Chess teacher:
Grandmaster Igor Smirnov

SELF-TAUGHT GRANDMASTER

The Practical Part: TASK 9

In this task you will train **simple theoretical positions**. Often you get such positions closer to the end of a game (when you are in a time trouble). That's why you need to master necessary skills in advance.

Your task: Play the following positions against a computer.

1. **King+Queen against King**. Amateur players should mate computer within 1 minute; professional players – within 20 seconds.

2. **King+Rook against King**. Amateur players should mate computer within 1 minute; professional players – within 30 seconds.

3. **King+2 Bishops against King**. Amateur players should mate computer within 1 minute; professional players – within 20 seconds.

4. **King+Bishop+Knight against King**. Amateur players should mate computer within 1 minute; professional players – within 30 seconds.

5. **King+Bishop against King+Rook**. Your task is to keep a draw during 50 moves. Amateur players play 10 minutes game (for each player); professional players – 5 minutes game.

6. **King+Knight against King+Rook**. Your task is to keep a draw during 50 moves. Amateur players play 10 minutes game; professional players – 5 minutes game.

7. **King+Queen against King+Rook**. Your task is to win. Amateur players play 5 minutes game; professional players – 3 minutes game.

8. **King+Rook against King+Rook+Knight**. Your task is to keep a draw during 50 moves. Amateur players play 10 minutes game; professional players – 5 minutes game.

9. **King+Rook against King+Rook+Bishop**. Your task is to keep a draw during 50 moves. Amateur players play 10 minutes game; professional players – 5 minutes game.

The notes:

- If you can't perform one of these tasks – try one more time. If you still can't do it, you should get necessary theoretical knowledge first.

- I recommend you to make one additional thing: play these positions from another side. Thus you will see how computer perform your task.