

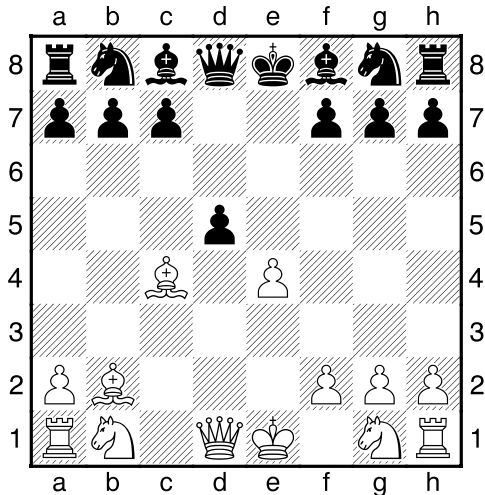
## TONC 4 - Round 4 v1.1

### Chess tactical exercises

#### Find the best move:

Always look for the best move: it could be a mating line, a move that just wins a pawn, or a move that lets you keep in the game a bit more.

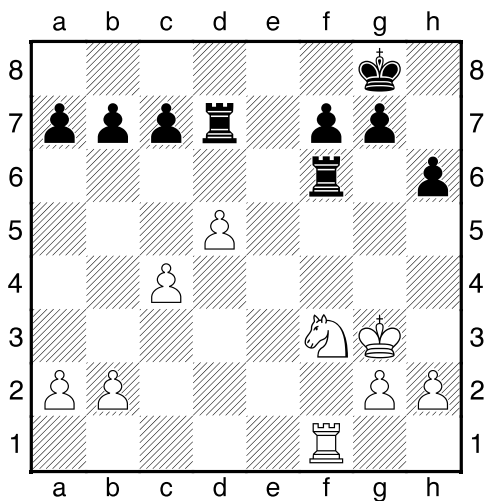
#### 1. Malackym - Rimfaxe



6. Bxd5 Nf6 7. Bxf7+ Kxf7 8. Qxd8 Bb4+

White to play

#### 2. Tooler - Moondance



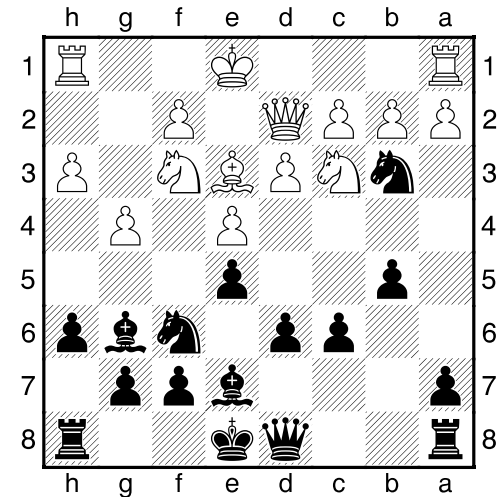
33. Re1 Kf8 34. Ne5 Re7 35. b3 Rf5

White to play

#### Find the blunder:

Which option is a blunder? Why?

#### 3. NeuroDoc – riqhi

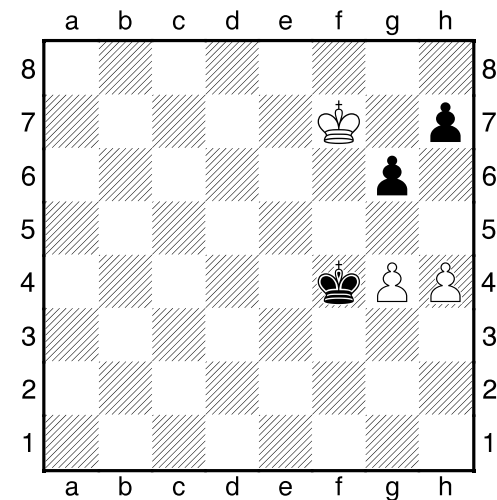


14. axb3 Qd7 15. Ke2 Bd8

Find the blunder:

- a) Nh4
- b) Kf1
- c) b4

#### 4. Chess Fan 7 - Akolkar

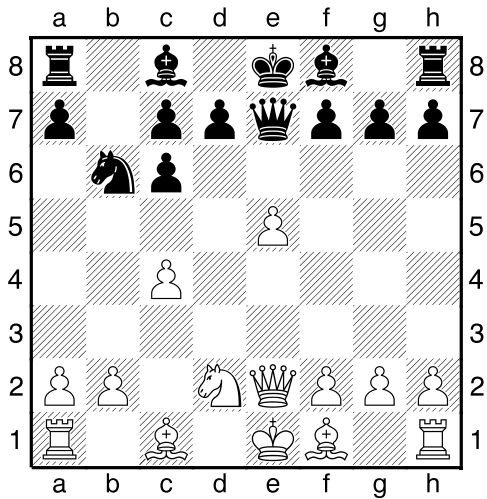


48. h5 gxh5 49. gxh5 Kg5

Find the blunder:

- a) h6
- b) Kg7
- c) Ke6

### 5. TripleBrain - SirKy

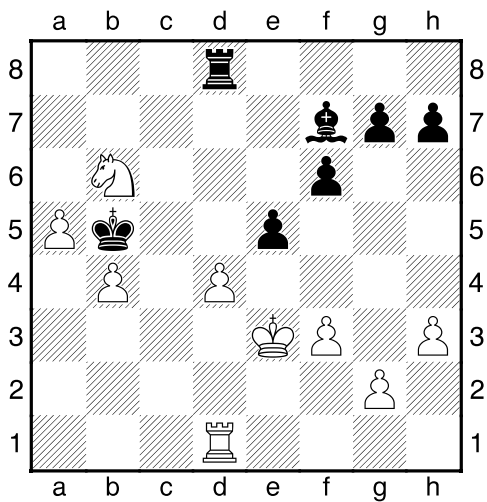


9...g6 10.Ne4 Bg7 11.Bg5

Find the blunder:

- a) ...Qxe5 b) ...Qb4+ c) ...Qe6

### 6. supergrobi - Gk2000



34...Kxb4 35.a6 Kb5 36.Rb1+ Kxa6

Find the blunder:

- a) Na4 b) Rb2 c) dxe5

## Answers:

1.

9. **Qd2** is the only move, any other move loses a piece.

2.

White seems to be lost, and the only move that lets him fight a bit more is:

36. **Nd3 Rxe1 Nxe1**, and White is an exchange down and with the Black rook is well placed. But any other move is worse:

36. **Nf3 Rxf3+ 37. Kxf3 Rxe1**, and White is a rook down.

36. **d6 Rxe5 37. dxc7 Rc5**, and White is a rook down and the C pawn can't queen.

3.

**Nh4** loses a pawn immediately.

16. **Nh4 Nxe4** (threatening the Queen) 17. **dx e4**

**Bxh4**

16. **Kf1** puts the king a in safer place

16. **b4** seems to be (according to Crafty) a good move also.

4.

**h6** and **Ke6** draw the game while **Kg7** loses it.

50. **h6 Kxh6 51. Kf6 . . .**

50. **Ke6 Kxh5 51. Kf5 . . .**

with the idea of keeping the Black King in the H column.

50. **Kg7 h6 51. Kf7 Kh5 52. Kf6 Kg4**

and White can't stop the H pawn.

5.

**...Qxe5** is a blunder:

11. . . . **Qxe5 12. Bf6 Qa5+ 13. Nd2+ Kf8**

14. **Qe7+ . . .**

**...Qb4+** and **...Qe6** are the best continuations according to Crafty

6.

37. **Na4** and 37. **Rb2** are the good moves, putting the Knight/Rook in a safe place. If:

37. **dx e5 Rb8**, and White loses the Knight.

**Games with player's comments:**

[http://www.chessninja.com/cgi-bin/ultimatebb.cgi?ubb=get\\_topic;f=3;t=000212](http://www.chessninja.com/cgi-bin/ultimatebb.cgi?ubb=get_topic;f=3;t=000212)

**Games in .pgn format:**

<http://members.aon.at/sfischl/tonc4.pgn>

**Download more chess tactical exercises from:**

<http://community.corest.com/~riq/chess.html>

**Changes from version 1.0:**

.Fixed answer in exercise #5

.Fixed choice in exercise #6

Thanks igrino for finding these bugs.