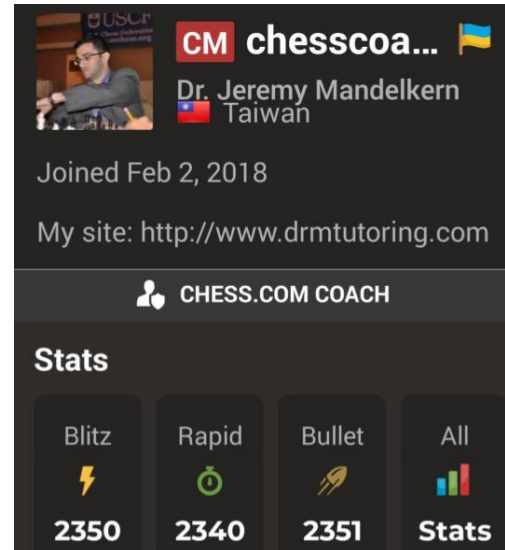# Coach M's 2024 Chess
World Championship Puzzle Sheet

by Dr. Jeremy Mandelkern,

PhD in Applied Mathematics,

USCF Candidate Master,

USAT Champion Member, 2011,

"chesscoachtaipei" on chess.com

After attempting this activity, let me know how you do!

I'm so much looking forward to continuing working with you in 2024 and seeing you all continue to climb the ranks, grow stronger, and achieve your chess goals!

All the best! Sincerely, Coach M

P.S. (*) Visit my website:

http://drmtutoring.com/en_US/chess-tutoring/

for more Chess Worksheets or find me on Facebook at "Dr. M's Chess and Math page", for more chess content from Coach M.

https://www.facebook.com/profile.php?id=61552597786293,

LIKE and FOLLOW, to enjoy more content from Coach M. Thanks! - Coach M

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 with the answers given in the back of the worksheet and/or by loading up the PGN file for the corresponding game in an analysis board and switching on the chess engine. For each position, the object is to give the best move/line of play. Below is a scoring rubric. Each of the below positions are from the 2024 Chess World Championship between GM Ding Li Ren and GM Gukesh Dommaraju.

Note: Some positions may have multiple solutions. The positions are sorted by their occurrence in the 2024 World Chess Championship. Good Luck, Do Your Best!

10/10	Super Grandmaster	Elo: 2700+
9/10	Grandmaster	Elo: 2500-2700
8/10	Master	Elo: 2200-2500
7/10	Expert	Elo: 2000-2200
6/10	Class A	Elo: 1800-2000
5/10	Class B	Elo: 1600-1800
4/10	Class C	Elo: 1400-1600
3/10	Class D	Elo: 1200-1400
2/10	Class E	Elo: 1000-1200
0-1/10	Beginner	Elo: Under 1000

Puzzle 1 (Game 1) – Difficulty Level: Easy

White to play. How to best recapture on d4?

Based on your read of this board, what's the best recapture and why?

