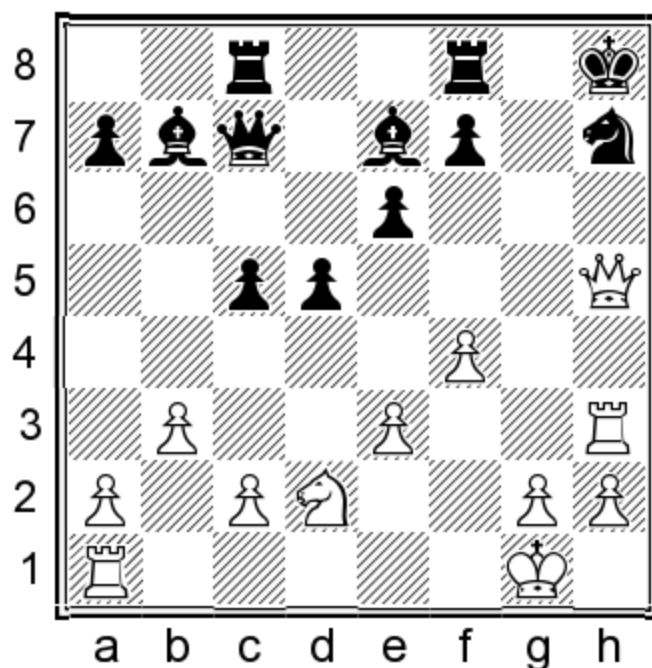
**18.Rf3 Nf6 19.Rh3+ Nh7**

Now White must pull the handbrake and draw:

**20.Rxh7+ Kxh7 21.Qh5+ Kg7 22.Qg4+**

However, if White stubbornly continues the attack with 20.Qh5?, then Black gains the advantage thanks to a seventh-rank clearance!





*analysis diagram*

20...Bh4! 21.Rxh4 f6, and Black remains a piece up.

## Pattern 98 - Blocking the f2/f7-pawn

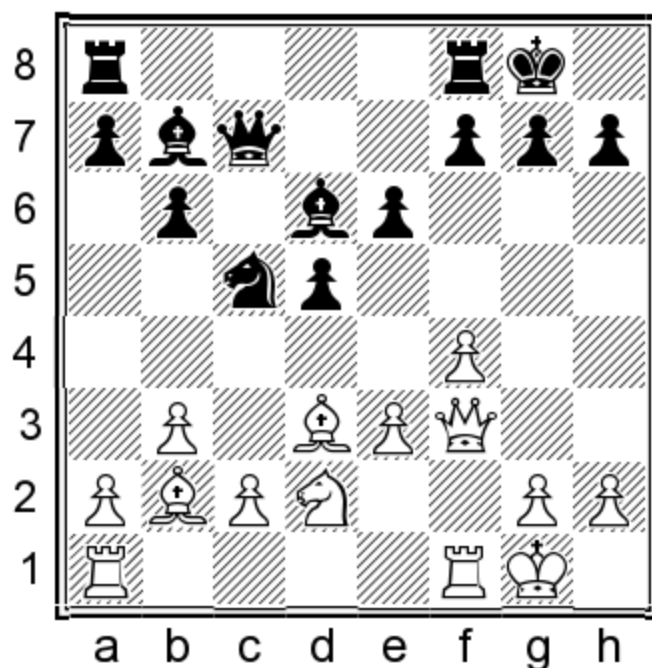
The ability to move the f2/f7 pawn is one of the most important defensive resources a king under siege may have at his disposal. The main idea is to clear the second/seventh rank, but it also opens the e1-h4/h5-e8 diagonal. Enter our next tactic: blocking the f2/f7-pawn.

First a nice segue from the previous Pattern, as Lasker's double bishop sacrifice looks very tempting:

**Radim Petruzalek** (1606)

**Tsveta Galunova** (1984)

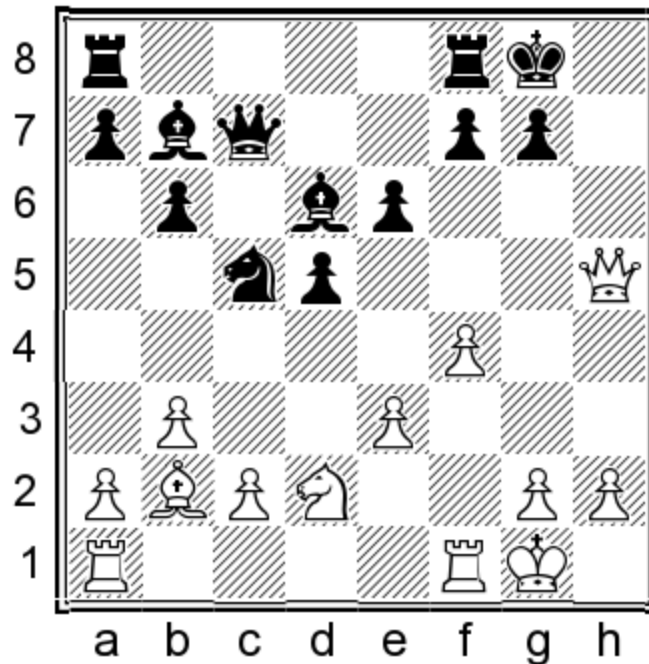
Sunny Beach 2010



### 14.Bxh7+! Kxh7 15.Qh5+ Kg8

The position is screaming for the double bishop sacrifice, and White did succumb to the temptation. Alas, it is actually bad here:

16.Bxg7? f5! ( 16...f6 17.Qh8+? Kf7 18.Qh5+ Kxg7 19.Rf3 Rf7–+ was played in the game; 16...Kxg7? 17.Qg5+ Kh8 18.Qf6+! (blocking the f-pawn and stopping a seventh-rank clearance) 18...Kg8 19.Rf3+– ) 17.Bh6 Qf7! 18.Qg5+ Kh7 19.Bxf8 Rxf8 20.Qh4+ Kg8 21.Rf3 Qh7!μ .



Instead, it is time for our tactic!

### **16.Bf6!!**

The threat is 17.Qg5 g6 18.Qh6, with an unstoppable checkmate.

### **16...gxf6**

Other moves do not work either:

- 16...Rfe8 17.Rf3! gxf6 ( 17...Kf8 18.Qh8# ) 18.Qh6!, closing the mating net. Black has no sound defence against 19. Rg3#;
- 16...Nd7 or 16...Be7 closes the seventh rank and after 17.Bxg7! White wins.

### **17.Qg4+**

17.Rf3 Rfc8 18.Qh6! works as well.

### **17...Kh7 18.Rf3**

There is no remedy against Rh3#.

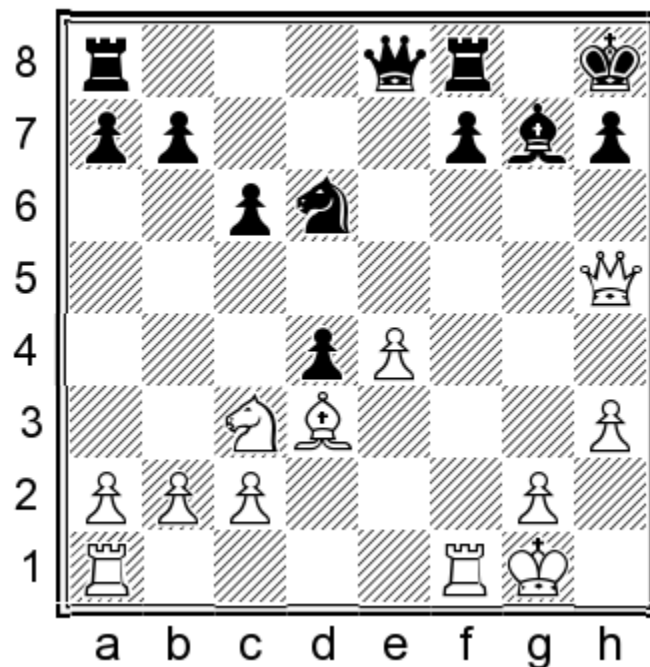
Although the next example is world-famous, I cannot avoid showing this game. This time the goal of the tactic is not so much to prevent

the clearance of the seventh rank, but to stop the h5-e8 diagonal from being opened up:

**Bobby Fischer**

**Pal Benko**

New York U.S. Championship 1963



**19.Rf6!**

Blocking the f7-pawn and threatening to open up the b1-h7 diagonal with 20. e5.

19.e5? immediately allows 19...f5!=, and White cannot avoid the exchange of queens.

**19...K<sub>g</sub>8 20.e5 h6 21.Ne2 1-0**

Simple chess! White eliminates the sole threat of ...dxc3 while maintaining his own threat of exd6. The black knight is lost, because

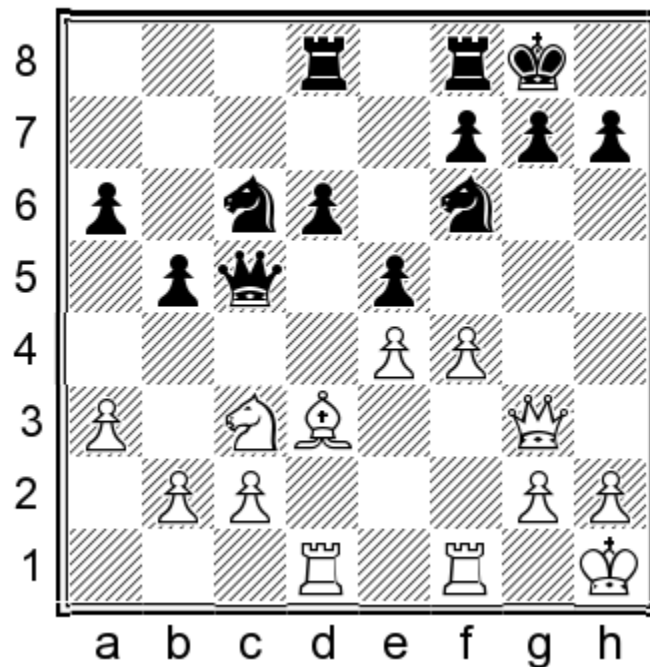
if it moves to safety, White checkmates with 22. Qf5 followed by 23. Qh7#, while 21...Bxf6 fails to 22.Qxh6 and Qh7# next.

