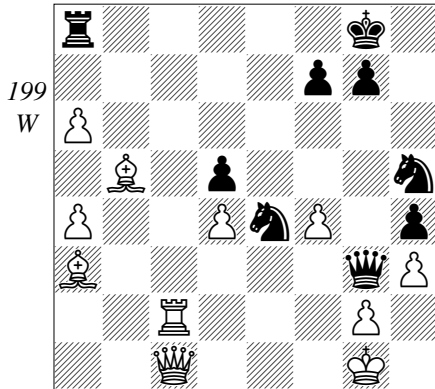
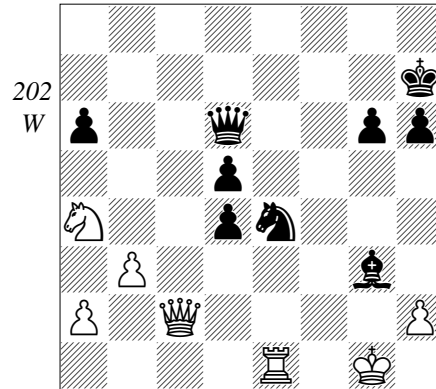


Contents

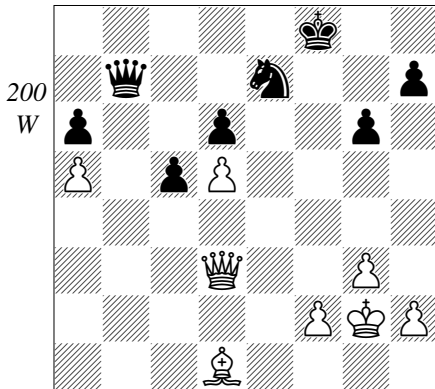
Introduction	4
Basic Tactical Ideas	5
Symbols	8
Difficulty Ranges for Each Chapter	8
Part 1: With Hints, Questions and Tasks	
1 Warming Up	9
2 Checkmate	28
3 Your Choice	36
4 Getting Tricky	56
5 Endgame Exercises	74
6 Tough Nuts	93
7 Tough Choices	111
Part 2: No Clues!	
8 Not Too Hard	123
9 Tricky Tasks	141
10 Endgame Challenges	155
11 Nightmare!	175
Index of Themes	191



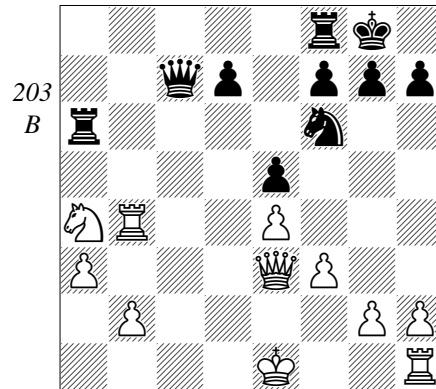
White's next move in the game allowed perpetual check. Show how he could have avoided that and won.



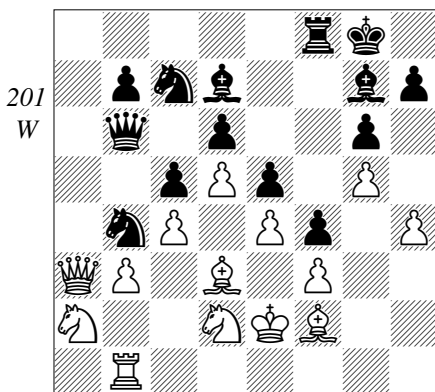
Black has just landed a blow on the kingside. Your task is to find an accurate defence for White.



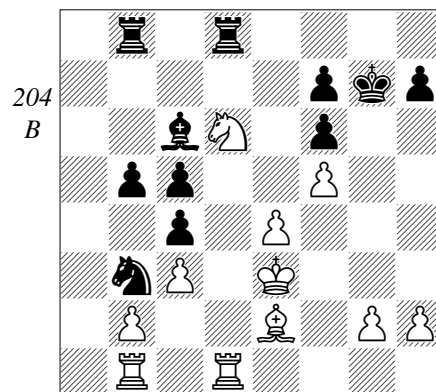
White has a very promising position, but there's only one way to win right away.



