

BATSFORD CHESS

300 MOST IMPORTANT TACTICAL CHESS POSITIONS



Thomas Engqvist

300 Most Important Tactical Chess Positions

Study five a week to be a better chessplayer

Thomas Engqvist

Contents

Introduction

Part 1: 150 most important tactical positions in the Opening and the Middlegame

1-27: Five basic tricks: Fork, Discoverer, Pin, Trapping and Overloading

28-45: Mating Combinations

28-39: The magnet sacrifice and back rank mate

40-45: Other mating combinations

46-47: Stalemate

48-49: Composing and Solving Problems

50-59: Calculation of Variations

50-52: Candidate moves

53-54: Motif and Theme

55-56: Stepping stones

57-58: Evaluations

59: Pragmatism or deep analysis?

60-74: Knight Manoeuvres and Knight Sacrifices

75-96: Bishop Manoeuvres and Bishop Sacrifices

97-99: Exchange Sacrifices

100-109: Rook Manoeuvres and Rook Sacrifices

110-113 : Queen Manoeuvres and Sacrifices

114-116: King Manoeuvres

117-139 : Pawn Play

117-128: The unexpected pawn break

129-132: The unexpected pawn push

133-138: The passed pawn

139: Dynamic play with pawns

140-150: Attacking the King

140: Attacking the king with pawns

141-143: Attacking the king with pieces

144: Prophylaxis against an attack on the king with pieces

145-146: Attack on the king with major pieces

147-149: Attack and defence where diagonals are involved

150: Counterattack or prophylaxis?

Part 2: 150 most important tactical positions in the Endgame

151-168: Pawn Endings

169-180: Knight Endings

181-200: Bishop Endings

201-210: Knight and Bishop Endings

211-273: Rook Endings

274-300: Queen Endings

Introduction

The book you are holding in your hand, dear reader, is a follow-up to my previous *300 Most Important Chess Positions – Study five a week to be a better chess player* (Batsford 2018). However, the two books are not dependent on each other since their respective focus is on different territories of chess. The former book dealt with positional methods whereas this one focuses on **tactical ideas**. They can therefore be integrated as part of a training scheme and be studied as a single course. It's a matter of taste in which order you wish to read them or whether you even prefer to work with them concurrently. However, one advantage of starting with the positional methods is that when you move on to the tactics you will come across numerous references to the former book, which you will recognise if you have been ambitious enough to remember the many key concepts given there.

The most important thing is to do the work in a step-by-step fashion. Once you have set off on your path of study you can expect to enrich your chess understanding and acquire more and more tactical and positional weaponry. But, most importantly, you will develop a good habit that will progressively and significantly improve your playing strength over the coming weeks and months. Learning to play good chess is like learning a language or a musical instrument. It does take time to gain a sufficient understanding of the ideas but afterwards you'll never forget them. Indeed, when you have finished reading the books you will have gained sufficient experience to truly understand what to my mind are the most important factors concerning tactical and positional chess.

300 most important chess tactics in the opening, middlegame and endgame was originally an email course which started with the help of my Swedish homepage Schacksnack.se at the beginning of 2019 and lasted for approximately a year. The course was labelled “Less is more – The 300 most important tactical positions” and was primarily aimed at Swedish chess players, since the course was written in the Swedish language. The main idea was to study five tactical positions very carefully every week. All positions have thus been thoroughly explored by the participants as well as myself with the assistance of the latest versions of Komodo, especially Komodo11. There the positions were presented randomly whereas in this book they are thematically arranged in the opening and middlegame section and according to the specific endgame in the endgame section. For example, in pawn endings, stalemates, breakthroughs, passed pawns, pawn races and transitions to queen endings come to the forefront and are therefore the most common tactical ideas to be explored. Both methods, random and structured, have their own merits. If the positions are solved randomly it’s more like a real game situation. However, in the book you will not know the result or the level of difficulty beforehand. The advantage of a thematic order is that you can practice a specific theme. The advantage of a specific endgame is that you can focus on the tactical peculiarities of a particular endgame as well as the peculiarities of the piece which is defining what kind of endgame it is.

I discovered this clever concept of studying a useful but limited number of positions by coincidence as a junior at the end of the 70s when my club SK-33 in the small town of Enköping helped to arrange a couple of meetings with Robert Danielsson. At the time he was a well-known chess specialist in Stockholm, teaching the game to children. Danielsson has written books and study materials for beginners on a high pedagogical level. In Sweden he is most famous for his categorisation of five basic tactical tricks with the help of just

one word. The Swedish key word is GABIÖ and it is indeed a clever acronym. Every letter stands for one fundamental and common tactical trick. G stands for Gaffel (Fork), A for Avdragare (Discoverer), B for Bindning (Pin), I for instängning (Trapping) and the last letter Ö means Överlastning (Overloading) If the letters are put in a more convenient order in the English language an equivalent word might be **DPFOT**. It might be a helpful acronym to help remember the five most common tactical tricks in the English language.

