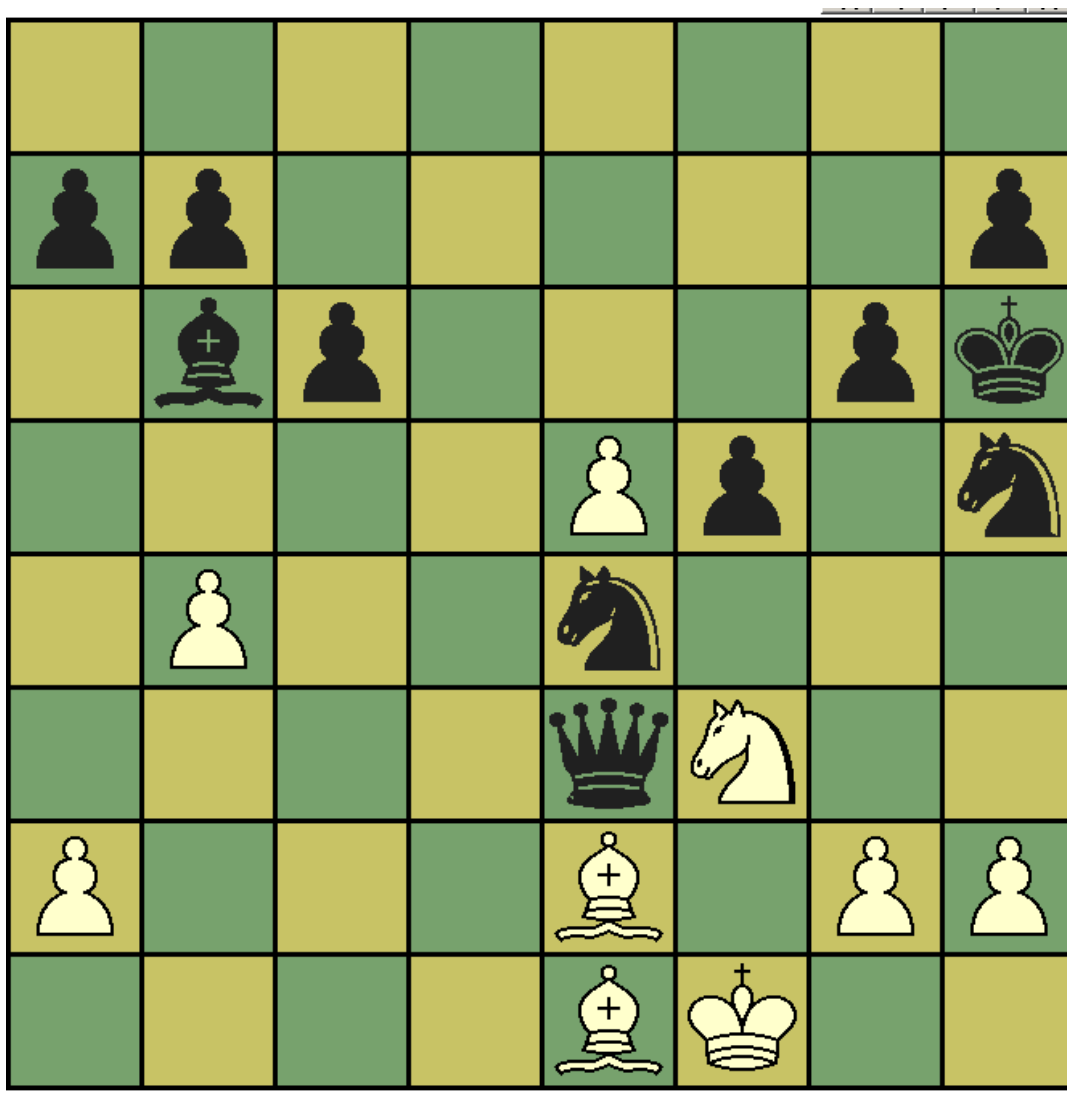


## CHES puzzle – November 2012

This month's problem comes from the Tim Krabbe's excellent website on chess curiosities, and features the end of a game played in the Pan American championships in 1963. (the full game can be played through at <http://www.chessgames.com/perl/chessgame?gid=1340124> . Black is to move and played 1 ... Nd2+, a seemingly excellent decoy with the planned 2<sup>nd</sup> move either 2 ... Qf2# or 2 ... Qg1# depending on white's reply. The curiosity comes from whites resignation. Our problem asks, why was resigning a bad idea? Solution to October's puzzle: White played 1. Kg4, and was checkmated after 1 .... f5 2. Gxf6 Qf5 3. Kh4 Qh5#. Kh4 is the best move to avoid a perpetual check (1. Kh2 Qe2 2. Kh3 Qf1 etc)



The problem with white resigning is that while 1 ... Nd2+, 2. Nxd2 Qg1 is checkmate, 1 ... Nd2+, 2. Bxd2 Qf2 is an illegal move (and the queen is pinned as well).