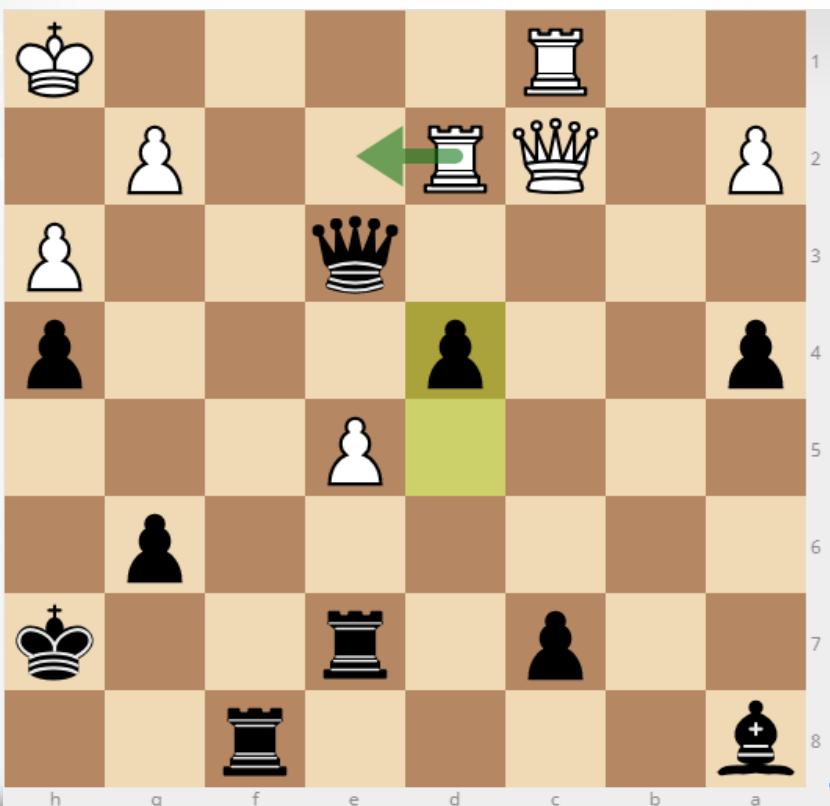




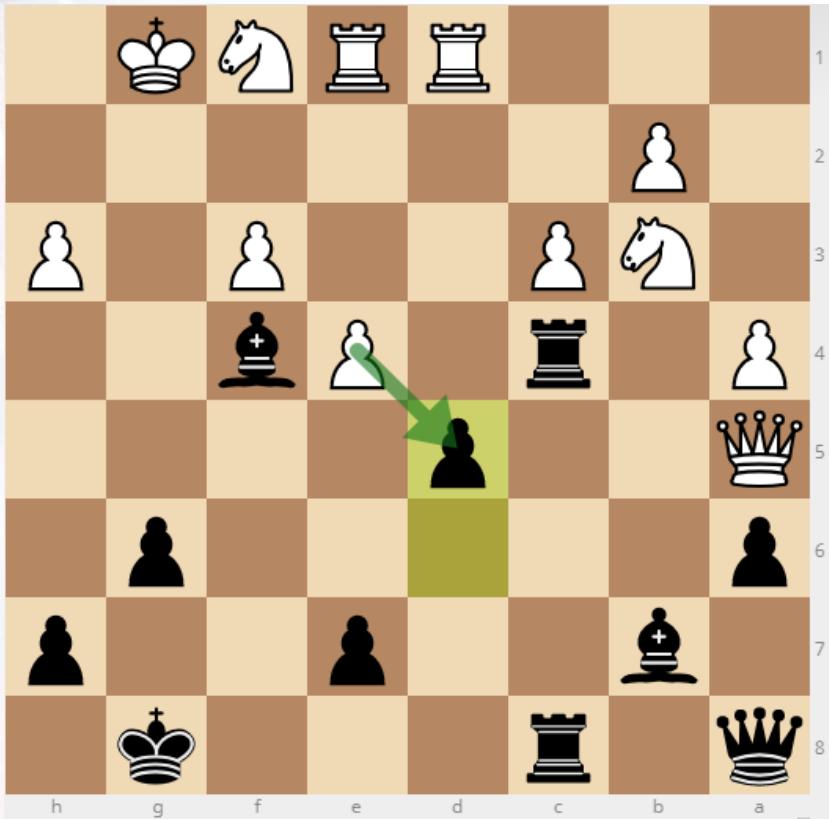
## 80/20 Tactics: The London System: Beginner



1. Black to play and win.



2. How would you respond to the attack on your queen after Re2?



3. What would you do if White takes on d5?



4. Can you find the final blow for Black here?



5. White plays Ne4 with a double-attack on your rook and c3 bishop.

How do you respond?



