

ChessCWL (Telegram)

**FRANK ERWICH**

**The 100 Tactical  
Patterns You Must Know  
WORKBOOK**



**Practical Exercises to Find  
Winning Chess Moves**

ChessCWL (Telegram)

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# Introduction

A chess pattern refers to a distinctive and easily identifiable configuration of pieces positioned on the chessboard. Once recognized, tactical patterns typically involve sequences of moves that provide players with tangible advantages, such as gaining material or achieving checkmate. Studying these patterns offers a structured and efficient method for refining tactical abilities. By focusing on specific patterns, players can swiftly and effectively assess positions on the board, fostering a profound comprehension of effective tactical methods in various scenarios. They enable players to identify opportunities to outsmart their opponents. 100 Tactical Patterns You Must Know and The 100 Tactical Patterns You Must Know Workbook precisely focus on that aspect: recognizing, understanding, and effectively applying tactical patterns to improve your game and achieve more victories!

In the instruction book 100 Tactical Patterns You Must Know, the emphasis is on developing the first two skills, while this book, The 100 Tactical Patterns You Must Know Workbook, focuses on honing the third skill.

I recommend working with both books. However, I understand there may be reasons to purchase just one book – in this case, the Workbook. To prevent you from drowning in the 100 patterns extensively discussed in the instruction book, I have chosen to reintroduce these patterns through Flash Cards. You will see a diagram with only the pieces relevant to the pattern, alongside a brief explanation. This way, you will know what to aim for in the Exercises. The same Flash Cards are also present in 100 Tactical Patterns You Must Know, but there they are placed at the end of each chapter (serving more as a summary) rather than at the beginning, as in this workbook.

The selection of the 100 Patterns is primarily based on their relevance to club players (Elo 1400-2000); however, many top players also encounter them regularly, as evidenced by the numerous examples and exercises, making this book suitable for 2000+ players as well. The patterns mainly emphasize winning material over checkmates (for the rationale behind this, I refer you to the introduction in the other book) and are categorized by theme and divided into 11 chapters.

## **Exercises**

This Workbook contains 516 exercises, with Chapters 1-11 collectively featuring 342 exercises distributed proportionally. For instance, Chapter 1, comprising 7 patterns, includes 24 exercises, while Chapter 2, consisting of 14 patterns, contains 48 exercises. Each pattern is addressed, though some may be represented in more exercises than others.

To maintain difficulty, I have chosen to mix the patterns within each chapter. This decision stems from the understanding that presenting several puzzles with the same pattern in a row would make the objective too apparent by the end of such a sequence, leading to reduced cognitive engagement. While this strategy may aid in reinforcing the patterns, I aim to provide the reader with a more significant challenge by withholding excessive information akin to the dynamics of a regular game. Moreover, the reader knows which patterns to search for in each chapter.

Chapter 12, 'Mix', presents an even more significant challenge. All the patterns covered in Chapters 1-11 are revisited, this time in random order. The ability to discern specific arrangements of chess pieces to execute winning tactics becomes even more crucial here. This chapter contains 132 exercises, meaning that some patterns appear more than once.



With the varied presentation of patterns, the difficulty level may fluctuate slightly, but overall the progression is reasonably ascending in complexity. For instance, within a series of exercises, the initial ten may prove considerably easier to solve than the final ten. However, similar to the dynamics of a game, you may encounter unexpectedly difficult challenges. If you find an exercise too demanding, you may skip it and return to it after completing the other exercises in that chapter.

Finally, Chapter 13, 'Pattern combinations', comprises 42 Exercises, where multiple patterns are incorporated into a single Exercise.

## **Acknowledgments**

I'd like to wrap up by shining a light on a few people.

First and foremost, thank you, reader, for your interest in this book!

My appreciation also goes out to the dedicated New in Chess team for their confidence in me and their work on 100 Tactical Patterns You Must Know and The 100 Tactical Patterns You Must Know Workbook.

Last but not least, I want to express my gratitude to my parents for their unwavering belief in me and my friends Rosa and Hein Jan for their invaluable support during a challenging period.

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

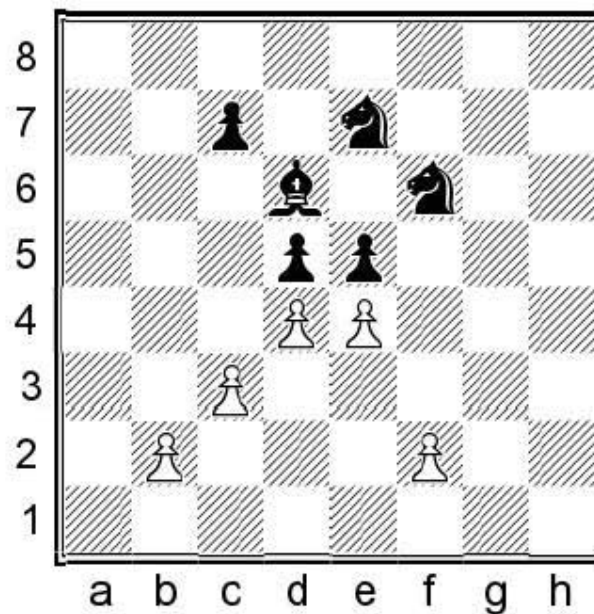
*Frank Erwich*

*Leiderdorp, June 2024*



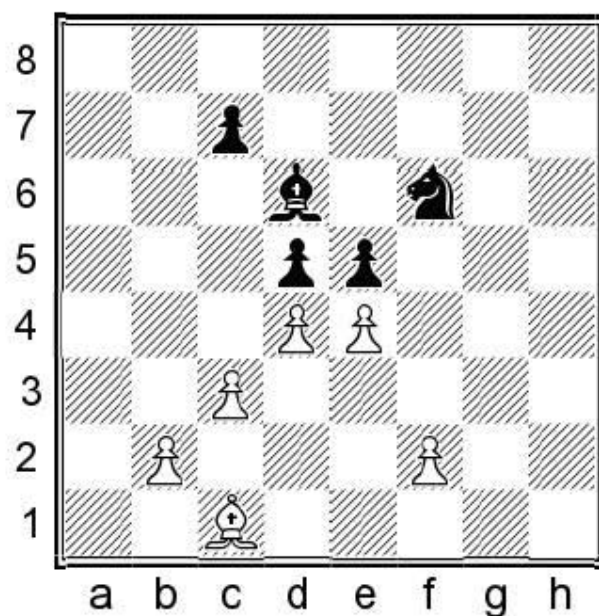
# Chapter 1

## Double attack



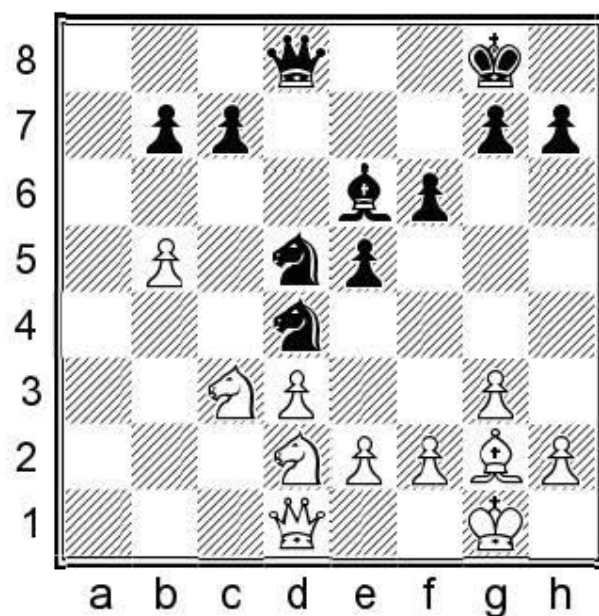
### 1. Increasing pawn tension for a pivotal pawn fork

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

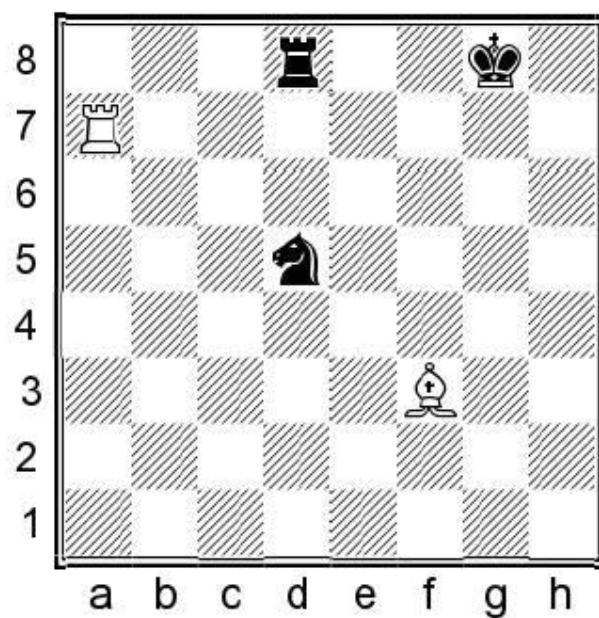
Compared to the first diagram, the black bishop now has more space and 1.f4 doesn't work anymore, as after 1...Nxe4 2.fxe5 the bishop is not trapped. Instead, the bishop is lured to e5 with 1.dxe5 Bxe5. Now the f-pawn can support a pawn fork after 2.f4 Bd6 3.e5, winning a piece.



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

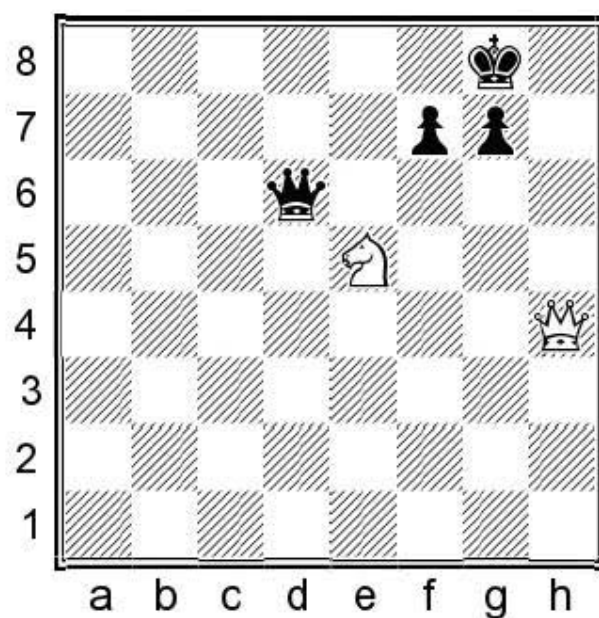
White first lures the bishop to an unfavourable square after which they win a piece: 1.Bxd5 Bxd5 2.e3 Nf5 3.e4 (pawn fork), or 2...Ne6 3.e4 (trapping the bishop). A single pawn does the job.





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

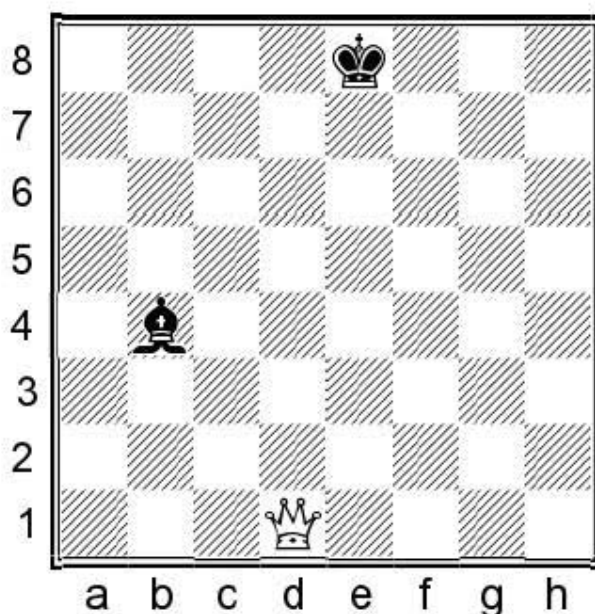
White lures the black rook to a8 with 1.Ra8 Rxa8, then follows up with 2.Bxd5+, forking the rook and the king along two diagonals.



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

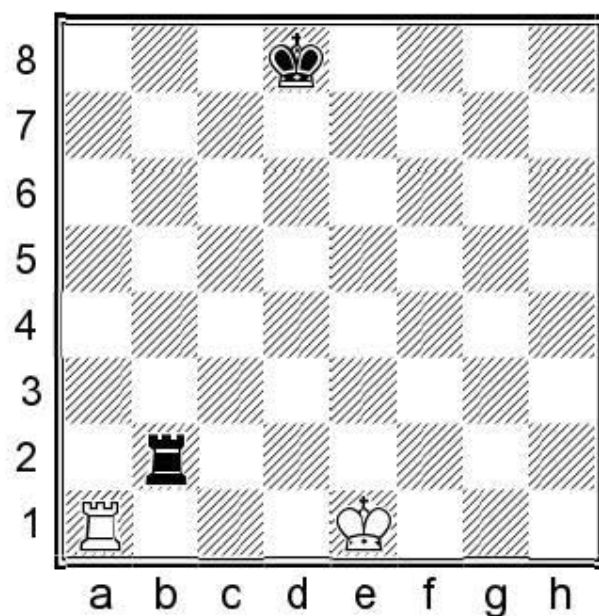
The white queen (which could also be a rook here) forces the king to the corner with 1.Qh8+ Kxh8, where the king and queen fall within the knight's reach: the fork 2.Nxf7+ recovers the queen with interest.

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.

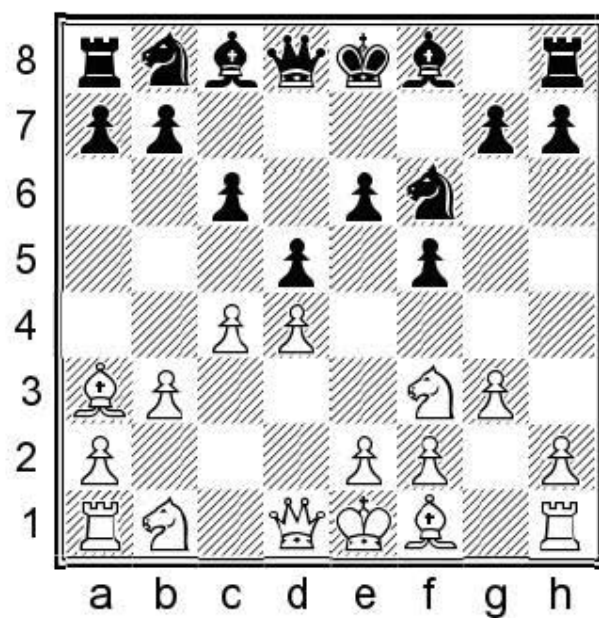


## 7. Queenside castling with a double threat

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.

### Double attack - Exercises





1

*Black to move*

SOLUTION

**Alves De Paula-Hurba Nunes**  
**Sao Paolo-2011**

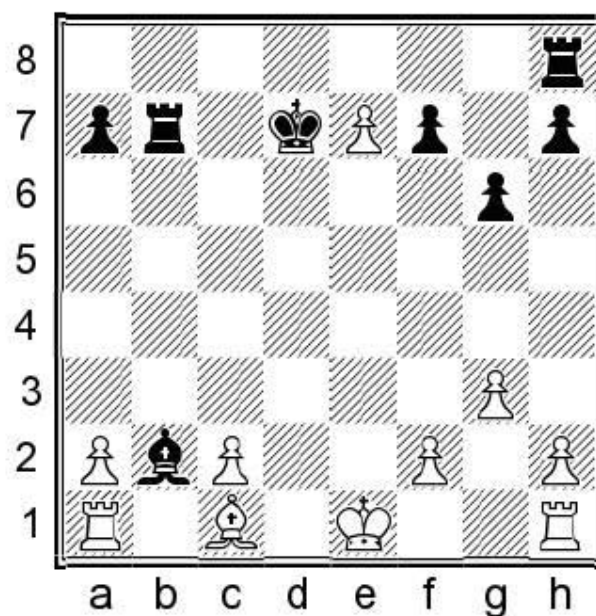
**6...Bxa3**

6...Qa5+? 7.Qd2 is equal.

**7.Nxa3 Qa5+**

The double attack from **Pattern 6**.

**8.Qd2 Qxa3—+**



2

*White to move*

### SOLUTION

**Spangenberg-Vattuone**  
Buenos Aires-1993

**17.Bxb2**

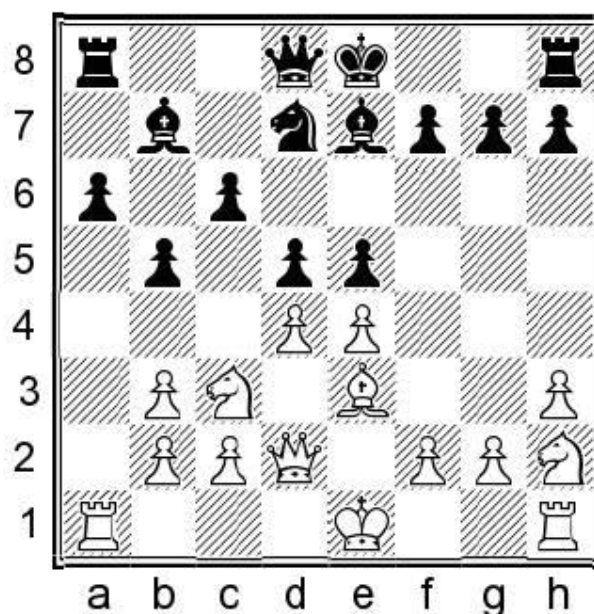
Luring the rook.

17.Rb1? Bc3+ wins for Black.

**17...Rxb2**

Now, the black rook and king are ideally placed to execute the trick from **Pattern 7**.

**18.0-0-0+ Kxe7 19.Kxb2 1-0**



3

*Black to move*

### SOLUTION

**Samu-Hegedus**

Hungary tt-2010/11

#### **14...c5!**

Increasing the tension on d4 and exploiting the fact that the white knight and bishop are within a pawn's forking distance as in the trick from **Pattern 1**.

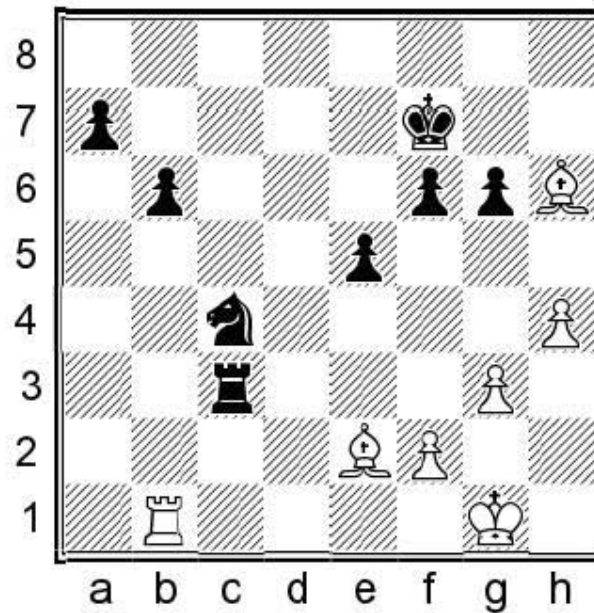
The trick from **Pattern 2** is not working here: 14...exd4 15.Bxd4 c5, and now, of course, not 16.Be3? d4, but 16.Bxg7.

#### **15.dxc5**

- 15.dxe5 d4 wins for Black;
- 15.Nxd5 Bxd5 (or 15...cxd4 16.Nxe7 dxe3! ) 16.exd5 cxd4, and because the queen on d2 is in the way of its bishop, it is trapped. An important detail.



15...d4-+



4

*White to move*

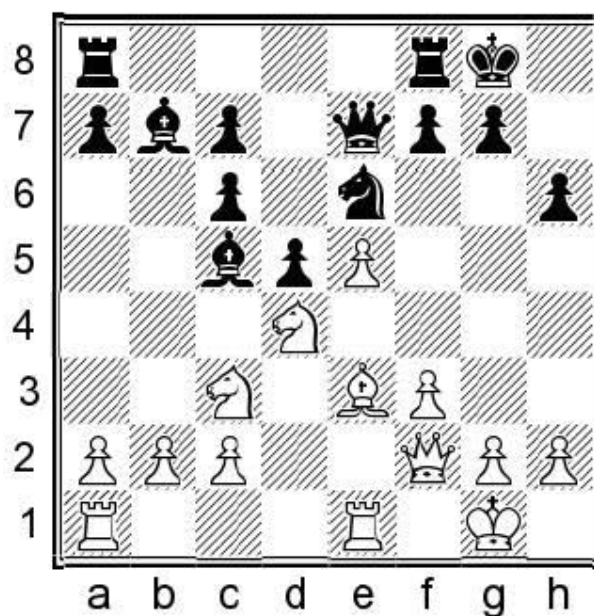
**SOLUTION**

**Peralta-Schut**

Wijk aan Zee-2013

**33.Rb3! 1-0**

**Pattern 4.** Black resigned, because after 33...Rxb3 ( 33...Rc2 34.Bd3! ) 34.Bxc4+ Ke7 35.Bxb3 the black knight has been lost.



5

*Black to move*

### SOLUTION

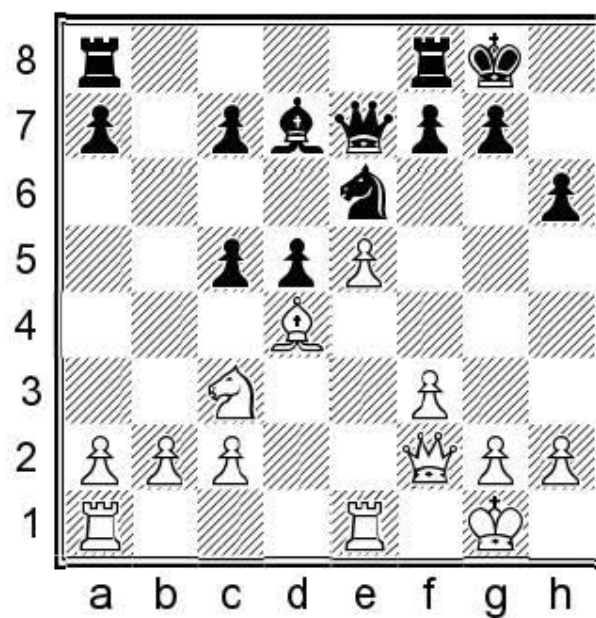
**Kruchev-Karabakhtsian**  
 Belorechensk (adjusted)-2005

**15...Bxd4!**

Luring the bishop to then attack it with one pawn and fork it with another.

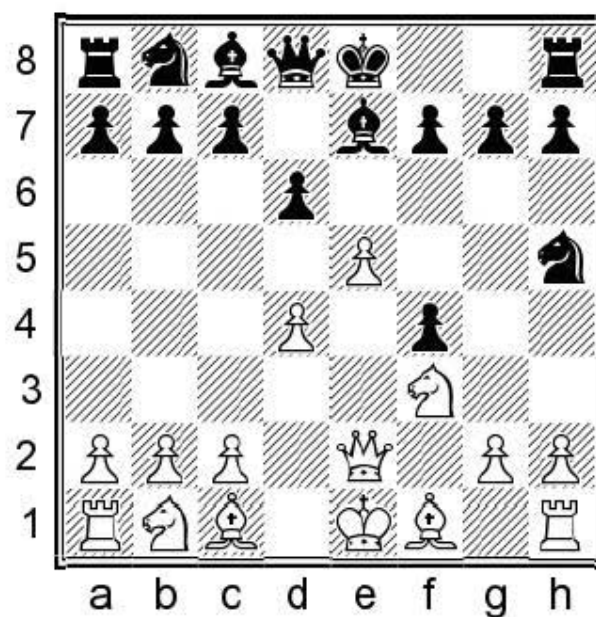
**16.Bxd4 c5!**

Note that with the bishop on d7 instead of b7, which was the case in the game,



the trick from **Pattern 2** does not work for Black as White can capture the pawn on d5 with the knight, hitting the black queen.

**17.Be3 d4-+**



6



*White to move*

## SOLUTION

**Pechac-Tabatabaei**  
Wijk aan Zee-2023

**7.exd6!**

Clearing the fifth rank.

**7...Qxd6 8.Qb5+**

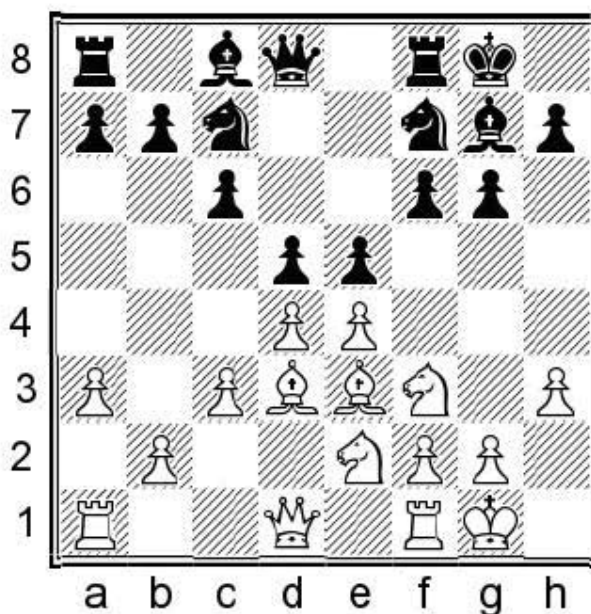
With a double attack on the king and knight ( **Pattern 6**). Within ten moves, a grandmaster rated almost 2700 loses a piece. Most amazingly, he still won the game! By the way, two months after this game, another GM fell for the same trick in a blitz game on Chess.com.

**8...Nc6 9.Qxh5 Nxd4**

And now, instead of 10.Bd3, best is:

**10.Nxd4 Qxd4 11.Nc3 0-0 12.Bd2**

+—



*Black to move*

**SOLUTION**

**McGhee-Makai**

Buenos Aires Olympiad (Women)-1978

**12...f5!**

With a pawn on c2 instead of c3, this would mean the win of a piece, since the bishop on d3 lacks breathing space. However, the trick from **Pattern 1** is still very useful here. The trick from **Pattern 2** does not work: 12...dxe4 13.Bxe4 f5 14.Bc2 ( 14.Bd3? e4 ).

**13.Nxe5**

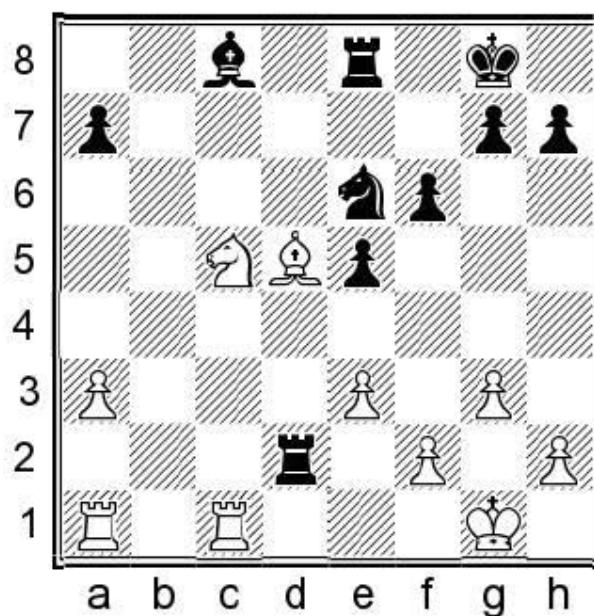
13.exf5 e4 14.fxg6 hxg6 and the pawn fork yields Black a piece.

**13...Nxe5 14.dxe5 fxe4 15.Bc2**

Keeps the bishop, but loses a pawn.

**15...Bxe5**

Black won the game shortly after.



8

*White to move*

### SOLUTION

**Nhat Minh-Marek**

**Kecskemet-2016**

**24.Nxe6 Bxe6**

24...Rxd5 25.Nc7+-.

**25.Rc8!**

Both deflecting and luring the rook – **Pattern 4**.

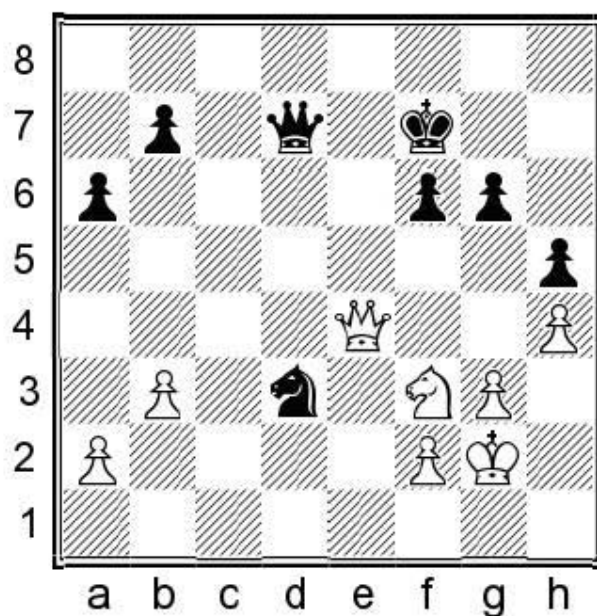
**25...Bxd5**

• 25...Rxc8 26.Bxe6+;

• 25...Kf7 26.Rxe8 Rxd5 ( 26...Kxe8?! 27.Bxe6 ) 27.Rb8.

**26.Rxe8++-**





9

*Black to move*

### SOLUTION

**Huschenbeth-Navara**

Baku rapid-2023

**39...Qh3+!**

Luring the king. Black missed this chance, played 39...Nc5, and, to make matters worse, eventually lost the game! Strong grandmasters are also merely human beings.

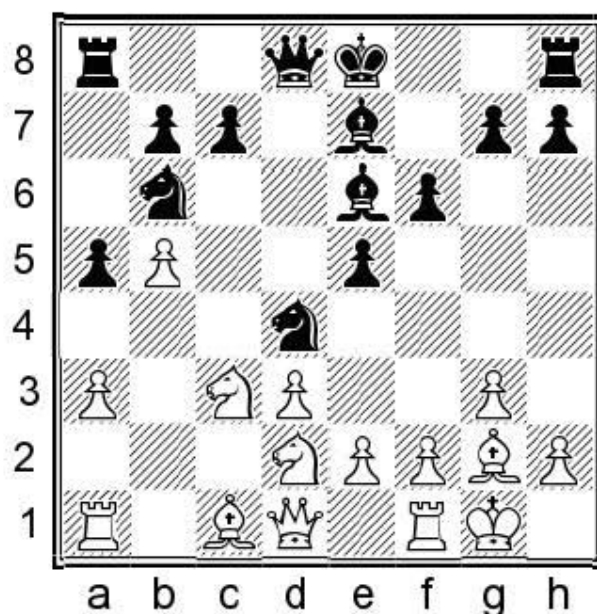
**40.Kg1**

If 40.Kxh3, 40...Nxf2+ 41.Kg2 Nxe4 wins in the same way. .

**40...Qh1+!**

Now, White can no longer escape the knight fork ( **Pattern 5**).

**41.Kxh1 Nxf2+ 42.Kg2 Nxe4–+**



10

*Black to move*

What do you think of 12...Nd5 ?

### SOLUTION

**Santos Latasa-Lewtak**

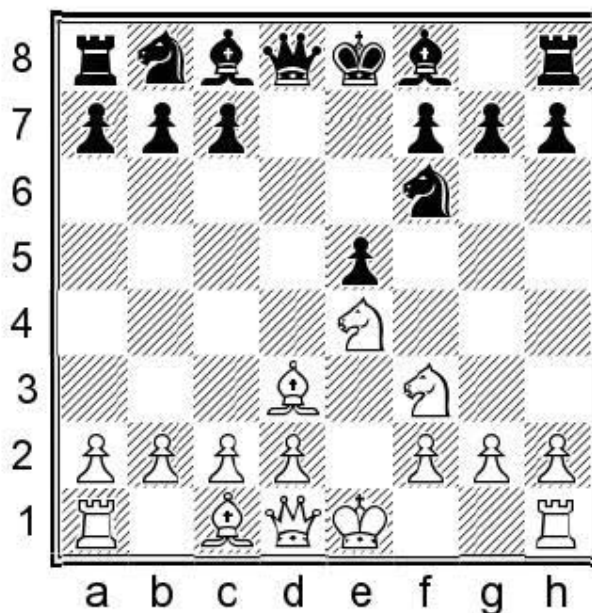
**Batumi European Championship-2018**

**12...Nd5? 13.Bxd5! Bxd5 14.e3!**

The point behind White's anti-positional capture with the light-squared bishop on d5! The black bishop, which seems beautifully placed at first sight, turns out to be a target. If 14...Ne6, 15.e4 traps the bishop, while after 14...Nf5, e3-e4, immediately or after inserting 15.Nxd5 Qxd5, comes with a fork. By the way, note that with a white bishop on g2 (in case of 13.Nxd5), Black would be out of trouble by exchanging bishops, hence 13.Bxd5!. The game continued:

**14...Bf7 15.exd4**

And White converted his extra piece – **Pattern 3**.



11

*Black to move*

### SOLUTION

**Hematyar-Bruil**

Rotterdam Dutch Championship U14-2016

**5...Nxe4 6.Bxe4 f5! 7.Nxe5**

Now it may seem a little tricky for the black king, but with his next move Black keeps everything under control.

**7.Bd3 e4 – Pattern 2.**

**7...Qf6!**

7...fxe4 8.Qh5+ g6 9.Nxg6 hxg6 10.Qxh8 Nc6 is still fine for Black but why would you allow this?

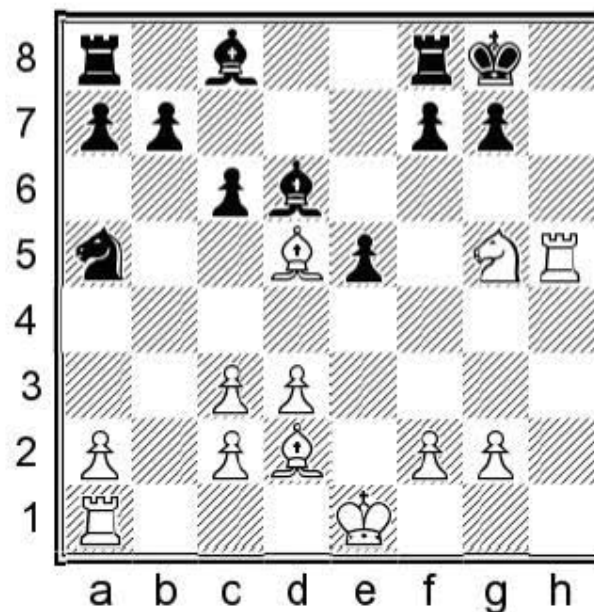
**8.0-0**

If 8.Qh5+, Black can safely play 8...g6.



### 8...fxe4

and Black won. If 9.Qh5+ g6 10.Nxg6, we see another point of putting the queen on f6: 10...hxg6 and the rook on h8 is defended ( 10...Qxg6 allows 11.Qe5+, the trick from **Pattern 90**).



12

*White to move*

### SOLUTION

**Vedder-Roebers**

Hoogeveen-2016

### 16.Bxf7+!

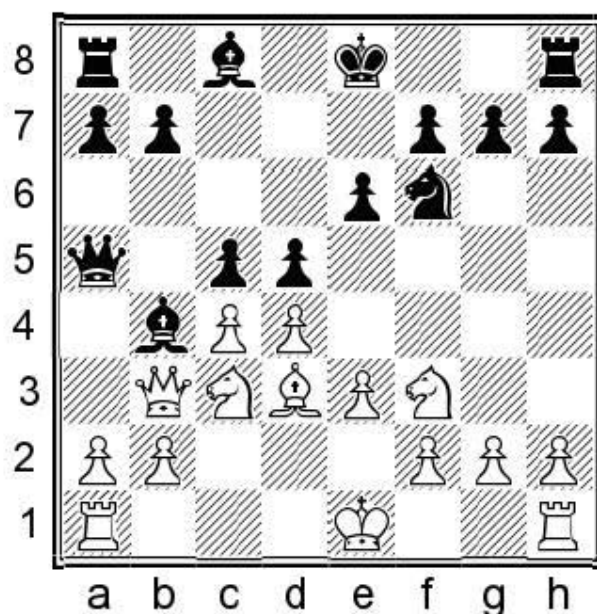
Luring the rook.

16.Bf3 was played in the game.

### 16...Rxf7 17.Rh8+

Luring (away) the king, putting Black's king and bishop at a knight's forking distance ( **Pattern 5**).

### 17...Kxh8 18.Nxf7+ Kg8 19.Nxd6+-



13

*Black to move*

### SOLUTION

**Veltkamp-Alekseev**  
Amsterdam-2016

**9...b5!**

This move ( **Pattern 1** ) was first seen in Reshevsky-Lasker, New York 1922.

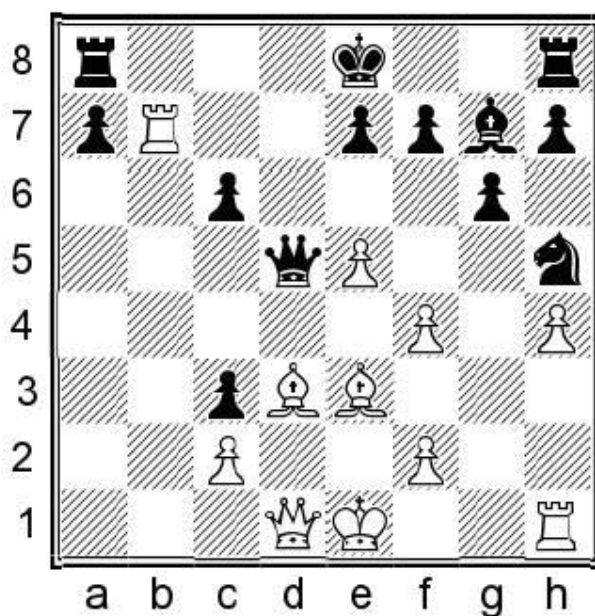
**10.cxb5**

10.Qc2 bxc4, and White was a pawn down in the abovementioned game.

**10...c4 11.Bxc4 dxc4 12.Qxc4**

Three pawns for a piece is not nearly enough compensation here. Black outplayed his opponent convincingly:

**12...Bd7 13.a3 Nd5! 14.0-0 Bxc3 15.bxc3 Rc8 0-1**



14

*White to move*

What about 18.Be4 ?

### SOLUTION

**Yuksel-Heinig**

Bucharest World Senior Championship-2019

**18.Be4?**

White thought he could outsmart Black, as 18...Qxe4 is answered by 19.Qd7+ xe7+ xf7#, while after 18...Qe6 White has improved his light-squared bishop with gain of tempo. However, White overlooked one important detail.

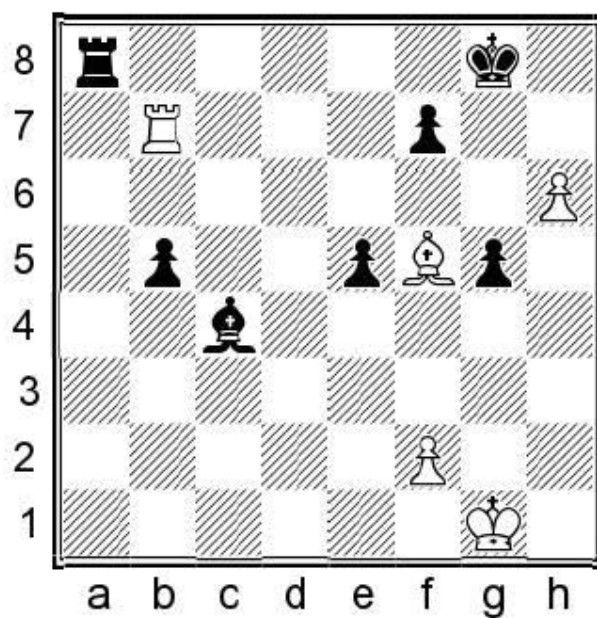
**18...Qxd1+**

Compared to Exercise 2, it is now the king who is being lured.

**19.Kxd1 0-0-0+! 0-1**

**Pattern 7.**





15

*Black to move*

### SOLUTION

**Erwich-Wigger**

Germany tt-2016/17

**46...Ra1+!**

46...Re8 was played in the game.

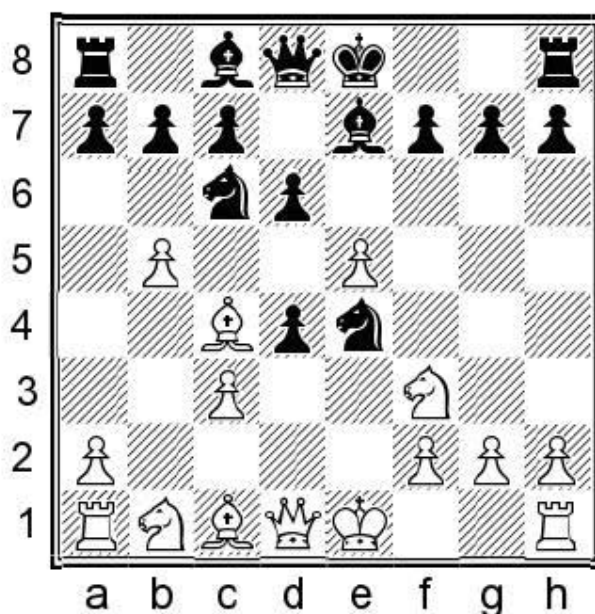
**47.Kh2 Rh1+!**

Black uses the trick from **Pattern 4** to liquidate into a winning bishop ending.

**48.Kxh1**

48.Kg3 Rxh6 is hopeless too.

**48...Bd5+ 49.Kg1 Bxb7-+**



16

*White to move*

Black's last move was ...d7-d5. How would you react?

### SOLUTION

**Pichot-Harikrishna**  
Champions Chess Tour-2023

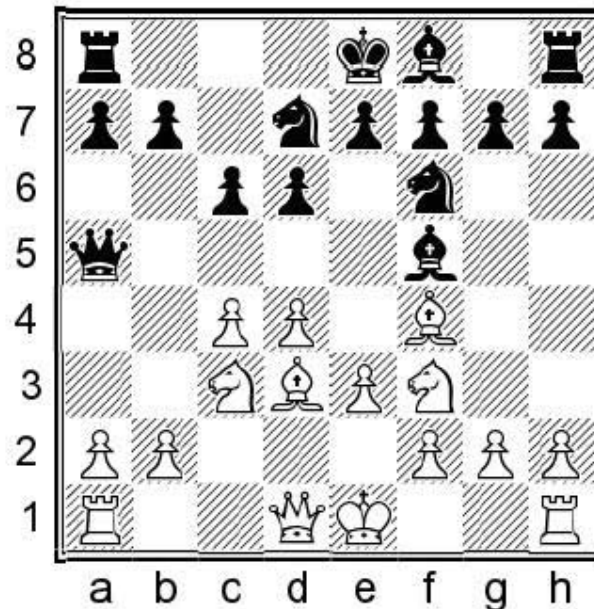
**9.exd6! Nxd6 10.bxc6 Nxc4 11.cxb7**

Clearing the a4-e8 diagonal with gain of tempo.

**11...Bxb7 12.Qa4+**

The double attack on the king and the knight ( **Pattern 6** ) wins a piece and the game. Although it was a rapid game, an elite grandmaster losing a piece so quickly is still remarkable. More amazingly, a month earlier the same thing had happened to GM Alekseenko (against a lower-rated who one year earlier failed to punish GM Kamsky for 8...d5) and that a month after Harikrishna's game, GM Grigoriants also was unfortunate to suffer the same fate.

These were all blitz games, but still. This trick seems to be waiting for its next victims!



17

*Black to move*

### SOLUTION

**Reichardt-Vedder**

**Bunschoten-Spakenburg rapid-2023**

**7...Bxd3! 8.Qxd3**

The queen on d3 and the knight on f3 are at pawn's forking distance: it is time for Black to move his pawn to e4 with gain of tempo.

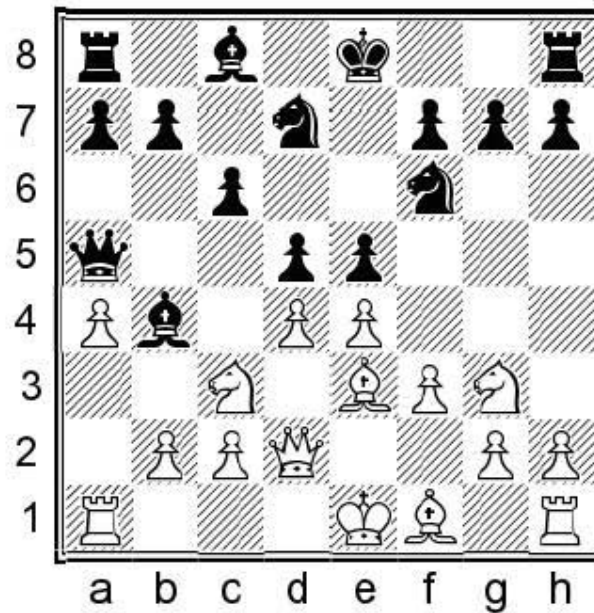
**8...e5!**

The idea of moving the pawn in two steps to a forking square is seen in **Pattern 3**.

**9.dxe5 dxe5 10.0-0-0**

10.Bg3 e4 forks queen and knight.

10...exf4-+



18

*Black to move*

**SOLUTION**

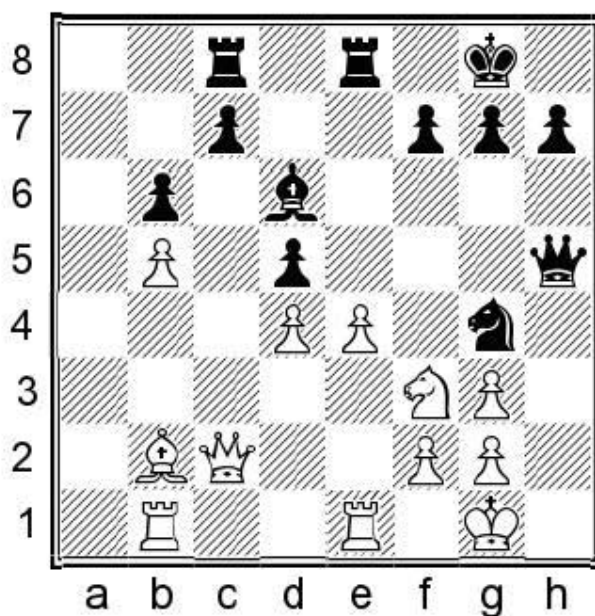
**Vroombout-Driessens**

**Ghent-2000**

**9...c5! 10.dxe5 d4! 11.exf6 dxc3 12.Qd6 cxb2+ 13.Bd2 bxa1Q+ 0-1**

**Pattern 1.**





19

*Black to move*

### SOLUTION

**Erlend Johannessen-Urkedal**

**Lillehammer Norwegian Championship-2013**

**24...dxe4! 25.Rxe4**

25.Nh4 g5 26.Nf5 Qh2+ 27.Kf1 Qh1+ 28.Ke2 Qxg2 also wins for Black.

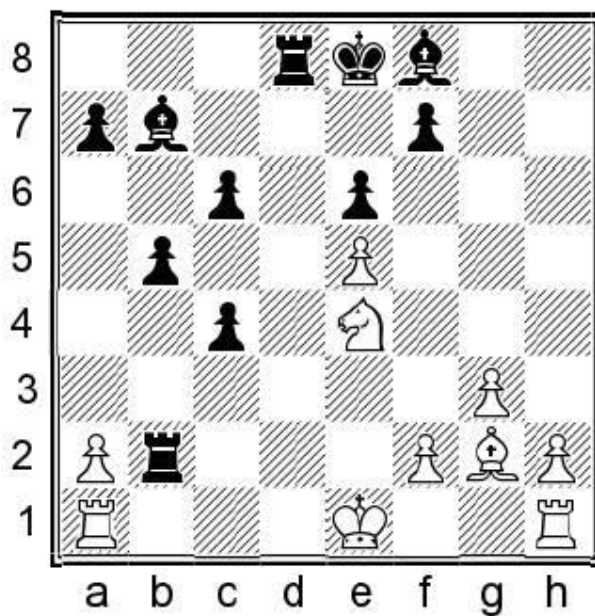
**25...Rxe4 26.Qxe4**

The queen has been lured to square e4. Now it is time to force the white king to an unfavourable square!

**26...Qh1+ 0-1**

**Pattern 5.**

27.Kxh1 Nxf2+ 28.Kg1 Nxe4, and Black has a winning endgame.



20

*White to move*

### SOLUTION

**Demikhov-Bublei**

**Tomsk U16-2008**

With a pawn down, White is happy with a draw:

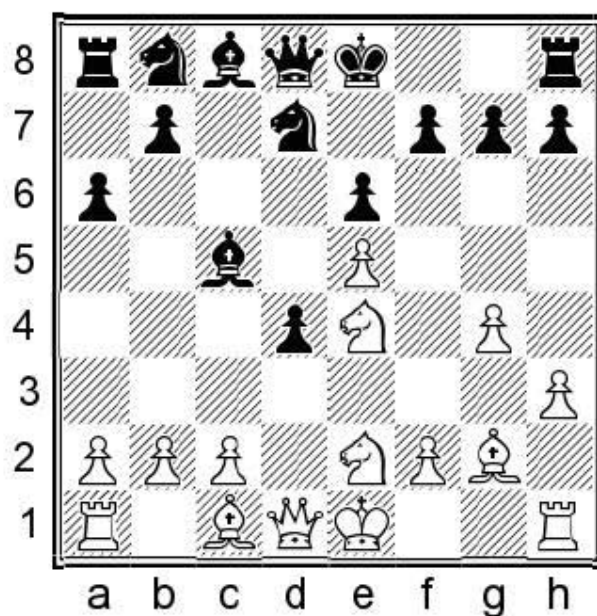
**18.Nf6+ Ke7 19.Ng8+**

And now, had Black played 19...Ke8, the game would have ended in perpetual check after 20.Nf6+. However, Black wanted more:

**19...Kd7?**

A terrible mistake since White now even wins with the trick from Pattern 7:

**20.0-0-0+! Kc7 21.Kxb2 1-0**



21

*Black to move*

Evaluate 11...Nxe5.

### SOLUTION

**Beukema-van der Stricht**

**Bruges Belgian Championship-2021**

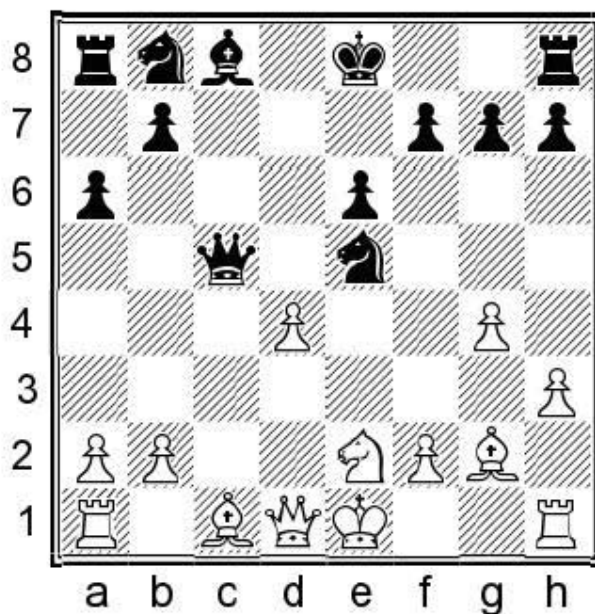
**11...Nxe5 12.Nxc5 Qa5+ 13.c3!**

A clever defence with several points against the double attack (**Pattern 6**).

**13...Qxc5**

If 13...dxc3, 14.Qa4+ is simplest, but also the idea from **Pattern 85** works: 14.b4 Qxb4 15.Be3 c2+ 16.Qd2, and Black has run out of steam.

**14.cxd4**



The main point of 13.c3. Although Black can defend against the pawn fork, he will still face insurmountable problems.

**14...Qb4+ 15.Bd2 Nd3+ 16.Kf1**

The knight on d3 is in big trouble.

**16...Qxb2**

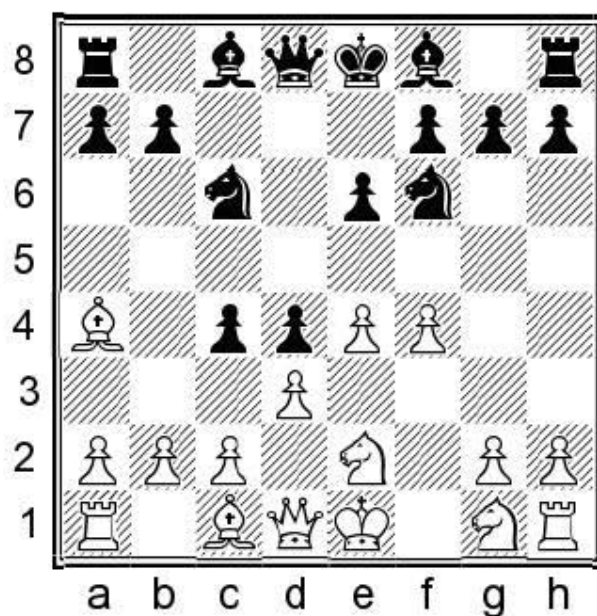
16...Qc4 17.b3 Qc7 18.Qb1, and the black knight is caught.

**17.a4**

Taking away the b5-square from the queen, thus threatening 18.Bc3.

**17...Qb6 18.Qc2 1-0**





22

*Black to move*

### SOLUTION

Al Namas-Chekh Adm Khedr  
Dubai-2023

**8...b5!**

The immediate 8...Qa5+ gives White the chance to save his bishop:  
9.c3 b5 10.Bc2.

**9.e5**

9.Bxb5 Qa5+ 10.Nc3 Bd7 – no hurry: the pinned knight is not  
going anywhere! (Not 10...dxc3? 11.Bxc6+. )

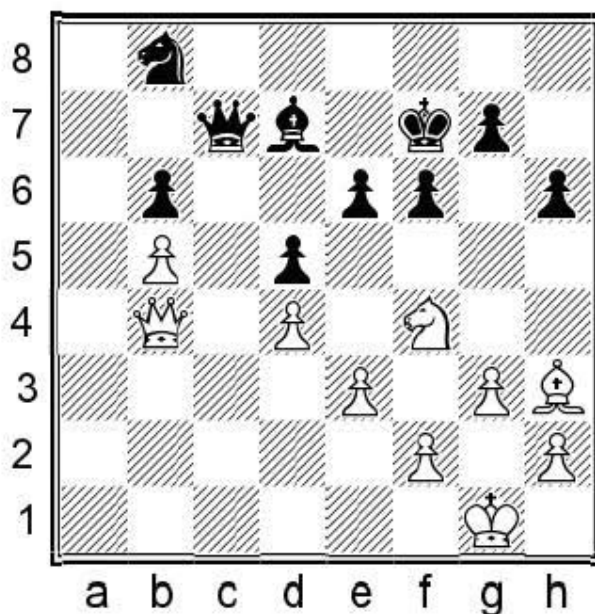
**9...Nd7 10.Bxb5 Qa5+**

**Pattern 6.**

**11.Nc3 dxc3**

Compared to 9.Bxb5, capturing the knight on c3 is fine here, since 12.Bxc6 comes without check.

**12.Bxc6 cxb2+ 13.Bd2 c3 0-1**



23

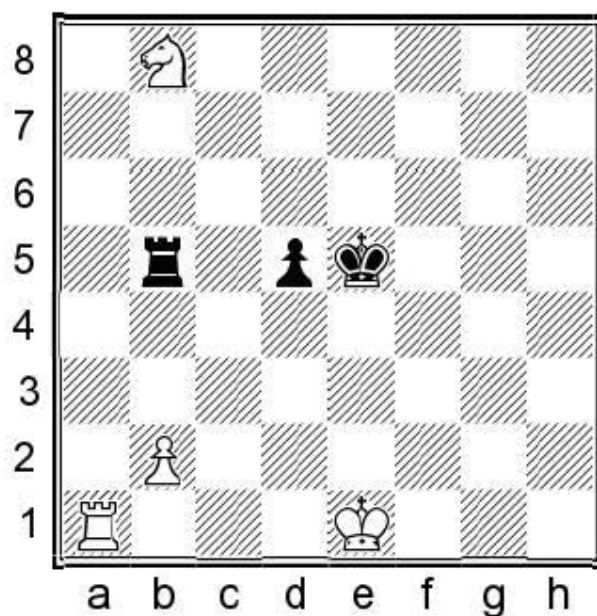
*White to move*

### SOLUTION

**Seirawan-Kogan**  
Philadelphia-1986

**39.Bxe6+! 1-0**

39...Bxe6 40.Qf8+!, luring the king, and putting Black's king and queen at knight's forking distance. This is the idea from **Pattern 5** but in a different place on the board. 40...Kxf8 41.Nxe6+ Ke7 42.Nxc7 Kd6 43.Ne8++-.



24

*White to move*

How do you evaluate this position?

**SOLUTION**

**Fritz-**

**Study,-1939**

The position is a draw, but White can make things very difficult for Black.

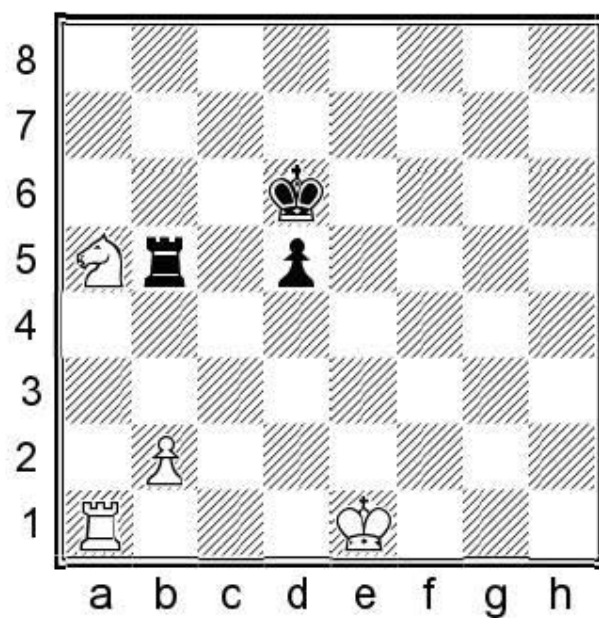
**1.Nc6+ Kd6 2.Na5**

White has saved his knight, but what about the b2-pawn?

**2...Rxb2? 3.Nc4+! dxc4 4.0-0-0+**

And the trick from **Pattern 7** proves its worth.

However, Black is not obliged to capture the pawn.

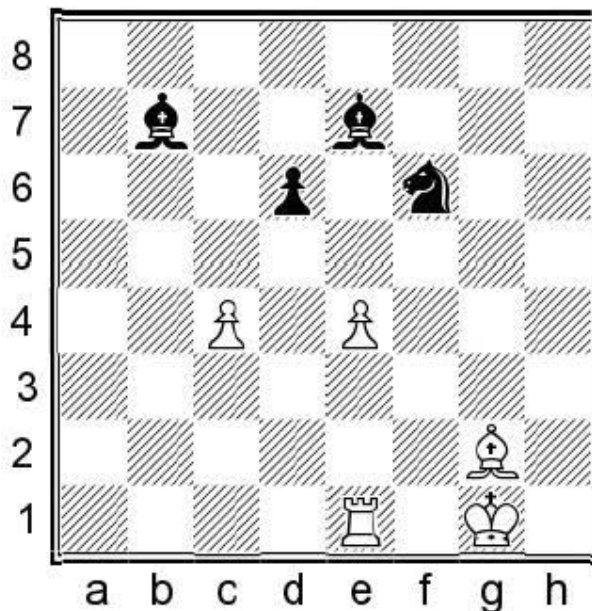


If he is a little more patient and plays 2...Kc7 /Kc5 followed by 3...Kb6, White cannot protect both his knight and pawn, resulting in a theoretical draw.



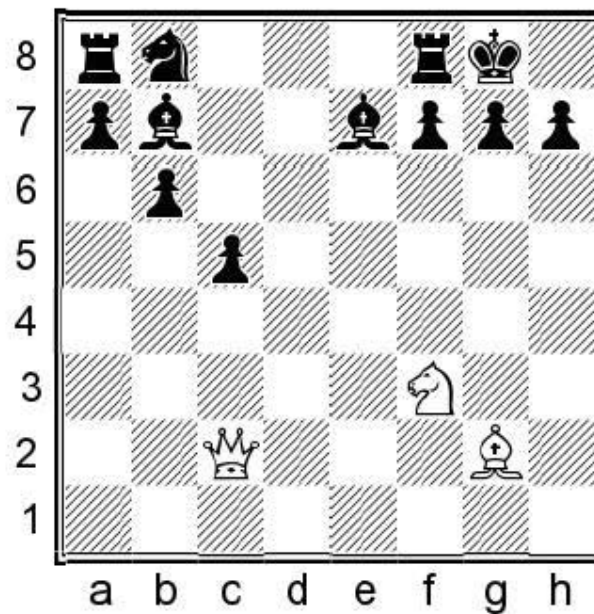
# Chapter 2

## Discovered attacks and line clearances



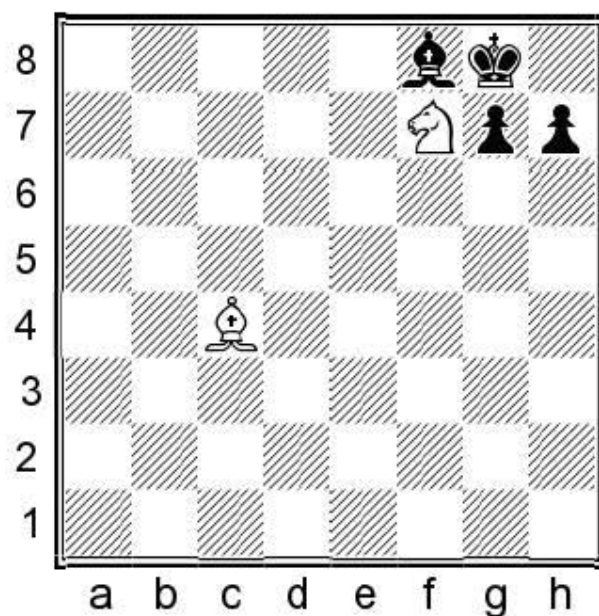
### 8. The B+§ versus B discovery

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.)



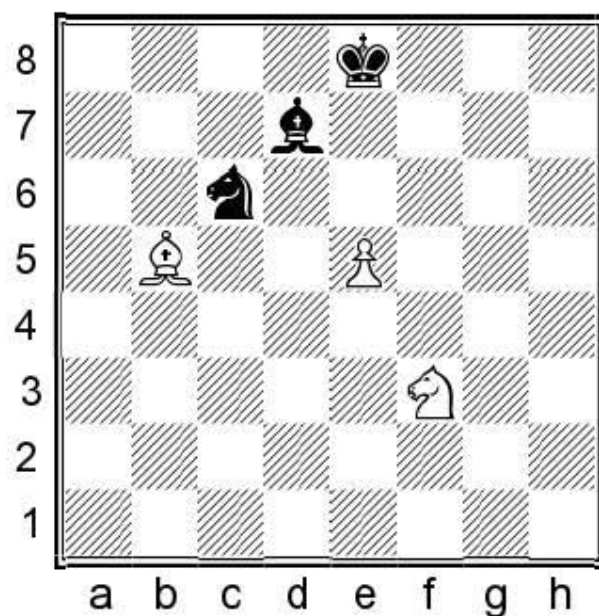
## 9. The Queen's Indian discovery

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

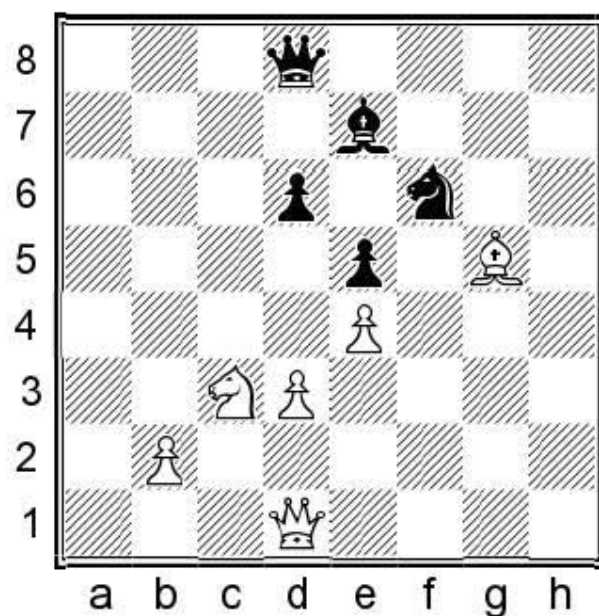
By retreating the knight and moving it again to f7 afterwards, White exposes the black king to a discovered check and a direct check respectively, as the king is forced to oscillate between h8 and g8. In the ideal scenario, the knight repeatedly gains material by capturing black pieces along the way.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



## 11. The knight and bishop collaboration

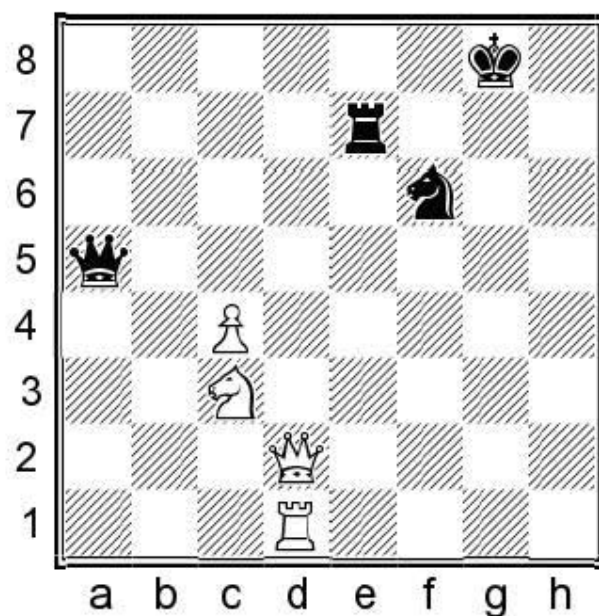
With 1...Nxe5 Black simultaneously attacks the white bishop on b5 (with the bishop) and defends his own bishop on d7 (with the knight). Black wins a pawn after either 2.Nxe5 Bxb5 or 2.Bxd7+ Nxd7. (If 2.Bxd7 didn't come with a check, Black could also play 2...Nxf3.)





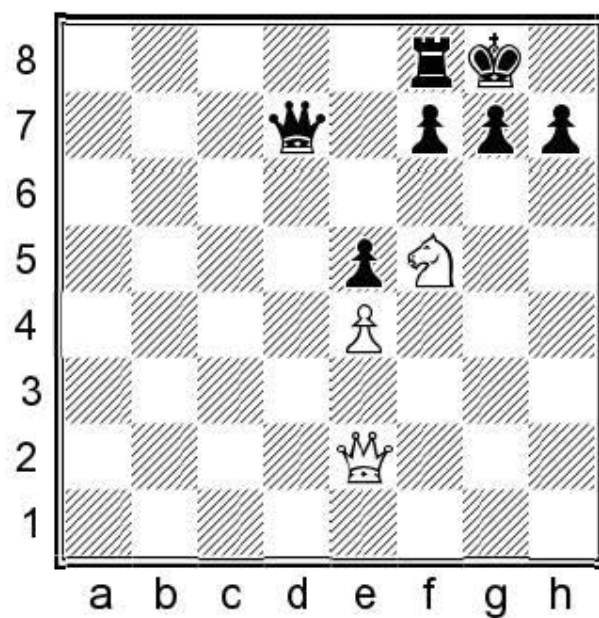
## 12. The desperado capture sequence

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.



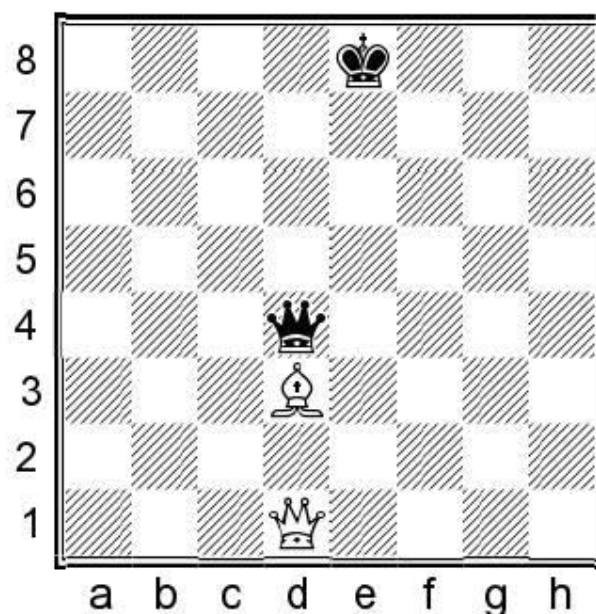
### 13. The Q+N versus Q discovery

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

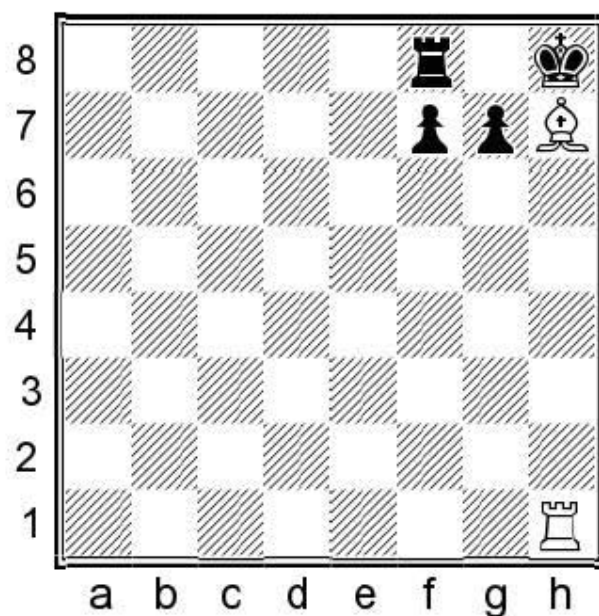
White sets up the Q+N battery with 1.Qg4, threatening checkmate on g7 and a discovered attack with 2.Nh6+. To prevent mate, Black has to give up the queen.



### 15. The Milner-Barry Gambit trick

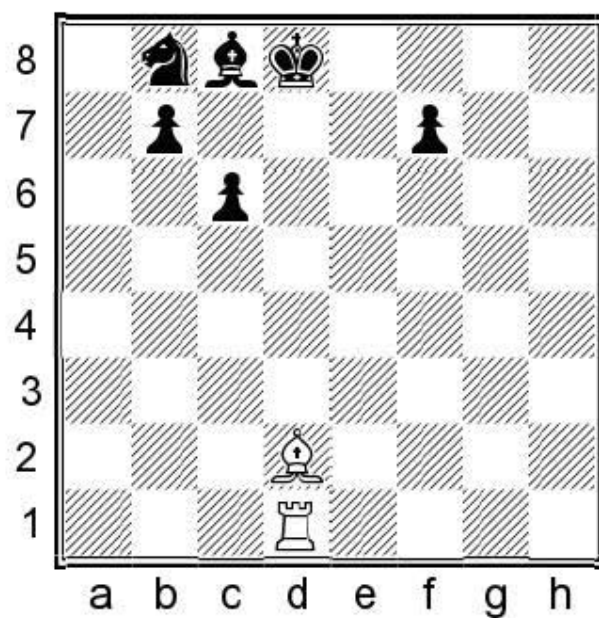
White puts the black king in check with either bishop move, leaving Black with no time to save the queen. This set-up of Q+B vs Q is observed, among others, in a trap in the Milner-Barry Gambit of the French Defence. In that case, the bishop moves to b5, but in alternate scenarios, it may also check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





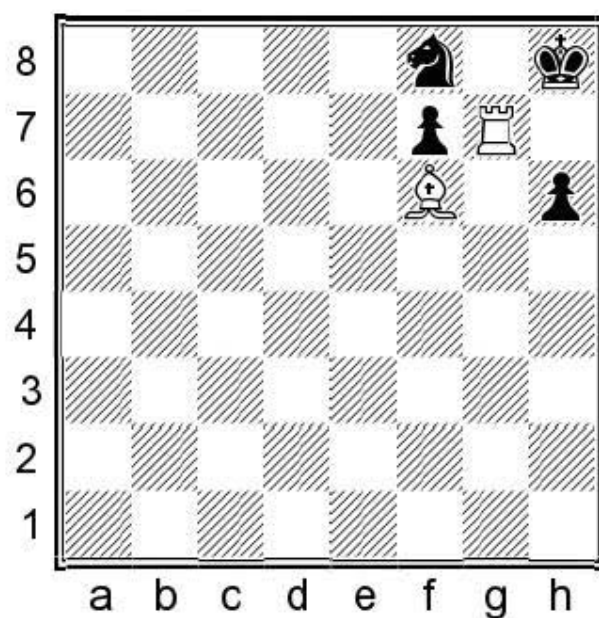
## 16. The reversed windmill

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.



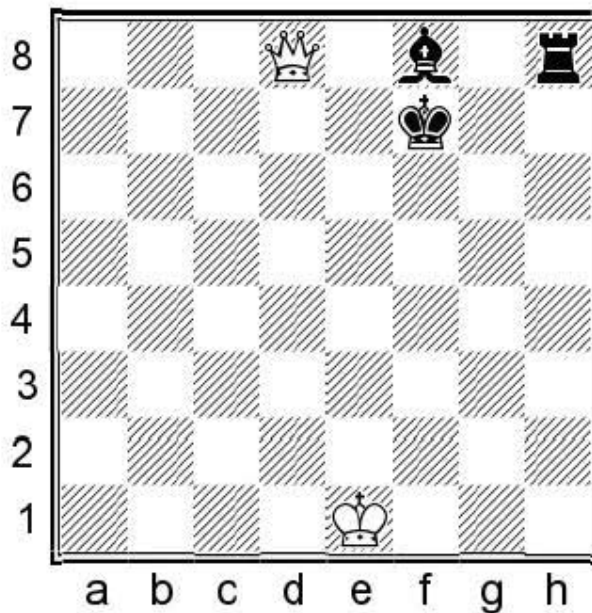
## 17. The rook and bishop double check

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!



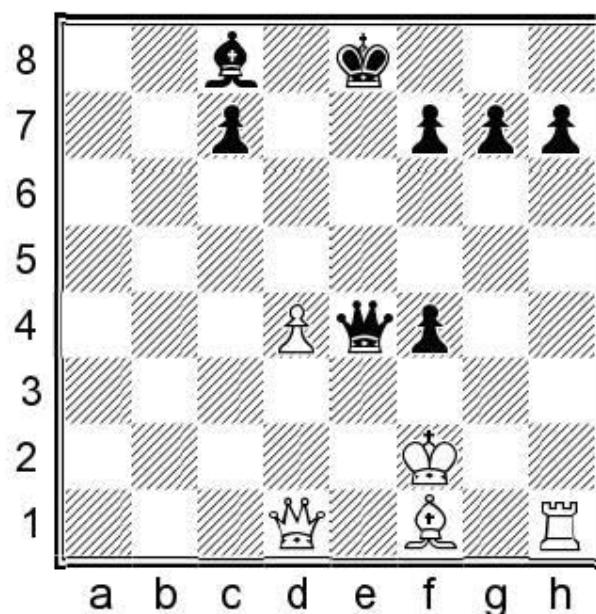
## 18. The windmill

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.

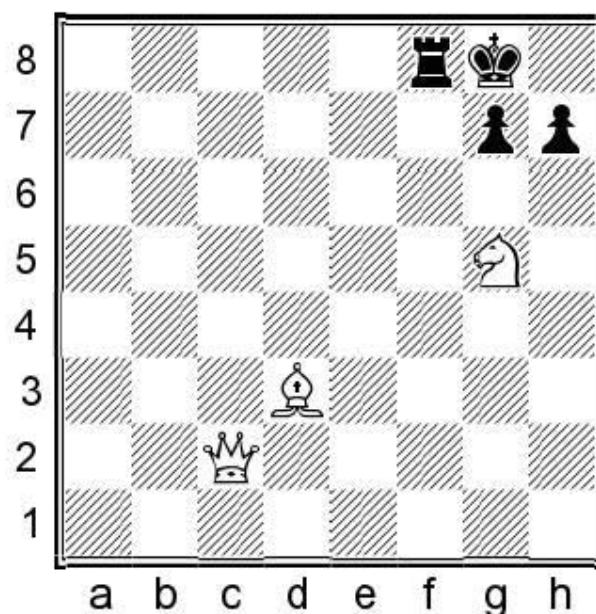


## 20. The back-rank clearance

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#.

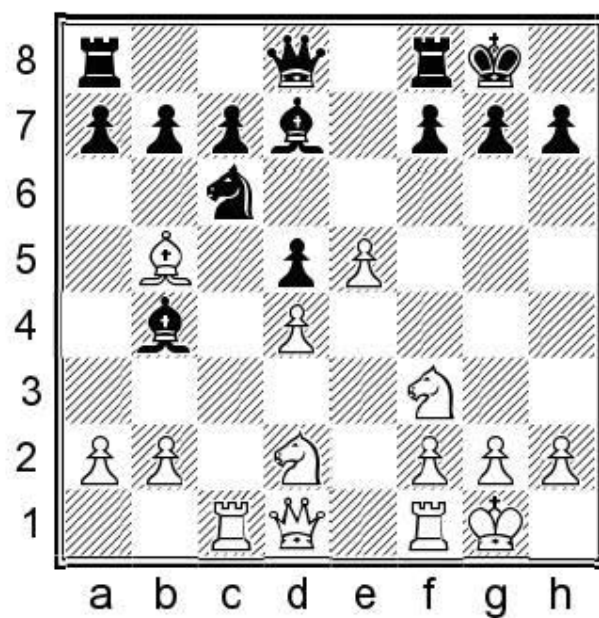




## 21. Clearing with the queen and bishop

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.

## Discovered attacks and line clearances - Exercises



25

*Black to move*

SOLUTION

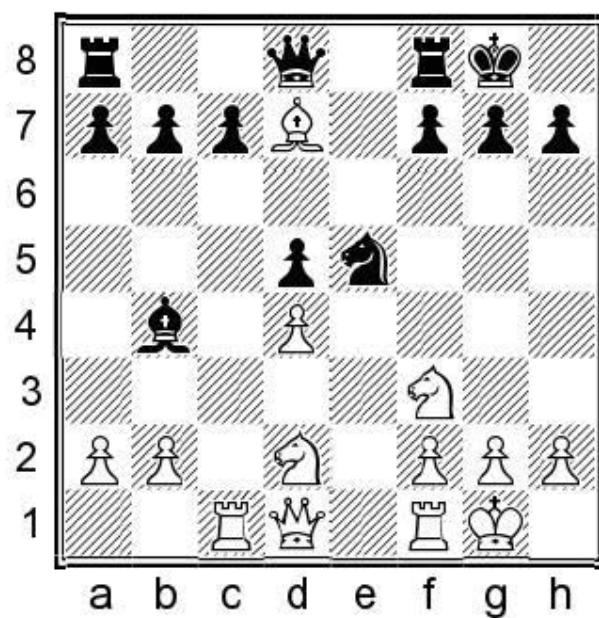
**Yang-Bocharov**

**Titled Tuesday blitz-2021**

**12...Nxe5!**

The discovered attack from **Pattern 12** does not work: 12...Nxd4?  
13.Nxd4 and the bishop is defended.

**13.Bxd7**

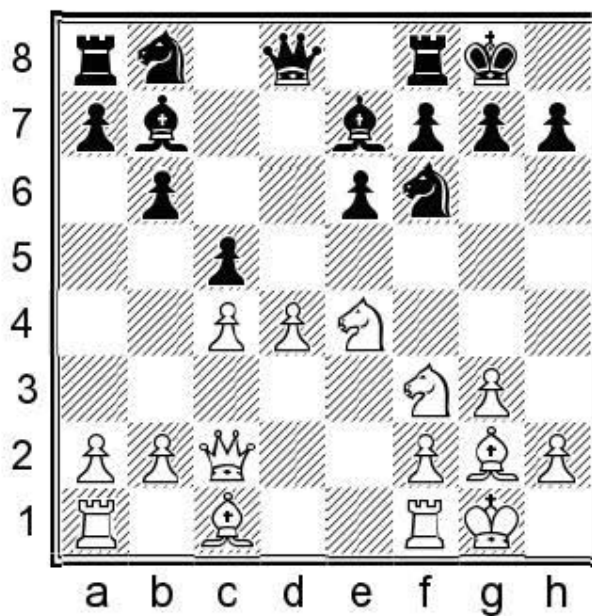


**13...Nxd7**

Capturing White's knight with an in-between check is equally good:  
 13...Nxf3+ 14.Nxf3 Qxd7.

**14.Qb3 Bxd2 15.Nxd2**

Black is a pawn up – **Pattern 11**.



26

*White to move*

### SOLUTION

**Ditzler-van Foreest**

**Basel-2015**

**11.Nxf6+**

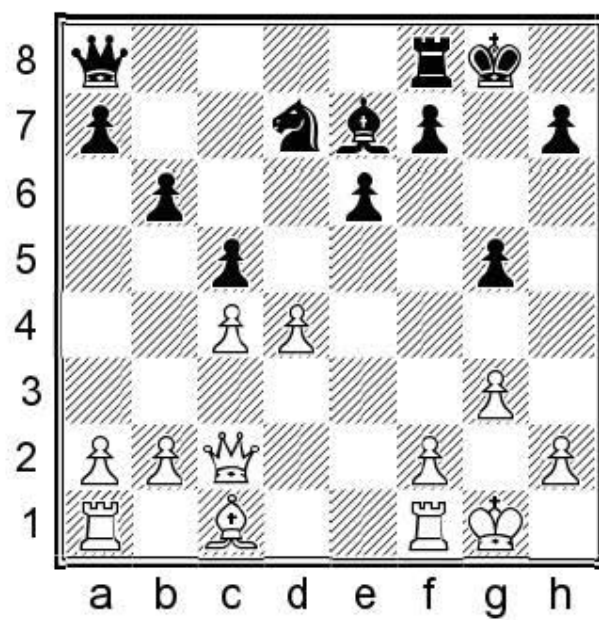
Clearing both the b1-h7 and h1-a8 diagonals.

**11...gxf6 12.Ng5!**

With the discovered attack from **Pattern 9**, White wins an exchange.

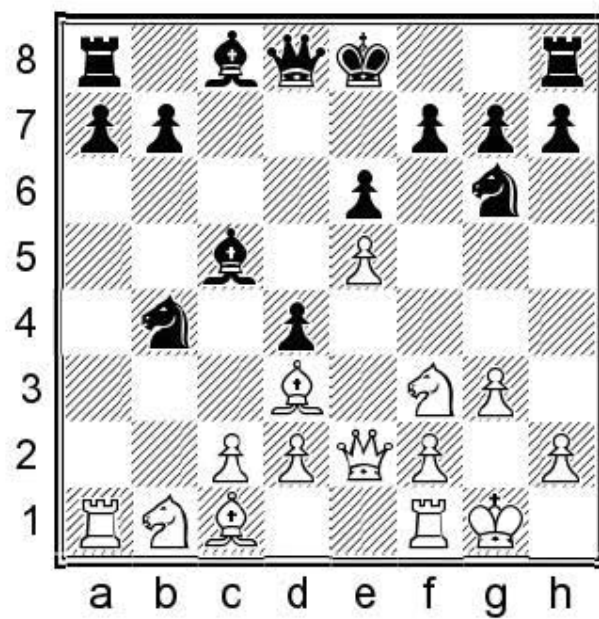
**12...fxg5 13.Bxb7 Nd7 14.Bxa8 Qxa8**





**15.d5**

Black's position is materially and strategically lost.



27

*White to move*

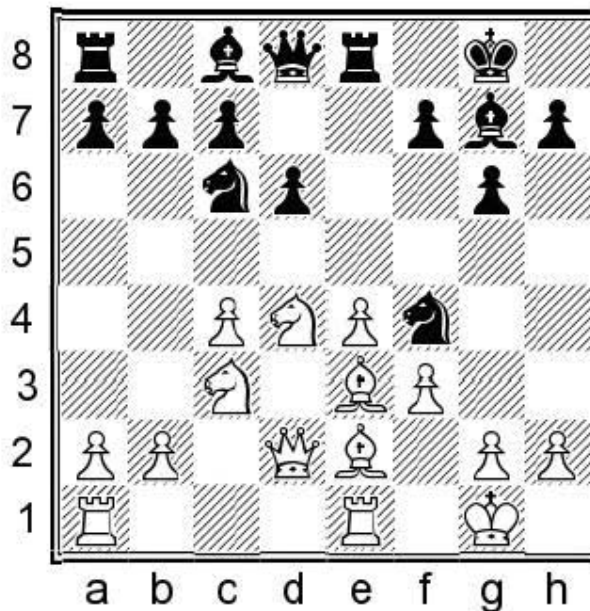
## SOLUTION

**Tabak-van der Hagen**  
Hoorn (analysis)-2022

**11.Bxg6!**

Clearing the way for the queen ( **Pattern 21**).

**11...hxd6 12.Qb5+-**



28

*Black to move*

## SOLUTION

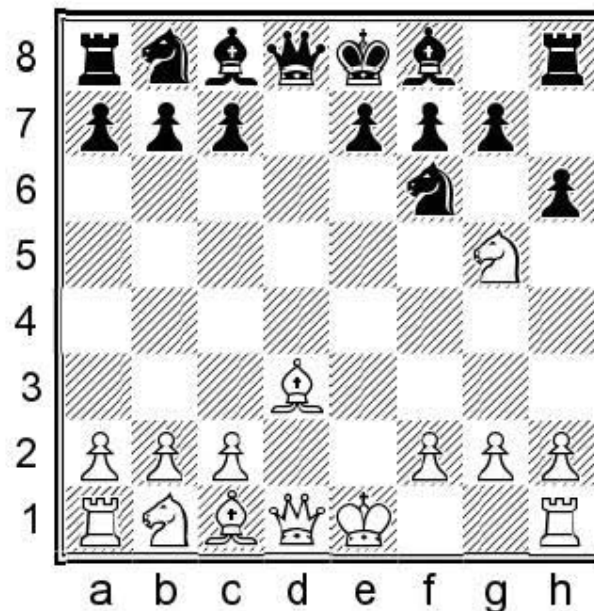
**Pacheco-Bachmann**  
Turin Olympiad-2006

**12...Bxd4!**

Luring away the bishop.

White resigned, because after 13.Bxd4 Qg5 Black has set up the deadly queen and knight battery from **Pattern 14**. White is

defenceless against the double threat of 14...Nh3+, winning the white queen, and 14...Qxg2#.



29

*White to move*

## SOLUTION

**Anders-Ber**

Freechess.de-2015

With his previous move 5... h6, Black has just fallen into one of the traps of the so-called Tennison Gambit. The white player, an amateur whom, judging by the many online games he has played with it, we can call an expert in this opening, should not be given this opportunity!

**6.Nxf7! Kxf7 7.Bg6+**

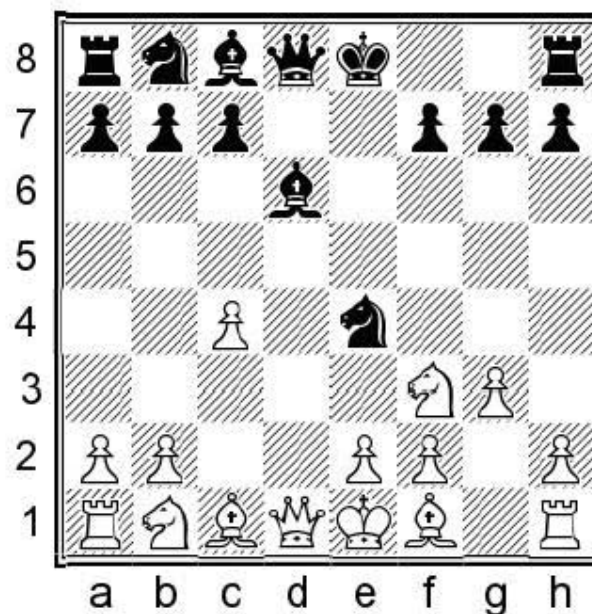
The discovered attack from **Pattern 15** wins the queen.

7.Bc4+ is less strong: 7...e6 ( 7...Ke8 8.Bf7+! is the deflection tactic from **Pattern 39**) 8.Qxd8 and now, with the pawn on e6 instead of

e7, Black regains the queen with the discovered attack 8...Bb4+, known from **Pattern 19**.

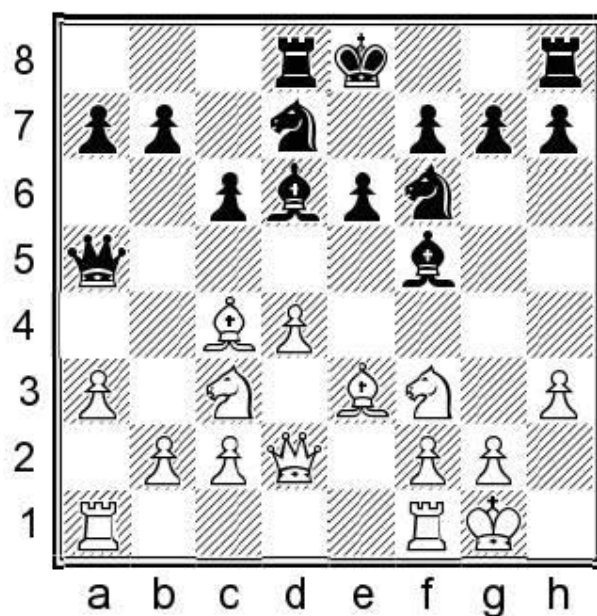
**7...Kxg6 8.Qxd8+-**

Note that with the pawn on e7, there is no ...Bb4+. In fact, the Tennison Gambit resembles a line in the Fajarowicz Variation of the Budapest Gambit with reversed colours: 1.d4 Nf6 2.c4 e5 3.dxe5 Ne4 4.Nf3 d6 5.exd6 Bxd6 6.g3?



6...Nxf2! and Black wins big material, as 7.Kxf2 fails to 7...Bxg3+ and 8...Qxd1.





30

*White to move*

### SOLUTION

**Manova-Nikolov**  
Skopje-2013

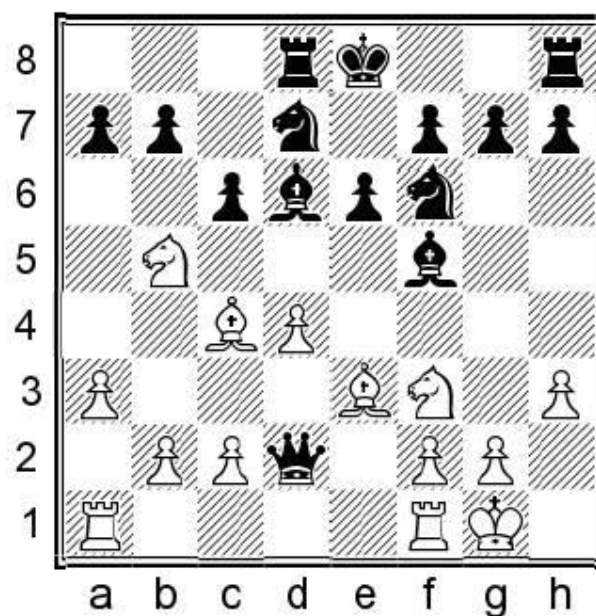
**12.Nb5!**

The best possible execution of the discovered attack from **Pattern 13**.

12.Ne4, which was played in the game, allowed Black to move away the queen and protect the bishop on d6 with 12...Qc7.

**12...Qxd2**

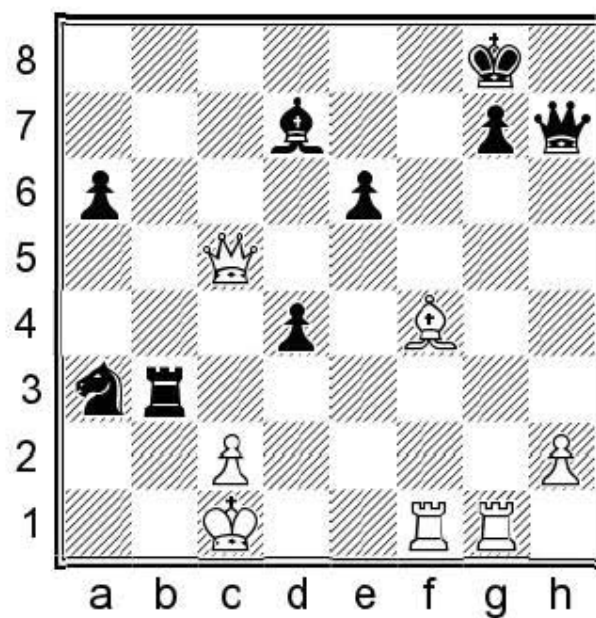
12...cxb5 drops the black queen to 13.Qxa5.



And now the white knight captures two bishops in a row with two in-between checks:

**13.Nxd6+ Ke7 14.Nxf5+ exf5 15.Bxd2**

(or 15.Nxd2 ). White is up a bishop in a winning endgame.



31

*White to move*

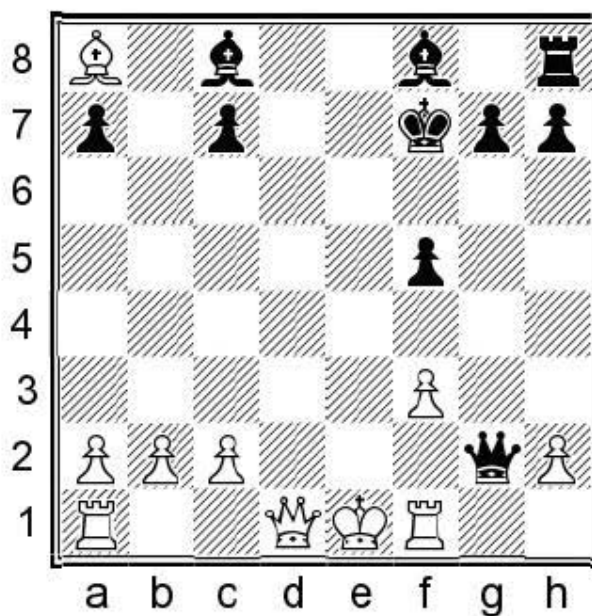
**SOLUTION**

**Bok-Riemersma**

Netherlands tt-2014/15

**35.Qf8+ 1-0**

Black resigned in light of 35...Kxf8 36.Bd6+, when the double check from **Pattern 17** forces checkmate with 36...Ke8 ( 36...Kg8 ) 37.Rf8#.



32

*Black to move*

**SOLUTION**

**Lippert-Hoegy**

German Amateur Online Blitz Championship-2020

**14...Bb4+**

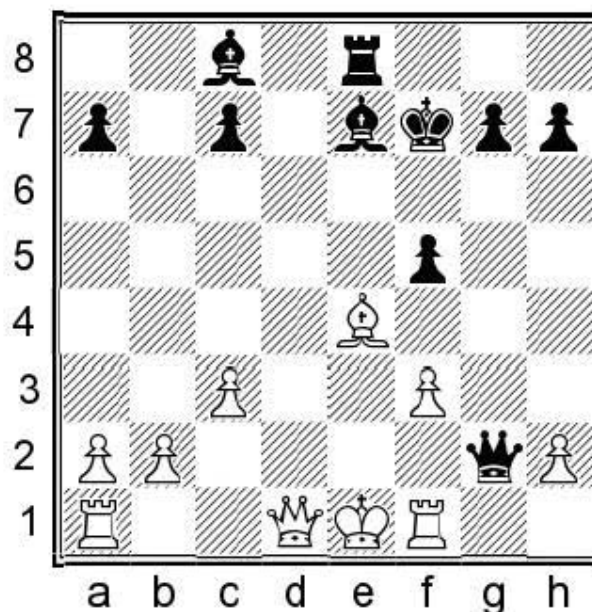
Clearing the back rank with gain of tempo ( **Pattern 20**).

**15.c3 Re8+ 16.Be4**

And here Black has many tempting options.

**16...Be7**

16...fxe4 was played in the game. This is strong as well, but if White had replied 17.Qd5+ Be6 18.Qh5+ Ke7 19.0-0-0, he could have made things quite tricky for Black in a blitz game.



Instead, this is my preference, as now Black is threatening checkmate after 17...Bh4+.

A sample line:

**17.Bd5+**

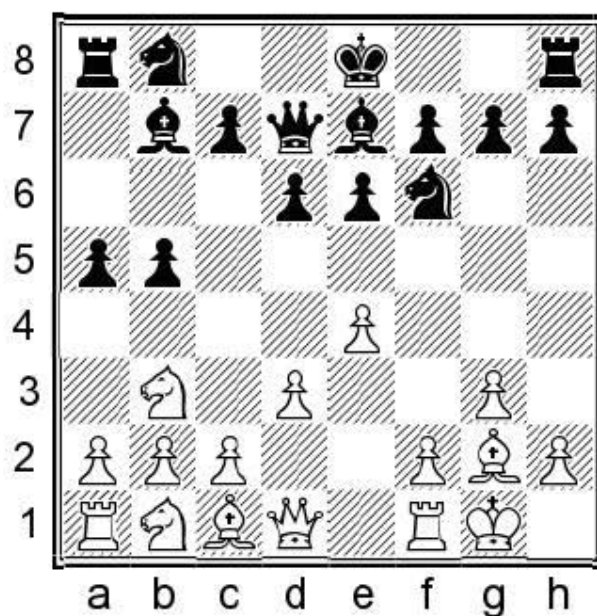
17.Qd5+ Be6 or 17.Qe2 Bh4+ 18.Kd1 Qxe2+ 19.Kxe2 Ba6+ also wins for Black.

**17...Kf8 18.Qd3 Bg5+**

Now this is better than 18...Bh4+.

**19.Kd1 Re3 20.Qc4 Re1+! 21.Kxe1 Qd2#**





33

*White to move*

9.e5, yes or no?

### SOLUTION

**Kramnik-Andreev**

Titled Tuesday blitz-2023

**9.e5?**

The trick from **Pattern 8** would have won material with a rook on e1 instead of f1. Now, it's exactly the other way around.

**9...Bxg2**

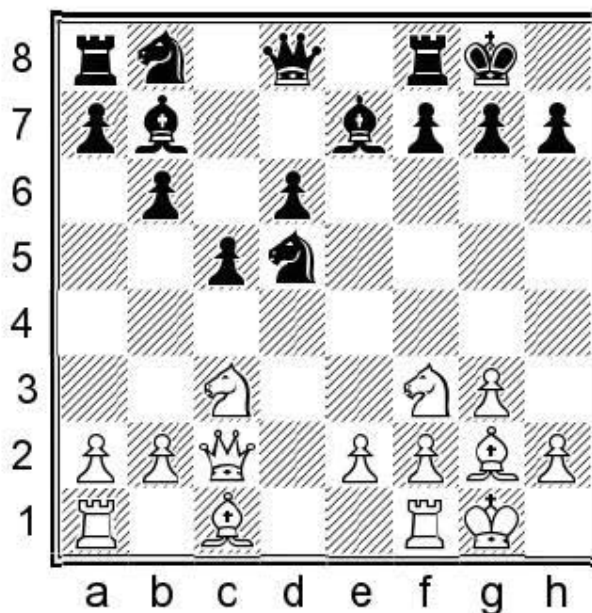
9...Nd5?? 10.c4! actually wins a piece for White.

**10.exf6**

This is the crucial difference between a rook on e1 and f1. The rook on f1 is hanging, so Black's light-squared bishop can continue capturing.

**10...Bxf1 11.fxe7 Bh3**

White's position is lost.



34

*White to move*

### SOLUTION

**Kanep-Fluvia Poyatos**

Oropesa del Mar World Championship U18-1999

**11.Nxd5**

Luring the bishop.

**11...Bxd5**

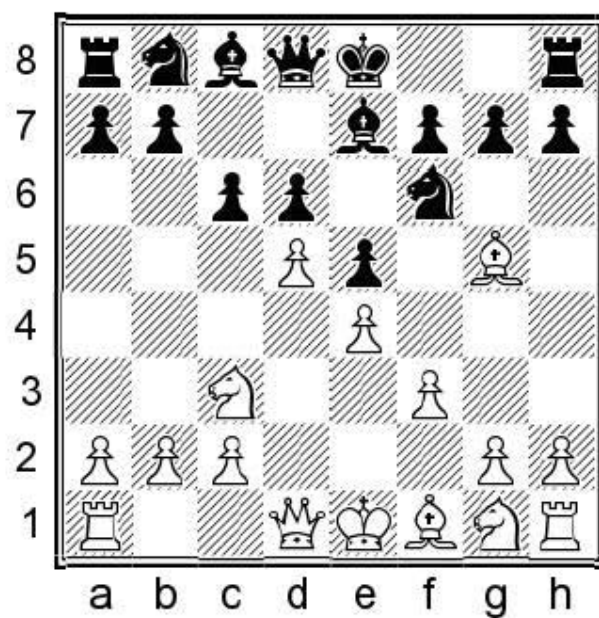
And now it's time for the discovered attack from **Pattern 9**:

**12.Ng5! Bxg5**

12...Bxg5 allows 13.Qxh7 checkmate.

**13.Bxd5 Bxc1 14.Bxa8**

White has won an exchange.



35

*Black to move*

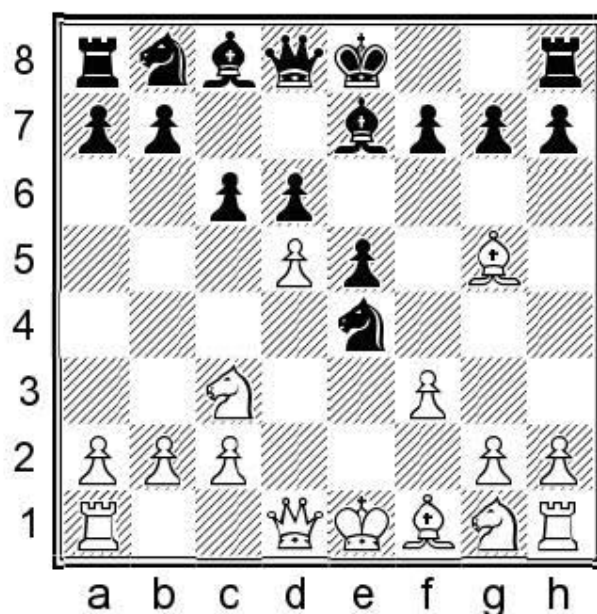
### SOLUTION

**Kopczynski-Cuenca Jimenez**  
**Titled Tuesday blitz-2023**

**6...Nxd5!**

The trick from **Pattern 11** yields Black a pawn.

The discovered attack from **Pattern 12** is not bad either: 6...Nxe4



7.Bxe7 ( 7.Nxe4 Bxg5 8.dxc6 is not something Black should be afraid of; for instance, 8...Bh4+ 9.g3 Be7 10.cxb7 Bxb7 and although the position is materially balanced, Black is clearly better. He has the bishop pair, a nice centre, and is better developed, while White has problem on the dark squares, particularly the g1-a7 diagonal) 7...Nxc3 8.Bxd8 Nxd1 9.Rxd1 ( 9.Bc7 Ne3! ) 9...Kxd8 10.dxc6 Nxc6 11.Rxd6+. White has his pawn back, but Black is still slightly better as he is better developed. However, the text move should be given preference.

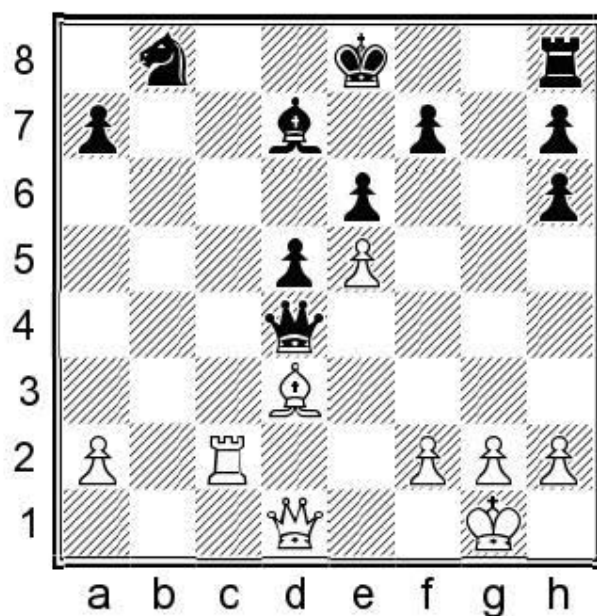
### 7.Nxd5

7.Bxe7 Nxe7 – the advantage of the text move over 6...Nxe4. Black does not have to engage in a complicated desperado, but can calmly recapture the black bishop with his knight.

### 7...Bxg5

And Black won.





36

*White to move*

### SOLUTION

**Motylev-l'Ami**

Prague (analysis)-2023

**20.Rc8+!**

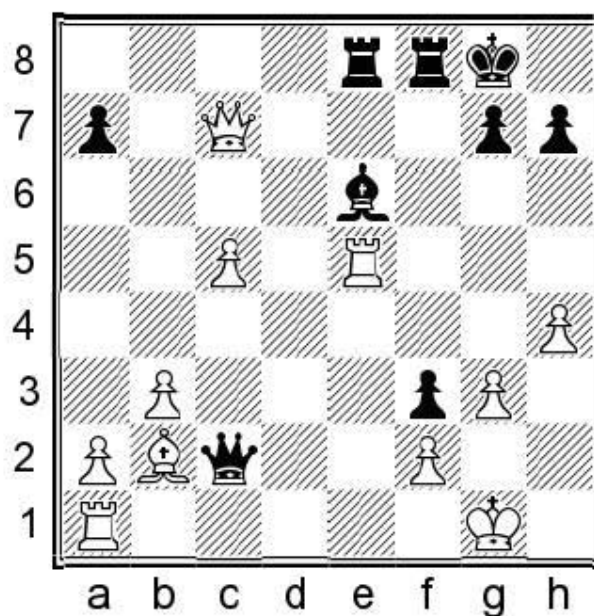
Luring away the bishop so White can take profit of the queen+bishop battery known from **Pattern 15**.

**20...Bxc8**

20... Ke7 21.Rxh8 would have been equally bad.

**21.Bb5+**

White has a winning endgame.



37

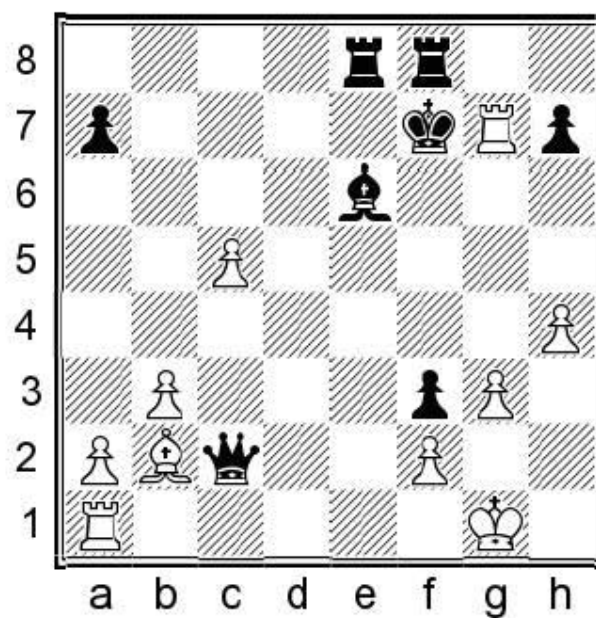
*White to move*

### SOLUTION

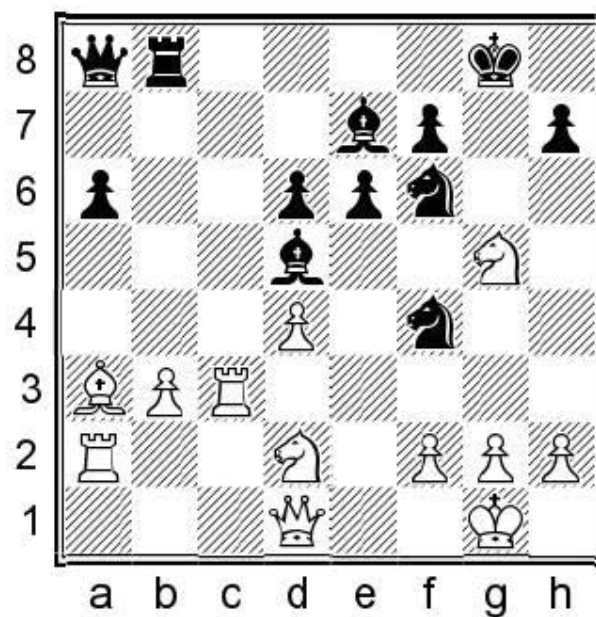
**Puranik-Mohammad**  
Bangladesh tt-2021

**26.Qxg7+! 1-0**

A magnet sacrifice in order to give a double check followed by  
mate: 26.Qxg7+ Kxg7 27.Rg5+ Kf7 ( 27...Kh6 28.Bg7# ) 28.Rg7#.



This exercise is a slightly different variety of **Pattern 17**, since here the rook instead of the bishop is the front piece of the battery.



38

*Black to move*

## SOLUTION

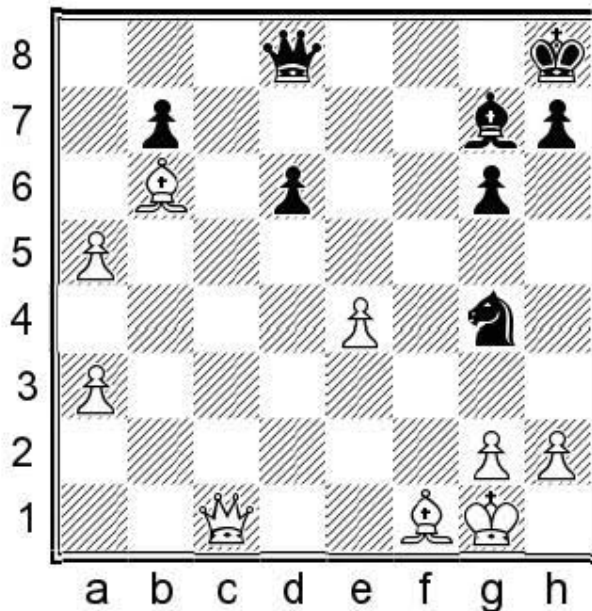
**Salomon-Vachier-Lagrave**  
Gibraltar-2017

**25...Bxb3!**

Clearing the way for the black queen ( **Pattern 21**).

White threatens both 26...Qxg2# and 26...Bxd1.

**26.Qf3 Qxf3 27.Rxf3 Bxa2 28.Rxf4 Nh5 29.Rg4 f5 0-1**



39

*Black to move*

## SOLUTION

**Bianchi-Dragojlovic**  
Venice-2011

**25...Qxb6+!**

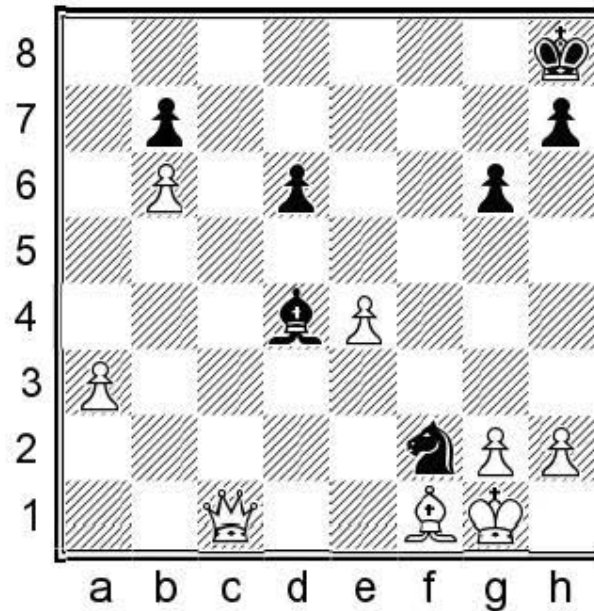
Eliminating the defender of the d4-square, enabling the set-up of a carousel ( **Pattern 10**).



**26.axb6 Bd4+ 27.Kh1 Nf2+**

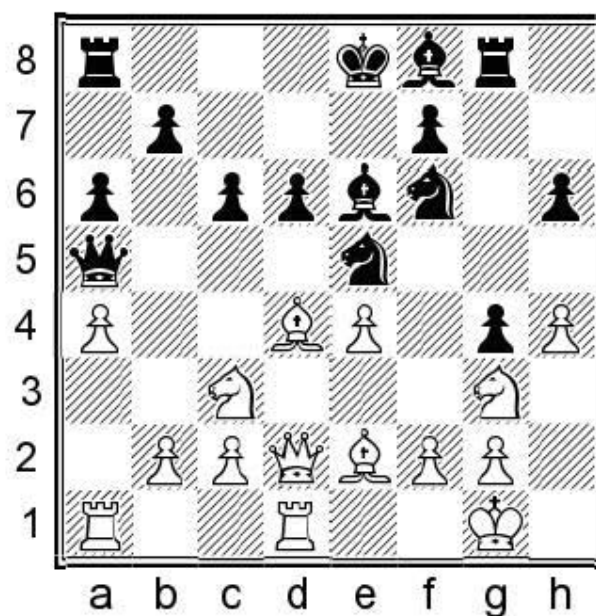
Now the knight+bishop battery from **Pattern 10** has been created:  
Black wins back the queen with interest.

**28.Kg1**



**28...Nxe4+! 0-1**

29.Kh1 Nf2+ 30.Kg1 Nd3+ 31.Kh1 Nxc1, and the endgame is  
hopelessly lost for White.



40

*White to move*

### SOLUTION

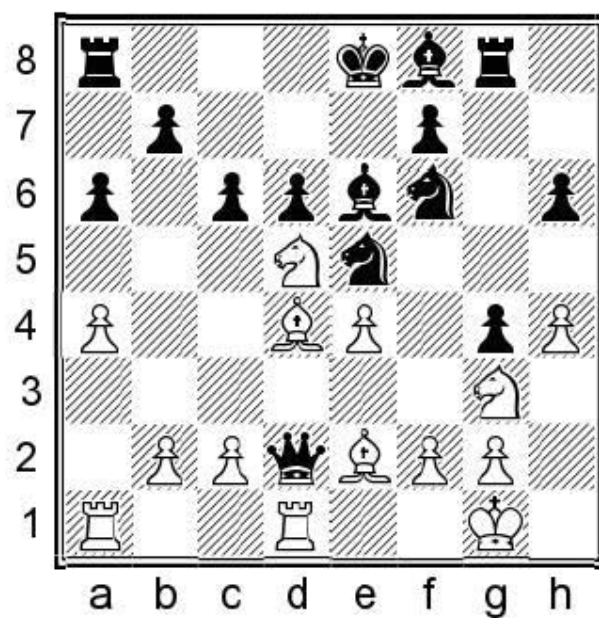
**Däschler-Basman**

Haarlem-2018

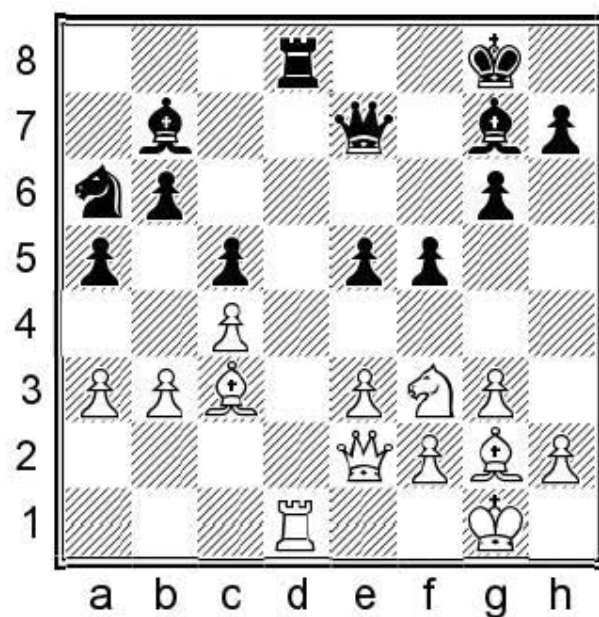
A loose queen in line with the queen+knight battery from **Pattern 13** plus an unprotected knight on f6 is asking for trouble!

**15.Nd5 1-0**

Black resigned, because after 15...Qd8, protecting the knight, White wins with 16.Bb6!, while 15...Qxd2



is answered by two in-between checks in a row: 16.Nxf6+ Ke7  
17.Nxg8+ and only then White recaptures the queen with Rxd2,  
ending up a rook to the good.



*Black to move*

## SOLUTION

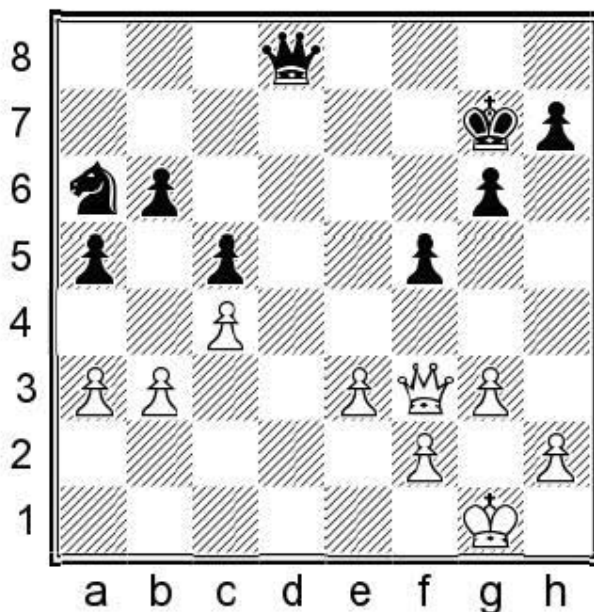
**Radjabov-Vachier-Lagrave**

**Magnus Carlsen Invitational rapid-2021**

**20...Rxd1+!**

A necessary measure before Black proceeds with the discovered attack ...e5-e4 ( **Pattern 8**).

• 20...e4 21.Rxd8+! Qxd8 22.Bxg7 ( 22.Ne5= ) 22...exf3 23.Bxf3 Bxf3 24.Qxf3 Kxg7



**25.Qb7+.**

This is why the black queen must be on e7; therefore, Black should not allow 21.Rxd8+.

There follows 25...Nc7 26.Qxb6 and with a third pawn coming (a5 or c5), White has sufficient compensation for the knight;

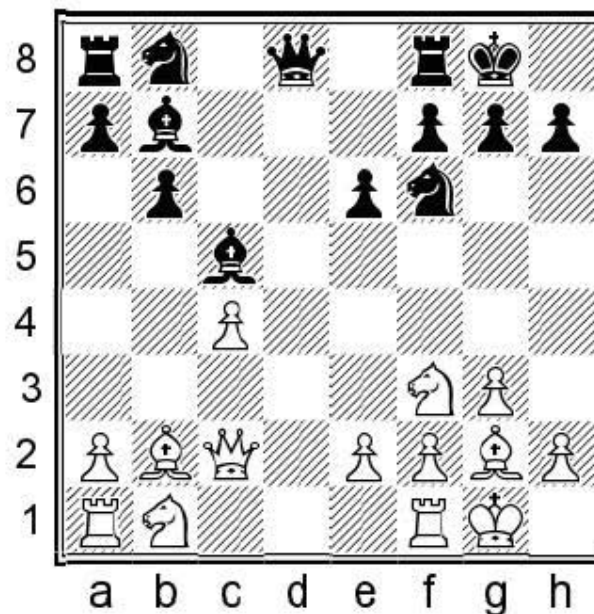
• 20...Bxf3 21.Rxd8+ ( 21.Bxf3 e4 transposes) 21...Qxd8 22.Bxf3 e4 23.Bxg7 exf3 24.Qxf3 – see the line with 20...e4.

**21.Qxd1 e4! 22.Bxg7 exf3 23.Bxf3 Kxg7**



And Black wins.

Also possible was 23...Bxf3 24.Qxf3 Kxg7 (but not 24...Qxg7?? 25.Qa8+ ).



42

*White to move*

### SOLUTION

**Haak-Rijnaarts**  
Vlissingen-2013

**12.Ng5!**

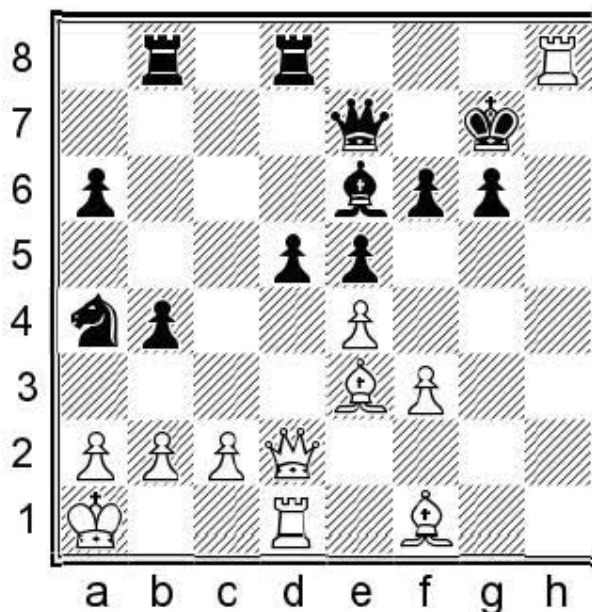
The discovered attack from **Pattern 9**.

12.Bxf6 is also tempting: 12...Qxf6 13.Ng5 Qxg5 14.Bxb7 Nd7 15.Bxa8 Rxa8 and White is an exchange up. However, the text move is much better.

**12...Nbd7**

12...Bxg2 13.Bxf6. With the knight already on g5, this is a big difference compared to 12.Bxf6. Black must choose between losing his queen or getting mated.

**13.Bxb7+-**



43

*White to move*

**SOLUTION**

**Ivic-Lagarde**

**Skopje-2019**

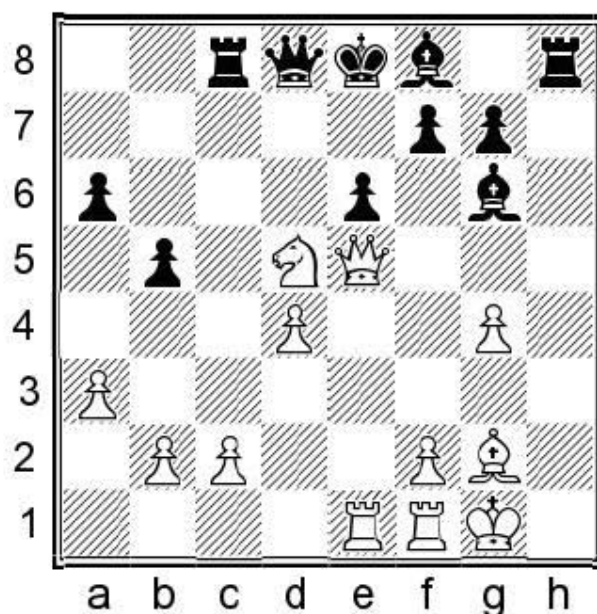
**27.Bc5!**

Clearing the way for the queen ( **Pattern 21**).

**27...Rxh8**

27...Qxc5 28.Qh6+ Kf7 29.Qh7#.

**28.Bxe7 d4 29.f4 1-0**



44

*Black to move*

### SOLUTION

**Aizenberg-Caruana**

**Titled Tuesday blitz-2023**

**18...Bd6!**

On its way to h2 with gain of tempo, setting up the rook + bishop battery from Pattern 16.

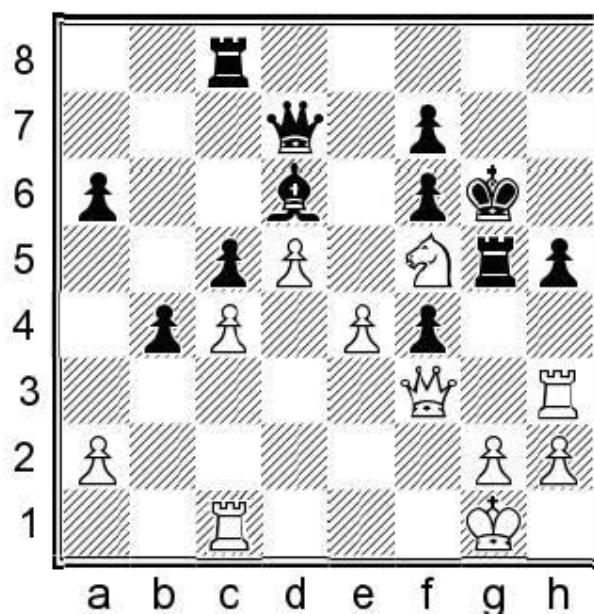
**19.Qxg7**

Putting the queen on a dark square, like in the game, means the queen will be lost:

- 19.Qe3 Bh2+ 20.Kh1 Bf4+; while
- 19.Qe2 Bh2+ 20.Kh1 Qh4 leads to checkmate; for example, 21.f3 Bg3+ 22.Kg1 Qh2#.

**19...Bh2+ 20.Kh1 Be5+ 21.Qxh8+ Bxh8**

Black is up a queen for a rook.



45

*White to move*

### SOLUTION

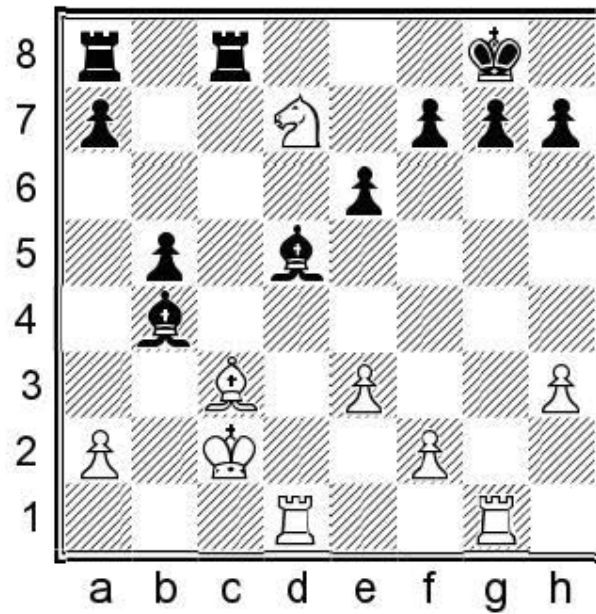
**Grigoryan-Laznicka**

Jerusalem European Championship-2015

#### **28.Rxh5! 1-0**

Black resigned because of 28...Rxh5 29.Qg4+. White sets up the queen + knight battery with gain of tempo. If Black plays 29...Kh7, White checkmates with 30.Qg7#, while if Black interposes the rook by playing 29...Rg5, White moves the knight with 30.Nh4+ with a discovered attack (in this case moving it to the h4-square instead of the more usual h6, known from **Pattern 14**) and wins the black queen.





46

*White to move*

### SOLUTION

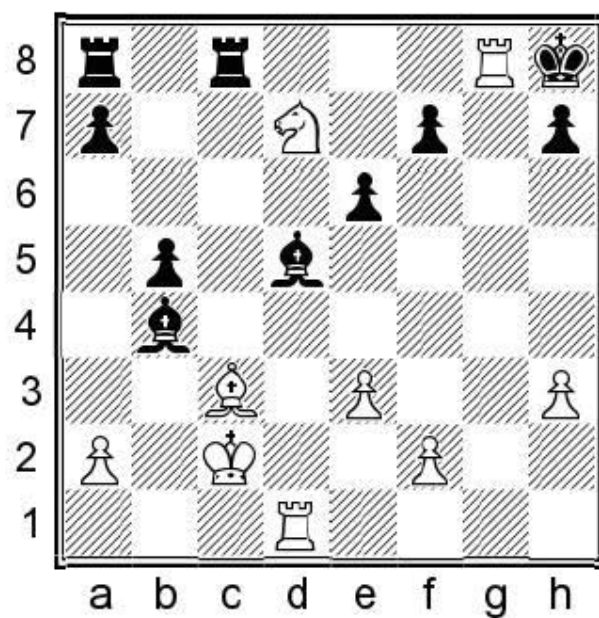
**Demir-Uygun**

**Antalya Turkish Championship-2013**

**25.Rxg7+ Kh8**

The rook+bishop battery from **Pattern 18** has been set up. However, with the back piece under attack, there is no time to create an inescapable series of alternating direct and discovered checks. White must keep Black busy.

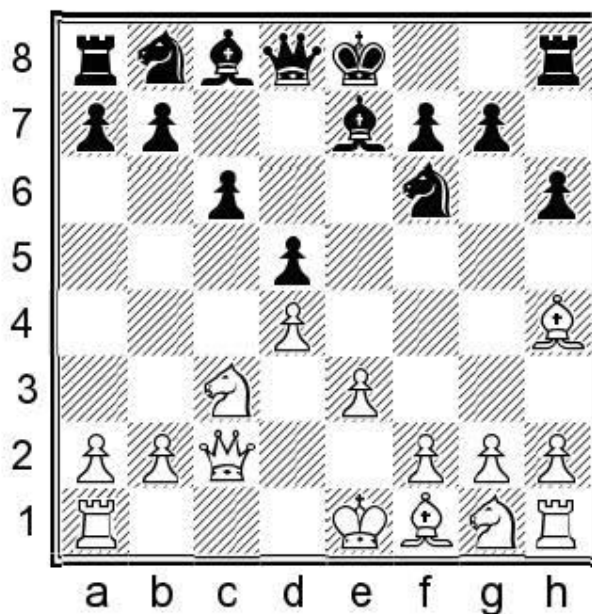
**26.Rg8+!**



A double check! The only move to win and not to lose! Black will be checkmated:

**26...Kxg8 27.Rg1+**

Black resigned, as after the interposition 27...Bg2, 28.Rxg2# is checkmate.



47

*Black to move*

What do you think of 8...Ne4 ?

### SOLUTION

**Wemmers-de Wit**  
Netherlands tt-2022/23

**8...Ne4?**

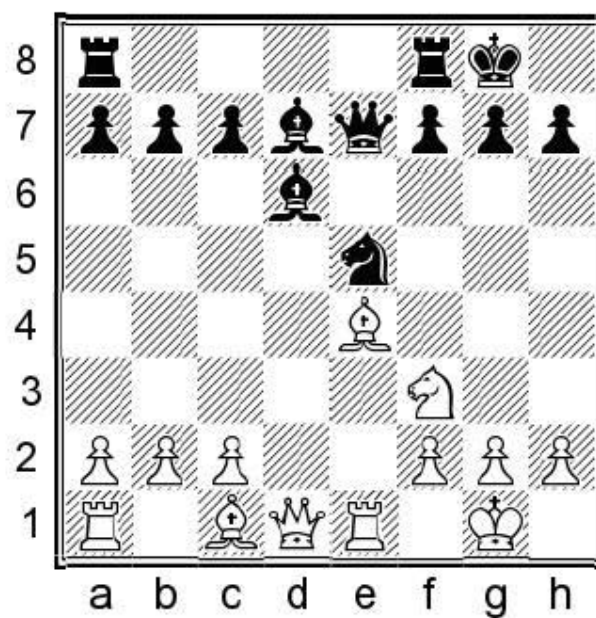
Black wants to exchange some pieces with the idea from **Pattern 12**, a typical plan in the Queen's Gambit Accepted, but the timing is a little off here.

**9.Bxe7**

9.Nxe4 Bxh4.

**9...Qxe7 10.Nxd5! cxd5 11.Qxc8+**

And White won.



48

*White to move*

### SOLUTION

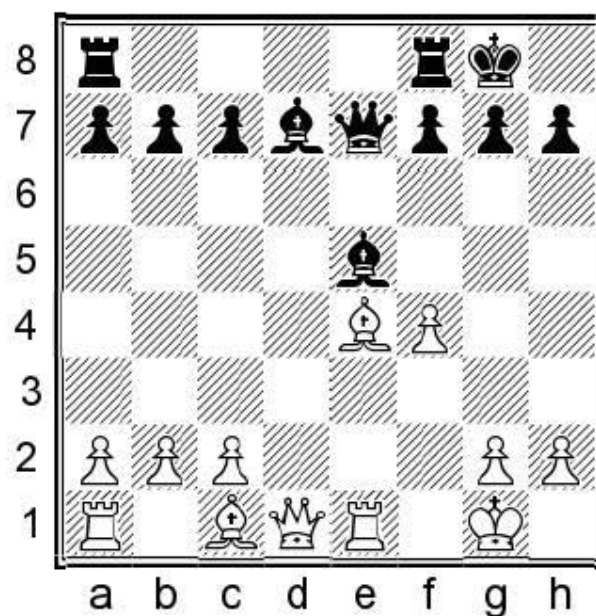
**NN-Groenewegen**  
Overschie jr-2023

**12.Nxe5**

12.Bxb7 was played in the game.

**12...Bxe5 13.f4!**



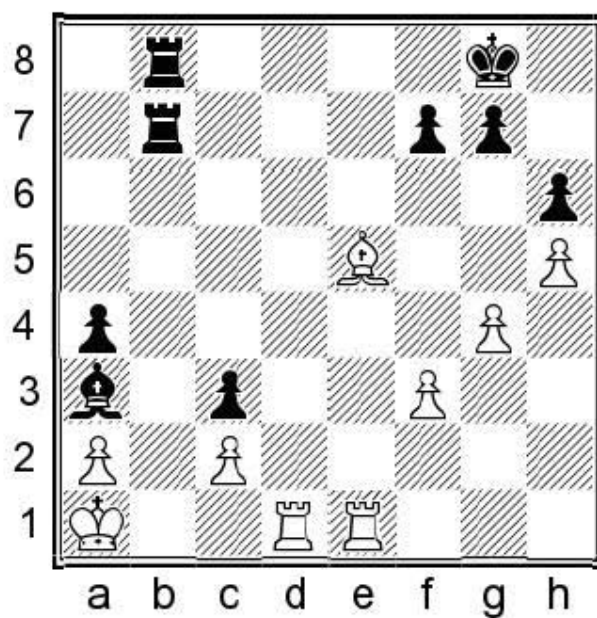


White wants to get the bishop out of the way so the e-file opens up and he can get the most out of his rook+bishop battery – **Pattern 15**.

**13...Bf6**

13...Qc5+ 14.Be3 Qb4 15.fxe5 Qxe4 16.Qxd7 wins a bishop.

**14.Bxh7+ Kxh7 15.Rxe7+-**



49

*Black to move*

### SOLUTION

**Lutz-Niermann**

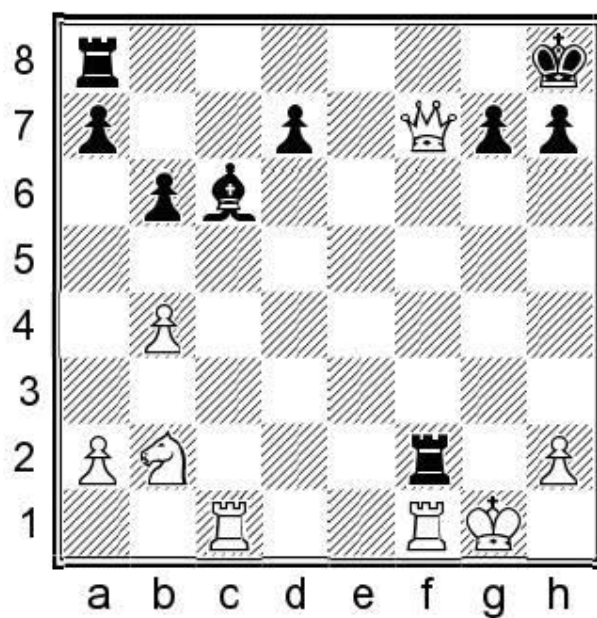
Germany Bundesliga B-2023/24

**34...Bb2+!**

Forcing the king in front of the rook+bishop battery from **Pattern 16**.

**35.Kb1 Bc1+! 0-1**

36.Kxc1 Rb1 checkmates.



50

*Black to move*

### SOLUTION

**Korneev-Han**

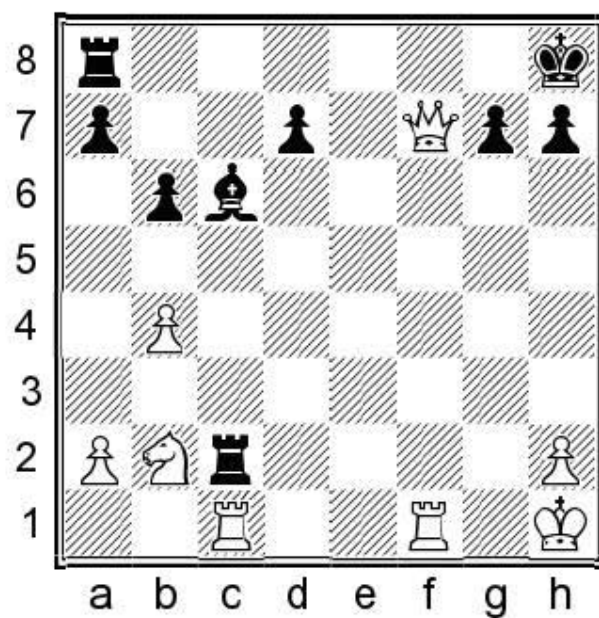
Southend (analysis)-2023

**29...Rg2+**

Black sets up the windmill from **Pattern 18** in order to force a draw by repetition.

**30.Kh1 Rc2+!**

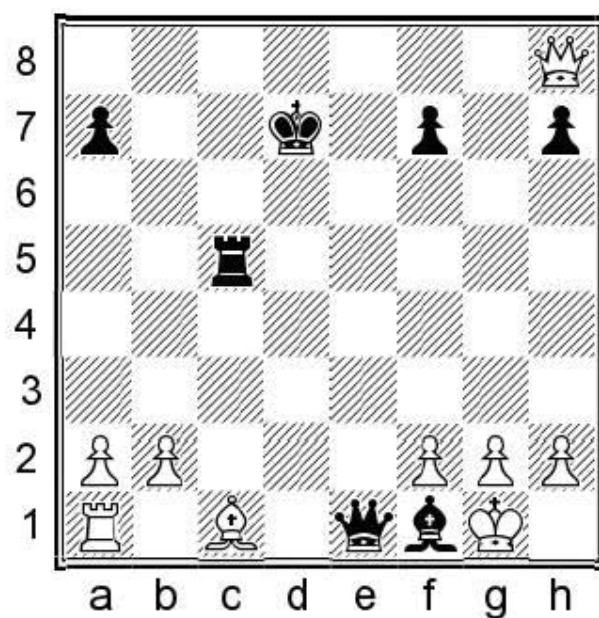
The only move; otherwise, White captures the back piece of the battery.



**31.Kg1**

31.Rf3, playing for a win, is not a good idea here as 31...Rxc1+ 32.Kg2 Rc3 wins the white rook.

**31...Rg2+=**





51

*White to move*

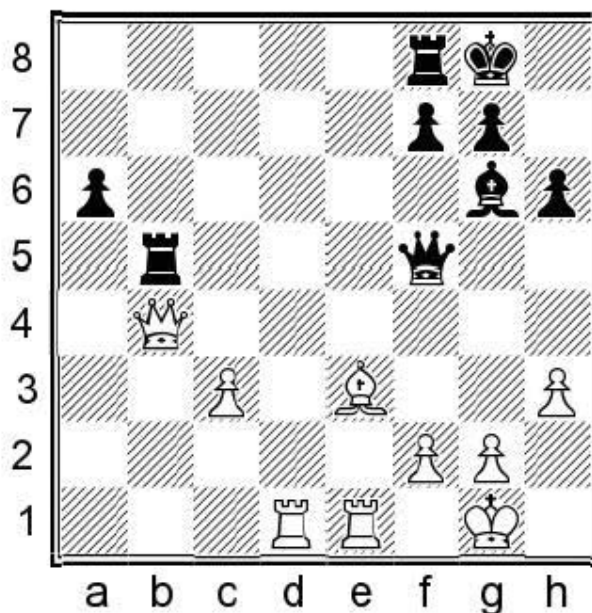
**SOLUTION**

**Hillarp Persson-Wahlstrom**

Tylosand-2012

**20.Qd4+ Kc6 21.Qxc5+! 1-0**

Luring the king in order to deliver a discovered attack with 22.Be3+ on the next move ( **Pattern 19**).



52

*White to move*

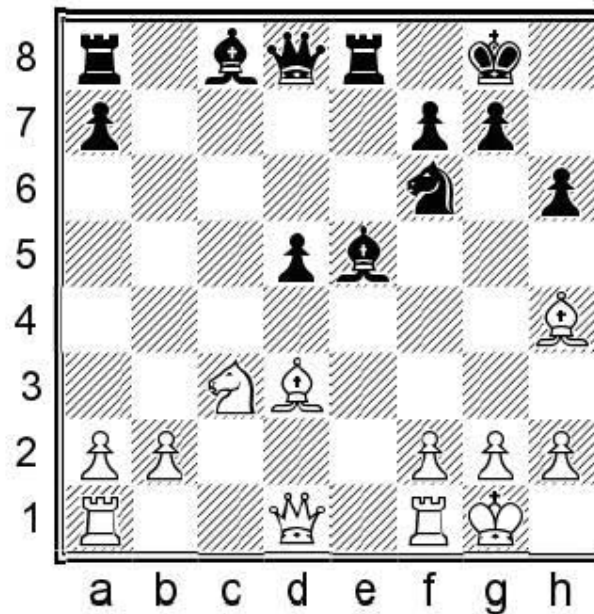
**SOLUTION**

**Nozdrachev-Rathanvel**

Titled Tuesday blitz-2021

**26.Qxf8+! Kxf8 27.Rd8+ 1-0**

27... Ke7 28.Bg5#. The double-check mate from **Pattern 17**, akin to what could have happened in Firouzja-Radjabov, Skilling rapid 2020; see 100 Tactical Patterns You Must Know.



53

*White to move*

Evaluate 16.Nxd5.

### SOLUTION

**Svidler-Malaniuk**  
St Petersburg-1994

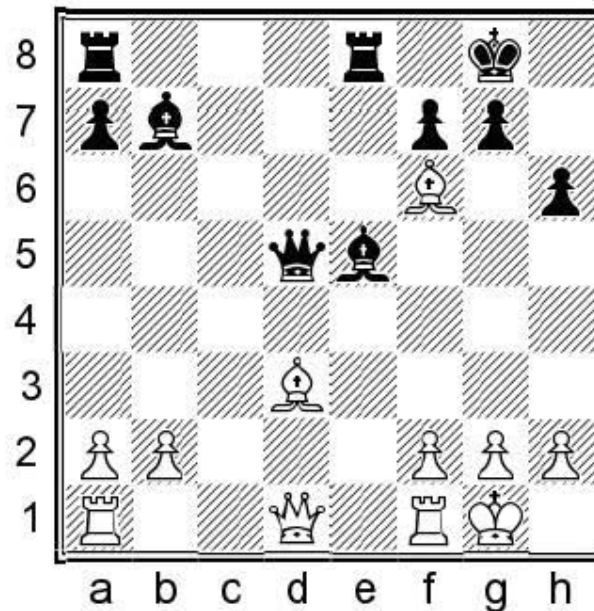
#### 16.Nxd5

White lures the queen to d5, where it is lined up in a vis-à-vis with White's queen.

#### 16...Qxd5 17.Bxf6

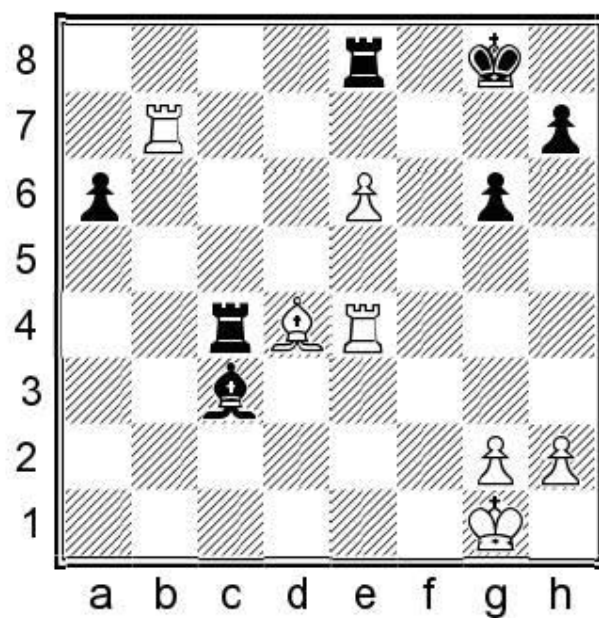
Eliminating the defender of the queen – making it 'loose'. The discovered attack from **Pattern 15** is in the air, but White has missed an important intermediate move:

17...Bb7! 0-1



Threatening mate while also protecting the queen. As the bishop on f6 is also still hanging, White loses a piece. We also saw this intermediate move in Artemiev-Mamedyarov, Moscow rapid 2017 in 100 Tactical Patterns You Must Know. However, in that game, Black's dark-squared bishop was on c5 instead of e5, letting White off the hook with the defence Qg4.

17...Bxf6? 18.Bh7+! Kxh7 19.Qxd5+- was, of course, White's idea.



54

*White to move*

### SOLUTION

**Kalisvaart-Aronsson**  
**Vlissingen-2018**

**37.Rg7+**

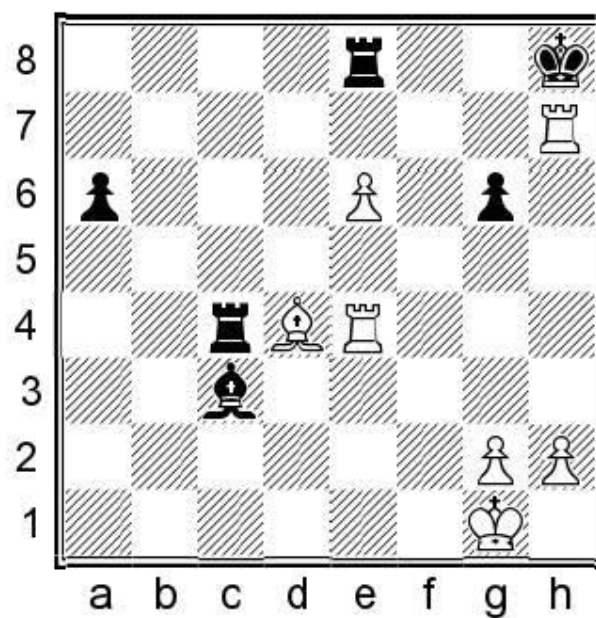
Setting up the rook + bishop battery from **Pattern 18**.

