

# Contents

Introduction .....	7
<b>Chapter 1 – Double attack .....</b>	<b>9</b>
Exercises.....	11
Solutions.....	15
<b>Chapter 2 – Discovered attacks and line clearances .....</b>	<b>24</b>
Exercises.....	28
Solutions.....	36
<b>Chapter 3 – Skewers and pins .....</b>	<b>58</b>
Exercises.....	61
Solutions.....	68
<b>Chapter 4 – The pinning bishop versus the ♖+♗ battery... ..</b>	<b>86</b>
Exercises.....	88
Solutions.....	91
<b>Chapter 5 – Elimination of the defence .....</b>	<b>98</b>
Exercises.....	101
Solutions.....	107
<b>Chapter 6 – Trapping pieces .....</b>	<b>121</b>
Exercises.....	125
Solutions.....	133
<b>Chapter 7 – Promotion.....</b>	<b>151</b>
Exercises.....	154
Solutions.....	160
<b>Chapter 8 – Drawing weapons.....</b>	<b>173</b>
Exercises.....	175
Solutions.....	178

<b>Chapter 9 – Defensive weapons</b> .....	<b>185</b>
Exercises .....	187
Solutions .....	191
<b>Chapter 10 – Queen manoeuvres and the weak f2/f7-point.</b> ..	<b>200</b>
Exercises .....	202
Solutions .....	206
<b>Chapter 11 – Attacking weapons</b> .....	<b>215</b>
Exercises .....	217
Solutions .....	221
<b>Chapter 12 – Mix</b> .....	<b>232</b>
Exercises .....	232
Solutions .....	254
<b>Chapter 13 – Pattern combinations</b> .....	<b>302</b>
Exercises .....	302
Solutions .....	309
Index of names .....	325
Explanation of symbols .....	333

# 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*.

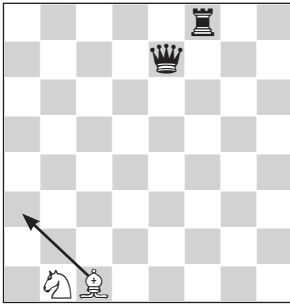
Last but not least, I want to express my gratitude to my parents for their unwavering belief in me and my friends Rosa and Hein Jan for their invaluable support during a challenging period.

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

Frank Erwich

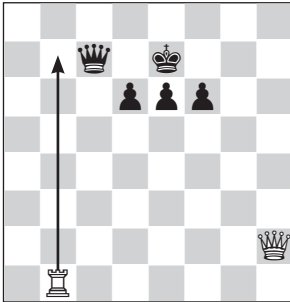
Leiderdorp, June 2024

## Chapter 3 – Skewers and pins



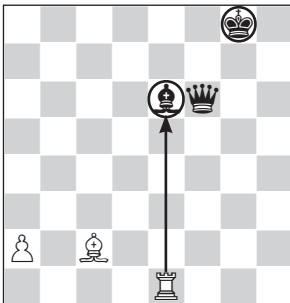
### 22. The bishop skewer on the a3-f8/f1-a6 diagonal

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



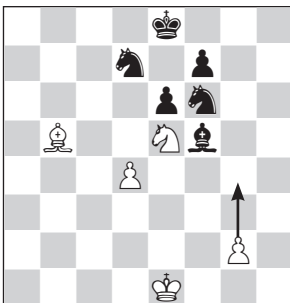
### 23. Sacrificing a rook for an absolute skewer

Since a direct skewer via 1. ♖h7+ is insufficient due to 1... ♔d8, White increases the distance between the black king and queen by employing a decoy through a rook sacrifice. After 1. ♖b7 ♕xb7 2. ♕h7+, the king is no longer able to shield the queen.



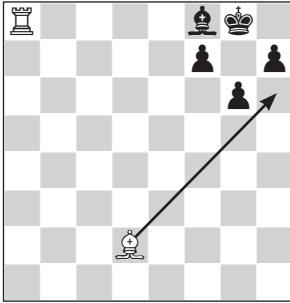
### 24. Decoying for an absolute pin on the a2-g8/g1-a7 diagonal

The luring sacrifice 1. ♖xe6 wins the bishop, as after 1... ♕xe6 White pins the queen by 2. ♗b3.



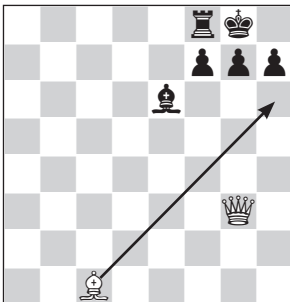
### 25. Exploiting a pin on the knight along the a4-e8/e1-a5 diagonal

After 1.g4, with gain of tempo, the white pawn can advance to g5. Should Black opt for 1... ♗xg4, then White deflects the knight on f6 with 2. ♗xd7+, resulting in material gain after 2... ♖xd7 3. ♖xg4. Alternatively, if Black withdraws the bishop, 2.g5 wins a knight by eliminating the f6-knight's defence of the knight on d7.



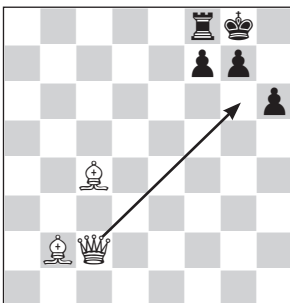
### 26. The back-rank pin

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.



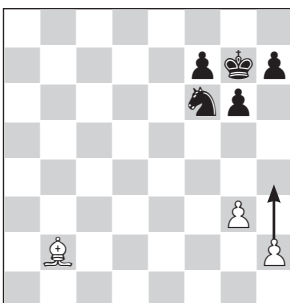
### 27. Attacking the pinned g2/g7-pawn

With 1. ♖h6 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. ♕e5, threatening mate and forcing the interposition of the f-pawn, thereby releasing its defence of the bishop.



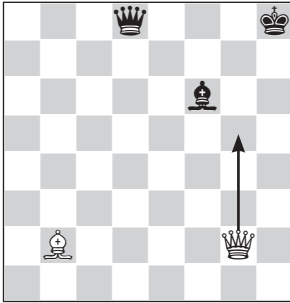
### 28. The pinned f2/f7-pawn is a poor defender

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.



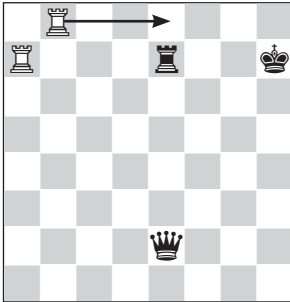
### 29. The eternal pin

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



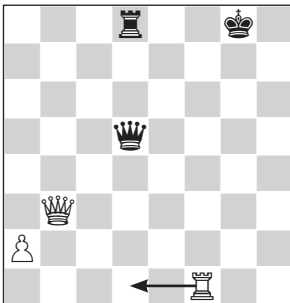
### 30. Saint Andrew's Cross

The 'clean' cross-pin after 1. ♖g5 yields White material. The bishop is pinned both relatively and absolutely along two diagonals.