During one of our meetings in Stockholm, Danielsson and I agreed to follow a disciplined and structured scheme which meant I had to study five positions from *Pachman's Mittelspielpraxis im Schach* and *Endspielpraxis im Schach* every week. If you work diligently and follow such a schedule ambitiously it will take approximately one year to assimilate the content from all the positions. You will learn all this for a lifetime if you are careful and slowly repeat the positions from time to time, maybe even up to at least 10 times, especially if the position is unfamiliar to you, until you have the specific positions at your fingertips. The main reason to study only a limited number of five positions each week is to restrict your focus to only the most important ones and concentrate solely on them. If you study too many positions, and too quickly, the risk increases that sooner or later you lose discipline and forget what you once tried to learn. The key is to learn slowly but surely and take time to reflect on the positions. If you can discuss these with your friends then so much the better. The best way to learn is actually to teach others, so if you have this opportunity, and it comes natural to you, then you should take advantage of that.

The reason for the limit of 300 tactics in the present book is motivated by the phrase "Less is more". It's according to the principle that the less you know the less you will forget. It will be easier to remember 300 tactical ideas in a systematic manner than

1,000 random ones, since you will have a limited number of tactics on which to concentrate and continually study and revise on a regular basis. Such a learning process will be more effective in the long run and help you to focus on the most important tactical ideas.

It's not enough to learn tactical play in itself. One also needs the mental tools to solve problems effectively. The groundbreaking book *Play like a Grandmaster* by Alexander Kotov impresses upon its readers the need for mastering three abilities to become an exceptionally good player. These abilities are fast and correct **calculation** of variations, a deep **feeling for combinations** and a correct **evaluation** of different kinds of positions. In the present book the focus will be mostly on the second ability, a deep feeling for combinations, since it's an ability which by nature is more tactical. However, to be good at executing and preparing combinations you obviously must be good at calculating complicated variations as well. In a sense tactics is a hybrid of these two abilities and both must be mastered if your aim is to become a really strong tactician at the board.

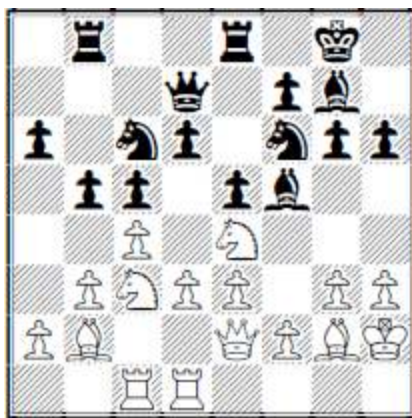
When a position has been reached where a **combination** is possible then the time has come to execute it. To be able to do this effectively, a great arsenal of tactical and combinational ideas is needed as well as high level calculating ability. When it comes to the definition of a combination it's obviously not enough to quote Alekhine's "The combination is the heart of chess:" It's not consensus in the chess world that defines what a combination really is. According to the *Sahovski Informator* system in Belgrade, which has produced five editions of the *Encyclopaedia of Chess Middlegames/Combinations* beginning in 1980, a combination is "a forced variation with a **sacrifice** which leads to a positive result" This definition originates from Botvinnik ("The combination is a forced variation with sacrifices") and is the most popular one but it's not entirely correct. I believe that Averbakh, who in his book *Chess*

Tactics for Advanced Players stipulates that a combination is a double threat, is on the right track since it also covers the **manoeuvre** as well as the **exchange**.

Consider the following miniature which I won with a tactical trick after an exchange.

Engqvist – Dzevlan
SCT Åland/Åkersberga 1997

1 ♘f3 ♘f6 2 c4 g6 3 b3 ♖g7 4 ♖b2 0-0 5 g3 c5 6 ♖g2 ♘c6
7 0-0 d6 8 e3 ♗f5 9 ♔e2 e5 10 d3 a6 11 ♘c3 ♖b8 12 h3 ♔c8
13 ♔h2 b5 14 ♖ac1 ♖e8 15 ♖fd1 h6 16 ♘d2 ♔d7 17 ♘de4

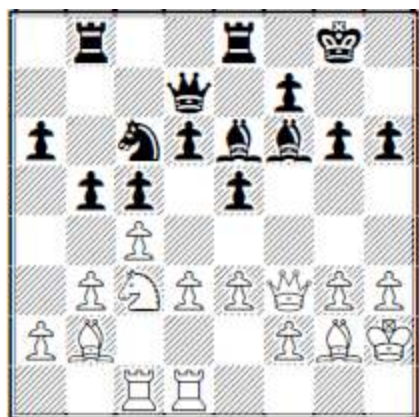


Black to move

17... ♗e6??

