

Problem Page 11 March 2013

For Beginners! (if you are not sure how pieces move then go [HERE](#))

PAWN PROMOTION One of your pawns has survived the march up the board and has reached the 7th rank (if you are White) or the 2nd rank if it is a black pawn. One more square and it can be converted into a Queen, Rook, Bishop or Knight. Usually a Queen is selected (and this might be your second (or even third or fourth) Queen on the Board. Sometimes, however, selecting a new Queen is not best and sometimes is the worst. So think for a moment before choosing your new piece.

In diagram (a) White can promote the pawn at f7 to f8, receive a Queen and announce "checkmate". But can White give checkmate by promoting to a piece other than a Queen? (answer further down)

In diagram (b) Black to play can promote the pawn from f2 to f1 with checkmate. What piece does White ask for? What would happen if Black promoted the pawn to a Queen?

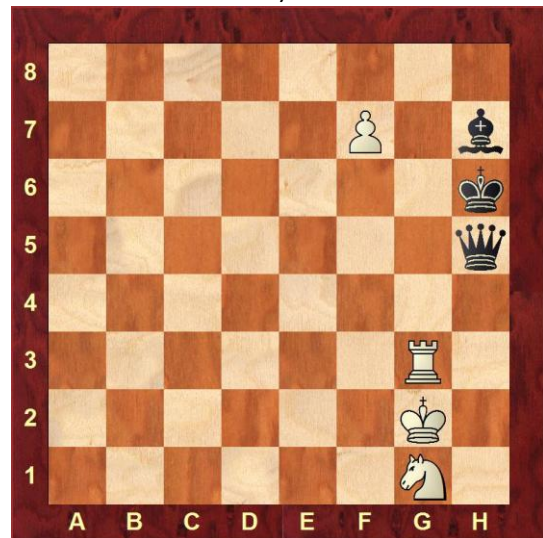
Diagram (c) White has touched the pawn and must move it to the promoting square. With three options White would then lose on the next move by Black so what is the only sensible move to play?

(Answers

Position (a) yes, promotion to a Bishop on f8 is also checkmate

Position (b) Black promotes to a Knight and that is checkmate! If he

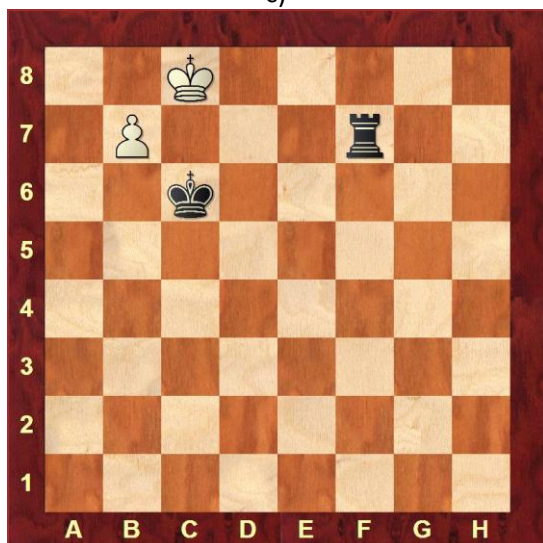
a)



b)



c)



promoted to a Queen then white replies Qf8 check and 'skewers' the black King and Queen and then takes the new Queen on f1 - so a great journey by the pawn but spoiled at the end.

(c) If White promotes to a Queen, Rook or Bishop then Black plays Rf8 checkmate. So White promotes to a Knight with check and has chances to draw.

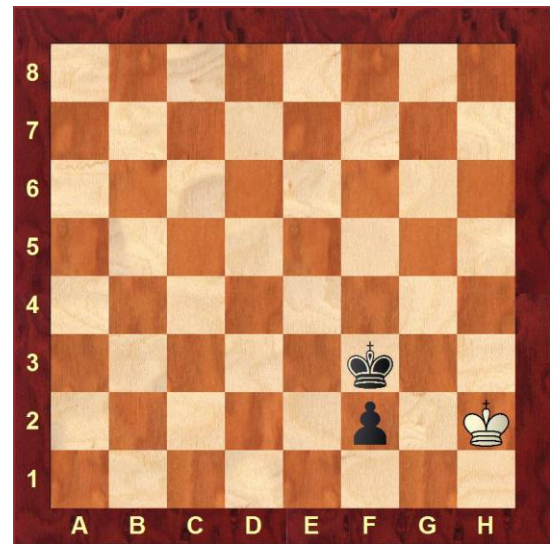
Beginners' Problems (answers are [HERE](#))

Problem B11



B11 a) White to play and has 4 different ways of giving check mate with the prawn promotion, What are they?

