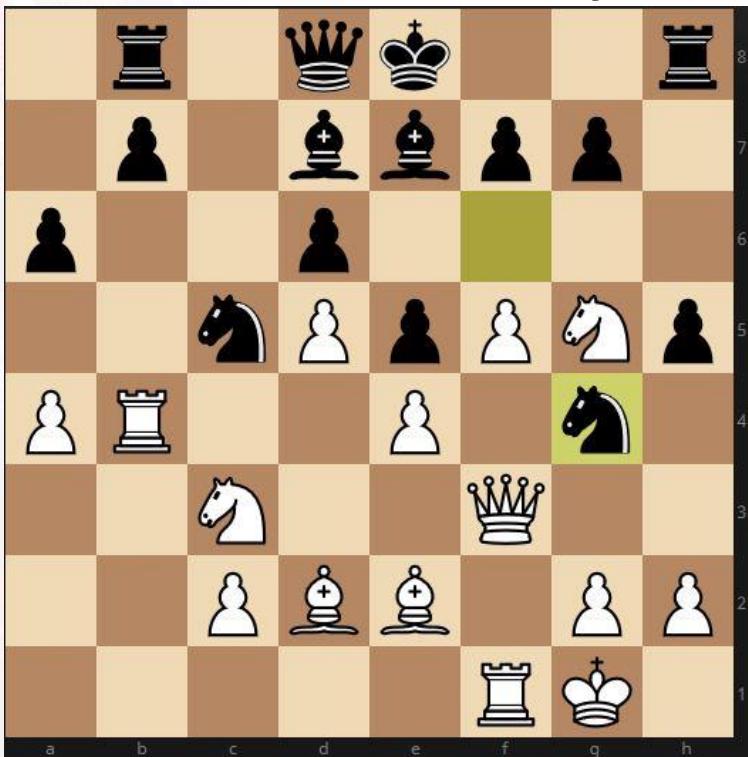




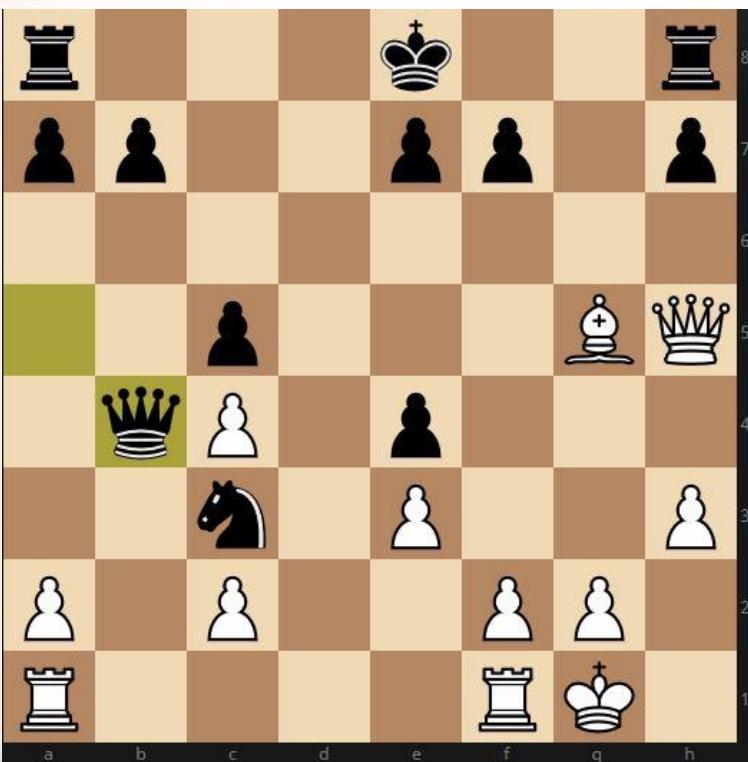
80/20 Tactics – Trompowsky Attack

IM Levy Rozman



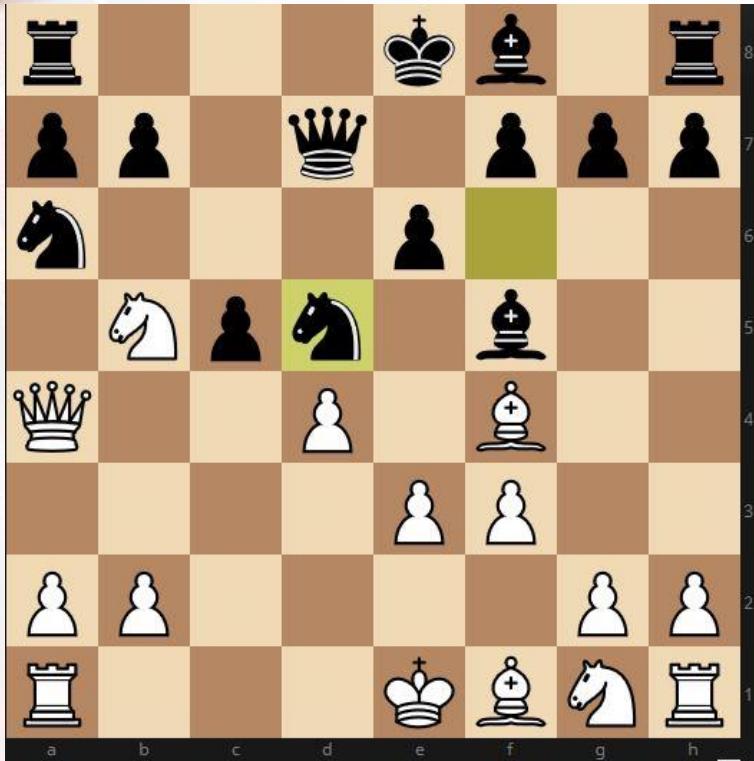
Question 1.

How to continue with White?



Question 2.

