

**BOOK 2**

**COURSE**

**KINGSIDE SACRIFICES  
AND COMBINATIONS  
(SAMPLE CHAPTER 14)**

**Ian Anderson**

# CHess VISUALIZATION COURSE

## BOOK 2: KINGSide SACRIFICES AND COMBINATIONS

### (WITH PREPARATORY POSITIONS )

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## PLY TABLE

The following table can be used in conjunction with the ply depth barriers discussed in the introduction to the book. The first column shows the chapter titles; the last column shows the total number of visualization exercises contained within each chapter (as well as the number of preparatory positions in parentheses). The top row indicates the length of the visualization exercises that range from five to seventeen and more half-moves (ply). A half-move is one move made by either White or Black; thus a variation that is eight half-moves long (or “eight ply”) contains four moves by White and four moves by Black. The line across each chapter shows how many exercises are contained in that chapter for each ply. For example, of the forty visualization exercises in Chapter 1, two of them are five half-moves (ply) long, two are six half-moves (ply) long, five are seven half-moves (ply) long, three are 8 half-moves long, six are 9 half-moves long, and so on.

LENGTH (HALF-MOVES OR PLY):	5	6	7	8	9	10	11	12	13	14	15	16	17+	TOTAL
<b>SECTION 1. SACRIFICES ON F7</b>														
1. EVEN NUMBER OF ATTACKERS ON F7	2	2	5	3	6	5	9	1	1	-	1	-	5	40 (43)
2. EXTRA ATTACKER ON F7	2	-	6	4	8	1	6	-	3	-	6	-	4	40 (60)
3. THE SEQUENCE 1 Nxf7 AND 2 Qxe6	4	-	6	2	8	1	5	2	5	1	4	-	6	44 (78)
4. THE SQUARES F7 AND E6	4	6	4	-	4	1	3	-	-	1	4	2	3	32 (54)
5. THE SQUARES F7 AND G6	2	-	1	-	4	-	4	1	2	-	-	-	6	20 (39)
6. THE SQUARES F7 AND H7	3	-	7	2	5	-	6	1	6	-	2	4	4	40 (103)
<b>SECTION 2. SACRIFICES ON G6</b>														
7. WHITE SACRIFICES A PIECE ON G6	1	-	2	-	6	-	6	-	8	-	-	-	1	24 (52)
8. WHITE PLAYS Rxc6	3	-	5	-	8	-	6	-	8	-	4	-	6	40 (68)
9. WHITE SACRIFICES TWO PIECES ON G6	-	-	3	-	5	-	1	-	3	-	4	-	8	24 (65)
<b>SECTION 3. SACRIFICES ON H7</b>														
10. WHITE PLAYS 1 Nxc7 (BLACK Pg6)	4	-	4	-	10	-	2	-	6	-	5	-	9	40 (93)
11. WHITE PLAYS 1 Nxc7 (NO BLACK Pg6)	1	1	2	-	2	-	1	-	-	-	1	-	8	16 (44)
12. THE SEQUENCE 1 Bh7+ AND 2 Nf7	4	-	8	-	3	1	2	-	1	1	2	-	6	28 (42)
13. 1 Bxc7+ Kxc7 2 Qh5+ Kg8 3 Qxf7+	-	-	2	-	2	1	2	1	8	-	6	-	10	32 (88)
14. 1 Bxc7+ Kxc7 2 Qxf7	-	-	2	1	1	-	3	-	2	-	3	-	4	16 (43)
15. 1 Rxc7+ Kxc7 2 Qxf7	-	-	-	-	8	-	9	-	6	-	1	-	4	28 (45)
<b>SECTION 4. CLASSIC BISHOP SACRIFICE ON H7</b>														
16. 1 Bxc7+ Kxc7 2 Ng5+ Kg8 3 Qh5	-	-	1	3	3	1	4	1	3	5	6	1	4	32 (40)
17. 1 Bxc7+ Kxc7 2 Ng5+ Kg6	-	-	-	-	3	1	4	6	4	-	5	1	8	32 (110)
18. 1 Bxc7+ Kxc7 2 Ng5+ Kg8 (Ne7)	-	-	-	-	1	-	6	1	1	-	9	-	10	28 (58)
19. 1 Bxc7+ Kxc7 2 Ng5+ Kg6 (Ne7)	-	-	1	-	2	-	-	5	7	-	3	-	10	28 (90)
20. 1 Bxc7+ Kxc7 2 Ng5+ (Be7)	-	-	1	-	1	-	8	1	1	-	1	-	3	16 (40)
<b>SECTION 5. SACRIFICES ON THE DARK SQUARES</b>														
21. 1 Rxc7+ Kxc7 2 Qg5+	2	-	8	2	10	-	8	2	3	-	1	-	-	36 (67)
22. 1 Rxc7+ Kxc7 2 Rg1+	3	-	5	-	9	1	4	-	6	-	2	-	2	32 (91)
23. 1 Rxc7+ Kxc7 2 MISCELLANEOUS	4	2	3	-	2	1	4	-	3	-	1	-	-	20 (36)
24. 1 Bxc6 Gxc6 2 Qxc6	2	-	4	-	6	2	8	-	6	2	4	-	2	36 (75)
25. 1 Bxc6 Gxc6 2 Qxc6+ Kh8 3 Qxc6	-	-	1	-	3	-	6	2	3	-	5	-	8	28 (46)
26. WHITE PLAYS 1 Nxc6+	8	2	7	-	7	-	3	-	3	-	2	-	8	40 (80)
27. WHITE PLAYS 1 Nf6+	14*	-	8	-	8	-	6	-	3	-	-	-	5	44 (76)
28. WHITE PLAYS 1 Rxc6(f6)	1	-	9	-	10	2	6	-	2	1	5	-	8	44 (76)
<b>TOTALS FOR EACH PLY IN THE BOOK:</b>														
	5	6	7	8	9	10	11	12	13	14	15	16	17+	TOTAL
	64*	13	105	17	145	18	132	24	104	11	87	8	152	880 (1802)

\*Six of these fourteen exercises are 3-ply.

## INTRODUCTION

This second book of the *Chess Visualization Course* continues the systematic and practical approach to chess visualization begun in Book 1, this time using 880 visualization exercises that feature kingside sacrifices and combinations that occur on the six squares in front of Black's kingside castled King -- f7, g7, and h7 on the 7th rank and f6, g6, and h6 on the 6th rank. Thus this book provides a dual purpose. It gives you the opportunity to practice your chess visualization skills while exploring almost 900 exercises involving kingside sacrifices and combinations. This book also contains more than 1800 preparatory positions derived from the visualization exercises which highlight the various mating patterns and other key ideas associated with each type of sacrifice or combination.

### DESCRIPTION OF THE SECTIONS AND CHAPTERS

This book contains five sections, each of which focuses on a particular square or set of squares in front of Black's castled King, as follows:

- ✧ Section 1 covers kingside sacrifices and combinations that occur on f7;
- ✧ Section 2 covers kingside sacrifices and combinations that occur on g6;
- ✧ Section 3 covers kingside sacrifices and combinations that occur on h7;
- ✧ Section 4 covers the classic Bishop sacrifice on h7;
- ✧ Section 5 covers kingside sacrifices and combinations that occur on the three dark squares in front of Black's King (f6, g7, and h6).

The chapters within each section provide in-depth coverage of the general themes that characterize each section. For example, Section 2, which covers sacrifices on g6, contains three chapters, each of which features a different type of sacrifice on g6: Chapter 7 covers one-piece sacrifices on g6, Chapter 8 covers Rook sacrifices on g6, and Chapter 9 covers two-piece sacrifices on g6.

Each chapter in this book contains between 16 and 44 visualization exercises arranged by the length of the variation that you are asked to visualize. Most of the exercises (643 of them, to be exact) range from 7 to 15 ply and another 160 exercises are 16 ply or longer. The longest exercises are 27 ply (see numbers 360 in Chapter 11 and 436 in Chapter 15), while six of the exercises are 3 ply (see Chapter 27). The visualization exercises are arranged in a quad structure with four exercises per page.

### PREPARATORY POSITIONS

Each chapter also includes a set of preparatory positions that focuses on the final moves of the visualization exercises from which they are derived. They are included primarily to help the average tournament player visualize the longer variations in this book (44% of the exercises are 12 ply or longer). They appear before the visualization exercises and are grouped by theme to show more clearly the various ideas and patterns that arise from each type of sacrifice or combination presented. Each preparatory position is numbered from 1 to 1802, followed by a code in square brackets that indicates the number of the visualization exercise ("VX") that it was taken from. For example, the code [VX-9] in the first preparatory position indicates that it was derived from visualization exercise number 9.

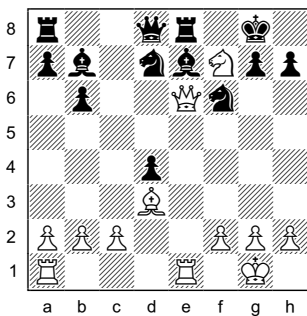
### PATTERN RECOGNITION

Most chess players know the importance of pattern recognition, yet there are so few books that illustrate exactly what these patterns are. Certainly there are books that deal with the basic types of mate, such as back rank mates and smothered mates, but once you get past the basics it's difficult to find suitable materials. An important feature of this book is that by creating more than 1800 preparatory positions and grouping them into themes we are able to show clearly the various patterns and key ideas relevant for each type of sacrifice or combination featured in each chapter. For example, the preparatory positions in Chapter 16, which covers the classic Bishop sacrifice with the moves 1 Bxh7+ Kxh7 2 Ng5+ Kg8 3 Qh5, show the mating patterns and key ideas that occur in positions that arise after these moves have been played. Similarly the preparatory positions in Chapter 27, which covers the move 1 Nf6+ by White, show the mating patterns and key ideas that occur in positions that arise after White has put his Knight *en prise* on f6.

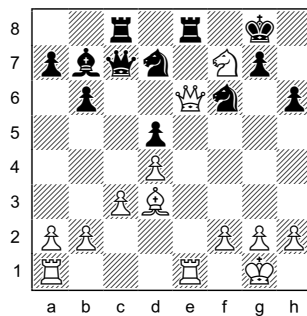
## PATTERNS, SUB-PATTERNS, AND VARIATIONS ON A THEME

Many of the patterns in chess are not simply "cookie-cutter" type patterns with moves that can be played thoughtlessly without considering the specific position of the pieces on the board at the time. Most patterns have sub-patterns that feature a slight but important difference in the generic position that typifies the main pattern. Even a subtle difference in the position can either nullify or alter the main pattern and thus create a related sub-patterns. We call such sub-patterns "variations on a theme" (VT), borrowing an expression found in music theory.