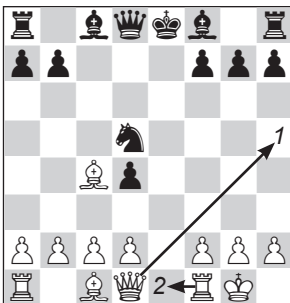
### 31. The Maltese Cross

A vertical and a horizontal pin result in White gaining material after 1. ♖e8, as the rook on e7 is pinned both relatively and absolutely. In this 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. ♖d1, forming an Oblique Cross (although the queen is not pinned on the d-file, but skewered). If 1... ♗xb3, White first captures the rook with an intermediate check and then recaptures the queen.

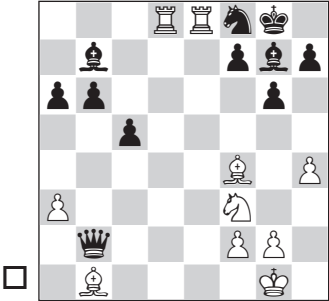


### 33. Power play by queen and rook in the opening

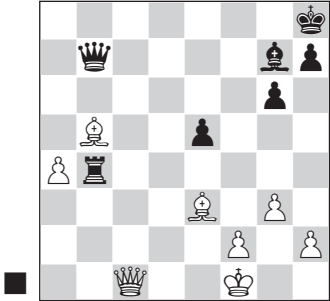
With 1. ♕h5, the queen pins the f7-pawn to the king and the knight to the f7-pawn. Subsequently, if Black plays 1... ♗e6, White pins this bishop with 2. ♖e1. Now White threatens both 3. ♖xe6+ and 3. ♕xd5/♗xd5, while if Black responds with 2... ♖f4, White wins the knight with 3. ♗b5+ ♖e7 4. ♕g5+.

# Skewers and pins – Exercises

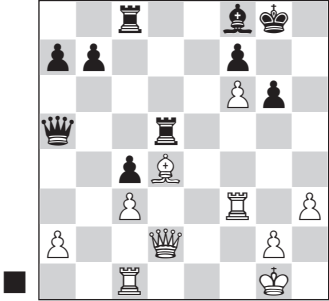
73



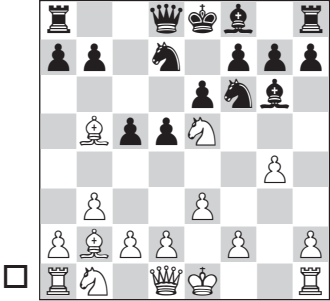
74



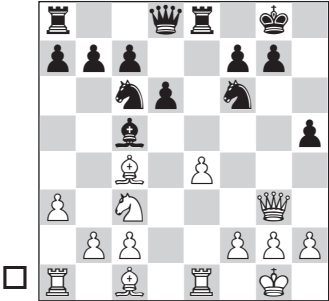
75



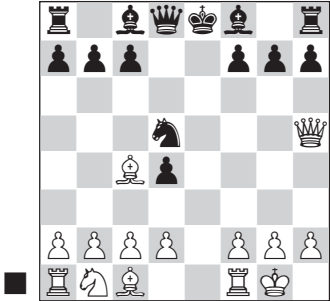
76



77



78

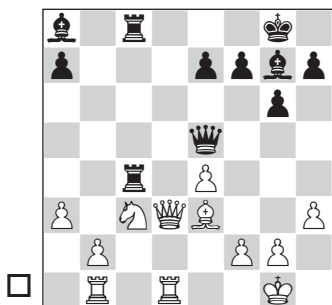


What do you think of 14. ♖h6 ?

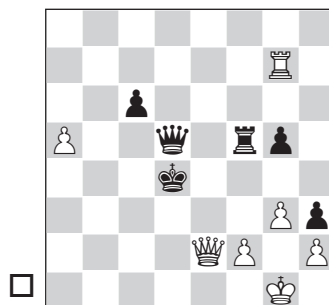
How should Black defend?



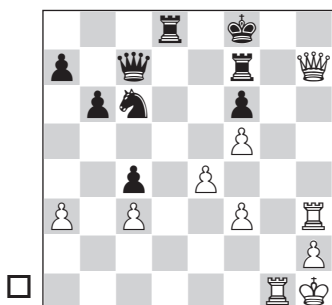
79



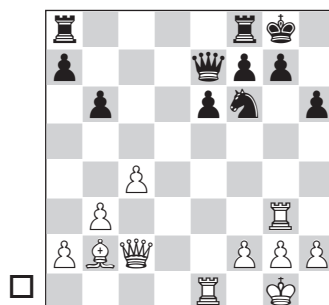
80



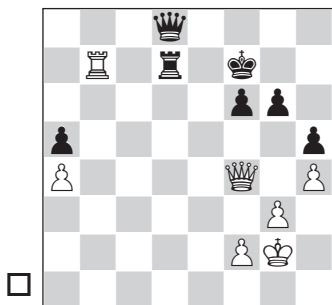
81



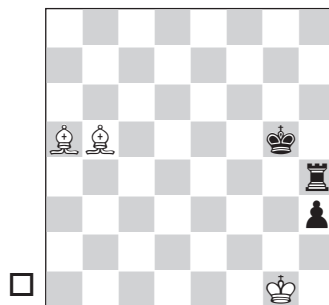
82



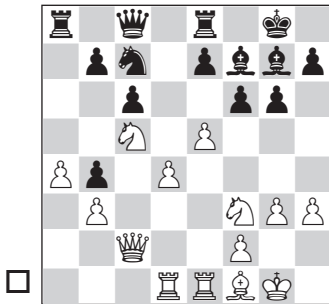
83



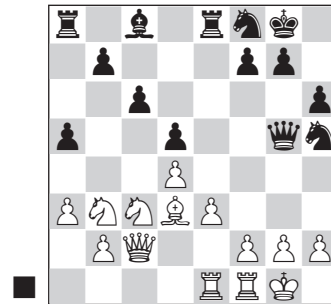
84



85

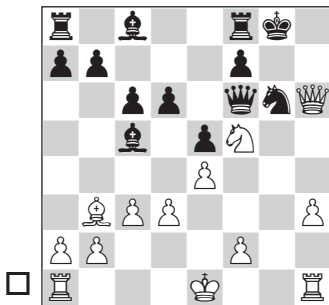


86

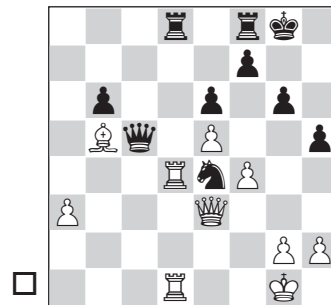


What do you think of 16...♙h3 ?

