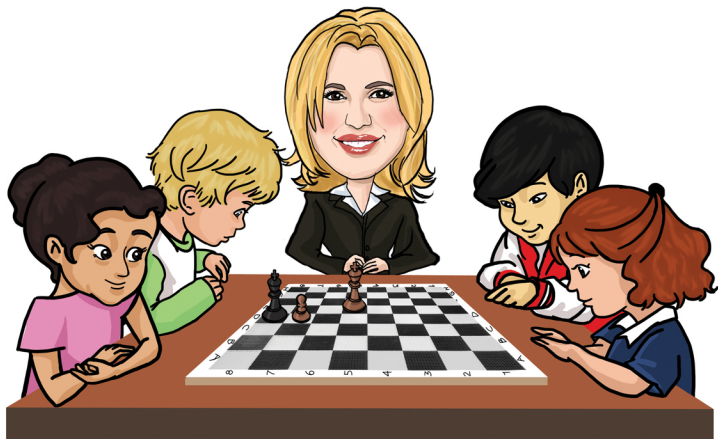


# LEARN CHESS THE RIGHT WAY

Book 5: Finding Winning Moves



Internationally Acclaimed Chess Trainer!

## GRANDMASTER SUSAN POLGAR

Women's World Chess Champion

# **Learn Chess the Right Way**

**Book 5**

**Finding Winning Moves!**

**by  
Susan Polgar  
with Paul Truong**



**2017  
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Learn Chess the Right Way  
Book 5: Finding Winning Moves!

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## Introduction

Ever since I was four years old, I remember the joy of solving chess puzzles. I wrote my first puzzle book when I was just 15, and have published a number of other best-sellers since, such as *A World Champion's Guide to Chess*, *Chess Tactics for Champions*, and *Breaking Through*, etc.

With over 40 years of experience as a world-class player and trainer, I have developed the most effective way to help young players and beginners – *Learn Chess the Right Way*. By understanding the most common and critical patterns, it will help you improve much quicker.

In this series of ***Learn Chess the Right Way***, I will show you the most effective way to learn and improve through pattern recognition.

This is the final volume of this five-part workbook series *Learn Chess the Right Way!* It is built on knowledge acquired in the previous four books.

In the first half of "*Finding Winning Moves!*" we focus on a new theme: quiet moves. Unlike in the exercises in the first four books where the solutions typically were very forceful, involving checks or captures, here it is more delicate and subtle. A quiet move is needed to prepare the upcoming checkmate or other powerful threats.

In chapter 1, you will find positions where quiet moves create unstoppable checkmate threats, or in some cases checkmate can only be avoided by major material losses. In chapter 2, you will find examples of quiet moves which are extremely powerful and lead to material gain with one of the following themes: pawn promotion, trapping a badly placed piece, pin and discovery. In chapter 3, you will learn about one the coolest chess themes, zugzwang, which is most common in the endgame.

In the second half of the book, you will find the "Grand Test," in which, without any clues, you practice with real-game-like situations how to win a significant material advantage or checkmate.

In some examples it will be White to move, while in others you will have to try to find the winning move for Black. Also please note that under each diagram you will be able to record the amount of time it took you to solve each puzzle. As you go through and solve the puzzles again, your speed recognizing the winning material patterns should improve.

In chess, pattern recognition is a very important part of playing better chess. Therefore, my suggestion is to try to solve the puzzles multiple times, or until you feel that you can recognize the correct solutions within a minute per page (4 puzzles). Initially you may want to set up the pieces on the chess board as shown in the diagrams (make sure every piece is exactly as shown!), but by the second time around I would surely recommend to try to solve the puzzles just from the diagram.

Wishing you enjoyment on embarking on the road "Learning Chess the Right Way!"

Susan Polgar  
July 2017

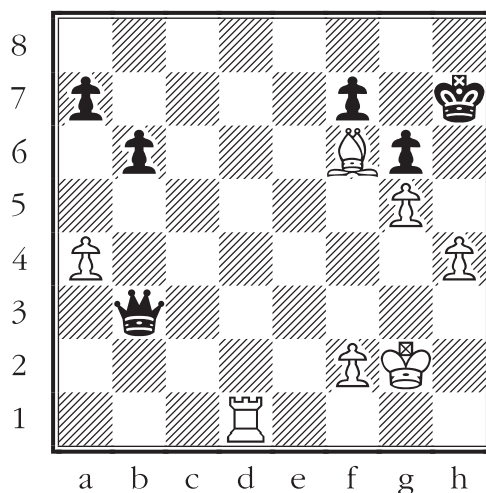
# Chapter 1

## Quiet Moves to Checkmate

In this and the following two chapters, you will see a good number of examples demonstrating that even “quiet” moves (that is, not a check or capture) can be very powerful.

