

# **1001 Chess Exercises for Beginners**

# Contents

Explanation of symbols. ....	6
Introduction .....	7
<b>Chapter 1</b> Mate in one .....	9
<b>Chapter 2</b> Mate in two .....	19
<b>Chapter 3</b> The missing piece. ....	41
<b>Chapter 4</b> Double attack .....	47
<b>Chapter 5</b> Discovered attack. ....	55
<b>Chapter 6</b> Discovered check .....	61
<b>Chapter 7</b> Double check. ....	67
<b>Chapter 8</b> Pin. ....	73
<b>Chapter 9</b> Skewer .....	81
<b>Chapter 10</b> Deflection .....	87
<b>Chapter 11</b> Decoy sacrifice .....	93
<b>Chapter 12</b> Promotion .....	99
<b>Chapter 13</b> Drawing tactics. ....	107
<b>Chapter 14</b> Mixed motifs: White .....	113
<b>Chapter 15</b> Mixed motifs: Black. ....	147
<b>Chapter 16</b> Mate in three .....	177
<b>Chapter 17</b> Mate in four .....	191
<b>Chapter 18</b> Curiosities .....	197
<b>Chapter 19</b> Solutions .....	203
Glossary .....	233

# Introduction

*Chess is 99% tactics!*

If this celebrated observation is true for the master, how much more so for the beginner and club player.

By far and away, the quickest and most effective way to improve your chess performance is to increase your tactical skill so that at a glance you are able to see the typical mating patterns and material-winning tactical motifs that so often decide a game. There is no doubt that the best way to acquire good tactical vision is to do exercises that teach you to recognise the tactical building blocks that make up every combination. This book focuses on the crucial positions that every chess player must know. It cannot be stressed enough that a knowledge of strategy is of little use if you have not first mastered the fundamentals of tactics.

This book starts with hundreds of essential mating positions that train immediate visual recognition; first there are the easier mate in one- or two-move exercises; then there are exercises for various crucial tactical motifs that must be mastered by any aspiring chess player; these are followed by more demanding positions where these various motifs are often combined.

While the easier problems can be solved without a chessboard, we suggest that for the more difficult ones you set up the positions on a board and try to find the solution as if you were playing a real game. You should therefore not touch or move the pieces before having made your decision, perhaps writing down the possible variations before you check the solutions at the back of the book.

The introductions to each chapter are particularly instructive. It is here that we explain the ideas behind crucial tactical motifs such as the double attack, the pin and the skewer, as well as pawn promotion, drawing techniques, etc.

This book is intended not only for personal use, but also as a course text book. We have thus consulted leading teachers and masters with extensive training experience working in chess academies and club courses so as to best identify the most productive positions and exercises to use.

*Franco Masetti and Roberto Messa*

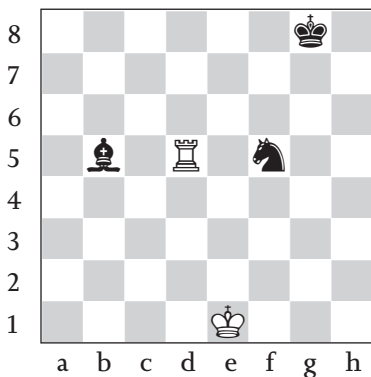
# CHAPTER 4

# Double attack

White to move (solutions on page 207)

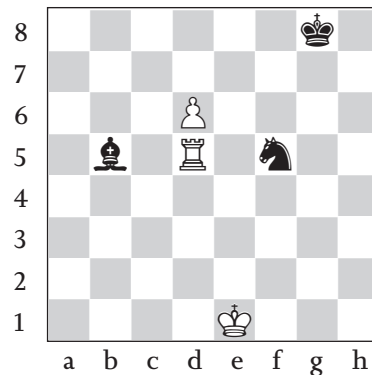
So far we have looked at lots and lots of mating positions. This is clearly logical as delivering checkmate is the objective of the game. However, checkmate is much easier to achieve when we have an advantage in material, namely more pieces. Combinations of tactical motifs that force a gain in material occur in virtually every game, and the most important of these motifs are based on some kind of double attack. However, the term ‘double attack’ is most commonly used to describe a position in which one piece attacks two undefended pieces simultaneously and only one of those threatened pieces is able to save itself. It goes without saying that it is rare that in a single move one’s opponent can save or protect two attacked pieces.

