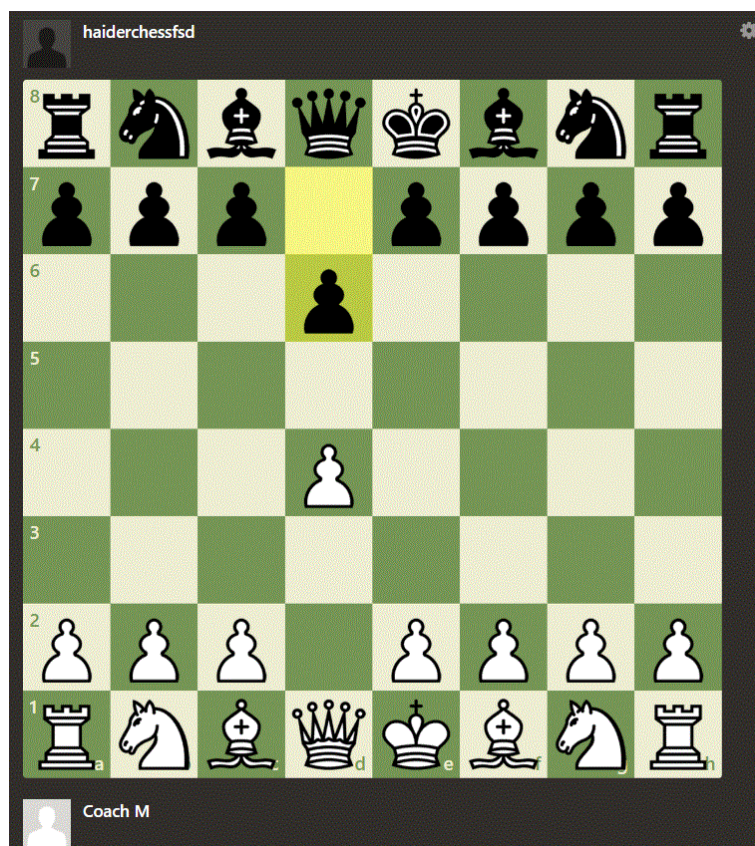


## Yugoslav Attack vs the Pirc Defense Guess the Move Game

20+/20	Grandmaster	Elo: 2500+
19/20-20/20	Master	Elo: 2200-2500
17/20-18/20	Expert	Elo: 2000-2200
15/20-16/20	Class A	Elo: 1800-2000
13/20-14/20	Class B	Elo: 1600-1800
11/20-12/20	Class C	Elo: 1400-1600
9/20-10/20	Class D	Elo: 1200-1400
7/20-8/20	Class E	Elo: 1000-1200
Less than 7/20	Beginner	Elo: Under 1000

Coach M's Tip: In each position, it is white to move. To play this game, choose among the given selections of moves. Correct moves along with OK ones, poor ones, and blunders will be among the selections. Points will be awarded for a correct choice while points will be deducted for choosing badly. Good Luck!



Choose from:

- (a) c4
- (b) Nf3
- (c) e4
- (d) Nc3
- (e) g3

2.



Choose from:

- (a) c4
- (b) Bd3
- (c) Qf3
- (d) Nc3
- (e) g3

3.



Choose from:

- (a) a4
- (b) Nf3
- (c) h4
- (d) Be3
- (e) Bd3



4.



Choose from:

- (a) a4
- (b) Qd2
- (c) h4
- (d) Nf3
- (e) Bd3

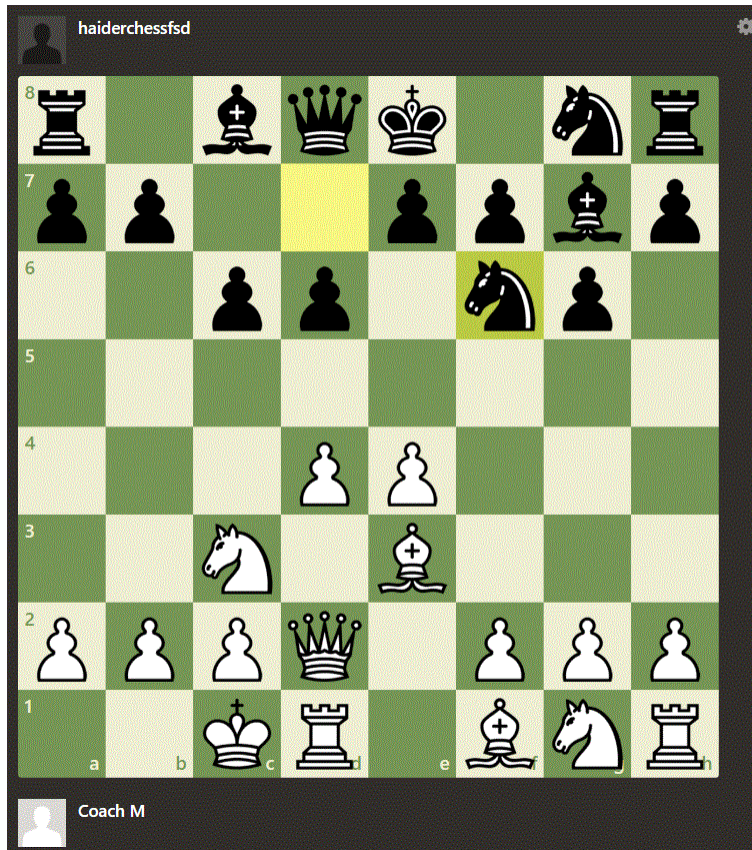
5.