87

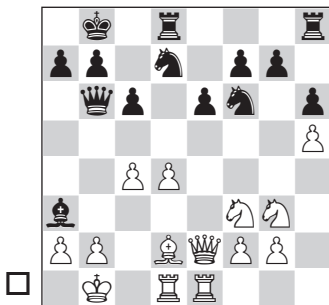


88

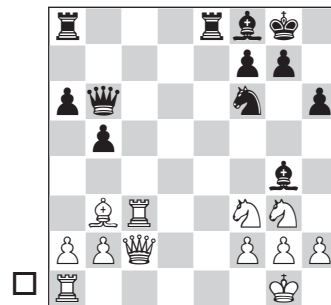


What do you think of 30.♙xe4 ?

89

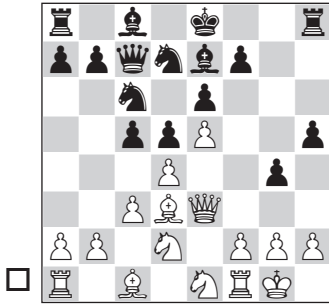


90



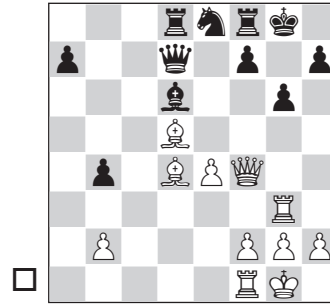


97

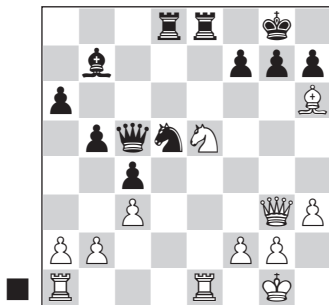


What about 13.f4 ?

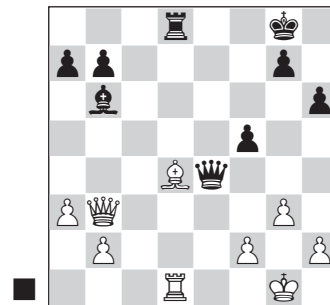
98



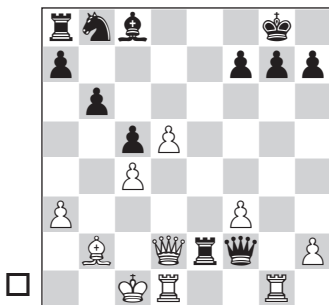
99



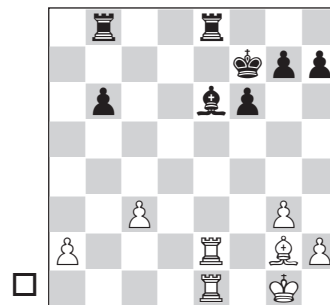
100



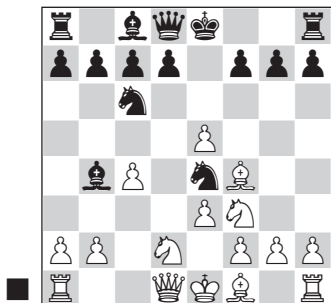
101



102

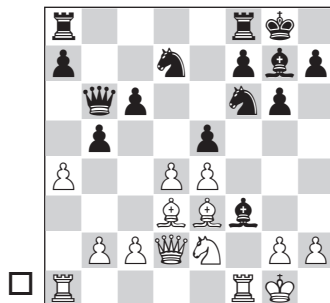


103



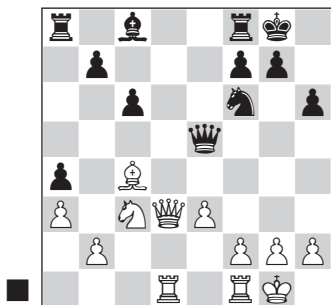
Does the ...g7-g5-g4 push win material?

104

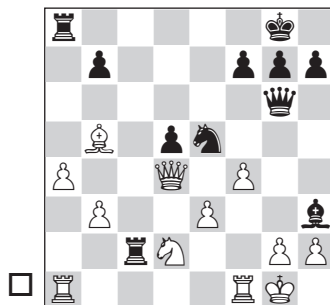


What do you think of the intermediate 14.dxe5 ?

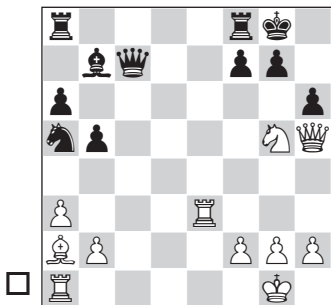
105



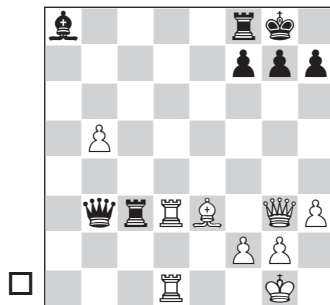
106



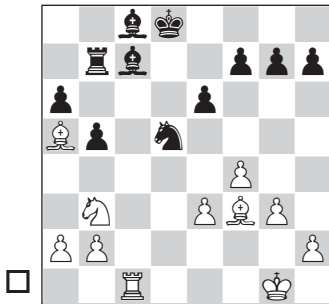
107



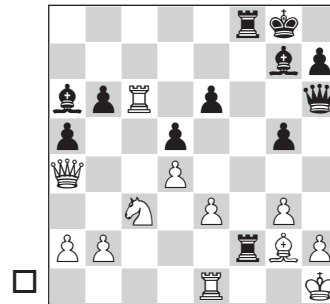
108



109

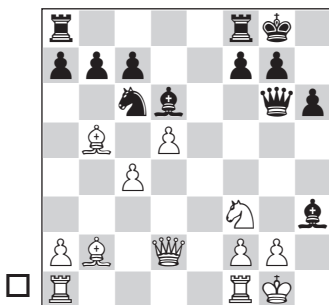


110

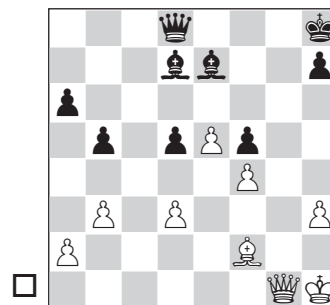


What do you think of 23. ♖xe6 ?