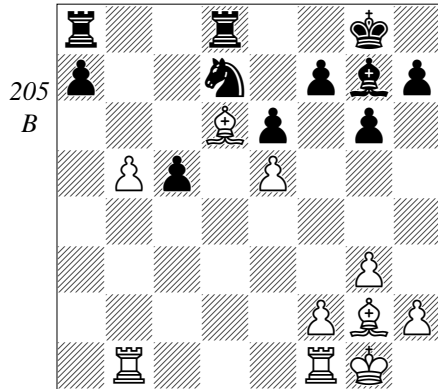
White's king is still in the centre. Can Black take advantage of this?



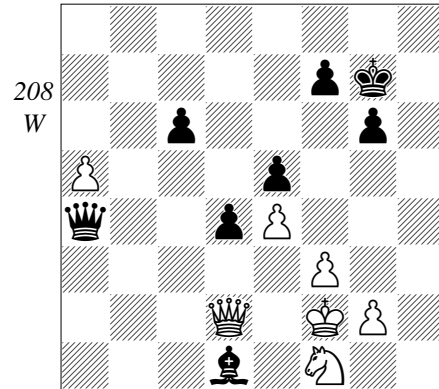
White would clearly like to remove the black knight from b4. But think carefully about how to do so.



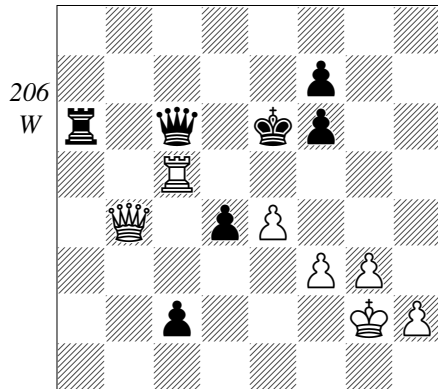
How can Black secure a big advantage?



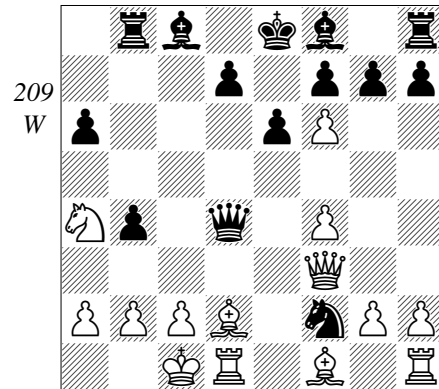
It looks like Black must lose an exchange. But maybe it's not so bad?



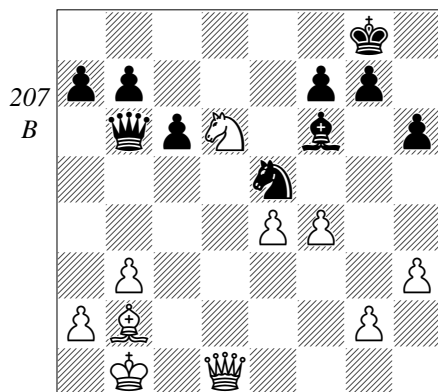
How can White strengthen his position?



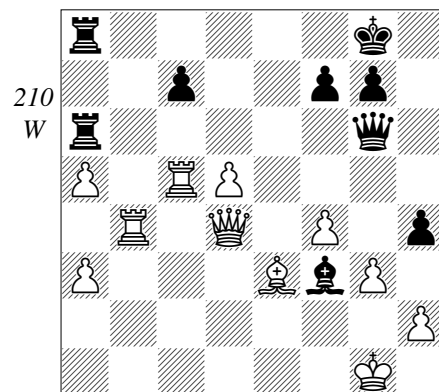
How should White press home his advantage?



Find the best move and carefully calculate the variations that follow.



It seems necessary to retreat the knight from e5. But to where?



Black is trying to create counterplay. How should White react?

199) Zhang Xiao – Nie Xinyang*Tianjin 2018/19*

White must first secure his king, and only then think about pushing his a6-pawn.

35 ♖b4!

After 35 ♖c6? ♜xf4 36 ♖xa8 ♜xh3+ the game ends with perpetual check: 37 ♔f1 ♜d3+ 38 ♔e1 ♜g3+ = or 37 ♔h1 ♜ef2+ 38 ♜xf2 ♜xf2+ (the game was drawn here) 39 ♔g1 ♜h3+ = (or 39...h3 40 ♜c8+ ♔h7 41 ♜f5+ =).

