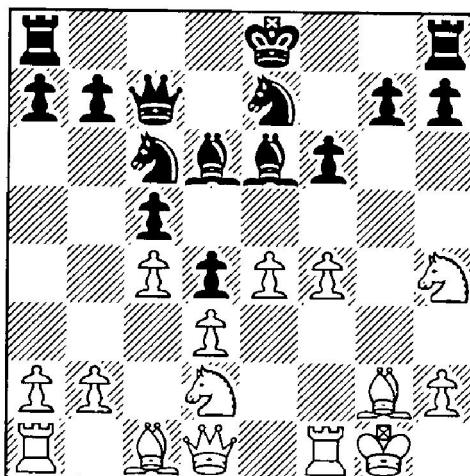


*Test Three*



**Test 3: Puzzle 1**

Maximum score: 5 Points

Botvinnik

Pomar

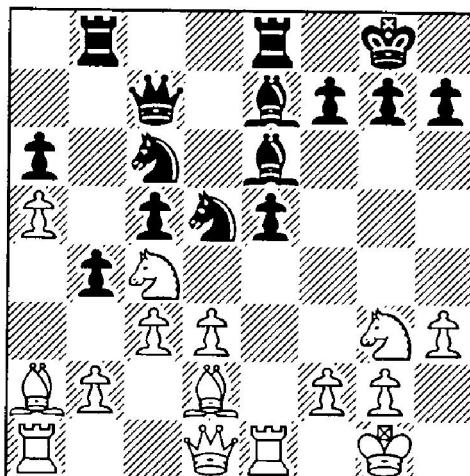
Varna Olympiad 1962

*White to Play*

White has a standard pawn sacrifice that creates an excellent outpost for one piece and increases the scope of another...

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

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**Test 3: Puzzle 2**

Maximum score: 5 Points

Geller

P.Littlewood

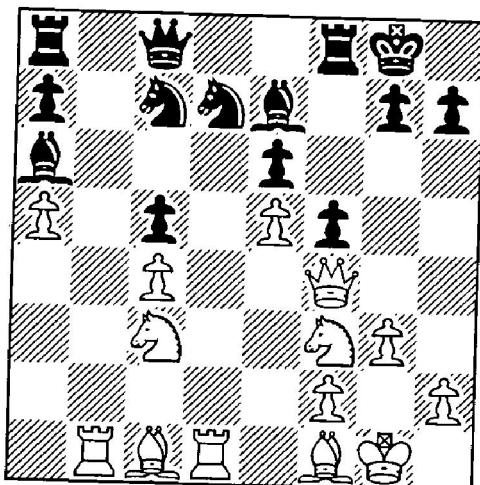
Plovdiv 1983

*White to Play*

White offered a pawn sacrifice which secured a long-term positional advantage. What was it?

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

*Can You be a Positional Chess Genius?*



**Test 3: Puzzle 3**

Maximum score: 5 Points

Khalifman

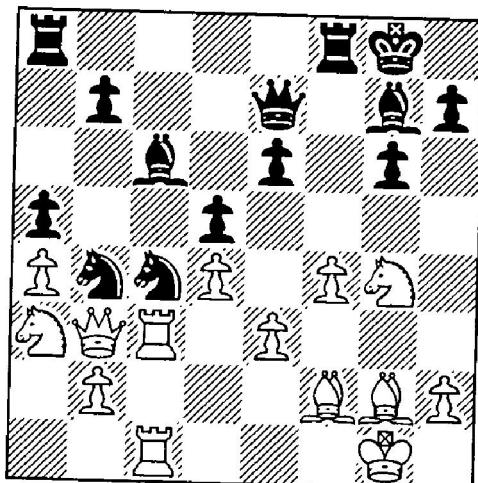
Knaak

Hamburg 1991

*White to Play*

How did White favourably change the pace?