Let’s look at an example.



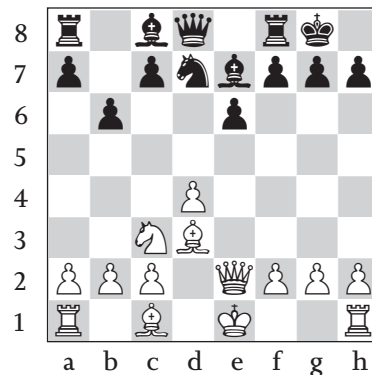
White has just played 1.♖d5, creating a double attack on the bishop and knight. One of the two pieces will be captured on the next move.

We have already noted that a double attack is very often impossible to meet. However, this is not always the case; in certain positions a fleeing piece can protect another.



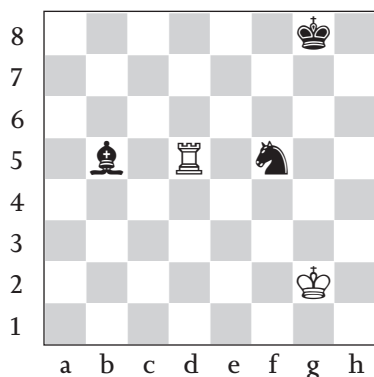
In this position, which is almost identical to the preceding one, Black can save both pieces with the simple move **1...♙d7**.

There is also the ‘double threat’ motif, which arises when at least one of our attacks does not involve the threat of material gain, but instead another type of threat such as checkmate.



In this position. White plays **1.♔e4!**, simultaneously threatening checkmate with **2.♕xh7** and the capture of the rook on a8. Black has no choice but to defend his king, leaving the poor rook to its fate.

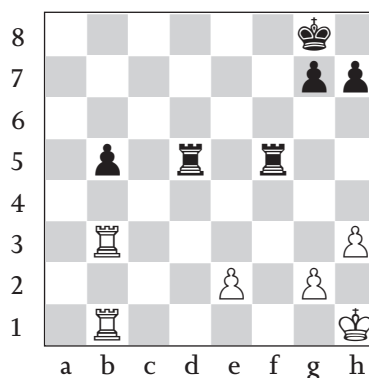
In the following example, the position of the white king allows a most unpleasant surprise! Black has the luxury of choosing between two moves that not only save both his threatened pieces, but which also win the white rook.



In reply to White's double attack, Black can play either **1...♕c6**, 'pinning' the rook to the king, or launch his own double attack with **1...♖e3+!**. This example teaches us that before making a double attack we have to make sure that our opponent does not have tactical resources of his own.

All the pieces can create a double attack, including the king and the pawn. Perhaps the most dangerous is the knight; its unusual way of moving allows it to attack two pieces without being attacked itself and renders its movements more visually difficult to anticipate!

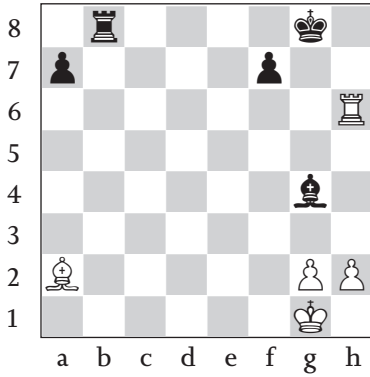
A double attack by a pawn or a knight is usually called a 'fork'.



In this position White will win one of the two rooks by playing **1.e4**. A classic pawn fork!

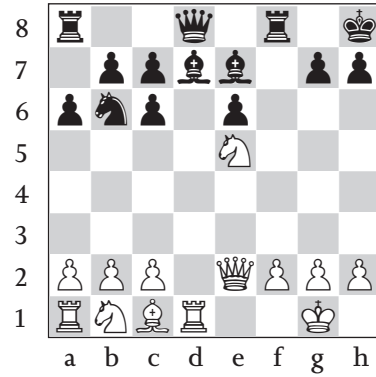
As mentioned before, a double attack in the broadest sense is central to most of the tactical motifs discussed in the following chapters; for example, a discovery is no more than a sophisticated form of double attack.

