

80/20 Tactics: The London System: Intermediate



1. What's the best move for White in this position?



2. It's not enough to just develop your pieces, you must bring them to the right squares too!

How would you punish ...Nbd7?



3. What is the best move for White?



4. White to move and win!



5. Double attack! Can you find the best move for White?



6. Which powerful blow finishes Black off?



7. What is wrong with ...Nbd7?



8. How can we exploit the absence of Black's light-squared bishop from the queenside?



9. How can we punish the early ...c4 advance?



10. Black's last move weakened the c6 square.

Can you take advantage?



11. Can you capitalize on the loose position of the Black queen?



12. A lead in development often makes sacrifices possible.

Can you find a strong one?



13. Black kicks the aggressive knight with ...h6.

How should White continue?



14. How can we forcibly weaken the light squares on Black's kingside?



15. How can White exploit the weak points in Black's den?



16. Our c7 bishop is under fire.

What should we do?



17. What did Black miss when they played ...Qc7?

18. Loose pieces drop off! What should Black play?



19. Can you find a tactical shot here?



20. What should White play here?

Solutions

1	1.Bc3 Nc2+ 2.Kd2! Ne3+ 3.Kxe3 Black can't take on b5 because of the attack on his queen.
2	1. Nxf7 Rxf7 2.Bxd6 winning a pawn.
3	1.Bxb8 Rxb8 2.Qe5 winning a piece.
4	1.Qc2! (with double threats against c7 and h7) ...Bb4+ 2.Ke2 h6 3.Qxc7 winning the pawn.
5	1.Bxb8 Rxb8 2.Qa4+Qd7 3.Qxa7 winning a pawn. If 1... Qxb8 then Black's king will have to deal with a series of pins.
6	1.Ne5 Nxe5 2.dxe5 Nd7 3.Bxh7+ Kh8 4.Bg6+Kg8 5.Rh8+ Kxh8 6.Qh5+ and mate follows.
7	1.Bb5 a6 2.Nfg5 axb5 3.Nexf7 Qe7 4.Nxh8 e5 5.dxe5 and White wins the exchange.
8	1.Bxb8 Rxb8 2.Bb5+ Nd7 3.Ne5 Rb7 4.Qa5 Bd6 5.Nxd7 Rxd7 6.Qxa7.
9	1.d6 splitting the board and trapping the king Qa5+ 2.Nc3 b4 3.Qe2+ Kd8 4.Qxc4 Bxd6 5.Bxd6 bxc3 6.b4 Re8+ 7.Ne2 Qb6 8.Rd1 protecting the Bishop. White stands better.
10	1.Qa5! Qd7 2.e4!! with the double threat of attacking the f5 bishop and playing Bb5.
11	1.Rxe6+!! wins a pawn as a Black capture leads to an undiscovered attack on the queen with either Bb5+ or Bg6+.
12	1.Bxd5 Nxd5 2.Nxc4 Qe6 3.Nd6+ Kf8 4.Nxc8 Bxc8 5.Qd2 Nb6 6.Qd8+ Qe8 7.e6! threatening Bd6+ and exf7+. If 7...Qxd8 then 8.Rxd8+ winning the other rook.
13	1. Bh7+ Nxh7 (forced, otherwise Nf7#) 2.Qxh7+ Kf8 3.Bh4 hxg5 4.Qh8+ Ke7 5.Bxg5+ f6 6.Bxf6+ and mate next move.
14	1.Rxe5 Rxe5 2.Qxf7+Kh7 3.Qg8+ Kg6 4.Bf7+Kf6 5.f4 Re4 6.Bh5 Qc7 7.Bh4+ g5 8.fxg5 hxg5 9.Rf1+ Ke5 and 10.Bg6+ winning the queen after all!!
15	1.Bxh7+Kh8 2.Qh5 g6 3.Bxg6+ Kg7 4.Qh7+ Kf6 5.Be4 Nf5 (if 5...Nxf4 then Qh6+ brings the King to the mating net) 6.g5 Bb7 7.g5+ kxg5 8.Rg1+ Kf6 9.Bxf5 Bxc6 10.Qh4+ followed by mate.
16	1.Rxa7! wins a pawn. If 1...Rxc7 2.Ra8+.
17	1.g4! Bxh6 2.Qxh6 Ng7 saving the knight but now 3.Ng5! and mate is unstoppable.
18	1...e5! 2.Bxe5 Qa5+ winning the bishop.
19	A series of tactics means White can play 1.Bg6!, threatening to win the f7 pawn. If the bishop is captured, White gets the rook with a knight fork. If Black tries 1...Nxe5 2.dxe5! forks the pieces. And 1...Rf8 2.Nxf7! Rxf7 3.Bxf7 Kxf7 4.Qxa8.
20	1.Nxc4! Rxc4 2.Qe2! wins a pawn and the exchange.