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



**Test 3: Puzzle 4**

Maximum score: 5 Points

Ilincic

Leko

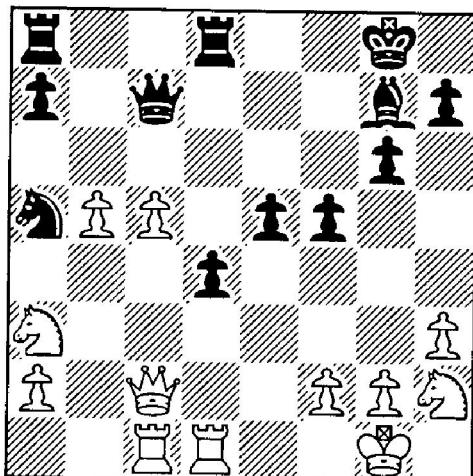
Belgrade 1996

*Black to Play*

White is already slightly worse thanks to the ugly d4-e3-f4 complex, the accompanying hole on e4 and generally poorer pieces. How did Black make the situation even more unpleasant for his opponent?

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

*Test Three*



**Test 3: Puzzle 5**

Maximum score: 5 Points

Sliwa

Szabo

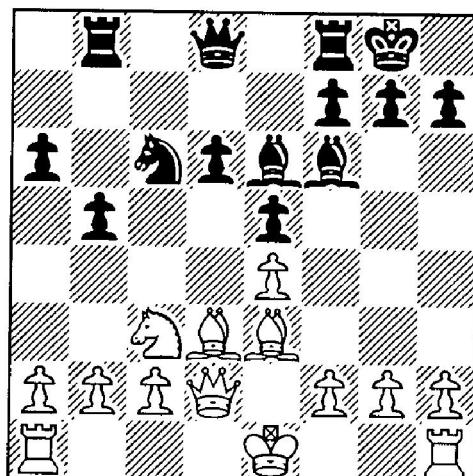
Budapest 1954

*Black to Play*

Black can win material by force. How?

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

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**Test 3: Puzzle 6**

Maximum score: 10 Points

Wahls

Ehlvest

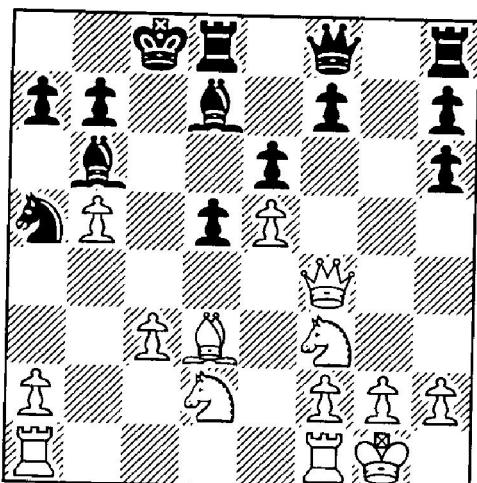
New York Open 1994

*Black to Play*

For the moment White is not able to exploit either the backward d6-pawn or the hole on d5, giving Black time to reduce White's general influence. How did Ehlvest kill two birds with one stone?

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

*Can You be a Positional Chess Genius?*



**Test 3: Puzzle 7**

Maximum score: 10 Points

Nikolaidis

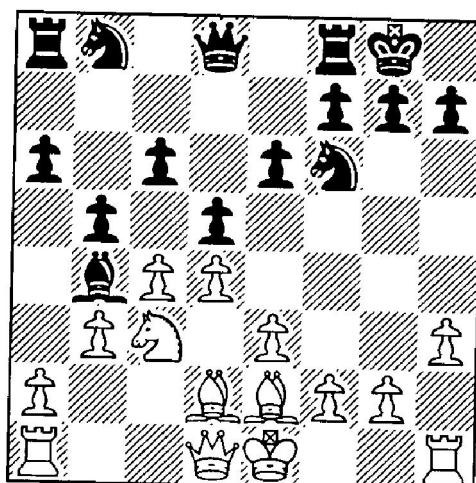
Moskalenko

Agios Nikolaos 1995

*Black to Play*

An ability to take stock of the positional characteristics of scrappy positions is vital, for then we can pinpoint the most serious weakness and concentrate our efforts on exploiting it, rather than simply launching an attack on the king. Find Black's best plan.

See page 91 to Ask A Grandmaster, which will cost you 4 points.