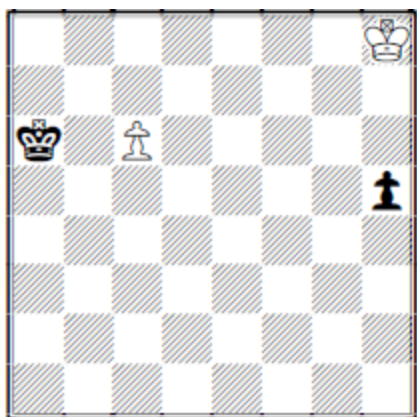
Correct was 17... ♘h7 making the e4-knight as well as the g2-bishop temporarily redundant.

18 ♘xf6+ ♗xf6 19 ♔f3



And **Black resigned** due to the double threat on f6 and c6. Dzevlan presumably made the tactical mistake of focusing too much on positional considerations such as controlling the d5-square that he missed a simple fork with the queen only two moves ahead. According to Botvinnik's definition this isn't a combination since before the fork an exchange took place and not a sacrifice. This proves how problematic it is to define a combination, especially if it must contain a sacrifice. Exchanges or manoeuvres can be part of a tactical trick as well, as long as there is a double threat in the position.

So the heart of all tactics is the double threat and as I have already described in *300 Most Important Positions* with regard to Réti's famous pawn ending from 1921, position 158, Averbakh used that famous position containing the immortal manoeuvre ♔g7-f6-e5 to explain that the double threat is the heart of all tactics and combinations.



On e5 the king is threatening to support the c6-pawn with ♔d6 as well as reach the enemy pawn on h4 with ♔f4.

There are a lot of books on the market which teach you how to carry out combinations so the aim of this book is not only to focus on this rather well-covered tactical aspect. More important is the underestimated, almost forgotten topic of how to reach a position where a combination is possible. This is actually the true art of chess and shows the big picture of how to relate to tactics as a whole. If the most important aspect in positional play is how to manoeuvre to achieve your objective, the question with regard to tactical matters is how to direct your play towards achieving your tactical objective.

Some say that tactics is 99 percent of the game and others that this is the case for positional play. The truth of the matter is that tactical and positional play are intertwined. In the above mentioned miniature my opponent made the mistake of focusing too much on the positional side of the game and on this particular occasion was punished for that. I'm sure this has happened to all of us at some time when playing in serious chess competitions. It happened to me in position 298 but I was lucky not to be punished, at least not on this occasion. Or as Euwe expressed it in *Strategy and Tactics in Chess*: "One is constantly faced with two problems: What must I do and how must I do it? In some cases one of these two problems may possibly surpass the other in importance to such an extent that it

seems as if we only had one problem to deal with; in reality, however, both problems are always present.” This is the key: we must always simultaneously focus on two kinds of chess, tactical and positional. Otherwise, sooner or later, we will give away points to opponents who understand this better than us.

Although the present book will mainly deal with the answer to the second question, “How”, rather than “What”, the most advanced notion in the tactical field is actually to know **how to reach the position where you can execute a tactical idea**. (Of course this is also valid for prophylactic chess when we try to figure out in advance how our opponent might execute a tactical idea.) Famous in this respect are Rudolf Spielmann’s words regarding Alekhine’s combinational vision: “I can comprehend Alekhine’s combinations well enough, but where he gets his attacking chances from and how he infuses much life into the very opening – that is beyond me. Give me the positions he obtains, and I shall seldom falter. Yes, I continually get drawn games, even out of the King’s Gambit”.

If you have an advantageous position and you feel that the position is ripe for a hidden combination it’s sometimes a matter of “religiously” believing that a combination in this or that position can be found, especially when you are close to giving up the search for an ingenious tactical solution. The main idea, psychologically speaking, is to have a profound belief that it’s possible to transform an advantageous position by means of a combination or some other kind of tactical solution to extract a win.

A strong belief, combined with tactical skill, is really what top master chess is all about. “Anyone” can learn and deliver required tactics but most of us, including the great Spielmann, are not able to reach the desired positions. We mustn’t forget that Spielmann was a great player in the field of tactics and on top of that wrote the classical *The Art of Sacrifice in Chess*. Included in the present book are therefore tactical positions as well as some initial phases of

games designed to cover this highly important but nevertheless less explored topic of how to reach a position where a combination is possible. There isn't a single book dealing with this highly underestimated subject. *How to create combinations* by Vladimir Pafnutieff has an appropriate title but one which is too ambitious since in fact this book only scratches the surface. This and other works mostly deal with different types of combinations, but that is not the most important component. More important is to understand what the pieces can do, the individual peculiarities of the pieces. But, in this respect, also important are the peculiarities when pieces and pawns are working together. In the absence of any book concentrating on the issue of how to reach a position where a combination is possible, you will only be able to find this out by studying famous games by great masters. For example, great attacking and combinative players like Anderssen, Chigorin, Alekhine, Tal, Nezhmetdinov, Kasparov and Shirov come to mind.

