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Introduction

Numerous books have emerged on chess tactics, with many more to come. And that is hardly surprising, given the pivotal role tactics play in the game of chess. Mastering and applying tactical twists often decide between victory and defeat.

In most tactics books, there is a tendency for a wide range of tactical concepts (from elementary double attacks to intricate checkmate combinations) to be presented in the form of puzzles, accompanied (or not) by an explanation of how these concepts can be applied in different chess positions. This way, the reader gets exposed to various themes and can develop into a versatile player in terms of tactics. You learn to recognize and utilize different tactics based on general positional features, which helps you think creatively and find innovative solutions to various problems presented on the board. Moreover, in unexpected situations, it enables you to swiftly and accurately respond to surprising moves by your opponent. In my previous book *1001 Chess Exercises for Advanced Club Players* (2021), this latter aspect is emphasized, while in *1001 Chess Exercises for Club Players* (2019), relatively more space is dedicated to general themes.

In *100 Tactical Patterns You Must Know*, I offer a unique perspective. While presenting a diverse array of tactical themes, I focus not only on general positional features like undefended pieces or an exposed king, but also on the specific arrangement of chess pieces, a crucial factor in executing successful tactics. Focusing on typical piece configurations allows you to evaluate and decide more quickly and efficiently in certain positions. Consider the following examples:

Marcin Dziuba

2310

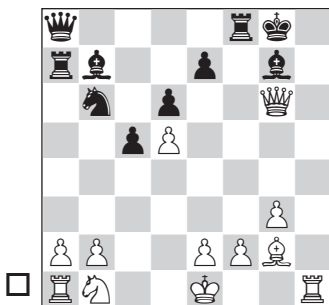
Only after

Frank Erwich

2196

19. ♖e4

Litohoro European Championship U16 1999



did I realize what was going on: ♜h8+ followed by ♚h7# cannot be prevented (19... ♜f5 is just a stay of execution). Although this magnet sacrifice is quite standard, I had not considered it at all.

Undoubtedly, my belief that the h8-square was protected twice played a significant role, although this is based on an optical illusion: the bishop on g7 is pinned, and pinned pieces are poor defenders.

Even though I was only 15 years old and not very experienced, I had a rating of almost 2200 and had solved many tactical puzzles in my life. Based on that, and on general positional features (black king in danger, many attackers nearby, few defenders), I should have seen this tactic coming. However, I was clearly unfamiliar with this specific pattern, and it would have helped me if I had been aware of it before this game.

Now I will never forget this pattern. Naturally, also because the emotions of a game influence the way you store something in your memory, but also based on the way I now look at such a position. I see a bishop pinned by a queen and a rook on an open file that can attract the king directly. I immediately know that a rook sacrifice is possible!

More than ten years later, when I was watching the following game live between two up-and-coming world-class players (aged 16 and 15 respectively at the time), I didn't have to think long to find Giri's move:

Wesley So

2656

White has just blundered with

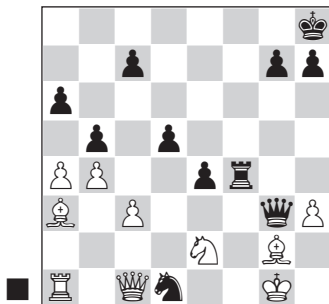
Anish Giri

2588

36. ♘d4-e2.

Wijk aan Zee 2010

36... ♖f1+! 0-1



Piece placement is the key to identifying what chess patterns are available in a particular position. The key information here is that the bishop is pinned by the queen and the rook on the open file can directly attack the king. The checkmate itself differs from my game, but the pattern is almost identical.

Indeed, a player of So's calibre should have seen this, but unfamiliarity with this specific pattern led him, like me, to have a blind spot for this possibility. Undoubtedly, So had solved many tactical puzzles in his life, but that was not enough to prevent the disaster in the game.

If you haven't seen something before (or have seen too little of it), it turns out to be very difficult to find it over the board. And this is the point I want to make. Having more specific knowledge about patterns facilitates the process of finding the right moves. Instead of struggling with different candidate moves, the specific positions of the pieces can immediately tell you what you can and cannot do in a given position.

In short, to become a more balanced and effective player in terms of tactics, it is important not only to practice general tactical concepts, but also to specialize in specific patterns. These two aspects reinforce each other and contribute to an overall improvement in your chess skills.

Why these 100 Patterns?

This book covers 100 Patterns that, in my opinion, every player of club level and above should be aware of; hence the title, *100 Tactical Patterns You Must Know*. These 100 Patterns mainly focus on tactics that win material rather than checkmate. The reason for this is that, on the one hand, there are already enough books specifically about mating patterns (which can be a welcome addition to this book), and, on the other hand, it would be a waste to combine these two themes. I believe you lose too much from both worlds. Of course, it is not that checkmate plays no role in this book. You cannot ignore the most important topic in a tactics book like this! Therefore, there are some patterns where the goal is to deliver checkmate (especially in Chapter 11, 'Attacking weapons'), but I focus more on the preparation for it than on the checkmate positions that can result from it. However, by discussing various follow-ups to such patterns, many checkmate patterns – in my opinion, the most important ones – are still covered. By the way, the discussed patterns do not often lead to forced checkmate, but the opponent must suffer (big) material losses to prevent it.