**Test 3: Puzzle 8**

Maximum score: 10 Points

Oll

Anand

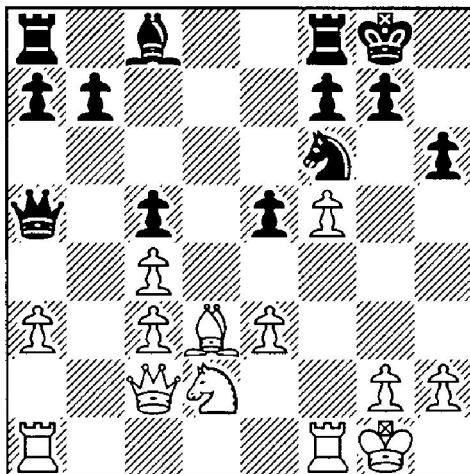
Biel Interzonal 1993

*Black to Play*

You will notice, here, that White's queen is obstructed by the rather awkward presence of the defending bishop on d2. How did Black exploit his opponent's clumsy-looking set-up to earn himself at least an equal game? (Depending on the accuracy of White's response).

See page 91 to Ask A Grandmaster, which will cost you 4 points.

*Test Three*



**Test 3: Puzzle 9**

Maximum score: 10 Points

Botvinnik

Kan

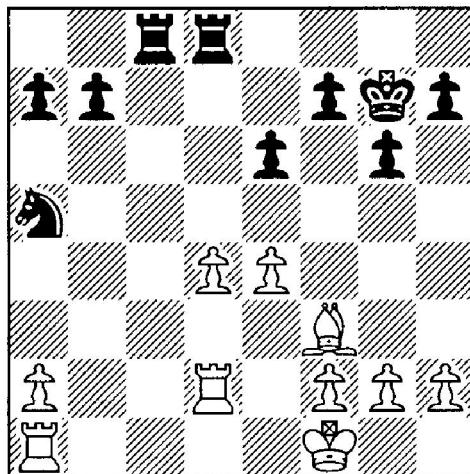
USSR Championship 1939

*White to Play*

White has doubled, isolated c-pawns but it is another feature of the position that is more significant. How did White secure an advantage?

See page 91 to Ask A Grandmaster, which will cost you 4 points.

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**Test 3: Puzzle 10**

Maximum score: 10 Points

Eliskases

Flohr

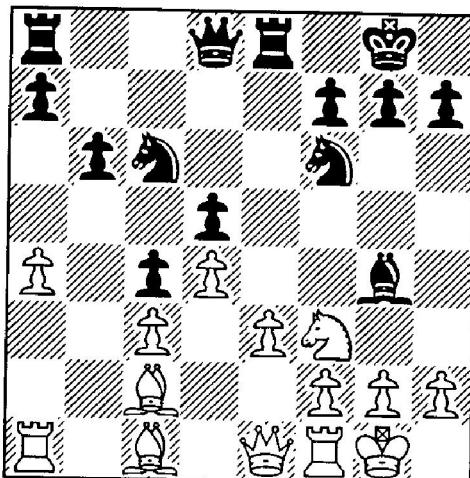
Semmering-Baden 1937

*Black to Play*

With a knight on the rim against a bishop it would seem that Black is worse, but he soon engineered a ‘good’ knight versus ‘bad’ bishop scenario. How did Black force an enduring ending advantage?

See page 91 to Ask A Grandmaster, which will cost you 4 points.

*Can You be a Positional Chess Genius?*



**Test 3: Puzzle 11**

Maximum score: 15 Points

Taimanov

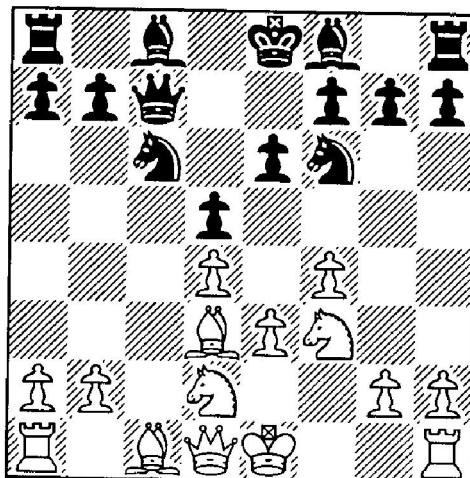
Botvinnik

USSR Championship 1953  
(play-off)

*White to Play*

White has a pawn majority in the centre as well as the two bishops – factors that he would like to combine by opening the position. This is why Black has nudged his rook to the e-file. What is White's best method of playing for e3-e4?