_____

_____.

Puzzle 2 (Game 2) – Difficulty Level: Medium

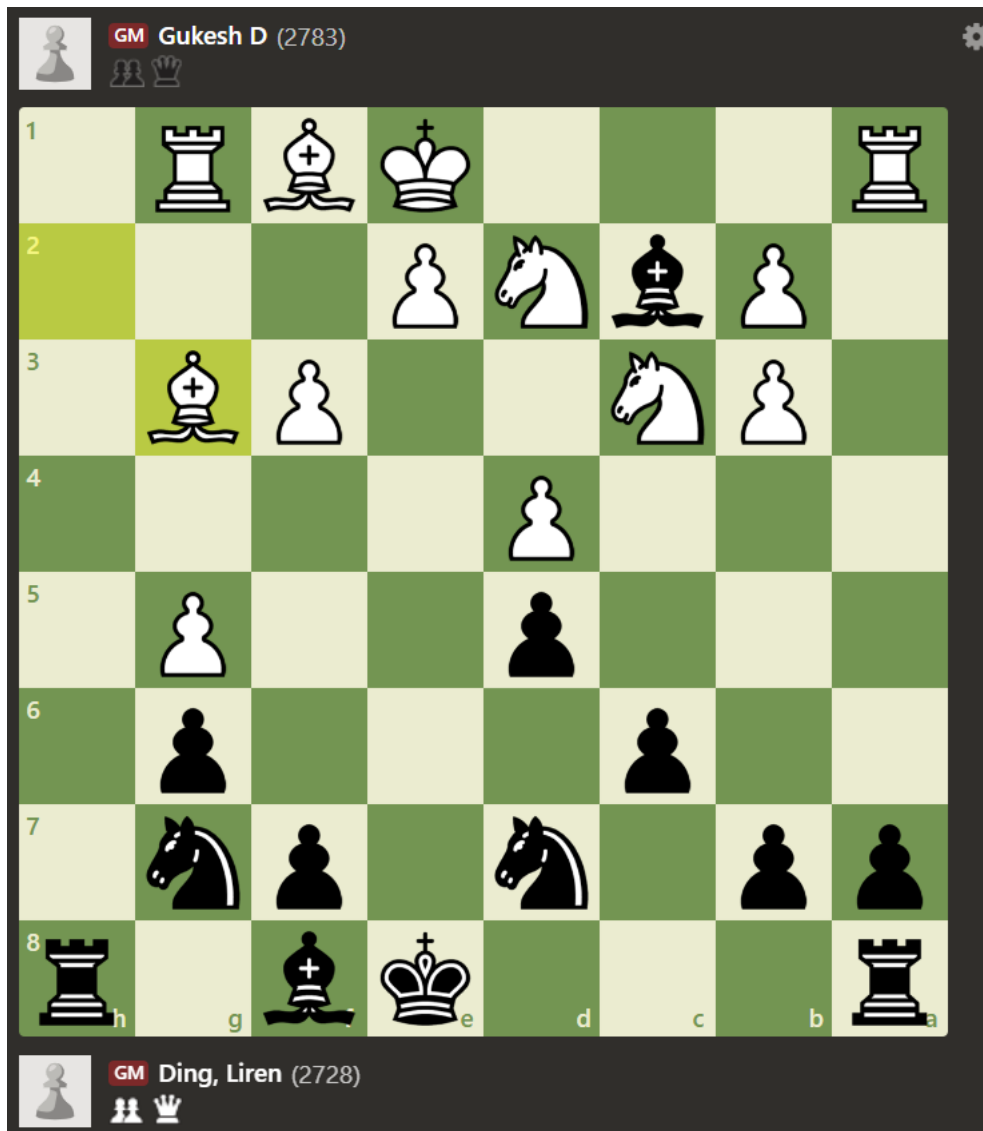Black to play. Which move grants an edge here for black?

Which move gives black an edge and why?