**37...Kh8**

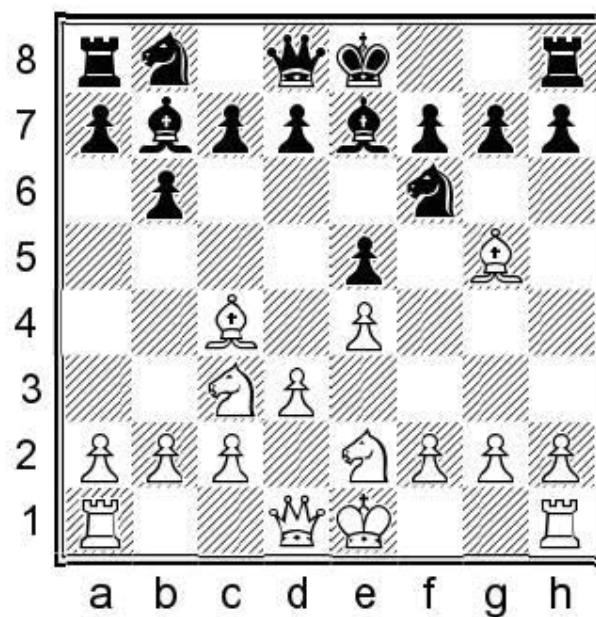
37...Kf8 38.Rf4#.

**38.Rxh7+! 1-0**





Black resigned because of 38...Kxh7 39.Rh4+ Kg8 40.Rh8#. Like in Exercise 46, the double check leads to mate.



55

*Black to move*

Evaluate 6...Nxe4.

### SOLUTION

**Hoogendijk-Bayomi**  
Chess.com rapid-2022

**6...Nxe4**

This sets up a desperado.

6...Nc6 was played in the game.

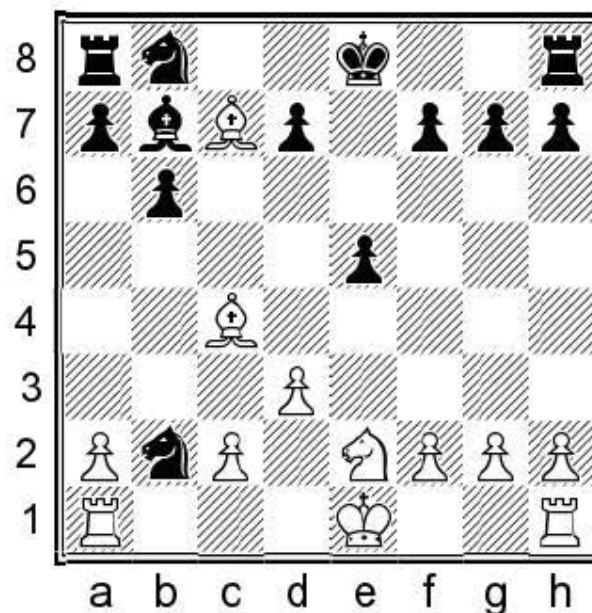
**7.Bxe7 Nxc3 8.Bxd8**

White must keep capturing or Black wins a pawn: 8.Nxc3? Qxe7.

**8...Nxd1 9.Bxc7**

With 9.Rxd1 Kxd8 10.Bxf7, White could have gained his pawn back. However, he is looking for more.

**9...Nxb2**

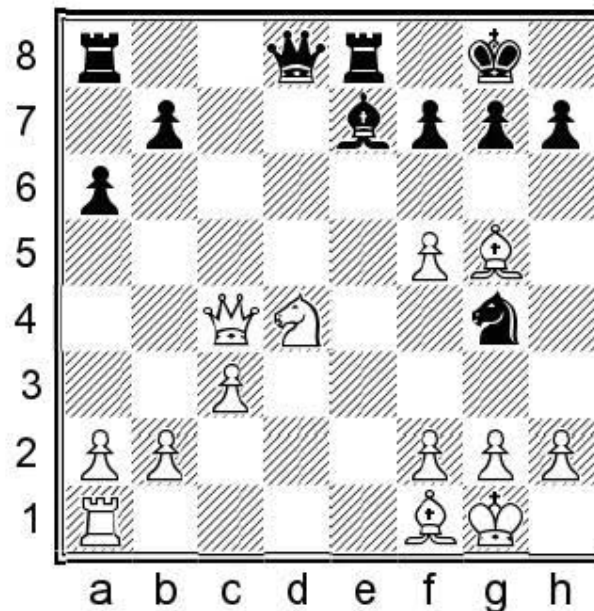


A good moment to take stock, as White can stop capturing now with the dark-squared bishop no longer en prise. The black knight that started this operation is in trouble. White calmly moves his bishop

away from the knight's attack and takes away the only escape square (a4); the knight will soon be lost.

**10.Bb3 Bc6 11.a4!**

Preventing ...Na4 and clearing a2 for the rook. Also, 12.Bxe5 is in the air, trapping the knight. It's game over! We have seen an unsuccessful execution of **Pattern 12**.



56

*White to move*

**SOLUTION**

**Willemze-Arp**  
**Haarlem-2012**

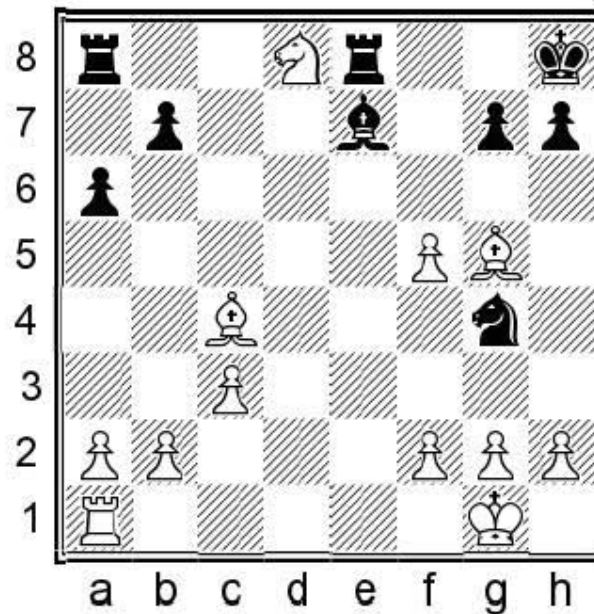
**20.Qxf7+!**

White sacrifices his queen to get a deadly carousel ( **Pattern 10**).

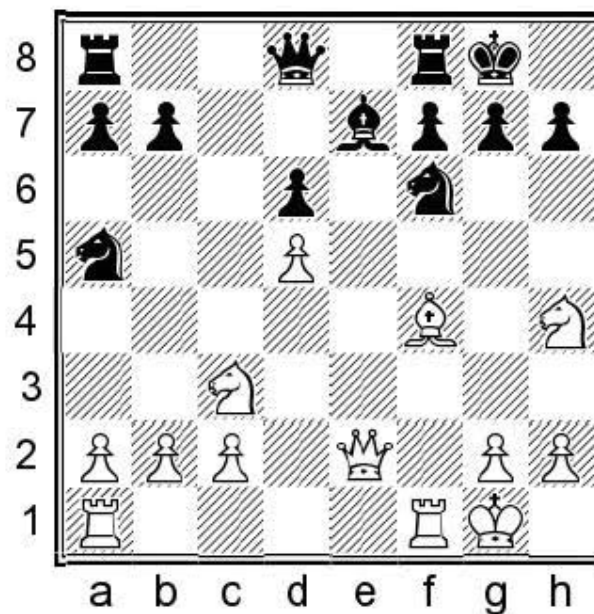
**20...Kxf7 21.Bc4+ 1-0**



Black resigned because of 21...Kf8 22.Ne6+. The knight + bishop battery has been created and it's time to harvest! 22...Kg8  
 23.Nxd8+ Kh8 ( 23...Kf8 24.Ne6+! Kg8 25.Bxe7 Rxe7 26.Nc7+ )



24.Nf7+. Again White sets up a knight + bishop battery. 24...Kg8  
 25.Bxe7 Rxe7 26.Ne5+ Kf8 27.Nxg4 Re4 28.Ne3 and wins.





*Black to move*

13...Nxd5, yes or no?

**SOLUTION****van Harten-Stigter**

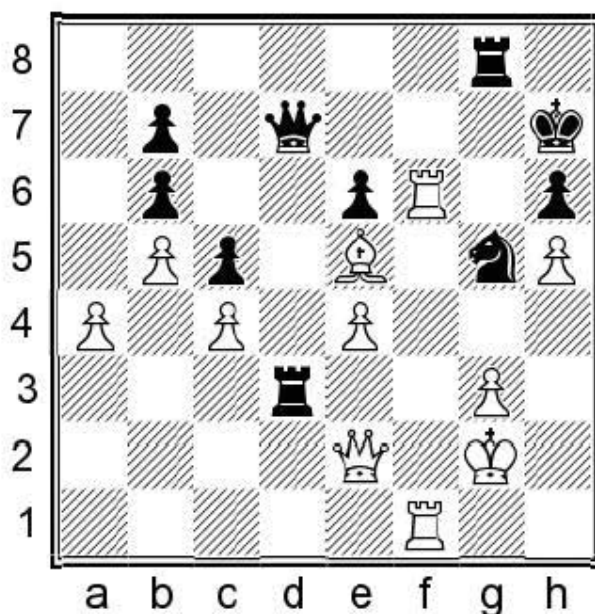
Borne U14-2013

**13...Nxd5**

It is tempting to go for the discovered attack seen in **Patterns 11** and **12**, but in fact, Black jumps from the frying pan into the fire.

**14.Nf5!**

White is not obliged to capture the knight ( 14.Nxd5 is what he played), but he can move his attacked knight, eyeing the bishop on e7 while its defender is also under attack! If the black knight takes on c3 or f4, White first captures the bishop with an in-between check, and after that recaptures the knight. No matter what Black tries, he will always be a piece down.



58

*White to move*

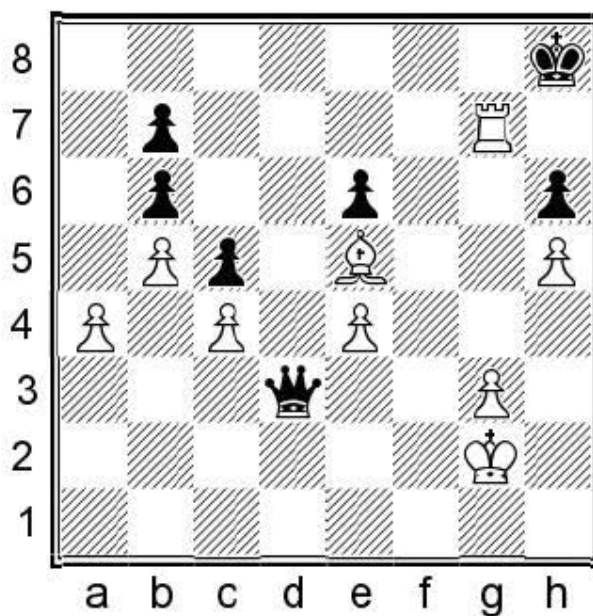
# SOLUTION

**Sindarov-Sarin**

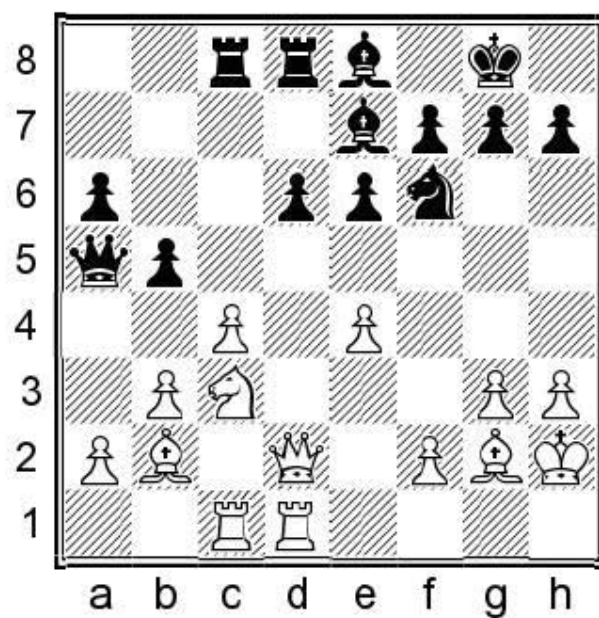
Jerusalem World Rapid Team Championship-2022

## **52.Qxd3! 1-0**

Luring away the queen to set up the rook + bishop battery from **Pattern 18** and win back the queen with interest; Black resigned because of 52...Qxd3 53.Rf7+ Nxf7 54.Rxf7+ Rg7 55.Rxg7+ Kh8



56.Rd7+ and the queen drops.



59

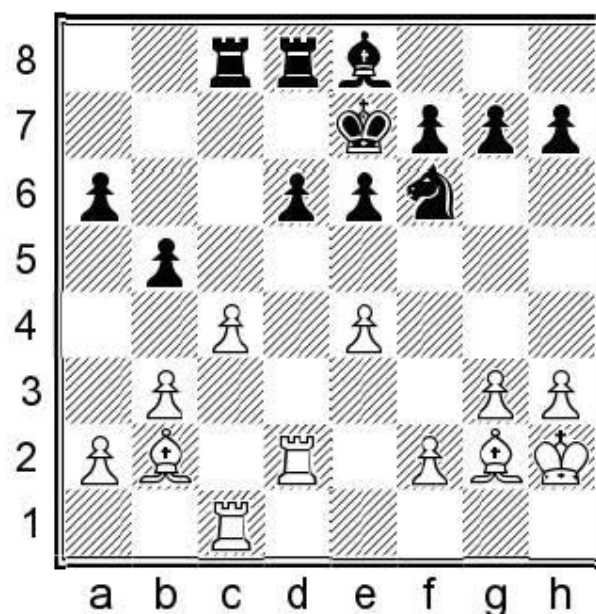
*White to move*

**SOLUTION**

**So-Iturrizaga**

Aimchess rapid match (analysis)-2023

**18.Nd5! Qxd2 19.Nxe7+ Kf8 20.Rxd2 Kxe7**

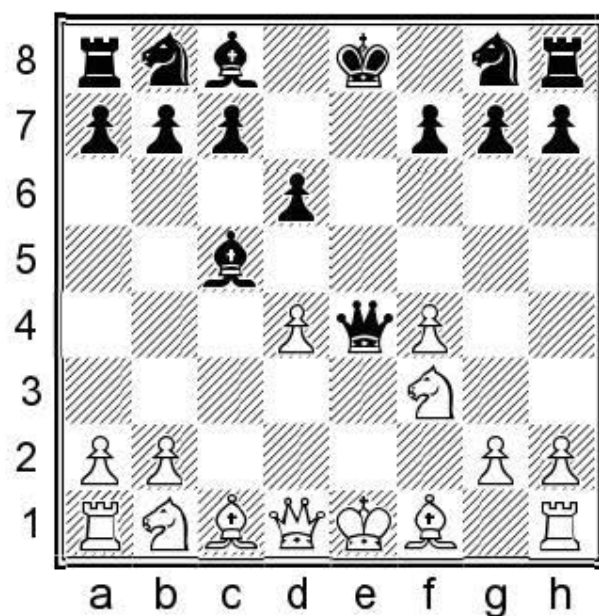


The damage appears to be limited for Black, but the worst is yet to come:

### 21.e5!

It is this follow-up to the trick from **Pattern 13** that plunges Black into misery. White gets an incredibly strong passed pawn on d6, because capturing the pawn with 21...dxe5? fails to 22.Ba3+, catching out the king on the a3-f8 diagonal, and in case of 21...Ng8 22.exd6+ Rxd6?, 23.Ba3 wins again in similar fashion.





60

*White to move*

### SOLUTION

**Tereshchenko-Tschepurnoff**  
St Petersburg-1909

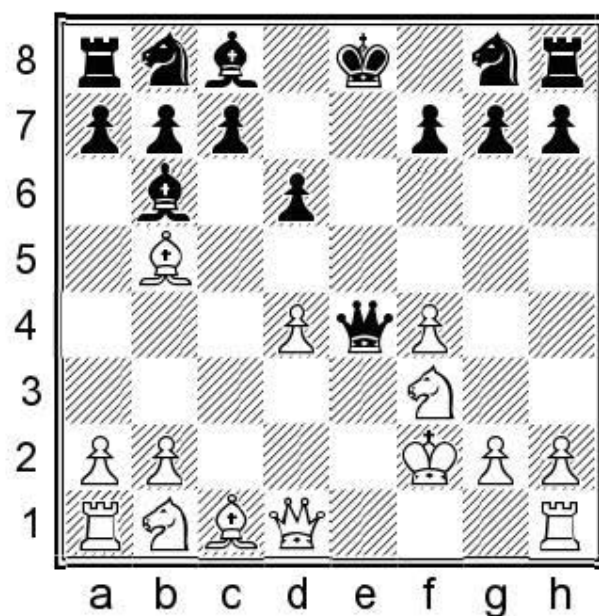
**7.Kf2!**

Also played by Greco in 1620 and Emanuel Lasker in 1890 (four years before Lasker became World Champion). First, the king clears the back rank...

**7...Bb6**

... and now it is time for the bishop to do the same:

**8.Bb5+**

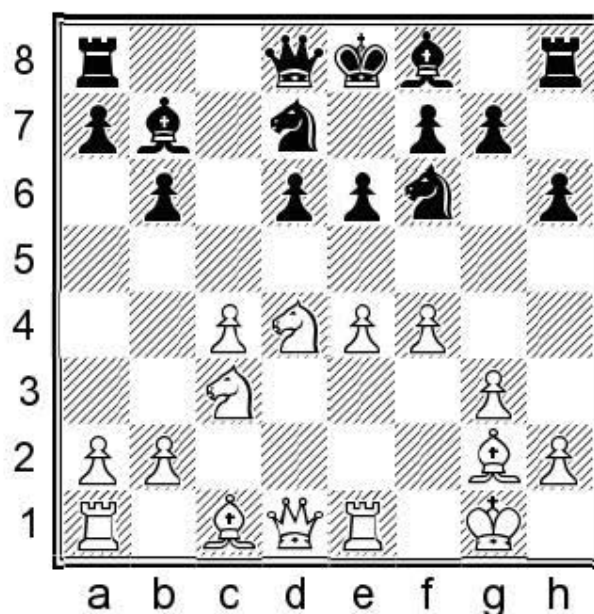


### 8...c6

Moving the king with 8...Kf8 or 8...Kd8 does not change much. After 9.Re1, the queen is still pinned as e8 is a mating square.

### 9.Re1

The point behind White's 7th and 8th moves: the pin yields White the black queen. White won. **Pattern 20.**



61

*White to move*

### SOLUTION

**Kramnik-NN**

Paris simul-1999

#### **12.e5!**

Here we see that the former World Champion, unlike in Exercise 33, is successful with the move e4-e5 ( **Pattern 8**).

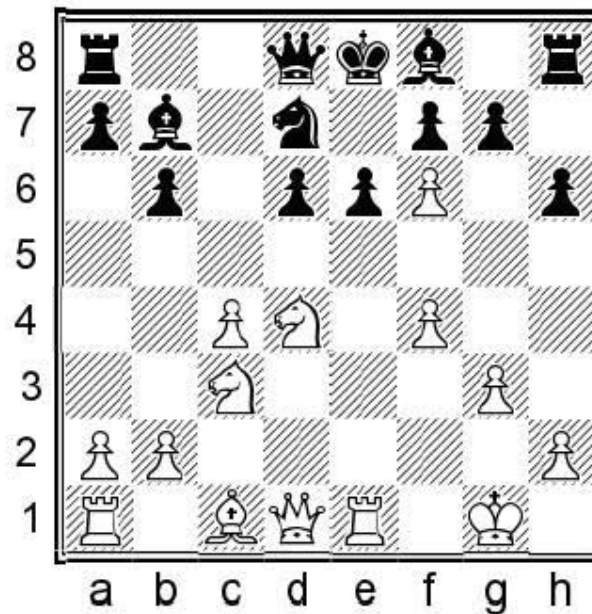
By the way, with a pawn on f2 instead of f4, this move would have been strong as well.

#### **12...Bxg2**

After the pawn capture 12...dxe5 , White has the luxury of taking back because he has his pawn on f4, although 13.Bxb7 or even 13.Nxe6 are also fine.

#### **13.exf6 Bb7**

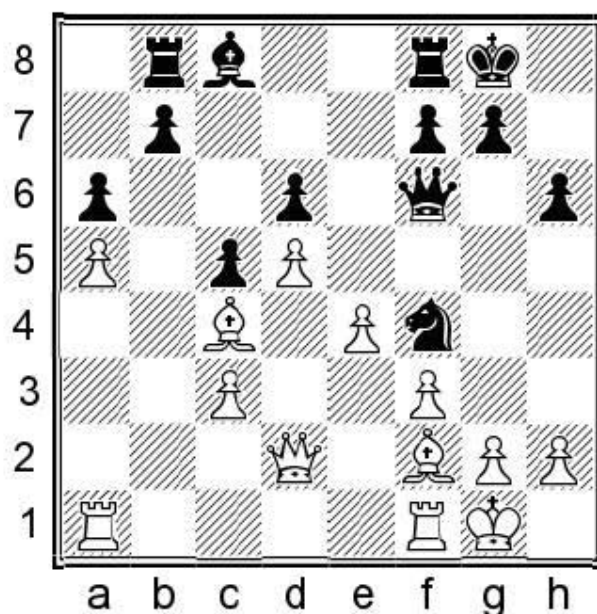
The move 13...Bh3 offers Black no salvation, as he is getting checkmated after 14.Nxe6 Bxe6 15.Rxe6+ fxe6 16.Qh5+ g6 17.Qxg6#.



**14.Rxe6+! fxe6 15.Qh5+ g6 16.Qxg6#**

A sacrifice on e6 in combination with a white pawn on f6 followed by checkmate on the h5-e8 diagonal may look familiar to readers of 100 Tactical Patterns You Must Know. You're right! See the game M.Piket-Lont, explained in **Pattern 84**.





62

*Black to move*

## SOLUTION

**Bouget-Romero**

Titled Tuesday blitz-2023

### 20...Bh3!

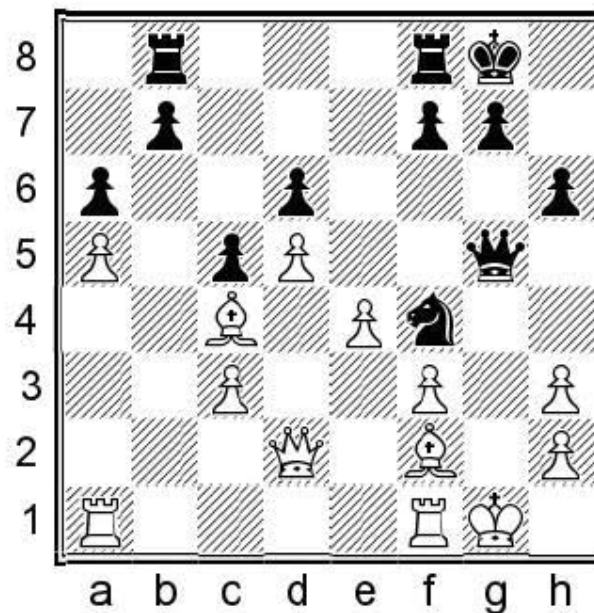
This exercise is a trick question.

It is tempting to immediately set up the queen + knight battery from **Pattern 14**, certainly in a blitz game, but at this point, this is a big mistake! 20...Qg5? 21.Be3!. With this move, White uses the 'seventh-rank defence' ( **Pattern 88**) and ensures that the queen on d2 is no longer unprotected, and so the discovered attack 21...Nh3+ doesn't win a queen. In fact, thanks to the pin it is even White who wins a piece: 21...Nh3+ 22.Kh1 Qh5 23.gxh3 Bxh3 24.Rf2 and White won. 21.Be1 is another defence to remember; one we saw in Candela Martin-Bendahan, Alcarco 2022, in 100 Tactical Patterns You Must Know. The second rank has been cleared, and the queen

on d2 is protected. However, here 21.Be3 is a better version of this idea.

### 21.Bg3

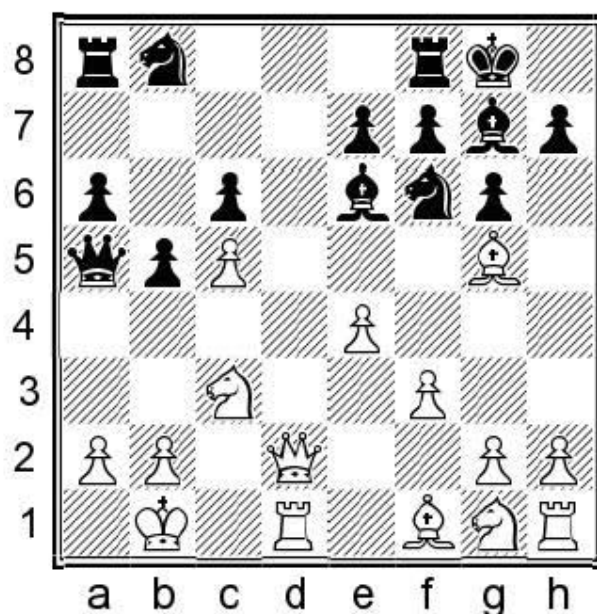
If 21.gxh3?, then, compared to the game, Black can set up the queen + knight battery with gain of tempo with 21...Qg5+



22.Bg3 ( 22.Kh1 Qg2# ) 22...Nxh3+, and Black wins the queen.

### 21...Nxg2 22.Rf2 Nh4

Black has won a pawn, but White has sufficient compensation as the b7- and d6-pawns are significant weaknesses. The position is level.



63

*White to move*

Evaluate 12.Nd5.

### SOLUTION

**Gambardella-Vuelban**  
Isola d'Elba-2008

It is tempting to go for the discovered attack from **Pattern 13**, but remember Vila Dupla-Drori, Titled Tuesday blitz 2023 (see 100 Tactical Patterns You Must Know): you should be careful winning the e7-pawn when there is a black pawn on c6: the knight may have trouble escaping.

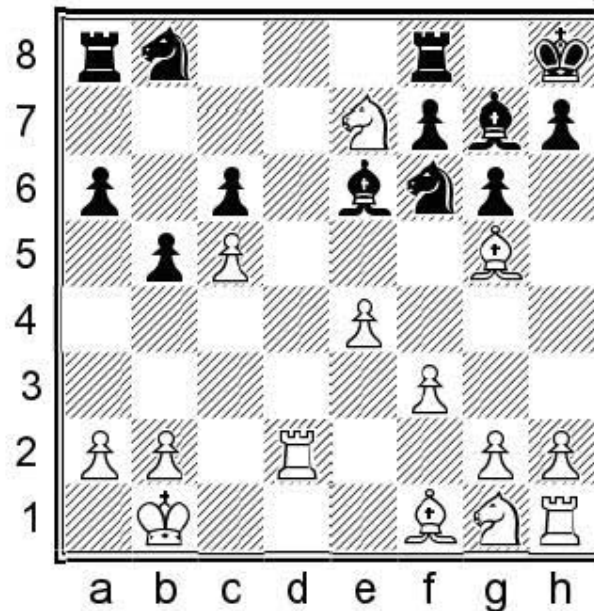
**12.Nd5 Qxd2**

If 12...Qd8?, 13.Nxf6+ wins material.

**13.Nxe7+**

Best was 13.Nxf6+, although Black has the advantage after, for instance, 13...exf6 14.Bxd2 Rd8.

**13...Kh8 14.Rxd2**



**14...Ra7!**

14...Re8 allows 15.Rd6! Rxe7 16.Rd8+ Re8 17.Bxf6 and Black has managed to exchange his vulnerable knight.

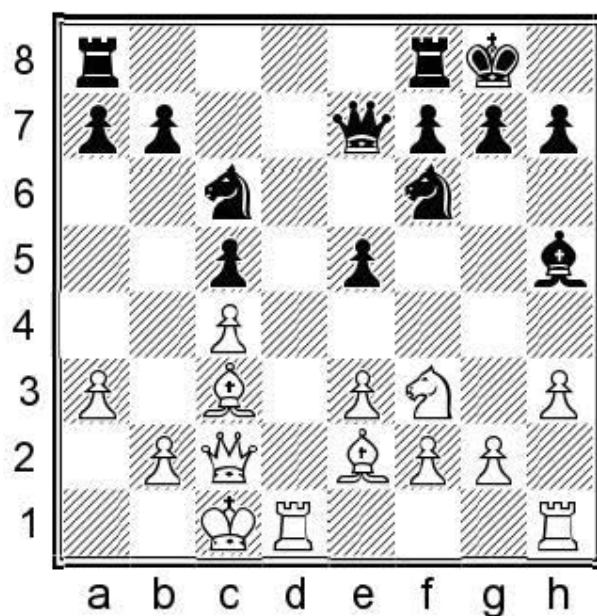
**15.h4?**

It was better to play 15.e5, but still, after 15...Nfd7 the pawn on e5 is hanging, while ...f7-f6 is a big threat as well. It was not a good idea to be greedy and capture the e7-pawn.

**15...Rxe7 16.e5 Bf5+ 0-1**

A clever in-between check. 17...Rxe5 comes next, and Black will be a knight up.





64

*White to move*

### SOLUTION

**Popilski-Benjamin**  
Indianapolis-2016

Although Black's bishop is protected, White still uses the trick from **Pattern 12**:

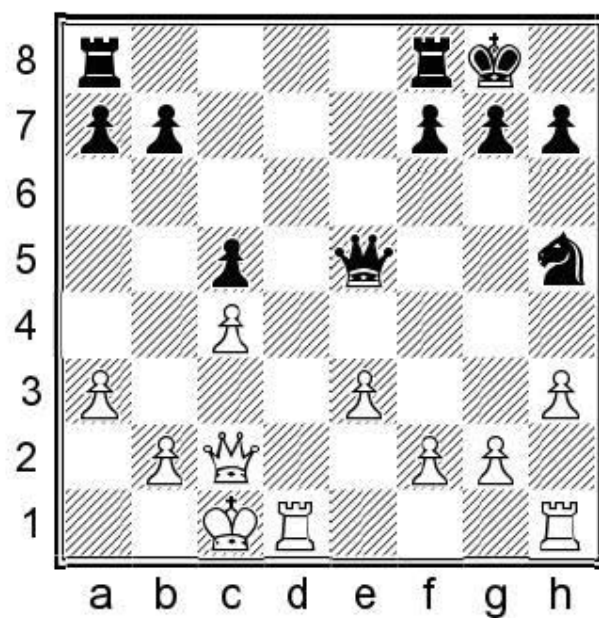
**14.Nxe5! Nxe5**

If 14...Bxe2, White continues capturing: 15.Nxc6 bxc6 16.Qxe2.

**15.Bxh5 Nxh5**

On 15...Nxc4?, 16.Bxf6 Qxf6 17.Qxc4 wins a piece.

**16.Bxe5 Qxe5**



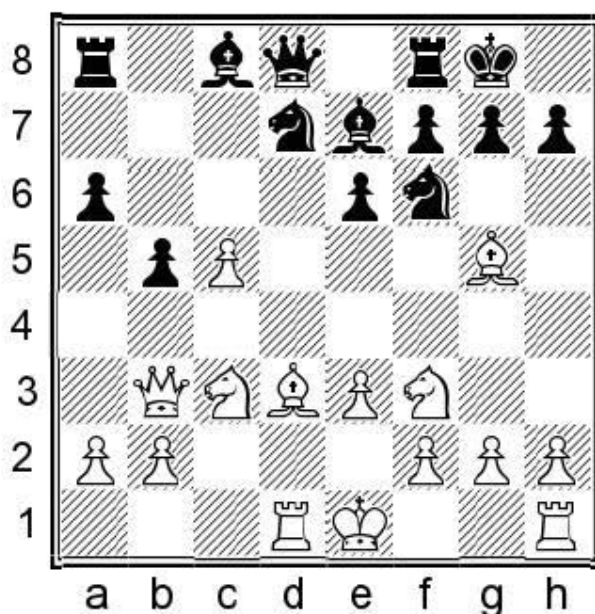
**17.Rd5**

The cat comes out of the bag. White wins back the piece and remains a pawn up.

**17...Qe6 18.Rxh5 g6 19.Rd5!**

And White converted his material advantage.

19.Rxc5 Rac8 would have given Black counterplay.



65

*Black to move*

12...Nxc5, yes or no?

### SOLUTION

**Soppe-Hoffman**

Villa Martelli Argentinian Championship (analysis)-1998

With the queen lined up in a vis-à-vis with White's rook, this move seems to be asking for trouble. However, this is not the case here!

**12...Nxc5 13.Bxh7+**

Executing the discovered attack from **Pattern 15**. That is what this was all about.

In case of 13.Qc2 (best), Black conquers the pair of bishops with 13...Nxd3+.

**13...Nxh7!**

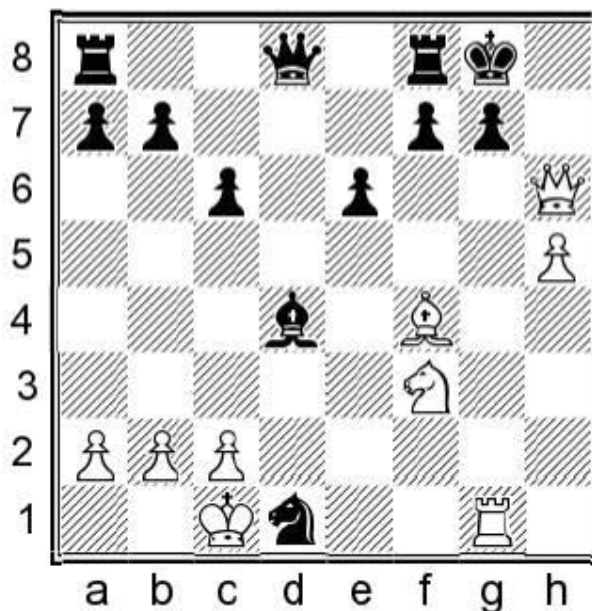
13...Kxh7?? 14.Qc2+!. White moves away the queen with gain of tempo. On the next move, Black's queen will be captured.

**14.Rxd8 Bxd8!**

White is a pawn up. If 14...Nxb3 15.Bxe7 Rxd8 16.Bxd8, or 14...Rxd8 15.Bxe7 Nxb3 16.Bxd8.

**15.Qc2 Nxg5**

And with two bishops and a rook for the queen, Black is better.



66

*White to move*

### SOLUTION

**Bocharov-Kokarev**  
**Khanty-Mansiysk-2021**

With a rook down, White is happy to make a draw:

**21.Be5! Be3+**

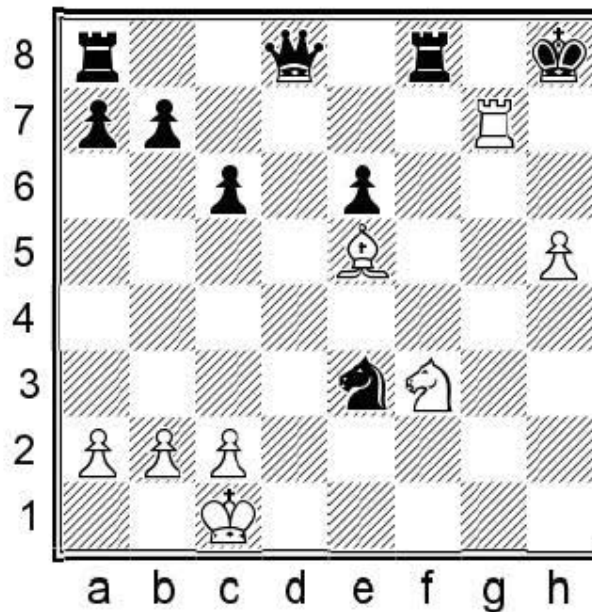
- 21...Bxg1? 22.Qxg7#;
- 21...Bxe5? 22.Nxe5 and Black will be checkmated as well.

**22.Qxe3 Nxe3 23.Rxg7+ Kh8**



White has succeeded in setting up the rook + bishop battery from **Pattern 18**.

**24.Rxf7+ Kg8 25.Rg7+ Kh8**

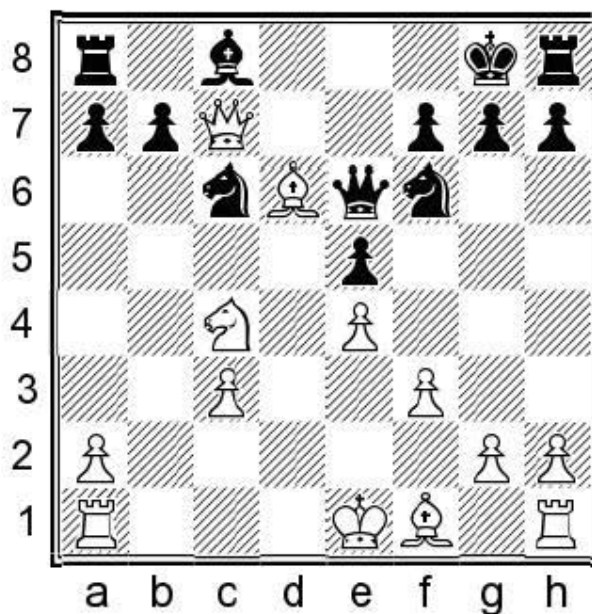


**26.Rf7+!**

Putting the rook on another square on the seventh rank allows Black to interpose his rook or queen on f6, escaping the perpetual check:

- 26.Rd7+ Qf6;
- 26.Re7+ Rf6 27.Bxf6+ Kg8 28.Rg7+ Kf8.

**26...Kg8 27.Rg7+ Kh8 28.Rf7+ ½-½**



67

*White to move*

### SOLUTION

**Huschenbeth-Chernov**

Neustadt an der Weinstrasse-2017

**22.Nxe5!**

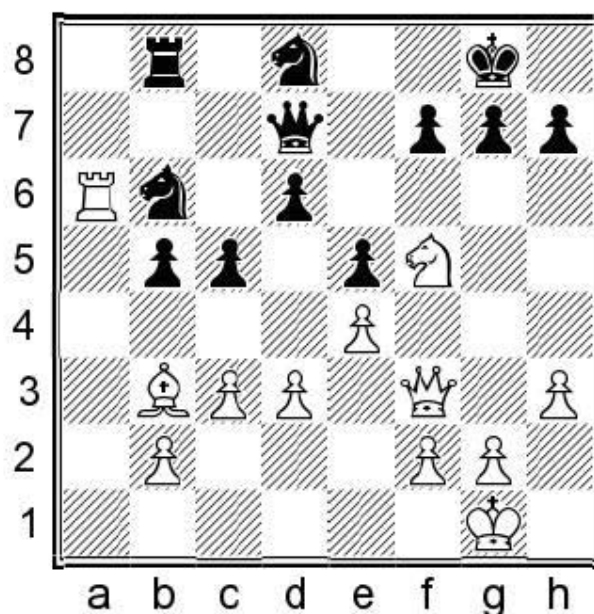
The only way to prevent the queen-trapping 22...Ne8 from winning.

**22...Ne8 23.Nxc6! Nxc7 24.Ne7+**

The knight + bishop battery guarantees White a draw.

**24...Kf8 25.Nf5+ ½-½**

Of course not 25...Ke8, as it allows 26.Nxg7+. See also Majhi-Warnk, Oberhof 2013, in 100 Tactical Patterns You Must Know, **Pattern 10**, for a similar scenario.



68

*White to move*

### SOLUTION

**Predke-Ahvenjarvi**

Novi Sad tt-2016

#### **25.Qg4!**

Threatening mate, while Nh6+ is also in the air.

It seems wise to eliminate the queen's defender before setting up the queen and knight battery from **Pattern 14**, but in that case, Black escapes with a black eye: 25.Rxb6 Rxb6 26.Qg4 Ne6! 27.Nxg7 27...Kh8±. In case of 27.Bxe6? fxe6, the seventh-rank defence from **Pattern 88** even gives Black a winning position.

#### **25...Ne6**

25...g6 26.Rxb6! Rxb6 27.Nh6+.

#### **26.Nxg7! Nxg7**

And now it is time to capture the knight on b6!

- 3+ Kg7 30.hxg4;

also has an

able edge after



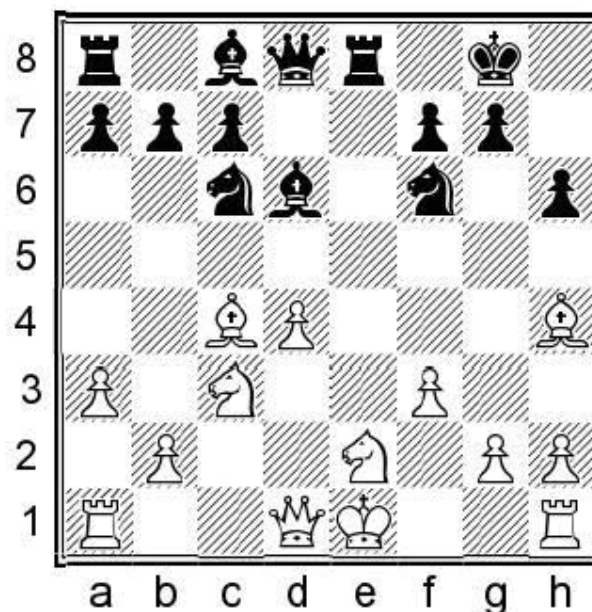
With the main point 14...Kxh7 15.Qc2+ (moving the attacked queen with gain of tempo) followed by 16.Bxd8.

**14...Kh8 15.Rxf2 Qxe7 16.Be4**

And now best for Black was not to worry about the c-pawn, as after

**16...Rac8 17.Ne5 Nxe5? 18.Qh5+**

he resigned due to 18...Kg8 19.Qh7#. In short, Black could not take advantage from the knight+ bishop battery from **Pattern 12**.



70

*Black to move*

Evaluate 12...Nxd4.

### SOLUTION

**Rakhmanov-Potkin**

**Sochi Russian Rapid Championship-2017**

**12...Nxd4 13.Qxd4 Bg3+ 14.Kf1**

- 14.Bxg3 loses to 14...Qxd4 as the knight on e2 is pinned;
- 14.Kd2 ( 14.Kd1 ) 14...Bxh4 15.g3 Qxd4+ 16.Nxd4 Rd8-+.

**14...Qxd4 15.Nxd4 Bxh4 16.g3**

And now, instead of the in-between check 16...Bh3+, Black should have played

**16...Bg5**

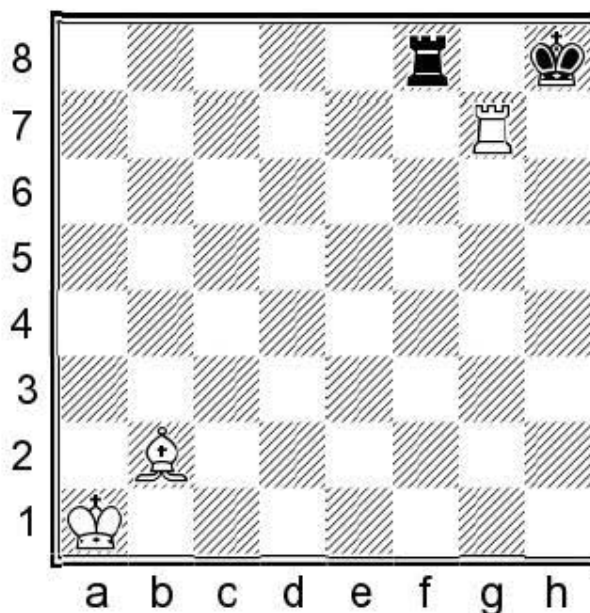
as after

**17.f4**

Black can save his bishop by

**17...Ng4**

or 17...Ne4. In both cases he clears the h4-d8 diagonal and threatens a knight fork on e3 or d2. This is why Black should leave the white king on f1. In short, Black wins a pawn thanks to the trick from **Pattern 15**.



71

*White to move*

**SOLUTION**

**Bianchetti-**

### Study,-1925

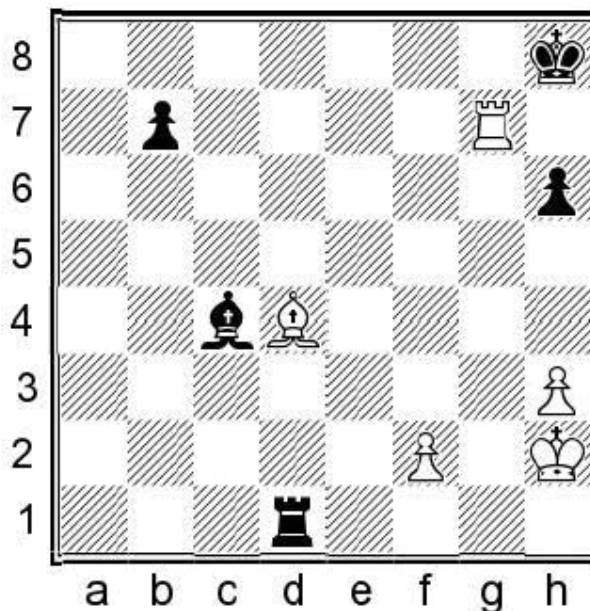
Sometimes, the threat is stronger than the execution.

**4.Ka2!**

Black is in zugzwang. Any of his rook moves will be answered by a discovered check, with White's rook attacking Black's; for example,

**4...Ra8+ 5.Ra7++-**

**Pattern 18.**



72

*White to move*

### SOLUTION

**Prujssers-Ernst**

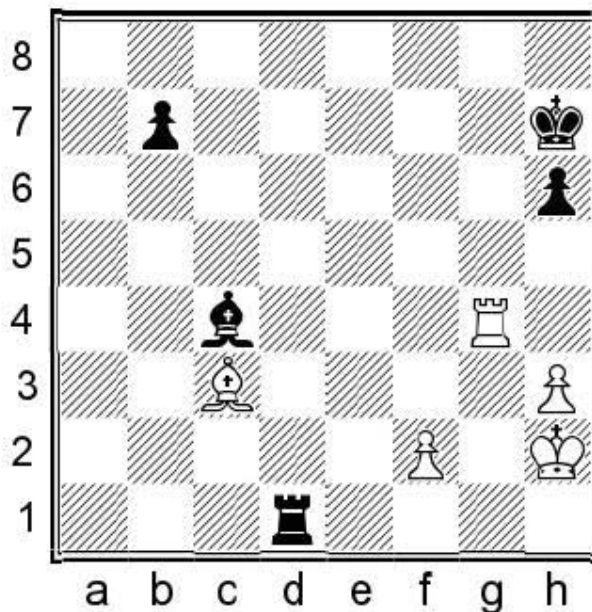
**Amsterdam Dutch Championship-2013**

Because the bishop is en prise, White cannot immediately benefit from his rook+bishop battery. He must first create favourable conditions to get the most out of the motif.

**41.Rg4+!**

41.Bf6 was the move played in the game.

**41...Kh7 42.Bc3!**



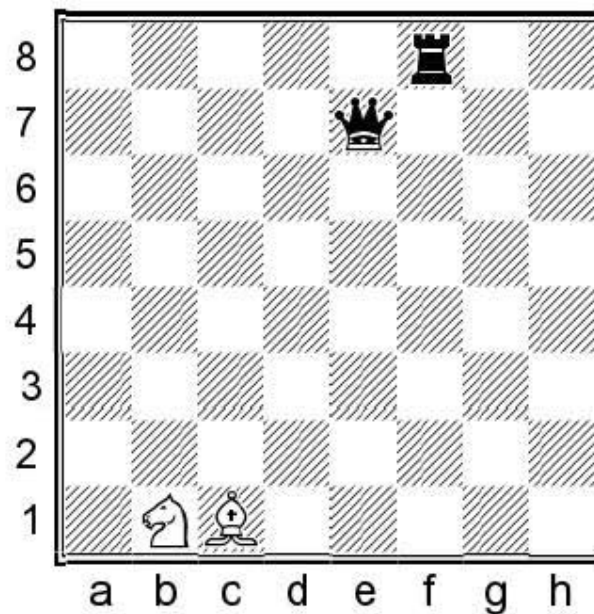
Putting the white bishop on the c3-square is essential, because it will not help Black to attack this bishop as it is protected by the white rook after 42...Rc1 ( 42...Rd3 ) 43.Rxc4.

Now, White not only attacks the bishop, but also threatens to give a devastating discovered check. After, for example, 42...b5 43.Rg7+ Kh8, the black rook is won by either 44.Rd7+ or 44.Rg1+.



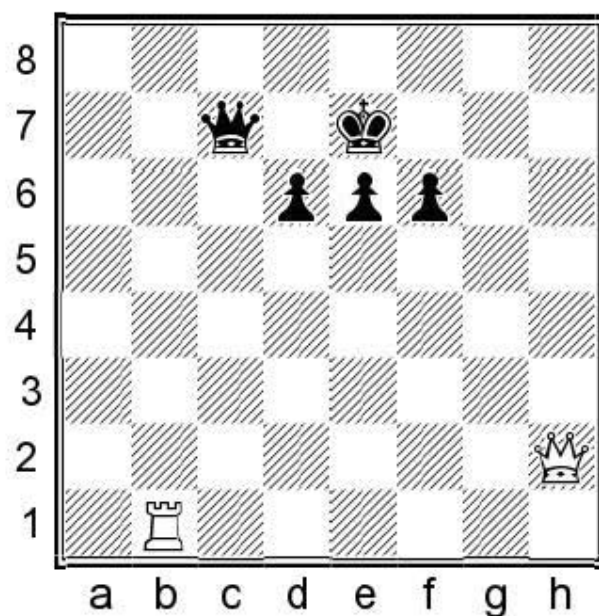
# Chapter 3

## Skewers and pins



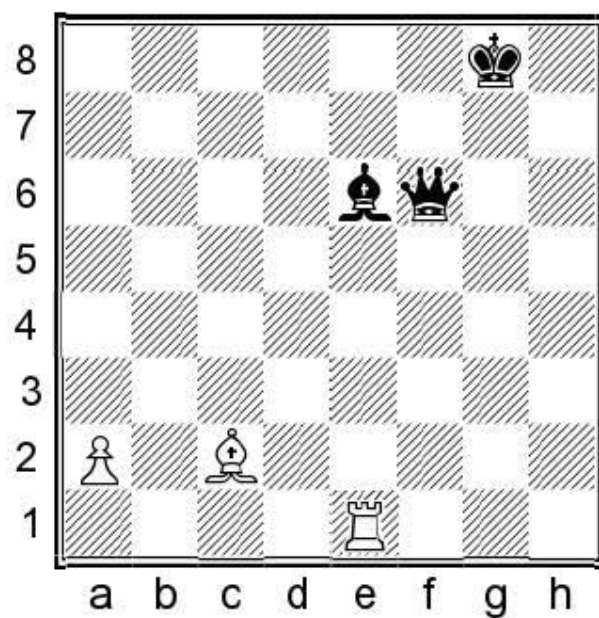
### 22. The bishop skewer on the a3-f8/f1-a6 diagonal

By sliding the bishop onto the a3-f8 diagonal, White skewers the queen and rook.



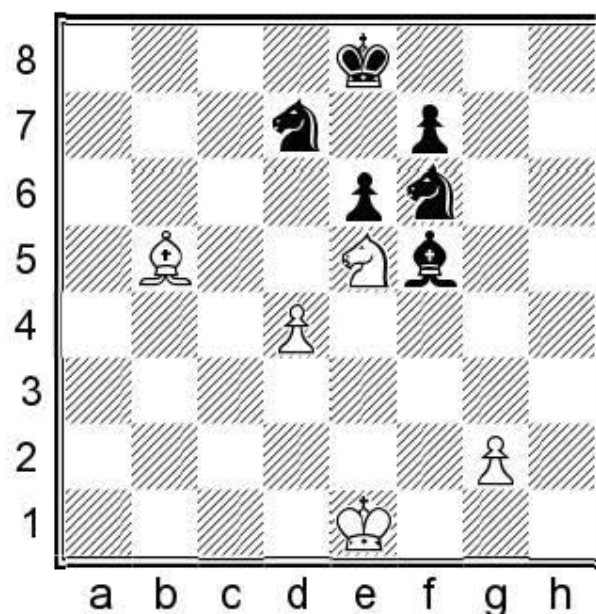
### 23. Sacrificing a rook for an absolute skewer

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

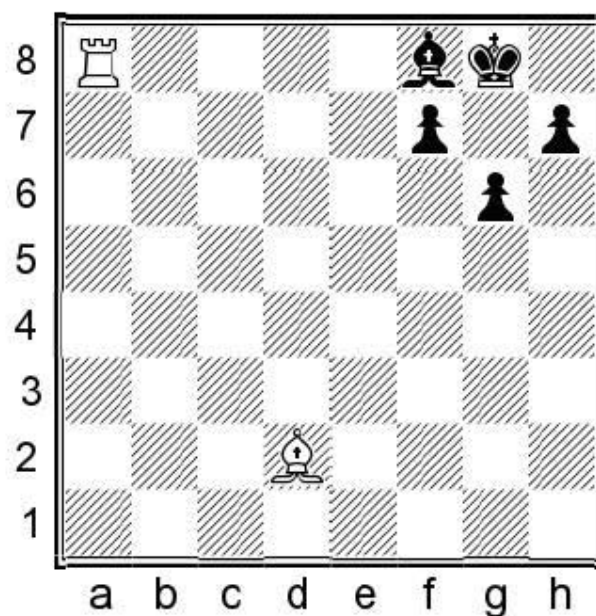
The luring sacrifice 1.Rxe6 wins the bishop, as after 1...Qxe6 White pins the queen by 2.Bb3.



## 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.

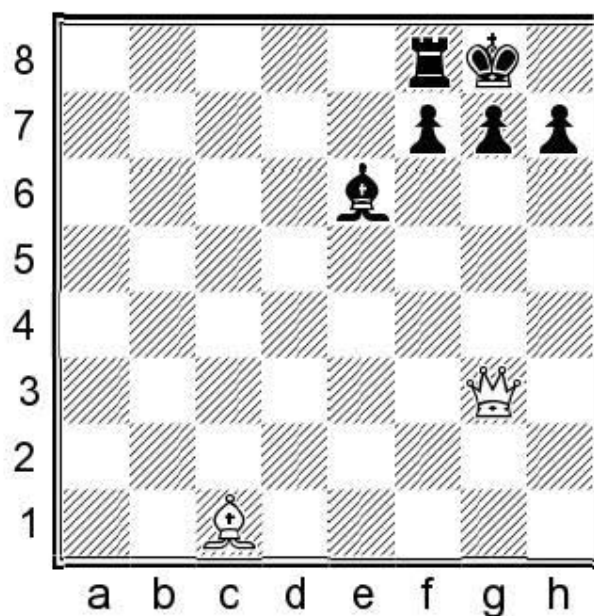




## 26. The back-rank pin

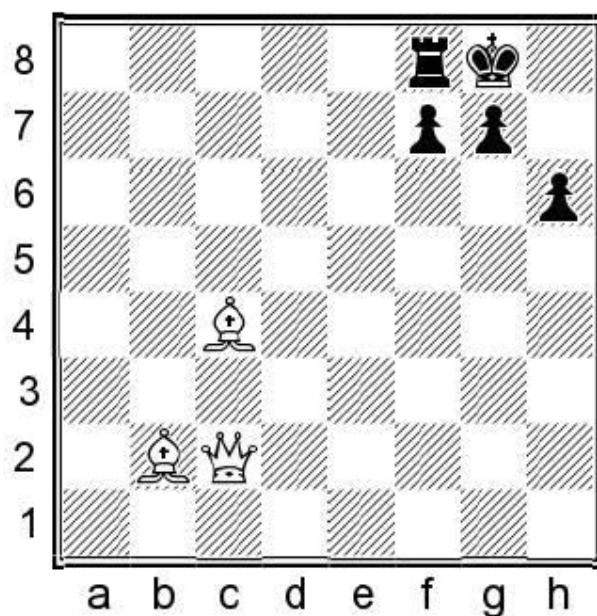
White attacks the pinned bishop, aiming not only to capture it but also to set up a mate threat.

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

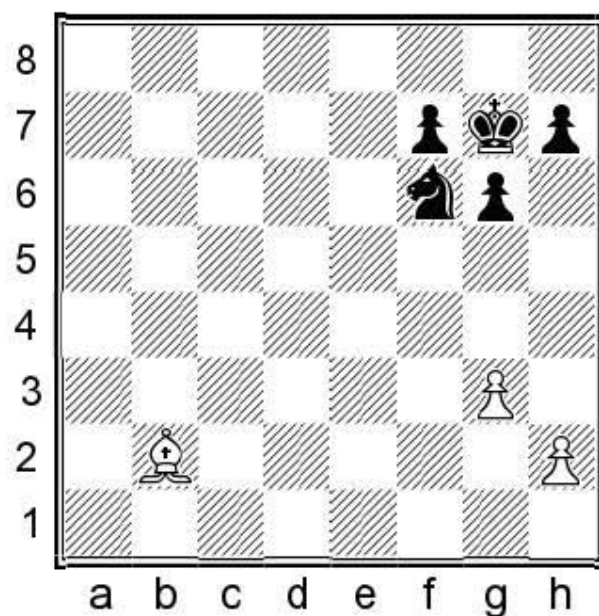
With 1.Bh6 White threatens checkmate on g7. The g-pawn is pinned both absolutely (1...gxh6 leaves the king in check) and relatively (1...g6 allows White to capture the rook on f8). Here, with the bishop on e6, Black faces even greater trouble. After 1...g6, White can play 2.Qe5, threatening mate and 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.

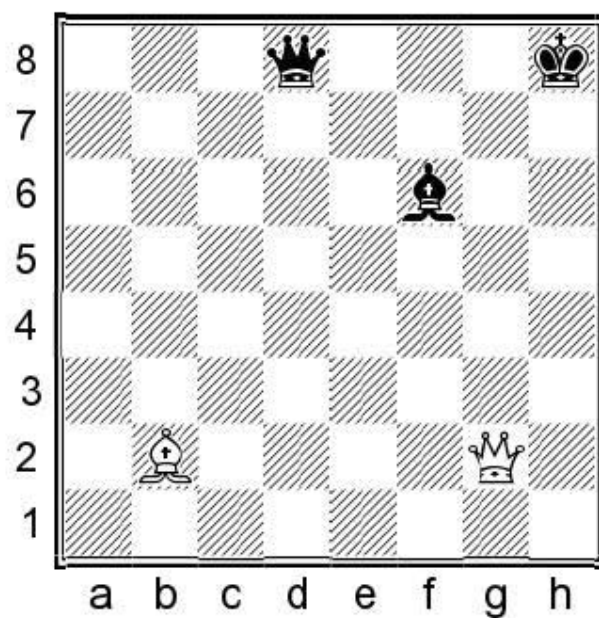
The queen's incursion frequently coincides with a sacrifice on h6 (from Black's perspective, h3). Upon accepting the sacrifice, the queen can then approach the enemy king with check.



## 29. The eternal pin

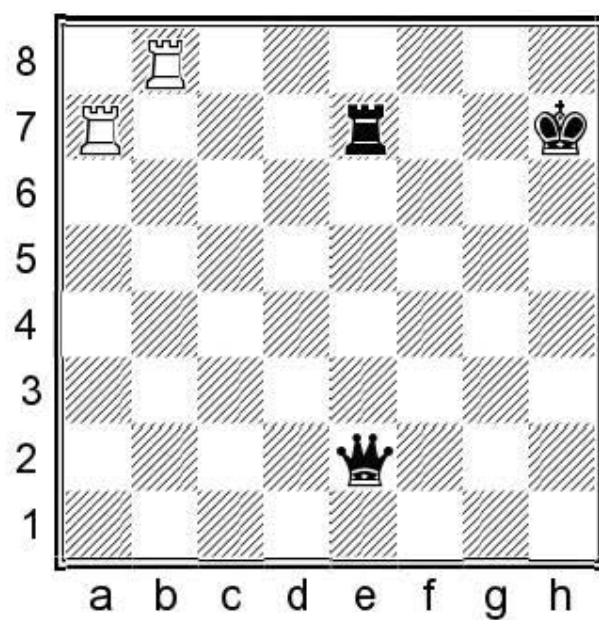
With 1.h4, White prevents Black from breaking the pin with ...g6-g5 followed by ...Kg6. If Black prepares to play ...g6-g5 with 1...h6, and then pushes the g-pawn, White advances the pawn with h4-h5, thereby depriving the king of the g6-square. This puts Black in zugzwang, compelling them to abandon the defence of the knight.





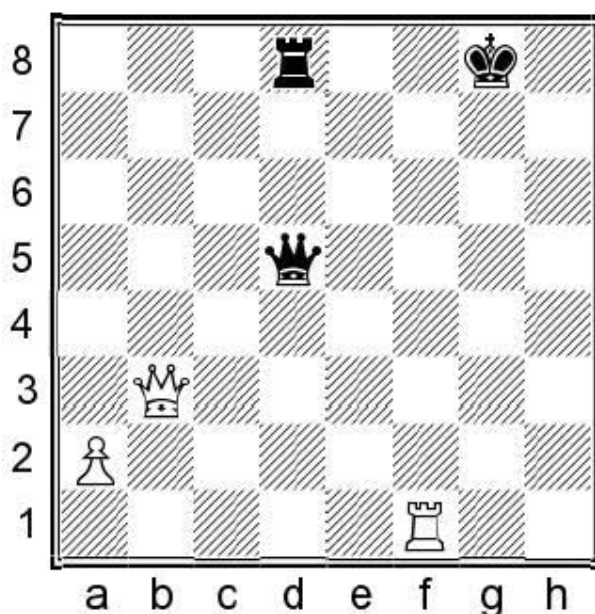
### 30. Saint Andrew's Cross

The 'clean' cross-pin after 1.Qg5 yields White material. The bishop is pinned both relatively and absolutely along two diagonals.



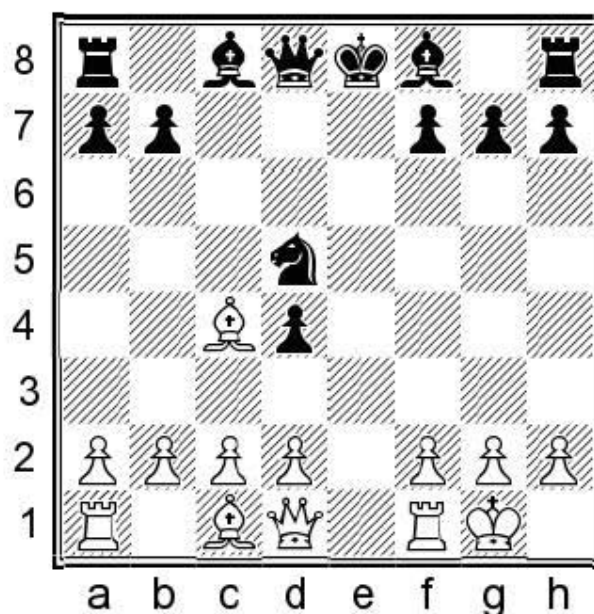
### 31. The Maltese Cross

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

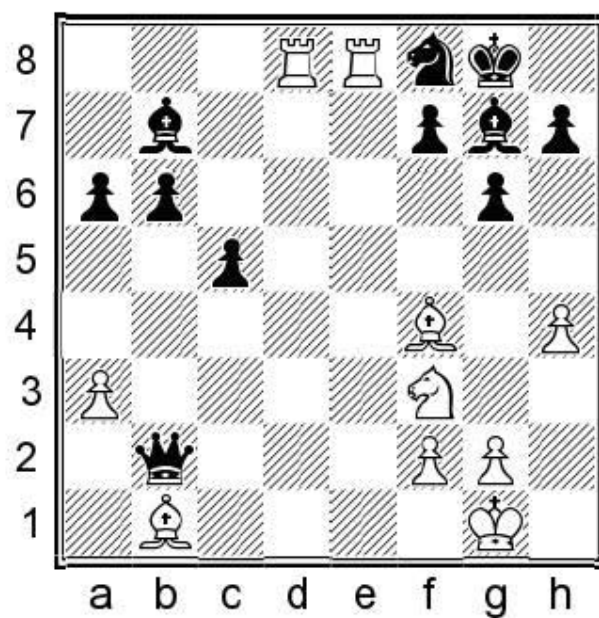
The queen is put under attack horizontally and diagonally with 1.Rd1, forming an Oblique Cross (although the queen is not pinned on the d-file, but skewered). If 1...Qxb3, White first captures the rook with an intermediate check and then recaptures the queen.



### 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+.

### Skewers and pins - Exercises



73

*White to move*

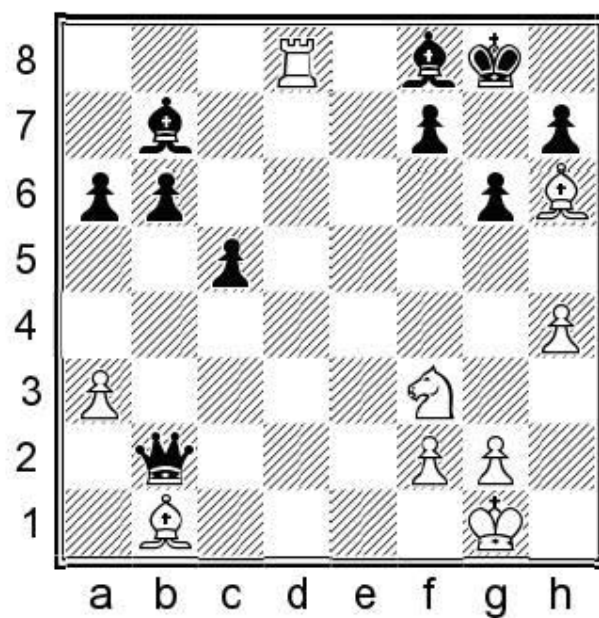
SOLUTION

**Ameir-Abdalla**  
**Cairo tt-2009**

White starts the attack with an exchange sacrifice:

**28.Rxf8+! Bxf8 29.Bh6**





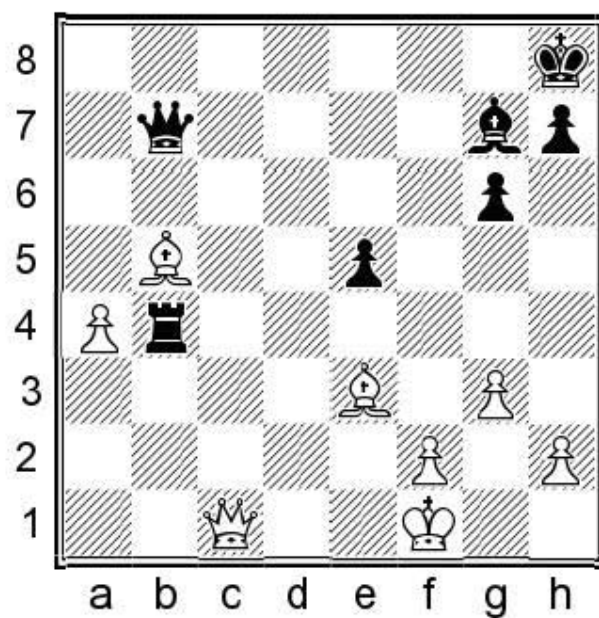
Attacking the pinned bishop while keeping the black king in his cage ( **Pattern 26**).

**29...Qg7**

Or 29...Qxb1+ 30.Kh2 and checkmate with Rxf8 is coming.

**30.Bxg7 Kxg7**

White is up a rook.



74

*Black to move*

### SOLUTION

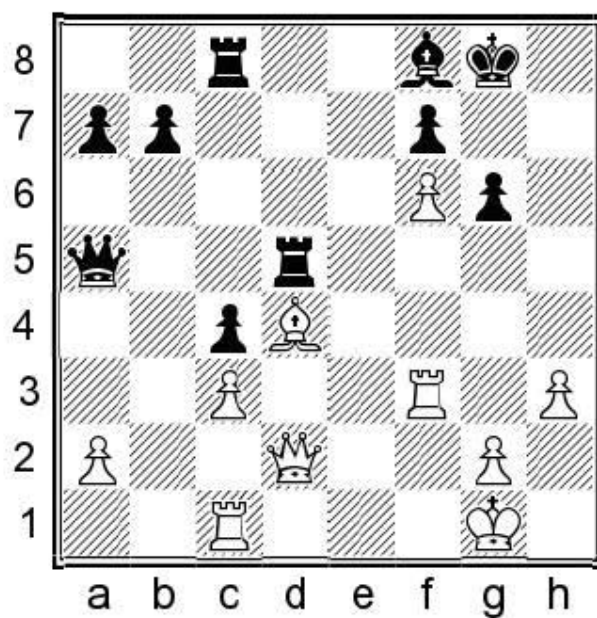
**Djurhuus-Kvisvik**

Oslo-2011

**29...Rb1! 0-1**

Luring the queen, making it loose.

White resigned because of 30.Qxb1 Qh1+ 31.Ke2 Qxb1. **Pattern 23.**



75

*Black to move*

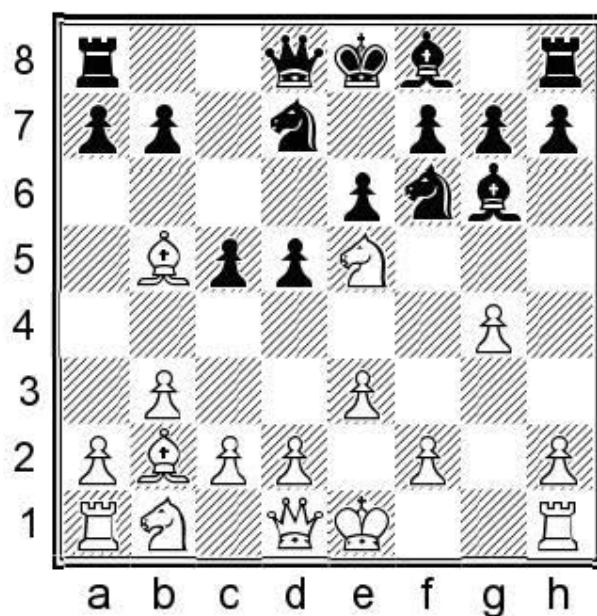
### SOLUTION

van Kooten-Davies  
Vlissingen-1998

**25...Rxd4!**

Luring the queen onto the g1-a7 diagonal ( **Pattern 24**).

White resigned, as 26.Qxd4 ( 26.cxd4 Qxd2 ) loses the queen to a pin: 26...Bc5.



76

*White to move*

### SOLUTION

**Kaczorowski-Dmochowska**  
Góra Świętej Anny-2013

**8.g5! Bh5**

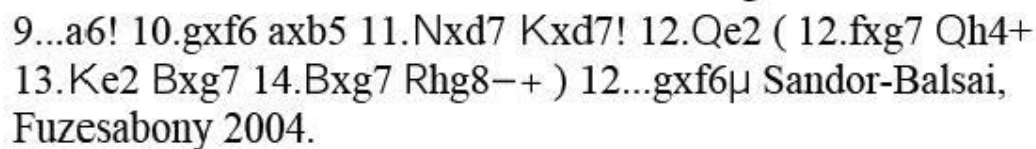
The counterattack 8...a6 does not bring Black salvation: 9.gxf6 ( 9.Nxg6 transposes) 9...axb5 10.Nxg6 hxg6 11.fxg7 with a decisive fork, thanks to the defending bishop on b2. An important detail to keep an eye on.

**9.Bxd7+**

9.gxf6 Bxd1 10.Bxd7+ Qxd7 11.Nxd7 wins as well.

But not 9.f3?

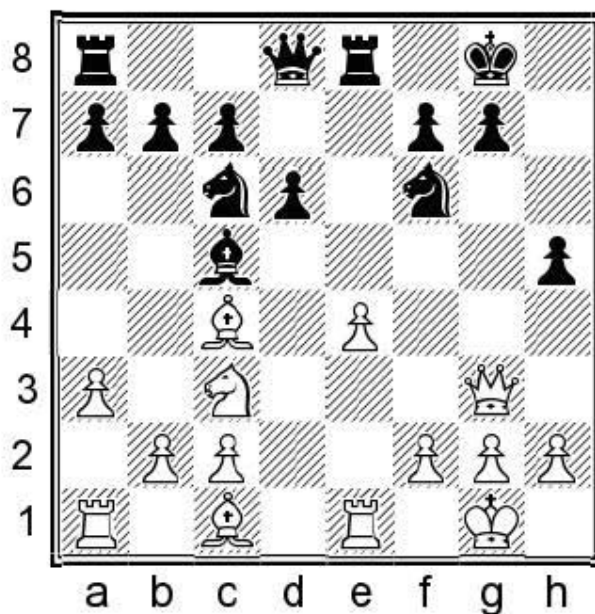




9...Nxd7 10.Qxh5.

12.Bxf6 allows 12...Bf3.

135



77

*White to move*

What do you think of 14.Bh6 ?

### SOLUTION

**Ortiz Gil-Jose Perez Oliveros**

Albania Colombian Amateur Championship-2010

#### **14.Bh6**

Not good, but it turns out well.

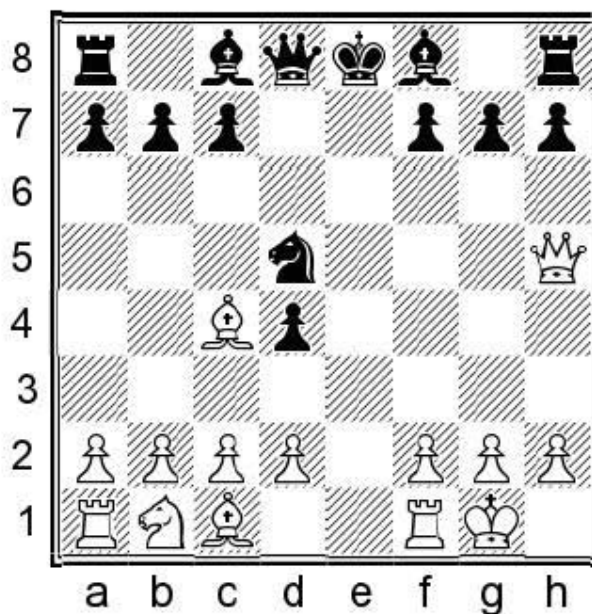
After 14.Bg5 White has a comfortable edge.

#### **14...g6?**

The wrong way to defend against the attack on the pinned g7-pawn ( **Pattern 27**), allowing the trick from **Pattern 28**.

Black should have played 14...Ng4! 15.Be3 Bxe3 16.fxe3 Nce5 with a positional advantage.

**15.Qxg6+ Kh8 16.Qg7#**



78

*Black to move*

How should Black defend?

### SOLUTION

**Narva-Mikheeva**

Iasi European Women's Championship-2021

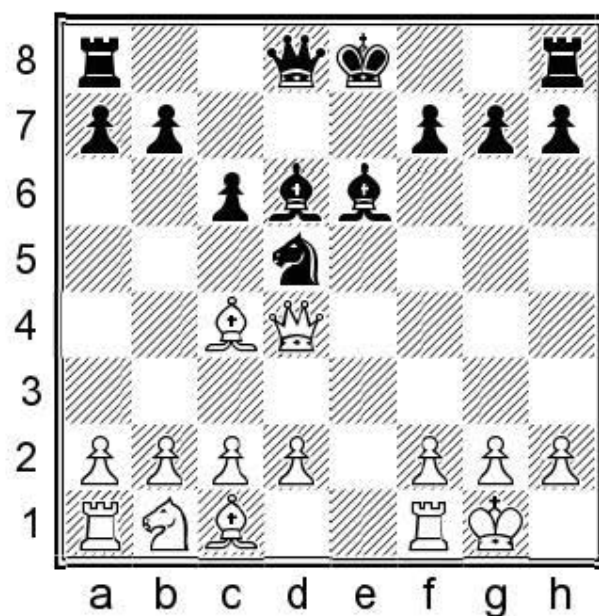
This is certainly not a dream position for Black, but after

**8...c6**

it is not disastrous either because White is only slightly better.

If White goes for the d4-pawn, Black has sufficient compensation due to her better development:

**9.Qe5+ Be6 10.Qxd4 Bd6**

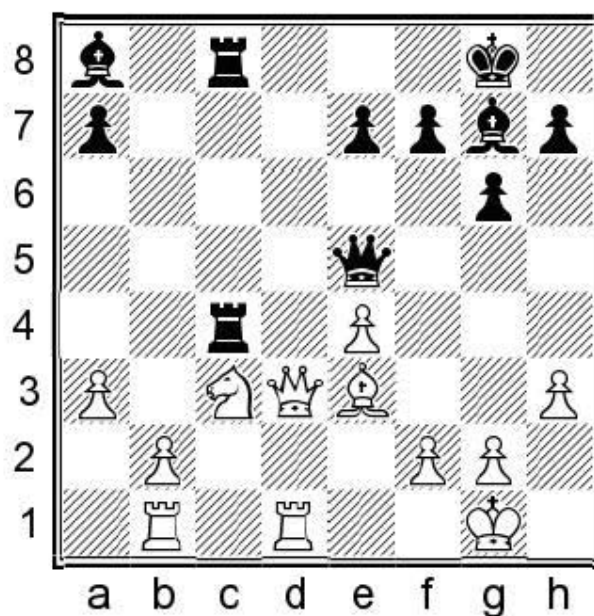


And now if White decides to capture on g7 it turns into a madhouse:

**11.Qxg7 Bxh2+ 12.Kxh2 Qh4+ 13.Kg1 0-0-0**

Black played 8...Be6, possibly to prevent 9.Qe5+, but now she gets entangled in all kinds of pins. 9.Re1! (threatening both 10.Rxe6+ and 10.Q/Bxd5; **Pattern 33**) 9...Nf4 10.Qb5+ c6 11.Qxb7 and White won.





79

*White to move*

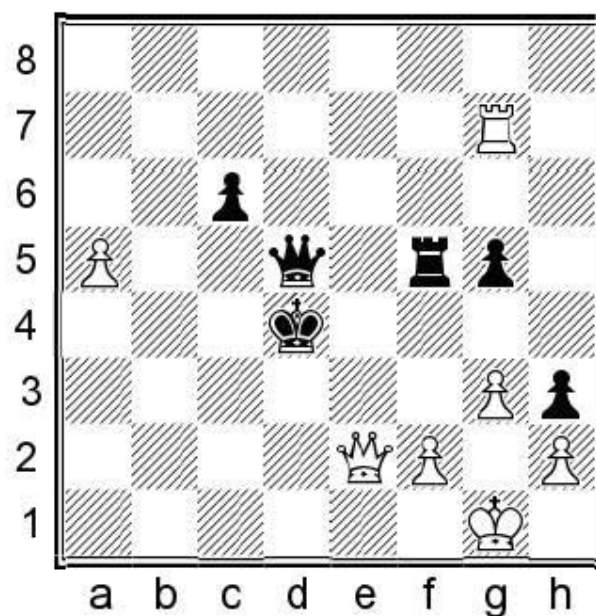
### SOLUTION

**Milosevic-Damjanovic**  
Belgrade-2017

**25.Qxc4!**

Luring away the rook from the back rank so **Pattern 26** can be applied.

**25...Rxc4 26.Rd8+ Bf8 27.Bh6 Qg7 28.Bxg7 Kxg7 29.Rxa8 1-0**



80

*White to move*

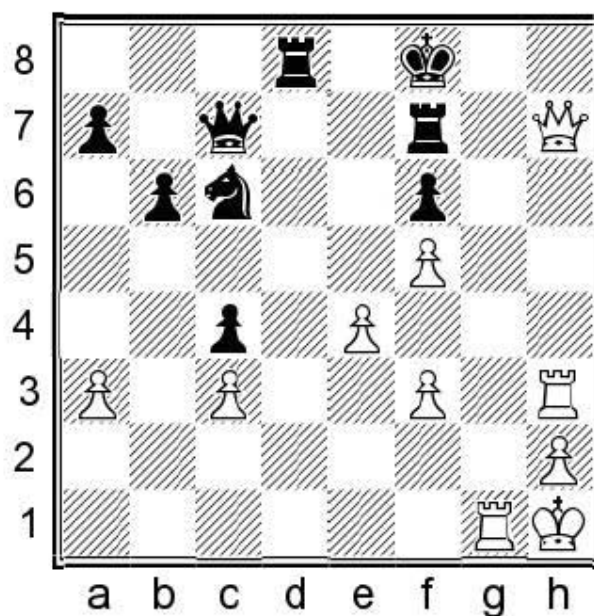
### SOLUTION

Sasikiran-Laznicka

New Delhi-2011

**72.Rd7! 1-0**

Luring the queen to increase the distance between the black king and queen in order to skewer on the next move (a variant of **Pattern 23**). 72...Qxd7 73.Qd2+.



81

*White to move*

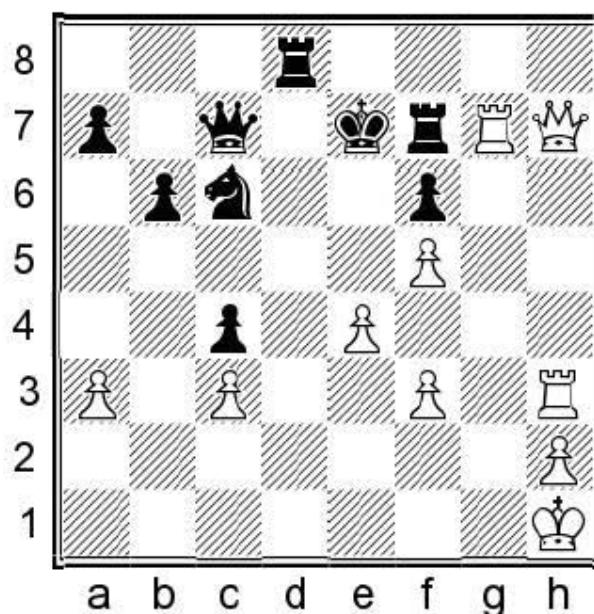
### SOLUTION

**Stein-Krogus**

Kiev tt-1960

### 33.Qg8+!

It also seems tempting to force the king to the seventh rank with 33.Rg8+ Ke7, but now the rook on g8 turns out to be awkwardly placed. If 34.Qxf7+ Kxf7 35.Rh7+, then Black can capture this rook for free with 35...Kxg8, while after 34.Rg7



34...Rxf7 ( 34...Rdf8? allows the trick played in the game: 35.Rxf7+ Rxf7 36.Qxf7+! Kxf7 37.Rh7+ ) 35.Qxg7+, the black king can walk away, protecting its queen: 35...Kd6.

**33...Ke7 34.Qxf7+!**

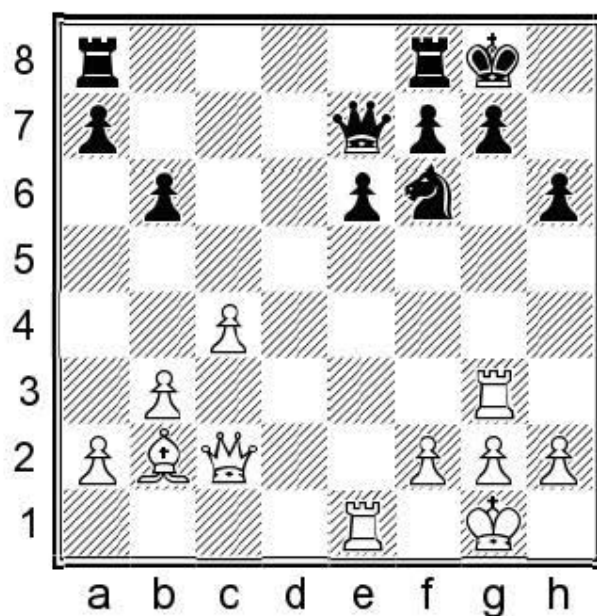
Removing the defender of the seventh rank while also increasing the distance between the black king and queen. Now, the skewer yields White material.

**Pattern 23.**

**34...Kxf7 35.Rh7+ Kf8 36.Rxc7**

The endgame is winning for White.





82

*White to move*

### SOLUTION

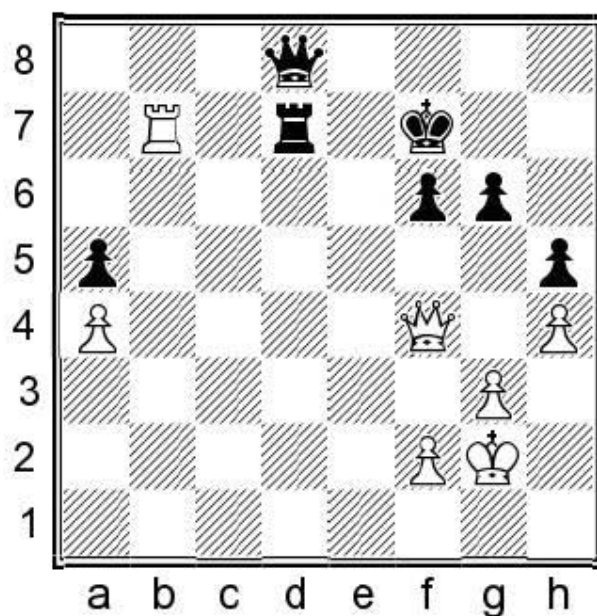
**Motylev-Finek**  
**Prague-2023**

With the black queen and rook on the same diagonal, the position is screaming for the Ba3 skewer from **Pattern 22**.

**22.Qc1!**

Preparing the skewer but also threatening 23.Qxh6. Since the latter is more disastrous, Black has to give up an exchange.

**22...Kh7 23.Ba3 Qc7 24.Bxf8+-**



83

*White to move*

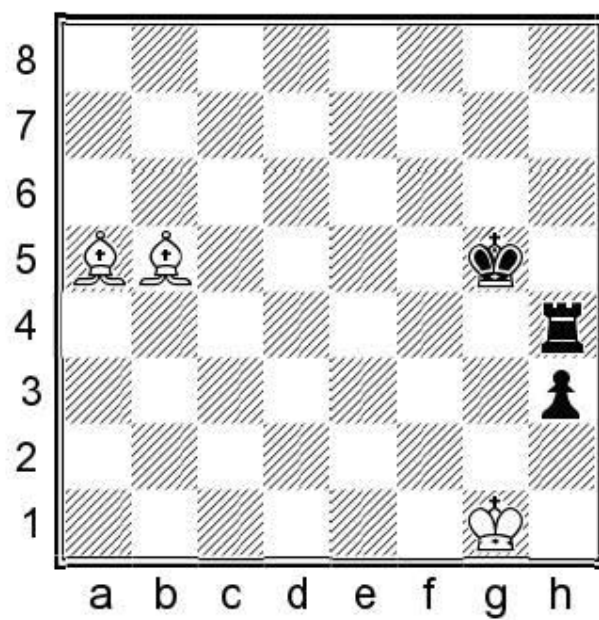
### SOLUTION

**Can-Gretarsson**  
Reykjavik-2023

**46.Qd6!**

A Maltese Cross ( **Pattern 31**).

Black resigned because of 46...Ke8 47.Qe6+ Qe7 ( 47...Re7 48.Qg8# ) 48.Qg8+ Qf8, and now White can deflect the king in two ways: 49.Rb8+ Rd8 50.Rxd8+ Kxd8 51.Qxf8+ or 49.Qxf8+ Kxf8 50.Rxd7.



84

*White to move*

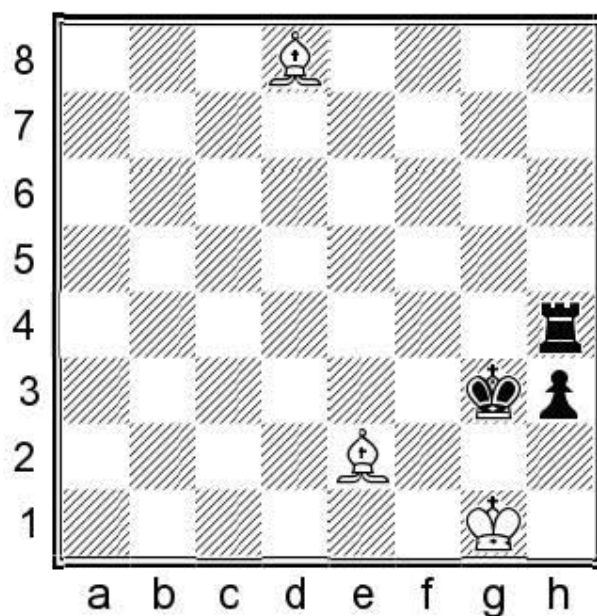
### SOLUTION

**Rinck-**  
Study,-1926

**1.Bd8+ Kg4**

1...Kh5 2.Be2+ Rg4+ 3.Kh2.

**2.Be2+ Kg3**



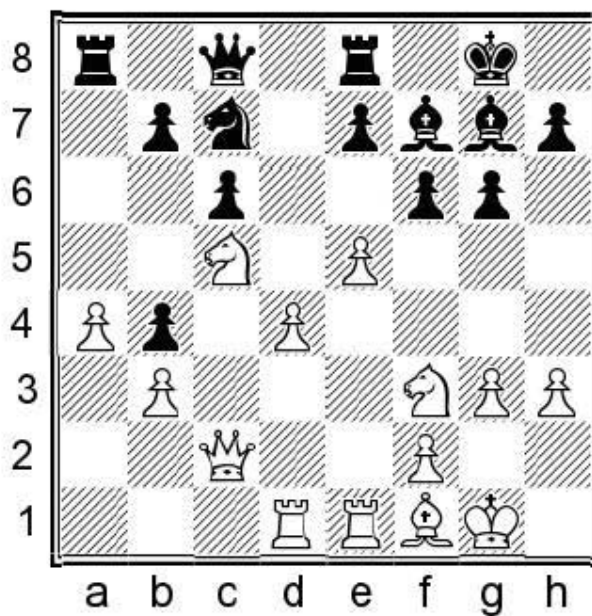
**3.Bc7+ Rf4 4.Bd1!**

Maintaining the status quo prevents Black from unpinning his rook, a possibility that would have arisen after either 4.Kh1 Kf2=, 4.Bh5 Kh4=, or 4.Bb8 h2+ 5.Kh1 Kf2=.

After the text, the eternal pin ( **Pattern 29**) will yield White a rook:

**4...h2+ 5.Kh1**





85

*White to move*

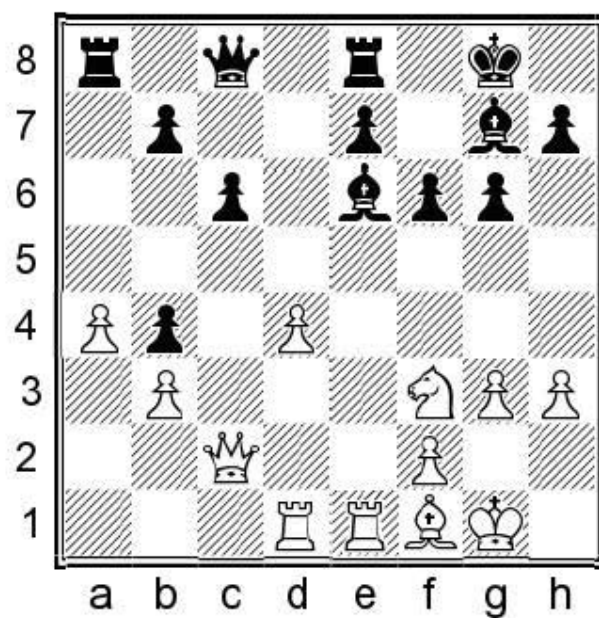
### SOLUTION

**Ondersteijn-Lemmers**  
Netherlands tt-2014/15

**24.e6!**

The start of a major decoy operation. The idea is to eventually get the black queen on e6 so that it is positioned on the a2-g8 diagonal, like the black king, and the pin with Bc4 is decisive ( **Pattern 24**).

**24...Nxe6 25.Nxe6 Bxe6**

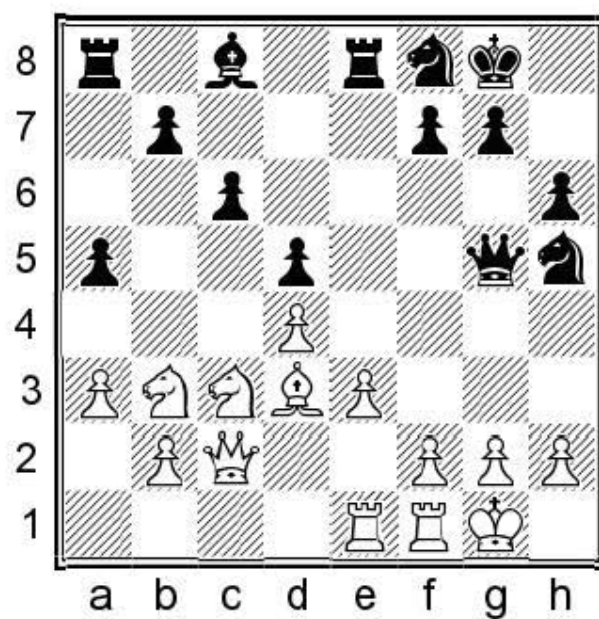


**26.Rxe6! Qxe6**

If White does not capture the rook, he is a piece down.

**27.Bc4**

Black resigned.



86

*Black to move*

What do you think of 16...Bh3 ?

**SOLUTION**

**Nepomniachtchi-Liren**

Astana World Championship match-2023

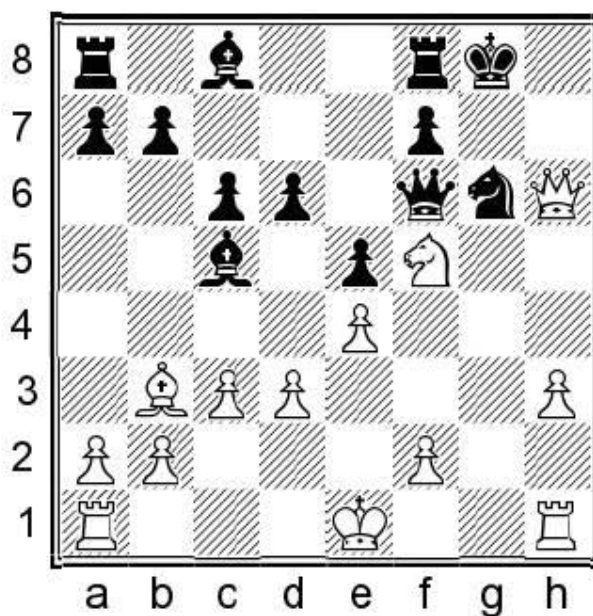
Attacking the pinned g2-pawn ( **Pattern 27**) is a bad idea:

**16...Bh3? 17.f4!**

White clears the second rank with gain of tempo.

**17...Qg4 18.Kh1**

And the bishop is trapped.



87

*White to move*

**SOLUTION**

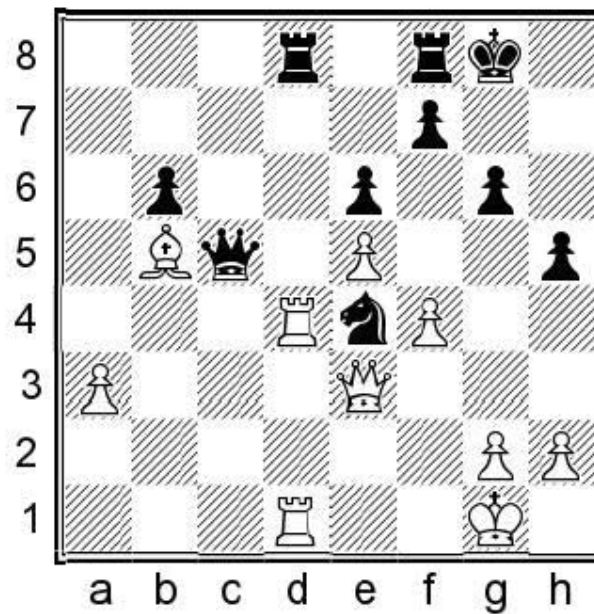
**Juknis-Zaksaite**

## Lithuania tt-2013

**20.Ne7+! 1-0**

Luring away the queen so that White can take advantage of the pin on the f7-pawn ( **Pattern 28**).

Black resigned because of 20...Qxe7 ( 20...Nxe7 21.Qxf6 )  
21.Qxg6+ Kh8 22.Qh6+ Kg8 23.Rg1+, checkmating.



88

*White to move*

What do you think of 30.Qxe4 ?

**SOLUTION**

**van Dael-Florez Rodriguez**

Lugo-2021

**30.Qxe4**

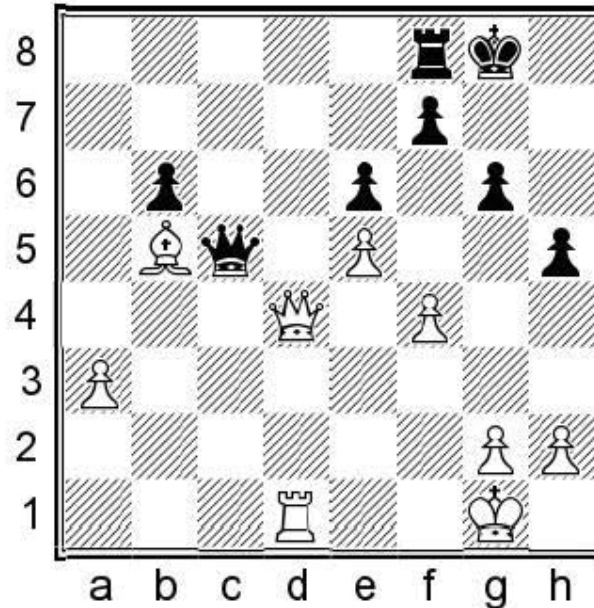
Losing instantly.



White had to retreat the bishop with 30.Bf1, although Black keeps an edge.

**30...Rxd4 31.Qxd4**

31.Rxd4 Rd8, pinning and winning the rook.

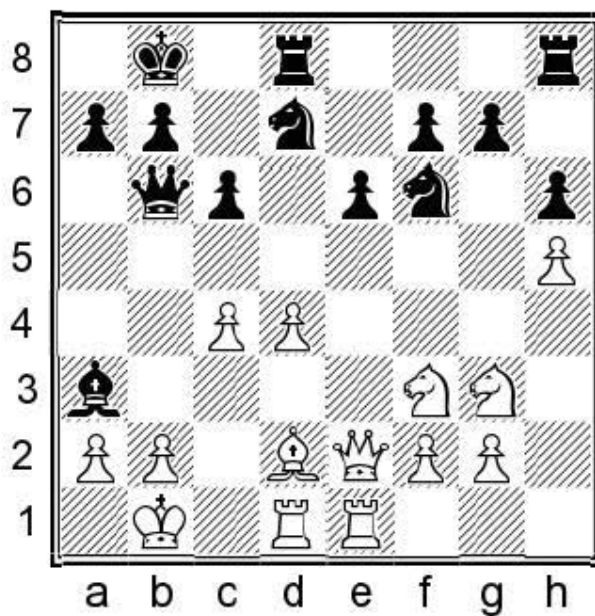


And now, instead of the automatic 31...Qxb5, Black could have won with:

**31...Rd8!**

The Oblique Cross from **Pattern 32**.

**32.Qxc5 Rxd1+ 33.Kf2 bxc5—+**



89

*White to move*

### SOLUTION

**Monteny-van Harten**

Rijswijk Dutch Girls' Championship U12-2014

Black's 16... Ba3 to attack the pinned b2-pawn ( **Pattern 27** ) was not a good idea.

**17.Bf4+!**

Clearing the second rank with gain of tempo.

17.Bc3 was played in the game.

**17...Ka8**

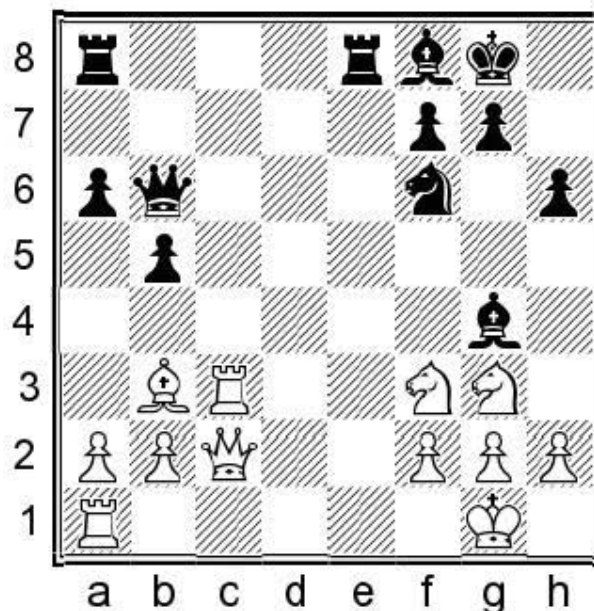
Since the pawn on b2 is defended, White has time to attack the pinning queen.

**18.c5 Qb4**

The only way to keep the pin, but now the bishop cannot move (see also Exercise 86 for a similar situation). White can immediately win the bishop with

**19.Ka1**

or 19.Rd3, though she can also do some preparatory work first since the bishop is going nowhere.



90

*White to move*

### SOLUTION

**Ratsma-Tikranian**

Rotterdam Dutch Championship U20-2015

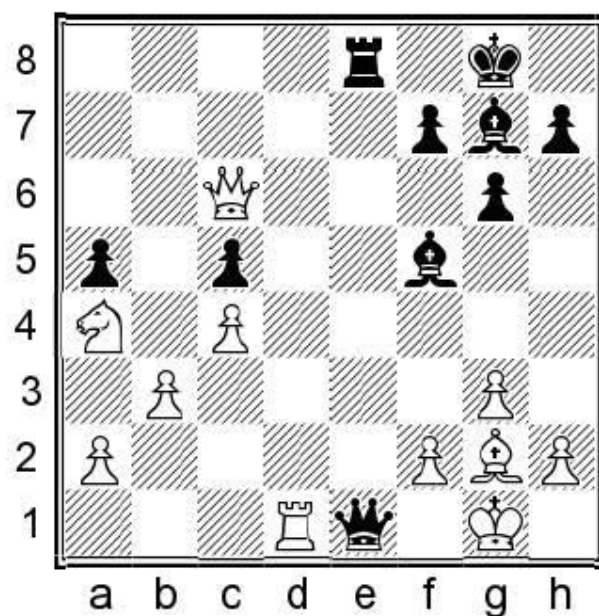
**24.Rc6! Qa5 25.Rxf6**

Gaining access to the black king's position.

**25...gxf6 26.Qg6+**

The pinned f7-pawn is a poor defender ( **Pattern 28**).

**26...Kh8 27.Bxf7 1-0**



91

*White to move*

### SOLUTION

**Peczely-Szijarto**

Hungary tt-2013/14

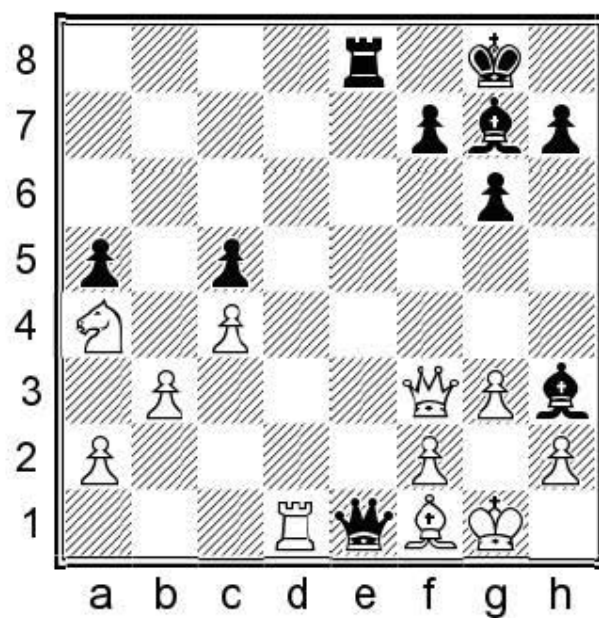
#### **29.Bf1!**

White played the 'automatic' 29.Rxe1? and after 29...Rxe1+ 30.Bf1, Black won material with the trick from **Pattern 26**: 30...Bh3 31.Qg2 Bxg2 32.Kxg2 Bd4 0-1.

#### **29...Qxd1**

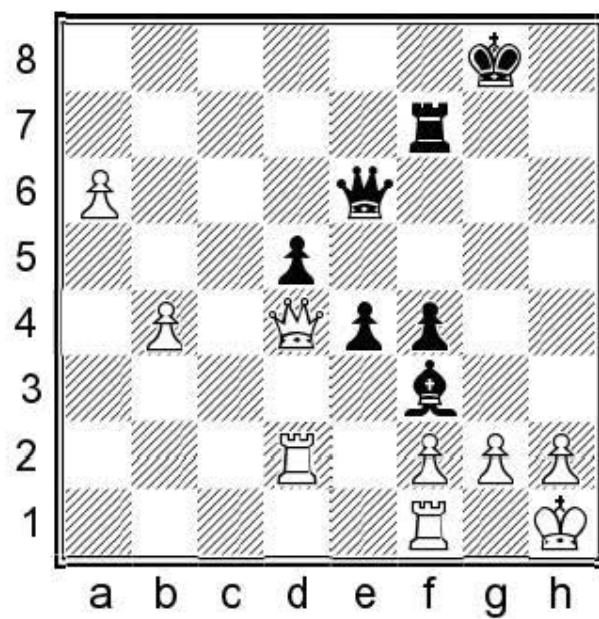
29...Bh3 30.Qf3!±.

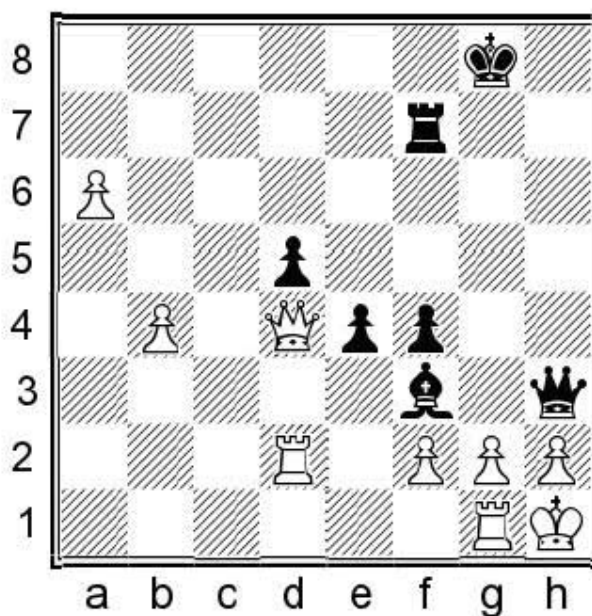




White has everything under control; for example, 30...Bd4 31.Rxe1 Rxe1 32.Qd3, and the manoeuvre Na4-b6-d5-e3 will eventually force Black to give up the pin.

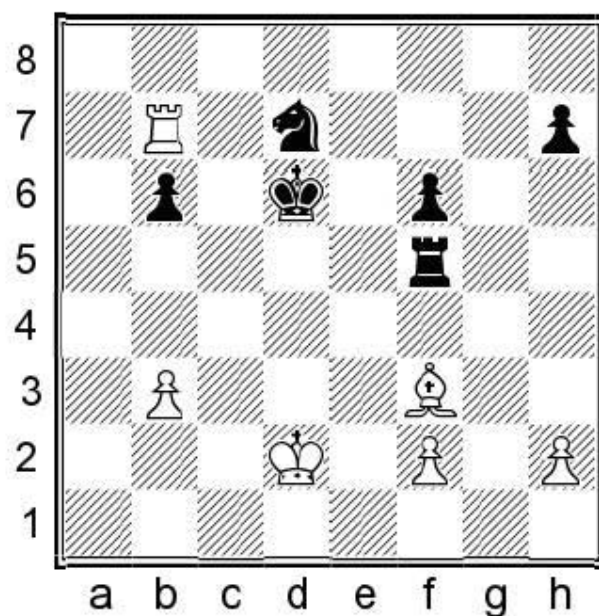
**30.Qxe8+=**



*Black to move***SOLUTION****Erwich-  
2024****30...Qh3!**A cross-pin ( **Pattern 30**) but also a self-fork.**31.Rg1**

Unpinning the rook and protecting the pawn on g2. Black seems to have a problem as 32.gxf3+ is threatened and the bishop has to stay put to prevent 32.gxh3+. A similar defence was seen in Gheorghiu-Shapiro, New York 1989 (analysis) – see 100 Tactical Patterns You Must Know. However, White's last move has a major drawback: his king has no breathing space and is checkmated:

**31...Qxh2+ 32.Kxh2 Rh7#**



93

*White to move*

### SOLUTION

**Mostertman-Grooten**

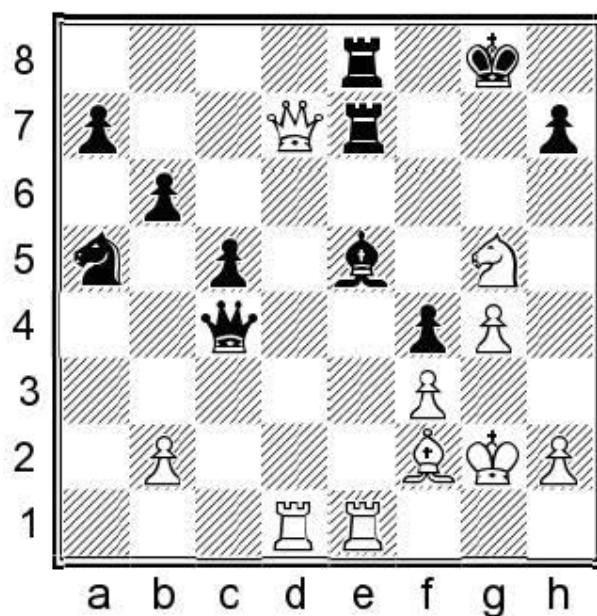
Netherlands tt (adjusted)-2022/23

**34.Rxd7+! Kxd7 35.Bg4 Ke6 36.f4!**

Preventing Black from unpinning his rook with the move 36...Ke5. The eternal pin is decisive ( **Pattern 29**).

**36...h5 37.Bh3+-**

Once Black runs out of pawn moves, he is in zugzwang: the king must let go of the rook.



94

*White to move*

### SOLUTION

**Naroditsky-Kashtanov**  
Philadelphia-2012

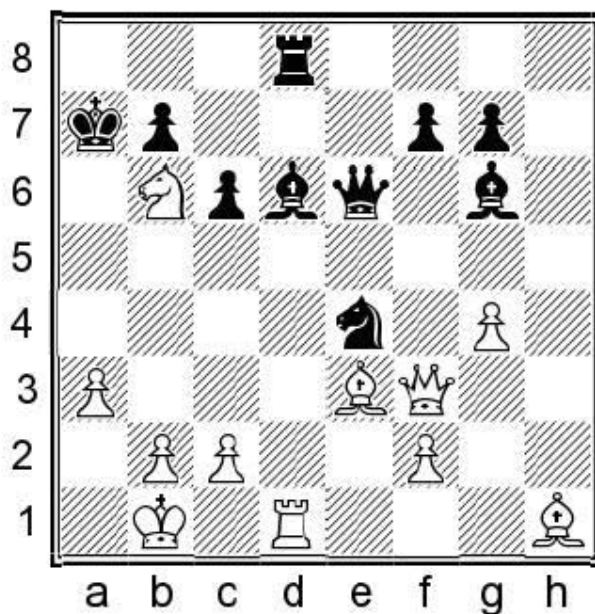
**33.Rxe5! 1-0**

A Maltese Cross ( **Pattern 31**).

Both captures lead to catastrophe:

- 33...Rxd7 34.Rxe8+ Kg7 35.Rxd7+;
- 33...Rxe5 34.Qxh7+ Kf8 35.Qh8+ Ke7 ( 35...Qg8 36.Qf6+, checkmating) 36.Qg7+ Qf7 37.Qxf7#.





95

*Black to move*

### SOLUTION

**Cristina Salazar-Lorenzo de la Riva**  
Barbera del Valles-2013

**29...Nc3+!**

Gaining access to the king, and clearing the b1-h7 diagonal for the bishop on g6.

**30.bxc3**

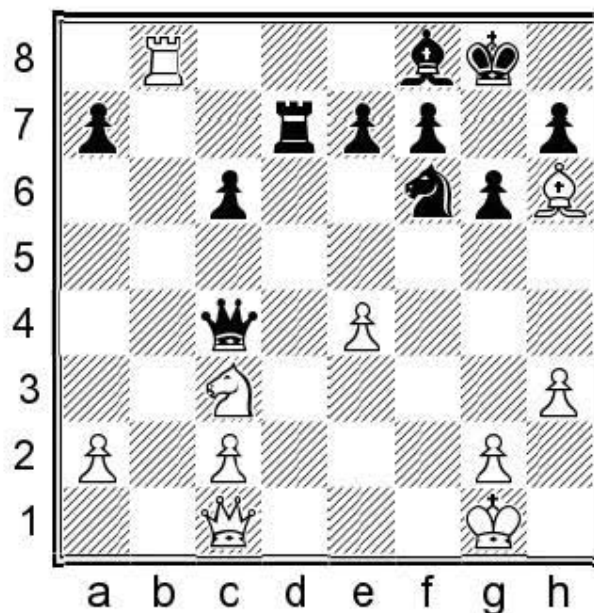
The game continued with 30.Kc1 Nxd1 31.Qxd1 Kb8, and Black eventually won.

**30...Qb3+**

The pinned c2-pawn is a poor defender ( **Pattern 28**, on the other side of the board).

**31.Ka1 Qxc3+ 32.Ka2 Qxc2+ 33.Ka1 Qc3+ 34.Ka2 Qxa3**

Checkmate.



96

*Black to move*

### SOLUTION

**Hrabal-Randak**

Kouty nad Desnou Czech Championship U10 (analysis)-2012

Black can defend against the pin from **Pattern 26**:

**24...Qd4+!**

with the idea

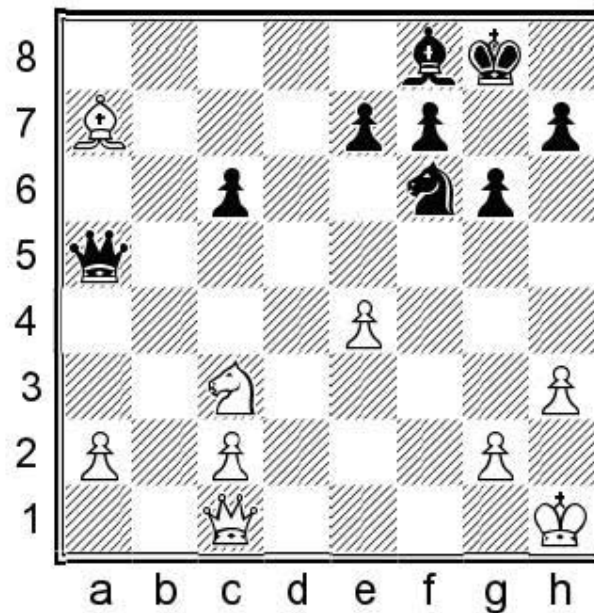
**25.Kh1**

(better is 25.Qe3 Qxe3+ 26.Bxe3 Kg7 after which the position is level. White's activity compensates for the pawn deficit. In addition, the pawns on a7 and c6 are weaknesses)

**25...Rd8!**μ

,

breaking the pin. White can win a pawn, but after  
**26.Be3 Qd7 27.Rxd8 Qxd8 28.Bxa7 Qa5**

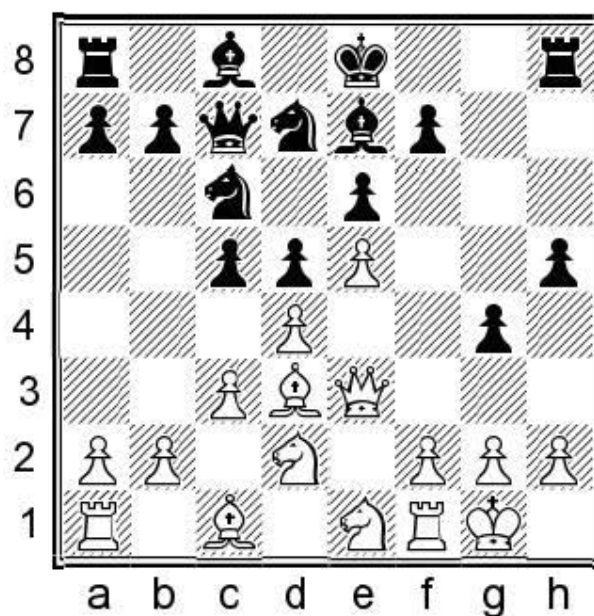


**29.Qe3**

( 29.Bd4? e5! )

**29...Nd7**

White has some problems getting his bishop into play, and his dark squares are weak.



97

*White to move*

What about 13.f4 ?

### SOLUTION

Voveris-Podvoysky  
ICCF email-2018

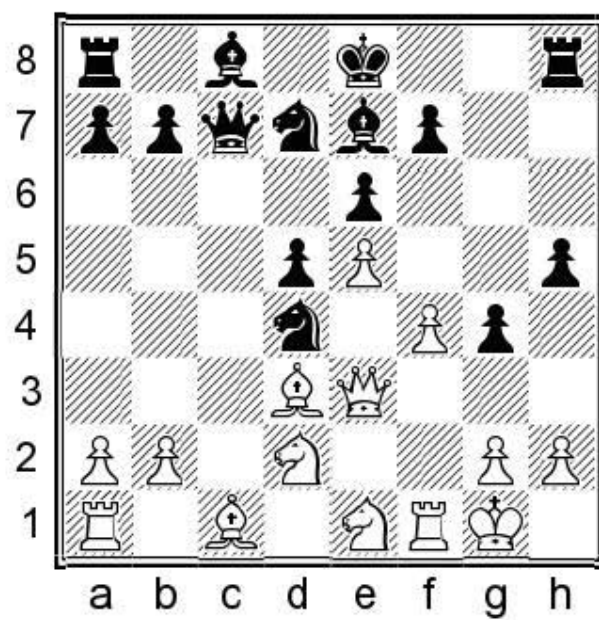
#### 13.f4?

This is a bad idea as it opens the g1-a7 diagonal, turning the white king and queen into big targets.

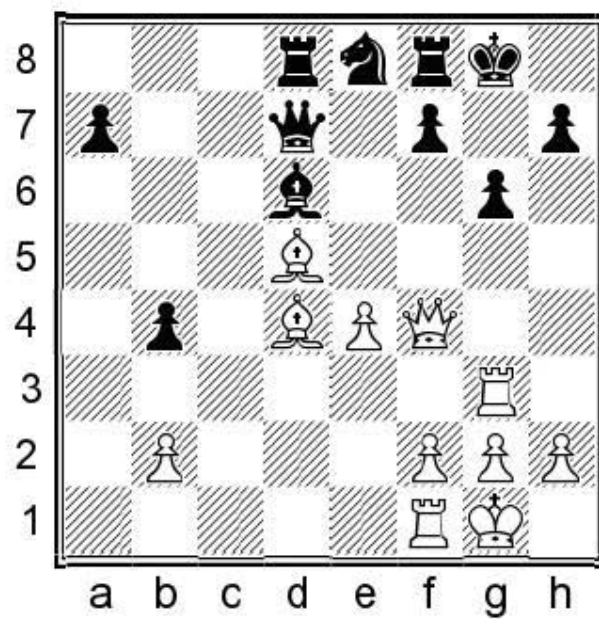
13.a4 was played in the game.

**13...cxd4 14.cxd4 Nxd4!**





15.Qxd4? Bc5-+  
Pattern 24.



98

*White to move*

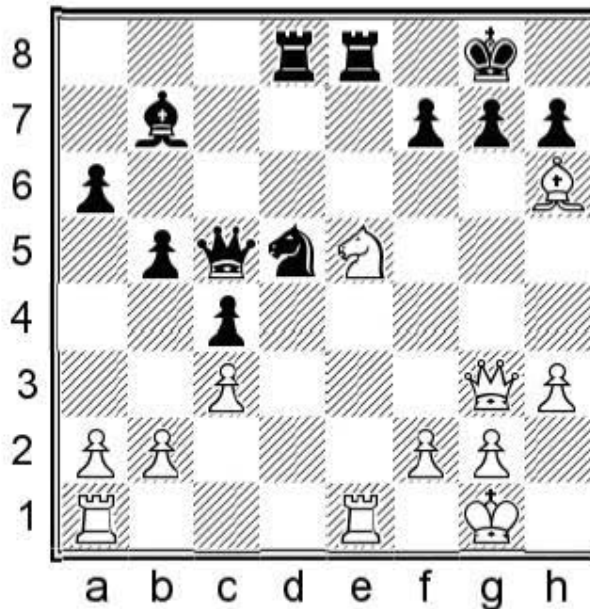
## SOLUTION

**Pomes Marcet-Khaidorov**  
Catalunya tt-2012

**23.Rxg6+! hxg6 24.Qh6**

White takes benefit of the pinned f7-pawn. Since ...f7-f6 is impossible, Qh8# cannot be prevented. A variant of **Pattern 28**.

**24...Bxh2+ 25.Kh1 1-0**



99

*Black to move*

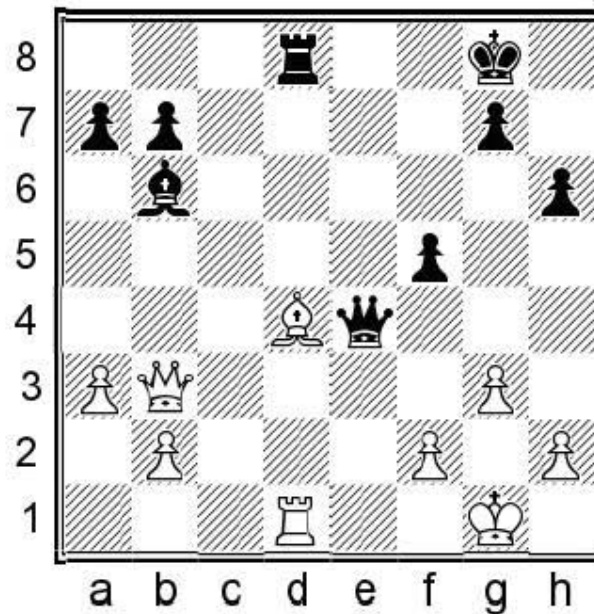
## SOLUTION

**Hansen-Raghavi**  
Hoogeveen-2014

**21...g6**

The only way to defend against the attack on the g7-pawn ( **Pattern 27**). However, Black did not want to weaken the dark squares,

played 21...Qf8? and resigned after 22.Nd7. If 22...Rxe1+ 23.Rxe1 Rxd7, then suddenly the mate from **Pattern 26** appears after 24.Qxg7+ Qxg7 25.Re8+ Qf8 26.Rxf8#.



100

*Black to move*

### SOLUTION

**Hartoch-Korchnoi**

Biel-1979

### 28...Qd5!

It seems scary to put the queen in the path of the white queen and rook. However, White's queen is unprotected, so the Oblique Cross from **Pattern 32** does not work.

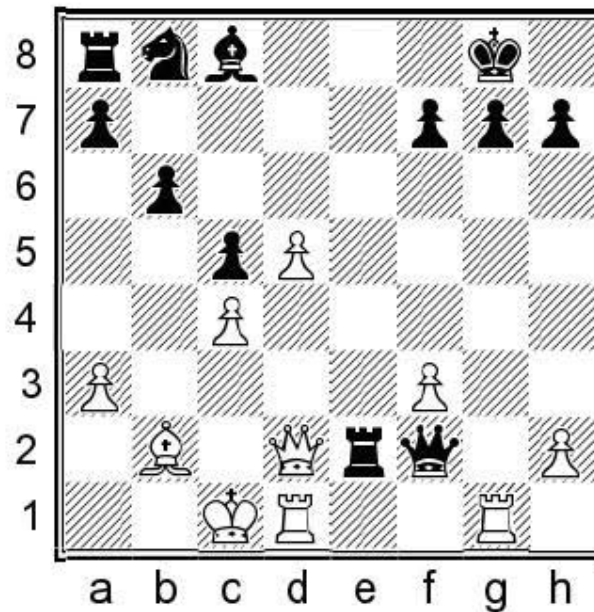
### 29.Bxb6

With a pawn on a2, this would have been winning, since after 29...Qxb3 30.Rxd8+ Kf7, White recaptures the queen (31.axb3) and is up a rook. In the game, it is Black who gains material.

29.Qxd5+ Rxd5 and Black wins the bishop.

**29...Qxb3 30.Rxd8+ Kf7 31.Bxa7 Qxb2**

And Black went on to convert his advantage.



101

*White to move*

## SOLUTION

**Adhiban-Abasov**

Wijk aan Zee-2016

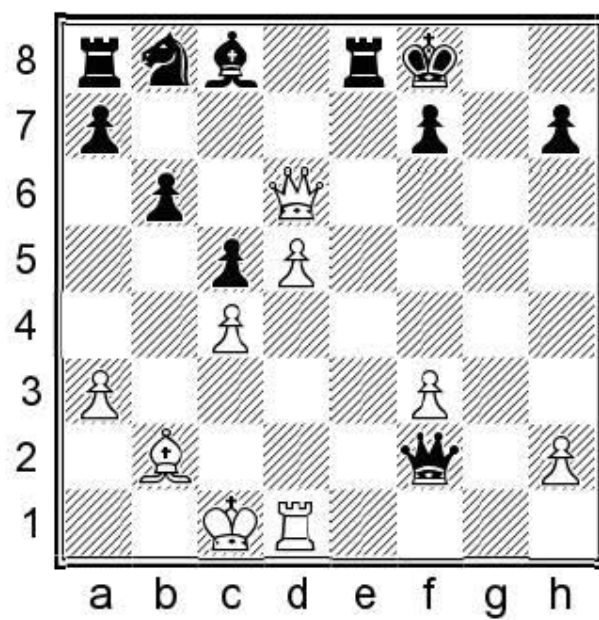
**20.Rge1!**

A Maltese Cross ( **Pattern 31**). It's immediately game over.

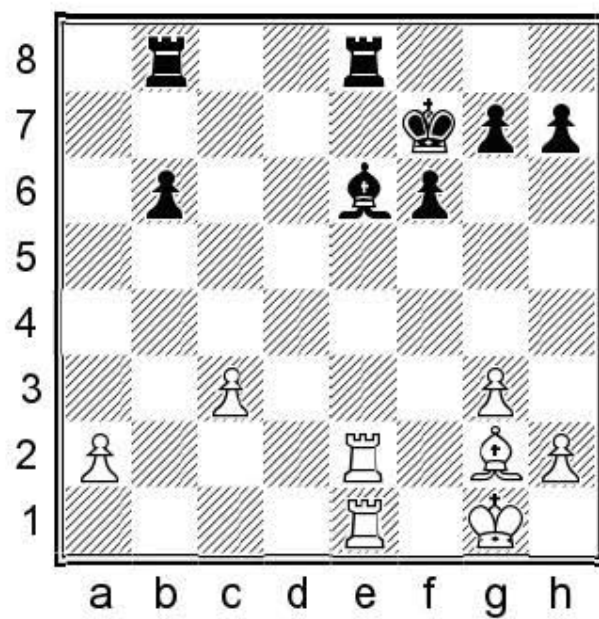
20...Rxd2 is answered by 21.Re8#, while 20...Rxe1 loses the queen to 21.Qxf2. Therefore, Black decided to abandon his rook and played 20...Qh4, but this was only a stay of execution.

Tempting is 20.Rxg7+ Kf8 21.Rg8+!, but the magnet sacrifice from **Pattern 100** yields only a draw by perpetual check: 21...Kxg8 22.Qg5+ Kf8 23.Qd8+ Re8 24.Qd6+





24...Re7 ( 24...Kg8? 25.Qf6 Kf8 26.Qg7+ Ke7 27.d6++- )  
 25.Qd8+.



102

*White to move*

## SOLUTION

Navara-Caruana

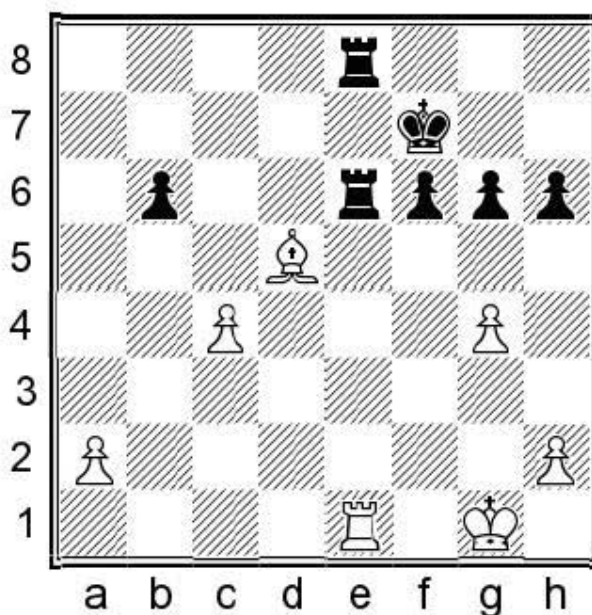
Wijk aan Zee (analysis)-2016

**28.Rxe6! Rxe6 29.Bd5 Rbe8 30.g4!**

Preventing Black from unpinning with 30...f5 followed by 31...Kf6. The eternal pin is decisive ( **Pattern 29**). A sample line:

**30...g6 31.c4 h6**

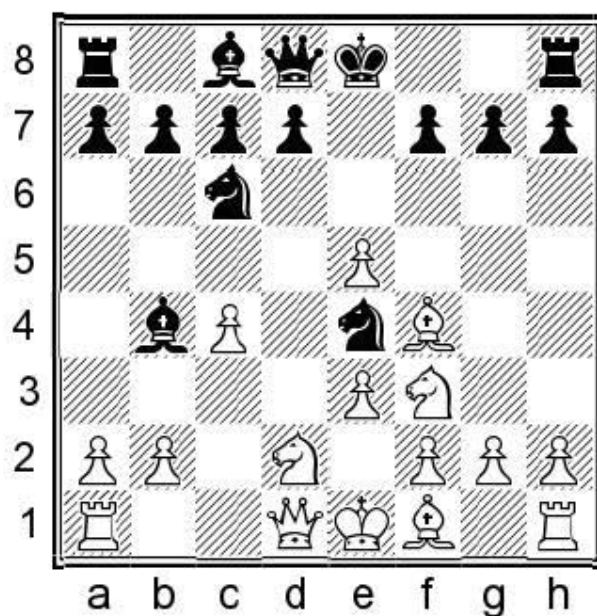
Preparing 32... f5 ( 31...f5 32.g5! ).



Now White can maintain the pin with 32.h4, intending 32...f5 33.g5, but he can also create a passed a-pawn and decide the game on the other side of the board:

**32.a4 f5 33.gxf5 gxf5 34.Rxe6 Rxe6 35.c5 bxc5 36.a5 Ke7 37.Bxe6+-**

If Black captures the bishop, the king is outside the square.



103

*Black to move*

Does the ...g7-g5-g4 push win material?

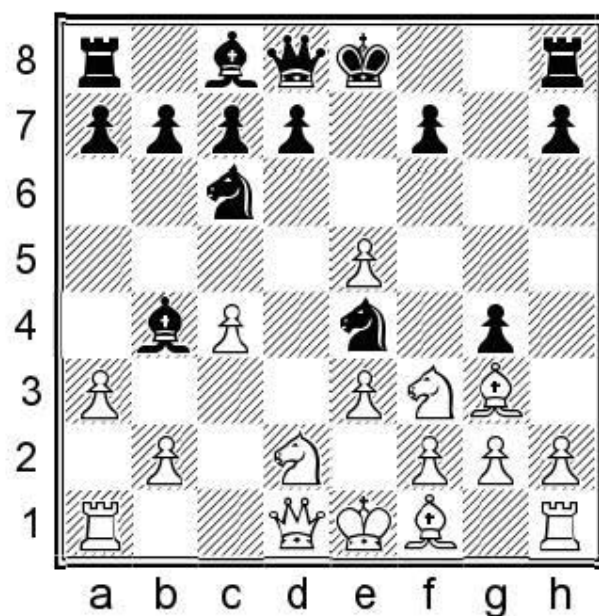
### SOLUTION

**Panagopoulos-Steiner**  
Dubrovnik Olympiad-1950

**7...g5 8.Bg3 g4**

The pawn push ( **Pattern 25**) seems to win material, but in contrast to Exercise 76, a counterattack on the pinning bishop rescues White. 8...h5 was played in the game.

**9.a3!**



Black cannot maintain the pin, allowing the knight on d2 to move. If Black captures one of the two knights, White captures another piece in return.

**9...Ba5**

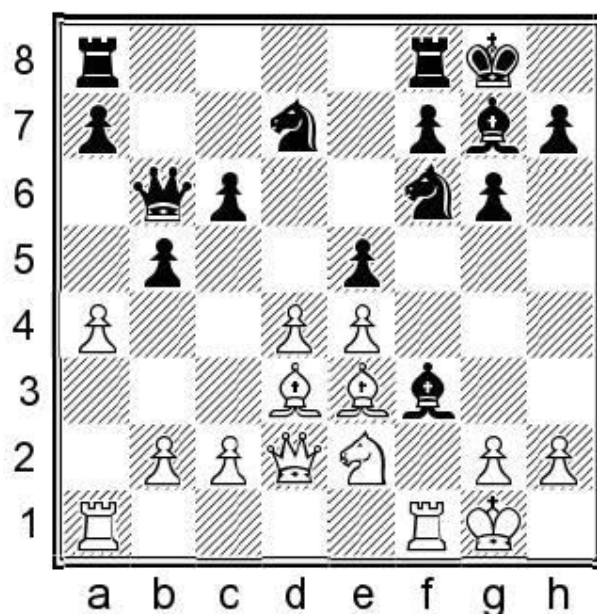
9...gxf3 loses to 10.axb4; if 9...Bxd2+ (9...Nxc3 transposes)

10.Nxd2 Nxc3 11.hxc3 Nxe5 12.Ne4±.

**10.b4!**

All in all, 8...g4 appears to have been a weakening move.





104

*White to move*

What do you think of the intermediate 14.dxe5 ?

### SOLUTION

**Goudriaan-Ootes**

Amsterdam-2015

#### **14.dxe5**

This allows Black to defend by using a cross-pin ( **Pattern 30**).

14.gxf3 was equal.

#### **14...Bh6! 15.Rxf3**

Better was 15.Bxb6, but then Black also calls the shots. A sample line: 15...Bxd2 16.gxf3 ( 16.Rxf3 axb6 17.exf6 bxa4 is a strategic disaster for White. All of Black's pieces are superior to White's – the black knight goes to e5. Moreover, Black will eventually create a passed pawn on the queenside, while White, with his pawn

majority on the kingside, can do nothing.) 16...axb6 17.exf6 bxa4 and pawn f6 is about to fall.

**15...Bxe3+!**

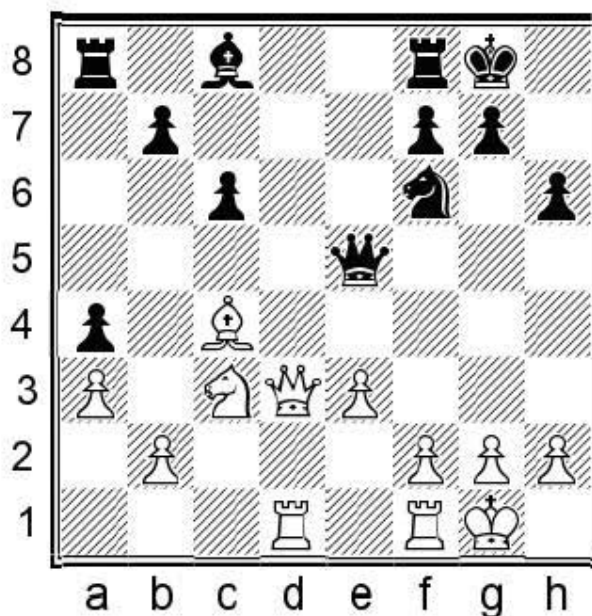
Black played 15...Nxe5 instead, which allowed White to escape with 16.Bxb6 ( 16.Rh3? was played in the game) 16...Nxf3+ 17.gxf3 Bxd2 18.Bd4 when, with the bishop pair and an extra pawn (the one on b5 is going to fall), White has enough compensation for the exchange.

**16.Qxe3**

16.Rxe3 Ng4-+.

**16...Nxe5 17.Rg3 bxa4**

Black is strategically winning, being a pawn up with a beautiful knight on e5 and (semi-)open files for his rooks, while the white pieces lack coordination.



105

*Black to move*

## SOLUTION

**Lobron-Firouzja**  
**Karlsruhe-2019**

**18...b5! 19.Ba2 Ba6**

Putting the bishop on the same diagonal as the white queen and rook ( **Pattern 22**). Although it looks slow, White does not have a good defence.

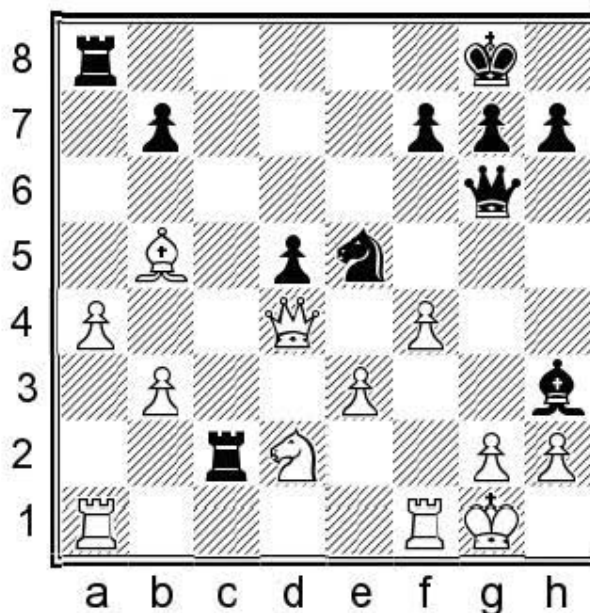
The game continued:

**20.Qd4**

20.Ne2 Qxb2 wins for Black (not 20...b4?! 21.Bc4! ).

If White bends over backwards to avoid losing an exchange, things will only go downhill. A sample line: 20.f4 Qe8 21.Ne2 b4 22.Qd2 ( 22.Bc4 Bxc4 23.Qxc4 Qxe3+ ) 22...b3 23.Bb1 Rd8 .

**20...Qxd4 21.Rxd4 c5! 22.Rf4 b4 23.axb4 Bxf1 24.Kxf1 a3**  
**25.Ke2 axb2 26.Bb1 Ra3 0-1**





*White to move*

## SOLUTION

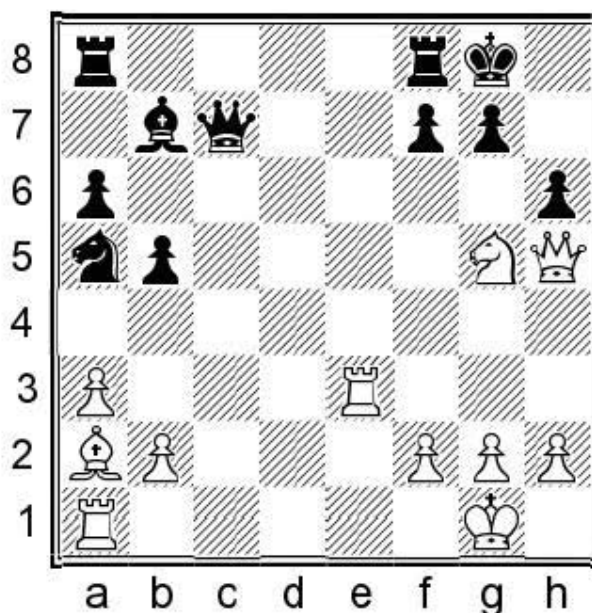
**Strating-de Boer**  
Hoogeveen-2017

White seems to have two reasonable moves to defend against the attack on g2 ( **Pattern 27** ).

### **21.Qxd5!**

This is the right way to do it ( 21.g3? Bxf1 ). Black has no sound follow-up. For example, 21...Bxg2 is nothing to lose sleep over: 22.Qxg2 Rxd2 ( 22...Qxg2+ 23.Kxg2 Rxd2+ 24.Kg3 ) 23.Qxg6 Nxd6 24.Rad1 and White wins.

However, in an attempt to play solidly, White chose 21.Rf2?, after which Black seized the opportunity: 21...Nf3+! 22.Nxf3 Rxf2 23.Kxf2 Qxg2+ 24.Ke1 Qxf3. Now Black is pulling the strings, but he was unable to convert his advantage.





*White to move*

**SOLUTION**

**Zviagintsev-Vasquez Schroeder**

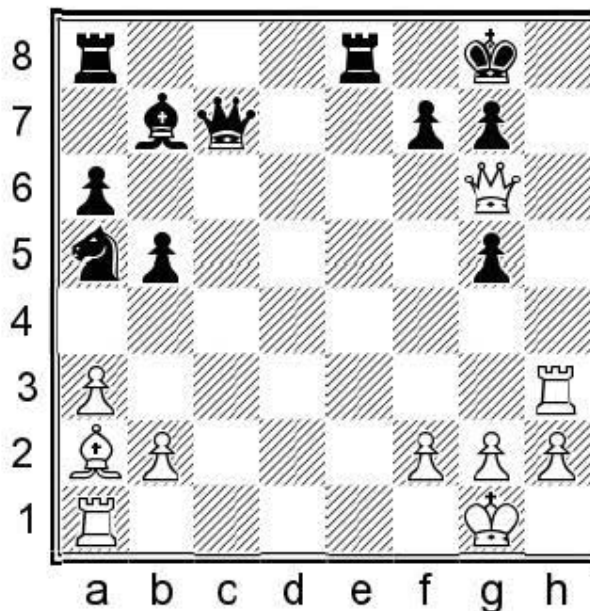
**Khanty-Mansiysk World Rapid Championship-2013**

**20.Qg6!**

Making use of the pin on the f7-pawn ( **Pattern 28**).

**20...hxc5 21.Rh3 Rfc8**

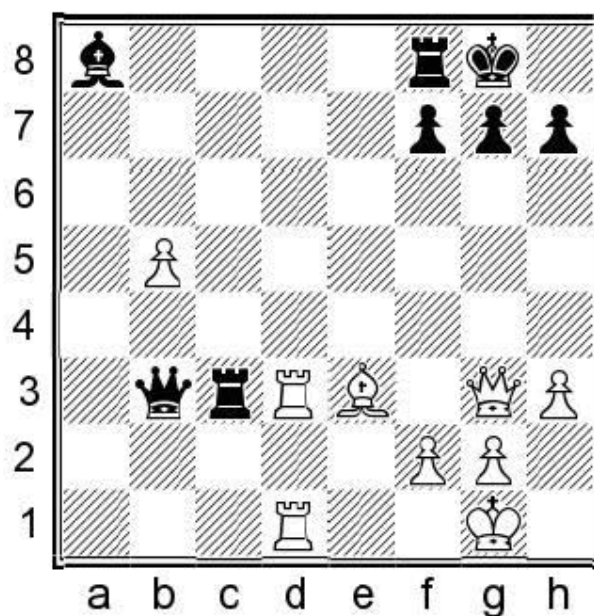
**21...Rfe8**



**22.Rh7! Qe5 23.Qxf7+ Kxh7 24.Qh5** leads to the famous Greco's Mate.

**22.Re1 1-0**

Defending against mate ( 22...Qc1+ ) while also preventing the black king from escaping along the e-file. Black has no sound defence against Qg6-h7+-h8#.



108

*White to move*

### SOLUTION

**Dgebuadze-Lenaerts**  
Belgium tt-2021/22

**30.Bh6!**

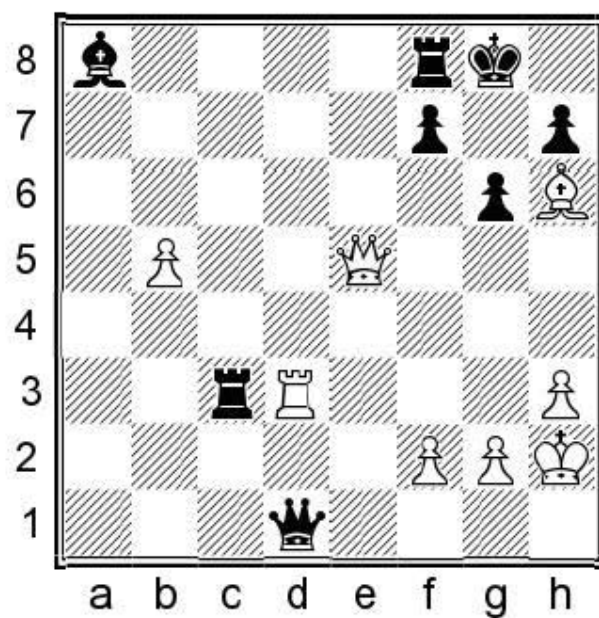
White ignores the attack on the rook on d1 and goes for the black king.

**30...Qxd1+**

If 30...g6, 31.Qd6 is even stronger than 31.Qe5; White follows up with 32.Qf6 and checkmate soon.

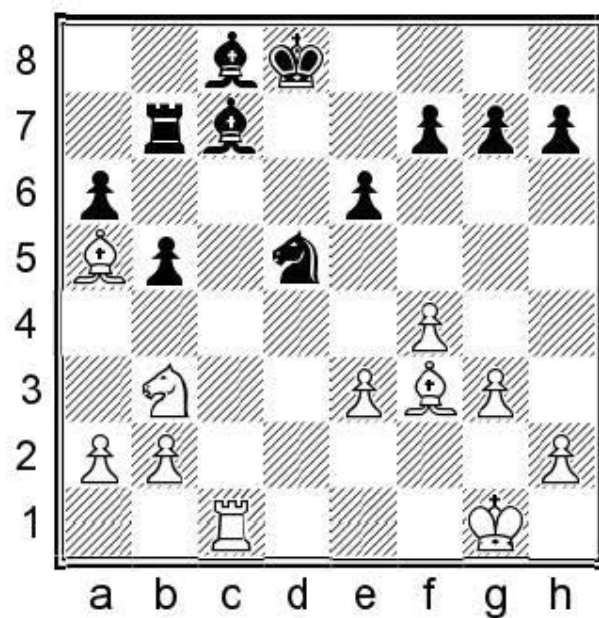
**31.Kh2 g6 32.Qe5**

32.Qd6 was just as strong.



Black resigned, because he will be checkmated after the forced sequence 32...f6 33.Qe7 Rf7 34.Qe8+ Rf8 35.Qxf8.