**217**



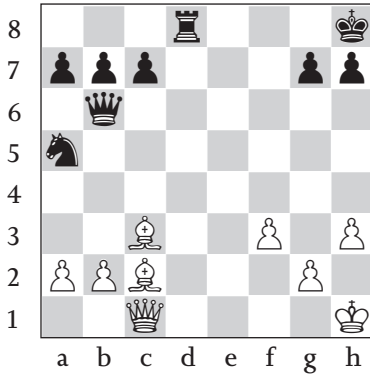
Nasty pin

**218**



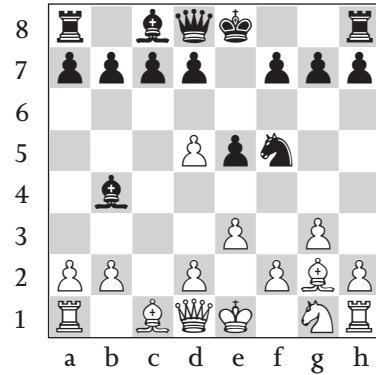
This won't take you long

**219**



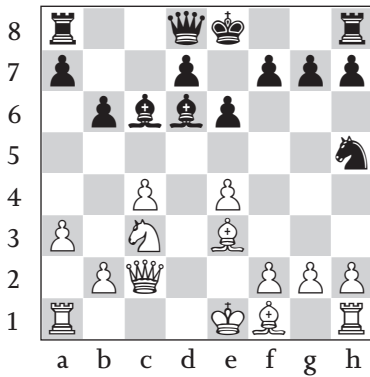
A simple double threat

**220**



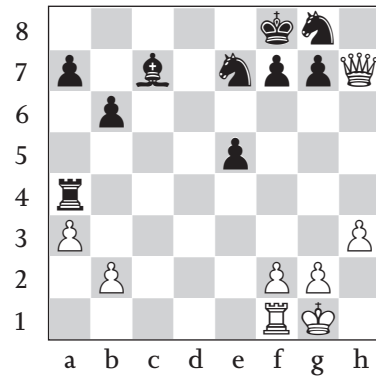
Loose pieces drop off

**221**

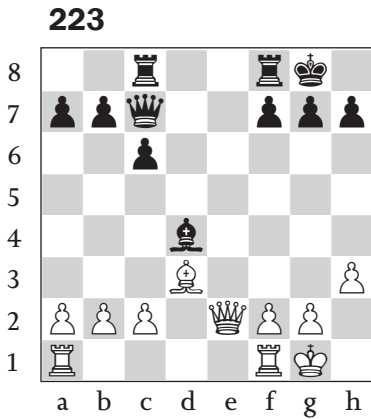


Black was a World Champion!

