

Answers to Christmas Quiz

1. Fit the missing pieces in the following chess sayings

- (a) **PAWNS** are the soul of the game (Philidor)
- (b) A **ROOK** on the 7th rank is like a bone in the throat (Fischer)
- (c) Even the laziest **KING** flees wildly in the face of double check (Nimzowitsch)
- (d) I have added these principles to the law: get the **KNIGHTS** into action before both **BISHOPS** are developed (Lasker)
- (e) Every **PAWN** is a potential queen (Mason)
- (f) A **KNIGHT** on the rim is dim (Tarrasch)

2. Translate the names of these pieces into English

- (a) Springer (German) **KNIGHT**
- (b) Fou (French) **BISHOP**
- (c) Reina (Spanish) **QUEEN**
- (d) Lodya (Russian) **ROOK**
- (e) Loper (Dutch) **BISHOP**
- (f) Basilissa (Greek) **QUEEN**
- (g) Tour (French) **ROOK**
- (h) Peon (Spanish) **PAWN**
- (i) Krol (Polish) **KING**

3. Name the only Scottish Grandmaster who has won the British Championship 3 years in a row - and which school did he go to? **JONATHON ROWSON** attended **ABERDEEN GRAMMAR SCHOOL**

4. Give the name and nationality of the current

- (a) Men's World Champion **MAGNUS CARLSEN (NORWAY)**
- (b) Women's World Champion **HOU YIFAN (CHINA)**

5. What do the following chess expression mean?

- (a) j'adoube **I ADJUST (said before resetting a piece on a square)**
- (b) zugzwang **OBLIGATION TO MOVE (you have to move - but do not want to as any move you make will lose)**
- (c) en passant **IN PASSING (option to take a pawn that is moved from the second to the fourth rank and then is alongside an enemy pawn)**
- (d) zwischenzug **INTERMEDIATE (or IN BETWEEN) (a move made during a combination creates either a separate threat or allows one of your pieces to escape)**
- (e) swindle **in losing position to play a move that allows you to escape with a draw or even win! You have 'swindled' your opponent out of his/her win.**
- (f) simultaneous display **Where one player plays two or more opponents at the same time**

- (g) castle short **KINGSIDE** castling (O-O)
- (h) castle long **QUEENSIDE** castling (O-O)
- (i) royal fork **A move that attacks both the QUEEN and KING (obviously check) at the same time**
- (j) poisoned pawn **A pawn that looks like it can be won for nothing but if taken allows your opponent to generate a string attack.**

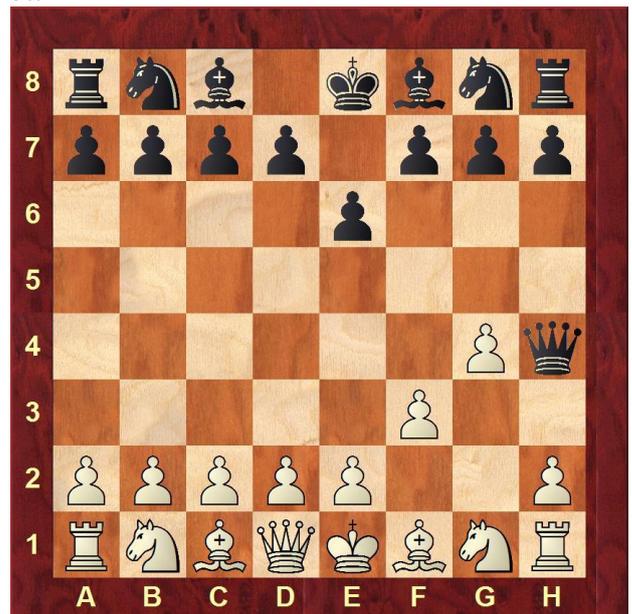
Now to some problem diagrams

6a What is this mate called

FOOL'S MATE

(because only a fool would play the stupid moves made by White)

6a



6b and this one?

SCHOLAR'S MATE

(this is a simple mate often seen in junior chess with beginners and comes from a simple plan by White to attack the weak pawn at f7 (or for Black to attack the weak pawn at f2).

(b)



6c with Black to play what is this position called?

STALEMATE

Regrettably this is all too often seen in junior chess when one side is winning easily (often with several queens on the board) but creates a position where the opponent's King is not in check but cannot move without going into check and where there is no other move that can be made on the board (e.g. a pawn move).

