## Contents

- ✓ Calculating short variations
- ✓ Possibilities for your opponent
- ✓ Exercises with mate in two moves

## Diagram 9-1 8 7 6 5 4 3 2 1 b f d h g

## Mate in two moves

The aim of this lesson is to improve your calculation of short variations. It is more important to find a lot of options in the first few moves than to calculate long variations. Most mistakes occur in the early moves in variations. What is the use of calculating a long and correct variation if your opponent has a much better reply on move one?

You must develop your skill at calculating short variations, while at the same time taking into account the possibilities available to your opponent. This skill should reduce blunders.

Exercises with mate in two moves are very well suited for training in the art of calculating short variations with great accuracy.

Before reading the accompanying text, try to find the correct solution in all the examples! Note down all the variations you have calculated for each position, and then compare your variations with those given in the text.

## Diagram 9-1

## S.Lovd

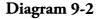
1859

### 1.\dogramma a5⊙ \dogramma d7

1... \$e6 2. 增e5#; 1... \$f5 2. 包xf5#; 1... \$b7 2. 包f5#; 1...\$e7 2.\dong e5#; 1...\$d6 2.\dong d5#; 1...\$c5 2.\dong a1#; 1...罩d6 2.營xb4#; 1...罩d5 2.營xd5#; 1...罩e7 2.營xb4#; 1... 罩e6 2. 包f5#; 1... 罩e5 2. 豐xe5#.

### 2.\d5#

Positions with few pieces are basically simpler, but it often happens that, even after thinking for a long time, one does not see the solution. When that happens, you have to check out every possible move.



#### J.Abbott

1902

#### 1.營h8! 空f4

The other three variations are as follows: 1...\$\doth\rightarrow 2.\doth\forall f5#.

That means: 1... 空h5 2. 皇f5#, 1... 空h3 2. 皇f5# or 1... 空h4 2. 皇f5#.

#### 2.\d4#

Here are another six positions with mate in two moves to warm up with. To find the solutions here, you need a little imagination (or a lot of patience).

#### Diagram 9-3

#### Y.Afek

1978

#### 1.罩d3! 空e1

1...心~ 2.豐g3#; 1...e1營 2.罩f3#; 1...e1罩 2.罩f3#; 1...e1氢 2.罩f3#; 1...e1⑤ 2.罩d2#.

## 2.營g3#

## Diagram 9-4

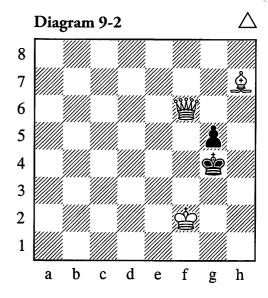
#### A.Gurvitch

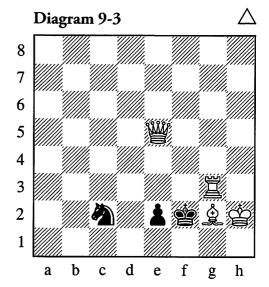
1959

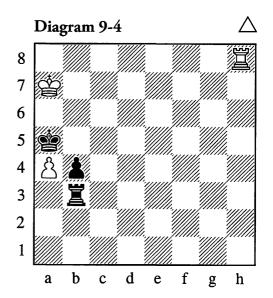
## 

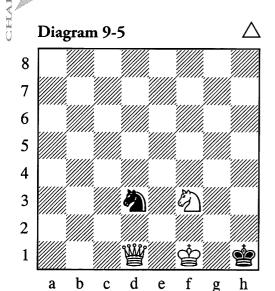
1...買~ 2.Φb7#

2.**∲**b6#







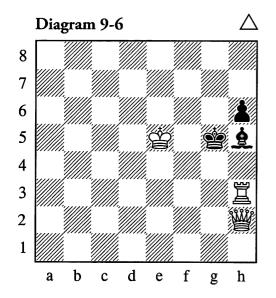


### Diagram 9-5

## V.Chepizhny

1987

1.**增b1! ②f4** (or ②e5, c5, b4, f2) If 1...②b2 (or ②c1, e1), then 2.**增**h7#. 2.**全f2**#

