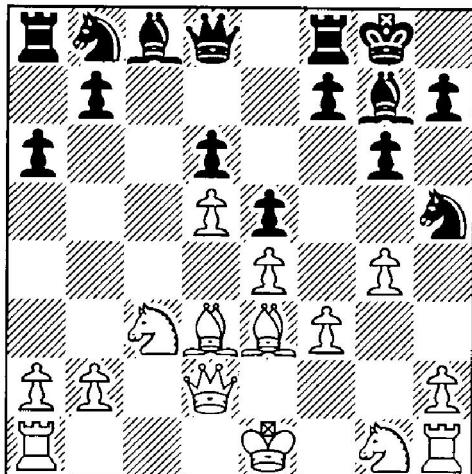


Knight wants to go to d7, c6, c5  
Or, threatened knight goes to f6, e2, c5

b5 seems reasonable, taking squares away from knight and bishop.

## Test Two



What should Black play?

Black has a knight hanging.

Giving it up is bad since we'd have to take back with gxh5 and expose king.

Giving it up on g3 can't be best.

Could retreat to f6.

Could move to Nf4, trading and losing a pawn

1. ... Nf4, 2. Bxf4 exf4, 3. Qxf4

Counterattack with

1. ... Qh4+

2. Bf2 Ng3

3. Bxg3 Bh6

4. Bxh4 Bxd2

5. Kxd2

loses knight and bishop, and trades queens

## Test 2: Puzzle 1

Maximum score: 5 Points

Kamsky

Kasparov

Manila Olympiad 1992

Black to Play

Maybe try preparing that

1. ... Bh6

2. Bxh6 Qh4+

3. Kd1 Ng3

4. hxg3 Qxh1

so black gives up bishop and knight for rook

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

We can also try to shut down the queen side with c4, which leads to trading queens, rooks and pawns

1. c4 dxc3  
2. Qxd3 Qxd3  
3. Rxd8 Bxd8  
4. Nxd3

even material, but white has better pawns

Another idea is to try to target the weak c5 pawn Qg3, Bb8, Ba7, Qd3, Qc4 so we have 3 pieces attacking c5.

But this seems like too many moves, black will surely be able to also, for example, reinforce with Nd7.

And of course, we cannot forget to consider the defensive 1. f3 to get a little pawn chain going and prevent the black knight from getting to g4

The most interesting move is to attack the queen with

1. Bd2 Qc7, 2. Qxa6

Maybe black can play better  
1. Bd2 Qb5, 2. Qxb5 cxb5 so this idea just trades and improves black's pawns

Another idea is to attack the g pawn  
1. Qg3 Nh5  
2. Qf3 Nxf4  
3. Qxf4 doesn't accomplish much

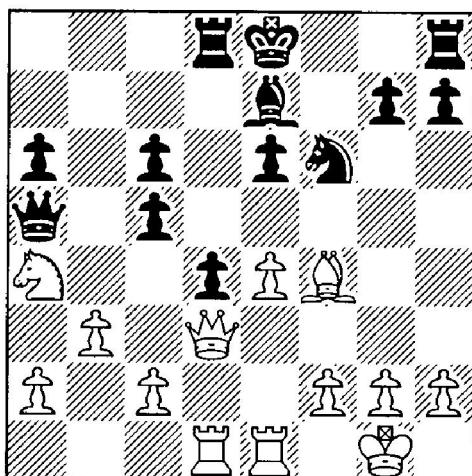
Maybe same idea start with  
1. Be5

Or try to kick the knight  
1. e5 Ng5  
2. Bd2 Qb5

How about trying to fork the rook and queen  
1. Qg3 ..., 2. Bc7

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.