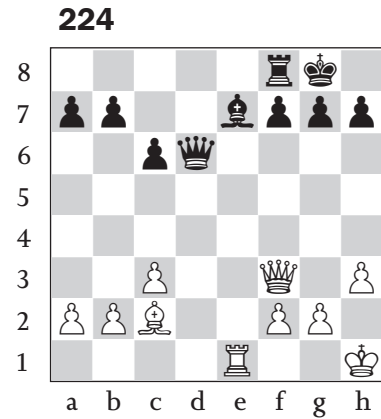
**222**



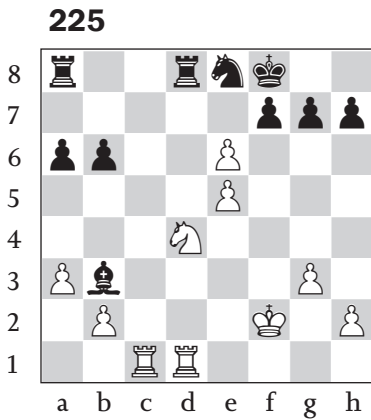
Two more loose pieces



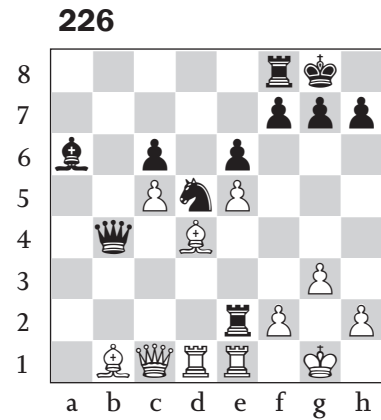
One move with two objectives



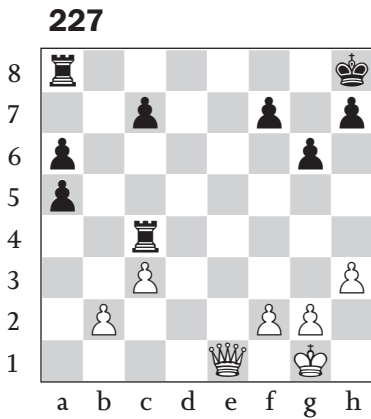
The same idea



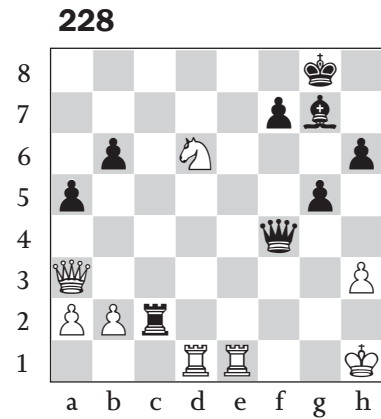
A pawn provides the answer



Simple chess

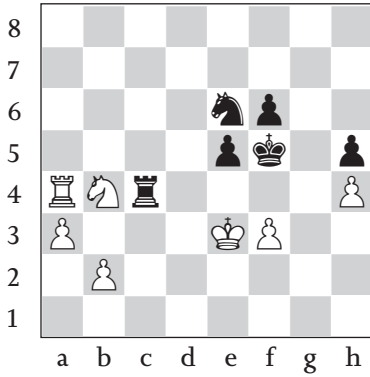


Check then a double attack



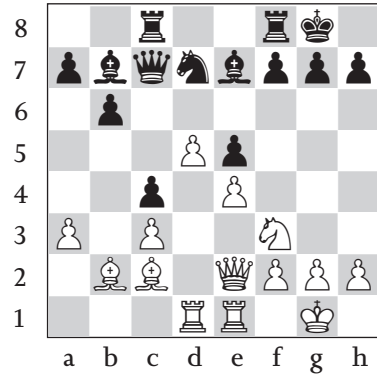
This is trickier

**229**



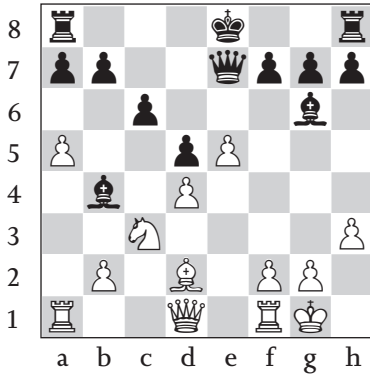
Objective: undefended pieces

**230**



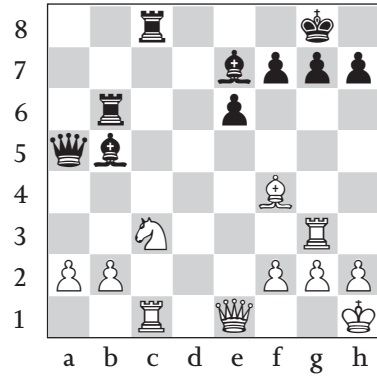
A pawn for a piece

**231**



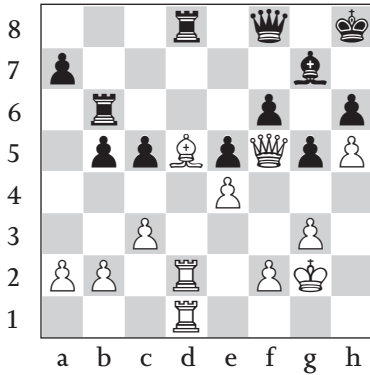
A pawn is a pawn

**232**



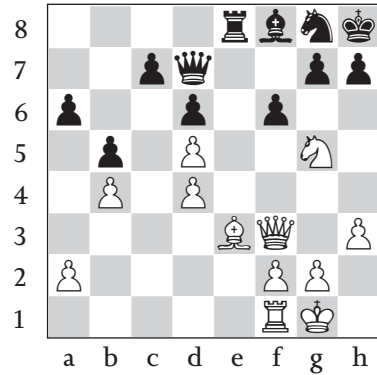
Temporary sacrifice

**233**



An unpleasant choice to make

**234**



Protectors in close proximity



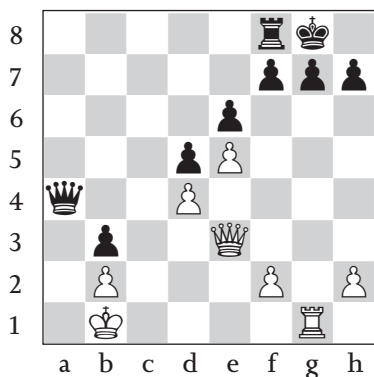
## CHAPTER 13

# Drawing tactics

White to move (solutions on page 215)

