

Safety and Counting

1-1: 1...Bxf3 2.Qxf3 Rxc7 A typical easy counting problem. Black trades off his attacked piece before he wins the hanging bishop on g7.

1-2: 1.Nxd4 Bxd1 2.Nb3 Be2 3. Re1 wins a piece.

1-3: 1...Ke6 is necessary to save the knight on d5 and maintain equal chances in this famous “Fried Liver” position. Retreating the king to “safety” and returning the knight is just hopeless, and a common beginner mistake.

1-4: Yes. 2.Bxe7 Qxe7 or **2.Bxe4 Bxc5**. And **2.Nxe4? dxe4 3.Bxe7 Qxe7** wins for Black.

1-5: 1.Bxd7 But not the “cute” **1.Rxd4 Nb6! 1...Qxe5 1...dxe3 2.Qxe4** wins a piece. **2.Bd2** leaves White ahead a piece.

1-6: No. This “center fork trick” does not work with a bishop on c5! **1...Nxe4 2.Nxe4 d5 3.Nxc5**.

1-7: No. 1.Nxd4 Bxd4 2.Rxd4 Qxd4 3.Qxd4 Re1#.

1-8: Yes. 1.Bxb5 Qa5+ 2.Nc3 guards the bishop and remains a pawn ahead.

1-9: The desperado queen sacrifice 1.Qxd7+ Bxd7 2.Bxa5 wins a pawn.

1-10: The pawn on d2 is not going anywhere: 1.exf6 wins the knight. In the actual game White panicked and played the hasty **1.Nxd2??**, allowing Black to save the piece with **1...Nd5**.

1-11: No. White wins two pieces for the rook. **1...Ng4? 2.fxc4 Bxc1 3.Kxc1**.

1-12: 1.Rg7 and if Black tries to trap the rook, White escapes: **1...Kf8 2.Rxc6 Kf7 3.Rh6 Kg7 4.Rxc5 Kg6 5.Rh8 Kg7 6.Rb8**.

1-13: 1.Nxe2 Not capturing is an unbelievably big counting mistake **1...Bxa1 2.Rxa1** and White is ahead two pieces for a rook.

1-14: 1...Nxf6 2.Rxd8 Bxd8 and Black holds everything while winning back the pawn he was down.

1-15: 1.Ne7+ Qxe7 2.fxe7 wins the house!

1-16: 1.Bxh6 1.Qxe7 hxc5 2.Qxd8 Rxd8 3.Nxc5 is almost as good, and also counts as correct! But not **1.Bxf6? Bxf6**, when White has nothing. **1...gxh6** If **1...Ng4 2.Qxe7** and if **1...Re8 2.Bg5. 2.Qxe7** and White is ahead a pawn.

1-17: 1.Rxf7+ Rxf7 2.Nd6 and White remains ahead two pieces for a rook.

1-18: 1...Ng4 2.Qe2 Qc7 wins the e-pawn.

1-19: 1...Bxe5 (skewer!) **2.Qxe4 Bxb2** wins a piece.

1-20: 1...Qxf5 2.gxf5 Bxd2 and Black ends up a piece ahead.

1-21: 1...Rxc1 Of course not **1...Bxd5? 2.Rxc8. 2.Rxc1 Bxd5** wins a piece for Black.

1-22: 1.Rf3 If instead **1.Rf2?? Bxf2**. Other moves allow **1...g5** or **1...Rxf4**.

1-23: No. If **1.Nxe5 Bxe5 2.Rxe5?? Rd1+ 3.Re1 Rxe1#**.

1-24: 1...Qxb1+ 2.Nxb1 Nxd5 leaves Black a rook ahead. **1...Nxc2+? 2.Kd1** is good for White.