**Pattern 27.**



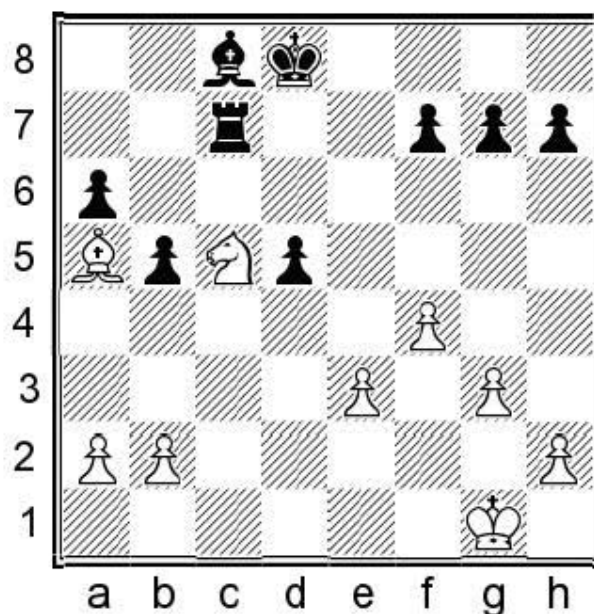
109

*White to move*

**SOLUTION**

**Weiqi-Izzat**  
**Canberra-2015**

**22.Bxd5 exd5 23.Rxc7 Rxc7 24.Nc5! 1-0**

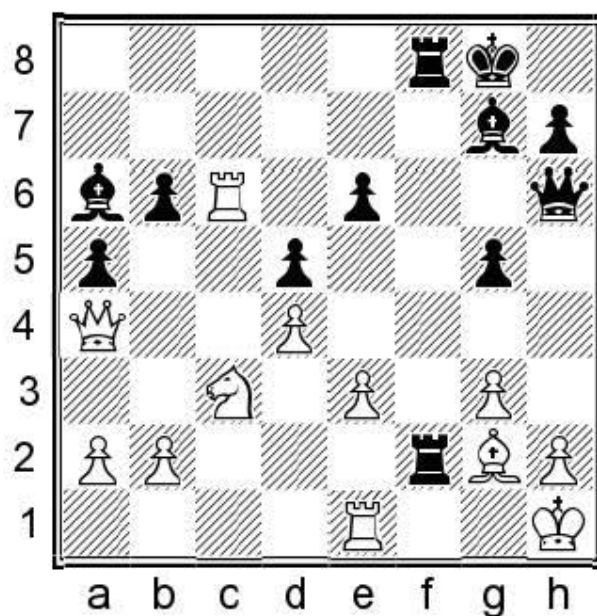


Black resigned.

With his last move, White prevented Black from unpinning with 24... Kd7, while if Black moves his bishop to clear the c8-square for the king, this fails as well: on 24... Bb7 (if 24... Bf5, 25.Nxa6 wins the rook and a pawn), 25.Nxb7+ wins the rook. This means that Black is in zugzwang and once he has run out of pawn moves he will lose material.

The eternal pin is decisive ( **Pattern 29** ).





110

*White to move*

What do you think of 23.Rxe6 ?

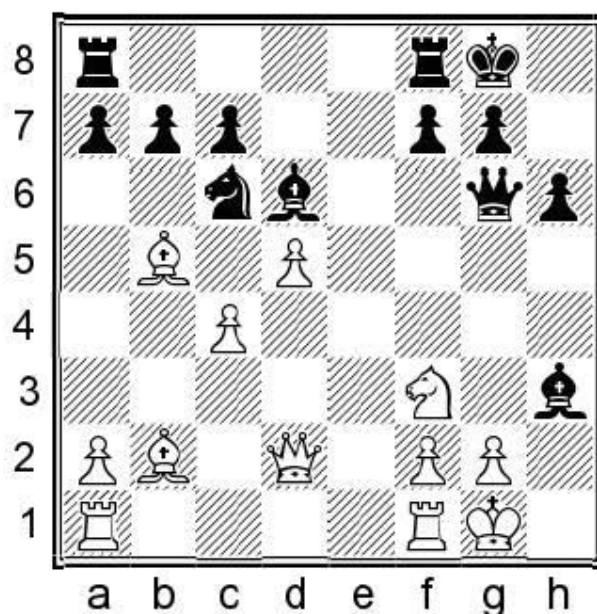
### SOLUTION

**Chadwick-Rissotti**  
Buenos Aires-2001

**23.Rxe6? Qxe6 24.Bxd5 Bb7!**

The counterpin refutes White's idea! See also Perez Garcia-Faydi, Leiden 2012 (adjusted) in 100 Tactical Patterns You Must Know for a similar defence ( **Pattern 24** ).

**25.Bxb7 Qh3 0-1**



111

*White to move*

### SOLUTION

**Grutter-Hilwerda**  
Netherlands tt-2023/24

**15.Nh4!**

Defending against the attack on the pinned g2-pawn ( **Pattern 27**) while attacking the pinning queen (see also Zatonskih-Paikidze, St Louis 2023 (adjusted) in 100 Tactical Patterns You Must Know for the same idea).

**15...Qg4 16.dxc6**

16.Qc3 was played in the game, but after 16...Bxg2 17.Nxg2 Black could have played 17...Be5! ( 17...Ne5 18.f4! ) with the idea 18.Qd2 Bxb2 19.Qxb2 ( 19.dxc6 Bxa1µ ) 19...Nd4! and Black is better.

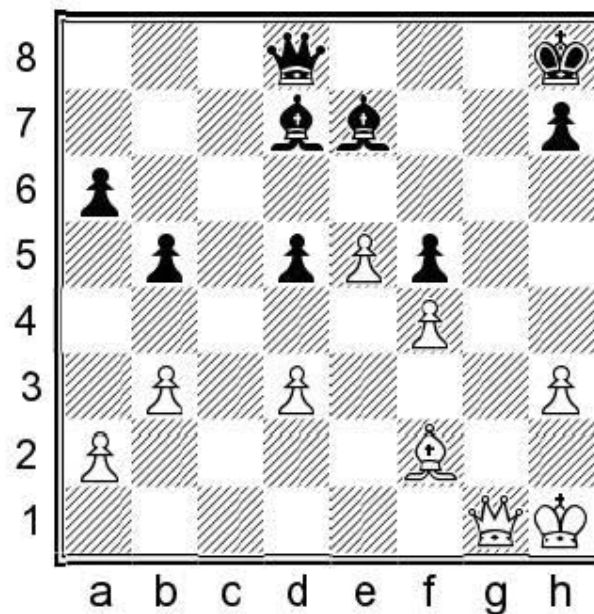
**16...Qxh4 .**

And now

**17.Qc3!**

is much better than it was one move ago. White wins a piece due to the double attack on h3 and g7.

Of course, not 17.gxh3?? Qxh3 18.f4 Bc5+ 19.Rf2 ( 19.Bd4 Rad8+ ) 19...Qg3+ 20.Kf1 Rad8 and Black has a winning attack.



112

*White to move*

**SOLUTION**

**Sasikiran-Stillger**

**Vlissingen-2016**

**32.e6!**

Clearing the a1-h8 diagonal.

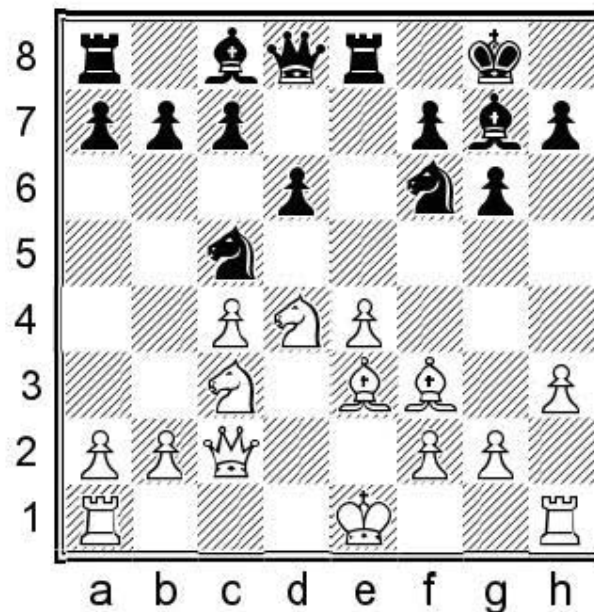
**32...Bf6**

If 32...Bxe6, then White's big point emerges: 33.Bd4+ Bf6 34.Qg5! – cross-pin! **Pattern 30.**

**33.Bd4! Bxd4**

**33...Bxe6 34.Qg5!+-.**

**34.Qxd4+ Kg8 35.Qxd5 Bc6 36.Qxc6+-**



113

*Black to move*

### SOLUTION

**Balague Camps-Golubev**  
**Titled Tuesday blitz-2023**

**11...Nfxe4!**

11...Ncxe4! comes down to the exact same position. I admit that an Exercise should actually have one solution, but because this example is such an excellent application from **Pattern 33**, I have chosen to include it anyway.

**12.Nxe4 Nxe4 13.Bxe4 Qh4!**

What is extraordinary is that Golubev also had this position on the board six months later and then opted for the inferior 13...Qe7



14.Bxg6 ( 14.Nb5!= ) 14...hxg6± Novosel-Golubev, Titled Tuesday blitz 2023.

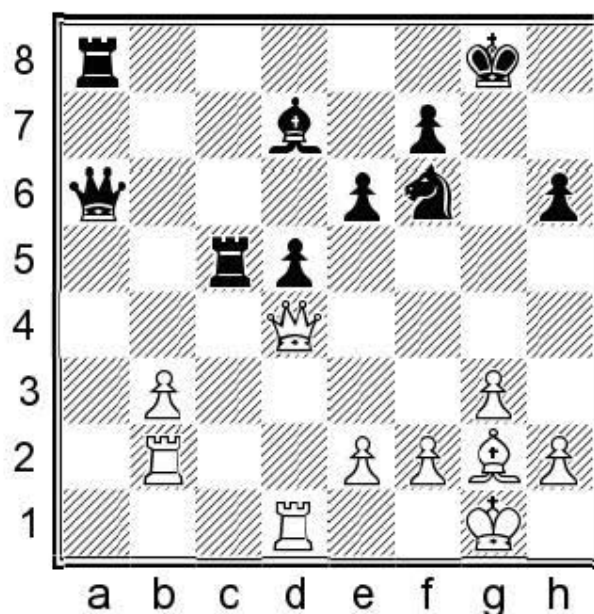


### 14.Bd5?

Not much better were:

- 14.Nb5 Rxe4 (a crucial difference between 13...Qe7 and 13...Qh4);
- 14.Bxg6 Bxd4 ( 14...Rxe3+ );
- 14.g4, the defence also seen in Sankalp Gupta-De Winter, Dieren 2023 (see 100 Tactical Patterns You Must Know), is the most challenging reply. However, Black has a nice refutation with 14...Bxd4 15.Bxd4 Bf5!, which also wins;
- 14.0-0 is best, but after 14...Qxe4 Black is a pawn up.

**14...Rxe3+ 15.Ne2 Bf5–+**



114

*Black to move*

### SOLUTION

**Lazavik-Wojtaszek**

**Douglas-2023**

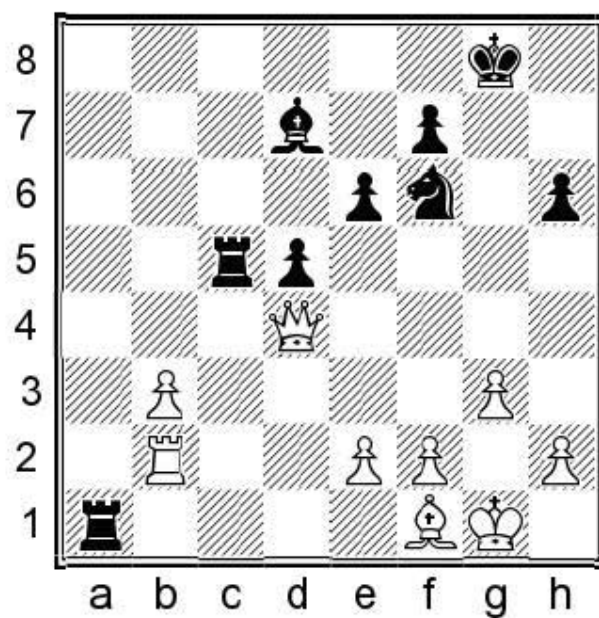
White has just sacrificed his bishop on h6 to weaken Black's position and win back the knight. However, Black has a beautiful counterstrike!

**25...Qa1! 26.Rxa1**

26.Qxf6 / 26.Qxc5 Qxd1+.

White played 26.Qd2, after which he was a knight down and lost the game. The big question is, of course, what happens if White captures the queen?

**26...Rxa1+ 27.Bf1**



**27...e5!**

Clearing the way for the bishop so ...Bh3, attacking the pinned bishop ( **Pattern 26**), is in the air.

**28.Qxc5**

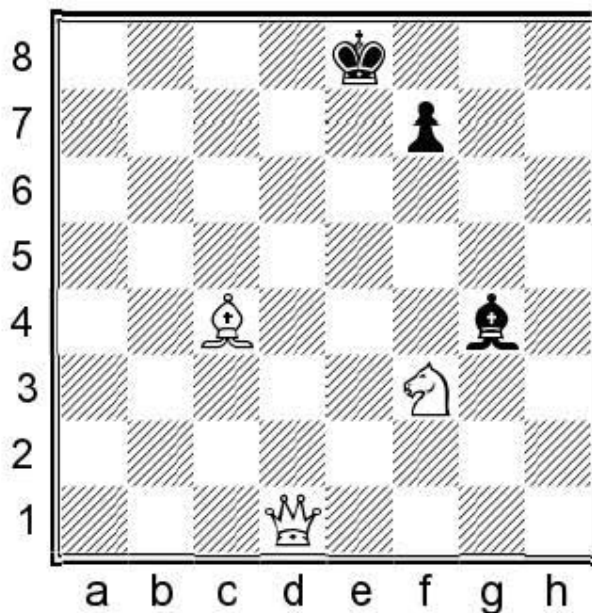
28.Qh4 Rcc1 29.Kg2 Kg7-+.

**28...Bh3 29.Qc8+ Bxc8**

Black is a piece up.

# Chapter 4

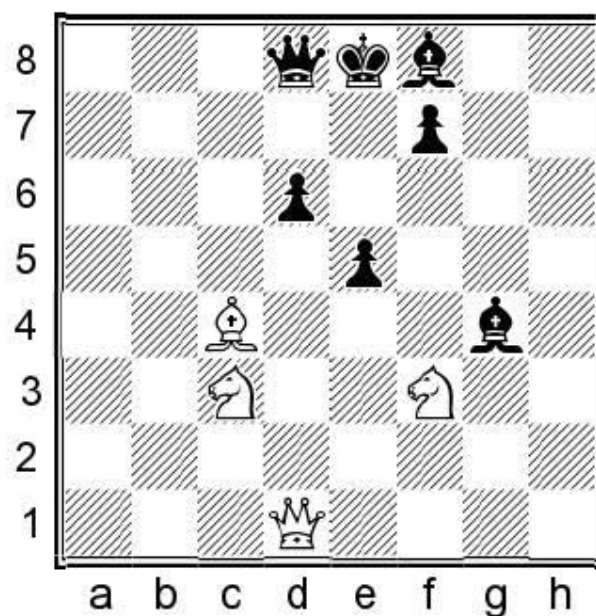
## The pinning bishop versus the Q+N battery



### 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.

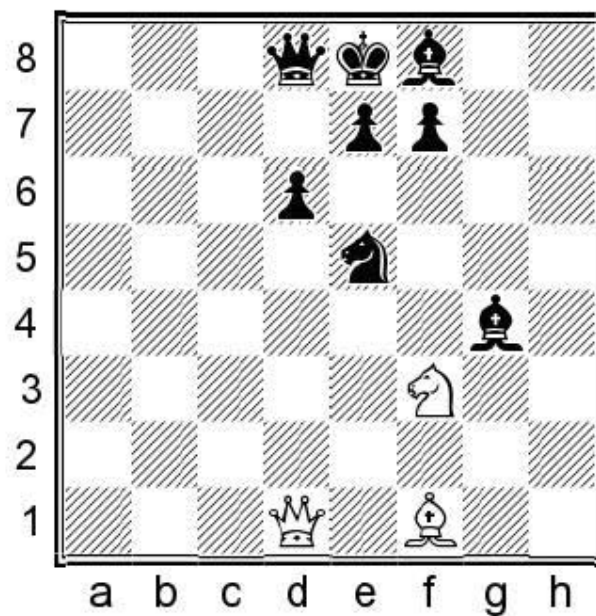




### 35. Moving the pinned knight to attack f2/f7

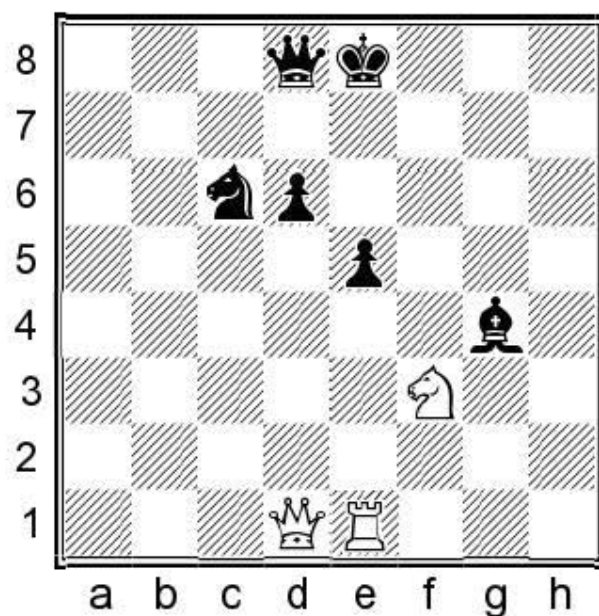
With 1.Nxe5 White sacrifices the queen with the idea of 1...Bxd1 2.Bxf7+ Ke7 3.Nd5#, resulting in Legall's Mate.

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

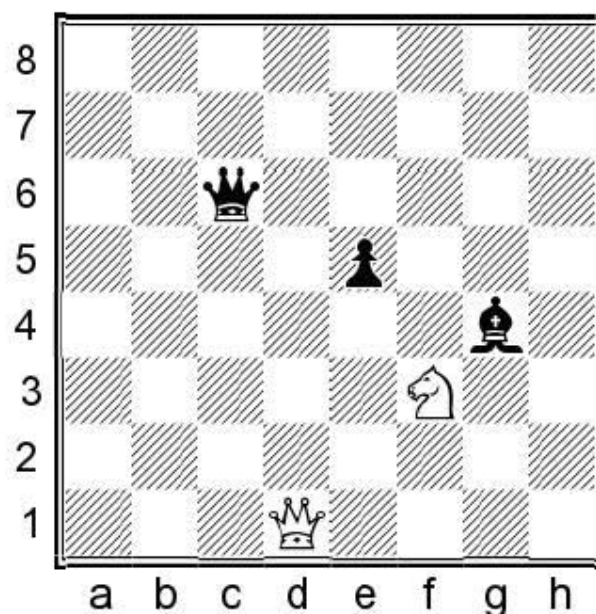
With 1.Nxe5 White sacrifices the queen to exploit Black's weakness on the a4-e8 diagonal. After 1...dxe5 2.Qxg4, White has won a piece, while after 1...Bxd1 2.Bb5+, Black must interpose the queen to stop the check, allowing White to regain the queen with interest.



### 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.



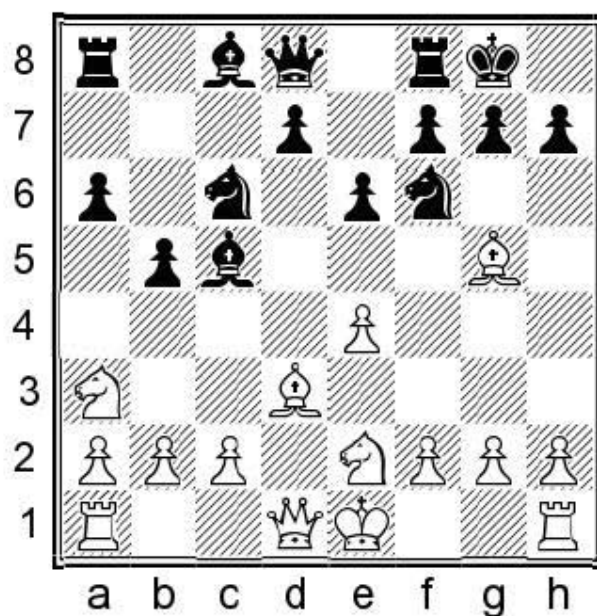
### **38. Moving the pinned knight with an attack**

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.

### **The pinning bishop versus the Q+N battery - Exercises**





115

*Black to move*

SOLUTION

### Ritzerveld-Roebers Helmond rapid-2023

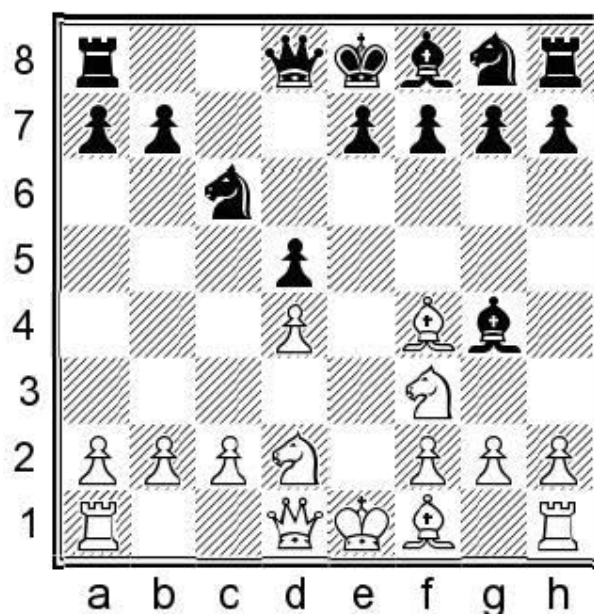
**10...Bxf2+!**

Luring the king to win back the bishop one move later by a discovered attack – **Pattern 34**.

**11.Kf1**

11.Kxf2 Ng4+ 12.Ke1 Qxg5.

**11...Bc5–+**



116

*Black to move*

What do you think of 6...Nxd4 ?

### SOLUTION

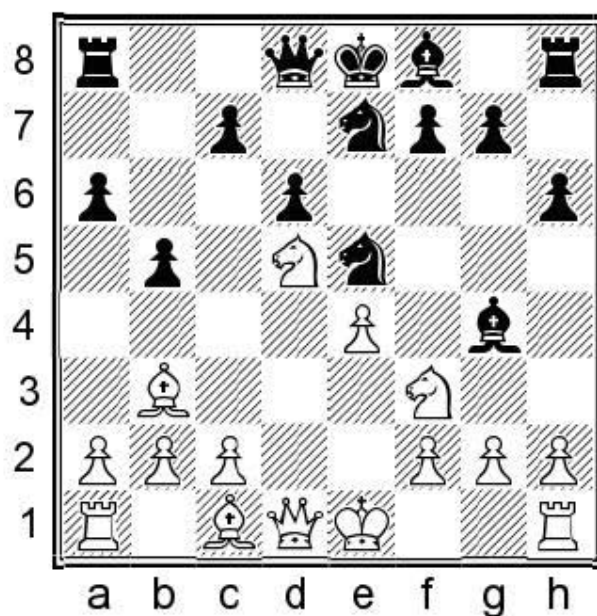
**Ser-Kluska**

Kouty nad Desnou U14-2023

Essentially, we see a Queen's Gambit with reversed colours on the board, except with a bishop on f4 instead of c1 (for the Queen's Gambit example see 100 Tactical Patterns You Must Know). The trap remains the same; the d-pawn is poisoned:

**6...Nxd4? 7.Nxd4 Bxd1 8.Bb5+**

White wins back the queen with interest ( **Pattern 36**) and, with it, the game.



117

*White to move*

### SOLUTION

**Toba-Bogdan**

Calimanesti Romanian Girls' Championship U16-2015

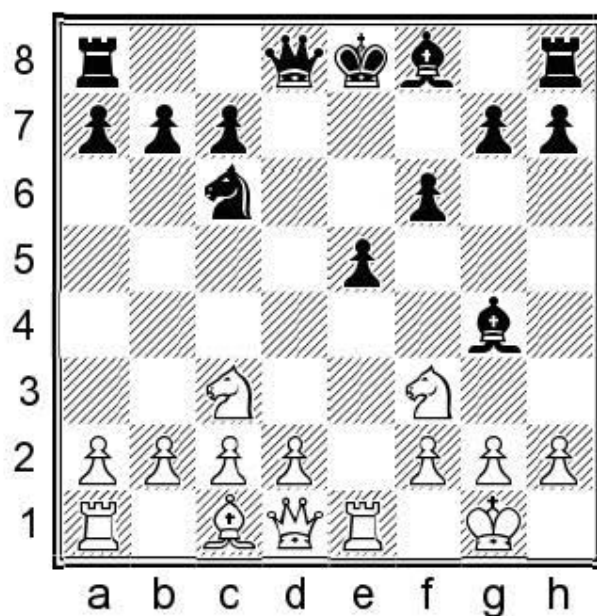
**10.Nxe5!**

Ignoring the pin, going for checkmate on f7 ( **Pattern 35**).

**10...Bxd1**

10...dxe5 11.Qxg4 was played in the game, leaving White with an extra piece.

**11.Nf6+ gxf6 12.Bxf7#**



118

*White to move*

### SOLUTION

**Volkers-Warmelink**  
Groningen-2004

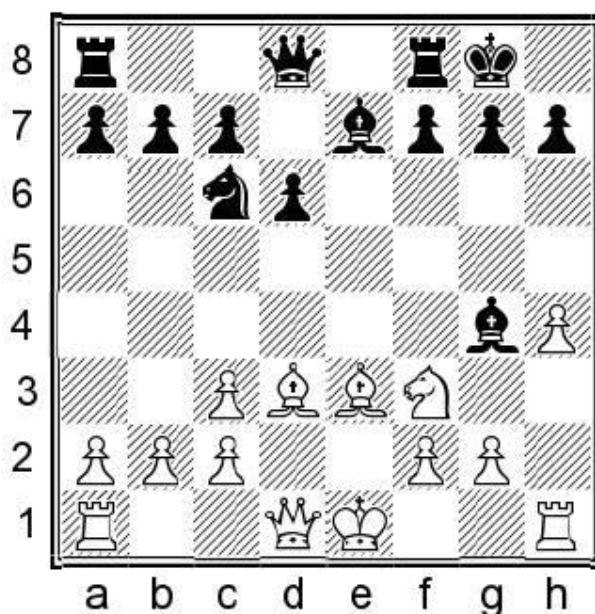
**10.Nxe5! Nxe5**

After 10...Bxd1? 11.Nxc6+ White wins back the queen with interest thanks to this discovered check; the point behind **Pattern 37**.

**11.Qxg4**

White is a pawn up.





119

*White to move*

### SOLUTION

**Krejci-Drab**

Czechia tt U18-2005/06

**10.Bxh7+!**

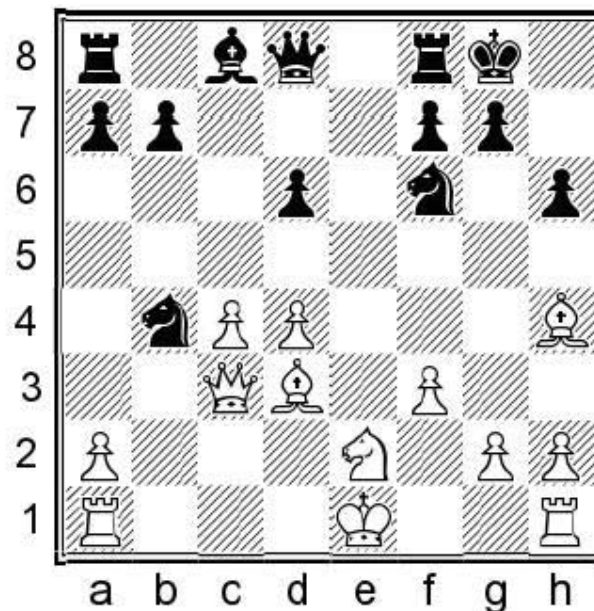
A sacrifice on h7 instead of f7, but other than that, the idea from **Pattern 34** remains the same: luring the king and winning back the bishop with interest by a discovered attack. It is striking that the white player himself was a victim of this trick a few years later! See Albertovic-Krejci, Czechia tt 2009/10, in 100 Tactical Patterns You Must Know, **Pattern 38**.

**10...Kxh7 11.Ng5+ Bxg5 12.hxg5+**

An important point. White recaptures with a discovered check. There may be advantages to not castling.

**12...Kg8 13.Qxg4**

And White won.



120

*Black to move*

### SOLUTION

**Indjic-Oparin**

PNWCC online-2020

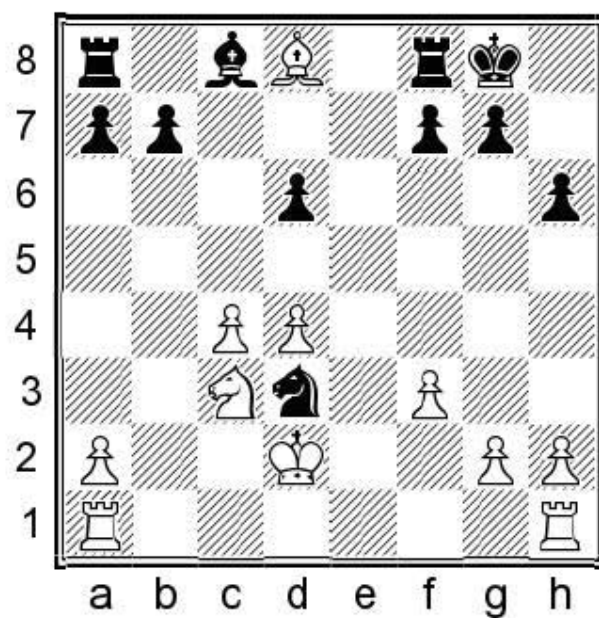
**14...Nfd5!**

Moving the pinned knight with an attack on the queen to obtain a strategic edge ( **Pattern 38**).

**15.Bxd8**

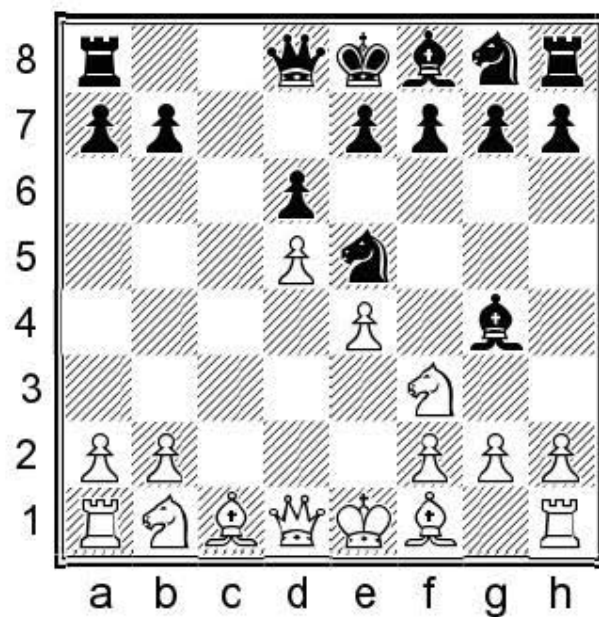
15.cxd5 Qxh4+ 16.g3 Nxd3+ 17.Qxd3 Qg5 and now 18.Nf4 saves the pawn, but White is clearly worse after, for instance, 18...Bf5 19.Qd2 Rfc8 20.0-0 Rc2. Black's more active piece play and the two-against-one pawn majority on the queenside give him an edge.

**15...Nxc3 16.Nxc3 Nxd3+ 17.Kd2**



**17...Nb2 18.Bh4 Nxc4+**

The desperado has earned Black a pawn and later the game.



121

*White to move*

## SOLUTION

van Hengel-van Swieten  
Soest-1995

### 7.Nxe5

Sacrificing the queen to exploit Black's weakness on the a4-e8 diagonal ( **Pattern 36**).

### 7...Qa5+

Did you see this in-between check? It's an important defence to keep an eye on. Luckily for White, he has a proper response.

7...Bxd1 8.Bb5+ is, of course, the point of 7.Nxe5: 8...Qd7 9.Bxd7+.

### 8.Bd2!

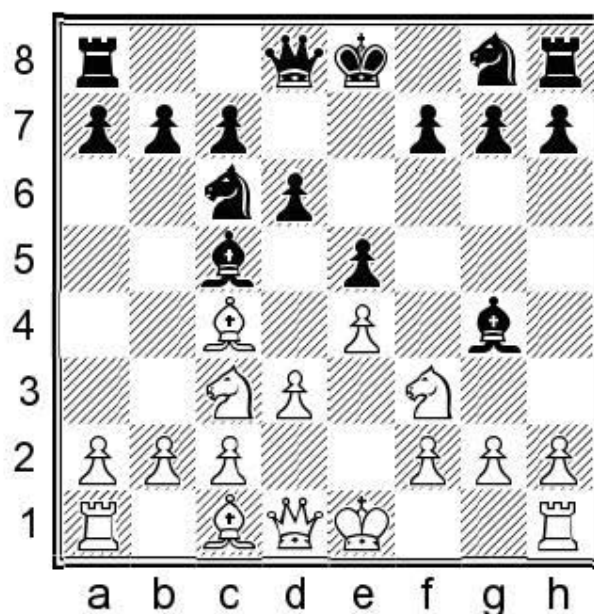
White must continue to attack the queen, as otherwise Black will have time to play ...Bxd1.

8.Qd2 Qxd2+ 9.Bxd2 dxe5 and Black has won back the knight.

### 8...Bxd1 9.Bxa5

And White won. He remains a piece ahead.





122

*White to move*

6.Bxf7+, yes or no?

### SOLUTION

**Wahler-Trull**

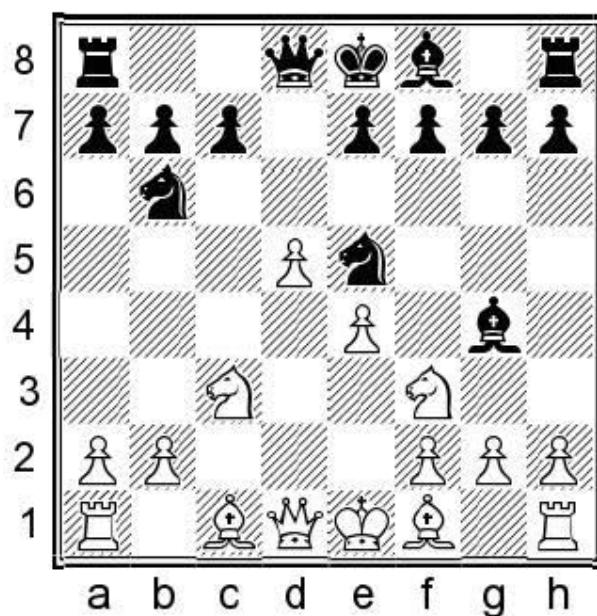
Correspondence game-1949

**6.Bxf7+?**

A common mistake. The trick from **Pattern 34** does not work here.

**6...Kxf7 7.Ng5+ Qxg5!-+**

A similar defence was discussed in Doolin-Wilson, Cardiff 2022 – see 100 Tactical Patterns You Must Know. Because the white queen is hanging, Black can afford to capture the protected knight. Since White sacrificed his bishop earlier, Black remains one piece ahead.



123

*White to move*

### SOLUTION

**Yilmaz-Beerdsen**

Titled Arena blitz-2021

**8.Nxe5! Bxd1 9.Bb5+ c6**

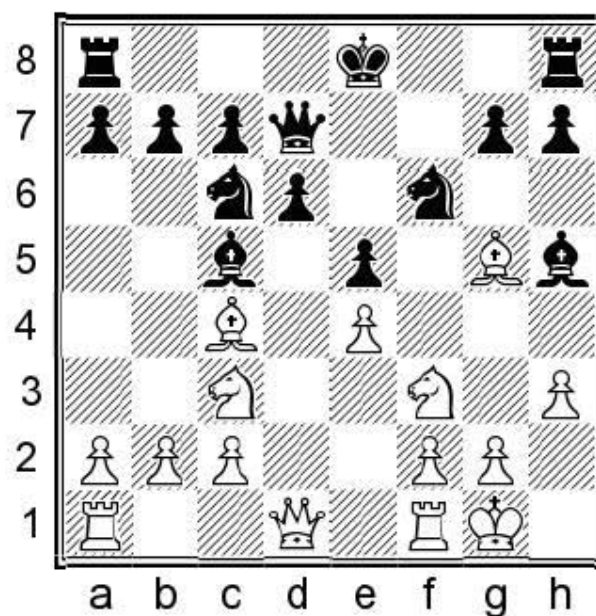
Compared to the other Exercises concerning **Pattern 36**, Black can block the check here with the c-pawn, but it is to no avail.

9...Nd7 10.Bxd7+ Qxd7 11.Nxd7 and White remains a piece up.

**10.dxc6 a6**

10...Qc7 11.cxb7+ Kd8 12.Nxf7#.

**11.c7+ axb5 12.cxd8Q+ Rxd8 13.Nxd1 1-0**



124

*White to move*

### SOLUTION

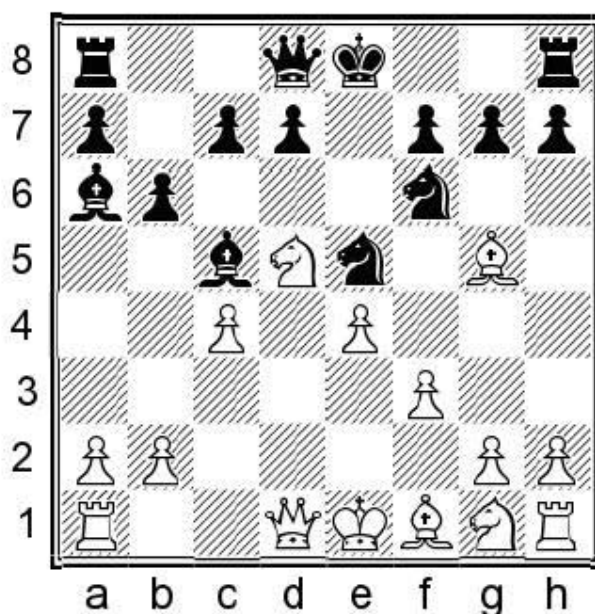
**Baches Garcia-Canal Oliveras**  
Catalunya tt-2011

**11.Bxf6!**

First, White eliminates the defender of the bishop on h5 to loosen it up, then he moves the pinned knight with an attack ( **Pattern 38**).

**11...gxf6 12.Nxe5 Bxd1 13.Nxd7 Kxd7 14.Raxd1**

And White converted the advantage.



125

*Black to move*

### SOLUTION

**Pantzar-Aditya**

Titled Tuesday blitz-2020

**8...Nxe4!**

Sacrificing the queen since f2 is a weakness ( **Pattern 35**).

**9.Bxd8**

9.fxe4 doesn't bring White any solace: 9...Qxg5 10.Nxc7+ Kd8

11.Nxa6 ( 11.Nxa8 allows a brutal onslaught with 11...Bb4+

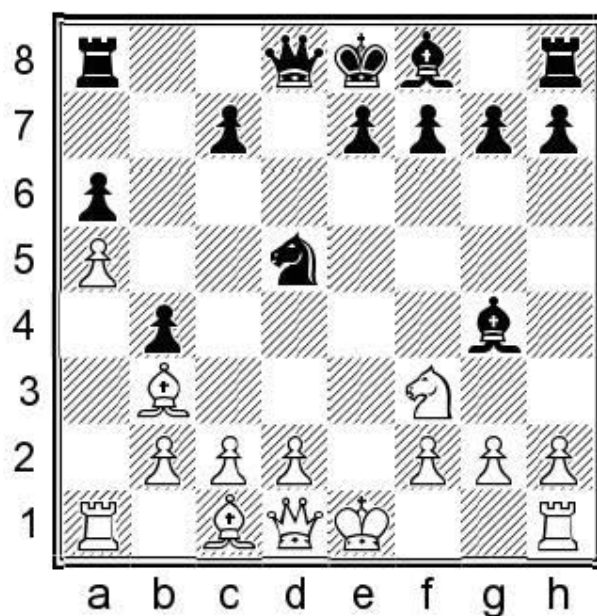
12.Ke2 Bxc4+ 13.Kf2 Qf4+ 14.Nf3 Ng4+ 15.Kg1 Qe3# )

11...Bxg1! 12.Rxg1?! Qe3+ wins the rook.

**9...Bf2+ 10.Ke2 Bxc4+ 11.Qd3 Bxd3+ 12.Kd1 Bxf1 13.Nxc7+**

**Kxd8 14.Nxa8 Bxg2 15.fxe4 Bxh1 16.Nh3 0-1**





126

*White to move*

### SOLUTION

**Dobrowolski-Saric**

Katowice European Blitz Championship-2017

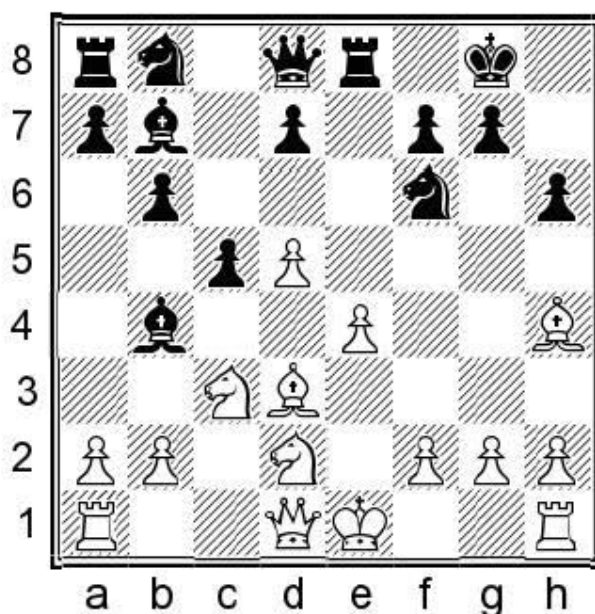
**11.Ne5!**

White does not always have to capture a piece or pawn on d4/e5 to make the trick from **Pattern 36** work.

**11...Bxd1**

The game continued 11...e6 12.Ba4+ Ke7 13.Nc6+ Kf6 14.Qxg4 and White won.

**12.Ba4+ Qd7 13.Bxd7+ Kd8 14.Kxd1+-**



127

*Black to move*

### SOLUTION

**Brunner-van Foreest**

**Vaujany-2015**

**11...Bxc3!**

Much better than the immediate 11...Nxe4?, which was played in the game. After 12.0-0 Qxh4 13.Ndxe4, the damage is limited, though with a pawn up, Black is to be preferred.

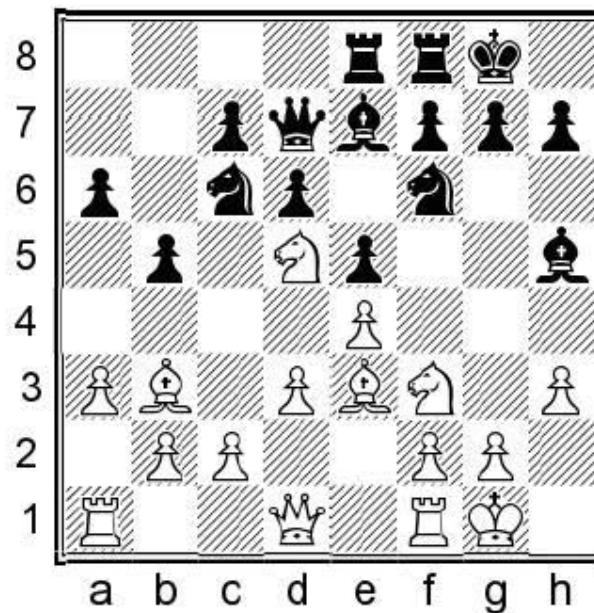
**12.bxc3 Nxe4! 13.Bxd8**

Compared to 12.0-0 in the game, 13.0-0 brings no salvation as, without a knight on c3, e4 is attacked one time less: 13...Qxh4 14.Nxe4 Rxe4 15.Bxe4 Qxe4.

And after 13.Nxe4 Qxh4 14.Qe2, not 14...f5?? 15.Nf6+, but 14...Na6.

**13...Nxc3+ 14.Ne4 Nxd1 15.Kxd1 Rxd8**

Black is up two pawns and winning. **Pattern 37.**



128

*White to move*

**SOLUTION**

**Visser-Bosch**

Netherlands tt-2007/08

**13.Nxe5!**

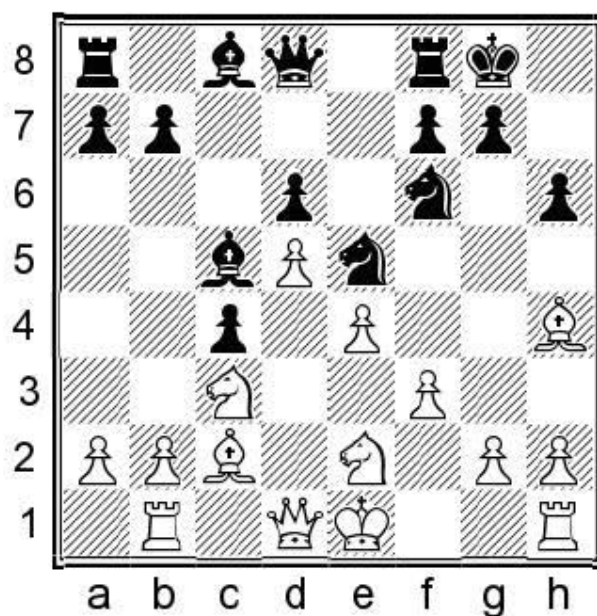
Moving the pinned knight with an attack on the queen ( **Pattern 38**).

**13...dxe5**

If 13...Bxd1?, 14.Nxf6+ Bxf6 15.Nxd7 just wins material.

**14.Nxf6+ Bxf6 15.Qxh5**

White has won a pawn and managed to convert.



129

*Black to move*

### SOLUTION

**Mohandesi-Barsov**

Leuven-2002

**13...Nxe4!**

The trick from **Pattern 35** works again!

**14.Bxd8**

14.Nxe4 Qxh4+. Now comes the killer move Black needed:

**14...Nxf3+!**

**15.Kf1**

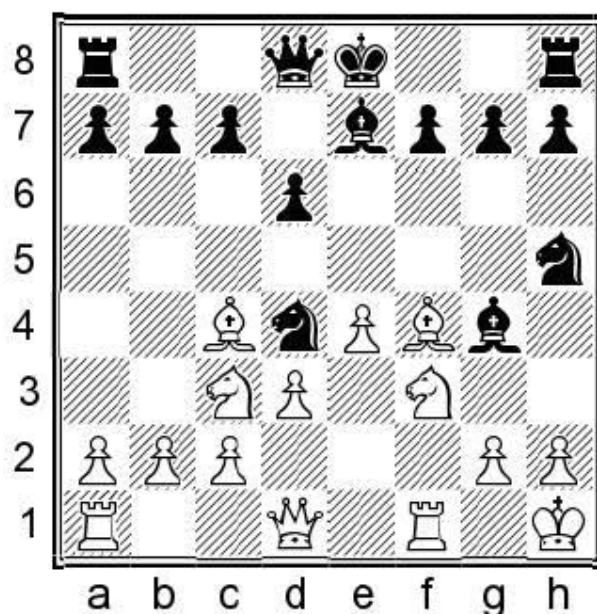
15.gxf3 Bf2+ 16.Kf1 Bh3#.

**15...Ned2+**

15...Nfd2+ transposes.

**16.Qxd2 Nxd2+ 17.Ke1 Nxb1-+**





130

*White to move*

10.Bxf7+, yes or no?

### SOLUTION

**Hoogendijk-Boer**

Rotterdam (analysis)-2023

All the ingredients seem to be there for the trick from **Pattern 34** to succeed. Yet, the bishop sacrifice appears not to work.

**10.Bxf7+? Kxf7 11.Ng5+ Bxg5 12.Bxg5+**

Recapturing the bishop with a discovered check, attacking the queen while the bishop on g4 still hangs. What else could White want?

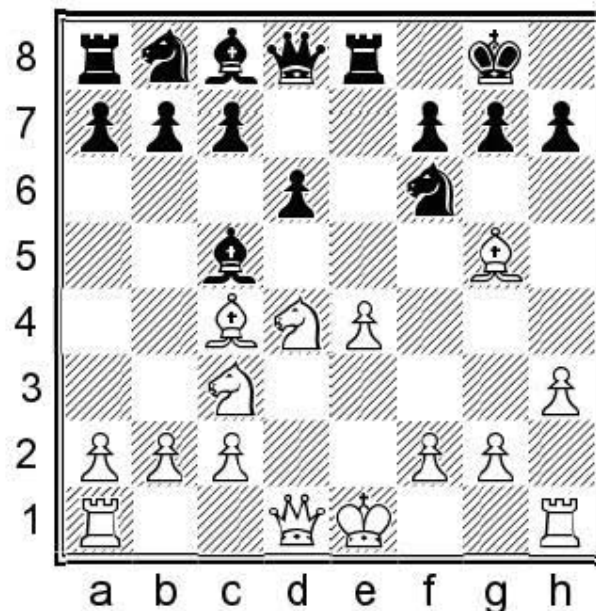
**12...Kg6!**

The refutation of 10.Bxf7+. Black attacks the bishop on g5 for a second time. Black remains a piece ahead.

**13.Qxg4**

13.Bxd8 Bxd1.

13...Qxg5-+



131

*Black to move*

What do you think of 8...Nxe4 ?

### SOLUTION

**Paridaans-Schoonman**

Nijmegen Dutch Girls' Championship U14-2002

**8...Nxe4?**

A tempting move, but a losing one! In fact, we have the same position on the board as in Olland-Pinedo, Amsterdam 1887, with reversed colours, apart from the pawn on h3 (which should be on h2 to make it exactly the same; see 100 Tactical Patterns You Must Know, **Pattern 37**). Now, instead of 9.Be3, White should have played an in-between check:

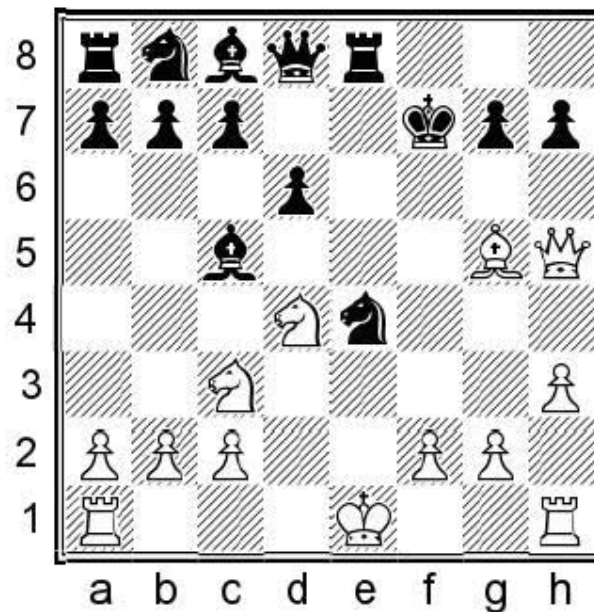
**9.Bxf7+!!**

9.Bxd8?? Nxc3+ was Black's point.

**9...Kxf7**

If Black does not capture the bishop, White can now accept the queen sacrifice since the rook on e8 is hanging: 9...Kf8 10.Bxd8 Nxc3+ 11.Bxe8 Nxd1 12.Rxd1 Kxe8 13.Bxc7. White is up an exchange and a pawn.

**10.Qh5+**



Another in-between check, and a crucial one. The future discovered check ...Nxc3+ does not come with an attack on the white queen anymore.

**10...Kf8**

10...g6 11.Qxh7+ Kf8 12.Bh6# is also an important point behind 9.Bxf7+.

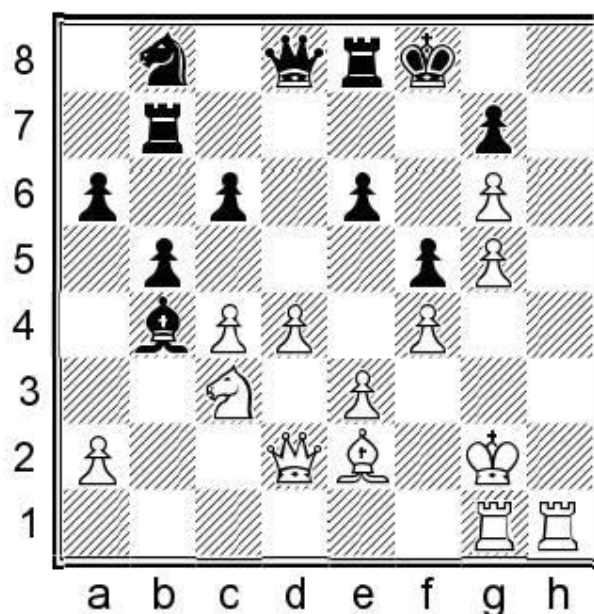
**11.Bxd8 Nf6+**

Now Black still wins the queen back with a discovered check, but again we see why the queen on h5 is doing an excellent job:

**12.Qxe8+**

White remains an exchange up.





132

*White to move*

### SOLUTION

**Wagner-Braun**

Germany Bundesliga-2013/14

**25.Nd5!**

White moves the pinned knight with an attack on the escape square e7 ( **Pattern 38**): checkmate on h8!

**25...exd5**

25...Qxd5+ 26.cxd5 Bxd2 27.d6! (preventing the black king's escape) 27...Kg8 28.Rh7 and 29.Rgh1, followed by checkmate on h8, is an indefensible threat.

**26.Qxb4+**

Making a king walk to the other wing impossible.

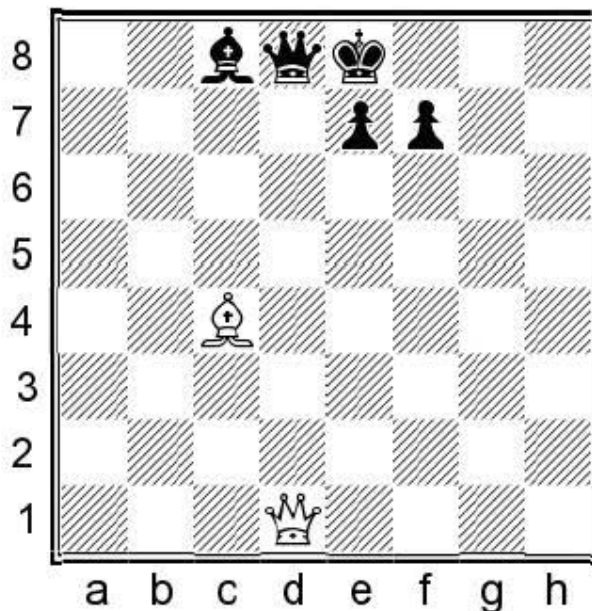
**26...Kg8 27.Rh7 Rxe3 28.Rgh1 Rxe2+ 29.Kf1 1-0**



Rh8# is imminent, so Black resigned.

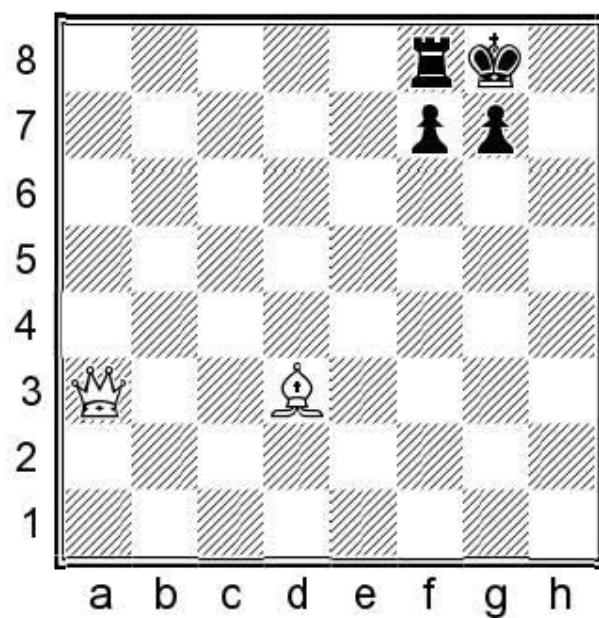
# Chapter 5

## Elimination of the defence



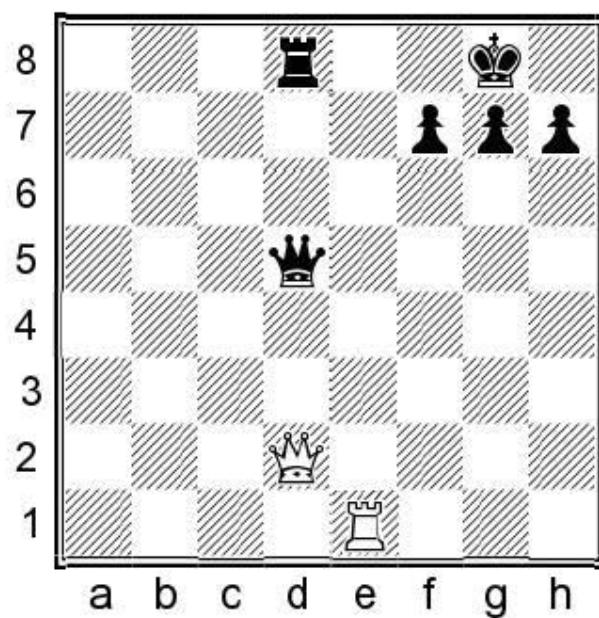
### 39. Deflecting the king's queen protection with the bishop

White deflects the king with 1.Bxf7+ to capture the queen after 1...Kxf7 with 2.Qxd8.



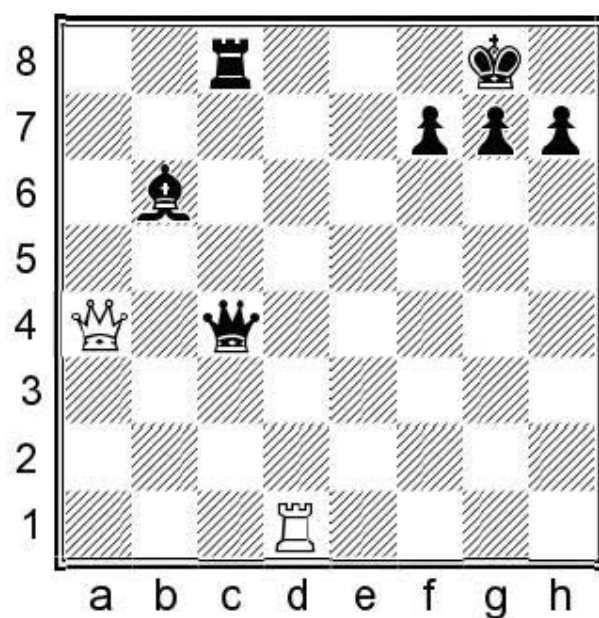
#### 40. Deflecting the king's rook protection with the bishop

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.

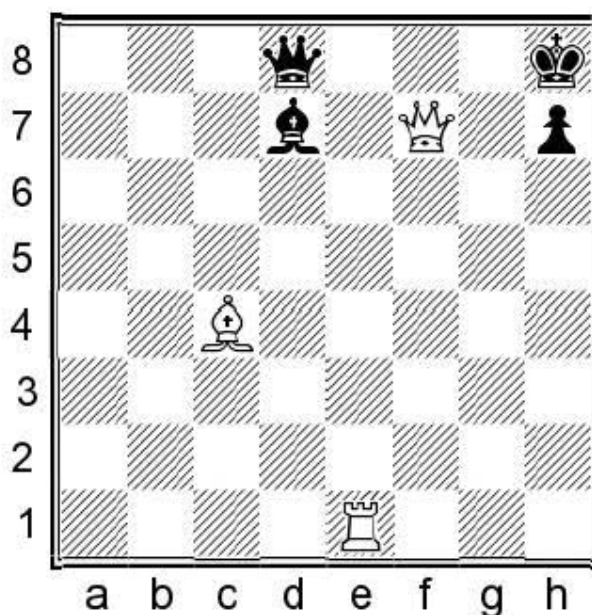




## 42. The extended hook-and-ladder trick

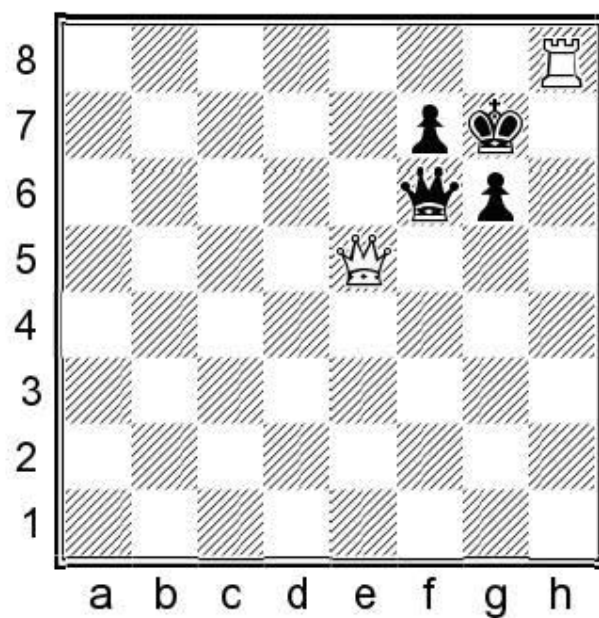
Despite the fact that two black pieces are defending the d8-square, White still plays 1.Rd8+ to win material or achieve checkmate by eliminating the defence.

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.



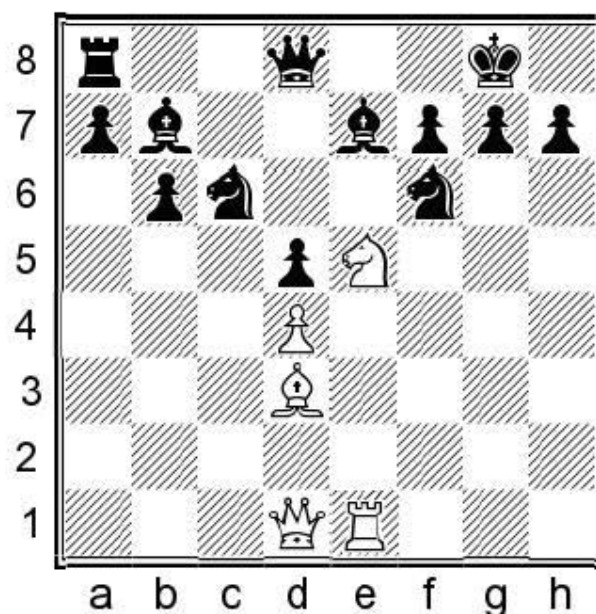
## 43. The dual back-rank rook sacrifice

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#.



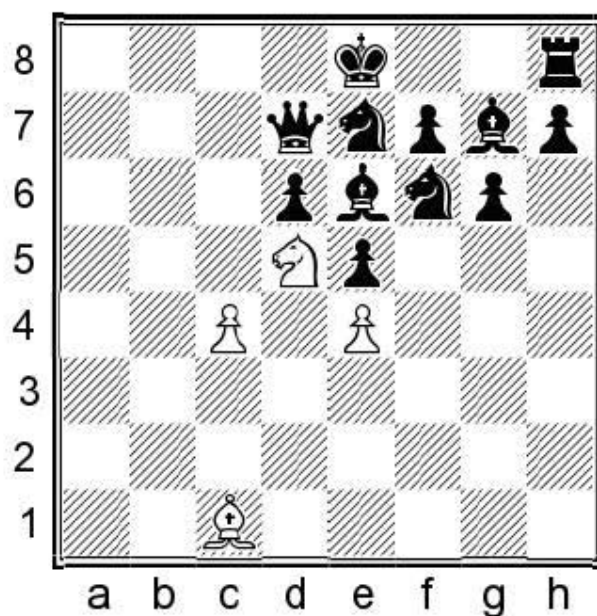
#### 44. Deflecting the king's queen protection with the rook

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

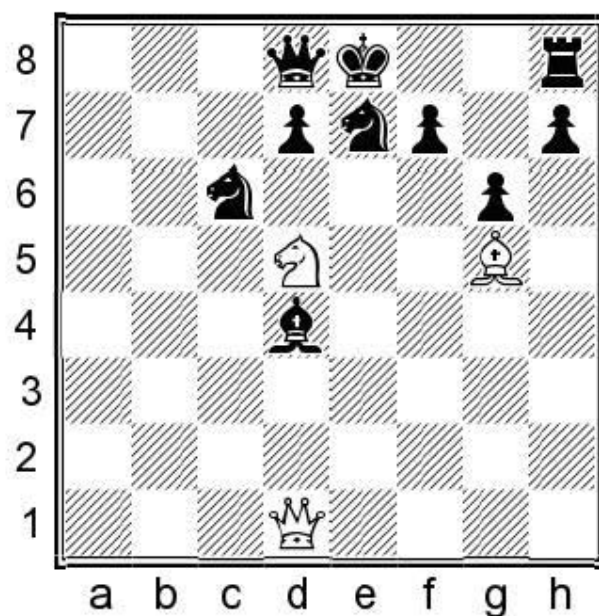
With 1. Ba6 White uses deflection as a preparation for a double attack. If Black captures with 1...Bxa6, then 2. Nxc6 forks Black's queen and the bishop on e7, winning a piece. Defending the bishop with 1...Qc7 also loses a piece after 2. Bxb7 Qxb7 3. Nxc6 Qxc6 4. Rxe7, and after 1...Nxe5 2. Bxb7 Rb8 3. dxe5, attacking the knight on f6, White also remains a piece ahead.



## 46. Deflecting the king's bishop

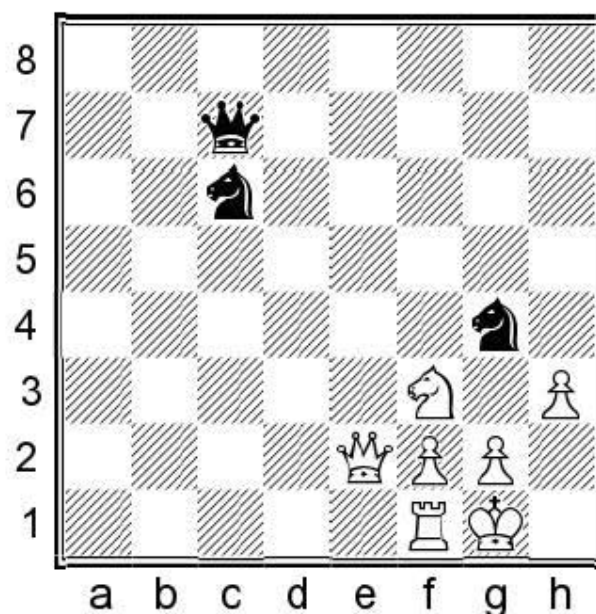
Similar to **Pattern 45**, deflecting the bishop with 1.Bh6 is the prelude to other decisive tactics. If 1...Bxh6, 2.Nxf6+ wins the queen. If Black castles with 1...0-0, then 2.Nxf6+ Bxf6 3.Bxf8 yields White an exchange. Also, capturing on d5 with a knight doesn't save Black, as after 2.Bxg7 Rg8, White recaptures the knight on d5 with an attack on the bishop on e6.





## 47. Exploiting the f3/f6-square

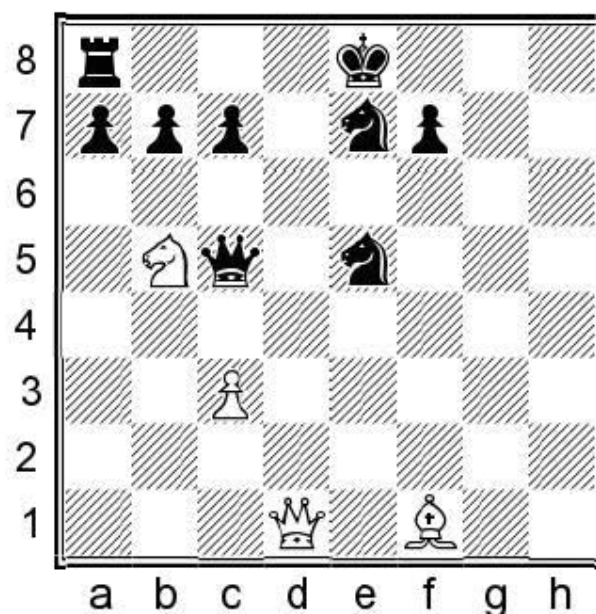
After eliminating the defender of the f6-square with 1.Qxd4, Black is in big trouble. The point is 1...Nxd4 2.Nf6+ Kf8 3.Bh6#. A knight+bishop mate can appear also after castling with 1...0-0: 2.Nf6+ Kh8 3.Ng4+ Nxd4 4.Bf6+ Kg8 5.Nh6# – Suffocation Mate.



#### 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.

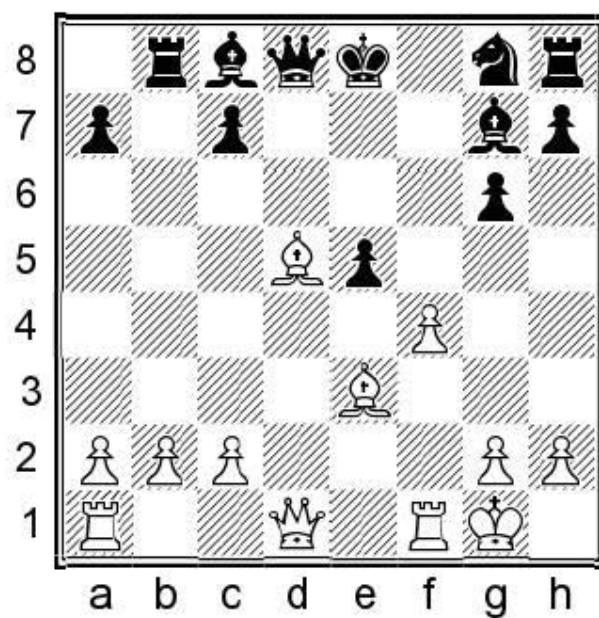
This trick often occurs in, among others, the Smith-Morra Gambit of the Sicilian Defence.



### 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.

### Elimination of the defence - Exercises



133

*White to move*

**SOLUTION**

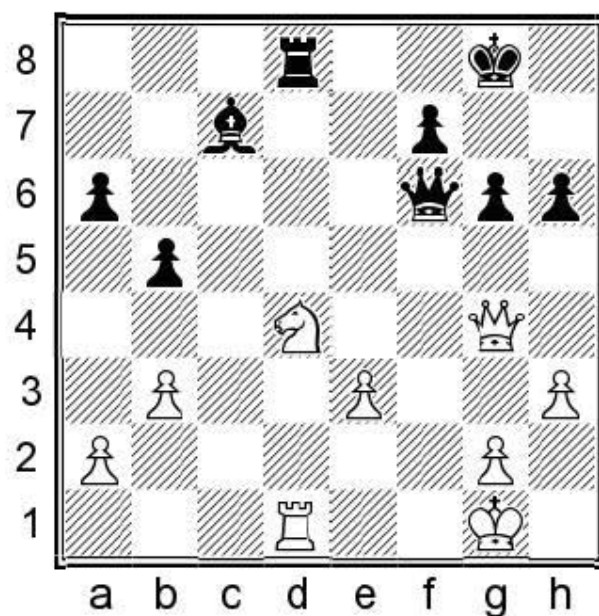
**Haubt-Junker**

**Germany Bundesliga B-1988/89**

**14.Bf7+! 1-0**

Black resigned in view of 14...Ke7 15.Bc5+! and he loses his queen ( **Pattern 39**).





134

*White to move*

What do you think of 28.Rf1 ?

### SOLUTION

**Dek-Erwich**

Netherlands tt-2017/18

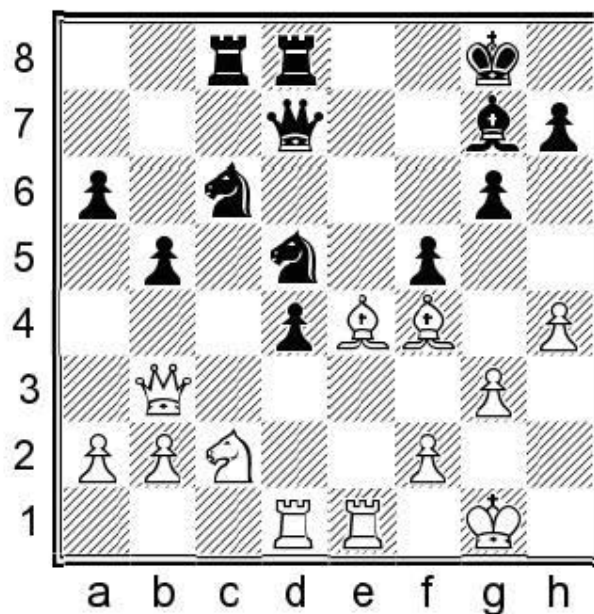
**28.Rf1?**

Now White's position goes from bad to lost. Black accepts the gift:

**28...Bh2+**

Deflecting the king ( **Pattern 40**).

**29.Kxh2 Qxf1-+**



135

*White to move*

### SOLUTION

**Savicevic-Indjic**

Banja Koviljaca-2013

**22.Bxd5+**

Luring the queen.

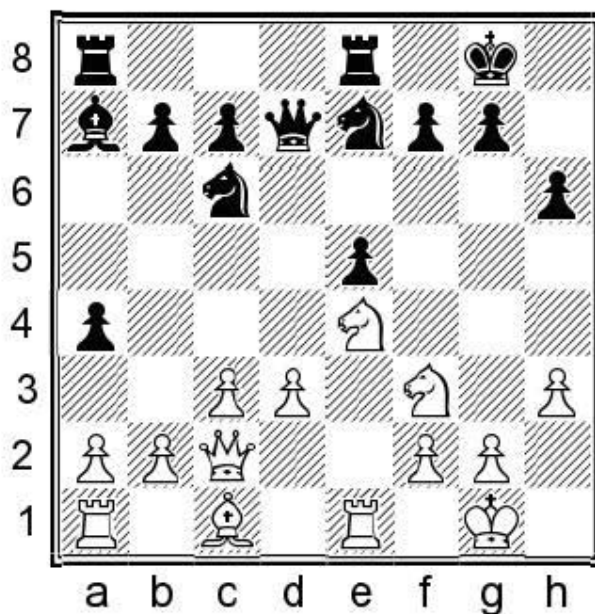
**22...Qxd5 23.Re8+!**

Pulling the ladder from beneath the black queen (the hook-and-ladder trick from **Pattern 41**).

**23...Rxe8**

Black is not obliged to capture, but after 23...Kf7, the rook on d8 will be deflected in another way: 24.Qxd5+ Rxd5 25.Rxc8 and White is up a rook.

**24.Qxd5++-**



136

*White to move*

### SOLUTION

**Molchanov-Siskou**

ECTCC Youth U18 Internet-2023

This was a trick question. White has nothing special in this position. White was tempted by the deflection tactic from **Pattern 46**'s, but that cost him dearly.

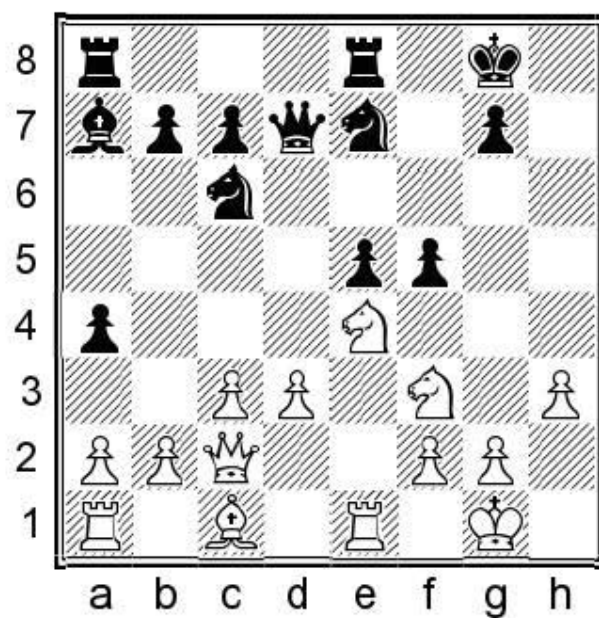
**18.Bxh6? f5!**

See also Ceko-Bok, Belgium tt 2016/17 (adjusted) in 100 Tactical Patterns You Must Know.

Of course not 18...gxh6? 19.Nf6+, losing the queen.

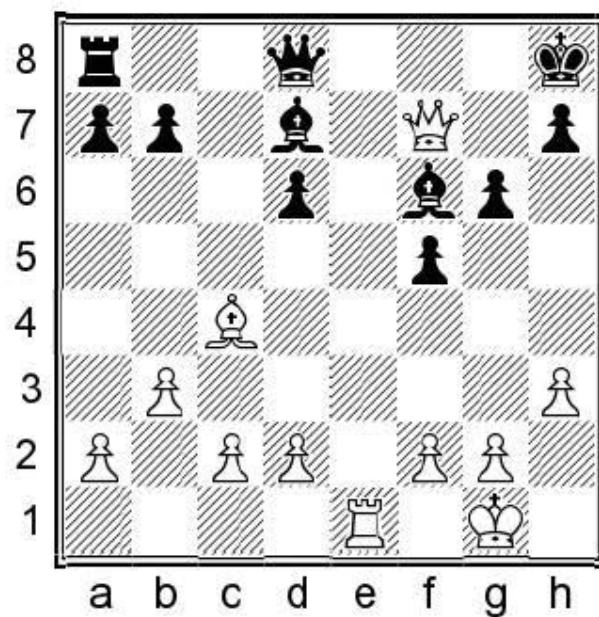
**19.Bc1**

19.Ng3 gxh6-+.



White has not made much progress from the previous diagram.

**19...fxe4-+**



137

*White to move*



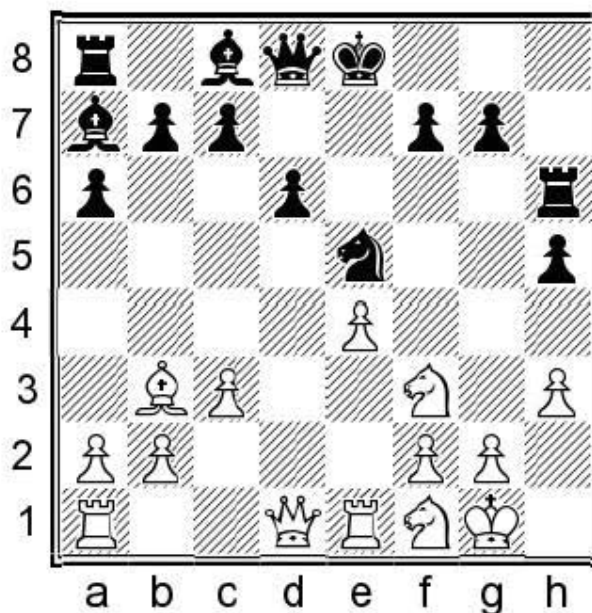
## SOLUTION

**Nezhmetdinov-Kotkov**  
Krasnodar-1957

**25.Re8+! 1-0**

Using interference and deflection to eliminate the defence and force checkmate.

Black is checkmated after 25...Bxe8 ( 25...Qxe8 26.Qxf6# )  
26.Qf8# / 26.Qg8# – **Pattern 43.**



138

*White to move*

## SOLUTION

**Pruijssers-Beukema**  
Belgium tt-2017/18

**15.Nxe5!**

Both opening the d-file and eliminating the defender of f7.

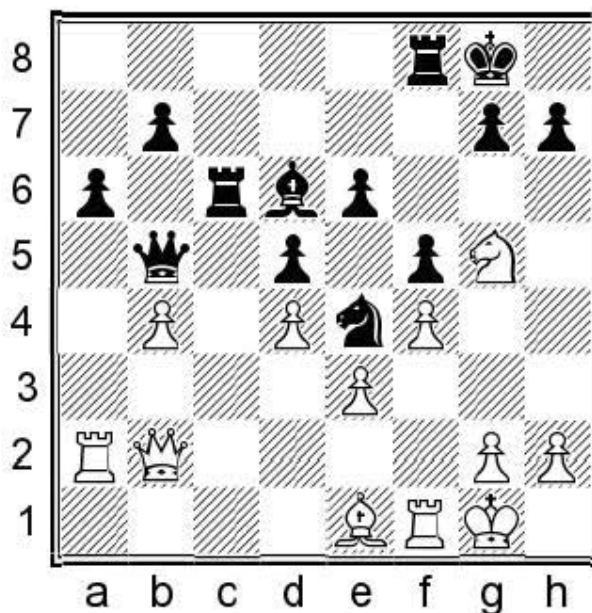
**15...dxe5 16.Bxf7+!**

The deflection tactic – **Pattern 39**.

**16...Ke7**

16...Kxf7? 17.Qxd8 just drops the queen.

**17.Bxh5+-**



139

*Black to move*

### SOLUTION

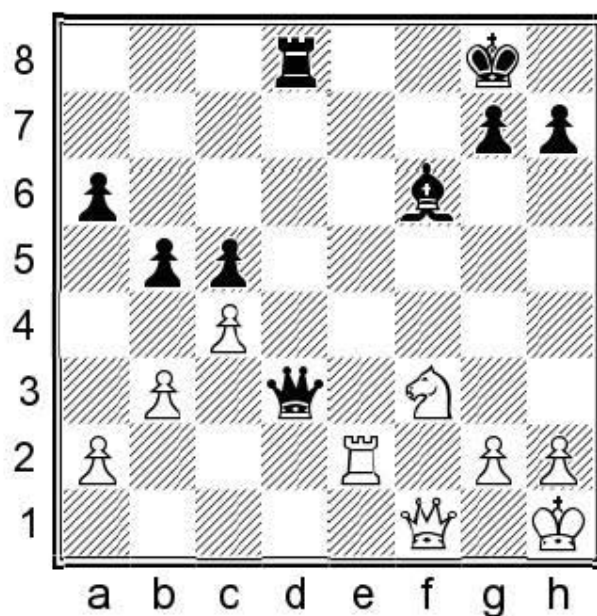
**Eichhorn-Schiffer**

Germany tt-2012/13

**26...Nxg5 27.fxg5 Bxh2+!**

Deflecting the king ( **Pattern 40**).

**28.Kxh2 Qxf1-+**



140

*White to move*

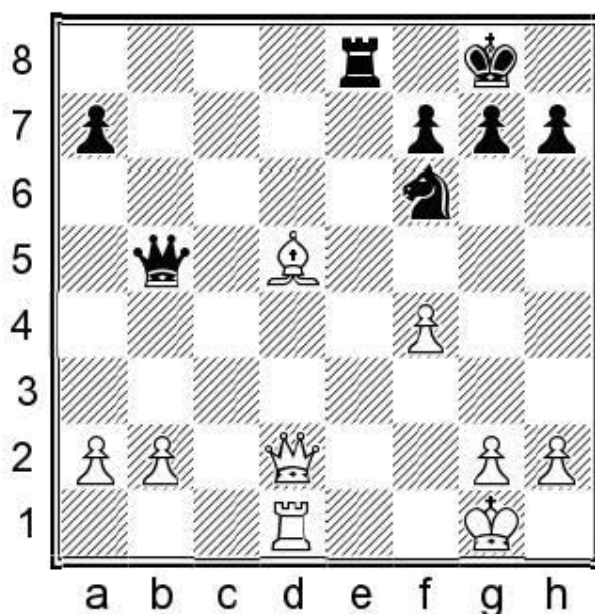
### SOLUTION

**Gelashvili-Shen**  
Philadelphia-2011

**32.Re8+! 1-0**

Here, the hook-and-ladder trick from **Pattern 41** serves as preparation for another tactic.

Black resigned, since 32...Kf7 ( 32...Rxe8 33.Qxd3 ) fails to 33.Ne5+! Kxe8 34.Nxd3, picking off the black queen.



141

*Black to move*

Can Black introduce a hook-and-ladder trick here?

**SOLUTION**

**Arulaid-Tal**

Soviet Union tt-1955

**23...Nxd5**

23...Qb6+ was played in the game.

**24.Qxd5 Re1+?**

This is a big mistake, as Black totally forgets about his weak back rank. Black not only deflects White's rook ( **Pattern 41**) but also drives it to a better square.

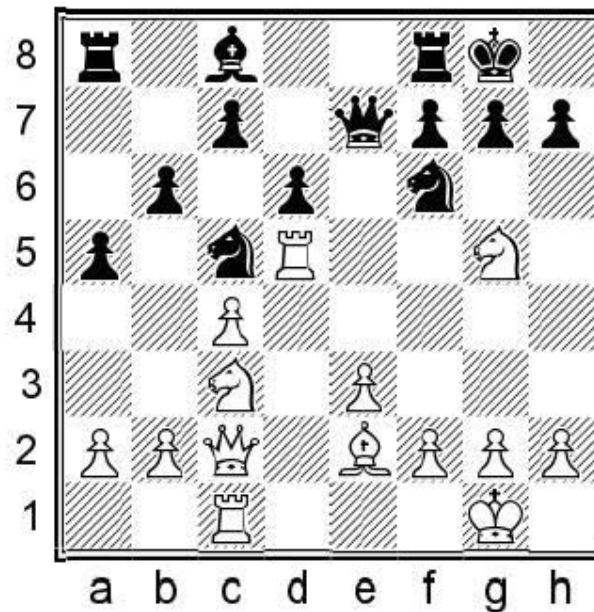
24...Qxd5 25.Rxd5 Re1+ is no back-rank mate because the king has luft to escape: 26.Kf2.

**25.Rxe1**



25.Kf2 Qf1+! 26.Kg3 Re3+ 27.Kg4 Qe2+ 28.Kh4 h5 29.Qxh5 Qf2+ and the white king will soon be knocked out.

**25...Qxd5 26.Re8#**



142

*White to move*

### SOLUTION

**Engelberg-Hodokainen**  
Finland tt-1994

**16.Rxc5**

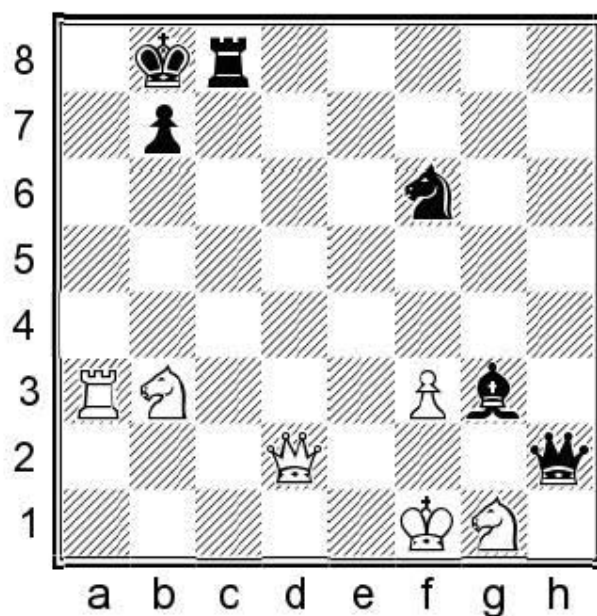
Clearing the d5-square to prepare the trick from **Pattern 48**.

**16...bxc5**

16...Bb7 was played in the game, after which White was a piece up.

**17.Nd5**

Luring away the knight to deliver mate. Black loses his queen since 17...Nxd5 leads to 18.Qxh7#.



143

*Black to move*

### SOLUTION

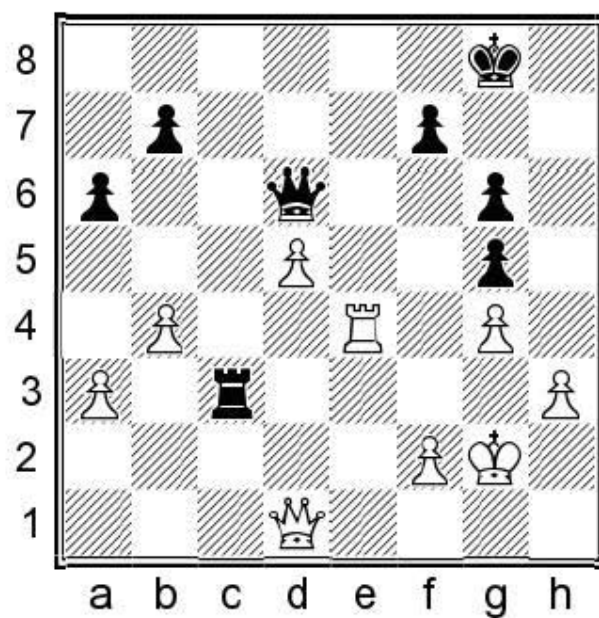
**Smeets-van Kampen**

Dutch Online Blitz Championship-2012

**1...Rc1+! 0-1**

Luring away the queen or the knight by putting the rook on the back rank ( **Pattern 43**). Black must choose between being checkmated or losing material, so he decided to resign.

White loses his king or queen: 2.Nxc1 Qxd2 or 2.Qxc1 Qf2#.



144

*White to move*

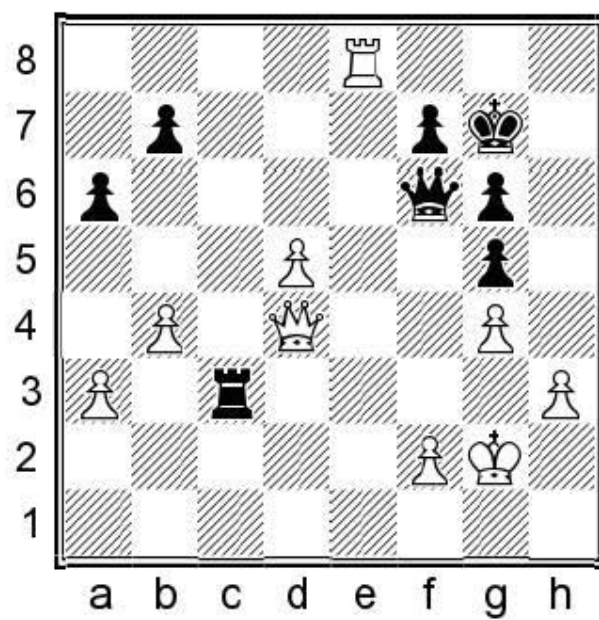
### SOLUTION

**Grischuk-Mamedyarov**  
Sochi blitz-2014

**32.Re8+ Kg7**

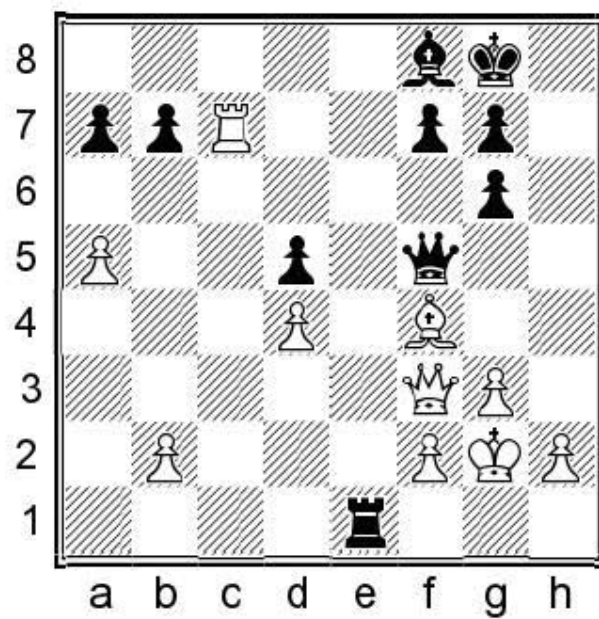
32... Kh7 33.Qd4 with a double attack on c3 and h8.

**33.Qd4+ Qf6**



**34.Rg8+! 1-0**

Deflecting the king ( **Pattern 44**).



145

*Black to move*



## SOLUTION

**Kempinski-Sjugirov**

Warsaw European Rapid Championship-2011

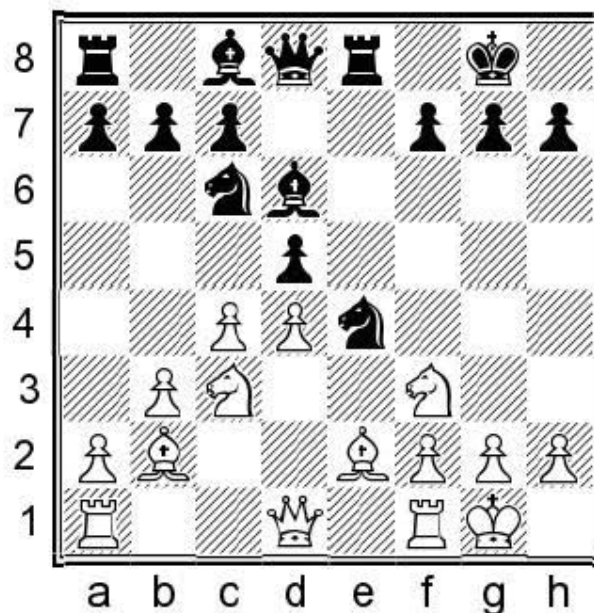
**28...g5! 29.Rc1**

29.Be3 fails to the deflection tactic from **Pattern 44**: 29...Rg1+!

30.Kxg1 Qxf3.

**29...g4! 0-1**

30.Qc3 Qe4+ 31.f3 Qe2#.



146

*Black to move*

## SOLUTION

**Aguilera Lopez-Ibarra Jerez**

Spain tt rapid-2022

**11...Ba3!**

Deflecting the bishop ( **Pattern 45**) wins material for Black.

**12.cxd5**

There is also no help from:

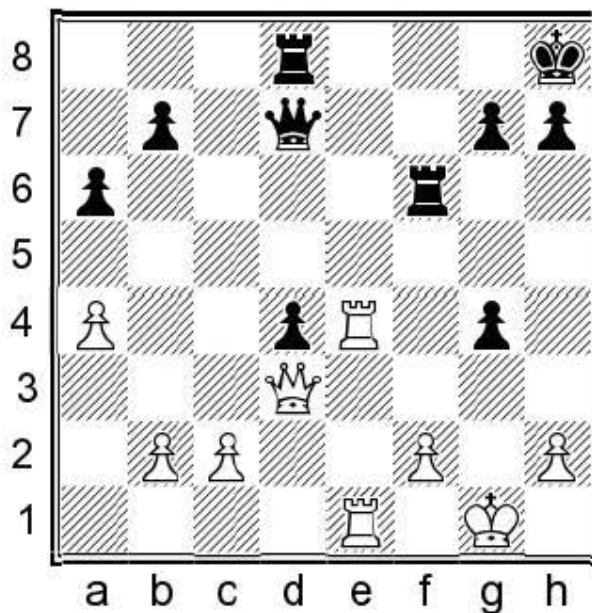
- 12.Nxe4 Bxb2 13.Ng3 Bxa1;
- 12.Bxa3 Nxc3 13.Qd2 Nxe2+.

**12...Bxb2 13.Nxe4 Bxa1**

**14.Ng3 Nb4**

There was nothing wrong with 14...Qxd5 either.

**15.Qxa1 Nxd5–+**



147

*White to move*

**SOLUTION**

**Goni Osacar-Boix Pons**

**Gijon-2011**

**24.Rxd4!**

24.Re7 was played in the game.

### 24...Qxd4

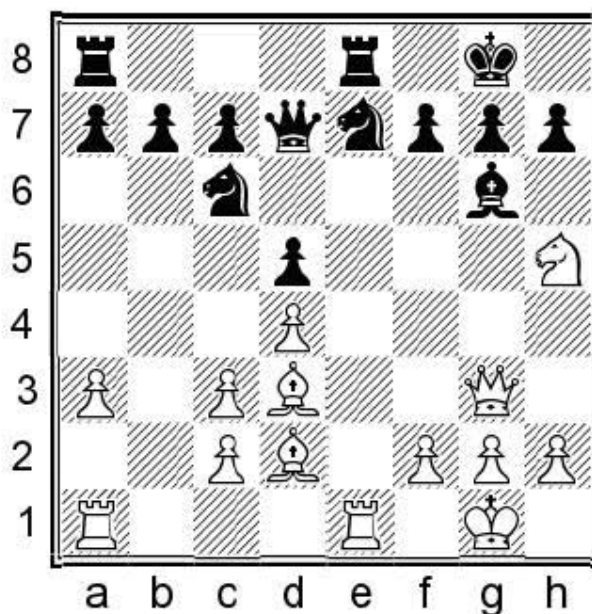
And now not the hook-and-ladder trick from **Pattern 41** with 25.Re8+?? Rxe8 26.Qxd4, even handing Black a winning advantage with two rooks for the queen, but reversing the move-order brings White victory:

### 25.Qxd4

Deflecting the rook as well, but with another idea.

### 25...Rxd4 26.Re8+ Rf8 27.Rxf8#

Compared to Exercise 141 (see the 24...Qxd5 line), the back-rank mate deflection tactic does work here.



148

*White to move*

### SOLUTION

**Alekhine-Henneberger**  
Basel simul-1925

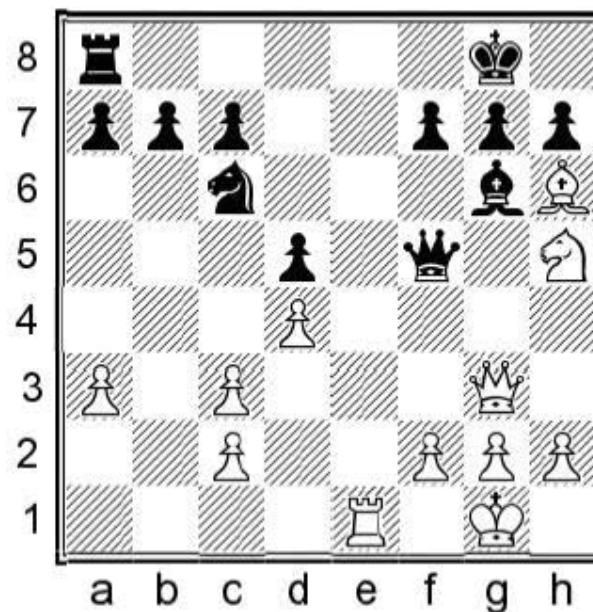
### 16.Bh6!

Attacking g7, while also pinning the bishop on g6. The big point is to lure away the g7-pawn so the white knight can fork on f6 (**Pattern 46**). Black is not obliged to capture, but the alternatives are not rosy either. The game continued:

**16...Nf5**

16...Bxh5 17.Qxg7#; or 16...gxh6 17.Nf6+.

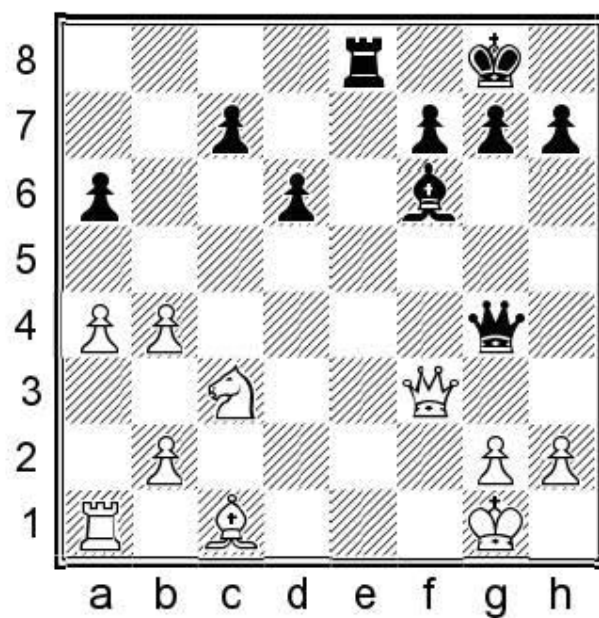
**17.Bxf5 Rxe1+ 18.Rxe1 Qxf5**



**19.Nxg7 Qxc2 20.h4**

White's kingside attack is overwhelming, as Black is lacking defenders.





149

*Black to move*

### SOLUTION

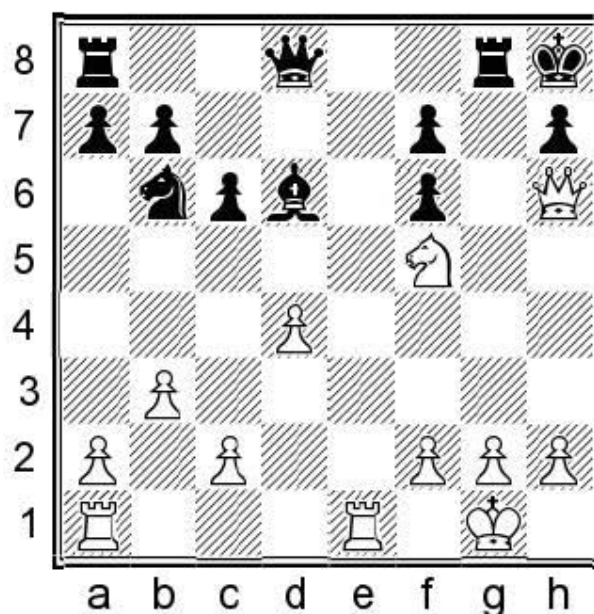
**Vedder-Jens**

Netherlands tt-2016/17

**23...Re1+ 24.Kf2 Bh4+ 25.g3 Rf1+!**

White resigned.

Deflecting the king ( **Pattern 44**).



150

*White to move*

### SOLUTION

**Ragozin-Boleslavsky**  
Sverdlovsk (analysis)-1942

**19.Re8!!**

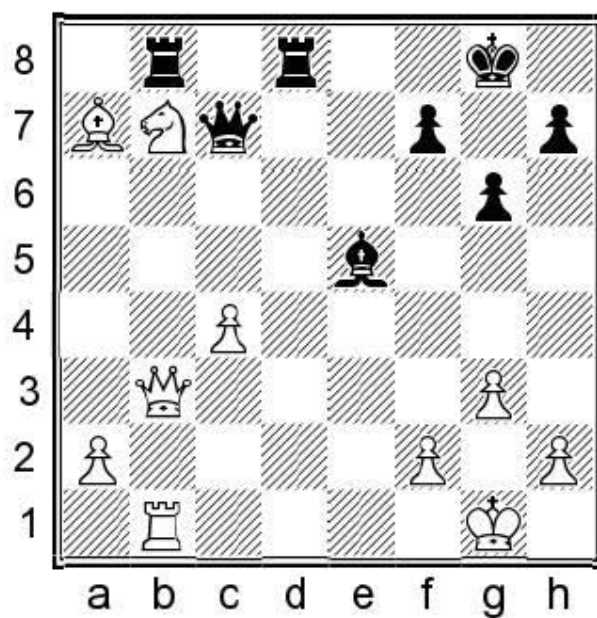
Luring away the queen or the rook by putting the rook on the back rank ( **Pattern 43**) in order to deliver checkmate. To avoid this, Black has to enter a losing endgame:

**19...Bf8**

The best way of defending (White also threatened 20.Qg7# ), but it cannot prevent material loss.

- 19...Rxe8 20.Qg7#;
- 19...Qxe8 20.Qxf6+ Rg7 21.Qxg7#.

**20.Rxd8 Bxh6 21.Rxa8 Rxa8 22.Nxh6+-**



151

*Black to move*

### SOLUTION

**van Wely-Bok**

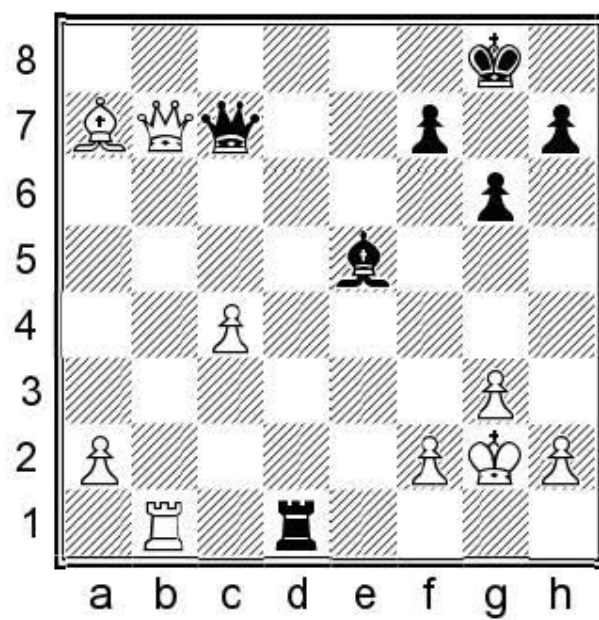
Bunschoten-Spakenburg rapid-2023

**23...Rxb7! 24.Qxb7 Rd1+!**

The hook-and-ladder trick from **Pattern 41** yields Black material. It is not mandatory to capture, but if

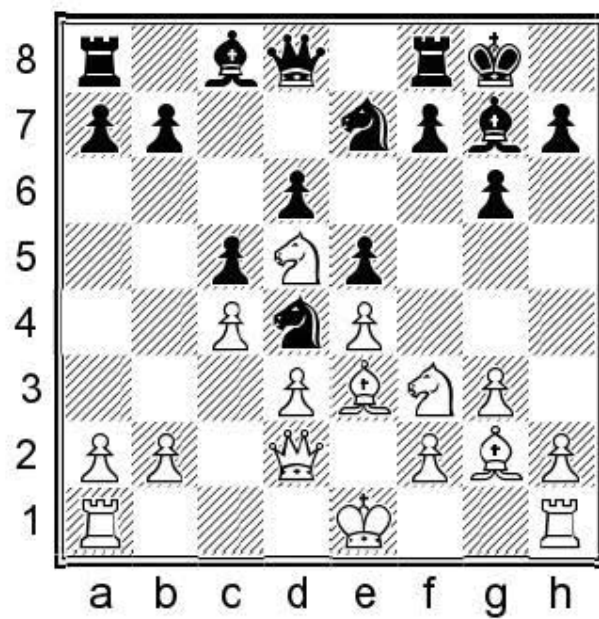
**25.Kg2**

,



then it's the queen that gets deflected!

**25...Rxb1 26.Qxb1 Qxa7-+**



152

*Black to move*



## SOLUTION

Kanok-Kanovsky  
Czechia tt-2022/23

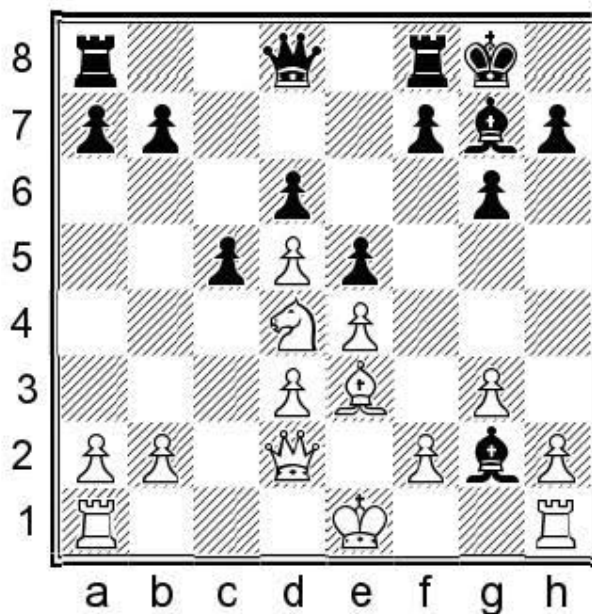
### 10...Nxd5!

Deflecting the bishop with 10...Bh3? comes too early: 11.Nxd4! ( 11.Bg5 allows 11...Nxf3+ 12.Bxf3 f6= ) with the idea 11...Bxg2 12.Bg5! f6 13.Ne6 and White is even better.

### 11.cxd5

11.Bxd4 was best, but after 11...Nf4 12.gxf4 cxd4 Black has a positional advantage with a better pawn structure and the pair of bishops.

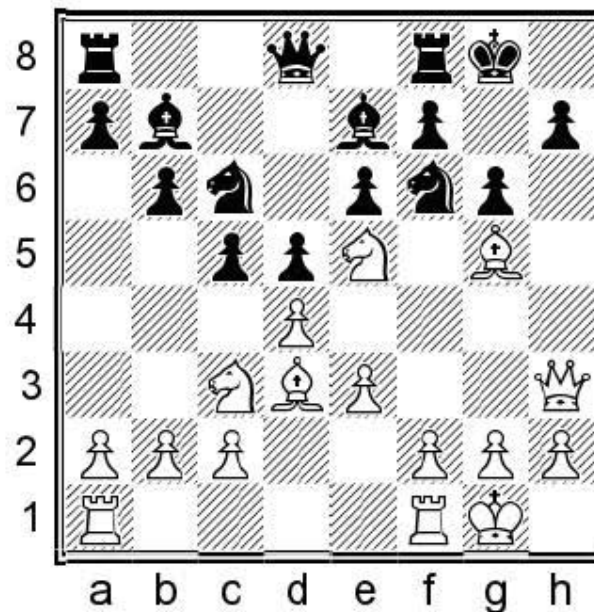
### 11...Bh3! 12.Nxd4 Bxg2



### 13.Rg1 0-1

Without knights on d5 and e7, 13.Bg5 does no harm: 13...Qd7 14.Rg1 cxd4 15.Rxg2 Qh3 16.f4 ( 16.Kf1 f6 17.Bh4 g5 traps the bishop) 16...f6 17.Bh4 exf4-+.

White resigned as he will be a piece down after 13...exd4 (or 13...cxd4 ) 14.Bg5 f6. See also F.Erwich-Vetter, Germany tt 2008/09, in 100 Tactical Patterns You Must Know, **Pattern 46**, for nearly the same position with colours reversed.



153

*White to move*

### SOLUTION

**Klaman-Smyslov**

Leningrad Soviet Union Championship-1947

**12.Ba6!**

Deflecting the bishop ( **Pattern 45**).

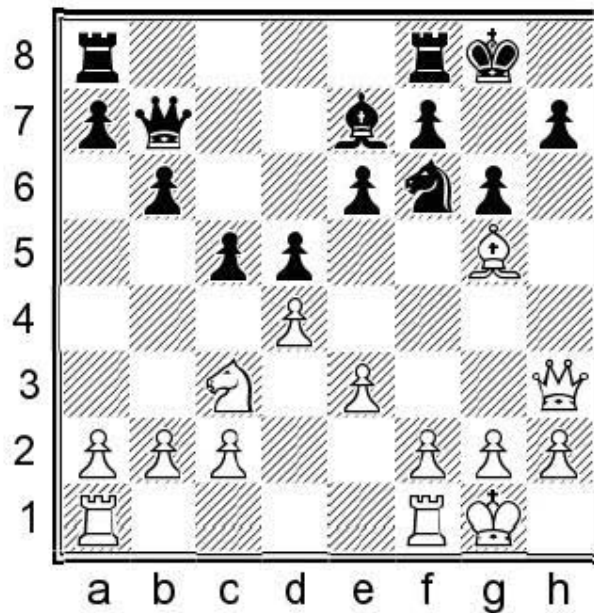
**12...Qc8**

It is best to defend the bishop, because if Black picks up the glove, he will be rudely awakened: 12...Bxa6 13.Nxc6 Qd7 14.Nxe7+ Qxe7 15.Qh4 Kg7, and now 16.Bh6+ wins an exchange, but much better is 16.e4 with the deadly threat 17.e5.

**13.Nxc6**

13.Bxb7 Qxb7 14.Nxc6 Qxc6 15.Qh4 is more or less the same as the game.

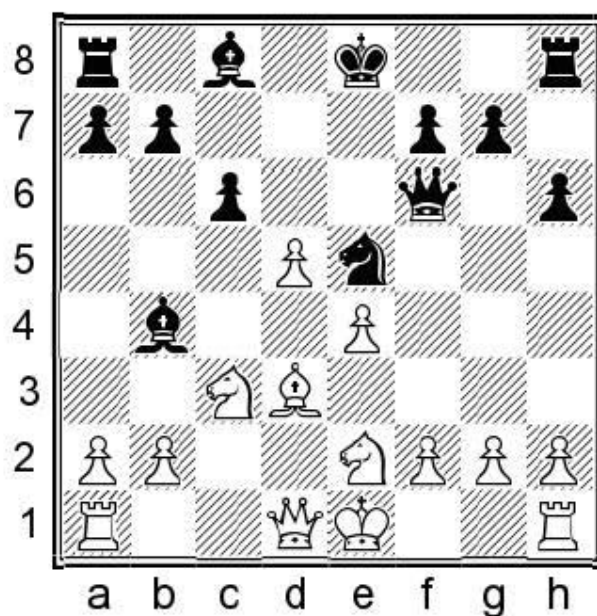
**13...Qxc6 14.Bxb7 Qxb7**



**15.Qh4 Kg7 16.Bh6+ Kg8**

And now, instead of winning the exchange ( 17.Bxf8 ), White was satisfied with a draw against the future World Champion and went for a perpetual check:

**17.Bg5 Kg7 18.Bh6+ Kg8 19.Bg5 Kg7 ½-½**



154

*Black to move*

### SOLUTION

**Peev-Haik**

Bucharest-1979

**11...Qf3!**

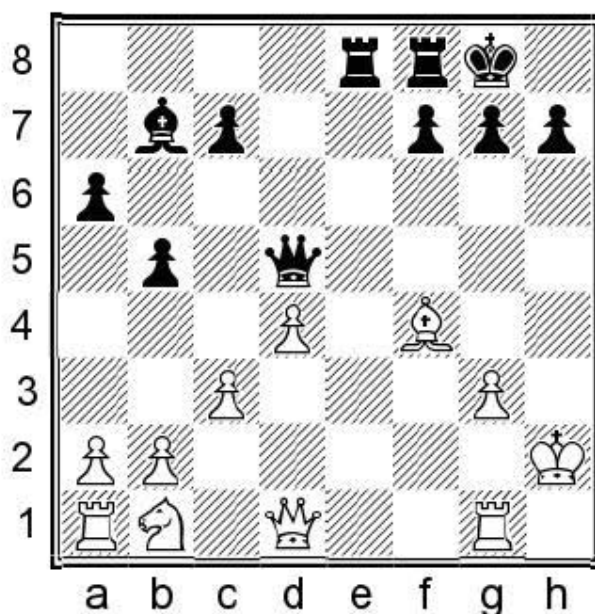
A double attack against the bishop on d3 and the pawn on g2.  
Luczynowicz-Solecki, Wroclaw 1955, saw a similar idea – see 100  
Tactical Patterns You Must Know.

**12.Bb1**

- 12.gxf3 Nxf3+ 13.Kf1 Bh3#, the checkmate from **Pattern 47**;
- 12.0-0 Qxd3.

**12...Qxg2 13.Kd2 Qxf2–+**





155

*Black to move*

### SOLUTION

**Belenki-Pirogov**  
Moscow-1958

**19...Re1!**

Luring away the queen or the rook by putting the rook on the back rank ( **Pattern 43**). Both pieces are crucial in the defence. A funny detail is that after this game, this beautiful motif was executed twice more with a pretty large time gap between the two games: Szabo-Jocha, Budapest 1963, and Feco-Pohranc, Slovakia tt 2003/04. Both games continued:

**20.c4**

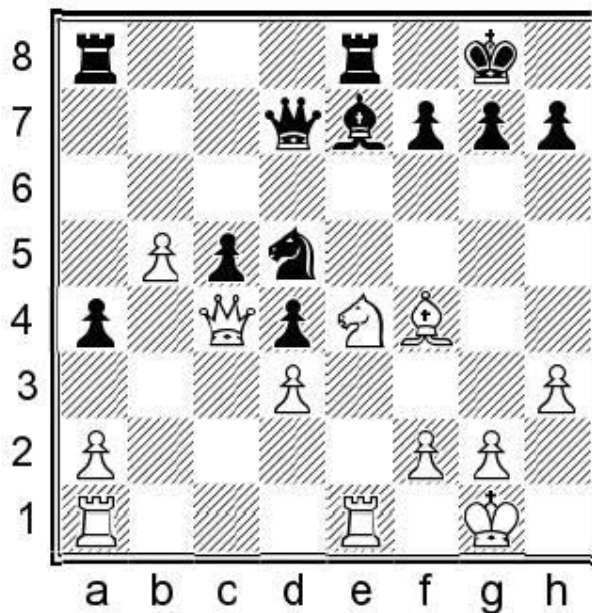
All other moves lead to checkmate:

- 20.Qxe1 Qh5#;
- 20.Rxe1 Qg2#;

**20...Rxf1**

20...bxc4?? is a big mistake: 21.Nc3 and the tables are turned.

**21.cxd5 Rxd1=+**



156

*White to move*

**SOLUTION**

**Movsesian-van Foreest**

Teplice-2016

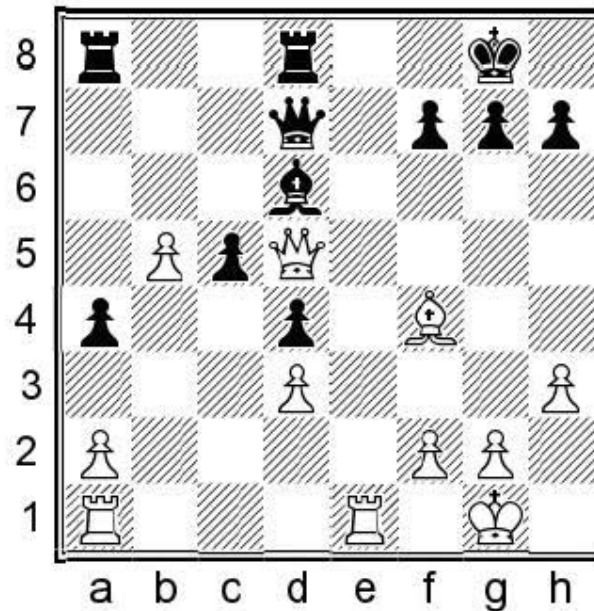
## 23.Nd6!

Interfering between the black queen and knight!

**23...Bxd6 24.Qxd5 Red8**

Black played 24...Rad8 and resigned before awaiting his opponent's reply. White can win a piece in a couple of different ways, for

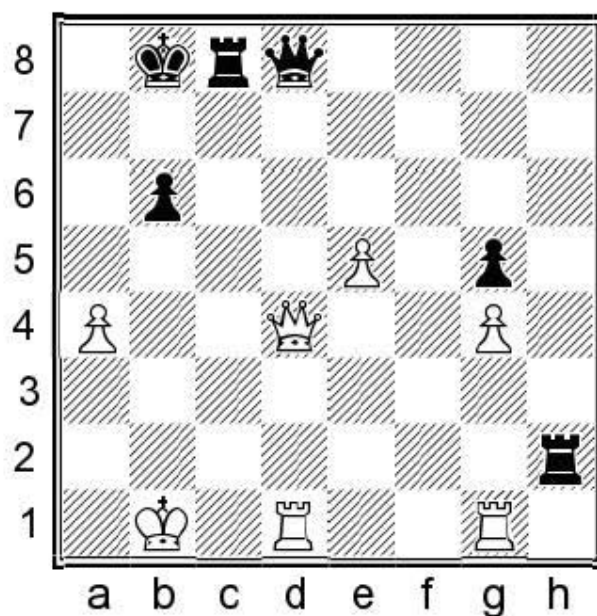
example with 25.Qxd6 Rxe1+ 26.Rxe1 Qxd6 27.Bxd6. Recapturing the bishop fails to 28.Re8#.



**25.Bxd6 Qxd6 26.Re8+!**

Deflecting the rook, as seen in **Pattern 41**.

**26...Rxe8 27.Qxd6+-**



157

*Black to move*

### SOLUTION

**Morozevich-Inarkiev**

Moscow-2014

**41...Rc1+!**

Attracting the king or deflecting the rook ( **Pattern 42**). Black missed this chance and played 41...Qc7.

**42.Kxc1**

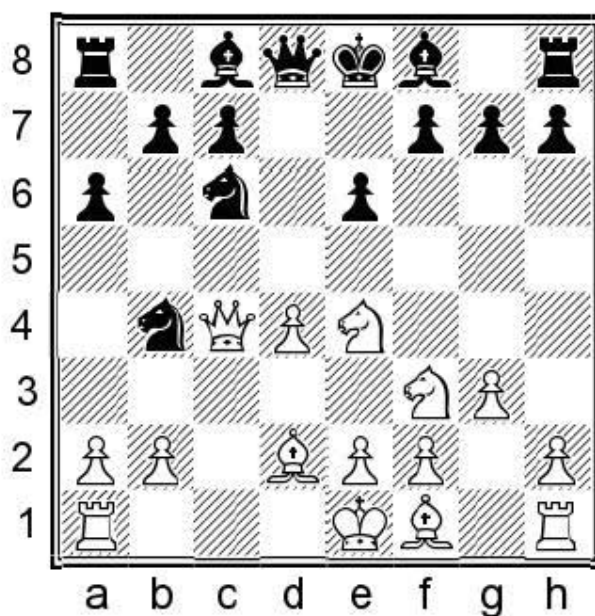
42.Rxc1 Qxd4 will also lead to a quick checkmate.

**42...Qc7+**

Or 42...Qc8+.

**43.Kb1 Qc2+ 44.Ka1 Qa2#**





158

*Black to move*

### SOLUTION

**Ortells Perez-Perera**  
La Laguna-2007

**9...Qd5!**

Luring away the queen, as seen in **Pattern 49**.

**10.Qxd5 exd5**

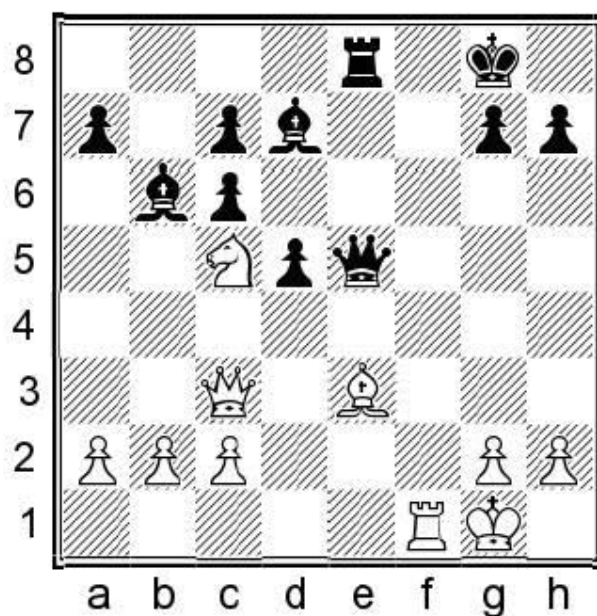
Thanks to his 9th move, Black has not only eliminated the defender of c2, but a new threat has now been added: the knight on e4 is under attack.

**11.Bxb4 Nxb4**

Renews the double threat.

If 11...Bxb4+?, White can save his knight by 12.Nc3 or 12.Ned2.

**12.Nc3 Nc2+ 13.Kd2 Nxa1-+**



159

*White to move*

### SOLUTION

**Zielinski-Knap**

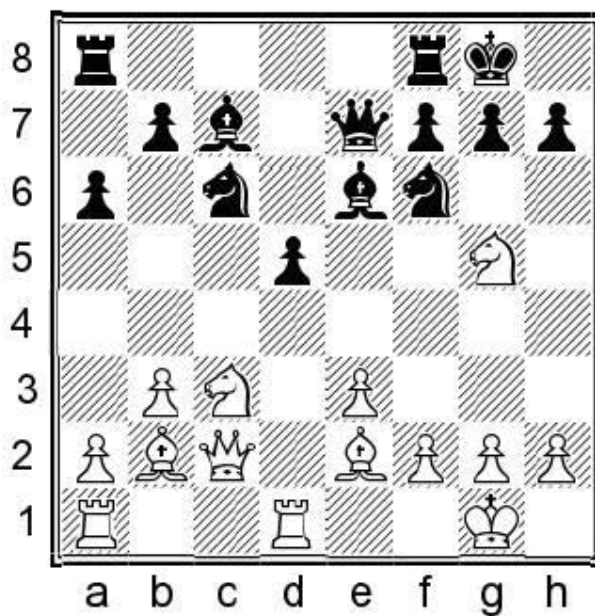
Gdansk-2006

**21.Rf8+! 1-0**

Luring the king or deflecting the rook.

White resigned in view of 21...Rxf8 22.Qxe5 and 21...Kxf8

22.Nxd7+. This is a variant of **Pattern 42**. Deflecting the rook leads to the loss of the queen. We might consider this a mix of the hook-and-ladder trick and the luring sacrifice from **Pattern 5**.



160

*White to move*

### SOLUTION

**Biegler-Schleich**  
Saarland U18-1992

**15.Nxd5!**

Clearing the a1-h8 diagonal, attacking the defender of h7 ( **Pattern 48**).

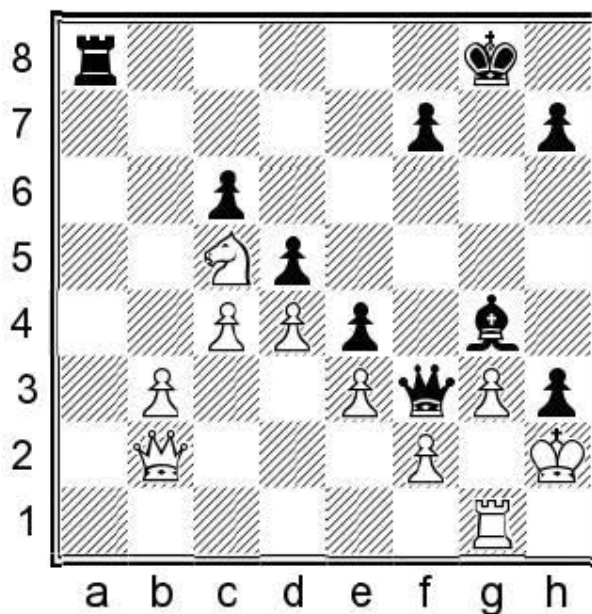
**15...Bxd5 16.Bxf6 Be4**

16...Qxf6 17.Qxh7#.

And now, instead of the logical 17.Qxe4,

**17.Qxc6!**

wins a piece.



161

*Black to move*

### SOLUTION

**Carlsen-Karjakin**

Berlin World Blitz Championship-2015

**31...Ra1!**

Luring away the queen or the rook for a checkmate by putting the rook on the back rank ( **Pattern 43**). If White does not capture the rook, Black will capture White's rook followed by ...Qg2#.

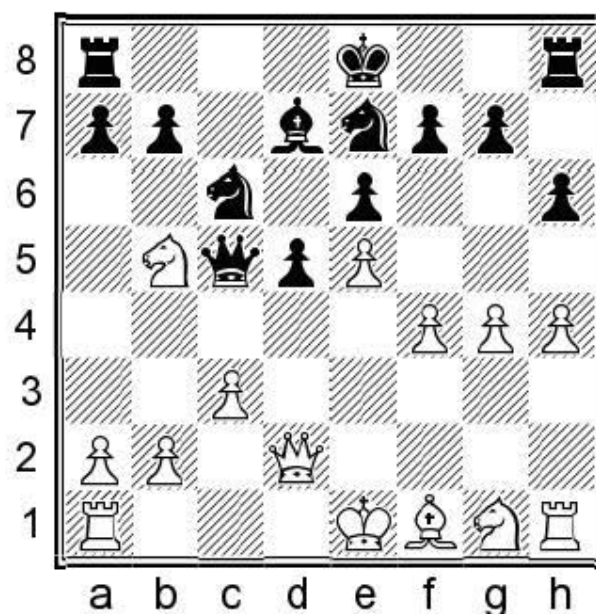
Black missed his chance and played 31...Kg7, though he still managed to win the game.

**32.Qxa1**

32.Rxa1 Qg2#.

**32...Qxf2+ 33.Kh1 Bf3+ 34.Rg2 Qxg2#**





162

*Black to move*

13...Nxe5, yes or no?

### SOLUTION

**Paar-Schicker**

**Oberpfalz-2000**

**13...Nxe5!**

Black wins a pawn by benefiting from the bishop + knight battery we know from **Pattern 11**.

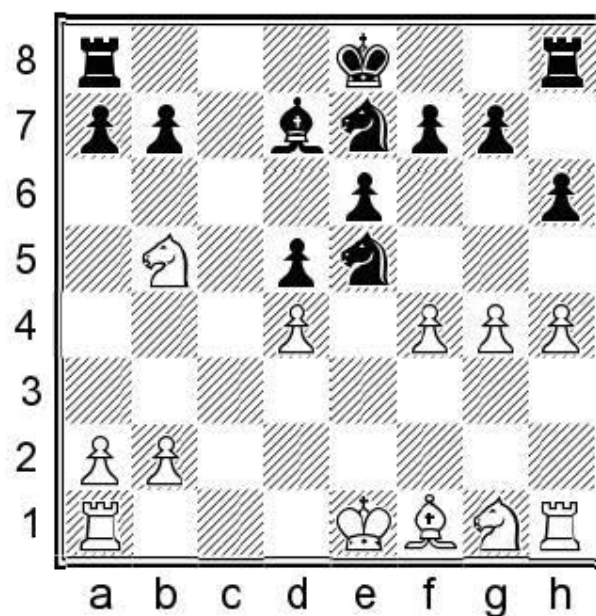
**14.Qd4**

This is what it is all about. Who is tricking whom now?

14.fxe5 Bxb5μ.

**14...Qxd4 15.cxd4**

The game continued 15.Nd6+ Kf8 16.cxd4 Nxg4 17.Nxb7 Nf5. Black is better both materially and positionally.



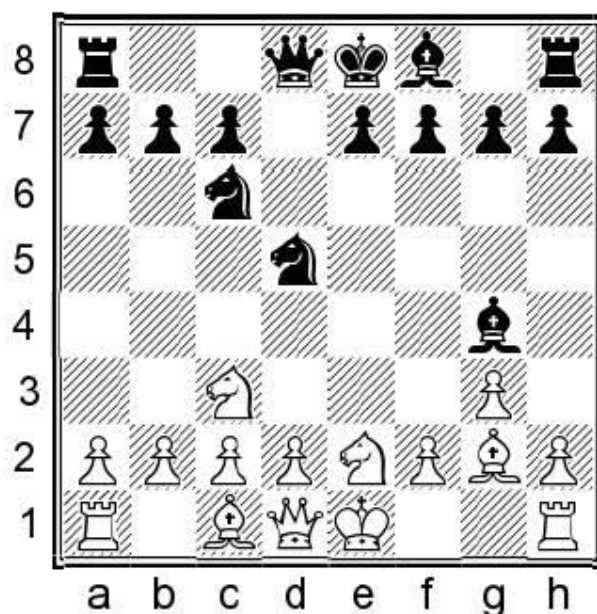
With the double threat 16.dxe5/fxe5 and 16.Nc7+, Black seems to have a problem. However, Black can defend against the trick from **Pattern 49**:

**15...Bxb5! 16.Bxb5+**

See the difference with Exercise 158. There, the threat could be renewed by recapturing with the knight. That is not possible here.

**16...N5c6**

Or 16...Nd7.



163

*Black to move*

### SOLUTION

**Girard-Etrog**

Montigny le Bretonneux-1999

**6...Nd4!**

Black ignores the twofold attack on d5 and has his own ideas. Black not only eyes the f3-square but also brings the threat of ...Nxc3 into the position, eliminating the defender of the knight on e2.

**7.Bxd5?**

He falls for it. Of course, it wasn't a bed of roses for White, but now it's over immediately.

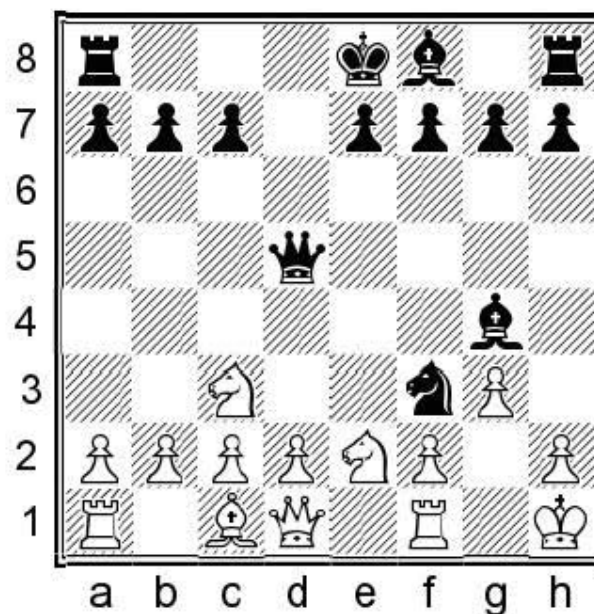
7.f3 breaks the pin but loses a pawn. It's not something you want after seven moves, but it's better than what happened in the game. If White does not want to lose material, then 7.h3 is the only alternative. The point is that after 7...Nxc3 ( 7...Bh5? 8.g4! ) 8.dxc3,

both captures on e2 yield nothing for Black: 8...Bxe2 9.Qxd4;  
 8...Nxe2? 9.hxg4. However, with 8...Nf3+ 9.Bxf3 Qxd1+ 10.Kxd1  
 Bxf3 Black puts full pressure on White. Black has the bishop pair  
 and active piece play, while White's position is very cramped.

**7...Qxd5 8.0-0**

8.Nxd5 Nf3+ 9.Kf1 Bh3# is the point ( **Pattern 47**).

**8...Nf3+ 9.Kh1**

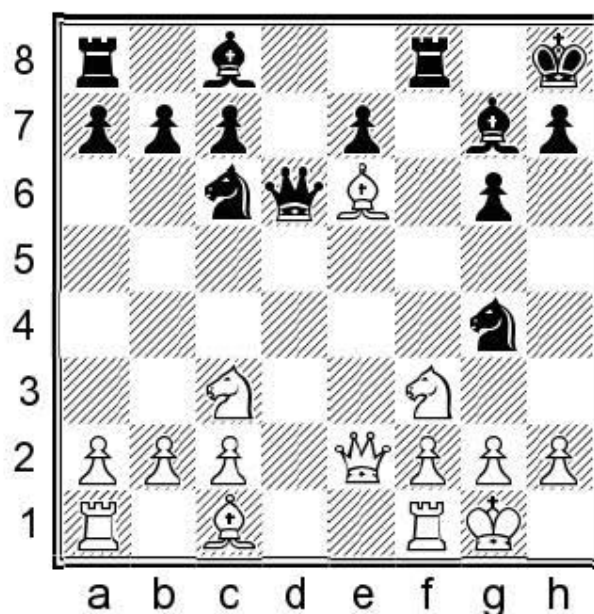


**9...Ng5+! 10.f3**

10.Nxd5 Bf3+ 11.Kg1 Nh3#.

**10...Bxf3+ 11.Rxf3 Qxf3+ 12.Kg1 Nh3#**





164

*White to move*

### SOLUTION

**Pethe-Shrestha**

Mumbai-2008

### 12.Bxc8

This allows the trick from **Pattern 48**, but that is actually not a problem here.

Moreover, the alternative 12.Bxg4 Bxg4 is not attractive at all. With ...Bxf3 and ...Nd4 happening next, White is not to be envied.

### 12...Nd4

Tempting, but it was better to recapture the bishop:

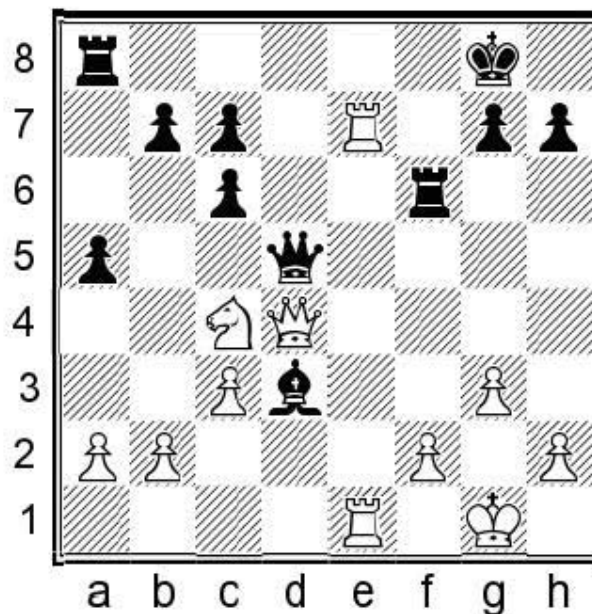
- 12...Raxc8 is just even;
- 12...Rxf3? 13.Bxg4 and White is a piece up.

### 13.Bxg4

13.Nxd4?? Qxh2# was, of course, Black's idea.

**13...Nxe2+ 14.Nxe2**

With three pieces for the queen, White is better. This was also evident in the game, as White won on move 34.



165

*White to move*

### SOLUTION

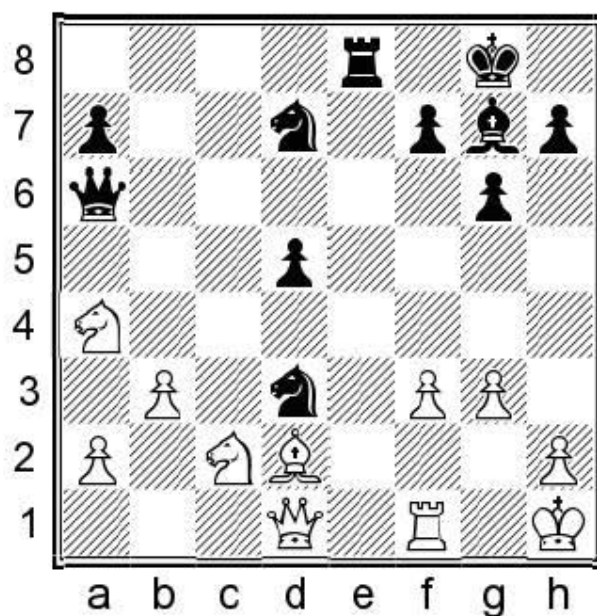
**Vlasak-Vorisek**  
**Klatovy-2011**

**22.Rxg7+!**

Fatally attracting the king.

**22...Kxg7 23.Re7+**

Black resigned, because after 23...Kg6 24.Qg4+ Qg5 ( 24...Kh6 25.Qg7+ Kh5 26.Re5+ ) 25.Rg7+!, deflecting the king, White recoups the material with interest ( **Pattern 44**).



166

*Black to move*

### SOLUTION

**Jones-Dueball**

Nice Olympiad-1974

**26...Re1!**

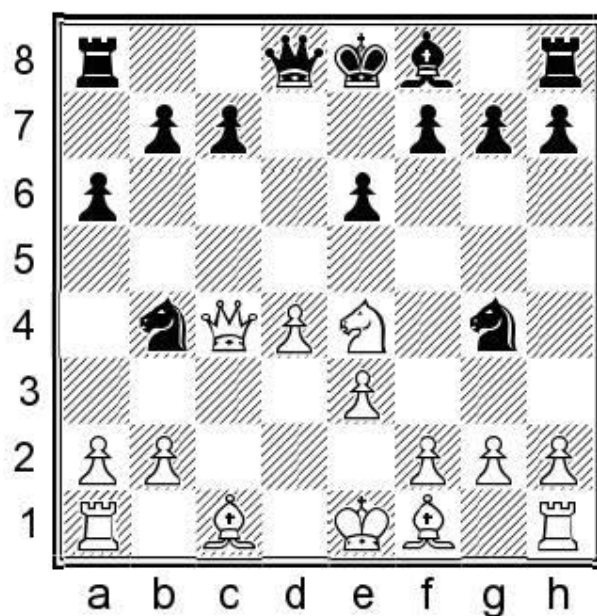
The rook can safely be captured thrice, but none of these captures will do White any good. **Pattern 43.**

**27.Bxe1**

- 27.Rxe1 Nf2+;
- 27.Nxe1 Nb2.

**27...Nb2 28.Bc3 Nxd1 29.Rxd1 Qe2**

White resigned.



167

*Black to move*

Evaluate 10...Qd5.

### SOLUTION

**Miana-Fulgenzi**  
Cordoba-1994

**10...Qd5**

A good move, but no more than that. Whit can defend against the trick from **Pattern 49**.

**11.f3! Qxc4**

The game continued 11...0-0-0 12.Bd2 Qxc4 13.Bxc4 Nh6 14.Ke2±.

**12.Bxc4**

And now,

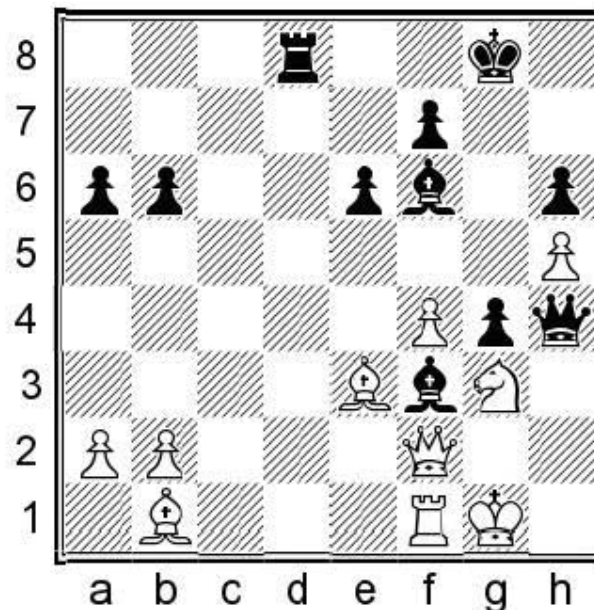
**12...Nc2+**



is nothing to be afraid of. For example:

**13.Ke2 Nxa1 14.fxg4 Nc2 15.a3 b5 16.Bd3 Na1 17.b4**

White will eventually win back the knight and have a big advantage with two pieces for the rook.



168

*Black to move*

**SOLUTION**

**Timman-Ove Fries Nielsen**  
Helsingor-2014

**30...Rd2!**

Black puts his rook on the second rank, where it can be taken in two ways, but both captures lead to checkmate or material loss for White (a variant of **Pattern 43**). In R.Byrne-Fischer, New York 1963 (analysis), discussed in 100 Tactical Patterns You Must Know, we saw the same idea, with the difference that here the rook uses the second instead of the first rank.

The game continued with 30...Bxb2, but after 31.Be4? Black got the chance to immortalize himself after all: 31...Rd2! 32.Bxd2 Bd4 33.Bxf3 gxf3 and White resigned.

**31.Bxd2**

31.Qxd2 Qxg3+ 32.Qg2 Qxg2#.

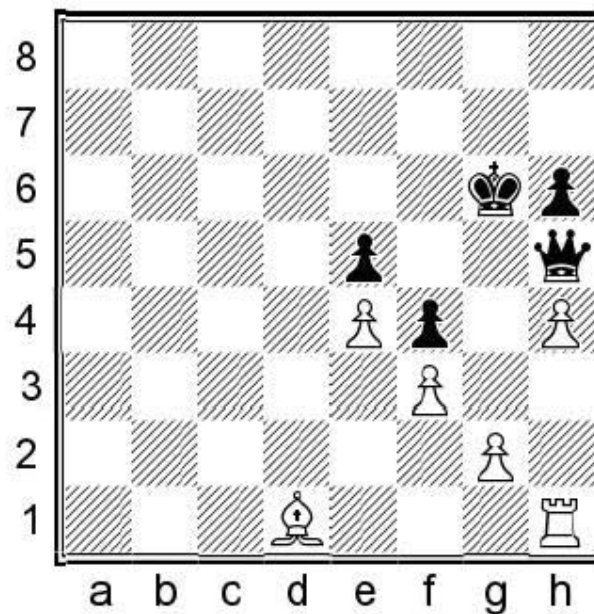
**31...Bd4 32.Rc1**

- 32.Qxd4 Qxg3#;
- 32.Be3 Bxe3, checkmating soon.

**32...Qxg3+ 33.Kf1 Qxf2#**

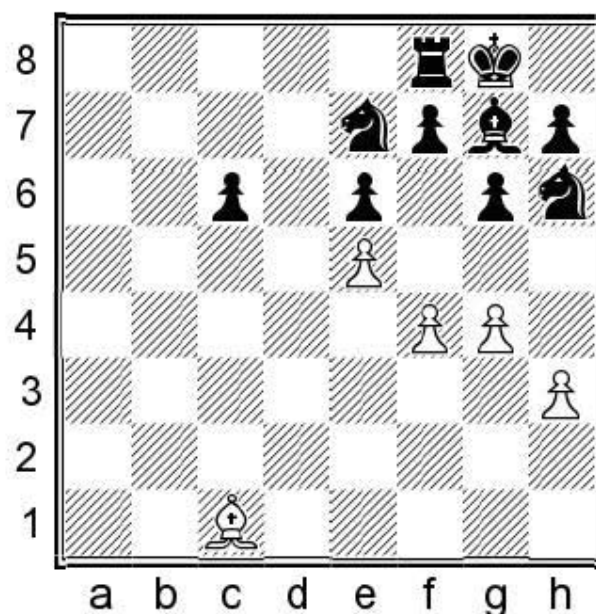
# Chapter 6

## Trapping pieces



### 50. The en passant trap

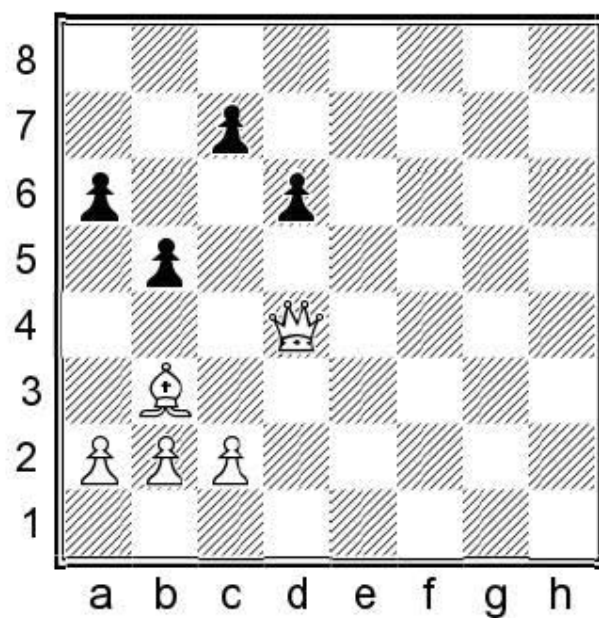
White forces Black to capture en passant after 1.g4, when 1...fxg3 2.f4 traps the queen.



## 51. The ingenious pawn thrust

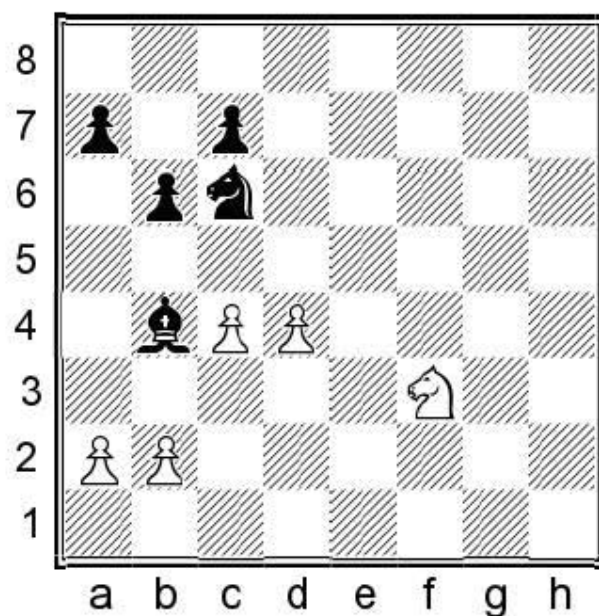
Since 1.g5 allows the black knight to escape to f5, White's 1.f5 serves to block the f5-square with a black pawn, which is the case after both 1...exf5 and 1...gxf5, when g4-g5 indeed traps the knight on h6. Furthermore, 2. f6 is a threat that cannot be easily prevented. For instance, if Black plays 1...f6, then 2.exf6 Rxf6 ( 2...Bxf6 3.Bxh6 ) 3.g5 leads to a fork.





