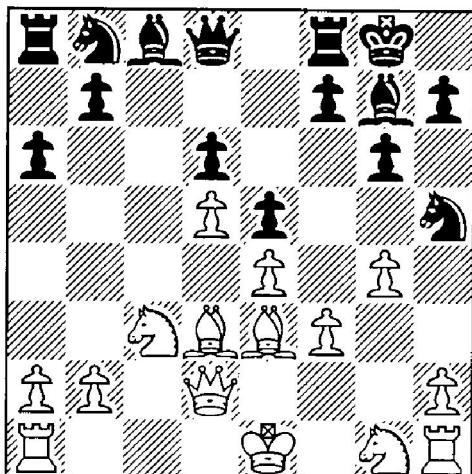


*Test Two*



**Test 2: Puzzle 1**

Maximum score: 5 Points

Kamsky

Kasparov

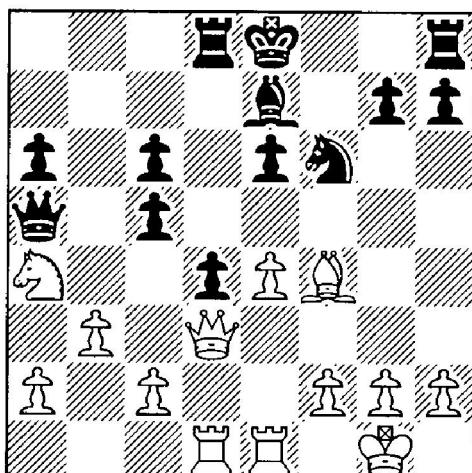
Manila Olympiad 1992

*Black to Play*

What should Black play?

See page 90 to Ask A Grandmaster, which will cost you 2 points.

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**Test 2: Puzzle 2**

Maximum score: 5 Points

Capablanca

Marshall

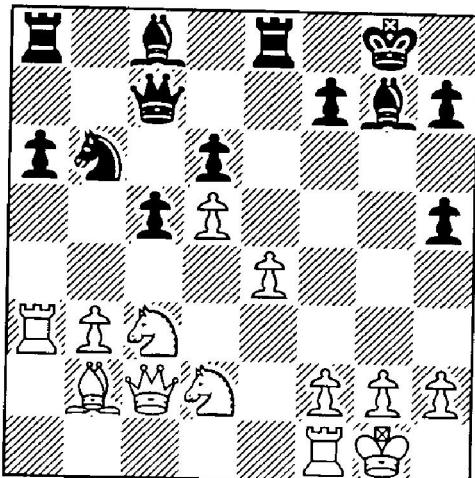
New York 1909

*White to Play*

White's positional lead is clear, but how did he improve his position further?

See page 90 to Ask A Grandmaster, which will cost you 2 points.

*Can You be a Positional Chess Genius?*



**Test 2: Puzzle 3**

Maximum score: 5 Points

Petrosian

Lutikov

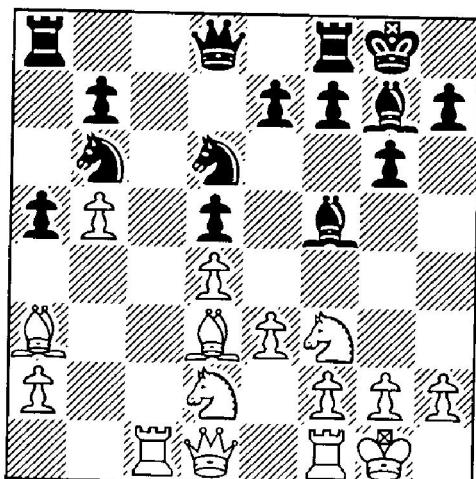
USSR Team Championship 1981

*White to Play*

How did White reduce his opponent's activity while simultaneously adding to Black's positional woes?

See page 90 to Ask A Grandmaster, which will cost you 2 points.