Tactics are not only for winning material or delivering checkmate. Sometimes the purpose of the most spectacular combinations is to salvage a draw in what at first sight appears to be a lost position. A startling tactical blow that secures a draw by perpetual check or stalemate is just as rewarding as a brilliant checkmate. Few things are as satisfying as 'swindling' our opponent out of what appeared to be certain victory. Remember, the ability to defend tenaciously is as important as the ability to attack!

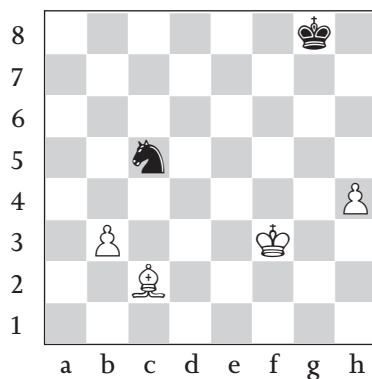
The most frequent opportunities to give perpetual check are based on sacrifices that smash open the protection of the castled king.



White's position is critical: Black's threat is the devastating 1...♙a2+. However, salvation is at hand with 1.♖xg7+! ♔xg7

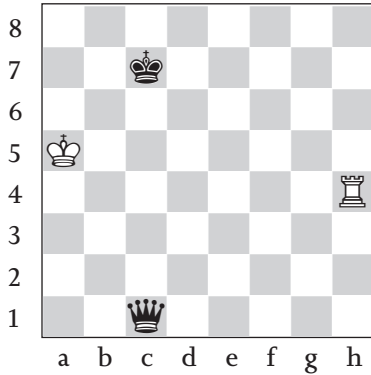
2.♚g5+ ♔h8 3.♜f6+ ♔g8 4.♚g5+ and perpetual check. If Black tries 1...♔h8, White has 2.♜xh7+! ♔xh7 3.♜h3+ ♔g6 4.♚g4+ ♔h7 5.♜h5+ etc.

Stalemate and perpetual check aren't the only means for securing the draw. There is also liquidation sacrifices, where the objective is to simplify to a theoretically drawn endgame position. It should be noted that tactics are as important in the endgame as in the opening and middlegame.



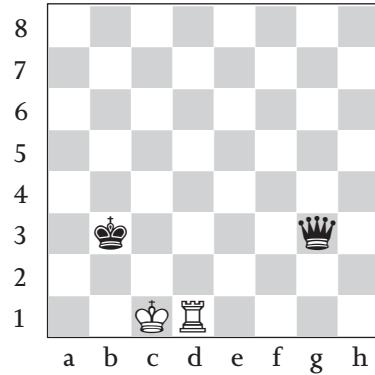
Notwithstanding that White has a two-pawn advantage, Black immediately draws by eliminating the only dangerous pawn: 1...♘xb3! 2.♙xb3+ ♔h8. Black knows his endgame theory; if the white bishop does not control the queening square in the corner, it's a draw.