After you have gained sufficient expertise in the field of tactical motifs and their calculation, what could be more important than to know the underlying mechanism of how to strive for a combination? On a basic level it's possible to study this important process by looking at miniature games with specific openings, those under 20, 25 or 30 moves depending on your definition of a miniature game. What you learn from miniature games you can use in other positions as well and this includes all phases of the game, since your play can proceed along the same lines using minor operations or manoeuvres with a specific purpose in mind. The advantage of studying important miniature games is that they effectively teach you how to construct opportunities for combinative blows and that is why they are included in the present book. It's not the hidden trap in itself that is important, it's how to create the right conditions to set that trap. This is the heart of Alekhine's successful combinational vision. However, as in the above mentioned game, sometimes it is your

opponent who creates the right conditions and then the tactical opportunity is served on a silver platter. We must always be ready to play normal moves too as these may sometimes be enough to prepare a tactical blow, even against strong opposition. Consider the following miniature:

Engqvist – Wallace
Stockholm International 1997

1 ♘f3 d5 2 g3 c6 3 ♙g2 ♙g4 4 0-0 ♘f6 5 b3 ♘bd7 6. ♙b2 e6 7 d3 ♙c5 8 ♘bd2 0-0 9 e4 ♔e7 10 a3 a5

Here Wallace offered a draw which I declined.

11 h3 ♙h5 12 ♔e1



Black to move

12... ♔fe8??

An amazing mistake.

13 e5 Black resigned.

The f6-knight is trapped by the pawn.

This is clearly a case of a loss of concentration by my opponent and perhaps the early proposal of a draw was a telling signal. I

declined, but I could never have imagined the psychological impact that it would have. Sometimes a draw offer might indicate that the player isn't feeling motivated enough to play chess on that day and that in itself is a trigger to continue the game, regardless of the colour of the pieces.

Which of the three phases of the game is the most important to study if your main goal is to learn tactics as effectively as possible? Tactical ideas are obviously important in all phases of the game but the middlegame is the most productive one for study, especially if you are interested in more advanced tactics. (Here one can draw a parallel to the Chinese school which believes that the middlegame is the most important phase of the game. This is contrary to the western world which tends to focus more on openings and endings, especially when teaching chess, but as Averbakh has mentioned "the theory of the middlegame lags perceptibly behind the two other phases of the game.") Tactics in the opening mainly relate to straightforward traps, whereas tactics in the endgame focus more or less on passed pawns, breakthroughs or stalemates. In the middlegame, as well as in multi-piece endings, there will be several active pieces involved and this is the main reason tactics may not only be complicated but at worst lead to such insurmountable variations that even highly experienced players have problems successfully dealing with them. Such "impossible" variations are really like climbing up a high ice-clad mountain with a pick until the inevitable fall.

How do we know which are the most important tactical positions to study and learn for a lifetime's use? Of course that's a relative notion depending on your talent for tactics and your previous knowledge and experience. For a novice, a position illustrating the way to win with Greco's bishop sacrifice on h7 followed by a mating attack with knight and queen, is important, but if you are already familiar with the main mechanism you will need to study and

comprehend more advanced positions with the same concept. The ability to create complex combinations requires prior mastery of basic positions in order to be able to solve the specific tactics demanded in more difficult positions. Since this book is aimed to a rating category ranging from 1000 to 3000, all levels of player have to be satisfied. This implies that the lower the individual player's level the more basic positions he or she is required to master. On a higher level it means that in a complicated position you must figure out whether Greco's gift is correct or not correct. To find the solution obviously demands a high level of skill in the calculation of variations. The area of calculation will also be touched on since it's an extremely important part of tactics, if not the most important part, especially when dealing with complex positions. The famous concept of "**stepping stones**" developed by the Norwegian grandmaster Jonathan Tisdall in his book *Improve Your Chess Now* will also be explained.

We mustn't forget that many positions will be more difficult to solve if we are not aware of the concept of **motif** and **theme** as developed by Kotov. To find the motif is actually to find an answer to the what-question and is a good example why positional and tactical thinking constantly integrate with each other. Most of the time when analysing combinational possibilities the motif is noticed before the theme but sometimes it's the other way around. When motifs and themes have been established it's easier to find the **candidate moves**. Only after these preliminary stages have been considered can we start the concrete calculation of variations where we try to establish the various stepping stones on which to focus. After the establishment of stepping stones the tree will grow until the final stepping stone results in an evaluation. Only after we have compared the different evaluations from the different trees can we be relatively sure which is the best choice of move.