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**Test 2: Puzzle 4**

Maximum score: 5 Points

Korchnoi

Rogers

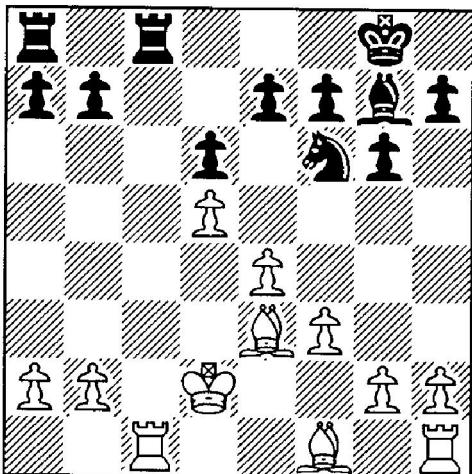
Novi Sad Olympiad 1990

*White to Play*

When there is only one open file on the board in an otherwise level position we should sometimes be satisfied with a modest but definite advantage. How did White secure such a lead in the diagram position?

See page 90 to Ask A Grandmaster, which will cost you 2 points.

*Test Two*



**Test 2: Puzzle 5**

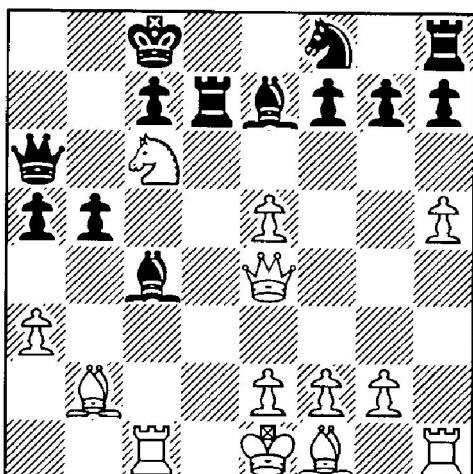
Maximum score: 5 Points

*White to Play*

Black has recently played ... $\hat{e}6x\hat{d}5$  and White recaptured with the c4-pawn. How can White now secure a clear advantage?

See page 90 to Ask A Grandmaster, which will cost you 2 points.

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**Test 2: Puzzle 6**

Maximum score: 10 Points

Volzhin

Rewitz

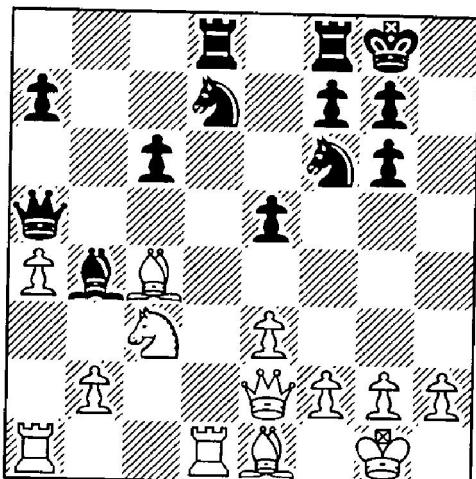
Aarhus 1997

*White to Play*

1  $\hat{Q}xe7+$   $\hat{E}xe7$  2 a4 favours White but Volzhin did not want to part with his great knight. Consequently he went for a decisive positional bind that left his opponent tied up. How did he do this?

See page 90 to Ask A Grandmaster, which will cost you 4 points.

*Can You be a Positional Chess Genius?*



**Test 2: Puzzle 7**

Maximum score: 10 Points

Karpov

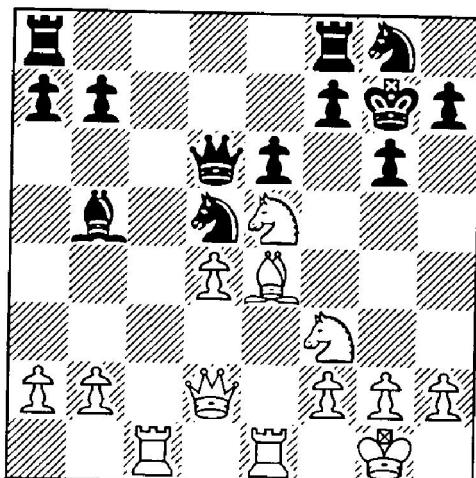
Kramnik

Monte Carlo (blindfold) 1995

*Black to Play*

Despite the fact that this is a blindfold game Kramnik managed to make the most of his chances by forcing a serious positional concession in enemy territory. How did he engineer the creation of a hole which he eventually occupied with decisive effect?

See page 90 to *Ask A Grandmaster*, which will cost you 4 points.