Can you find White's best move here?



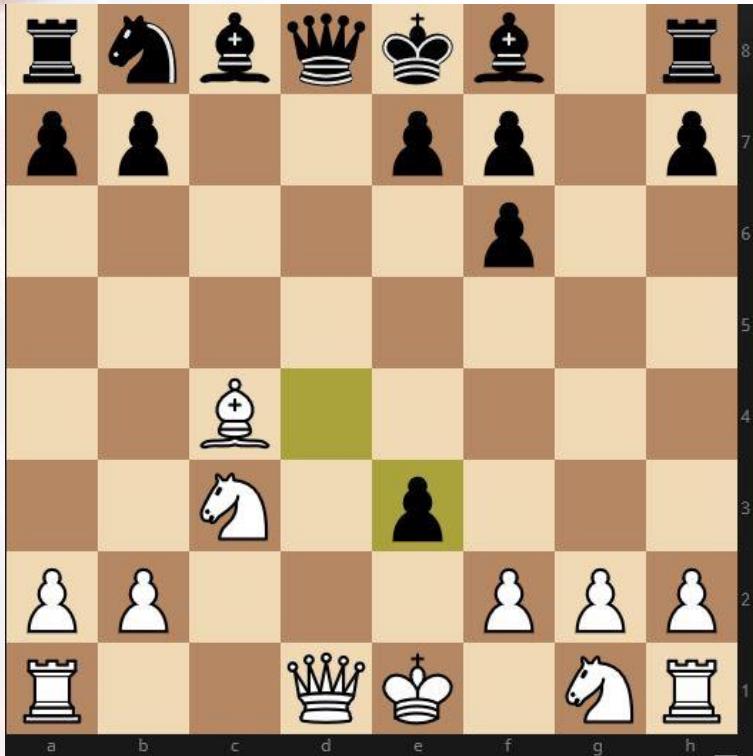
Question 3.

White just played 14...Nxd5.
How should White react?



Question 4.

How to continue with White?



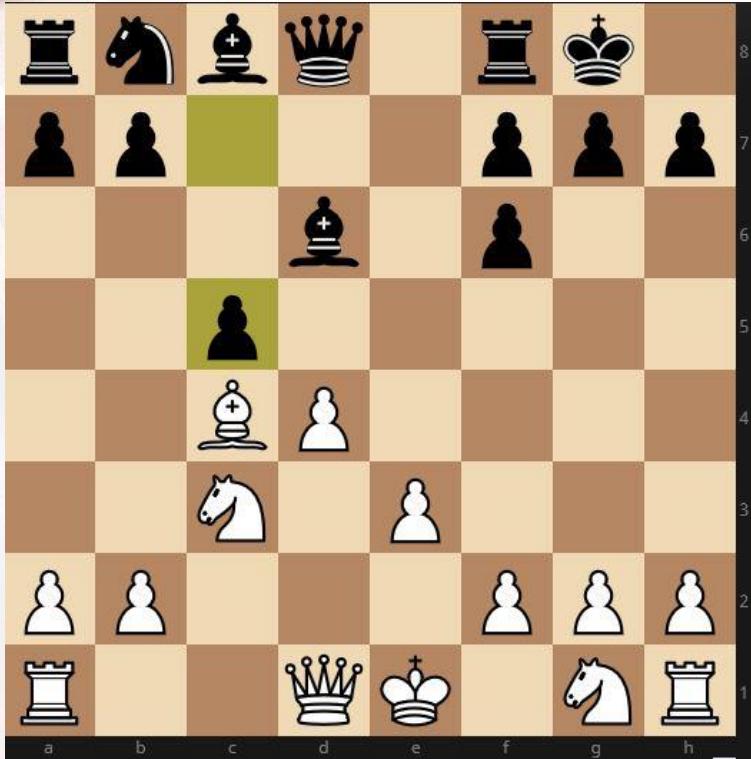
Question 5.