It is not only knowledge of the most relevant positions that is important but also the solutions, provided they are explained in a pedagogical and easy-to-learn manner, since you need to learn the ideas in the most straightforward manner. After all, you are supposed to learn, understand and remember the tactical ideas for a lifetime and therefore you need to embed the positions into your conscious mind of chess thinking as early as possible in your chess career. Of course this means that if you have been unable to learn appropriate chess thinking early in your life, it's better to learn the ideas later regardless of your age. To be able to carry out this approach to learning successfully it's vital to **revise the positions** from time to time by looking at them again to see if you remember the tactical idea(s) instantly. If you have forgotten the solution in a particular position you should check it again until the relevant idea is permanently stuck in your mind. For the most part, the reason you forget things is because you didn't understand them properly in the first place. What you understand you will remember more easily, especially if you regularly revise the positions. Don't forget to do this as it's the most important piece of advice I can give regarding the technique of studying these important positions. After all, repetition is the mother of knowledge.

When you have finished reading the book, feel free to contact me at thomasengqvist@protonmail.com. I would really appreciate your feedback for possible future editions or workbooks.

Part 1:

150 most important tactical positions in the Opening and the Middlegame

1-27: Five Basic Tricks: Fork, Discoverer, Pin, Trapping and Overloading

As mentioned in the Introduction the Swedish chess teacher Robert Danielsson gathered together five tactical tricks in a Swedish compendium for beginners: fork, discoverer, pin, trapping and overloading. These tricks should be mastered on a fundamental level before one undertakes the task of solving different combinations. The reason is that the tricks may be intertwined with each other and sometimes be concealed a couple of moves ahead in the position. We cannot expect the combinations to be served on a silver platter even though that will occasionally be the case.

To find combinations is like mining for gold in Alaska. This is also the reason why even very good players sometimes overlook one of the five basic tricks.

Here follow three positions from top level chess where one highly qualified player missed a **fork** at a certain point. It pays to study positions where a strong player missed a tactical solution.

1



Euwe – Smyslov
World Championship,
The Hague/Moscow 1948
White to move

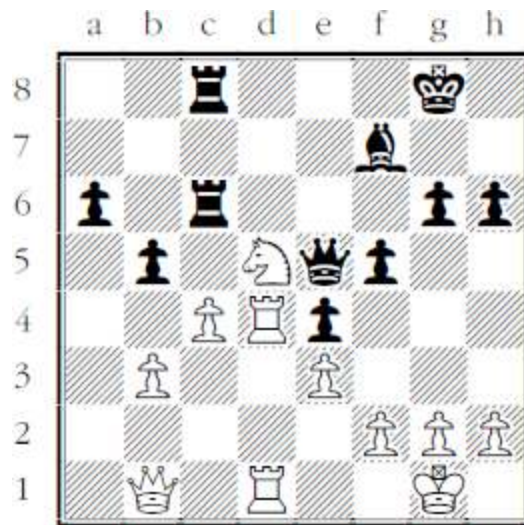
Here Euwe played **27 ♔e3** which received a question mark from Keres even though White still has a technically winning position. Indeed, Euwe went on to win the game after 42 moves.

There are two tactical solutions which would have won the game much quicker. The most efficient would have been **27 ♔xf7+! ♖xf7 28 ♖c8+ ♜d8! (28... ♖f8 29 ♖xf8+ followed by a knight fork (double threat) would have been too easy to find.) 29 ♖xd8+ ♖f8 30 ♜e6** (The point of the bishop move to d8 is that **30 ♖xf8+??** loses to **30... ♔xf8**). After the fork Black loses a piece since there is no saving queen check. This was no standard combination since the knight

decided the game with a fork without a check and maybe this is why Euwe missed it.

Euwe could also have won with the tactical knight fork 27 ♖e6 fxe6 28 ♔xe6+ ♔g7 (28...♔h8 29 ♖c8) 29 ♔e4 ♔xe4 30 ♖xe4 ♖xb2 31 ♖c6 but it would have taken longer compared with the queen sacrifice on f7.

2



Ding Liren – Giri
Sinquefeld Cup, St Louis 2019
White to move

Black had just moved the rook from c7 to c6 instead of to a7 and that gave Ding Liren the opportunity to produce a nice finesse which exploits the forking possibilities hidden in the position.

33 c5!

Giri must have missed this nice move which gives Ding Liren the chance to show what the knight can do if the pawn sacrifice is accepted.

33...a5

33...♖xc5? fails to 34 ♘b6 where the knight not only threatens to win the exchange but also to deliver a knight fork at d7. The idea of the text move is obviously to prevent White from playing b3-b4. The other way of doing this was 33...b4 but then White has good winning chances with the strong knight manoeuvre 34 ♘b6 ♖e8 35 ♘d7.