In many of the examples, the attacking side will make a move that threatens checkmate on the following move, and the other side will have either no defense at all, or will be forced to give up substantial material such as a minor or major piece(s).

Let's take a look at a few examples.

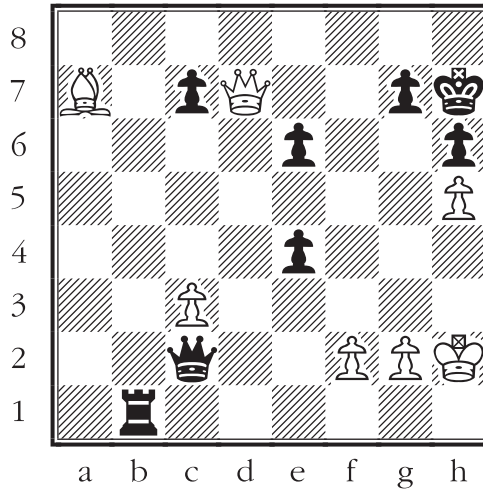


*White to move*

In this position, after **1.Rd8**, Black is helpless against the threat of **2.Rh8** checkmate. Black can only avoid it by giving up the queen by **1...Qd5+**, **2.Rxd5**, but that of course does not change the end result of the game. It just delays the end by a couple of moves.

## Learn Chess the Right Way

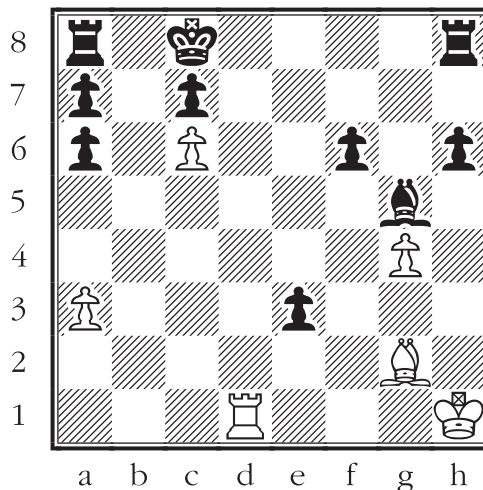
Let's examine another similar example:



*White to move*

In this position, Black has a material advantage and White must find the only winning move. Otherwise, Black escapes. White can take advantage of the temporary circumstance that the black queen and rook are far from the Kingside. Therefore, after **1.Bd4** (threatening **2.Qxg7**), Black has no defense, as after **1...e5** **2.Bxe5**, for all practical purposes, it is game over.

In the next example, Black is up a rook and three pawns and yet with a simple quiet move, White can force the win. This is a bit more complex than the previous two examples.



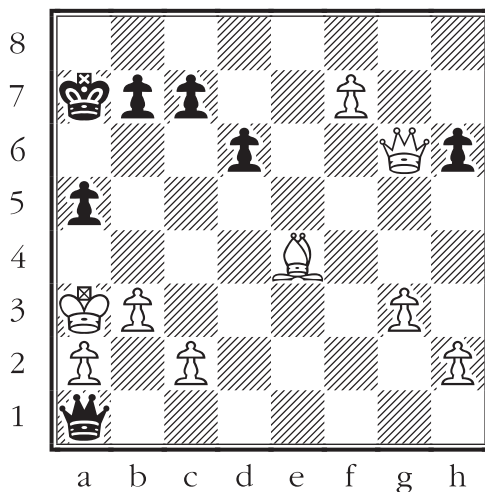
*White to move*

## Quiet Moves to Checkmate

The attempt 1.Bf1 (threatening 2.Bxa6+ Kb8 followed by 3.Rb1 checkmate) fails because of Black's tricky defense 1...e2 2.Bxe2 Be3 and after 3.Bxa6+, 3...Kb8 4.Rb1+ Bb6.