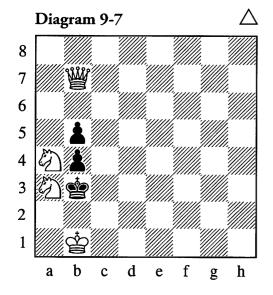


## Diagram 9-6

## S.Loyd

1881

1.營a2! **\$g4** (or **\$**f3, e2, d1) 1...**\$g6** (or **\$f7**, e8) 2.營g2#; 1...**\$g6** 2.營g8#; 1...**\$g4** 2.營g2#. 2.**營g8**#



## Diagram 9-7

## S.Schett

1881

1.營**a6! 堂xa3** 1...bxa3 2.營xb5#; 1...bxa4 2.營d3#. **2.②c5**#

## Diagram 9-8

## M.Lokker

1967

## 1.262 264

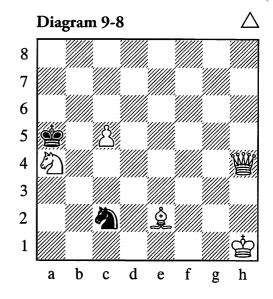
1...ᡚd4 2.e1#; 1...ᡚ~ 2.a4#.

#### 2.\d8#

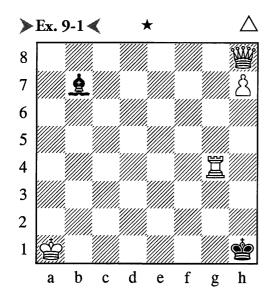
In all the positions in the test, you have to find mate in two moves.

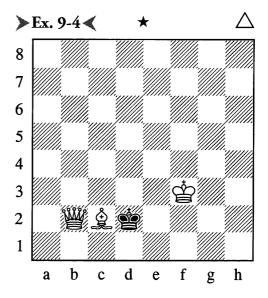
There is **only one single way** to achieve mate in two moves.

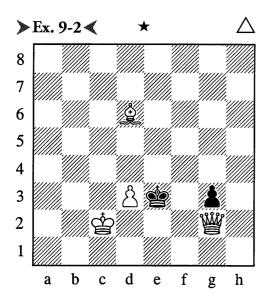
Check out all your opponent's replies with great care! In your solution you must have calculated and written down all possible replies for your opponent.

