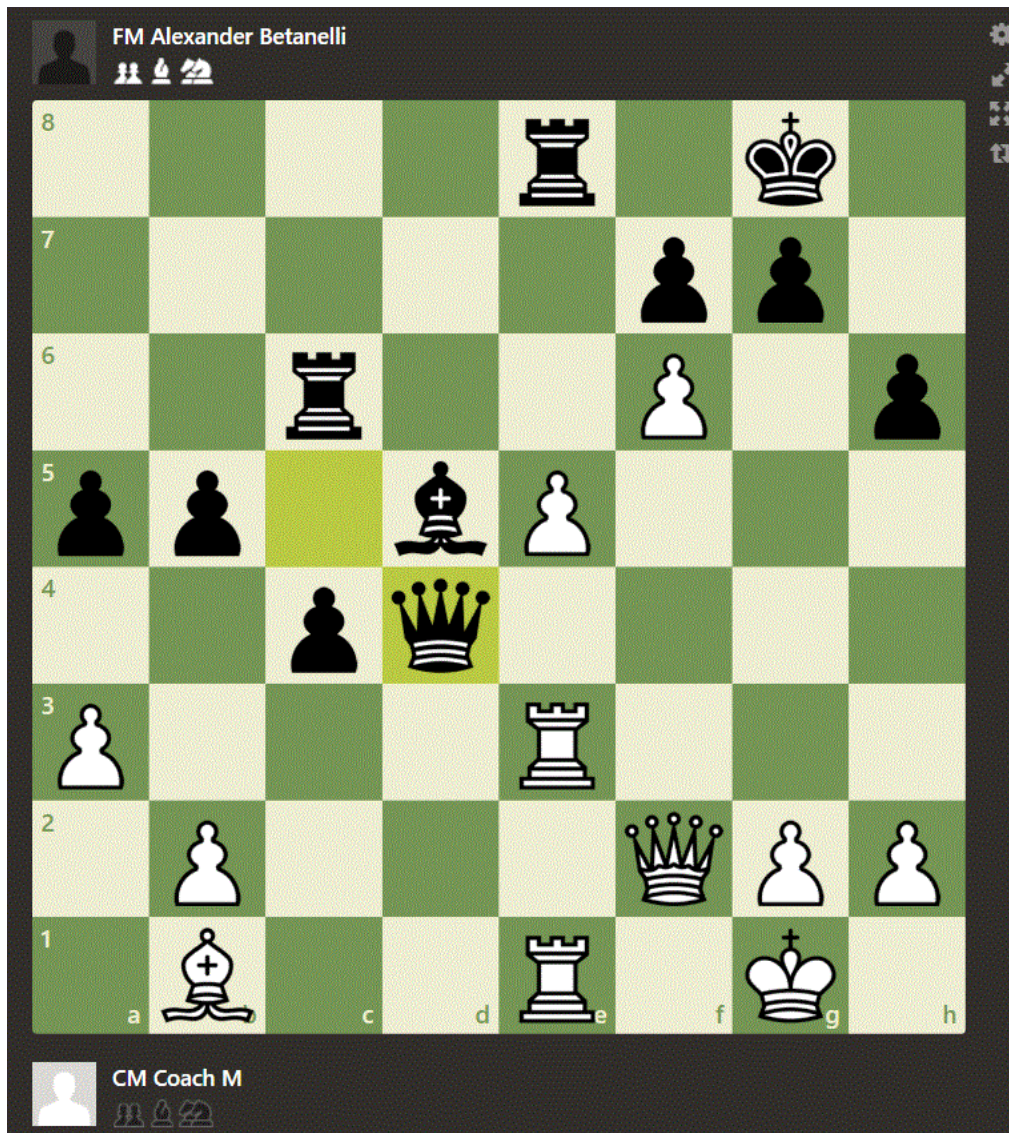


Coach M's Tournament Locker Puzzle Sheet

Coach M's Tip: If a puzzle position is proving too difficult, then set this position up on a physical chess board. After you've formulated your solutions for each position, you can check your work by setting up the game position in an analysis board in chess.com and then switching on the chess engine.

1. White to play. "In the game continuation, white cashed in too early with fxcg. How to make better use of the far advanced pawn battalion?"