Problem B12



B12 a) Black to play has just touched the pawn and so must move it. What is the only sensible move to play?

b) If Black had not touched the pawn what would the best move for him or her to play?

This month's problems - Novice

Problem N21

Problem N22



N21 a) White to play and win
 b) Black to play and force checkmate



N22 a) White to play and force a draw
 b) Black to play and win

This month's problems - Intermediate

Problem I21



I21 a) Black to play - what is the best move?

Problem I22



I22 a) White to play - can you find the winning move?
 b) If it were Black's move he or she has an easy win - how?

Solutions to last month's problems - Novice

Problem N19

Problem N20



N19 a) White to play and win black's Q?

b) If Black to play what would you suggest?

Answers

a) 1. Ne5+ this move is a fork attacking both the Queen and the King (with check). The pawn at f6 cannot take the Knight as it would then leave the King in check by the white Queen. So the Black K must move and then White takes the black Queen with the Knight

2 If it were Black's move then the best is to move the King so it cannot be attacked - probably to the square g8.



N 20 a) White to play and give checkmate!

b) If Black to play what would you suggest?

Answers

a) 1. Nf6# (checkmate). The black pawn at e7 cannot take the Knight as that would leave the King in check by the white Rook. This is a smothered mate.

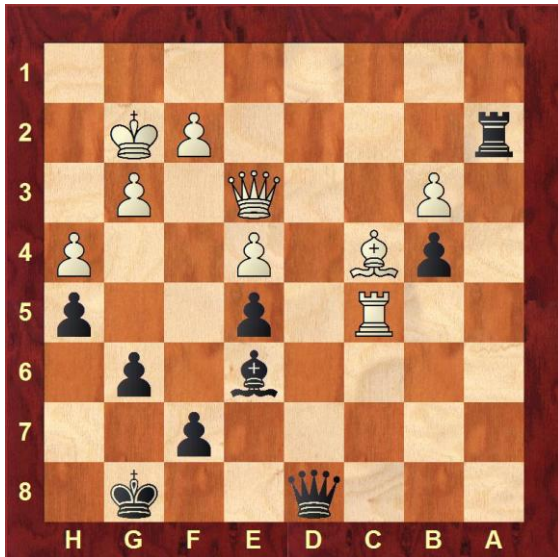
b) If it were Black's move then

1..... Bg7 is good as it develops a piece, covers the square f6, creates an escape square for the King and prepares castling - what a good move!

Solution to last month's problems - Intermediate

Problem 119

Problem 120

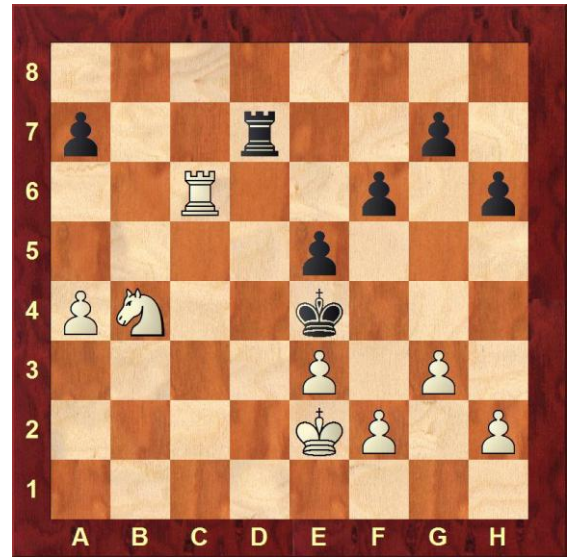


I19 Here the World Champion (Vishy Anand) as White had just made a mistake and moved his Bishop from e2 to c4.

Answer

a) 1. Qd1
 (first threat 2. ... Bh3+ and then if
 3. Kxh3 Qh1#)
 (second threat 2. ... Ra1 with threat 3....
 Qh1#)

So even the best of players can make mistakes!!



I20 a) White to play what is the best move?

b) If it were Black's move what do you suggest he plays?

Answer

a) 1. g4 (threat is simply 2. f3#)

b) 1. ... Kf5 (King retreats from the mate threat)

Answers to Beginners' Questions (return to Problems [HERE](#))

Problem B11

The 4 moves are

1. Pawn to d8(=R)#
2. Pawn to d8(=Q)#
3. Pawn x Knight at c8(=R)#
4. Pawn x Knight at c8(=Q)#

Problem B12

a) Pawn to f1(=R). If he plays pawn to f1(=Q) it is stalemate and the game is drawn.

b) The best move is to move the King to e2 and then promote the pawn on f1 to a Queen next move - it is not stalemate and Black should win with K + Q versus a K.

If you answered these question correctly then you are a PROMOTION EXPERT!