When compiling the 100 Patterns, I focused on the club player (rated 1400-2000), although the examples in this book will show that plenty of top players also fall victim to the 'basic' patterns. Most of these patterns were stored in my head because of my years of experience as a player and trainer. To complement the compilation, I sifted through several tactics books and my extensive database of thousands of puzzles I have collected since 2012, when I became professionally involved in chess. I focused on patterns that appear regularly, but were not yet on my list.

Most of the 100 Patterns are essential because they constantly recur in games. I have selected a few patterns for their beauty or because they involve opening traps that even top players often fall into, demonstrating that this book also suits players above 2000 Elo. In all cases, I believe that knowledge of these patterns is essential for your chess development, and thus, *You Must Know!*

Presentation of the 100 Patterns

Multiple and diverse games and game fragments, ranging from amateurs to world-class players, are shown for each of the 100 Patterns. By examining many games, you can more easily recognize a pattern (repetition aids in

reinforcing, consolidating, and automating new knowledge and skills) and gain deeper insight into the way a tactic can be applied in different situations and under various conditions.

For each pattern, the basics are presented, followed by additional insights. These insights cover what to do if a tactic is not immediately executable or if a more extensive follow-up is necessary. Additionally, explanations and examples are provided for when the pattern doesn't work and to indicate how to defend against it. I have attempted to address as many aspects encountered in regular games as possible.

Specifics about the 100 Patterns

A pattern may be tied to a specific location on the board, but it may also be effective in other areas. This illustrates the advantage of our pattern-oriented approach over a more general one. By focusing on the specific positions of a few white and black pieces and their relationships, you can quickly determine a pattern's applicability. For instance, under appropriate conditions, a pattern can be equally effective on the kingside as on the queenside.

Occasionally, I have interpreted the term 'Pattern' in a broader sense, in a more generalized way than usual, emphasizing an overarching concept rather than the precise arrangement of individual pieces. For example, when I discuss the rampant rook in **Pattern 79**, the focus is on sacrificing the rook to force stalemate rather than where the rook is located or the type of stalemate situation the defending king finds itself in. Naturally, forcing a stalemate has everything to do with the arrangement of the pieces, but since different set-ups of pieces can lead to the same phenomenon, specificity is less important here.

Finally, for some Patterns, I provide a few bonus examples to offer even more depth. In such cases, a Pattern is slightly adjusted to demonstrate its effects.

Book structure

The 100 Patterns are categorized by theme divided into eleven chapters, and organized within each theme so that the patterns complement each other as much as possible. This structured approach offers the reader a systematic learning experience, facilitating a step-by-step mastery of skills.

At the end of each chapter, Flash Cards are provided that review all the discussed patterns. This feature enables readers to quickly grasp the fundamental patterns, aiding in memory retention. To enhance memorability, I have assigned catchy names to the patterns, which are consistently used throughout the discussions in the chapters.

Most positions in the Flash Cards are presented from White's perspective. While exceptions are made for patterns more commonly seen from Black's viewpoint, this format ensures user-friendliness.

The book concludes with Chapter 12, illustrating how some of the 100 Patterns can be effectively combined.

The 100 Tactical Patterns You Must Know Workbook

In addition to writing this book, I have also written *The 100 Tactical Patterns You Must Know Workbook*. In this workbook, you can test the knowledge gained in this book with over 500 exercises. The transition from theory to practice can be challenging, and the workbook is a helpful intermediary step. By first practising with the patterns, you will find it easier to internalize them. Subsequently, the step towards the ultimate goal, successfully applying the patterns in your games, is made faster and easier. It should, therefore, not surprise you that I recommend working with both books, although you have already made a good choice by purchasing this book. Thank you for that!

Acknowledgments

I want to thank the New in Chess team for their trust in me and in this significant project, as well as, of course, for editing and publishing *100 Tactical Patterns You Must Know* and *The 100 Tactical Patterns You Must Know Workbook*.

To my parents, I am thankful for their steadfast support and belief in me.

Lastly, I want to express my profound appreciation to two cherished friends, Rosa and Hein Jan. Your help and empathy during a challenging period have been truly invaluable to me. I am forever grateful for your friendship and unwavering backing.

I wish you a lot of enjoyment and an enriching experience with this book!