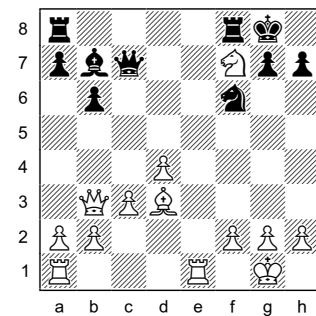
Take, for example, the pattern of the smothered mate. Diagram VT-1 below shows a typical three-move smothered mate where White wins with 1 Nh6+ Kh8 2 Qg8+ Nxg8 3 Nf7, mate. Diagram VT-2 shows two variations on this theme, where Black's h-pawn is on h6 instead of h7, which normally would nullify the smothered mate, since Black's King would be able to escape to h7, but here White's Bc2 covers that square and thus the smothered mate is still on. Another important variation on this theme involves positions in which Black controls f7 with a piece other than his Rf8. This is seen in Diagram VT-3 where Black can answer 1 Nh6+ Kh8 2 Qg8+ with 2...Rxxg8, when 3 Nf7+ fails because Black's Qc7 is defending f7.



VT-1. White wins with 1 Nh6+ (1...Kf8 loses to 2 Qf7, mate) Kh8 2 Qg8+ Nxg8 3 Nf7, mate.

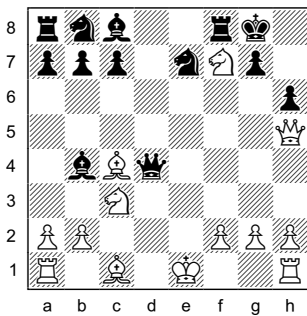


VT-2. White's Queen is under attack, but wins with 1 Nxh6+ Kh8 (1...Kf8 loses to 2 Qf7, mate) 2 Qg8+ Rxxg8 3 Nf7, mate.

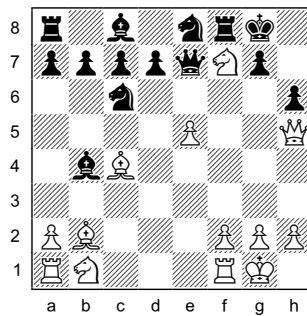


VT-3. Here 1 Nxh6+ Kh8 2 Qg8+ loses to 2...Rxxg8, since 3 Nf7 can be met by 3...Qxf7.

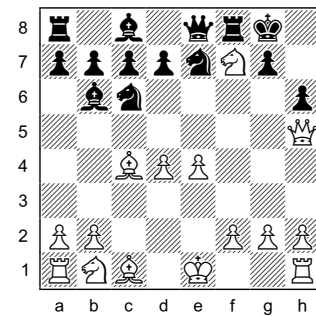
The next set of diagrams (from Chapter 2) illustrates another pattern and variation on a theme. In each diagram White has a Knight on f7 supported by a Bishop on the a2-g8 diagonal and a Queen on h5, with Black's King on g8. The first two diagrams (VT-4 and VT-5) show the basic two-move mating pattern with 1 Nxh6+ Kh8 (1...Kh7 doesn't change anything) followed by either 2 Ng4, 2 Nf5, or 2 Ng8, mate. In diagram VT-6, however, the situation is different because Black's Qe8 will be attacking White's Qh5 after White's Knight moves off of f7. Therefore White needs to come up with a way to address this important difference in the position. After 1 Nxh6+ Kh8/Kh7, White can block the e8-h5 diagonal with 2 Nf7+, safeguarding the Qh5, when 2...Kg8 loses to 3 Qh8, mate. These three diagrams illustrate a basic two-move mating pattern and a variation on this theme.



VT-4. White wins with 1 Nxh6+ Kh7 (or 1...Kh8) 2 Nf5/Ng4/Ng8, mate.

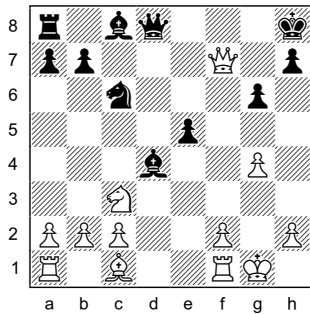


VT-5. White wins with 1 Nxh6+ Kh7/Kh8 2 Ng4/Nf5/Ng8, mate.

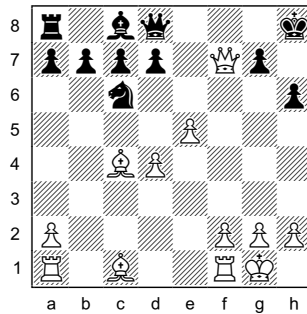


VT-6. White win with 1 Nxh6+ Kh7/Kh8 2 Nf7+ (other moves drops the Qh5) Kg8 3 Qh8, mate.

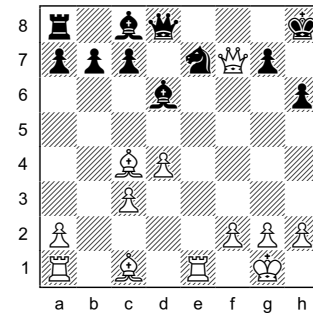
The next set of examples (also from Chapter 2) illustrates once more the idea of variations on a theme. Each diagram features a White Queen on f7, a Black King on h8, and the move 1 Bg5 by White. Yet even though these positions share these same general characteristics, the dynamics within each position are slightly different. In VT-7, for example, Black's Qd8 seems to control the g5 square, but in reality it's tied to the defense of f8, allowing White to play 1 Bg5, threatening both 2 Bxd8 and 2 Bf6, mate, when 1...Qxg5 loses to 2 Qf8, mate. In VT-8 the g5 square seems to be controlled by two of Black's pieces, but again White is able to play the winning move 1 Bg5. In VT-9 White is down a piece, but can win it back with 1 Bg5, even though the g5 square seems to be defended by Black's pawn on h6.



VT-7. White mates in three with 1 Bg5 Qg8 (1...Qxg5 loses to 2 Qf8, mate) 2 Bf6+ Qg7 3 Qxg7/Bxg7, mate.



VT-8. 1 Bg5 wins Black's Queen with, since 1...hxg5 loses to 2 Qh5, mate, and 1...Qxg5 loses to 2 Qg8, mate.



VT-9. White is down a piece, but can win Black's Knight with 1 Bg5, since 1...hxg5 loses to 2 Qh5, mate.

The preparatory positions not only highlight the winning patterns and key ideas relevant for each chapter, they show them near the beginning of each line of play (here at ply 1), whereas in the visualization exercises these ideas and patterns typically show up near the end of the line given (here at ply 5 of a 9-ply exercise, ply 9 of an 11-ply exercise, and ply 10 of a 15-ply exercise).

## HOW TO USE THIS BOOK

This book may seem daunting at first because of its length (564 pages), yet each chapter averages fewer than 20 pages. You may work on the chapters in any sequence, although it is probably best to work on one section at a time, since the chapters in each section explore similar themes and thus the patterns will reinforce each other.

Each chapter in this book contains an introduction, a set of preparatory positions, and a set of visualization exercises. The introduction presents an overview of the sacrifice or combination featured in the chapter and illustrates that idea using at least two diagrams. The preparatory positions in each chapter illustrate the key moves and ideas seen in the visualization exercises of each chapter and are included to help you visualize the final moves of the visualization exercises better. The visualization exercises provide you with an opportunity to practice your visualization skills relating to kingside sacrifices and combinations that occur on the six squares in front of Black's King.

Each visualization exercises consists of a diagrammed position followed by a series of moves that you are asked to visualize. Using the diagrammed position as a starting point, mentally play through the moves given, keeping track of which pieces are on the board, the positions they occupy, the threats they create, and the material balance. Visualize all of the moves given through to the final position if you can, then answer the question(s) provided. The answers can be found in the answer key at the end of the book. It is White to move in every exercise.

Please keep in mind that it's not necessary to work on every exercise of every chapter. If you find it difficult to visualize variations that run 11 ply, then it doesn't make a lot of sense to work on exercises that are 15 ply or longer. Please keep your ply depth barrier in mind as you work through the exercises in this book.

## PLY DEPTH BARRIERS

Once you have gone through a number of exercises in this book, you will probably notice that there is some depth at which you are unable to clearly visualize certain variations all the way through to the final position. Perhaps you can

clearly visualize variations that are 11 ply deep, but have difficulty clearly visualizing variations that are 12 or 13 ply. We call this ceiling your *ply depth barrier*. It is the depth at which your vision breaks down and you can no longer clearly visualize the final position.

There are three techniques for dealing with the ply depth barrier – *brute force*, *consolidation*, and *stretching*.

The *brute force* method consists in attempting to visualize variations that are the same length as your depth barrier. If your depth barrier is 11 ply, then go through all of the 11-ply exercises in the book and attempt to visualize the final position clearly.

*Consolidation* consists in visualizing variations that are slightly shorter than your depth barrier. The principle here is that if you cannot fully visualize 11-ply exercises, then it's possible that the 9- and 10-ply exercises are not quite crystal clear either. Therefore, if your barrier is at 11 ply, make sure that you can visualize all of the 9- and 10-ply exercises clearly and confidently.

*Stretching* consists in attempting to visualize variations that are slightly longer than your depth barrier. If your depth barrier is 11 ply, try to visualize the 12- and 13-ply exercises. After working on these exercises for a while, you may find that the 11-ply exercises seem easier by comparison.

See the ply table provided after the table of contents to find the exercises you need. It shows how many exercises at each ply are in the book and the chapters where they can be found.

It was my desire to create a book that builds on the visualization work begun in Book 1, this time focusing on kingside sacrifices and combinations. Writing this book the past three years has been a very gratifying experience for me, one that has helped me stretch beyond my previous limitations in visualizing variations and improve my ability to conduct and defend against kingside attacks. It is my hope that you will see similar improvement in your own play and gain the same sense of gratification that I have felt when breaking through past barriers.

Statesboro, GA  
December 22, 2010

## SECTION 3. SACRIFICES ON H7

This section contains exercises in which White sacrifices a piece for a Black pawn on h7. It includes the following chapters:

**CHAPTER 10. WHITE PLAYS 1 NXH7 (BLACK PAWN ON G6)**

**CHAPTER 11. WHITE PLAYS 1 NXH7 (NO BLACK PAWN ON G6)**

**CHAPTER 12. THE SEQUENCE 1 BXH7 + AND 2 NXF7**

**CHAPTER 13. THE SEQUENCE 1 BXH7+ KXH7 2 QH5+ KG8 3 QXF7+**

**CHAPTER 14. THE SEQUENCE 1 BXH7+ KXH7 2 QXF7**

**CHAPTER 15. THE SEQUENCE 1 RXH7 KXH7 2 QXF7**

**CHAPTER 10, WHITE PLAYS 1 NXH7 (BLACK PAWN ON G6)**, contains exercises in which White plays 1 Nxb7 when Black has a pawn on g6.