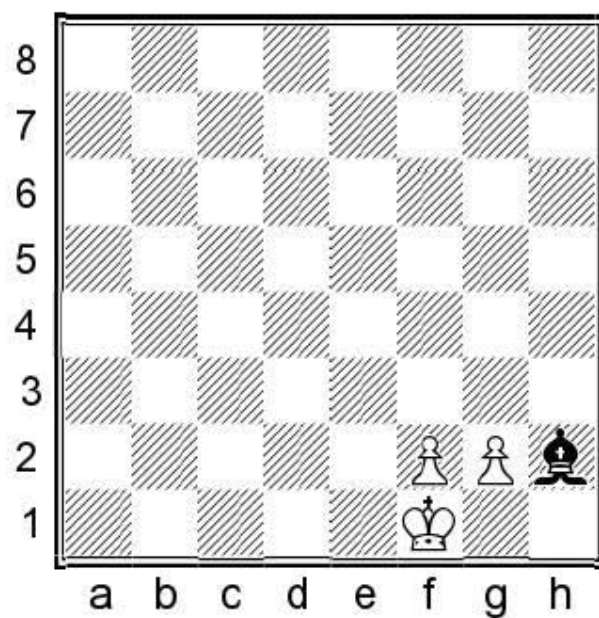
## 52. Noah's Ark trap

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).



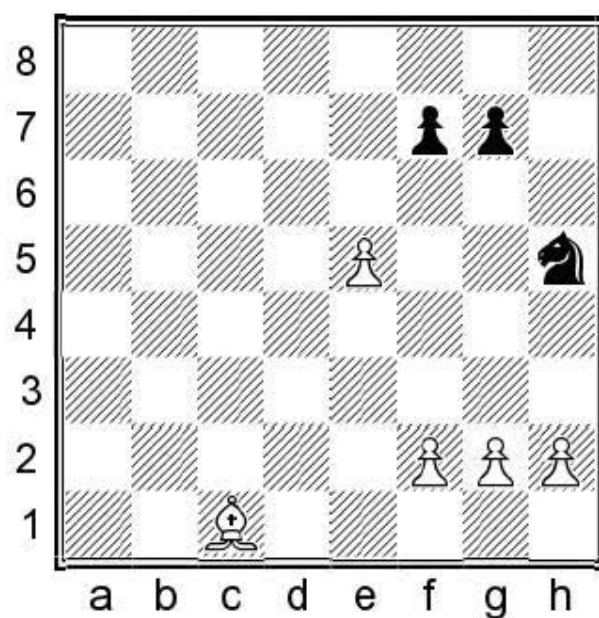
### 53. Shutting off the diagonal from the bishop

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.



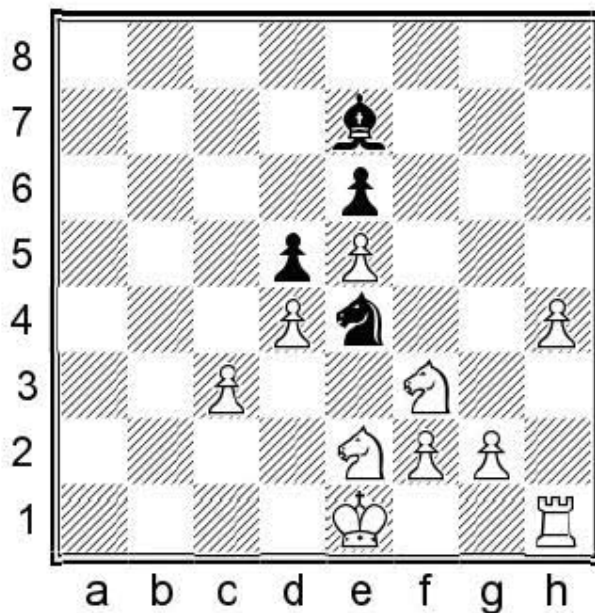
## 54. Shutting in the Bobby Fischer Bishop

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

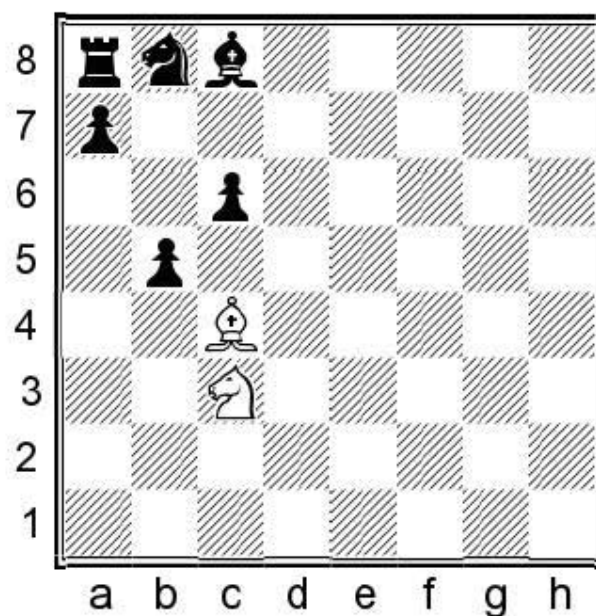
The knight on the edge of the board has no squares to move to. By attacking it with 1.g4, White traps it.



### 56. The knight retreat

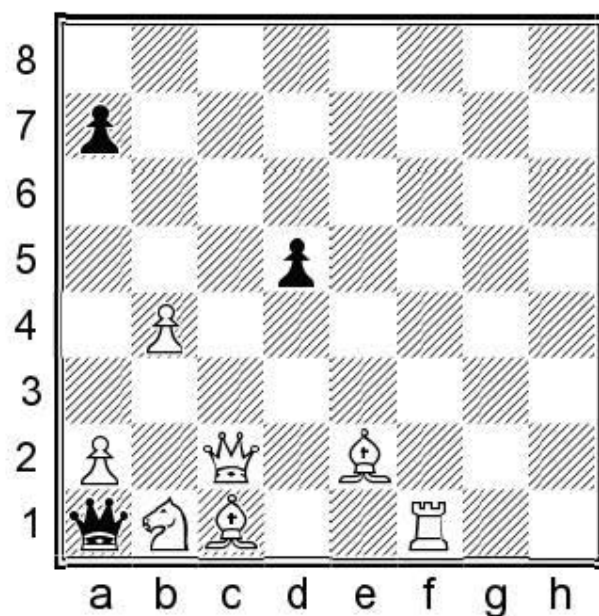
By retreating the knight with 1.Nfg1, White clears the f3-square for the f-pawn so it can win the knight in the middle of the board on the next move.





## 57. Trapping the rook in the corner

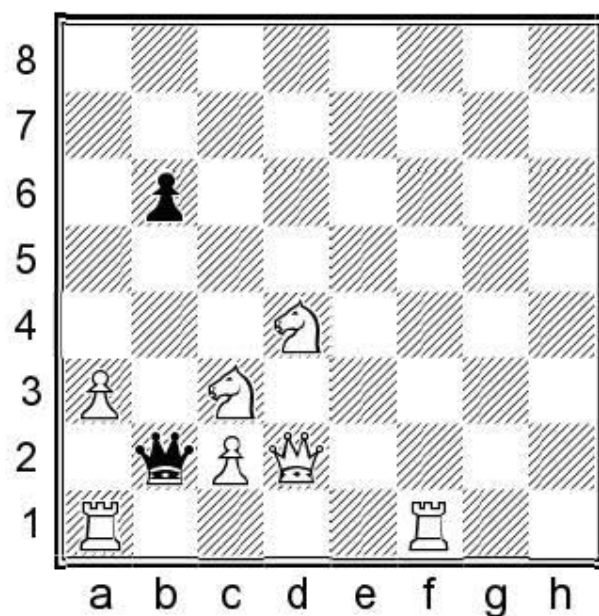
With 1.Nxb5 White lures away the c6-pawn with the idea that after 1...cxb5 the h1-a8 diagonal is opened and White can utilize this by playing 2.Bd5, trapping the rook in the corner. Black must then give up a knight with 2...Nc6.



## 58. Trapping the queen in the corner

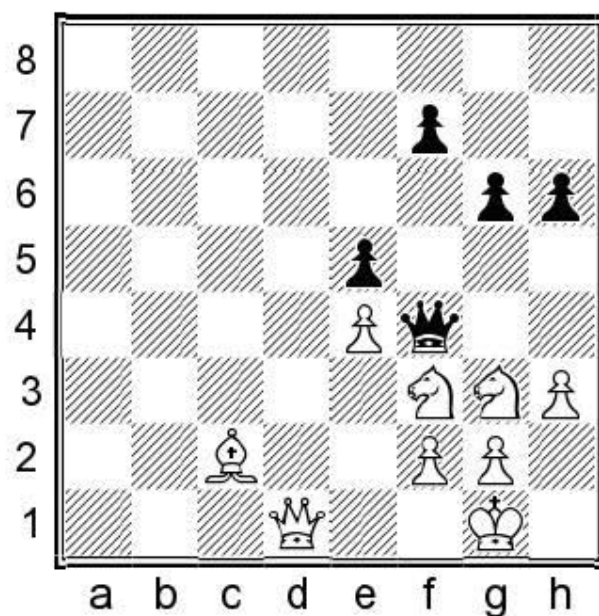
By chasing the queen to a2 with 1.Bb2 Qxa2, White can then trap it with 2.Nc3.

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

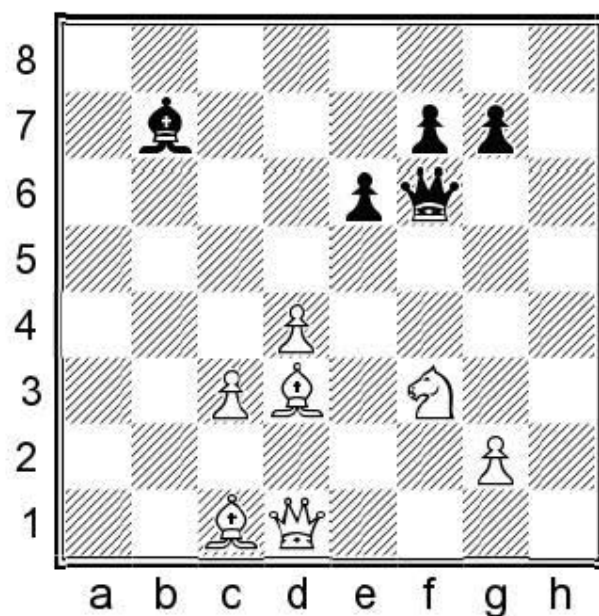
White can trap the queen in three different ways: 1.Ra2, 1.Rfb1 or 1.Na4. Such an abundance of options is a rarity, but it is indicative of the dangers awaiting a queen when it ventures out to snatch a pawn in enemy territory on b2/b7.



## 60. Obstructing the queen

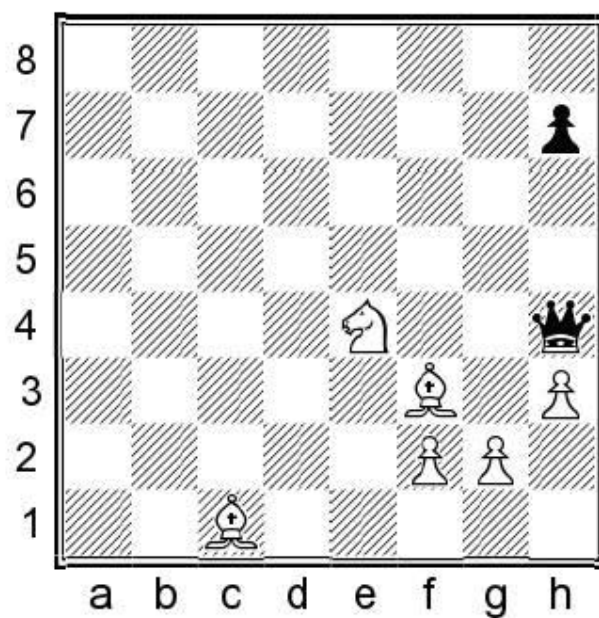
With 1.Nf5 White shuts off the queen's path to the f6-square while clearing the g3-square for the g2-pawn. If Black plays 1...gxf5, Black's f-pawn blocks the queen's escape route, allowing 2.g3, trapping the queen.





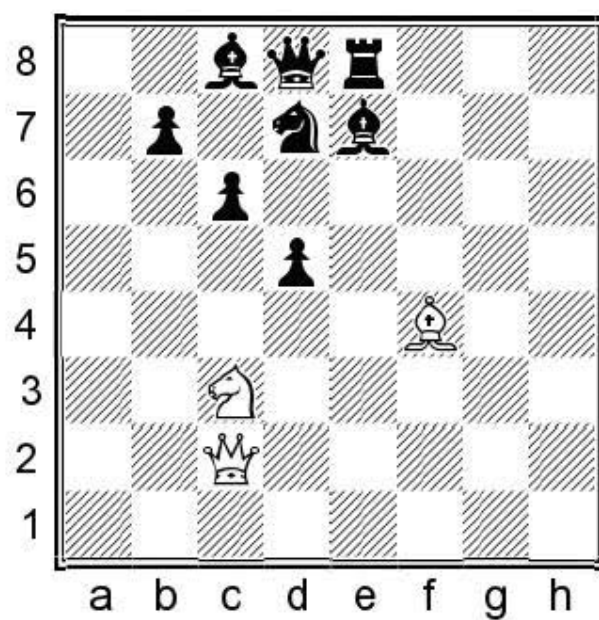
## 61. Trapping the queen with a twist

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

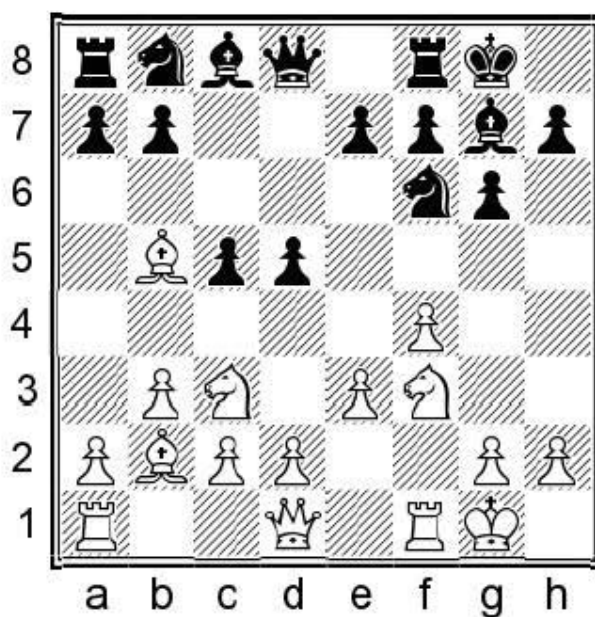
With the same bishop move ( 1.Bg5 ) as in **Pattern 61**, White traps the queen, this time at the edge of the board.



### 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.

### Trapping pieces - Exercises



169

*Black to move*

SOLUTION

**Bryntze-Adahl**  
**Lund-2010**

**9...c4!**

Shutting off the f1-a6 diagonal ( **Pattern 53**).

**10.bxc4 a6 11.Ba4 dxc4**

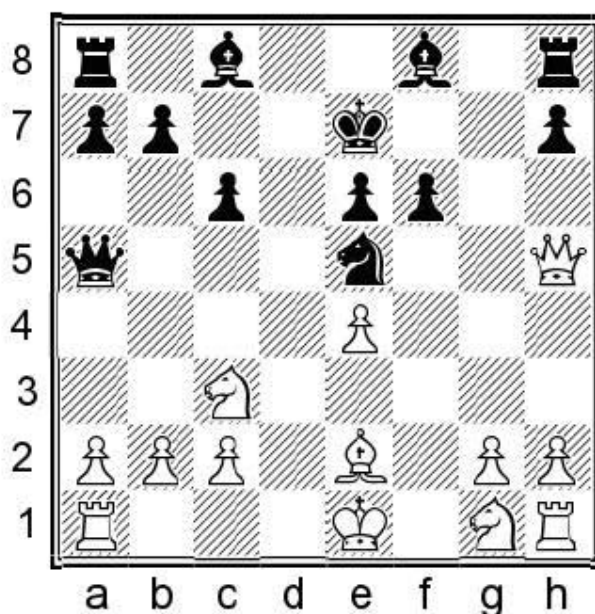
**SOLUTION**

**Harshavardhan-Mohammadian**  
Titled Tuesday blitz-2022

White must first eliminate the defender before he can trap the queen on b2 ( **Pattern 59**).

**15...exd4 16.Na4+-**





171

*Black to move*

What do you think of 12...Nc4 ?

### SOLUTION

**Teuffer-Heinert**

Düsseldorf tt rapid-2023

This position is a common occurrence in several games, and luckily for the black players, no one has offered a queen exchange this way.

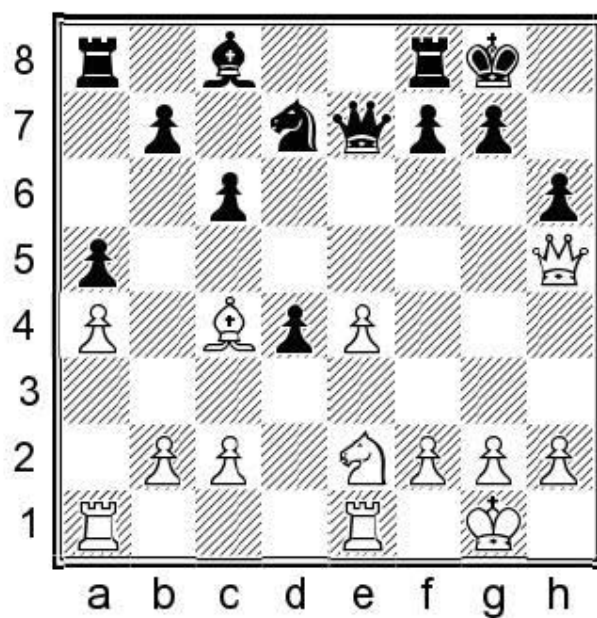
**12...Nc4?**

12...b5 was played in this game.

It is striking that the best move, 12...Qb6, has not been played before. After 13.0-0-0 Qe3+ 14.Kb1 Qh6±, we see a much more advantageous version of a queen exchange for Black than after the text.

**13.Qxa5 Nxa5 14.b4**

Trapping the knight on the edge of the board ( **Pattern 55**).



172

*Black to move*

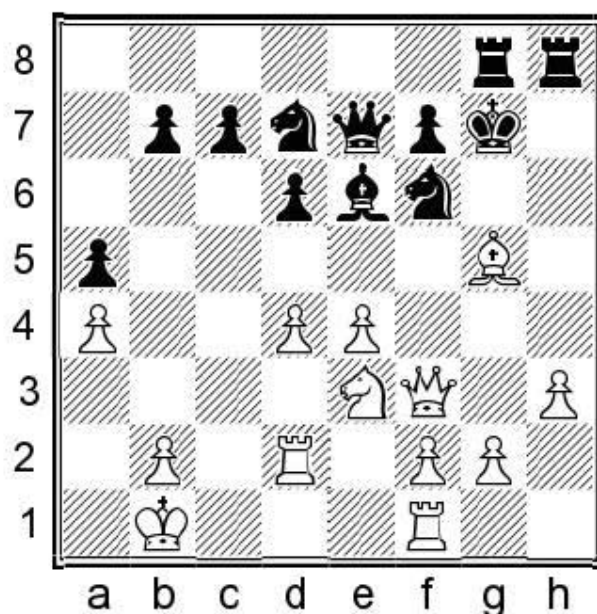
### SOLUTION

**Csiba-Jurcik**

Slovakia tt-2011/12

**14...Ne5! 0-1**

By the double threat of 15...Nxc4 and 15...Bg4 (trapping the queen on the edge of the board; **Pattern 62**) Black wins a piece.



173

*White to move*

### SOLUTION

**Giri-Liren**

Bucharest (adjusted)-2023

#### **21.e5!**

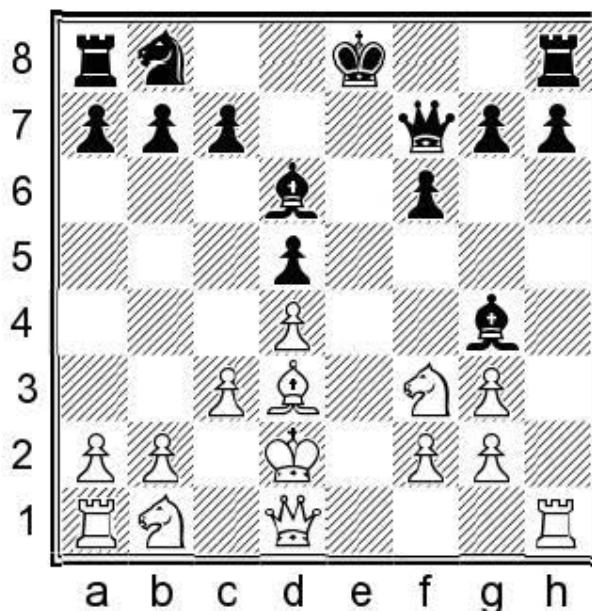
If White immediately decides to trap the bishop with 21.d5, then Black has the resource 21...Bxh3! ( 21...Ne5, to make some space for the bishop with gain of tempo, is also tempting and normally a reason for White not to allow this defence; however, here he gets away with it: 22.Qe2 Bd7 23.f4 Ng6 24.e5 and White crashes through) 22.gxh3?? Qxe4+ 23.Qxe4 Nxe4, forking the rook and bishop.

#### **21...dxe5**

With a black pawn on e5, the e-file (and the e5-square) has been blocked, so now White can safely play

**22.d5**

, trapping the bishop ( **Pattern 51**).



174

*White to move*

12.Bxh7 or 12.Rxh7 ?

### SOLUTION

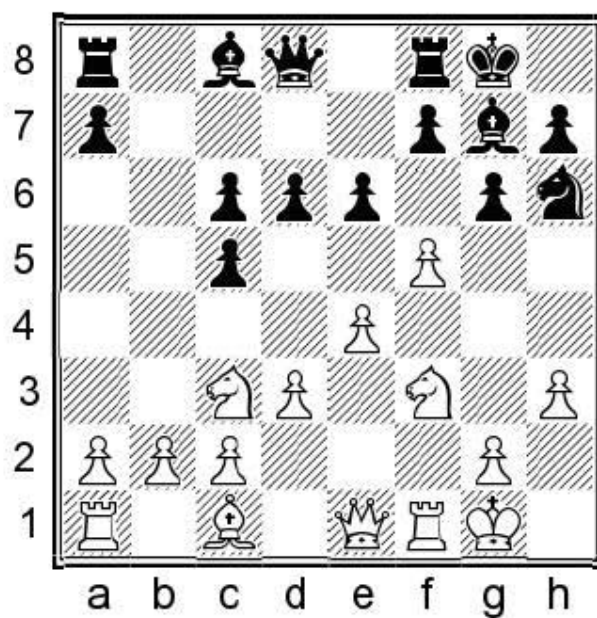
**Damen-van Oostenbrugge**

Sneek Dutch Championship U16-2013

**12.Bxh7!**

Winning a pawn, since 12...g6 fails to the discovered attack 13.Bxg6. Play continued 12...Kd8 13.Bd3, and White converted. Not good is 12.Rxh7 Rxh7 13.Bxh7 g6 14.Qh1 Nd7, followed by ...Nf8 and Black wins the bishop – **Pattern 54**.





175

*White to move*

### SOLUTION

**Hanssen-Andersen**  
Helsingor-2013

**12.f6!**

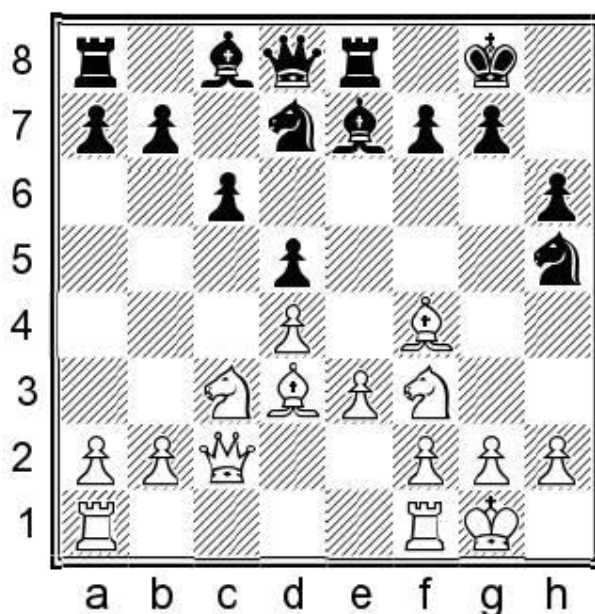
Deflecting the bishop or luring the queen.

**12...Bxf6**

12...Qxf6 13.Bg5, trapping the queen ( **Pattern 61**).

**13.Bxh6+-**

White is up a knight.



176

*White to move*

### SOLUTION

**Esipenko-Gelfand**  
PNWCC blitz-2020

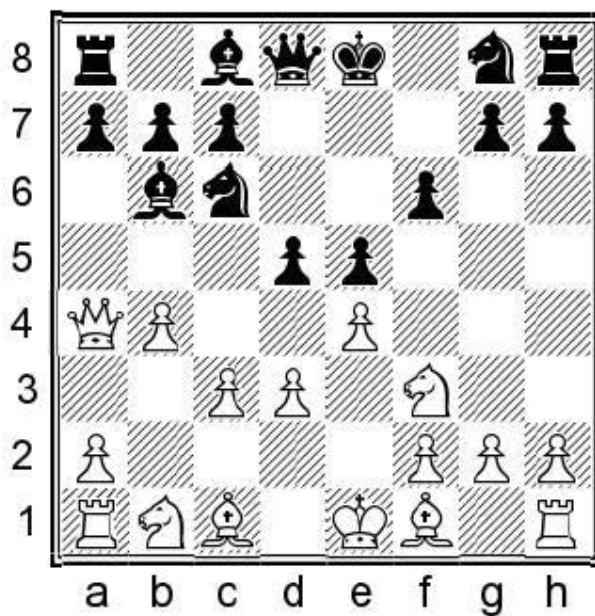
At the time of writing, this position had appeared more than 300 times.

Five out of six players applied the trick from **Pattern 63**. However, the strongest player who ended up in this position did not!

#### 12.Be5?

As Black went wrong by moving his knight from f6 to h5 one move earlier, this is a case of mutual blindness.

12.Nxd5! wins a pawn, since capturing the knight with 12...cxd5? is bad as Black loses the queen after 13.Bc7.



177

*White to move*

### SOLUTION

**Beerdsen-van Dael**

Leiden-2017

**7.exd5**

Luring the queen.

**7...Qxd5 8.c4**

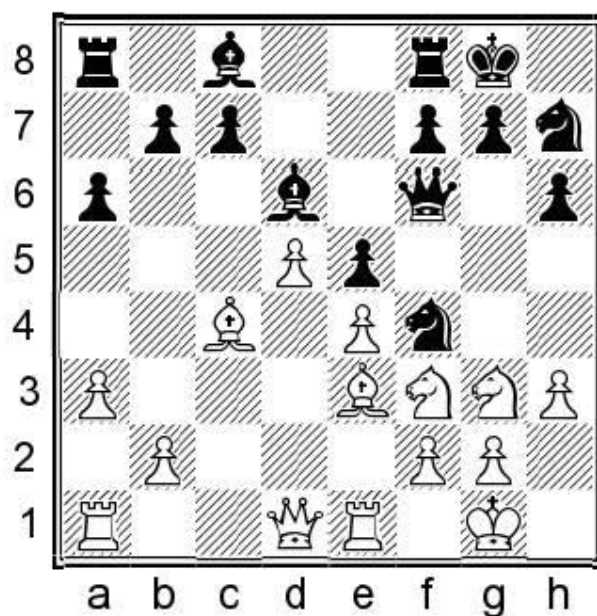
On its way to c5 with gain of tempo, trapping the bishop ( **Pattern 52**).

**8...Qd6**

8...Qe6 9.c5 e4 10.Nd4! ( 10.dxe4? allows Black to escape with 10...Qxe4+ 11.Be2 Bxc5 ) 10...Qe5 11.Be3! wins for White.

**9.c5 Bxc5 10.bxc5 Qxc5 11.Ba3**

Black resigned.



178

*White to move*

### SOLUTION

**Roos-van der Werf**  
Netherlands tt-2016/17

**17.Bxf4! Qxf4**

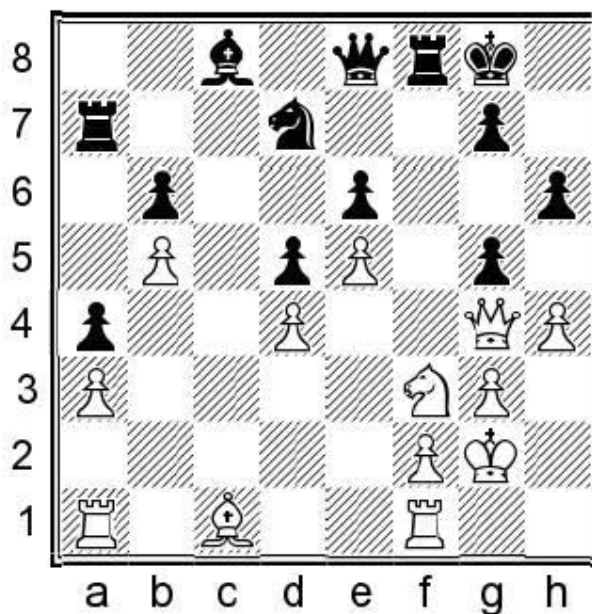
17...exf4 is relatively best, but no big joy either after, for instance, 18.e5 Qd8 19.Nh5.

**18.Nh5 1-0**

Trapping the queen ( **Pattern 60**).

18.Nf5, to clear the g3-square and shut off the f-file, is tempting, but Black can defend in two ways: 18...Bxf5 19.g3 Qxe4 or 18...Ng5!.





179

*Black to move*

### SOLUTION

**Pyatin-Egorov**  
St Petersburg-2011

**21...Nf6!**

A variant of **Pattern 50**. Black forces White to play the blocked pawn by luring it away so his e-pawn can move again.

**22.exf6**

22.Qh3 g4, winning Nf3 with check.

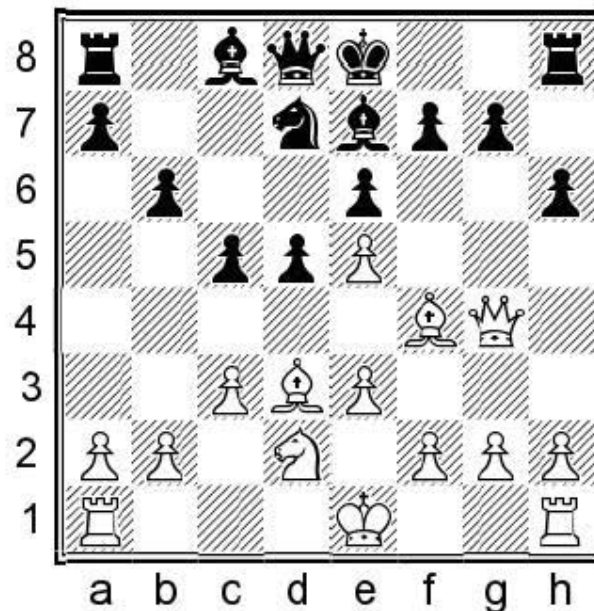
**22...e5**

Trapping the queen, so it seems. However, White can prevent the loss of his queen, though he can't prevent the loss of the game:

**23.f7+ Raxf7 24.Qh5 g4! 25.dxe5**

25.Nxe5 Rxf2+ still wins the queen.

**25...gxf3+ 26.Kh2 Qe6 27.g4 g6 28.Qxh6 Qxg4 29.Qg5 Qh3+ 30.Kg1 Bg4 0-1**



180

*Black to move*

### SOLUTION

**Beukema-Antonio D'cunha**  
Dieren-2018

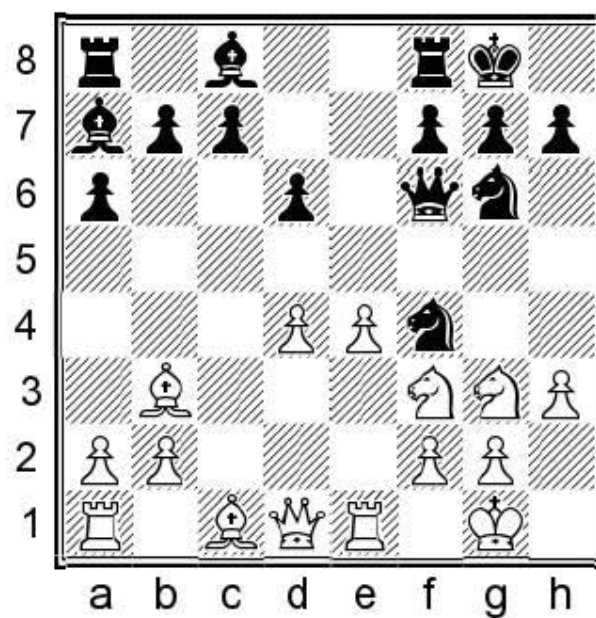
**11...g5! 12.Bg3**

The game continued 12.h4 h5 13.Qg3 gxf4 and Black won.

**12...h5**

On its way to h4 with gain of tempo, trapping the bishop ( **Pattern 52**).

**13.Qe2 h4-+**



181

*White to move*

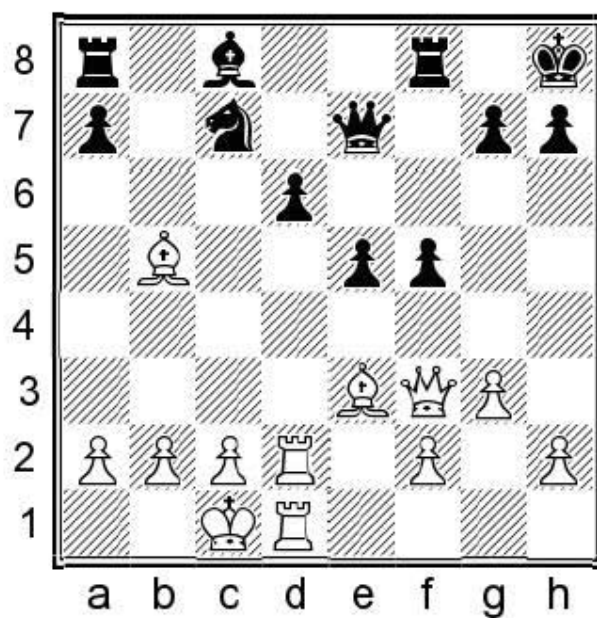
### SOLUTION

**Abrahamyan-Prieto**

Santa Clara-2014

**15.Nh5! Nxh5 16.Bg5**

Trapping the queen ( **Pattern 61**). White won.



182

*Black to move*

### SOLUTION

**Svane-Burg**

Germany Bundesliga-2022/23

White's 18. Bxb5 was a big mistake.

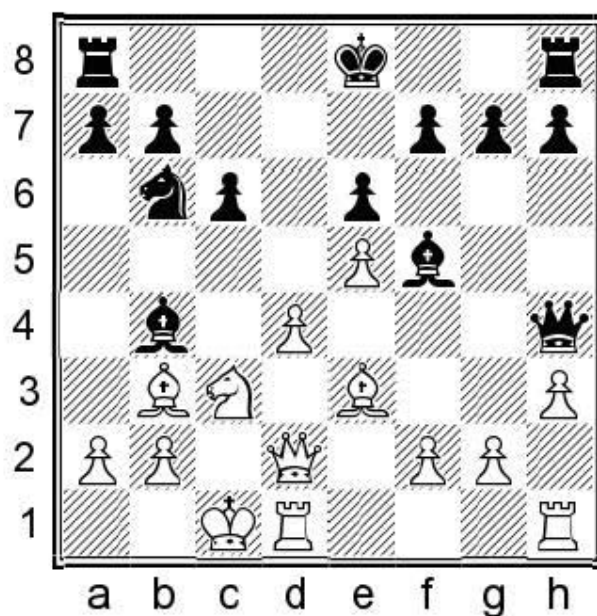
**18...Nxb5!**

18...e4? 19.Qe2±.

**19.Qxa8 Bb7**

Trapping the queen in the corner by a discovered attack ( **Pattern 58**). Black won.





183

*White to move*

### SOLUTION

**Giaccio-Sanchez**  
Buenos Aires-1995

**15.g4!**

Closing off the fourth rank.

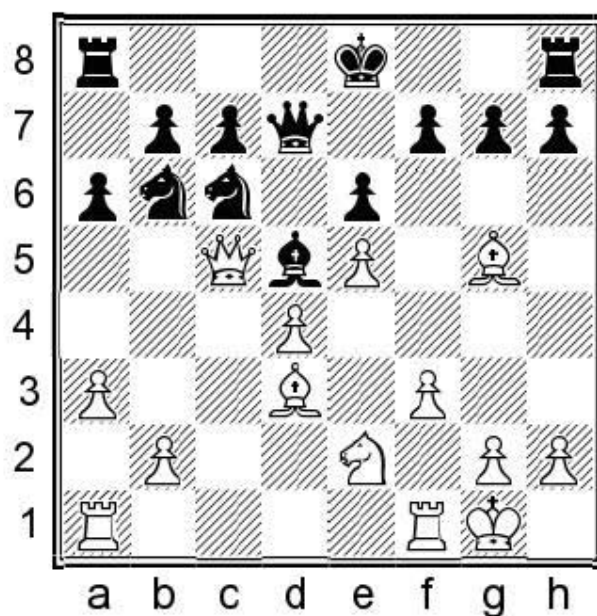
15.Bg5 is too early: 15...Bxc3! 16.bxc3 Qe4.

**15...Bg6**

The game continued 15...a5 16.Bg5 and White won.

**16.Bg5**

Trapping the queen on the edge of the board ( **Pattern 62**).



184

*Black to move*

### SOLUTION

**Volkov-Sorokin**

Novgorod-1999

**16...Nc4**

Shutting off the c-file and clearing the b6-square.

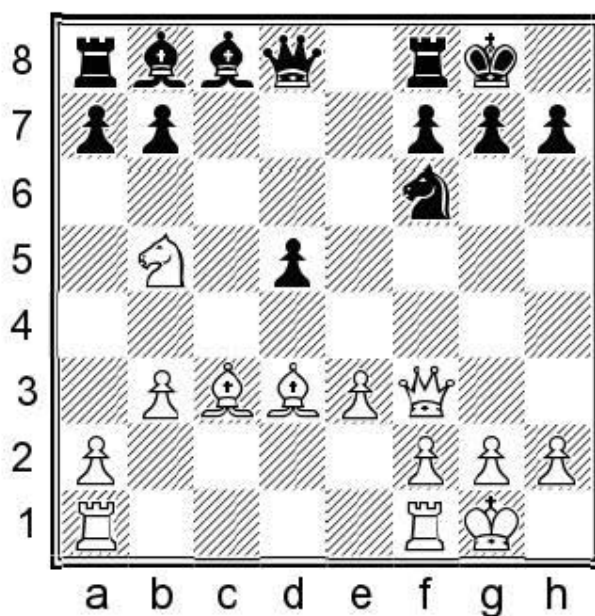
**17.Bxc4 b6**

Trapping the queen ( **Pattern 60**).

**18.Qxd5**

18.Bxd5 bxc5, winning for Black, was played in Sanikidze-Rasmussen, Istanbul 2012 and Antonsen-K.Berg, Aarhus 2021.

**18...exd5–+**



185

*Black to move*

### SOLUTION

**Hebden-van de Oudeweetering**  
Hoogeveen-2003

**14...Bg4! 15.Bxf6 Qd7!**

The point behind 14...Bg4. Black traps the queen ( **Pattern 61**). Quite a few strong players have fallen for this trick.

**16.Bf5**

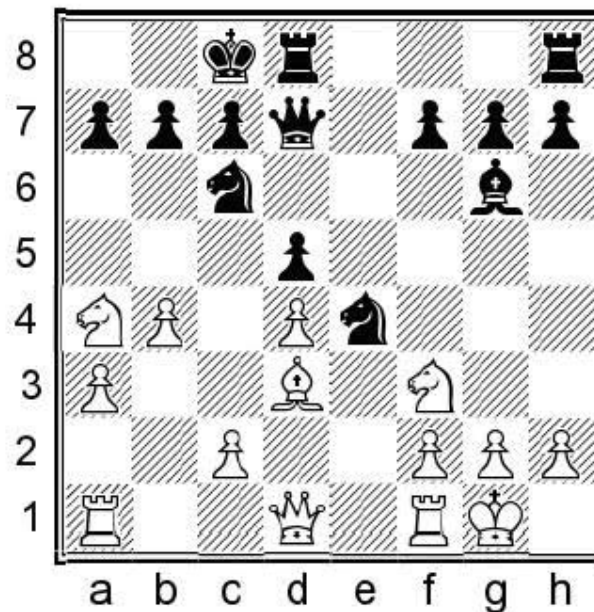
- 16.Be7 Bxf3 17.Bxf8 Qg4 0-1 Handke-Fecke, Germany tt 1995/96;
- 16.Bh4 Bxf3 Vrolijk-Bok, Dutch Online Blitz Championship 2020.

**16...Bxf5 17.Bxg7**

- 17.Bb2 Bg4–+;

• 17.Rfd1 Bg4 18.Rxd5 ( 18.Qxd5 Qxd5 19.Rxd5 gxf6–+ )  
18...Bxf3 19.Rxd7 Bc6 0-1 Mikhalevski-Motylev, Minsk rapid  
2015.

17...Kxg7–+



186

*Black to move*

Evaluate 13...Nxd4.

### SOLUTION

**Vadkerti-Csizmadia**  
Hungary tt U18-2022

**13...Nxd4?**

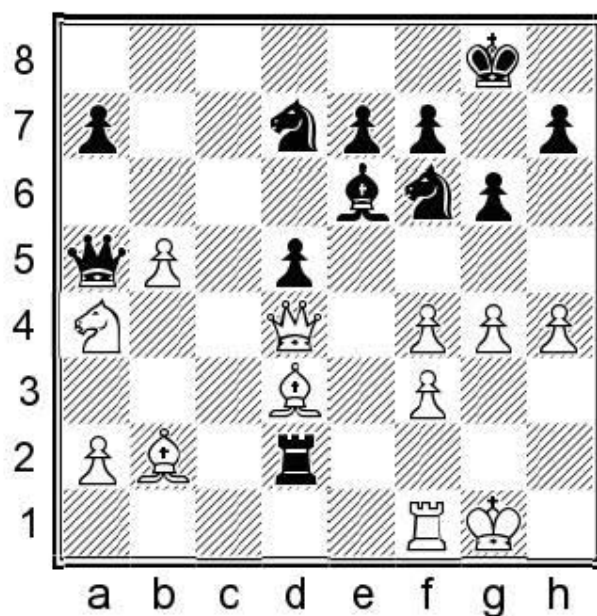
Tempting, but losing.

**14.Nxd4 Qxa4 15.Bb5**

Trapping the queen on the edge of the board ( **Pattern 62**).

**15...Nc3 16.Bxa4 Nxd1 1-0**





187

*White to move*

### SOLUTION

**Lazavik-Abdusattorov**  
**Julius Baer rapid-2023**

#### **26.f5!**

White uses the idea from **Pattern 51** to win material.

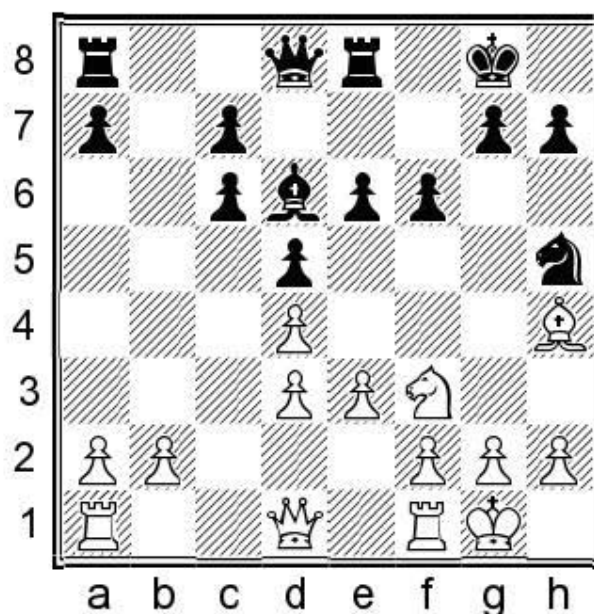
26.g5? was too early, because it allows Black to defend and even win after 26...Bh3! 27.gxf6 Rg2+ 28.Kh1 Qd2.

#### **26...gxf5**

With the f5-pawn in the way of the black bishop, now it is time to attack the pinned knight:

#### **27.g5**

White wins material and, eventually, the game.



188

*White to move*

Evaluate 14.g4.

### SOLUTION

**Melicharova-Najdkova**

Teplice Czechian Girls' Championship U10-2023

#### **14.g4**

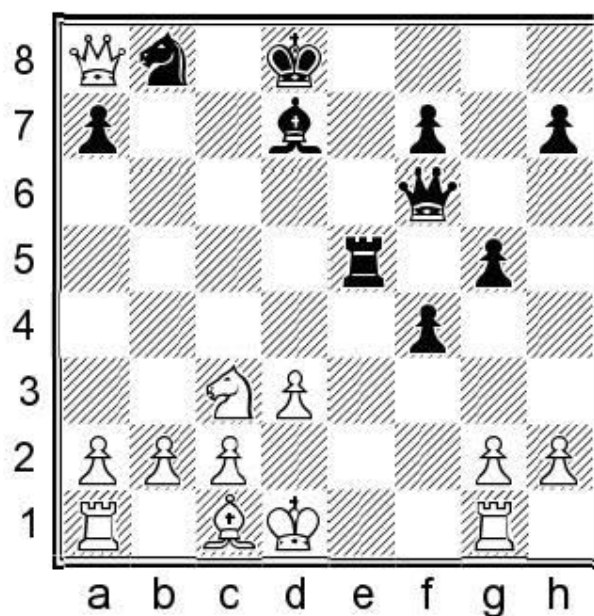
Best was 14.Ne5. After 14...g6 15.Nxc6 Qd7 16.Rc1 White is a pawn up, while the knight on c6 keeps the queenside in its grip.

#### **14...g5!**

This counterattack saves Black from losing a piece. Still, White earns a pawn and is better, but winning the c6-pawn was a better option.

#### **15.gxh5 gxh4 16.Nxh4±**

**Pattern 55.**



189

*Black to move*

### SOLUTION

**Najer-Bulmaga**

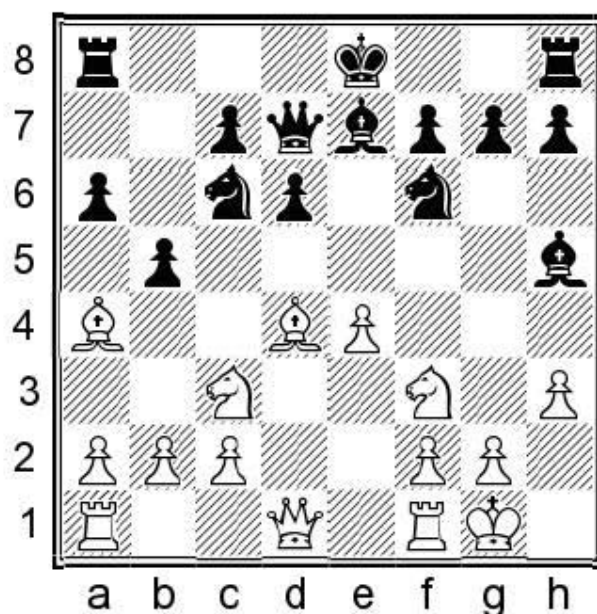
Vrnjacka Banja Ech (analysis)-2023

**15...Qb6!**

Hitting the rook while threatening to trap the queen with 16... Bc6. The continuation 15...Bg4+ 16.Ne2 Bxe2+ 17.Kd2 is less clear than the text.

If White wants to save his queen, he gets checkmated:

16.Qf3 Qxg1+ 17.Kd2 Qe1#



190

*White to move*

### SOLUTION

**Rosmanitz-Hoffmann**  
Wiesbaden-2011

#### **12.Bxf6!**

This prevents Black from executing the trick from **Pattern 52**.

12.Bb3 Bxf3 13.gxf3 Nxd4 ( 13...Qxh3 is an attractive alternative)

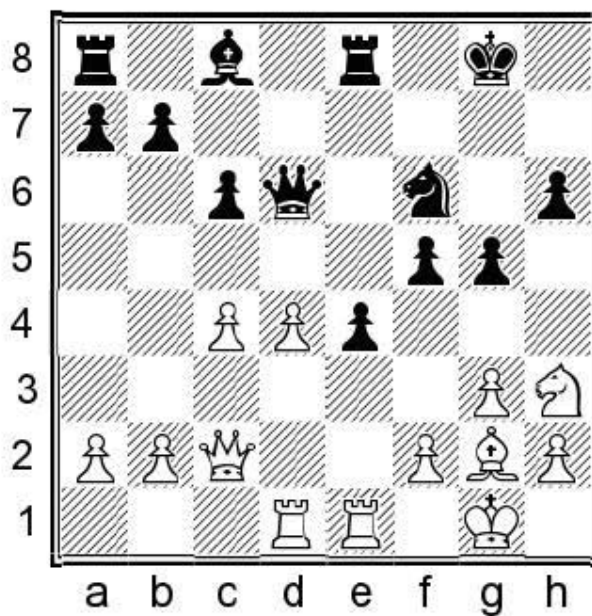
14.Qxd4 c5. The pawn is on its way to c4 with gain of tempo, trapping the bishop.

#### **12...Bxf6 13.Bb3 0-0**

The position is far from comfortable for White, but anything is better than 12.Bb3.

Also a good option was 13...Nd4, after which White has to use the idea from **Pattern 38** to meet this threat: 14.Ne5! Bxd1 15.Nxd7 Kxd7 16.Raxd1 Nxb3 17.axb3μ.





191

*Black to move*

Evaluate 20...f4.

### SOLUTION

van der Stricht-Gieben  
Roosendaal-2012

The pawn push from **Pattern 51** is not a good idea here. It was better to stay calm and continue developing.

**20...f4?**

Black is just better after 20...Be6.

**21.f3!**

White takes profit of the weakened black king.

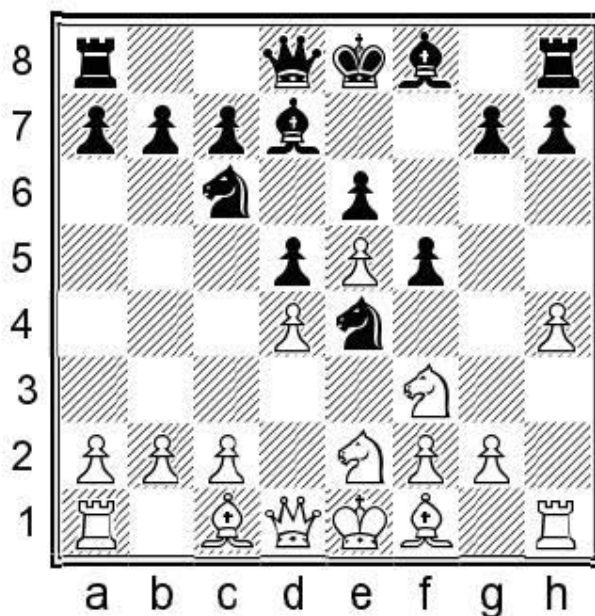
Black had 21.gxf4? g4 in mind.

Now,

**21...Bxh3=**

( 21...exf3? 22.Qg6+ is the point behind 21.f3! ) is best, but of course, this was not Black's intention at all.

Black played 21...Qf8, but was a pawn down after 22.fxe4.



192

*White to move*

### SOLUTION

**van den Doel-Claesen**

Belgium tt-2012/13

The knight on e4 seems nicely placed. However, looks can be deceiving.

**8.Nfg1!**

The knight retreat from **Pattern 56**. As the knight on e4 does not have any squares available, White threatens to trap the knight with 9.f3.

**8...Be7 9.g3!**

Whites prepares f2-f3 again, as 9.f3 here fails to 9...Bxh4+.

9...0-0

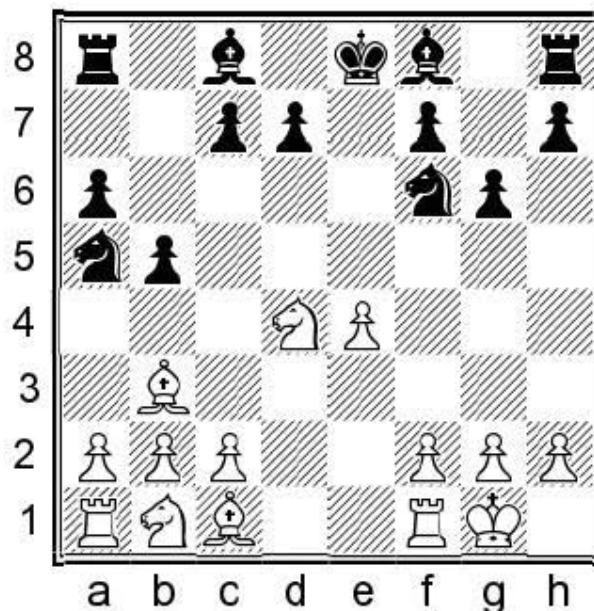
And now my suggestion would be to be even more patient:

10.Nh3!?

Preventing counterplay and waiting to play f2-f3 at a still better moment.

10.f3?! is fine, though things can get unnecessarily complicated after 10...Nxc3 11.Nxc3 f4 ( 11...Bxh4 12.Bf4 g5 13.Rxh4! gxh4 14.Nh5 is terrible for Black) 12.N3e2 Bxh4+. White is better, but Black can try to create some chaos.

10.Bf4 was played in the game. After 10...g5 11.hxg5 Nxc3 12.Bxc3 Bxc3 13.Nh3 Be7 14.Nef4, Black saved his knight, but was strategically lost.



193

*Black to move*

What do you think of 10...c5 ?

SOLUTION

Analysis-

After a developing move or even the direct 10...Nxb3, Black is slightly better. However,

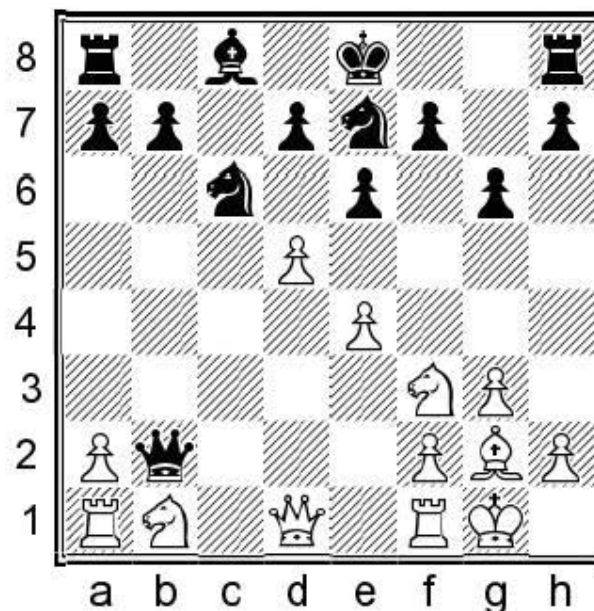
**10...c5**

is a tempting move. The pawn is on its way to c4 with gain of tempo, trapping the bishop. Luckily for White, he can defend against the **Pattern 52** trick:

**11.e5!**

This counterattack prevents White from losing the bishop. If Black moves his knight, White has the intermediate 12. Bd5. If 11...cxd4 12.exf6, the game is level.

Not 11.Nf3? c4 and Black is winning.



194

*White to move*

**SOLUTION**

**Terziev-Boldoo**

**Paracin-2019**



**11.dxc6!**

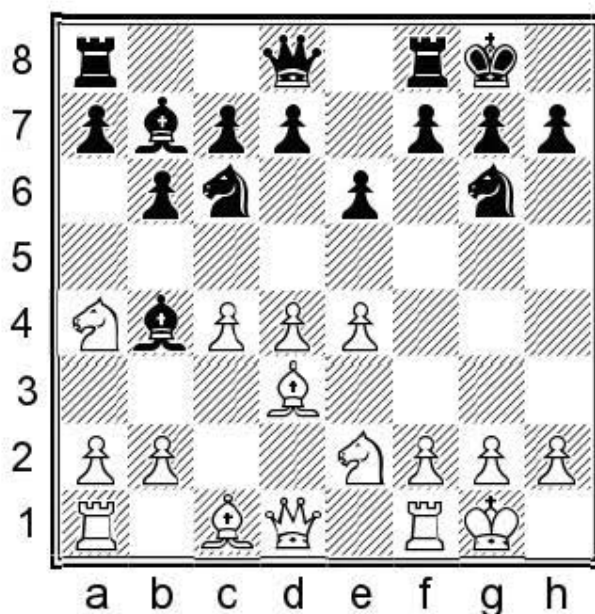
Even better than 11.Nbd2, which was played in the game.

**11...Qxa1 12.Qb3!**

And Black must allow cxb7, losing a second piece for the rook, as

**12...Nxc6 13.Nc3**

traps the queen in the corner with a discovered attack, as seen in **Pattern 58**.



195

*White to move*

Evaluate 9.c5.

### SOLUTION

**Moreno Ruiz-Antipov**  
**Spain tt-2015**

It is tempting to shut off the a3-f8 diagonal and try to trap the bishop. However, since Black can defend himself against the idea

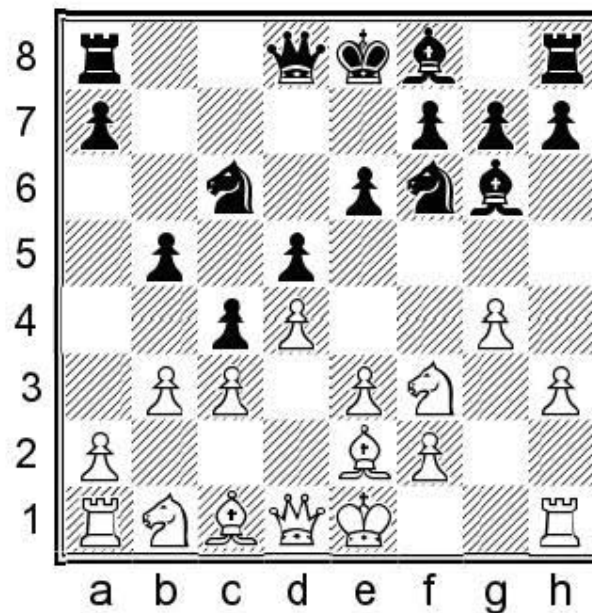
from **Pattern 53**, it would have been more accurate to keep the pawn on c4.

**9.c5 bxc5 10.a3 c4!**

A crucial counterattack! 10...Ba5 11.dxc5 and White wins the bishop.

**11.Bxc4 Be7**

Black has saved his bishop, though White's position is still to be preferred, controlling the centre and having a better pawn structure.



196

*White to move*

What do you think of 10.Nh4 ?

**SOLUTION**

**Duz-Khotimirsky-Duras**

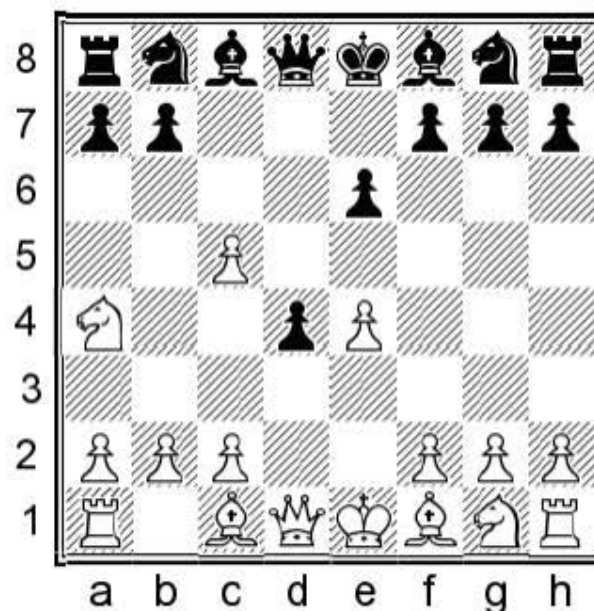
Karlsbad-1907

Putting the knight on the edge of the board is a bad idea:

**10.Nh4? Bxb1!**

We also saw the idea of giving the bishop for an undeveloped knight in Bosch-De Vreugt, Netherlands 2007/08 tt, in 100 Tactical Patterns You Must Know. However, the idea here is not to clear the way for the g-pawn to trap the knight (which has enough escaping squares), but to lure the white rook to an unfavourable square and then exploit the knight's vulnerable position at the edge of the board with a discovered attack – a variant of **Pattern 55**.

**11.Rxb1 Ne4! 12.Nf3 Nxc3 13.Qc2 Nxb1–+**



197

*Black to move*

**SOLUTION**

**Levy-Dugarry**

**Creon-2000**

**5...Qa5+ 6.c3 Bd7!**

Here, 6...b5 is not the way to benefit from the misplaced knight:  
7.cxb6 axb6 8.Qb3!±, eyeing the b6-pawn and preparing Bb5+.

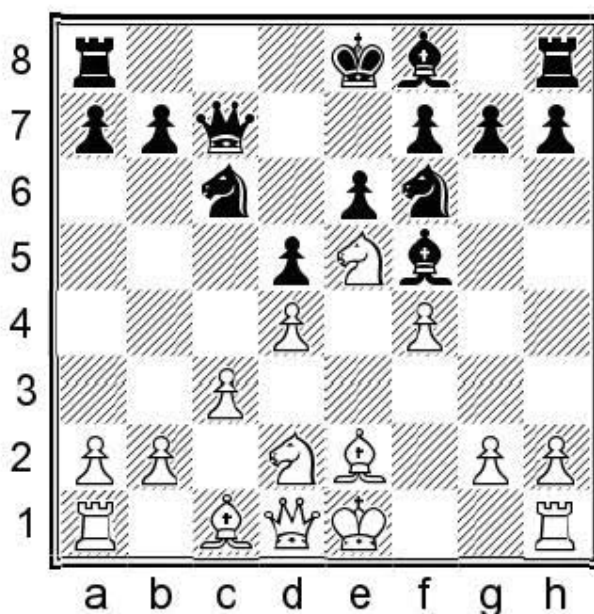
### 7.b3

And now it is best to postpone ...Bxa4 for the moment and go for:

### 7...dxc3

Black will later capture the knight and collect the c5-pawn.

The game continued 7...Bxa4 8.bxa4, and now Black was too eager:  
8...Qxc3+? 9.Bd2 Qxc5 10.Rc1 Qd6 11.Rc8+, with lots of  
counterplay for White.



8

*Black to move*

Evaluate 9...Nxd4.

### SOLUTION

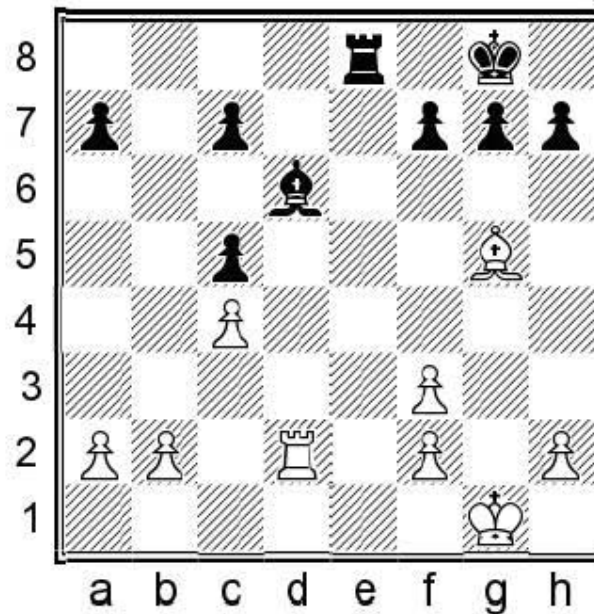
**Welling-Dambacher**

Netherlands tt (analysis)-2009/10

**9...Nxd4? 10.cxd4 Bc2 11.Bb5+!+-**



With this in-between check, White creates breathing space for the queen. For a similar defence, see Körber-Müller, Germany tt 2015/16, in 100 Tactical Patterns You Must Know, **Pattern 63**.



199

*Black to move*

### SOLUTION

**Tkachuk-Erwich**

Germany tt-2023/24

**22...f5!**

On its way to f4, shutting off the c1-h6 diagonal ( **Pattern 53**).

**23.f4**

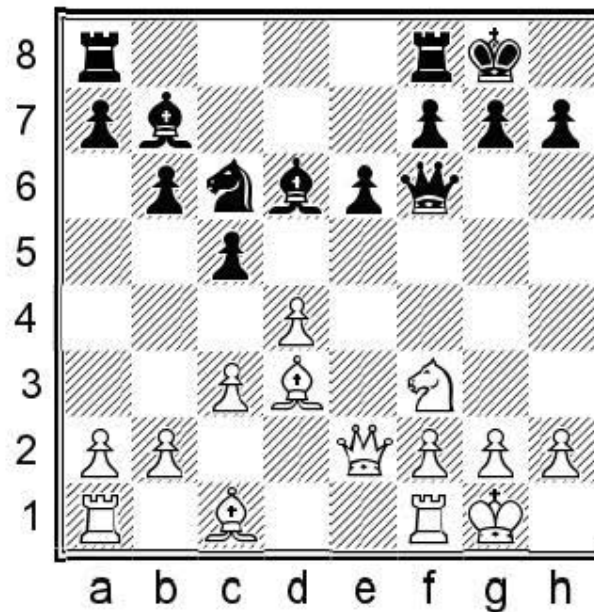
This prevents ...f5-f4 but loses a pawn. However, White did not have much choice:

- 23.Be3? f4;
- 23.Bh4 f4, and ...h7-h6 followed by ...g7-g5 will trap the bishop.

**23...Re4 24.b3 h6 25.Bd8**

In case of 25.Bh4, Black has 25...Rd4! 26.Rxd4 ( 26.Re2 g5! ) 26...cxd4 with a winning bishop endgame.

**25...Rxf4–+**



200

*White to move*

12.Bg5, yes or no?

**SOLUTION**

**Nitish-Rosh**

**Titled Tuesday blitz-2023**

**12.Bg5**

This is fine, though 12.dxc5 is even more accurate. Haik Yeritsyan shows you why:

12.dxc5! bxc5 ( 12...Bxc5 13.Bg5 Nd4 14.cxd4 Bxf3 15.Bxf6 Bxe2 16.Bxe2 gxf6 17.dxc5 bxc5 18.Rfd1 1-0 Yeritsyan-Zhu Jiner, Titled Tuesday blitz 2022) 13.Bg5 Ne5 ( 13...Nd4 is Black's best option has, but it's still a worse version, as Black misses the b6-pawn

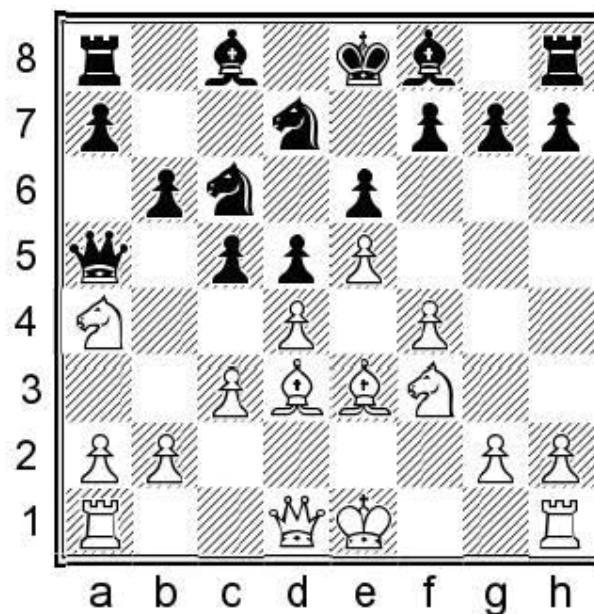
compared to the game continuation after 14.cxd4 Bxf3 15.Qd2 Qxd4 16.gxf3+- ) 14.Bxf6 Nxf3+ 15.gxf3 gxf6 16.Be4 1-0 Yeritsyan-Chemin, Titled Tuesday blitz 2023.

**12...Nxd4 13.cxd4 Bxf3 14.Qd2!**

**Pattern 61.**

14.Qe3? cxd4.

**14...Qxd4 15.gxf3+-**



201

*Black to move*

**SOLUTION**

**Vozinaki-Liodakis**

**Chania U20-2012**

Before Black can trap the knight with ...b6-b5, he must do some preparatory work.

**10...cxd4!**

10...b5? 11.Nxc5.

### 11.b4

Like the white knight, the black queen on the edge is also vulnerable. However, Black can deal with it.

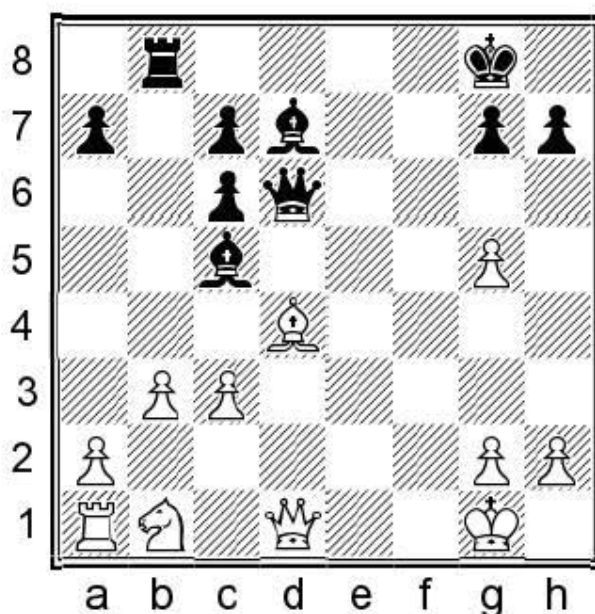
If 11.Nxd4 Nxd4 12.Bxd4 ( 12.b4 Bxb4 ), then the point behind 10...cxd4 becomes apparent: 12...b5 traps the knight ( **Pattern 55**).

**11...Bxb4! 12.cxb4 Nxb4 13.0-0**

- 13.Bd2 Nxd3+;
- 13.Nxd4 Nxd3+ is with double check.

### 13...dxe3

Black has won back his piece and is three pawns up.



202

*Black to move*

**SOLUTION**

**Flis-Bu Kvaloy**

**Titled Tuesday blitz (analysis)-2022**



With the pawn not on b2 and the rook in the corner hampered by its own pieces, the target is clear. Black now only has to get rid of the white c-pawn:

**19...Rb4! 20.Kh1**

20.cxb4 Bxd4+ or 20...Qxd4+-+.

**20...Rxd4! 21.cxd4 Bxd4**

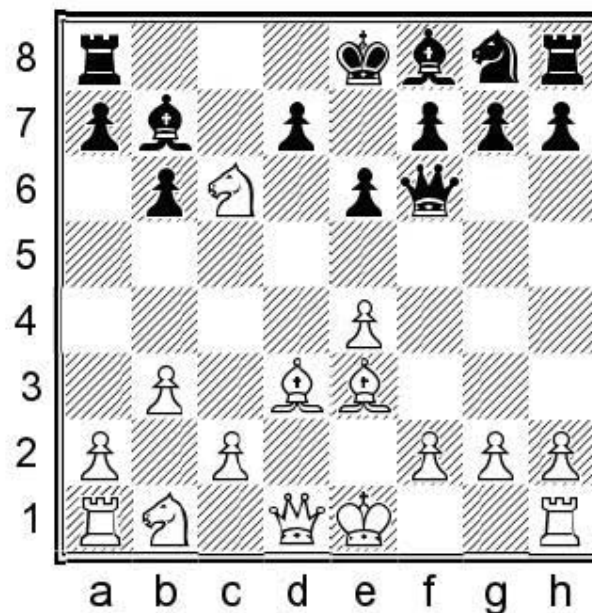
Trapping the rook in the corner ( **Pattern 57**). Sure, White can limit the damage by interposing the knight, but with two bishops for the rook, Black has a winning advantage:

**22.Nc3**

Otherwise White will be just be down a piece:

- 22.Nd2 Bxa1 23.Qxa1 Qxd2;
- 22.Na3 Bxa1 23.Qxa1 Qxa3.

**22...Bxc3**



203

*Black to move*

8...Qxa1, yes or no?

### SOLUTION

Grischuk-Erigaisi

Satty Zhuldyz blitz (analysis)-2023

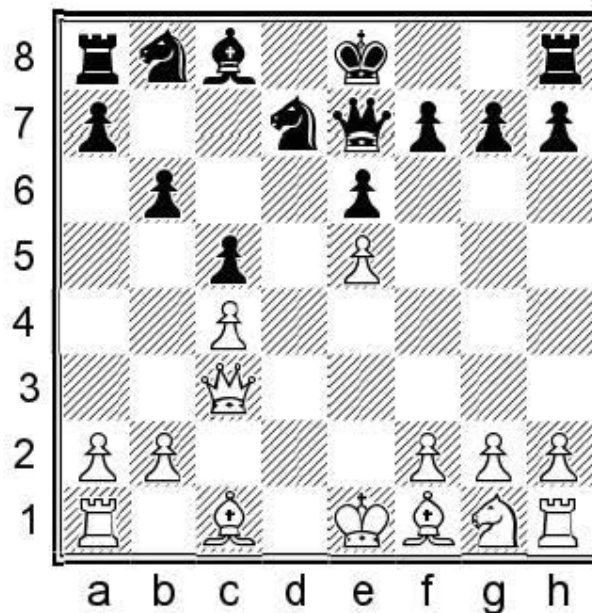
8...Qxa1?

From **Pattern 58**, we know that it is always tricky to capture a rook in the corner and thus sideline the queen. This is no exception!

8...Bxc6 9.Nd2 $\overline{\text{f}}$ .

9.Bd4 Qxa2 10.Nc3 Qa3 11.Nb5+–

Attacking the queen while threatening 12.Nc7#. White wins the black queen.



204

*White to move*

Evaluate 10.Qf3.

### SOLUTION

Analysis-

**10.Qf3?**

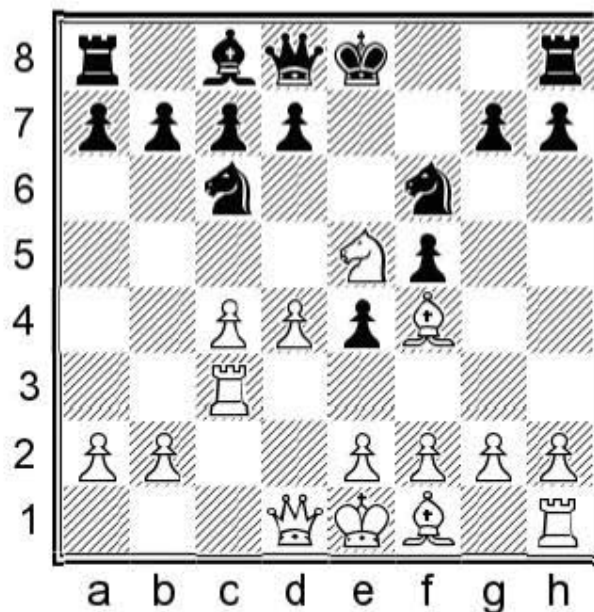
Tempting, but losing a pawn, as after

**10...Nxe5 11.Qxa8? Nec6**

the queen is trapped in the corner ( **Pattern 58**).

**12.Bf4 e5**

And 13...Bb7 next wins the queen.



205

*Black to move*

### SOLUTION

**Roggeveen-Maisuradze**

**Maastricht-2014**

**8...Ne7!**

Retreating the knight in order to trap the white knight on e5 (

**Pattern 56**). The knight also fulfills essential defensive tasks on e7.

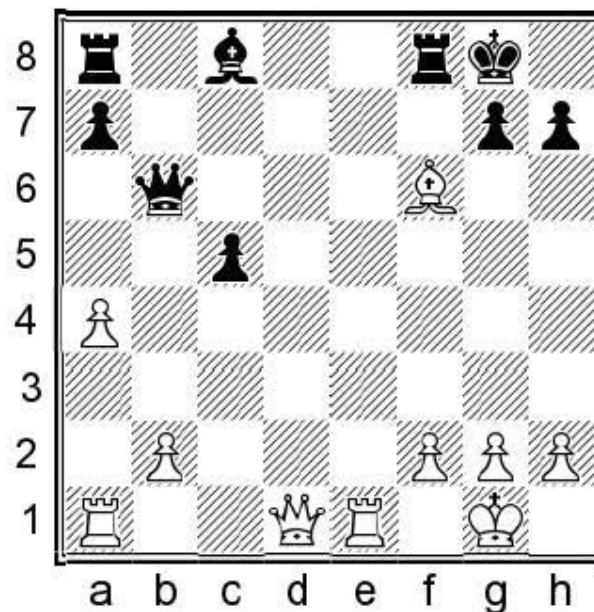
The other retreat does not work; for example, 8...Nb8 9.c5 Nd5, and here we see the difference between both knight retreats: the knight

on e7 defends both the knight on d5 and against a check on the h5-e8 diagonal. 10.Qb3 and 10.e3 Nxc3? 11.Qh5+ g6 12.Nxg6 refute Black's idea.

**9.c5**

This prevents Black from trapping the knight but loses control over the d5-square:

**9...Ned5!μ**



206

*Black to move*

### SOLUTION

**Jones-Dominguez Perez**  
New In Chess Classic rapid-2021

**21...Qxf6! 22.Qd5+ Qf7 23.Qxa8 Bb7**

Attacking the queen in the corner with a discovered attack, as seen in **Pattern 58**.

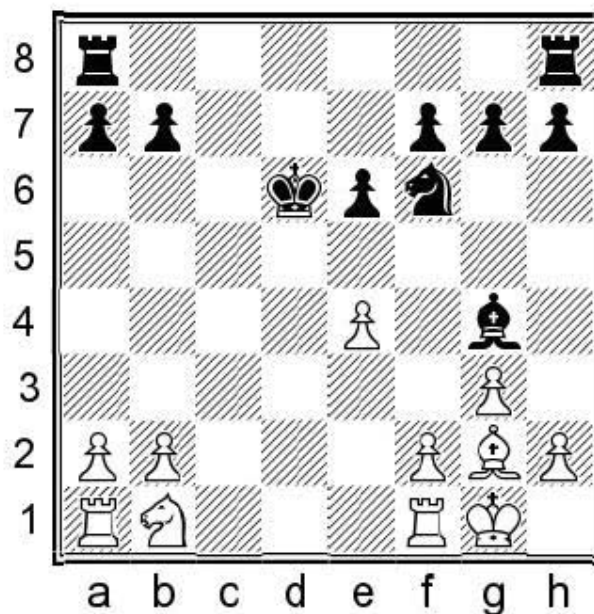
23...Qxf2+?? 24.Kh1 is just lost for Black.



**24.Qxf8+**

24.Qxa7 Qxf2+ 25.Kh1 Bxg2#.

**24...Qxf8-+**



207

*White to move*

### SOLUTION

**Taylor-Sengupta**

Hastings-2017/18

**16.h3! Bh5**

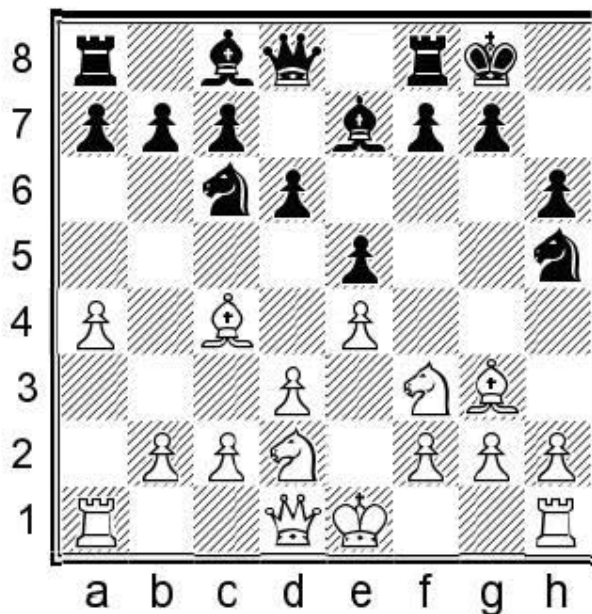
16...Be2 17.Re1 (or 17.e5+ Kxe5 18.Re1 ) 17...Ba6 18.e5+, winning the black knight.

**17.f4!**

Threatening both forking the king and knight with 18.e5+ and trapping the bishop with 18.g4 followed by 19.f5. Black cannot prevent the loss of a piece.

**17...Ke7 18.g4 Nxg4 19.hxg4 Bxg4**

And with a piece up, White managed to bridge the rating gap of more than 300 points in his favour. **Pattern 52.**



208

*White to move*

10.Nxe5, yes or no?

### SOLUTION

**Demchenko-Shahade**  
Titled Tuesday blitz-2021

**10.Nxe5! Nxe5**

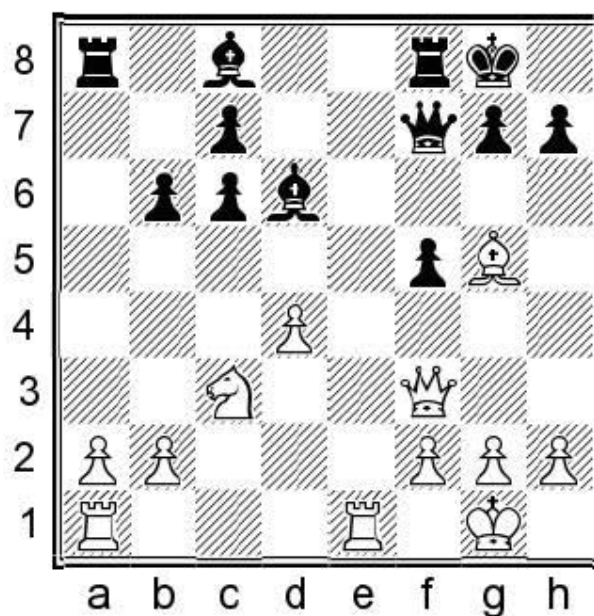
10...Nxg3 11.Nxc6 bxc6 12.hxg3 and White has won a pawn.

**11.Bxe5!**

11.Qxh5? allows Black to trap the queen on the edge of the board with 11...Bg4 ( **Pattern 62**).

**11...dxe5 12.Qxh5**

And with an extra pawn, White went on to win.



209

*Black to move*

### SOLUTION

**Fedoseev-Mamedyarov**  
**ChessKid Cup rapid-2023**

**16...f4!**

Shutting off the c1-g5 diagonal. The next plan is ...h7-h6 and ... g7-g5 to trap the bishop ( **Pattern 53**).

**17.Qxc6**

Alternatives do not help either:

- 17.Bh4 h6;
- 17.Ne4 Bb4 ( 17...h6? 18.Nxd6 cxd6 19.Be7 and White saves the bishop);
- 17.g3 h6 18.Bxf4 g5 19.Qxc6 Bd7–+.

**17...Bd7 18.Qd5 Qxd5 19.Nxd5 Ra5!**

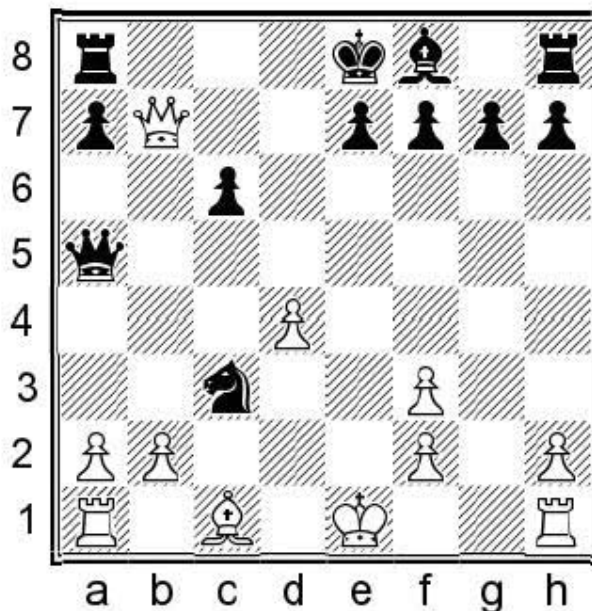
19...Rf7 was played in the game, but after 20.Be7, the white bishop was out of trouble and White even won the game.

**20.Be7**

20.Ne7+ Kf7 21.h4 ( 21.Bh4 g5 ) 21...h6 traps the white bishop.

**20...Rxd5 21.Bxf8 Kxf8**

Although Black still needs to put in some effort to secure the victory in the endgame, he will ultimately have the advantage with the two bishops against the rook.



210

*Black to move*

### SOLUTION

**Nimzowitsch-Alekhine**

**Bled-1931**

**12...Nd5+! 13.Bd2 Qb6**

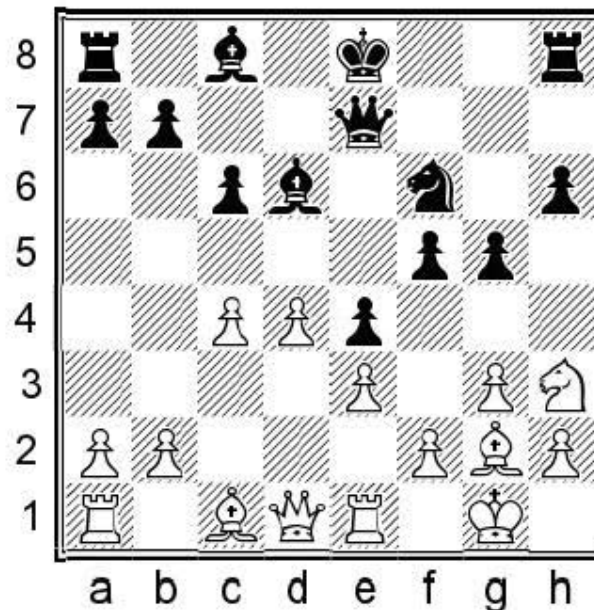
13...Qc7 14.Qxa8+ Kd7 followed by ...Nb6 will also do.

**14.Qxa8+ Kd7 15.0-0 Nc7 16.Ba5**



Limiting the damage, but with two pieces against a rook, Black managed to convert ( **Pattern 58**).

**16...Nxa8 17.Bxb6 Nxb6–+**



211

*Black to move*

14...f4, yes or no?

### SOLUTION

**Kosanke-Kropp**  
Bad Segeberg-2018

Like in Exercise 191, the pawn push ...f5-f4 fails again. Here, too, it was better to continue developing with 14...Be6.

**14...f4? 15.exf4 g4**

The trick from **Pattern 51**, but Black is not ready for this.

**16.Ng5!**

With the black king and queen in a vis-à-vis with the white rook, Black is asking for trouble.

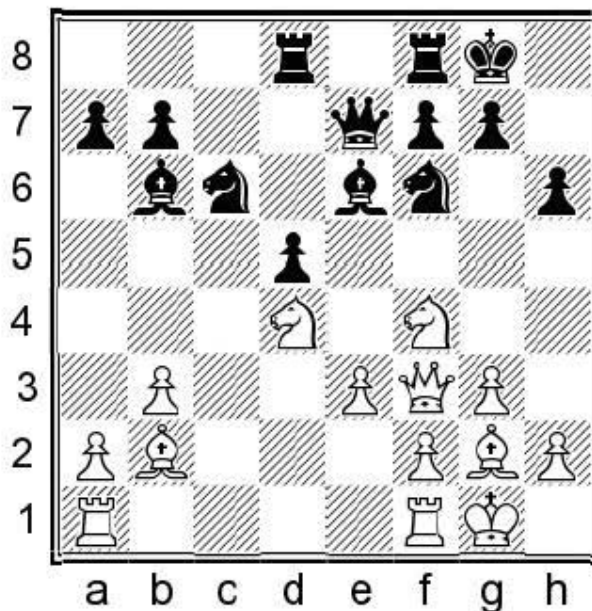
### 16...hxc5

If 16...Bf5, 17.Nxe4 Nxe4 18.Bxe4 Bxe4 19.Qxg4 is one of the many winning lines. Sooner or later White will win back the bishop (Re3/Qe2/f2-f3).

### 17.fxg5 Bf5

17...Qh7 18.gxf6 Qxh2+ is nothing more than one check: 19.Kf1. Moving away the knight means White can pin along the e-file, winning material: 17...Nh5 18.Rxe4 Be6 19.d5.

### 18.gxf6+-



212

*Black to move*

Evaluate 16...Bg4.

### SOLUTION

**Bosch-Willemze**

Netherlands tt (analysis)-2023/24

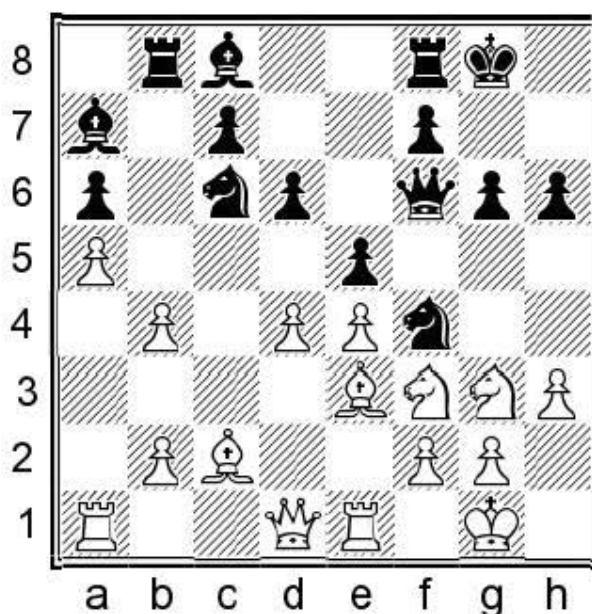
**16...Bg4 17.Nxc6 bxc6 18.Bxf6 Qd7!**

This trick from **Pattern 61** seems to trap the queen, but White has a cunning defence.

**19.Qxg4!**

Pinning the bishop with 19.Bh3 is also smart, though after 19...Bxf3 20.Bxd7 Rxd7 Black is for choice because of his bishop pair and the passed pawn he will create after ...c6-c5 and ...d5-d4.

**19...Qxg4 20.Bh3 Qf3 21.Bg2=**



213

*White to move*

What about 20.Bxf4 Qxf4 21.Nf5 ?

#### SOLUTION

**Frolyanov-Shcherbakov**  
Moscow-2006

**20.Bxf4 Qxf4 21.Nf5 Nxd4!**

Defending against the trick from **Pattern 60**. Instead, 21...Bxf5? 22.g3 Qxf3 23.Qxf3 Nxd4 24.Qc3 favours White.

**22.N5xd4**

22.N3xd4 gxf5μ.

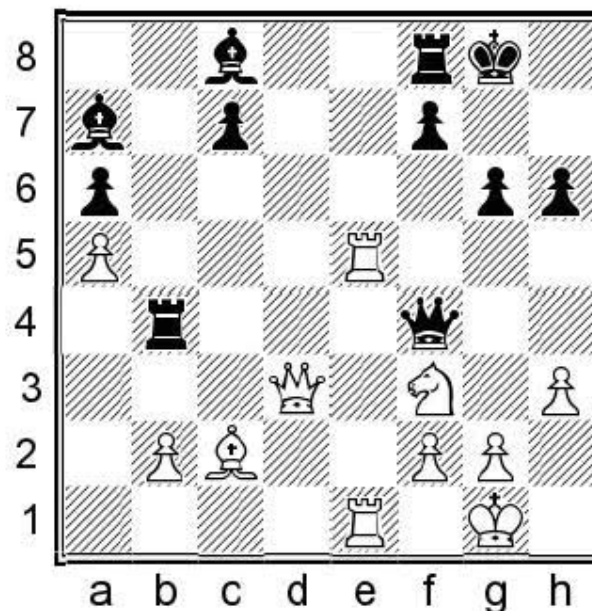
**22...exd4**

Black is slightly better due to his bishop pair and active pieces. Play continued:

**23.e5 d3 24.Qxd3 dxe5 25.Rxe5 Rxb4**

and now,

**26.Rae1**

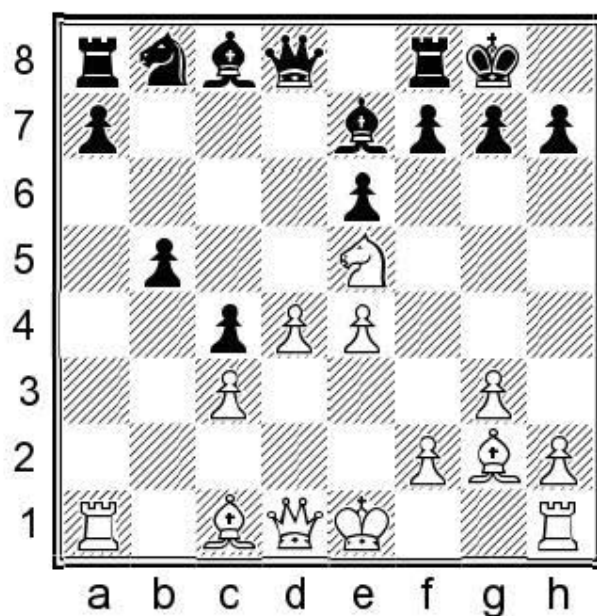


allowed Black to execute

**26...Qg3!**

, attacking both f2 and h3 (...Bxh3); the f2- and g2-pawns are poor defenders ( **Patterns 27 and 28** ).





214

*White to move*

Evaluate 12.Nxf7.

### SOLUTION

**Kristiansen-Sørensen**  
Bornholm sr-2013

The idea of clearing the way for the bishop and trapping the rook in the corner ( **Pattern 57**) is inventive and tempting, but not rewarding.

**12.Nxf7 Rxf7 13.e5**

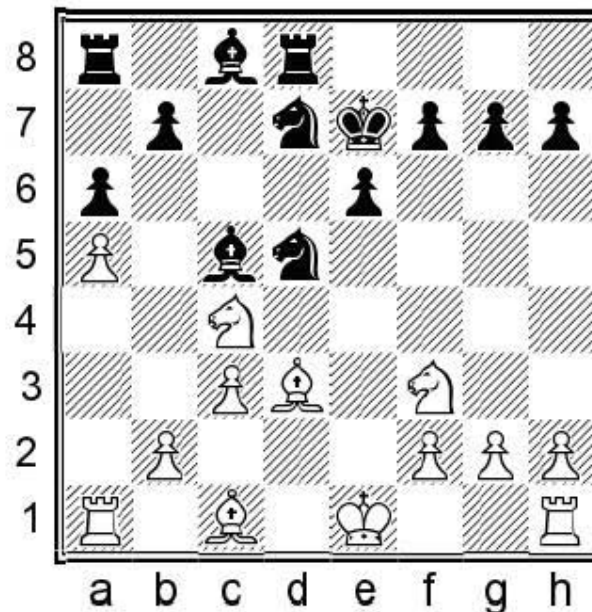
And now, instead of the game continuation 13...Nc6 14.Bxc6 Rb8=, Black should have defended with a beautiful clearance idea:

**13...Bb4! 14.cxb4 Bb7 15.Bxb7**

**15.0-0 Bxg2 16.Kxg2 Nc6.**

**15...Rxb7**

Black enjoys a strategically winning position with a supported passed pawn and an outpost on d5, while White is grappling with issues on the light squares and weak pawns on b4 and d4.



215

*White to move*

Evaluate 13.Bxh7.

### SOLUTION

**Tiviakov-Kevlishvili**  
 Utrecht Dutch Championship-2023

Understandably, White did not capture the ‘poisoned’ pawn and opted for the safe 13.0-0. However, unlike in Spassky-Fischer, Reykjavik 1972 (see 100 Tactical Patterns You Must Know), the bishop is able to get out alive here.

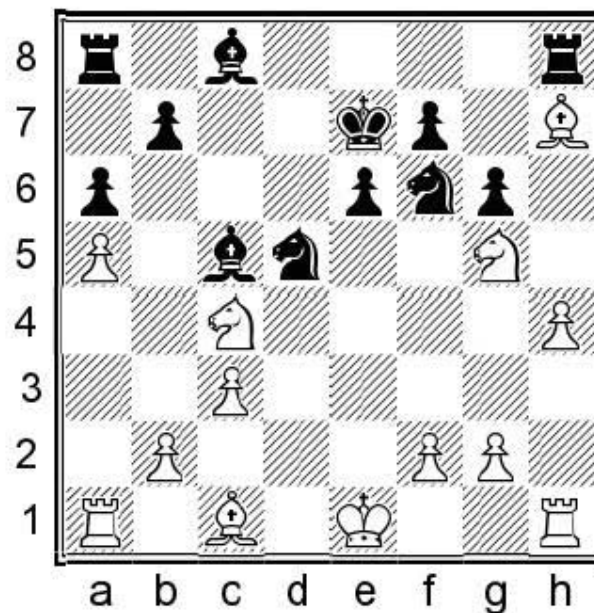
**13.Bxh7 g6 14.h4!**

This pawn push is a standard operation to save the bishop.

White can also choose to give up the bishop without a fight:  
 14.Bxg6 fxg6 15.Bg5+ N5f6 16.0-0-0. White may have just two pawns for a piece, but Black's position is cramped, he has several weaknesses, and not all of his pieces participate. The position is much easier to play for White.

**14...Rh8 15.Ng5 N7f6**

15...f6 16.Bxg6 fxg5 17.Bxg5+. With three pawns for a piece and due to the factors I mentioned above after move 14, White is clearly better.

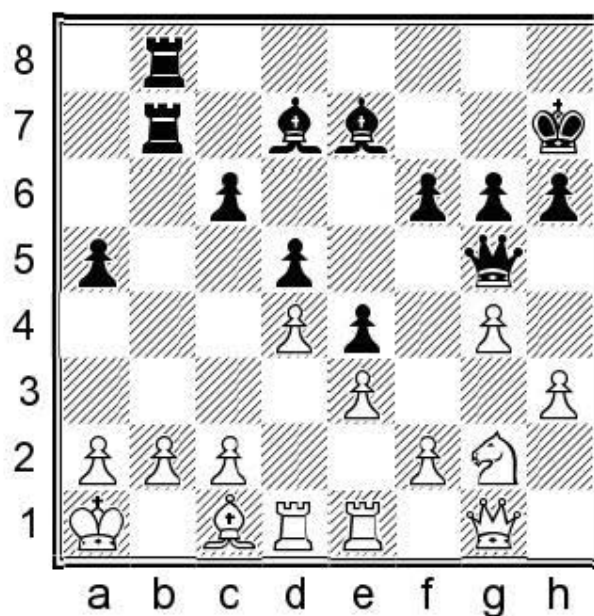


**16.h5! gxh5**

After 16...Nxh5 and the interlude 17.Ne4 Ba7, the tactical point to win back material is 18.Bxg6 fxg6 19.Bg5+ Kf7 20.g4, and White is clearly better.

**17.Bc2**

The bishop is free, and White has deteriorated Black's pawn structure. White's position is more comfortable.



216

*White to move*

What do you think of 34.f4 ?

### SOLUTION

Erwich-  
2024

**34.f4**

Trapping the queen with the trick from **Pattern 50** is tempting, but Black has a great defence:

**34...exf3 35.e4 Ba3!!**

White cannot capture the queen under penalty of checkmate:

**36.Bxg5**

36.bxa3 Rb1#.

**36...Bxb2+ 37.Kb1**

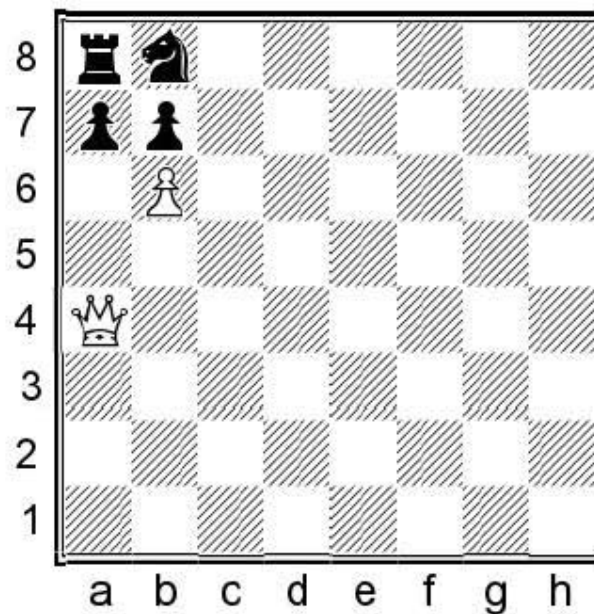
The rook+bishop battery from **Pattern 16** now forces the end.



**37...Bc3+ 38.Kc1 Rb1#**

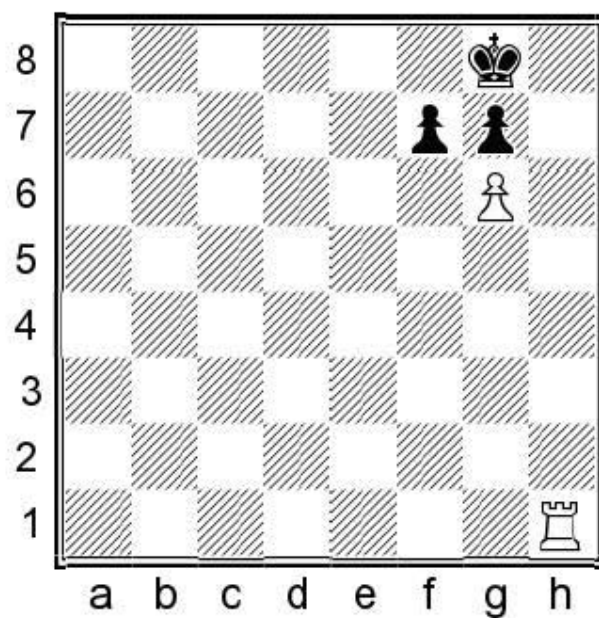
# Chapter 7

## Promotion



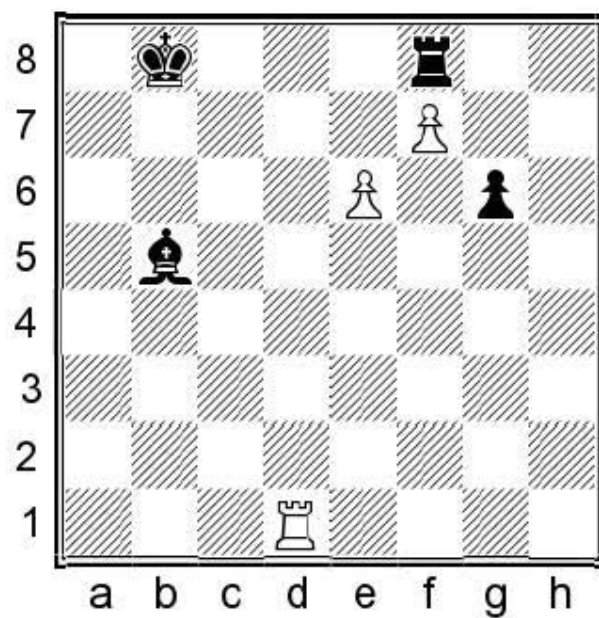
### 64. Sacrificing the queen for a double promotion threat

After 1.Qxa7, if the rook captures the queen, 2.bxa7 comes with a double threat of 3.a8Q and 3.axb8Q.



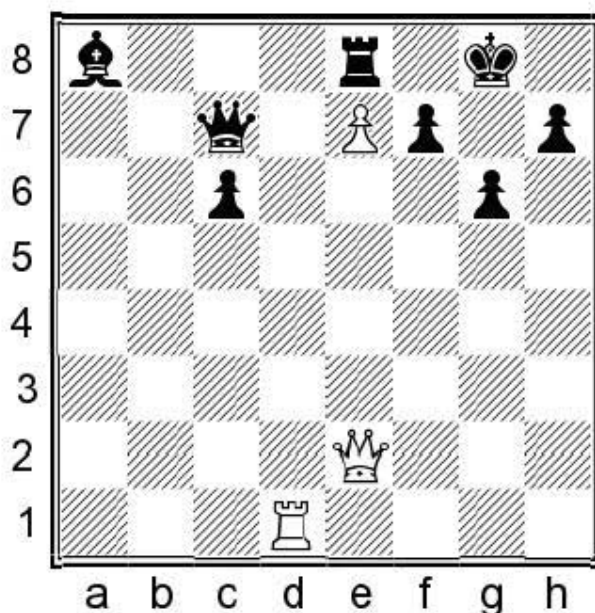
## 65. The Lasker-Loman tactic

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

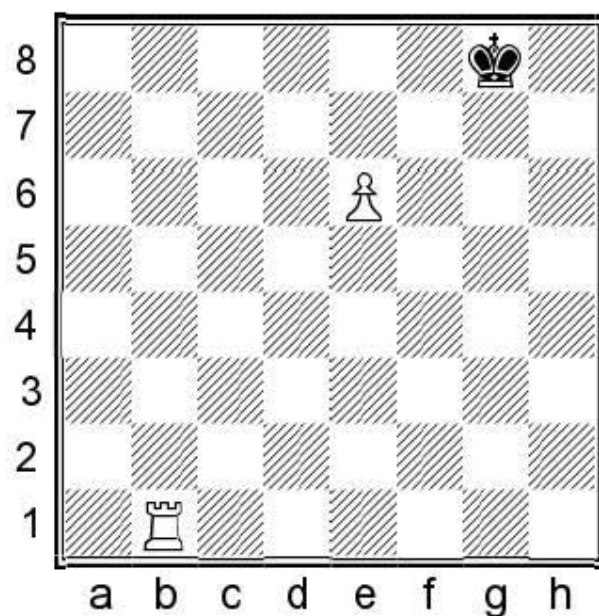
With 1.Rd8+ White lures the black rook to d8, allowing the e-pawn to advance with gain of tempo and promotion with f7-f8Q on the next turn.



## 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.

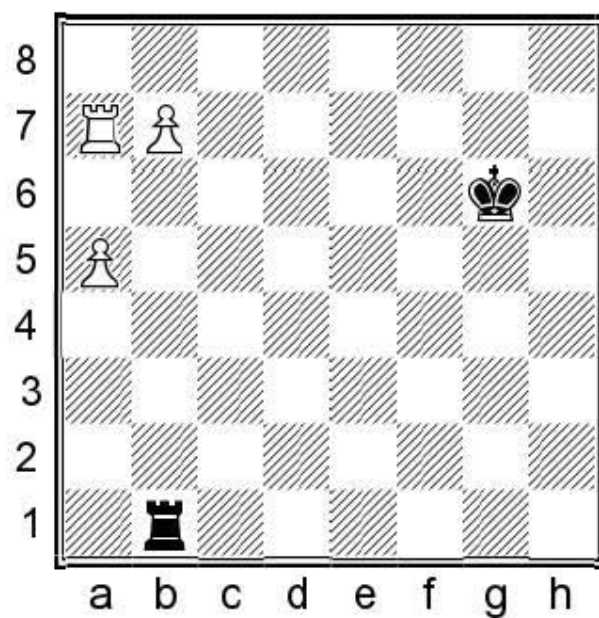




### 68. An intermediate check on the back rank

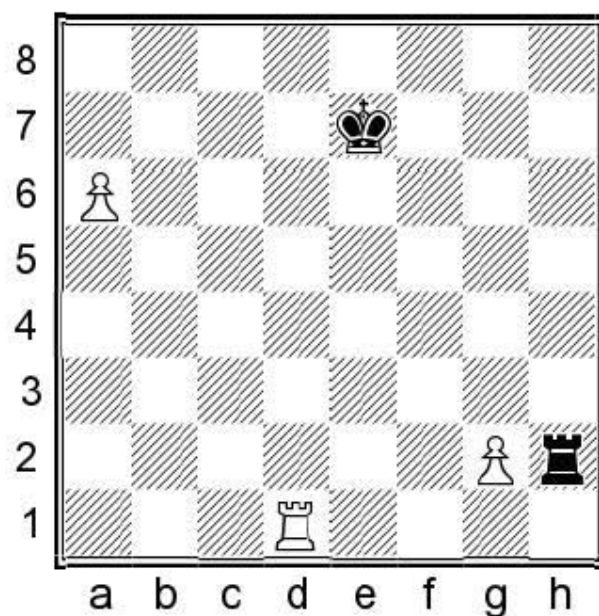
With 1.Rb8+ the white rook not only chases away the king, but also controls the back rank. 2.e7 is the next move and promotion will be unstoppable.

If White plays 1.e7 immediately, Black can stop the pawn with 1...Kf7.



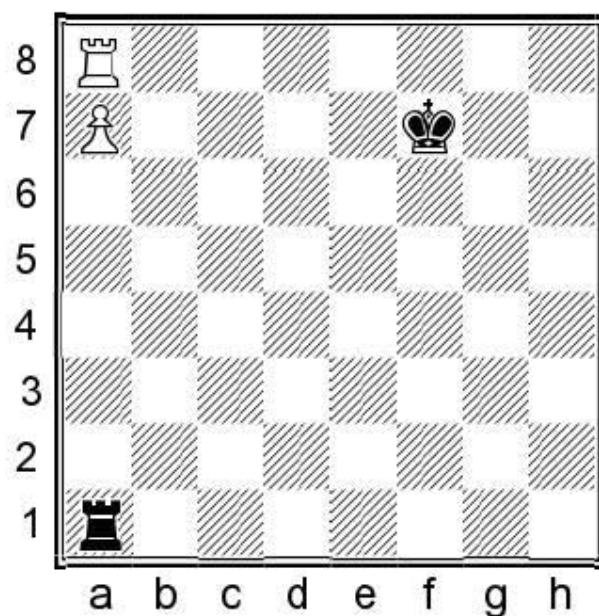
### 69. Setting up a bridge by targeting

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

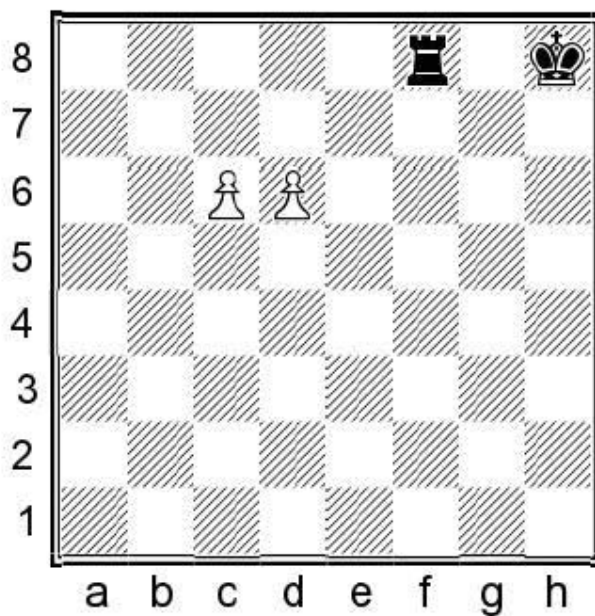
By placing the rook on the back rank with 1.Rd8, White prevents Black from moving the rook to h8 from where it can stop the a-pawn. In case of 1...Kxd8, the king blocks the black rook from stopping the a-pawn, as it interferes with its rook: 2.a7, and promotion cannot be prevented.



## 71. The skewer promotion tactic

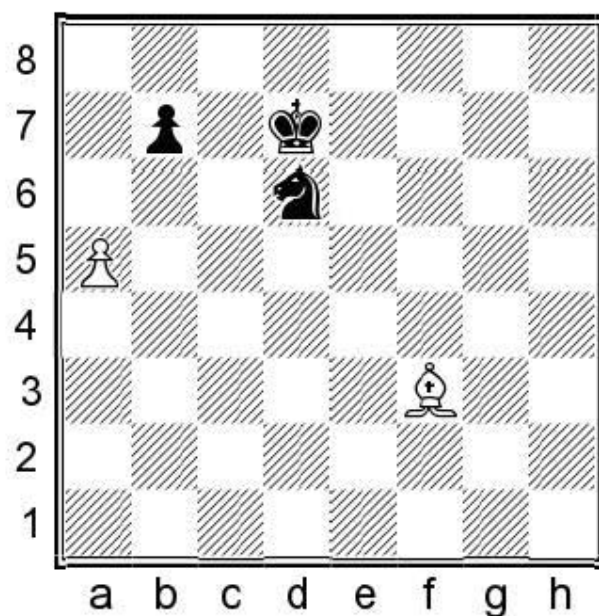
With 1.Rh8 White clears the a8-square for the pawn to promote on the next turn. After 1...Rxa7, the black rook and king are on the same rank (a situation similar to **Pattern 23**), and the absolute skewer 2.Rh7+ wins the rook.





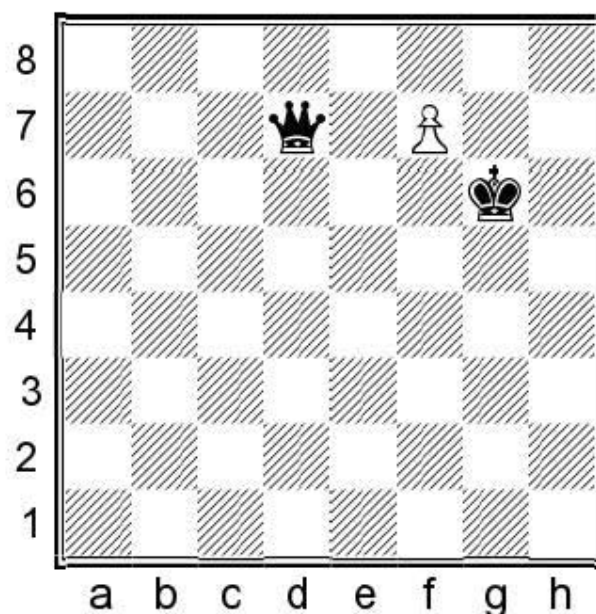
## 72. Two pawns on the sixth/third rank are stronger than a rook

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.

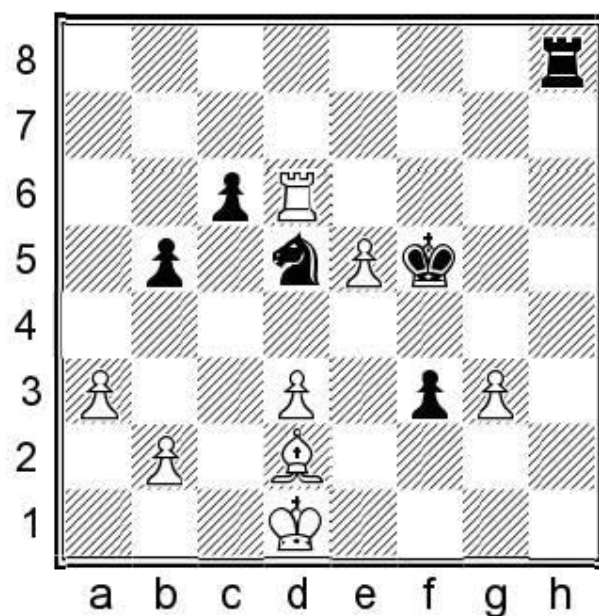


## 74. The minor-promoting knight fork

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.

## Promotion - Exercises



217

*Black to move*

SOLUTION

**Bruil-van den Doel**  
**Maastricht-2023**

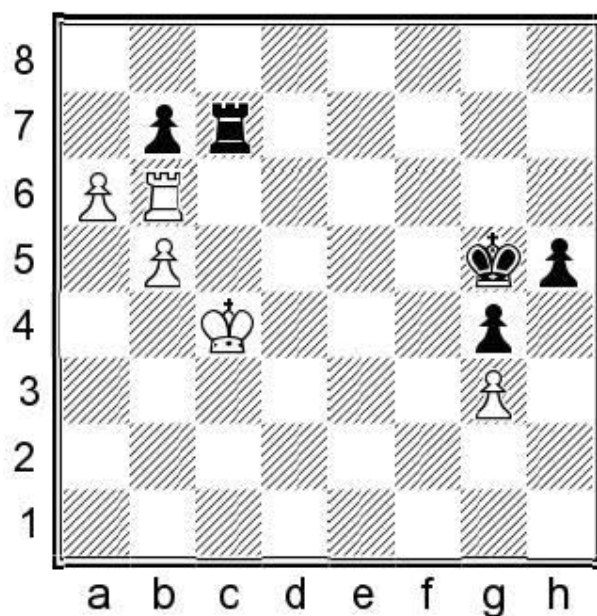
**51...Rh1+**

Before running with the pawn, Black must give a check on the back rank ( **Pattern 68** ).

51...f2?? 52.Ke2.

**52.Kc2 f2 0-1**





218

*White to move*

### SOLUTION

**Karjakin-Morozevich**

**Tashkent-2012**

**53.Rc6! bxc6**

53...Rd7 54.a7 Rd8 55.b6+-.

**54.b6**

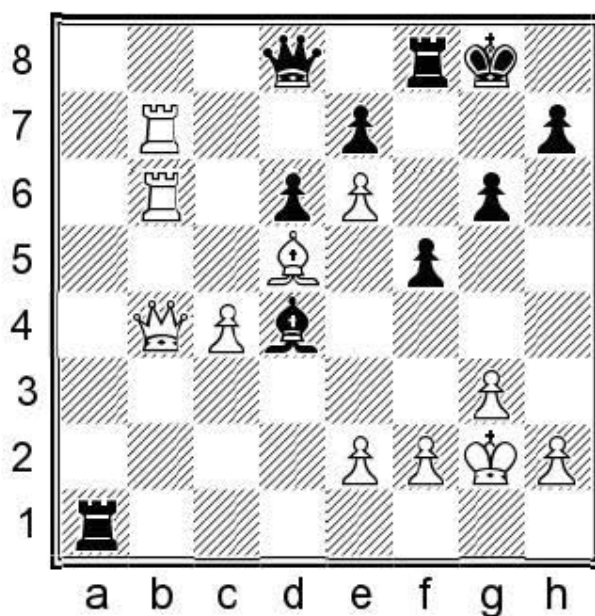
The rook is defenceless against the two pawns on the sixth rank ( **Pattern 72**).

**54...Rc8 55.b7 Rb8 56.Kc5!**

Very smart. White provokes Black to move his h-pawn.

56.a7 Rxb7 57.a8Q and White still has some work to do.

**56...h4 57.a7 Rxb7 58.a8Q Rh7 59.Qg8+ Kh6 60.gxh4+-**



219

*White to move*

### SOLUTION

**Reizniece-Ozola-Kosintseva**

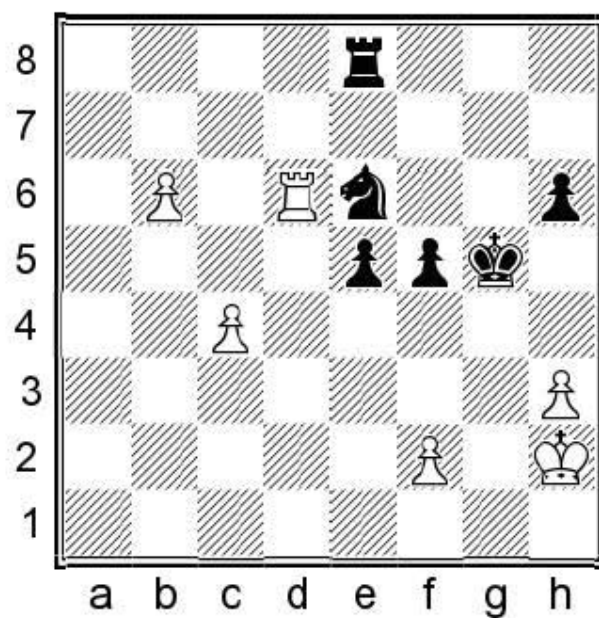
Litohoro European Girls' Championship U18-1999

**33.Rxd6! Qxd6**

- 33...Qe8 34.Bc6 Qc8 35.Rxe7;
- 33...Qa5 34.Qxa5 Rxa5 35.Rxe7 Bc5 36.Red7 Bxd6 37.e7+.

**34.Qxd6 exd6 35.e7+ Kg7 36.e8Q+ 1-0**

Two discovered checks in a row (see also Wagenknecht-Schröder, Germany tt 2018/19, in 100 Tactical Patterns You Must Know, **Pattern 67**).



220

*White to move*

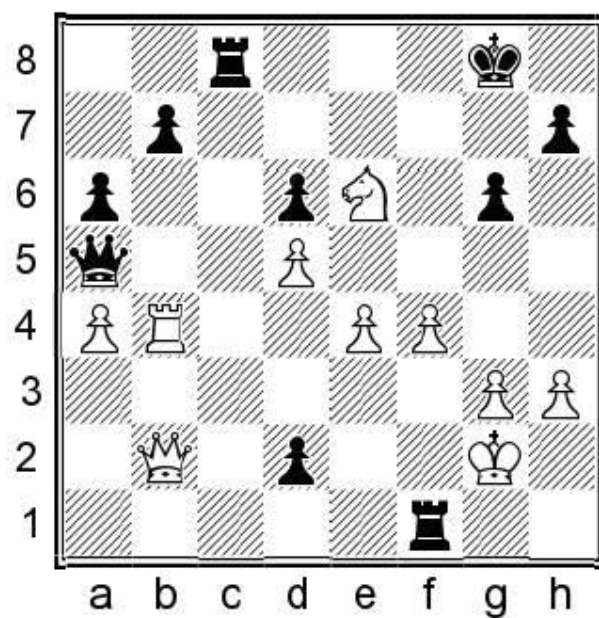
### SOLUTION

**van Delft-Marzano**

Vlissingen (adjusted)-2023

**38.Rxe6! Rxe6 39.c5**

The two pawns are stronger than the rook ( **Pattern 72**). White is winning even without an extra pawn on b4, as it was in the game!



221

*Black to move*

### SOLUTION

**Gombocz-Goryachkina**  
Titled Tuesday blitz-2021

**29...Rf2+!**

Luring the king.

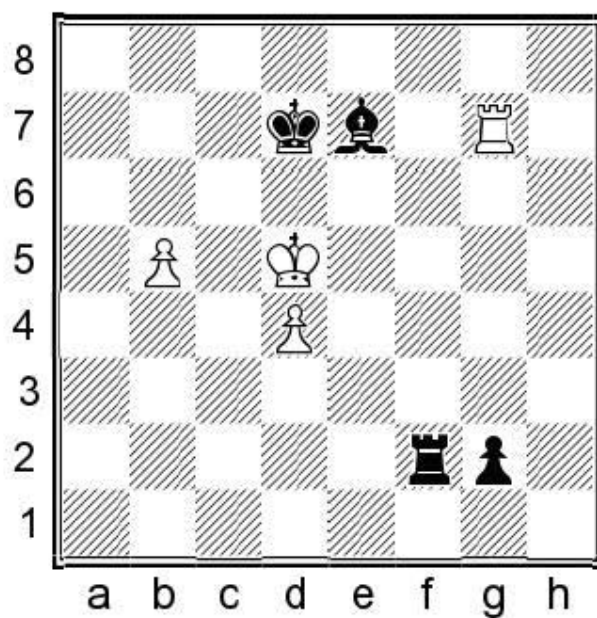
**30.Kxf2**

30.Kg1 d1Q+ 31.Kxf2 Rc2+.

**30...d1N+-+**

The minor promotion with a knight fork ( **Pattern 74**).





222

*Black to move*

### SOLUTION

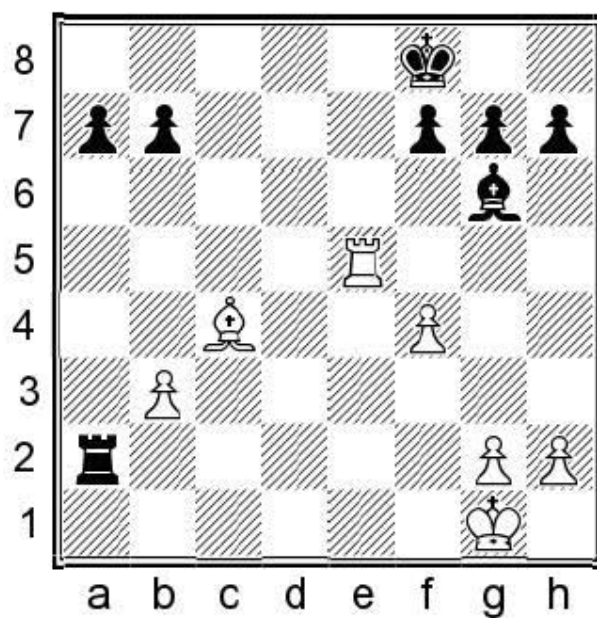
**Müller-Mainka**

**Dresden-2006**

**61...Rf5+!**

On its way to g5 with gain of tempo, interposing the rook between the white rook and the black pawn ( **Pattern 69**).

**62.Ke4 Rg5 0-1**



223

*White to move*

### SOLUTION

**de Wit-Erwich**

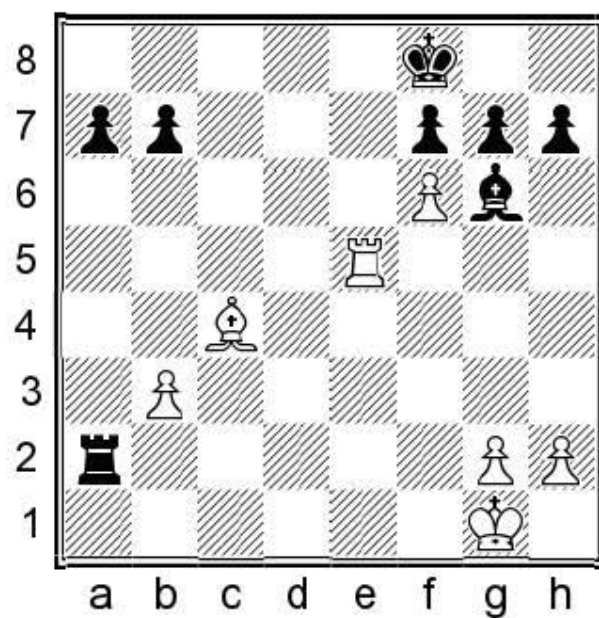
Rotterdam (analysis)-2015

**23.f5!**

On its way to f6 with gain of tempo. Now 23...f6 loses to 24.fxg6!.

**23...Bh5 24.f6 Bg6**

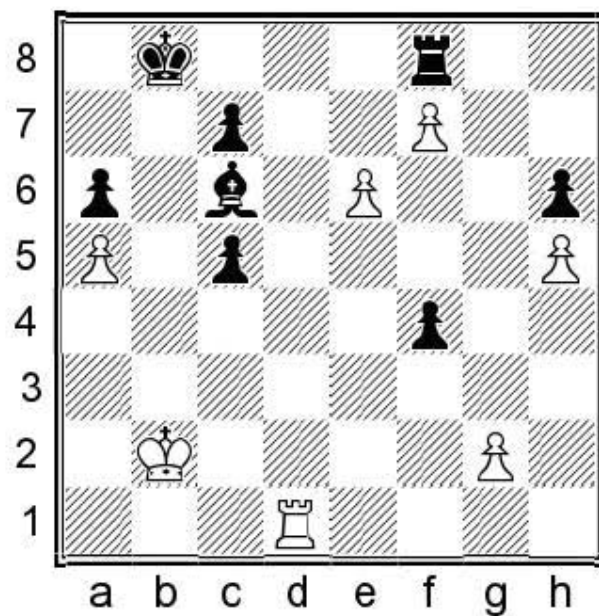
- 24...gxf6 25.Rxh5;
- 24...g5 25.Bb5;
- 24...Ra1+ 25.Kf2 Ra2+ 26.Kg3.



**25.Re8+!**

Luring away the king for the f6-pawn to take on g7 ( **Pattern 65**).

**25...Kxe8 26.fxg7+-**



224

*White to move*

**SOLUTION**

**de Haan-Pähtz**

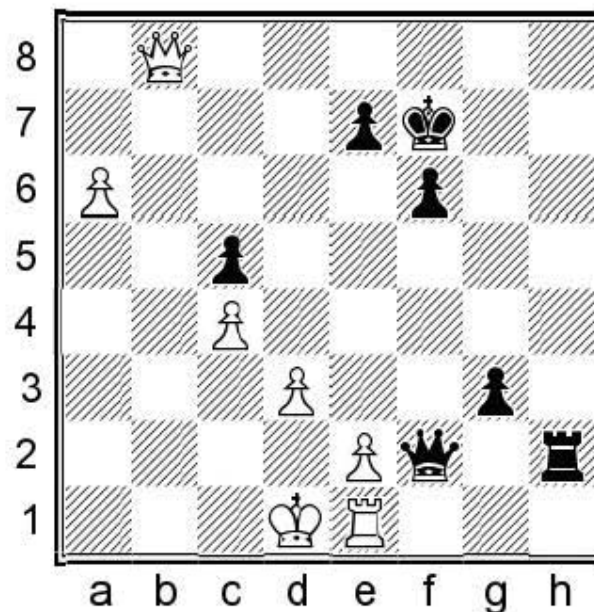
Gibraltar (adjusted)-2020

**40.Rd8+!**

Luring the black rook to enable the white pawns to walk through to promotion ( **Pattern 66**).

40.Rc1 Kc8! 41.Rxc5 Bd7 draws.

**40...Rxd8 41.e7+-**



225

*Black to move*

**SOLUTION**

**Suba-Okhotnik**

Rijeka Senior World Championship-2011

**38...Qxe1+! 39.Kxe1 Rh1+!**

346



Black does not only chase away the king, but also controls the back rank ( **Pattern 68**).

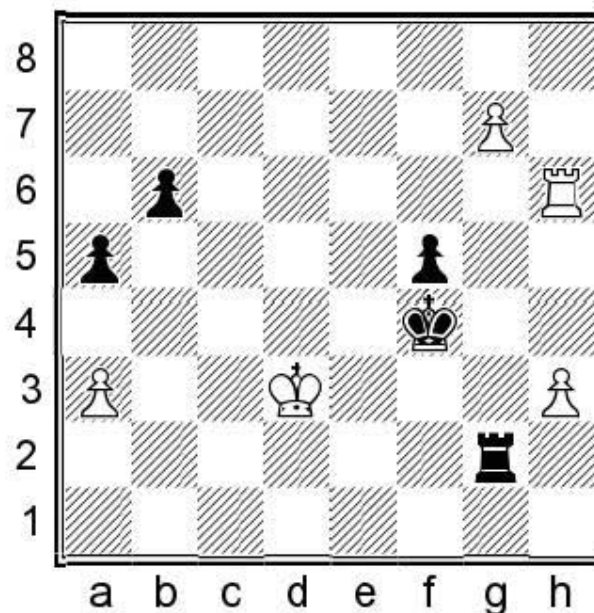
**40.Kd2 g2 41.a7**

41.Qg3 g1Q 42.Qxg1 Rxc1 43.a7 Ra1 and Black just stops the a-pawn.

**41...g1Q 42.Kc2**

42.a8Q Qc1#.

**42...Qd1+ 43.Kc3 Qa1+ 0-1**



226

*White to move*

**SOLUTION**

**Brondum-Henrik Madsen**  
Copenhagen-2005

**51.Rh4+!**

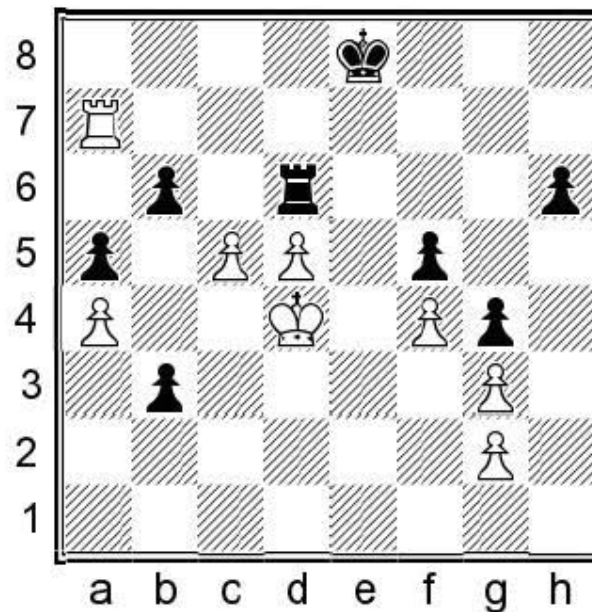
On its way to g4 with gain of tempo. If the king goes to the g-file, it interferes with the rook on g1. However, after

**51...Kf3 52.Rg4 fxg4**

, it is the pawn that interferes with the rook.

**53.g8Q**

And White won.



227

*White to move*

### SOLUTION

**van Harten-Leeftink**

Haarlem Dutch Championship U14-2012

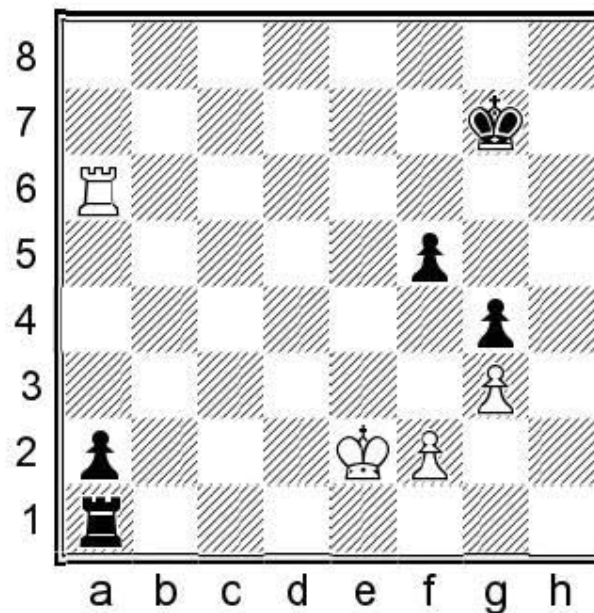
Black has left his rook on d6 en prise, hoping to guide his b3-pawn to the other side. In the game, White believed him, did not accept the present and played 56.Kc3 to go after the pawn.

**56.cxd6! b2**

Because of the b6-pawn, White cannot put his rook behind Black's passed pawn. However, White can defend differently:

**57.Re7+! Kd8 58.Re1+-**

This is similar to Karjakin-Kramnik, Moscow blitz 2013, in 100 Tactical Patterns You Must Know, **Pattern 70**.



228

*Black to move*

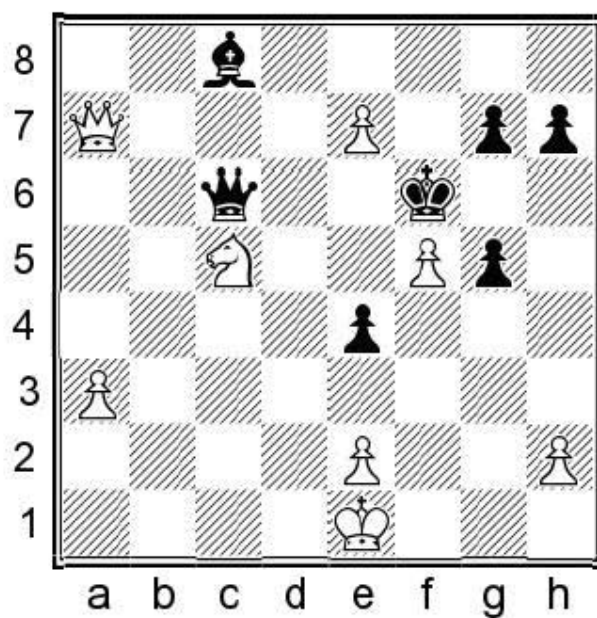
**SOLUTION**

**Kunz-Sick**

Germany Bundesliga B-1987/88

Black's goal is to open the second rank in order to apply the skewer from **Pattern 71**. See Nepomniachtchi-Vidit, Baku rapid 2023 (analysis), in 100 Tactical Patterns You Must Know for a similar idea.

**61...f4! 62.gxf4 g3 63.fxg3 Rh1 0-1**



229

*White to move*

### SOLUTION

**Ivanisevic-Kosic**

Serbia & Montenegro tt-2005

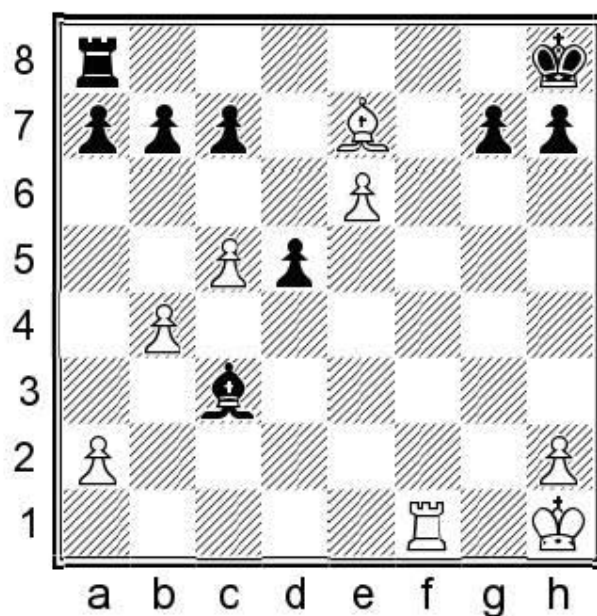
**38.Qc7!**

Luring (away) the queen.

**38...Qxc7 39.e8N+!**

The minor promotion with a knight fork ( **Pattern 74**). A few moves later Black resigned.





230

*White to move*

### SOLUTION

**Kurzdorfer-Raymond**  
Correspondence game-1980

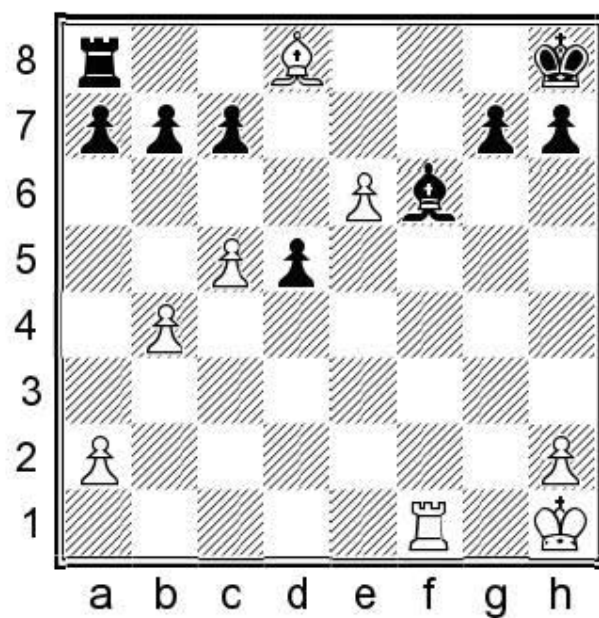
**30.Bd8!**

Luring the rook or, if Black does not capture, closing off the back rank.

30.Rf8+?? Rxf8 31.Bxf8 Kg8 32.e7 Kf7 , stopping the passed pawn.

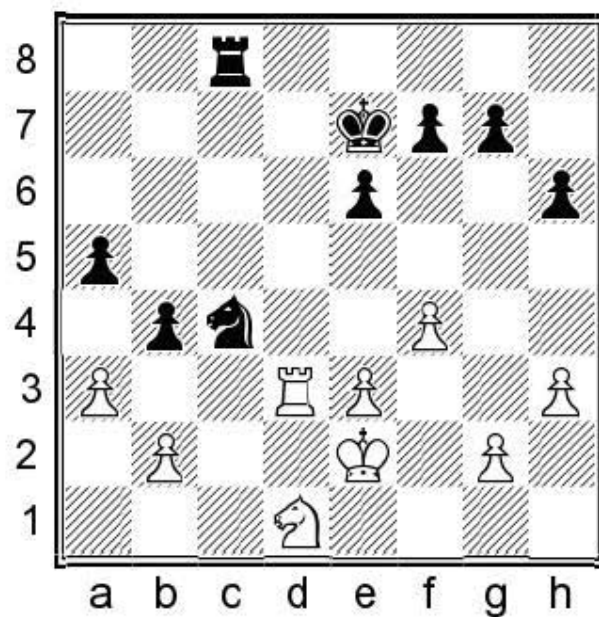
**30...Bf6**

30...Rxd8 31.e7 and 32.Rf8+ next is the main point behind 30.Bd8 ( **Pattern 66**).



**31.Rxf6! 1-0**

If 31...gxf6 32.e7 promotes the pawn.



231

*Black to move*

## SOLUTION

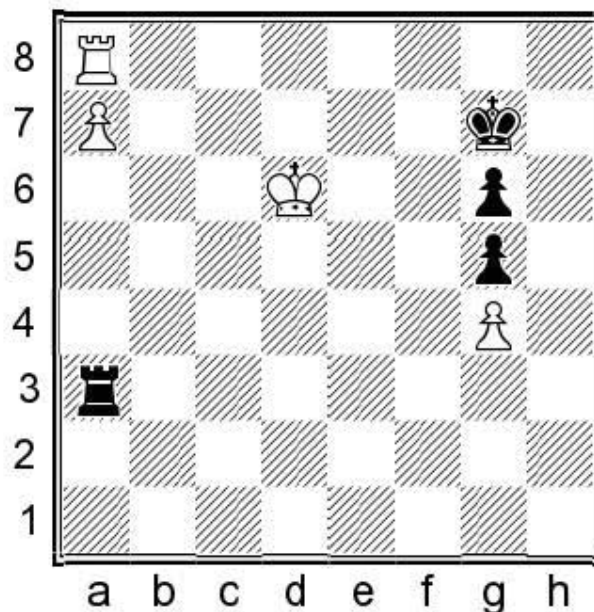
**Tolnai-Adorjan**

Budapest Hungarian Championship-1992

**33...Nxb2! 34.Nxb2 Rc2+ 35.Kf3**

The main point is 35.Rd2 Rxd2+ 36.Kxd2 bxa3, and against a rook pawn on the third rank, the knight on b2 is the worst defender. It cannot stop the pawn while it is in the way of its king ( **Pattern 73**): 37.Kc2 a2.

**35...Rxb2-+**



232

*Black to move*

What do you think of 52...Kf7 ?

## SOLUTION

**Ivanchuk-Anand**

Linares (analysis)-2009

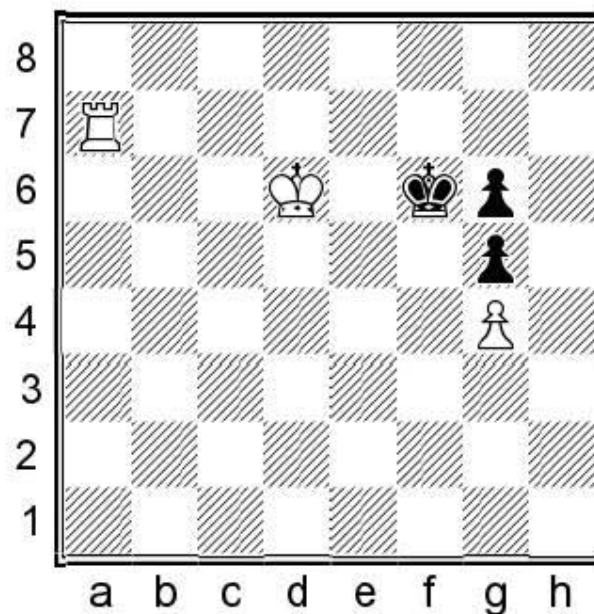
**52...Kf7**

This seems like a colossal blunder. However, there is nothing to worry about. Stalemate saves Black in the defence against the trick from **Pattern 70**:

**53.Rh8**

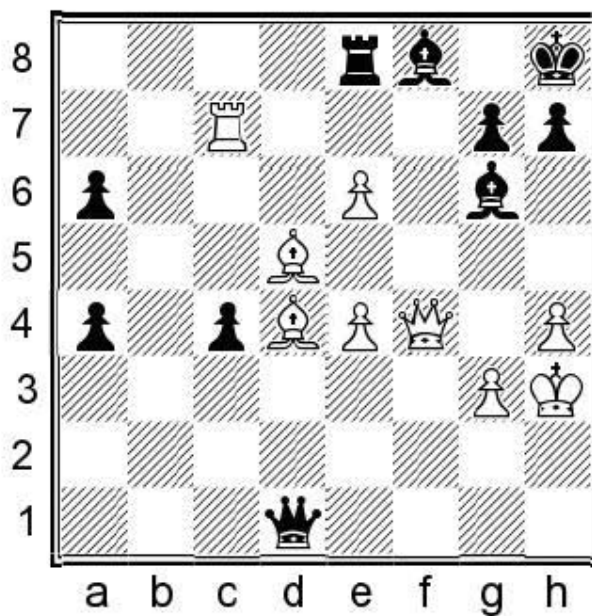
53.Kc5 Kg7! 54.Kb6 Rb3+ is a theoretical draw.

**53...Rxa7 54.Rh7+ Kf6 55.Rxa7**



And there it is: stalemate.





233

*White to move*

### SOLUTION

**Kutsyk-Solodovnichenko**

Ukraine tt-1998

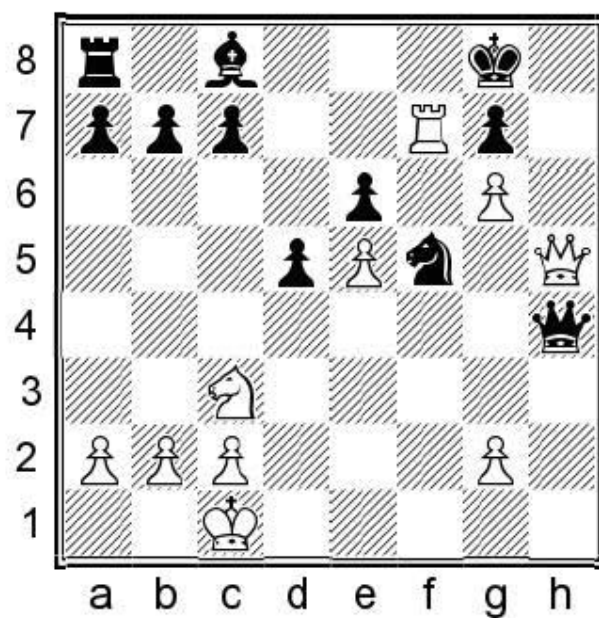
**33.Qxf8+! Rxf8 34.Bxg7+ Kg8 35.e7+ Kxg7 36.e8Q+**

The second consecutive discovered check – **Pattern 67** (see also Exercise 219).

**36...Bf7 37.Qe5+**

37.Rxf7+ leads to a faster checkmate.