**Test 2: Puzzle 8**

Maximum score: 10 Points

Capablanca

Alekhine

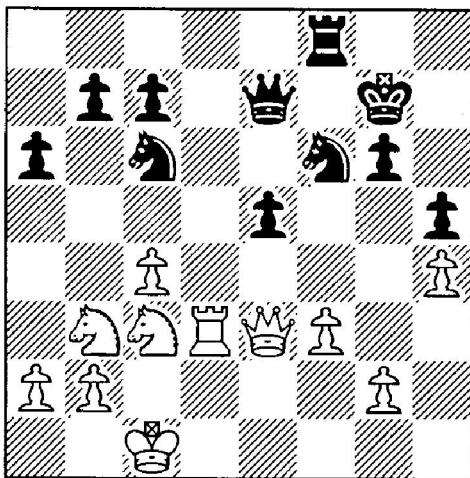
St. Petersburg 1913

*White to Play*

White's prospects of a kingside attack have just about disappeared (along with the trade of bishops) and Black has a decent grip on the centre. However, it is on the queenside that White can make significant progress. How did 'Capa' secure a clear advantage?

See page 90 to *Ask A Grandmaster*, which will cost you 4 points.

*Test Two*



**Test 2: Puzzle 9**

Maximum score: 10 Points

Bykhovsky

Smirin

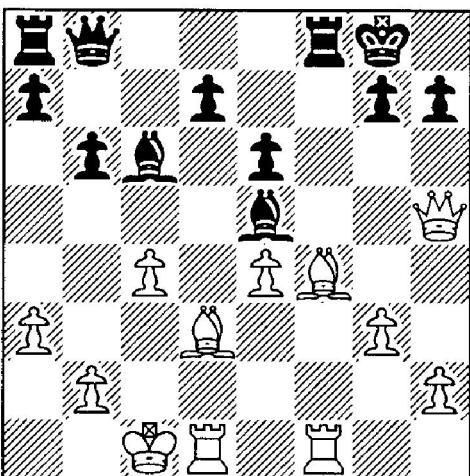
Beijing 1991

*Black to Play*

A fairly even position; Black's isolated e5-pawn and White's control of the e4-square suggesting an edge for the first player. How should Black proceed?

See page 90 to *Ask A Grandmaster*, which will cost you 4 points.

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**Test 2: Puzzle 10**

Maximum score: 10 Points

Lutz

Karpov

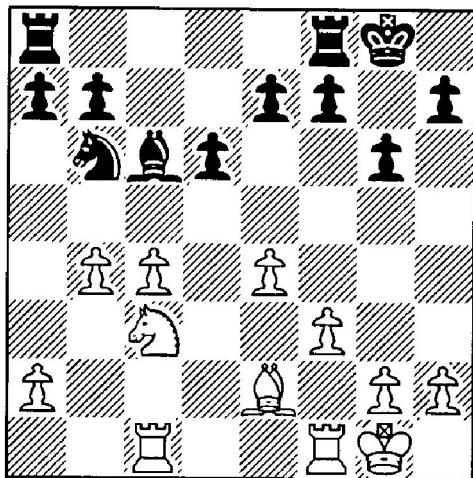
Dortmund 1993

*Black to Play*

Black's all-seeing bishop faces eviction from e5, where White would like to push his pawn in order to clear the b1-h7 diagonal. How did Karpov secure a lasting positional advantage?

See page 90 to *Ask A Grandmaster*, which will cost you 4 points.

*Can You be a Positional Chess Genius?*



**Test 2: Puzzle 11**

Maximum score: 15 Points

Razuvayev

Honfi

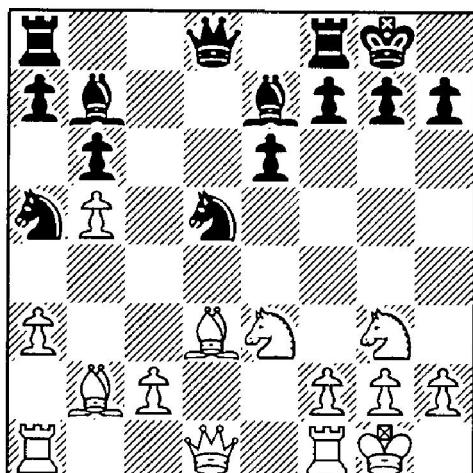
Cienfuegos 1976

*White to Play*

White has just traded queens on b6, safe in the knowledge that the significance of his space advantage is greater as the ending approaches. In fact Black's minor pieces are rather awkwardly placed, allowing White to practically force the creation of a passed pawn. How?