Choose from:

- (a) a4
- (b) Nh3
- (c) Bd3
- (d) Bc4
- (e) 0-0-0

6.



Choose from:

- (a) a4
- (b) Nh3
- (c) f3
- (d) Bc4
- (e) f4



7.



Choose from:

- (a) a4
- (b) Kb1
- (c) a3
- (d) Bc4
- (e) Bd3

8.



Choose from:

- (a) d5
- (b) dxe
- (c) Nge2
- (d) Bc4
- (e) Nce2



9.



Choose from:

- (a) d5
- (b) dxe
- (c) Nc1
- (d) g4
- (e) h4

10.



- Choose from:
- (a) d5
  - (b) g3
  - (c) g4
  - (d) h3
  - (e) h4

11.



Choose from:

- (a) Be2
- (b) gxh
- (c) h3
- (d) g5
- (e) Rg1



12.



Choose from:

- (a) Nb3
- (b) Ne3
- (c) Bd3
- (d) h4
- (e) d5

13.



Choose from:

- (a) Nxd
- (b) exd
- (c) Nb5
- (d) Qxd
- (e) f4

14.



Choose from:  
(a) exB  
(b) QxB



15.



Choose from:

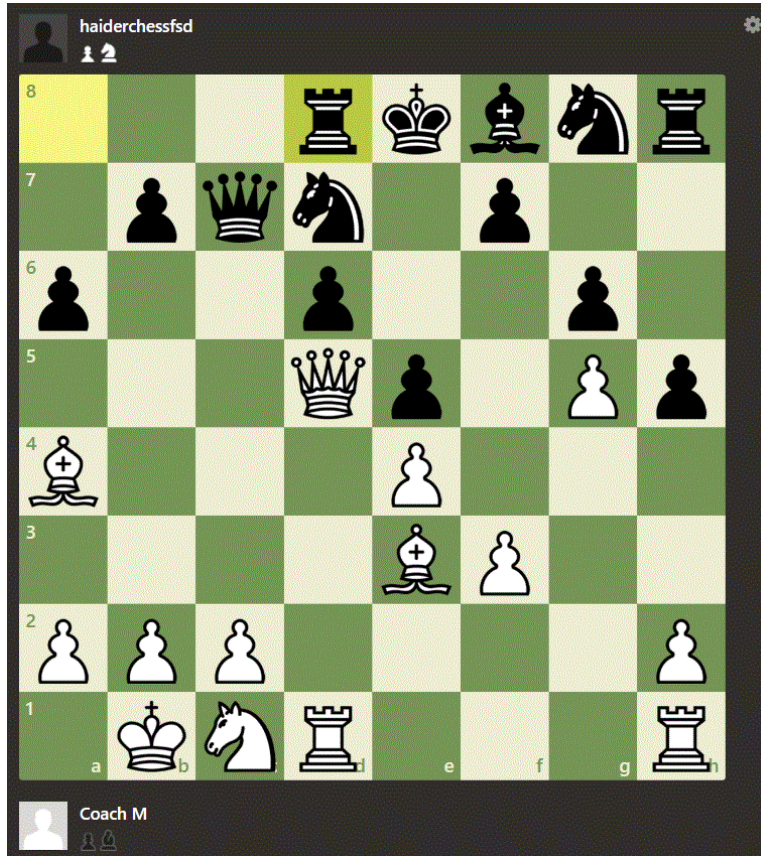
- (a) Bc4
- (b) Qb3
- (c) Bb5
- (d) Bd3
- (e) c4

16.