In the next game, White gets two chances to block the f7-pawn with a knight, the first one to win and the second to force a draw:

**Rosa Ratsma** (2306)

**Anna-Maja Kazarian** (2125)

Hoogeveen Dutch Women's Championship 2021



**23.Nd5 Nh5?**

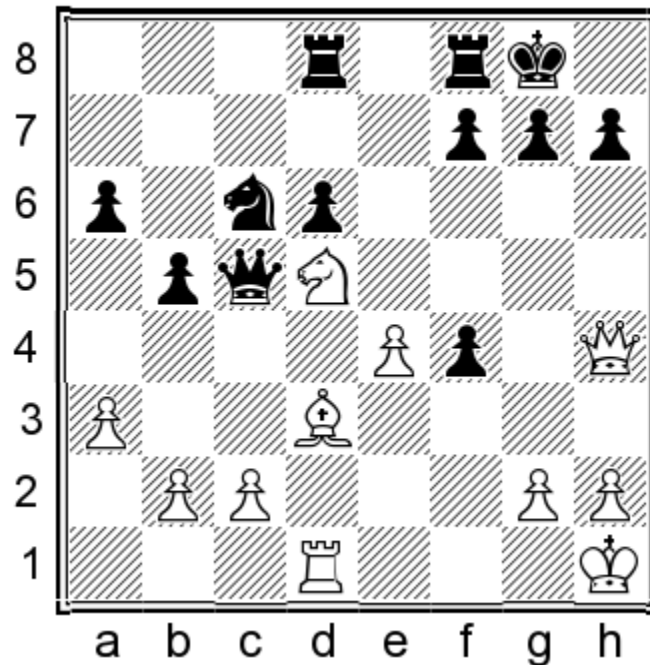
After 23...Nxd5 24.exd5 Ne7=, White will definitely not get to block the f7-pawn with a knight.

**24.Qh4 Nxf4**

A pivotal moment for our tactic.

**25.b4?**

Our tactic is still on after the inclusion of this move, but it chases the black queen to a better square. Winning was 25.Rxf4! exf4



*analysis diagram*

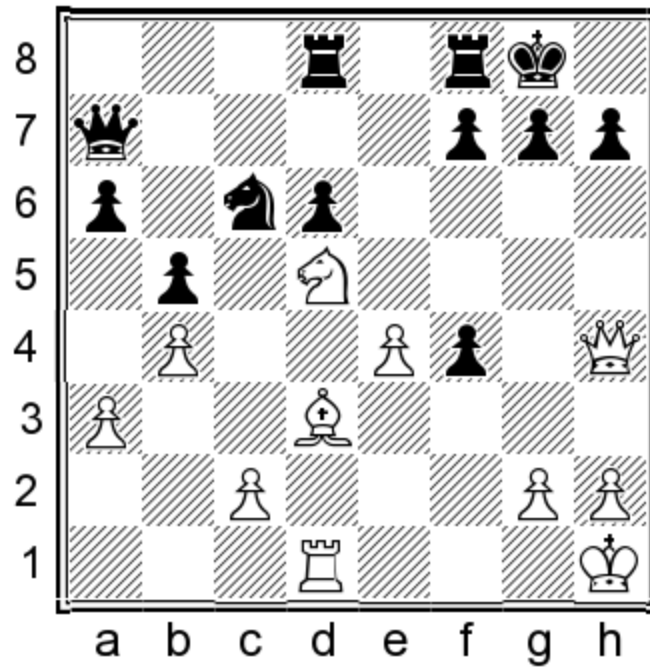
26.Nf6+! gxf6 27.e5!. The black king can try to escape in two ways:

- 27...Rfe8 28.Qxh7+ Kf8 29.exf6, covering the escape square e7, with imminent checkmate;
- 27...f5 28.Qg5+! Kh8 29.Qxf5, and Qxh7# is unstoppable.

**25...Qa7! 26.Rxf4**

The game continued with 26.Nxf4 exf4 27.e5 g6! 28.exd6 Rxd6 29.Qxf4= (1/2-1/2, 92).

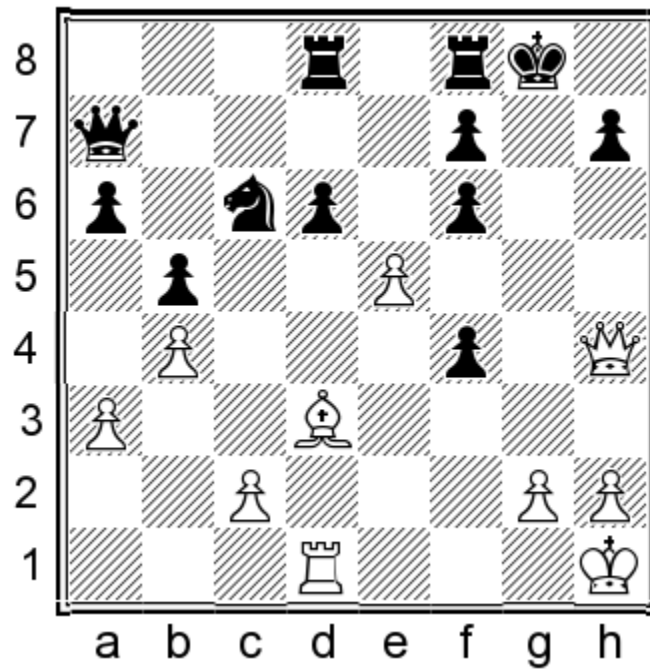
**26...exf4**



**27.Nf6+!**

27.e5? h6 28.Nf6+ Kh8!, and Black has everything under control.

**27...gxf6 28.e5**



The pawn on f6 blocks the pawn on f7, which blocks the seventh rank and the black queen. Yet, Black can still hold the position!

**28...f5!**

**29.Bxf5?**

White should have settled for a draw with 29.Qg5+ Kh8 30.Qf6+.

**29...f6!–+**

Black clears the seventh rank ( **Pattern 88**) and protects the h7-pawn with the queen!

## **Pattern 99 - The double rook sacrifice**

The final two Patterns involve the sacrifice of one or two rooks. Previously, we discovered that sacrificing one rook in the corner can be a dangerous tactic (**Pattern 58**). In this Pattern, however, we take it even further by sacrificing two rooks in two corners! Usually, the aim is to distract the opponent on our own back rank in order to set up a winning attack on the other side of the board.

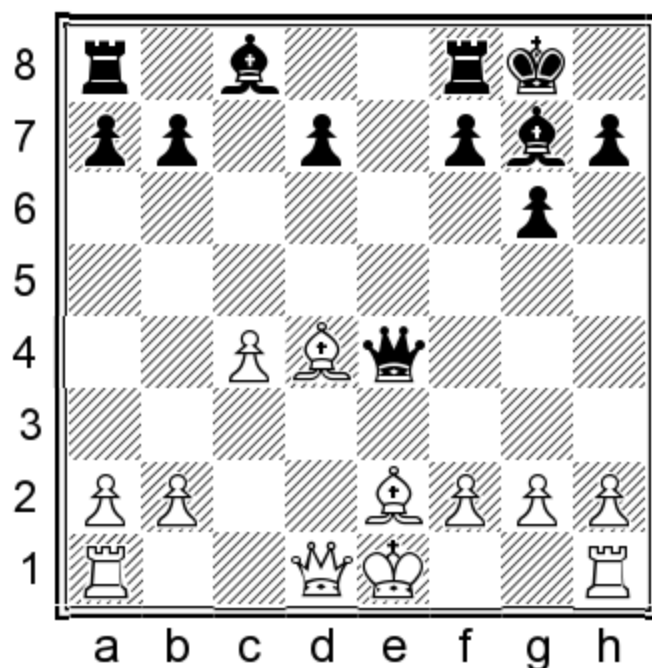
The following example nicely connects to the previous Pattern:

**Nona Gaprindashvili** (2405)

**Rudolf Servaty**

Dortmund 1974





### 14.Bxg7 Qxg2?

In an attempt to gain material, Black captures the pawn on g2 in between, assuming White must now do something about the attack on her rook.

Better was 14...Kxg7, although after 15.0-0 White is better due to a superior pawn structure.

### 15.Qd4!

The double rook sacrifice. After this game, this move has been played nine more times!

Of course not 15.Bf3?? Re8+! 16.Kd2 Qxf2+ 17.Kc1 Kxg7-+.

### 15...Qxh1+ 16.Kd2

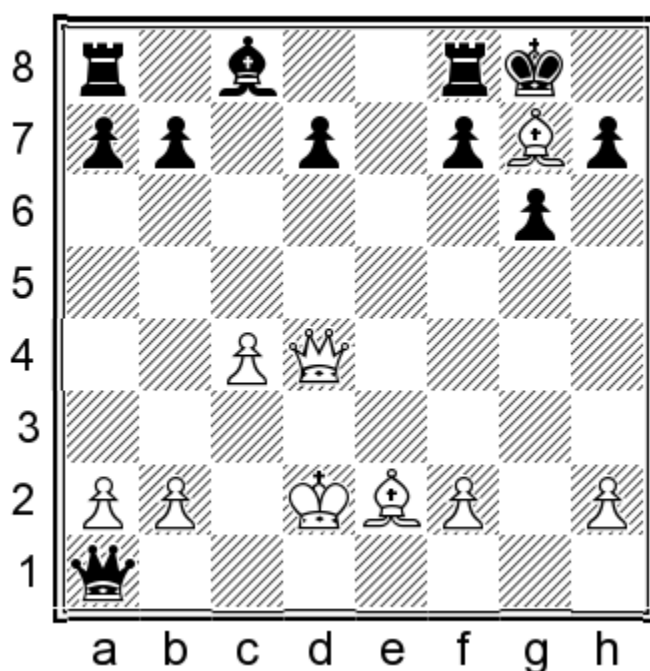
Accepting the first rook sacrifice means Black is forced into yet another reactive move as his queen is under attack. This leaves him without sufficient time to organize a defence against White's attack

on his king, underscoring the significance of the double rook sacrifice.

### 16...Qxa1

Not accepting the sacrifice also does not end well for Black, for example:

- 16...Qc6 17.Bxf8 Kxf8 18.Re1! and White wins;
- 16...Qxh2 17.Bf3! Re8 ( 17...Qh3 18.Bxf8 Kxf8 19.Re1+- ) 18.Rh1 Qc7 19.Bh8 and White wins.