See page 91 to Ask A Grandmaster, which will cost you 6 points.



**Test 3: Puzzle 12**

Maximum score: 15 Points

Van Vliet

Znosko-Borovsky

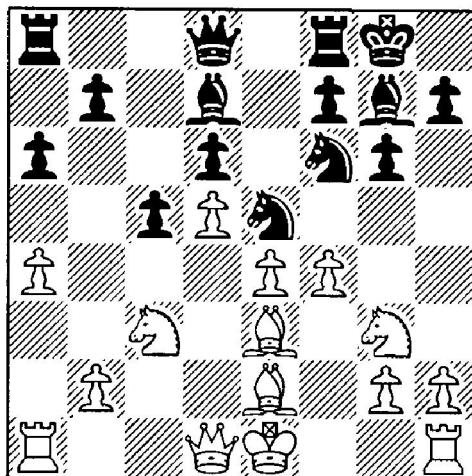
Ostend 1907

*Black to Play*

White's Stonewall set-up has resulted in the usual hole on e4, but there are also potentially hazardous points on e3, d3 and c2. Black's initial move is not difficult to find but I want you to take your time and to explore the subsequent possibilities.

See page 91 to Ask A Grandmaster, which will cost you 6 points.

*Test Three*



**Test 3: Puzzle 13**

Maximum score: 15 Points

Levitt

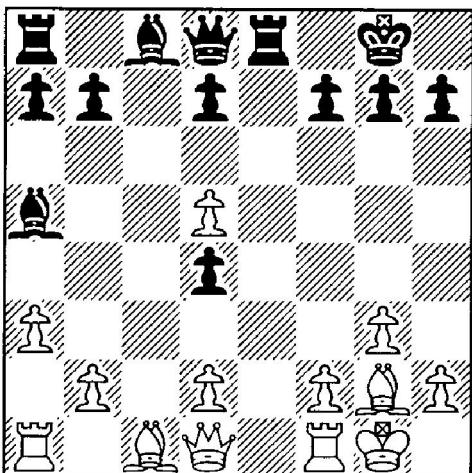
Beaumont

England 1996

*Black to Play*

It is generally a good rule to complete development before going on the offensive. Here White opts to hit the central knight before castling, allowing Black to generate a dangerous initiative.

See page 91 to Ask A Grandmaster, which will cost you 6 points.



**Test 3: Puzzle 14**

Maximum score: 15 Points

Timman

Hübner

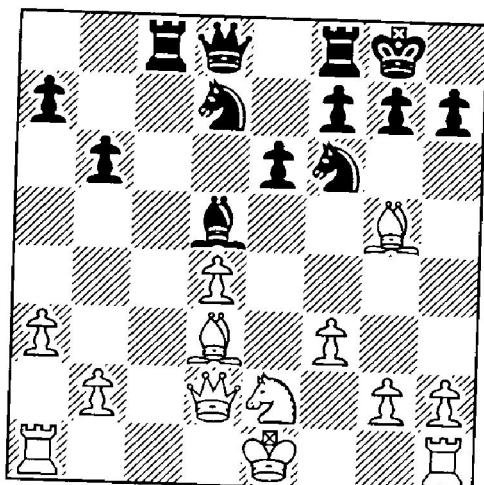
Sarajevo (match) 1991

*White to Play*

Despite the symmetry it is clear that the bishops are to be developed differently – White prepares a second fianchetto with b2-b4, whereas Black has chosen more traditional means. However, the key factor here is that it is White to move, and there is an uncompromising continuation available.

See page 91 to Ask A Grandmaster, which will cost you 6 points.

*Can You be a Positional Chess Genius?*



**Test 3: Puzzle 15**

Maximum score: 15 Points

Karpov

Cu.Hansen

Wijk aan Zee 1988

*White to Play*

White has the bishop pair while Black has the d5-square and slightly superior development. Black also has the c-file. How should White continue?

See page 91 to Ask A Grandmaster, which will cost you 6 points.

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**Scorechart for Test 3**

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