_____

_____.

Puzzle 3 (Game 3) – Difficulty Level: Medium

Black to play. The World Champ went for Rh5?! but then e4! was a table-turner leading to a trapping of the B on c2 afterwhich GM Gukesh went on to win and level the score in the match. What should GM Ding have played instead of Rh5?!
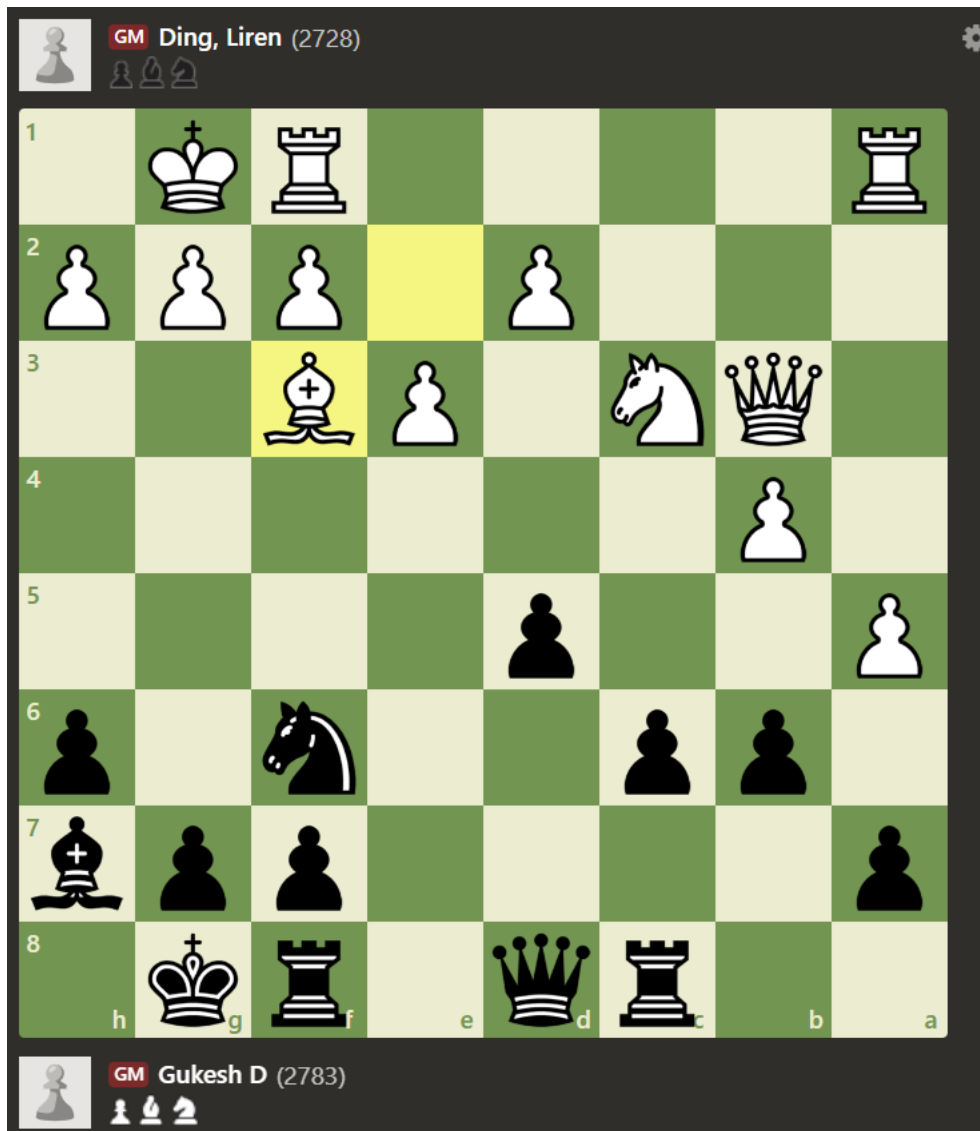

What's the best move here for black and why?

_____

_____.

Puzzle 4 (Game 4) – Difficulty Level: Medium

Black to play. How should black play this position?

What's the best move for black and why?

_____

_____.

Puzzle 5 (Game 5) – Difficulty Level: Easy

White to play. Are both of the recaptures on e5 equally good?

Are both of the recaptures on e5 equally good?

_____

_____.

Puzzle 6 (Game 6) – Difficulty Level: Medium

Black to play. How would you handle this position?

How would you handle this position?

_____

_____.

Puzzle 7 (Game 7) – Difficulty Level: Medium

Black to play. What's black's best play here?

What's black's best play here?

_____

_____.

Puzzle 8 (Game 8) – Difficulty Level: Hard

Black to play. Black can net an edge here but how?

Black can net an edge here but how?