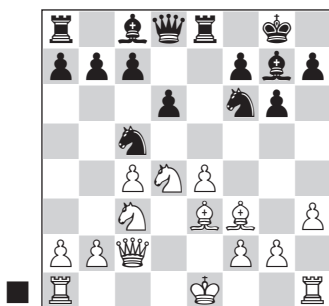
111



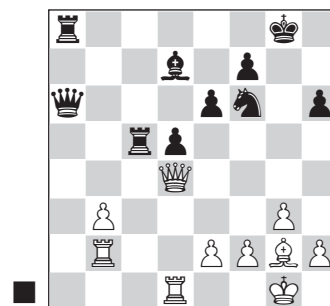
112



113



114



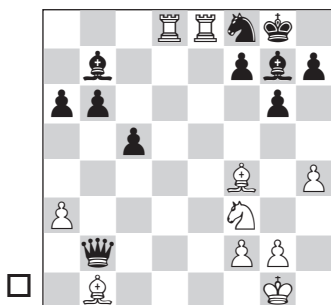
## Skewers and pins – Solutions

Solution 73

**Moheb Ameir**  
**Elwaleid Abdalla**

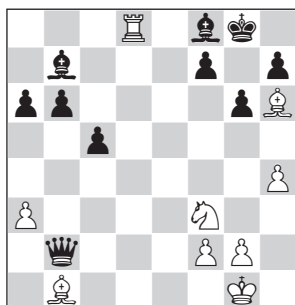
2092

Cairo tt 2009



White starts the attack with an exchange sacrifice:

**28. ♖xf8+! ♙xf8 29. ♙h6**



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

**29... ♗g7**

Or 29... ♗xb1+ 30. ♖h2 and checkmate with ♖xf8 is coming.

**30. ♙xg7 ♗xg7**

White is up a rook.

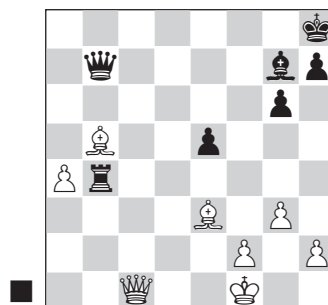
Solution 74

**Rune Djuhuus**  
**Brede Kvisvik**

2458

2235

Oslo 2011



**29... ♖b1! 0-1**

Luring the queen, making it loose.

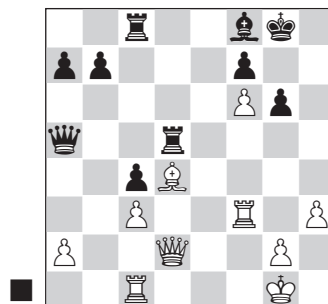
White resigned because of 30. ♗xb1 ♙h1+ 31. ♖e2 ♗xb1. **Pattern 23**.

Solution 75

**Hubert van Kooten**  
**Nigel Davies**

2515

Viissingen 1998



**25... ♖xd4!**

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

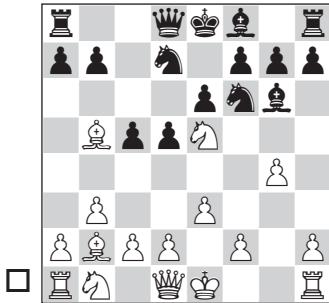
White resigned, as 26. ♖xd4 (26. cxd4 ♖xd2) loses the queen to a pin: 26... ♙c5.

Solution 76

**Piotr Kaczorowski** 2088

**Agnieszka Dmochowska** 1783

Góra Świętej Anny 2013



**8.g5! ♙h5**

The counterattack 8...a6 does not bring Black salvation: 9.gxf6 (9. ♖xg6 transposes) 9...axb5 10. ♖xg6 hxg6 11.fxg7 with a decisive fork, thanks to the defending bishop on b2. An important detail to keep an eye on.

**9. ♙xd7+**

9.gxf6 ♙xd1 10. ♙xd7+ ♖xd7

11. ♖xd7 wins as well.

But not 9.f3?



analysis diagram

9...a6! 10.gxf6 axb5 11. ♖xd7 ♙xd7!  
12. ♖e2 (12.fxg7 ♖h4+ 13. ♙e2  
♙xg7 14. ♙xg7 ♖hg8--+) 12...gxf6 ♣

**9... ♖xd7**

9... ♖xd7 10. ♖xh5.

**10. ♖xd7 ♙xd1 11. ♖xf6+ gxf6**

**12. ♙xd1**

12. ♙xf6 allows 12... ♙f3.

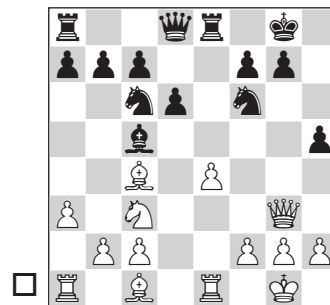
White is a piece up and he won the game (**Pattern 25**).

Solution 77

**Jacinto Ortiz Gil**

**Maria Jose Perez Oliveros**

Albania Colombian Amateur Championship 2010



**14. ♙h6**

Not good, but it turns out well.

After 14. ♙g5 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... ♖g4!  
15. ♙e3 ♙xe3 16.fxe3 ♖ce5 with a positional advantage.

**15. ♖xg6+ ♙h8 16. ♖g7#**



Solution 78

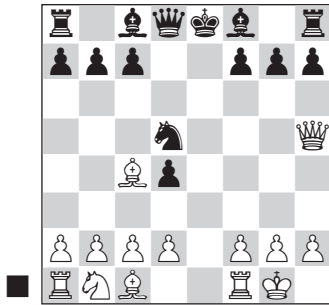
**Mai Narva**

2276

**Galina Mikheeva**

1968

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. ♖e5+ ♙e6 10. ♗xd4 ♘d6**



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

**11. ♗xg7 ♙xh2+ 12. ♔xh2 ♗h4+**

**13. ♔g1 0-0-0**

Black played 8...♙e6, possibly to prevent 9.♖e5+, but now she gets entangled in all kinds of pins.

**9. ♔e1!** (threatening both 10. ♗xe6+ and 10. ♗/♙xd5; **Pattern 33**) **9...♘f4**  
**10. ♗b5+ c6 11. ♗xb7** and White won.

Solution 79

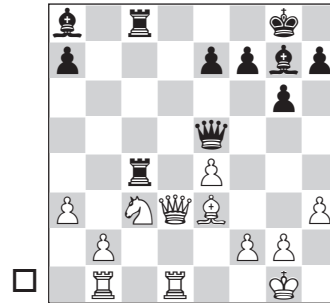
**Milos Milosevic**

2249

**Vuk Damjanovic**

1906

Belgrade 2017



**25. ♗xc4!**

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

**25...♖xc4 26. ♖d8+ ♙f8 27. ♘h6 ♗g7**  
**28. ♘xg7 ♔xg7 29. ♖xa8 1-0**

Solution 80

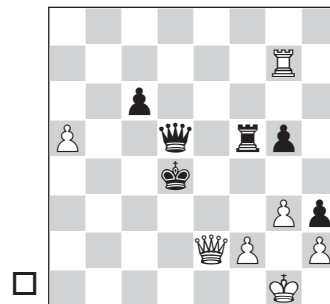
**Krishnan Sasikiran**

2676

**Victor Laznicka**

2681

New Delhi 2011



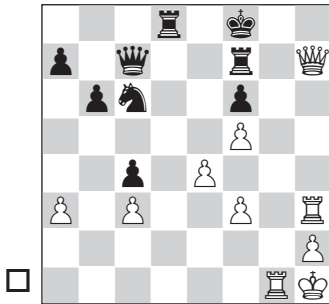
**72. ♖d7! 1-0**

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... ♖xd7 73. ♖d2+.