### 17.Qf6!! 1-0

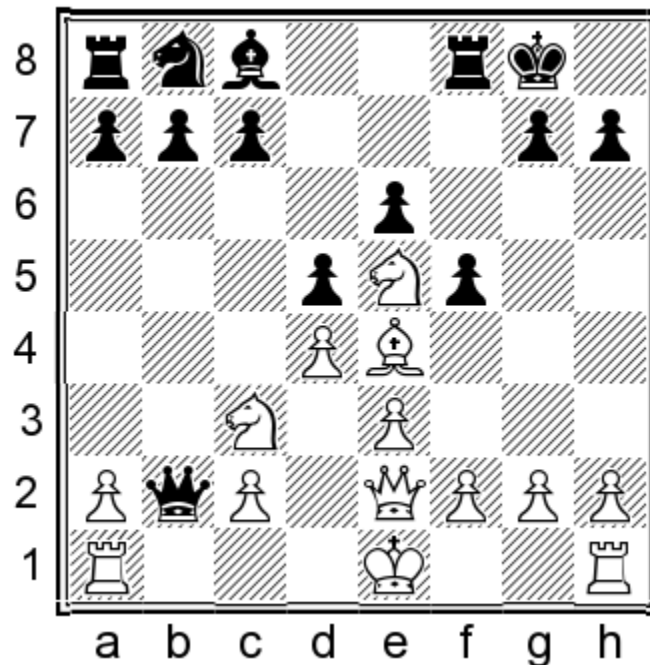
Blocking the f7-pawn! The fascinating thing is that although White is quite a lot of material behind, she still has time for a quiet move. The majority of Black's pieces are sidelined. Black struggles to mobilize his queen and create any counterplay, as illustrated by a few more recent examples: 17...Qxa2 18.Bh6 Qa5+ 19.Kc1 Qa1+ 20.Kc2 Qa4+ 21.Kb1 1-0 Hodgson-Bennet, England 4NCL 2004/05, as well as Pavlov-Delboe, Saint Quentin 2019. Black has no more checks and Qg7# is inevitable.

The goal of checkmate also plays the leading role in the next example:

**Anna Cramling Bellon (2035)**

**Tea Lanchava (2215)**

Terme Catez European Women's Team Championship (analysis) 2021



Black believed she could capture on b2 before recapturing the bishop on e4. The game continuation proved her right, but her clever idea could have gone the wrong way:

**11.Nxd5!**

White disregards the attack on her rook. The game continued with 11.0-0? Qxc3!, and Black was up a pawn. Do note that 11...fxe4?? allows 12.Nb5!, with the double threat of Rfb1 and Nxc7.

Speaking of which, 11. Kd2 is also a noteworthy idea, although then Black can play 11...fxe4, as 12.Nb5? now runs into 12...Qb4+ (check!).

**11...Qxa1+ 12.Kd2 Qxh1**

The queen is completely sidelined in the corner, while the rest of Black's pieces are still on the back rank. It is time to deliver checkmate!

**13.Ne7+ Kh8 14.Qh5**

Threatening 15.N5g6#. Black's pieces are mere bystanders.

**14...h6 15.Nf7+ Rxf7**

15...Kh7 16.Qg6#.

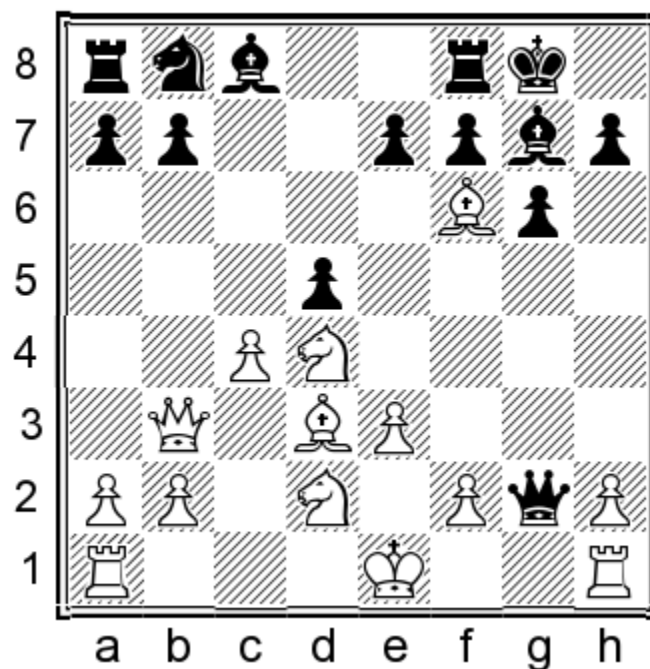
**16.Qxf7**

And Qg8# is unstoppable.

The double rook sacrifice doesn't always have checkmate as an aim:

**Jens KristiansenJohn Nunn (2353)**

Assisi Senior World Championship 2022



## 12.Bxg7 Qxh1+ 13.Ke2 Qxa1

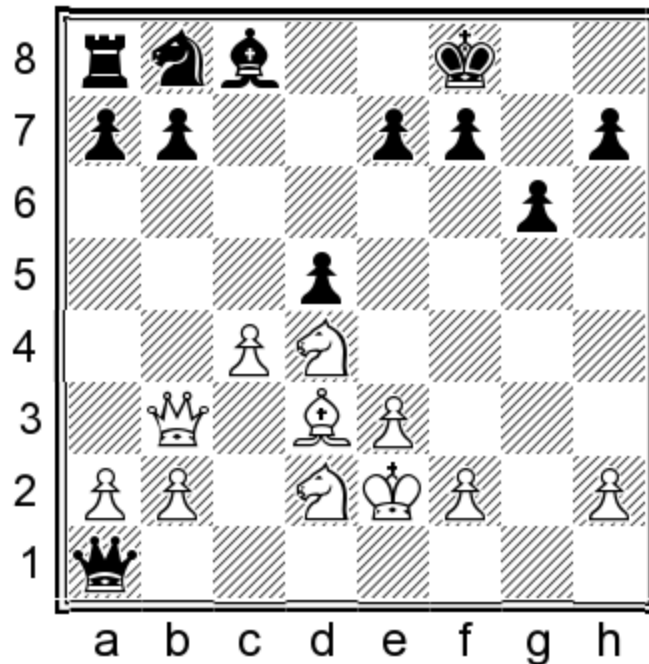
The intermediate 13...Bg4+ is also an option. It leads to a highly intricate position after 14.N4f3! ( 14.f3? allows 14...Qxh2+ )

14...Qxa1 15.Bxf8 Nc6 ( 15...Kxf8 16.Qxb7+- is the disadvantage of 13...Bg4+ ) 16.Bh6 ( 16.Qxb7? Bxf3+! 17.Nxf3 Rb8 18.Qxc6 Rxb2+ 19.Nd2 Qc1-+ ). Although White is behind in material, Black struggles to mobilize his pieces effectively. Additionally, there are pawns hanging on d5 and b7 and Black is vulnerable on the dark squares. While the engine assesses White's position as better, it remains highly complicated. For instance, after a move like 16...Rc8, White has to find 17.h3! to keep the advantage. Certainly not an easy task!

## 14.Bxf8 Kxf8?

Black automatically recaptures. Now, the double rook sacrifice proves decisive.

In unusual positions like this, less conventional moves can sometimes be better. With the intermediate move 14...e5!!, Black could have defended effectively. The complexity of the position is evident from the engine's main line 15.Nf5! Qg1! ( 15...gxf5 16.Bh6+-, threatening Qb3-a3/b4-f8#) 16.Bh6 Nc6 17.cxd5 Bxf5 18.Bxf5 Na5 19.Qc2 gxf5 20.Qxf5 Qg6 21.Qxg6+ hxg6 22.b4 ( **Pattern 55!**) 22...f6! 23.e4 g5 24.bxa5 Kh7 25.Bxg5 fxg5 26.Nf3 Kg7 27.Nxg5 Rh8=. Are you still here?



### 15.Bb1!

By shutting in the queen in the corner ( **Pattern 58**), White reveals the true objective of the double rook sacrifice: to trap the queen with Nc2 on the next move. While Black can avoid the loss of the queen, that would require sacrificing more material than he currently has extra.

**15...Bg4+ 16.f3 Bf5 17.Nxf5 gxf5 18.Qxb7 dxc4 19.Bxf5**

White opts not to rush with the rook capture. In the event of 19.Qxa8? Qxb2 (protecting b8 and threatening 20...c3), Black gets fully back into the game.

**19...Kg7 20.Nxc4 Qg1 21.Qxa8+-**

## Pattern 100 - The magnet sacrifice

In our final Pattern, we encounter a familiar theme, but with a new objective. While the rook sacrifice in the corner in **Patterns 44 and 65** was aimed at gaining a material advantage, here it serves as a precursor to delivering checkmate. In this Pattern, the rook sacrifice

is a magnet sacrifice. Instead of pushing the king away from a crucial square, we pull the king to an inferior square.

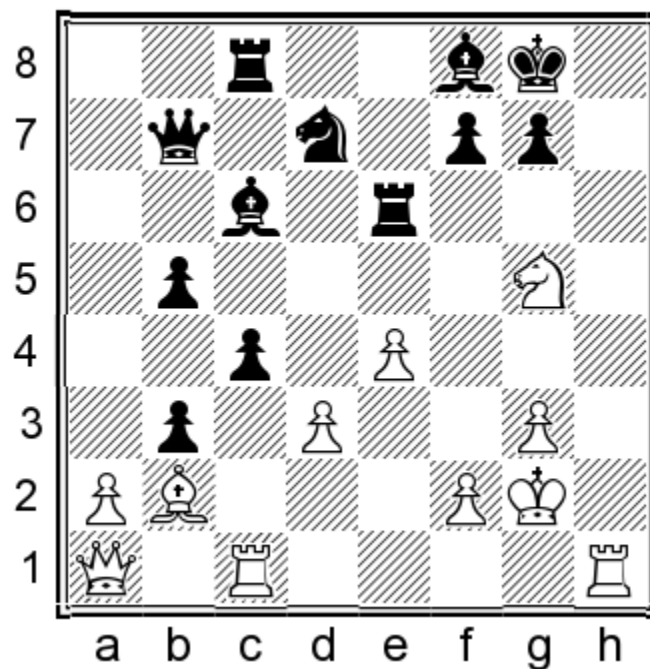
This last Pattern focuses more specifically on luring the king into the corner, allowing our queen to join the attack with check and deliver checkmate. The mating patterns can vary, and the magnet sacrifice can also be combined with other combinational motifs.

In the introduction, I mentioned that I once was a victim of a magnet sacrifice myself. It resulted in an immediate checkmate after I accepted the sacrifice. In the forthcoming examples, we will see that the checkmate can take (a bit) longer to materialize, and that the preparation may also require more time. With a nod to the previous Pattern, let's begin with a double rook magnet sacrifice!