_____

_____.

Puzzle 9 (Game 9) – Difficulty Level: Medium

White to play. The Challenger, GM Gukesh, has played a rare sequence putting his dark bishop on c3. How should white continue from here?
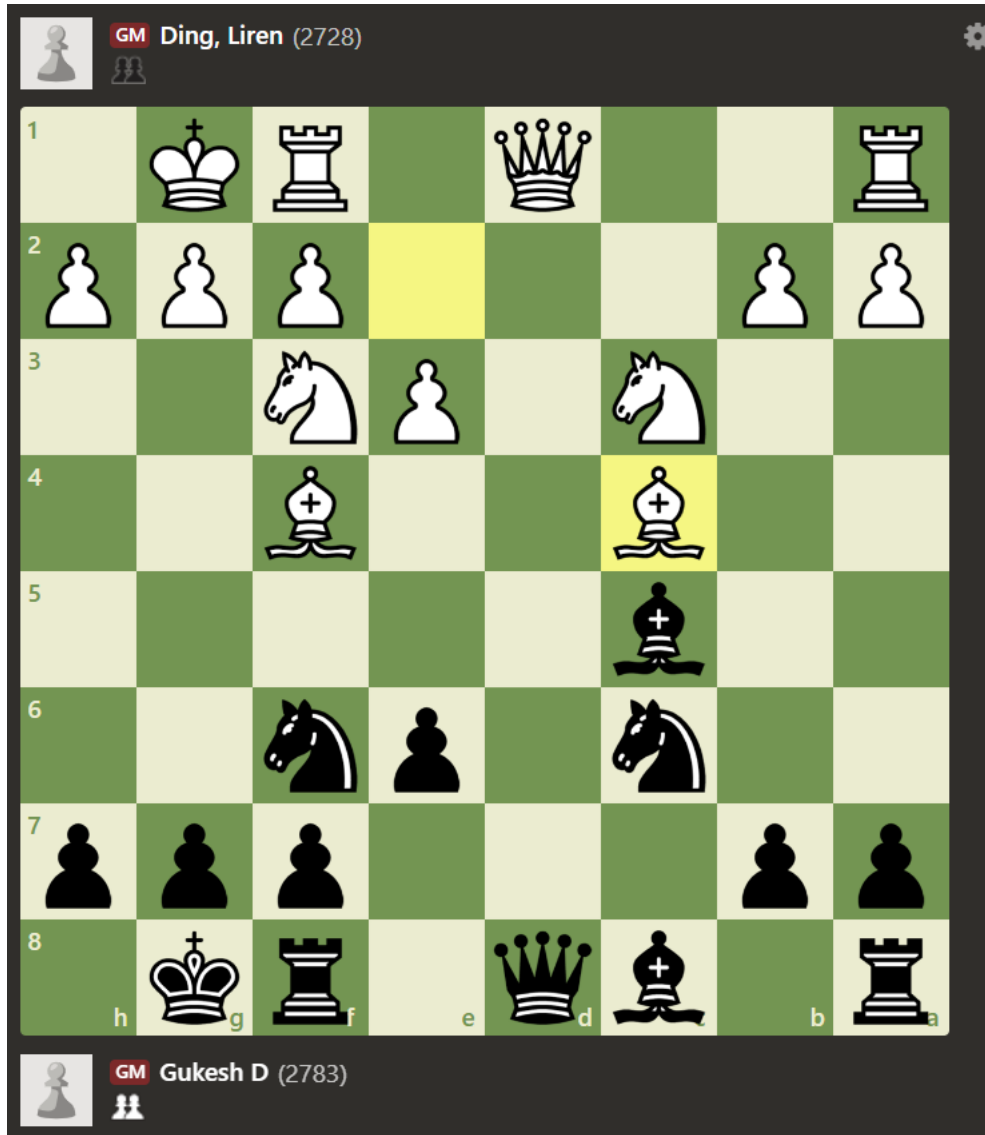

How should white continue from here?

_____

_____.

Puzzle 10 (Game 10) – Difficulty Level: <mark>Easy</mark>

Black to play. White is slightly better in this symmetrical structure however black has the move and can fight back but how?

How should black fight back here?

_____

_____.

Solutions & Game PGNs:

Puzzle 1: BxN! stabilizes white's position and white stands better. Note, Gukesh went for NxN?!, a worse alternative, and lost control of the game soon after this move, thus beginning his World Championship challenge with a loss.

Puzzle 2: Bb4! gives black a small edge. Instead, 0-0?! was played and white was not any worse.

Puzzle 3: Instead of Rh5?!, **Be7!** confers a rather large half pawn edge to black.

Puzzle 4: d4! kept the game level.

Puzzle 5: Both captures are not equally good. **RxB** is not worse for white but dxB?! as was played in the game is giving black some edge. After mutual inaccuracies, this game was drawn.

Puzzle 6: e5! as played in the game or as an alternative f5! keeps the game level.

Puzzle 7: b5! and white does not have full compensation for the pawn sacrifice.

Puzzle 8: b5! with the idea to flick in a check on b6 before recapturing is the way.

Puzzle 9: b4!? is the best way forward for white. The game is level.

Puzzle 10: Nh5!? is an opportunity that won't stay on the board. The game is level.

2024 Chess World Championship PGN Files:

https://www.chessgames.com/perl/chess.pl?tid=131517

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