Solution 81

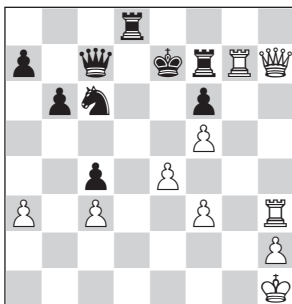
**Leonid Stein**  
**Nikolai Krogius**

Kiev tt 1960



**33. ♖g8+!**

It also seems tempting to force the king to the seventh rank with 33. ♖g8+ ♕e7, but now the rook on g8 turns out to be awkwardly placed. If 34. ♖xf7+ ♕xf7 35. ♖h7+, then Black can capture this rook for free with 35... ♕xg8, while after 34. ♖g7



analysis diagram

34... ♖xg7 (34... ♖df8? allows the trick played in the game: 35. ♖xf7+ ♖xf7 36. ♖xf7+! ♕xf7 37. ♖h7+) 35. ♖xg7+, the black king can walk away, protecting its queen: 35... ♕d6.

**33... ♕e7 34. ♖xf7+!**

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... ♕xf7 35. ♖h7+ ♕f8 36. ♖xc7**

The endgame is winning for White.

Solution 82

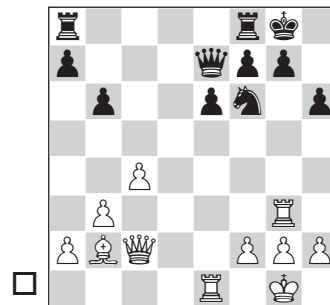
**Alexander Motylev**

2597

**Vaclav Finek**

2409

Prague 2023



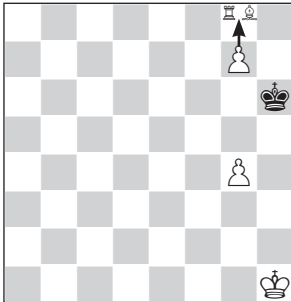
With the black queen and rook on the same diagonal, the position is screaming for the ♕a3 skewer from **Pattern 22**.

**22. ♖c1!**

Preparing the skewer but also threatening 23. ♖xh6. Since the latter is more disastrous, Black has to give up an exchange.

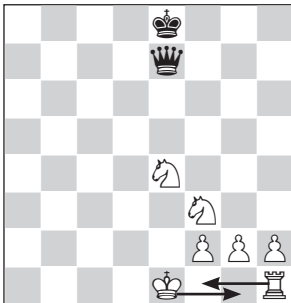
**22... ♕h7 23. ♕a3 ♖c7 24. ♕xf8+—**

## Chapter 9 – Defensive weapons



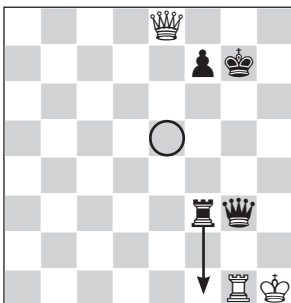
### 81. Avoiding stalemate by underpromotion

Here, promoting to a queen results in stalemate, while after 1.g8♖+ ♔g5, White cannot defend the last remaining pawn without giving up the knight, allowing a drawn ♔+♖ vs ♔ endgame. Therefore, promoting to either a bishop or a rook is the only way to win.



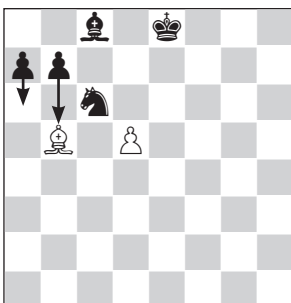
### 82. Defending against a pin on the e-file

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.♖e1, thus pinning the queen. If Black doesn't capture, then White has saved their knight with a healthy developing move.



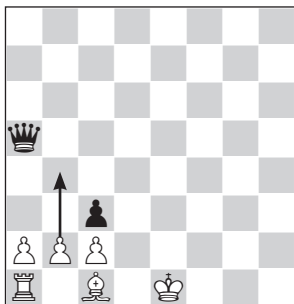
### 83. Defending with and against the counterpin

The queen is pinned, but with the counterpin 1...♖f1, Black prevents its capture. However, White counteracts the counterpin by forking the king and queen: 2.♗e5+!. The pinned black queen is a poor defender. (With a white pawn on e5, White would have no better than 2.♖xf1, allowing Black to draw with ...♗g3-h3-g3+.)



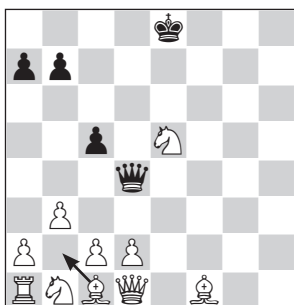
### 84. Unpinning the knight by counterattacking the pinning bishop

Black can unpin the knight by attacking the white bishop with 1...a6 2.♙a4 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.



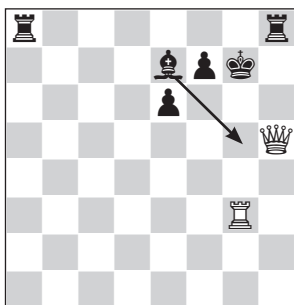
### 85. Pushing the b-pawn

1.b4 gains a crucial tempo and takes the threat of 1...cxb2+ with discovered check out of the position.



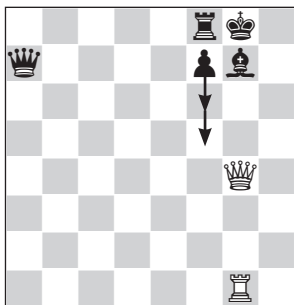
### 86. Defending against a double attack

With 1.♘b2, White lures the double-attacking black queen behind enemy lines, where it will be in mortal danger. After 1...♙xb2 2.♘c3, White threatens 3.♘c4, winning the queen, but even after 2...♙a3, 3.♘b5+! followed by 4.♘c4, 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 ♘c4.



### 87. The 'patzer' interposition

By interposing the bishop with 1...♘g5, Black disrupts the communication between the white queen and rook. After 2.♙xg5+, the king can safely move to f8 (which wasn't possible in the starting position due to 2.♙xh8#), while after 2.♖xg5+, the rook obstructs the queen: Black plays 2...♙f6 and White doesn't have 3.♙g5#.

