Problem Page 32 March 2016

This is the last problem page set by Gerald Lobley, a new composer will be setting problems from May onwards

The power of two bishops

Many chess players believe that having both bishops on the board (versus an opponent's bishop + knight or 2 knights) is an advantage. This is usually true in 'open' position where the longer range attack from bishops can be useful. In addition King + 2 bishops can mate a lone King (while King + 2 knights versus a lone King is a draw).

a.



Checkmate positions with K + 2B versus K are shown in figures (a) and (b). Please remember that the K must also help the two bishops, all three pieces combine to deliver the mate.

So in the endgame converting to a position with 2 Bishops against a lone King should enable you to win. (b)



(c)

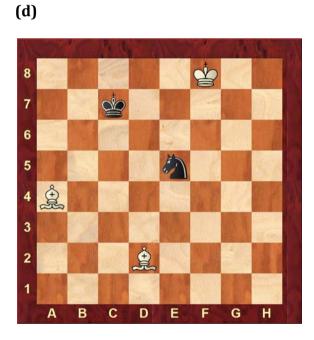
Look at position (c) and work out how White can win the black knight (N) leaving 2 bishops to mate the black K.

Please note there are 2 answers here depending on how Black responds to the correct first move by White



(d) Same again, how can White capture the black N and remain

with K + 2B against the black K



(e) Sometimes it is not necessary to capture the opponents piece in order to deliver checkmate with the 2 bishops (plus K).

See if you can solve this puzzle and give checkmate. Please note there are 3 answers depending on what moves Black plays to White's first move.



Answers to problems (c) to (e) are given <u>HERE</u>

Now try Novice and Intermediate problems below and use what you have learned here to answer the questions. Remember the theme is all about the power of 2 bishops.

(several of these exercises come from part of the excellent series by Bruce Pandolfini).

Answer to last month's problems - Novice

Problem N59



N59. White to play and force checkmate. There are 4 options for Black to respond to the correct first move by White so you need to find 4 answers!

The correct first move for White is

1. Bc4

if Black replies

1. Kc2

2. Bb3 wins the black bishop and then mate by the 2 bishops follows

if Black replies

1. Bc2

2. Ba2+ Ka1

3. Be5#

if Black replies

1. Ka1

2. Ba2 Bb3 (or anywhere else)

3. Be5#

if Black replies

1. Bf3 (for example)

2. Bd3+ Ka1

3. Bc2 and mate at e5 to follow

Problem N60



N60. Again White to play and force checkmate. This time there are 2 options for Black to respond to the correct first move by White so you need to find 2 solutions.

Here the correct first move for White is

1. Ba2+

if Black replies

1. Ka6

2. Bc8+ Ka7

3. Be3+ Ka8

4. Bb7#

if Black replies

1. Ka4

2. Kc5+ (note the discovered check by White)

2. Ka3

3. Bc1#

Answer to last month's problems - Intermediate

Problem 159



159. White to play, what is the best forcing line to convert the strong positional advantage into a mate attack?

White has the choice of Bxe6 and Re6, with the latter move better because of the threat

- 1. Rxe6
- 2. Rxh6+ Nxh6
- 3. Qxh6# because if the pins by the two bishops.

Problem 160



I60. Black has been greedy and taken first the white R on a1 and check the K (which was on e1 and has moved to d2) and then removed the R on h1.

- (a) He was shocked when White won from here but how?
- (b) If it was Black's move in this position what would you play?

A neat queen sacrifice to finish the game

- 1. Qxc6+ bxc6
- 2. Ba6# his is a variation of Boden's mate

If it was Black's move then Ne7 stops the queen sacrifice.

Answers to this month's Beginners questions (above).

Return to positions above HERE

So here are the answers

Position (c)

Position (e)

The correct move by White is

1. Ba3

If Black plays

- 1. Nc6 then
- 2 Bg2+ wins the N.

And if Black tries instead

- 1. Ng8
- 2. Kg6 Ke5
- 3. Kg7 Nf6
- 4. Bb2+ again wins the N

These are examples of a 'SKEWER' where a stronger piece (here the K) is in front of a weaker piece (the N).

Position (d)

White plays

- 1. Bf4 to which Black replies
- 1. Kd6
- 2 Bb3+ wins the N as the black K must move away from defending the N.

This time winning the piece involved a 'PIN' where a weaker piece (the N) is in front of a stronger piece (the K).

Here White plays

- 1. Be2 and play might play either
- 1. Nb7 when
- 2. Bg4# is checkmate

OR Black tries

- 1. Nc6
- 2. Ba6# mate again

OR Black tries

- 1. d6 and then White plays
- 2. Bg4+ Ne6 when
- 3. Bxe6# finishes the game