6. Find a nice combination for White here and open up some lines of attack.



7. What would be a good idea for Black here?



8. White was careless and started a kingside attack too soon.

How can you punish this?



**9.** What do you do if White challenges your Rook on e2?



**10.** How can you punish White for playing a3 instead of castling?



11. How can we exploit the absence of the dark-squared bishop from the fianchetto structure?



12. Can you see White's idea when he exchanged pawns on c5?



**13.** How can White exploit the absence of Black's light-squared bishop from the queenside?

**14.** How can we exploit Black's weakness on the dark squares?



15. What should White play here?



16. After d5 Black feels a little weak on the light squares. How can you take advantage of this?



**17.** Black's position is kind of cramped and one of his pieces is slightly loose.

Can you take advantage of this?

**18.** Can you spot the right combination for White?



19. What did Black miss when he played Nd8?

20. Black's queen is *really* close to being trapped.

What should White play?



## Solutions

<b>1</b>	1... Qxf5!! If White captures, he loses his own queen because of the pin.
<b>2</b>	1... Qxh3+!! taking advantage of the pin.
<b>3</b>	1... Bc7!! winning the queen.
<b>4</b>	1... Qg7+ 2.Qxg7 fxg7+ 3.Kg1 Rc8 4.Kf2 Rc1 5.Nf3 Bxf3!! either losing the knight or allowing promotion.
<b>5</b>	1... Rxd1! winning either the rook or the knight.
<b>6</b>	1.Rxd7! Bxd7 2.Nxe5 Qe6 3.f4! and we'll bring the other rook to the open d-file next.
<b>7</b>	1... e5! with a lead in development 2.Bg5 f6 3.Bh5 g5 wins a piece.
<b>8</b>	1... Nd5 2.gxf5 Nxe3 3.Rg1 Nxf5 winning a pawn.
<b>9</b>	1... Rxf3!! 2.Nxf3 Nxf3 with two pieces for a rook - not bad!
<b>10</b>	1... Nh5 2.0-0 Nxg3 with thr better pawn structure (if 2.Bh2 then ...Bxd4! winning a central pawn.
<b>11</b>	1.Ne4 dxe4 2.Qxd8 Nxd8 3.Bxf6 0-0 4.Bxe5 and White is up a pawn.
<b>12</b>	1.Bxh7+ Kxh7 2.Qh5 + Kg8 3.Ne4 Qb5 4.Ng5 Rd8 5.Qxf7+ Kh8 6.Qh5+ Kg8 7.0-0-0 and next the White rook will go to f3, g3 or h3 for the mate.
<b>13</b>	1.Ba6 Qa5 2.Qxa5 Nxa5 3.Bxd6 bxa6 4.Bxc5 with the better pawn structure and an extra piece too!
<b>14</b>	1.Nb5 e5 2.Nxe5 Qa5+ 3.c3 emerging a pawn to the good.
<b>15</b>	1.Nxd5 weakening the light squares. Play can continue Nxd5 2.Qf3 Nc7 3.Qb7 d6 4.Nc4 b5 5.Nxd6 Bxd6 6.0-0-0 Qc8 7.Qxc8 Rxc8 8.Rxd6 a6 9.Be2 Ne8 10.Bf3 Nd6 11.Bxa8 Nc6 12.Bxd6 Rxa8 13.Bxc5 winning the c-pawn.
<b>16</b>	1.Qa4 Nd7 2.0-0-0 dxc4 3.Rxd7 Qxd7 4.Ne5 with too many threats for Black to deal with.
<b>17</b>	1.Nxc4 dxc4 2.Qe4 Nf8 3.Qxc6 with an extra pawn and better pawn structure too.
<b>18</b>	1.Bf6 gxf6 2.Qh6 with a double threat against the hanging Rook on f8 and mate on h7.
<b>19</b>	1.Bxh7+ Kxh7 2.h6 weakening the defenses ... g6 3.Nxf7 Qc7 4.Ng5+Kg8 5.h7+ Kg7 6.h8Q+ Rxh8 7.Qf7#
<b>20</b>	1.Bxc6 Bxc6 2.Be5 e4 3.Bxe4 Nc3 4.Qd2 Bxf3 5.Bxc6 winning the queen If 5.gxf3 then ... Rd8 with counterplay.