**CHAPTER 11, WHITE PLAYS 1 NXH7 (NO BLACK PAWN ON G6)**, contains exercises in which White plays Nxb7 when Black doesn't have a pawn on g6.

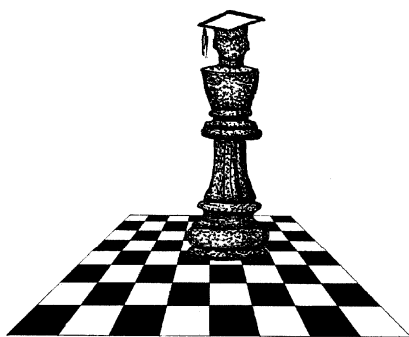
**CHAPTER 12, THE SEQUENCE 1 BXH7 + AND 2 NXF7**, contains exercises involving the sequence 1 Bxb7+ followed by 2 Nxf7.

**CHAPTER 13, THE SEQUENCE 1 BXH7+ KXH7 2 QH5+ KG8 3 QXF7+**, contains exercises involving the sequence 1 Bxb7+ Kxb7 2 Qh5+ Kg8 3 Qxf7+, when White has sacrificed a piece for two pawns, but has obtained a dominant Queen on f7 that forces Black's King to the open h-file.

**CHAPTER 14, THE SEQUENCE 1 BXH7+ KXH7 2 QXF7**, contains exercises involving the sequence 1 Bxb7+ Kxb7 2 Qxf7, when White has sacrificed a piece for two pawns, but has obtained a dominant Queen on f7 that opposes Black's King on h7.

**CHAPTER 15, THE SEQUENCE 1 RXH7 KXH7 2 QXF7**, contains exercises involving the sequence 1 Rh7 Kxb7 2 Qxf7, when White has sacrificed a Rook for a pawn, but has obtained a dominant Queen on f7 that opposes Black's King on h7.

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## CHAPTER 14. THE SEQUENCE 1 Bxh7+ Kxh7 2 Qxf7

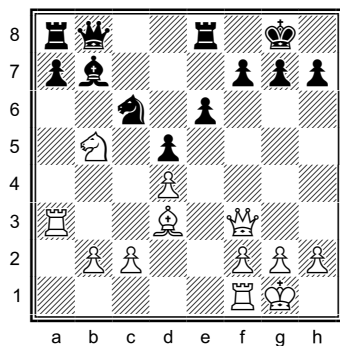


Diagram 1

This chapter contains exercises involving the sequence 1 Bxh7+ Kxh7 2 Qxf7, when White has sacrificed a piece for two pawns, but has obtained a dominant Queen on f7 that opposes Black's King on h7.

In Diagram 1, after the moves 1 Bxh7+ Kxh7 2 Qxf7 (see Diagram 2), White threatens 3 Rh3, mate, when 2...Kh6 loses to 3 Rh3+ Kg5 4 Rh5+ Kg4 with either 5 Qf3, 5 f3, or 5 h3, mate.

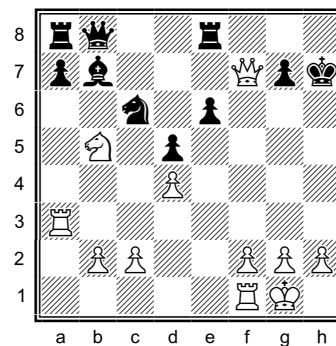


Diagram 2

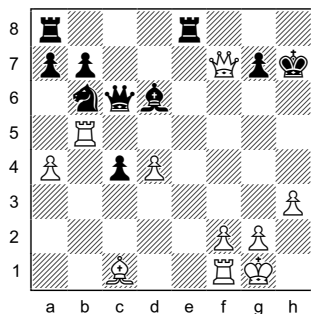
The following themes are frequently seen in this chapter:

1. Mate Threats Along the h-file
2. Mate Threats Involving g7
3. Mate Threats with a White Pawn on g6
4. Miscellaneous Mates
5. White Wins Material

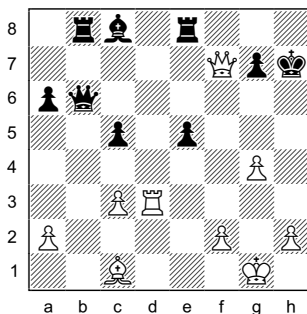
These themes are illustrated using forty-three preparatory positions, which are followed by sixteen visualization exercises ranging in depth from seven to twenty-seven ply, distributed as follows:

Ply:	5	6	7	8	9	10	11	12	13	14	15	16	17+	TOTAL
Exercises:	-	-	2	1	1	-	3	-	2	-	3	-	4	16

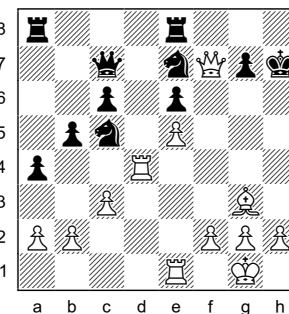
## 1. Mate Threats Along the h-file



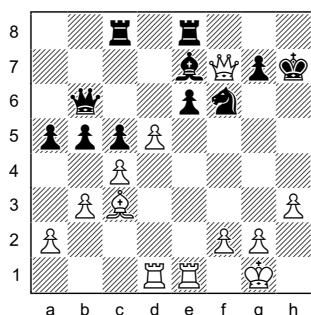
830 [VX-421]. 22 Rh5 is mate.



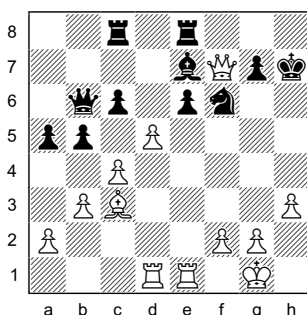
831 [VX-428]. 28 Rh3+ Qh6 29 Rxb6 is mate.



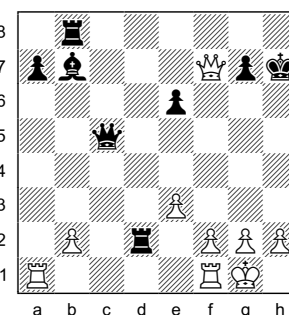
832 [VX-422]. The threat of 24 Rh4, mate, wins Black's Queen, e.g., 23...Nf5 24 Qxc7.



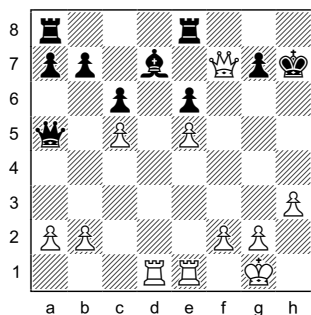
833 [VX-432]. White wins with 23 Re4-h4, taking advantage of Black's pinned Nf6.



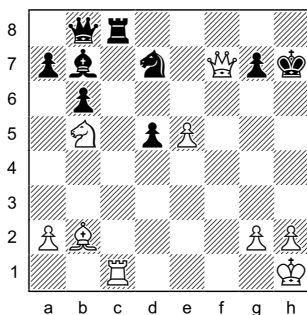
834 [VX-432]. White wins with 23 Rd4, threatening 24 Rh4, mating, although Black can stop the mate by giving up his Queen with 23...Qxd4.



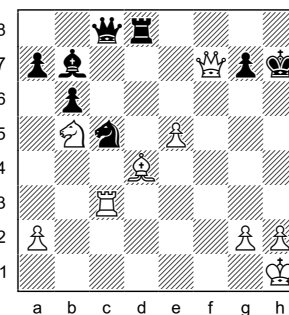
835 [VX-425]. White wins with 22 Ra4 Qg5 23 g3 e5 24 Rh4+ Qxh4 25 gxh4, when White has a Queen and two pawns for a Rook and Bishop.



836 [VX-424]. White wins with 23 Re4 Qd8 24 Rxd7 Qg5 25 Rh4+, e.g., 25... Qxh4 26 Qxg7, mate, or 25...Qh6 26 Qxg7, mate.

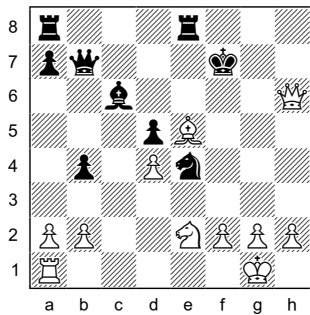


837 [VX-431]. White wins with 26 Re1, e.g., 26...Rd8 27 Re3 Kh6 28 Bc1 Nxe5 29 Rh3, mate.

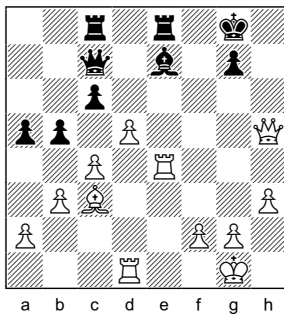


838 [VX-431]. Here 28 Rh3+ loses to 28...Qxh3, when White can't take back because his g-pawn is pinned, but 28 e6 closes off the c8-h3 diagonal and threatens both 29 Rh3 and 29 Qxg7, mate.

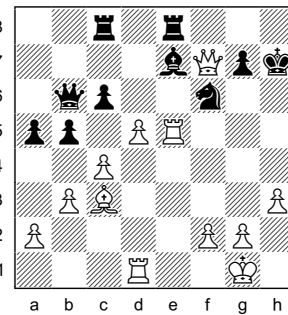
## 2. Mate Threats Involving g7



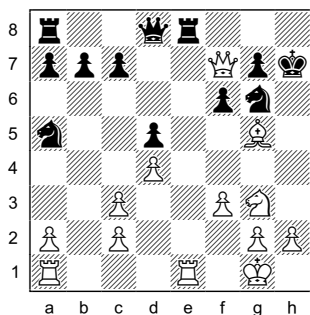
839 [VX-436]. White wins with 26 Qg7+ Ke6 27 Nf4+ Kf5 28 g4/Qg6, mate.



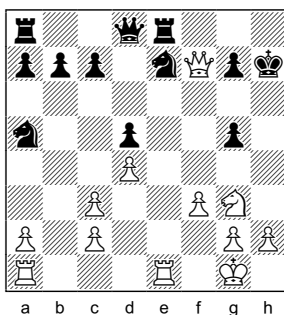
840 [VX-432]. White wins with 26 Qg6 Bf8 27 Rxe8.