34 b4 axb4

34...a4 35 ♘c3! is convincing evidence of the knight's versatility in this position.

35 ♖xb4 ♖b8

35...♖xc5? is still met by 36 ♘b6 ♖8c7 37 ♘d7.

36 ♘b6 ♙e6

After 36...♖xc5 37 ♖xc5 ♖xc5 38 ♘d7 Black is forked.



37 ♘d7!

White allows his super knight to be exchanged and in addition sacrifices his c5-pawn to exploit the diagonals and the seventh as well as the eighth rank. A nice transformation of advantages in the spirit of Capablanca and Fischer!

37...♙xd7 38 ♖d5

This intermediate move wasn't necessary. An immediate 38 ♖xd7 was also fine.

38...♗e7 39 ♖xd7 ♔xc5 40 ♕b3+

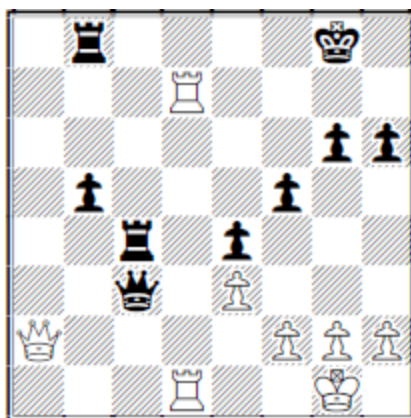
By exploiting the classical a2-g8 diagonal White forces Black's queen to c4, thereby creating a future invasion square on a7.

40...♕c4 41 ♕b2 ♕c3 42 ♕a2+

A very nice triangulation of the white queen!

42...♖c4

42...♕c4 43 ♕a7 threatening mate on both the seventh and eighth rank.

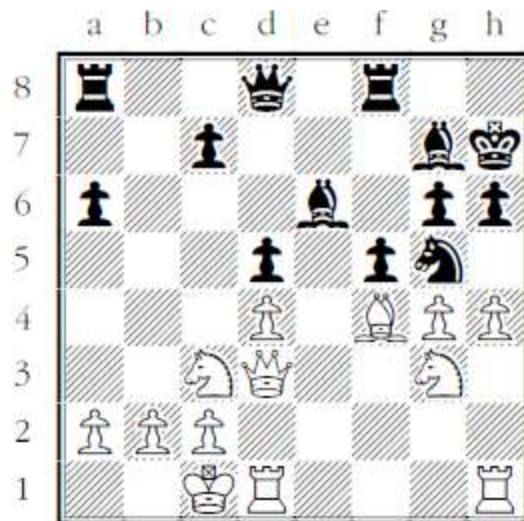


43 g3

White wants some air for his king so as to enable his d1-rook to become active on d6 with decisive effect. However, even more decisive was to focus on delivering a mate on g7 by means of the continuation 43 ♕a7 ♖f8 44 g3 followed by 45 ♖1d4, cutting off the black queen from its defence of the g7-square. Then 44...♖a4 loses to 45 ♕b6.

**43...♖bc8 44 ♖1d6 ♔f8 45 ♖xg6 b4 46 ♖xh6 f4 47 gxf4
Black resigned.**

3



Hermansson – Engqvist
 Swedish Championship,
 Borlänge 1992
Black to move

I was able to find a most aesthetic move in this game from the Swedish Championship.

20...♘h3!!

I had never seen such an idea before but anyway I realised I had to do something extraordinary in this position. My opponent undoubtedly expected the routine move 20...♘e4? which could have been met by 21 gxf5 (21 h5? g5) 21...♙xf5 22 ♘xf5 ♔xf5! with mutual chances.

21 ♔xh3

21 ♙e3 is best answered by the pawn fork 21...f4! 22 h5 (22 ♔xh3 ♙xg4) 22...♘g5!! and Black wins since the bishop on e6 is defended.

21...fxg4

A line-opening move to set up a fork with a rook and a pawn is not an everyday occurrence.

22 h5



22... ♖xf4!

22...gxh3? leads by force to a position with dynamic equilibrium after 23 ♔xg6+ ♕h8 24 ♖xh6 ♔f6 25 ♖xg7+ ♔xg7 26 ♔xe6 ♔xg3 27 ♔h6+ ♕g8 28 ♖xd5 ♖ae8 29 ♖f6+ ♖xf6 30 ♔xf6.

23 hxg6+

Stronger than 23 ♔xg6+ ♕h8.