The only correct way to continue is **1.Be4**, threatening 2.Bf5+ Kb8 and 3.Rb1 checkmate.

Again, Black can try to give up some material (the rook) with **1...Rd8**, but after **2.Bf5+ Rd7 3.Rxd7**, checkmate soon follows. For example, if **3...e2**, **4.Rd2+ Kb8 5.Rb2#** (or **5.Rd8#**).



*Black to move*

In this endgame position, White has an extra bishop and pawn, and the f7-pawn is about to promote. This normally would be more than enough to win the game. However, because of the unfortunate position of the white king, Black has a quick, winning attack.

**1...b5** Threatening checkmate on c1; for example if 2.f8Q, 2...Qc1#.

But what happens after **2.Qxh6** and the white queen protects the c1-square?

**2...b4+ 3.Ka4** and now another quiet move, **3...Kb6** (threatening 4...Qxa2 #). After **4.Qe3+ c5**, White runs out of defensive resources.

Now you will find 140 examples to practice this theme. The first 48 puzzles will be very well organized, arranged by which piece moves first (eight with the queen, eight with the rook, etc.). The remaining puzzles will be in random order, with the more difficult ones toward the end of the chapter.

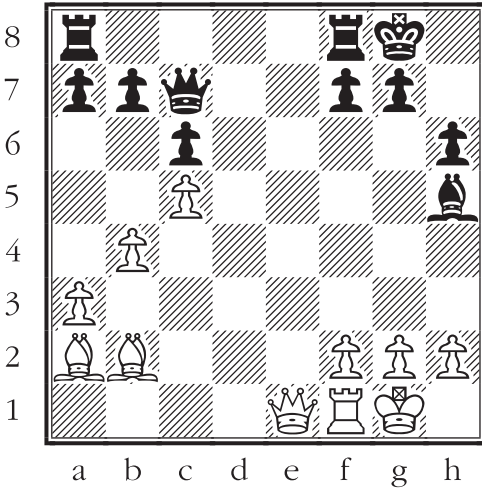
And now, have fun, and good luck solving the next 140 puzzles!



# Learn Chess the Right Way

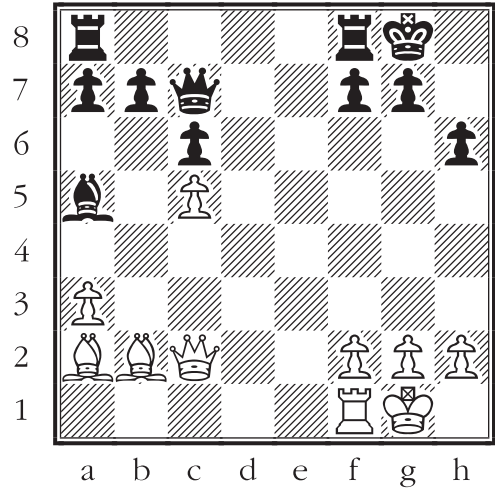
White to move

(1)



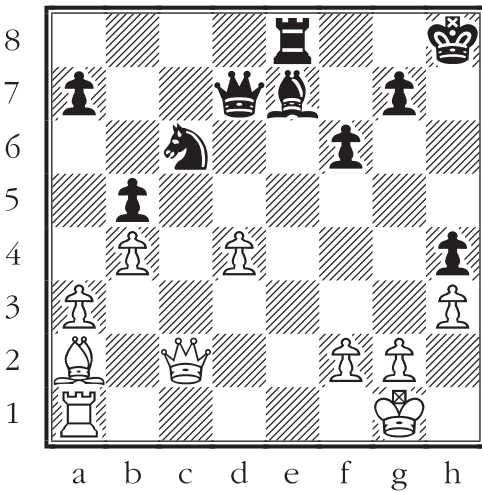
1. \_\_\_\_\_ Time: \_\_\_\_\_

(2)