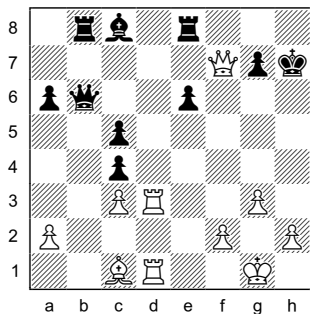
841 [VX-432]. White wins with 24 Rg5 (24 Rh5+ Nxh5 defends g7), e.g., 24... Bf8 25 Bxf6 with 26 Rh5, mate.



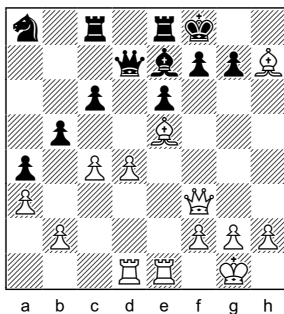
842 [VX-427]. White wins with 18 Nh5 (1-0) Rg8 19 Nxf6+ Kh8 20 Qxg6 (White's threat is 21 Qh7, mate) gxf6 21 Qh6, mate.



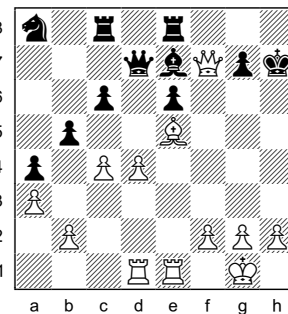
843 [VX-427]. White wins with 18 Nh5 threatening 19 Qxg7, mate, e.g., a) 18... Nf5 19 Rxe8 Qxe8 20 Nf6+ wins Black's Queen; b) 18...Rg8 19 Nf6+ Kh6/Kh8 20 Qh5, mate.



844 [VX-428]. White can mate in three different ways: a) 26 Rd7 Bxd7 27 Rxd7 Rg8 28 Qh5, mate; b) 26 Qh5+ (1-0) Kg8 27 Qxe8+ Kh7 28 Qh5+ Kg8 29 Rd8+ Qxd8 30 Rxd8, mate; or c) 26 g4 cxd3 27 Rxd3 e5 28 Rh3+ Qh6 29 Rxh6, mate.

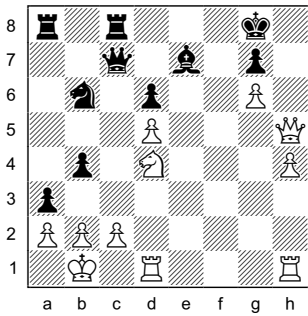


845 [VX-426]. 25 Qg4 wins, e.g., a) 25...f6 26 Bg6 (White's threat is 27 Qh5-h8, mate) fxe5 27 dxe5 Qc7 28 Qh5, mating, e.g., 28...Bc5 29 Qh8+ Ke7 30 Qxg7, mate; b) 25...g6 26 Bxg6 fxxg6 27 Qxg6 Bd8 (this stops the mate on g7, but allows mate in three) 28 Qh6+ Kg8 29 Qh8+ Kf7 30 Qg7, mate.

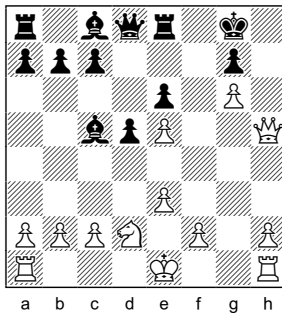


846 [VX-426]. Black to play has no defense, e.g., 25...Bf6 drops the Qd7, 25...Rg8 26 Qh5 is mate, and 25...Kh6 loses to 26 Bxg7+, e.g., 26...Kh7 27 Bf8+ Kh8 28 Qg7, mate, or 26...Kg5 27 Re5+ Kg4 (27...Kh4 28 Qh5/f4, mate) and now: a) 28 h3/f3+ Kh4 29 Qh5, mate; b) 28 Qh5+ Kf4 29 g3/Qf3, mate; c) 28 Qf3+ Kh4 29 Rh5/Qh5/Qh3/Qg3/Qg4/Qf4/Qe4, mate.

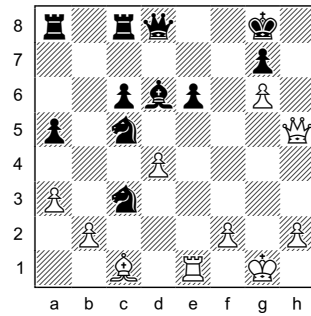
## 3. Mate Threats with a White Pawn on g6



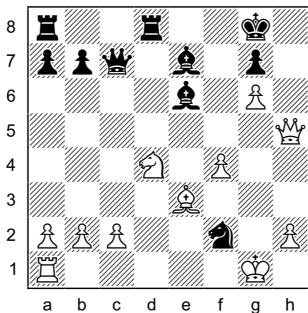
847 [VX-429]. White wins with 27 Qh7+ Kf8 28 Qh8, mate.



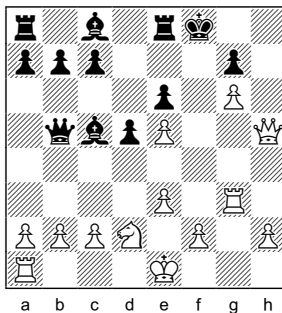
848 [VX-435]. White wins with 17 Qh7+ Kf8 18 Qh8+ Ke7 19 Qxg7, mate.



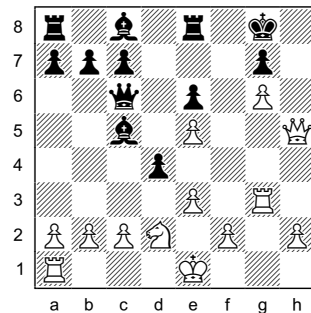
849 [VX-434]. White mates in four with 28 Qh7+ Kf8 29 Qh8+ Ke7 30 Qxg7+ Ke8 31 Qf7, mate.



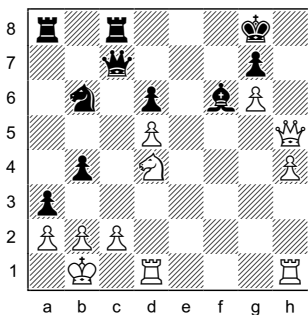
850 [VX-433]. Here 23 Qh7+ Kf8 24 Qh8+ can be met by 24...Bg8, but White can win with 23 Nxe6 and 24 Qh7, mate.



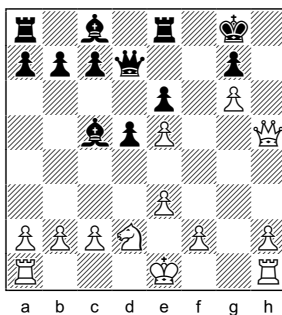
851 [VX-435]. White wins with 19 Qh4, e.g., a) 19...Kg8 20 Rf3, mates, b) 19...Be7 20 Qh8, mate; or c) 19...Qd7 20 Rf3+ Qf7 21 Rxf7+ Kg8 22 Qh7, mate.



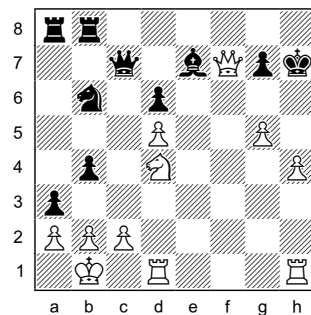
852 [VX-435]. White wins with 19 Rf3 Qxf3 20 Qxf3, when White has a Queen and two pawns for a Rook and Bishop.



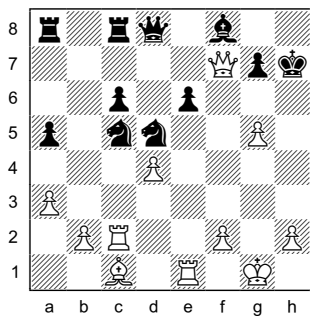
853 [VX-429]. White can either win Black's Queen with 27 Qh7+ Kf8 28 Ne6+ or mate with 27 Rde1, threatening 28 Qh7+ Kf8 29 Qh8, mate.



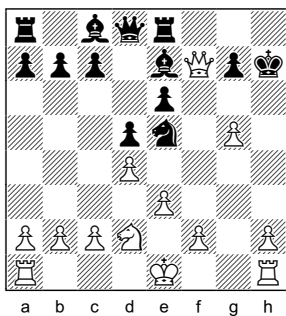
854 [VX-435]. White wins with 17 Qh7+ Kf8 18 Qh8+ Ke7 19 Qh4+ Kf8 20 Rg1, when Black can't stop 21 Rg3-f3.



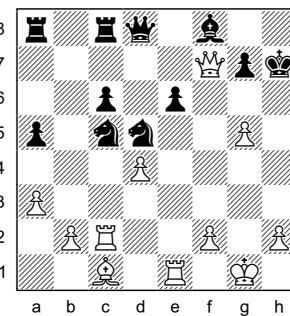
855 [VX-429]. White wins with 25 Qh5+ Kg8 26 g6, threatening 27 Qh7+ Kf8 28 Qh8, mate, and if 26...Bf6 then 27 Rde1 covers e7 and wins.



856 [VX-434]. Here 25 Qh5+ Kg7 26 g6 can be met by 26...Nf6, but White wins with 25 Rc3 Nxc3 26 Qh5+ Kg8 27 g6 (1-0) Bd6, with mate in four with 28 Qh7+ Kf8 29 Qh8+ Ke7 30 Qxg7+ Ke8 31 Qf7, mate.

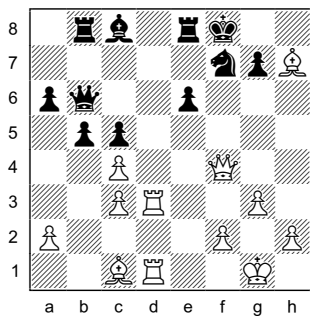


857 [VX-435]. After 14 Qh5+ Kg8 15 dxe5 Bc5 16 g6, White's threat is 17 Qh7+ Kf8 19 Qh8+ Ke7 20 Qxg7, mate, when 16...Qd7 loses to 17 Qh7+ Kf8 18 Qh8+ Ke7 19 Qh4+ Kf8 20 Rg1, when Black can't stop 21 Rg3-f3.

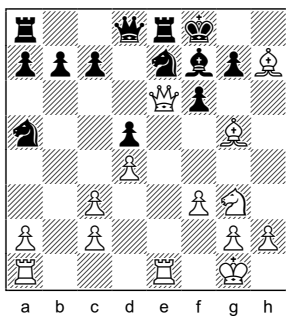


858 [VX-434]. After 25 Qh5+ Kg8 26 g6 Black can defend with 26...Nf6, when White is down two pieces for two pawns.