23... ♕h8

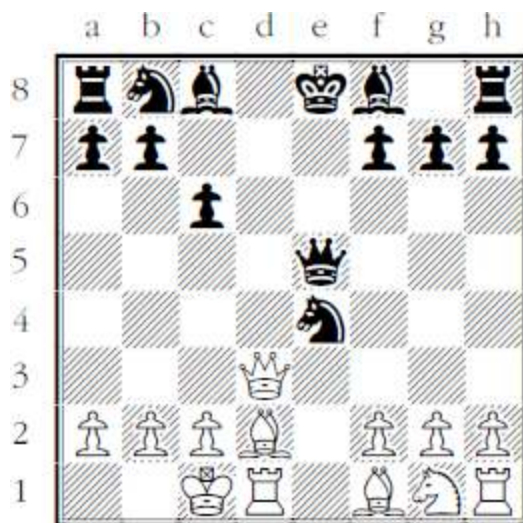
23...♕g8 was also fine. Black won after **24 ♖h5 ♖f3 25 ♔e2 ♔f6 26 ♖e1 ♖g8 27 ♔d2 ♔xg6 28 ♖eh1 ♖h7 29 ♖ge2 ♖af8 30 ♖xd5 ♖f1+ 31 ♖xf1 ♖xf1+ 32 ♖d1 g3** The passed pawns in combination with the bishop pair will decide the game. **33 ♖d8+ ♖f8 34 ♖f4 ♔e4 35 ♖xf8+ ♖xf8 36 ♖c3 ♔h1+ 37 ♖d1 g2 38 ♖ce2 h5** White resigned.

The knight is a tricky piece to handle and normally takes up an outpost in the centre. However, chess is full of exceptions and this position demonstrates that one must also carefully check out decentralising moves, since one of them might turn out to be

devastating! Chess would be too easy a game if played by generalisations alone and that is why we must focus on the exceptions. Réti understood this – in contrast to a player like Euwe who was indeed very knowledgeable but not so focused on exceptions.

Here follows six positions where the **discoverer** is the focus. With a discovery three pieces are involved. The first one is sacrificed (or exchanged) and the second one enables a decisive discovery for the third piece.

4



Réti – Tartakower

Vienna 1910

White to move

As a young amateur, Réti managed to beat Tartakower with the most famous discoverer in history.

9 ♔d8+! ♕xd8 10 ♖g5+

Of course the double check 10 ♖a5+?? would be a huge mistake leading nowhere after 10...♔e8 or 10...♔e7.

10...♔c7

10...♔e8 11.♖d8 mate is the so called Opera mate after the Morphy – Duke of Brunswick and Count Isouard game played at a Paris theatre in 1858:

1 e4 e5 2 ♘f3 d6 3 d4 ♗g4 4 dxe5 ♗xf3 5 ♔xf3 dxe5 6. ♖c4 ♘f6 7 ♚b3 ♚e7 8 ♘c3 c6 9 ♖g5 b5 10 ♘xb5 cxb5 11 ♖xb5+ ♘bd7 12. o-o-o ♖d8 13 ♖xd7 ♖xd7 14 ♖d1 ♚e6 15 ♖xd7+ ♘xd7



16 ♚b8+! ♘xb8 17. ♖d8 mate.

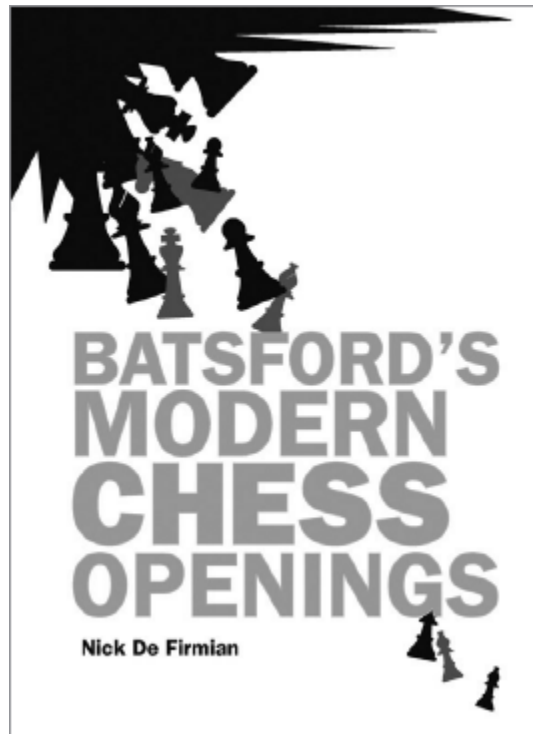
This game is the most famous of all games and should be learned by heart since it's a very illuminating example of how to play when ahead in development.

11 ♖d8 mate.

Because of this game the beautiful finish is called Réti's mate.

How did the position arise and how could Tartakower fall into this trap?

Well, it arose after 1 e4 c6 2 d4 d5 3 ♘c3 dxe4 4 ♘xe4 ♘f6 5 ♚d3 e5?