## Test 2: Puzzle 2

Maximum score: 5 Points

Capablanca

Marshall

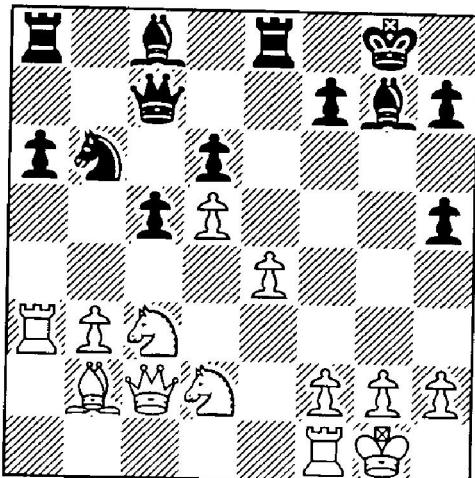
New York 1909

White to Play

Or try to kick the knight  
1. e5 Ng5  
2. Bd2 Qb5

How about trying to fork the rook and queen  
1. Qg3 ..., 2. Bc7

*Can You be a Positional Chess Genius?*



**Test 2: Puzzle 3**

Maximum score: 5 Points

Petrosian

Lutikov

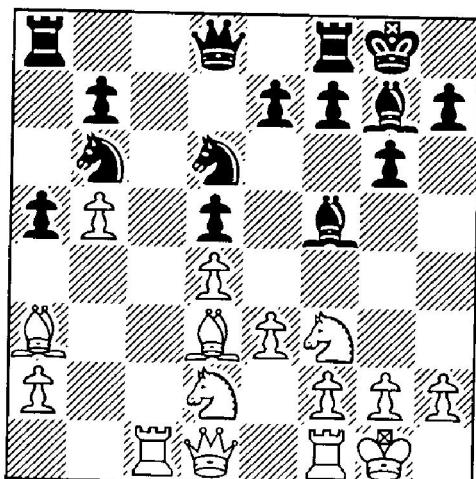
USSR Team Championship 1981

*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

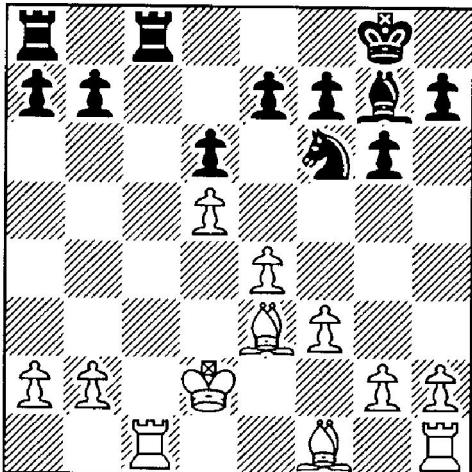
Novi Sad Olympiad 1990

*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**

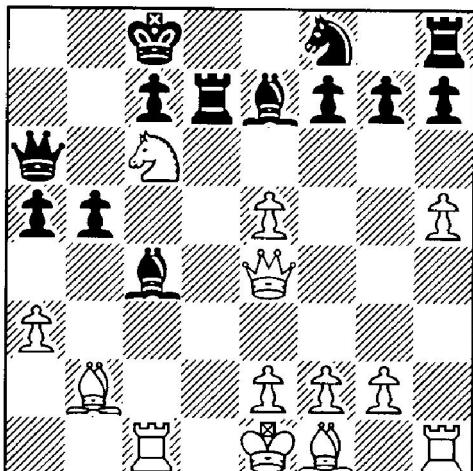
Maximum score: 5 Points

*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

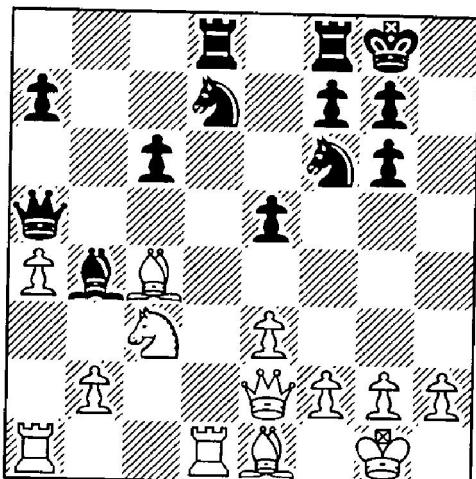
Aarhus 1997

*White to Play*

1  $\hat{Q}xe7+$   $\hat{R}xe7$  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