**37...Kg8 38.Qg5+ Kh8 39.Qf6+ 1-0**



234

*White to move*

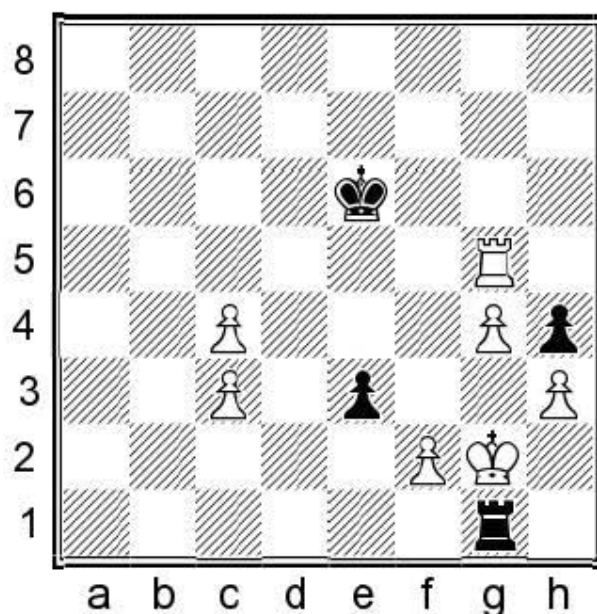
### SOLUTION

**Hector-So**

Malmö (analysis)-2011

**24.Qh7+! Qxh7 25.Rf8+! Kxf8 26.gxh7**

White will get a new queen on the next turn. **Pattern 65.**



235

*White to move*

56.Kxg1, yes or no?

### SOLUTION

**Nunn-Hebden**

Katerini Senior World Championship-2014

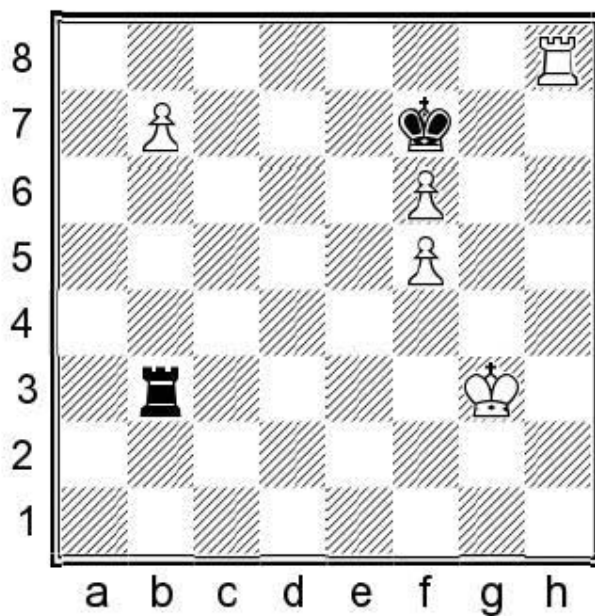
**56.Kxg1**

56.Kf3 exf2 57.Kxf2 Rg3 58.c5 leads to a winning rook endgame, but the text makes it much easier for White.

**56...e2 57.Re5+! 1-0**

This defence, also used by Loman in his simultaneous game against Lasker, London 1903 (see 100 Tactical Patterns You Must Know, **Pattern 65**), wins on the spot.

The e-pawn will not promote: 57...Kxe5 58.f4+! Ke4 59.Kf2 Kd3 60.Ke1!+-.



236

*White to move*

Find the worst move for White.

### SOLUTION

**Iturrizaga Bonelli-van Foreest**  
Aimchess Rapid-2023

**63.Kf4??**

The game continued 63.Kg4 Rb4+ 64.Kf3 Rb3+ 65.Ke2 Rb2+ 66.Kd3 Rb3+ 67.Kc4 and here Black resigned.

**63...Rxb7!**

The stalemate defence against the skewer from **Pattern 71**.

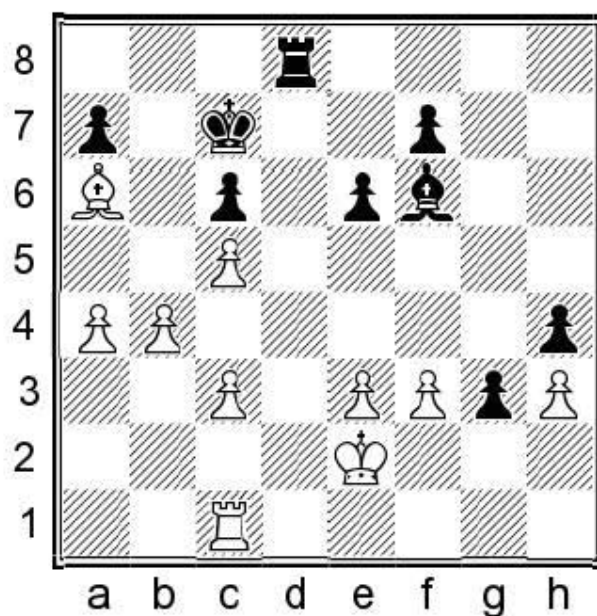
**64.Rh7+**

64.Kg5 Rb1 is a theoretical draw.

**64...Kxf6 65.Rxb7**

Stalemate.





237

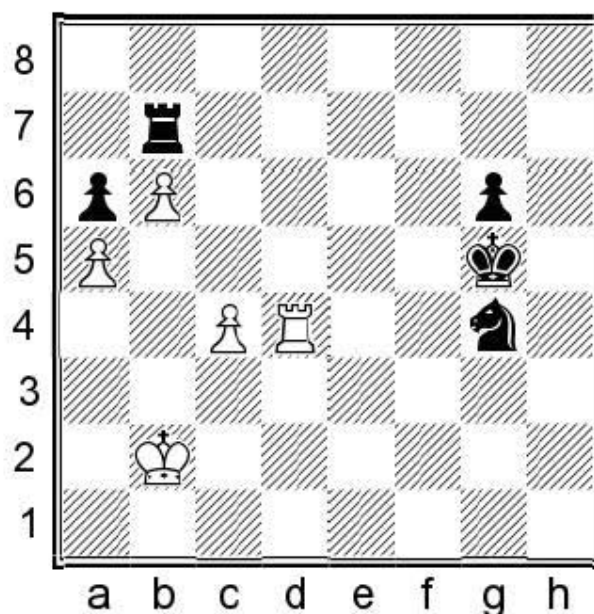
*Black to move*

### SOLUTION

**Soors-Steinn Gretarsson**  
Reykjavik (analysis)-2014

**29...Bxc3! 30.Rxc3 Rd1! 31.Kxd1 g2**

After luring away both the rook and the king, it is time to advance the pawn. White cannot stop Black from queening since the king interferes with his rook on the back rank ( **Pattern 70**).



238

*White to move*

### SOLUTION

**Psakhis-Vyzhmanavin**

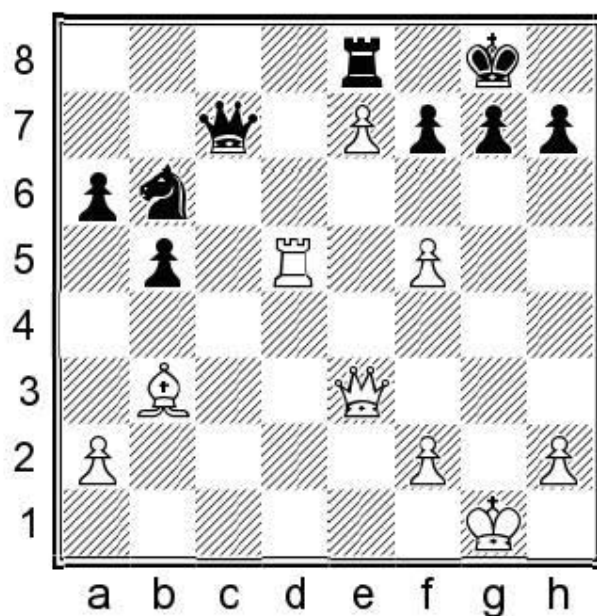
Moscow-1981

**51.Rxg4+! 1-0**

Black resigned as the two pawns outperform the rook ( **Pattern 72**):

51... Kxg4 52.c5 Kf5 53.c6 Rb8 54.c7 Rc8 55.b7 Rxc7 56.b8Q+-.

In case of 51.c5 Ne5 52.Rd5 Kf4 53.Rxe5 Kxe5 54.c6, the black king is one square closer to the white pawns compared to the main line. This one tempo is crucial, because it allows Black to get away with a draw: 54...Rxb6+! 55.axb6 Kd6 56.c7! ( 56.b7 Kc7 and Black even wins) 56...Kd7 57.Kc3 g5 58.Kb4 and now a kings' dance holds the delicate balance: 58...Kc8! 59.Kc5 Kd7! 60.Kb4! Kc8.



239

*White to move*

### SOLUTION

**Mikenas-Maroczy**

**Folkestone Olympiad-1933**

**30.Rd8! Qc6**

The game continued 30...Rxd8 31.e8Q+ 1-0 – **Pattern 67.**

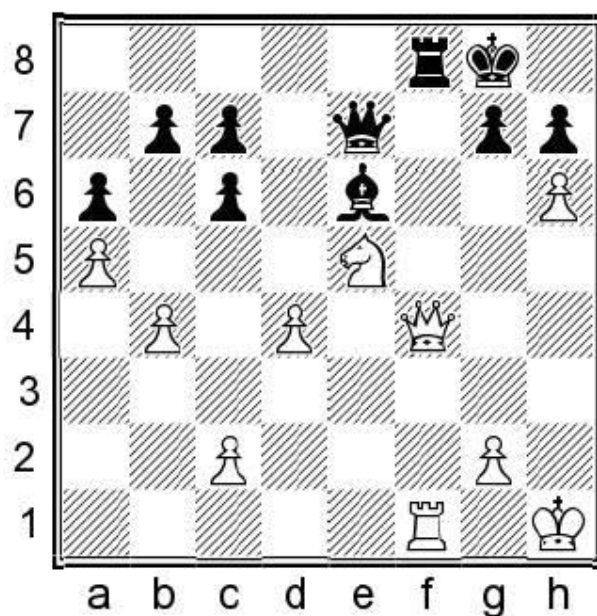
**31.Rxe8+**

White has several ways to decide the game; for example, Qxb6 either now or on the next move, but the text is the most convincing.

**31...Qxe8 32.Bxf7+!! Kxf7**

**32...Qxf7 33.e8Q+.**

**33.Qe6#**



240

*White to move*

### SOLUTION

**Jue-Bhakti**

Manila Asian Women's Championship-2013

**30.Ng6! hxg6**

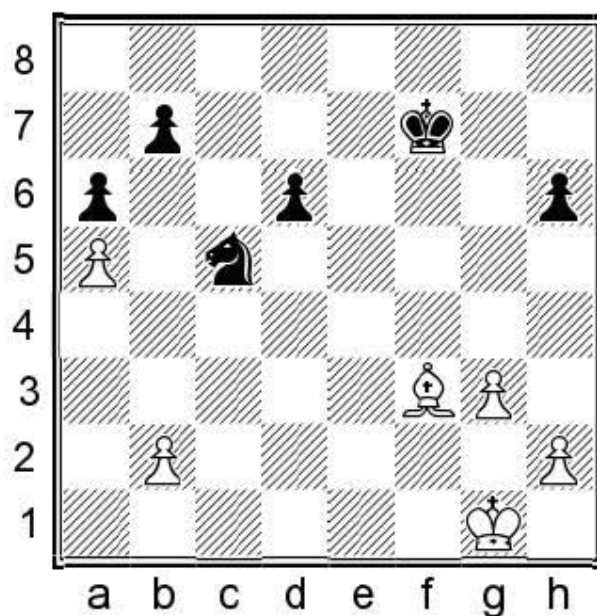
30...Rxf4 loses to 31.Nxe7+ Kf7 32.Rxf4+ Kxe7 33.hxg7.

**31.Qxf8+! 1-0**

31...Qxf8 32.Rxf8+ ( 32.h7+ wins as well) 32...Kxf8 33.h7 and White promotes ( **Pattern 65**).

31.h7+? Kxh7 32.Qxf8 Qh4+ 33.Kg1 Qxd4+ and Black is still alive.





241

*White to move*

### SOLUTION

**Tal-Murey**  
Tel Aviv-1990

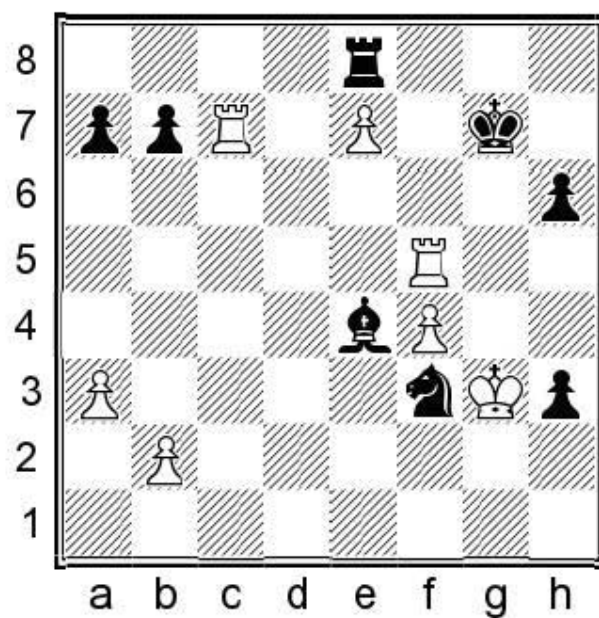
**39.b4 Nd3 40.b5!**

40.Bxb7 Nxb4 is nothing special.

**40...axb5**

40...Nc5 41.Bxb7! Nxb7 ( 41...axb5 42.a6 ) 42.bxa6 – the clumsy knight from **Pattern 73**.

**41.Bxb7 Nc5 42.a6 Nxa6 43.Bxa6+-**



242

*White to move*

### SOLUTION

**Schabe-Thielicke**

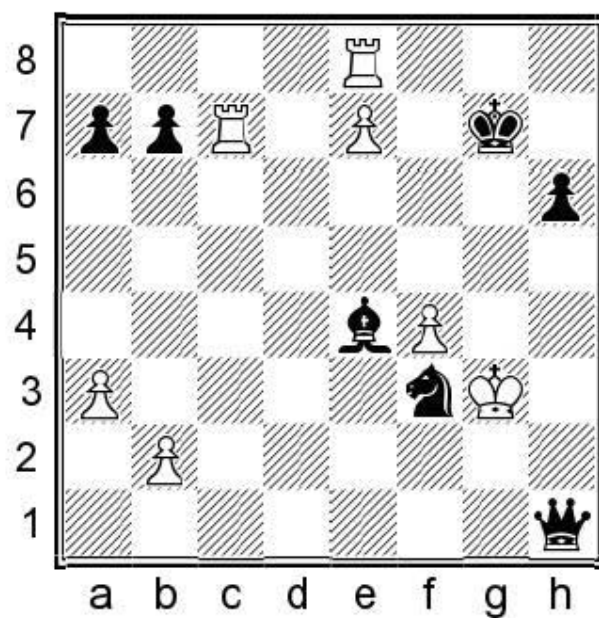
Germany tt U20-2011/12

**37.Rf8!**

Luring away the rook.

**37...Rxf8**

• 37...h2 was more challenging: 38.Rxe8! ( 38.Kg2? Ng5+ 39.Kxh2 Rxe7 40.Rxe7+ Kxf8μ ) 38...h1Q

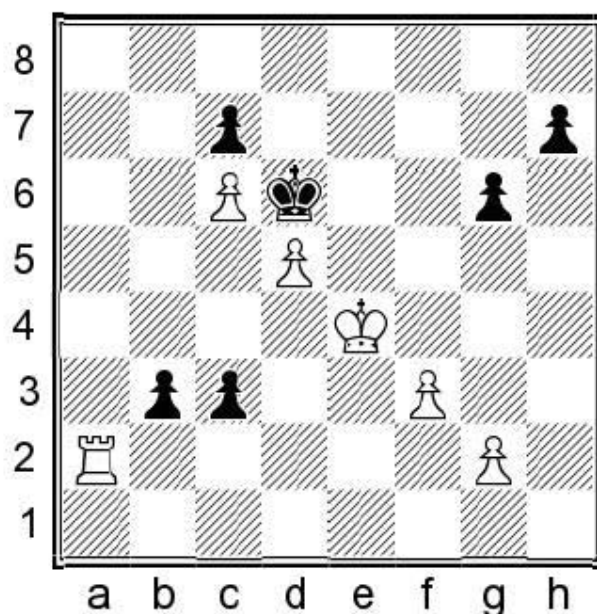


39.Rg8+! Kf6 40.Rf8+! followed by promotion with check and mate follows;

• 37...Rxe7 38.Rxe7+ Kxf8 39.Rxe4 h2 40.Kg2, stopping the h-pawn.

**38.e8Q+ 1-0**

**Pattern 67.**



243

*White to move*

### SOLUTION

**Hartmann-Rädisch**  
correspondence game-1987

Not always do two pawns on the sixth rank against a rook guarantee a winning advantage ( **Pattern 72**). White resigned here, but in fact, he can defend and is winning!

**1.Re2!**

1.Ra1 also wins, but it is more cumbersome since White can immediately move his rook to the e-file. 1...b2 ( 1...Kc5 2.Kd3 ) 2.Re1 c2 ( 2...Kc5 3.Kd3 ) 3.Kd4 and 4.Re6# next move.

**1...c2**

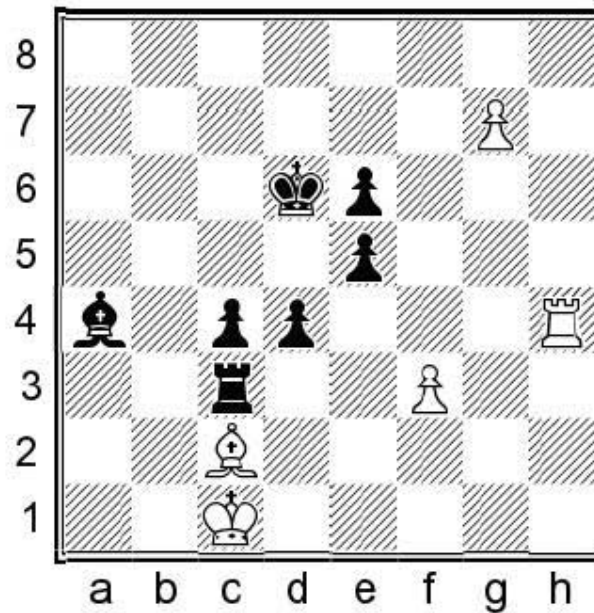
Again, if 1...Kc5, 2.Kd3 wins.

**2.Kd4**

The black king is caught in a mating net.



2...c1Q 3.Re6#



244

*Black to move*

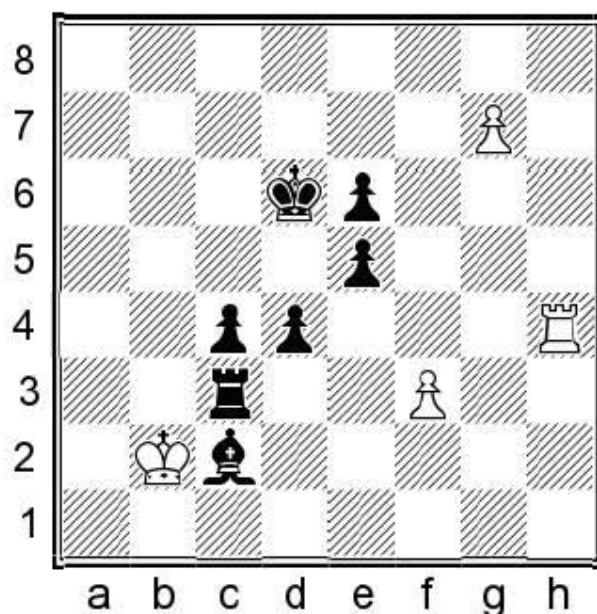
### SOLUTION

**Silaghi-Calotescu**  
Romania tt-2001

**60...Rxc2+!**

60...Bxc2? 61.Kd2! ( 61.g8Q?? Bh7+ is the idea behind 60...Bxc2) and Black cannot stop White from queening.

Note that Black can miraculously save herself after 61.Kb2?

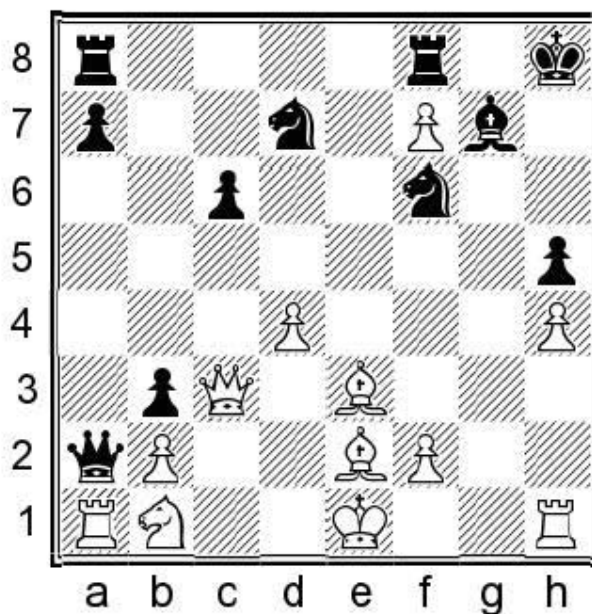


61...Be4!! and White cannot escape perpetual check: 62.g8Q ( 62.fxe4? Rg3 ) 62...Rc2+! 63.Ka1 Rc1+ 64.Ka2 Rc2+ 65.Ka3 Rc3+ 66.Kb4 Rb3+! 67.Ka5 ( 67.Ka4 Bc6+ 68.Ka5 Ra3+ draws in similar fashion to 67.Ka5; but not 67.Kxc4? Bd5 checkmate!) 67...Ra3+ 68.Kb6 Rb3+ 69.Ka7 Ra3+, and the white king cannot get away on account of 70.Kb8? Ra8+ and Black wins.

**61.Kb1 Rg2 62.Rg4**

Interposing the rook between the attacking rook and the passed pawn ( **Pattern 69** ) seems to be bad news for Black, but here it is not. Black can defend!

**62...Bc2+! 63.Kc1 Rxg4 64.fxg4 Bh7 0-1**



245

*White to move*

### SOLUTION

**Velarde-Tisado**  
Mactan City-2021

The X-ray defence with 21.Qa5, played in the game, saved the rook, but White had a much better defence against the **Pattern 64** trick at his disposal:

**21.Rxa2! bxa2 22.0-0! a1Q 23.Na3**

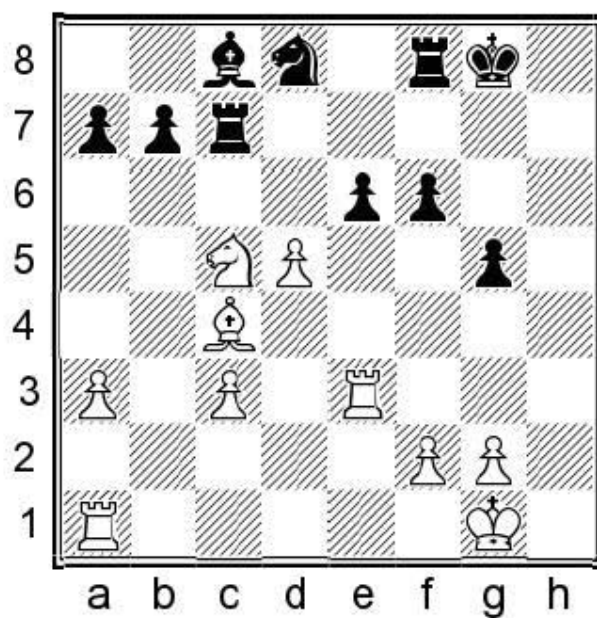
Attacking the queen in the corner with a discovered attack we know from **Pattern 58**.

**23...Qa2 24.Bc4 Nd5**

And now White can choose where to put his queen, the simplest being

**25.Qc1**

. The queen is trapped.



246

*White to move*

### SOLUTION

**Gelashvili-Pantsulaia**

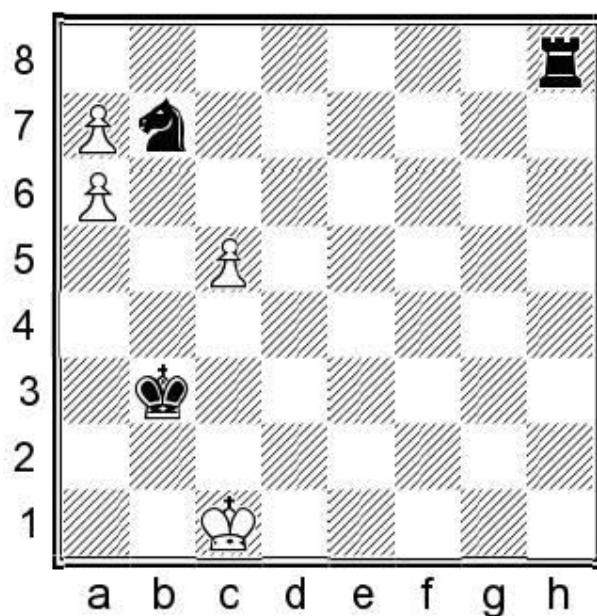
Tbilisi Georgian Championship-2007

**28.dxe6 Rxc5 29.e7+ Rxc4 30.e8Q!**

Of course! Thanks to the trick from **Pattern 67**, White not only wins the rook but also the knight.

**30...Rxe8 31.Rxe8+ Kf7 32.Rxd8±**





247

*White to move*

### SOLUTION

**Boyman-**  
Study,-2008

**4.a8Q!**

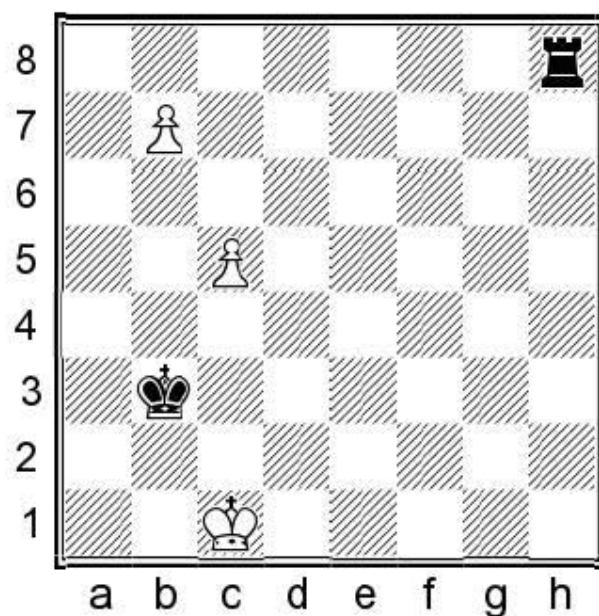
**Pattern 66.**

4.axb7? Kc3 and Black saves half a point. One sample line: 5.Kb1 Rh1+ 6.Ka2 Rh2+ 7.Ka3 Rh1 8.Ka4 Kc4 9.Ka5 Kxc5 10.Ka4 Kc4.

**4...Rxa8 5.axb7**

Because everything is with gain of tempo, Black has no time to set up the drawing mechanism we saw in the first comment.

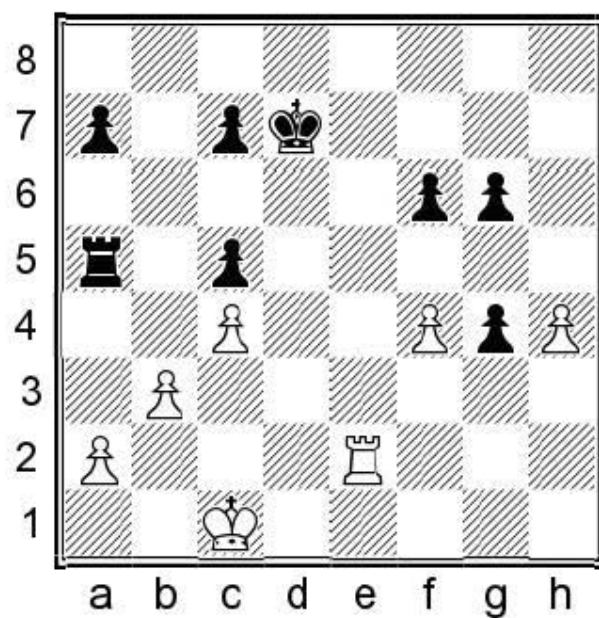
**5...Rh8**



### 6.Kd2!

And from **Pattern 72** we know that the two pawns are stronger than the rook.

6.c6 allows Black to get away with a draw similar to 4.axb7. I'll show you another line: 6...Kc3 7.Kd1 Kd3 8.Ke1 Ke3 9.Kf1 Kf3 10.Kg1 Rg8+ 11.Kh2 Rh8+ with a draw.



248

*White to move*

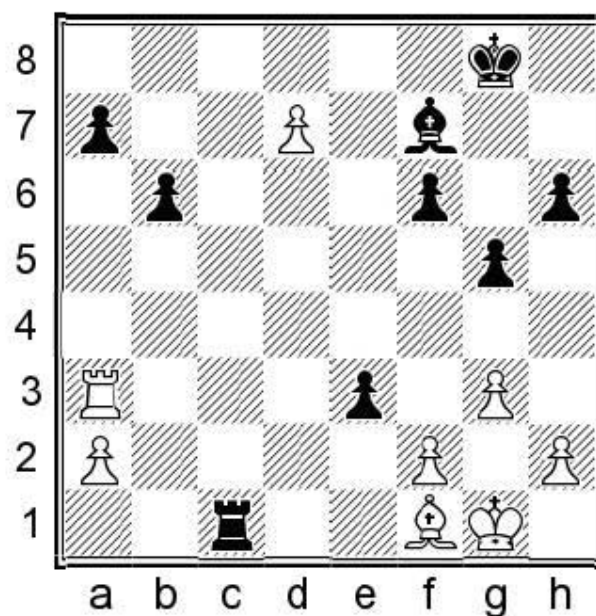
### SOLUTION

**Sevian-Xiong**

FTX Road to Miami rapid (analysis)-2022

**34.f5! gxf5 35.h5 Ra6 36.h6 Rb6 37.Re8! Kxe8 38.h7+-**

**Pattern 70.** See also Exercise 237 for the same motif.



249

*Black to move*

### SOLUTION

**Lutz-Castro**

Brasilia (adjusted)-2018

**40...e2**

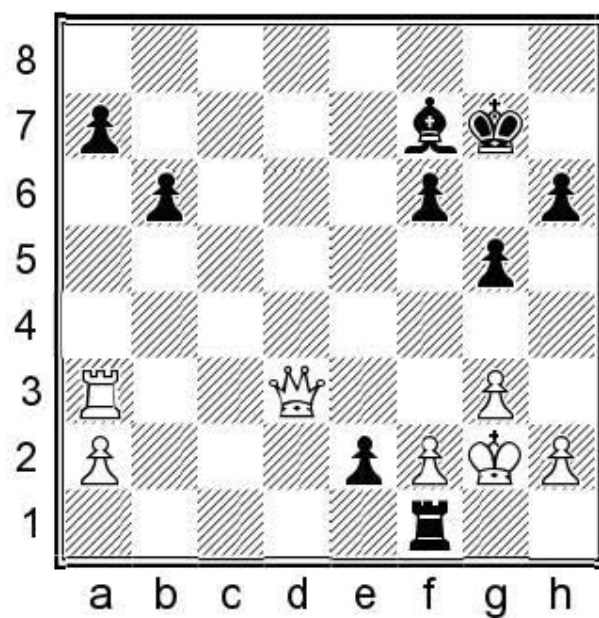
40...Rd1?? allows White to block the black rook from stopping the promotion of the d-pawn with 41.Rd3, as seen in **Pattern 69**.

**41.d8Q+ Kg7 42.Qd3 Rxf1+**

42...e1Q 43.Rxa7 is even.

**43.Kg2**





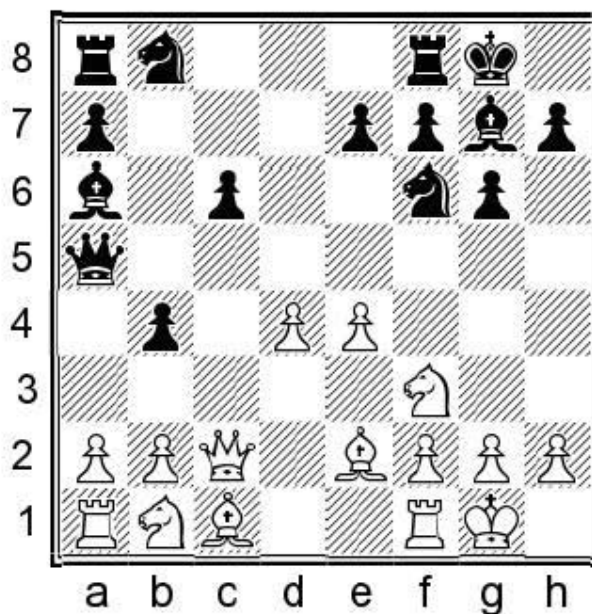
**43...e1N+**

The minor promotion, as seen in **Pattern 74**.

**44.Kxf1 Nxd3 45.Rxa7**μ

Black can play for a win.

Worse for White is 45.Rxd3? Bc4—+.



250

*Black to move*

Evaluate 12...b3.

### SOLUTION

**Blaho-Sulek**

Slovakia tt-2001/02

The trick from **Pattern 64** appears to be winning, but White can limit the damage:

**12...b3 13.Qc3!**

On 13.Qd1, 13...Qxa2! wins outright.

**13...Qxa2 14.Bxa6**

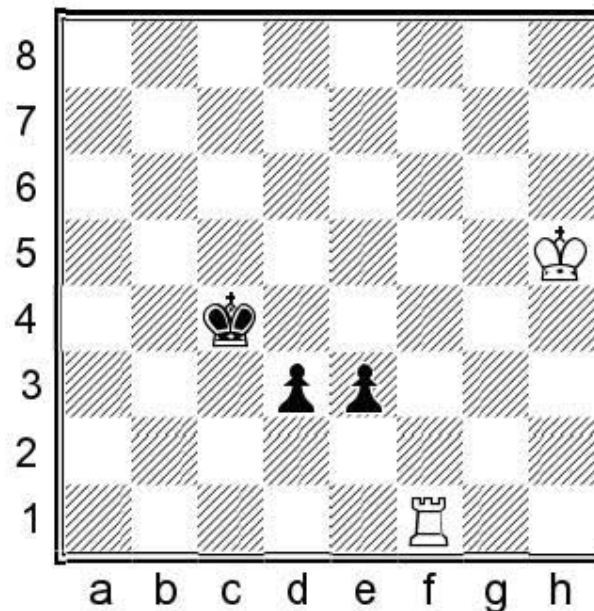
‘Winning’ the queen doesn’t do White any good: 14.Rxa2? bxa2 15.Bxa6 Nxa6 and the black a-pawn will promote on the next turn.

**14...Qxa1**

The game continued 14...Nxa6 15.Qa5! (X-ray defending the rook – the critical point behind 13.Qc3) 15...Qxa5 16.Rxa5. The position is more or less equal, though White managed to win the game.

**15.Bb7 Qxb1 16.Bxa8 Qxe4 17.Qxb3**

Black is only slightly better with the extra pawn, as White has the pair of bishops.



251

*White to move*

**SOLUTION**

**Prokes-  
Study,-1939**

As seen in Exercise 243, the rook does not always lose against the two pawns. Here, White can make a draw by setting up a clever cooperation between the king and rook.

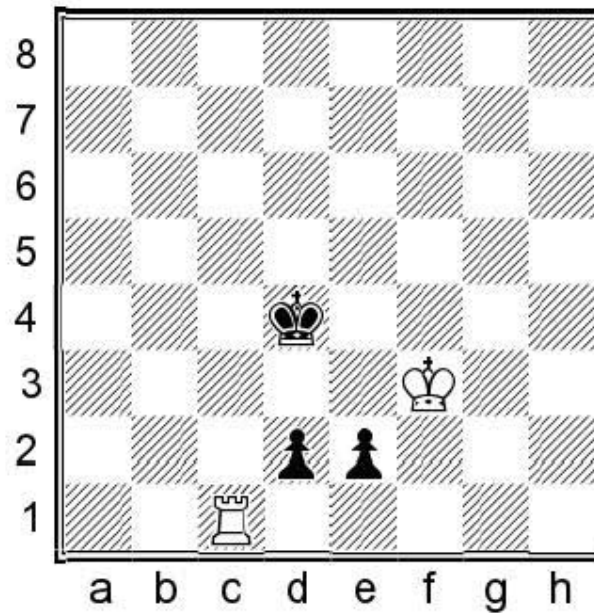
**1.Kg4 e2**

1...d2 2.Kf3 Kd3 3.Ra1 e2 4.Ra3+ Kc2 5.Ra2+ Kc1 6.Ra1+ Kb2  
7.Kxe2 is also a draw.

**2.Rc1+ Kd4**

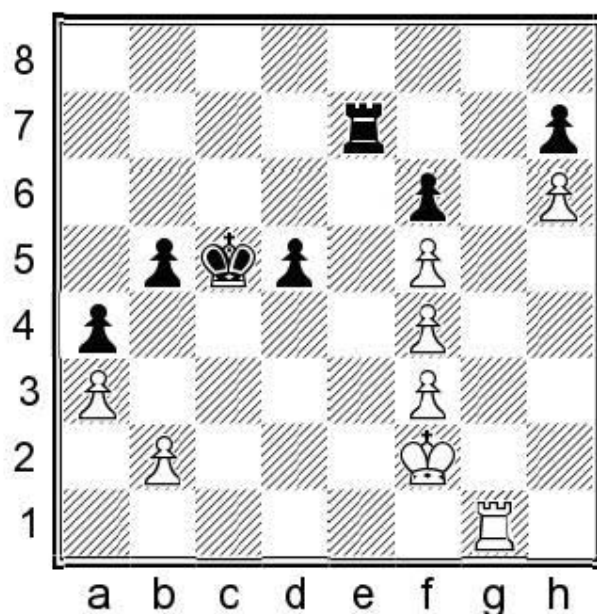
2...Kb3 3.Kf3 d2 4.Rb1+ Kc2 5.Kxe2=.

**3.Kf3 d2**



**4.Rc4+! Kd3 5.Rd4+ Kxd4 6.Kxe2 Kc3 7.Kd1 Kd3**  
Stalemate.





252

*White to move*

### SOLUTION

**Aronian-Dominguez Perez**

St Louis-2023

**44.Rg7!**

White played 44.Rg6, which is the right idea but the wrong implementation. Of course, after 44...hxg6 45.fxg6 the two pawns on the sixth rank are stronger than the rook ( **Pattern 72**), and 44...Rf7 45.Rg7 is also winning for White.

However, Black can hold the position by playing actively: 44...Kc4! 45.Rxf6 ( 45.Rg7 Re8 46.Rxh7 Kb3) 45...Rb7 (45...Kb3? 46.Rb6) 46.Re6 Kb3 and Black managed to keep the draw.

**44...Kd6**

And only now,

**45.Rg6!**

yields White a winning advantage. Compared to the game, the black king is on d6 instead of c5, which means that Black misses a crucial tempo, for example:

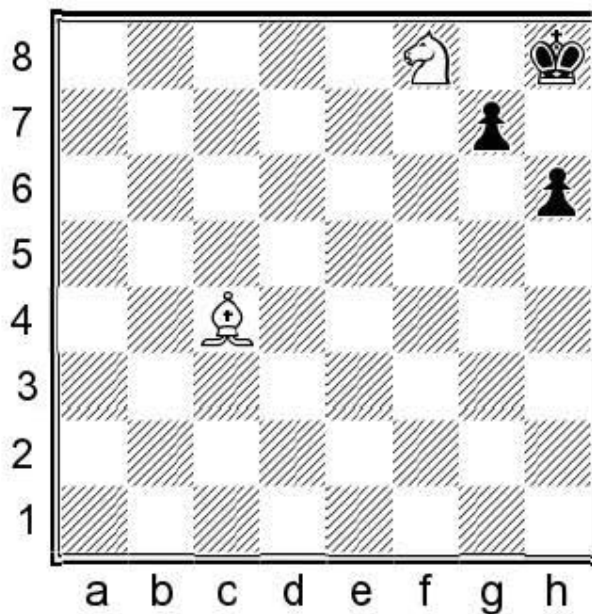
**45...Kc5**

**45...Rf7 46.Ke3!.**

**46.Rxf6 Kc4 47.Rb6+-**

# Chapter 8

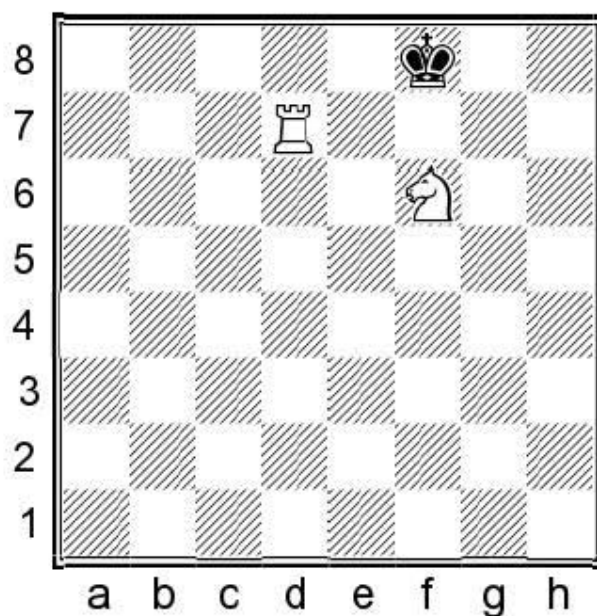
## Drawing weapons



### 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.

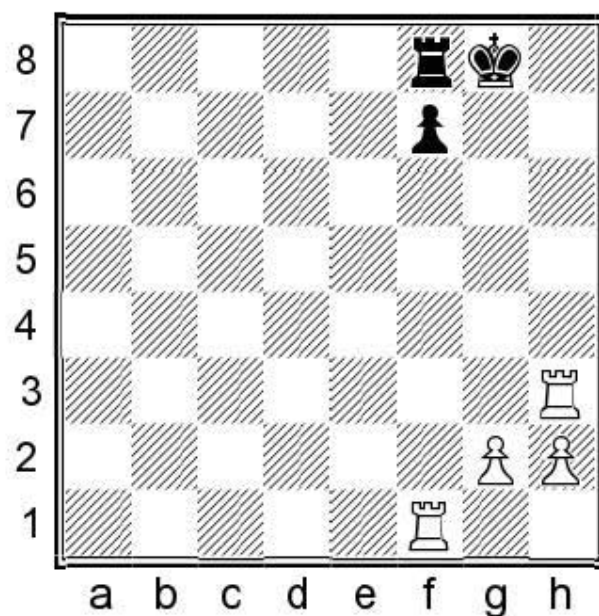


### 76. Nimzowitsch's perpetual mobile

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.

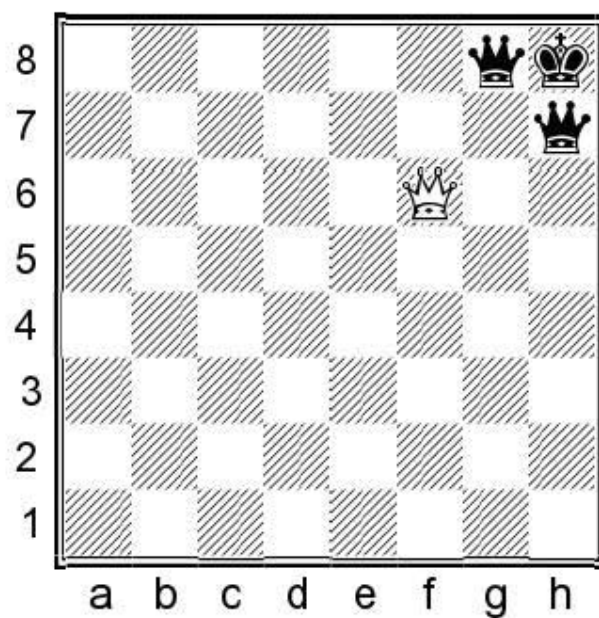




## 77. A rook's perpetual

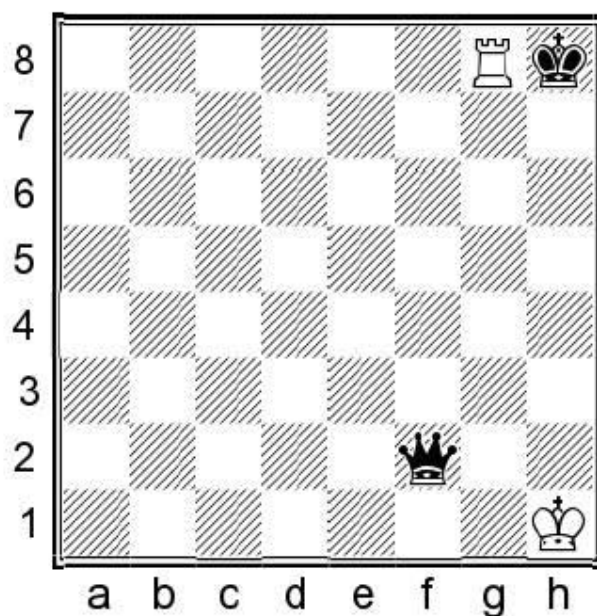
Rh3-g3-h3+ is perpetual check.

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

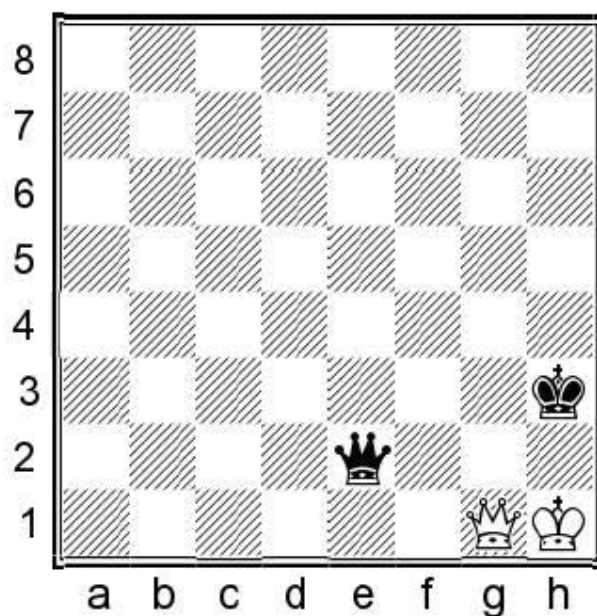
Despite having an extra queen, Black cannot avoid perpetual check. Every time one of the black queens block a check, it blocks the king's escape. For example, 1...Qhg7 2.Qh4+ Q8h7 3.Qd8+ Qgg8 4.Qf6+.



## 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.



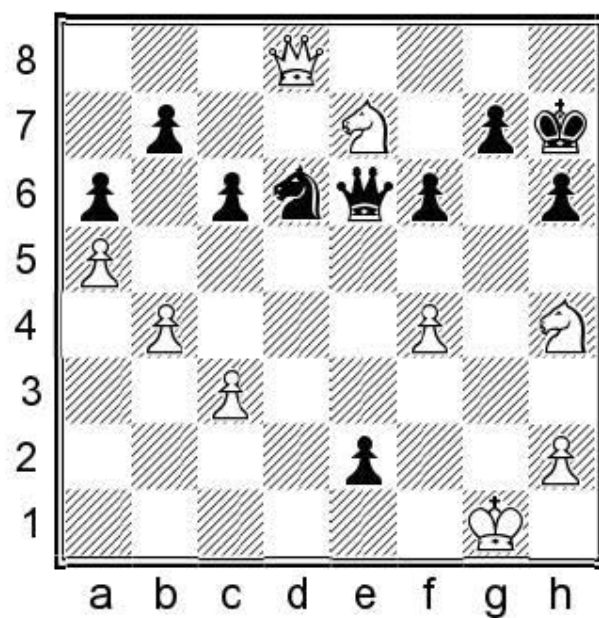
## 80. Creating stalemate in a K versus Q situation

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.

## Drawing weapons - Exercises





253

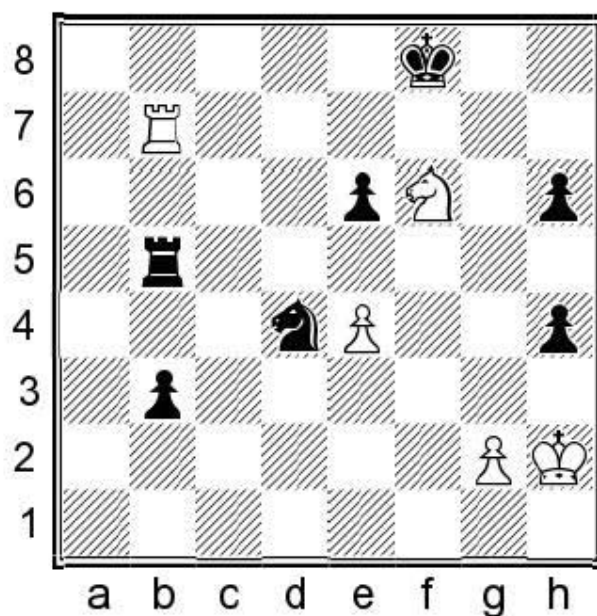
*White to move*

SOLUTION

**Zelbel-Friedrich**

**Erfurt (adjusted)-2016**

**38.Qh8+! Kxh8 39.Nhg6+ Kh7 40.Nf8+ Kh8 41.Nfg6+  
Draw – Pattern 75.**



254

*White to move*

### SOLUTION

**Abdumalik-Khademalsharieh**

Gelfand Challenge rapid (adjusted)-2021

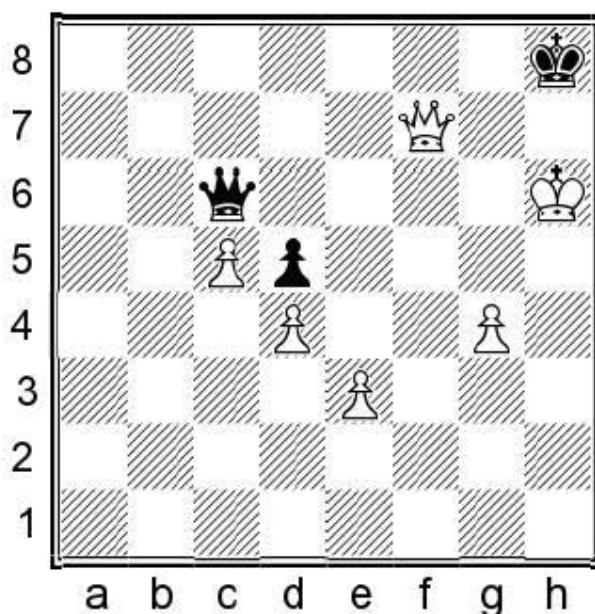
**45.Rd7!**

White sets up the drawing mechanism from **Pattern 76**. Putting the rook on d7 means that the black king cannot escape to the queenside. Perpetual check is inevitable.

45.Nh7+? Ke8 46.Nf6+ Kd8 shows why White has to start with 45.Rd7: 47.Rd7+ Kc8 48.Rxd4 b2-+.

**45...b2 46.Nh7+ Kg8 47.Nf6+=**

And the king must go back to f8, as 47...Kh8 fails to 48.Rh7#.



255

*White to move*

### SOLUTION

**Zachariassen-Andreasen**  
Copenhagen-1994

The players agreed to a draw, probably assuming that Black could force stalemate. In case of 66.Kh5 or 66.Kg5, they are right, as after 66...Qg6+ White has no choice but to capture the queen. However, the other alternative wins:

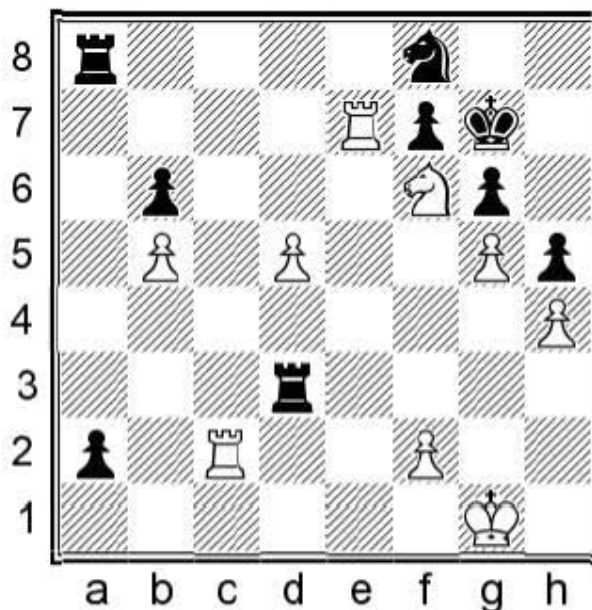
**66.Qg6!**

With the queen on g6 instead of f7, again there is a stalemate pattern; the only difference now is that Black cannot get rid of his queen in a forcing way.

**66...Qe6**

The best attempt. If White captures the queen, it is stalemate again (**Pattern 80**). However, White is not obliged to capture the black

queen and has sufficient waiting moves, like for example 67.e4 or 67.Kh5. With 67.e4, White loosens the d-pawn, eliminating stalemate tricks. After 67.Kh5, with 67...Qf7, Black again has a creative way to sacrifice his queen, hoping for stalemate, but White ignores it: 68.c6 and Black no longer has a 'kamikaze' queen.



256

*White to move*

### SOLUTION

**Carlsen-Nepomniachtchi**

Dubai World Championship match (the current position was inspired by this game)-2021

**32.Rxf7+! Kxf7 33.Rc7+ Nd7 34.Rxd7+ Kf8**

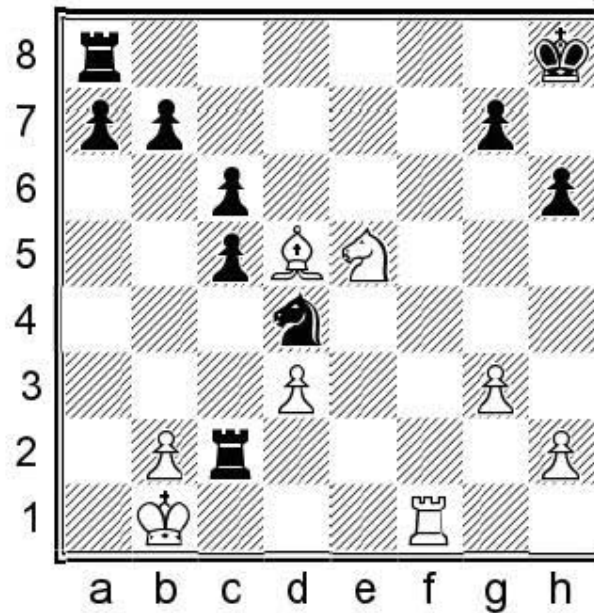
With the rook on d7 and knight on f6, White has everything he needs to deliver a perpetual check ( **Pattern 76**):

**35.Nh7+ Ke8**

35... Kg8 36.Nf6+ Kf8= ( 36...Kh8?? 37.Rh7# ).



36.Nf6+ ½-½



257

*White to move*

### SOLUTION

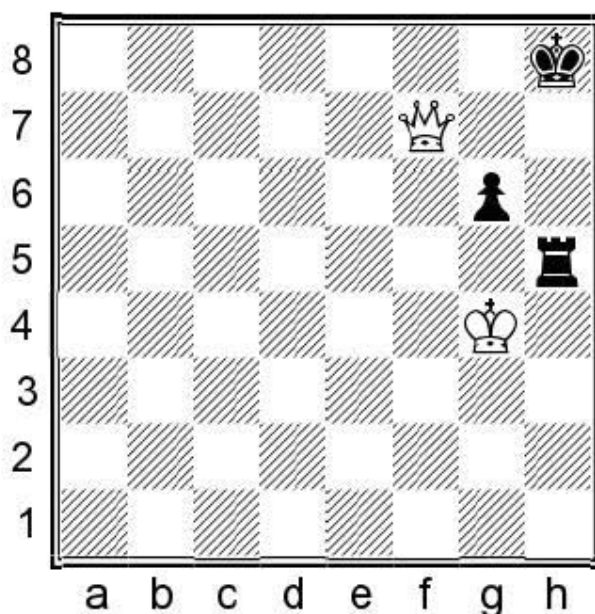
**Hania-de Zeeuw**  
Netherlands tt-1993

**23.Rf8+!**

Forcing the drawing mechanism from **Pattern 75**.

**23...Rxf8 24.Ng6+ Kh7 ½-½**

25.Nxf8+ Kh8 26.Ng6+ etcetera.



258

*Black to move*

### SOLUTION

**Zaric-Feher**

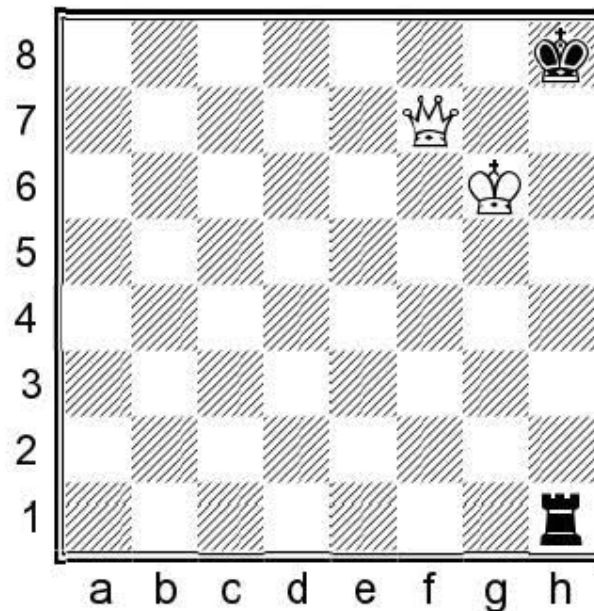
Yugoslavia tt-1994

If Black can get rid of his rook and pawn, the stalemate from **Pattern 80** appears. This is easier said than done, because after, for example, 66...Rh4+ 67.Kxh4 g5+, White is in no way forced to capture the pawn. However, Black has a smarter way to force a draw:

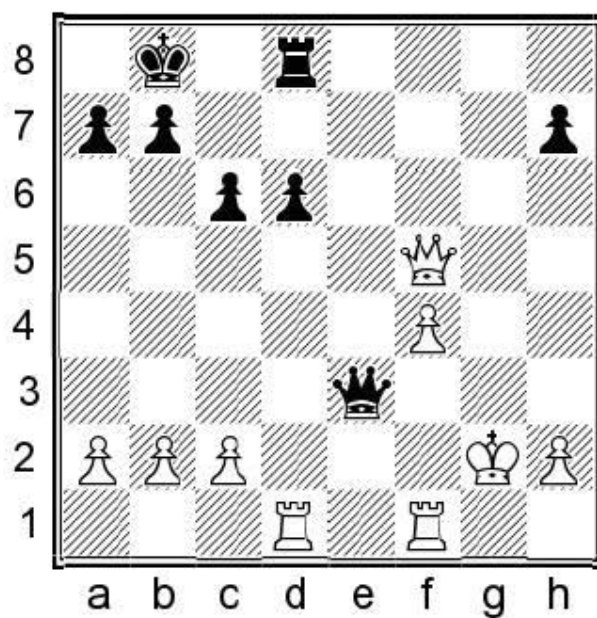
**66...Rg5+!**

If White takes the rook, Black still has a pawn, but one that cannot move: it is stalemate! If White lifts the check by going to the f-file, 67... Rf5+ wins the queen, while if the king goes to the h-file, Black checks on the h-file.

The game continued 66...Rh1 67.Kg5 (a winning line is 67.Qe8+ Kg7 68.Qd7+ and White starts his staircase manoeuvre, known from **Pattern 89**. 68...Kh6 ( 68...Kf8 69.Qc8+ Kg7 70.Qb7+- ) 69.Qd4 Kh7 70.Qa7+ Kh6 71.Qa8 Rg1+ 72.Kh4 etcetera) 67...Rg1+ ( 67...Rh5!= ) 68.Kh6 ( 68.Kh4+- ) 68...Rh1+ 69.Kxg6.



And now Black still gets his rampant rook ( **Pattern 79**)! 69...Rg1+ 70.Kh5 Rh1+ 71.Kg4 Rg1+ 72.Kh3 Rh1+ 73.Kg2 Rg1+ ½-½. By the way, like the text, 66...Rf5 also draws. If White plays 67.Qxg6, Black has a rampant rook with 67...Rf4+, while if White does not capture the pawn, Black has a fortress.



259

*Black to move*

### SOLUTION

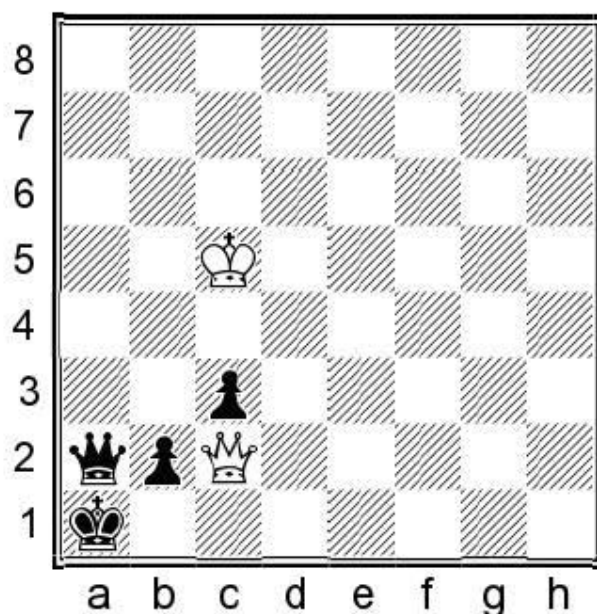
**Quang Liem-So**  
St Louis blitz-2021

**25...Rg8+ 26.Kh1 Rg1+!**

Black lures away the rook so the black queen can deliver perpetual check ( **Pattern 78**).

**27.Rxg1 Qf3+ 28.Rg2 Qxd1+ 29.Rg1 Qf3+ 30.Rg2 Qd1+ 31.Rg1 Qf3+ ½-½**





260

*Black to move*

88...b1Q, yes or no?

### SOLUTION

**Hausen-Trinkl**

**Leimen-2001**

**88...b1Q?**

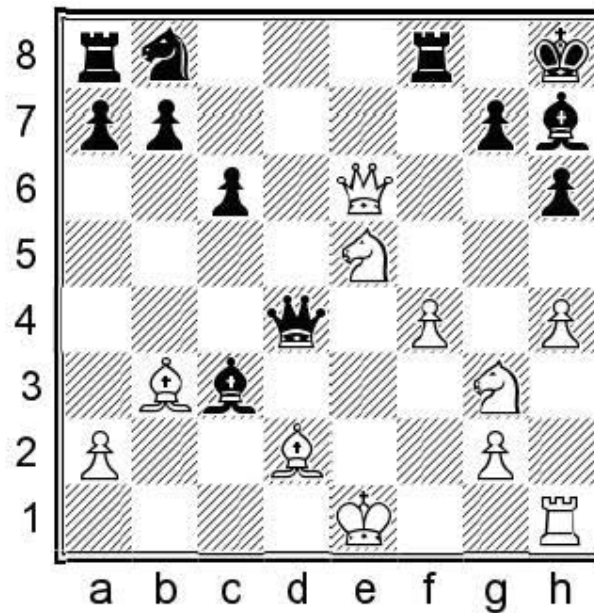
Black is very close to a win, only to throw it away at the final stage. There were many ways to win; for example, 88...Qa3+! / 88...Qa5+ 89.Kc4 b1Q, or even 88...b1N. This is a minor promotion to escape perpetual check instead of avoiding stalemate like in **Pattern 81**.

**89.Qxc3+**

Now White escapes with the drawing mechanism seen in **Pattern 78**. Every time one of the queens interposes, it blocks the escape for the king.

**89...Qab2 90.Qa5+ Q2a2 ½-½**

90...Q1a2 91.Qe1+ Qbb1 92.Qc3+ Qab2 93.Qa5+, etcetera.



261

*White to move*

### SOLUTION

**Barthel-Vidonyak**  
Böblingen-1996

**19.Qg8+**

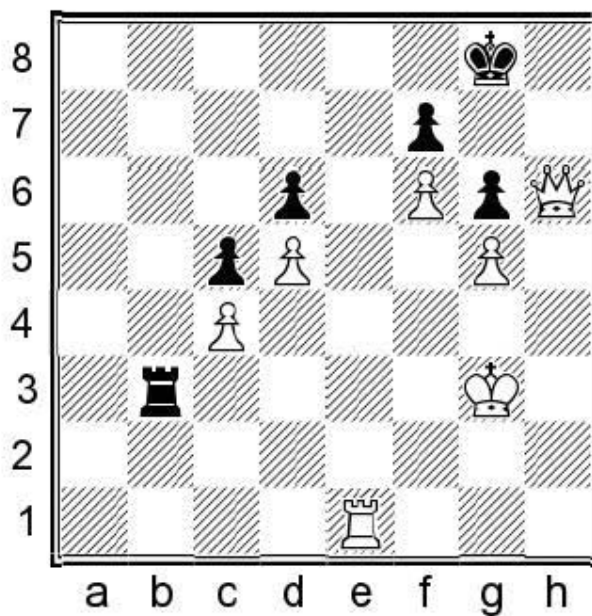
Luring away the bishop so White can set the drawing mechanism from **Pattern 75** into motion.

19.Nf7+ Rxf7 20.Qe8+ Bg8-+.

**19...Bxg8**

19...Rxf7? 20.Nf7#.

**20.Ng6+ Kh7 21.Nxf8+ Kh8 22.Ng6+ ½-½**



262

*White to move*

### SOLUTION

**I'Ami-Smeets**

Chess.com blitz match (analysis)-2014

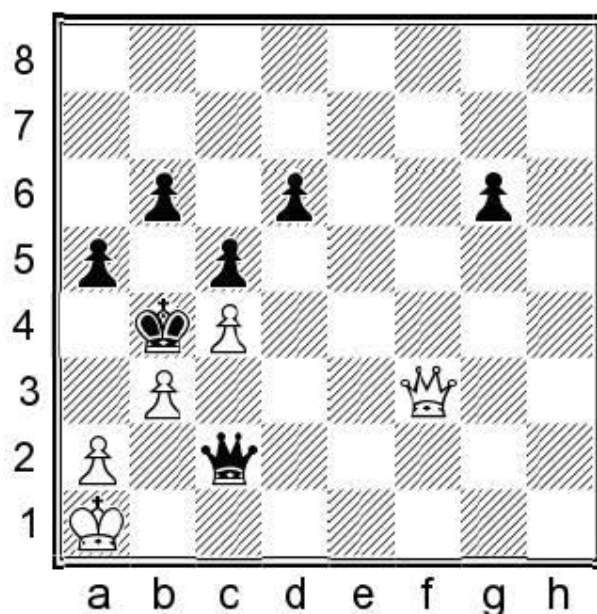
**48.Kh2!**

The mistaken 48.Kg2? allows Black to get a rampant rook ( **Pattern 79**); for example, 48...Rg3+ 49.Kh2 ( 49.Kf2 Rf3+ 50.Ke2 Re3+ 51.Kd2 Rd3+ etcetera) 49...Rg2+ 50.Kh1 Rg1+!.

**48...Rb2+ 49.Kh1 Rh2+ 50.Qxh2**

Avoiding the stalemate.

**50...Kf8 51.Qh8#**



263

*White to move*

How do you evaluate this position?

### SOLUTION

**Kozak-Andrejchuk**

Kiev Ukrainian Championship U16 semifinal-2005

You should always hear an alarm bell ringing with a queen on c2 taking away all the squares from the cornered king (think of **Pattern 80**). If White's remaining pieces are off the board, it is stalemate!

**69.a3+ Kxa3 70.b4+ Kxb4?**

Too greedy. Black must leave the b4-pawn so White no longer has any stalemate tricks!

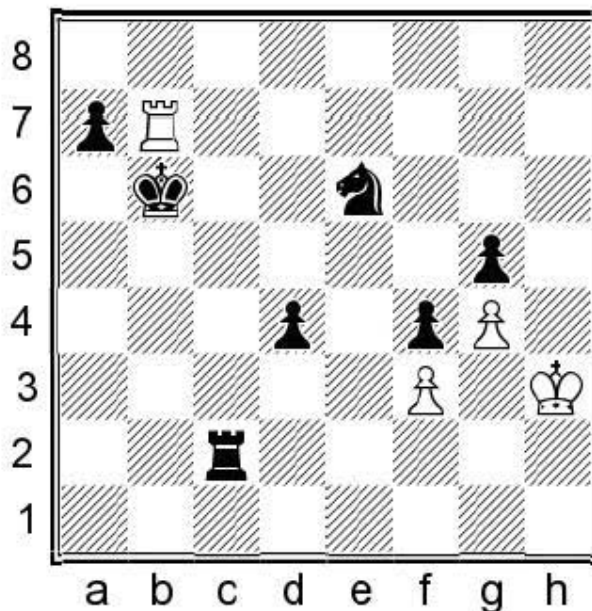
• 70...Ka4 71.Qc6+ ( 71.bxa5 Qc1+! ) 71...Kb3 72.Qf3+ Qc3+ wins;

• 70...Qb3 is best, and wins easily.

**71.Qb3+!** ½-½



Sacrificing the queen in order to get stalemated.



264

*Black to move*

### SOLUTION

**van Foreest-Radjabov**

Carlsen Invitational rapid-2021

**53...Kc5!**

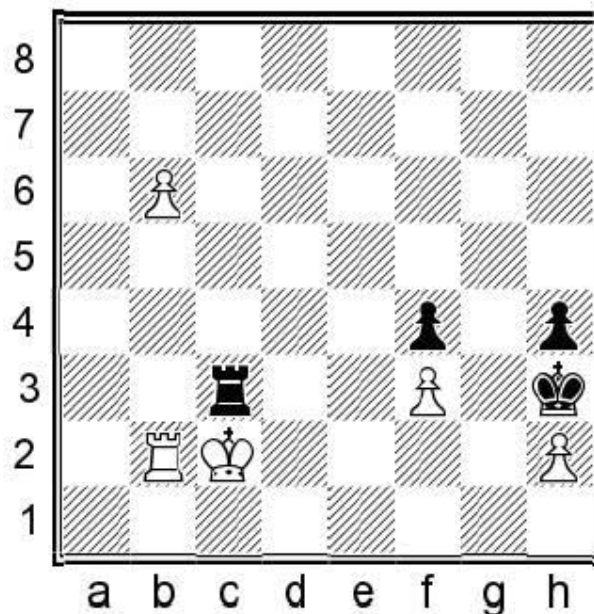
With a few seconds on his clock, Black played 53...Kc5? and let White escape with a draw. He has a rampant rook ( **Pattern 79**): 54.Rb5+ Ka4 55.Rb4+ Ka3 56.Rb3+ Kxb3 ½-½.

**54.Rb5+**

54.Rc7+ wins a rook, but after 54...Kb4 55.Rxc2 ( 55.Rb7+ Kc3 56.Rb3+ transposes to the text) there is no stalemate anymore: 55...d3 56.Rd2 Kc3—+.

**54...Kc4 55.Rb4+ Kc3 56.Rb3+ Kd2 57.Rd3+ Ke2**

That's it. There is no point in sacrificing the rook now, because the second rank is available again for the white king. Down a knight and two pawns, White is completely lost.



265

*White to move*

A rampant rook, yes or no?

### SOLUTION

**Aronian-Karjakin**

Wijk aan Zee (analysis)-2014

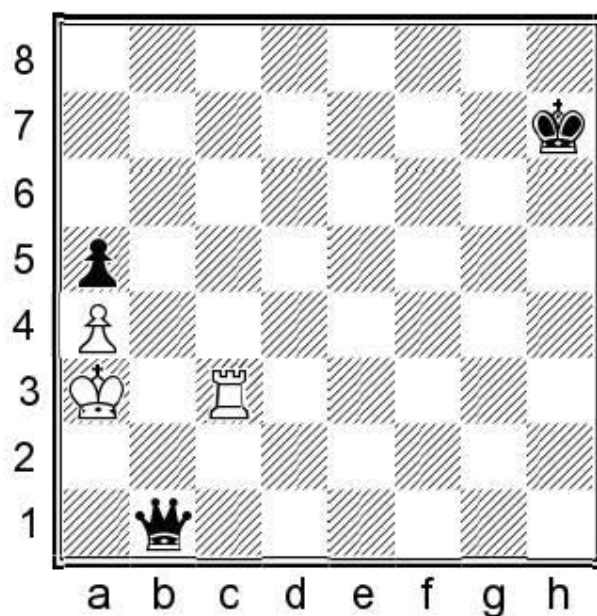
White can escape the rampant rook ( **Pattern 79**):

**58.Kd2 Rd3+ 59.Ke2 Re3+ 60.Kf2**

60.Kf1? Re1+ 61.Kf2 Rg1! 62.Rb4 Rg2+ 63.Kf1 Rb2! is a draw.

**60...Rxf3+ 61.Kg1**

And because the rook has captured the white pawn, Black's own pawn can move again if he sacrifices his rook. Also, the black king has access to g4. Basically, he has lifted the stalemate himself!



266

*White to move*

### SOLUTION

**Lomax-**  
Study,-1940

**1.Rc7+!**

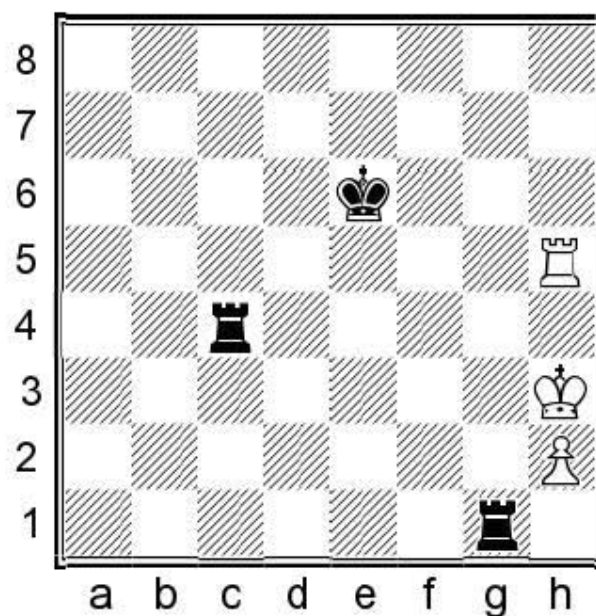
1.Rh3+ is the wrong direction: 1...Kg6 2.Rg3+ ( 2.Rh6+ Kg7 )  
2...Kf6 3.Rf3+ Ke5 4.Re3+ Kd4-+.

**1...Kg6 2.Rc6+ Kf5 3.Rc5+ Ke4 4.Rc4+ Kd3 5.Rc3+ Kd2  
6.Rc2+! Kd1 7.Rd2+ Ke1**

7...Kc1 8.Rd1+ Kxd1 is stalemate.

**8.Re2+ Kf1 9.Rf2+**

And Black cannot escape the rampant rook ( **Pattern 79**).



267

*White to move*

A rampant rook?

### SOLUTION

van Foreest-Leenhouts  
Amsterdam (analysis)-2017

Black can escape the rampant rook ( **Pattern 79**):

**63.Re5+ Kd6 64.Rd5+ Kc6 65.Rd6+**

**65.Rc5+ Rxc5.**

**65...Kc5 66.Rd5+ Kb4 67.Rb5+ Kc3 68.Rb3+ Kd2 69.Rd3+**

**69.Rb2+ Rc2.**

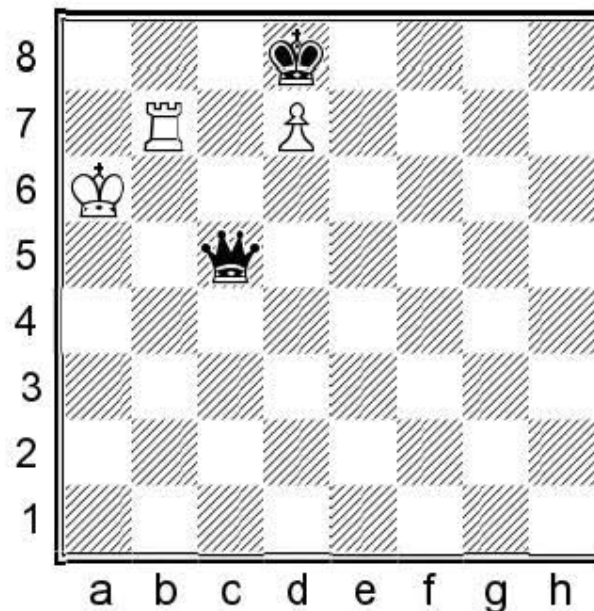
**69...Kc2 70.Rd2+**

**70.Rc3+ Rxc3+.**

**70...Kc1**



And now White has no more 'safe' checks. Each rook check will be answered by a capture by a black rook, lifting the stalemate.



268

*White to move*

### SOLUTION

**Quang Liem-Peralta**  
Gibraltar-2019

With b7 as the only escape square for the king, there is no stalemate possibility yet, but White can create one ( **Pattern 80**):

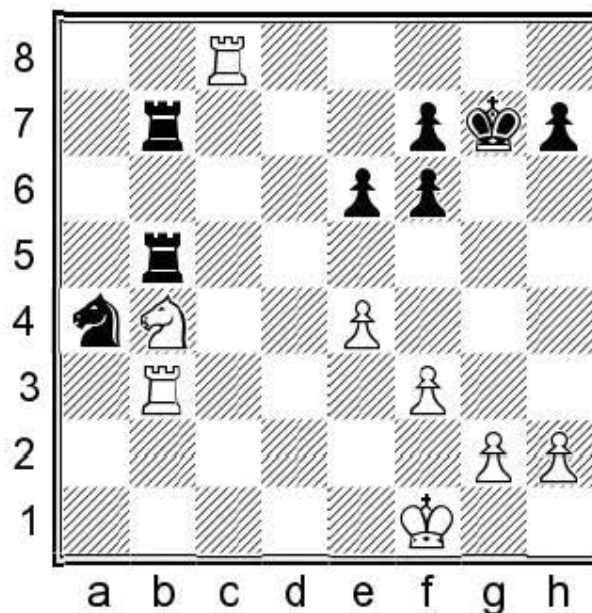
**106.Rb8+! Kxd7 107.Rb7+**

Now Black can choose between a draw by stalemate, a draw by perpetual check or a draw due to insufficient material. With some sense of humour he opted for the latter:

**107...Qc7**

If the black king moves to a square adjacent to b7, White has a rampant rook:

- 107...Kc6 108.Rc7+ Kxc7 stalemate;
- 107...Kc8 108.Rb8+ Kd7 ( 108...Kxb8 stalemate; 108...Kc7 109.Rc8+ Kxc8 stalemate!) 109.Rb7+ Kd6. Black's final attempt to escape the draw. Now, there is no stalemate or perpetual check, but White can force a draw due to insufficient material with 110.Rb6+ Kd5 111.Rb5.



269

*White to move*

### SOLUTION

**Nepomniachtchi-Gukesh**  
Düsseldorf-2023

#### 41.f4!

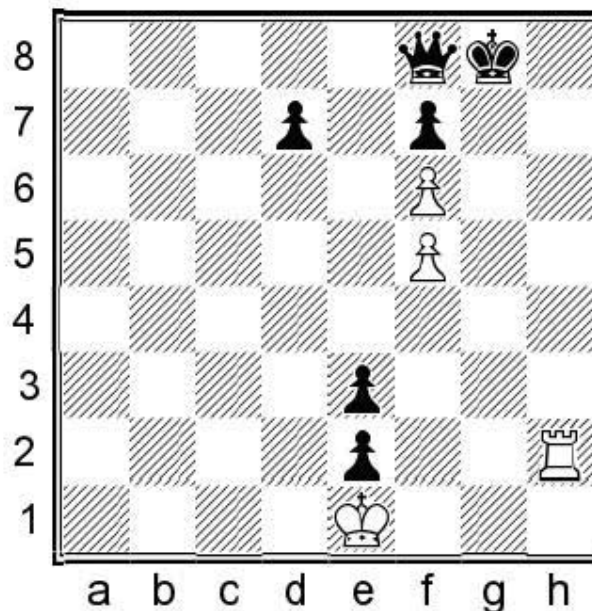
Clearing the third rank for the rook so White is ready to deliver the perpetual check from **Pattern 77**.

If 41.Rc4 Nb6 42.Rc1 Nd7, and sooner or later the pin on the b-file will take its toll on White's position.

**41...Rxb4 42.Rg3+ Kh6 43.Rh3+ Kg7**

Black cannot escape the perpetual check, since 43...Kg6? fails to 44.Rg8# ( 44.Rg3+? Kh5 45.Rh3+ Kg4 and Black's mission is accomplished).

**44.Rg3+ Kh6 45.Rh3+ Kg7 ½-½**



270

*White to move*

**SOLUTION**

**Mironenko-**  
Study,-1983

**4.Rg2+ Kh7 5.Rh2+ Qh6**

Black seems to have defended against the drawing mechanism from **Pattern 77**, but there is a twist:

**6.Rh5!**

6.Rxh6+ liquidates into a losing pawn endgame: 6...Kxh6 7.Kxe2 Kg5 8.Kxe3 Kxf5.

**6...d5**

6...Qxh5 is stalemate.

**7.Rh2! d4**

7...Qxh2 is stalemate, again.

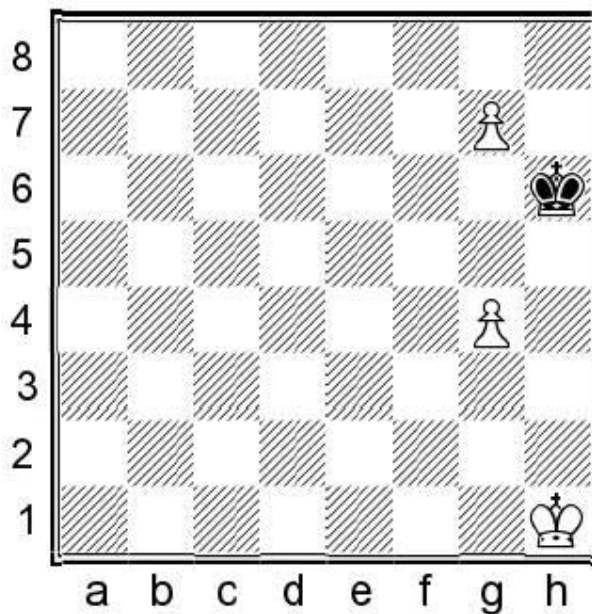
**8.Rh5 d3 9.Rxh6+ Kxh6**

Stalemate!



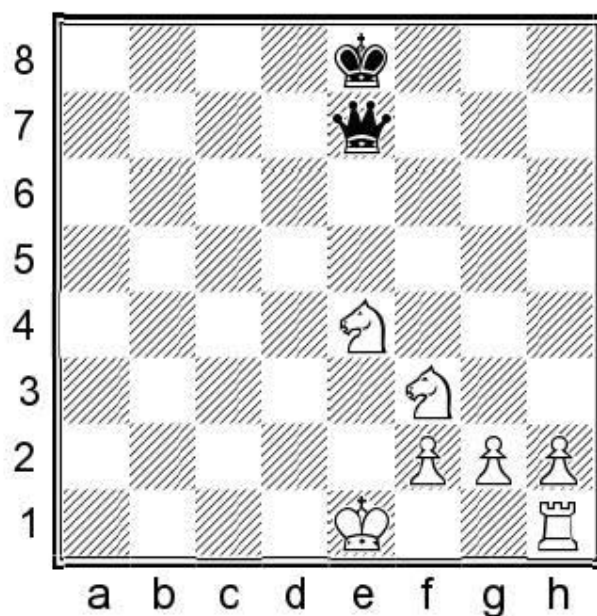
# Chapter 9

## Defensive weapons



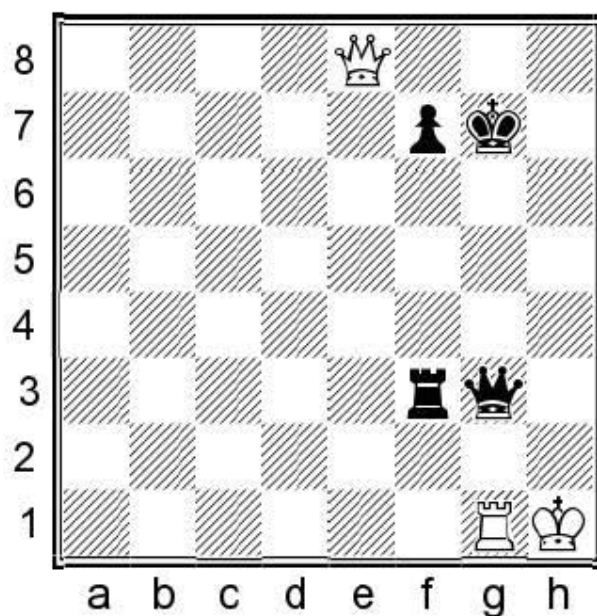
### 81. Avoiding stalemate by underpromotion

Here, promoting to a queen results in stalemate, while after 1.g8N+ Kg5, White cannot defend the last remaining pawn without giving up the knight, allowing a drawn  $K + \text{♟} \text{ vs } K$  endgame. Therefore, promoting to either a bishop or a rook is the only way to win.



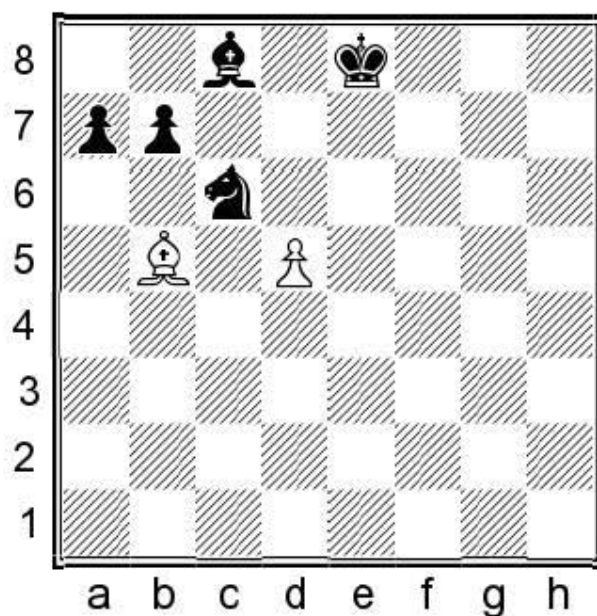
## 82. Defending against a pin on the e-file

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

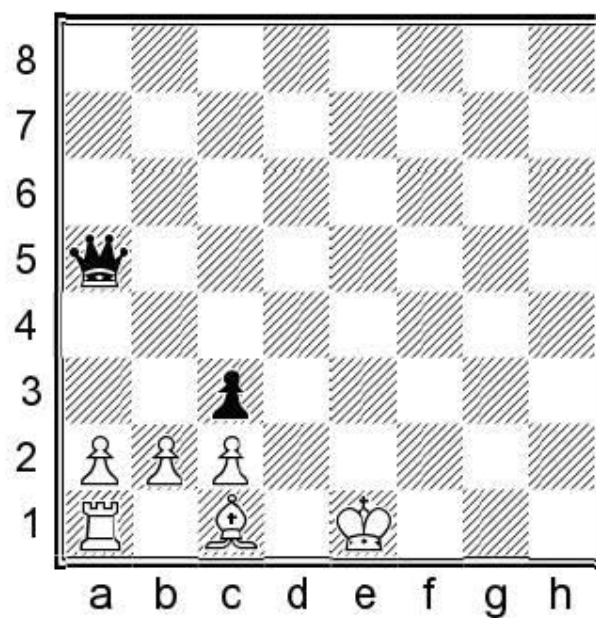
The queen is pinned, but with the counterpin 1...Rf1, Black prevents its capture. However, White counteracts the counterpin by forking the king and queen: 2.Qe5+!. The pinned black queen is a poor defender. (With a white pawn on e5, White would have no better than 2.Rxf1, allowing Black to draw with ...Qg3-h3-g3+.)



#### **84. Unpinning the knight by counterattacking the pinning bishop**

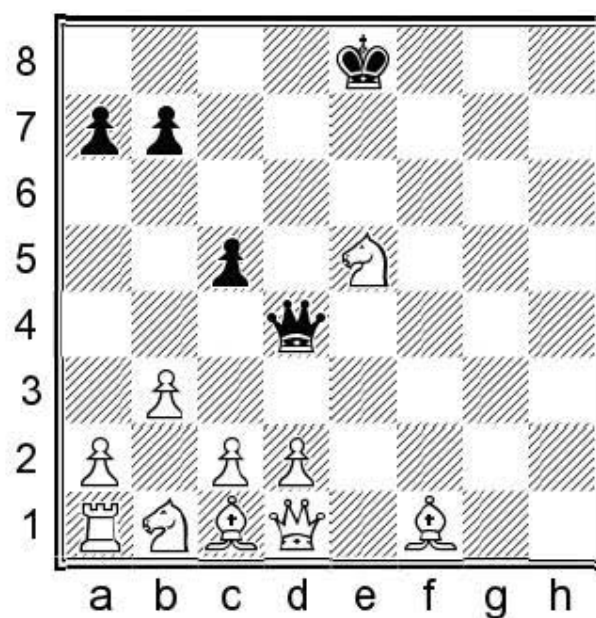
Black can unpin the knight by attacking the white bishop with 1...a6 2.Ba4 b5. If White captures the knight with the pawn, Black captures the bishop, while if the white bishop leaves the a4-e8 diagonal, Black's knight is free to move.





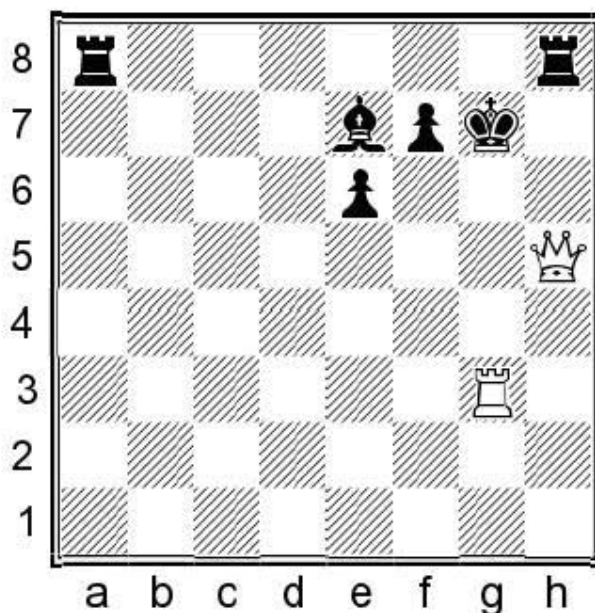
## 85. Pushing the b-pawn

1.b4 gains a crucial tempo and takes the threat of 1...cxb2+ with discovered check out of the position.



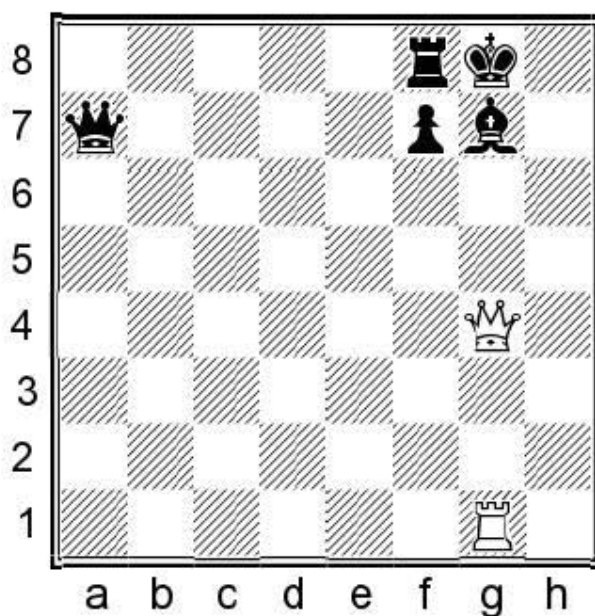
## 86. Defending against a double attack

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

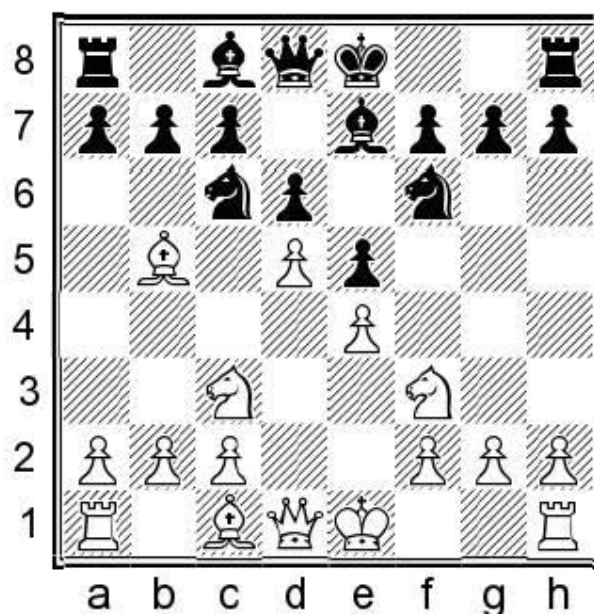
By interposing the bishop with 1...Bg5, Black disrupts the communication between the white queen and rook. After 2.Qxg5+, the king can safely move to f8 (which wasn't possible in the starting position due to 2.Qxh8#), while after 2.Rxg5+, the rook obstructs the queen: Black plays 2...Kf6 and White doesn't 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.

## Defensive weapons - Exercise



271

*Black to move*

How do you evaluate this position?

SOLUTION

**Ivarlac-Sofineti**

**Hannibal Online U8-2020**

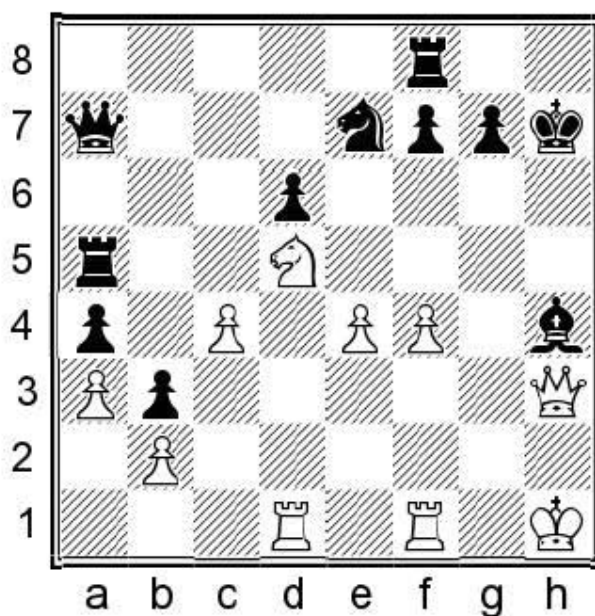
**6...a6 7.Ba4 b5**

Counterattacking the pinning the bishop ( **Pattern 84**) prevents the loss of a piece, but Black still has to hand in material after the strong

**8.Nxb5! axb5 9.Bxb5 0-0 10.Bxc6**

, and with two pawns up, White converted.





272

*Black to move*

### SOLUTION

**Timman-Reinderman**

Wijk aan Zee-2012

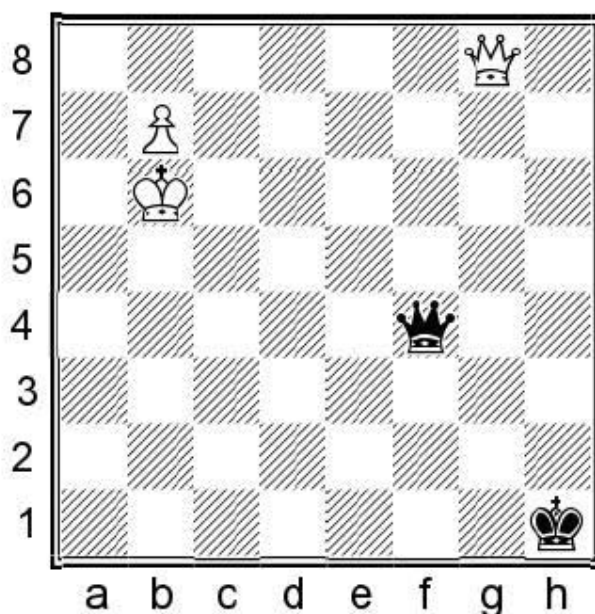
**30...Rh8!**

Black defends against the pin by setting up a pin himself (a variant of **Pattern 82**).

**31.Qxh4+**

31.Rd2 Kg8–+ was the game.

**31...Kg8–+**



273

*White to move*

### SOLUTION

**Marin-Bedos**

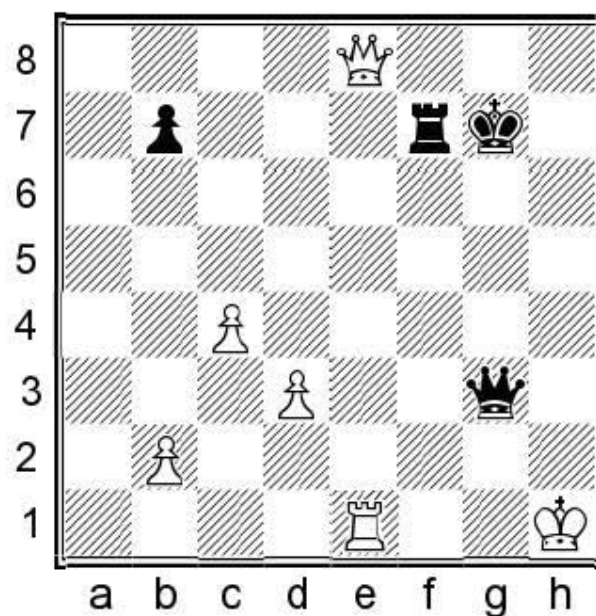
France tt-1994/95

The Romanian grandmaster falls for Black's final trap.

**79.b8Q?**

Because the queen on b8 takes away the h2-square from the black king, the king is 'stalemated'. This allows Black a kamikaze queen. White could have won in many ways; for example, with 79.b8R (a minor promotion to avoid stalemate; **Pattern 81**) and the in-between check 79.Qh8+. This gives the king breathing space so White can queen on the next move without having to worry about stalemating Black.

**79...Qd6+ 80.Kb7 Qc6+ 81.Ka7 Qa6+ ½-½**



274

*White to move*

### SOLUTION

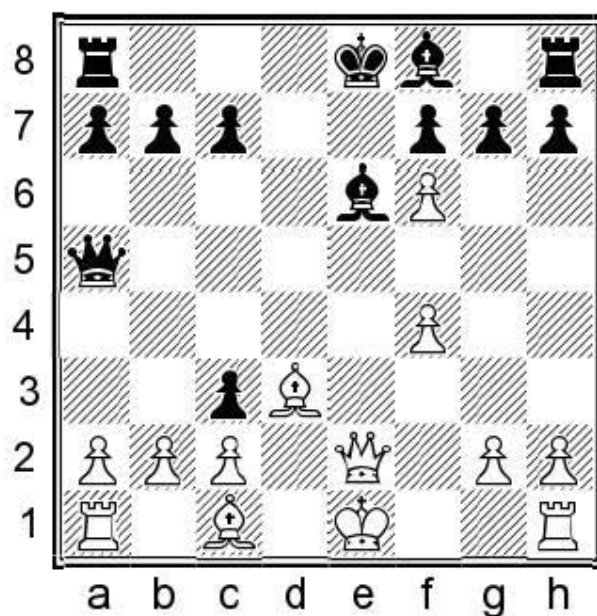
**Pal-Dey**

KDCA All Bengal Rapid-2022

**1.Rg1 Rf1 2.Qe5+! 1-0**

Black counteracts the counterpin by forking the king and queen with his queen as the pinned queen is a poor defender ( **Pattern 83**).

2.Rxf1? Qh3+ 3.Kg1 Qg3+ is a draw.



275

*White to move*

### SOLUTION

**Molina-Vovk**

Titled Tuesday blitz-2022

#### **12.b4!**

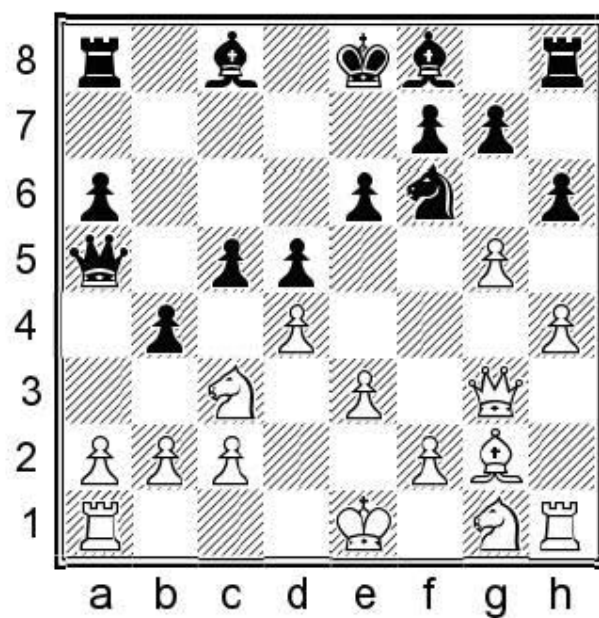
Gaining a crucial tempo and removing the threat of 12... cxb2 with discovered check ( **Pattern 85**).

12.0-0 is too slow: 12...0-0-0μ.

#### **12...Qxb4 13.f5**

Winning the bishop and the game.





276

*White to move*

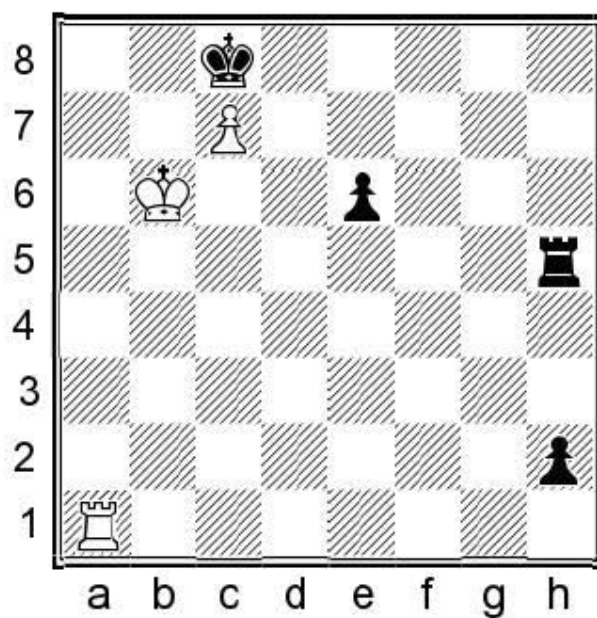
### SOLUTION

**Betsakos-Böhme**

Kiel-2023

**12.gxf6 bxc3 13.b4! 1-0**

Black resigned, since 14.fxg7 will yield White a bishop – **Pattern 85.**



277

*Black to move*

### SOLUTION

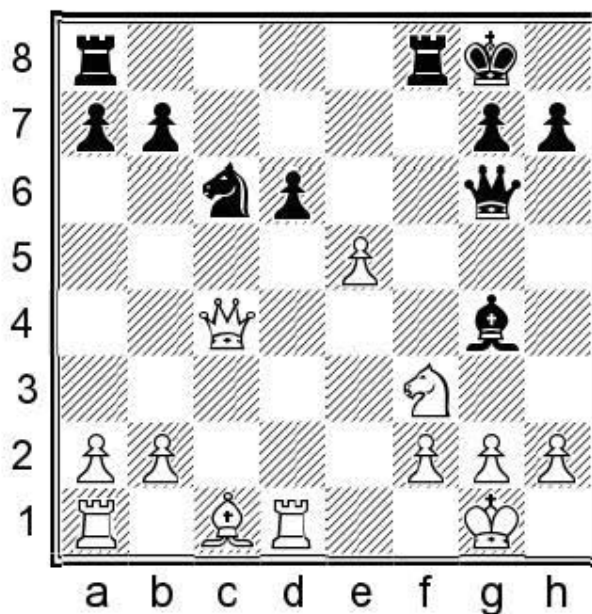
**Kholmov-Ehlvest**

Volgodonsk Soviet Championship semifinal-1983

**72...h1B!**

Avoiding stalemate thanks to the underpromotion to a bishop ( **Pattern 81**). The rest was easy.

72...h1Q? 73.Ra8+! Qxa8 stalemate.



278

*Black to move*

### SOLUTION

**Yip-Jiner**

Polgar Challenge rapid-2021

**17...d5!**

This interposition ( **Pattern 87**) serves to lure the rook or queen to an unfavourable square and to make R(x)d6 impossible.

- 17...Kh8 18.Rxd6±;
- 17...Be6 18.Qe2⚡.

**18.Qxd5+**

- 18.Rxd5 Be6 19.Ng5 Rad8 0-1, was the game continuation;
- 18.Qd3 Qh5 with a huge attack.

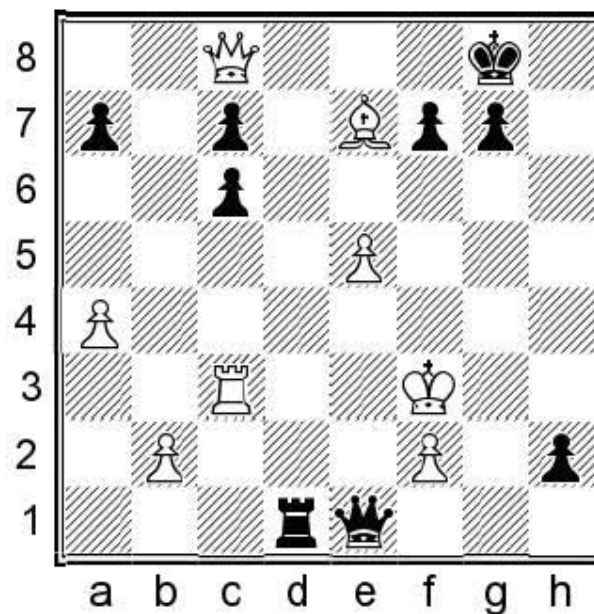
**18...Kh8**

With the white queen in the way of its rook, there is no Rd1-d6, winning a crucial tempo to unpin the knight. White is lost. A sample line:

**19.Nh4**

19.Kh1 Qh5! and 20...Rxf3 next.

**19...Qh5 20.f3 Rad8 21.Qb3 Be6 22.Rxd8 Rxd8 23.Qa4 Rd4—+**



279

*Black to move*

### SOLUTION

**Karpatchev-Potapov**

St Petersburg Russian Championship (analysis)-1998

**40...Rd8!**

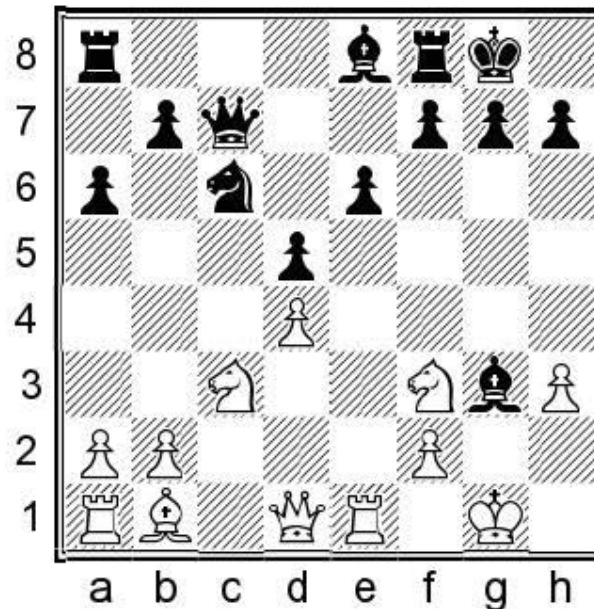
This 'patzer' move (a variant of **Pattern 87**) lures the queen to an unfavourable square or, if the bishop captures, gives Black time to promote his pawn.

40... Kh7 41.Qh3+.



**41.Qxd8+ Kh7 42.Qd3+ g6**

White cannot stop Black queening.



280

*White to move*

### SOLUTION

**Hulka-Monteverde**

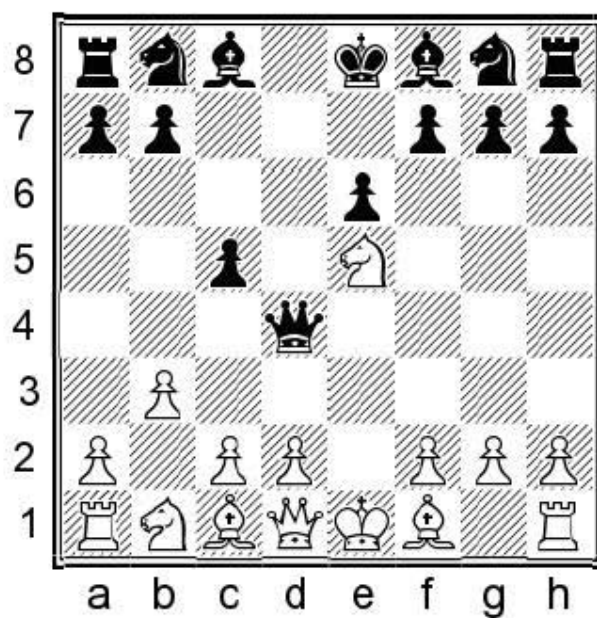
European Online U Championship 2020 (adjusted)-2300

**20.Qc2!**

With gain of tempo, White prepares the queen for a second-rank defence (a variant of **Pattern 88**).

20.fxg3 Qxg3+.

**20...f5 21.fxg3 Qxg3+ 22.Qg2!=**



281

*White to move*

### SOLUTION

**Luczak-Ksieski**

Poland tt-1987

White can defend against the double attack ( **Pattern 86**).

**6.Bb2!**

The point is the following:

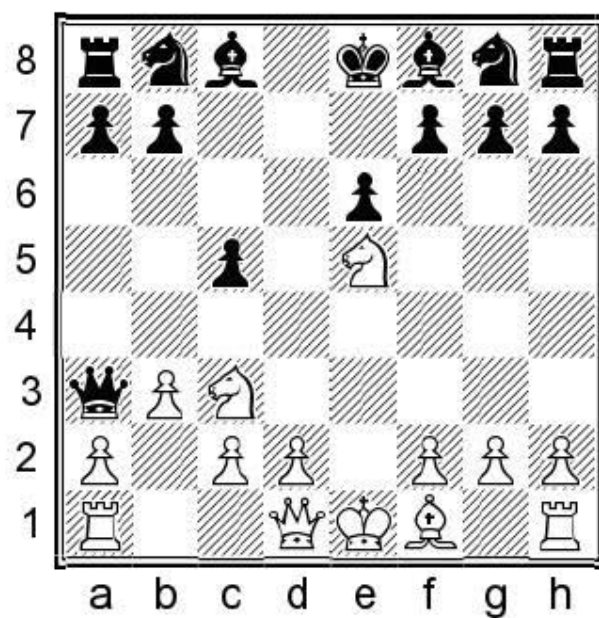
**6...Qxb2**

The game continued 6...Qe4+.

**7.Nc3**

8.Nc4 threatens to trap the queen.

**7...Qa3**



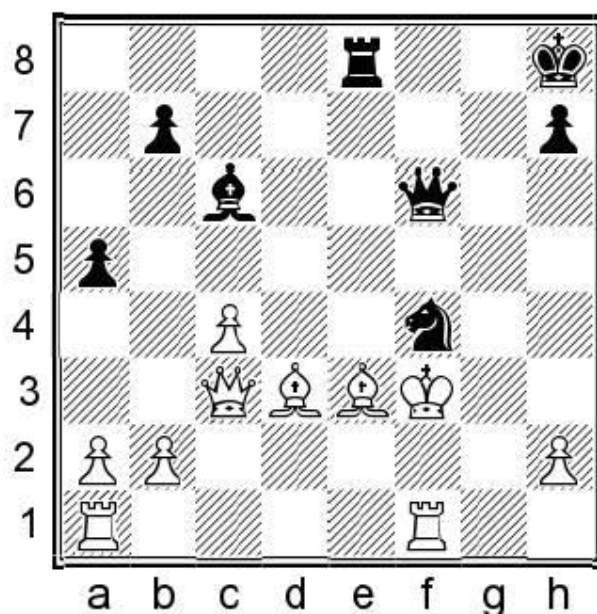
**8.Bb5+!**

This in-between check ensures White retains control over a6 and thus prepares 9. Nc4.

8.Nc4?? Qa6 and Black wins.

**8...Nd7 9.Nc4 Qb4 10.a3**

And the queen has been trapped.



282

*White to move*

### SOLUTION

**Solymosi-Nemeth**  
correspondence game-1986

#### **31.Be4!**

By blocking the bishop, White disturbs the communication between Black's pieces ( **Pattern 87**).

The game went 31.Kf2 Re5! 32.Ke1 ( 32.Bd4 Qh4+ 33.Kg1 Nh3#; 32.Qxe5 Nxd3+ 33.Ke2 Qxe5 34.Kxd3 Be4+ 35.Ke2 Qxb2+ 36.Bd2 Qd4-+ ) 32...Rxe3+ 33.Kd2 Rxd3+ 34.Qxd3 Qxb2+ 35.Qc2 Qd4+ 0-1. 36...Qxa1+ comes next.

#### **31...Bxe4+**

31...Rxe4 32.Qxf6+.

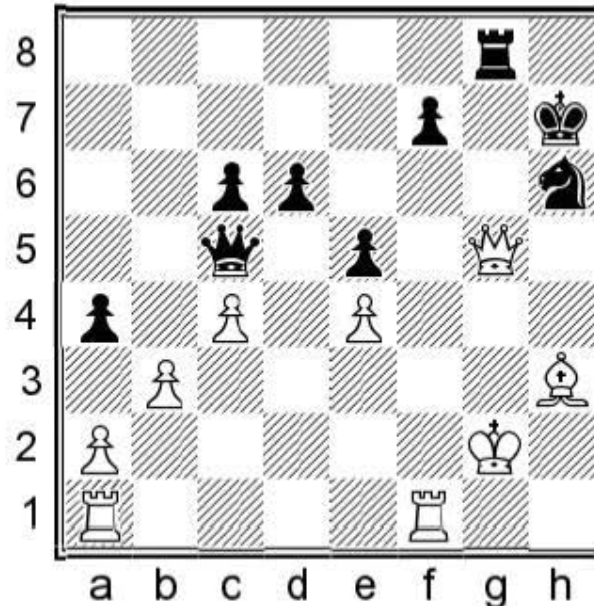
#### **32.Kf2 Re5**



With the black bishop in the way of its rook, the king can just walk away:

**33.Ke1**

33.Bd4 and 33.Bxf4 win as well.



283

*White to move*

**SOLUTION**

**Lodhi-Linster**

Khanty-Mansiysk Olympiad-2010

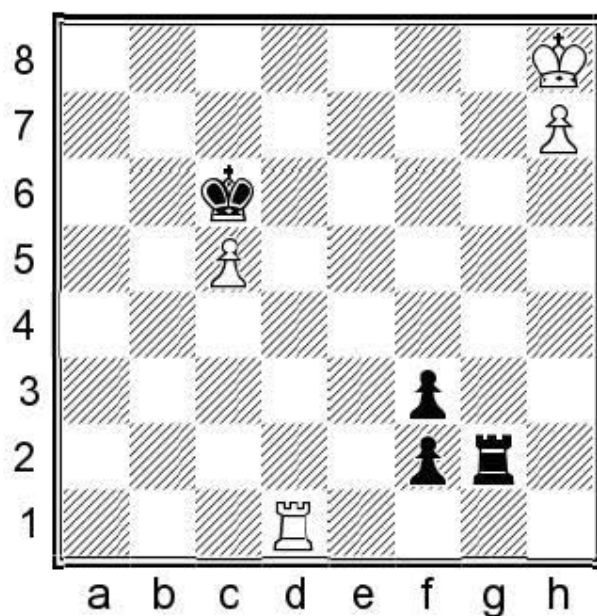
**33.Rxf7+! Kh8**

33...Nxf7 34.Bf5+ Kh8 35.Rh1+.

**34.Rf8! 1-0**

Counterpinning the black rook ( **Pattern 83**).

34...Rxf8 35.Qxh6+ Kg8 36.Be6++-.



284

*Black to move*

### SOLUTION

**Bogdanor-Brown**

Cheshire-1914

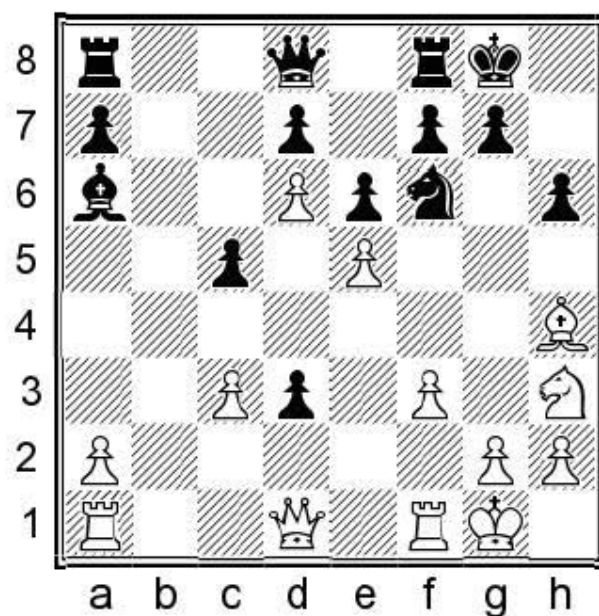
**56...Rg1! 57.Rxg1**

57.Rd6+ Kc7 ( 57...Kxc5? allows White to have a rampant rook ( **Pattern 79**): 58.Rd5+ Kc4 59.Rd4+ Kc3 60.Rd3+ Kc2 61.Rd2+ Kc1 62.Rc2+ or 62.Rxf2 ) 58.Rc6+ Kd7 59.Rd6+ Ke7 and Black wins.

**57...fxg1B! 0-1**

Avoiding stalemate (which would have been the case after 57...fxg1Q or 57...fxg1R ) thanks to a bishop underpromotion ( **Pattern 81**).

58.Kg8 Bd4 wins for Black.



285

*Black to move*

Evaluate 15...g5.

### SOLUTION

**Lagarde-Girish**  
Sitges-2019

**15...g5**

Unpinning the knight by counterattacking the pinning bishop ( **Pattern 84**) is Black's only chance, but it is not enough to save his position.

**16.exf6!**

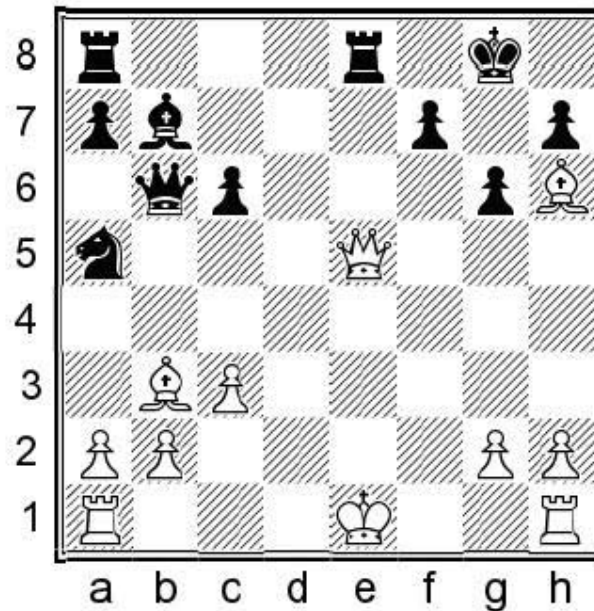
16.Nxg5 Ne8! and Black is still alive.

**16...gxh4**

The game went 16...Qxf6 17.Qa4 gxh4 18.Qxa6 and White won.

**17.Qa4!**

This nice queen manoeuvre seals the deal. Black loses a piece due to the double threat of 18.Qxa6 and Qa4-g4+-g7#.



286

*White to move*

### SOLUTION

-NN Sonnenschein

1937

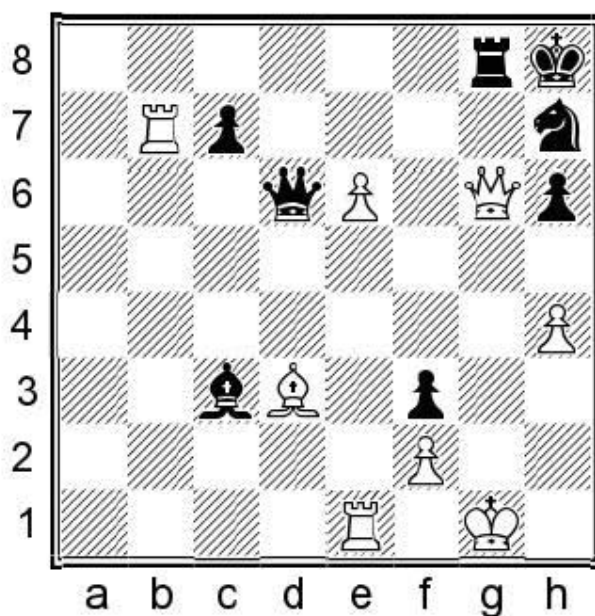
White can defend against the pin from **Pattern 82**.

**1.Bxf7+! Kxf7**

Unpinning the queen by castling like in Shilin-Tobak, Polanica Zdroj 1999, discussed in 100 Tactical Patterns You Must Know, is impossible now. Still, White has another way of dealing with the pinning rook:

**2.Rf1+ Kg8 3.Rf8+! Rxf8 4.Qg7#**





287

*White to move*

### SOLUTION

**Rösemann-Pollmüller**  
Germany tt-1993/94

**39.Rb8!**

Counterpinning the black rook ( **Pattern 83**).

39.Qxg8+ Kxg8 40.e7 Nf6 draws.

**39...Nf8**

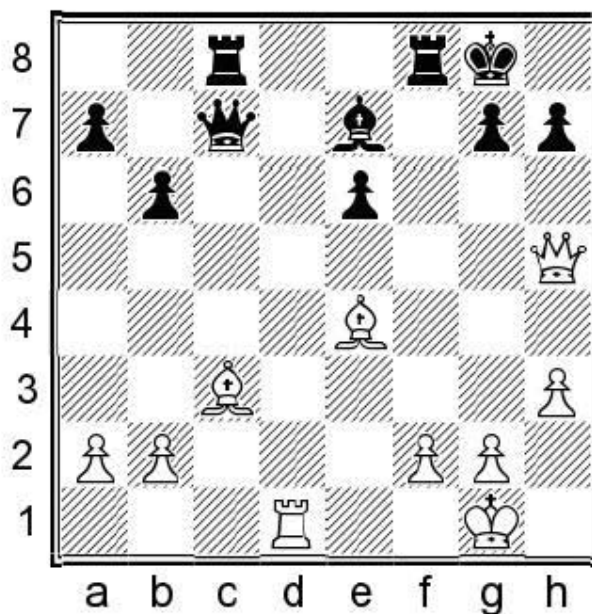
39...Rxb8? 40.Qxh7#.

**40.Qxg8+!**

This is much better now than one move earlier, as now promotion cannot be prevented without losing big material.

**40...Kxg8 41.e7 Bg7 42.Bc4+**

On 42...Kh7, 43.e8Q wins.



288

*Black to move*

### SOLUTION

**Mamedyarov-Andersen**

Montenegro European Team Championship-2023

For the queen to join the defence, Black must clear the seventh rank twice ( **Pattern 88**).

**26...g6!**

26...h6? 27.Bxg7! with the idea 27...Kxg7 28.Qg6+ Kh8 29.Qh7#.

**27.Bxg6**

The game continued 27.Qg4 Kf7 and Black was okay.

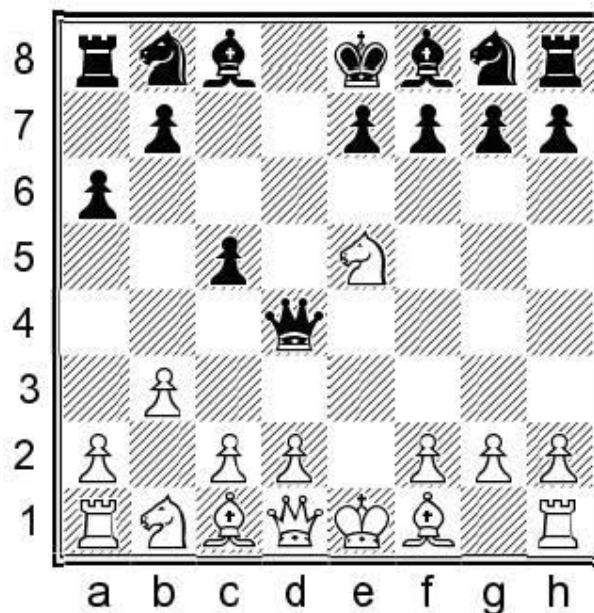
**27...Bf6!=**

Black must oppose the c3-bishop.

Other bishop moves lose:

- 27...Bd6 28.Rxd6 with the idea 28...Qxd6 29.Qxh7# ( 29.Bxh7# );

- 27...Bd8 28.Qg4;
- 27...Bc5 28.Bxh7+ Qxh7 29.Qg5+ Kf7 30.Rd7+.



289

*White to move*

## SOLUTION

Analysis-

### 6.Bb2!

This is the best way to defend against the double attack ( **Pattern 86**). It is usually a good idea to develop a piece with gain of tempo. 6.Nc4 also prevents the loss of a piece, since 6...Qxa1 fails to 7.Bb2 Qxa2 8.Nc3 and the queen is trapped. Note that the a6-pawn is in the way of its queen.

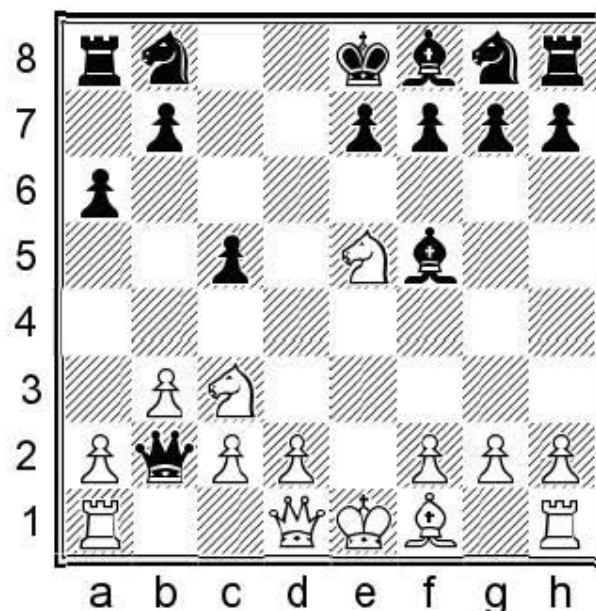
### 6...Qxb2

Not mandatory, of course, but we have to see how White refutes this.

6...Qe4+ 7.Be2 Qxg2 8.Bf3 Qh3 9.Nc3±. With four pieces into play, while Black has only his queen out, White has more than sufficient compensation for the pawn.

### 7.Nc3 Bf5

- 7...Be6 8.a4 (or 8.a3 ). Taking away the a3-square from the queen, so Nd3 or Ra2 will trap the queen.
- 7...Qa3?. With the pawn on a6, White does not have to worry about the ...Qb2-a3-a6 manoeuvre: 8.Nc4 Qb4 9.a3 and wins.

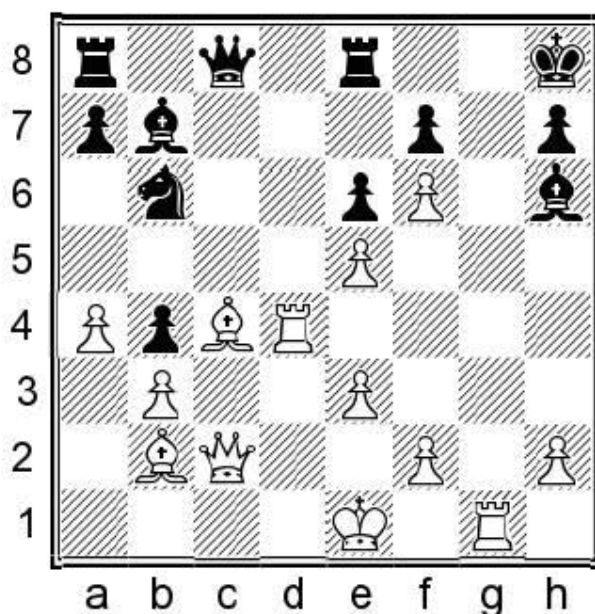


### 8.Bd3! Bxd3 9.cxd3

And now Black has no sound defence against 10. Nc4, trapping the queen. For instance:

- 9...Qa3 fails to both 10.Nc4 Qb4 11.a3 and 10.Qf3;
- while after 9...b5 the double rook sacrifice from **Pattern 99** finishes Black off: 10.Qf3! Qxa1+ 11.Ke2 Qxh1 12.Qxa8 e6 13.Qxb8+ Ke7 14.Ne4 Nf6 15.Qc7+ Ke8 16.Nxf6+ gxf6 17.Qd7#.





290

*White to move*

Evaluate 23.Qxh7+.

### SOLUTION

**Horvath-Kroeze**  
Leeuwarden-1993

**23.Qxh7+?**

Black resigned after this move, but his position is actually better!

**23...Kxh7 24.Bd3+ Be4!**

This patzer move was clearly not on the players' radar. By interposing the bishop, Black disturbs the communication between the white rook and bishop ( **Pattern 87**).

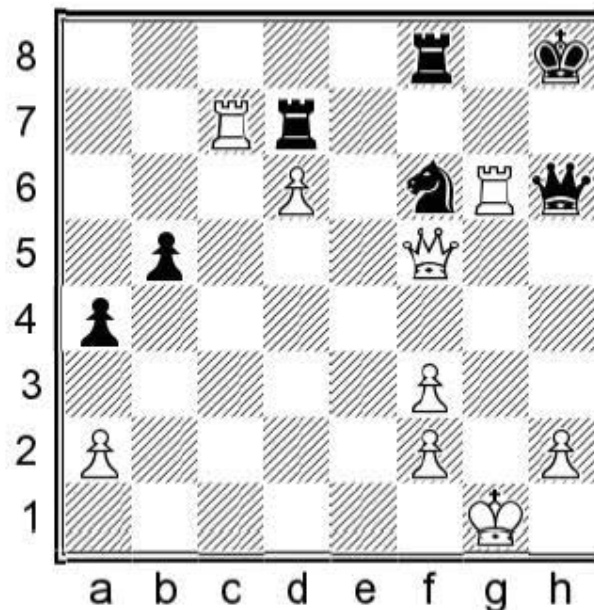
24... Kh8 25.Rh4 with a quick checkmate is, of course, what both players had seen.

**25.Rxe4**

Because Black is not in check, he now gets crucial time to put his defence in order.

If 25.Bxe4+ Kh8, the bishop is in the way of the rook on d4.

**25...Rg8! 26.Rh4+ Rg6**



291

*Black to move*

Evaluate 37...Qxg6+.

### SOLUTION

**Tikkanen-Howell**

**Tromsø Olympiad-2014**

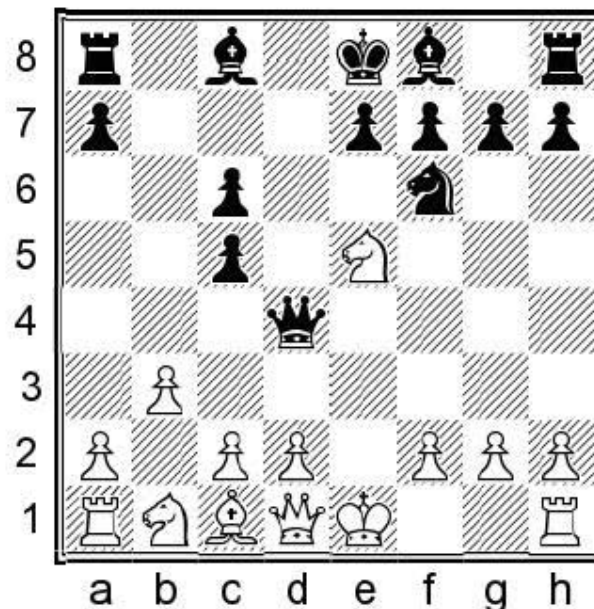
**37...Qxg6+ 38.Qxg6 Rg8 39.Rc8**

White responds to the pin with a counterpin ( **Pattern 83**). Possibly, White was counting on this to be the death blow, but the pins are not exhausted yet!

39.Qxg8+ Kxg8 40.Rc5 Rxd6 41.Rxb5 was the best way to fight for a draw.

**39...Rdg7!-+**

But 39...Rxc8? loses to 40.Qxf6+.



292

*White to move*

How do you evaluate this position?

### SOLUTION

**Yurchenko-Chernyh**

Novokuznetsk-2007

There is no sound defence against the double attack from **Pattern 86**.

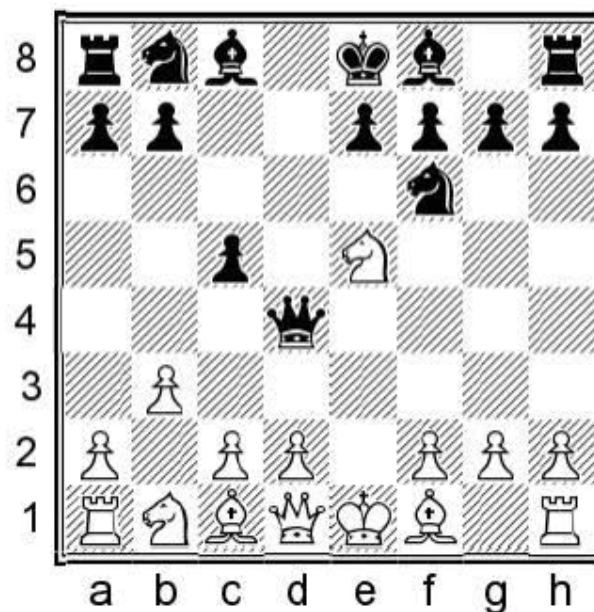
**8.Nc4**

8.Bb2 Qxb2 9.Nc3 Qa3-+. White is missing his light-squared bishop to control the a6-square, and without a pawn on a6 and an open b-file (compare these with the position after 7...Qa3 in Exercise 289) the black queen has many ways to escape.

And now, instead of 8...Bg4, Black should have captured the rook:

### 8...Qxa1

After 9.Bb2 Qxa2 10.Nc3 it is important to see that the a6-square is available to the black queen, while after 9.Nc3 Bg4 10.f3 Be6 11.0-0 Nd5 Black will free his queen in the corner and win.



293

*White to move*

### SOLUTION

**Nyzhnyk-Liu**

Philadelphia-2023

### 6.Bb5+!

6.Bb2?! is less strong compared to Exercise 281: 6...Qxb2 7.Nc3 Bf5 8.Bd3? Bxd3 9.cxd3 and now, without a pawn on a6, the black queen can simply escape: 9...Qa3 10.Nc4 (also, with the knight on f6, 10.Qf3 does not attack f7 anymore) 10...Qa6 and Black wins.

### 6...Nbd7

6...Bd7 7.Nxd7 Nbx7 8.Nc3 is equal.



### 7.Bb2!

7.Nc4 is equal and also defends against the double attack. Black shouldn't get too greedy: 7...Qxa1 8.Bb2 Qxa2 9.Bxf6! exf6 10.Nc3 1-0 Schult-Dax, correspondence 1940.

### 7...Qxb2?

White was slightly better in the game continuation after 7...Qe4+. Compared to 6.Bb2 Qxb2, there is nothing to fear anymore. White will trap the queen. A sample line:

### 8.Nc3 Ne4

8...e6 9.Rb1 Qa3?! 10.Nc4 Qb4 11.a3 doesn't help.

### 9.0-0

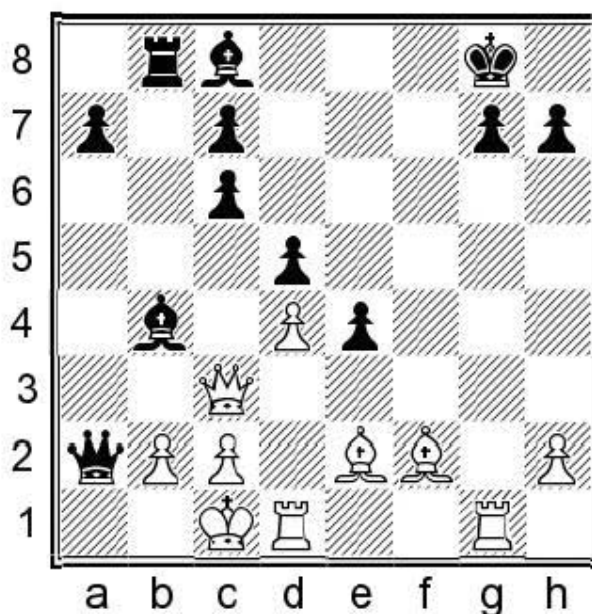
9.Nxe4?? Qxe5.

### 9...Nd6

9...Nxc3 10.dxc3 allows the white queen to join the party on d7.

### 10.Bxd7+ Bxd7 11.a3

And Ra2 or Nd3 is coming, trapping the black queen.



294

*White to move*

Evaluate 21.Rxg7+.

### SOLUTION

**Bird-Morphy**

London match (analysis)-1858

**21.Rxg7+! Kxg7 22.Qg3+ Bg4!**

The 'patzer' move from **Pattern 58** saves Black. Any king move leads to checkmate. One sample line: 22...Kf8 23.Qf4+ Ke8 24.Bh5+ Kd7 25.Qf5+ Kd8 26.Bh4+ Be7 27.Qf8+ Kd7 28.Qxe7#.

**23.Qxc7+**

- 23.Bxg4 Qa1#;
- 23.Qxg4+ Kh8 24.c4 Bc3-+.

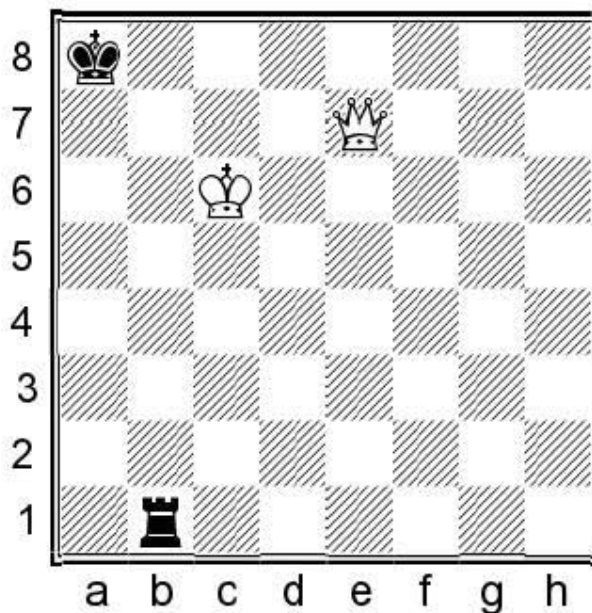
**23...Kg6! 24.Qxc6+**

24.c3 also leads to a draw; for example, 24...Be7 25.Qxb8 Bg5+ 26.Rd2 Bxe2 27.Qg8+ Kh6 28.Qf8+.

**24...Kg7 25.Qc7+=**

# Chapter 10

## Queen manoeuvres and the weak f2/f7- point

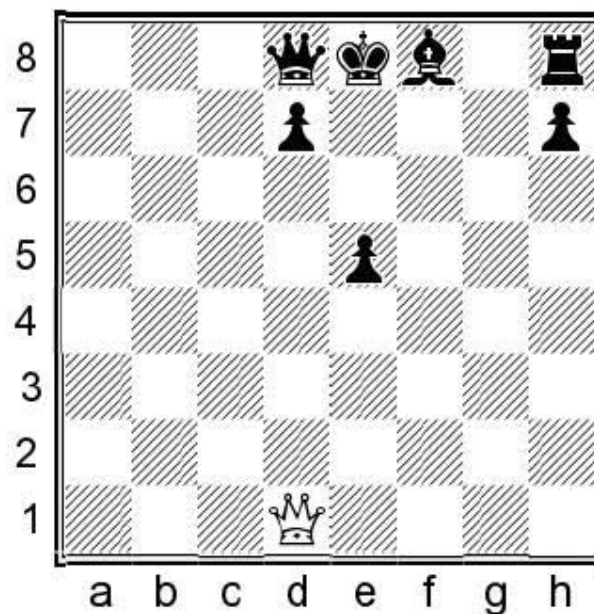


### 89. The staircase manoeuvre

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.

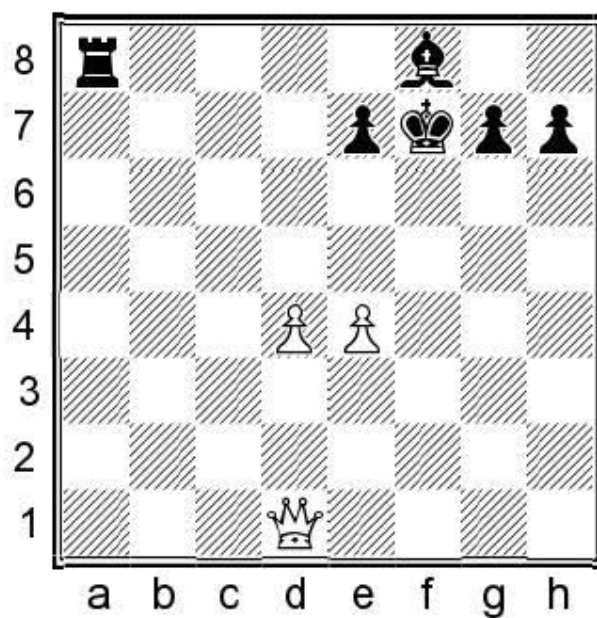


## 90. The Qd1-h5-e5/...Qd8-h4-e4 manoeuvre

With 1.Qh5+ the white queen makes its way over to its destination square (e5) with gain of tempo.

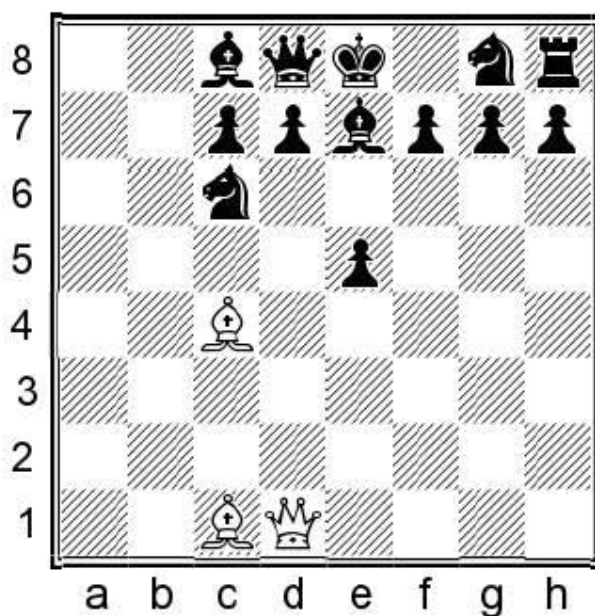
The demonstrated queen manoeuvre often occurs in conjunction with a clearance. For example, imagine a white knight on f3 and a black pawn on f6, when White can play 1.Nxe5, and after 1...fxe5 we arrive at the diagram position: White wins the black rook.





### 91. The Qd1-h5-d5/...Qd8-h4-d4 manoeuvre

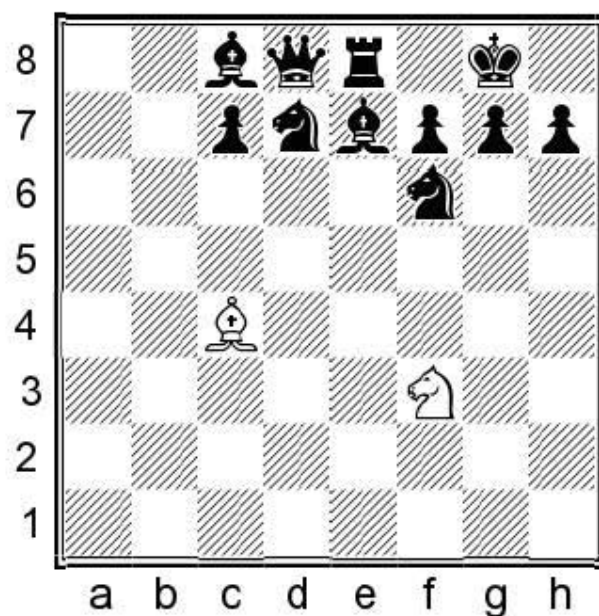
With 1.Qh5+ the white queen makes its way over to its destination square (d5) with gain of tempo, winning the rook on a8 after 1...Kg8 2.Qd5+ ( 1...Kf6 fails to 2.Qf5# ).



## 92. The straightforward Qd1-d5

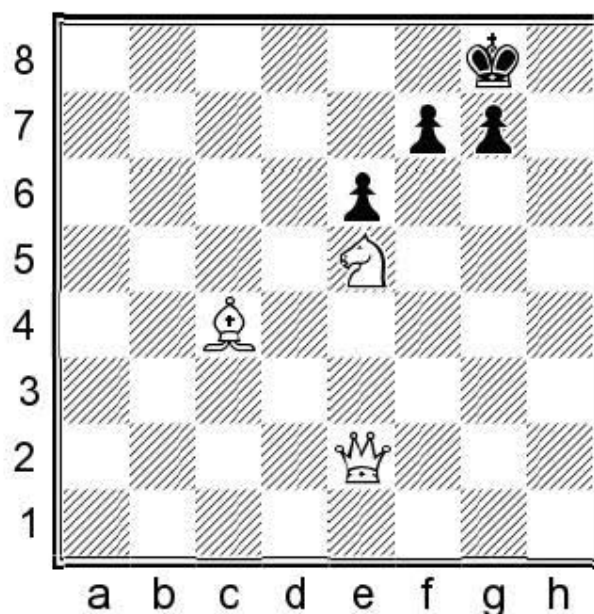
With the e7-bishop obstructing the black queen on d8, it's difficult to cover the weak point f7. 1.Qd5 Nh6 offers no salvation, as White can eliminate the defender with 2.Bxh6.

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.



