Answers to Puzzles

1) 22 ♕xe7+! 1-0

The black king is dragged into the crossfire. After 22...♔xe7 23 ♗a3+ ♔e8 24 ♗a4+ ♘d7 25 ♗xd7+ ♔d8 26 ♗c6+ White regains the queen and will be two bishops up.

2) 26...♖e2! (this flashy move is necessary because the immediate 26...♕g3? 27 ♘c6 ♖e2 28 ♕c3 gives Black no advantage) **27 ♕c3** (the main point is that after 27 ♕xe2 ♕g3 White can't prevent mate on g2) **27...♖xf2 28 ♘c6 ♖xf1++ 0-1**. 29 ♔xf1 ♕f2#.

3) 26 d6!

A reminder that pawn breakthroughs can be useful even when it is not a pure pawn ending. The white bishop manages to deprive the black rook of some critical squares.

26...♖xc5

26...cxd6 loses to 27 c6 ♖xb5 (27...♖e8 28 ♗xd4) 28 c7 ♖c5 29 ♖c1.

27 ♗xd4 ♗xd6

27...♖xb5 28 dxc7 and the pawn promotes. 27...♖c4 28 dxc7 ♖xc7 29 ♗xb6 ♖b7 30 ♖a6 gives White a useful extra pawn.

28 ♗xc5 ♗xc5 left White with the technical task of winning an exchange-up ending, which he duly accomplished.

4) No. By 27...♖xe8 28 ♕xe8+ ♔h7 or 27...g6 28 ♖xf8+ ♔xf8 Black can avoid mate, when at worst he will need to play a little carefully to hold a slightly inferior endgame. **27...♕c2??** loses, because White mates first:

28 ♖xf8+ ♔h7

Avoiding 28...♔xf8? 29 ♖d8+ ♔e7 30 ♕d6#. Black no doubt thought that White had to make a defensive move now. But he was in for a surprise.

29 ♖h8+!

29 ♕f3? ♕xh2+ 30 ♔f1 ♕h3+ is a draw: 31 ♔e1 ♕e6+ 32 ♔f1 ♕h3+, etc.

29...♔xh8 30 ♕c8+ 1-0

The key point is that 30...♔h7 is met by 31 ♕h3+! ♔g6 (31...♔g8 32 ♖d8#) 32 ♕g4+ ♔h6 (32...♔f6 33 ♕g5+ ♔e6 34 ♕e5#) 33 ♕g5+ ♔h7 34 ♕h5+ ♔g8 35 ♖d8#.

5) 32...♖a4! overloads White's pieces. The tragedy for White is that 33 ♕xc4 bxc4 34 ♘xa2 cxd3 still leaves him with two pieces attacked.

The rook needs to attack the b4-knight, as 32...♖a8? 33 ♕c3 shows.

6) 20 b3! forces open lines, and turns out to win one of Black's minor pieces. 20...cxb3 (20...♘b6? 21 bxc4) 21 axb3 ♘b6 22 ♗xb5 ♕xb5 (after 22...axb5 23 ♘c5! the black queen is in grave danger; e.g., 23...♘c6 24 ♘ed3 ♕a5 25 ♖a1) 23 b4 ♘c6 24 ♘c3 and Black must lose a piece to save his queen; e.g., 24...♘xb4 25 ♕b3.

White instead played **20 a3? ♕e7 21 ♘xc4**, regaining his pawn with perhaps a slight edge.

7) With its line of retreat blocked, the black queen is very short of squares, and it is surprising Ivanchuk did not play 24 ♘1d2!. Visualizing the trapping of the queen is not easy, but the white pieces manage to cover all of the queen's flight-squares in each variation. 24...♕xa4 25 ♖a1 ♕b4 (25...♕b5 26 ♗f1) 26 c3 ♕b5 27 ♗f1 and 24...♕b4 25 c3 ♕xa4 26 ♖a1 both lead to the queen being trapped in the same way. The hardest lines to see come after 24...♕xc2: 25 ♖c1 ♕xb2 (25...♕d3 26 ♗e3! threatens to trap the queen by ♗f1 or ♖c3, and 26...♘g4 27 ♖c3 ♘xf2 28 ♕xf2 changes little) 26 ♘b1! and there is no way out for the black queen.

After **24 ♘c3? ♘d4 25 ♘xd4 ♕xd4 26 h4 ♖c8 27 ♖d1 ♕b4 28 ♗c1 ♖c4** the game was roughly balanced, and eventually ended in a draw.

8) 27 ♘e7!! is a most unexpected move, whose point is by no means complex, but based on non-standard patterns. 27...♘xe7 (giving up the queen by 27...♕xe7 is the only way to fight on, but with only rook and knight for queen and pawn, it is hopeless) 28 ♕h8+ ♘g8 and now the point is revealed with the move 29 ♗h7, when there is no good reply to the threat of ♕xg8#.

9) 30...♘xe4!

Black exploits the white king's exposure on the long diagonal.

31 ♗xe4 ♖xc4!

Overloading the white queen and attacking the loose b4-bishop. The fact that the black queen defends the b7-bishop denies White time to solve the long-diagonal problem.

Not 31...♗xe4+? 32 ♕xe4 ♖xc4 33 ♖xc4 ♕xc4 34 ♖e1, when the idea of ♗xd6 keeps White afloat.

32 ♘d2

32 ♗xb7 ♕xb7+ 33 ♖g2 ♖xb4 and Black wins.

32 ♖xc4 ♕xc4! is a disaster for White: 33 ♕xc4 (33 ♗xb7 ♕xd3; 33 ♖d1 ♕xd3 34 ♖xd3 ♗xe4#) 33...♗xe4+ and mate next move.

32...♖xb4

Black has gained two pawns and retains a strong position. He won easily.

How well did you do?	
2 or fewer	lower club level
3 or 4 correct	good club level
5 or 6 correct	national master
7 or more	IM or Grandmaster

These are the solutions to nine puzzles specially created by Graham Burgess for the Michigan Chess Festival 2011. They are similar in nature to the 300 puzzles found in his newly published work ***The Gambit Book of Instructive Chess Puzzles***. Graham gave lectures and a simultaneous display at the Michigan Chess Festival. He was also available to analyse games and answer questions about chess publishing and writing, and to sign copies of his books, including ***Chess Openings for Kids***.

The puzzles and solutions can also be downloaded as PDF files from the Michigan Chess Festival's web site (**www.michiganchessfestival.com**).

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