**Alexandr Fier** (2558)

**Robert Aloma Vidal** (2428)

Batumi Olympiad 2018



## 27.Rh8+

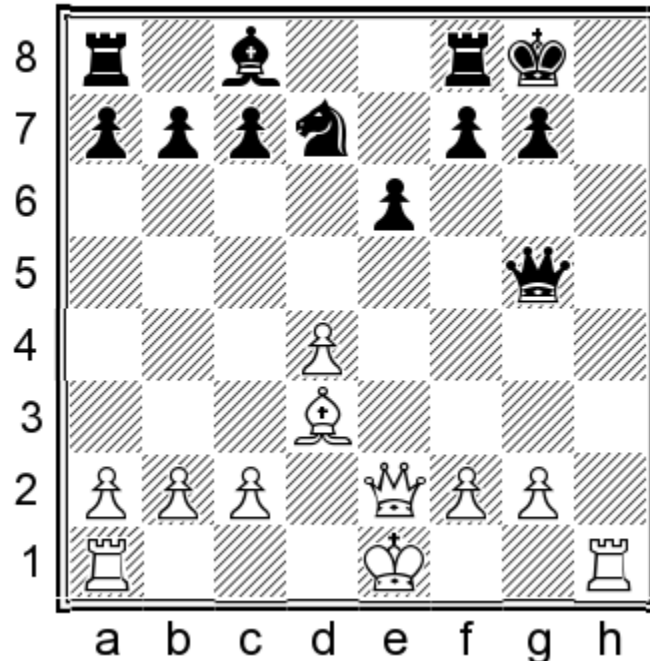
Black resigned, as checkmate is forced after White has sacrificed both rooks to clear the back rank and h-file for the white queen on a1: 27...Kxh8 28.Rh1+ Kg8 29.Rh8+ Kxh8 30.Qh1+ Rh6 31.Qxh6+ (Note that it is crucial that White can capture the rook here thanks to the bishop on b2, as otherwise the magnet sacrifices would not have worked. The pinned pawn on g7 is a poor defender.) 31...Kg8 32.Qh7#.

In the previous game, interposing a piece on the h-file did not help, but this is a defensive resource the attacker has to be very wary of. In the next example, White has to tread carefully for the magnet rook sacrifice to succeed:

**Zyon Kollen** (2333)

**Daan Noordenbos** (2086)

Netherlands tt (analysis) 2023/24





### 15.Rh5!

To move the queen to the h-file, White must first dislodge the defender of the h5-square.

### 15...Qf6 16.Bh7+!

Although the black queen no longer controls the h5-square, it is still too early for the magnet sacrifice. After 16.Rh8+?? Kxh8 17.Qh5+ Black can interpose with 17...Qh6-+.

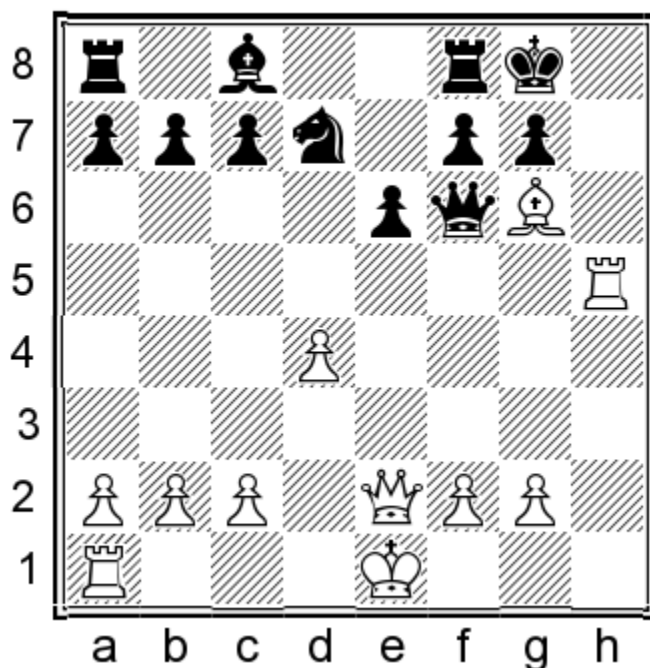
### 16...Kxh8

White has positioned the rook and bishop battery from **Pattern 16**. Now it is time to combine forces.

### 17.Bg6+!

Closing off the sixth rank for the black queen.

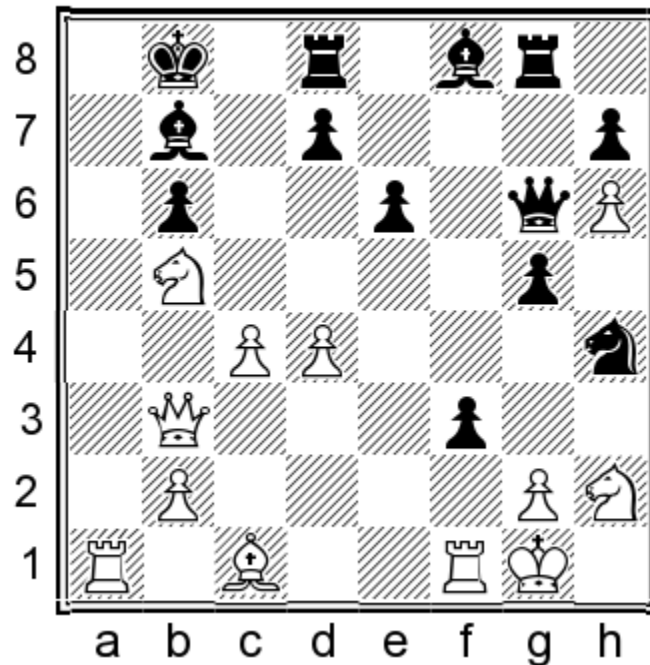
### 17...Kxg8



### 18.Rh8+! Kxh8 19.Qh5+ Kxg8 20.Qh7#

The rook sacrifice can also occur on the other side of the board, and even when the rook can be captured in two ways!

**Koen LeenhoutsLoek van Wely (2483)**  
Amsterdam Dutch Championship (analysis) 2018



**21.Ra8+!**

White missed this opportunity and played 21.Ra7, although he still won the game.

**21...Bxa8**

21...Kxa8 22.Qa4+ Kb8 23.Qa7+ transposes to the main line.

**22.Qa4**

White threatens Qa4-a7+xa8/c7#.

**22...Bb7 23.Qa7+ Kc8 24.Qxb6 1-0**

Black has no sound defence against 25. Qc7#, for example:

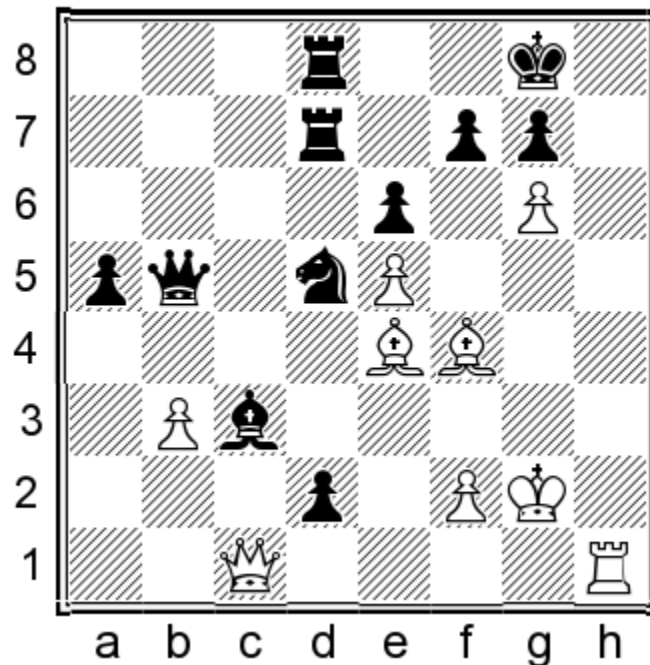
- 24...Kb8 25.Qxd8+ Bc8 26.Qc7+ Ka8 27.Qxc8#;
- 24...Bd6 25.Nxd6+ Kb8 26.Qxb7#.

In the previous examples, escaping checkmate was impossible due to Black's own pieces blocking the king's escape route (such as the rook or bishop on f8). If the black king has space to run away, the situation is more complex:

**Aryan Tari** (2656)

**Daniel Barria Zuniga** (2341)

Titled Tuesday blitz 2022

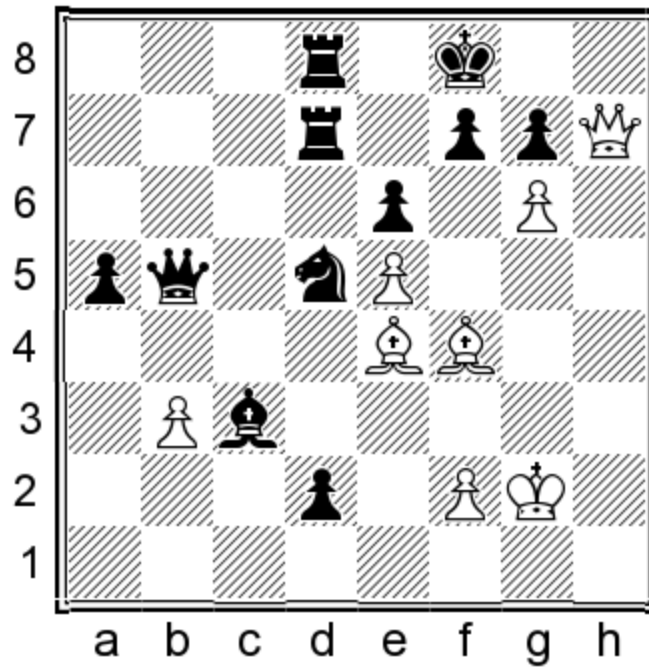


**34.Rh8+!**

Good, but this time not sufficient for more than draw.

**34...Kxh8 35.Qh1+ Kg8 36.Qh7+ Kf8**

An important difference from Fier-Aloma Vidal and Kollen-Noordenbos (Games 430 and 431). Without a blocking piece on f8, the king can escape. With a black rook on f8 instead of d8, 36.Qh7# would have been Damiano's Mate.



### 37.Qh8+!

The game continued with 37.Bg5?, but the position is not ripe for a quiet move: 37...Qf1+ 38.Kxf1 d1Q+ 39.Kg2 Qg4+ 40.Kf1 Qxg5 0-1. Even better was 40...Ne3+ 41.fxe3 Rd1+ 42.Kf2 R8d2#.

### 37...Ke7 38.Bg5+ Nf6

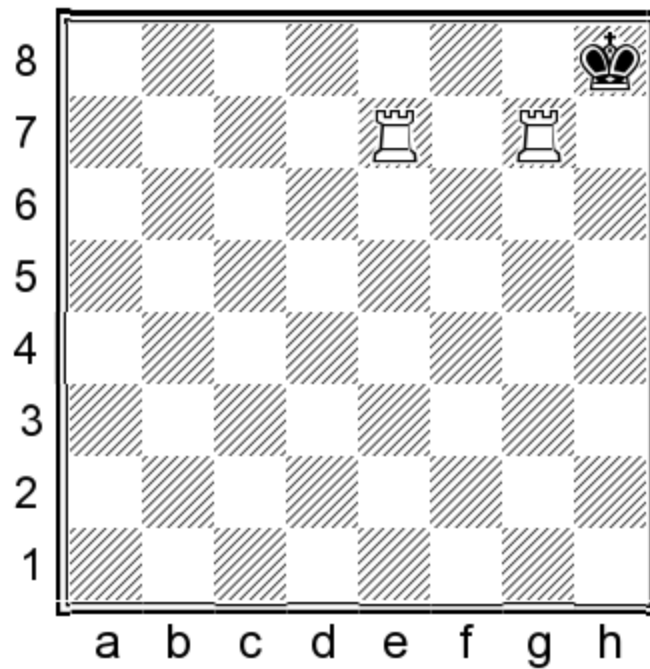
38...f6?? 39.Qxg7+ Ke8 40.Qg8+ Ke7 41.Qf7#.