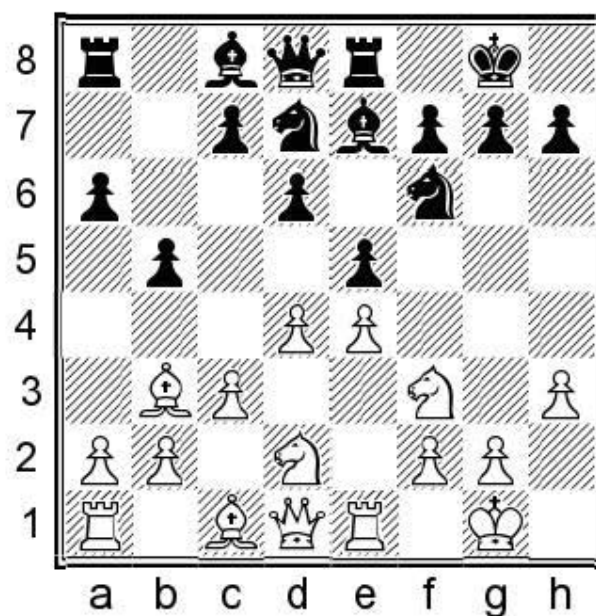
#### 94. The knight sacrifice on f2/f7

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.

#### Queen manoeuvres and the weak f2/f7-point - Exercises





295

*White to move*

SOLUTION

**Shahade-Shirov**

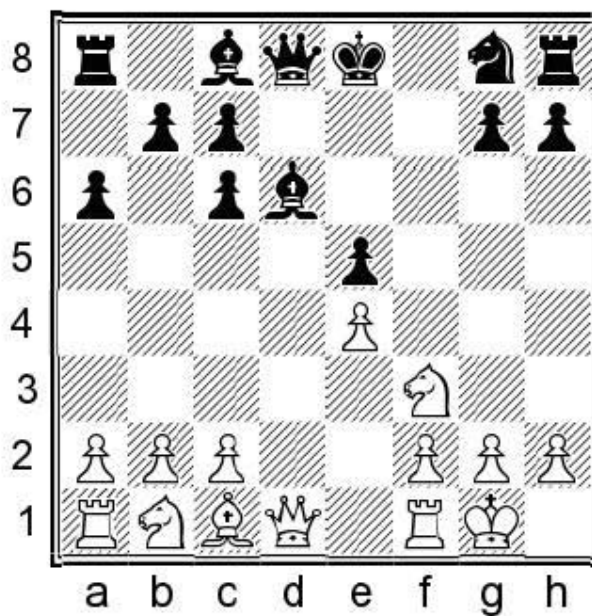
**Titled Tuesday blitz-2020**

**12.Bxf7+!**

White lures the king to enable the knight on f3 to go to e6 with gain of tempo and trap the queen.

**12...Kxf7 13.Ng5+ Kg8 14.Ne6+-**

Even the best fall for the **Pattern 93** trick.



296

*White to move*

### SOLUTION

**Womacka-Shankovsky**  
Titled Tuesday blitz-2020

**8.Nxe5!**

Luring the bishop and clearing the d1-h5 diagonal to enable the manoeuvre Qd1-h5+xe5 ( **Pattern 90**).

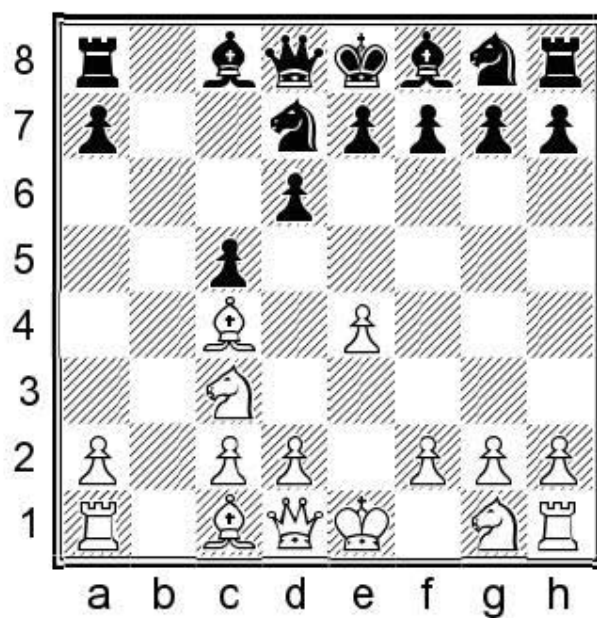
**8...Bxe5**

8...Qh4 9.Nf3 and now 9...Qxe4? fails to 10.Re1 ( **Pattern 82**).

The game continued 8...Nf6, after which White was a healthy pawn up.

**9.Qh5+ Kf8 10.Qxe5**

And White was winning.



297

*White to move*

### SOLUTION

**Toth-de Sá Ary**

Fortaleza Brazilian Championship-1960

**6.Bxf7+!**

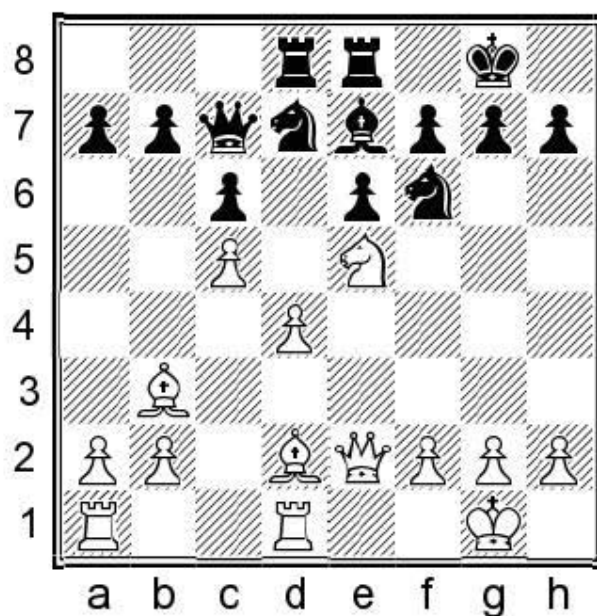
Luring the king in order to execute the manoeuvre Qd1-h5-d5+, as seen in **Pattern 91**.

**6...Kxf7 7.Qh5+ g6**

**7...Kf6 8.Qf5#.**

**8.Qd5+ e6 9.Qxa8**

And White wins.



298

*White to move*

### SOLUTION

**Hristodorescu-Dupont**  
Le Touquet-2011

**18.Nxf7!**

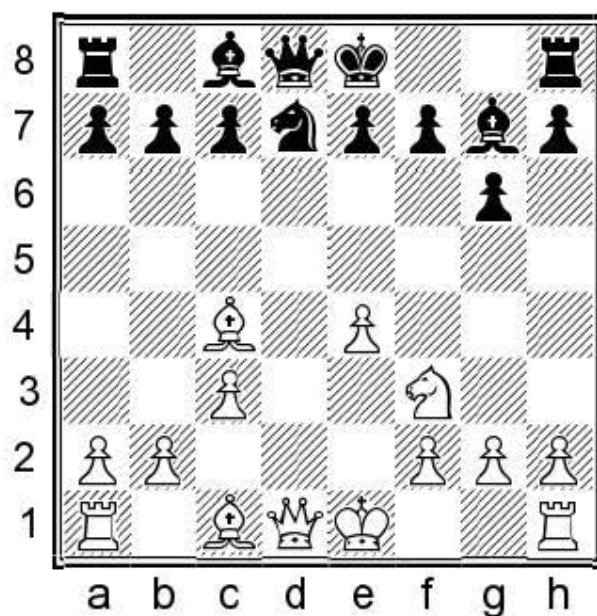
White eliminates the defender of the pawn on e6 and opens up the black king's position ( **Pattern 94**). Black resigned, since capturing the knight leads to checkmate:

**18...Kxf7 19.Qxe6+ Kg6**

**19...Kf8 20.Qf7#.**

**20.Bc2+ Kh5 21.Qh3#**





299

*White to move*

### SOLUTION

**Maatman-Roorda**

**Dieren-2015**

**8.Bxf7+! Kxf7**

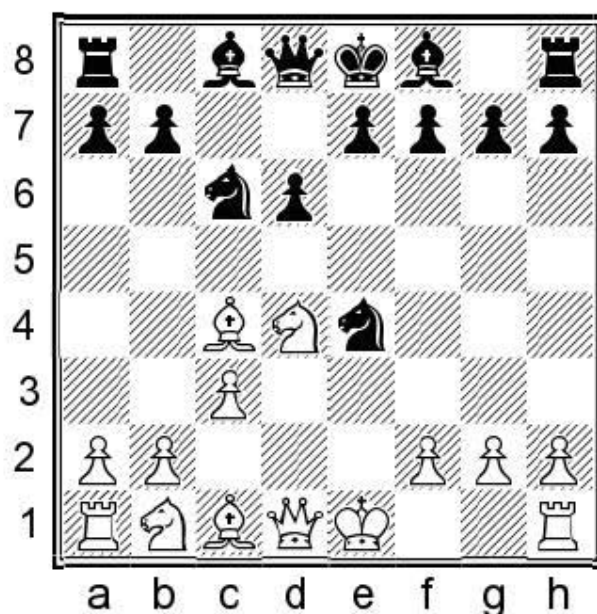
The game continued with 8...Kf8 9.Ng5 Nc5 10.Qxd8#.

**9.Ng5+ Ke8**

- 9...Kf8 10.Ne6+, forking the king and queen;
- 9...Kg8 10.Qd5+ / 10.Qb3+, mating;
- 9...Kf6 10.Qf3+ Ke5 11.Qf4#.

**10.Ne6+–**

**Pattern 93.**



300

*White to move*

Evaluate 7.Qh5 and 7.Bxf7+.

### SOLUTION

**Womacka-van den Dikkenberg**  
Titled Tuesday blitz-2023

#### 7.Qh5

This is not good, although it worked out well in the game.

• 7.Bxf7+! Kxf7 8.Qh5+ Kg8! 9.Qd5+ e6 10.Qxe4 ( 10.Nxe6 Nf6!-+ ). Thanks to the **Pattern 91** manoeuvre White has won back his pawn, though Black is slightly better after 10...d5 11.Qe2 Qf6.

• 7.Nxc6 bxc6 8.Qa4 Qd7 9.Bxf7+ Kxf7 10.Qxe4± was another way to win back the pawn.

#### 7...g6?

Black should have defended with 7...e6 ( 8.Nxe6? Bxe6 9.Bxe6 Qe7! and if the piece on e6 moves, Black has a decisive discovered check with ...Ng3+ in store) or 7...Ne5, and he is a healthy pawn up.

### 8.Qd5

We see a mixture of the ideas from **Pattern 91** and **Pattern 92**. White attacks f7 and the loose knight, which is made possible by the Qd1-h5-d5 manoeuvre.

### 8...f5

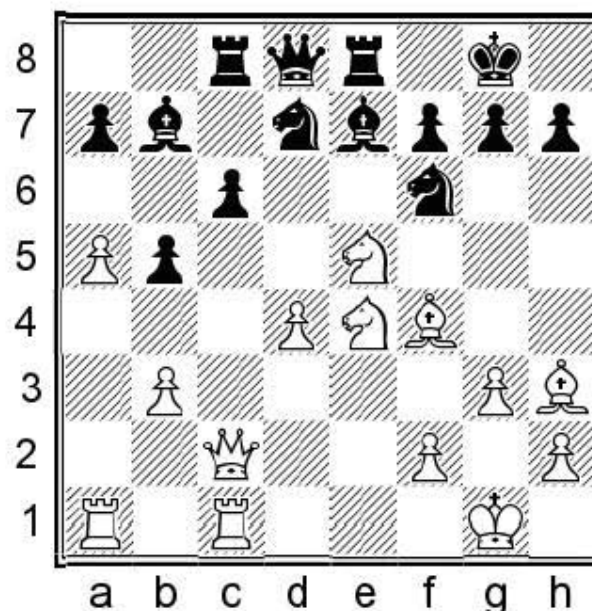
The game continued 8...Be6, and now White could have won a piece with 9.Qxe4 Bxc4 ( 9...d5 10.Nxc6 bxc6 11.Qe5+- ) 10.Nxc6.

### 9.Qf7+ Kd7 10.Ne6 Qb6

10...Qe8 11.Qxe8+ Kxe8 12.Nc7+.

### 11.0-0

Winning; the bishop on f8 will fall.



301

*White to move*

## SOLUTION

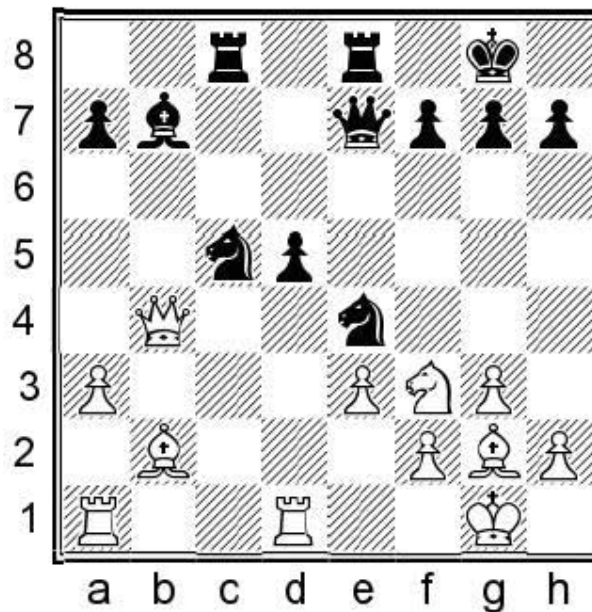
**Leko-Lomasov**  
Moscow rapid tt-2018

**21.Nxf7! Kxf7 22.Ng5+ Kf8**

22... Kg8 even leads to checkmate; a beautiful sample line is  
23.Qxh7+ Nxh7 24.Be6+ Kh8 25.Nf7+ Kg8 26.Ne5+ Kf8  
27.Ng6#.

**23.Ne6+**

And White won ( **Pattern 93** ).



302

*Black to move*

## SOLUTION

**Miedema-Zhang**  
Spijkenisse-2010

**21...Nxf2! 22.Kxf2?!**



The game went 22.Bxg7 Nxd1 ( 22...Kxg7? 23.Qb2+ ) and Black won.

**22...Qxe3+ 23.Kf1 Ba6+-+**  
**Pattern 94.**



303

*Black to move*

### SOLUTION

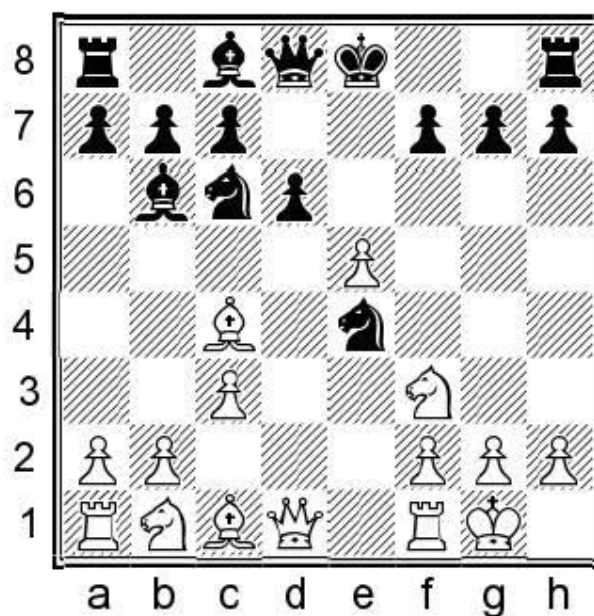
**Stute-Dgebuadze**  
**Böblingen-1997**

**18...Nxf2! 19.Kxf2 Qxe3+ 20.Kf1 Ne4!**

White has to give up his queen.

**21.Bxe4 Qxb3**

And Black won ( **Pattern 94**).



304

*White to move*

### SOLUTION

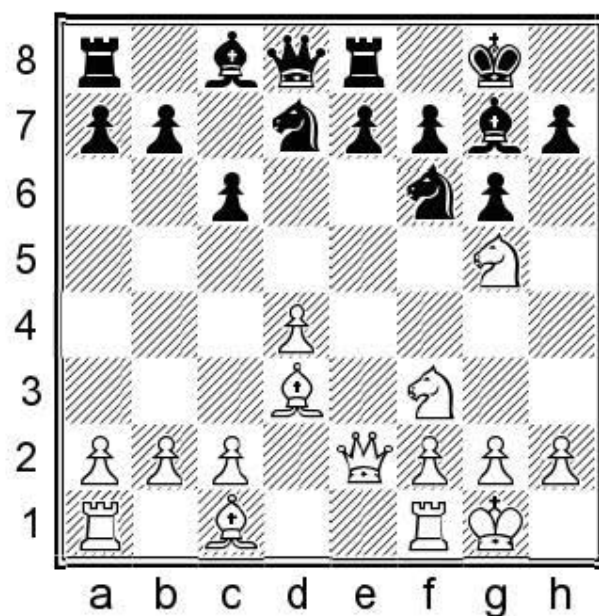
**Garcia Garcia-Bernal Marcos**  
Valladolid-1992

**8.Bxf7+!**

The tempting 8.Qd5 is weaker due to the defence 8...Be6! 9.Qxe4 d5. Now, White can grab the pawn with 10.Bxd5?!, but after 10...Qxd5 11.Qxd5 Bxd5 the bishop pair and the weak e5-pawn compensate the pawn deficit more than sufficiently.

**8...Kxf7 9.Qd5+ Be6 10.Qxe4**

White is a pawn up – **Pattern 92**.



305

*White to move*

### SOLUTION

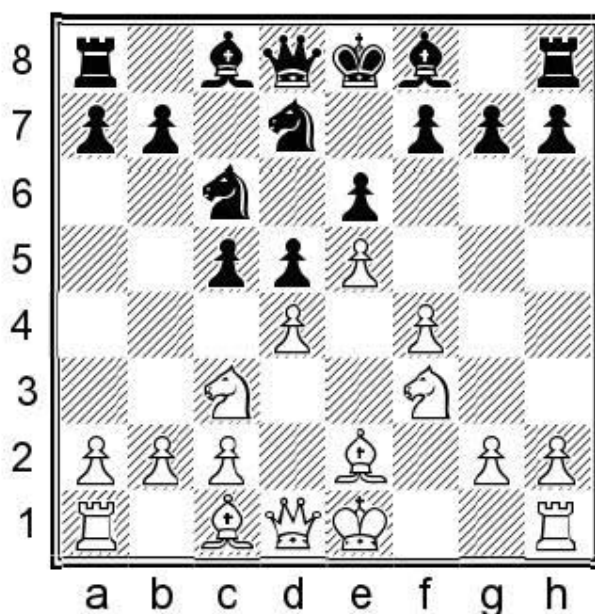
**Molina Rodriguez-Torres**  
Santa Cruz de Tenerife-2011

**10.Nxf7! Kxf7 11.Ng5+ Kf8**

11... Kg8 leads to a Smothered Mate: 12.Qe6+ Kh8 13.Nf7+ Kg8  
14.Nh6+ Kh8 15.Qg8+ Rxg8 16.Nf7#.

**12.Ne6+ 1-0**

**Pattern 93.**



306

*Black to move*

### SOLUTION

**Medeiros-Dominguez**  
**Florianopolis-2023**

**7...cxd4 8.Nxd4**

In case of 8.Nb5, 8...Bc5! is interesting, a novelty at the time of writing. For example, 9.Nfxd4 ( 9.Nbxd4 Ndx5! ) 9...Ndx5! 10.Nb3 ( 10.fxe5 Nxd4 11.Nd6+ ( 11.Nxd4 Qh4+ ) 11...Kf8µ ) 10...Nd7 and Black is clearly better.

**8...Ndx5!**

Similar to Nakamura-Lomasov, Titled Tuesday blitz 2021, in 100 Tactical Patterns You Must Know, **Pattern 90**.

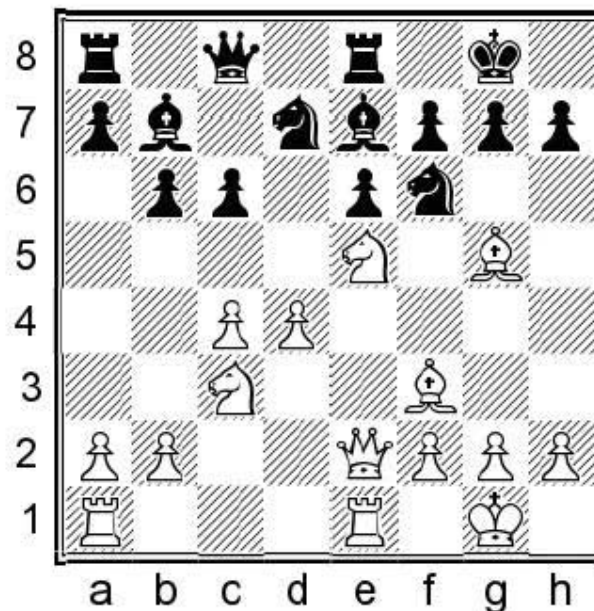
**9.fxe5**

The game continued 9.0-0 with a clear advantage for Black.

**9...Qh4+ 10.g3 Qxd4**



And Black has won a pawn.



307

*White to move*

### SOLUTION

**Movsesian-Piorun**

Warsaw European Rapid Championship-2010

**15.Nxf7! Kxf7 16.Qxe6+ Kf8**

16... Kg6 17.h4, threatening both 18.h5+ and 18.Be4+, with checkmate to happen very soon.

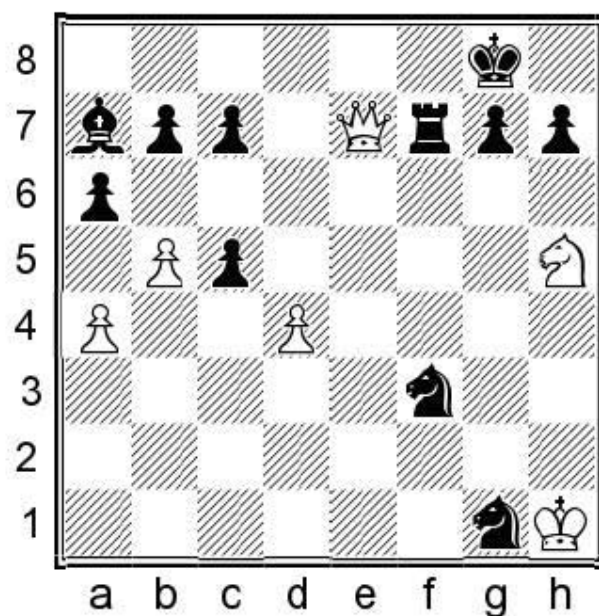
**17.Bh5! Ne5**

• 17...Nxe5 18.Bxe7+ Rxe7 19.Qxe7+ Kg8 20.Ne4+- on its way to d6;

• 17...g6 18.Bh6#.

**18.Qxe5 1-0**

**Pattern 94.**



308

*White to move*

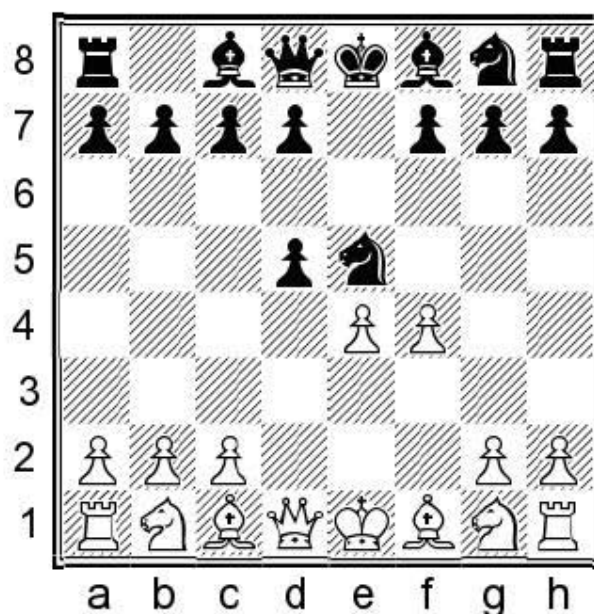
### SOLUTION

**Carlsen-Giri**

Goldmoney Asian rapid (analysis)-2021

The staircase manoeuvre across the seventh and eighth ranks will yield White the bishop ( **Pattern 89**).

**33.Qd8+ Rf8 34.Qxc7 Rf7 35.Qc8+ Rf8 36.Qxb7 Rf7 37.Qa8+ Rf8 38.Qxa7+-**



309

*White to move*

Evaluate 5.fxe5.

### SOLUTION

**Gleizerov-Ulibin**

**Norrköping-2013**

These two combatants have faced each other 30+ times over 30+ years, each game ending in a quick draw with one exception (in 1987). This was one of their more entertaining draws.

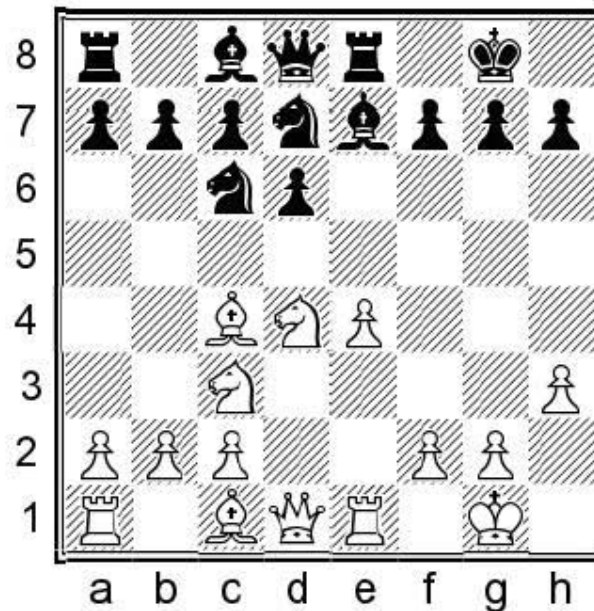
**5.fxe5 Qh4+ 6.Ke2**

6.g3? Qxe4+ ( **Pattern 90**) is what White should avoid. 7.Qe2 Qxh1 8.Nf3 and now 8...b6! (preparing to deflect the white queen with ...Ba6) ensures that Black will not be in trouble with his queen in the corner.

**6...Qh5+ 7.Ke1 Qh4+ 8.Kd2 Qh6+ 9.Kc3**

9.Kd3 Qa6+ is also a draw.

9...Qc6+ 10.Kd2 Qh6+ 11.Ke2 Qh5+ 12.Ke1 ½-½



310

*White to move*

### SOLUTION

**von Holzhausen-Tarrasch**  
Frankfurt simul-1912

**10.Bxf7+! Kxf7 11.Ne6!**

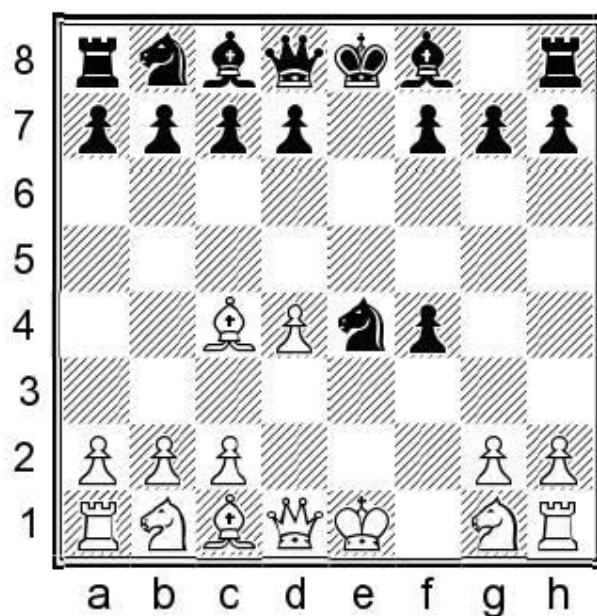
**Pattern 93.** White draws the black king into the open with two piece sacrifices. Now, Black has the unfortunate choice between getting checkmated or losing his queen.

**11...Kxe6**

The game continued 11...Nde5 12.Qh5+ Kg8 13.Nxd8 Rxd8 14.Nd5 and Black resigned.

**12.Qd5+ Kf6 13.Qf5#**





311

*White to move*

Evaluate 5.Bxf7+.

### SOLUTION

**Rosen-Schlechter**  
Paris-1900

White already went wrong in the opening, but playing for **Pattern 91** only makes it worse:

**5.Bxf7+ Kxf7 6.Qh5+ g6 7.Qd5+ Kg7 8.Qxe4 Bb4+!**

Clearing the way for the rook, as we know from **Pattern 20**.

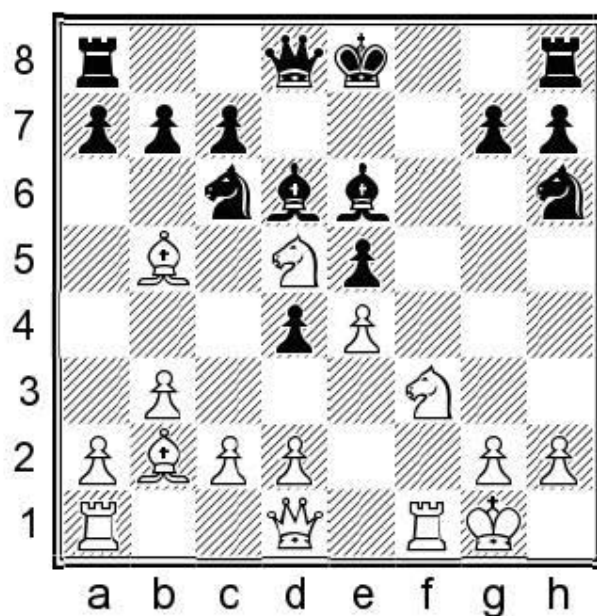
**9.Kf2**

9.c3 Re8.

**9...Re8 10.Qd3**

10.Qxf4? Rf8.

**10...Qh4+-+**



312

*White to move*

### SOLUTION

**Nepomniachtchi-Vazquez**

Chess.com blitz-2020

**12.Nxe5!**

Clearing the d1-h5 diagonal to enable the queen manoeuvre from **Pattern 90**.

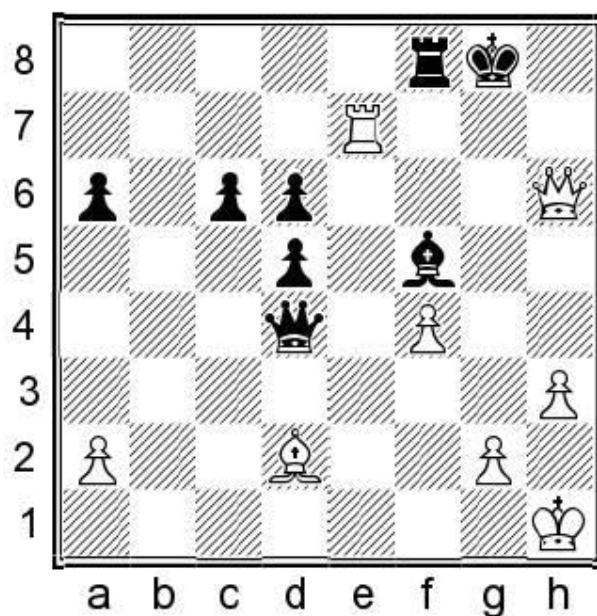
**12...Bxe5 13.Qh5+ Nf7 14.Rxf7! Bxf7**

The game continued 14...Bxh2+ 15.Qxh2 Kxf7 16.Rf1+ Kg8 17.Nxc7 and White won.

**15.Qxe5+ Kd7**

15... Kf8 16.Bxc6 (or first 16.Ba3+ ) 16...bxc6 17.Ba3++-.

**16.Qxg7 Qf8 17.Qxd4+-**



313

*White to move*

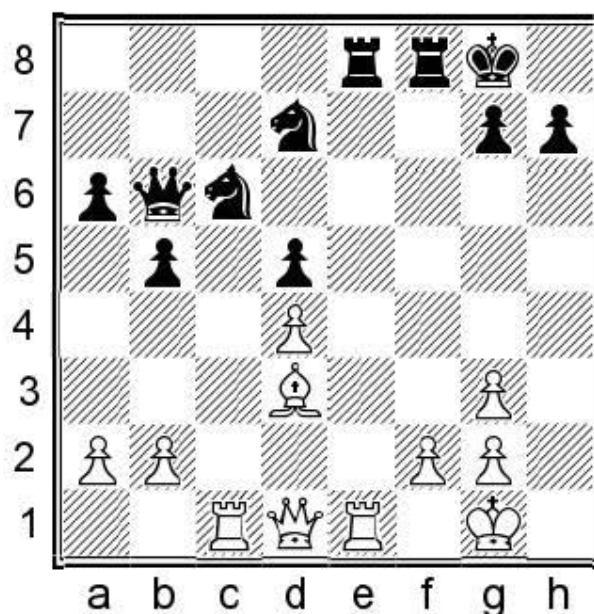
### SOLUTION

**Barry-Pillsbury**

**Boston-1899**

With a backwards staircase manoeuvre along the g- and h-files, White moves his queen from h6 to g3, from where it supports the bishop in executing a pin along the a1-h8 diagonal ( **Pattern 89**).

**37.Qg5+ Kh8 38.Qh4+ Kg8 39.Qg3+ Kh8 40.Bc3 1-0**



314

*White to move*

### SOLUTION

**Fatalibekova-Voronova**

Yaroslavl Russian Women's Championship semifinal-1981

**20.Bxh7+!**

Luring the king to enable the Qd1-h5+xd5+ manoeuvre (a variant on **Pattern 91**, in which the black king is commonly lured to square f7 instead of h7).

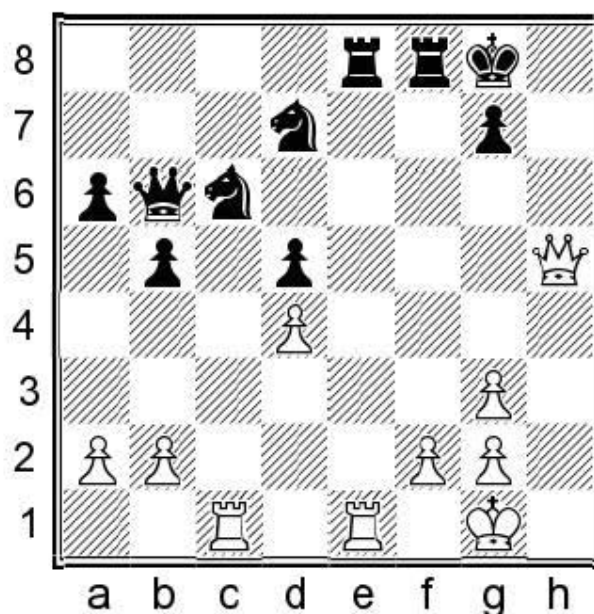
If 20.Rxe8? Rxe8 21.Bxh7+, then Black is not obliged to capture the bishop: 21...Kf8 wins.

**20...Kxh7**

20...Kh8 21.Rxe8 Rxe8 22.Bg6 and Black must give up her rook since, otherwise, Qh5+ will come with decisive effect.

**21.Qh5+ Kg8**





**22.Qxd5+!**

Black saves herself after 22.Rxe8 Nf6! 23.Rxf8 Kxf8.

**22...Kh7 23.Rxe8**

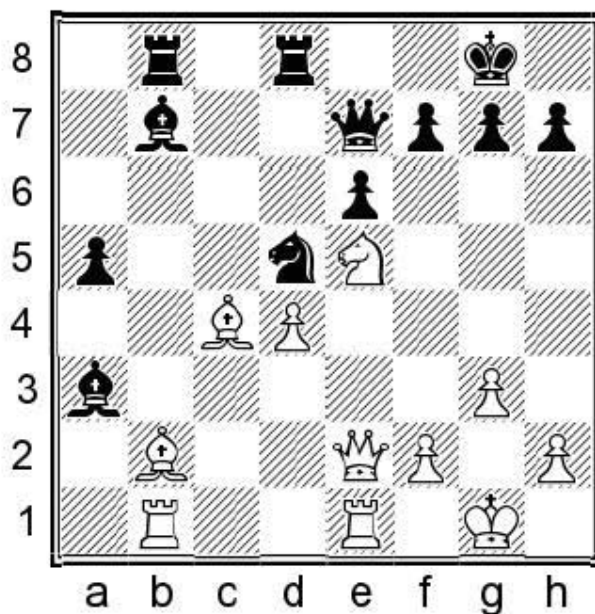
23.Qxd7?? Rxe1+ is winning for Black.

**23...Rxe8**

The game continued 23...Ncb8, and now 24.Rxf8 Nxf8 25.Qf5+ Kg8 ( 25...Ng6 26.Rc8 (threatening 27.Qh5#) 26...Kh6 27.g4, mating) 26.Rc8 Qd6 27.d5 with 28.Qe6+ coming next would have been a very convincing way to finish.

**24.Qh5+ Kg8 25.Qxe8+ Nf8 26.Rxc6 / 26.Qxc6**

And White is winning.



315

*White to move*

### SOLUTION

**Mijnheer-Timman**

**Bunschoten-Spakenburg rapid-2023**

**23.Bxa3 Qxa3 24.Nxf7! Re8**

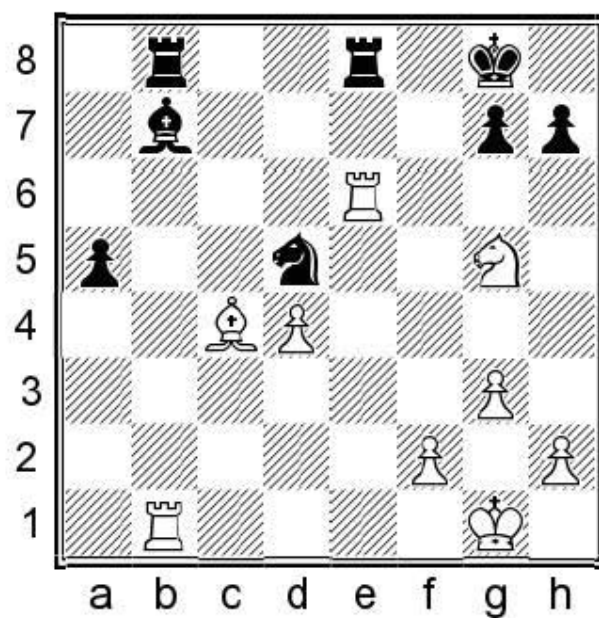
24... Kxf7 25.Qxe6+ Kf8 26.Rxb7! Rxb7 27.Bxd5 with mate very soon.

**25.Ng5!**

The game continued 25.Rxb7 Rxb7 26.Bxd5? Rxf7 27.Qb5 ( 27.Bxe6 Kh8 ) 27...Rff8 and Black even went on to win.

Now, compared to the game, 26.Rxb7 is a big threat. Black is losing, for example:

**25...Qe7 26.Qxe6+ Qxe6 27.Rxe6**



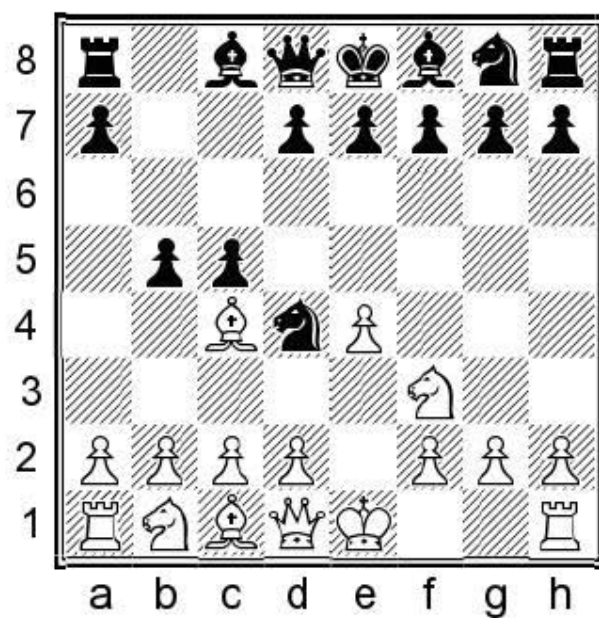
**27...Red8**

White is also winning after:

- 27...Rxe6 28.Bxd5;
- 27...Ba8 28.Rxb8 Rxb8 29.Rd6.

**28.Rxb7 Rxb7 29.Bxd5 Rxd5 30.Re8#**

**Pattern 94.**



316

*White to move*

Evaluate 5.Bxf7+.

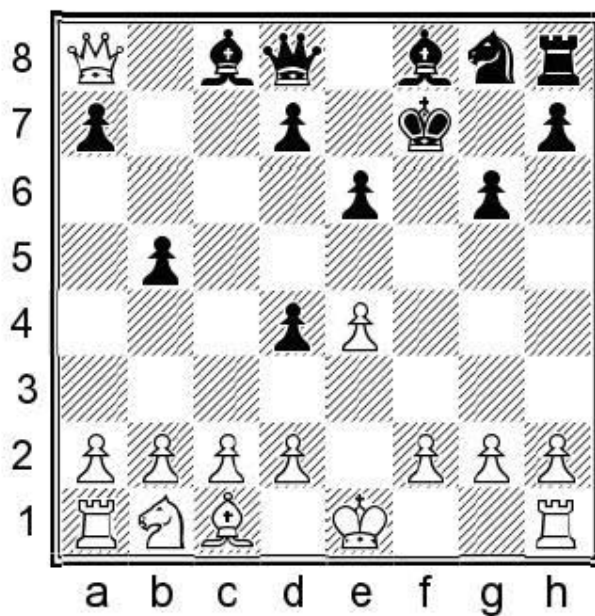
### SOLUTION

**Choon Cheng-Al Mansouri**

Dubai Asian Team Championship-1986

**5.Bxf7+ Kxf7 6.Nxd4 cxd4 7.Qh5+ g6 8.Qd5+ e6 9.Qxa8**





The queen manoeuvre from **Pattern 91** has yielded White an exchange, but now the queen is in the corner ( **Pattern 58**)!

**9...Qc7!**

Now the queen is in big trouble.

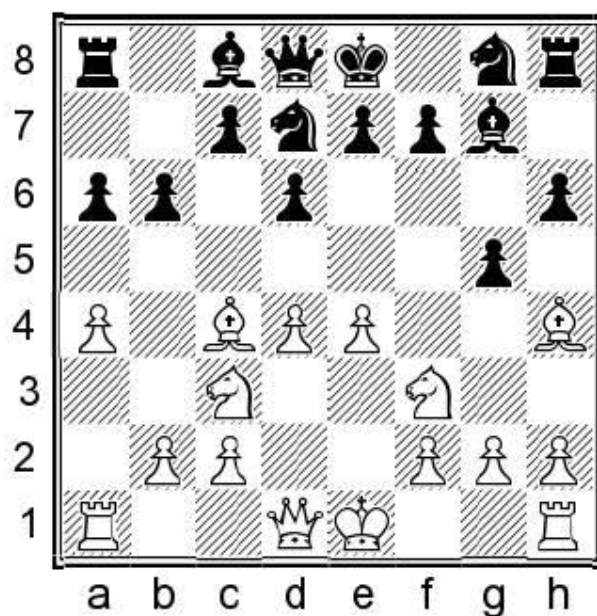
9...Bc5 10.Qb8, winning for White, was played in the game.

**10.b4**

To prevent 10...Bb7 11.Qxa7 Bc5.

**10...Ne7**

And with ideas like ...Nc6/Bb7 and ...Bg7/Ba6 to trap the queen, White will not survive.



317

*White to move*

### SOLUTION

**Rublevsky-d'Amore**  
Istanbul Olympiad-2000

**9.Bxg5!**

This white player managed to execute two bishop sacrifices.

**9...hxf5 10.Bxf7+! Kxf7**

10...Kf8 11.Nxg5, and with three pawns for the bishop and a vulnerable black king, White is for choice.

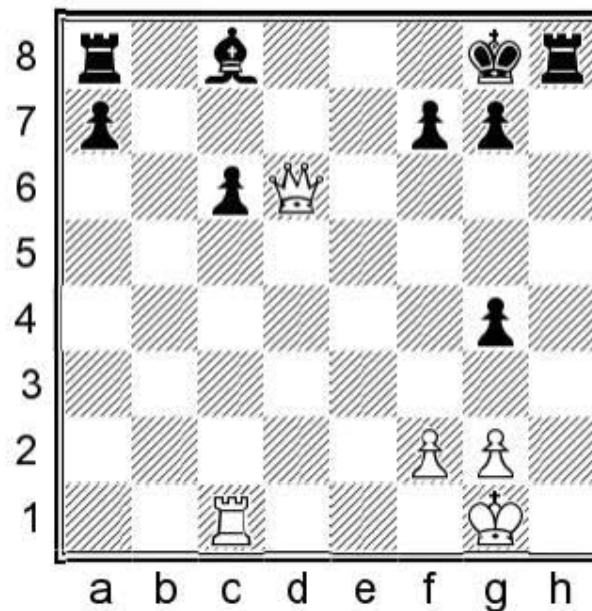
**11.Nxg5+ Ke8**

• 11...Kg6 12.Ne6 (Rublevsky-Chepkaitis, St Petersburg rapid 2001) and Black could resign because of the variation 12...Qe8 13.Qg4+ Kf7 14.Qxg7+ Kxe6 15.d5#;

• The game continued 11...Kf6 12.Qg4 Ne5 13.Nd5+! Kg6  
14.Nf4+ Kf6 15.dxe5+ dxe5 16.Nh7+ and Black resigned in view  
of 16...Rxxh7 17.Qg6#.

## 12.Ne6

The queen is trapped ( **Pattern 93**).



318

*White to move*

## SOLUTION

**Grooten-Hertneck**  
Hamburg-1984

## 25.Qxc6 Rb8

Now White starts the staircase manoeuvre ( **Pattern 89**) by repeatedly attacking the rook along the diagonals.

## 26.Qd6 Ra8 27.Qd5 Rb8 28.Qe5 Ra8

The queen is now where it wants to be – time to finish the job:

## 29.Qe8+

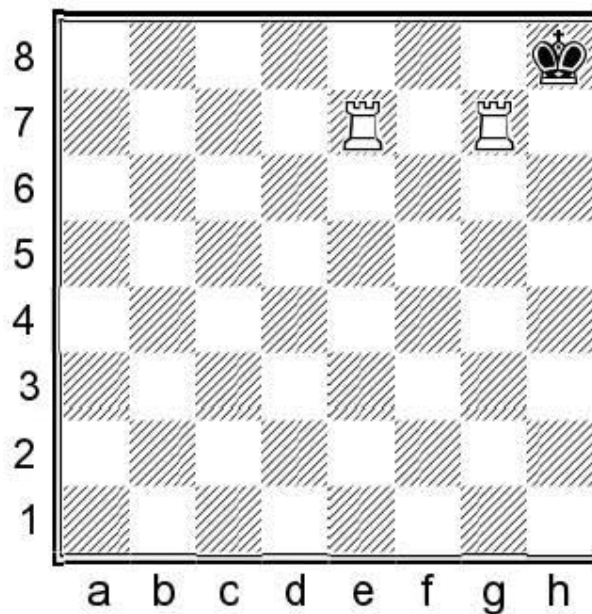
Chasing the king.

**29...K**h**7 30.Q**e**4+ 1-0**



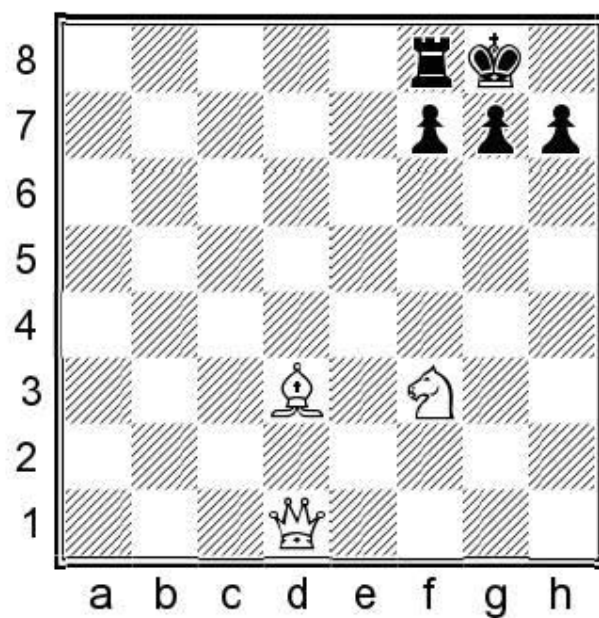
# Chapter 11

## Attacking weapons



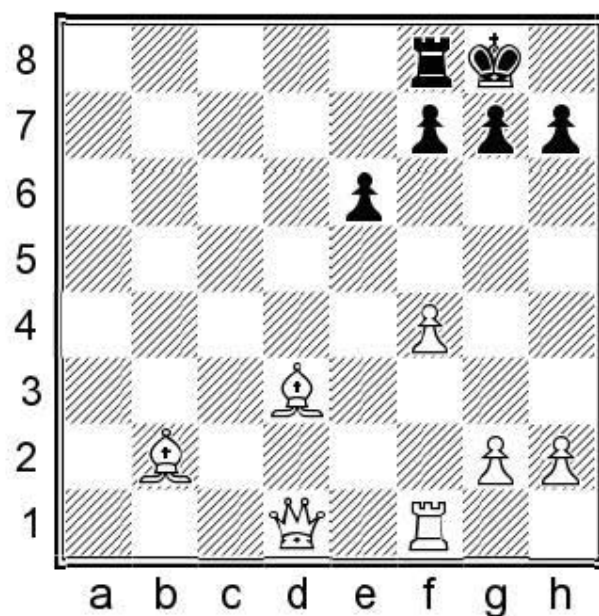
### 95. Two rooks on the seventh rank

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).



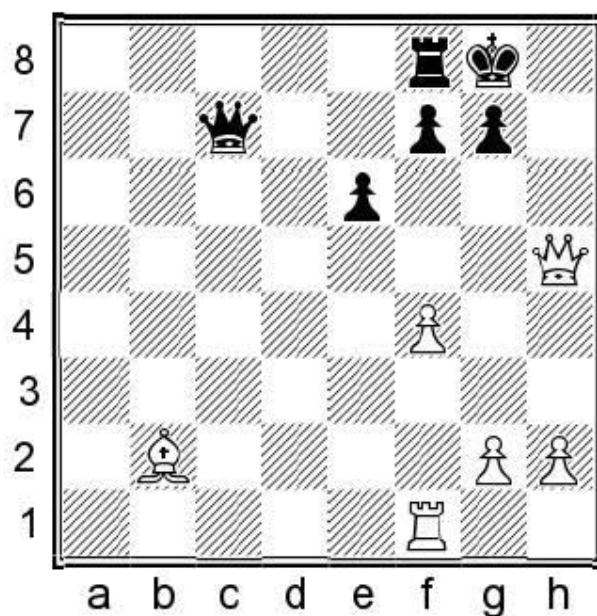
## 96. The Greek Gift

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

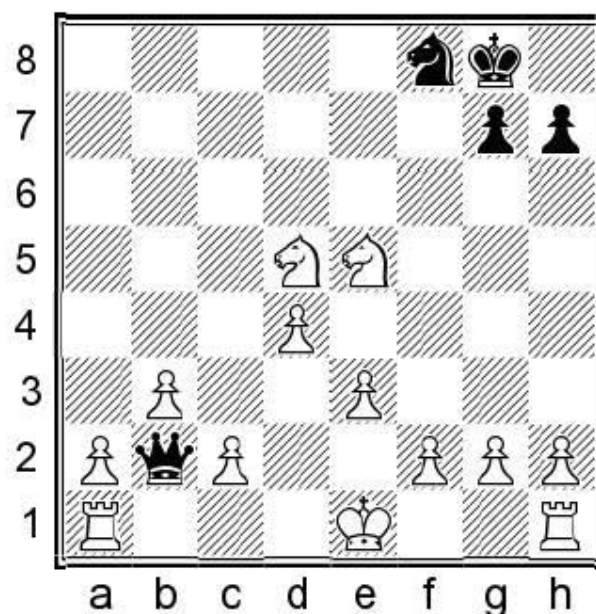
After 1.Bxh7+ Kxh7 2.Qh5+ Kg8, White sacrifices the second bishop with 3.Bxg7. Ideally, the attack leads to checkmate; for instance, here after 3...Kxg7 4.Qg5+, pushing the king back to the h-file and preventing its escape to the queenside, followed by Rf1-f3-h3.



## 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.

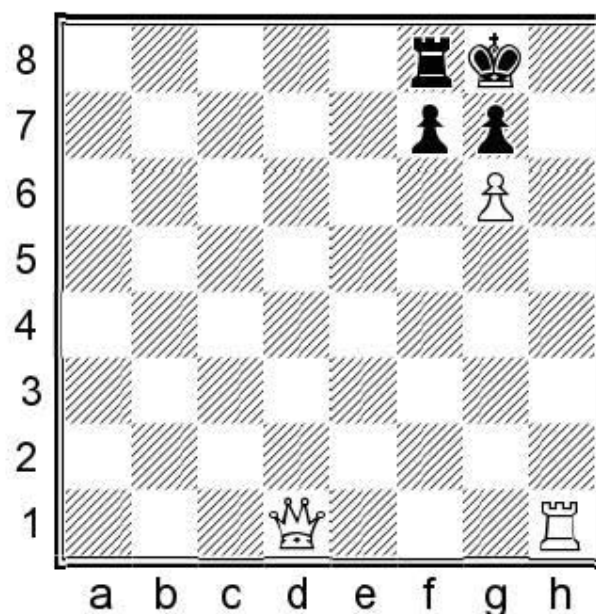




## 99. The double rook sacrifice

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).

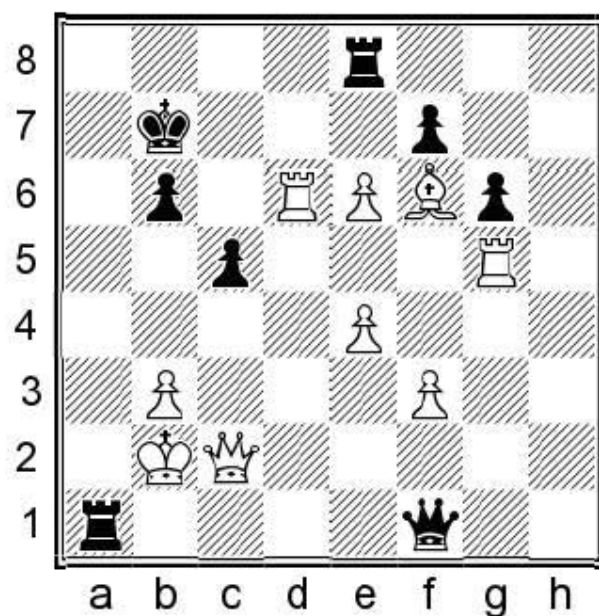


### 100. The magnet sacrifice

With 1.Rh8+ White forces the king to h8, after which the queen gets over with gain of tempo: 2.Qh1 ( 2.Qh5+ ) 2...Kg8 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).

### Attacking weapons - Exercises



319

*Black to move*

SOLUTION

### Carlsen-Nakamura Speed Chess Championship-2023

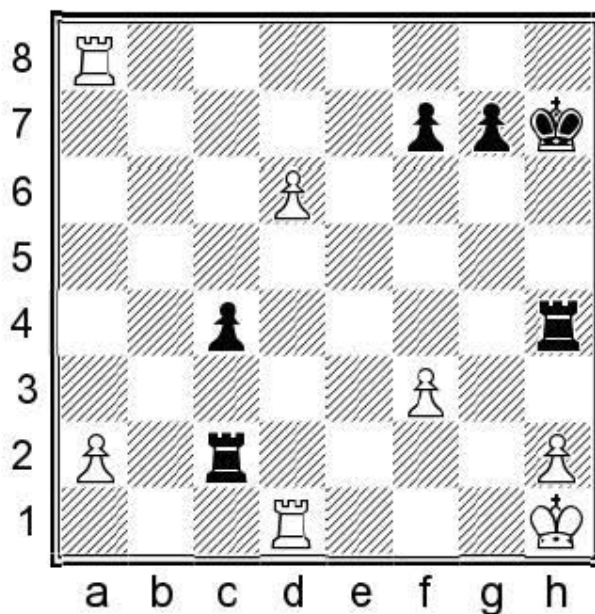
**38...Ra2+!**

38...Rea8? was played in the game, but after this magnet sacrifice from **Pattern 100** (in a slightly different version) White loses his queen, as

**39.Kxa2**

fails to

**39...Ra8+ 40.Kb2 Qa1#**



320

*Black to move*

### SOLUTION

**Schwalen-Erwich**  
Germany tt-2007/08

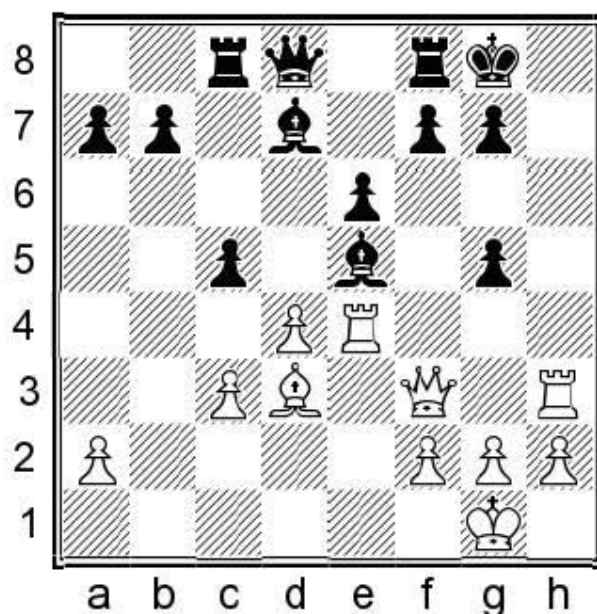
**36...Rcxh2+!**

It seems more logical to capture with the other rook to have two active rooks on the second rank, but in that case Black has nothing more than a draw. A sample line: 36...Rhxf2+ 37.Kg1 Rcg2+ 38.Kf1 c3 39.d7 Rb2 40.Kg1 and Black does not get any further.

**37.Kg1 Rh1+ 38.Kf2 Rxd1 0-1**

See also Jacobs-Wilbrink, Eindhoven 2022 (analysis), in 100 Tactical Patterns You Must Know, **Pattern 95**, for a similar tactic.





321

*White to move*

### SOLUTION

**Vitiugov-Kosyrev**

Wroclaw European Rapid Championship-2014

**24.Rh8+!**

The magnet sacrifice from **Pattern 100**.

**24...Kxh8 25.Rh4+! 1-0**

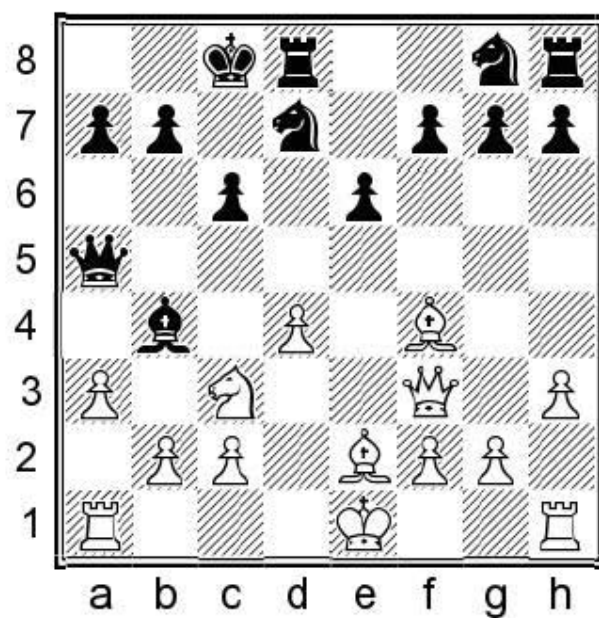
Clearing the b1-h7 diagonal for the white bishop before attacking the black king with Qh5+.

25.Qh5+?? Kg8 26.Rh4 f5-+.

Black resigned due to 25...Kg8 ( 25...gxh4 26.Qh5+ Kg8 27.Qh7# )

26.Rh8+! (that magnet sacrifice again!) 26...Kxh8 27.Qh5+ Kg8

28.Qh7#.



322

*White to move*

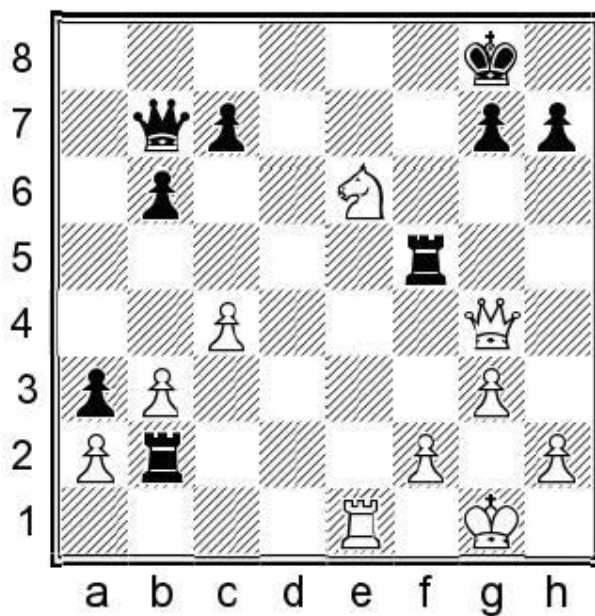
**SOLUTION**

**Canal-NN**

Budapest simul-1934

**11.axb4! Qxa1+ 12.Kd2 Qxh1 13.Qxc6+! bxc6 14.Ba6#**

Boden's Mate, made possible by a double rook sacrifice ( **Pattern 99**).



323

*Black to move*

### SOLUTION

**Nepomniachtchi-Gujrathi Vidit**

Baku rapid (adjusted – the exercise was inspired by this game)-  
2023

**34...Qg2+!**

Black secures a draw, because other moves lose:

- 34...Rf7 35.Rd1;
- 34...g6 35.Qd4!.

**35.Kxg2 Rxf2+ 36.Kg1**

Of course not allowing checkmate with 36.Kh3? Rxh2#...

**36...Rg2+ 37.Kh1**

... or 37.Kf1? Rbf2#.

**37...Rxh2+ 38.Kg1 Rbg2+**

### SOLUTION

**Miles-Browne**

**.Qh5+ Kg8 20.Bxg7**

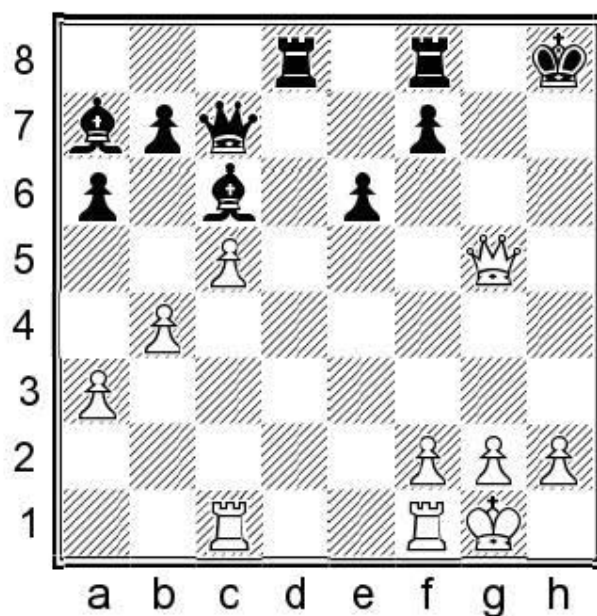
The double bishop sacrifice ( **Pattern 97**).

**20...Kxg7**

**21.Qg5+ Kh8**

486





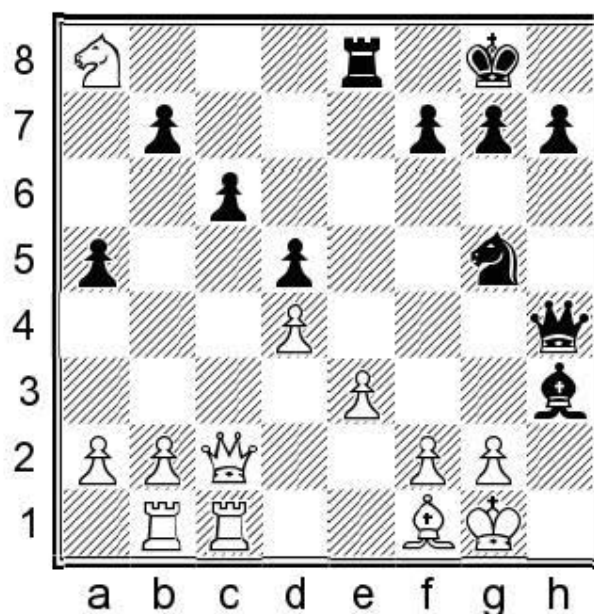
### 22.Qf6+!

Blocking the f7-pawn to prevent a seventh-rank defence for Black (see also Petruzalek-Galunova, Sunny Beach 2010, in 100 Tactical Patterns You Must Know, **Pattern 98**).

22.Rc4 allows Black to defend by clearing the seventh rank ( **Pattern 88**): 22...f6 23.Rh4+ Qh7, and Black is doing okay.

### 22...Kg8 23.Rc4

Black resigned, as after 23...Rfe8 24.Rh4, checkmate with Q/Rh8 cannot be prevented.



325

*Black to move*

### SOLUTION

**Berresheim-Cordes**

Germany tt jr (analysis)-2022/23

**19...Nf3+!**

Gaining access to the white king while blocking the f2-pawn ( **Pattern 98**).

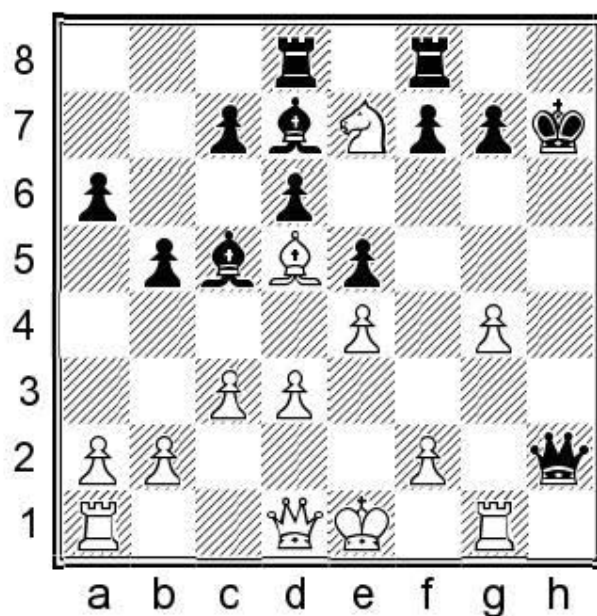
19...Re6 20.f4!, opening up the second rank for defence.

**20.gxf3 Qg5+!**

As we learned from the double bishop sacrifice, Black first forces the king to the h-file and then brings in the rook.

Not 20...Re6 21.Bg2 and the white king can escape to the other wing.

**21.Kh2 Bxf1 22.Rxf1 Re6—+**



326

*White to move*

### SOLUTION

**Shevchenko-Nesterov**

**Jermuk U16-2017**

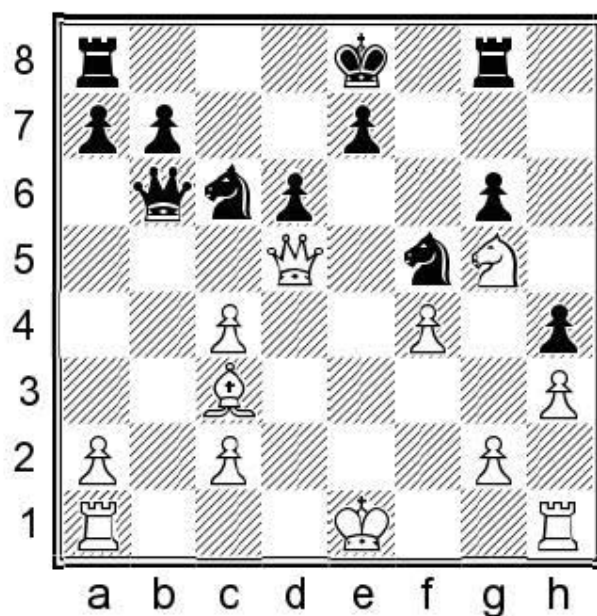
**21.Qf3!**

Initiation of the double rook sacrifice ( **Pattern 99**). White threatens 22.Rh1, so Black has to capture the first rook.

**21...Qxg1+ 22.Kd2 Qh2**

- Anastasia's Mate (queen version) – 22...Qxa1 23.Qh3#;
- Anastasia's Mate (rook version) – 22...Qxf2+ 23.Qxf2 Bxf2 24.Rh1+ Bh4 25.Rxh4#.

**23.Rh1 Qh6+ 24.g5 1-0**



327

*Black to move*

### SOLUTION

**Brouwer-Konings**

Hoogeveen-2022

**21...Qe3+ 22.Kd1 Qxc3!**

The double rook sacrifice ( **Pattern 99**) wins on the spot.

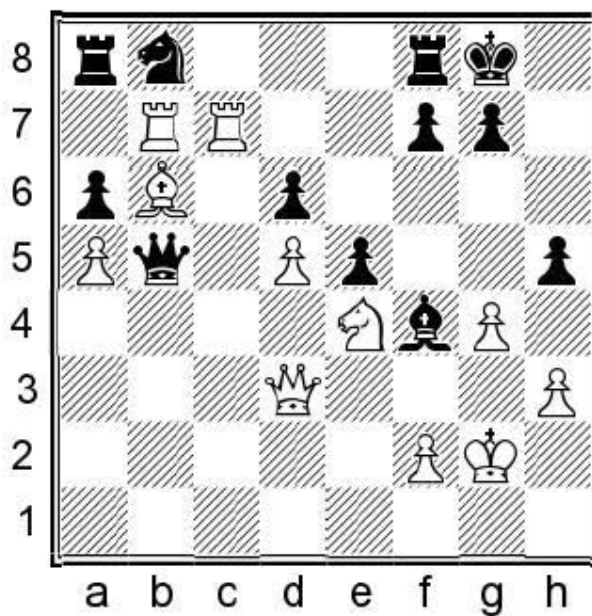
The game continued 22...Kd7.

**23.Qxg8+ Kd7 24.Qxa8**

Declining the second rook does not bring salvation either: 24.Qe6+ Kc7 25.Rb1 Ne3+ 26.Ke2 Nd4+.

**24...Ne3+ 25.Ke2 Nd4+ 26.Kf2 Qd2+ 27.Kg1 Qxg2#**





328

*White to move*

### SOLUTION

**Bok-Gajewski**  
Fagernes-2014

White needs to open the seventh rank to make optimal use of his rooks.

**30.Nf6+! gxf6**

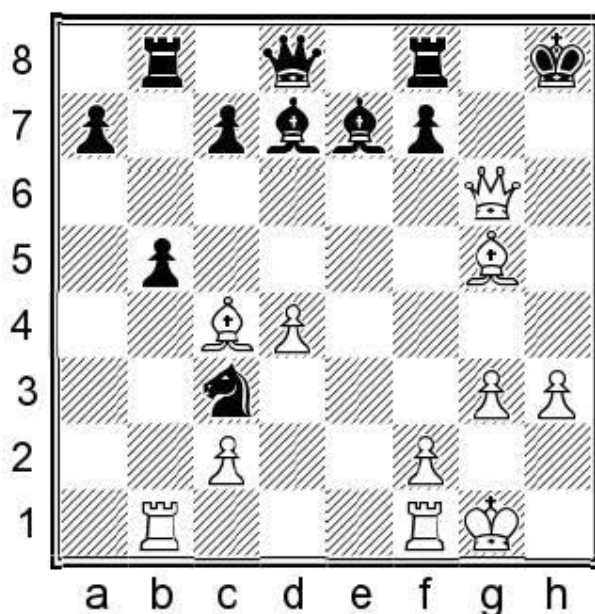
30... Kh8 31.Qh7#.

**31.Qg6+! fxg6**

The game continued 31... Kh8 32.Qxh5+ Kg8 33.Qg6+ Kh8 34.Qxf6+ Kg8 35.Qg6+ Kh8 36.Rxf7 1-0.

**32.Rg7+ Kh8 33.Rh7+ Kg8 34.Rbg7#**

Because the rook on f8 is in the way of its king, Black is checkmated ( **Pattern 95**).



329

*White to move*

### SOLUTION

**Glek-Kroeze**

Netherlands tt-1996/97

**24.Bf6+!**

Blocking the f-pawn ( **Pattern 98**).

24.Qh6+ Kg8 25.Bf6! ( 25.Bd3? f5!= ) transposes to the game.

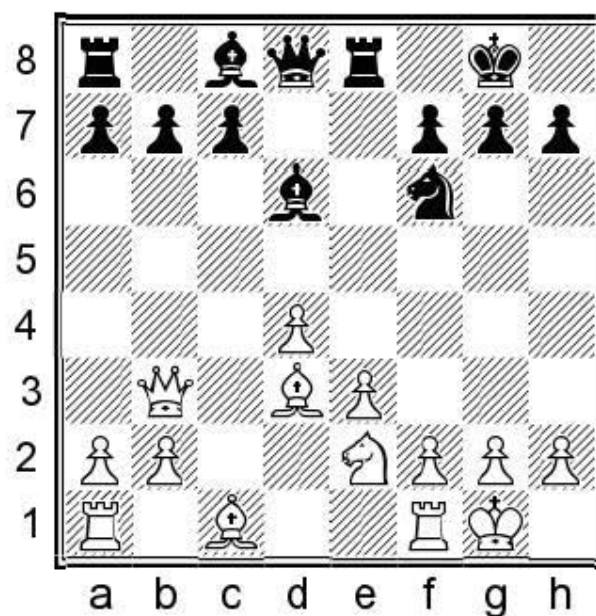
**24...Bxf6 25.Qh6+ Kg8 26.Bd3**

With the bishop on f6, Black cannot interpose his pawn on f5.

**26...Ne2+ 27.Kh2 1-0**

Not 27.Kh1?? Bf5! 28.Bxf5 Qd5+ and White even loses.

Black resigned, as he will be checkmated after 27...Re8 28.Bh7+! Kh8 29.Bg6+! (the shortest possible retreat of the bishop to target the f7-pawn. Remember this motif!) 29...Kg8 30.Qh7+ Kf8 31.Qxf7#.



330

*Black to move*

Evaluate 12...Bxh2+.

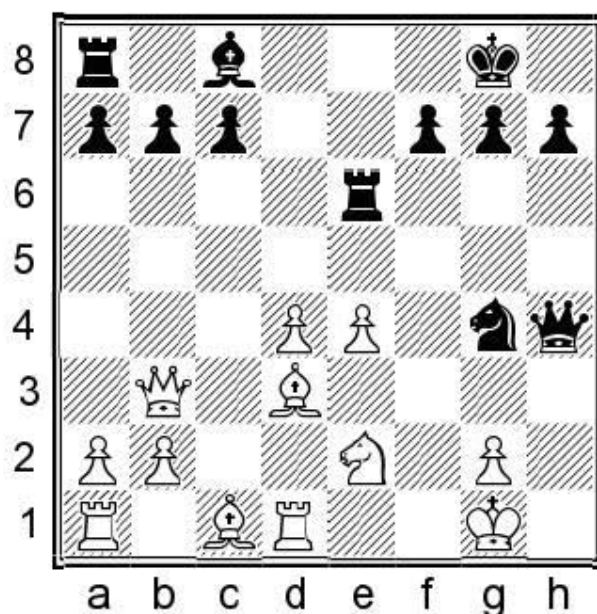
### SOLUTION

**Watanabe-Gonzalez Garcia**  
Merida-2001

The Greek Gift ( **Pattern 96**) does not bring Black any salvation:

**12...Bxh2+ 13.Kxh2 Ng4+ 14.Kg3!**

14.Kg1 loses in an instructional way: 14...Qh4 15.Rd1 Qxf2+  
16.Kh1 Re6! (threatening 17...Rh6#) 17.e4 Qh4+ 18.Kg1



18...Rf6! (threatening 19...Qh2#) 19.Bf4 ( 19.Nf4 Qf2+ 20.Kh1 Rh6+ 21.Nh3 Rxf3+ 22.gxh3 Qh2# ) 19...Rxf4! 20.Nxf4 Qh2+ 21.Kf1 Qxf4+ 22.Kg1 Qh2+ 23.Kf1 Qh1+ 24.Ke2 Qxg2+ 25.Ke1 Qf2#.

**14...Qg5**

14...h5 15.Rh1!+-.

**15.f4**

Note that the d3-bishop controls the g6-square, so ...Qg6 is not an option.

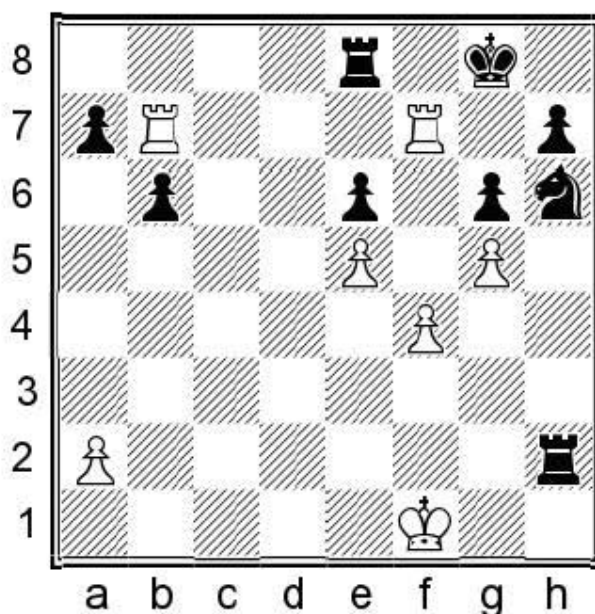
**15...Qh5 16.Bd2 Qh2+**

16...Nxe3 17.Bxe3 Rxe3+ 18.Kf2+-.

**17.Kf3 Qh4 18.g3 Nh2+ 19.Kf2 Ng4+ 20.Ke1+-**

White is just a piece up.





331

*White to move*

Evaluate 33.Rg7+.

### SOLUTION

**Makhnev-Petriashvili**  
Online Rapid Olympiad-2021

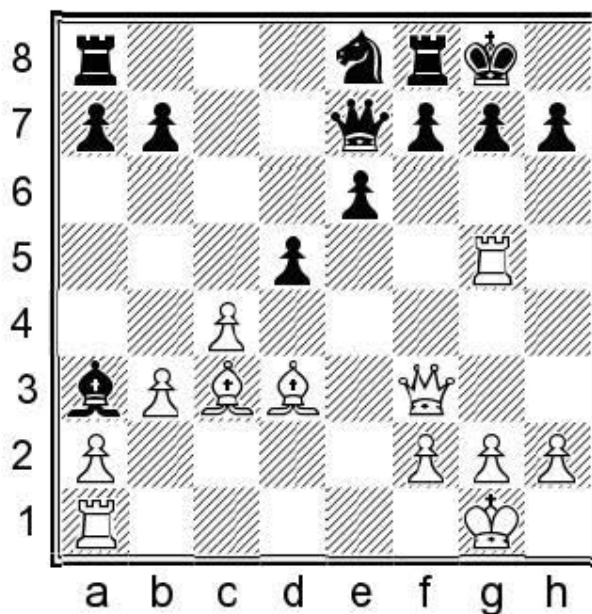
The two rooks on the seventh rank guarantee White a draw, but it shouldn't have been more than that.

**33.Rg7+ Kh8?**

33... Kf8 34.gxh6 ( 34.Rxh7 Ng4!=, protecting the rook while X-ray defending the h8-square) 34... Rc8. Making space for the king while threatening mate. White has no choice but to settle for a draw by delivering perpetual check on the seventh rank.

**34.Rxh7+ Kg8 35.gxh6 Rc8 36.Rbg7+ Kf8 37.Rh8#**

Thanks to the assistance of the h-pawn, White does not have to worry about the g7-rook hanging ( **Pattern 95**).



332

*White to move*

### SOLUTION

**Willemze-Stewart**

Leiden-2010

**21.Rxg7+!**

The game continued 21.Qh5 f5! ( 21...g6? 22.Qxh7+ Kxh7 23.Rh5+ Kg8 24.Rh8# ) and Black had no problems.

**21...Nxg7 22.Bf6!**

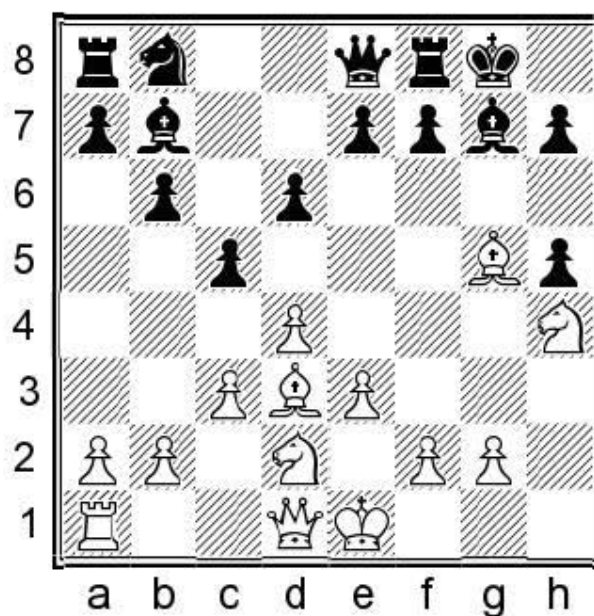
White blocks the f-pawn ( **Pattern 98**) and thus prepares 23.

Qg3/g4, since a seventh-rank clearance defence with ...f7-f6/f5 is impossible now.

22.Qg3?? f6 is, of course, what White must not allow to happen.

**22...Qc7?! 23.Qg4**

Checkmate on g7 is unstoppable.



333

*White to move*

### SOLUTION

**Köhler-Antal**

Amsterdam-2012

**12.Bf6!**

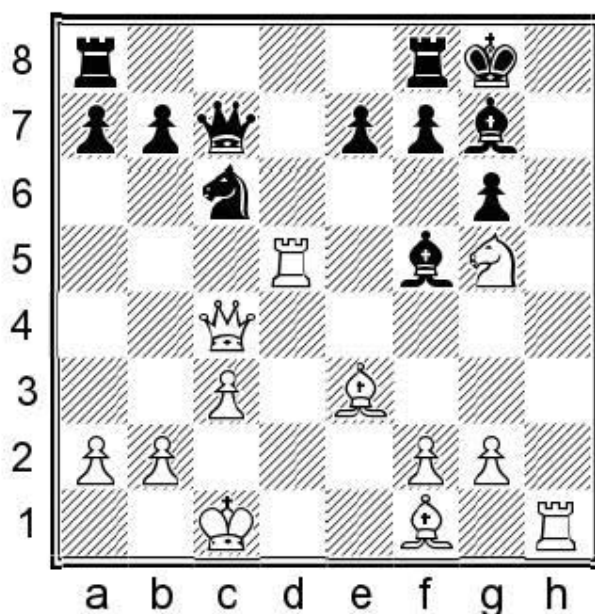
Blocking the f-pawn ( **Pattern 98**).

The game continuation 12.Qxh5 allowed 12...f5.

**12...Nd7 13.Bxh7+ Kxh7 14.Qxh5+ Kg8 15.Bxg7 Kxg7**

If 15...f6, White has many ways to win, the simplest being 16.Qh8+ Kf7 17.Bxf8.

**16.Qg5+ Kh7 17.Nf5 Rg8 18.Qh6#**



334

*White to move*

### SOLUTION

**Vakhidov-Mengjie**  
Kuala Lumpur-2011

**18.Rh8+!**

To be honest, more or less everything wins here, but this is the fastest and most convincing way.

**18...Bxh8**

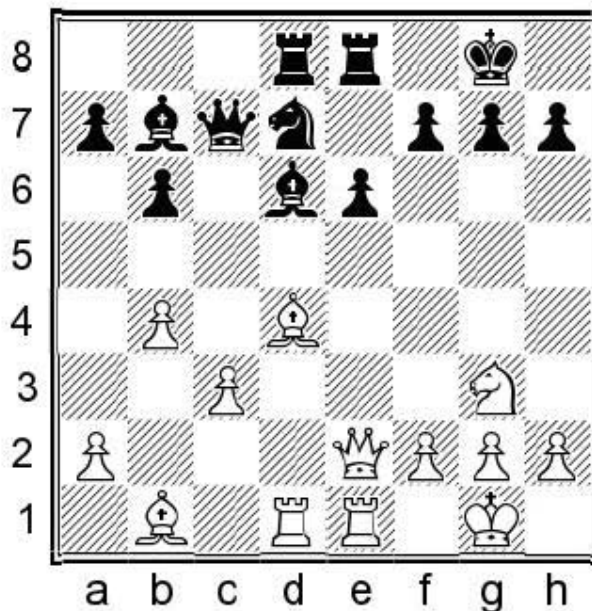
Compared to 18...Kxh8, White cannot go to h4 with gain of tempo, but it does not matter: Black is defenceless against White's mating attack. See also Leenhouts-Van Wely, Amsterdam 2018, in 100 Tactical Patterns You Must Know, **Pattern 100**, for the same idea on the other wing.

18...Kxh8 19.Qh4+ Kg8 20.Qh7#.

**19.Qh4 Kg7 20.Rxf5! 1-0**



It is checkmate after 20...gxf5 21.Qh7+ Kf6 22.Qh6+ Ke5 23.f4+ Kd5 24.c4#.



335

*White to move*

Evaluate 20.Bxh7+.

### SOLUTION

**Kevlishvili-Tiviakov**

Utrecht Dutch Championship playoff blitz-2023

The double bishop sacrifice ( **Pattern 97**) forces a draw.

**20.Bxh7+ Kxh7 21.Qh5+ Kg8 22.Bxg7 Kxg7**

Not accepting the second bishop is not recommended, for example:

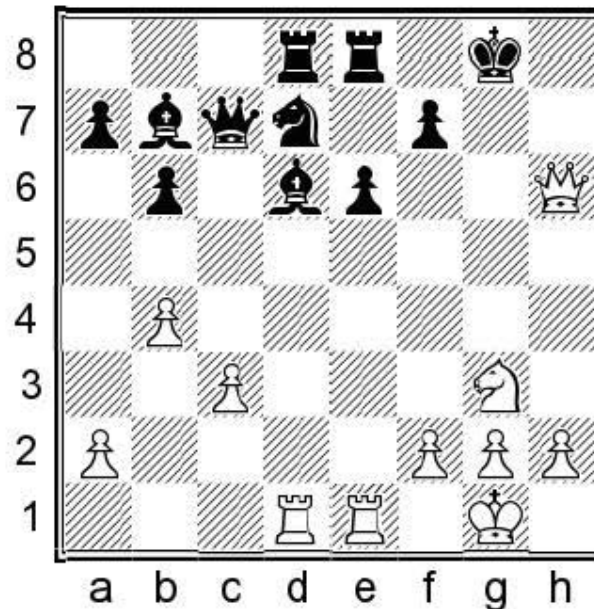
- 22...f6 loses to 23.Rd4;
- 22...f5 23.Bh6 Nf8 24.Rxd6! Rxd6 ( 24...Qxd6 25.Qg5+ Kf7 26.Qg7# ) 25.Qxe8 and White wins.

**23.Qg5+ Kf8**

23... Kh7 /h8 24.Rd4.

**24.Qh6+ Kg8**

24... Ke7?? 25.Nf5#.

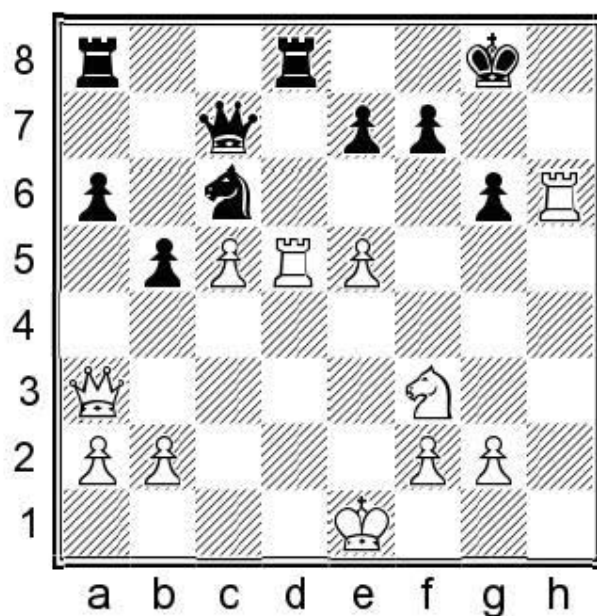


And now White should have delivered perpetual check starting with 25.Qg5+. However, White played for the win, but that was too much of a good thing:

**25.Nh5?**

If 25.Rd4, 25...Nf8 holds.

**25...Qxc3! 26.Re3 Qh8—+**



336

*White to move*

What do you think of 23.Ng5 ?

### SOLUTION

**Topalov-Leko**

Wijk aan Zee-2001

**23.Ng5**

This forces a draw.

**23...Rxd5 24.Rh8+**

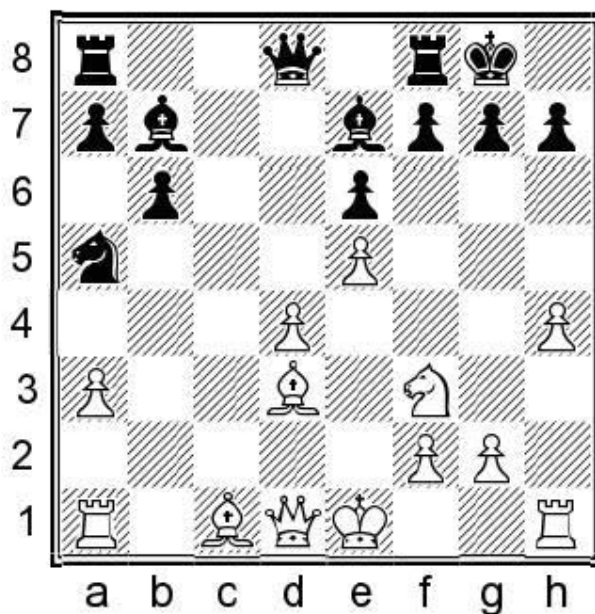
The magnet sacrifice from **Pattern 100**. It's not winning, though, since Black is not obliged to capture the rook:

**24...Kg7**

24... Kxh8? runs into mate after 25.Qh3+ Kg7 26.Qh7+.

**25.Rh7+ Kg8 26.Rh8+**

Draw.



337

*White to move*

Evaluate 15.Bxh7+.

### SOLUTION

**Timman-Polugaevsky**  
Breda match (analysis)-1979

Just like in Exercise 330, the Greek Gift does not bring much happiness.

**15.Bxh7+?**

15.Be3 was played in the game.

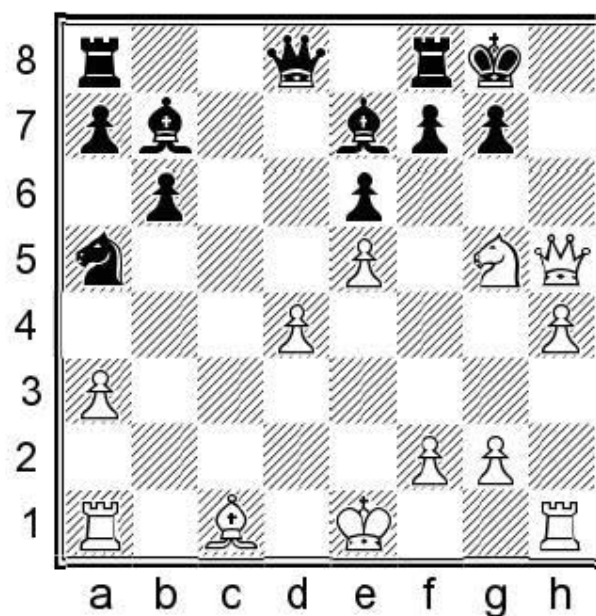
**15...Kxh7 16.Ng5+ Kg8!**

• 16...Bxg5 17.hxg5+ Kg8 ( 17...Kg6 18.Qh5+ Kf5 19.Rh4! and 20.Rf4# next) 18.Qh5 f5 19.g6, checkmating;

• If 16...Kg6, White has several ways to decide the game, one of them being 17.Qd3+ f5 18.h5+ Kh6 19.Nxe6+.

**17.Qh5**



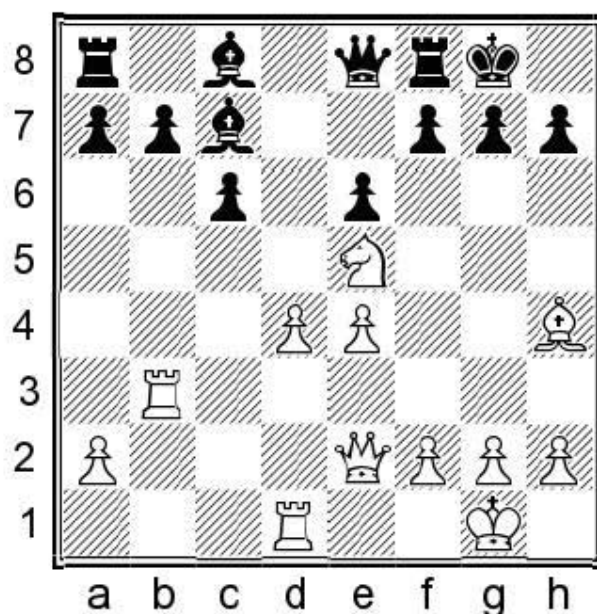


**17...Be4!**

This is an important defence. The bishop covers the mating square, and since Black is a piece up, he can afford to return the bishop.

**18.Nxe4 Qxd4 19.Ng5 Qxe5+! 20.Kf1 Qf5**

Black is a pawn up, better developed, and White's king is more vulnerable than Black's.



338

*White to move*

### SOLUTION

**Grischuk-Vitiugov**

**Riga-2019**

**20.Bf6!**

Blocking the f-pawn ( **Pattern 98**) and threatening 21.Qg4 g6 22.Qh5 Bd8 (22...gxh5 23.Rg3#) 23.Qxh7+ Kxh7 24.Rh3+ Kg8 25.Rh8#.

**20...Bd8**

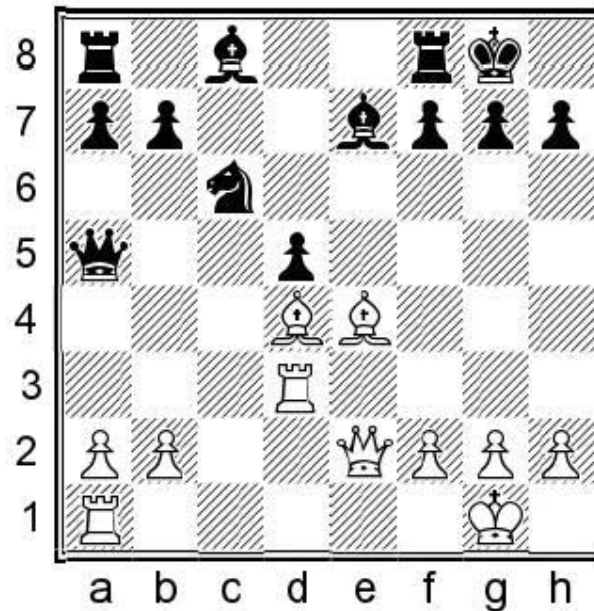
20...gxf6 21.Qh5. Too many of Black's pieces are obstructing their king: 21...Qe7 22.Rh3 Rd8 23.Qxh7+ Kf8 24.Qh8#.

**21.Bxg7! Kxg7 22.Rg3+ Kh8**

22...Kf6 23.Qf3+ Ke7 24.Qa3+ Kf6 25.Nd7+ Bxd7 26.e5+ Kf5 27.Qf3#.

**23.Qh5 1-0**

23...f6 ( 23...Rg8 24.Nxf7+; 23...Qe7 24.Rh3 f5 25.Ng6+ ) 24.Qxe8 Rxe8 25.Nf7#.



339

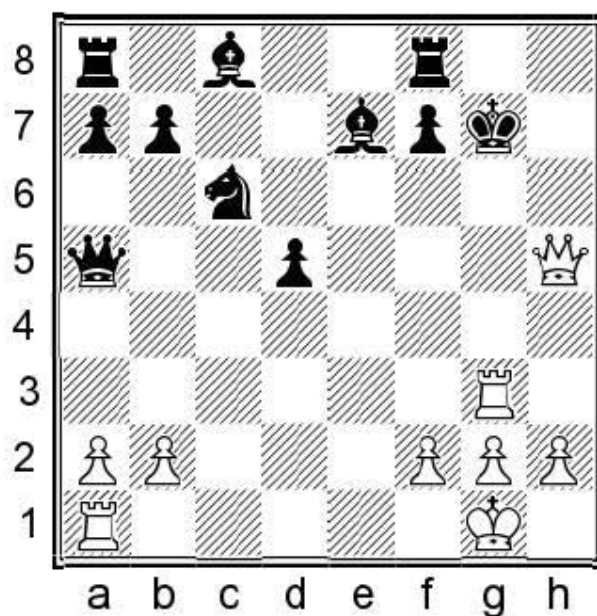
*White to move*

Evaluate 19.Bxh7+.

### SOLUTION

**Hendriks-Simutowe**  
Dieren (analysis)-2008

**19.Bxh7+ Kxh7 20.Qh5+ Kg8 21.Bxg7 Kxg7 22.Rg3+**

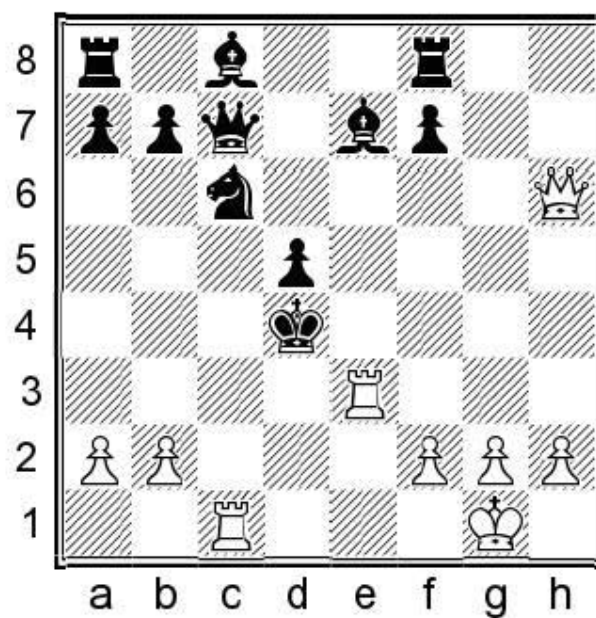


### 22...Bg4!

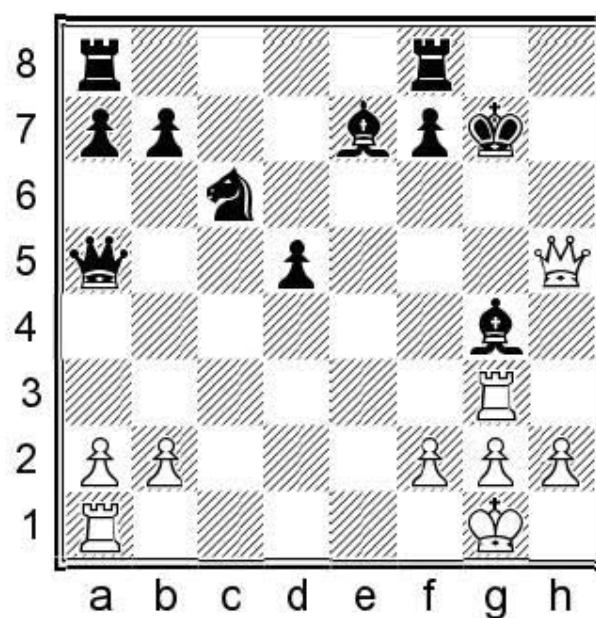
The interposition from **Pattern 87** ensures that the double bishop sacrifice is not winning.

22... Kf6 does not end well for Black. A sample line: 23.Qh6+ Ke5 24.Re3+ Kd4 ( 24...Kf5 25.h3 Ne5 26.g4+ Nxg4 27.hxg4+ Kxg4 28.Kh1+- ) 25.Rc1!. Taking away the escape route from the king. 25...Qc7 (to prevent 26.Qf4# )





26.Rd3+! Ke4 27.f3+ Kxd3 28.Rc3+ Ke2 29.Qe3+ Kd1 30.Rc1#.



**23.b4!**

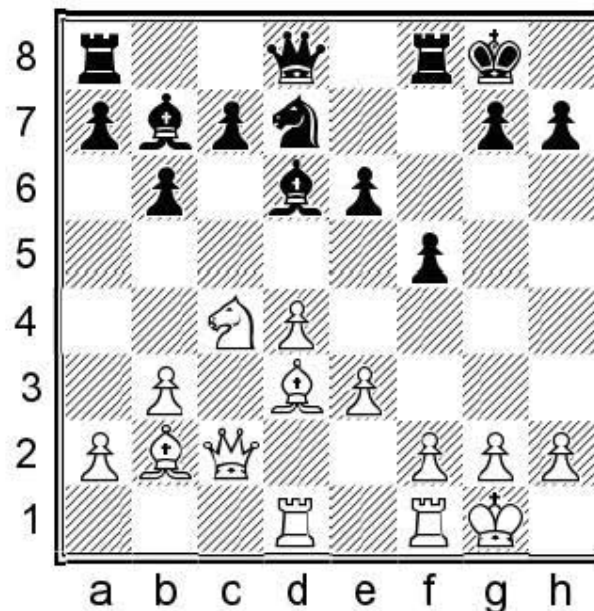
• 23.Qxg4+ Kf6. Now, compared to the line with 22... Kf6, White doesn't have 24. Qh6+ anymore: 24.Re3 Qb4 and Black is fine;

- 23.Rxg4+? Kf6 24.Qh6+ Ke5, and compared to the 22...Kf6 line, White does not have Re3+ here. Although it still looks scary for Black with his king out in the open, White cannot take advantage of it.

### 23...Qxb4

- 23...Nxb4? interferes with the queen covering the e1-square:  
24.Rxg4+ Kf6 25.Qh6+ Kf5 26.Rf4+ Ke5 27.Re1#;
- 23...Bxb4? 24.Qg5+ Kh8 25.Rxg4 and 26.Rh4# next.

24.Rxg4+ Qxg4 25.Qxg4+=



340

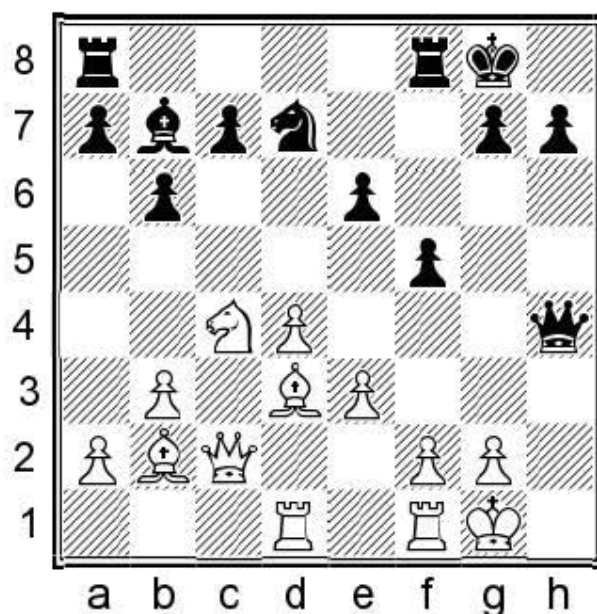
*Black to move*

### SOLUTION

**Dizdarevic-Miles**

Biel-1985

**13...Bxh2+! 14.Kxh2 Qh4+ 15.Kg1**



### 15...Bf3!

The bishop blocks the f2-pawn ( **Pattern 98**) so White cannot use a second-rank defence with f2-f3/f4. In addition, Black is threatening 16... Qg4 17. g3 Qh3 and 18... Qh1#.

Three years earlier, Miles struck with a sacrifice similar to 15...Bxg2 (see Exercise 324), but here it doesn't work: 16.f3 ( 16.Kxg2? Qg4+ 17.Kh1 Qf3+! ) and now 16...Qh1+?! 17.Kf2 Bxf1 18.Rxf1 is better for White. Compared to the other Miles game, the defender's queen is protected.

### 16.Nd2

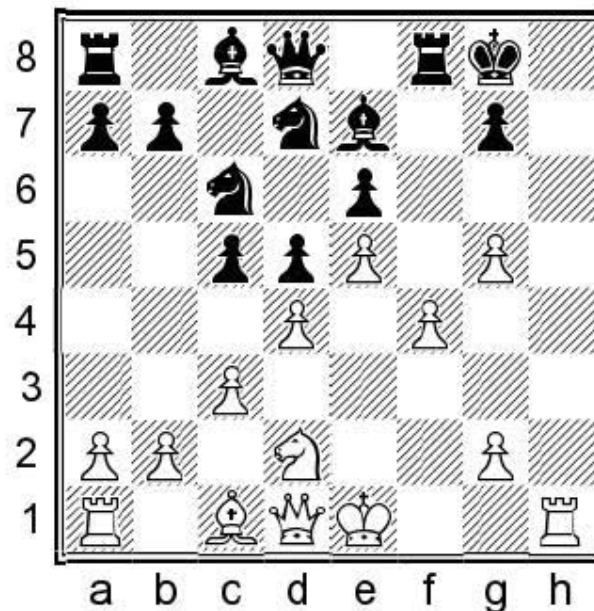
This blocks the second rank so the (postponed) Lasker Sacrifice ( **Pattern 97**) does work now.

- 16.Be2. Like 16. Nd2, this blocks the second rank as well.  
16...Bxg2! 17.Kxg2 Qg5+ 18.Kh1 Rf6 19.f4 Rh6+ 20.Bh5 Qxh5+!  
21.Kg1 Qh1+ 22.Kf2 Qh2+ and Black wins;
- 16.gxf3 Qg5+ 17.Kh2 Rf6 and wins.

### 16...Bxg2! 17.f3



17.Kxg2 Qg4+ 18.Kh1 Rf6 19.Qxc7 e5! and ...Rh6# is coming.  
**17...Rf6 18.Nc4 Bh3 0-1**



341

*White to move*

Evaluate 13.Rh8+.

### SOLUTION

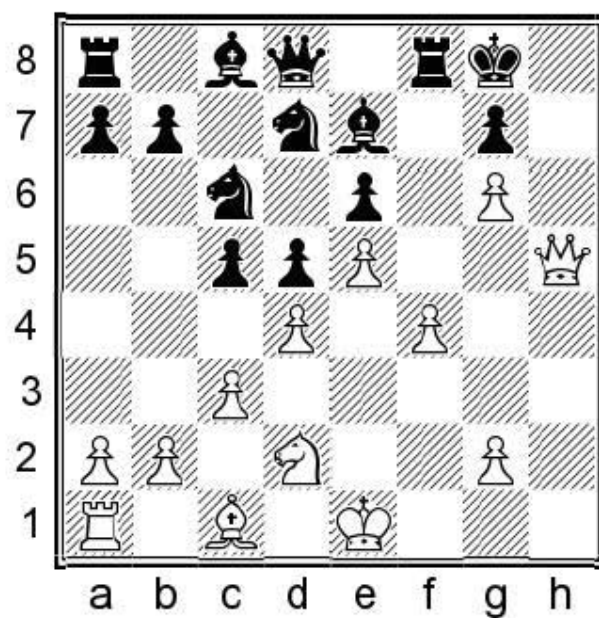
**Ivanov-Katrein**  
 Philadelphia-1991

**13.Rh8+?**

This magnet sacrifice does not work here ( **Pattern 100**).  
 The game continued 13.Qh5, and White won convincingly.

**13...Kxh8 14.Qh5+ Kg8 15.g6**

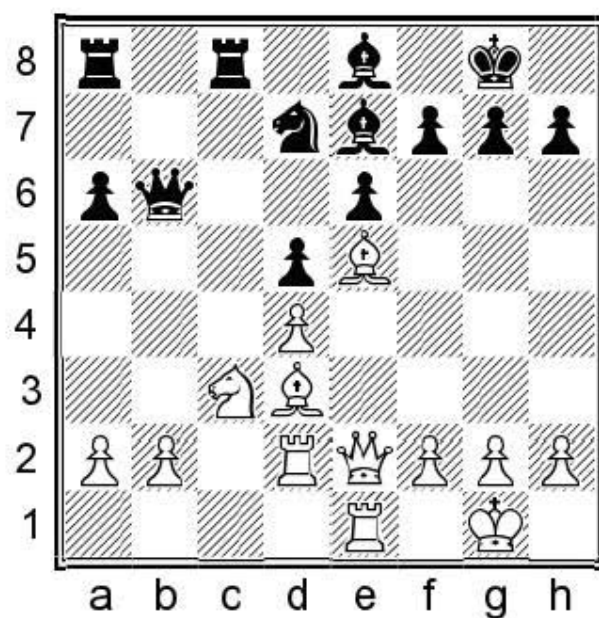




**15...Bh4+!**

Clearing the e7-square with gain of tempo. This opens an escape route for the black king.

**16.Kd1 Rf5 17.Qh7+ Kf8 18.Qh8+ Ke7 19.Qxg7+ Ke8-+**

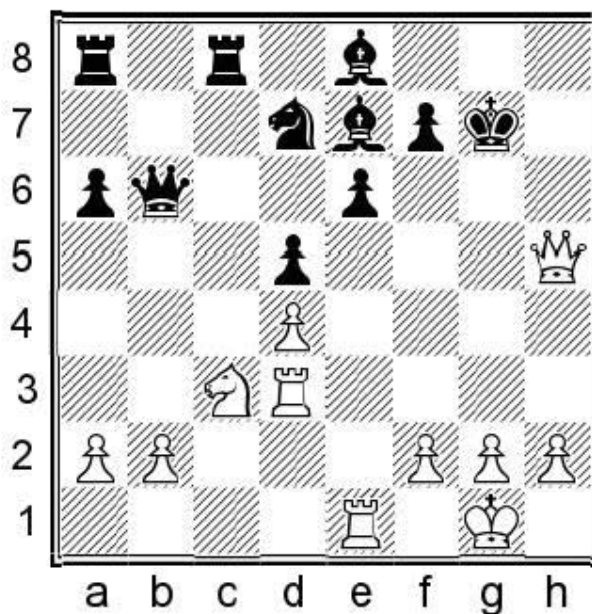


*White to move*

Evaluate 18.Bxh7+.

**SOLUTION****Miedema-Siebrecht**

Germany Bundesliga B-2016/17

The double bishop sacrifice ( **Pattern 97** ) is tempting but not sound:**18.Bxh7+ Kxh7 19.Qh5+ Kg8 20.Bxg7 Kxg7 21.Rd3****21...Rxc3!!**

Eliminating the knight while X-ray defending the g3-square.

• 21...Bf6? 22.Rg3+ Kf8 23.Qh6+ Ke7 24.Nxd5+- . This is why White lifted his d-rook instead of his e-rook – and why Black wanted to get rid of this knight in the game!

• 21...Nf8 only holds the draw after 22.Rh3 Ng6 23.Qh6+ Kg8 ( 23... Kf6? 24.Rf3# ) 24.Qh7+ Kf8 25.Qh6+.

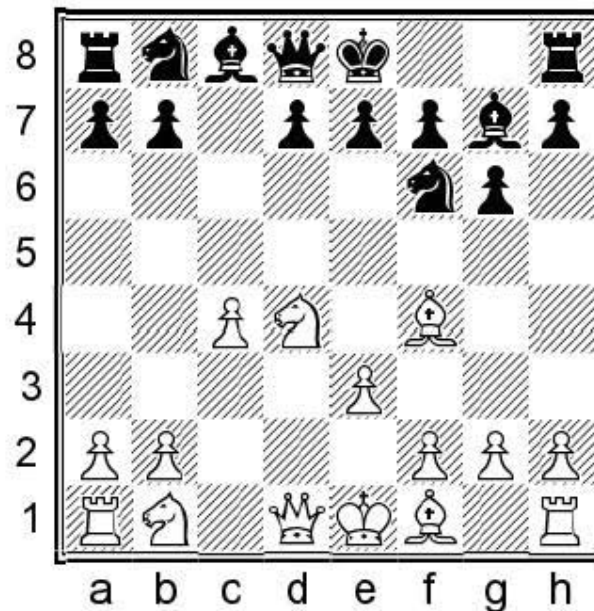
**22.bxc3 Bf6**

And now the black king can slowly walk away to the other wing.  
Three pieces for the rook were sufficient for Black to win this game.

# Chapter 12

## Mix

### Mix - Exercises



343

*Black to move*

SOLUTION

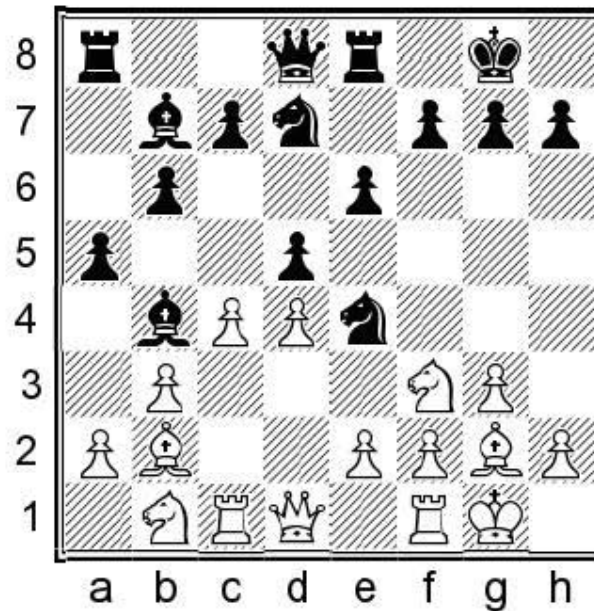
**Yanchenko-Firouzja**  
Titled Tuesday blitz-2020

**6...e5**

Luring the bishop.



7.Bxe5 Qa5+ 8.Nc3 Qxe5  
And Black won. **Pattern 6.**



344

*White to move*

### SOLUTION

**Fridman-van Foreest**

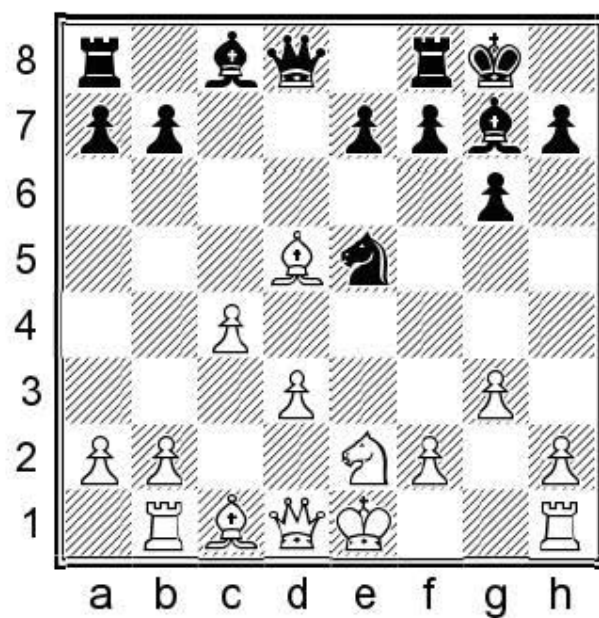
**Warsaw World Blitz Championship-2021**

**12.c5!**

Shutting off the a3-f8 diagonal. Black's bishop is lost.

**12...bxc5 13.a3 cxd4 14.axb4**

And White is a piece up. **Pattern 53.**



345

*Black to move*

### SOLUTION

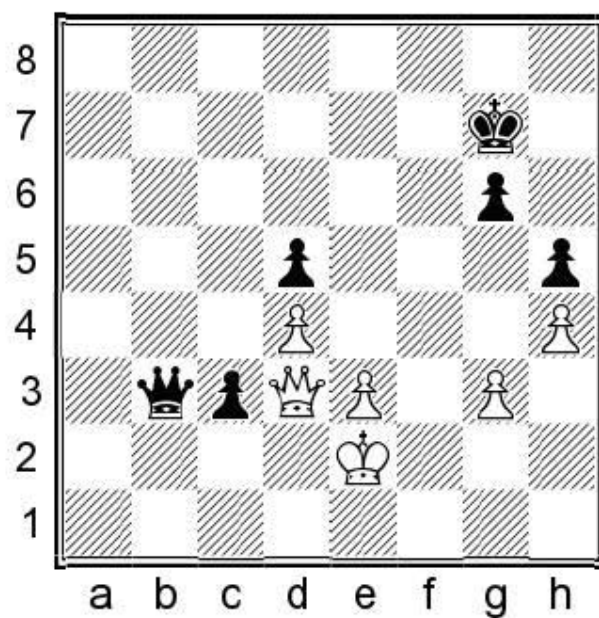
**Jiruse-Georgiev**  
Sunny Beach-2011

**11...Qxd5!**

Eliminating the defender of the f3-square.

**12.cxd5 Nf3+ 13.Kf1 Bh3#**

**Pattern 47.**



346

*Black to move*

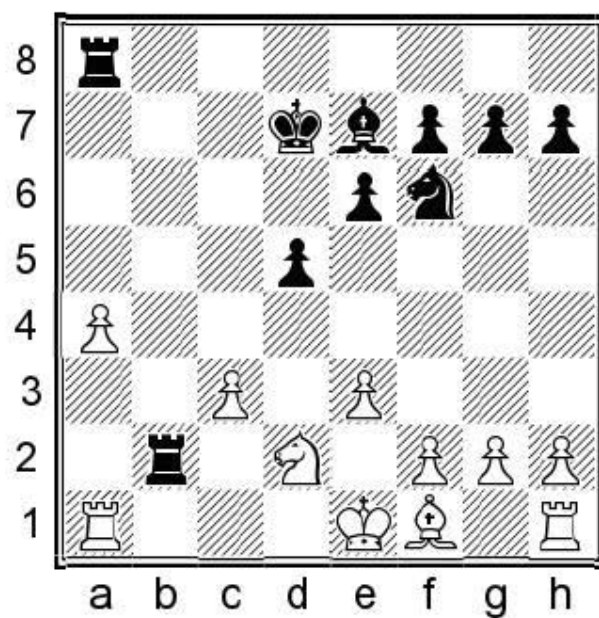
### SOLUTION

**Eros-Toth**

Tapolca Hungarian Girls' Championship U12-2021

**41...c2 42.Qxb3 c1N+**

Underpromoting to a knight with a forking check. Black remains a piece up. **Pattern 74.**



347

*Black to move*

What do you think of 16...Ne4 ?

### SOLUTION

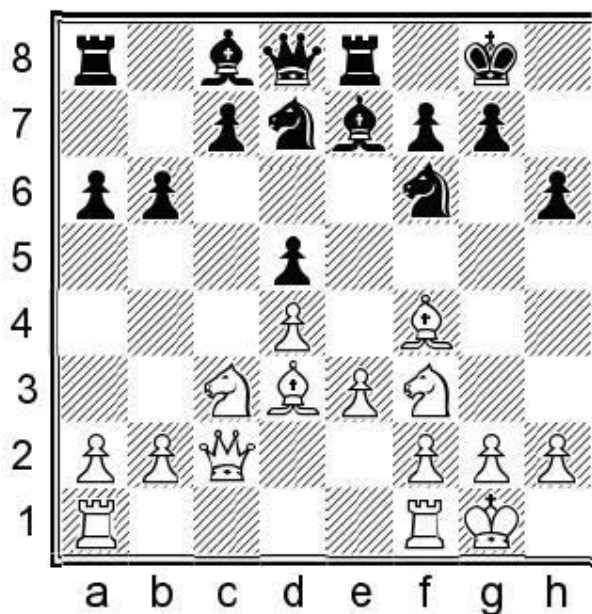
**Ivetic-Zoricic**  
Croatia tt-2009

**16...Ne4? 17.Nxe4 dxe4 18.0-0-0+**

Black resigned.

**Pattern 7.**





348

*White to move*

### SOLUTION

**Cordes-Mosurovic**

Antalya European Girls' Championship U16-2022

Instead of the game move, 12.Rac1, White could have won a pawn with the **Pattern 63** trick:

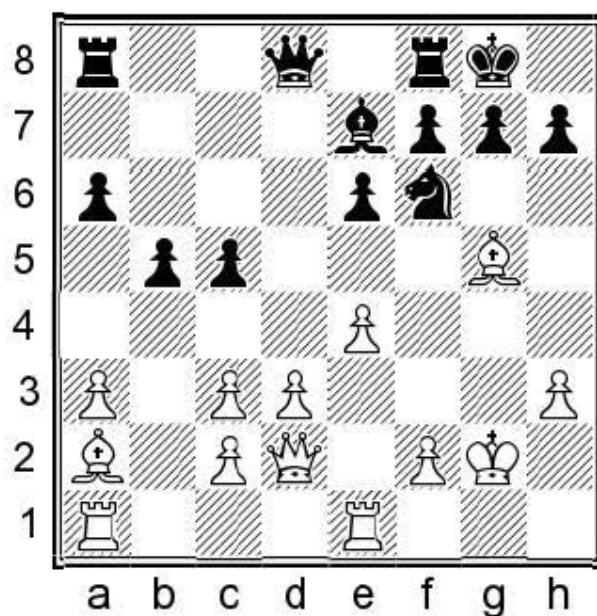
**12.Nb5!**

If 12...axb5, 13.Bxc7 wins the hemmed-in queen, so best is

**12...Bb7 13.Nxc7 Rc8 14.Rac1**

, after which White remains firmly in control. For example,

14...Nh5!? gives White an attack after 15.Bh7+ Kh8 ( 15...Kf8 16.Qf5! ) 16.Ne5.



349

*Black to move*

Evaluate 16...Nxe4.

### SOLUTION

**Muchiri-Gaoseb**

Online Rapid Olympiad (adjusted)-2021

**16...Nxe4**

This seems like a good idea, but it is not! After the desperado

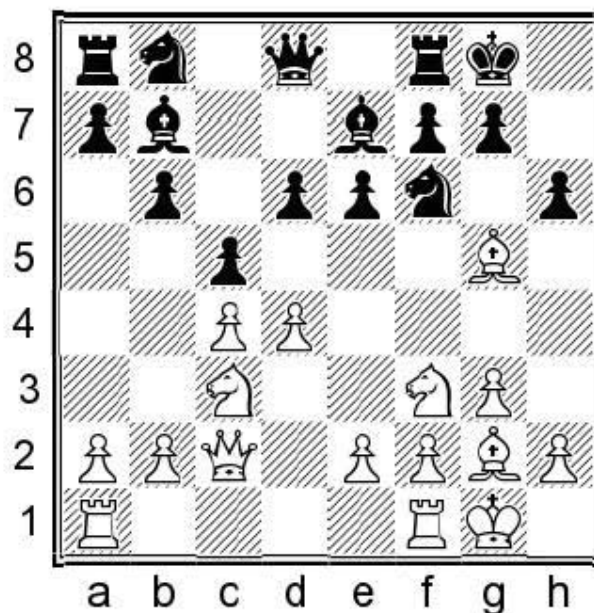
**17.Bxe7 Nxd2 18.Bxd8 Raxd8**

, Black has won a pawn, but his knight is trapped.

**19.Re2**

19.Rad1 or 19.Red1 would also collect the steed. In the game, White's king was on g1 and the pawn from e4 was on f3, so after 16...Ne4, White captured the knight with 17.fxe4, since 17.Bxe7 Nxd2 18.Bxd8 would fail to 18...Nxf3+ and after 19.Kg2, 19...Nxe1+ would (again) come with check!

## Pattern 12.



350

*White to move*

### SOLUTION

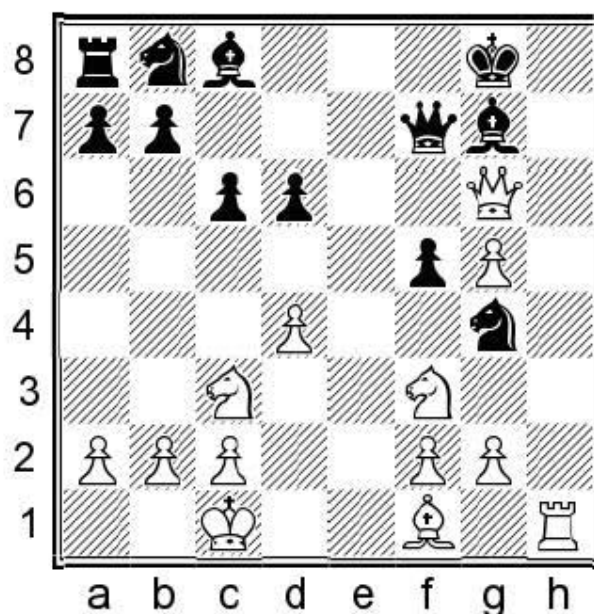
**Martin Luis-Rodriguez Falcon**  
Tenerife-2009

**11.Bxf6 Bxf6 12.Ng5!**

The trick from **Pattern 9**.

12.dxc5 was played in the game, and now, instead of 12...dxc5? 13.Ng5 Bxg5 14.Bxb7 (and White won), it was better to play a move like 12...a6, after which White is a pawn ahead.

**12...hxc5 13.Bxb7 cxd4 14.Ne4 Nd7 15.Bxa8+-**



351

*White to move*

### SOLUTION

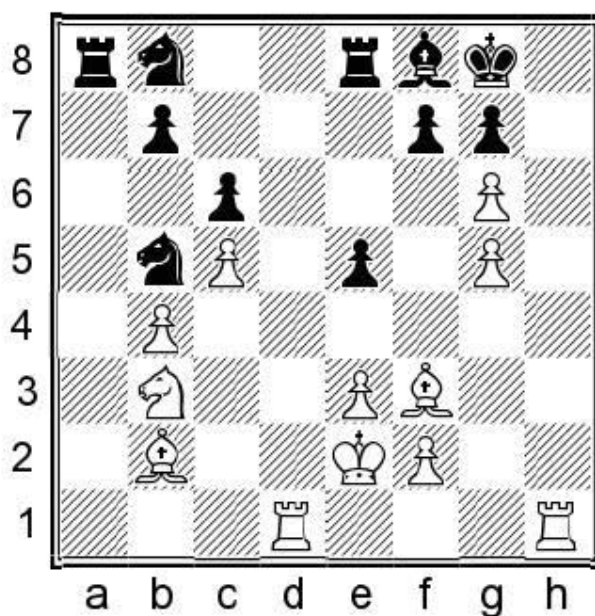
**Maatman-Reinderman**  
Groningen-2023

White missed a big chance here. Instead of 17.Qxd6, he could have won the queen and the game by deflecting the king:

**17.Rh8+! Kxh8 18.Qxf7+-**

Possibly, the pinned bishop on g7 was the reason that caused both strong players to overlook this relatively simple tactic. See also Steinitz-Montgredien, London 1863, in 100 Tactical Patterns You Must Know, **Pattern 44**, for a similar example.





352

*White to move*

### SOLUTION

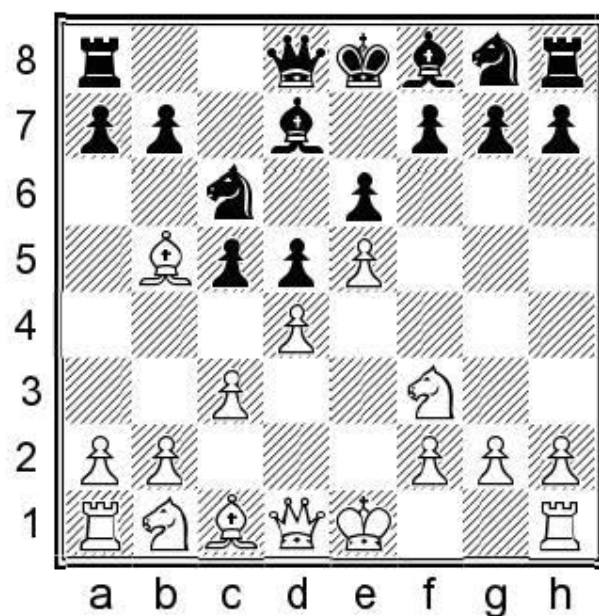
**Mazi-Siraj**  
Portoroz-2023

**28.Rh8+! Kxh8 29.gxf7**

Black is defenceless against the double threat of 30.fxe8Q and 30.Rh1#.

**29...Re7 30.Rh1#**

See also the game Yuan Yuanling- M.Muzychuk, Sochi 2015 (analysis), in 100 Tactical Patterns You Must Know, **Pattern 65**, where after capturing the pawn, the defender, in addition to stopping promotion, also had to reckon with a rook checking on the h-file.



353

*Black to move*

### SOLUTION

**Ayats Llobera-Díaz Camallonga**  
Barcelona-2020

**6...Nxe5**

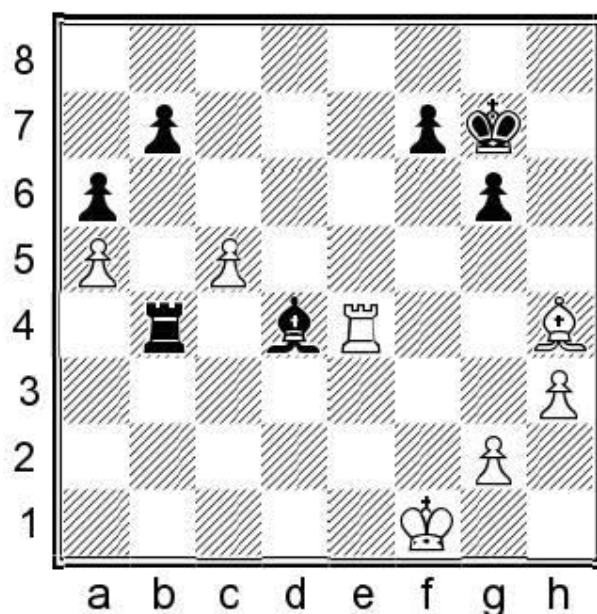
Surprisingly, the Spanish master missed his chance and played 6...a6.

**7.Bxd7+**

7.Nxe5 Bxb5 is even worse.

**7...Nxd7**

And Black is a pawn up. **Pattern 11.**



354

*White to move*

### SOLUTION

**Nakamura-Nepomniachtchi**  
Baku rapid-2015

Both Black's rook and bishop (on the fourth rank) and his bishop and king (on the a1-h8 diagonal) are on the same line. There is a benefit to be gained from the latter.

**52.Be1!**

Targeting. The white bishop moves to its purpose square (c3) with gain of tempo.

52.Bf2? Bxc5.

**52...Rc4 53.Rxd4!**

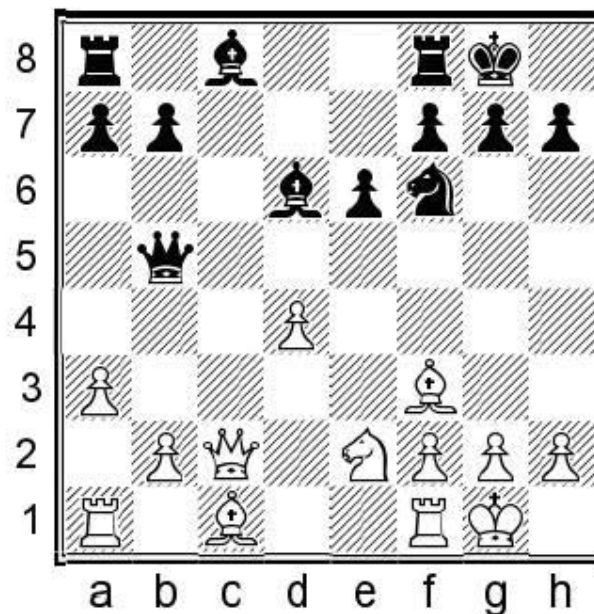
Luring the rook and making it the front piece of the pin.

**53...Rxd4**

In the game, Black resigned after 53...Rxc5 54.Rd6.

**54.Bc3+-**

Admittedly, White pins the rook (instead of a queen) on a different diagonal than in **Pattern 24**, but the idea is the same.



355

*White to move*

What do you think of 15.Nc3 ?

### SOLUTION

**I'Ami-van Foreest**

**Amsterdam Dutch Championship-2019**

**15.Nc3**

A big mistake that Black failed to take advantage of.

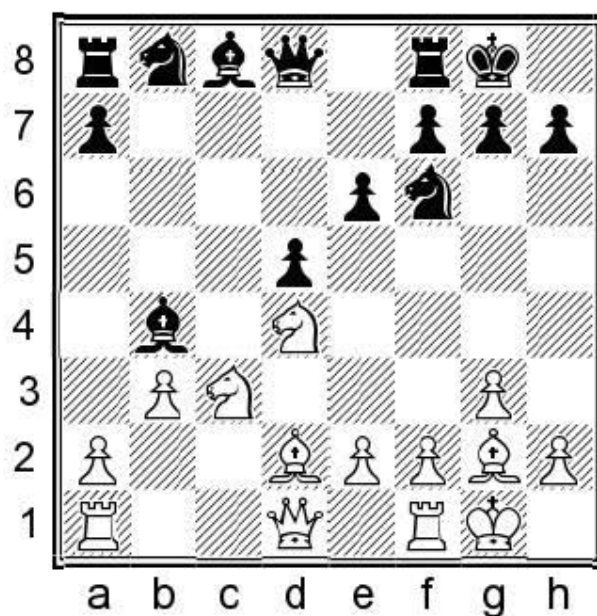
**15...Bxh2+!**

**Pattern 40.**

15...Qa5 was played in the game.

**16.Kxh2 Qxf1-+**





356

*White to move*

### SOLUTION

**Horvath-Erwich**

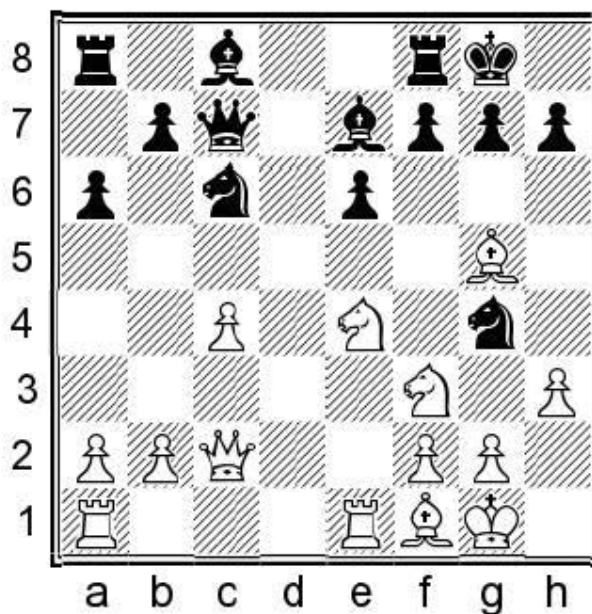
Leiden (analysis)-2014

#### **11.Nxd5 Nxd5**

If 11...Bxd2, then after 12.Nxf6+ Qxf6 13.Qxd2 White has not only won a pawn, but he also gets the rook on a8. We have seen this in **Pattern 57**.

#### **12.Bxb4**

The pinned knight is a poor defender, so White has won a pawn thanks to the **Pattern 12** trick.



357

*Black to move*

### SOLUTION

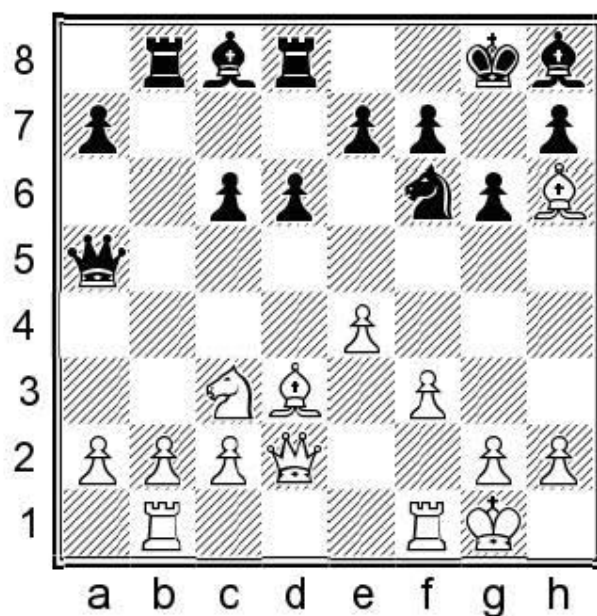
**Dobrovoljc-Diamant**  
Chennai Olympiad-2022

**15...Nd4! 0-1**

Black attacks the queen and threatens to eliminate the knight on f3 which is defending the h2 checkmating square.

White has to give up his queen since 16.Nxd4 fails to 16...Qh2#, and moving away the queen leads to mate one move later after 16...Nxf3+ followed by 17...Qh2#. Therefore, White resigned –

**Pattern 48.**



358

*White to move*

### SOLUTION

**Zivanovic-Ivic**

Serbia tt-2013

**14.Nd5!**

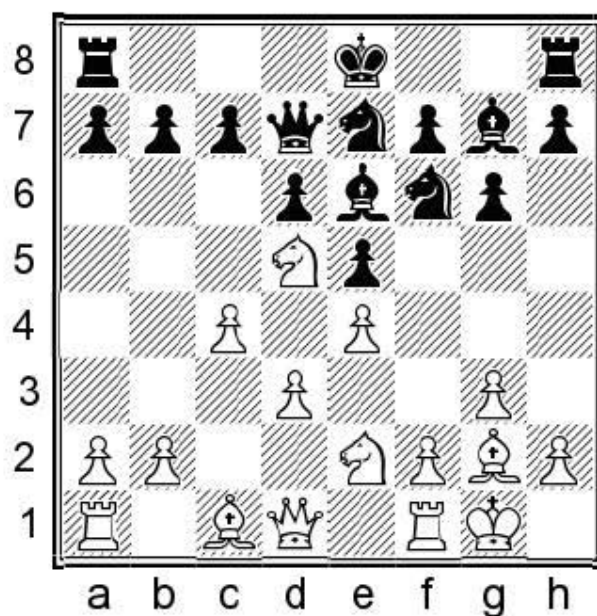
White moves the knight with a discovered attack ( **Pattern 13**) and threatens 15.Qxa5 and 15.Nxe7#. A no-brainer, but did you consider Black's intermediate check?

**14...Qc5+**

This is no problem at all! While executing his move, Black saw the hopelessness of his position and immediately resigned. After

**15.Be3!**

Black's queen is trapped.



359

*White to move*

### SOLUTION

**Erwich-van Nieuwenhuizen**  
**Spijkenisse-2011**

**10.Bh6!**

Deflecting the bishop.

**10...Nfxd5**

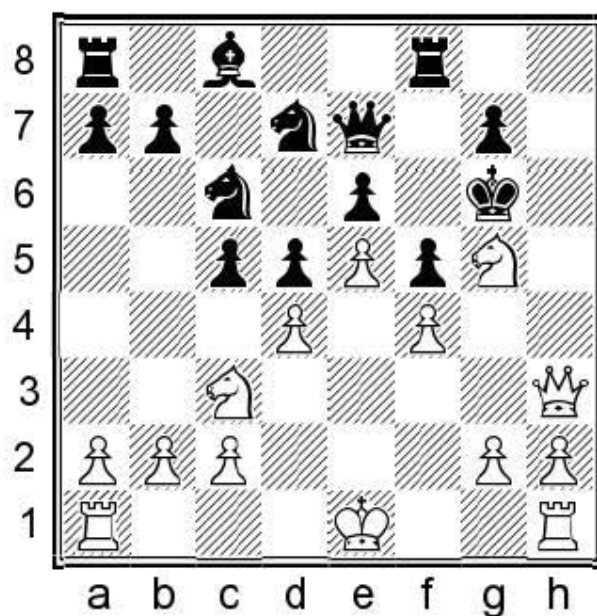
• 10...Bxh6 11.Nxf6+;

• 10...0-0 11.Nxf6+ Bxf6 12.Bxf8, giving up an exchange, was best.

**11.Bxg7 Rg8 12.exd5 1-0**

**Pattern 46.**





360

*Black to move*

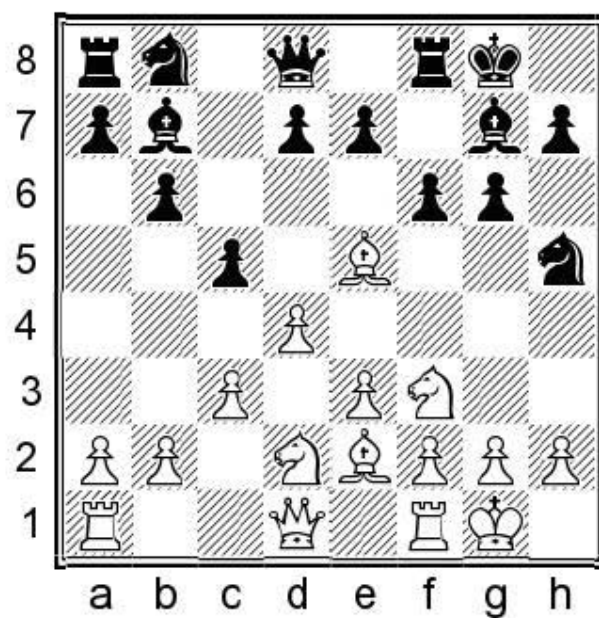
### SOLUTION

**do Nascimento-Cezario**  
correspondence game-1995

In contrast to Paravyan-Svane, Titled Tuesday blitz 2023, seen in 100 Tactical Patterns You Must Know, a seventh-rank defence suffices for Black:

**13...Nf6! 14.exf6 gxf6=**

**Pattern 88.**



361

*White to move*

### SOLUTION

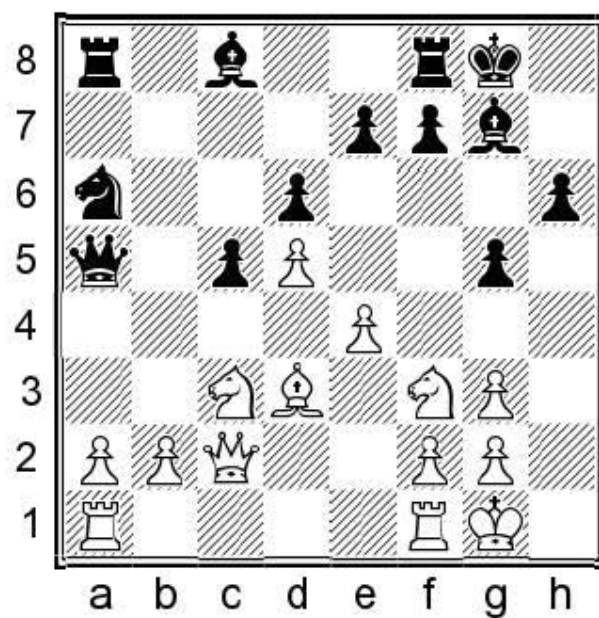
**Sariago-De Souza**

**Titled Tuesday blitz-2023**

White has just provoked 9... f6 with 9. Be5, meaning that the knight on h5 no longer has any squares.

**10.Bxb8 Rxb8 11.g4**

Trapping the knight. **Pattern 55.**



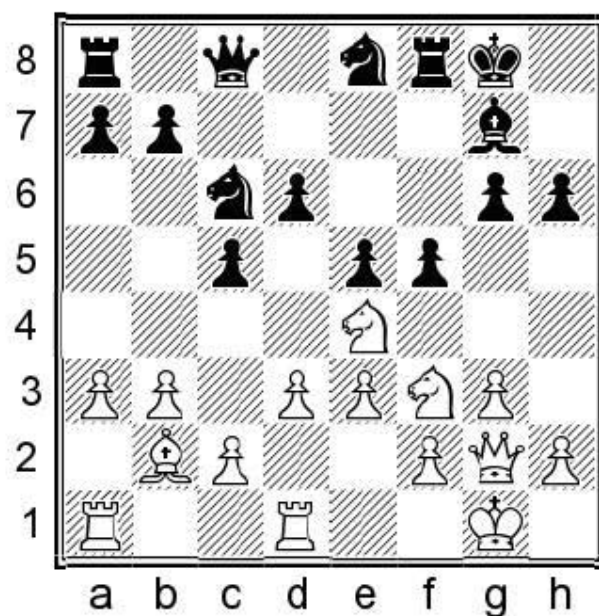
362

*Black to move*

### SOLUTION

**Gatelli-Campelo**  
**Florianopolis-2023**

**16...Nb4 17.Qd2 Nxd3 18.Qxd3 Ba6 19.Qc2 Bxf1**  
 And Black won. **Pattern 22.**



363

*White to move*

Where to go with the knight?

### SOLUTION

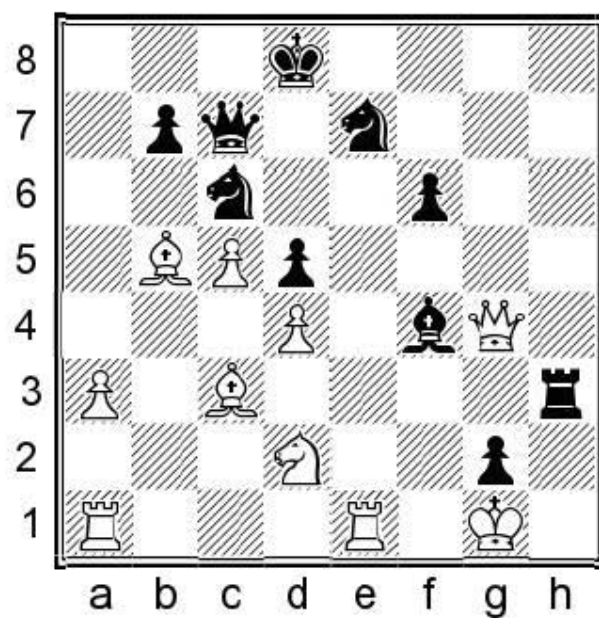
**Samsonkin-Francisco Guecamburu**  
Titled Tuesday blitz-2023

**17.Nc3**

This was necessary.

Instead, White played 17.Ned2?, but after 17...e4! 18.dxe4 ( 18.Bxg7 exf3 19.Nxf3 Kxg7 ) 18...Bxb2 he was down a piece – **Pattern 8**.





364

*Black to move*

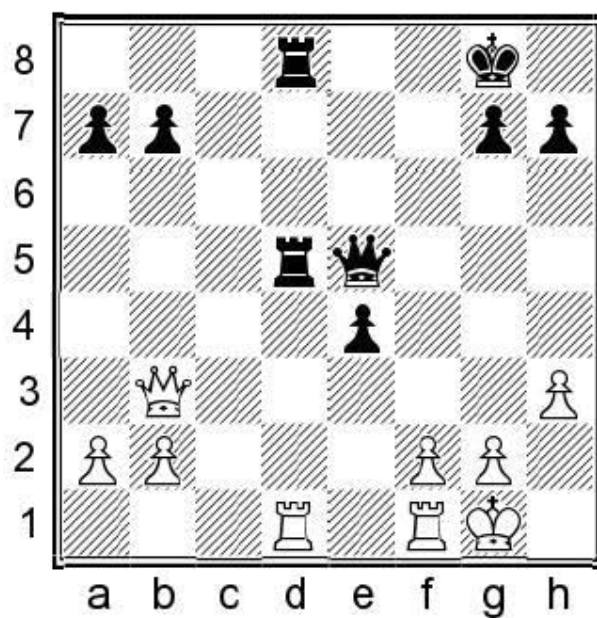
### SOLUTION

**Grischuk-Caruana**  
St Louis rapid-2018

**31...Be3+! 0-1**

Clearing the b8-h2 diagonal for the queen. **Pattern 21.**

32.Rxe3 Qh2+ 33.Kf2 g1Q#.