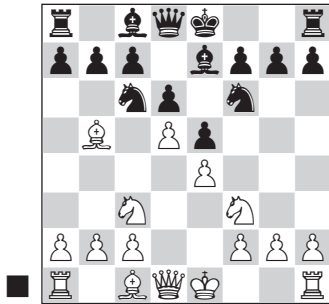


### 88. The seventh-rank clearance defence

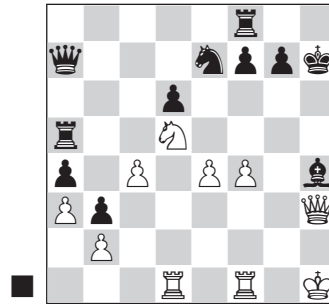
By moving the f-pawn with 1...f6 or 1...f5, Black clears the seventh rank so the queen can defend against White's mating threat 2.♙xg7#. Sometimes there are more obstacles blocking the seventh rank. In such cases, clearance might require multiple steps. For example, with an extra black bishop on b7, Black would first have to play 1...♘g2 and only after 2.♖xg2 clear the seventh rank with ...f7-f6/f5.

# Defensive weapons – Exercises

271

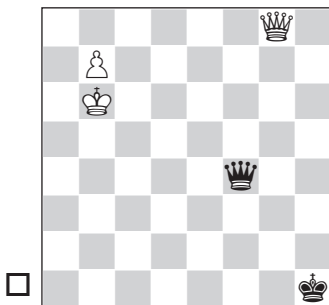


272

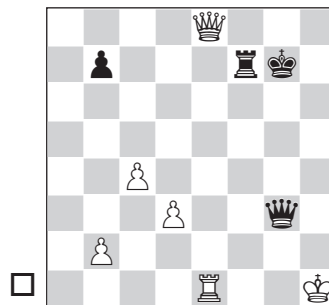


How do you evaluate this position?

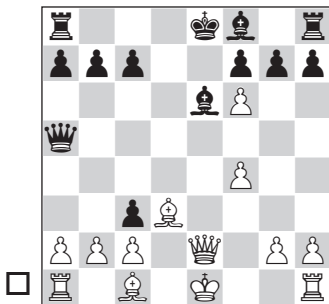
273



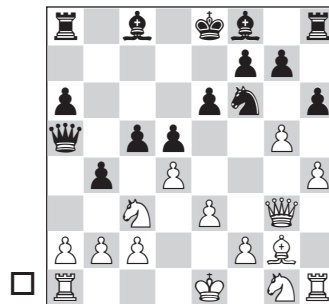
274



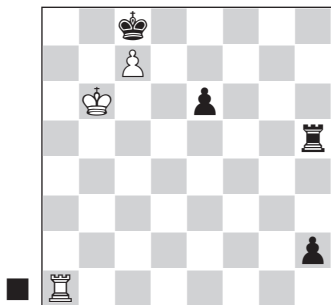
275



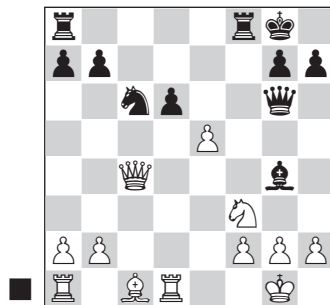
276



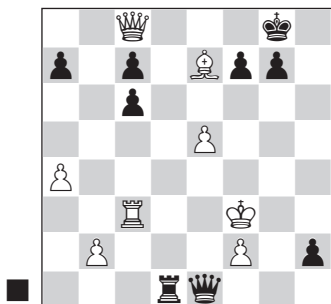
277



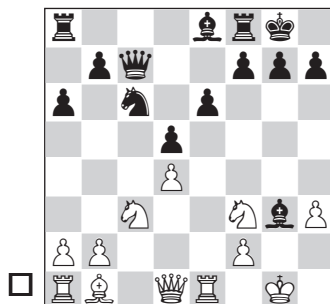
278



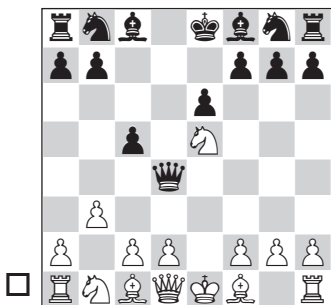
279



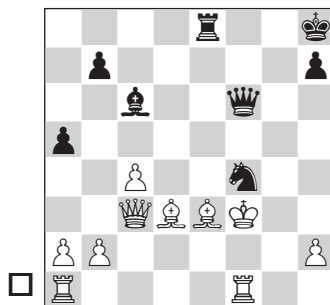
280



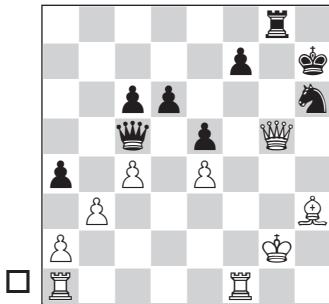
281



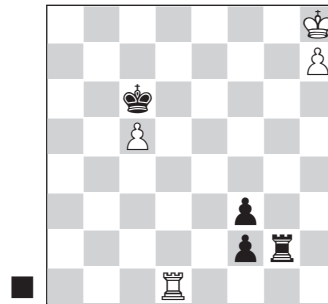
282



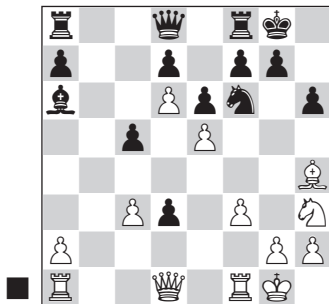
283



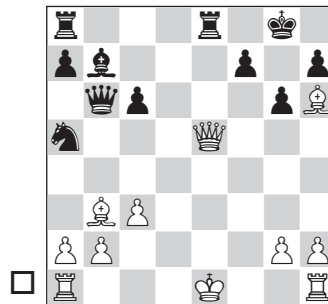
284



285

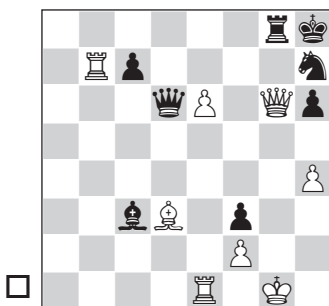


286

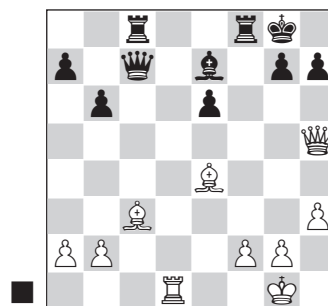


Evaluate 15...g5.

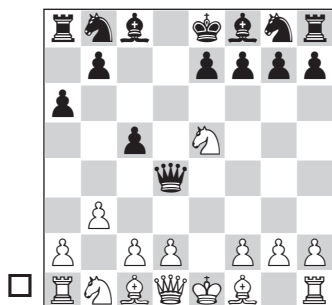
287



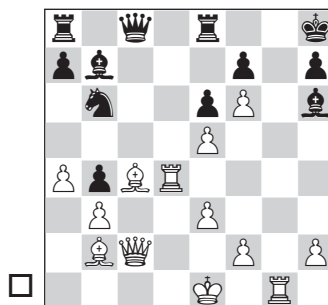
288



289

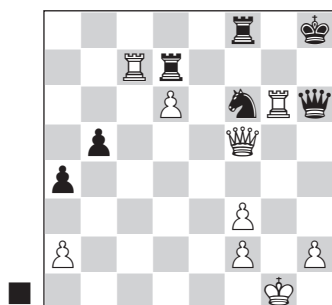


290



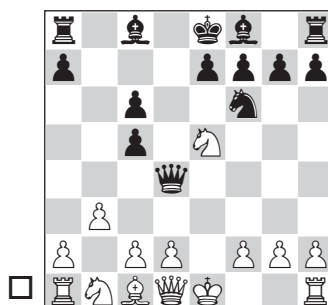
Evaluate 23. ♖xh7+.