### 39.Bxf6+ gxf6 40.Qxf6+ Kf8 41.Qh8+

And White secures a draw by perpetual check.

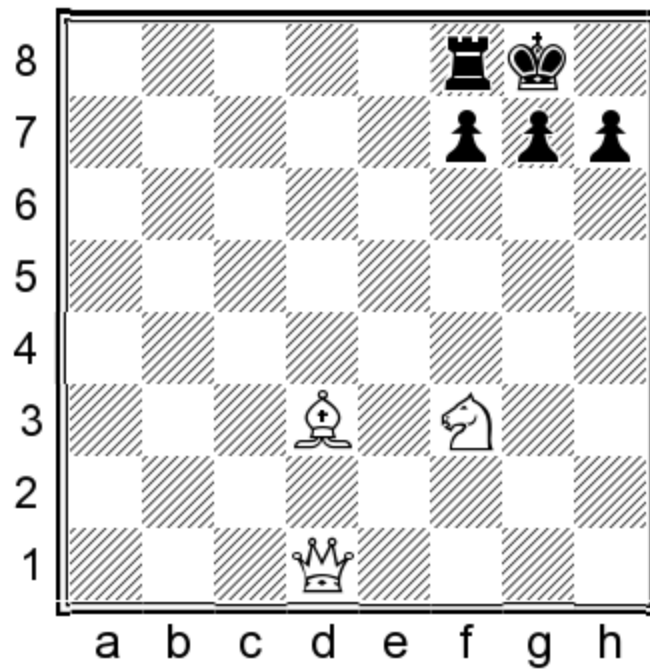
## Flash Cards 95-100

## Attacking weapons



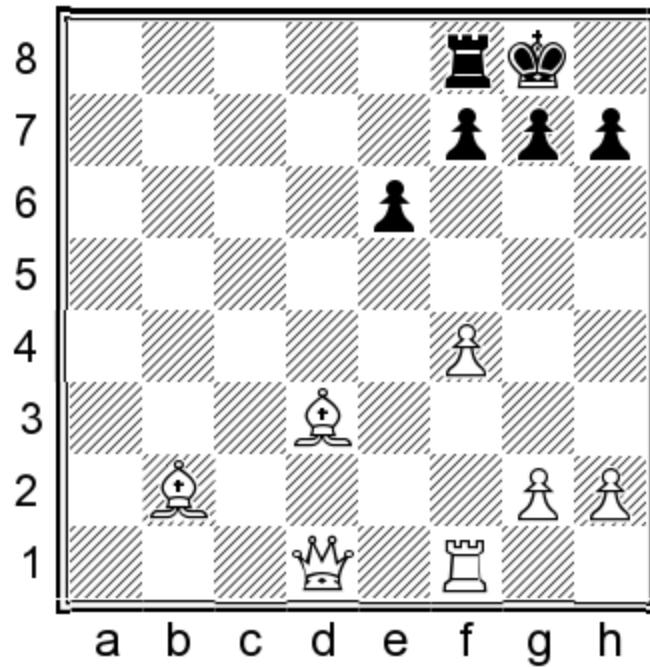
## 95. Two rooks on the seventh rank

Two rooks on the seventh rank offer various possibilities. For instance, with a black rook on f8, the shown rook moves lead to the Blind Swine Mate, whereas with a white pawn on f6 (supporting a white rook on g7), after the demonstrated moves, Black is checkmated one move later (2...Kf8 3.Rh8).



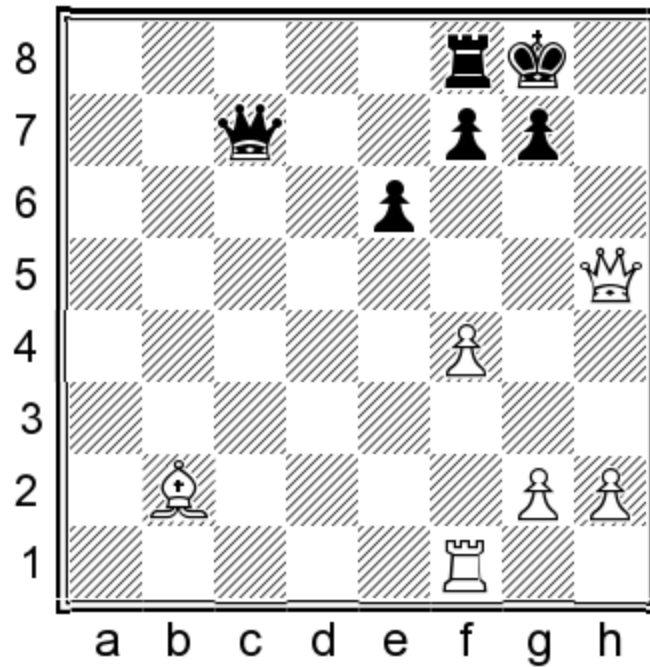
## 96. The Greek Gift

With 1.Bxh7+ White opens the black king's position to rapidly involve the knight ( 2.Ng5+ ) and the queen (3.Qh5/Qg4/Qd3, depending on where the king moves to) in the attack.



## 97. Lasker's double bishop sacrifice

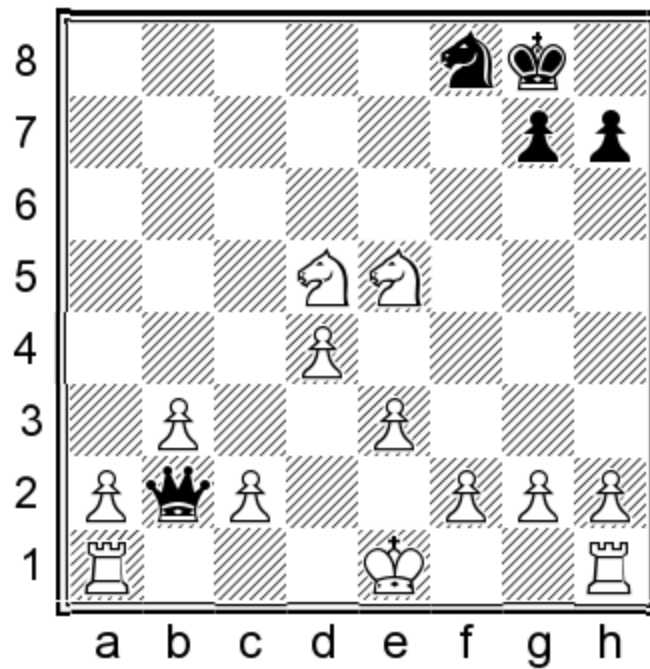
After 1.Bxh7+ Kxh7 2.Qh5+ Kg8, White sacrifices the second bishop with 3.Bxg7. Ideally, the attack leads to checkmate; for instance, here after 3...Kxg7 4.Qg5+, pushing the king back to the h-file and preventing its escape to the queenside, followed by Rf1-f3-h3.



## 98. Blocking the f-pawn

Analogous to **Pattern 97**, 1.Bxg7 seems strong, but by clearing the seventh rank with 1...f6 (think of **Pattern 88**), the queen can help in the defence. Blocking the f-pawn with 1.Bf6 makes this defence impossible. 2. Qg5 g6 3. Qh6 is a threat, and Rf1-f3-h3 followed by Qh8# is also hard to prevent. In case of 1...gxf6, 2.Qg4+ followed by the rook lift is also game over.

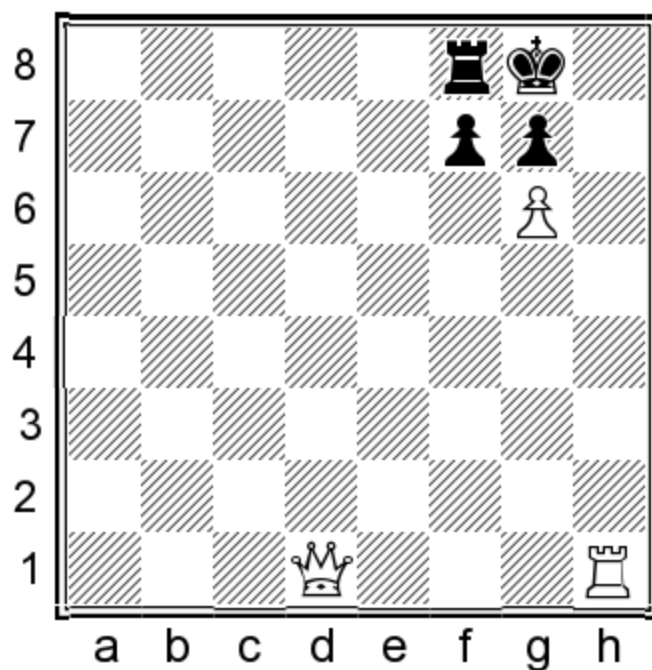




## 99. The double rook sacrifice

Capturing the rooks on the back rank leads to checkmate: 1...Qxa1+ 2.Kd2 ( 2.Ke2 ) 2...Qxh1 3.Ne7+ Kh8 4.Nf7#.

An important point of this sacrifice is that once the queen takes the first rook, it is itself attacked by the second rook, requiring an immediate response, thereby giving the opponent time to do 'something' (like checkmating with two knights).



## 100. The magnet sacrifice

With 1.Rh8+ White forces the king to h8, after which the queen gets over with gain of tempo: 2.Qh1 ( 2.Qh5+ ) 2...K g8 3.Qh7#. In case of the immediate 1.Qh5, Black gets time to make luft for the king with 1...fxg6.

Logically, the magnet sacrifice is also feasible with the rook originating from a different square than h1 (as long as it has the h8-square in sight).