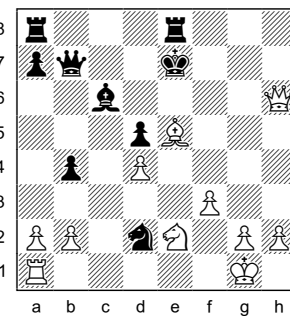
#### 4. Miscellaneous Mates



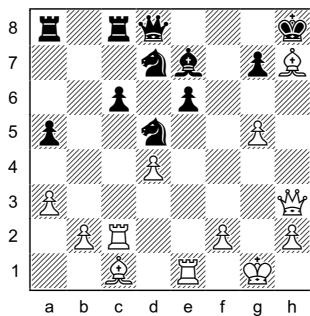
859 [VX-428]. White can sacrifice his Queen with 25 Qxf7+ Kxf7 26 Rf3+ Ke7 27 Bg5, mate.



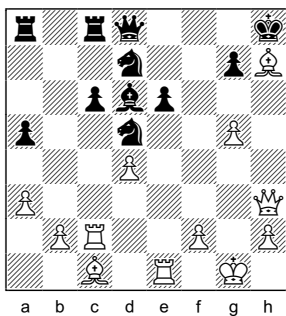
860 [VX-427]. White wins with 17 Qxf6, when White is up two pawn and threatens 18 Nh5. Black can't play 17...gxf6 because 18 Bh6 is mate.



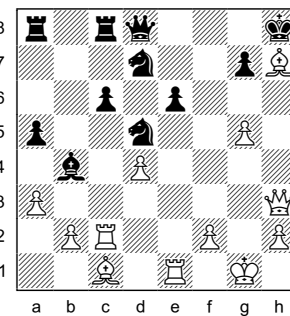
861 [VX-436]. White wins with 27 Qd6+ Kf7 28 Qf6+ Kg8 29 Qh8+ Kf7 30 Qg7+ Ke6 31 Nf4+ Kf5 32 g4/Qf6/Qg4, mate.



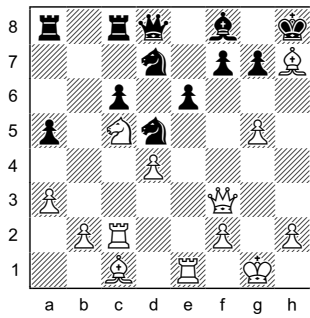
862 [VX-434]. White wins with 26 Bg6+ Kg8 27 Qh7+ Kf8 28 Qh8, mate.



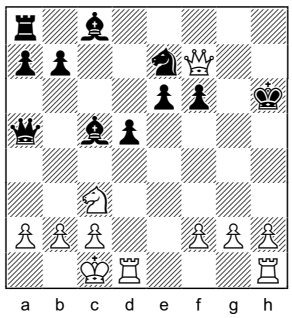
863 [VX-434]. White wins with 26 Bg6+ Kg8 27 Qh7+ Kf8 28 Qh8+ Ke7 29 Qxg7, mate.



864 [VX-434]. White wins with 26 Bg6+ Kg8 27 Qxe6+ Kh8 28 Qh3+ Kg8 29 Qh7+ Kf8 30 Qh8, mate.

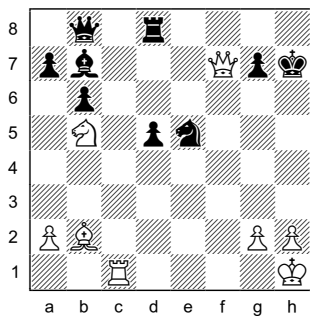


865 [VX-434]. White wins with 24 Nxe6 (this gives White's Bishop access to g6 and clears the 7<sup>th</sup> rank for White's Queen, which will soon be on g7) 24... fxe6 25 Qh3, e.g., a) 25...Be7 26 Bg6+ Kg8 27 Qh7+ Kf8 28 Qh8, mate; b) 25...Bd6 26 Bg6+ Kg8 27 Qh7+ Kf8 28 Qh8+ Ke7 29 Qxg7, mate; c) 25...Bb4 26 Bg6+ Kg8 27 Qxe6+ Kh8 28 Qh3+ Kg8 29 Qh7+ Kf8 30 Qh8, mate.

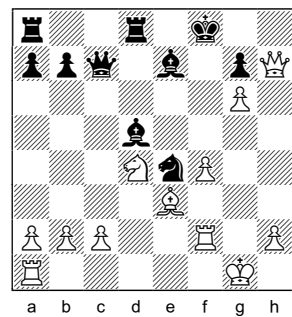


866 [VX-430]. White wins with 20 Rd3 (20 Qxf6+ Ng6 21 Rd3 transposes) e5 21 Qxf6+ Ng6 (21...Kh5 loses to 22 h4 with 23 Qg5, mate, while 21...Kh7 22 Rg3 Nf5 loses to 23 Qg6+ Kh8 24 Qg8, mate) 22 g4 (White's threat is 23 Rh3, mate) Bxg4 23 Rg1 Bh5 24 Rxc6+ (24 Rh3 also wins, e.g., 24...Rg8 25 Rxh5+ Kxh5 26 Qg5, mate) 24...Bxg6 25 Rh3, mate.

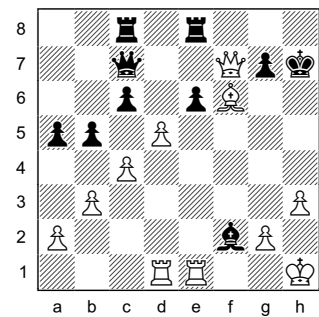
**5. White Wins Material**



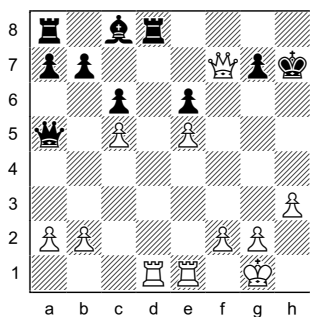
867 [VX-431]. White can win Black's Ne5 with 26 Qh5+ Kg8 27 Bxe5.



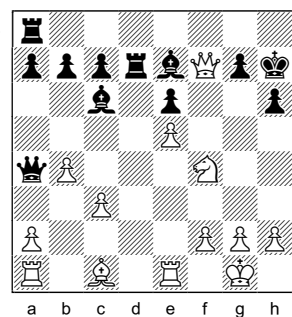
868 [VX-433]. White can win Black's Queen with 24 Qh8+ Bg8 25 Ne6+ Ke8 26 Nxc7+.



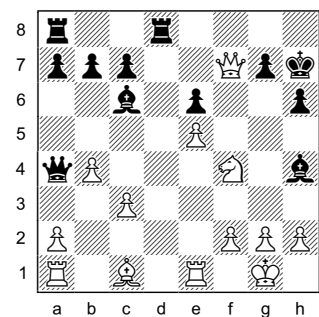
869 [VX-432]. Black has defended against the mate on g7, but after 25 Qh5+ Kg8 26 Rxe6, White is up two pawns.



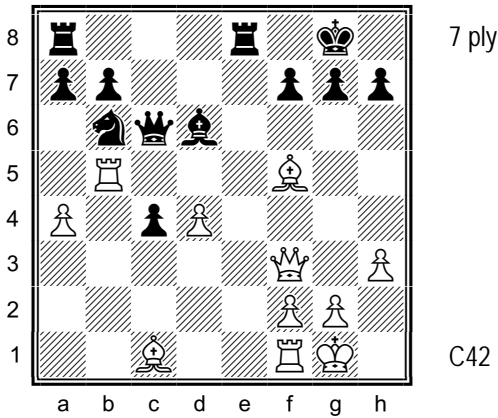
870 [VX-424]. White wins with 23 b4 (1-0), e.g., 23...Qxb4 24 Qh5+ Kg8 25 Rxd8, mate or 23...Rf8 24 Qh5+ Kg8 25 bxa5.



871 [VX-423]. White is up a pawn, but can win another pawn with 19 Qg6+ Kh8 (19...Kg8 drops both the e- and h-pawns to 20 Nxe6 Bf8 21 Bxh6) 20 Nxe6 Bf8, when White is up two pawns.

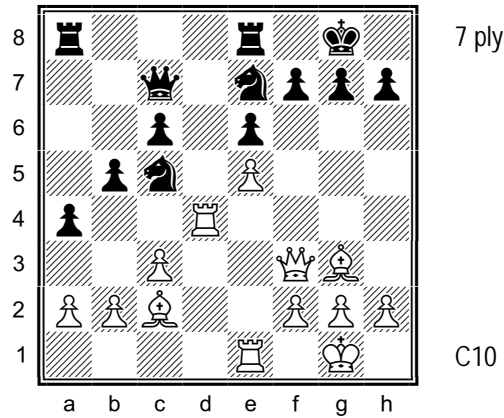


872 [VX-423]. White wins with 19 Qg6+ Kh8/Kg8 20 Nxe6 (1-0), when 20...Rd7 21 Nc5 gives White a N-fork, while 20...Rg8 21 Bxh6 threatens 22 Bxg7, mating, e.g., 21...Bf6 22 exf6 gxf6 23 Bg7+ Rxg7 24 Qxg7, mate.



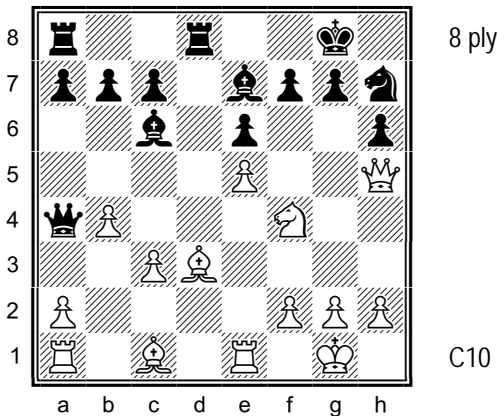
**421.** White is down a pawn. Visualize the position after the moves 20 Bxh7+ Kxh7 21 Qxf7<sup>1</sup> Be5<sup>2</sup> 22 Rxe5 Rxe5 23 dxe5. What is the material balance?

<sup>1</sup> White's threat is 22 Rh5, mate. <sup>2</sup> The only other option is to play 21... Qxb5 22 axb5 Re7, when White has a Queen and pawn for Rook and Knight.