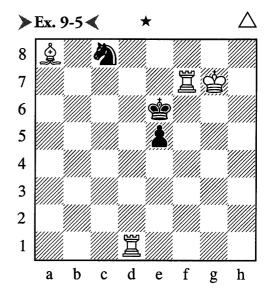


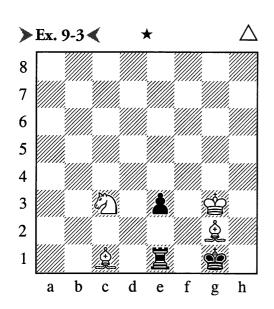
# **Exercises**

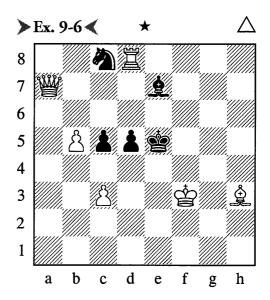


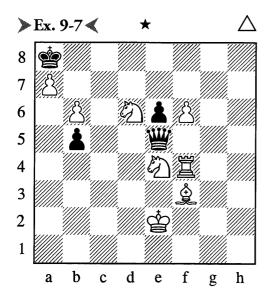


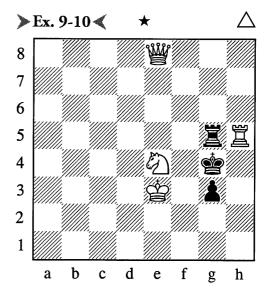


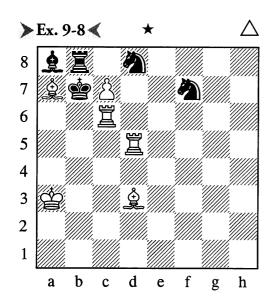


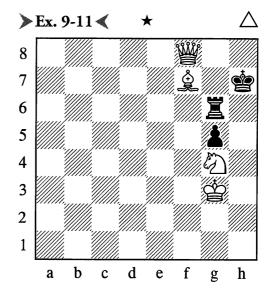


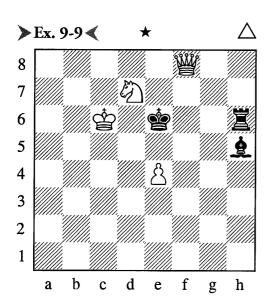


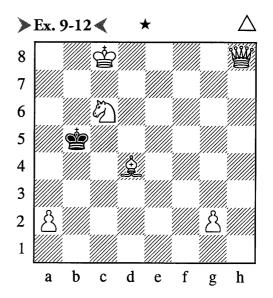












## **Solutions**



Ex. 9-1

#### A.Grin

1964

1.營a8! 臭g2

(1 point)

Ex. 9-2

### L.Talaber

1932

1.鼻e7! 如f4

2.\#e4#

(1 point)

Ex. 9-3

## E.Szentgyörgyi

1928

1.\(\mathbb{2}\)a3! e2

1...罩~ 2.**包**e2#

2. **Qc5**#

(1 point)

Ex. 9-4

#### T.Schönberger

1925

1. **Qa4†! 空d3** 

1... ⊈e1 2. ₩e2#

2.**臭b**5#

(1 point)

Ex. 9-5

#### A.Lebedev

1929

1. Qe4! 包e7

1... 2d6 2. 2d5#; 1... 2b6 2. 2f5#; 1... 2a7 2. 2f5#.

2.罩f6#

(1 point)

Ex. 9-6

#### **D.Uljanov**

1909

1.\(\Pi\)d6! (\(\Dig\)\(\Pi\)e6#) 1...\(\Dig\)xa7

1... 包b6 2. 營xe7#; 1... 包xd6 2. 營xe7#; 1... 全xd6 2. 營b8#; 1... 息xd6 2. 營g7#; 1... 息~ 2. 罩e6#; 1... c4 2. 罩e6#; 1... d4 2. 營xc5#.

2.罩e6#

(1 point)

Ex. 9-7

#### A.Bottachi

1921

1.罩g4! b4

1... 增d5 2. 宣g8#; 1... 增c5 2. ②xc5#; 1... 增f5 2. 豆g8#; 1... 增g5 2. ②xg5#; 1... 增h5 2. ②g5#; 1... 增xd6 2. ②xd6#; 1... 增xf6 2. ②xf6#; 1... 增f4 2. 邑g8#; 1... 增g3 2. ②xg3#; 1... 增h2† 2. ②f2#; 1... 增xe4† 2. 鱼xe4#; 1... 增d4 2. 邑g8#; 1... 增c3 2. ②xc3#; 1... 增b2† 2. ②d2#; 1... 增a1 2. 邑g8#.

2.罩g8#

(1 point)

Ex. 9-8

#### H.Bettman

1923

1.罩d7! 空xc6

1...堂c8 2.cxd8營#; 1...党xa7 2.c8②#; 1...邑c8 2.cxd8營#; 1...包xc6 2.cxb8營#; 1...包e6 2.c8營#. After any move by the knight on f7 then 2.c8營#.

2.cxb8**分**#

(1 point)

Ex. 9-9

## G.Wennik

1918

1. $\overset{\triangle}{\mathbf{c}}$  c7 $\overset{\triangle}{\mathbf{c}}$  **g**4 (or  $\overset{\triangle}{\mathbf{g}}$ f3, e2, d1, e8)

1....皇g6 2.營f6#; 1...皇f7 2.營d6#; 1...罩g6 2.營e8#; 1...罩f6 (or 罩h7, h8) 2.營(x)f6#.

2.₩e8#

(1 point)

#### Ex. 9-10

## W.Speckmann

#### Ex. 9-12

## N.Kosolapov

1963

#### 1.營g8! 空f5

(1 point)

1.₩h3 Фxc6

2.\dd7#

(1 point)

Ex. 9-11

#### S.Loyd

1885

1.₩a8⊙ **Eg**7

1...罩~6 2.增g8#; 1...罩g8 2.增xg8#; 1... 空g7 2.增g8#.

2.營h1#

(1 point)

# Scoring

Maximum number of points is 12

11 points and above > Excellent9 points and above > Good

6 points Pass mark

If you scored less than **6** points, we recommend that you read the chapter again and repeat the exercises which you got wrong.