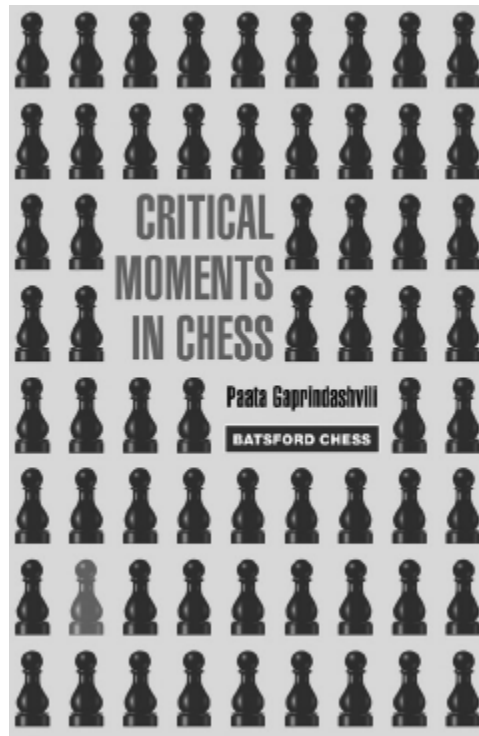


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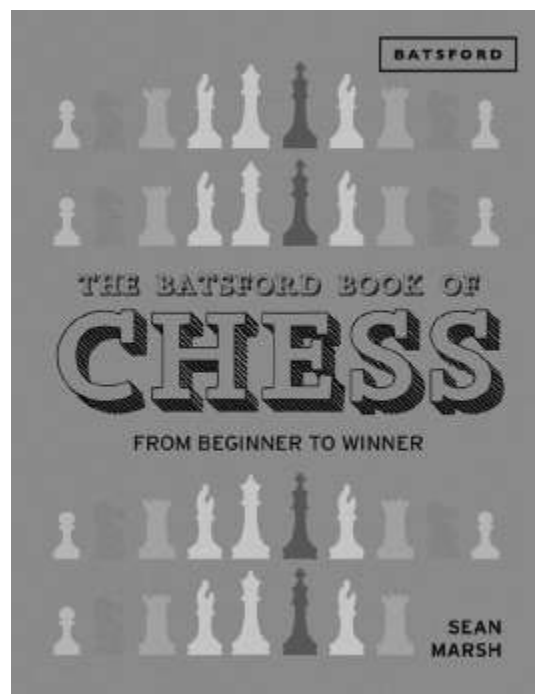


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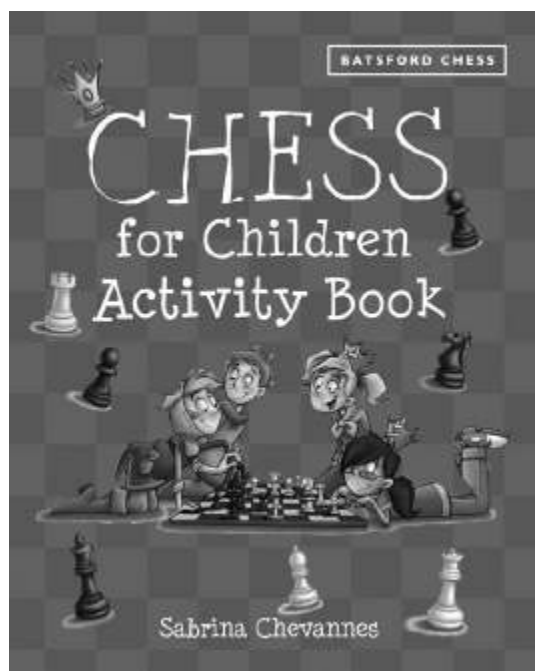


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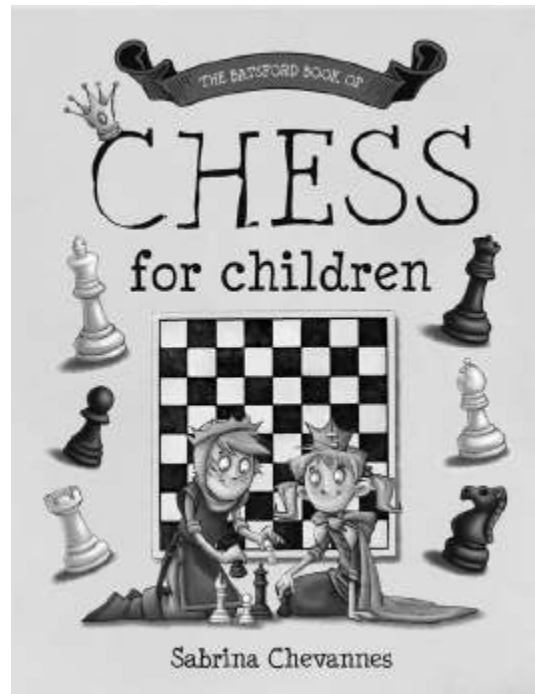


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