365

*White to move*

### SOLUTION

**Labeau-Hawksworth**

Schilde U20-1980

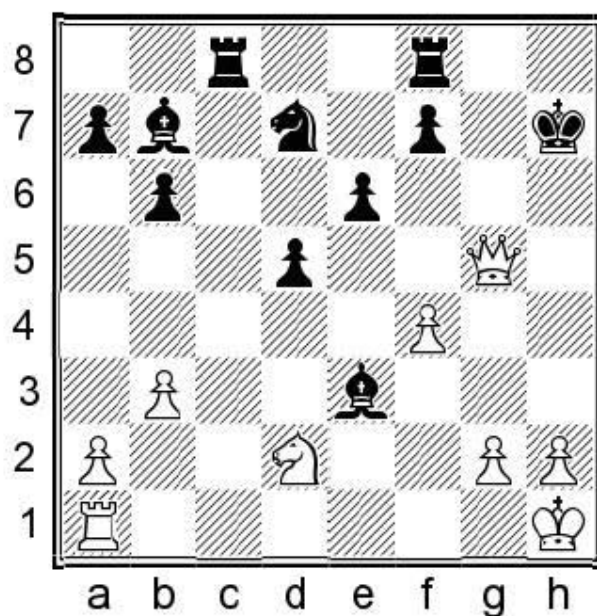
**27.Rxd5! Qxd5**

27...Rxd5 28.Rd1 wins the rook.

**28.Rd1! 1-0**

**Pattern 32.**

28...Qxb3 29.Rxd8+ Kf7 30.axb3+-.



366

*White to move*

### SOLUTION

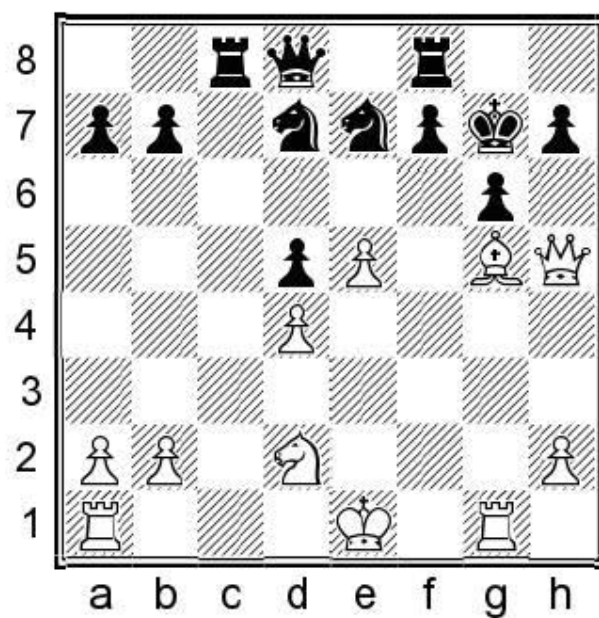
**Godde-Lyn Cchung**

Maastricht (analysis)-2016

This position also occurred in the explanation of the double bishop sacrifice ( **Pattern 99**) in 100 Tactical Patterns You Must Know.

**22.Qh4+ Kg7 23.Qg3++-**

The staircase manoeuvre as seen in **Pattern 89** yields White a piece.



367

*Black to move*

Find the worst move for Black.

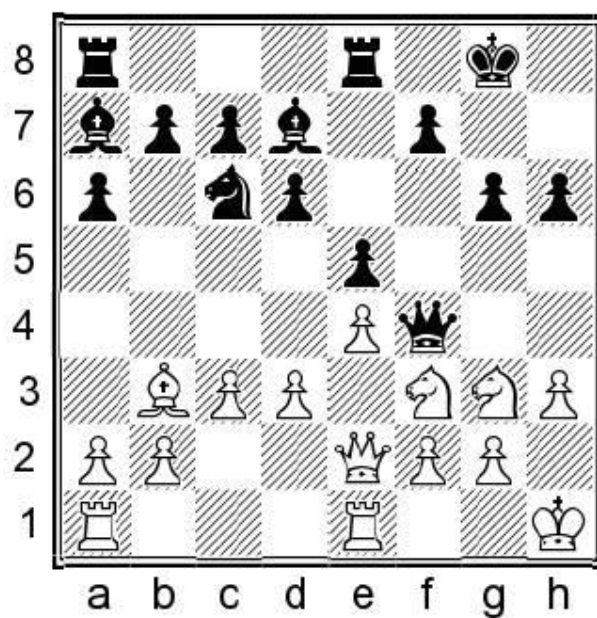
### SOLUTION

**Vlaming-Cordes**  
Hilversum-2018

**22...gxh5? 23.Bf6+ Kh6 24.Bg7#**

**Pattern 17.**





368

*White to move*

### SOLUTION

**Bokros-Kende**

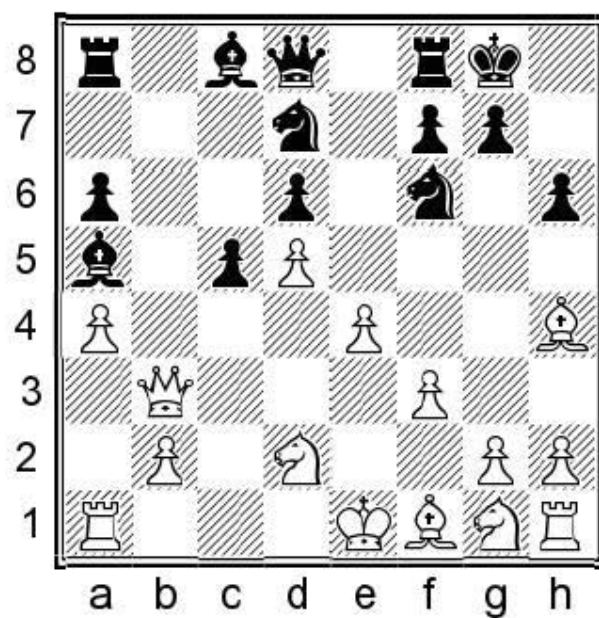
Balatonlelle-2003

**17.Nf5!**

White shuts off the queen's path to f6 while clearing the g3-square.

**17...gxf5 1-0**

18.g3 traps the queen.



369

*Black to move*

### SOLUTION

**Mamedyarov-Rapport**

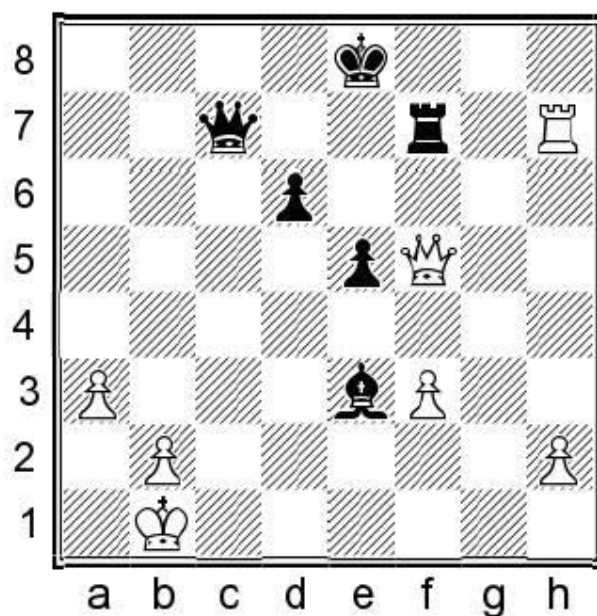
St Louis rapid (analysis)-2019

**15...Bxd2+**

Luring the king.

**16.Kxd2 Nxe4+-+**

Moving the pinned knight with check (a variant of **Pattern 34**).



370

*White to move*

### SOLUTION

**Soffer-Kogan**

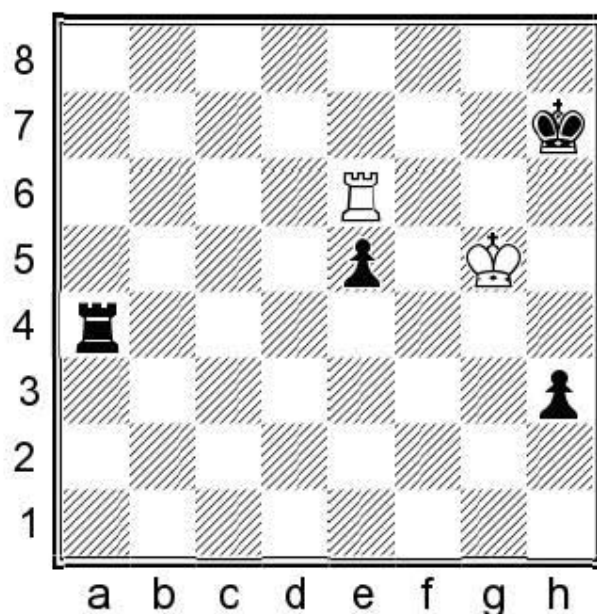
Haifa-1993

**38.Rh8+!**

Forces the king to the same rank as the queen, after which the skewer tactic from **Pattern 23** comes into play.

**38...Ke7 39.Qxf7+! 1-0**

Removing the defender of the seventh rank while also increasing the distance between the black king and queen. After 39...Kxf7 40.Rh7+ the king can no longer protect his queen.



371

*Black to move*

### SOLUTION

**Ernst-Pavlidis**

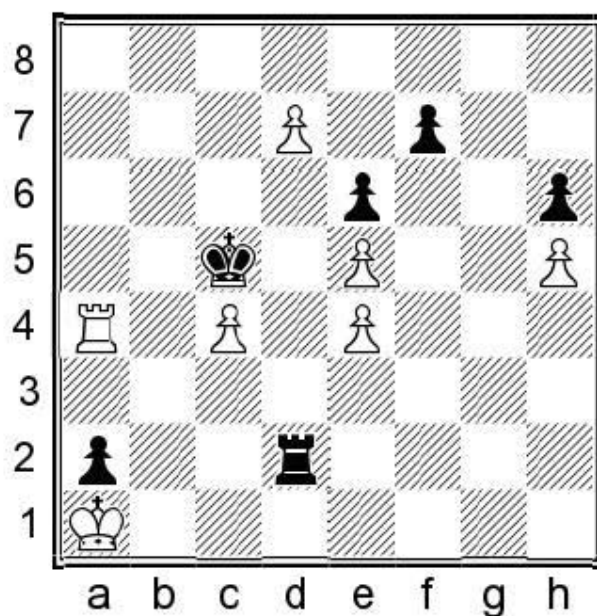
Hoogeveen-2015

#### **61...Rh4!**

Black puts the rook behind the pawn and prepares for ...h3-h2-h1Q. In addition, it prevents White from playing 62.Rh6+. After 62.Rxe5 h2, White is too late to stop the pawn, while after 62.Kxh4 h2, 63.Rh6+ does not make any sense as the rook is unprotected – Black will soon queen. **Pattern 70.**

61...Ra3 was played in the game, after which White defended well and made a draw.





372

*White to move*

### SOLUTION

**Malakhov-Fedoseev**

Antalya tt-2017

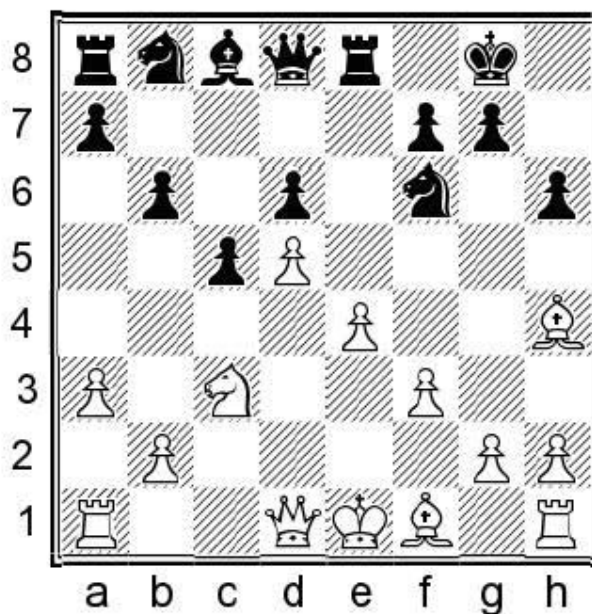
**57.Ra5+!**

On its way to d5 with gain of tempo to interpose the rook between the black rook and the passed d-pawn ( **Pattern 69**).

**57...Kb4 58.Rd5! exd5**

Now, the black pawn interferes with the rook.

**59.d8Q+-**



373

*Black to move*

### SOLUTION

**Venkatesan-Vidruska**

England 4NCL online-2019/20

**12...Nxe4! 13.Nxe4**

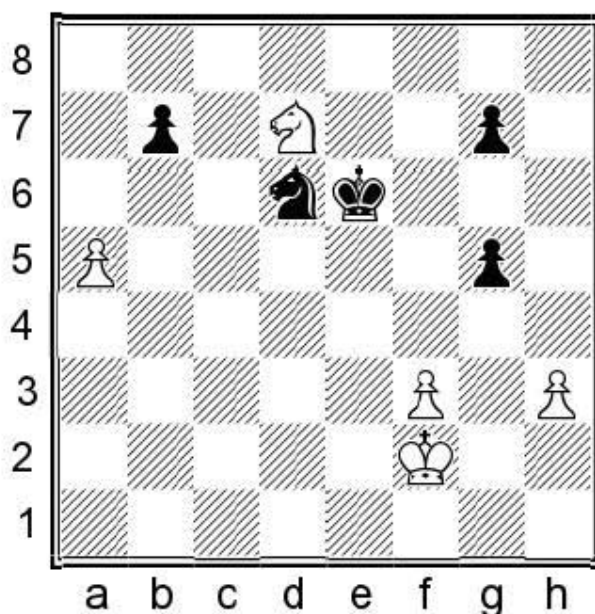
13.Bxd8 Nxc3+ and Black wins back the queen with interest.

**13...Qxh4+ 14.g3**

And now, instead of the tempting

**14...Rxe4+**

, after which it became very messy ( 15.fxe4 Qxe4+ 16.Qe2 Qxh1 17.Qe8+ ), it was better to move the queen away. Black is a pawn up with a good position. **Pattern 37.**



374

*White to move*

### SOLUTION

**Harikrishna-Aronian**

Kolkata rapid-2018

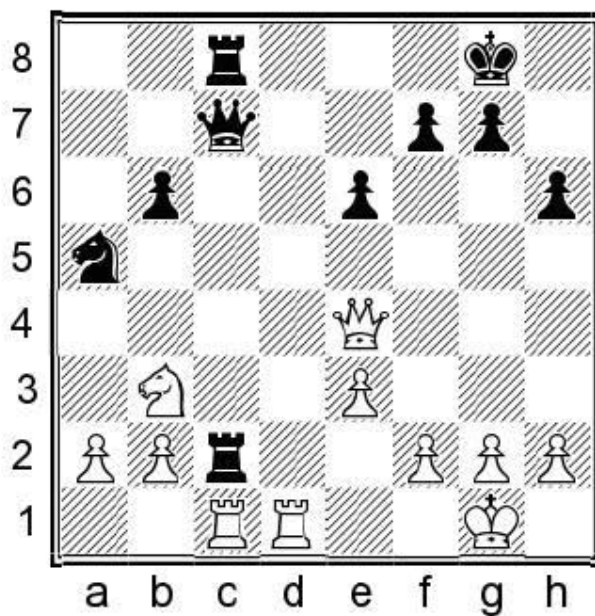
**44.Nc5+ Kd5 45.Nxb7! Nxb7**

Against a rook pawn, a knight on b7 is a terrible defender – **Pattern 73**.

**46.a6 Kc6 47.a7**

And here we see why the knight on b7 is such a bad defender against a rook pawn: it cannot stop the pawn itself and it also obstructs the king's route to the promotion square.

Therefore, Black did not capture the knight and played 45...Nc4, after which White converted his winning advantage in the knight endgame.



375

*White to move*

### SOLUTION

**Cordes-Aysel**

Antalya European Girls' Championship U16-2022

**27.Rxc2**

Luring the queen.

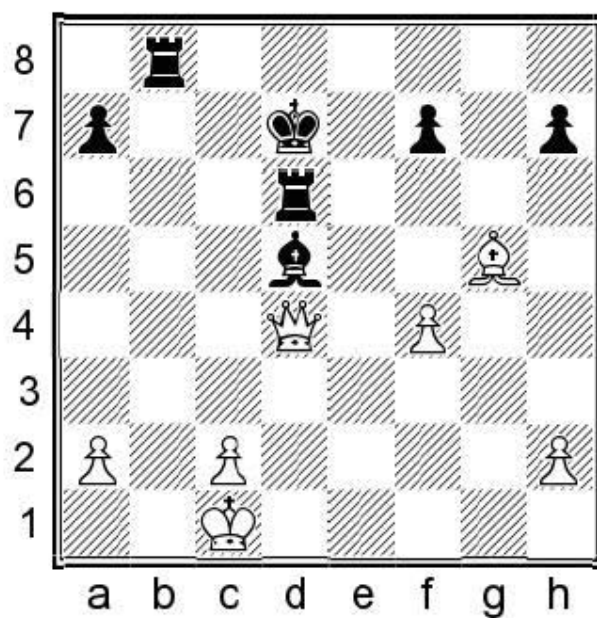
**27...Qxc2 28.Rd8+!**

Deflecting the rook by the hook-and-ladder trick.

**28...Rxd8 29.Qxc2**

**Pattern 41.**





376

*Black to move*

### SOLUTION

**Jones-Strikovic**

Helensburgh Scottish Championship-2013

**28...Rb1+!**

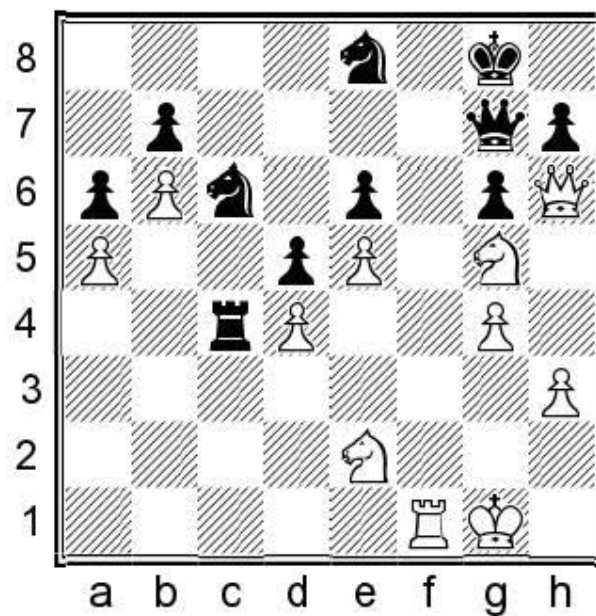
Luring the king.

**29.Kxb1**

29.Kd2 Bxa2.

**29...Bxa2+ 30.Kxa2 Rxd4**

And Black won. **Pattern 15.**



377

*White to move*

### SOLUTION

**Gonzalez de la Torre-Mirzoev**  
**Elgoibar-2011**

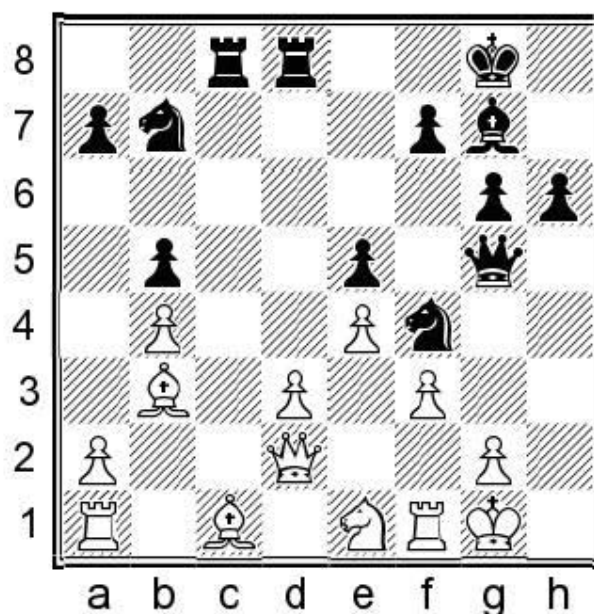
**35.Rf8+!**

Luring the king or deflecting the queen. **Pattern 43.**

**35...Kxf8**

35...Qxf8 36.Qxh7#.

**36.Nxe6+ Kg8 37.Nxg7+-**



378

*Black to move*

### SOLUTION

**Delgado-Vlaic-Rzayev**

Albena-2012

The battery from **Pattern 14** has been installed on the c1-h6 diagonal. However, as the bishop defends the queen, the discovered attack by 27...Nh3+ does not have the desired effect yet.

**27...Rxc1!**

Eliminating the defence.

White resigned because of 28.Rxc1 Nh3+, while after 28.Qxc1

White's queen and king are on a knight's forking distance:

28...Ne2+.

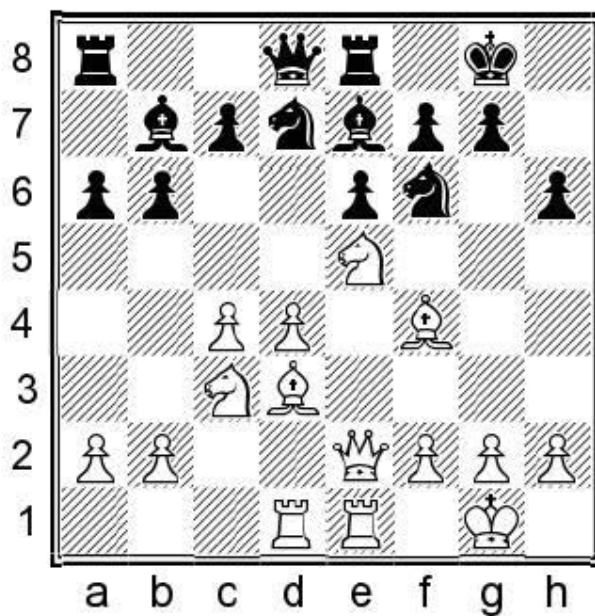


### SOLUTION

Prague European Championship U12 Hybrid-2021

**9.a3! Qxb2 10.Na4**





380

*White to move*

### SOLUTION

**Carlsen-Tuan Minh**

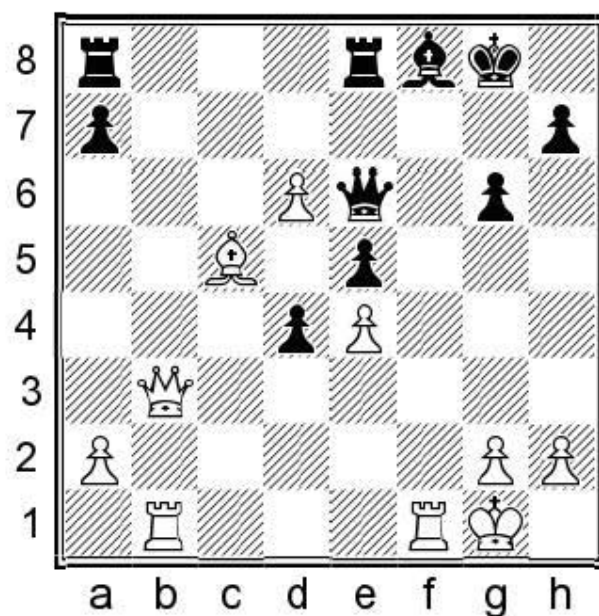
Chess.com bullet-2023

**14.Nxf7! Qc8**

14... Kxf7 15.Qxe6+ Kf8 16.Bg6!. The crucial follow-up to the knight sacrifice. Black will soon be checkmated on f7, and Black resigned in Iljin-Bruned, Titled Tuesday blitz 2022.

**15.Qxe6 1-0**

**Pattern 94.**



381

*White to move*

### SOLUTION

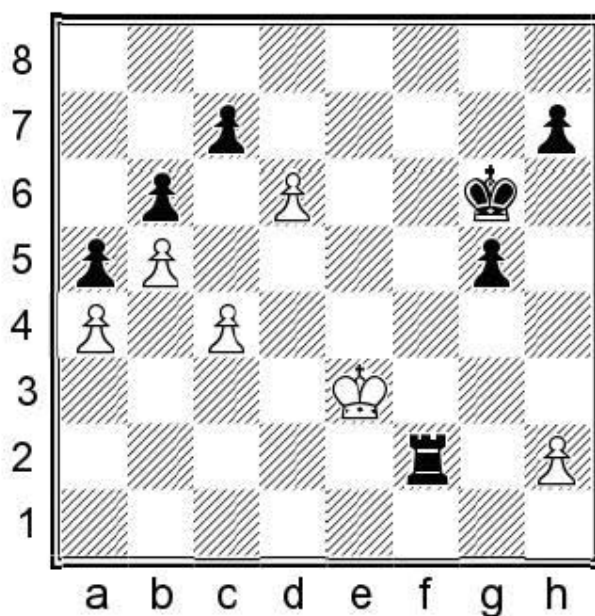
**Erwich-Asauskas**

Hengelo jr-2002

**25.Rxf8+! 1-0**

Luring the king or deflecting the rook.

Black resigned, since both captures lead to material loss (a variant of **Pattern 42**): 25...Rxf8 ( 25...Kxf8 26.d7++- ) 26.Qxe6+.



382

*White to move*

### SOLUTION

**Reichardt-Baselmans**

Assen Dutch Championship U16-2017

**42.dxc7!**

Of course not 42.Kxf2?? cxd6, and Black has an easily winning pawn endgame.

**42...Rf8 43.c5! Re8+**

After 43...Kf6 44.cxb6 Ke6 the black king is one move too late to stop the white pawns: 45.b7+–.

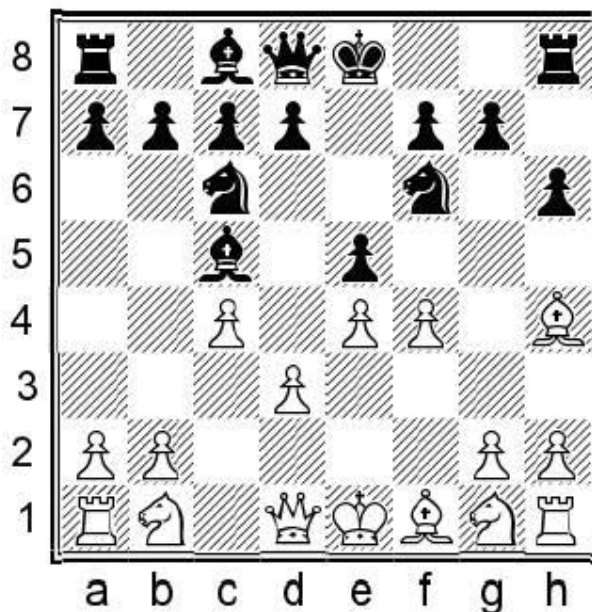
**44.Kd3 bxc5 45.b6**

The two pawns are stronger than the rook – **Pattern 72**.

**45...Rc8 46.b7**

There was no hurry to move the pawn: 46.Kc4 followed by Kc4xc5-c6 and b6-b7 is actually a cleaner win.

46...Rxc7 47.b8Q+-



383

*Black to move*

### SOLUTION

**Ponomarenko-Chubakov**  
Tula-2006

**6...Nxe4!**

Moving the pinned knight, eyeing the f2-square.

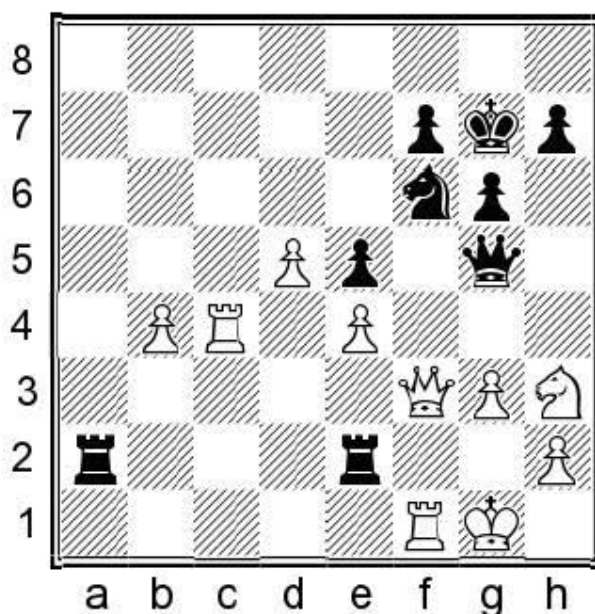
**7.Bxd8**

- 7.dxe4 Qxh4+-+ is White's best;
- 7.Nf3 Qxh4+! 8.Nxh4 Bf2+ 9.Ke2 Nd4# is as bad as the game.

**7...Bf2+ 8.Ke2 Nd4#**

Legall's Mate. **Pattern 35.**





384

*Black to move*

### SOLUTION

**Wenjun-Mona**

Khanty-Mansiysk Women's World Team Championship-2017

**39...Qe3+!**

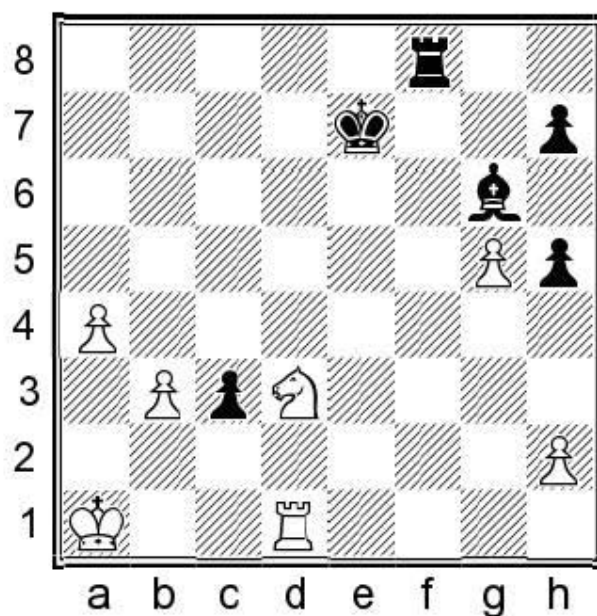
Luring away the queen, so the rooks on the second rank can deliver checkmate ( **Pattern 95**).

**40.Qxe3**

40.Rf2 does not hold either: 40...Re1+ 41.Kg2 Rxf2+ 42.Nxf2 and now ( 42.Qxf2 Re2-+ ) 42...Rg1+!, deflecting the king ( **Pattern 44**), wins a queen against a rook.

**40...Rg2+ 41.Kh1 Rxe2+**

And with 42...Rag2# next, White resigned.



385

*Black to move*

### SOLUTION

**Straathof-Hoogendijk**  
Rotterdam (adjusted)-2023

**40...Bxd3**

Luring away the rook from the back rank.

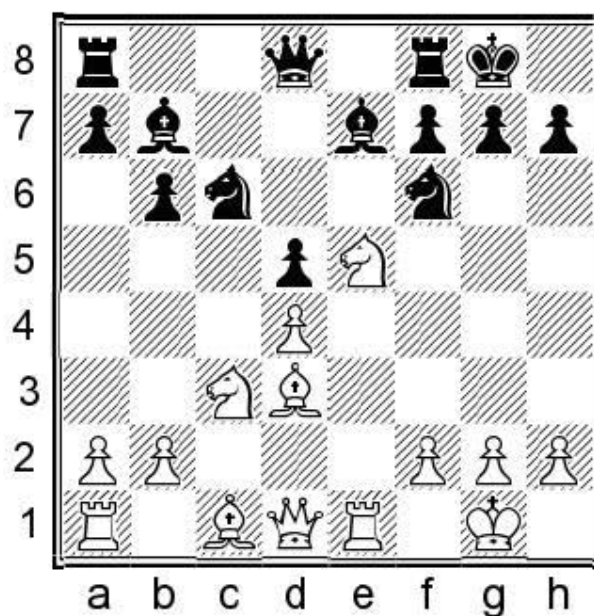
40...c2 and 40...Rd8 are not good enough because of 41.Re1+!.

**41.Rxd3 Rf1+**

First, Black quickly brings the rook to the back rank, and after that the pawn moves forward unhindered. The black rook must control the promoting square ( **Pattern 68**).

41...c2?? 42.Kb2+-.

**42.Ka2 c2-+**



386

*White to move*

### SOLUTION

**Westerberg-Qianyun**  
Chennai Olympiad-2022

**12.Ba6!**

Deflecting the bishop ( **Pattern 45**).

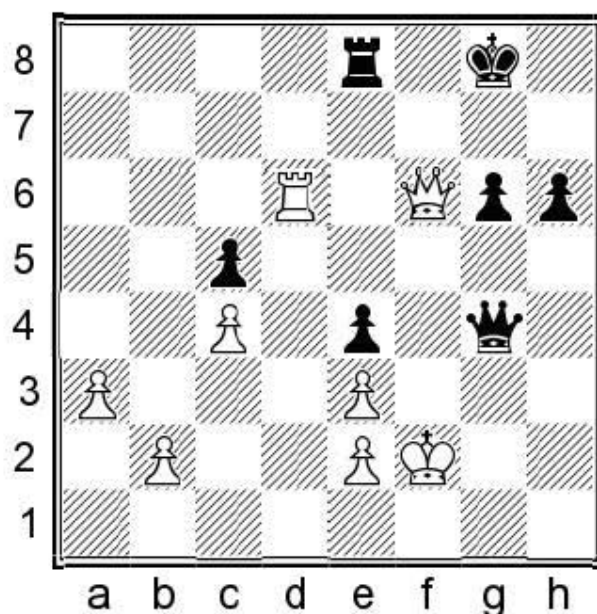
**12...Nxe5**

- 12...Bxa6 13.Nxc6 Qd7 14.Nxe7+ and Black's position collapses;
- 12...Qc7 13.Bxb7 Qxb7 14.Nxc6 Qxc6 15.Rxe7 with the same result.

**13.Bxb7 Ng6**

13...Rb8 loses after 14.dxe5 Rxb7 15.exf6.

**14.Bxa8+-**



387

*Black to move*

### SOLUTION

**Makogonov-Chekhover**

Tbilisi Soviet Union Championship-1937

**36...Rf8!**

Pinning the queen.

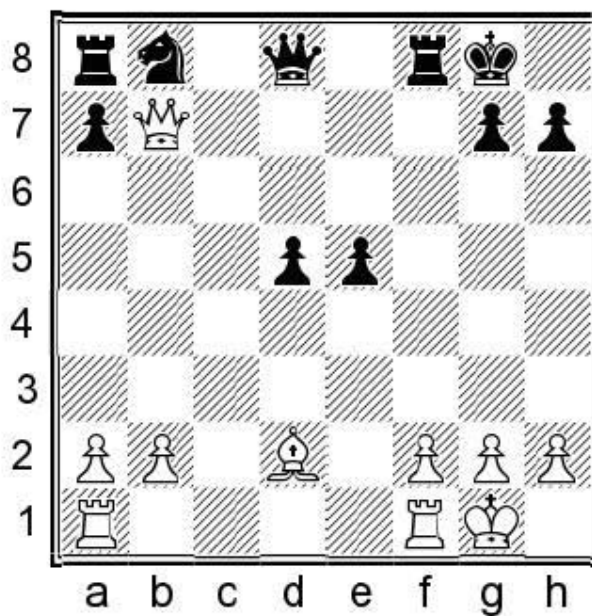
**37.Rd8**

Counterpinning the rook. Now, Black is not allowed to capture the queen with his rook, but what he can do is exploit the pin on the queen:

**37...Qh4+! 0-1**

Black ignores the counterpin and makes the most of his pin by forking the king and queen with his queen! 38...Qxf6 comes next, so White resigned – **Pattern 83**.





388

*Black to move*

### SOLUTION

**Robson-Nyzhnyk**

St Louis-2019

**15...Qd7!**

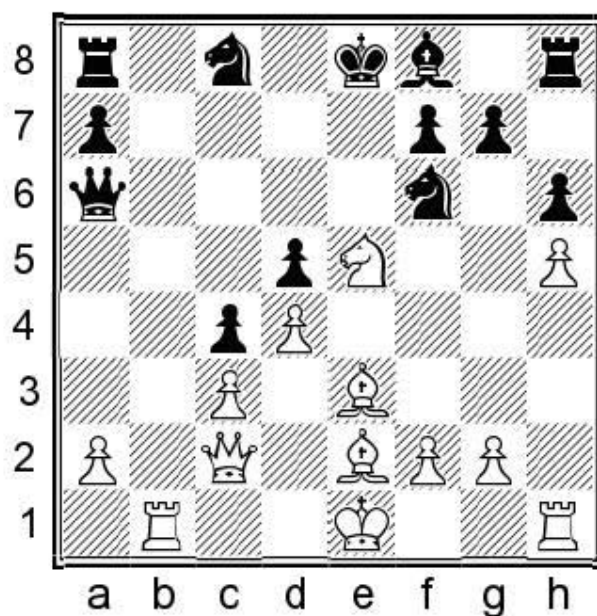
15...Nd7 16.Qxd5+.

**16.Qxa8 Nc6**

Trapping the queen in the corner by a discovered attack – **Pattern 58.**

**17.Qxf8+ Kxf8**

White has two rooks for the queen, but Black has compensation with a strong pawn centre. Although the position is level, Black's play is easier, and he won eventually.



389

*White to move*

### SOLUTION

**Adewumi-Nguyen Khoi Nguyen**  
New York-2022

**23.Nxc4!**

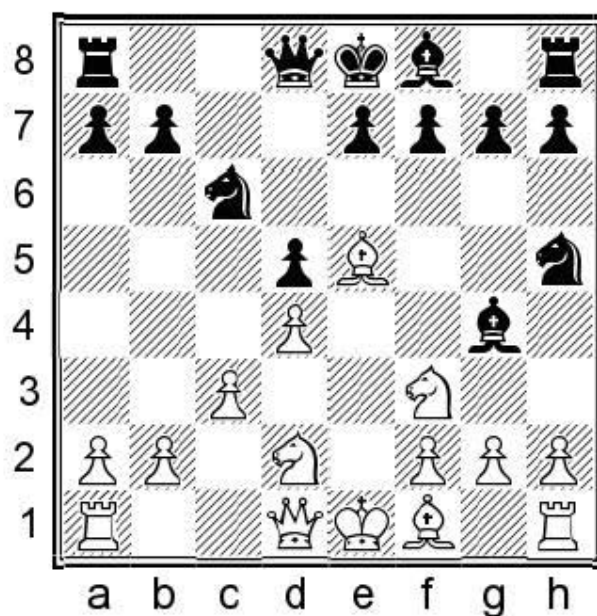
Luring away the d5-pawn to open the h1-a8 diagonal.

**23...dxc4**

23... Qe6 (to prevent 24.Nb6 ) 24.Ne5 is also hopeless for Black with Qa4, Bb5 and Rb7 coming soon.

**24.Bf3**

Trapping the rook in the corner. **Pattern 57.**



390

*Black to move*

What do you think of 8...Nxe5 ?

### SOLUTION

**Pechac-Banduka**  
Slovakia tt-2016/17

**8...Nxe5?**

This is a big mistake. After the ‘surprising’

**9.Nxe5**

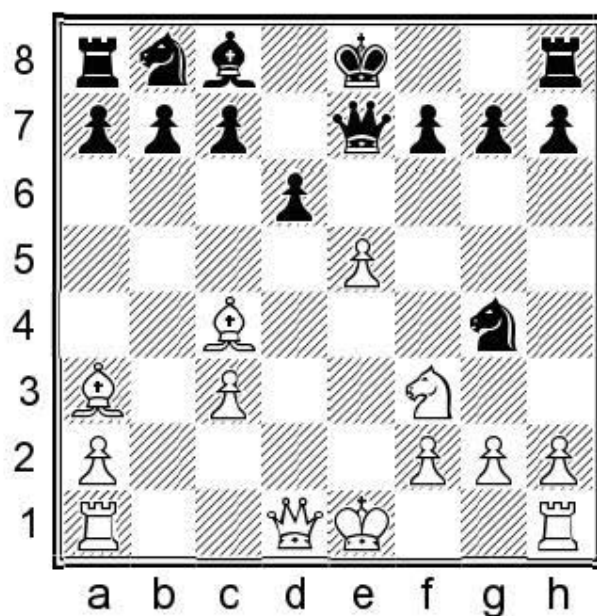
Black resigned because of

**9...Bxd1**

( 9...Bd7 10.Qxh5 )

**10.Bb5+ Qd7 11.Bxd7+ Kd8 12.Rxd1**

and White is a piece up. **Pattern 36.**



391

*White to move*

### SOLUTION

**Tsompanis-Haralabidis**

Thessaloniki tt-2019

#### 10.0-0!

White defends against the attack on the pinned e-pawn by unpinning the pawn, threatening the devastating 11.exd6 and opening the e-file. After

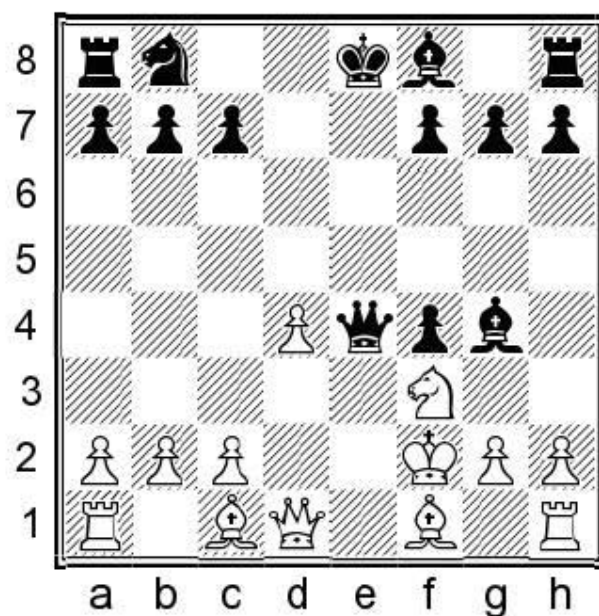
**10...Nxe5?! 11.Nxe5 Qxe5**

( 11...dxe5? 12.Bxe7 ), it is now White who exploits the open the e-file with a pin:

**12.Re1**

**Pattern 82.** As a result, Black decided not to recapture the knight and played 11...0-0, continuing with a piece less.





392

*White to move*

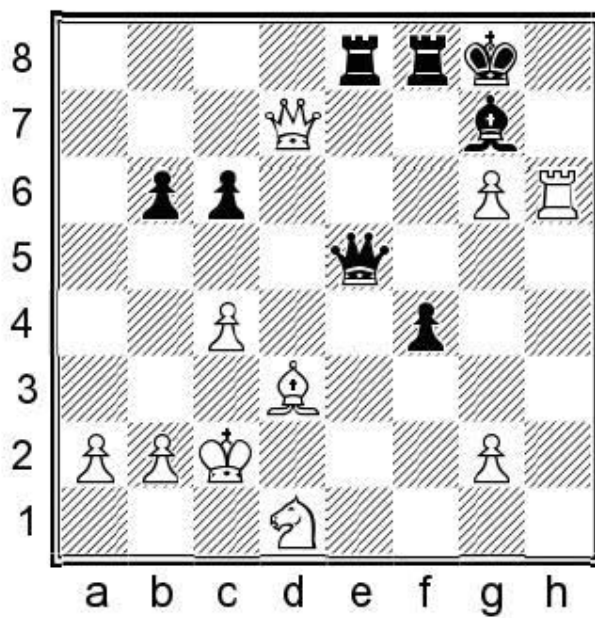
### SOLUTION

**Wöber-Doppelhammer**

Vienna Austrian Senior Championship-2023

**9.Bb5+ 1-0**

Clearing the way for the h1-rook. Black resigned, as 10.Re1 comes next, pinning the queen to the black king or the checkmating square on e8 – **Pattern 20**.



393

*White to move*

### SOLUTION

**Bulthuis-Timmermans**  
Netherlands tt (analysis)-2022/23

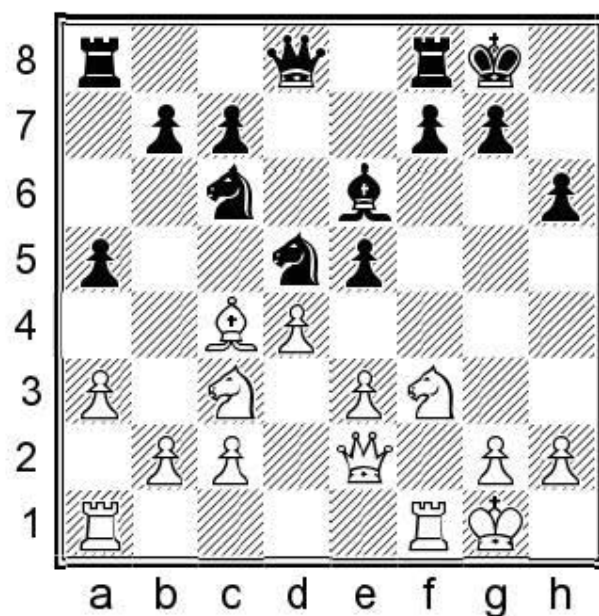
**25.Rh8+!**

The magnet sacrifice as seen in **Pattern 100**.

**25...Kxh8**

25...Bxh8 26.Qh7#.

**26.Qh3+ Kg8 27.Qh7#**



394

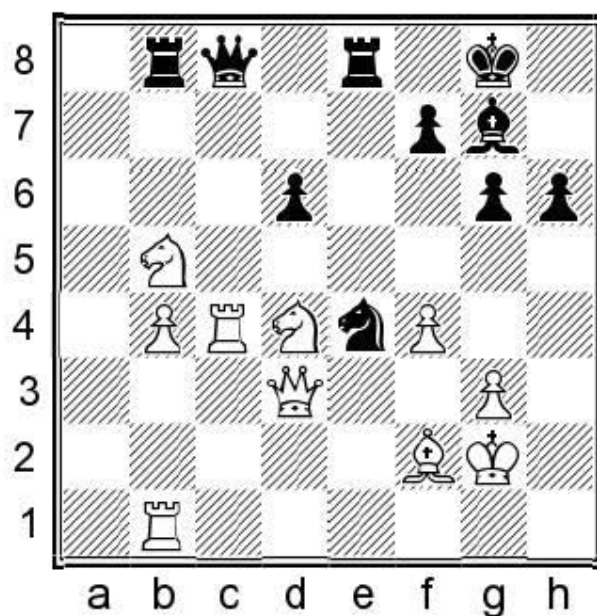
*White to move*

### SOLUTION

**Reuter-Schwarzmann**  
Großensee-2012

**13.Bxd5! Bxd5 14.e4**

And here the players agreed to a draw, even though White wins a pawn after 14...Be6 15.d5 Nd4 16.Nxd4 exd4 17.Nb5 Bd7 18.Nxd4± or 17.dxe6 dxc3 18.exf7+±. **Pattern 2.**



395

*Black to move*

### SOLUTION

**Reinderman-de Winter**  
Groningen-2023

**24...Qh3+!**

Black played 24...Qg4, but with a piece down he had to resign a few moves later.

**25.Kg1**

- 25.Kxh3 Nxf2+ 26.Kh2 Nxd3=;
- Trying to run away is a bad idea: 25.Kf3 g5 (or first 25...d5 ) and in order to not be checkmated by 26...Nd2+ and 27...g4#, White has to give back material.

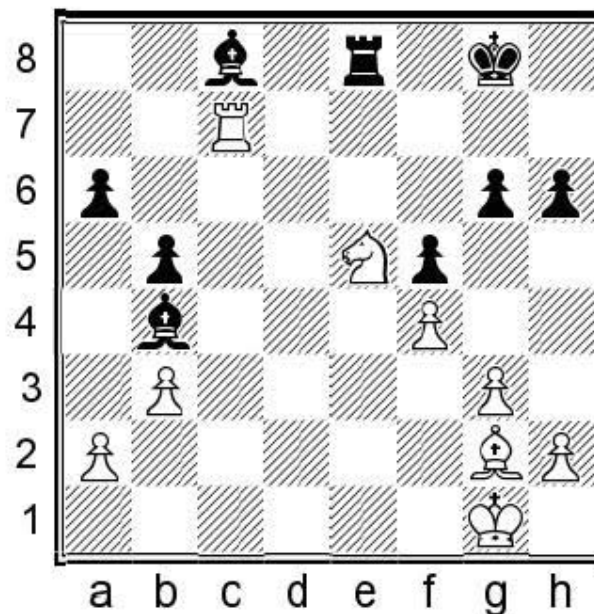
**25...Qh1+!**

Or first 25...Bxd4.



**26.Kxh1 Nxf2+**

and Black has won back his piece – **Pattern 5**. See also Exercise 9 for the same motif.



396

*White to move*

### SOLUTION

**Baginski-Zocharski**  
Poland tt U20-1997

**28.Bd5+!**

Luring the black bishop, setting up a magical tactic.

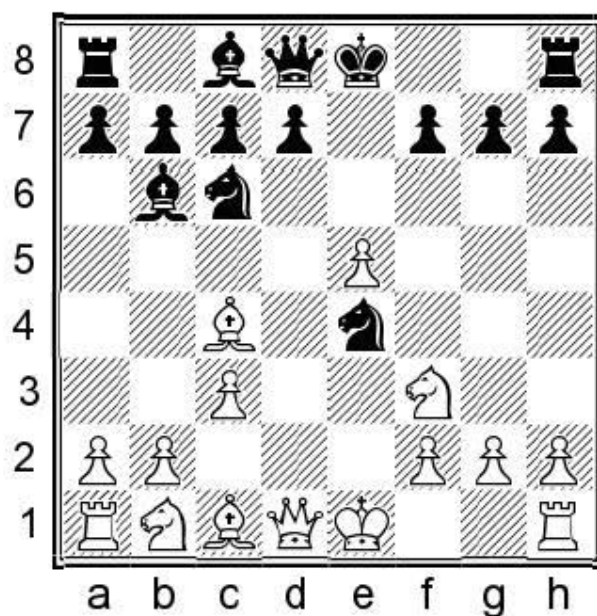
**28...Be6**

28... Kf8 / 28... Kh8 29.Nxg6#.

**29.Rc8! 1-0**

Deflecting and, at the same time, luring the rook. **Pattern 4**.

29...Rxc8 30.Bxe6+ Kg7 31.Bxc8+–.



397

*White to move*

### SOLUTION

**Denivet-Buchet**

Morlanwelz-1992

**7.Qd5!**

**Pattern 92.**

Much stronger than 7.Bxf7+ Kxf7 8.Qd5+, which 'only' wins a pawn.

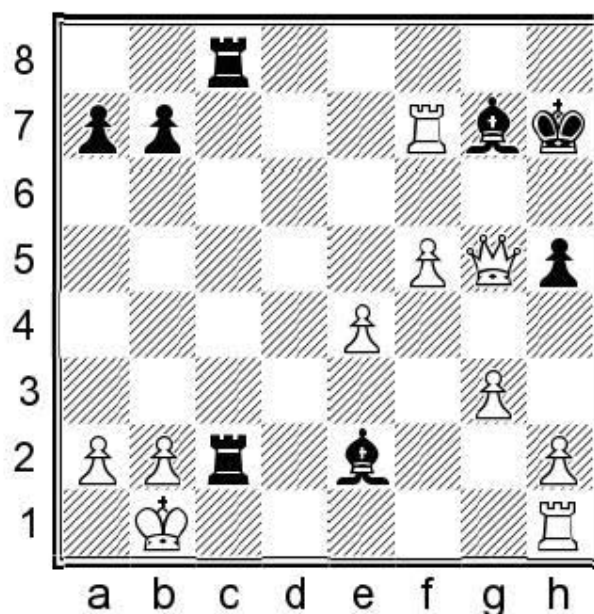
**7...Bxf2+**

Just a check. After

**8.Ke2**

there is no salvation against the double attack:

**8...0-0 9.Qxe4+-**



398

*Black to move*

### SOLUTION

**Marosi-Rigo**

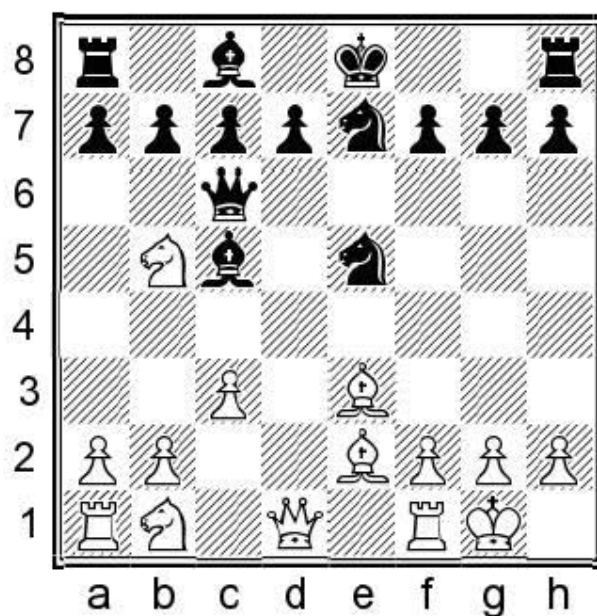
Zalakaros-2015

**27...Rxb2+ 28.Ka1**

The rook + bishop battery from **Pattern 18** has been installed. However, setting a windmill in motion is not possible because the back piece of the battery (the bishop on g7) is under attack. The only way not to give White time to do anything with this, is to keep him busy:

**28...Rb1+! 0-1**

Double check – forced, but also winning. White resigned because 29.Kxb1 allows checkmate with 29...Bd3.



399

*White to move*

### SOLUTION

**Pokorna-Leite Oralova**

Menorca World Girls' Championship U14-1996

**11.Bxc5 Qxc5 12.Qd4!**

Luring away the queen.

**12...Qxd4**

- 12...b6 13.Qxc5 bxc5 14.Nxc7+;
- 12...Qc6 13.Qxe5.

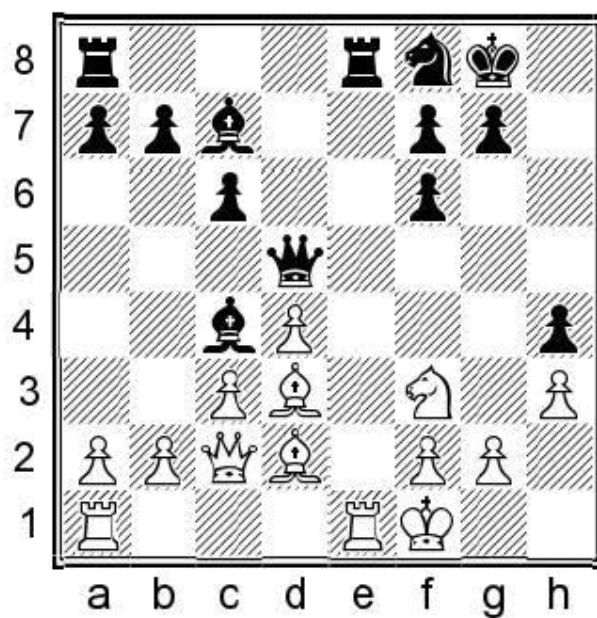
**13.cxd4**

Black is defenceless now against the double threat.

**13...N5c6 14.Nxc7+ Kd8 15.Nxa8**

And White won. **Pattern 49.**





400

*Black to move*

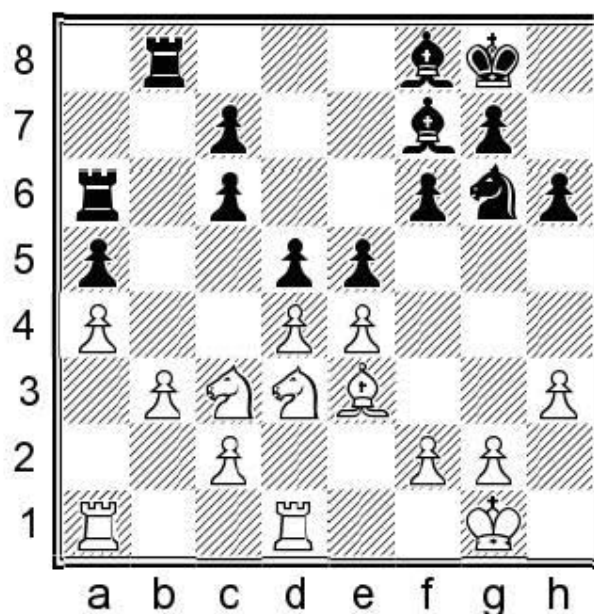
### SOLUTION

**NN-Willemze**

Lichess blitz-2023

**18...Qf5!**

The **Pattern 30** cross-pin wins a bishop. Unfortunately, Black missed this golden opportunity, although he did win the game eventually.



401

*Black to move*

### SOLUTION

**Svane-Alekseenko**

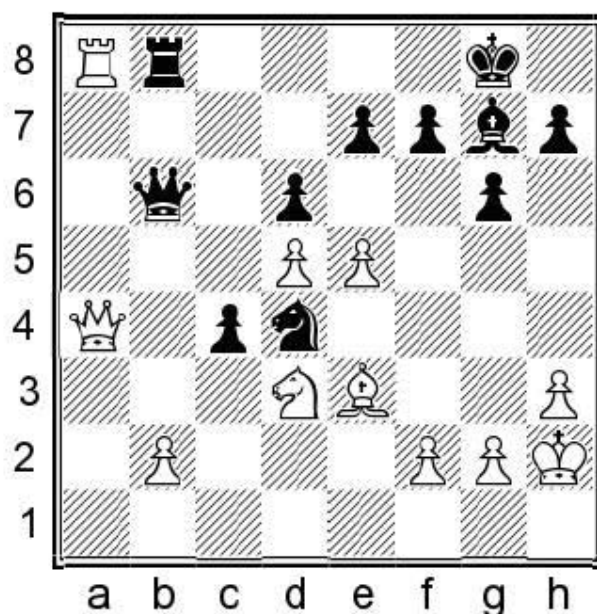
Titled Tuesday blitz-2022

**22...c5! 23.dxc5**

- 23.dxe5 d4, forking;
- 23.Nxc5 Bxc5 24.dxc5 d4, forking;
- 23.Bd2 cxd4 24.Nxd5 transposes to 23.Nxd5 (next);
- 23.Nxd5 cxd4 24.Bd2 ( 24.Nxc7 Rc6 and White cannot defend the knight and the bishop at the same time). White has avoided the pawn fork but is still losing a piece as the knight on d5 is trapped: 24...c6! 25.Nc7 Ra7.

**23...d4**

And Black won – **Pattern 1.**



402

*Black to move*

34...cxd3, yes or no?

### SOLUTION

**Hopman-Warmerdam**  
Haarlem-2016

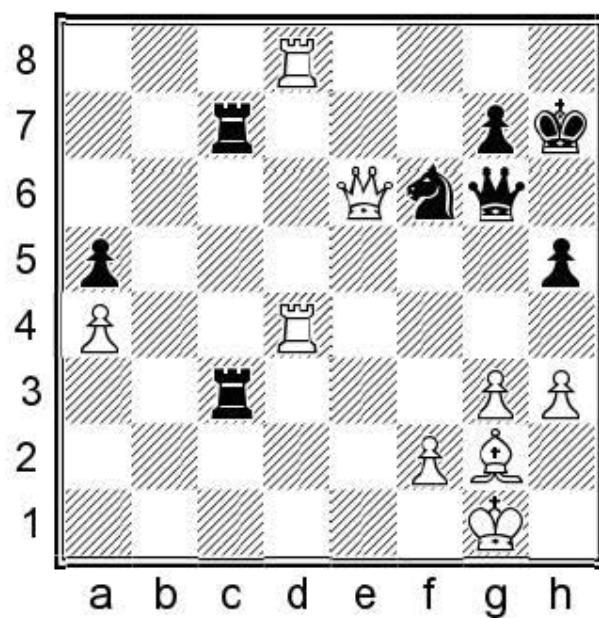
**34...cxd3**

This is a big mistake, because Black is vulnerable on the back rank. Better was, for instance, 34...Bxe5+ (creating luft for the black king) 35.Nxe5 dxe5 with an equal position. If 36.Bh6, then 36...Qd8! defends the back rank.

After the text, White can work towards the tactic known from **Pattern 26**:

**35.Qe8+! Rxe8 36.Rxe8+ Bf8 37.Bh6 Nf3+ 38.Kh1 1-0**

38.Kg3 wins as well, but not 38.gxf3? Qxf2+ 39.Kh1 Qf1+ with perpetual check.



403

*White to move*

### SOLUTION

**Giri-Sethuraman**  
Tbilisi rapid-2017

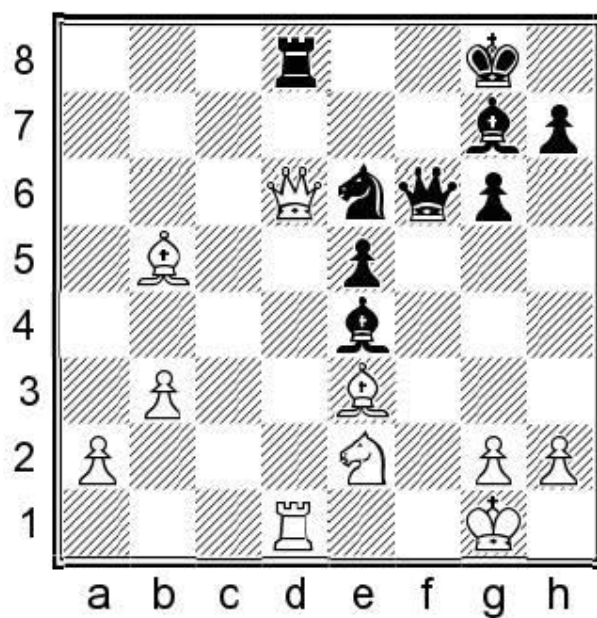
**32.Be4! Nxe4**

Now that the queens are staring at each other, it is time for White to deflect the king:

**33.Rh8+! 1-0**

**Pattern 44.**





404

*White to move*

### SOLUTION

**Roggeveen-van der Steen**  
Haarlem tt blitz-2021

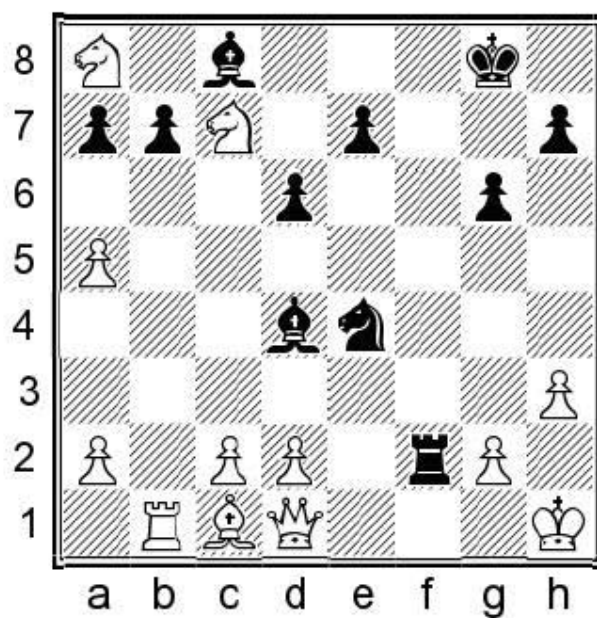
**23.Qxe6+!**

Luring the queen onto the a2-g8 diagonal.

**23...Qxe6 24.Rxd8+ 1-0**

Followed by 25. Bc4, pinning the queen ( **Pattern 24**), so Black resigned.

Of course not 24.Bc4?? Rxd1+.



405

*Black to move*

### SOLUTION

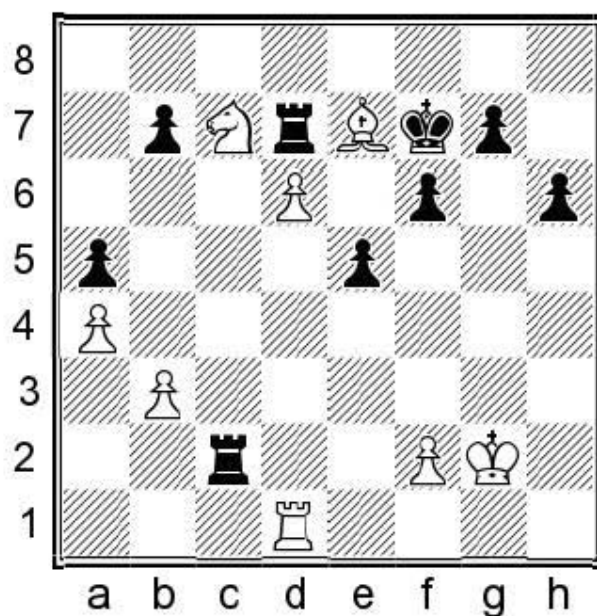
**Wanner-Offermanns**  
Baden-Baden (adjusted)-1990

**18...Rf1+**

Forcing a draw by perpetual check.

**19.Qxf1 Ng3+ 20.Kh2 Nxf1+ 21.Kh1 Ng3+=**

**Pattern 75.**



406

*Black to move*

What about 29...Rxe7 ?

### SOLUTION

**Firouzja-Jobava**

Titled Tuesday blitz-2021

With his last move, 29.Nc7, White has set up a trap which Black promptly falls for:

**29...Rxe7?**

Black only took 30.dxe7 into account, but White is not obliged to capture!

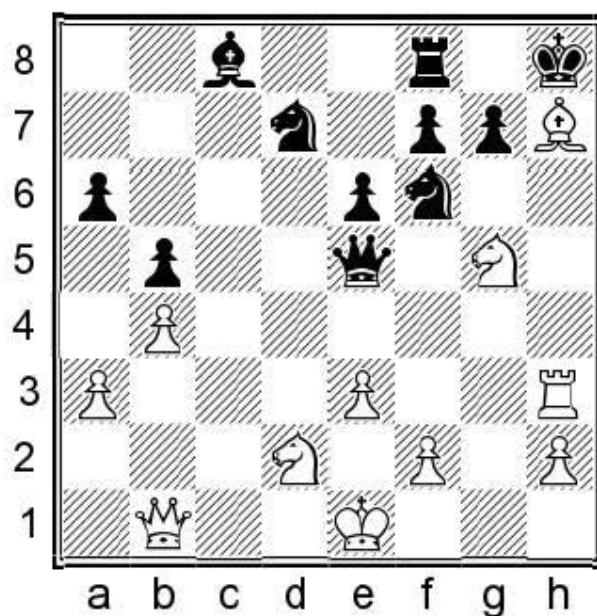
29...Rdxc7 30.d7! is similar to the game.

**30.d7!**

The white pawn does not bite, but moves forward! **Pattern 67.**

30.dxe7?? Rxc7 and Black wins.

**30...Rxd7 31.Rxd7++-**



407

*White to move*

### SOLUTION

Alvarez Pedraza-Luis Castaneda  
Bogota-2013

Here we see the rook + bishop battery from **Pattern 16**, but it is the trick from **Pattern 5** that yields White the victory:

**25.Bg6+! Kg8 26.Bxf7+**

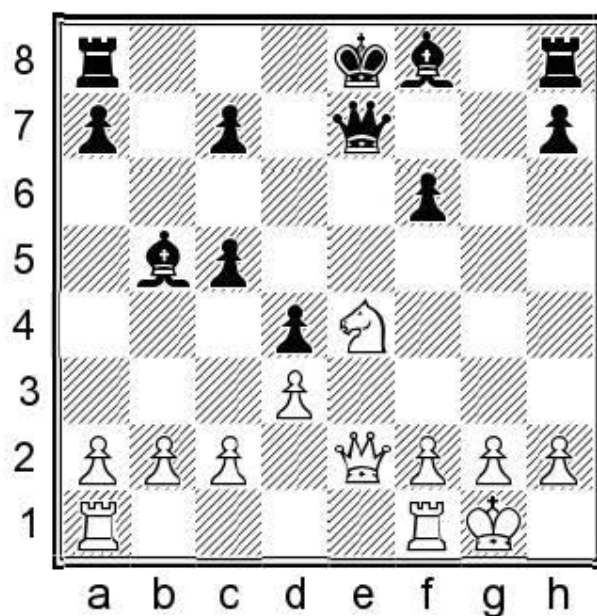
Luring the rook.

**26...Rxf7 27.Rh8+! 1-0**

And luring (away) the king, putting Black's king and queen at a knight's forking distance.

**27...Kxh8 28.Nxf7+ Kg8 29.Nxe5+-.**





408

*White to move*

### SOLUTION

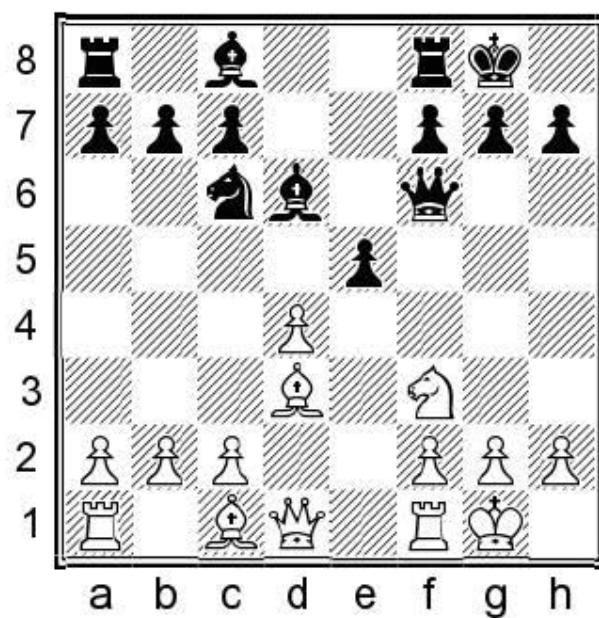
**Radulov-Inkiov**  
Sofia match-1978

**16.Qh5+! Kd8**

The black queen is lost after 16...Qf7 17.Nxf6+ Ke7 18.Nd5+ Ke8 19.Rfe1+.

**17.Qd5+**

The queen manoeuvre as seen in **Pattern 91** yields White the rook on a8. White won.



409

*White to move*

### SOLUTION

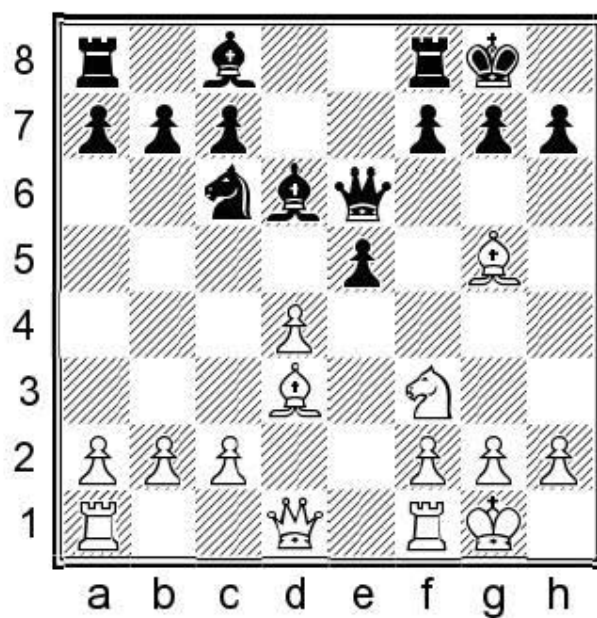
**Duller Llopis-de Putter907**

Borne U12-2015

**10.Bg5!**

Chasing the queen to square e6.

**10...Qe6**

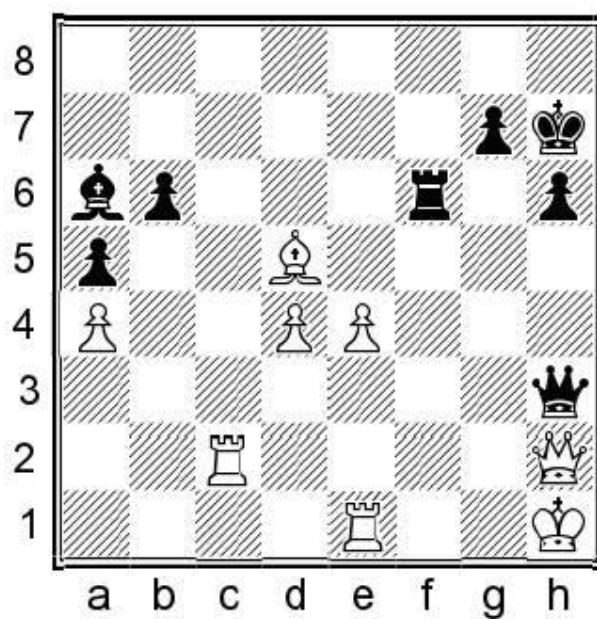


Now the black queen and knight are on a pawn's forking distance.

**11.d5! Qe8**

11...Qxd5? 12.Bxh7+ ( **Pattern 15**).

**12.dxc6+-**



410

*Black to move*

**SOLUTION**

**Cordes-Basa**

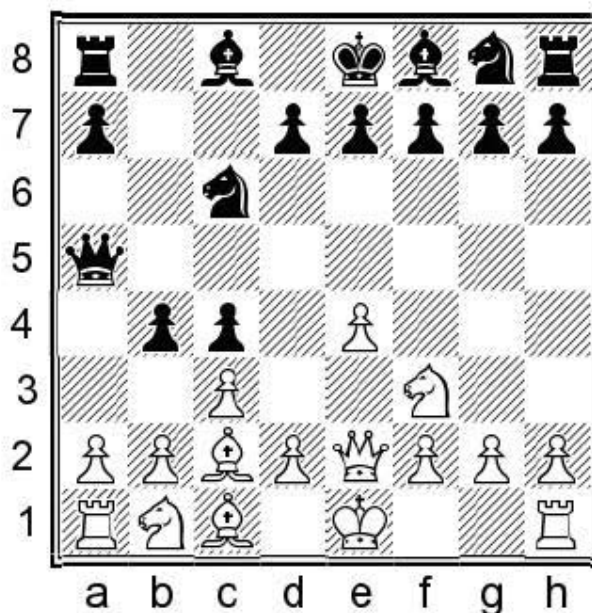
Almelo Dutch Girls' Championship U18 (analysis)-2023

**37...Rf1+ 38.Rxf1 Qxf1+ 39.Qg1 Qh3+**

White can't escape perpetual check. Every time the rook or the queen interposes, it blocks the escape for the king.

**40.Rh2 Qf3+ 41.Rg2 Qh5+ 42.Qh2 Qd1+=**

( Pattern 78)



411

*Black to move*

**SOLUTION**

**Yordanova-Stanojoski**

Plovdiv-2009



**7...b3! 8.Bd1**

After 8.axb3 Qxa1 White does not have sufficient compensation for the rook.

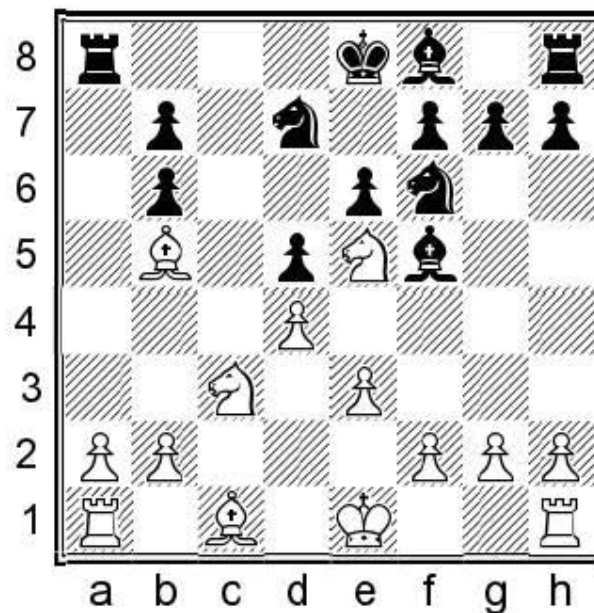
**8...Qxa2!**

**Pattern 64.**

**9.Qxc4**

9.Rxa2 bxa2 with a double attack.

**9...Qxa1 10.Bxb3 e6 11.Ba2 a5–+**



412

*White to move*

**SOLUTION**

**Gelfand-Yoo**

**Julius Baer Cup rapid-2022**

**11.g4!**

The white pawn is on its way to g5 to eliminate the defender of the knight on d7, while after the game continuation, the defending knight on f6 will be deflected.

**11...Bxg4**

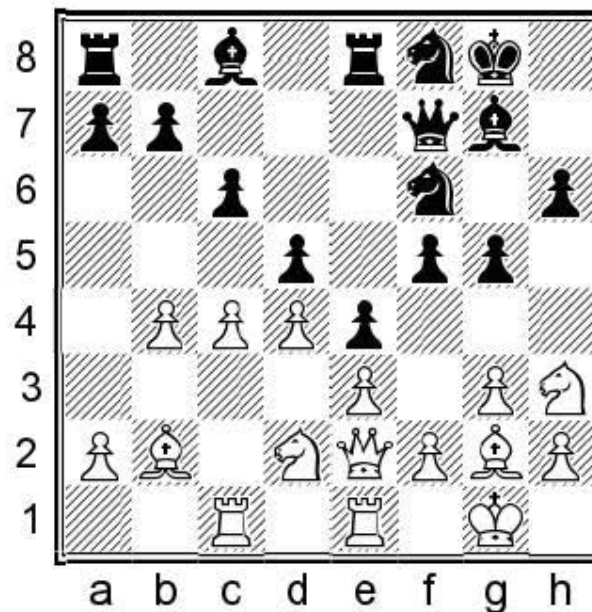
If 11...Be4, 12.f3 (or 12.Nxe4 dxe4 13.g5 Ra5 14.a4! ) 12...Bg6 13.g5 wins.

**12.Bxd7+ Nxd7 13.Nxg4**

And White won. After

**13...h5**

the knight can safely return to e5. However, always be alert on this resource, as sometimes the knight can be trapped (see Sangla-Karpov, Soviet Union tt 1968 – 100 Tactical Patterns You Must Know).



413

*Black to move*

**SOLUTION**

**Luis Delgado Pastrana-Recuero Guerra**  
Asturias tt-2000/01

**18...f4!**

The big point is that after 19.gxf4 / 19.exf4, the f4-square is occupied by a pawn, allowing Black to trap the h3-knight with 19...g4 ( **Pattern 51**). Also, Black is threatening 19... f3.

18...g4? 19.Nf4.

**19.f3**

White prevents Black from playing ...f4-f3 himself, but this does not save him. Black has several ways to decide the game.

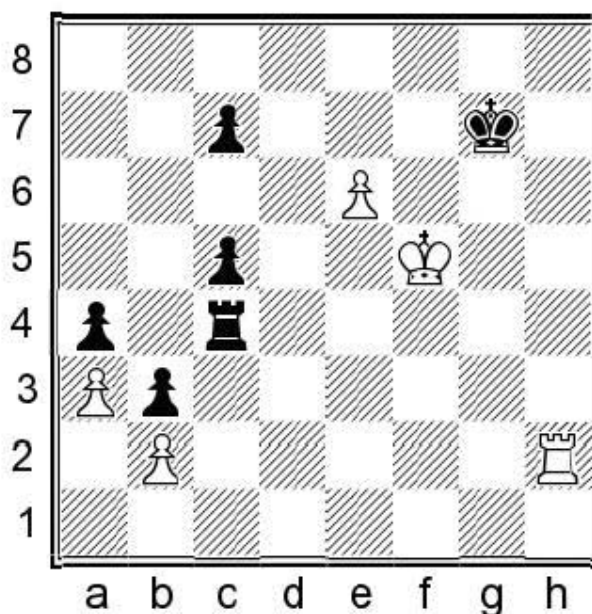
19.Qd1 f3 20.Bf1 Qh5–+.

**19...fxe3**

Increasing the tension with 19...g4, known from **Pattern 1**, is strong as well.

**20.Qxe3 exf3 0-1**

21.Qxf3 g4 loses a piece.



*White to move***SOLUTION****Juanes Garcia-Gomez Dieguez**

Gijon tt-2011

**59.Rh8!**

Putting the rook on the back rank supports the promotion of the e-pawn. White uses the idea from **Pattern 68**, although we see a slightly different version here.

In the game, White used a similar idea, but his version was less effective: 59.Rh7+. She wants to lure away the king, but Black is not obliged to capture. 59...Kf8. An important difference between 59.Rh8 and 59.Rh7+. The black king can help stop the e-pawn now. 60.e7+? Ke8 61.Kf6 Rf4+ and here the players agreed to a draw, even though Black is winning after, for example, 62.Ke6 Re4+ 63.Kf6 Kd7.

**59...Rc1**

59...Kxh8 60.e7 is very similar to **Pattern 65**. The king has been lured away, so the e-pawn can no longer be stopped.

**60.e7 Rf1+ 61.Kg4 Rg1+ 62.Kf3**

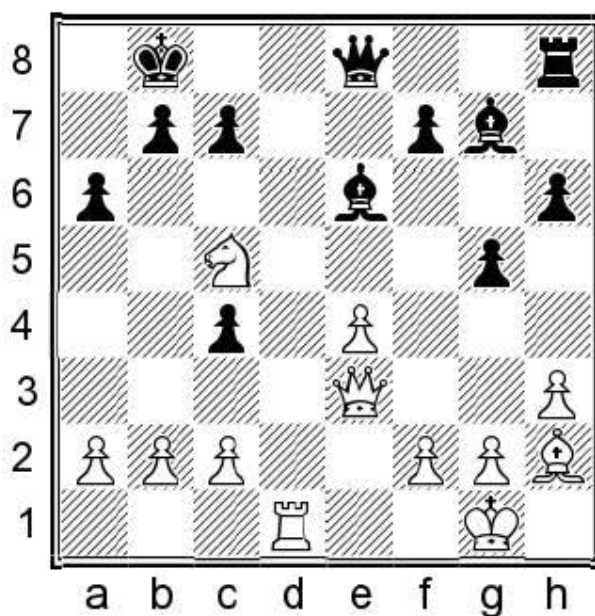
62.Kh3?? Rh1+ 63.Kg2 Rxh8–+. Now White promotes:

**62...Rf1+**

62...Kxh8 / 62...Re1 63.e8Q+.

**63.Ke2+–**





415

*White to move*

### SOLUTION

**Mader-Jaracz**

Germany FrauenBundesliga-2012/13

**21.Nxa6+!**

Making a breach in the wall, while clearing the way for the queen.

**21...bxa6 22.Qb6+**

The pinned c7-pawn is a poor defender ( **Pattern 28**, on the other side of the board).

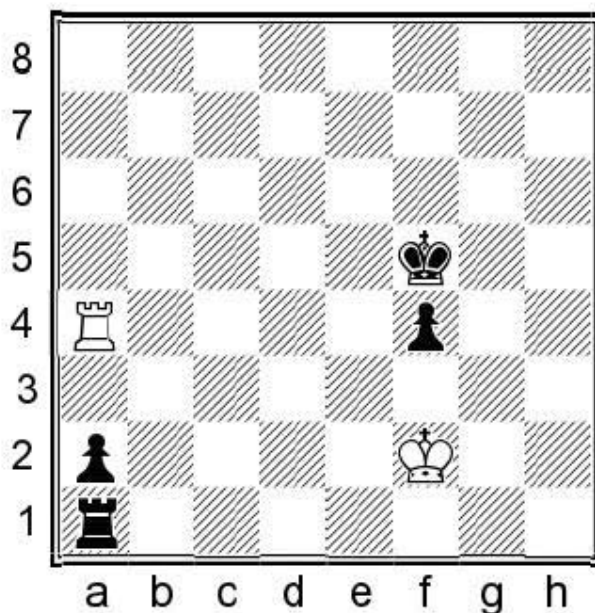
**22...Ka8**

22... Kc8 23.Qxc7#.

**23.Qxa6+ Kb8 24.Rd6 1-0**

Black has to give up her bishop with 24...Bd4 in order to defend against 25.Rb6#, so she resigned.

Even better was 24.Qb6+! Ka8 25.Qa5+ Kb7 26.Qxc7+ Ka8 27.Rd6 Qb5 28.Rb6, checkmating soon.



416

*Black to move*

### SOLUTION

**Gunina-Ziaziulkina**

Rijeka European Women's Championship-2010

**74...Rh1?**

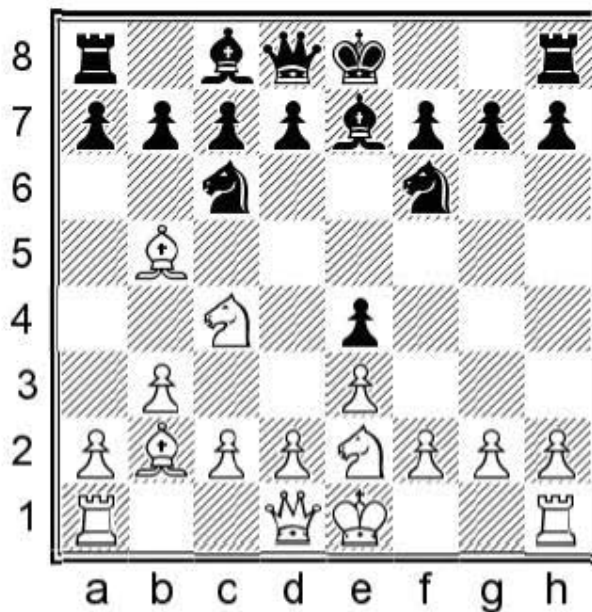
It seems smart to execute the trick from **Pattern 71**, but not here! Almost anything else would have won; for instance, 74...f3, threatening 75... Rh1 on the next turn. After 75.Ra5+ ( 75.Kxf3 Rf1+-+ ) 75...Ke6 76.Ra6+ Kd5, the king slowly walks towards the rook, and White will run out of checks.

**75.Rxa2! Rh2+ 76.Kf3**

Letting the cat out of the bag. 76...Rxa2 is stalemate! Therefore, White played

76...Rh3+

but her winning chances were gone now. The game ended in a draw a few moves later.



417

*Black to move*

### SOLUTION

Grigorjev-Chekhov  
Lipetsk tt-2017

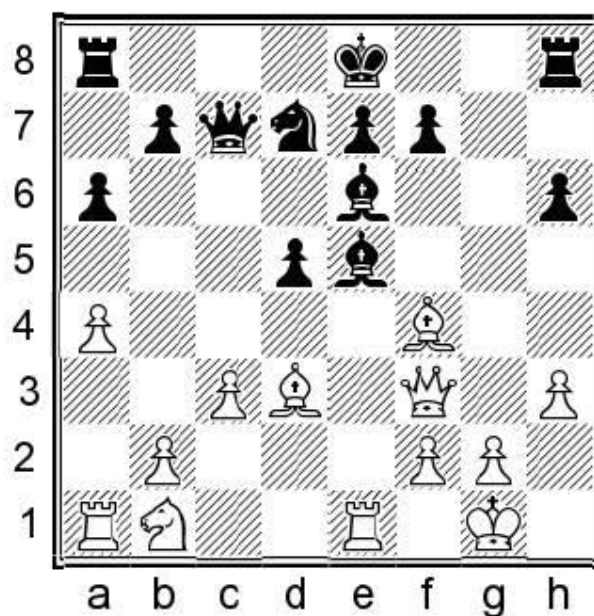
7...Nb8!

By retreating the knight to its starting square ( **Pattern 56**), the white bishop no longer has an escape with Bxc6, meaning it is lost.

8.d3 a6 9.Bxa6

9.Ba4 b5.

9...Rxa6-+



418

*White to move*

### SOLUTION

**Parligras-Marjanovic**  
Sarajevo-2011

**19.Rxe5!**

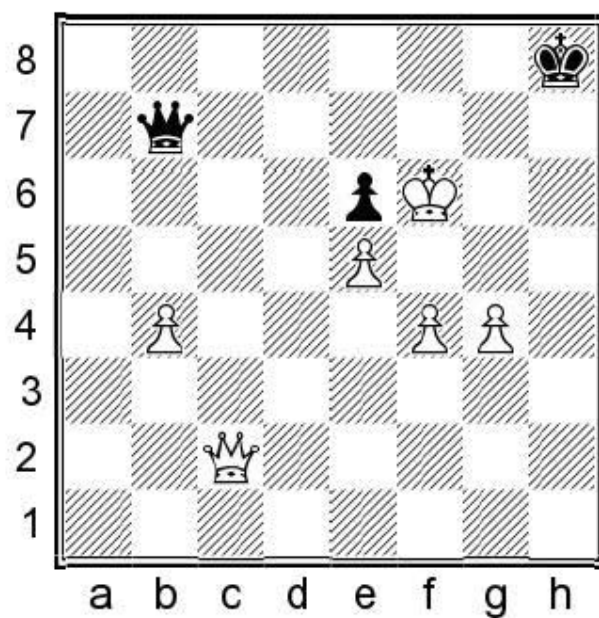
Luring the knight.

**19...Nxe5 20.Qh5**

Attacking the pinned knight and pinning the f7-pawn. The latter makes defending the knight by means of ...f7-f6 impossible – an important idea from **Pattern 33**.

**20...Qb6 21.Qxe5 f6 22.Qe2+-**





419

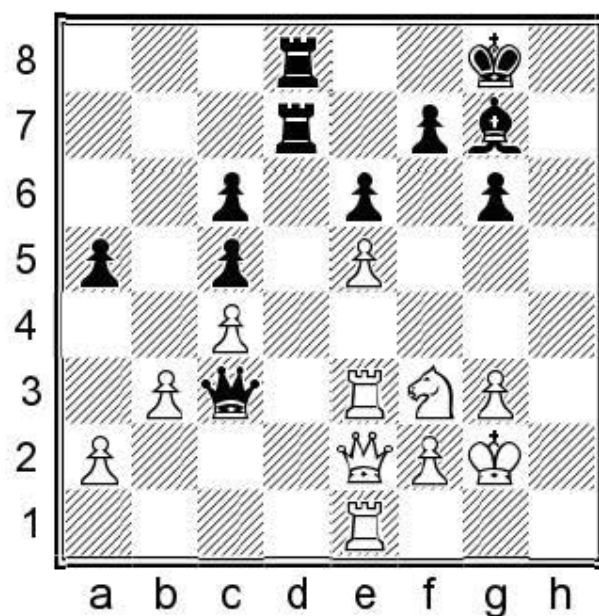
*Black to move*

### SOLUTION

**Narayanan Gopal-Esipenko**  
Tegernsee (analysis)-2017

**75...Qg7+ 76.Kxe6 Qg6+ 77.Qxg6**

**Stalemate. Pattern 80.**



420

*Black to move*

30...Rd3, yes or no?

### SOLUTION

**Giri-Shirov**

Reykjavik European Team Championship-2015

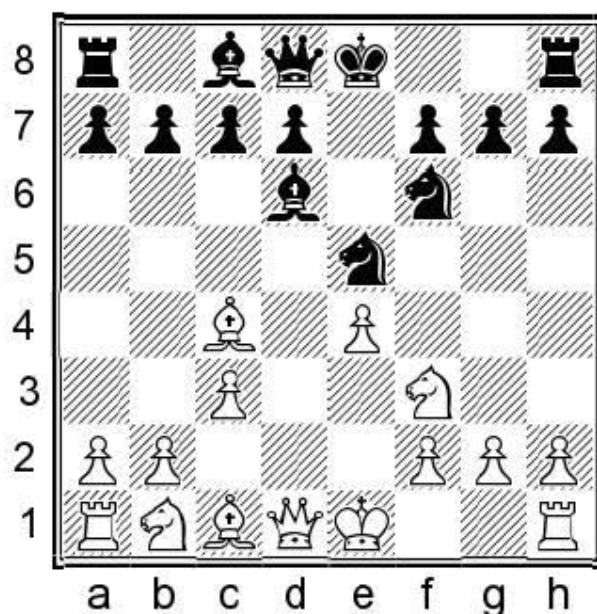
**30...Rd3**

Black's position was bad already, but now it's over immediately.

**31.Rd1! 1-0**

A Maltese Cross! **Pattern 31.**

31...Rxe3 ( 31...Rxd1 32.Rxc3 ) 32.Rxd8+ Bf8 33.Qxe3+-.



421

*White to move*

### SOLUTION

**Rodrigues-Hung Chih**  
Mogi das Cruzes-2014

This is Exercise 11 with colours reversed, with the extra moves c3 and Bc4 for White.

**7.Nxe5 Bxe5 8.f4 Nxe4**

**8...Bd6 9.e5. Pattern 2.**

**9.Qh5!**

White is in no hurry to capture the bishop. This move defends against ...Qh4+ while attacking f7 and e5.

- 9.Qf3?, as in Exercise 11, is not a good idea here, as the 'extra' bishop move appears to be a disadvantage; 9...Nd6=. Black moves away his knight, counterattacking that bishop;
- 9.fxe5 Qh4+ 10.g3 Nxg3 is what White wants to prevent.

9...0-0 10.fxe5+-



422

*Black to move*

**SOLUTION**

**Brenke-Müller**

Germany tt-1996/97

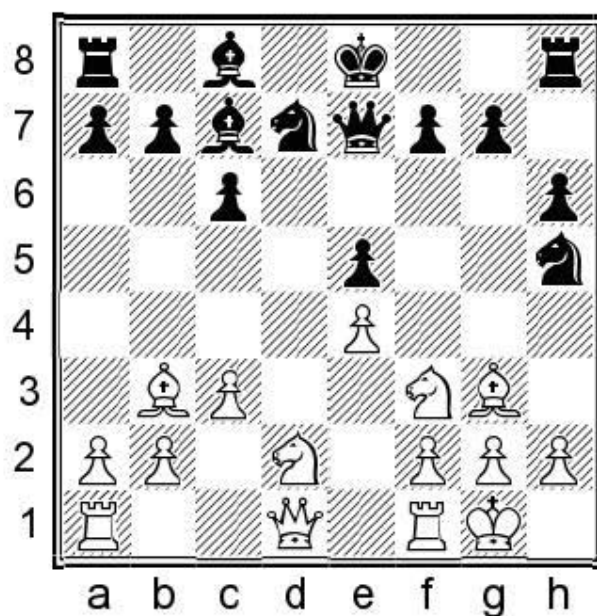
**32...f5**

Forcing White to capture en passant.

**33.exf6 e5**

White resigned as he will lose the queen – **Pattern 50**. Admittedly, the queen is not trapped, but after 34.Qxg5 he will be mated by 34...Qh3+ 35.Kg1 Qh1#.





423

*White to move*

13.Nxe5, yes or no?

### SOLUTION

**Carlsen-Caruana**  
**St Louis-2014**

**13.Nxe5?**

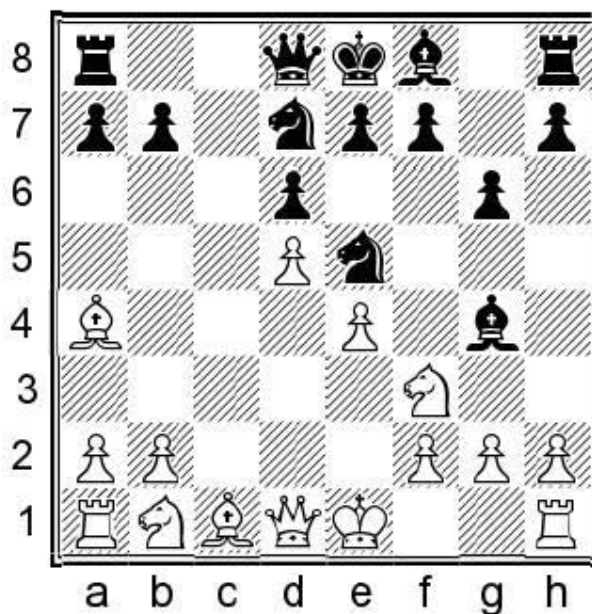
13.h3 was played in the game.

**13...Nxe5! 14.Qxh5**

If 14.Bxe5 Qxe5, the knight on h5 is protected by the queen.

**14...Bg4 15.Qh4 g5**

The white queen is trapped. **Pattern 62.**



424

*White to move*

### SOLUTION

**Hladik-Jasny**  
Ostrava-2002

**10.Nxe5 Qa5+**

With this intermediate check, Black creates luft for the black king and thus threatens to capture the white queen. However, White has several ways to solve this problem.

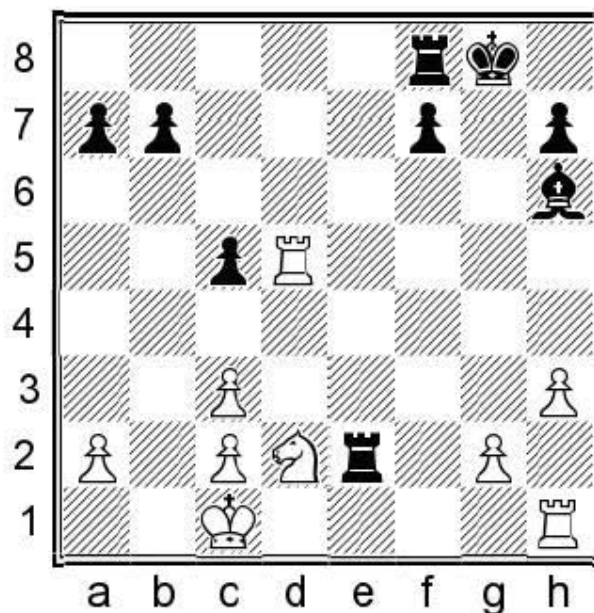
10...Bxd1 doesn't help either after 11.Bxd7+ Qxd7 12.Nxd7 Kxd7 ( 12...Bg4 and White is happy to capture the bishop: 13.Nxf8 ) 13.Kxd1, and White is a piece up.

**11.Bd2**

11.Qd2 wins as well: 11...Qxa4 ( 11...Qxd2+ 12.Bxd2 dxe5 13.h3 Bh5 14.g4 ) 12.Nc3 Qb4 13.Nxg4.

**11...Bxd1 12.Bxd7+ Kd8 13.Bxa5+ b6 14.Bc6 1-0**

### Pattern 36.



425

*Black to move*

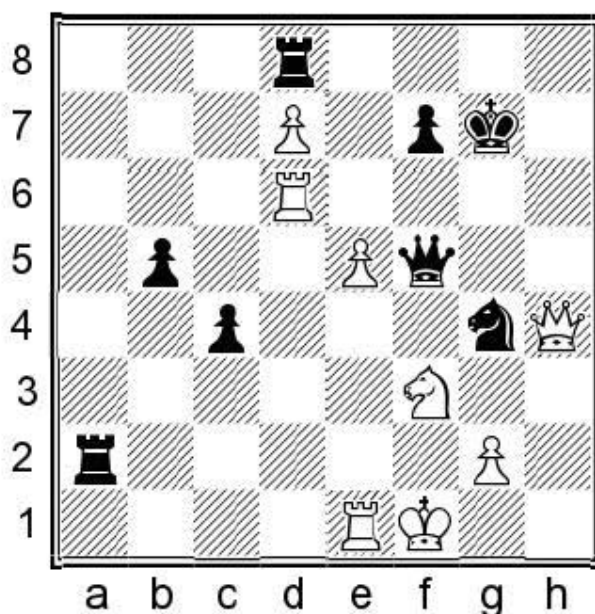
### SOLUTION

**Kaplan-Bronstein**

Hastings-1975/76

**24...Rxd2! 25.Rxd2 Rd8 26.Rhd1 c4!**

This prevents White from getting out of the pin favourably with c3-c4, c2-c3 and Kc2. The eternal pin will yield Black a full rook because of zugzwang. Eventually, White will run out of pawn moves, after which the king or rook must give up on the defence of the rook on d2. **Pattern 29.**



426

*White to move*

55.Qxd8, yes or no?

### SOLUTION

**Kevlishvili-van den Doel**  
Amsterdam m-2015

**55.Qxd8?**

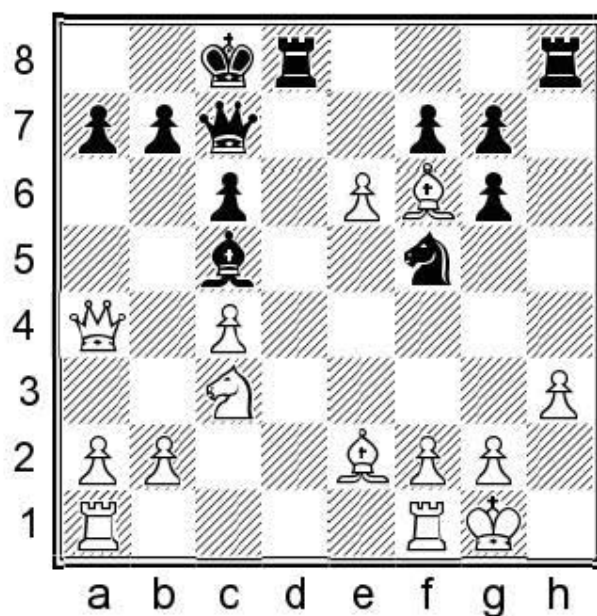
This allows Black to escape with a perpetual check.

Winning was, for instance, 55.Kg1 (now White threatens to capture on d8) 55...Raa8 ( 55...Rxd7 56.Nd4 ) 56.Rd4 Nh6 57.Rf4 Qh7 ( 57...Qxd7 58.Qf6+ Kh7 59.Rh4 ) 58.Rf6 etc.

**55...Qxf3+! 56.gxf3 Nh2+ 57.Kg1 Nxf3+ 58.Kf1 Nh2+ ½-½**

Nimzowitsch's perpetual mobile from **Pattern 76**.





427

*Black to move*

### SOLUTION

**van Foreest-Rapport**

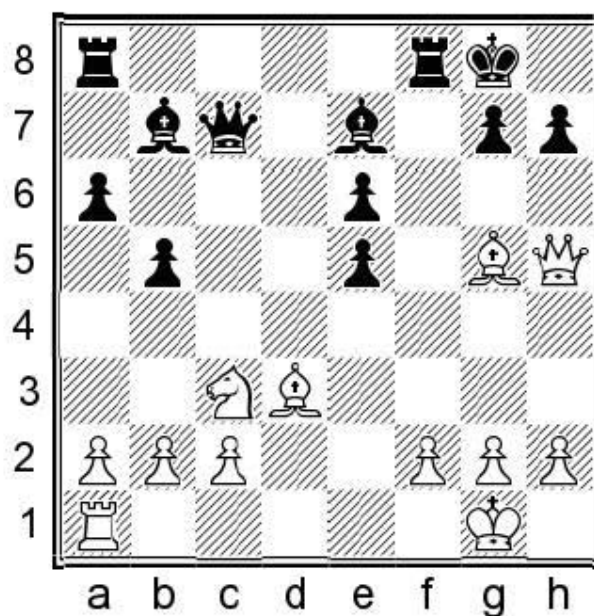
Gabala blitz-2023

White just took on f6, expecting Black to recapture. However, instead of this 'automatic' move, Black came up with a nasty surprise:

**19...Rxh3! 0-1**

Gaining access to the king. Game over!

White resigned because of 20.gxh3 ( 20.Rfd1 Qh2+ 21.Kf1 Qh1# ) 20...Qg3+. The f2-pawn is a poor defender ( **Pattern 28**): 21.Kh1 Qxh3+ 22.Kg1 Qg3+ 23.Kh1 Rh8+, checkmating.



428

*Black to move*

### SOLUTION

**Beukema-Chaerle**

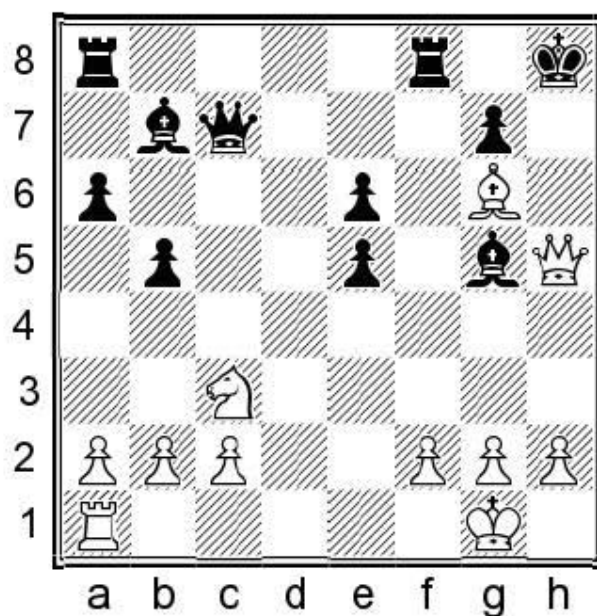
Blankenberge (analysis)-2013

**18...g6!**

Preventing checkmate and clearing the seventh rank.

Alternatives do not bring Black much:

- 18...Bxg5 19.Qxh7+ Kf7 20.Qg6+ Kg8 21.Qh7+=. The motif 19.Bxh7+ Kh8 20.Bg6+ (retreating the bishop as short as possible to cover the f7-square), does not work due to



20...Bh6!. A defence also seen in Petersson-Bitelmajer, Titled Tuesday blitz 2023 – see 100 Tactical Patterns You Must Know.

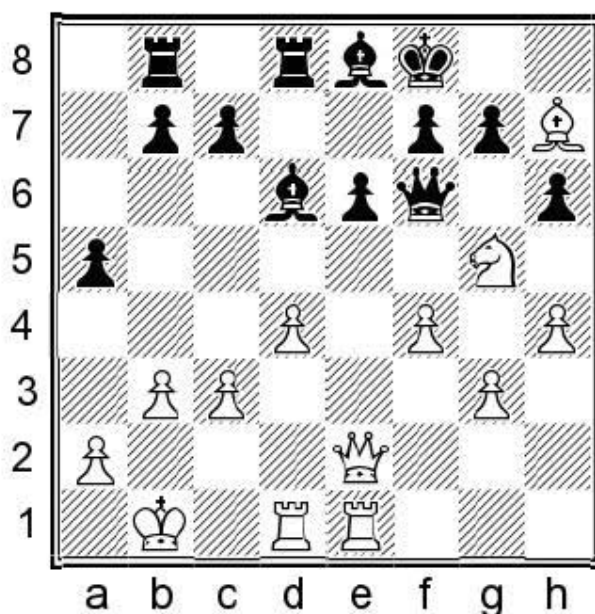
20... Kg8? 21.Qh7# was the idea behind 19.Bxh7+;

- 18...h6 19.Bxh6!= gxh6? 20.Qg6+ Kh8 21.Qh7#;
- 18...e4 19.Nxe4 gives White some compensation for the exchange.

The point is that if White decides to sacrifice, Black ignores it and clears the seventh rank for the second time:

### 19.Bxg6 Bxg5

The checkmate on h7 is prevented, and Black is up a rook.



429

*Black to move*

### SOLUTION

**Anton Guijarro-Ivanchuk**

Bydgoszcz-2023

#### **23...g6!**

Shutting off the b1-h7 diagonal, after which there is no way out for the bishop. **Pattern 54.**

Black is not interested in the knight, because after 23...hxg5 24.hxg5 Qe7 25.Bf5! the open h-file gives White a winning attack with Qe2-h2/h5-h8.

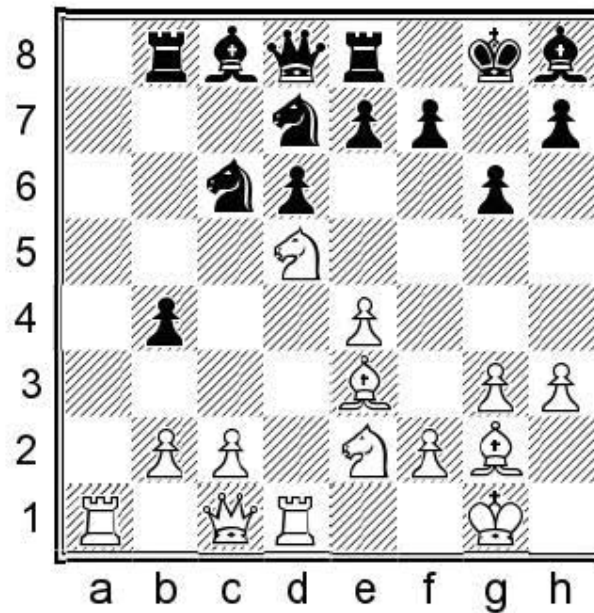
#### **24.Ne4**

Now, Black threatened to capture the knight. The bishop on h7 not only hinders the attack (blocking the h-file), but also it cannot participate in it (see 25.Bf5 in the line with 23...hxg5).



Freeing the bishop by means of 24.h5 offers no salvation because now Black can take the knight: 24...hxg5 25.hxg6 Kg7. Compared to the line with 23...hxg5, White cannot take advantage of the open h-file here.

**24...Qg7-+**



430

*White to move*

What do you think of 19.Nd4 ?

### SOLUTION

**Svidler-Zviagintsev**  
St Petersburg match-1992

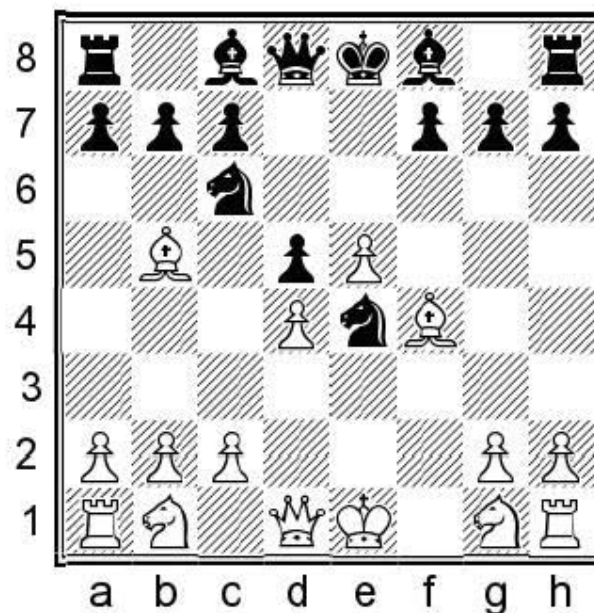
**19.Nd4?**

This is not a good idea. The young Svidler, who would later become an elite grandmaster, clearly had not counted on Black's anti-positional response:

**19...Bxd4! 20.Bxd4 e6**

Black wins material. In case of 21.Ne3, Black traps the bishop: 21...e5 22.Ba7 Rb7 23.Rxd6 Nxa7, while after 21.Nf4 both 21...e5 and 21...Nxd4 22.Rxd4 e5 win a piece.

Therefore, White decided to give up his knight immediately with 21.Nxb4, but that turned out to be a stay of execution as Black converted his material advantage. **Pattern 3.**



431

*Black to move*

**SOLUTION**

**Koch-Kosten**

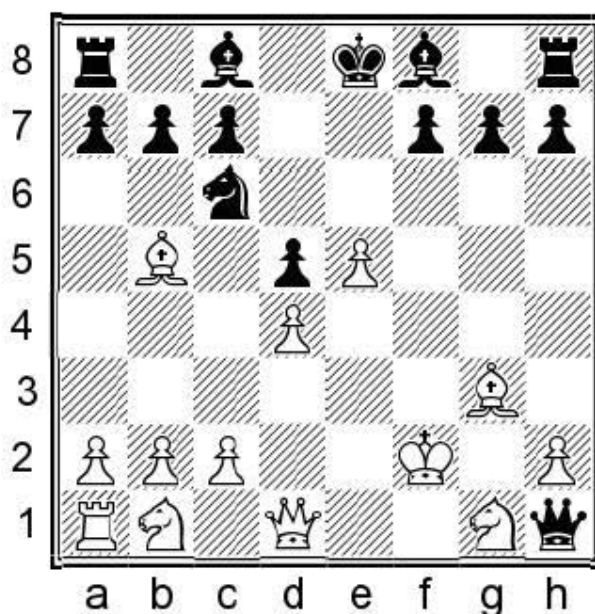
France tt-2012

Thanks to the **Pattern 90** queen manoeuvre, Black wins material:

**7...Qh4+! 8.g3 Nxg3!**

Vacating the e4-square for the queen.

**9.Bxg3 Qe4+ 10.Kf2 Qxh1**



The queen is in the corner, and we know from **Pattern 58** that this can cause problems. Here, however, Black has nothing to fear. To illustrate this, I will show you the remainder of the game.

**11.Nd2 h5! 12.Ndf3 h4**

It seems even better to keep this move in reserve. In Bujdak-Bouguern, LSS email 2012, Black played 12...Bg4, and after 13.Qd3 ( 13.Bf1 h4 14.Bf4 h3 transposes more or less to the game, with the difference that Black has played ...Bg4 here instead of ...Be7) 13...Bxf3 14.Qxf3 Qxf3+ his queen was out of danger.

**13.Bf4**

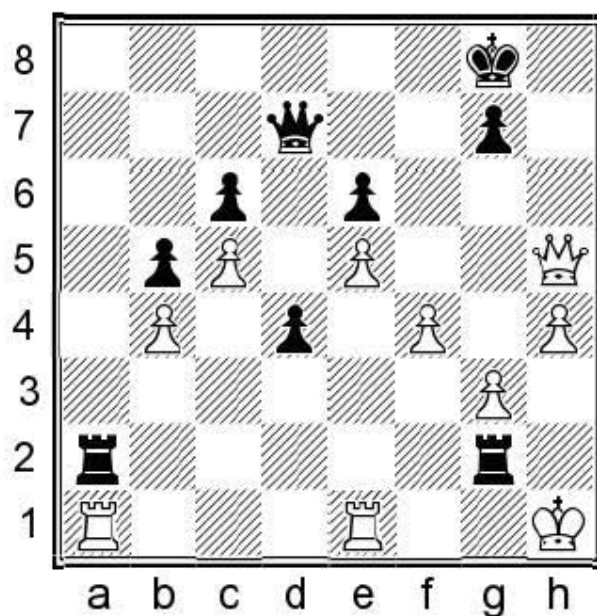
After 13.Bxh4, Black's idea was to sacrifice an exchange to free his queen: 13...Rxh4 14.Nxh4 Qxh2+, and White's position is just about lost.

**13...h3 14.Bf1 Be7 15.Qd2 Rh5**

The g-pawn is ready to come to the black queen's aid with ...g7-g5.

**16.e6 Bxe6 17.Re1 g5 18.Bxh3 gxf4 19.Qxf4 0-0-0 20.Qxf7 Bxh3 21.Nxh3 Bh4+ 0-1**





432

*Black to move*

### SOLUTION

**Rodshtein-Adams**

Germany Bundesliga-2016/17

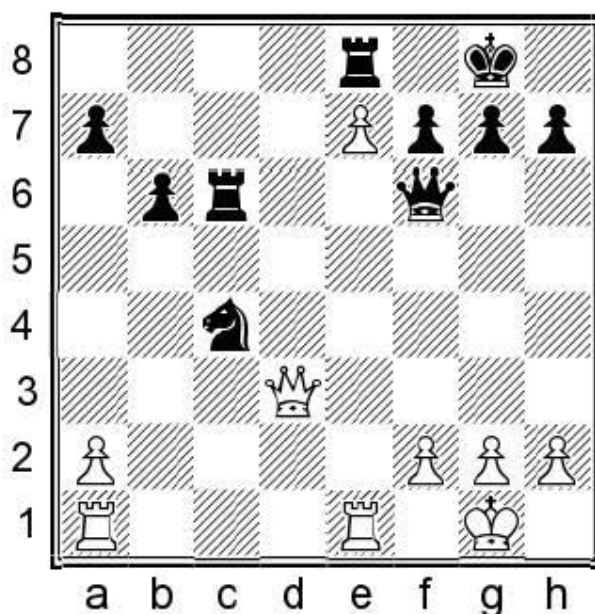
Black doesn't gain anything from the cooperation of his rooks on the second rank ( **Pattern 95**). However, the magnet sacrifice from **Pattern 100** does offer a solution:

**45...Rh2+ 46.Kg1 Rh1+!**

White resigned, because he will be checkmated after 47.Kxh1 Qd5+ 48.Kg1 Qg2#.

46...Qd5 was too slow as then 47.Qe8+ Kh7 48.Qh5+ draws.





433

*White to move*

### SOLUTION

**Duque-Perez Olarte**

Bogota Colombian Championship U26-2008

White played 24.Qd8? and after 24...Rxd8 25.e8Q+ (not capturing the rook, but pushing on!) 25...Rxe8 26.Rxe8# Black was checkmated. However, Black could have defended against the **Pattern 67** trick with 24...Nd6 ( 24...Rc8? 25.Qxc8! ), after which he is a knight up. Therefore, White should have played

**24.Qd7!**

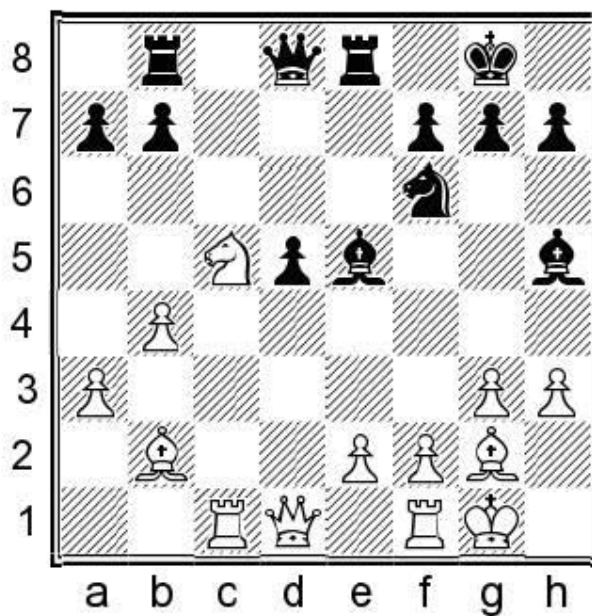
, with the difference that

**24...Nd6**

now interferes with the queen protecting the rook:

**25.Qxc6**

White wins.



434

*White to move*

### SOLUTION

**Karthik-Nakamura**

Baku rapid (analysis)-2023

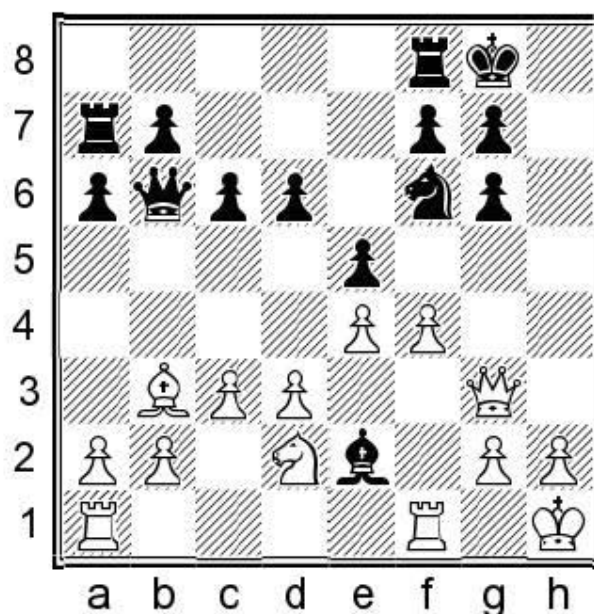
**18.Bxe5 Rxe5 19.g4!**

Chasing the bishop to g6 where it will be trapped by White's f-pawn.

**19...Bg6 20.f4**

On its way to f5 with gain of tempo ( **Pattern 52**).

**20...Re8 21.f5+-**



435

*White to move*

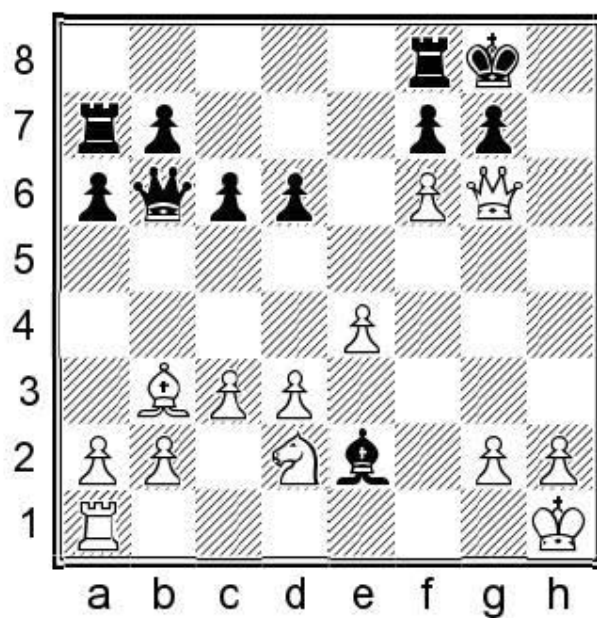
### SOLUTION

**Hendriks-Ledger**  
Hastings-2008/09

**17.fxe5! Bxf1**

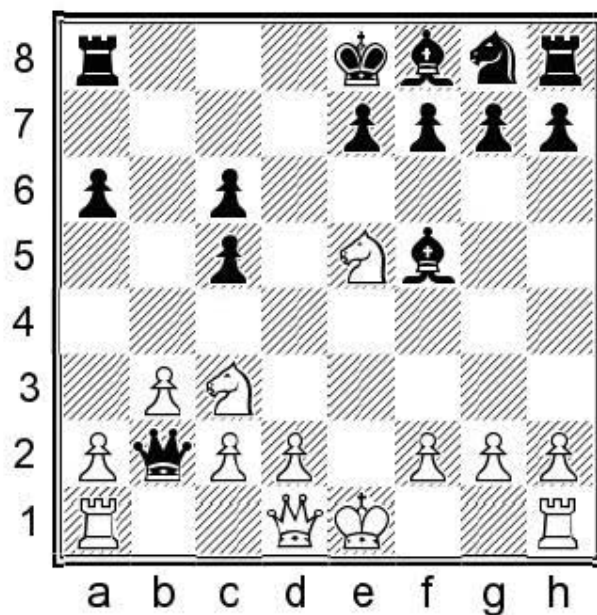
- If 17...Nh5, then 18.Qf2 ( 18.Qxg6 Qxb3! ) 18...Qxf2 19.Rxf2 Bxd3 20.g4 ( **Pattern 55**) is a clean way to win.
- 17...dxe5 18.Rxf6! gxf6 19.Qxg6+ Kh8, and now 20.Qh6+ Kg8 21.Nf3! is one of the many winning lines at White's disposal. Black has no sound defence against Nf3-h4-g6/f5.

**18.exf6 Be2 19.Qxg6**



A beautiful picture, also seen in Haast-Pavlidou, Reykjavik 2015 – see 100 Tactical Patterns You Must Know, **Pattern 28**.

**19...Qxb3 20.Qxg7#**





*White to move*

**SOLUTION**

**van Beek-Duijn**

Netherlands tt (analysis)-2012/13

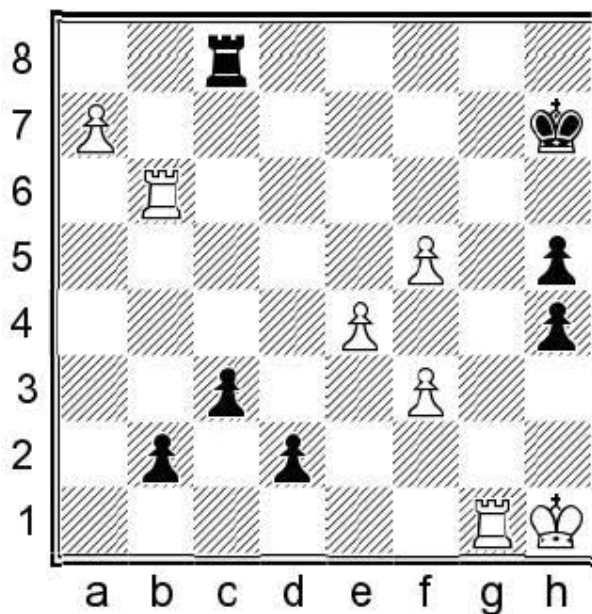
**10.Qf3!**

The double rook sacrifice from **Pattern 99**. If Black accepts, it leads to a forced checkmate. Otherwise, he loses his bishop and is left in a bad position.

**10...Qxa1+**

10...Rd8 11.Qxf5+- ( 11.Qxc6+? Bd7 12.Nxd7 Rxd7 13.Qc8+ Rd8 14.Qc6+ is just a draw).

**11.Ke2 Qxh1 12.Qxc6+ Kd8 13.Nxf7#**



437

*Black to move*

**SOLUTION**

**Smyslov-Botvinnik**  
Leningrad/Moscow (adjusted position)-1941

**59...d1Q!**

Luring the rook to d1 so the c-pawn can move forward with gain of tempo. In addition, it prevents the drawing mechanism that would have been possible after 59...c2 60.Rb7+ Kh8 61.Rb6.

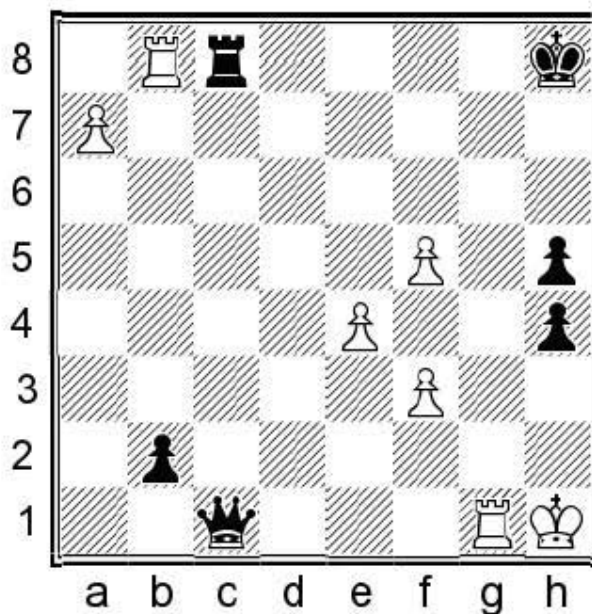
**60.Rxd1**

The white a-pawn doesn't make it after 60.Rb7+ Kh8 61.Rb8 Qxf3+ 62.Kh2 Qf4+.

**60...c2 61.Rb7+**

61.Rd7+ Kg8 62.Rg6+ Kf8 63.Rf6+ Ke8, and the checks are over.

**61...Kh8 62.Rg1 c1Q 63.Rb8**



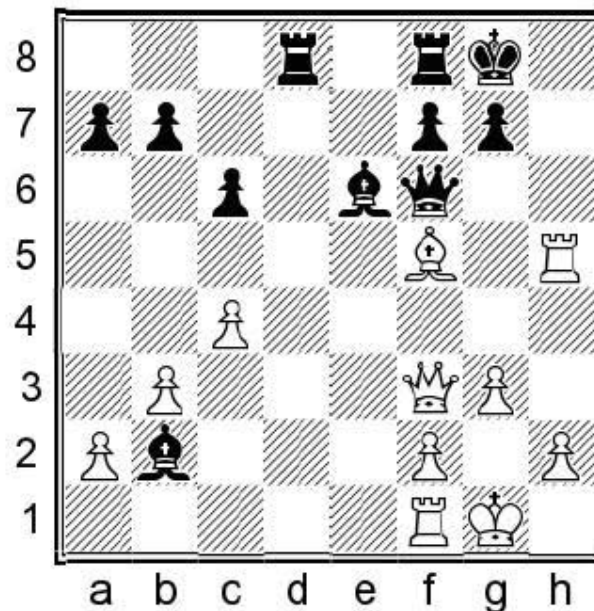
**63...Qc6! 64.Rg6**

64.a8Q Qxa8 65.Rxa8 Rxa8, and the b-pawn will promote after Black plays 66...Ra1.

**64...Qc3**

And Black is winning; for example,

**65.a8Q b1Q+ 66.Rxb1 Qxf3+ 67.Kg1 Qe3+ 68.Kf1 Rxa8**



438

*White to move*

### SOLUTION

**Larino Nieto-Solaesa Navalpotro**  
**Madrid-2012**

27.Rh8+ seems tempting, but it is too early, as after 27...Kxh8 28.Qh5+ the queen can interpose with 28...Qh6. Therefore, White has to prepare this magnet sacrifice and prevent Black's defence:

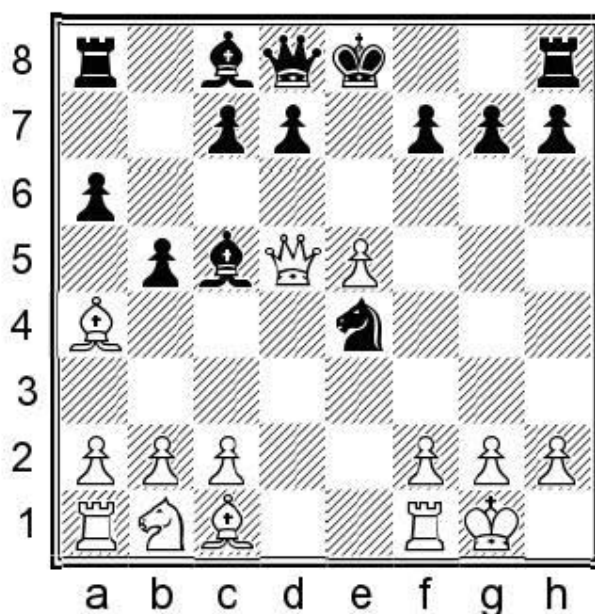
**27.Bh7+! Kh8 28.Bg6+**

Shutting off the sixth rank. Now White can execute his magnet sacrifice on the next move.

**28...Kg8 29.Rh8+! 1-0**

It is checkmate after 29...Kxh8 30.Qh5+ Kg8 31.Qh7#.

**Pattern 100.**



439

*Black to move*

### SOLUTION

**Berger-Gustafsson**  
Böblingen-2002

**9...Bb7!**

Luring the queen while defending against the double attack on the rook and knight ( **Pattern 86**). White has to capture the bishop, as otherwise Black can capture White's bishop on a4 and he is a piece up.

9...Qh4!? was also interesting, leading to some practical chances. Black wins a piece, but somehow White gets some compensation, because Black does not get the time to castle and bring his king to safety: 10.Be3 c6 11.Qd3 bxa4 12.Nc3! Bxe3 ( 12...Nxc3 13.Bxc5 Nd5 14.f4 ) 13.Nxe4 Bb6 14.Nd6+ Kf8 15.Rae1.

**10.Qxb7 c6!**



Now there is no way out for the queen!

**11.Nc3 Nxc3 12.bxc3**

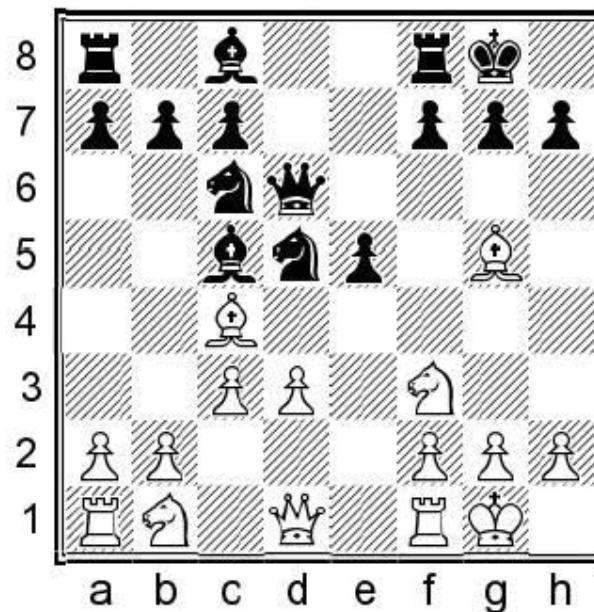
And here the best was

**12...0-0!**

to trap the queen one move later (of course not 12...bxa4, after which the white queen gets air to breathe):

**13.Bb3 Ra7**

0-1 Shim Ng Min-Stancl, LSS email 2019. Our game continued 12...Ra7? 13.Bg5!, after which White escaped into a worse ending.



440

*White to move*

**SOLUTION**

**Studnicka-Vondracek**

**Czechian Championship U12-1996**

This position appeared on the board ten more times after this game (at the time of writing), but no one came up with the idea to win the bishop!

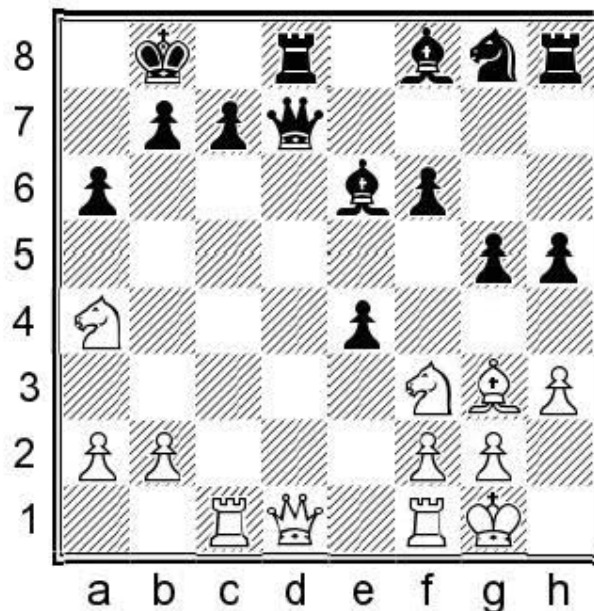
**9.b4!**

9.Nbd2 was played in the game.

**9...Bb6 10.Bxd5!**

Luring the queen to move the c-pawn with gain of tempo ( **Pattern 52**).

**10...Qxd5 11.c4 Qd7 12.c5+-**



441

*White to move*

**SOLUTION**

**Fischer-Gligoric**

Havana Olympiad (analysis)-1966

**16.Rxc7! Qxd1**

16...Qxc7 17.Qxd8+ leads to a quick checkmate.

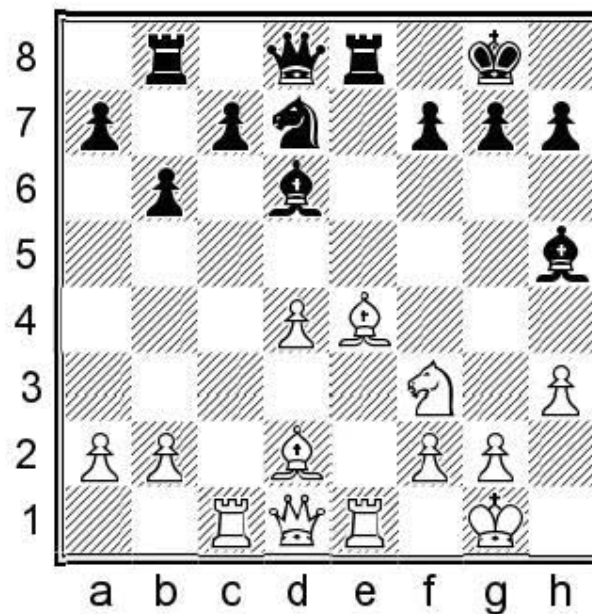
**17.Rc8+!**

The double check idea as seen in **Pattern 18**.

**17...Ka7**

**17...Kxc8 18.Nb6#.**

**18.Bb8+ Ka8 19.Nb6#**



442

*White to move*

Starting with 17.Ng5+ is not a good idea because of the often overlooked defensive resource 17...Qxg5!: 18.Qc2+ (18.Bxg5 Bxd1 and Black remains a piece up) 18...Qg6 or 18...Bg6 and Black wins.

**SOLUTION**

**Keymer-Gukesh**

**Wijk aan Zee (analysis)-2023**

Evaluate 16.Bxh7+.

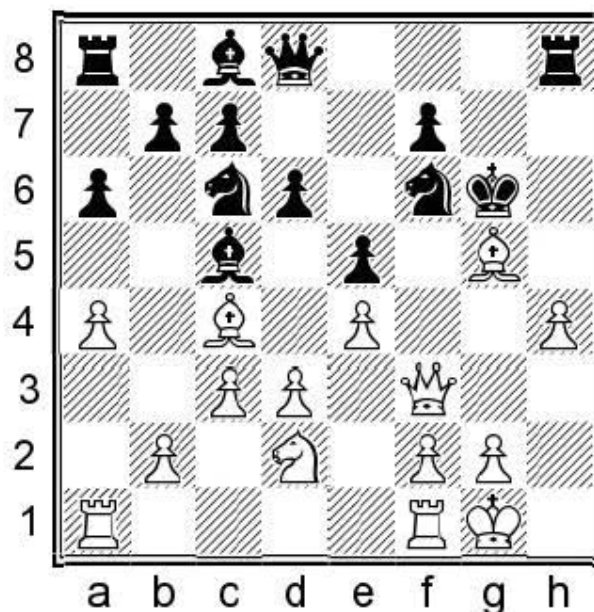
**16.Bxh7+ Kxh7 17.Rxe8!**

**17...Qxe8 18.Ng5+ Kg8**

‘Escaping’ through the middle is not an option for Black: 18...Kg6 19.Qc2+ (or 19.g4 ) 19...f5 ( 19...Kf6 20.Nh7+ Ke7 21.Re1+ ) 20.g4, winning back the piece with interest.

**19.Qxh5**

And White is a pawn up thanks to the idea from **Pattern 34**.



443

*Black to move*

### SOLUTION

**Caruana-Nakamura**

Paris blitz-2016

**14...Bg4! 15.Bxf6 Qd7!**

The trick from **Pattern 61** helps Black to get a better position.

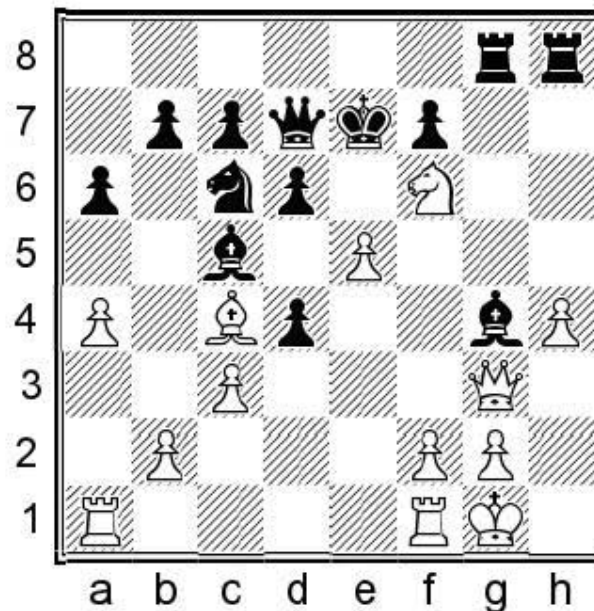
**16.Qg3 Kxf6**



The exchange of bishop for knight is in Black's favour. The annoying pin is no more, and the black king can walk away from the kingside. Moreover, Black can use the g-file for his rook(s). White has insufficient compensation for the sacrificed piece.

Play continued:

**17.d4 exd4 18.e5+ Ke7 19.Ne4 Rg8 20.Nf6**



And now strongest is the beautiful queen sacrifice

**20...Nxe5! 21.Nxd7 Bxd7**

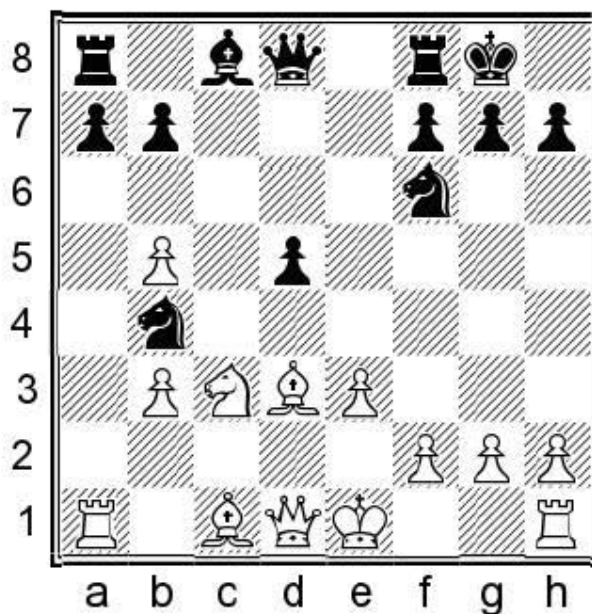
. After

**22.Qf4**

( 22.Qh2 Nf3+ )

**22...Rg4**

Black wins back the queen with a winning position.



444

*Black to move*

### SOLUTION

**Geirnaert-Capone**  
Wachtebeke-2016

**12...d4!**

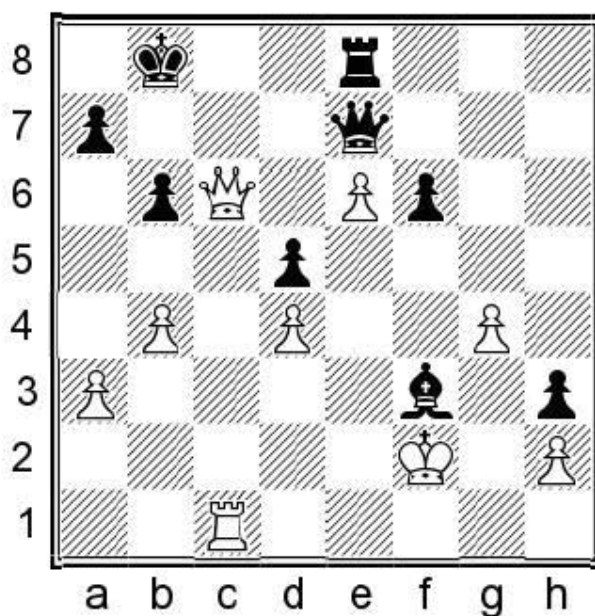
Black 'falls' for the trap that White has set for him with his last move, 12.b3.

**13.exd4**

13.Na2 Nxd3+ 14.Qxd3 dxe3 15.Qxd8 ( 15.Qxe3? Re8 ) 15...exf2+ is not a picnic either.

**13...Qxd4**

And here White resigned, as the intended discovered attack 14.Bxh7+, known from **Pattern 15**, backfires: 14...Kxh7 15.Qxd4 Nc2+. Black wins back the queen with interest.



445

*White to move*

### SOLUTION

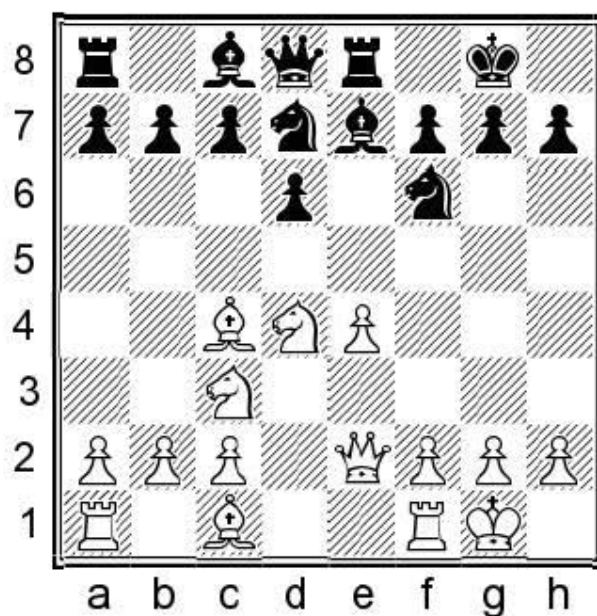
**Klein-Braun**

Netherlands tt-2022/23

### 37.Qd7! 1-0

White prepares the hook-and-ladder trick ( **Pattern 41**) with the threat of 38. Rc8+, against which Black has no satisfactory defence. Black resigned as he loses in all the lines:

- 37...Bxg4 38.Rc8+ Rxc8 39.Qxe7;
- 37...Qxe6 38.Rc8+ Rxc8 39.Qxe6; and
- 37...Qxd7 38.exd7 Rd8 39.Rc8+ Rxc8 40.dxc8Q+ Kxc8 41.Kxf3.



446

*White to move*

### SOLUTION

**Seddaoui-Mezioud**

Algiers Algerian Championship semifinal-2014

By sacrificing two pieces, White draws the black king out into the open:

**9.Bxf7+! Kxf7 10.Ne6!**

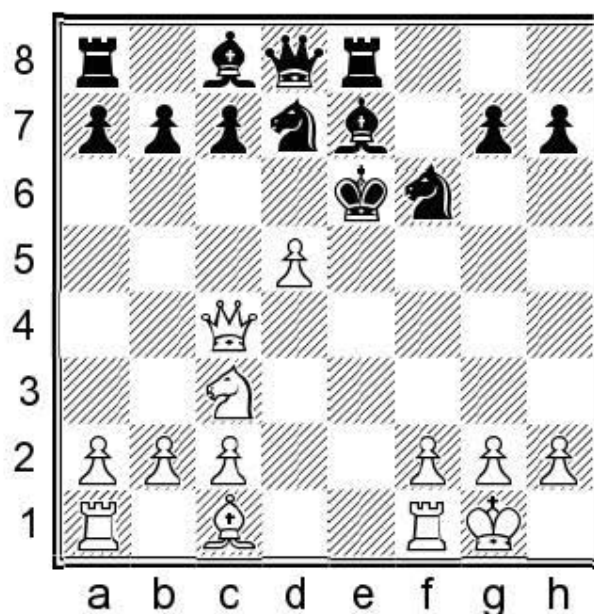
10.Qc4+?? d5!, and Black defends.

**10...Kxe6**

Only now it is time to attack the king!

**11.Qc4+ d5 12.exd5+**





**12...Kf7**

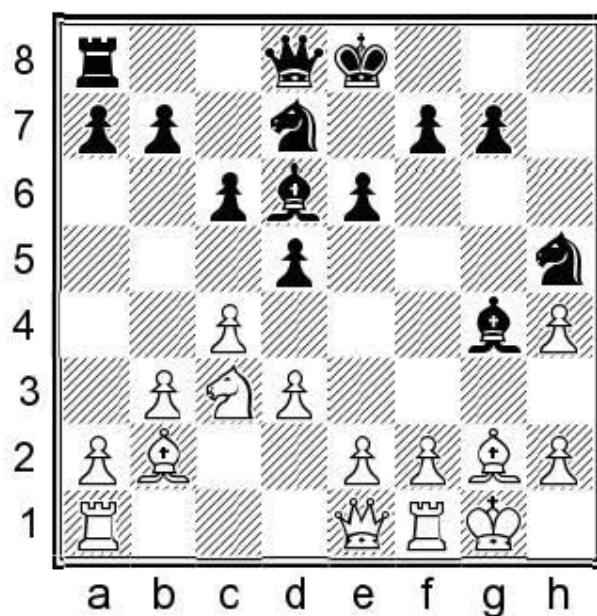
12...Nxd5 13.Qxd5+ Kf6 14.Qh5!, and Black is not going to survive: Bg5+, Ne4/d5+, rooks to e1 and d1. The black king will be attacked from all sides. One sample line: 14...g6 15.Qxh7 Nf8 16.Ne4+ Ke5 17.Qf7 Kxe4 ( 17...Ne6 18.Re1+- ) 18.Re1+ Kd4 19.Be3+ Ke5 20.Bc5#.