- Choose from:
- (a) BxN
  - (b) Bc4
  - (c) Ba4
  - (d) Bd3
  - (e) Be2

17.



Choose from:

- (a) c4
- (b) Rd3
- (c) Nd3
- (d) Bb3
- (e) Nb3



18.



- Choose from:
- (a) Qxf+
  - (b) Rd3
  - (c) Nd3
  - (d) Bb6
  - (e) Ne2

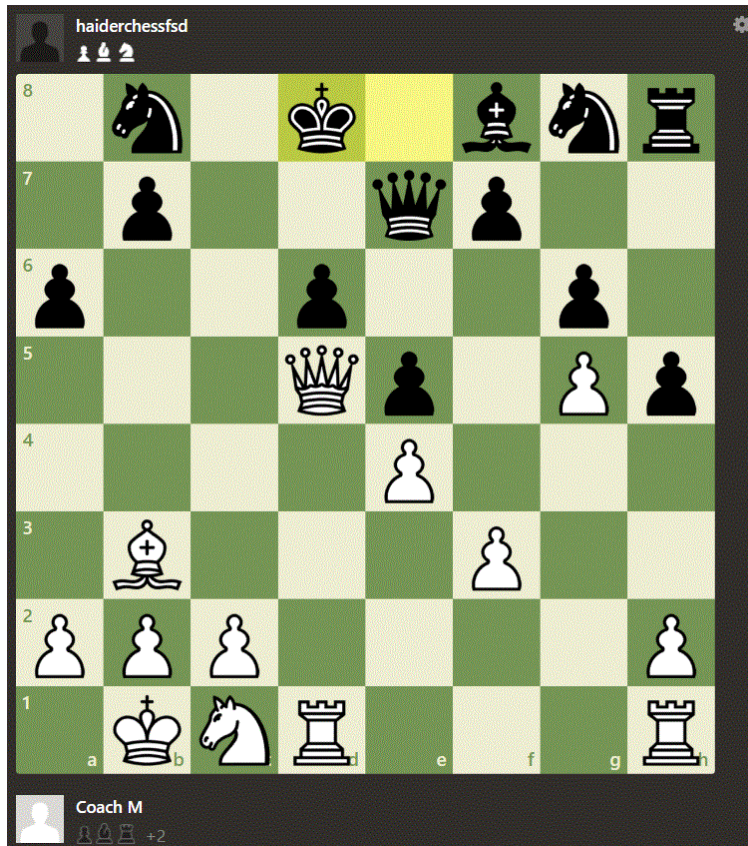
19.



Choose from:

- (a) Qxf+
- (b) BxR
- (c) f4
- (d) h4
- (e) Ba4+

20.



Choose from:

- (a) Qxf+
- (b) f4
- (c) Ba4
- (d) h4
- (e) Nd3



## Solutions:

1.

Choose from:

- (a) c4, An inaccuracy. Black can equalize with e5!
- (b) Nf3, A playable (good) move albeit it is more committal than the game continuation and gives black more options than necessary. One major downside of this move is that there is no more Yugoslav Attack possibility for white so black can head for any of a safe Dragon, Pirc, Modern, Kings Indian, Philidor, etc... Why give your opponent so many choices!
- (c) e4 **+1**, Establishing pawns on d4 and e4 is the best antidote against the 1...d6 opening.
- (d) Nc3, Another playable (good) move but this blocks the c-pawn which may be a drawback. Black should play a Philidor set-up with Nd7 and e5. In this opening, black's queenside expansion plan is effective at targeting white's c3 knight.
- (e) g3, Another playable (good) move but this suffers from the same drawbacks as Nf3.

2.

Choose from:

- (a) c4, blocks the king's bishop and makes queenside castling less appealing.
- (b) Bd3, Allows black to play e5 and black can set-up a safe Philidor.
- (c) Qf3? **-1**, Exposes the queen to unnecessary danger.
- (d) Nc3 **+1**, The most flexible of the options given. Black cannot play e5 here without losing the right to castle unfavorably.
- (e) g3, Developing the king's bishop to a diagonal that is blocked by the e-pawn is not ideal. Also, white loses the option to play the Yugoslav Attack.

3.

Choose from:

- (a) a4, A playable move which clamps on the queenside. However, queenside castling is no longer advisable and this move does not develop a piece.
- (b) Nf3, A playable move which develops a piece however this move has the drawback of eliminating the possibility for white of setting-up a Yugoslav Attack.
- (c) h4, This weakens g4. Black may play Nf6 hitting this square and holding-up the h-pawn.
- (d) Be3 **+1**, Flexible and strong.
- (e) Bd3, Blocks the white queen's control of d4. Bg7 gains a tempo and develops.