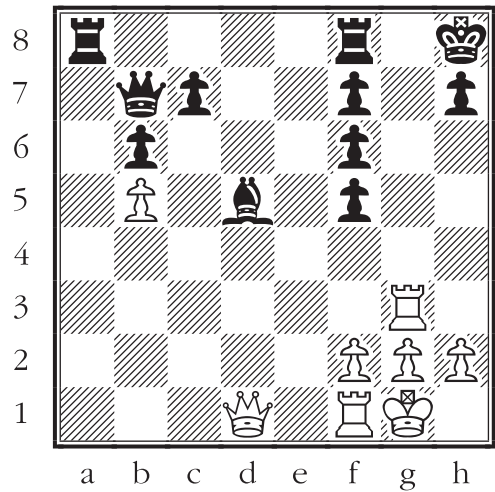
1. \_\_\_\_\_ Time: \_\_\_\_\_

(3)



1. \_\_\_\_\_ Time: \_\_\_\_\_

(4)

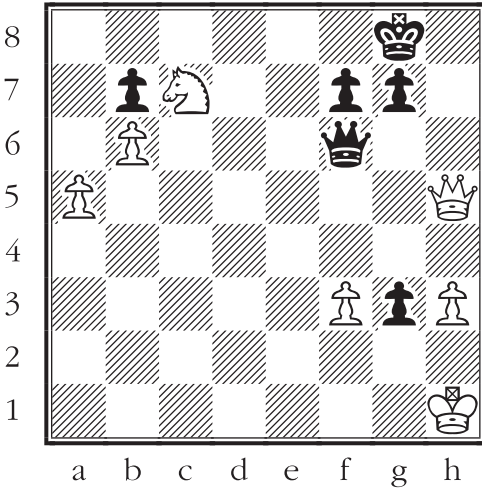


1. \_\_\_\_\_ Time: \_\_\_\_\_

# Quiet Moves to Checkmate

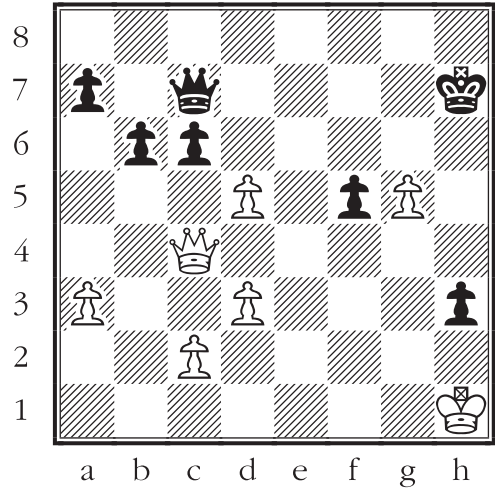
Black to move

(5)



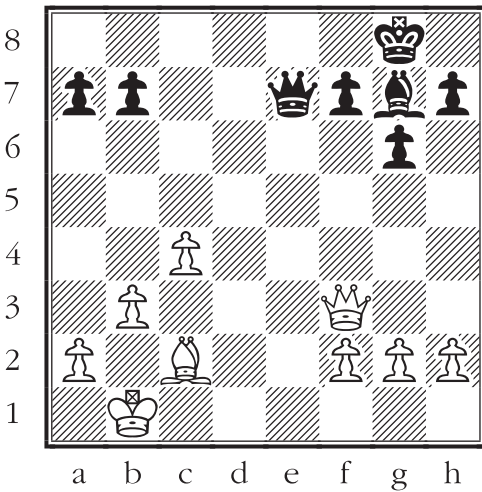
1. ... \_\_\_\_\_ Time: \_\_\_\_\_

(6)



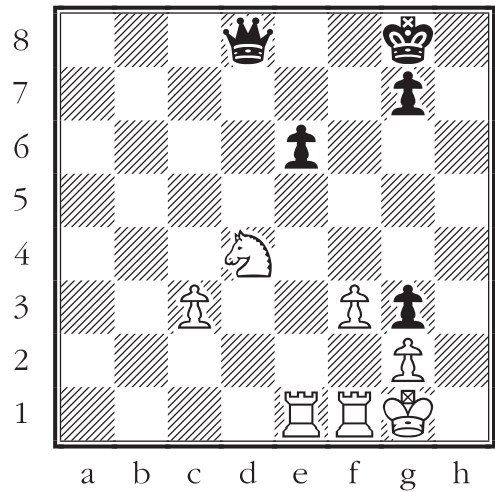
1. ... \_\_\_\_\_ Time: \_\_\_\_\_

(7)



1. ... \_\_\_\_\_ Time: \_\_\_\_\_

(8)



1. ... \_\_\_\_\_ Time: \_\_\_\_\_