6c



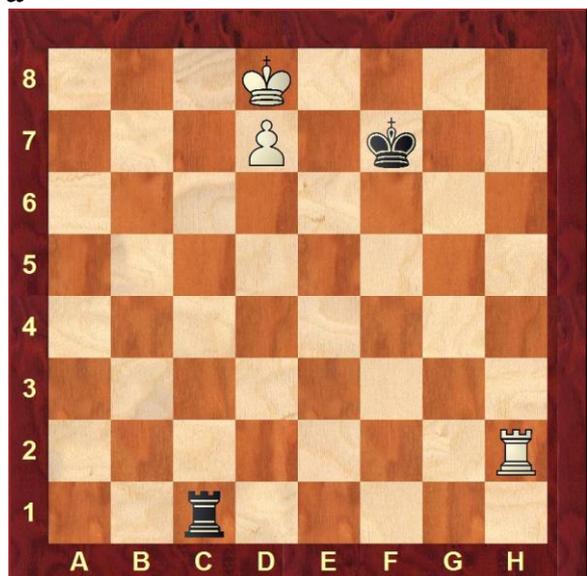
7a OK, the first 3 diagram questions were easy - this is trickier. What is this type of position called and how does White win from here?

This is the LUCENA position.

Black hopes to draw by preventing the white King escaping from d8 (or keep checking if it does). White will push the black King one file away and then form a 'bridge' to block the black Rook from checking his/her King. An example win from here is

- 1. Rf2+ Kg6 (note that if Black plays Ke6 instead then white replies Ke8 and will queen the pawn next move as the black King stops the black Rook from checking on e1).**
- 2. Rf4 (first part of the 'bridge') Ra1 (if Black plays Kg5 the White plays Rd4 - which is where it wants to be)**
- 3. Ke7 Re1+**
- 4. Kd6 Rd1+**

7a



5. Kc6 Rc1+

6. Kd5 Rd4

And now the pawn cannot be stopped from queening

7b - still on same diagram (7a) what if it is Black's move. What is the result (with best play) and how is it achieved?

WHITE will again WIN with correct play. The same procedure is played - need to move the black King one file further away from the pawn and set up the bridge

For example

1. Rc3

2. Rf2+ Kg6

And White wins as in 7a

This is a good exercise to play against the computer as you should always win!

8a. Here is a different colour bishops endgame - often these are a draw but Black had a surprise move up his sleeve, what was it?

Black wins with

1. g4!

If

2. hxg4 h3 wins

And if

2. gxh4 gxh3 wins

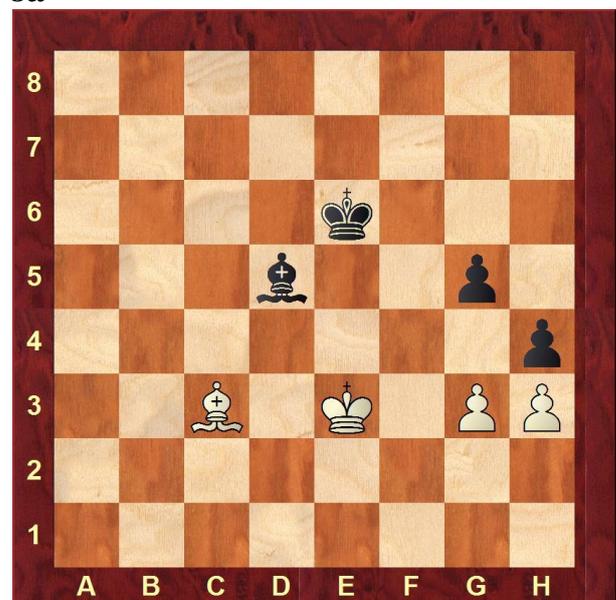
And if

2. Kf2 gxh3

3. Kg1 hxg3

4. Be1 h2+ wins

8a



8b in the same position but with White to move could you find a drawing line?

1. gxh4 gxh4
 2. Be1 Bg2
 3. Bxh4 Bxh3
- DRAW!**

9a The easy question is if it was White's move what would you play?

1. Rh8# game over!

9b Actually it was Black's move and can you found out how he won?

This needs careful calculation as there are several variations following

1. f1(=R)+

If

2. Nd1 Rxh1
3. Rxh1 Rh5

Forces exchanges and leaves White two pieces ahead

If instead

2. Bxf1 Qe3+
3. Kd1 Rxf1+
4. Rxf1 Bg4+ (this lets the Rook on a7 into the attack)
5. Qxg4 Rd8+

And Black has forced mate in 2 moves

Finally if instead

2. Rxf1 Rxf1+
3. Bxf1 Qf4+
4. Kd1 Qxf1+
5. Kd2 Nc4#

9a