**469**



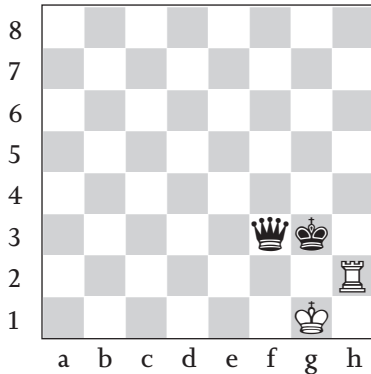
A decoy draws

**470**



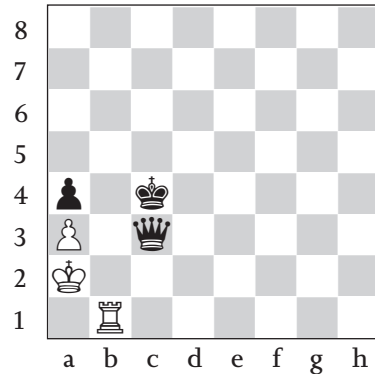
Also here

**471**



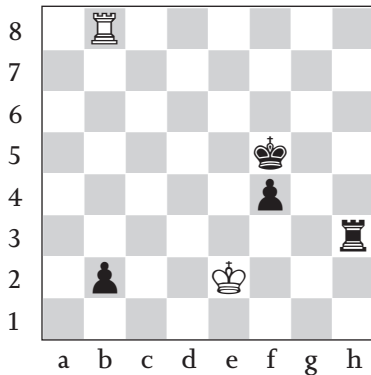
Now let me think...

**472**



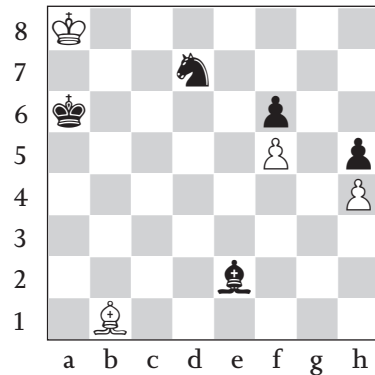
Another type of mate

**473**



Who would have thought?

**474**



Minor piece stalemate

**199** 1.h6#**200** 1.e6#**201** 1.♙f6#**202** 1.♖c6# or 1.♗e5#**203** 1.♖d7#**204** 1.♙f6#**205** 1.♗f6#**206** 1.♙h6#**207** 1.♗g4#**208** 1.♘h8#**209** 1.♖d7#**210** 1.♗h6#**211** 1.♘h6#**212** 1.♗b5#**213** 1.♗b7#**214** 1.♙e6+**215** 1.♘e7+**216** 1.♖c8

## Chapter 4 – Double attack

**217** 1.♗g6+ ♘f8 2.♗xg4**218** 1.♘xd7 ♘xd7 2.♖xe6+ and 3.♗xd7**219** 1.♖g5 Threatening both mate on g7 and capturing the rook. 1...♗g8 If 1...♗d7 2.♖f5, threatening both mate on h7 and capturing the rook on d7. 2.♖h4 h6 3.♖e4**220** 1.♖g4 Attacking both the knight on f5 and the bishop on b4.**221** 1.♖d1 Attacking both the knight on h5 and the bishop on d6.**222** 1.♖c2 Attacking both the rook and the bishop.**223** 1.♖e4 Threatening mate on h7 and capturing the bishop.**224** 1.♖e4 Threatening mate on h7 and capturing the bishop.**225** 1.e7+! ♘xe7 2.♘c6+ with an easy win.**226** 1.♗xe2 ♙xe2 2.♖c2 Threatening mate and capturing the bishop on e2, Wojtkiewicz-Privman 2003.**227** 1.♖e5+ ♘g8 2.♖d5 Attacking both rooks.**228** 1.♗e8+ ♘h7 1...♙f8 2.♗xf8+! ♘xf8 3.♘f5+ ♘g8 4.♖f8+!! ♘xf8 5.♗d8# Vidmar-Euwe 1929.  
2.♖d3+ with the capture of the rook.**229** 1.♘d5!! ♖c7 Forced; 1...♗xa4 2.♘e7#. 2.♘xc7 ♘xc7 3.♖c4 with a decisive advantage.**230** 1.d6! ♙xd6 2.♖d2! Threatening to win the bishop or the knight if the bishop moves.**231** 1.♘xd5! A temporary sacrifice. 1...cxd5 2.♖a4+ Capturing the bishop, with an extra pawn.**232** 1.♙c7! A decoy sacrifice. 1...♗xc7 2.♖e5! Threatening mate on g7 or to capture on c7, thus winning the exchange.**233** 1.♙g8!! Threatening mate on h7, and if 1...♖xg8 2.♗xd8, winning.**234** 1.♖f5!! Threatening mate on h7 and if 1...♖xf5 2.♘f7# or 1...fxg5 2.♖xd7.**235** 1.♖b4! Threatening both the rook capture and a winning check with 2.♖b8+.**236** 1.♖a4 Attacking both the rook on e8 and the bishop.