# Chapter 12

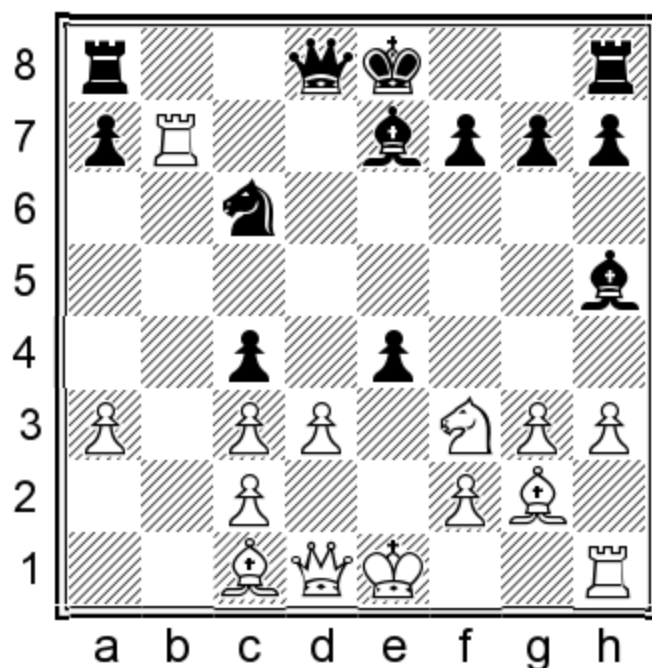
## Pattern combinations

We have arrived at the final chapter of the book, in which we will conclude with a few entertaining examples. It's fantastic if you can apply one of the 100 Patterns in your game, so imagine the possibilities when you start combining them! Let's explore the art of merging Patterns!

In fact, we have already seen that many Patterns can occur within a game. Consider some transitions between the Patterns, such as in Game 427, Gaprindashvili-Servaty, where the successful execution of a double rook sacrifice **Pattern 98**) depended on the blocking of the f2/f7-pawn at a later stage **Pattern 97**), or the moments where defences against Patterns are addressed, like in Game 154, De Vries-Hilwerda, where a counter-discovery **Pattern 19**) was employed to counteract the trickery from **Pattern 34**. In this chapter, we will discover that Patterns can be combined in an endless number of ways.

In the first example, we will see that several Patterns are available to choose from on a single move:

**Tamas Barany** (1921)  
**Gyula Kosztolanczi** (2078)  
Level 2019



White has several ways to defend against the attack on the pinned knight. He opts for the most obvious one, but that loses instantly:

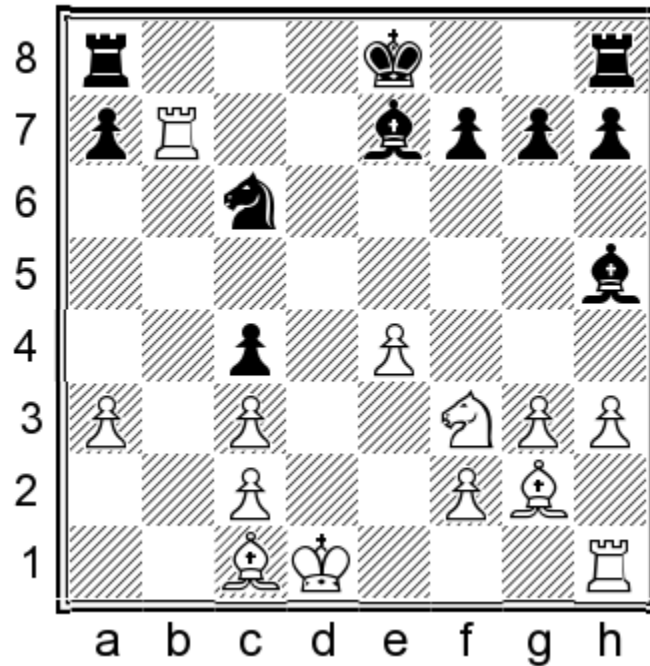
### 13.dxe4?

- 13.g4! is a better choice, as it effectively unpins the knight by counterattacking the pinning bishop ( **Pattern 84**). In the event of 13...exf3, unlike in Game 369, Esipenko-Mamedyarov, the hanging fianchettoed bishop is not an issue here. White can calmly recapture the pawn, as both the knight on c6 and the bishop remain hanging. After 14.Qxf3 Ne5 15.Qf5, White regains his piece and wins.

In case of 13...Bg6, then White can play 14.Nd4, with a pleasant position;

- Alternatively, moving the pinned knight with a counterattack ( **Pattern 38**) is also an interesting option. Both 13.Nd4 and 13.Ne5 lead to a complex position after 13...Bxd1 14.Nxc6 Qd6 15.Rxe7+ Kf8 16.Bxe4, which is underscored by the engine's evaluation of 0.00.

**13...Qxd1+ 14.Kxd1**



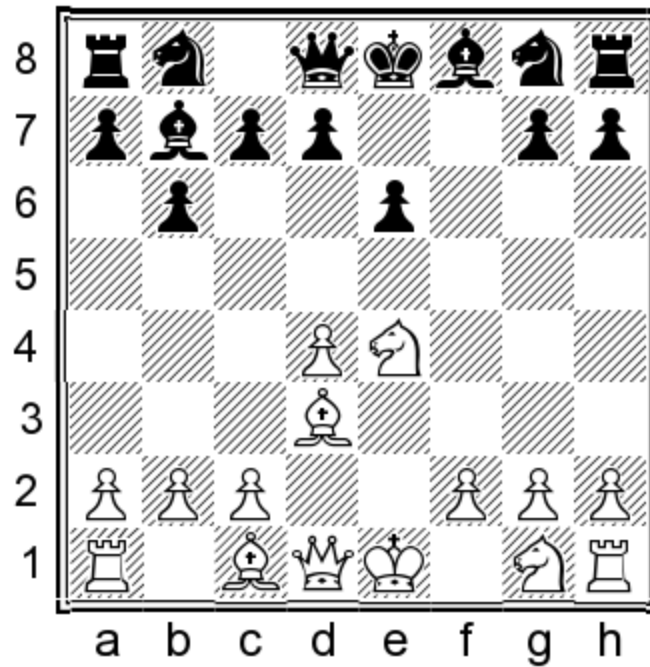
**14...0-0-0+**

The queenside castling motif from **Pattern 7** yields Black a rook. Another situation is when different responses to a single move can lead to different Patterns:

**Erik van den Doel** (2554)

**Jens Lütke** (2293)

Germany Bundesliga B 2014/15

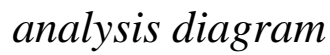


### 6.♙h5+!

White employs the idea from **Pattern 90**: he provokes 6...g6 to then trap the rook via the opened a1-h8 diagonal.

### 6...g6

After 6...♞e7 Black has a terrible position as well, but at least it might coax White into 'winning' decisive material after 7.♖g5+ ♞f6 8.♞xf6 gxf6 9.♖xf6+ ♞xf6,



- 10.Qh4+?? Kf7 11.Qxd8



*analysis diagram*

11...Bb4+ and Black wins; the exact sequence from Game 94, Williams-Dieu ( **Pattern 19**);

- 10.Qe5+?? Kf7 11.Qxh8 Bb4+—+ ;
- This position is probably not what the grandmaster had in mind on move 6, but to illustrate how bad Black's position already was, even now a calm developing move like 10.Nf3! gives White a crushing attack. A sample line: 10...Nc6 11.d5! exd5 12.0-0!, with the idea to add one more attacker with Rae1 before moving in to deliver the final blow.

**7.Qe5**

White wins the rook in the corner.

**7...Qh4 8.Nf3**

8.Qxh8 wins as well, but the rook on h8 is going nowhere. White first improves his pieces.

**8...Qg4 9.0-0**

Black had seen enough and resigned.

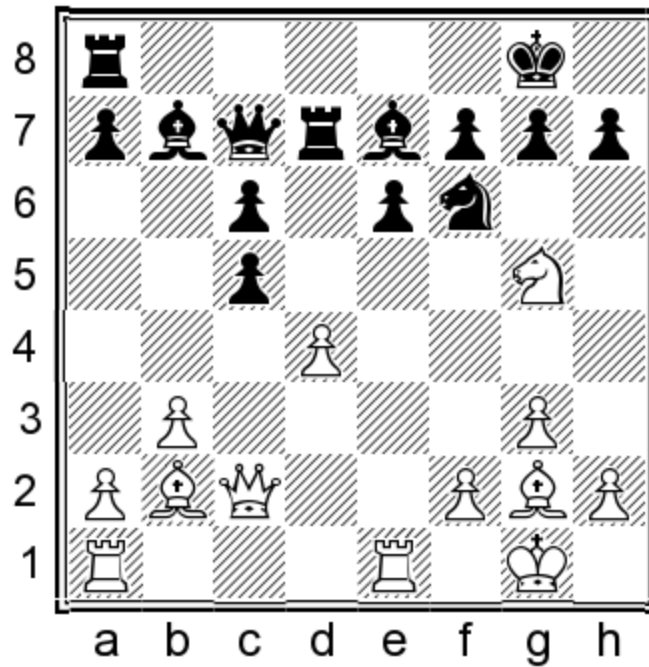
Another option is to use an idea from one Pattern to enable an idea from another Pattern. This can be achieved in a single move (ideas from two Patterns are combined) or in a sequence of moves:

**Ding Liren** (2777)

**Santosh Gujrathi Vidit** (2693)

Tbilisi rapid 2017





### 19.d5!

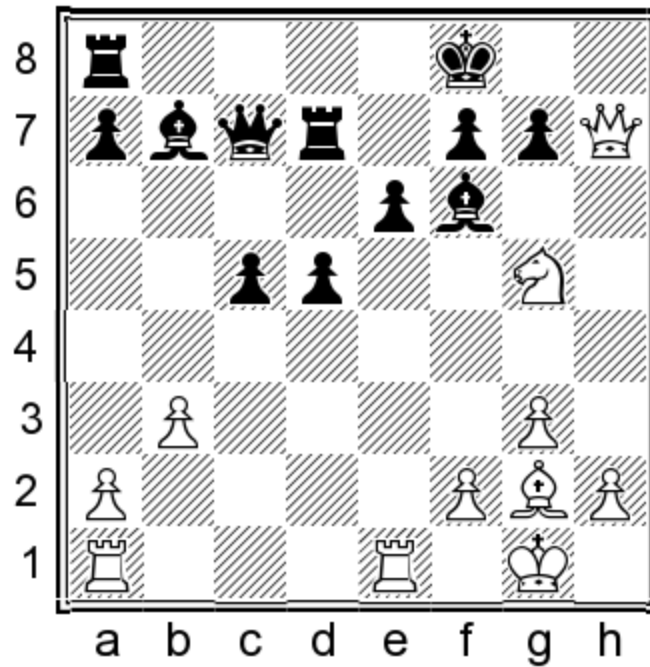
White combines the ideas of two Patterns in one move. Rather than trapping a piece, this ingenious pawn thrust ( **Pattern 51**) creates a double threat. It not only opens the a1-h8 diagonal, aiming to eliminate the defender of h7 with Bxf6 ( **Pattern 48**), but it also simply threatens to play dxe6.

