

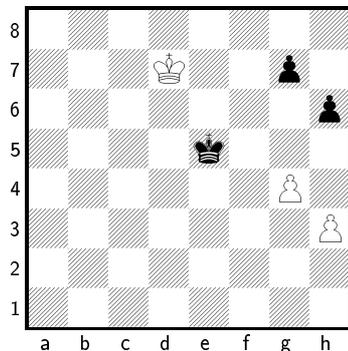
Example tasks

Introduction

The following positions were taken from several of my own games for the SK Soltau. They are not supposed to be examples of good chess play. Their purpose here is to demonstrate what ChessTask can do for you.

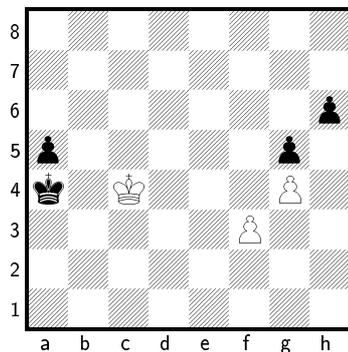
The given solutions might be incomplete or even incorrect.

Game A



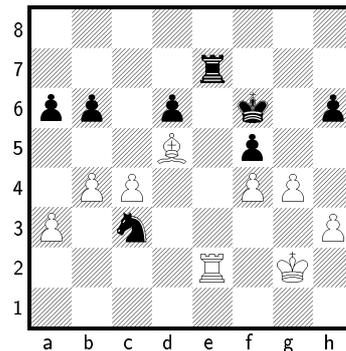
In this position Black tried to keep his opponent away from his pawns with 46. ..., ♖f6? but this is wrong! After 47. ♗e8 White holds the draw with 47. ..., g5 [47. ..., g6 48. ♖f8 h5 49. ♗g8 h×g4 50. h×g4 ♗g5 51. ♗g7 ♗×g4 52. ♗×g6=] 48. ♖f8 ♗g6 49. ♗g8 h5 50. g×h5+ ♗×h5 [50. ..., ♗h6 51. ♗h8] 51. ♗g7 ♗h4 52. ♗g6 ♗×h3 53. ♗×g5= . Which would have been the correct move that leads to win for Black?

Game B



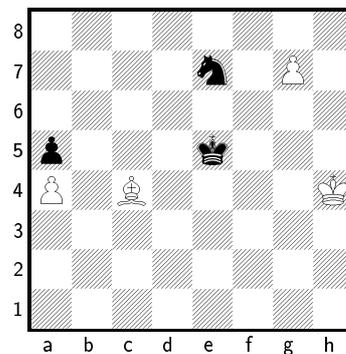
At first sight this position looks like a draw. The pawns to the right can not move (or at least they should not) and with 59. ..., ♖a3 60. ♗c3 ♗a4 61. ♗c4 Black does not seem to get any further. How can Black win this game?

Game C



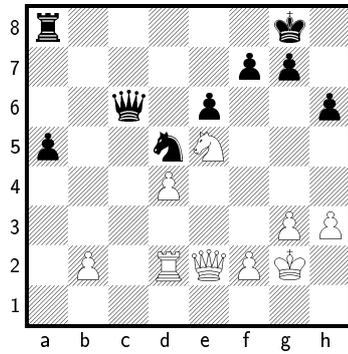
Black's last move was 40. ..., ♘e4-c3 in order to attack the rook and the bishop simultaneously. Because of his better position Black captures the rook 41. ♙×e7 ♗×e7 . How could White have played much better?

Game D



Black's last move was 58. ..., ♗f5-e5 . White—after checking that his bishop covers the promotion square of the a-pawn—decides to play 59. g8♖ ♘×g8 60. ♙×g8 . He plans to capture the black a-pawn and promote his own a-pawn more or less quickly. Is there a faster win for White?

Game E



Here, Black and White have only seconds left for their 40th move. So both do not realize that White's last move 40. ♖f3-e5 is a blunder. Black quickly moves his threatened queen 40. ... ♛d6. How could he have ended the game in two moves instead?

Solutions for: Example tasks

Game A

By playing 46. ... , ♖f4 Black does not lose any time and after 47. ♖e6 g5 48. ♖f6 ♖g3 49. ♖g6 ♖xh3 50. ♖xh6 ♖xg4 51. ♖g6 ♖f4 52. ♖h5 g4 53. ♖h4 ♖f3 the pawn promotes very soon.

Game B

59. ... , ♖a3 60. ♖c3 a4! and then either 61. ♖c2 ♖b4 or 61. ♖c4 ♖b2 . The black king leaves his a-pawn and while White captures it, Black has enough lead to take both white pawns.

Game C

After 41. g5+ h×g5 42. f×g5+ ♖×g5 43. ♖×e7 White has won a rook for a pawn!

Game D

White should play 59. ♖g5! . After 59. ... , ♖d6 60. ♖f6 ♖d7 61. ♗f7 ♖d8 62. ♖e6 the black numb has to move—otherwise he is lost—and the white g-pawn promotes.

Game E

After 40. ... , ♘f4+ or 40. ... , ♘e3+ White can try 41. ♖h2 or 41. ♖g1 . Both times, Black checkmates with 41. ... , ♗g2# . If White tries to escape with 41. ♖f1 then 41. ... , ♗h1# follows.