291



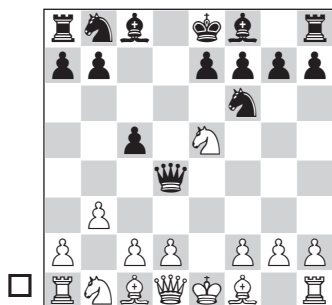
Evaluate 37... ♖xg6+.

292

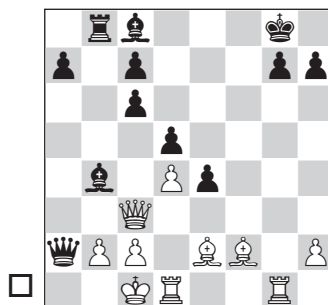


How do you evaluate this position?

293



294



Evaluate 21. ♖xg7+.



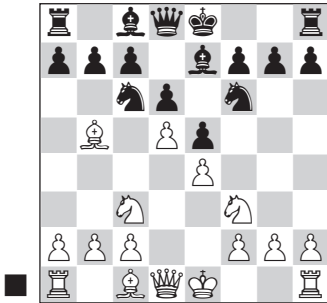
## Defensive weapons – Solutions

Solution 271

**Vladislav Ivarlac****Alexandru Sofineti**

1010

Hannibal Online U8 2020

**6...a6 7. ♖a4 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. ♗xb5! axb5 9. ♖xb5 0-0 10. ♖xc6**, and with two pawns up, White converted.

Solution 272

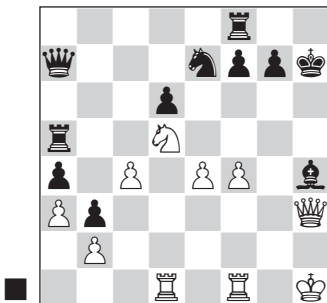
**Jan Timman**

2571

**Dimitri Reinderman**

2581

Wijk aan Zee 2012

**30... ♖h8!**

Black defends against the pin by setting up a pin himself (a variant of **Pattern 82**).

**31. ♗xh4+**

31. ♖d2 ♔g8—+ was the game.

**31... ♔g8—+**

Solution 273

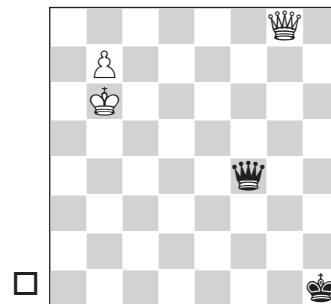
**Mihail Marin**

2500

**Michel Bedos**

2200

France tt 1994/95



The Romanian grandmaster falls for Black's final trap.

**79.b8 ♗?**

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.b8 ♖ (a minor promotion to avoid stalemate; **Pattern 81**) and the in-between check 79. ♗h8+. This gives the king breathing space so White can queen on the next move without having to worry about stalemating Black.

**79... ♖d6+ 80. ♘b7 ♜c6+ 81. ♘a7 ♜a6+ ½-½**

Solution 274

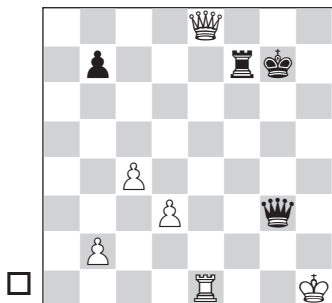
**Somnath Pal**

1326

**Somraj Dey**

1040

KDCA All Bengal Rapid 2022



**1. ♖g1 ♜f1 2. ♜e5+! 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. ♜xf1? ♜h3+ 3. ♘g1 ♜g3+ is a draw.

Solution 275

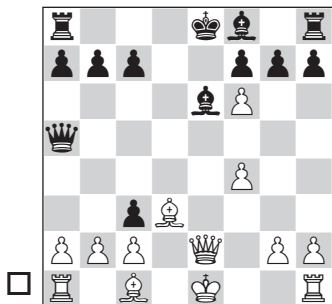
**Roberto Molina**

2420

**Orest Vovk**

2315

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...0-0-0♣.

**12... ♜xb4 13.f5**

Winning the bishop and the game.

Solution 276

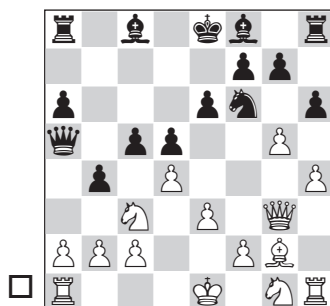
**Konstantinos Betsakos**

2110

**Arne Böhme**

2153

Kiel 2023



**12.gxf6 bxc3 13.b4! 1-0**

Black resigned, since 14.fxg7 will yield White a bishop – **Pattern 85**.

Solution 277

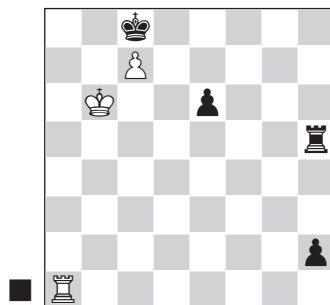
**Ratmir Kholmov**

2480

**Jaan Ehvest**

2460

Volgodonsk Soviet Championship semifinal 1983



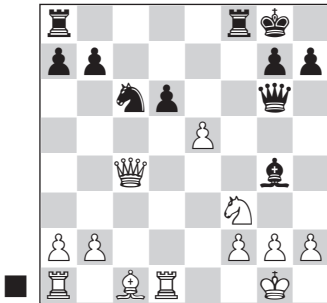
**72...h1 ♕!**

Avoiding stalemate thanks to the underpromotion to a bishop (**Pattern 81**). The rest was easy. 72...h1♚? 73.♖a8+! ♚xa8 stalemate.

Solution 278

**Carissa Yip** 2430  
**Zhu Jiner** 2459

Polgar Challenge rapid 2021



**17...d5!**

This interposition (**Pattern 87**) serves to lure the rook or queen to an unfavourable square and to make ♖(x)d6 impossible.

- 17...♔h8 18.♖xd6±;
- 17...♕e6 18.♚e2±.

**18. ♚xd5+**

- 18.♖xd5 ♕e6 19.♘g5 ♖ad8 0-1, was the game continuation;
- 18.♚d3 ♚h5 with a huge attack.