**13.d6+ Nd5**

13... Kf8 14.dxc7 and the queen is trapped.

**14.dxe7 Qxe7 15.Nxd5 Qe4 16.Qxe4 Rxe4 17.Nxc7**

And White won – **Pattern 93**.



447

*Black to move*

### SOLUTION

**Gomez Sanchez-Otero Acosta**  
Santa Clara-2017

12...Qxh4 allows 13.f4, so Black has to block the white f-pawn first (**Pattern 98**)!

**12...Bf3! 13.Bc1**

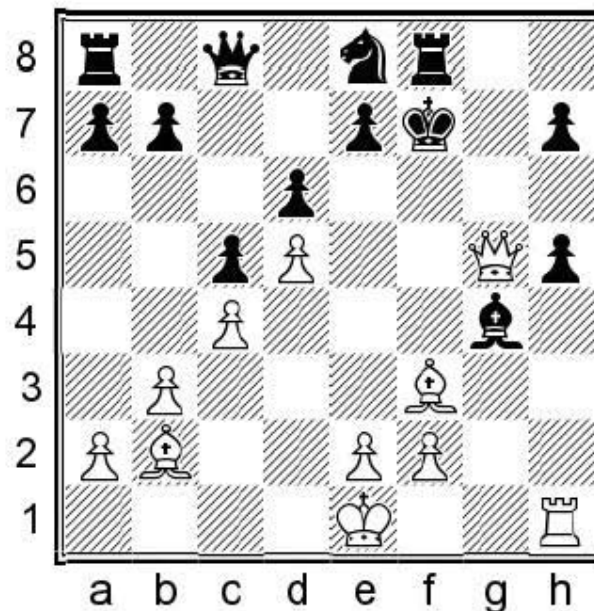
- White loses his queen after 13.exf3 Qxh4 14.f4 Qxf4 15.f3 Qxh2+ 16.Kf2 Bg3+;
- 13.h3 Qxh4 14.Qd2 Bxg2 15.Kxg2 Nf4+ – White has to give the queen.

**13...Qxh4 14.h3 Nf4 15.Bxf3**

15.exf3 Nxh3+ 16.Bxh3 Qxh3 17.f4 Qg4+ 18.Kh2 0-0-0, and mate in two, starting with 19...Rh8+.

**15...Qxh3 0-1**

It's checkmate in two with 16... Nxe2+ followed by 17... Qh2#, or 16.Bxf4 Bxf4 and 17...Qh2#.



448

*White to move*

### SOLUTION

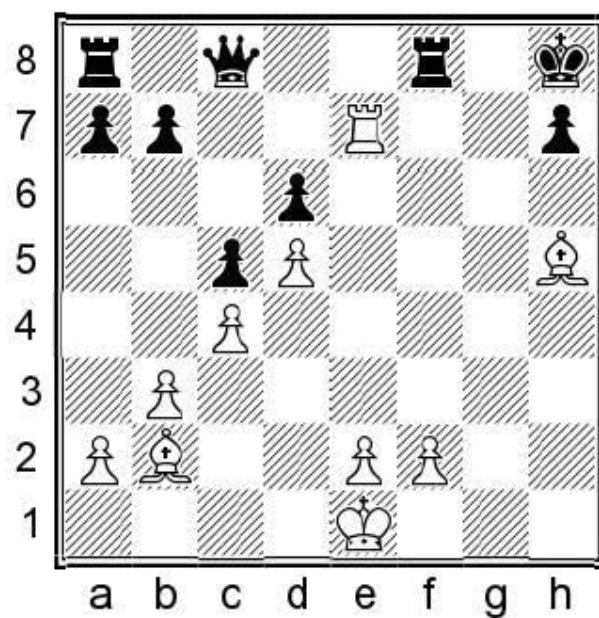
**Radjabov-Bortnyk**

**Doha World Rapid Championship-2016**

**21.Qxh5+! Bxh5 22.Bxh5+ Kg8 23.Rg1+ Ng7 24.Rxg7+ Kh8**

The battery of rook and bishop from **Pattern 18** has been installed. Now it is time to set the windmill in motion.

**25.Rxe7+**



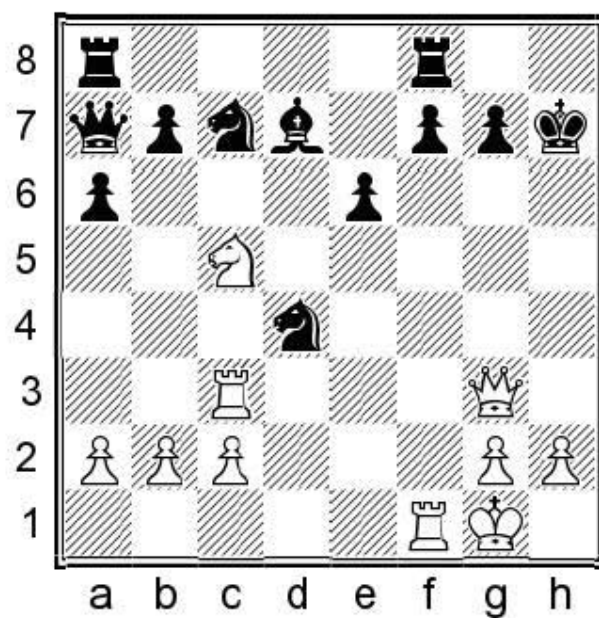
**25...Rf6**

Black clears the f8-square for the king, but there is no escape anymore.

25... Kg8 26.Rg7+ Kh8 27.Rg1+ Rf6 (without the pawn on e7 the rook is unprotected) 28.Bxf6#.

**26.Bxf6+ Kg8 27.Rg7+ Kf8 28.Rxh7 Qf5 29.Rh8#**





449

*White to move*

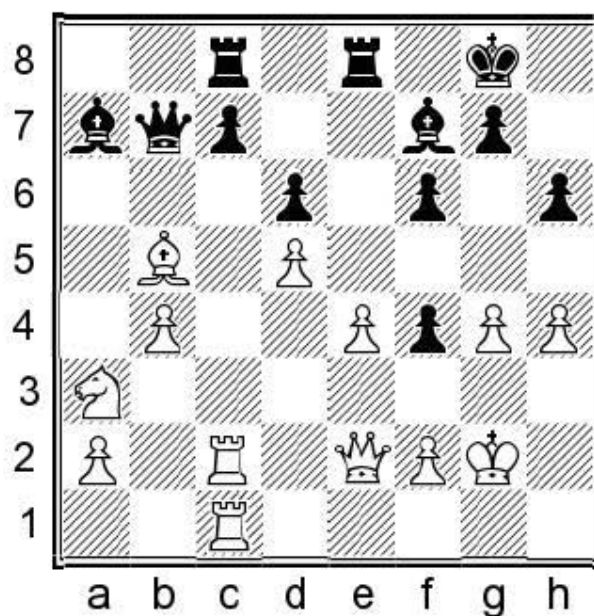
### SOLUTION

**Wintzer-von Gleich**  
Sankt Augustin-1990

Black is up no less than two pieces, so White is happy to force a draw by perpetual check.

**23.Qxg7+! Kxg7 24.Rg3+ Kh8 25.Rh3+ Kg8 26.Rg3+ ½-½**

**Pattern 77.**



450

*Black to move*

36...Rxe4, yes or no?

### SOLUTION

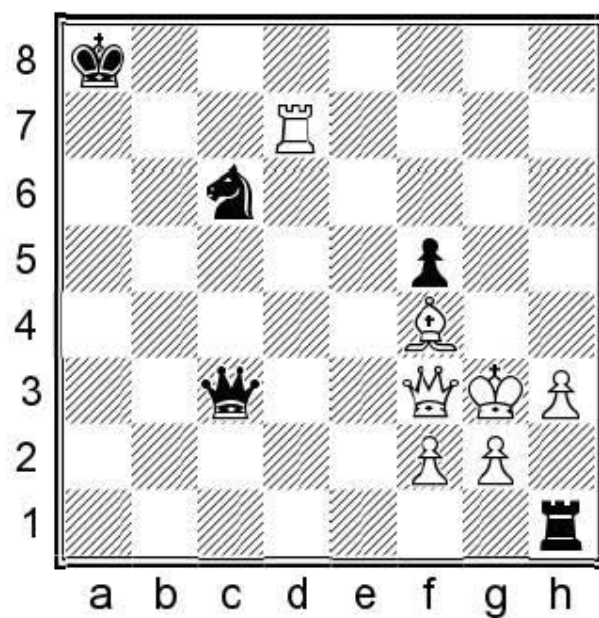
**Maghsoodloo-Ter-Sahakyan**  
PNWCC bullet (adjusted)-2020

**36...Rxe4**

Black is already struggling, but this move accelerates the end.

**37.Qxe4 Bxd5 38.Bc4!**

The cross-pin from **Pattern 30**. In the game, the knight was on f5 instead of a3, meaning that besides 38.Bc4, 38.Ne7+ was also winning.



451

*Black to move*

### SOLUTION

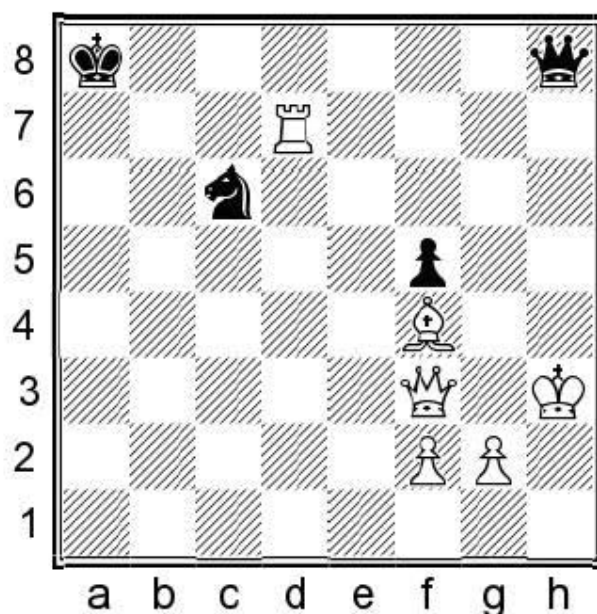
**Klinova-Spence**

**Gibraltar-2006**

Black resigned here, but he could have held the draw by sacrificing his queen and rook to force a stalemate.

**42...Qg7+!**

Starting with 42...Rxh3+? is not a good idea: 43.Kxh3 Qh8+



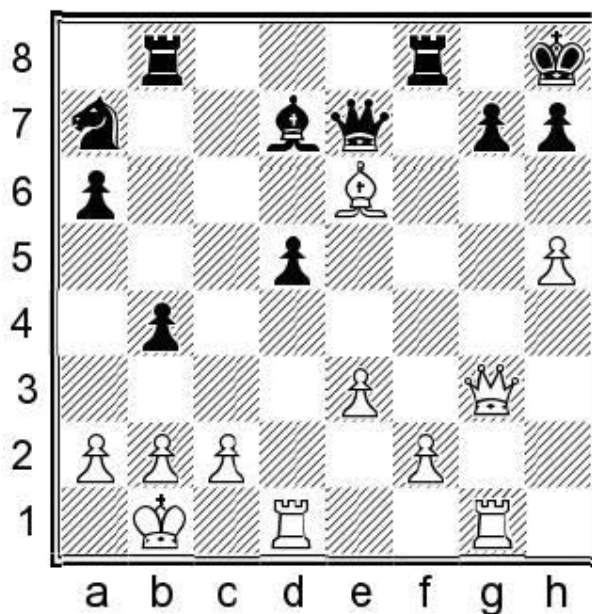
44.Bh6!. By interposing the bishop, White unblocks Black's f-pawn, eliminating his chances to play for stalemate. (If 44.Kg3, Black has three ways to sacrifice the queen and force a stalemate: 44...Qh4+, 44...Qh3+, 44...Qh2+. ) We also saw the idea of making a blocked pawn unblocked in Exercise 265 (by the action of someone else, 60...Rxf3+) and in two instructional examples in 100 Tactical Patterns You Must Know, **Pattern 79** (by forcing it yourself: capturing the 'rampant' rook with a pawn, after which the previously blocked enemy pawn can play again). 44...Qxh6+ 45.Kg3 Qg5+ 46.Kh2 Qh6+ 47.Kg1 Qc1+ 48.Rd1 and Black has run out of checks.

**43.Rxg7**

43.Kh4? loses after 43...Qxd7.

**43...Rxh3+! 44.Kxh3=**





452

*White to move*

### SOLUTION

**Gukesh-Kevlishvili**

Lusail-2023

#### **26.h6! gxh6?**

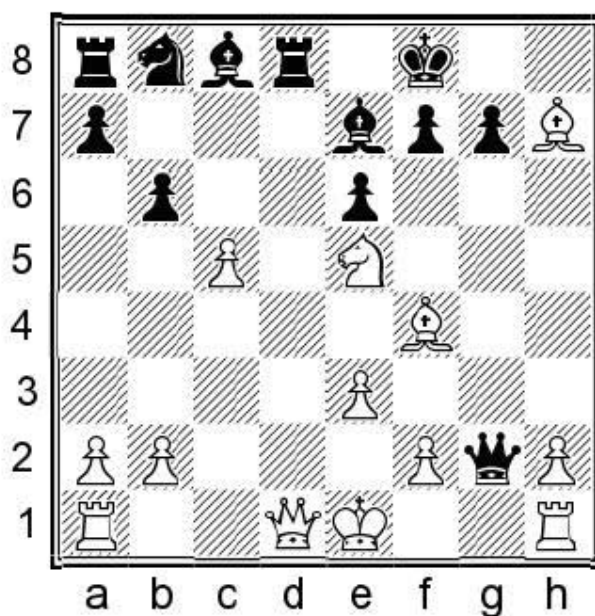
26...g6 is Black's best defence. After 27.Qe5+ Qf6 (an important point is that 27...Rf6 fails to 28.Qxb8+; details can make or break a combination!) 28.Qxf6+ Rxf6 29.Bxd7 White gets his sacrificed piece back and remains one pawn ahead while maintaining the better position.

#### **27.Qe5+ Qf6**

Or 27...Rf6 28.Qxb8+.

#### **28.Rg8+! 1-0**

**Pattern 41.**



453

*White to move*

### SOLUTION

**Warmerdam-Gascon Del Nogal**  
Apeldoorn-2018

**13.Qh5!**

White ignores the attack on his rook and goes for Black's king. We can regard this as a simple version of the double rook sacrifice (**Pattern 99**), since Black is checkmated immediately after capturing the second rook. However, an important point is that if, after

**13...Qxh1+ 14.Ke2**

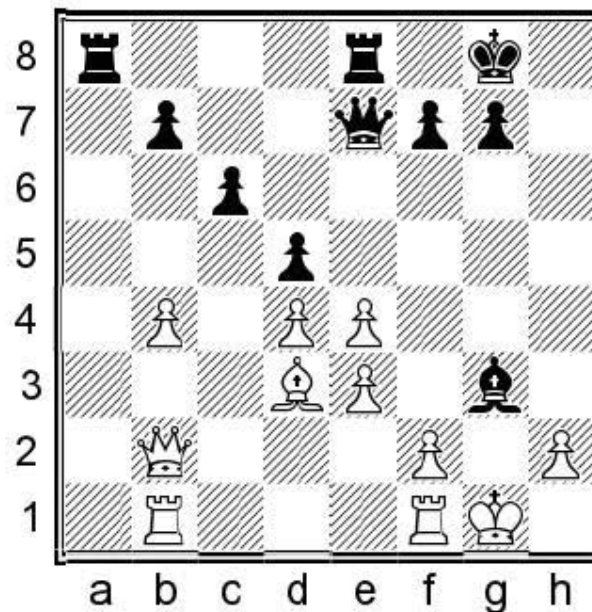
Black does not capture the second rook but plays

**14...Ba6+**

( 14...Qxa1 15.Qxf7# ), White responds with

**15.Bd3!**

The double threat of 16. Qh8# and 16. Rxh1 costs Black the queen. The game continued 13...g6 14.Bxg6 Bf6 15.Be4, X-ray defending Rh1 while attacking the queen and rook and threatening 16.Qxf7#. This is too much to handle for Black, so he resigned.



454

*Black to move*

### SOLUTION

**Gungl-Adams**

Germany Bundesliga (analysis)-2022/23

**22...Bxh2+! 23.Kxh2 Qh4+ 24.Kg2**

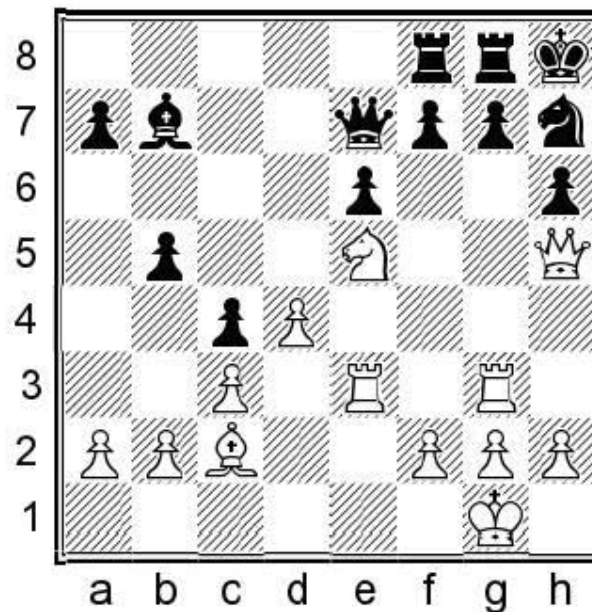
And now the follow-up of the double bishop sacrifice ( **Pattern 97**) is needed to finish the job:

**24...Qg4+ 25.Kh1 Qf3+!**

Blocking the f-pawn (see also Exercise 324), because otherwise White can 'defend' by using the seventh-rank defence ( **Pattern 88**).

25...Re6 26.f3 Rh6+ 27.Qh2. However, this 'defence' just postpones the defeat, as after 27...Rxh2+ 28.Kxh2 Ra2+, White will be checkmated soon.

**26.Kg1 Re6 27.exd5 Qg4+ 28.Kh2 Rh6#**



455

*White to move*

**SOLUTION**

**Kelly-Burklow**  
Stillwater-2011

**24.Qg6! Nf6**

Other moves don't help either:

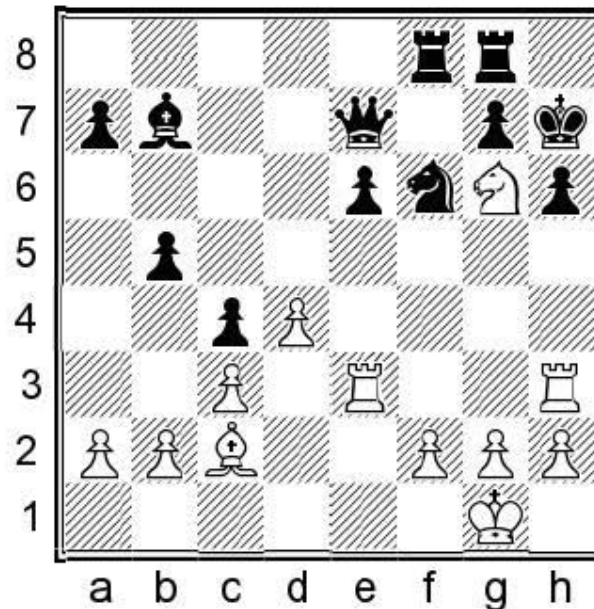
- 24...fxg6 25.Nxg6#;
- 24...Ng5 25.Rxg5, eliminating the defender of h7.

**25.Rh3!**

Threatening 26.Rxh6+ with imminent checkmate, and thus forcing



**25...fxg6 26.Nxg6+ Kh7**



Now Black faces the deadly carousel from **Pattern 10!**

**27.Nxf8+**

Of course, White is not in a hurry to capture the queen, as he will soon get another chance.

**27...Kh8 28.Ng6+**

The knight+bishop battery has been restored to its former glory, so now it's time to take care of Her Majesty.

**28...Kh7 29.Nxe7+ Kh8**

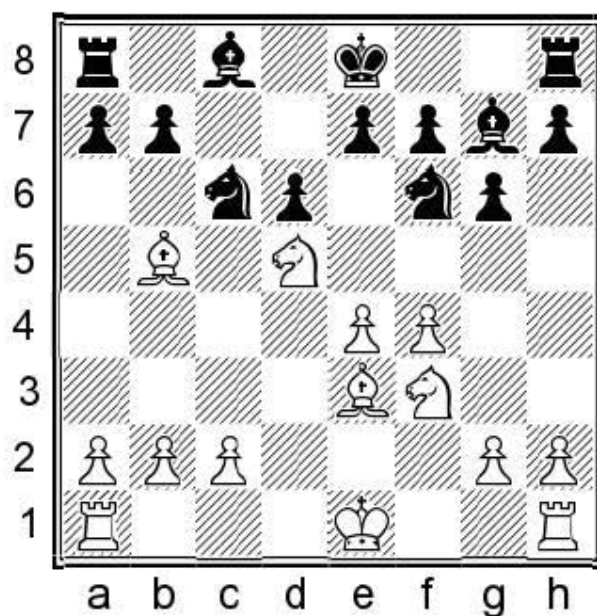
**29...g6 30.Rxe6.**

**30.Ng6+ Kh7 31.Ne5+ g6**

**31...Kh8 32.Nf7#.**

**32.Nxg6 Rxg6 33.Rxe6**

And Black resigned.



456

*Black to move*

11...Nxd5, yes or no?

### SOLUTION

**Stejskal-Melich**

Czechia tt-1996/97

**11...Nxd5!**

The best way to meet 12. Nc7+, see:

- 11...Rb8? 12.Bxa7+-;
- 11...0-0 12.Bxc6 bxc6 13.Nxe7+±;
- 11...Kf8 12.Nxf6 Bxf6 13.0-0-0±.

**12.exd5 a6!**

Defending the pinned knight by counterattacking the pinning bishop.

**13.Ba4**

13.Bxc6+ bxc6 14.dxc6 is no problem at all for Black. Capone-M.Gurevich, Roux 2019, continued 14...Bf5 15.Bd4 f6! (...Rc8 is coming) 16.Bb6?! Rb8 17.Ba5 Rxb2 and Black was better.

**13...b5!**

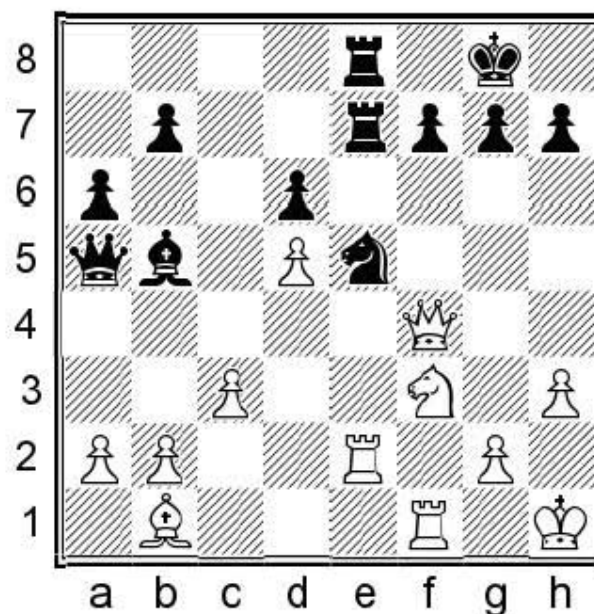
Breaking the pin – **Pattern 84**.

**14.dxc6**

14.Bb3 Bxb2 15.Rb1 Bc3+ is also better for Black.

**14...bxa4**

Thanks to the pair of bishops and his active play on the b- and c-files (the c6-pawn will be lost), Black is slightly better.



457

*White to move*

30.Bxh7+, yes or no?

**SOLUTION**

**Aronian-Svidler**

Amsterdam rapid-2023

**30.Bxh7+?**

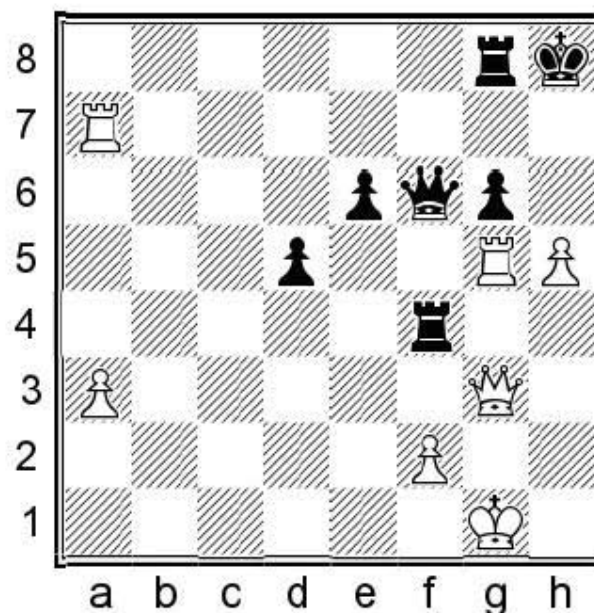
The Greek Gift ( **Pattern 96**) is not working, as after

**30...Kxh7 31.Ng5+ Kg8 32.Qh4**

Black can protect the attack on the h7-square with

**32...Bd3**

. Therefore, White played something else on move 32, but soon he had to lay down his king. Without going into too much detail, I'd like to add that 30.c4 would have been a better choice, because after 30...Nxc4 31.Bxh7+! the Greek Gift does work (the knight on c4 interferes with the black bishop; there is no ...Bd3 defence), while after 30...Bxc4 31.Rxe5 Bxf1, 32.Bxh7+ is strong again!



458

*Black to move*

31...Qxg5, yes or no?

**SOLUTION**

**Acs-Korchnoi**

**Ohrid European Championship-2001**

638

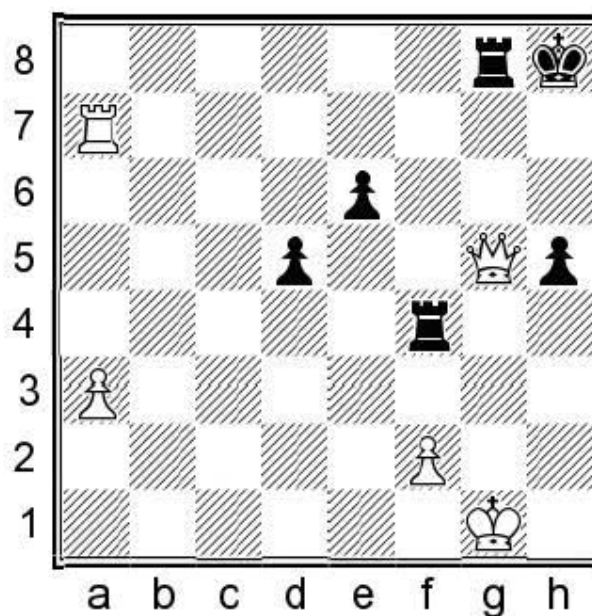


### 31...Qxg5?

Black thinks he can benefit from the pin on the g-file, but he will be sorely disappointed.

Winning was 31...Rf8!; for instance, 32.Rxg6 (or 32.Rb7 Qa1+ 33.Kg2 Rxf2+ 34.Qxf2 Rxf2+ 35.Kxf2 Qf6+ ) 32...Qa1+ 33.Kg2 Rxf2+ 34.Qxf2 Rxf2+ 35.Kxf2 Qd4+.

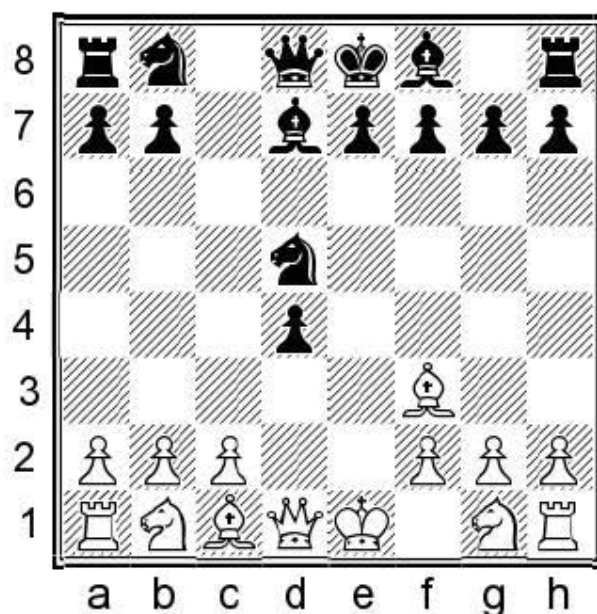
### 32.Qxg5 gxh5



### 33.Ra8! 1-0

The counterpin as a defensive weapon. **Pattern 83.**

33...Rg4+ ( 33...Rxa8 34.Qxf4 ) 34.Qxg4 hxg4 35.Rxg8+ Kxg8 36.a4 and Black is one tempo short to stop the passed pawn.



459

*White to move*

What about 7.Bxd5 ?

### SOLUTION

**Pokorna-Sikorova**

Ostrava Women's Zonal Tournament-1999

Of course, White can safely recapture the pawn with 7.Qxd4, but after 7...Bc6 Black does not have any problems.

**7.Bxd5**

This is a spicier move, putting Black to the test:

**7...Qa5+ 8.Nc3! dxc3**

8...Nc6 9.Bd2 dxc3 10.Bxc3 ♞ Marusiak-Destruels Moreno, ICCF email 2008.

**9.b4!**

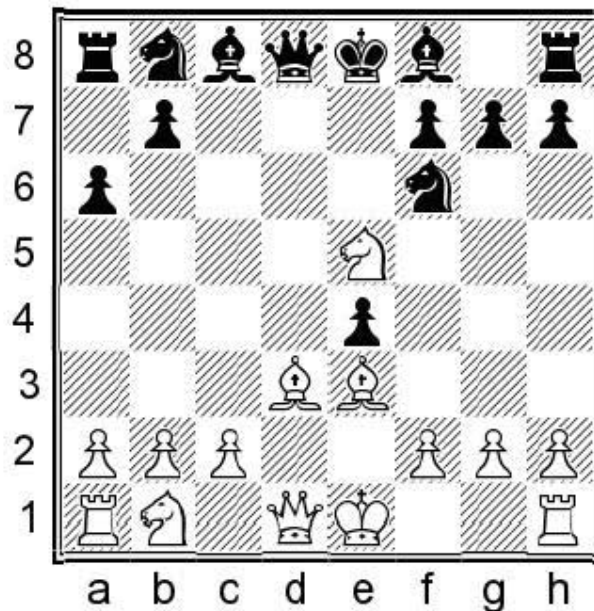
The defensive weapon from **Pattern 85**.

**9...Qc7 10.Qf3! e6**

And now, instead of 11.Bf4, after

**11.Bxb7 Bc6 12.Bxc6+ Qxc6 13.Rb1**

White is slightly better. The c3-pawn is a target.



460

*White to move*

What do you think of 9.Nxf7 ?

### SOLUTION

**Caneiro Couto-Mateo**

**9.Nxf7**

An interesting idea, but alas, this does not work for White.  
For 9.Be2 see Exercise 473.

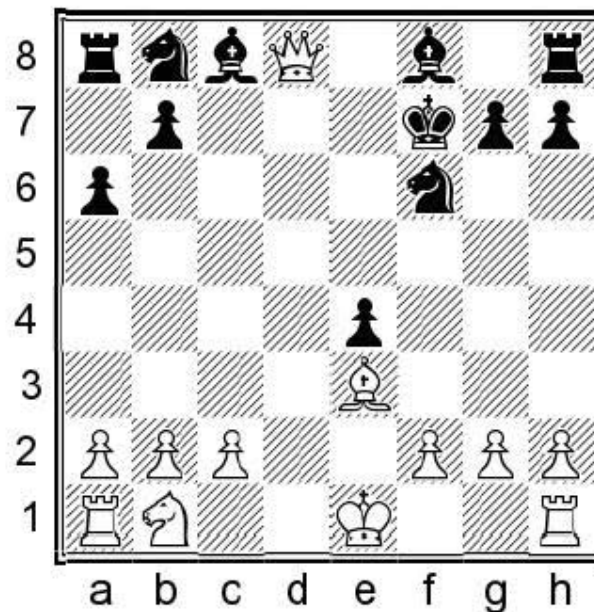
**9...Kxf7 10.Bc4+ Ke8**

**10... Ke7?? 11.Bc5+ Ke8 12.Bf7+ and all of a sudden it does work!**

**11.Bf7+**

The whole idea behind 9.Nxf7. White deflects the king to win the queen. However, the trick from **Pattern 39** fails here due to the counter-trick from **Pattern 19**.

**11...Kxf7 12.Qxd8**



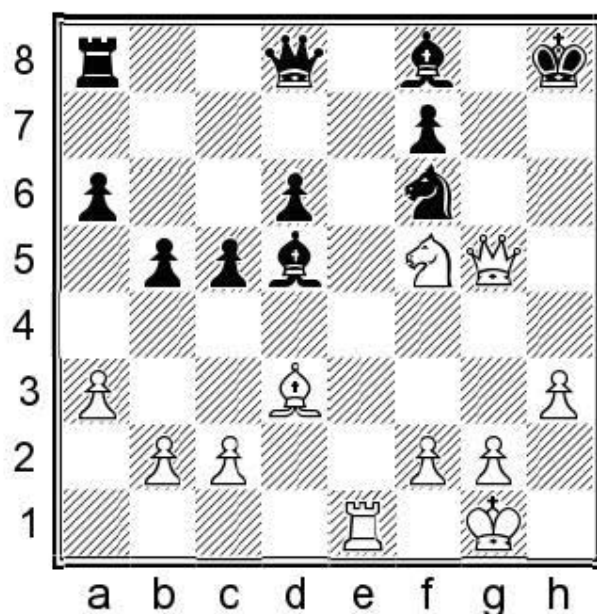
Now, the queen is on the same rank as the black bishop on f8 and the rook on h8. Black wins back the queen with a discovered attack:

**12...Bb4+ 13.Qd2**

White gets a bishop in return for the queen, but because he has sacrificed a bishop and knight, he ends up one piece short.

**13...Bxd2+ 14.Nxd2-+**





461

*White to move*

### SOLUTION

**Zhigalko-Guliyev**

Plovdiv European Championship-2012

#### 24.Re8!

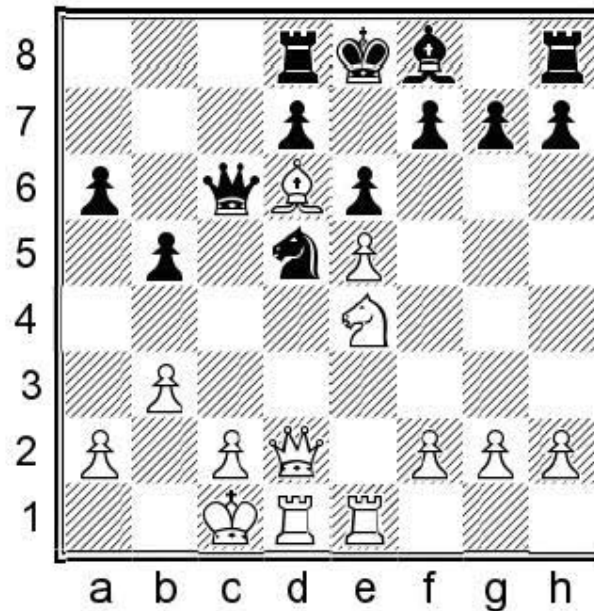
Luring away the queen or the knight by putting the rook on the back rank. Both pieces are crucial in the defence. By the way, with the text, White not only threatens to capture the queen but also threatens 25.Qg7#. A similar position is discussed in 100 Tactical Patterns You Must Know, **Pattern 43**, Hoogendijk-Van Houten, Rotterdam 2023 (analysis).

#### 24...Nxe8

24...Qxe8 25.Qxf6+ Kg8 26.Qg5+ Kh8 27.Qh5+ Kg8 28.Ne7+ Bxe7 ( 28...Kg7 29.Qg5+ Kh8 30.Qg8# ) 29.Qh7+ Kf8 30.Qh8#.

**25.Qh5+ Kg8 26.Ne7+! 1-0**

And checkmate soon. For the follow-up, see also 28.Ne7+ in the line with 24...Qxe8.



462

*White to move*

**SOLUTION**

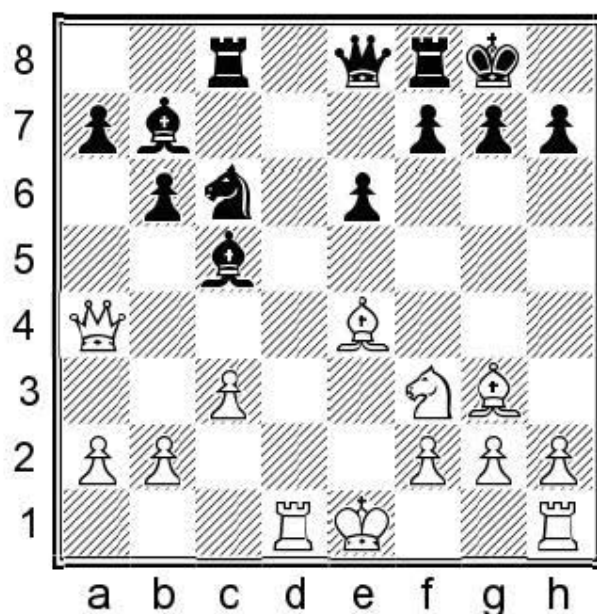
**Bartel-Szabo**

Hungary tt-2016/17

**19.Qxd5! exd5 20.Nf6+ gxf6 21.exf6+ Be7 22.Rxe7+ Kf8  
23.Re8+! 1-0**

The double check from **Pattern 18**.

23... Kxe8 24.Re1#.



463

*White to move*

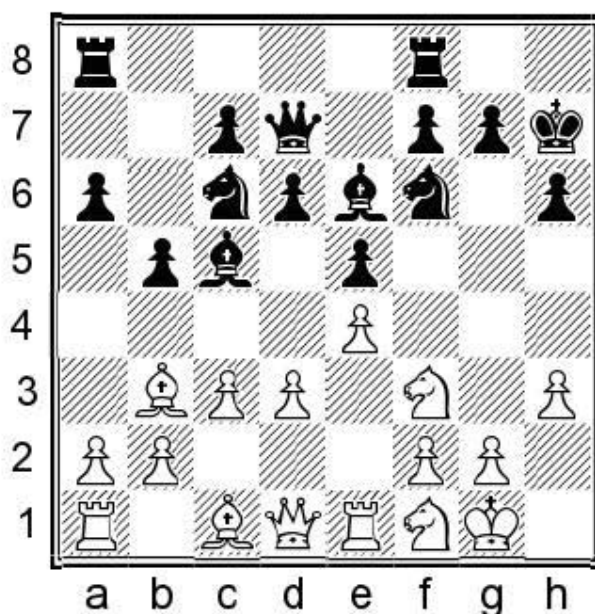
### SOLUTION

**Stremavicius-Lahaye**  
Groningen-2023

#### **15.Bxh7+!**

After this blow, Black immediately resigned. A well-known opening trap, as this particular Greek Gift ( **Pattern 96**) had already appeared on the board fifteen times before this game.

White's attack will succeed after 15...Kxh7 16.Qh4+! ( 16.Ng5+?? Kg6 and White has no sound follow-up to harass the black king; for example, 17.Qg4 f5-+ ) 16...Kg6 17.Qg5+ Kh7 18.Qh5+ Kg8 19.Ng5 and Qh7# follows.



464

*White to move*

### SOLUTION

**van Beek-Horn**

Germany tt (adjusted)-2023/24

#### 12.Bc2!

There is nothing Black can do against the threat of d3-d4-d5. For instance,

#### 12...Bb6

12...Qe7 13.d4. Targeting: the pawn is on its way to fork on d5 with gain of tempo: 13...Bb6 14.d5 and wins.

#### Pattern 3.

#### 13.d4 Ne7

After both 13...exd4 14.e5+ and 13...d5 14.exd5+, White opens the diagonal for his bishop with a discovered check. The king on h7 is very unfortunately placed.



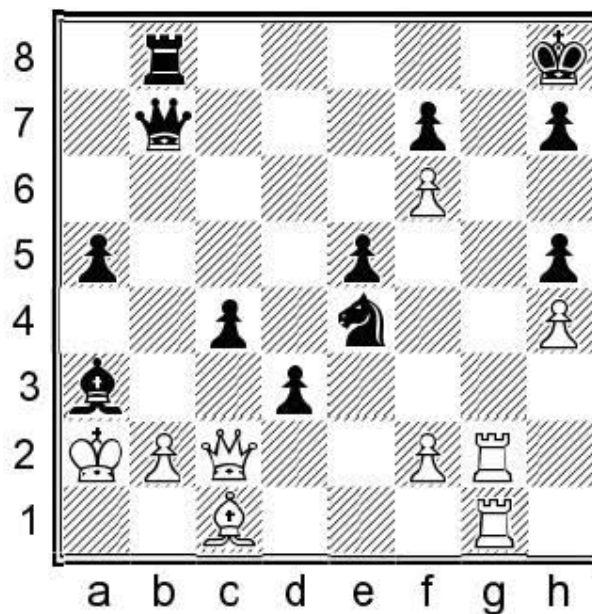
And now,

**14.d5**

does not come with a pawn fork, but still wins the bishop as it is trapped!

**14...Bxh3 15.gxh3 Qxh3 16.N3h2**

Followed by 17.Qf3, and White has everything under control.



465

*White to move*

### SOLUTION

**Bivol-Mammadzada**  
**Baku Women-2023**

**39.Bh6!**

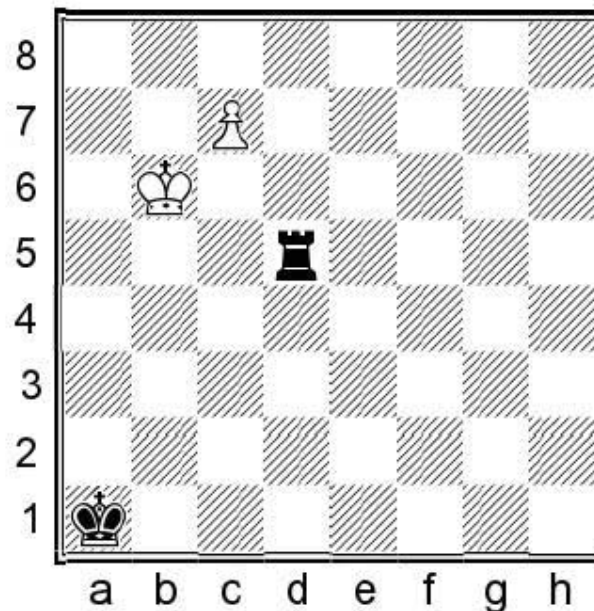
White ignores the attack on her queen to bring the battery from **Pattern 16** into position.

**39...dxc2**

Capturing is not mandatory, but alternatives lose as well. White's threat is too strong.

**40.Bg7+ Kg8 41.Bf8+!**

Back-rank interference! The point of White's queen sacrifice. Black resigned, as checkmate with Rg8 is inevitable. We saw the same motif in Exercise 49.



466

*Black to move*

How do you evaluate this position?

**SOLUTION**

**Barbier/Fernando Saavedra-  
Study,-1895**

This is a well-known study, and therefore one you must know!

**1...Rd6+ 2.Kb5**

If 2. Kc5, Black can escape with a draw by defending against promotion with a skewer. 2...Rd1 3.Kb6= ( 3.c8Q? Rc1+ ).

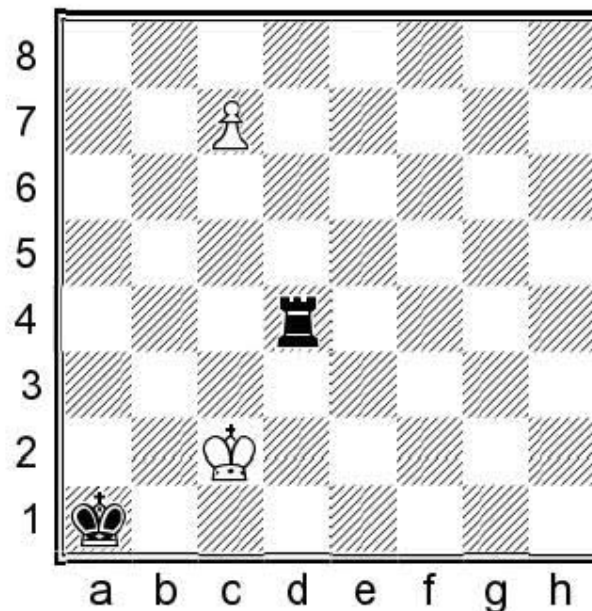
**2...Rd5+ 3.Kb4**

3.Kc4 Rd1 and Rc1, with a draw.

**3...Rd4+ 4.Kb3**

4.Kc3 Rd1 5.Kc2 transposes.

**4...Rd3+ 5.Kc2 Rd4**



- Now Black seems to hold the draw since 6.c8Q Rc4+ 7.Qxc4 is stalemate;

- If 6.Kc3, Black has the skewer motif with 6...Rd1;

- while after 6.Kb3 Black repeats the position with 6...Rd3+.

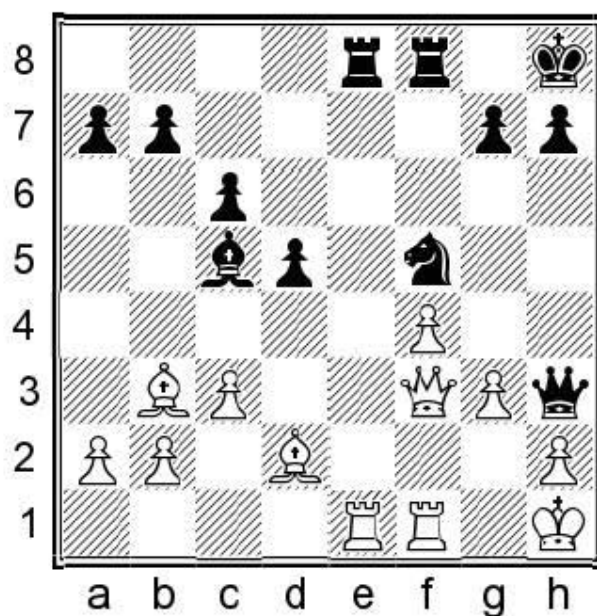
However, there is one move we haven't discussed yet:

**6.c8R!**

Underpromotion to prevent stalemate ( **Pattern 81**). In addition, White threatens mate in two, starting with 7.Ra8+.

**6...Ra4 7.Kb3**

And thanks to this discovered attack, White wins. Black cannot defend against both 8.Kxa4 and 8.Rc1#.



467

*Black to move*

### SOLUTION

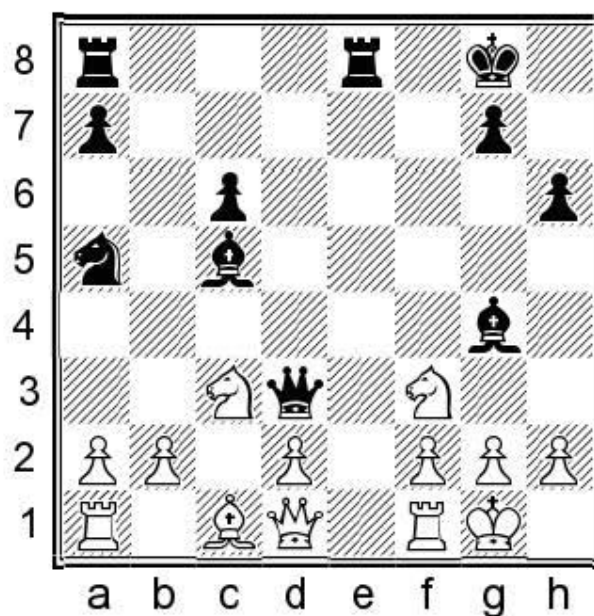
**Draskovic-Romanishin**  
Porto San Giorgio-2013

**22...Re2! 0-1**

Black puts the rook on the second rank, where it can be captured in two ways, but none of those captures help prevent the checkmate. Black applies the idea from **Pattern 43**, with the difference that the rook stops one rank earlier.

23.Rxe2 ( 23.Qxe2 Nxg3# ) 23...Nxg3+ 24.Qxg3 Qxf1+ 25.Qg1 Qxg1#.





468

*White to move*

Relieve the pressure with 17.Ne5 ?

### SOLUTION

**Schenkelaars-van Briemen**  
Leiden (analysis)-2023

Moving the pinned knight with a discovered attack ( **Pattern 38**) is not a good idea here:

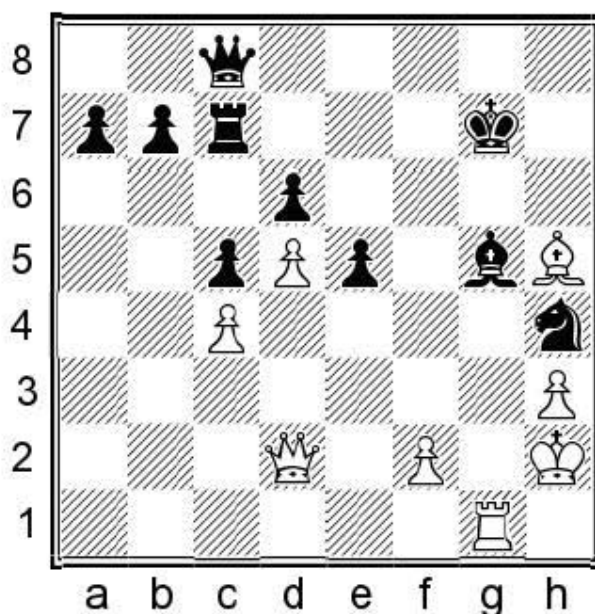
**17.Ne5 Rxe5**

17...Bxd1?? 18.Nxd3 is the point of White's faulty tactic.

**18.Qxg4 Bxf2+!! 19.Kxf2**

19.Rxf2 Re1+, checkmating.

**19...Rf8+-+**



469

*Black to move*

### SOLUTION

**MacDonald-Burn**

Liverpool (adjusted)-1910

#### **33...Qg4!!**

By interposing the queen, Black disturbs the communication between the white pieces (a variant of **Pattern 87**).

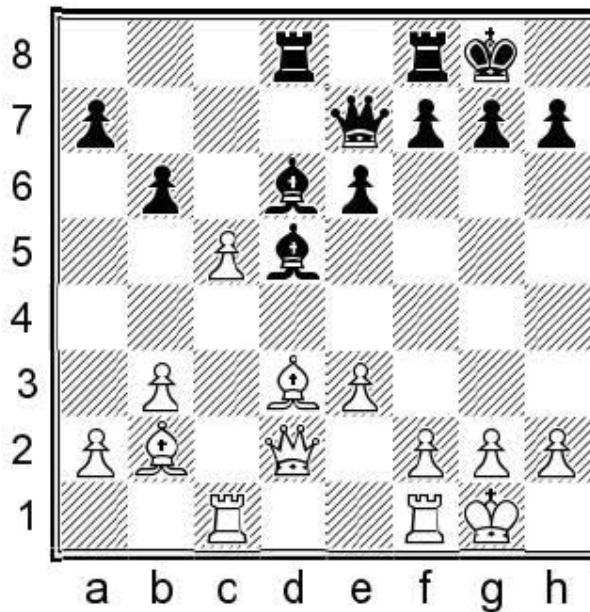
33...Qd8 34.Rxg5+ is disastrous for Black. A sample line: 34...Kh7 35.Bg4 (threatening 36.Rh5+) ( 35.Kg3? is too early: 35...Rg7! 36.Kxh4 (if 36.Rxg7+ Kxg7, the queen protects the knight) 36... Kh6 and Black wins) 35...Qf6 ( 35...Kh8 36.Kg3 ) 36.Kg3 Ng6 37.Rh5+ Kg8 38.Be6+.

#### **34.Rxg4**

Otherwise White would lose a piece in addition to having a bad position:

- 34.hxg4 Bxd2 or 34...Nf3+ 35.Kg2 Nxd2;
- 34.Bxg4 Bxd2.

**34...Nf3+ 35.Kg3 Nxd2 36.Rxg5+ Kh7–+**



470

*Black to move*

### SOLUTION

**Manolache-Parligras**  
Romania tt-2012

**16...Bxh2+! 17.Kxh2 Qh4+ 18.Kg1 Bxg2**

The double bishop sacrifice ( **Pattern 97**).

**19.Kxg2**

Not accepting the second bishop also ends badly for White:

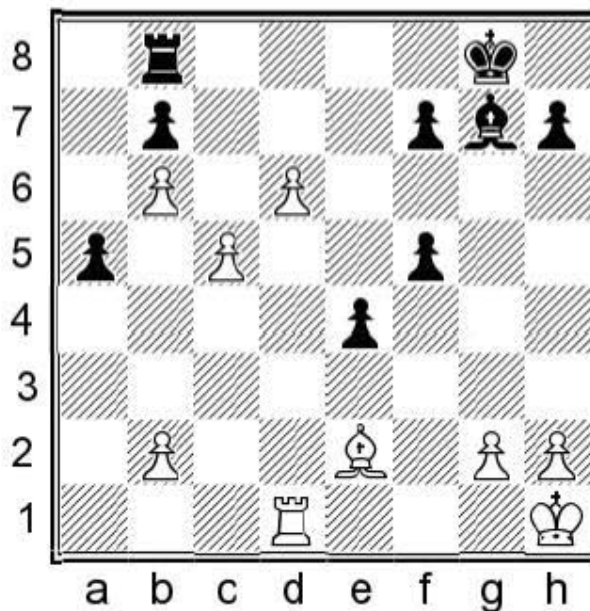
- 19.f4 Be4!, winning back the piece with an ongoing attack;
- 19.f3 Qh1+ 20.Kf2 Bxf1 21.Rxf1 Rxd3! (the key move!) 22.Qxd3 Qh2+ 23.Ke1 Qxb2–+.

**19...Qg4+ 20.Kh2**

In case of 20.Kh1, 20...Qf3+!, blocking the f2-pawn (see also the note in Exercise 454), is necessary: 21.Kh2 Rd5. Note that 20...Rd5? allows White to defend by clearing the second rank (**Pattern 88**): 21.f3 Rh5+ 22.Qh2, and Black even has to be very careful here.

**20...Rd5 21.Bxh7+ Kxh7 22.Qxd5 exd5**

And Black won.



471

*White to move*

**SOLUTION**

**Carlsen-Grischuk**

Linares-2009

**33.Ba6!**

Similar to J.van Foreest-Hovhannisyan, Riga 2021 – see 100 Tactical Patterns You Must Know, **Pattern 72**.



**33...Bf6**

33...bxa6 34.c6 and the pawns are too strong for the rook.

**34.Bxb7**

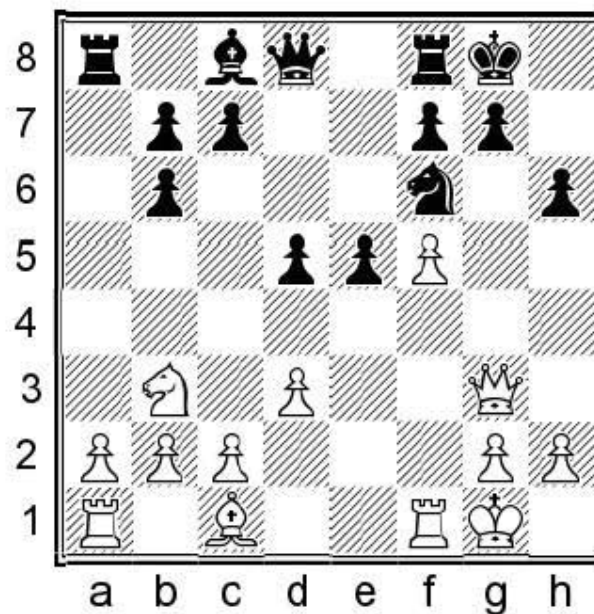
If the b-pawn doesn't want to get out of the way, we'll just eliminate him ourselves!

**34...Rxb7 35.c6 Rxb6 36.Rc1**

Again, the pawns are too strong to be stopped.

**36...Bxb2 37.d7**

And Black resigned.



472

*Black to move*

How to defend against both 16. Qxe5 and 16. Bxh6 ?

**SOLUTION**

**Hoogendijk-Verdonschot**  
**Rotterdam-2023**

**15...Qd6!**

15...Kh7 16.Qxe5 was played in the game.

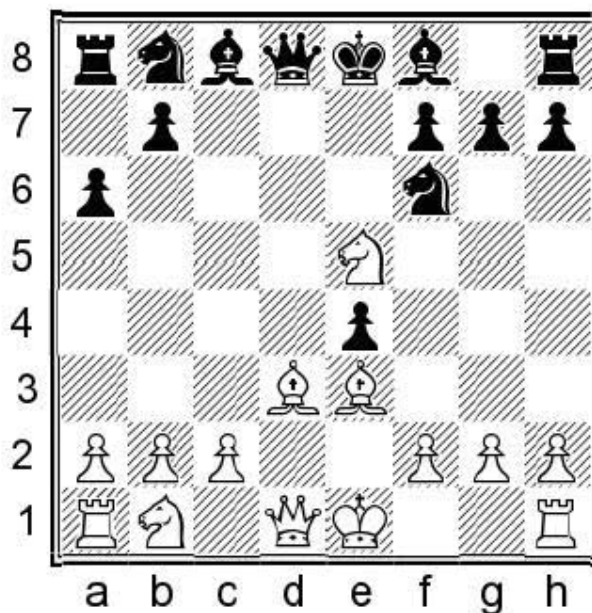
The point is that after

**16.Bxh6?**

the similar defence as discussed in 100 Tactical Patterns You Must Know, **Pattern 27**, Zatonskih-Paikidze, St Louis 2023 (adjusted), will do for Black:

**16...Nh5 17.Qg4 Qxh6**

Not only capturing the bishop, but also protecting the knight.



473

*White to move*

What do you think of 9.Be2 ?

**SOLUTION**

**Caneiro Couto-Mateo**

**Benasque-1999**

**9.Be2**

This seems to be a mistake ( 9.Nxf7 was played in the game, see Exercise 460), as

**9...Qa5+**

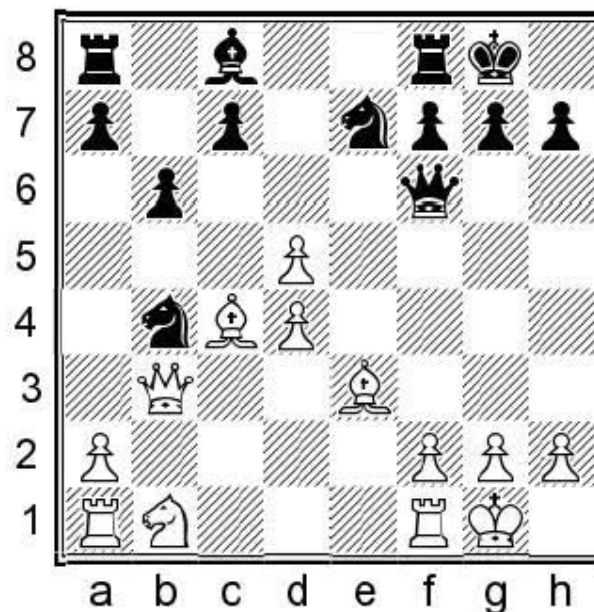
comes with a double attack ( **Pattern 6**). However, White can defend by

**10.Nd2!**

with the idea

**10...Qxe5?! 11.Nc4! Qf5 12.Nb6**

. Black has to give up the rook to avoid worse after 12...Ra7 13.Nxc8.



474

*Black to move*

**SOLUTION**

**Vukovic-Nikolac**

Pula tt (analysis)-1999

**12...Qg6!**

657

With the point

**13.Qxb4 Bh3 14.g3 Qe4 15.f3 Qxe3+**

and this is terrible for White; for instance,

**16.Rf2 Qxd4 17.Nc3 Nxd5**

**Pattern 27.**

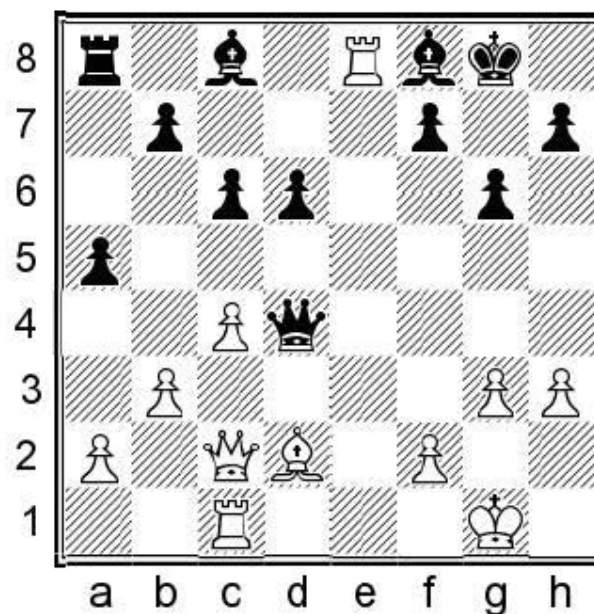
Therefore, 13.Rc1 seems best, both to prevent 13...Nc2 and to respond to 13...Bh3 with 14.Bf1. However, after 14...Nbx d5 Black is a pawn up.



# Chapter 13

## Pattern combinations

### Pattern combinations - Exercises



475

*Black to move*

Evaluate 20...Bf5.

**SOLUTION**  
**Drasko-Dazj**

## Ischia-2011

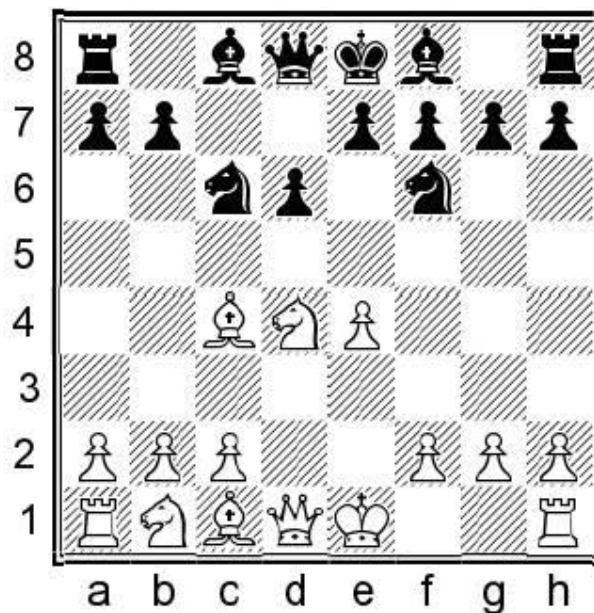
**20...Bf5**

The discovered attack from **Pattern 19** doesn't bring Black salvation.

**21.Rxa8! Bxc2 22.Bh6**

Attacking the pinned bishop ( **Pattern 26**).

**22...Qg7 23.Bxg7 Kxg7 24.Rxc2 1-0**



476

*White to move*

What do you think of the idea 6.Nxc6 bxc6 7.e5 ?

**SOLUTION**

**Christian Huber-Gavric**

Soechau U12-2007

**6.Nxc6 bxc6 7.e5**

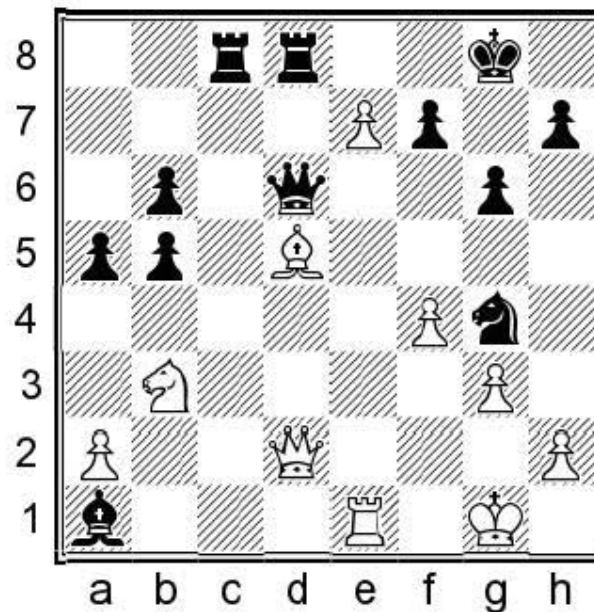
Now, Black can move away the knight with a level position, but it is better to win the e5-pawn with a double attack:

**7...Qa5+!**

**Pattern 6.**

What happened in the game is not good for Black: 7...dxe5?

8.Bxf7+ ( **Pattern 39**) 8...Kxf7 9.Qxd8+-.



477

*White to move*

**SOLUTION**

**Wantiez-Hawia**

**Cappelle-la-Grande-2016**

**28.e8Q+!**

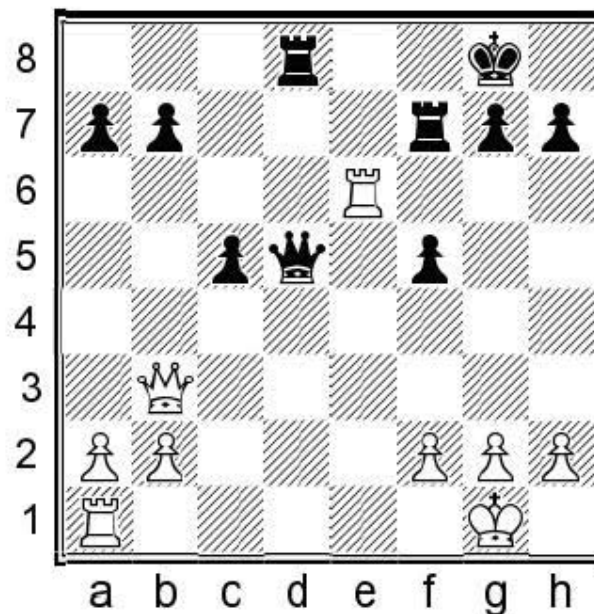
White is not interested in the rook and pushes his pawn forward ( **Pattern 67**).

**28...Rxe8 29.Rxe8+ Rxe8 30.Bxf7+!**

The discovered attack from **Pattern 15**.

**30...Kxf7 31.Qxd6 1-0**

Note that this trick wouldn't have worked with the pawn on g3 instead of g2, as ...Re1 would then come with checkmate.



478

*White to move*

**SOLUTION**

**Platel-Humeau**

**Chartres-2005**

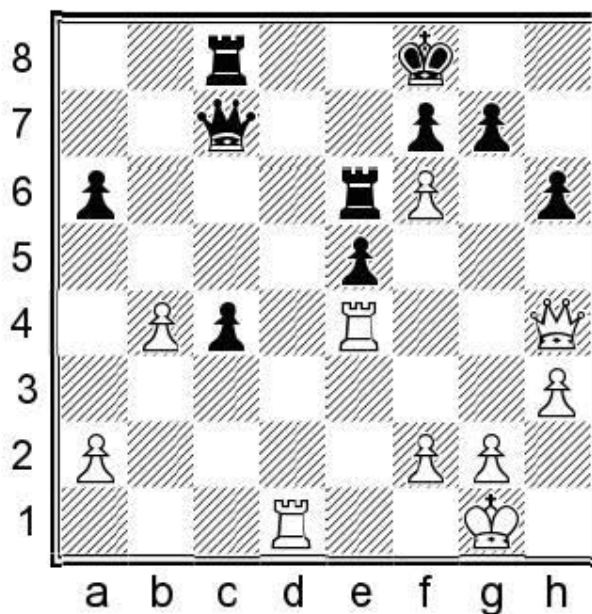
**25.Re8+**

The hook-and-ladder trick ( **Pattern 41**) as preparation for...

**25...Rf8 26.Rxd8 Rxd8 27.Rd1 1-0**

... the Oblique Cross ( **Pattern 32**).





479

*White to move*

### SOLUTION

**Robson-Stukopin**

Moscow-2012

#### **33.Rxc4! Qxc4**

The game continued 33...Rc6 34.fxg7+ Kxg7 35.Qg3+ Kf6 36.Rh4 Ke7 37.Rh5 and Black resigned as his king will not find refuge.

Now White can choose between two deflection tactics. The best is:

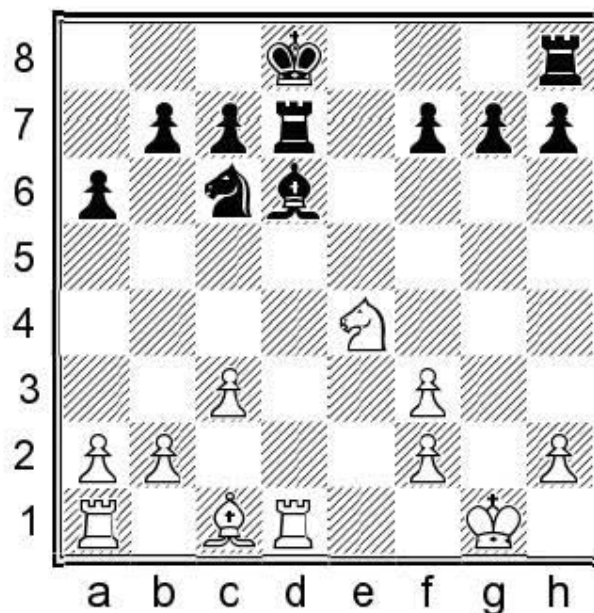
#### **34.Qxc4!**

34.Rd8+, the hook-and-ladder trick as seen in **Pattern 41** brings White nothing: 34...Rxd8 ( 34...Re8? transposes to the main line: 35.Rxe8+ Kxe8 36.Qxc4 Rxc4 37.fxg7 ) 35.fxg7+ Kxg7 36.Qxc4 is equal. Two rooks for the queen is fine for Black.

#### **34...Rxc4 35.Rd8+ Re8 36.Rxe8+ Kxe8 37.fxg7**

Promotion is unstoppable.

## Pattern 65.



480

*Black to move*

15...Bxh2+, yes or no?

### SOLUTION

**Alonso Garcia-Kollars**

Vrnjacka Banja European Championship (analysis+adjusted)-  
2023

**15...Bxh2+?**

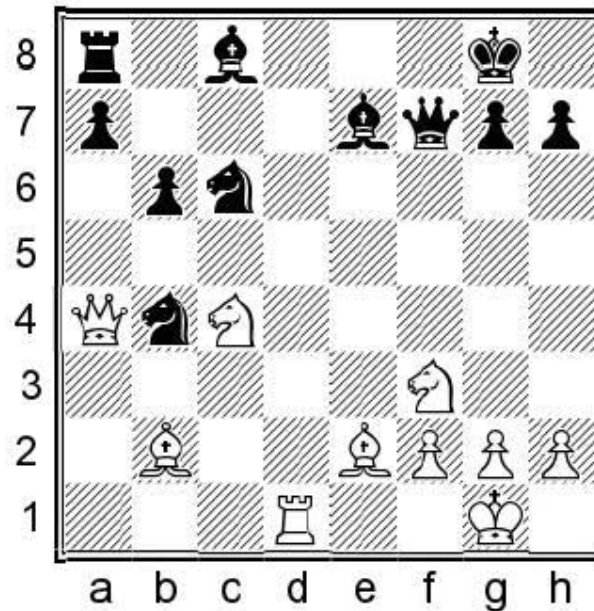
The discovered attack from **Pattern 15** seems to win material at first glance, but deeper calculation shows this move is a big mistake.

**16.Kxh2 Rxd1**

The rook is now lined up vis-à-vis the rook + bishop battery from **Pattern 19**. That causes problems:

**17.Bg5+ f6 18.Rxd1+**

With check, so Black gets no time to capture the bishop. White remains a piece ahead.



481

*Black to move*

### SOLUTION

**Yohan-Patil**

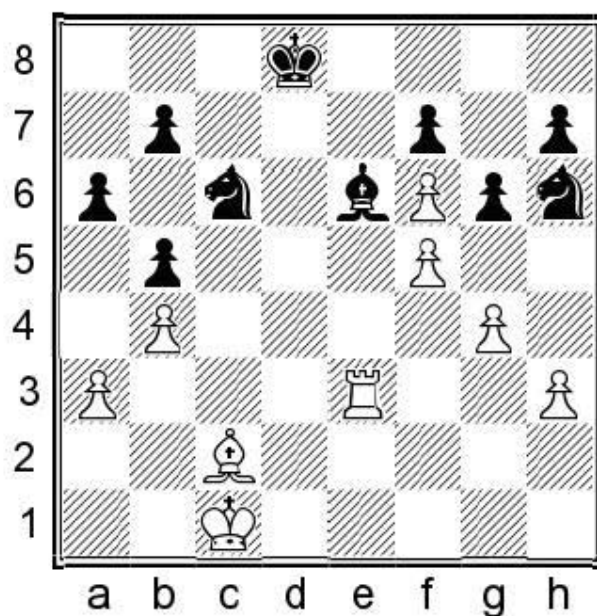
Lucknow Indian Championship U18-2013

**24...b5! 25.Qxb5**

25.Qb3 Be6!-+ ( 25...bxc4? allows the pin from **Pattern 24**: 26.Bxc4 ).

**25...Ba6**

Skewering the queen and knight. **Pattern 23**.



482

*Black to move*

31...gxf5, yes or no?

### SOLUTION

**Cramling-Ratsma**

Chennai Women's Olympiad-2022

Black should move away her bishop, after which the position is level.

**31...gxf5? 32.g5!**

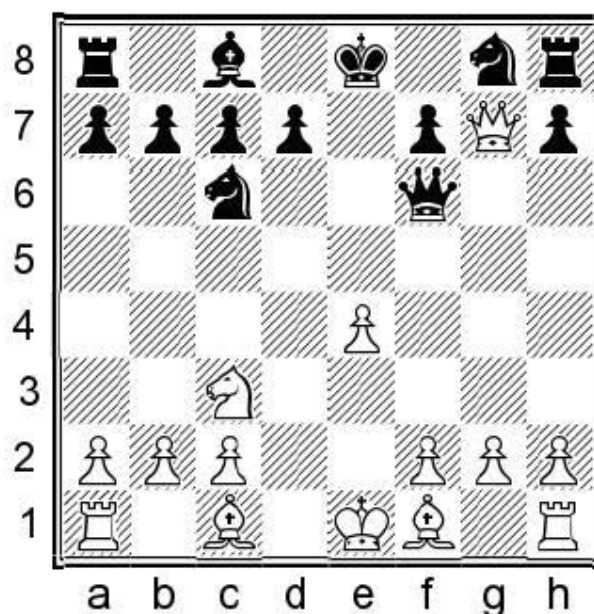
The pawn push from **Pattern 51** – not to trap the knight, but the result is the same: White wins a piece.

**32...Kd7**

Saving the knight would lead to a variant of **Pattern 64**: 32...Ng8 33.Rxe6! fxe6 34.f7.

**33.gxh6+-**





483

*White to move*

### SOLUTION

**Rutten-Adema599**

Roosendaal Dutch Championship U10-2015

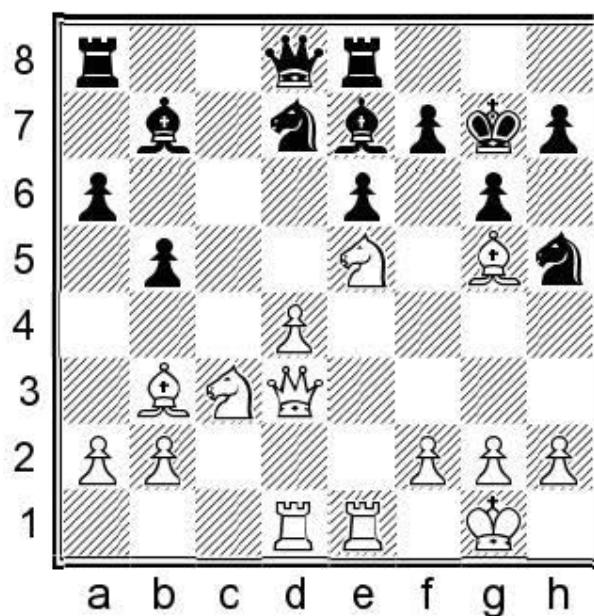
#### **8.Bh6!**

White aims to maintain the queen on g7, safeguarding it with a bishop glide inspired by **Pattern 46**. Like in the 'normal' **Pattern 46**, there is a deflection tactic at play, since 8...Qxh6 loses the rook on h8. Additionally, White introduces other threats:

#### **8...b6?**

- 8...Qxg7 9.Bxg7, trapping the rook in the corner ( **Pattern 57**);
- 8...d6 9.Qf8+ Kd7 10.Bg7+–.

#### **9.Qf8#**



484

*White to move*

### SOLUTION

**Kovachev-Kleiven**

Fagernes tt-2012

**18.Bh6+! Kg8**

18... Kxh6 19.Nxf7+ (a variant of **Pattern 5**).

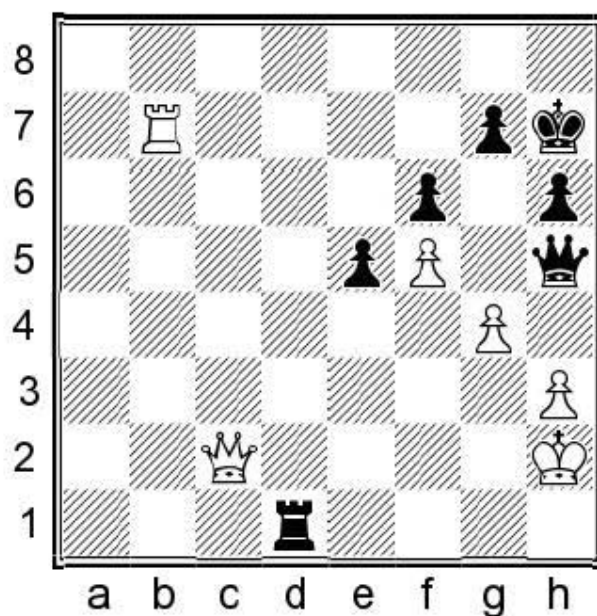
**19.Nxf7!**

**Pattern 94.**

**19...Qc7**

19... Kxf7 20.Bxe6+ Kf6 21.Qe3 and Black has no sound defence against the checkmate with Qg5.

**20.Rxe6!+-**



485

*Black to move*

### SOLUTION

**Fernandez Aransay-Chiu**  
London (analysis)-2014

**40...Rh1+!**

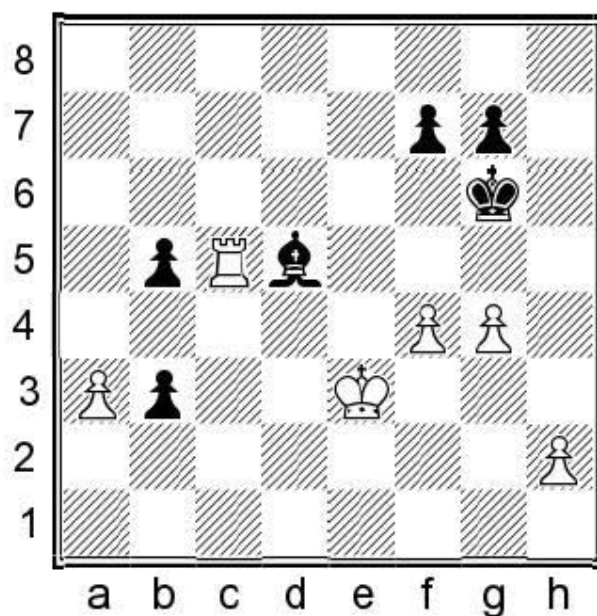
Using the idea from **Pattern 44** to force a draw.

**41.Kxh1 Qxh3+ 42.Qh2**

White cannot escape perpetual check: 42.Kg1 Qg3+ 43.Qg2 ( 43.Kf1? Qf3+, forking the king and rook) 43...Qe1+ 44.Kh2 Qh4+ 45.Qh3 Qf2+ 46.Kh1 Qe1+ etc.

**42...Qf1+ 43.Qg1 Qh3+**

The perpetual check from **Pattern 78**.



486

*Black to move*

### SOLUTION

**Gelfand-Lautier**  
Belgrade-1997

**39...b4!**

Black missed this chance and instead had to resign after 39...Bc4??  
40.Kd2.

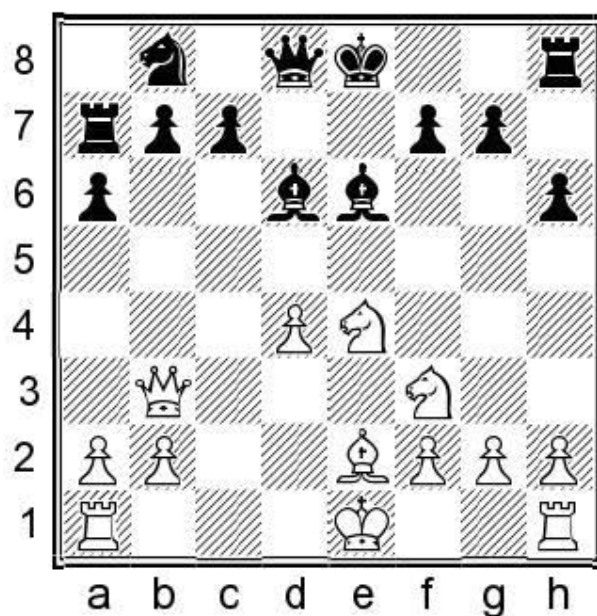
**40.Rxd5**

If White captures the pawn, then his b4-pawn blocks the white rook from stopping the pawn from the b5-square ( **Pattern 70**): 40.axb4 b2 and promotion is unstoppable.

**40...b2 41.Rd1 bxa3**

The two pawns outperform the rook ( **Pattern 72**).





487

*White to move*

### SOLUTION

**Avramidou-Gunina**

**Batumi Women's Olympiad-2018**

**13.d5!**

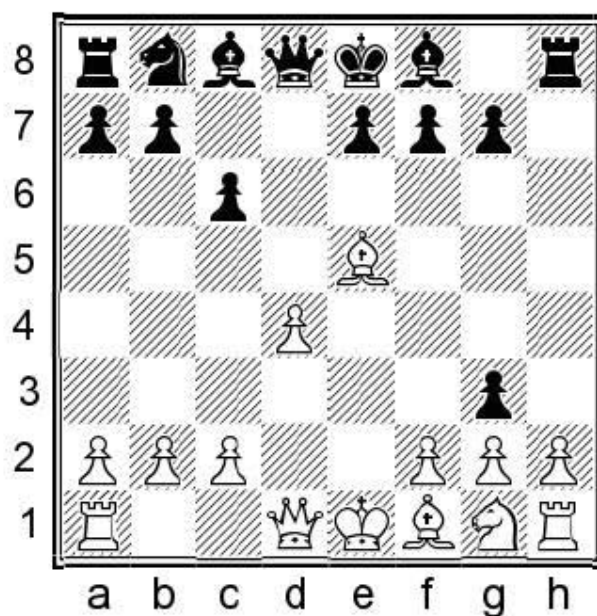
Clearing the g1-a7 diagonal with gain of tempo.

**13...Bxd5 14.Nxd6+**

14.Qxd5?? Bb4+; **Pattern 15.**

**14...Qxd6 15.Qe3+**

By the double attack on the king and the rook, White wins a rook (**Pattern 6**).



488

*Black to move*

### SOLUTION

Schuster-Carls

Bremen-1913

**8...Rxf2!**

Luring the rook.

**9.Rxf2 Qa5+!**

Attacking the king and bishop ( **Pattern 6** ).

**10.c3**

10.Qd2 gxf2+! overloads the king.

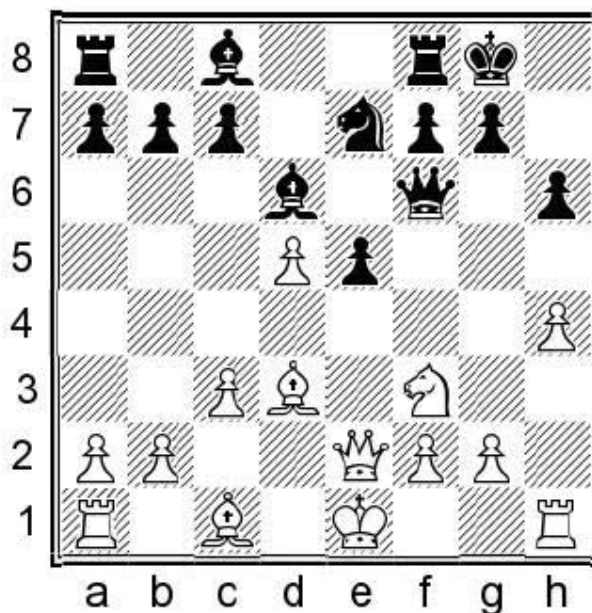
**10...Qxe5+!**

Eliminates the defender of the rook.

**11.dxe5 gxh2 0-1**

Promotion is unstoppable.

### Pattern 64.



489

*White to move*

### SOLUTION

**Shturman-Vaglio**

Titled Tuesday blitz-2023

**12.Bg5!**

White uses the idea from **Pattern 61** to open up the h-file and then set up the battery from **Pattern 16**.

**12...hxc5 13.hxc5 Qf4 14.Bh7+**

**14.g3 Qg4 15.Bh7+** transposes.

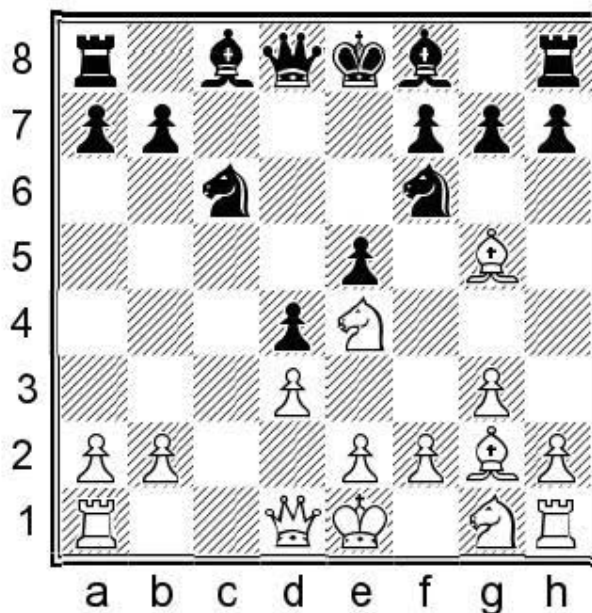
**14...Kh8**

This was the starting position in 100 Tactical Patterns You Must Know, **Pattern 16**.

**15.g3!**

Chasing the queen to an unfavourable square.

**15...Qg4 16.Bf5++-**



490

*Black to move*

Evaluate 8...Ne4.

### SOLUTION

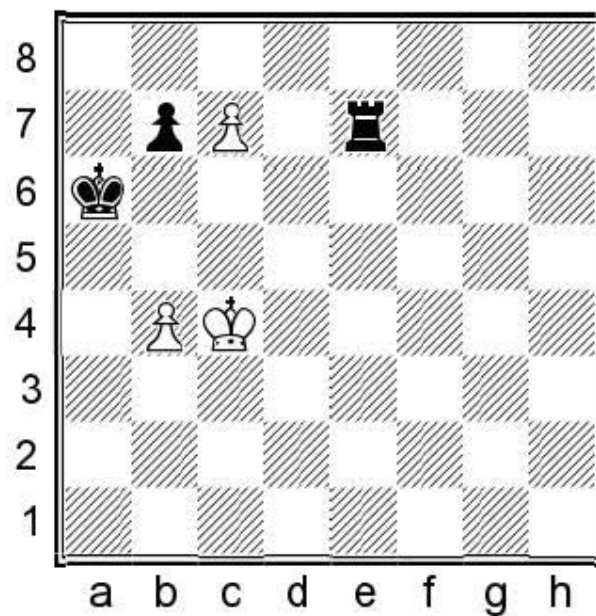
**Ngoc Truong Son-Khanin**

Leon blitz-2020

Moving away the pinned knight and sacrificing the queen ( **Pattern 36**) to enable the carousel from **Pattern 10** forces a draw:

**8...Nxe4 9.Bxd8 Bb4+ 10.Kf1 Nd2+ 11.Ke1 Nf3+ 12.Kf1 Nd2+ 13.Ke1 Nf3+ 14.Kf1 Nd2+ ½-½**





491

*White to move*

### SOLUTION

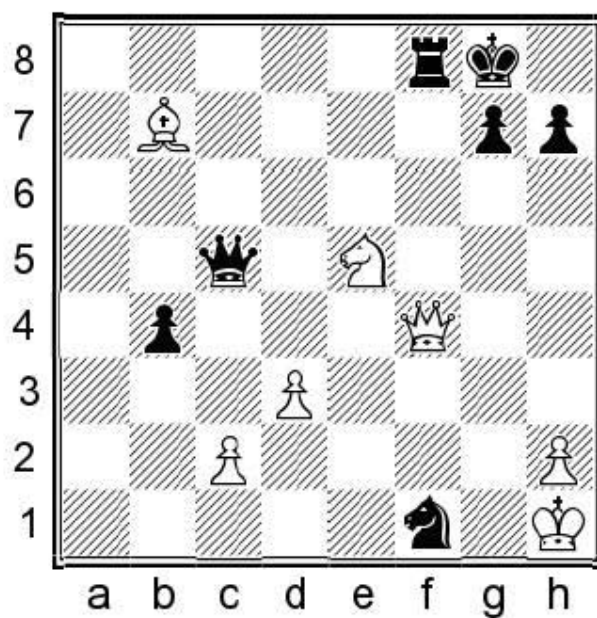
Analysis-

**1.b5+**

1.c8Q? Rc7+! 2.Qxc7 b5+ and wherever the white king goes, it is stalemate ( **Pattern 80**).

**1...Kb6 2.c8N+**

Forking the king and rook with a minor promotion ( **Pattern 74**).



492

*White to move*

### SOLUTION

van Dijk-van den Doel

Delft-2015

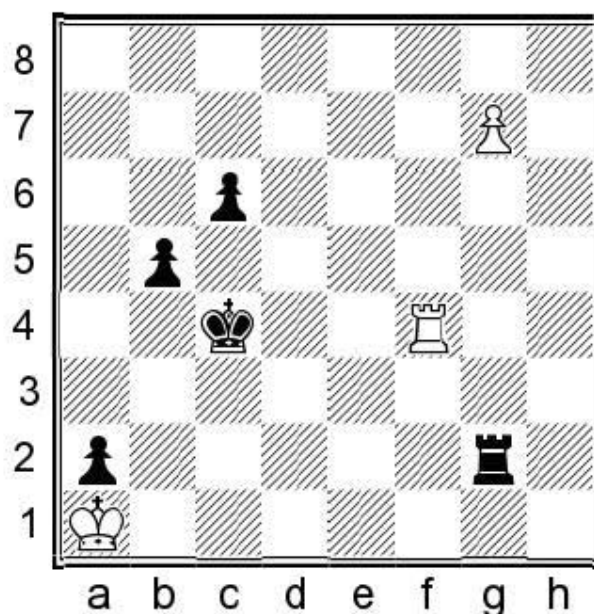
**35.Qxf8+! Qxf8**

**35... Kxf8? 36.Nd7+; Pattern 5.**

**36.Bd5+ Kh8 37.Nf7+**

White has set up the carousel from **Pattern 10** to force the draw.

**37... Kg8 38.Nh6+ Kh8 39.Nf7+ ½-½**



493

*Black to move*

Find the worst move for Black.

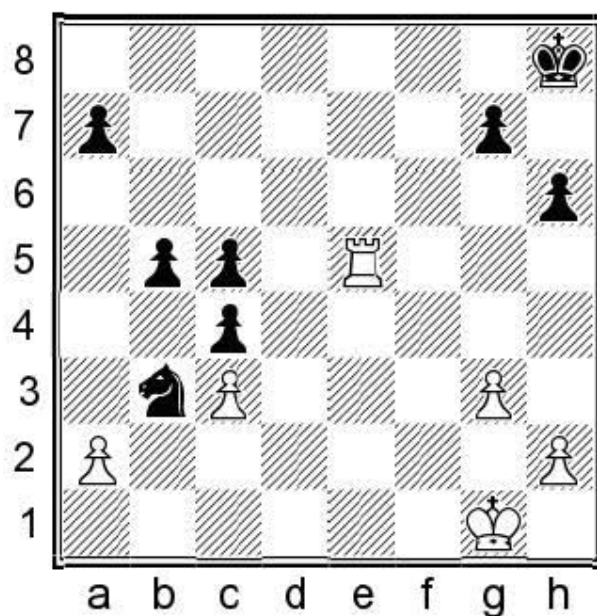
### SOLUTION

**Pechy-Ubezio**

Cortina d'Ampezzo Italian Championship semifinal-2006

**61...Kb3? 62.Rg4! ½-½**

White combines two ideas with one move. He interposes the rook between the attacking rook and the passed pawn ( **Pattern 69**), so that Black can only stop promotion by capturing the rook. However, then White forces stalemate ( **Pattern 79**) by queening and getting rid of his final piece: 62...Rxf4 ( 62...Rf2? 63.g8Q+ check!) 63.g8Q+ Rxf8 stalemate.



494

*White to move*

28.axb3, yes or no?

### SOLUTION

**Nakamura-Karjakin**

Stavanger (analysis)-2018

**28.axb3??**

From a winning to a losing position.

**28...cxb3 29.Rxc5**

29.Re1 does not save White either; for example, 29...a5 30.Rb1 c4 31.Kf2 a4 32.Ke2 a3 and the pawns are too strong for the rook ( **Pattern 72**).

**29...b4! 30.Rb5**

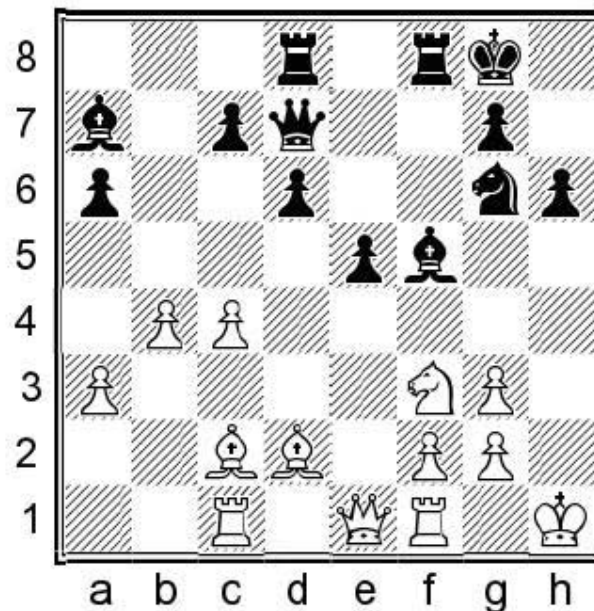
30.cxb4 b2 and the b4-pawn is in the way of the rook ( **Pattern 70**).

**30...a5! 31.cxb4**



31.Rxa5 b2.

31...a4-+



495

*Black to move*

### SOLUTION

**Dimitrijevic-Milanovic**  
Kragujevac tt-2012

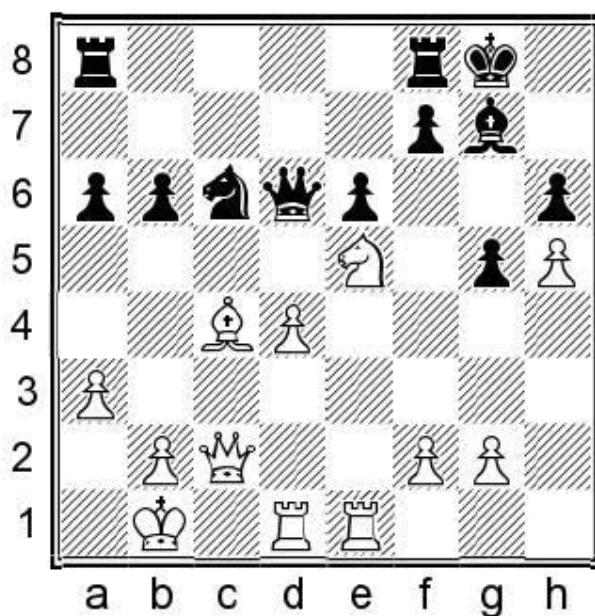
**23...Bxc2!**

Clearing the diagonal for the queen ( **Pattern 21**).

**24.Rxc2 Rxf3! 25.gxf3 Qh3+ 26.Kg1 Qxg3+ 0-1**

**27.Kh1 Qh3+ 28.Kg1 Nh4** and it's checkmate on the next move.

The f2-pawn is a poor defender ( **Pattern 28**).



496

*White to move*

### SOLUTION

**Khenkin-Beltran**

**Cali-2000**

**21.Nxf7!**

White eliminates the defender of e6 ( **Pattern 94**). Here, the goal is to win material.

**21...Rxf7**

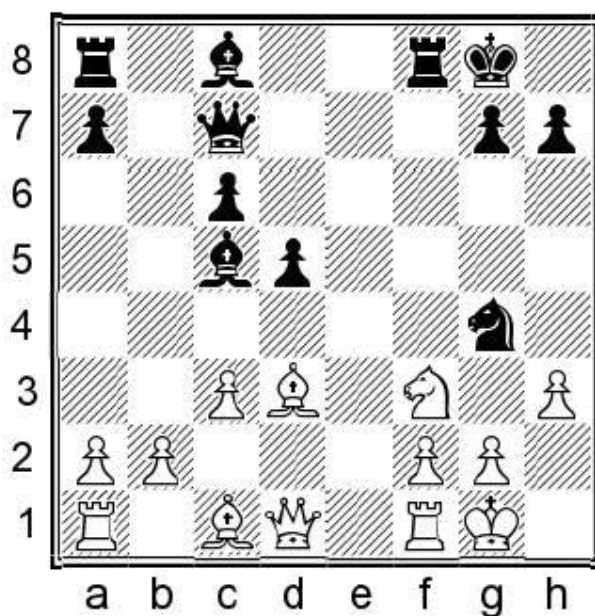
The game continued 21...Qf4 22.Bxe6 1-0.

**22.Rxe6! Qd7 23.Rxc6!**

Luring the queen to deliver a discovered attack next.

**23...Qxc6? 24.Bxf7+**

**Pattern 15.**



497

*Black to move*

### SOLUTION

Analysis-

**16...Rxf3!**

Removing the defender of the h2 checkmating square (a variant of **Pattern 48**).

**17.hxg4 Rh3!**

Gaining access to the white king.

**18.gxh3 Qg3+**

The pinned f2-pawn is a poor defender ( **Pattern 28**).

**19.Kh1 Qxh3+ 20.Kg1 Bxg4 21.Be2**

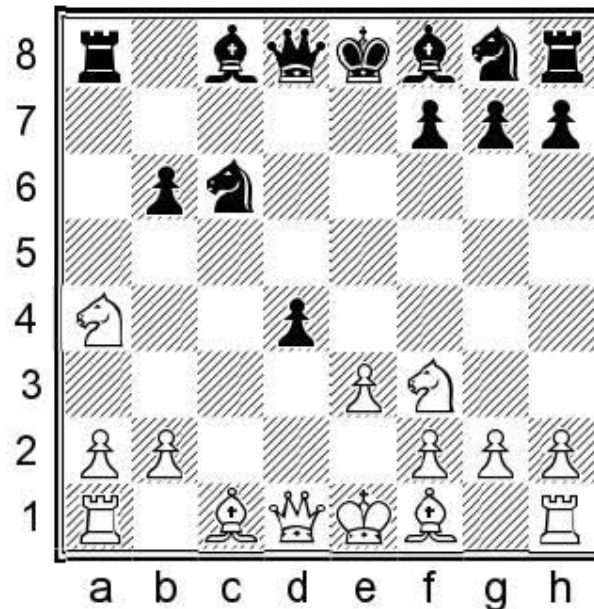
**21.Qc2 Qg3+ 22.Kh1 Bf3#.**

**21...Qg3+ 22.Kh1 Qh4+ 23.Kg1**

**23.Kg2 Bh3+** also checkmates.

**23...Bd6 24.f4 Bc5+**

Checkmate is around the corner.



498

*Black to move*

Evaluate 9...b5.

**SOLUTION**

**Patel-Saliba**

Reykjavik-2023

**9...b5**

Challenges the knight on the edge ( **Pattern 55**) and, at the same time, clears the a5-d8 diagonal for the queen.

**10.Bxb5**

White 'falls' for the trap.

**10...Qa5+**

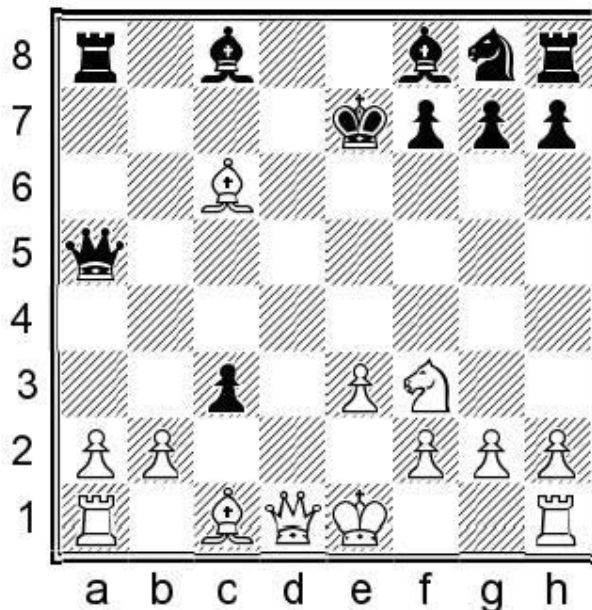
The double attack on king and bishop from **Pattern 6**, but White has seen further!



**11.Nc3!**

Since the knight on c6 is hanging as well, it is no problem for White to lose his knight.

**11...dxc3 12.Bxc6+ Ke7**

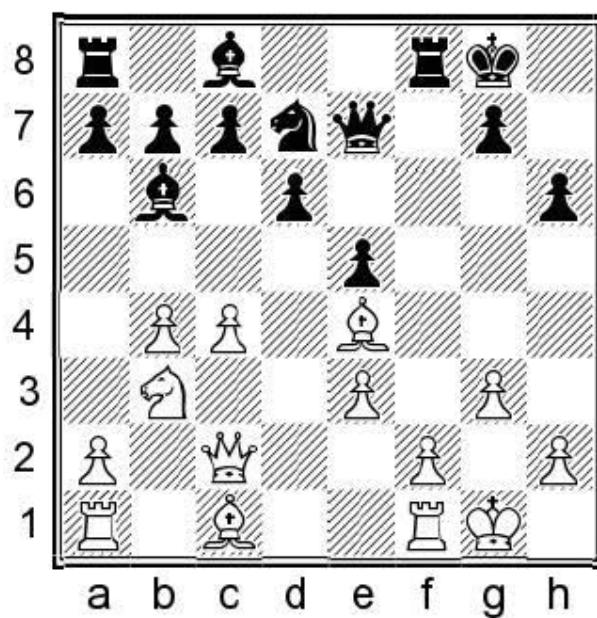


And now, instead of 13.0-0,

**13.b4!**

( **Pattern 85**), eliminating the ...cxb2+ threat while gaining a crucial tempo (Black gets no time to defend his rook), decides the game at once; for example,

**13...Qxb4 14.Bxa8 c2+ 15.Qd2**



499

*White to move*

### SOLUTION

Erwich-Williams  
Millfield jr-2002

**16.c5!**

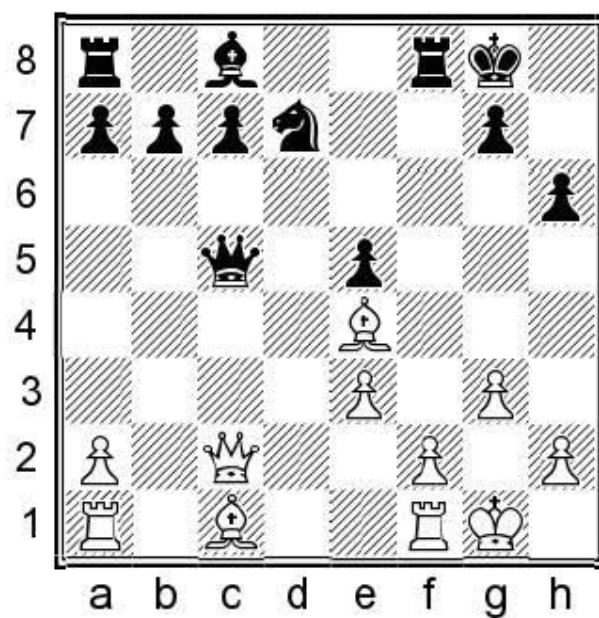
The trapping idea from **Pattern 52**.

**16...dxc5 17.bxc5 Bxc5**

If 17...Nxc5, 18.Ba3 pins the knight.

**18.Nxc5 Qxc5**

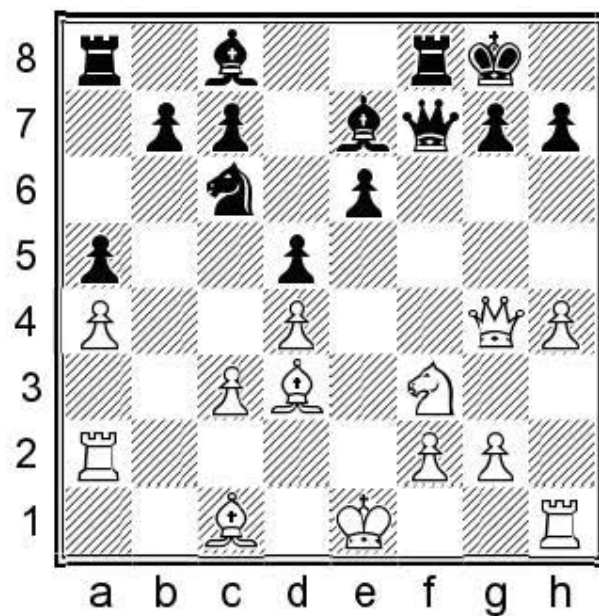
18...Nxc5 19.Ba3+–.



**19.Qb3+! Rf7**

19... Kh8 20.Ba3 is the skewer from **Pattern 23**.

**20.Bd5 Qe7 21.Ba3 c5 22.Rac1 Kf8 23.Bxf7 Qxf7 24.Bxc5++-**



500

*White to move*

**SOLUTION**

**Mestek-Skwarczynski**  
**Kaunas-2011**

**16.Bxh7+!**

The Greek Gift ( **Pattern 96**).

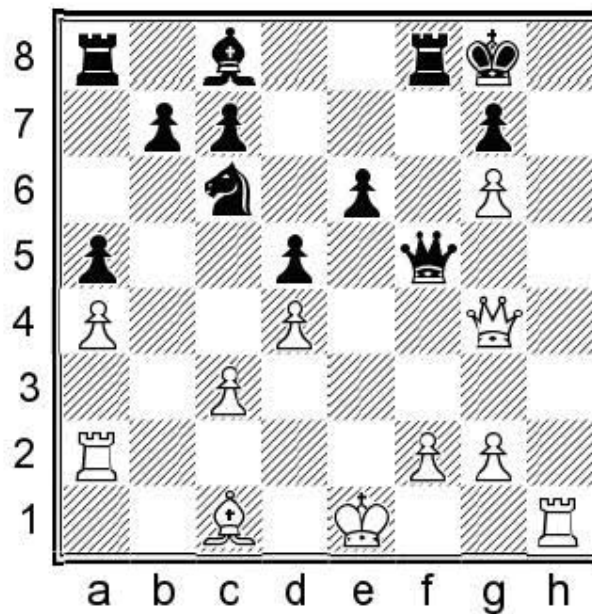
**16...Kxh7**

16...Kh8 17.Bg6.

**17.Ng5+ Bxg5 18.hxg5+ Kg8**

The game continued 18...Kg6 19.Qh5+ Kf5 20.g6+ 1-0.

**19.g6 Qf5**

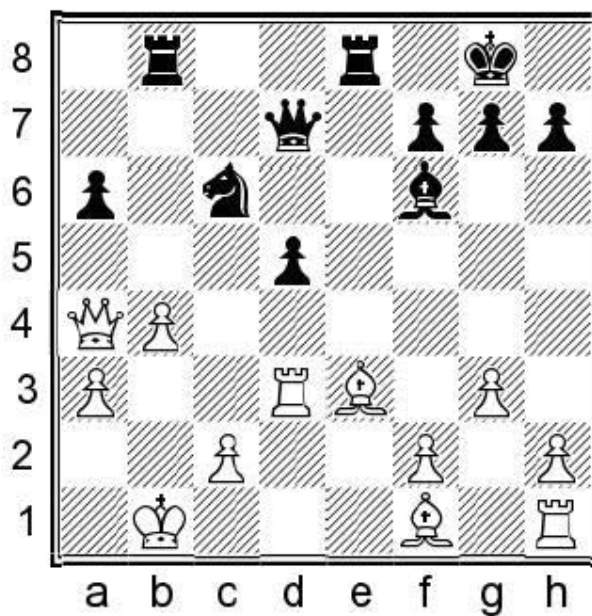


**20.Rh8+!**

The magnet sacrifice from **Pattern 100**.

**20...Kxh8 21.Qh4+ Kg8 22.Qh7#**





501

*Black to move*

### SOLUTION

**Najer-Giri**

Khanty-Mansiysk blitz-2019

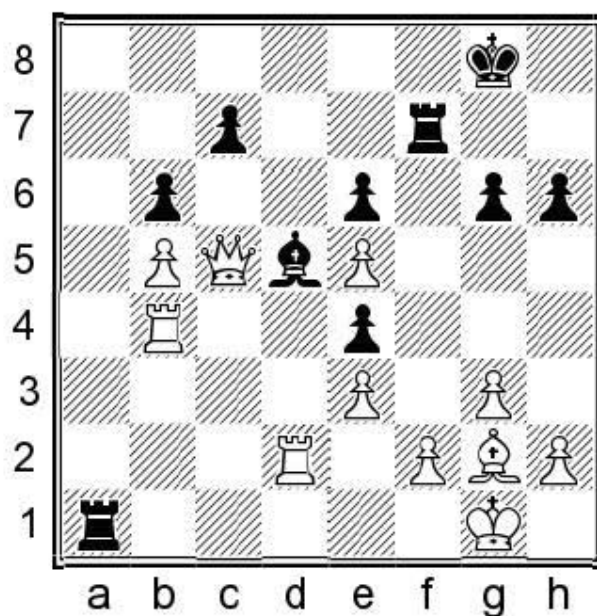
**25...Nxb4!**

Black takes optimal advantage of his queen and knight battery ( **Pattern 13**).

**26.Qxd7 Nxd3+ 27.Ka2 Rb2+ 28.Ka1**

It's time for the windmill to swing ( **Pattern 18**)!

**28...Rxc2+ 29.Kb1 Rb2+ 30.Ka1 Rd2+ 31.Kb1 Rb8+ 0-1**



502

*White to move*

### SOLUTION

**Gaal-Roebers**

Online Girls U14 rapid-2020

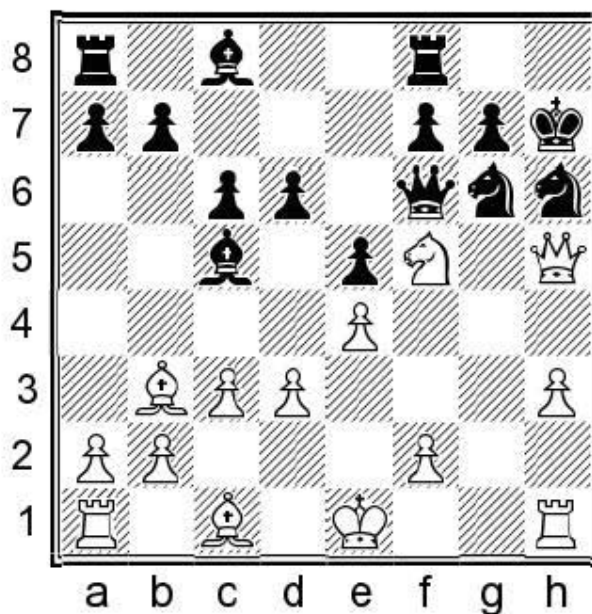
**27.Qc1!**

The interposition idea from **Pattern 87**, though here Black can only capture the queen in one way instead of two.

27.Bf1? was played in the game, and after 27...bxc5 28.Rbb2 Bc4 Black won material by pinning the bishop on the back rank similar to **Pattern 26**: 29.Re2 Bxe2 30.Rxe2 Rd7 31.f4 exf3 32.Rf2 c4 0-1.

**27...Rxc1+ 28.Bf1**

And White can fight for a draw.



503

*White to move*

### SOLUTION

**Juknis-Zaksaite**

Vilnius tt-2013

#### **18.Bxh6**

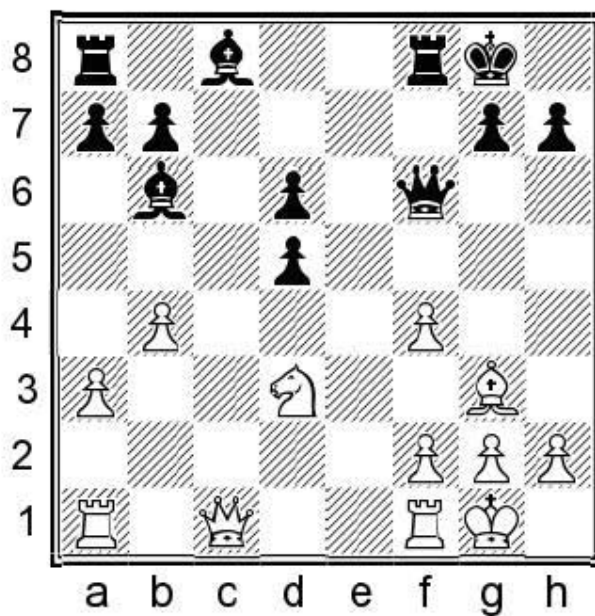
18.Bg5 seems to trap the queen ( **Pattern 61**), but Black can defend with a counterattack: 18...Nf4 and she remains a piece up.

#### **18...gxh6 19.Qxh6+ Kg8**

And now we have reached the beginning of Exercise 87.

#### **20.Ne7+! 1-0**

Luring away the queen so White can take advantage of the pinned f7-pawn ( **Pattern 28**).



504

*Black to move*

### SOLUTION

**Forestier-Skripchenko**

France tt-2012

**20...h5!**

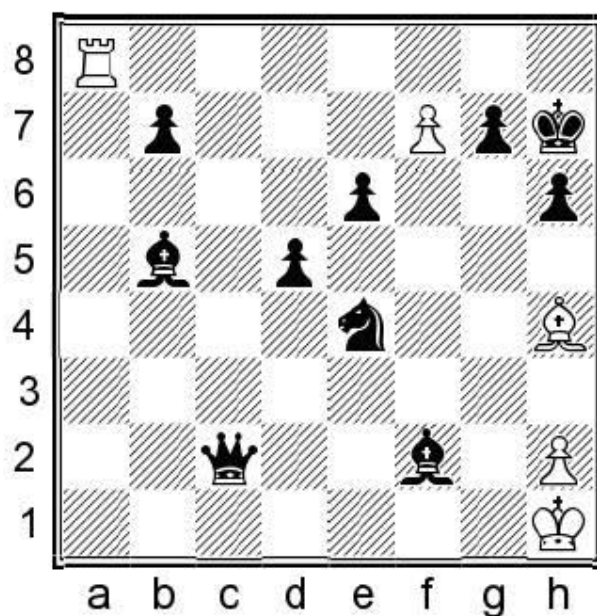
Threatening to trap the bishop with 21... h4 ( **Pattern 52**).

20...Bf5 was played in the game.

**21.h4 Qg6**

With a double attack on the knight on d3 and the bishop on g3, since the pinned f2-pawn is a poor defender ( **Pattern 28**).





505

*White to move*

### SOLUTION

**Cevizci-Ozkan**

**Ankara-2022**

**37.f8N+**

An underpromotion (also seen in **Patterns 74** and **81**) is used here to force a draw.

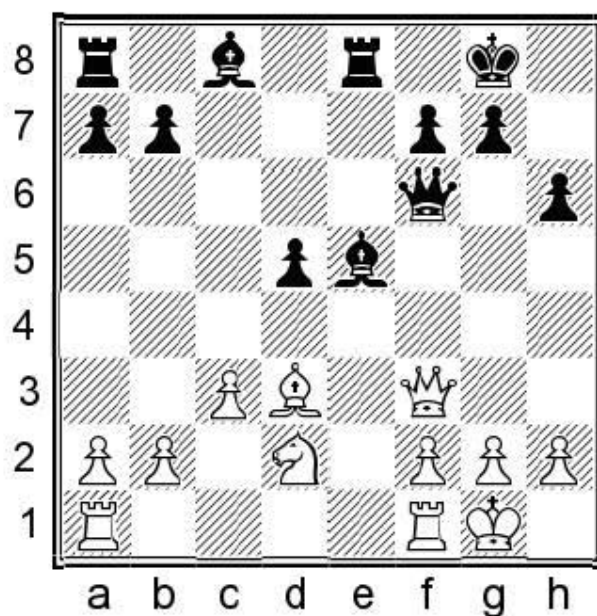
**37... Kg8**

37... Kh8 38.Ng6+ Kh7 39.Nf8+; **Pattern 75.**

**38.Nd7+! Kh7**

If **Black** tries to escape the perpetual check, he even gets checkmated: 38...Kf7? 39.Ne5#.

**39.Nf8+ Kg8 40.Nd7+ Kh7 ½-½**



506

*Black to move*

### SOLUTION

van Espen-Elgersma

Belgium tt-2023/24

**15...Qg5!**

Attacking the knight while threatening to trap the white queen with 16...Bg4 ( **Pattern 61** ).

**16.Bb5**

If 16.Qd1, 16...Bh3! wins an exchange ( **Pattern 27** ).

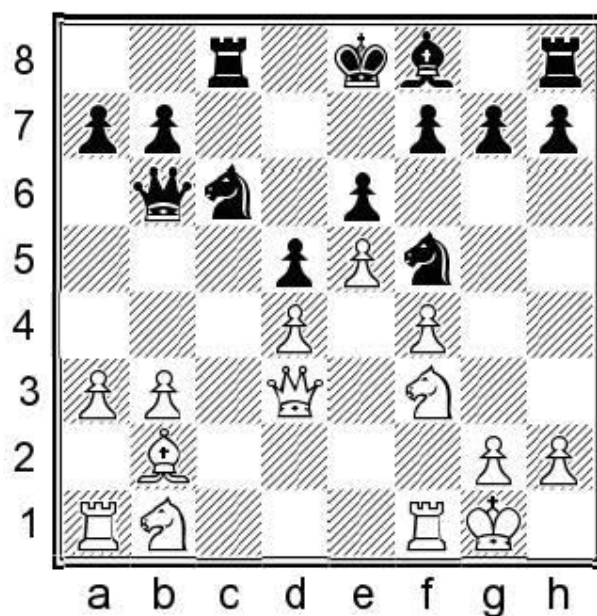
**16...Bg4**

16...Re7, maintaining the status quo, was also fine.

**17.Qd3**

17.Bxe8 Bxf3 18.Nxf3 Bxh2+!, winning a pawn as well.

**17...Be2 0-1**



507

*Black to move*

### SOLUTION

#### Mieses-Kann

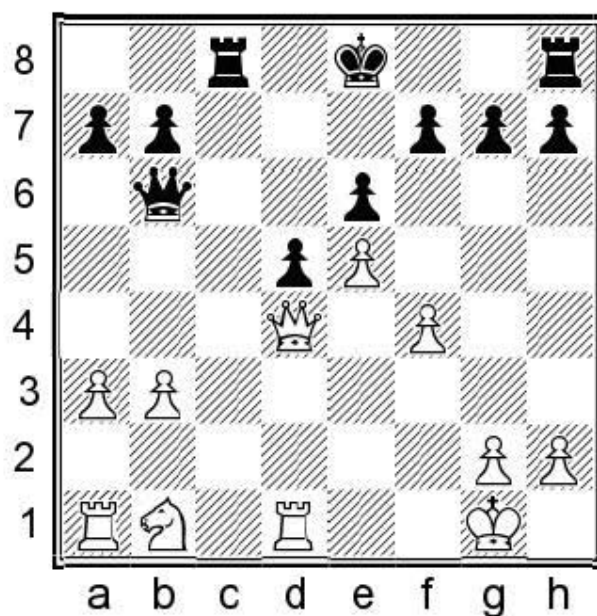
**13...Ncxd4!**

13...Nfxd4 transposes to the game. It's the same 'issue' as in Exercise 113: whichever knight captures, it leads to the same solution.

**14.Nxd4 Bc5 15.Rd1 Nxd4**

15...Bxd4+ again transposes to the game.

**16.Bxd4 Bxd4+ 17.Qxd4**



**17...Rc1!**

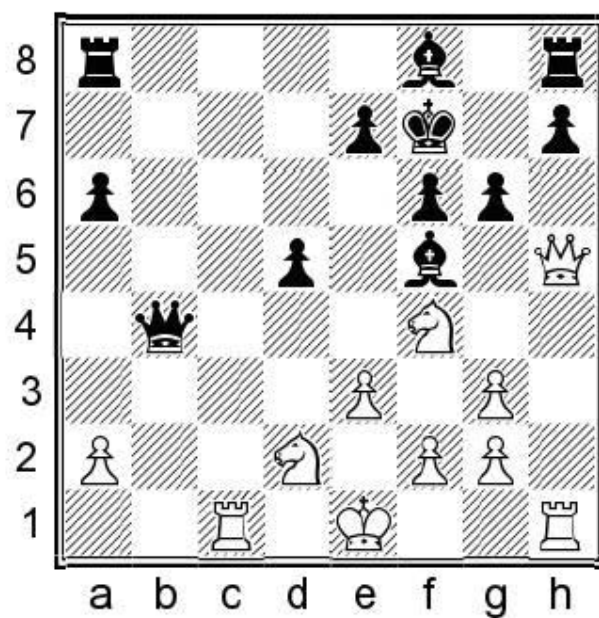
The hook-and-ladder trick ( **Pattern 41**) without a check. In fact, Black mixes the ideas from **Patterns 32** and **41**. Note that without a pawn on d5, 17...Rd8 would have been a pure **Pattern 32** trick.

**18.Kf2**

- 18.Qxb6 Rxd1+ 19.Kf2 axb6, the usual continuation from the **Pattern 32** trick;
- 18.Rxc1 Qxd4+.

**18...Rxd1 19.Qxb6 axb6—+**





508

*White to move*

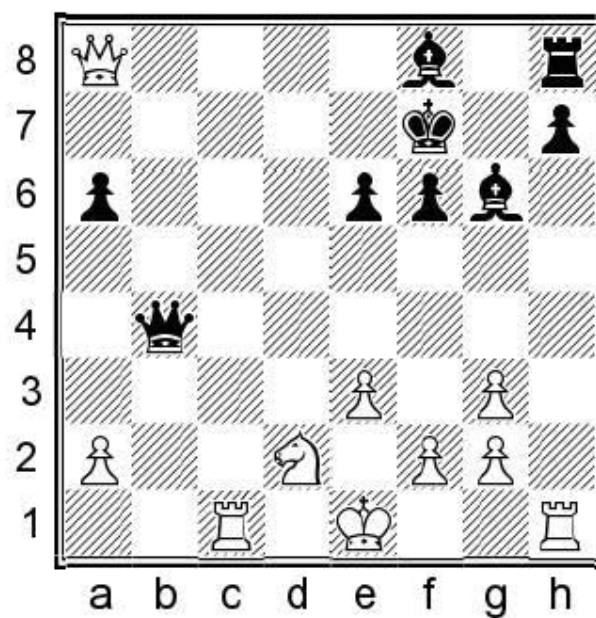
Evaluate 24.Nxg6.

### SOLUTION

**Fernandez-Carlos Obregon Rivero**  
Mexico City-2023

**24.Nxg6 Bxg6 25.Qxd5+ e6! 26.Qxa8**

Not 26.Rc7+? Be7, connecting the rooks.

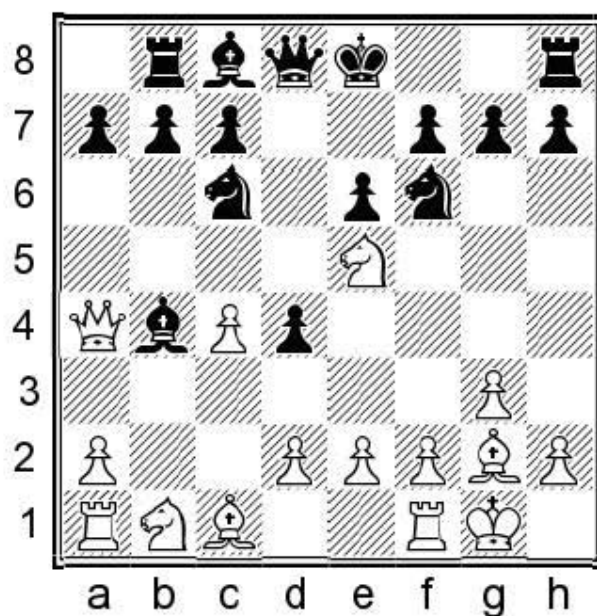


The queen manoeuvre from **Pattern 91** has yielded White an exchange, but the party is not over yet.

**26...Qxd2+!**

Luring the king to exploit the rook+bishop battery on the back rank ( **Pattern 19**).

**27.Kxd2 Bb4+ 28.Ke2 Rxa8**μ



509

*White to move*

### SOLUTION

**Tokhirjonova-Yan**

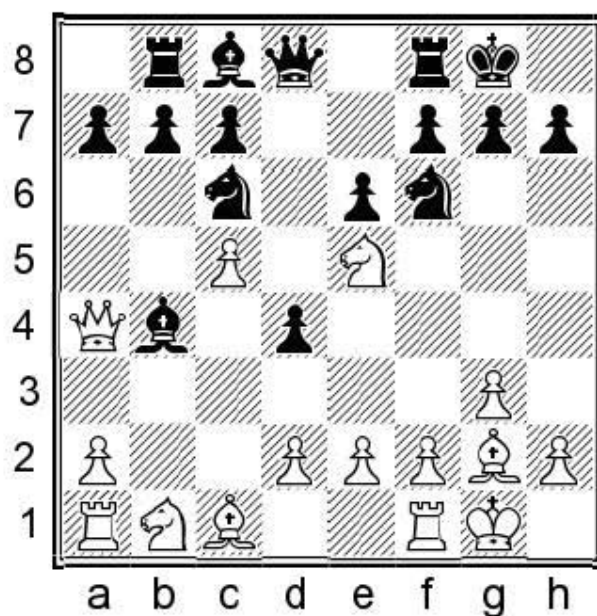
St Louis U.S. Women's Championship-2023

**9.c5!**

Shutting off the a3-f8 diagonal ( **Pattern 53**).

**9...Nd7**

If Black takes the pawn, White wins the bishop on c5 with the double attack from **Pattern 6**: 9...Bxc5, 10.Bxc6+! bxc6 11.Qxc6+ (here it is!) 11...Nd7 12.Nxd7 Qxd7 13.Qxc5, while after the quiet 9...0-0,



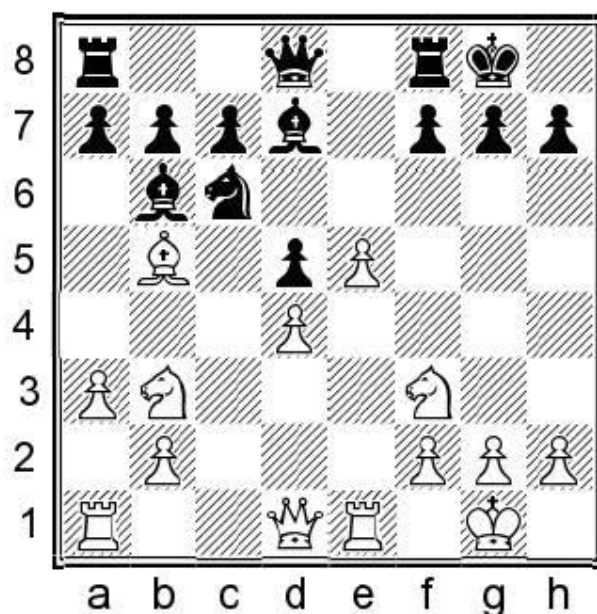
10.Nd3! (taking twice on c6 is not a good idea: 10.Bxc6? bxc6 11.Nxc6? Qd7 / 11...Qe8–+ ) 10...a5 ( 10...Ba5 11.Bxc6 bxc6 12.Qxa5 ) 11.a3 traps that dark-squared bishop.

**10.Bxc6 bxc6 11.Nxc6 Nxc5 12.Qxa7!**

In the game, 12.Qd1 Qd5 13.Nxb8 Bb7 allowed Black counterplay.

**12...Rb7 13.Qxb7 Nxb7 14.Nxd8+–**





510

*Black to move*

Evaluate 14...Nxe5.

### SOLUTION

**Popov-Nybäck**

Budva European Championship-2009

#### 14...Nxe5

The discovered attack from **Pattern 11** does not work here.

14...Ne7 was played in the game.

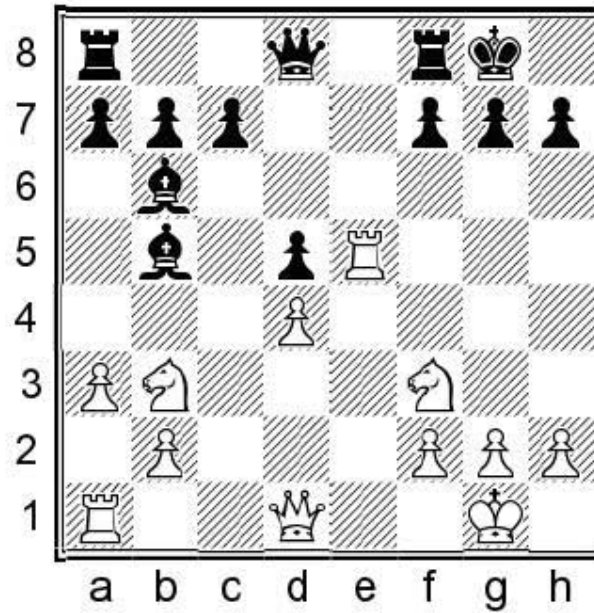
#### 15.Rxe5!

White must keep the pawn on d4 to take away the c5-square from the bishop on b6.

- 15.dxe5 Bxb5 16.a4 Bc4 17.a5 Bxb3 18.Qxb3 and the bishop can escape with 18...Bc5;

- 15.Nxe5 keeps the pawn on d4, but does give up the defence of that pawn: 15...Bxb5 16.a4 Bc4 17.a5 Bxb3 18.Qxb3 Bxd4.

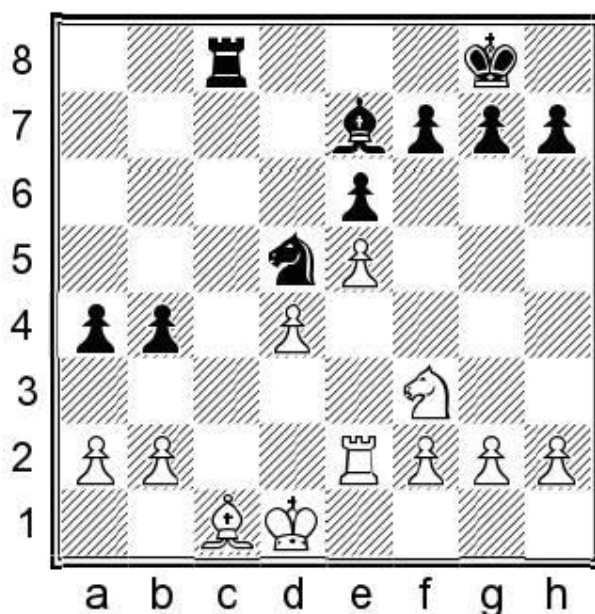
15...Bxb5



16.a4!

On its way to a5 with gain of tempo, trapping the bishop ( **Pattern 52**).

16...Bc4 17.a5+-



511

*Black to move*

### SOLUTION

**Wojtaszek-Preotu**

Online Olympiad rapid-2021

**28...b3! 29.axb3**

29.a3? Bxa3! (deflecting the pawn, a variant of **Pattern 45**)

30.bxa3? (White is not obliged to capture the bishop, although in that case, the endgame remains lost) 30...Nc3+ 31.Kd2 Nxe2

32.Kxe2 Rxc1.

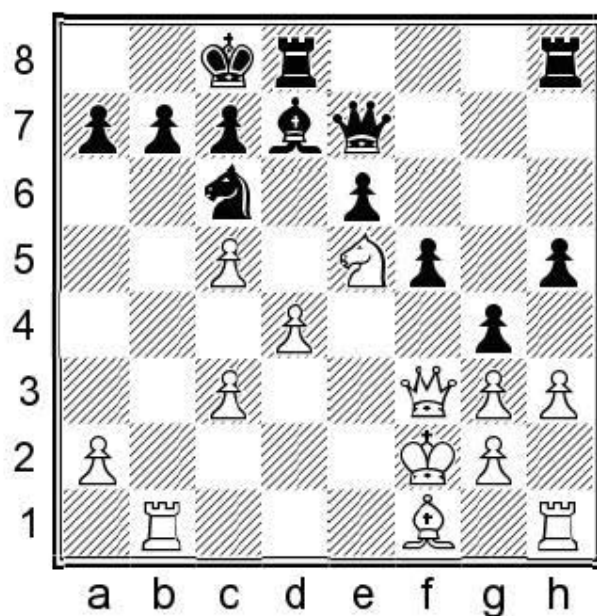
**29...a3!**

Not recapturing, but moving forward. Black applies the principles from **Pattern 51** but with a different objective.

**30.Ne1**

On 30.bxa3, 30...Nc3+ 31.Kd2 Nxe2 32.Kxe2 Rxc1 wins a rook.

**30...a2 31.Nc2 Rxc2 0-1**



512

*White to move*

### SOLUTION

**Dubov-Brkic**

Gjakova European Championship-2016

**19.Ba6!**

White ignores the attack on his queen and goes for the bishop slide ( **Pattern 45**) in order to create the rook + bishop battery from **Pattern 16**.

**19...gxf3**

19...bxa6 20.Nxc6 ( 20.Qe2 or 20.Qd3 also works) 20...Bxc6  
21.Qxc6+–.

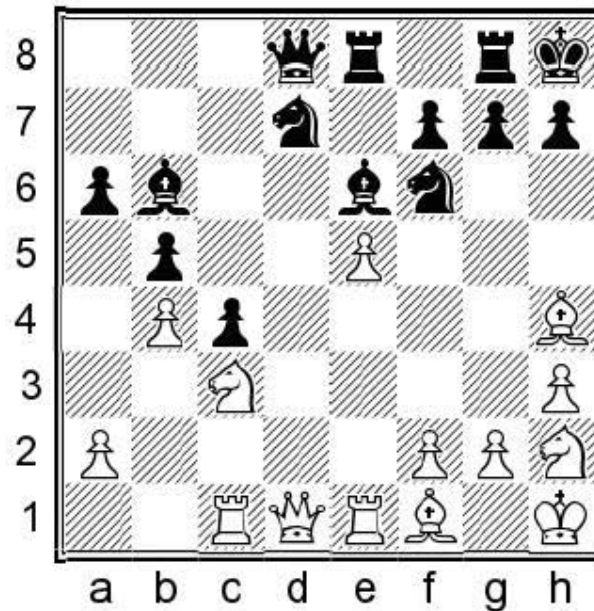
**20.Bxb7+ Kb8 21.Bxc6+ Kc8 22.Bb7+ Kb8 23.Bxf3+ Kc8  
24.Bb7+**

24.Be2 was another way to win: 24...Bb5 25.Bxb5 Rd6 26.cxd6.

**24...Kb8 25.Bc6+ Kc8 26.Rb2**



Black resigned, because after 26...Rdf8 ( 26...Bxc6 27.Rhb1 and mate in three) 27.Bxd7+ the resulting rook endgame is lost.



513

*Black to move*

## SOLUTION

**Erwich-**  
2024

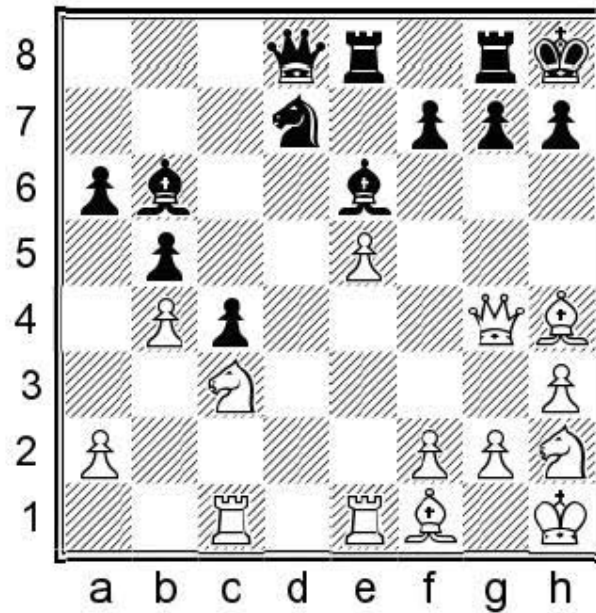
**1...Ng4!**

Moving the pinned knight with a counterattack on f2 ( **Pattern 38**). Unpinning the knight by attacking the pinning bishop ( **Pattern 84**) was not a good idea here: 1...g5 2.Bg3! and the knight on f6 is trapped.

**2.Qxg4**

In case of 2.Bxd8? Nxf2+ 3.Kg1, Black has succeeded in creating the knight + bishop battery from **Pattern 10**: 3...Nxb3+ 4.Kh1

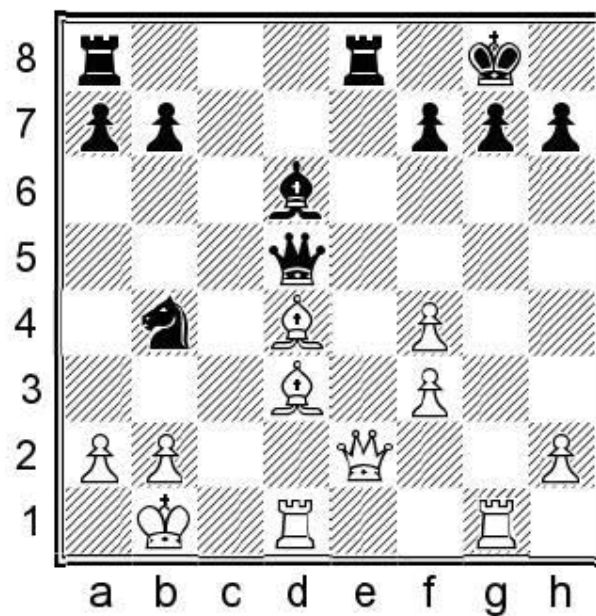
Nf2+ 5.Kg1 Nxd1+ 6.Bxb6 Nxc3 and the knight has proved its worth.



**2...g5!**

2...Bxg4? 3.Bxd8 Bxf2 ( 3...Rxd8 4.Nxg4 and White is a piece up)  
4.Bc7 Bxe1 5.Rxe1+-.

**3.Qe2 gxh4±**



514

*White to move*

### SOLUTION

Analysis-

**1.Rxg7+ Kf8**

1...Kh8 2.Rxh7+ Kg8 3.Rh8#.

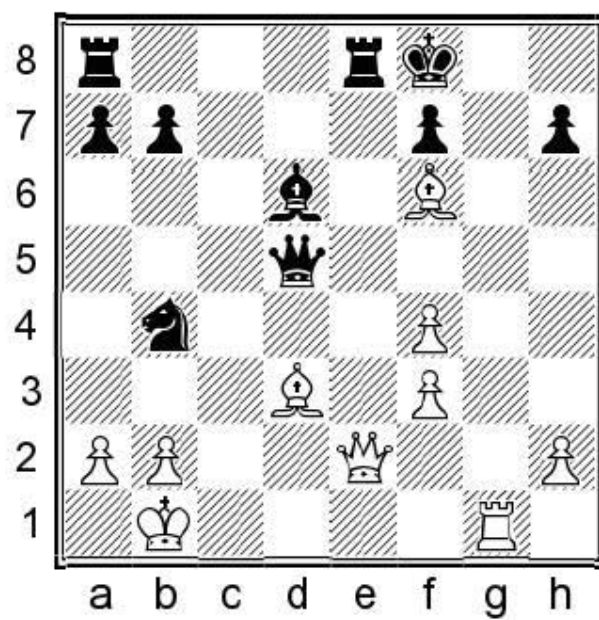
**2.Rg8+!**

The magnet sacrifice from **Pattern 100**.

**2...Kxg8 3.Rg1+ Kf8 4.Bg7+**

Setting up the rook + bishop battery from **Pattern 16**.

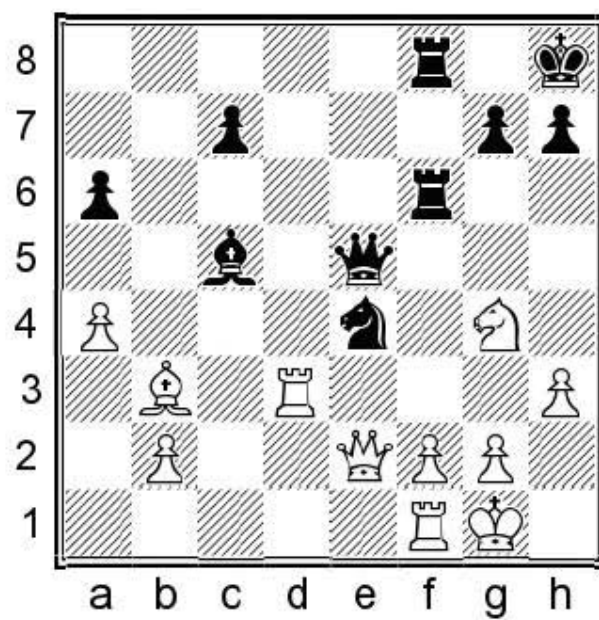
**4...Kg8 5.Bf6+ Kf8**



**6.Rg8+!**

Magnet sacrifice No.2.

**6...Kxg8 7.Qg2+ Kf8 8.Qg7#**



515

706



*Black to move*

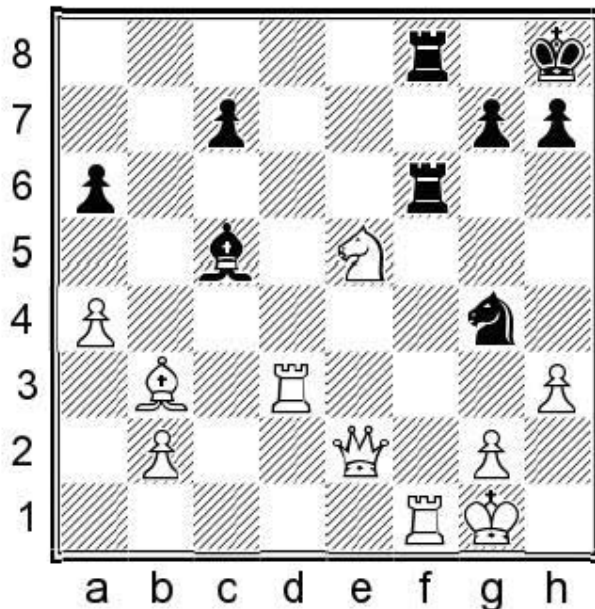
**SOLUTION**

**Pijpers-Srija**  
**Pardubice-2023**

**29...Nxf2!**

Black sets up the knight + bishop battery from **Pattern 10** – the only way to survive.

**30.Nxe5 Ng4+**



Now it is up to White to find the only move that does not lose:

**31.Rf2!**

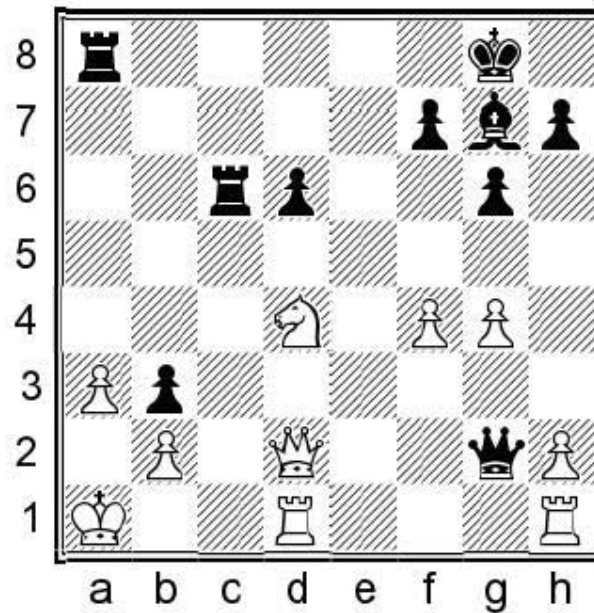
The special type of interposition as seen in **Pattern 87**.

**31...Rxf2**

The other captures lose:

- 31...Nxf2 32.Re3; or
- 31...Bxf2+ 32.Kh1 Bg3 33.Nf7+.

**32.Qxg4 Rf1+ 33.Kh2 Bg1+ 34.Kg3 Bf2+ 35.Kh2 ½-½**



516

*Black to move*

### SOLUTION

**Wheeler-Hall**

England-1964

**1...Rc1+!**

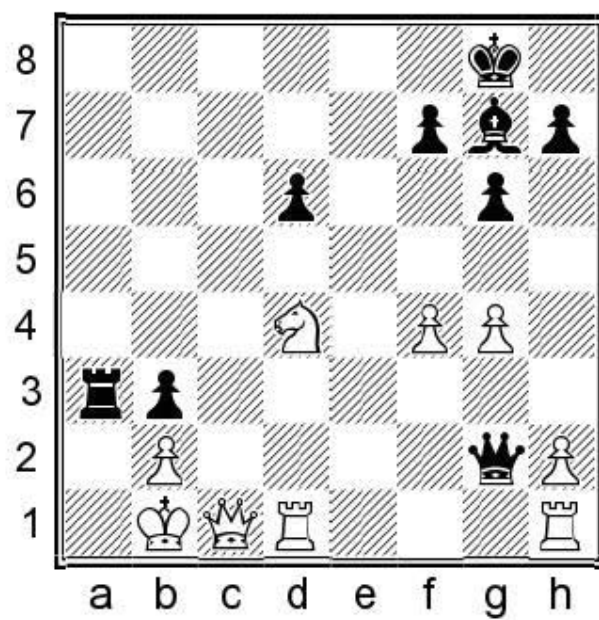
Deflecting the rook or the queen ( **Pattern 42**).

**2.Qxc1**

2.Rxc1 loses to 2...Qxd2.

**2...Rxa3+! 3.Kb1**

3.bxa3 Qa2#.



**3...Ra1+!**

The magnet sacrifice as seen in **Pattern 100**.

**4.Kxa1 Qa8+ 5.Kb1 Qa2#**