See page 90 to Ask A Grandmaster, which will cost you 6 points.

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**Test 2: Puzzle 12**

Maximum score: 15 Points

Spielmann

Maroczy

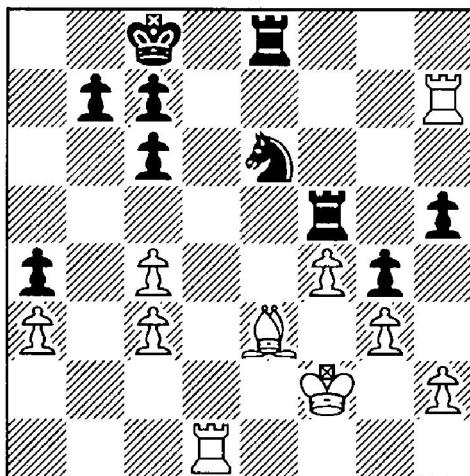
Gothenburg 1920

*White to Play*

White clearly has the enemy king in his sights. How did he use direct threats to induce serious structural weaknesses in Black's camp?

See page 90 to Ask A Grandmaster, which will cost you 6 points.

*Test Two*



**Test 2: Puzzle 13**

Maximum score: 15 Points

**Gulko**

**Kramnik**

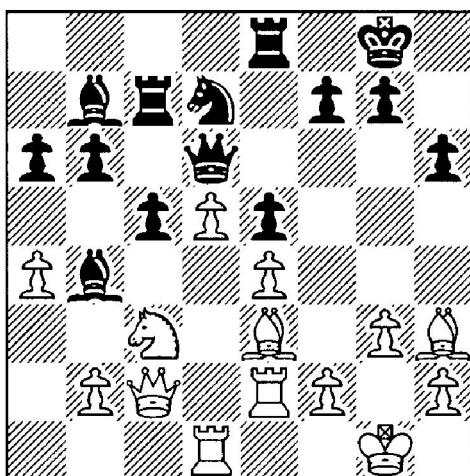
Novgorod 1995

*Black to Play*

White's bishop is not good and his pawns have seen better times. How did Black transfer his knight to attack the enemy c-pawns?

See page 90 to Ask A Grandmaster, which will cost you 6 points.

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**Test 2: Puzzle 14**

Maximum score: 15 Points

**Khalifman**

**Lautier**

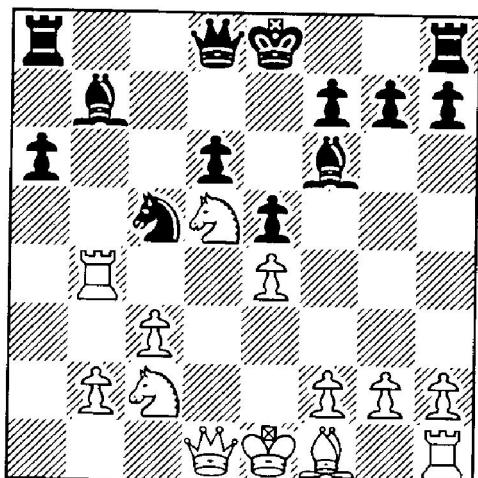
Biel Interzonal 1993

*White to Play*

If only Black had a knight on d6. Can you find a plan, aimed at dislodging the blockading queen, that forces a concession?

See page 90 to Ask A Grandmaster, which will cost you 6 points.

*Can You be a Positional Chess Genius?*



**Test 2: Puzzle 15**

Maximum score: 15 Points

**Kasparov**

**Shirov**

Horgen 1994

*White to Play*

White has a good knight on d5 but Black's is also useful. How did Kasparov reduce his dangerous young opponent to passivity?

See page 90 to Ask A Grandmaster, which will cost you 6 points.

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**Scorechart for Test 2**

Puzzle	Points	Puzzle	Points
1	.....	10	.....
2	.....	11	.....
3	.....	12	.....
4	.....	13	.....
5	.....	14	.....
6	.....	15	.....
7	.....		
8	.....	<b>Total</b>	.....
9	.....		