### 19...cxd5

19...g6 20.dxe6 fxe6 21.Bh3+–.

### 20.Bxf6 g6

Forced, but this means that Black has lost a piece. The (future) 17th World Champion won easily. In case of 20...Bxf6, White plays 21.Qxh7+ Kf8



*analysis diagram*

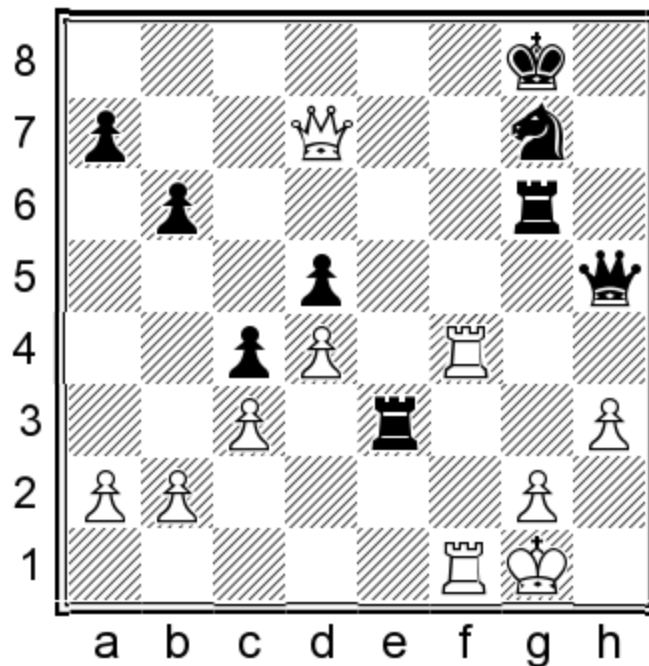
22.Rxe6!, cutting off the black king's escape route and threatening checkmate with Qh8#. 22...fxe6 ( 22...g6 23.Rxf6+- ) 23.Nxe6+ Ke7 24.Nxc7+-.

In the next example, the then soon-to-be 14th World Champion uses a queen and rook vs queen discovery for the defence, only to immediately fall for the trick from our very last Pattern (containing ideas from other Patterns):

**Jan van de Mortel** (2382)

**Vladimir Kramnik** (2751)

Internet Chess Club blitz 1999



Black is threatening to play ...Rxf3 as well as to evacuate the king to h7, so White must act forcefully:

**32.Qd8+**

Attempting to lure Black's king into a pin.

**32...Re8**

- 32...Kh7? loses to 33.Rh4;
- 32...Ne8 is okay too, but after 33.Rf8+ Kh7 34.R1f7+ Rg7 35.Rxg7+ Kxg7+ ( 35...Nxe7? 36.Rh8++- ) 36.Rf4, the black king is too weak to play for a win.

**33.Rf8+**

An X-ray attack.

**33...Kh7**

It is checkmate after 33...Rxf8? 34.Rxf8+ Kh7 35.Rh8#.

**34.Rxe8 Nxe8**

Black uses a queen and rook vs queen discovery (with hints of **Pattern 13**) to defend the knight.

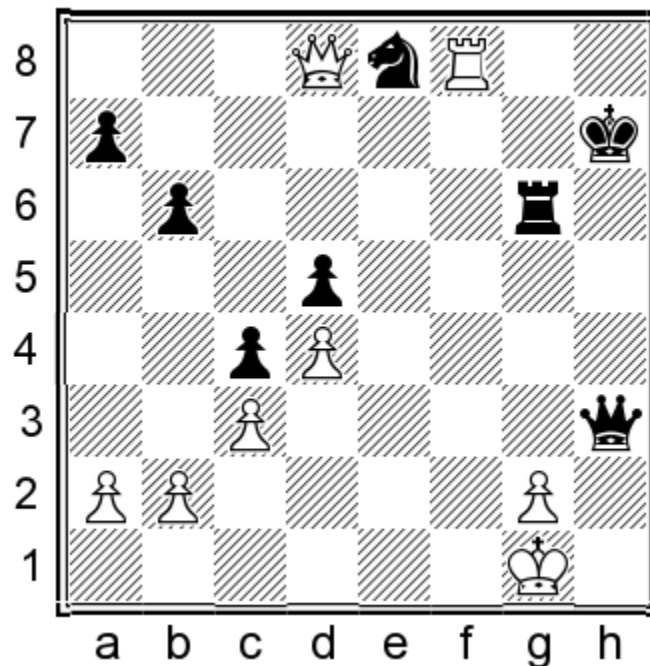
### 35.Rf8

With this rook move, the white queen pins the knight to the h8-square.

35.Qxe8? Rxc2+! 36.Kxc2 Qxe8—+ .

### 35...Qxh3?

35...Re6 was the easiest way to keep control, although Black is not better due to the weakness of his king and his pawns.



Black is threatening checkmate with a capture of the pawn on g2, which is pinned and therefore a poor defender.

### 36.Rh8+!

A magnet sacrifice ( **Pattern 100**) with hints of **Pattern 5** (a rook sacrifice in the corner for a queen fork), **Pattern 44** (sacrificing the rook with an absolute skewer) and **Pattern 65** (deflecting the queen's protection with the rook). White pulls the black king to a

tactically inferior square. Due to the absolute skewer on the queen, Black has to capture the white rook.

**36...Kxh8 37.Qxe8+**

The queen fork.

**37...Kg7 38.Qxg6+**

Removing the black queen's defender.

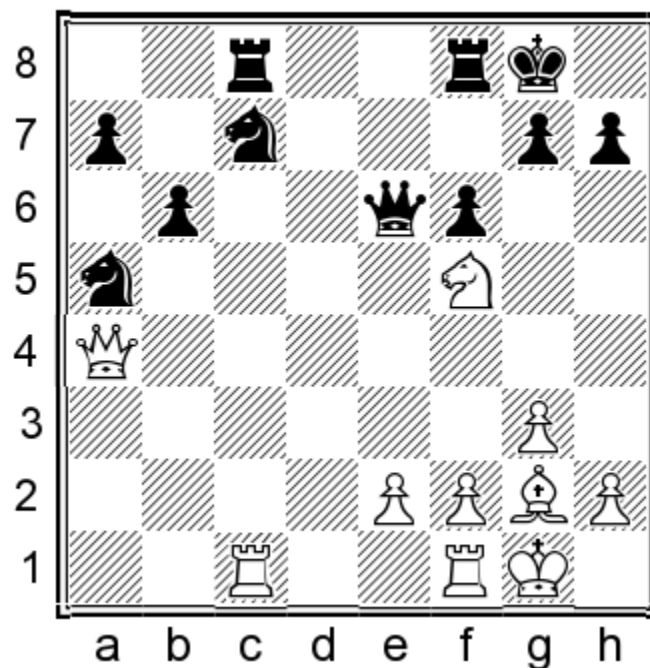
**38...Kxg6 39.gxh3**

No longer pinned, the g2-pawn is now an excellent defender. White went on to win the pawn endgame.

**Raja Panjwani (2450)**

**Anatoly Bykhovsky (2502)**

St Louis 2013



**23.Qg4**

White sets up the queen and knight battery from **Pattern 14**.

Interestingly, reversing the moves from the main line would have achieved the same result: 23.Bd5! Nxd5 ( 23...Qxd5 24.Ne7+- ) 24.Qg4 (the queen and knight double threat) 24...Kf7 25.Qxg7+ Ke8 26.Rxc8+ Qxc8 27.Nd6+ and White wins.

### 23...g6 24.Bd5! 1-0

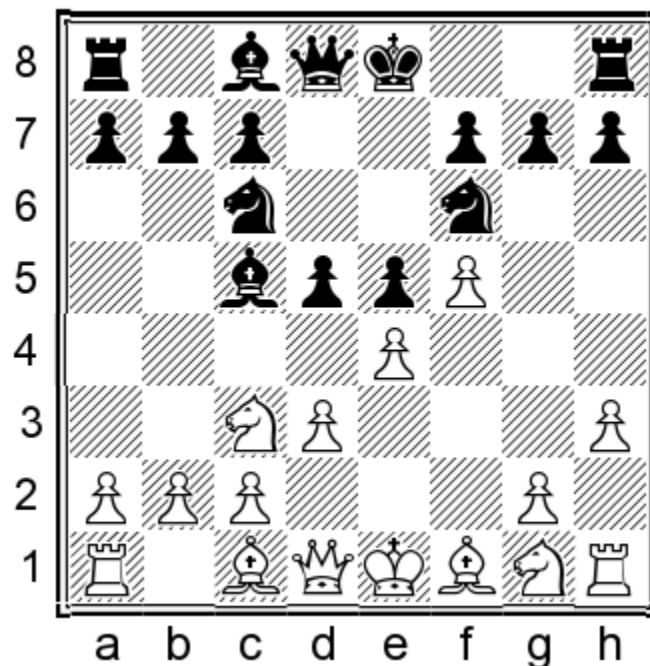
White uses the idea from **Pattern 24** (pinning the queen on the a2-g8 diagonal) to make **Pattern 14** work, or a hint of **Pattern 5** (lure the queen to an unfavourable square where it falls prey to a knight fork):

- If 24...Nxd5, the queen is left undefended, allowing a devastating discovered attack: 25.Nh6+ Kg7 26.Qxe6 and White wins;
- Alternatively, if Black opts for 24...Qxd5, White can exploit the knight fork with 25.Ne7+ Kf7 26.Nxd5, winning the game.

**Qujanaq**

**Erik Hoekendijk**

Chess.com rapid (analysis) 2023

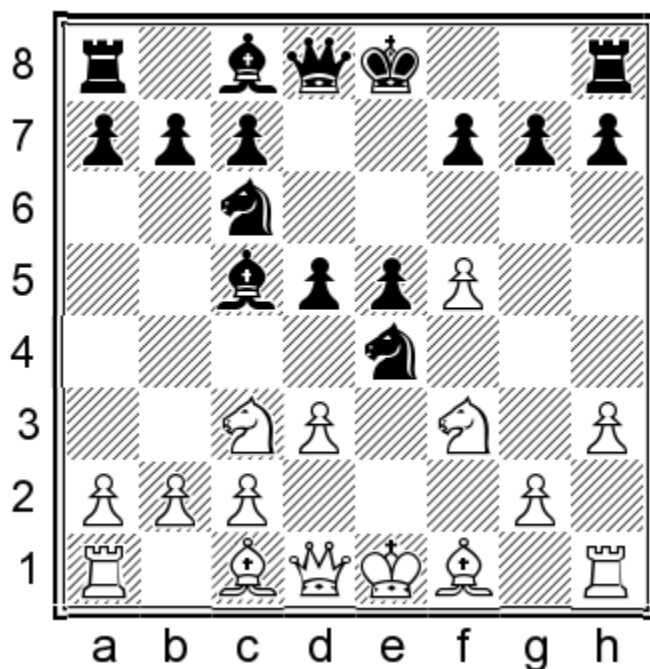


### 6...Nxe4!

Black clears the h4-d8 diagonal for the queen, a concept familiar from **Pattern 90**. However, the primary objective here is not to win a rook with ...Qd8-h4xe4, but checkmate.