35...♜xf4 36 ♖e1 ♜xh3+

36...♜g5 37 ♜e3 +-.

37 ♔f1

Black's attack is over, and next move White will take the knight. Not 37 ♔h1? ♜ef2+ +-.

37...♜h2 38 gxf3 ♜xh3+

38...♜h1+ 39 ♔e2 +-.

39 ♔g1 +-**200) Lu Miaoyi – Li Haoyu (variation)***Tianjin 2018/19***45 ♖e2!**

45 ♖f3? ♜f5 is unclear, while after 45 ♜f3+?! ♔g7 46 ♜c3+ ♔f7 White has a large advantage, but Black retains chances to hold the position.

45...♜xd5+

Or 45...♜xd5 46 ♖f3 ♜b4 47 ♖xb7 ♜xd3 48 ♖xa6 +-. After 45...♜f5 46 ♜xa6 ♜xd5+ 47 ♖f3 ♜a2 48 h4 +- Black's threats are over, as he gains nothing from 48...♜e3+ 49 ♔g1 ♜a1+ 50 ♔h2.

46 ♜xd5 ♜xd5 47 ♖xa6

Material is equal, but White has a decisive advantage because of his passed a-pawn. For example: 47...♜c7 48 ♖b7 ♔e7 49 a6 ♜b5 50 ♖c6 ♜a7 51 ♖d5 +-.

201) Lyrberg – Murzin*Stockholm 2018/19*

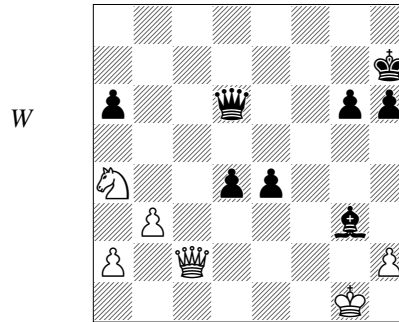
24 ♜xb4! (24 ♜xb4? is wrong because before recapturing, Black can drive the white queen away by 24...♜a8! 25 ♜b2 ♜xb4 ♞) **24...♜xb4 25 ♜xb4 cxb4 26 c5** (as played in the game) gives Black a hopeless position because the g7-bishop is out of the game. For example: **26...dxc5 27 ♖xc5 ♜a8 28 ♖xb4 +-.**

202) Pranav – A.Liang*Stockholm 2018/19*

The first step is to reduce Black's attacking potential, and the knight is the obvious target.

34 ♜xe4!

34 hxg3? loses to 34...♜xg3+ 35 ♔f1 d3! 36 ♜g2 d2 (as played in the game) 37 ♜d1 ♜e3 +- and White has no good defence against the knight check on g3.

34...dxe4 (D)**35 hxg3**

Now the position is close to a draw. For example: **35...♜xg3+** (35...d3 36 ♜f2 d2 37 ♜c3 =) **36 ♔f1** (36 ♜g2 ♜e5 37 b4! = also secures a draw) **36...♜f3+** (36...d3 37 ♜f2 =; 36...e3 37 ♜c5 =) **37 ♜f2 ♜h1+ 38 ♔e2 ♜h5+ 39 ♔f1 =** and the game will end with perpetual check.

203) Ruiz Castillo – Taghizadeh*Burlingame 2019*

After **20...♜xa4! 21 ♜xa4 ♜c2** (as played in the game) Black will win one of White's rooks, and the game: **22 ♜b4** (22 0-0 ♜xa4 +-) **22...♜b1+ 23 ♔f2 ♜xh1 +-.**

204) P.Almagro – Kravtsov*Madrid 2012*

25...♜d7! (next move Black will attack the d6-knight, which has nowhere to go) **26 ♖f3 ♜bd8 27 e5 ♖xf3 28 ♔xf3** (the game ended 28 ♜e8+? ♜xe8 29 ♜xd7 ♖c6 0-1) **28...fxe5 29 ♜e8+ ♔f8 ♞** with an extra pawn and good chances to win.

205) Javakhadze – Eswaran*Burlingame 2019*

Black can clearly get the white e5-pawn for the exchange, but must also hold on to the c5-pawn.

23...♜ac8!