**453** 1.♖f5!! The idea is to push the pawn to g4, vacating the g2-square.  
1...♙xf5 2.g4+ ♜xg4 3.♙g2 An endgame with 3 versus 2 pawns is winning for White.

**454** 1.g5 ♜xf5 1...fxg5 2.f6. 2.gxh6 And the king cannot approach: if there were not a pawn on f6, the king could move to f6 with a draw. 2...c2 3.♙d2 ♙g5 4.h7

**455** 1.exf6! ♜xg7 2.fxg7 and promotes.

**456** 1.♚xa7! ♜xa7 2.bxa7 and the pawn promotes with a decisive advantage: 2...♙c2+ 3.♙d2 ♙xa1 4.♜xa1 0-0 5.a8♚

**457** 1.g8♚+! The simplest: the resulting pawn endgame is winning for White. 1...♚xg8 2.♚xg8+ ♜xg8 3.b4 ♙h7 4.a4 ♜xh6 5.b5 Svidler-Dreev 2004.

**458** 1.♜e8+ ♚xe8 1...♙f8 2.♜xf8+! ♚xf8 3.f7+ ♚g7 4.f8♚#. 2.f7+ ♚e5 3.♙xe5+ ♙xe5 4.f8♚#

**459** 1.♚xe4+! 1.gxh7? ♙xh7 and Black is better. 1...dxe4 2.gxh7 and wins.

**460** 1.♙f7 Threatening to capture the pawn. 1...h5 2.♙e6 h4 3.♙d5 h3 3...♙b3 4.♙e4. 4.♙c4 h2 5.♙b4! h1♚ 6.b3# A study by Fritz (1939).

**461** 1.♙g2! h1♚/♚xg2 2.c8♚#

**462** 1.♙a6+! A rare king + knight fork! (the immediate 1.♙e7 is a blunder: after 1...♙c6+, the queening square is controlled). 1...♙xa6 2.♙e7 and with the black knight deflected to a6, promotion is inevitable.

**463** 1.a6 The king can enter the square and Black has a knight, but still the pawn promotes! 1...♙c7 1...♙c5 2.a7. 2.a7 It is the very presence of the knight that prevents the king from approaching!

**464** 1.♙h5! Controls g6 and threatens 2.♙g4+ and h7. 1...♙xe5 2.h7 with promotion.

**465** 1.h3!! Mate in 16! 1.h4+? ♙h5 is zugzwang. 1...♙h5 2.h4 Zugzwang; 2.♙xg8 ♙xh6 is a draw. 2...♙xh4 2...♙b3 3.h7. 3.♙xg8

**466** 1.♙e4!! Again, the Novotny theme: Black cannot maintain control of both a8 and e8. 1...♚exe4 1...♚hxe4 2.e8♚+ ♚xe8 (2...♙b7 3.a8♚+) 3.a8♚#. 2.a8♚+ ♚xa8 3.e8♚+ ♙b7 4.♙xd7+ ♙b8 5.♚c7#

**467** 1.c5!! Not at all easy to find: by not advancing to the seventh rank White gains the knight or the rook! Stopping ...♙d6 threatens 2.c7 (1.c7? ♙d6 2.c5 ♙c8 3.axb3 ♙f7 and Black wins; 1.axb3? ♙d6). 1...♜b5 1...♜e3 2.cxb7 ♜e8 3.c6; 1...♙xc5 2.c7 and promotes. 2.a4!! Taking the rook away from the key b5-square. 2...♜xc5 2...♙xc5 3.c7 3.cxb7 and b5 is controlled.

**468** The final part of a celebrated study by Saavedra of 1895: 1.c8♚!! Threatening mate on a8. 1.c8♚? ♜c4+! 2.♚xc4 is stalemate. 1...♜a4 Forced. 2.♙b3 Threatening the rook capture and mate on c1.

## Chapter 13 – Drawing tactics

**469** 1.♜c4+! ♚xc4 stalemate.

**470** 1.♜d3+! ♚xd3 stalemate.

**471** 1.♜h3+!! ♙xh3 stalemate.

**472** 1.♜c1! ♚xc1 stalemate.

**473** 1.♜xb2! ♜h2+ 2.♙f3 ♜xb2 stalemate; 2...♜h3+ draws, Bernstein-Smyslov 1946.

**474** 1.♙d3+! ♙xd3 stalemate.