**18...♔h8**

With the white queen in the way of its rook, there is no ♖d1-d6, winning a crucial tempo to unpin the knight. White is lost. A sample line:

**19. ♘h4**

19.♔h1 ♚h5! and 20...♖xf3 next.

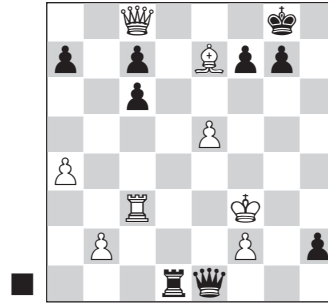
**19... ♚h5 20.f3 ♖ad8 21. ♚b3 ♕e6**

**22. ♖xd8 ♖xd8 23. ♚a4 ♖d4-+**

Solution 279

**Aleksandr Karpatchev** 2570  
**Alexander Potapov** 2475

St Petersburg Russian Championship 1998 (analysis)



**40...♖d8!**

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...♔h7 41.♚h3+.

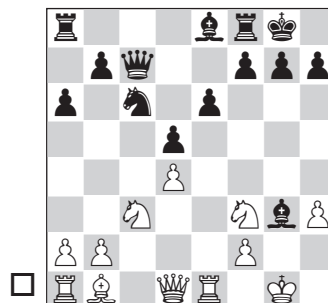
**41. ♚xd8+ ♔h7 42. ♖d3+ g6**

White cannot stop Black queening.

Solution 280

**Valentyn Hulka** 1892  
**Jonathan Monteverde** 2105

European Online U2300 Championship 2020  
(adjusted)



**20. ♚c2!**

With gain of tempo, White prepares the queen for a second-rank defence (a variant of **Pattern 88**).

20.fxg3 ♖xg3+.

20...f5 21.fxg3 ♖xg3+ 22.♖g2!=

Solution 281

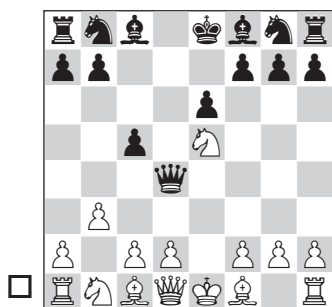
**Andrzej Luczak**

2320

**Zbigniew Ksieski**

2370

Poland tt 1987



White can defend against the double attack (**Pattern 86**).

6.♗b2!

The point is the following:

6...♖xb2

The game continued 6...♖e4+.

7.♔c3

8.♗c4 threatens to trap the queen.

7...♖a3



8.♗b5+!

This in-between check ensures White retains control over a6 and thus prepares 9.♗c4.

8.♗c4?? ♖a6 and Black wins.

8...♗d7 9.♗c4 ♖b4 10.a3

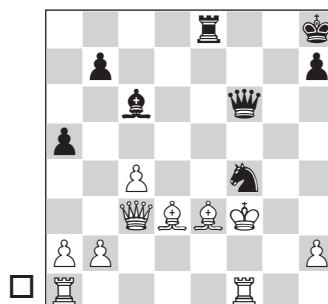
And the queen has been trapped.

Solution 282

**Istvan Solymosi**

**Zoltan Nemeth**

correspondence game 1986



31.♗e4!

By blocking the bishop, White disturbs the communication between Black's pieces (**Pattern 87**).

The game went 31.♗f2 ♖e5! 32.♗e1

(32.♗d4 ♖h4+ 33.♗g1 ♗h3#;

32.♖xe5 ♗xd3+ 33.♗e2 ♖xe5

34.♗xd3 ♗e4+ 35.♗e2 ♖xb2+

36.♗d2 ♖d4++) 32...♖xe3+ 33.♗d2

♖xd3+ 34.♖xd3 ♖xb2+ 35.♖c2

♖d4+ 0-1. 36...♖xa1+ comes next.

31...♗e4+

31...♖xe4 32.♖xf6+.

32.♗f2 ♖e5

With the black bishop in the way of its rook, the king can just walk away:

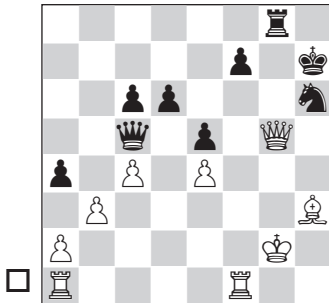
33.♗e1

33.♗d4 and 33.♗xf4 win as well.

Solution 283

**Mahmood Lodhi**  
**Philippe Linster**2391  
2264

Khanty-Mansiysk Olympiad 2010

**33. ♖xf7+! ♔h8**

33... ♗xf7 34. ♕f5+ ♔h8 35. ♖h1+.

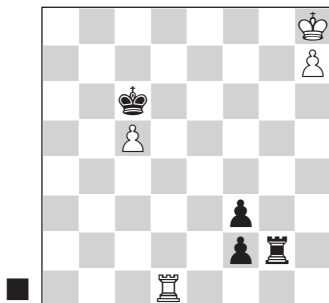
**34. ♖f8! 1-0**Counterpinning the black rook  
(**Pattern 83**).

34... ♖xf8 35. ♕xh6+ ♔g8 36. ♕e6+-.

Solution 284

**Harris Bogdanor**  
**Bertram Brown**

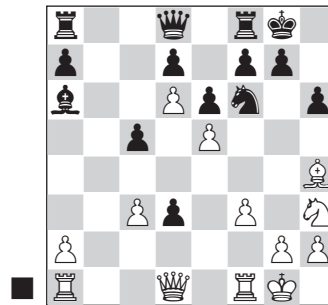
Cheshire 1914

**56... ♖g1! 57. ♖xg1**57. ♖d6+ ♔c7 (57... ♔xc5? allows  
White to have a rampant rook  
(**Pattern 79**): 58. ♖d5+ ♔c4 59. ♖d4+♔c3 60. ♖d3+ ♔c2 61. ♖d2+ ♔c1  
62. ♖c2+ or 62. ♖xf2) 58. ♖c6+ ♔d7  
59. ♖d6+ ♔e7 and Black wins.**57...fxg1 ♕! 0-1**Avoiding stalemate (which  
would have been the case after  
57...fxg1 ♖/fxg1 ♗) thanks to a bishop  
underpromotion (**Pattern 81**).  
58. ♔g8 ♕d4 wins for Black.

Solution 285

**Maxime Lagarde**  
**Koushnik Girish**2655  
2506

Sitges 2019

**15...g5**Unpinning the knight by counter-  
attacking the pinning bishop  
(**Pattern 84**) is Black's only chance,  
but it is not enough to save his  
position.**16.exf6!**

16. ♗xg5 ♗e8! and Black is still alive.

**16...gxh4**The game went 16... ♕xf6 17. ♖a4  
gxh4 18. ♖xa6 and White won.**17. ♖a4!**This nice queen manoeuvre seals  
the deal. Black loses a piece due to  
the double threat of 18. ♖xa6 and  
♖a4-g4+-g7#.