After 23...♗xe5? 24 ♖xc5! ♜ac8 (24...♗f8!?) 25 ♖xa7 +- (as played in the game) White's b-pawn is too strong.

24 ♖b7

Or 24 f4!? ♗f8 25 ♖b7 ♗xd6 26 ♖xc8 ♗xe5!, with unclear play.

24...♗xe5 25 ♖xc8

25 ♖xe5 ♖xe5 26 ♖xc8 ♜xc8 =.

25...♜xd6

with a playable game, and near-equality.

206) Training position

Rather than taking the black queen, the priority is to neutralize the dangerous pawn on c2.

1 ♖b3+!

After 1 ♖c4+? ♗d6! (1...♗d7? 2 ♖xc2 +-) 2 ♖xd4+ ♗c7 Black achieves a draw thanks to his strong passed pawn: 3 ♖c3 ♖xc5! 4 ♖xc5+ ♜c6 =.

1...♗d6 2 ♜xc2 +-

207) Røyset – J.Trevelyan

Hastings 2018/19

37...♗g6!

The more natural 37...♗d7? is a mistake due to 38 e5 ♗e7 (38...♗d8 39 ♗xf7 +-) 39 ♗f5 +-, as played in the game.

38 e5

38 ♗xf6 gxf6 is unclear.

38...♗e7

Other squares for the bishop are less fortunate: 38...♗d8? 39 f5 ♗f4 40 ♗c4! ♖c7 41 ♖g4 +- or 38...♗h4?! 39 f5 ♗f4 40 a3! with an attack; e.g., 40...♖f2 (40...♗d5 41 f6 ±) 41 ♗xf7.

39 f5 ♗f4!

39...♗f8?! 40 ♗c8 ♖c7 41 ♗xe7+ ± gives White a large advantage.

40 ♗c8

40 ♗c4?! ♖f2 ♠.

40...♖c7

with an unclear position. Next the knight will go to d5.

208) A.Barton – M.Chapman

Hastings 2018/19

46 ♗h2!

On g4 the knight will create serious problems for Black. 46 ♗g3? (as played in the game) should have been answered with 46...f6!,

denying the white queen the g5-square, and so leaving the knight uselessly placed on g3.

46...f6 47 ♗g4 ♗f7

47...g5?! 48 ♖e1! ♖b3 49 ♖h1 +-.

48 a6!

with a large advantage. While Black is dealing with the a-pawn, White will bring his queen into the attack on the other flank. For example:

48...♗e6 (48...g5?! 49 a7 ♖b3 50 ♖b2 +-) **49 ♗g3 c5 50 ♖h6 ♖xa6 51 ♖xg6 ±.**

209) C.Murphy – Leenhouts

Hastings 2018/19

16 ♖c3!

Only this move is good enough; otherwise White loses. 16 c3? bxc3 17 ♖xc3 ♖xd1+ -+.

16...♖xd1+ 17 ♖xd1 ♗xd1 18 ffg7

18 ♖e5? ♗f2 -+.

18...♖xg7

18...♗g8? 19 gxf8♖+ ♗xf8 20 ♖d4 +-.

19 ♖xg7 ♗f2!

19...♗g8? 20 ♖d4! (20 ♖e5? ♗f2) 20...♖b7 21 ♖g1 +-.

20 ♖xh8 ♗xh1 21 ♖e5 ±

White has a slight advantage thanks to the bad knight on h1.

210) Kalavannan – A.Taylor

Hastings 2018/19

34 f5!

In the game 34 ♗f2? hxg3+ 35 hxg3 ♖h5 ♠ gave Black a dangerous attack.

34...♖xf5 35 ♖f4

An exchange of queens will kill Black's attack, leaving the a5-pawn as a decisive advantage.

35...♖f6 36 ♖xf5 ♜xf5 37 ♖f4 ♜xf4 38 ♖xf4 +-

211) Zelesco – Kravtsov (variation)

Al Ain tt 2012

20...f4!

Not 20...♗xd4? 21 ♖xd4 ♖xd4 22 ♗ge2 ±.

21 ♖xf4 ♜f8 22 ♗ce2 g5

Black wins the bishop and the game. 23 d5 doesn't help in view of **23...♗xf4 24 dxc6 ♗xh3+ 25 gxx3 ♖xd1+ -+.**

212) Kravtsov – Abergel (variation)

Cappelle-la-Grande 2013