4.

Choose from:

- (a) a4, see the comments on a4 above.
- (b) Qd2 **+1**, Allows queenside castling as well as fights for control of the c1-h6 diagonal.
- (c) h4, See the comments on h4 above.
- (d) Nf3, See the comments on Nf3 above.
- (e) Bd3, Blocks the queen's control of d4. If black can manage to play e5, then the Bishop is further blocked and passive.

5.

Choose from:

- (a) a4, See comments on a4 above.
- (b) Nh3, A playable move albeit committal.
- (c) Bd3, See comments on Bd3 above.
- (d) Bc4, exposes the bishop to attack which may accelerate black's queenside play.
- (e) 0-0-0 **+1**, Provocative yet white's kingside play is quicker than black's queenside play.  
This is easily confirmed by looking at a computer evaluation of this position (+.42 Stockfish) and from the fact that no top players today are inviting the Yugoslav Attack as black.

6.

Choose from:

- (a) a4, Playable though this move is unnecessary. The kingside play in the Yugoslav Attack is almost always quicker than black's queenside counter play so white can allow b5.
- (b) Nh3, Poor. BxN damages white's pawn storming chances and weakens his structure.
- (c) f3 **+1**, Multipurpose and strong. Defends e4, supports a kingside pawn storm, safeguards the e3 Bishop. Also consistent with the Yugoslav Attack plan.
- (d) Bc4? **-1**, Tone deaf. Accelerates black's counter play by inviting b5 with a tempo.
- (e) f4? **-1**, Ineffective kingside play and drops the dark square bishop after Ng4.

7.

Choose from:

- (a) a4, accelerates black's queenside counter play after Rb8 (with the idea of b5).
- (b) Kb1 **+1**, Multipurpose and strong. Defends a2 and vacates c1 for potential piece use.
- (c) a3, Playable and strong. However, if white's kingside attack ever falters, black will have something to grab onto with his queenside pawns (this a3 pawn); thus, inaccurate.
- (d) Bc4, Playable but highly provocative. Gives black a tempo in his queenside play after b5.
- (e) Bd3, Development for the sake of development. Ineffective.

8.

Choose from:

- (a) d5? **-1**, Incorrect. After cxd, mass exchanges follow and white has a nominal edge.
- (b) dx e **+1**, Principled & strong to open-up the game when better developed.
- (c) Nge2 **+1**, Prepares a thematic maneuvering sequence in the Yugoslav Attack.
- (d) Bc4! **+2**, Bad moves in some circumstances can be exceptionally strong in others.  
If b5 Nxp is crushing for white (b5? Nxp! QxQ Nxd6+ +-). Whereas attempts by black to castle with Ne7 are completely thwarted by dx e and then Qd6!
- (e) Nce2? **-1**, Incorrect. When a kingside assault is the best plan, one shouldn't trade pieces.



9.

Choose from:

- (a) d5, Playable but relatively poor. After cxd exd, the d-file is closed to black's benefit.
- (b) dxe, Playable but relatively poor. The pawn tension was still favorable for white meaning it is bad for black to capture exd (capitulation) whereas white can hold the capture dxe over black's head for a while longer as a "Sword of Damocles".
- (c) Nc1 **+1**, Thematic and strong. Tidies up the queenside before the kingside assault.
- (d) g4 **+1**, Also thematic and strong. Begins the kingside assault.
- (e) h4, Inaccurate pawn play. Now black can play the blocking move h5 slowing down the kingside play. White is still for choice however black now has better chances of survival.

10.

Choose from:

- (a) d5, Poor, See the comments above for the moves d5 and dxe.
- (b) g3, OK in that white retains a big edge but slow and unnecessary.
- (c) g4 **+1**, The thematic Yugoslav Attack pawn storm. See also "Keres Attack" and it's impressive opening statistics <https://www.chessgames.com/perl/chessopening?eco=B81>.
- (d) h3, OK in that white retains a big edge but slow and unnecessary.
- (e) h4, Allows h5 and a potential blocking defense on the kingside.

11.

Choose from:

- (a) Be2?, **-1**, Poor and tactically unsound. Black can net a pawn and is no longer worse.
- (b) gxh, Incorrect, Gives black a potential blocking defense on the kingside.
- (c) h3?, **-1**, Poor and tactically unsound. Black can net a pawn and is no longer worse.
- (d) g5 **+1**, A real bone in black's throat. The g5 pawn greatly hinders black's development.
- (e) Rg1? **-1**, Poor and tactically unsound. Black can net a pawn and is no longer worse.