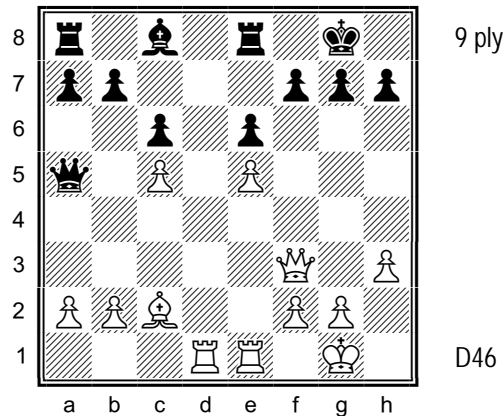
**422.** Visualize the position after the moves 22 Bxh7+ Kxh7<sup>1</sup> 23 Qxf7<sup>2</sup> Nf5 24 Qxc7 Nxd4 25 cxd4. What is the material balance?

<sup>1</sup> 22...Kf8 leaves White up a pawn. <sup>2</sup> The threat of 24 Rh4, mate, wins Black's Queen. Black resigned here.



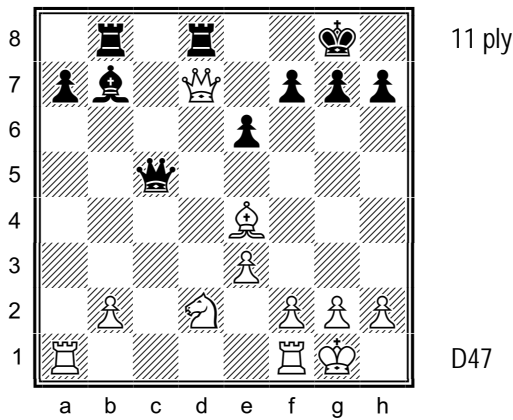
**423.** Black's Be7 is undefended. Visualize the position after the moves 17 Bxh7+ Kxh7 18 Qxf7 Rd7<sup>1</sup> 19 Qg6+ Kh8<sup>2</sup> 20 Nxe6 Bf8. What is the material balance?

<sup>1</sup> The actual game continued 18...Bh4 19 Qg6+ Kh8 20 Nxe6 (1-0), when 20...Rd7 loses to 21 Nc5 with a N-fork and 20...Rg8 allows 21 Bxh6, threatening 22 Bxg7 Rxg7 23 Qxg7 mate, and if 21...Bf6 then 22 exf6 gxf6 23 Bg7+ Rxg7 24 Qxg7 is mate. <sup>2</sup> 19...Kg8 drops the pawn to 20 Nxe6 Bf8 21 Bxh6.



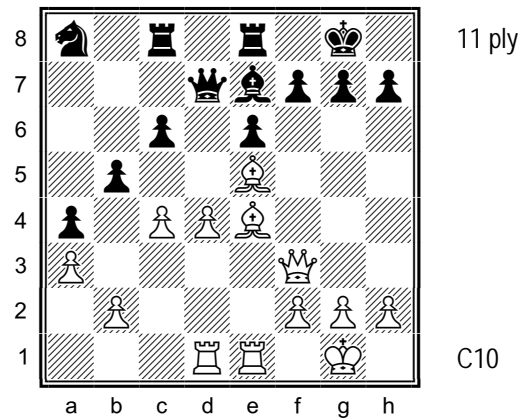
**424.** Visualize the position after the moves 21 Bxh7+ Kxh7 22 Qxf7 Rd8<sup>1</sup> 23 b4<sup>2</sup> Rf8<sup>3</sup>. How does White win here? See the last footnote for a hint.

<sup>1</sup> 22...Bd7 loses to 23 Re4, mating, e.g., 23...Qd8 24 Rxd7 Qg5 25 Rh4+ Qxh4 26 Qxg7, mate. <sup>2</sup> Black's Queen can't move, as it is tied to the defense of the Rd8. Black resigned here. <sup>3</sup> 23...Qxb4 loses to 24 Qh5+ Kg8 25 Rxd8, mate. <sup>4</sup> Hint: White has a better move than 24 Qxf8 Qxb4, when White is up the exchange and two pawns.



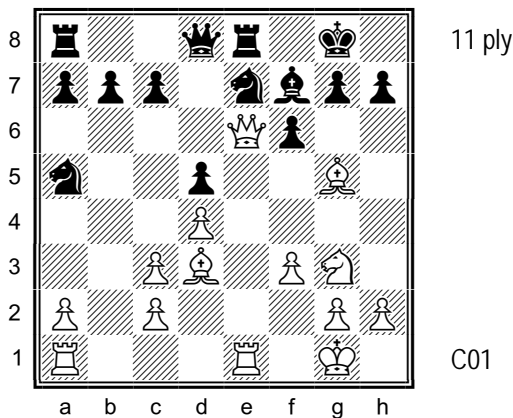
**425.** White is up a piece, but he's about to lose his Nd2. Visualize the position after the moves 20 Bxh7+ Kxh7<sup>1</sup> 21 Qxf7 Rxd2 22 Ra4 Qg5 23 g3 e5. How does White win here?

<sup>1</sup> White is up a pawn after 20...Kf8 21 Qa4 Rxd2 and two pawns after 20...Kh8 21 Qxf7.



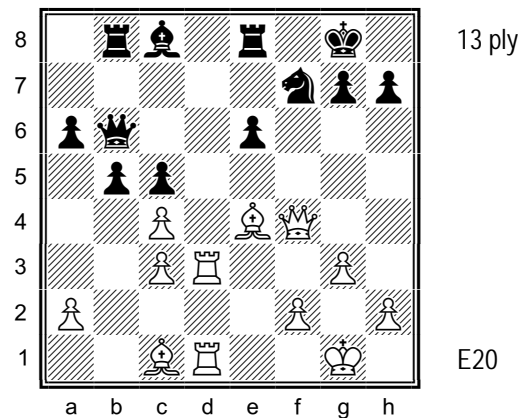
**426.** Visualize the position after the moves 24 Bxh7+ Kxh7<sup>1</sup> 25 Qxf7<sup>R</sup> Kh6<sup>2</sup> 26 Bxg7+<sup>3</sup> Kg5<sup>4</sup> 27 Re5+ Kg4<sup>5</sup>. How does White mate in two?

<sup>1</sup> 24...Kh8 drops a second pawn to 25 Qxf7, when 25...Kxh7 loses to 26 Qxg7, mate, while 24...Kf8 can be met by 25 Qg4, with an attack, e.g., a) 25...g6 26 Bxg6 fxg6 27 Qxg6, for example, 27...Red8 28 Bg7+ Kg8 29 Bh6+ Kh8 30 Qg7, mate or 27...Bd8 28 Qh6+ Kg8 29 Qh8+ Kf7 30 Qg7, mate; or b) 25...f6 26 Bg6, threatening Qh5-h8, mate, and if 26...fxe5 27 dxe5 Qc7 then 28 Qh5 forces mate, e.g., 28...Bc5 29 Qh8+ Ke7 30 Qxg7, mate. <sup>2</sup> 25...Bf6 drops the Qd7. <sup>3</sup> This clears e5 for the Rook, but 26 Qxg7+ also wins, e.g., 26...Kh5 27 Re3, intending Rh3 and g4, mate, and if 27...Bg5 to gain access to g4, then 28 Rh3+ Kg4 29 f3+ Kf5 30 g4 is mate. <sup>4</sup> 26...Kh7 loses to 27 Bf8+ Kh8 28 Qg7, mate. <sup>5</sup> 27...Kh4 loses to 28 Qh5/f4, mate.



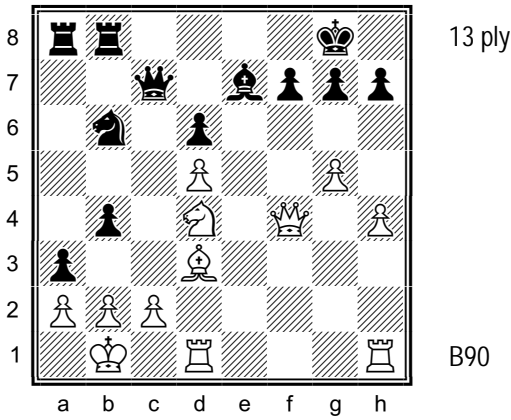
**427.** White's Qe6 and Bg5 are both under attack. Visualize the position after the moves 16 Bxh7+ Kxh7<sup>1</sup> 17 Qxf7 Ng6<sup>2</sup> 18 Nh5<sup>R</sup> Rg8 19 Nxf6+ Kh8 20 Qxg6. What is White's threat and how does White win after 20...gxf6, winning a Knight and attacking White's Qg6?

<sup>1</sup> 16...Kf8 can be met by 17 Qxf6, when White is up two pawns and threatens 18 Nh5. <sup>2</sup> 17...fxg5 loses to 18 Nh5, threatening 19 Qxg7, mate, and if a) 18...Rg8 then 19 Nf6+ Kh6/Kh8 20 Qh5 is mate or b) 18...Nf5 19 Rxe8 Qxe8 20 Nf6+ wins Black's Queen. Relatively best is to give back the piece with 17...Rf8 18 Qxe7 fxg5, when Black is down a pawn.



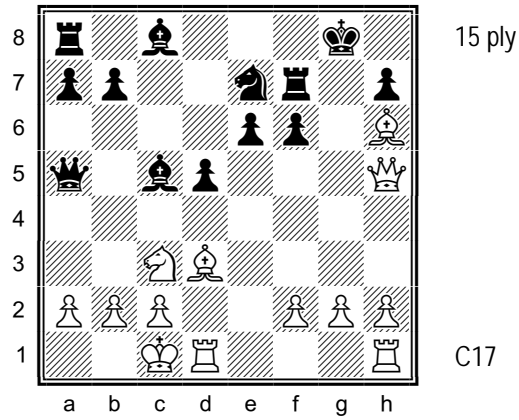
**428.** Visualize the position after the moves 24 Bxh7+ Kxh7<sup>1</sup> 25 Qxf7 bxc4<sup>2</sup>. Each side has a Rook under attack, but White can win here. How? See the last footnote for a hint.

<sup>1</sup> 24...Kf8 loses to the Queen sacrifice 25 Qxf7+ Kxf7 26 Rf3+ Ke7 27 Bg5, mate. <sup>2</sup> 25...Bb7 loses to 26 Rd7 Rg8 27 Qh5, mate. <sup>3</sup> **Hint:** There are three solutions, all of which are better than 26 Qxe8 cxd3. One of the solutions gives mate in three, another mate in four, and another mate in five.