### 7.dxe4

- 7.Qg4, to prevent ...Qh4+ and sow chaos (both the e4-knight and the g7-pawn are hanging), also doesn't help: 7...Bxf5! 8.Qxf5 ( 8.Qxg7 Qh4+ 9.g3 Qxg3+-+ ) 8...Qh4+ 9.Kd1 Nf2+ and Black wins;
- 7.Nf3 leads to a remarkable line:



*analysis diagram*

7...Qh4+!!, luring the knight on f3 away to execute Legall's Mate, a checkmate pattern known from **Pattern 35**, but applied in a unique fashion: 8.Nxh4 Bf2+ 9.Ke2 Nd4#.

**7...Qh4+ 8.Kd2**

With a pawn on h2, White could have effectively defended with g2-g3, but now this move will not rescue the white king: 8.g3 Qxg3+ 9.Ke2 Qf2+ 10.Kd3 Nb4#.

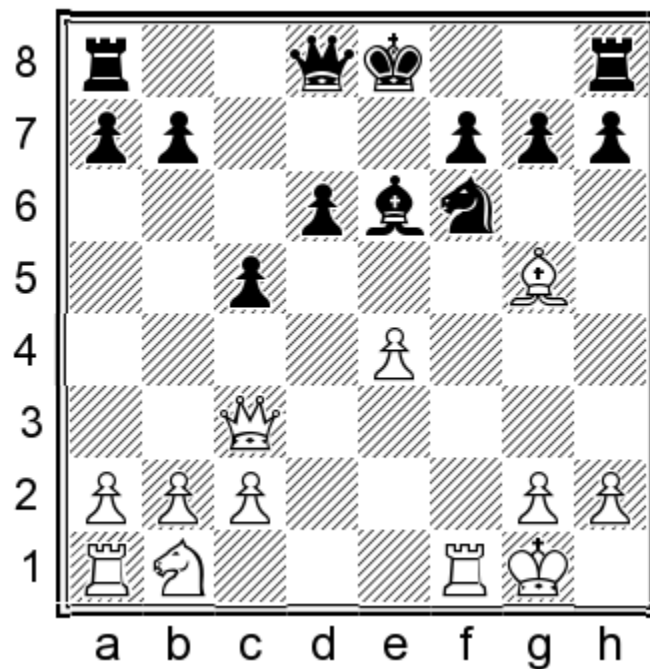
**8...Qf4+ 9.Kd3 Nb4+ 10.Ke2 Qf2#**

In the last two examples of this book, we see that the Patterns themselves can follow each other up in a sequence of moves:

**Busse**

**Mark Kentstra**

Netherlands tt 2019/20



**13...Nxe4!**

Moving the pinned knight with a counterattack ( **Pattern 38**).

**14.Qxg7**

14.Bxd8 Nxc3 and Black remains two pawns up.

**14...Qxg5!**

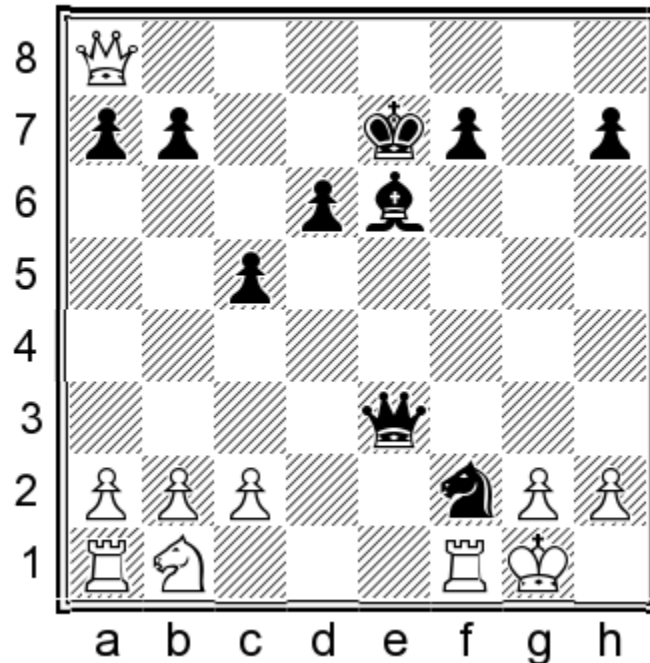


The double rook sacrifice from **Pattern 99**.

**15.Qxh8+ Ke7 16.Qxa8**

With the queen sidelined and the other white pieces inactive on the back rank, it is time for Black to harvest!

**16...Qe3+ 17.Kh1 Nf2+ 18.Kg1**



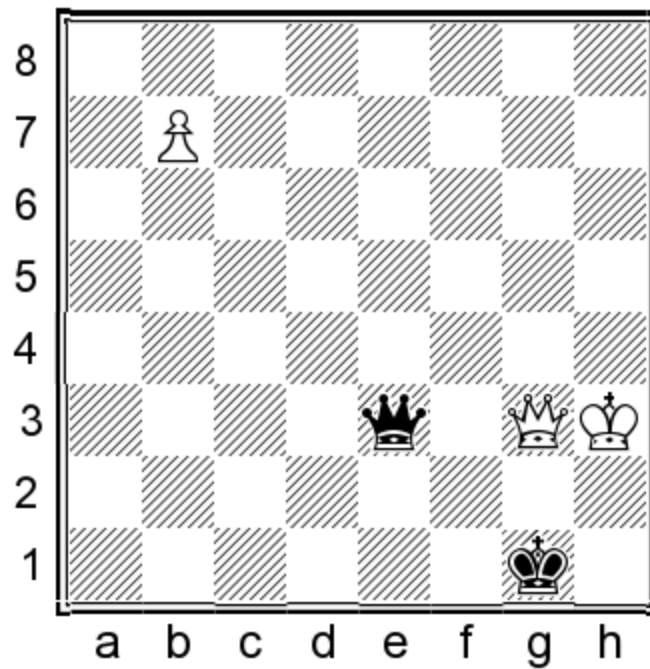
**18...Nh3+ 19.Kh1 Qg1+ 20.Rxg1 Nf2# 0-1**

Smothered Mate.

**Sergey Grigoriants** (2540)

**Magnus Carlsen** (2835)

St Petersburg World Blitz Championship 2018



**68...Kh1!**

Black engineers a stalemate in a king vs queen position ( **Pattern 80**).

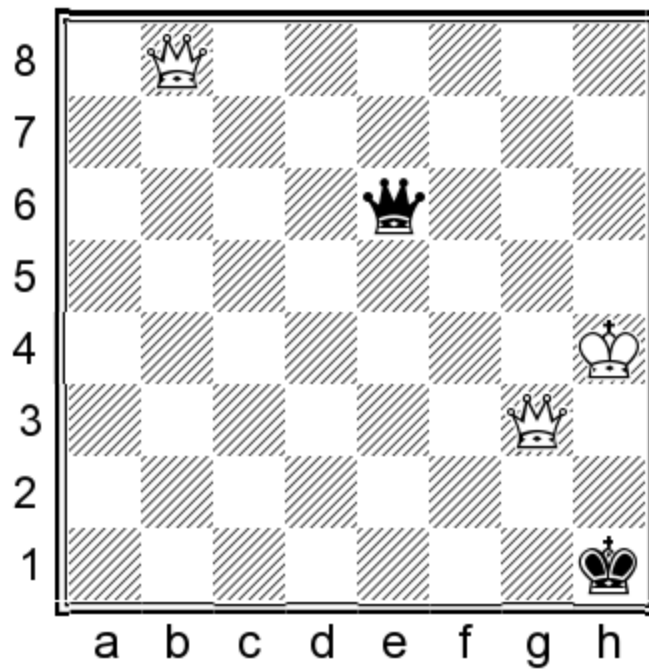
In the game, White made it easy for Black by capturing the queen, resulting in an immediate stalemate, but with

**69.b8Q**

he could have prolonged the game and tested the 16th World Champion a bit more.

**69...Qe6+! 70.Qg4**

70.Kh4 allows



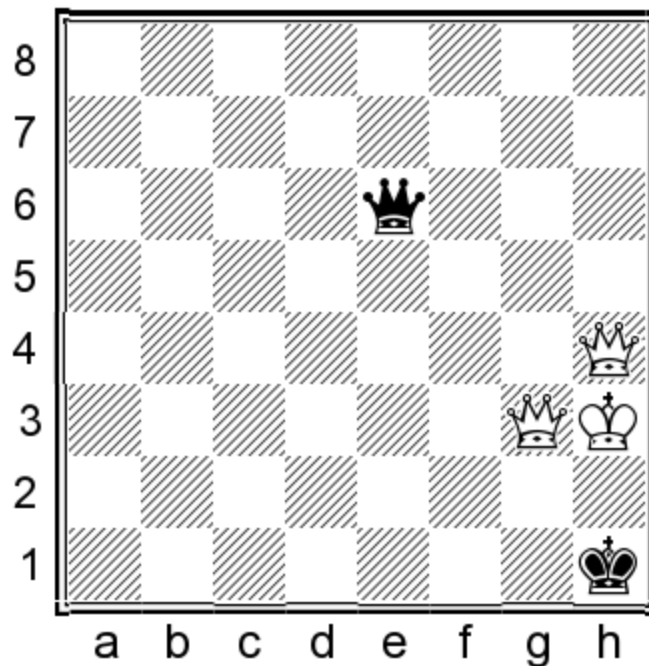
*analysis diagram*

70...Qg4+, a kamikaze queen, a variant of **Pattern 79** (the rampant rook). If 71.Qxg4, the g3-queen has cleared the way for the other queen, which means that the h2-square is still covered and Black is stalemated.

**70...Qe3+! 71.Qbg3**

71.Kh4 Qf2+! 72.Kh5 Qf7+! 73.Qg6 Qf3+! 74.Kh6 Qf4+!  
75.Qxf4 stalemate.

**71...Qh6+! 72.Q4h4 Qe6+**



Thanks to the blocking perpetual from **Pattern 78**, Black forces a draw. Each time one of the white queens interposes, it impedes the king's escape.

Regrettably, this marks the conclusion of this book, but that does not mean it's the end of your journey! In *The 100 Tactical Patterns You Must Know Workbook*, there is a wealth of further discoveries awaiting you, allowing you to apply the theory learned in this book with the help of more than 500 exercises!