

## Mid April Chess Quiz

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 loading up the PGN file in an analysis board and switching on the chess engine. For each position, the object is to give the best move/line of play.

Note: Some positions may have multiple solutions.

1. White to play. Rank the **candidate moves** from best to worst and give an eval.

**Bb2    Qe2    dxe    exf    d6**



Evaluation

BEST:

2<sup>nd</sup> best:

3<sup>rd</sup> best:

4<sup>th</sup> best:

WORST:

2. Black to play. In this unbalanced position, black is winning on account of the temporary N+B+p vs R dynamic.

(a) Explain why the testing Nb4!? doesn't actually win for black though it should still be played anyways!

(b) Give the correct (winning) line of play before or after Nb4!? is attempted.



3. This position came from a “Miles Variation” of the Queen’s Indian Defense (QID), 1. d4 Nf6 2. c4 e6 3. Nf3 b6 4. Bf4!? White’s d-pawn is hanging.

(a) Explain why Nf3 is not an ideal solution.

(b) How best to deal with this threat?



SOLUTIONS ON NEXT PAGE:

## Full game link/Solutions/PGN/Image Files

1. BEST: exf! (+2.5), 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup> tie w/ Bb2, Qe2, and d6 (+1), WORST: dxe (+.5).

After exf, white wins the black e-pawn no matter how black responds (Bxf Rxe or Rxf Bb2 R moves, Rxe). Coach M went with exf! and converted smoothly.

Game Link: <https://www.chess.com/game/live/106825234965>

2. (a) Nb4!? doesn't win on account of the only-move defense Re3! Despite this, it is still a GOOD IDEA to play Nb4!? as the win is not spoiled at all and white must spot and play the only defense Re3! in response to not lose very quickly. Other defensive tries lose quickly. For instance, Nb4!? Rb2?? c3! RxN c2 and the pawn queens, 0-1.

(b) With or without Nb4!?, we can actually reach the same position diagrammed and then play an auxiliary idea, Nc5! e.g. Nb4!? Re3! Nd3! (repeating) Re2 and now deviating with Nc5! The idea behind Nc5! is to nab the a-pawn and then run both b and c pawns overpowering the rook. This proves faster than white's counterplay. A sample line is Nc5! Rc2 Nxa with a simple b-pawn and c-pawn rush being unstoppable, 0-1.

Note: Coach M didn't find this with his 40 seconds left on the clock however, with a couple minutes, this line of play is a reasonable spot so make sure to manage your time better than Coach M!

3. Nf3? allows Ne4 and black expels white's beastly B on d6. Did you spot Qf3!? This move nets a +1 edge and was played in the game. The continuation after Nxd is instructive. White goes down material initially but then proves that well placed minors can compensate nicely a lost unimportant rook.

Game Link: <https://www.chess.com/game/live/106894869015>