Can you spot White's winning idea?



Question 6.

What should White play here?



Question 7.

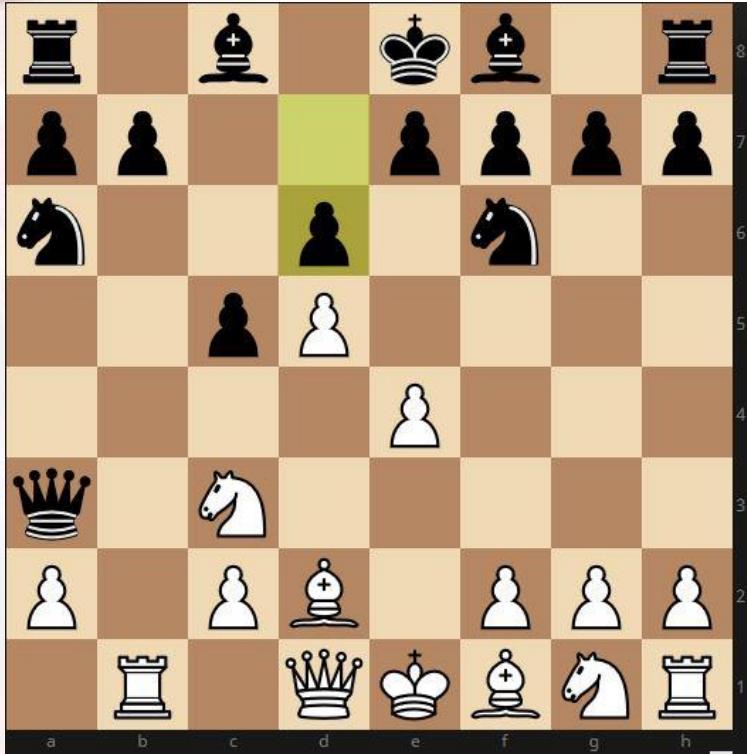
White just played 7...c5?!

How to react with White?



Question 8.

How to evaluate this position? Can you find a good move for White?



Question 9.

Black's queen seems to be stranded on a3.
Is there a way for White to seal the deal immediately?



Question 10.

Black to move and win.



Solutions

1	White should play the strong 19.Ne6! fxe6 20.fxe6 . Black is in trouble. White not only threatens mate on f7, but also has several ideas to make use of the weakened Black kingside. On top of that, White can always recapture the sacrificed material with exd7.
2	White wins with 17.Bxe7! Kxe7 18.Qe5+ Kd7 (If the king retreats to the 8 th rank, the White queen captures both Black rooks.) 19.Rfd1+! (19.Rad1+!) Nxd1 20.Rxd1+Kc6 21.Qd6 mate.
3	White wins after 11.Nd6+! Bxd6 12.Bb5+ , picking up the Black queen.
4	White should play the surprising 10.Qa4! . The idea is to transfer the queen over to the kingside along the 4 th rank. Suddenly, it becomes obvious that it's not easy for Black to deal with this threat.
5	White wins the Black queen with the simple 8.Bxf7! Kxf7 9.Qxd8 +-.
6	White launches a winning attack with 18.Ng5! (threatening mate on h7) 18...fxg5 19.Rh3 . The White rook joins the attack. Mate is unavoidable. The game ended after 19...Be4 20.Nxe4 Kg7 21.Qh6+ Kg8 22.Qxh7 mate.
7	White can play 8.dxc5! Bxc5 9.Bxf7+! Kxf7 10.Qh5+ Kg8 11.Qxc5 . White is a pawn up and Black has no compensation.
8	It's a common occurrence in the Trompowsky Attack that White plays against the bishop pair. Here, Black's bishops are poorly placed and don't have an active purpose. White is clearly better. In the game, White reached a winning position by simply improving his pieces. 20.Nc1 Rg8 21.Nd3 (The knight heads towards the beautiful outpost on c5.) 21...f6 22.Rb3 Rb8 23.Ra3 Rxb2? 24.Rxb2 Qxb2 25.Nc5! Black is lost. White not only threatens to take the bishop on d7, but also to trap the queen on a3 with Rb3. Black resigned.
9	White traps the Black queen after 8.Nb5 Qxa2 (8...Qa4 9.Nxd6+ exd6 10.Bb5+ +-) 9.Ra1 Qb2 10.Bc3 .
10	Black wins with the killer move 4...Ng3!! 5.fxg3 (5.Rh3 Bxh3 -+; 5.Rh2 Nxf1 6.Kxf1 Qxh2 -+) 5...Qxg3 mate.