2. White to play. "Team work wins."



3. White to play. "Calculate the Brute Force Win".



4. Black to play. "Win with flare."



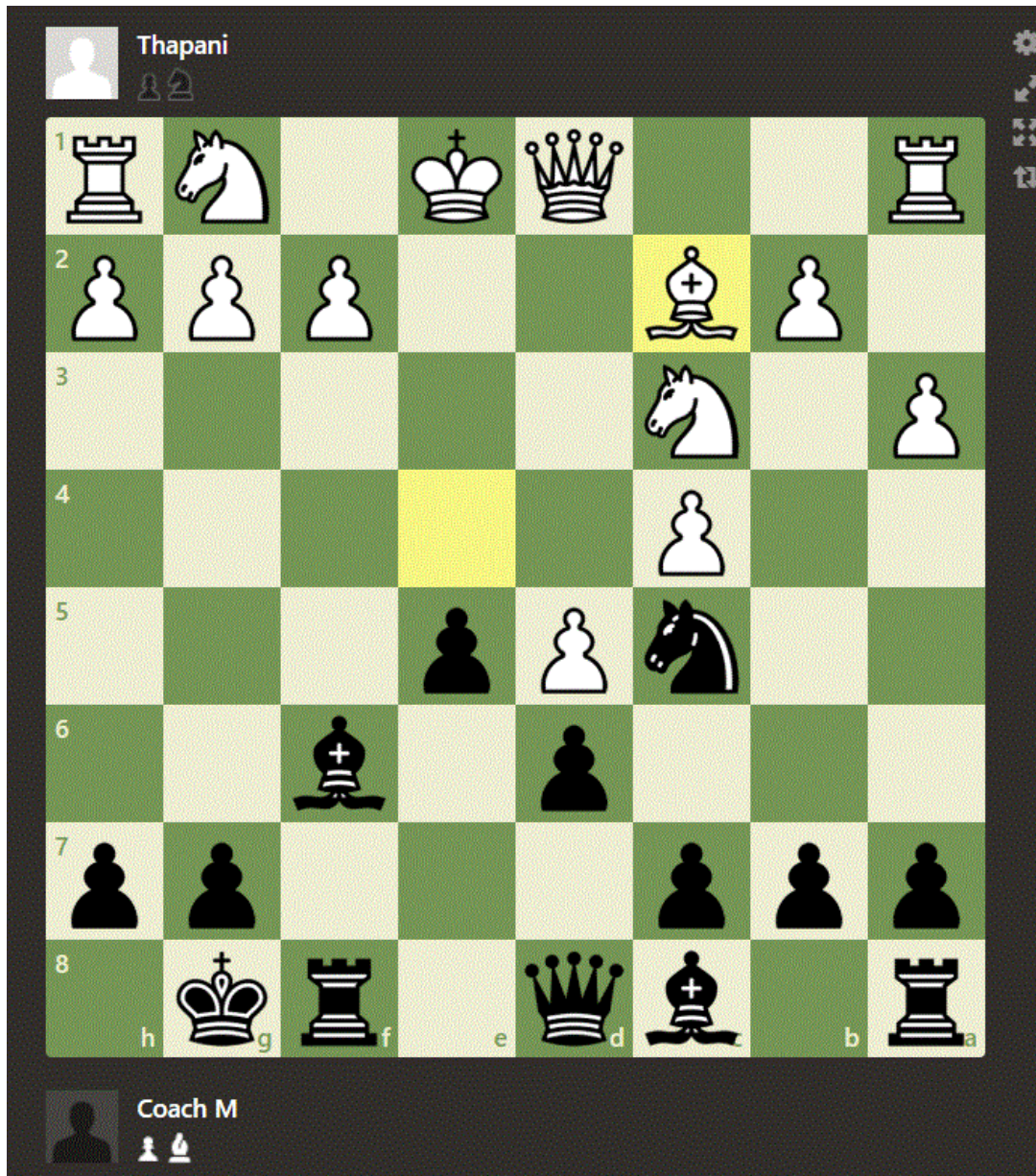
5. Black to play. "Find the most convincing counter punch."



6. White to play. "This game ended in a hard fought draw after Qd3 was played but with a slight tweak of white's move order, black will be reeling ...".



7. Black to play. "White hopes to drive the c5 knight away and then win the key battle for the e4 square. How best to combat white's ideas?"



8. White to play. "White went on to win from this favorable position but he missed a surprising shot which would have ended black's resistance faster..."



9. Black to play. "Forcibly remove the linch pin..."



10. White to play. "White has only one path out of this maze. Find it by brute force calculation and the process of elimination..."