12.

Choose from:

- (a) Nb3, White retains an edge with this move but it cedes an opportunity to punish black by netting the white bishop for a knight.
- (b) Ne3?? **-2**, Drops a piece after exd.
- (c) Bd3?? **-2**, Drops a piece after exd.
- (d) h4? **-1**, A beginners move, the g-pawn did not need protection and this move cedes an opportunity to punish black by netting the white bishop for a knight.
- (e) d5! **+1**, The opportune time to advance in the center is usually just after one drives a knight away from its defensive post. Here black's important white Bishop is short of squares and must be traded.

13.

Choose from:

- (a) Nxd **+1**, Nets the white bishop for a knight. Else the knight on d5 is intolerable.
- (b) exd! **+2**, Bad moves in some circumstances can be exceptionally strong in others.  
After Bf5 (forced), Nb5 is crushing for white (exd! Bf5 Nb5 Qb8 Qc3 Kf8 Ne2 Ne7 Nc7 +-).
- (c) Nb5! **+2**, Transposes into the winning exd! line.
- (d) Qxd?? **-5**, A horrible oversight dropping the queen -+.
- (e) f4?? **-3**, From winning to lost after this major blunder -+.

14.

Choose from:

- (a) exB **-1**, Closes the d-file when white was having great attacking potential down the center.
- (b) QxB **+1**, Powerful & centralized. Black's defense is cracking down the center files.

15.

Choose from:

- (a) Bc4 **+1**, Direct and powerful.
- (b) Qb3! **+2**, Incisive and paralyzing. Note that Nc5 loses to BxN dxB Bb5+ (QxB drops b7).
- (c) Bb5 **+1**, Not quite as strong as (a) or (b) but still preserving the winning edge.
- (d) Bd3 **-1**, Puts on the brakes for no reason at all.
- (e) c4 **-1**, Positionally poor. Self-blocking the white bishop in.

16.

Choose from:

- (a) BxN **-1**, Not called for. This white bishop is far more valuable than the d7 knight.
- (b) Bc4 **+1**, Preserving a winning position but arguably better to do without black's a6.
- (c) Ba4 **+1**, Maintaining the pin is advisable as b5 does not solve black's problems at all (unless black wishes to drop the a8 rook and end his suffering immediately).
- (d) Bd3 **-1**, See the comment for Bd3 above.
- (e) Be2 **-1**, A move lacking purpose beyond simply saving the bishop from capture.

17.

Choose from:

- (a) c4! **+2**, Bad moves in some circumstances can be exceptionally strong in others. Creates a powerful threat of c5 exploiting the pins. If b6, then the cruel Rd2 reminds black just how superior white's position is here.
- (b) Rd3, leading to complications that are still favorable for white but it is illogical to complicate when one has far clearer paths to victory.
- (c) Nd3 **-1**, Allowing Ne7 unnecessarily would be unwise.
- (d) Bb3 **+1**, Direct and trappy. The awkward Rh7 is forced.
- (e) Nb3?? **-3**, From winning to lost. This careless move self-traps the a5 bishop after b5.



18.

Choose from:

- (a) Qxf+?? **-2**, A move order error that should cost white the game.
- (b) Rd3, Winning albeit far more slowly and less forcing than the best continuation.
- (c) Nd3, Winning albeit far more slowly and less forcing than the best continuation.
- (d) Bb6! **+1**, Crushing and exploiting the overworked black queen.
- (e) Ne2, Winning albeit far more slowly and less forcing than the best continuation.

19.

Choose from:

- (a) Qxf+ **+1**, Simplifying into a queenless middle game with a big material & positional edge.
- (b) BxR **+1**, Simplifying into a queenless middle game with a big material & positional edge.
- (c) f4! **+2**, Equal strongest, crushing. For instance, if exf, then e5 blows black off the board.
- (d) h4 **-1**, Unnecessary as the g-pawn could not be captured due to mate on f7.
- (e) Ba4+! **+2**, It takes determination and precision to abandon the fruitful a2-g8 diagonal.

20.

Choose from:

- (a) Qxf+ **+1**, Winning.
- (b) f4! **+2**, Winning & the most precise.
- (c) Ba4 **+1**, Winning.
- (d) h4 **+1**, Winning.
- (e) Nd3 **+1**, Winning.