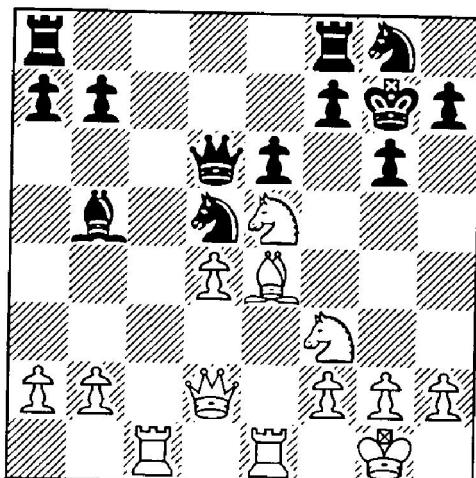
Kramnik

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

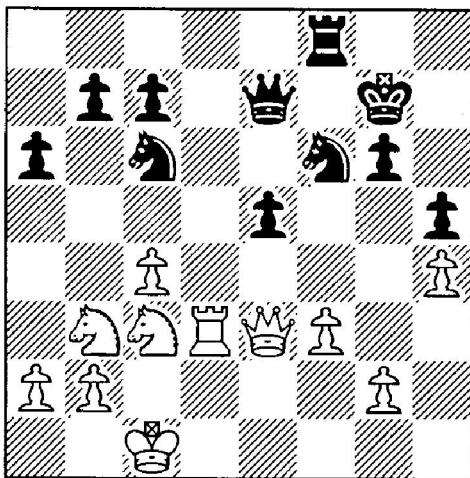
St. Petersburg 1913

*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

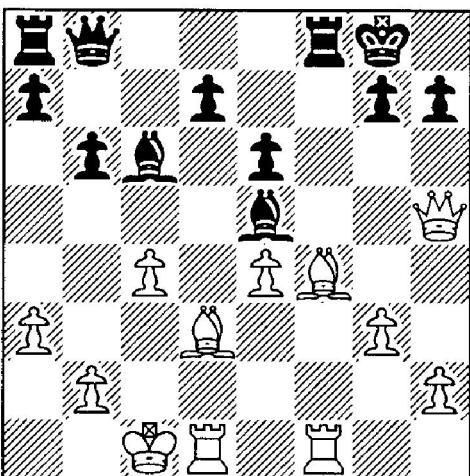
Beijing 1991

*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

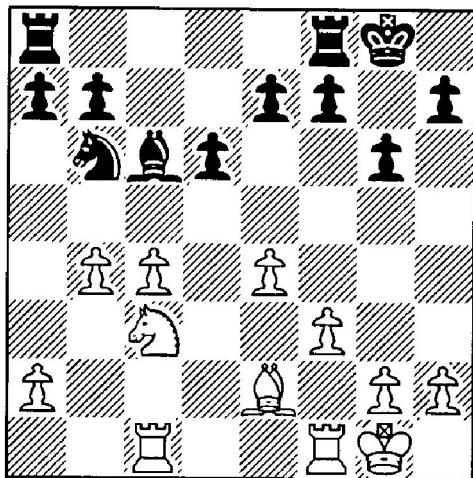
Dortmund 1993

*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

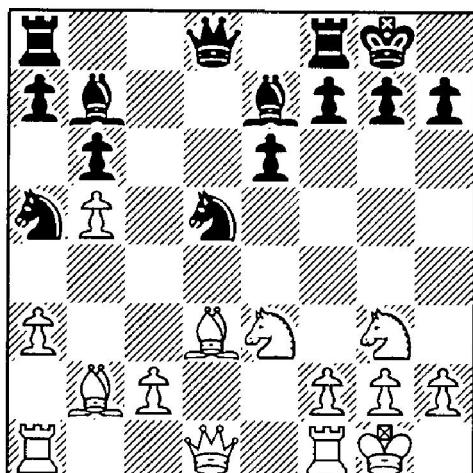
Honfi

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.



**Test 2: Puzzle 12**

Maximum score: 15 Points

Spielmann

Maroczy

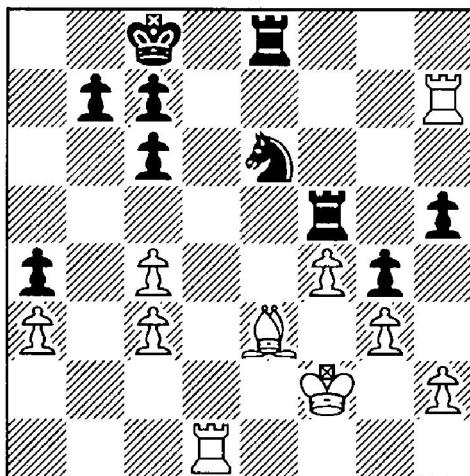
Gothenburg 1920

*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**

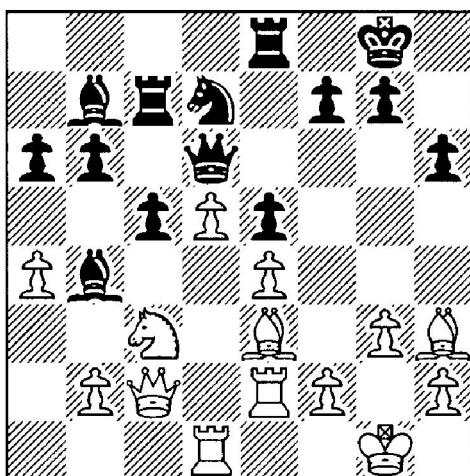
Novgorod 1995

*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**

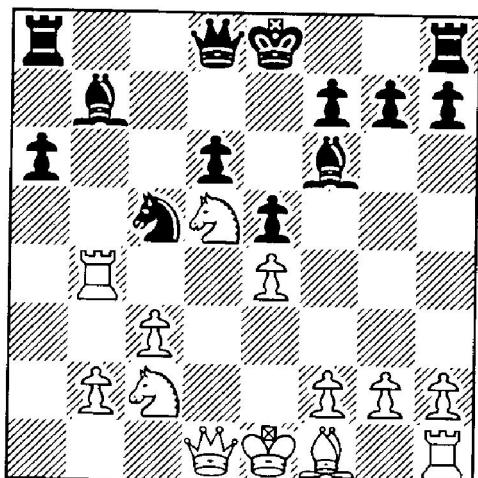
Biel Interzonal 1993

*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	.....		