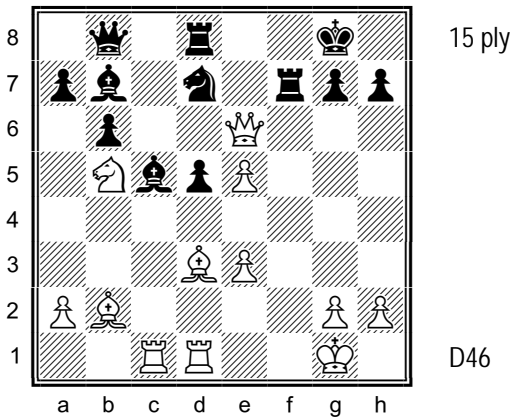
**429.** Visualize the position after the moves 23 Bxh7+ Kxh7 24 Qxf7<sup>1</sup> Rc8<sup>2</sup> 25 Qh5+ Kg8 26 g6<sup>3</sup> Bf6. How does White win here?

<sup>1</sup> White's threat is 25 Qh5+ Kg8 26 g6. <sup>2</sup> White is up a pawn after 24... Nxd5 25 Qxd5 (1-0, 29), when 25...Ra5 26 Qe4+ Kh8 can be met by either 27 Nc6, winning the exchange, or 27 Ne6 with an attack on g7 (1-0, 29); 24...b3 can be met by 25 cxb3, keeping everything closed up (bad is 25 axb3 axb2, opening up the a-file for Black's Rook, when 26 Kxb2 Nc4+ 27 Kc3 Ne5+ wins White's Queen). <sup>3</sup> White threatens mate in two.



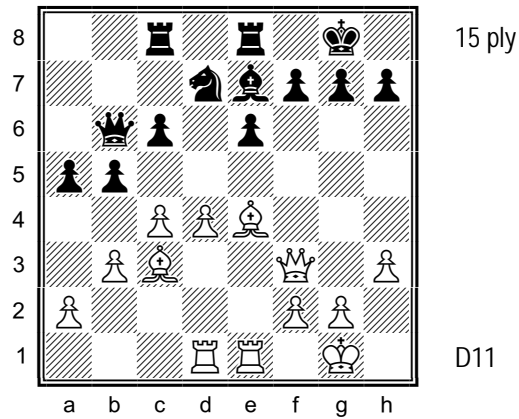
**430.** Visualize the position after the moves 18 Bxh7+ Kxh7 19 Qxf7+<sup>R</sup> Kxh6<sup>1</sup> 20 Rd3<sup>2</sup> e5 21 Qxf6+ Ng6<sup>3</sup> 22 g4<sup>4</sup> Bxg4 23 Rg1 Bh5. How does White win here?

<sup>1</sup> 19...Kh8 20 Qg7 is mate. <sup>2</sup> 20 Qxf6+ Ng6 21 Rd3 transposes. <sup>3</sup> 21... Kh5 loses to 22 h4, when Black can't stop 23 Qg5, mate, while 21... Kh7 22 Rg3 Nf5 loses to 23 Qg6+ Kh8 24 Qg8, mate. <sup>4</sup> White's threat is 23 Rh3, mate.



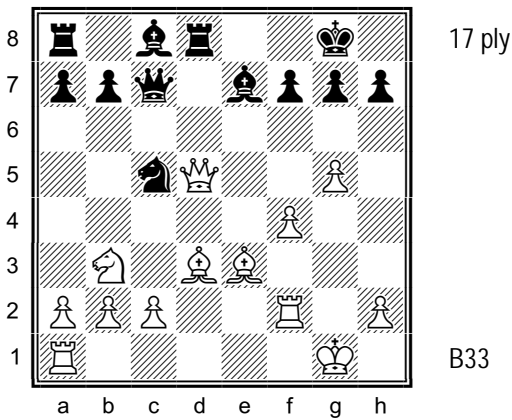
**431.** Both players are threatening to win the exchange and a pawn. Visualize the position after the moves 22 Bxh7+<sup>1</sup> Kxh7 23 Qxf7 Bxe3+ 24 Kh1 Bxc1 25 Rxc1 d4<sup>2</sup> 26 Bxd4 Nc5<sup>3</sup> 27 Rc3 Qc8. Why can't White play 28 Rh3+ and how does White win instead?

<sup>1</sup> Also good is 22 Rf1, e.g., 22...Bxe3+ 23 Kh1 Bxc1 24 Qxf7+ Kh8 25 Rxc1, when White is up a piece, or 22...Rdf8 23 Rxf7 Rxf7 24 Rf1 Bxe3+ (24...Qf8 25 Bxh7+) 25 Kh1 Qf8 26 Nd6, winning Black's pinned Rf7. <sup>2</sup> 25...Nxe5 drops the Knight to 26 Qh5+ Kg8 27 Bxe5, while 25...Rc8 loses to 26 Re1 Rd8 27 Re3 Kh6 28 Bc1 Nxe5 29 Rh3, mate. <sup>3</sup> 26...Nxe5 can be met by 27 Qh5+.



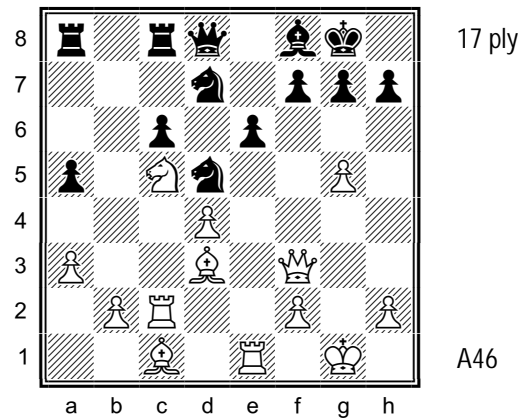
**432.** Visualize the position after the moves 20 Bxh7+ Kxh7 21 Qxf7 Nf6<sup>1</sup> 22 d5<sup>2</sup> e5<sup>3</sup> 23 Rxe5<sup>4</sup> Qc7 24 Re4 Nh5<sup>5</sup> 25 Qxh5+ Kg8 26 Qg6 Bf8. How does White win here?

<sup>1</sup> Black anticipates 22 d5, attacking on g7. Inserting the moves 21...b4 22 Bb2 doesn't change anything. <sup>2</sup> White's threat is 23 Rd4-h4, mating. 23 Rxe6 gives White three pawns for the piece (0-1, 29). <sup>3</sup> 22...c5 loses to 23 Re4, taking advantage of Black's pinned Nf6, while 22... Bc5 23 Bxf6 Bxf2+ 24 Kh1 Qc7 can be met by 25 Qh5+ Kg8 26 Rxe6, when White is up two pawns. <sup>4</sup> Now White's threat is 24 Rg5. <sup>5</sup> 24...Bd6 loses to 25 Rh4+ Nh5 26 Rxe5, mate.



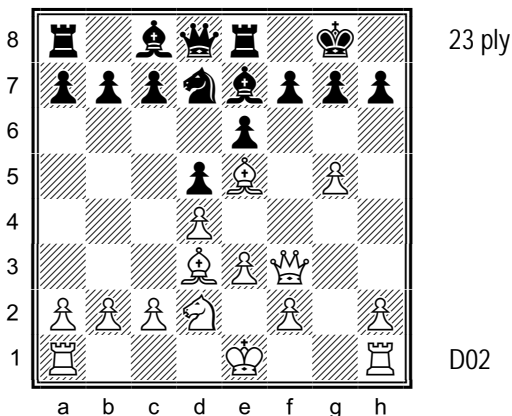
**433.** White's Qd5 is under attack. Visualize the position after the moves 18 Bxh7+ Kxh7<sup>1</sup> 19 Qxf7 Be6 20 Qh5+ Kg8 21 g6<sup>2</sup> Ne4<sup>3</sup> 22 Nd4 Bd5<sup>4</sup> 23 Qh7+ Kf8<sup>R</sup> 24 Qh8+ Bg8. How does White win here?

<sup>1</sup> Not taking leaves Black down two pawns. <sup>2</sup> White threatens to 32 Nxc5. <sup>3</sup> 21...Nxb3 can be met by 22 f5 Bd5 23 f6, e.g., 23...gxf6 24 Qh7+ Kf8 25 g7+ Ke8 (25...Kf7 26 g8=Q is mate) 26 Qh5+ Kd7 (26...Bf7 loses to 27 g8=Q+) 27 Qxd5+ Bd6 28 cxb3, when White is up two pawns with an attack. <sup>4</sup> 22...Nxf2 loses to 23 Nxe6, e.g., 23...Qxc2 24 Qh7, mate, but better is 22...Qc8, overprotecting e6, e.g., 23 Qh7+ Kf8 24 Qh8+ Bg8, when e6 is now defended by the Queen, and if 25 f5 Nxf2 26 Ne6+, then 26...Qxe6 27 fxe6 Nd1 gives Black a Rook and two pieces for a Queen and three pawns.



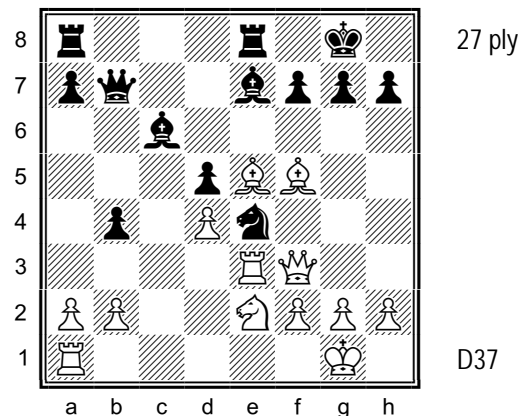
**434.** Visualize the position after the moves 23 Bxh7+ Kxh7<sup>1</sup> 24 Qxf7 Nxc5 25 Rc3<sup>2</sup> Nxc3 26 Qh5+ Kg8 27 g6<sup>R</sup> Bd6. How does White mate in four moves?

<sup>1</sup> 23...Kh8 loses to 24 Nxe6 (this gives White's Bishop access to g6 and clears the 7<sup>th</sup> rank for White's Queen, which will soon be on g7) 24...fxe6 25 Qh3, e.g., a) 25...Be7 26 Bg6+ Kg8 27 Qh7+ Kf8 28 Qh8, mate; b) 25...Bd6 26 Bg6+ Kg8 27 Qh7+ Kf8 28 Qh8+ Ke7 29 Qxg7, mate; c) 25...Bb4 26 Bg6+ Kg8 27 Qxe6+ Kh8 28 Qh3+ Kg8 29 Qh7+ Kf8 30 Qh8, mate. <sup>2</sup> 25 Qh5+ Kg8 26 g6 loses to 26...Nf6, when White is down two pieces for two pawns.



**435.** Visualize the position after the moves 12 Bxh7+ Kxh7 13 Qxf7 Nxe5<sup>1</sup> 14 Qh5+<sup>2</sup> Kg8 15 dxe5 Bc5<sup>3</sup> 16 g6<sup>4</sup> Qd7 17 Qh7+<sup>5</sup> Kf8 18 Qh8+ Ke7 19 Qh4+ Kf8 20 Rg1<sup>6</sup> Qb5 21 Rg3 Qxb2. How does White win here?

<sup>1</sup> White's threat was Qxg7, mate and 13...Rg8 loses to 14 Qh5, mate. <sup>2</sup> 14 dxe5 allows 14...Rh8 or 14...Bxg5. <sup>3</sup> 15...Bxg5 16 Rg1 Be7 (16...Bh4 17 Nf3) loses to 17 Rxc7+ Kxc7 18 0-0-0 with 19 Rg1+, e.g., 18...Rg8 19 Rg1+ Kf8 20 Qh6+ Kf7 21 Qh7+ Ke8 22 Rxc7+ Kd7 23 Rxd8 Kxd8, with a Queen and two pawns for a Rook and Bishop. <sup>4</sup> The threat is 17 Qh7+ Kf8 18 Qh8+ Ke7 19 Qxg7, mate. <sup>5</sup> 17 Rg1 (1-0, 20) can be met by 17...Qc6 18 Rg3 d4 19 Rf3 Qxf3 20 Qxf3, when Black has a Rook and Bishop for a Queen and two pawns. <sup>6</sup> 20...Rd8 loses to 21 Qh8+ Ke7 22 Qxg7+ Ke8 23 Qh8+, e.g., 23...Bf8 24 g7 Qe7 25 g8=Q or 23...Ke7 24 Qf6+ Ke8 25 g7.



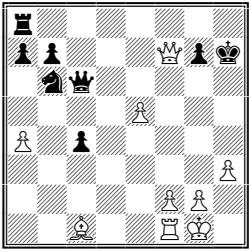
**436.** Visualize the position after the moves 19 Bxh7+ Kxh7 20 Qxf7 Bg5<sup>1</sup> 21 Rh3+ Bh6 22 Qf5+ Kg8 23 Rxc6 gxc6 24 Qg6+ Kf8 25 Qxc6+<sup>2</sup> Ke7<sup>3</sup> 26 f3 Nd2<sup>4</sup> 27 Qd6+ Kf7 28 Qf6+ Kg8 29 Qh8+ Kf7 30 Qg7+ Ke6. How does White win?

<sup>1</sup> 20...Rg8 loses to 21 Qh5, mate. <sup>2</sup> 25 Nf4 Rxe5 26 dxe5 breaks White's attack and gives Black a piece for two pawns, although White will Black's h-pawn as well. <sup>3</sup> 25...Kf7 loses to 26 Qg7+ Ke6 27 Nf4+ Kf5 28 g4/Qg6, mate, while 25...Kg8 26 Qh8+ Kf7 27 Qg7+ transposes to 25...Kf7. <sup>4</sup> Better is 26...Rf8 27 fxe4 Qd7 28 Nf4, when White has three pawns for the exchange and an attack.

# ANSWER KEY

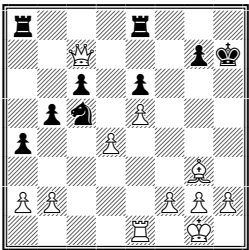
## CHAPTER 14. THE SEQUENCE 1 BXH7+ KXH7 2 QXF7.

421. De Jong-Plijter, Dutch Correspondence K/23, 1994. C42.



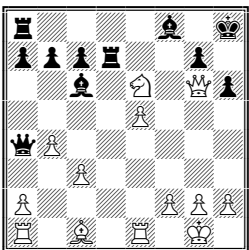
White is up a pawn. Two continuations: a) 23...Nxa4 24 Rd1 Qe4 25 Qh5+ Kg8 26 Rd7 threatens 27 Qf7+ with mate next move and if 26...Rf8 then 27 Rxc7 wins; b) 23...Qd5 24 Qh5+ Kg8 25 Rd1 Qa5 26 Bh6 (1-0) gxh6 27 Qg6+ Kh8 (27...Kf8 loses to 28 e6) 28 Qxh6+ Kg8 29 Qg6+ Kh8 30 Qf6+ with 31 Rd4 wins.

422. Hamalainen-Mantyniemi, Finnish Team Ch., 2004-05. C10.



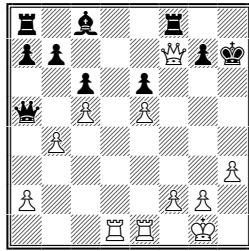
White is up a Queen and two pawns for a Rook.

423. Rechel-Holfelder, Wiesbaden Open, Wiesbaden, Germany, 1999. C10.



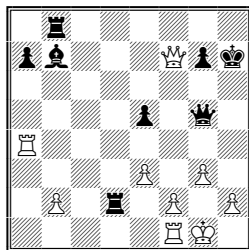
White is up two pawns.

424. Meszaros-Barabas, Miskolc Avas Open, Miskolc, Hungary, 1999. D46.



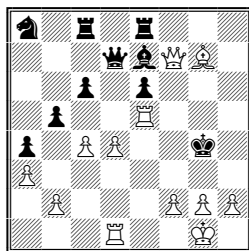
White can win Black's Queen with 24 Qh5+ Kg8 25 bxa5, when White is up a Queen and two pawns for a Bishop.

425. Gelfand-Anand, Biel Interzonal, Biel, Switzerland, 1993. D47.



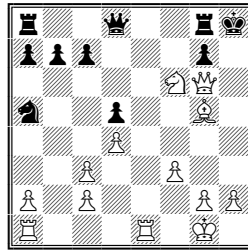
White wins with 24 Rh4+, forcing 24...Qxh4 25 gxh4, when White is up a Queen and two pawns for a Rook and Bishop. The game continued 25...Rd6 (25...Rxb2 loses to 26 Qh5+ Kg8 27 Qxe5, attacking both of Black's Rooks) 26 h5 Be4 27 Qe7 Rbb6 28 Qxe5 Re6 29 Qf4 (1-0).

426. Darban-Byomakesh, 41st World Junior Championship, Goa, India, 2002. C10.



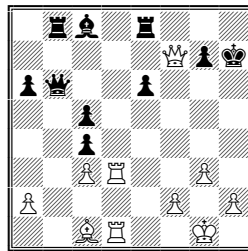
There are many ways to win: a) 28 h3/f3+ Kh4 29 Qh5, mate; b) 28 Qh5+ Kf4 29 g3/Qf3, mate; or c) 28 Qf3+ Kh4 29 Rh5/Qh3/Qh5/Qg3/Qg4/Qf4/Qe4, mate.

427. Hennings-Doeppner, Petermaennchen Open, Schwerin, Germany, 1997. C01.



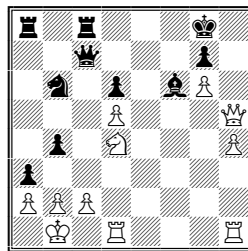
White's threat is 21 Qh7, mate. After 20...gxf6, best is 21 Qh6, mate.

428. Verot-Muller, French Women's Championship, Aix les Bains, France, 2003. E20.



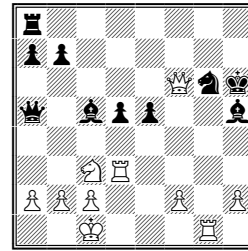
White can win with either a) 26 Qh5+, b) 26 Rd7, or c) 26 g4, e.g., a) 26 Qh5+ (1-0) Kg8 27 Qxe8+ Kh7 28 Qh5+ Kg8 29 Rd8+ Qxd8 30 Rxd8, mate; b) 26 Rd7 Bxd7 27 Rxd7 Rg8 28 Qh5, mate; or c) 26 g4 cxd3 27 Rxd3, threatening 27 Rh3, mate, and if 27...e5 then 28 Rh3+ Qh6 29 Rxh6, mate.

429. Rohit-Saravanan, 5th Asian Championship, Hyderabad, India, 2005. B90.



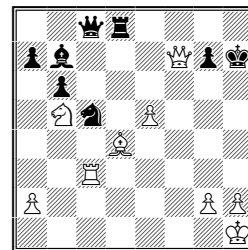
White can win with either 27 Qh7+ Kf8 28 Ne6+ or 27 Rde1, threatening 28 Qh7+ Kf8 29 Qh8, mate.

430. De la Villa Garcia-Szymanska, XI Anibal Open, Linares, Spain, 2005. C17.



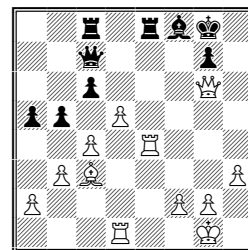
Most forcing is 24 Rxc6+ Bxc6 25 Rh3, mate, but 24 Rh3 also wins, e.g., 24...Rg8 25 Rxh5+ Kxg5 26 Qg5, mate.

431. Smyslov-Szily, Budapest-Moscow Match, Budapest, Hungary, 1949. D46.



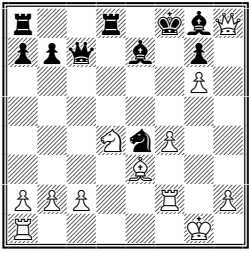
28 Rh3+ loses to 28...Qxh3, but White can win with 28 e6, threatening both 29 Rh3 and 29 Qxg7, mate.

432. Timon Piote-Rojo Huerta, Corunha, Spain, 2000. D11.



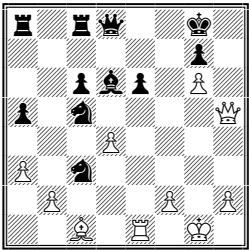
White wins a Rook with 27 Rxe8.

433. Besztercseny-Sinkovics, Hungarian Team Ch., 1991. B33.



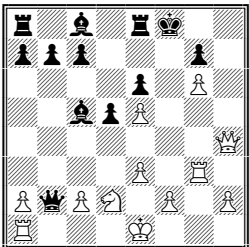
White can win Black's Queen with  
25 Ne6+ Ke8 26 Nxc7+.

434. Piskov-Schmidt, Regensburg  
Open, Regensburg, Germany,  
1996. A46.



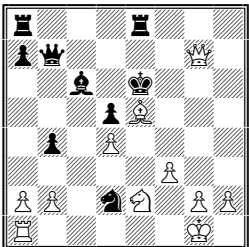
White wins with 28 Qh7+ Kf8 29  
Qh8+ Ke7 30 Qxg7+ Ke8 31 Qf7,  
mate.

435. Brameyer-Dietze, 20th East  
German Championship, Straus-  
berg, East Germany, 1971. D02.



White wins with 22 Rf3+ Kg8 23  
Qh7, mate.

436. Damaso-Arlandi, Zonal, Lis-  
bon, Portugal, 1993. D37.



White wins with 31 Nf4+ Kf5 32  
Qf6/Qg6/Qg4/g4, mate.