Frank Erwich
Leiderdorp, the Netherlands
December 2024

PATTERN 4 Sacrificing the rook for a bishop fork

In the previous Patterns, we saw the capture of a knight by a bishop preceding a fork. In this Pattern, a capture by a bishop marks the culmination of the tactic by means of a fork, specifically a bishop fork! Once again, we lure an opponent's piece (rook or king) to a sensitive square, this time with the help of a rook sacrifice. Although one could argue for breaking down this Pattern into segments, similar to the pawn fork, I have chosen to present it in one Pattern here, because the preparatory work (luring by means of a sacrifice) and the end goal (a bishop fork) remain consistent throughout. Consider it an added bonus!

In the first two examples, we see the enemy rook being lured, after which the bishop forks that same rook and the king along two diagonals:

Game 11

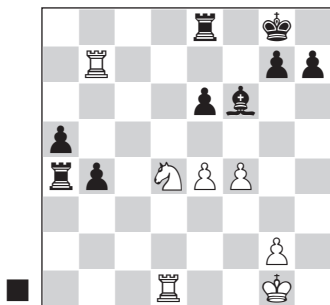
Benjamin Bok

2638

Jeffery Xiong

2663

St Louis 2019



37...♖a1! 0-1

Not only is the rook lured to the corner, but it also has to abandon the protection of the knight. White resigned, because after 38.♗xa1 ♕xd4+ 39.♔f1 ♕xa1, he would be a piece behind.

Game 12

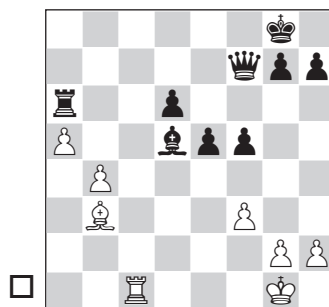
Sergey Karjakin

2547

Alexandra Kosteniuk

2456

Brissago match 2003



Here, we will see the same trick as in the previous example, but with some extra preparation.

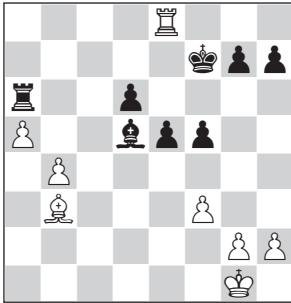
32.♖c8+

This seems to win on the spot, as it is checkmate after 32...♔f8 33.♕xd5+ ♔h8 34.♗xf8. However, Black has a surprise in store:

32...♕e8

Black interposes the queen on an unprotected square. More about this unique defence in Pattern 87. With, for example, the rook on b6

instead of a6 and the a5-pawn off the board, this would be winning. It also seems very good here, as after 33.♖xe8+ ♔f7, both the white bishop and rook are hanging, but...
33.♖xe8+ ♔f7



34.♖a8! 1-0

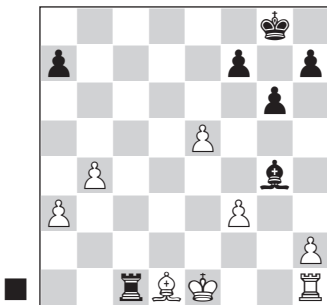
Luring the black rook into the corner, where it falls victim to a fork: 34...♖xa8 (34...♙xb3 35.♖xa6 also loses) 35.♙xd5+. Luring an enemy piece onto a poisoned square by means of a sacrifice on that square is also called a **decoy**.

In the next game, the king is lured:

Game 13

Narayanan Rajeswari Visakh 2489
Viktor Erdös 2604

Romania tt 2018 (analysis)



30...♖xd1+!

Tempting but not good is 30...♙xf3 due to 31.♔d2!, counterattacking the black rook while at the same time opening the first rank so the rook on h1 protects the bishop on d1.

31.♔d1 ♙xf3+

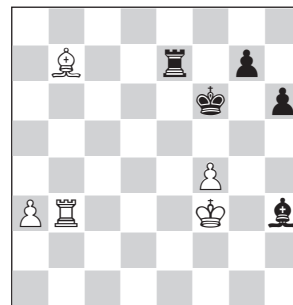
Bishop fork!

A bishop can, of course, also attack the rook and king along one diagonal. The next two games demonstrate this. In the first example, the rook is lured, while in the second it is the king:

Game 14

Robin Swinkels 2536
David Murray 2162

Rhodes tt 2013



51...♙e6!

Not only attacking the rook but also with another goal in mind.

52.♖b5 ♖xb7!

Luring the rook, placing it on the same diagonal as the white king. After 53.♖xb7 ♙d5+, the white rook and king are forked. White played 53.♖a5, but had to resign soon after.

Game 15

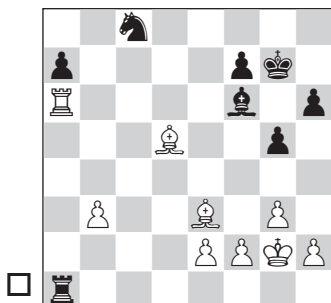
Frank Erwich

2319

Mark Timmermans

2175

Dutch Online Blitz Championship 2010



Black's last move, 26...♖b1-a1, lines up three pieces on the same a1-h8 diagonal.

27. ♖xf6! 1-0

27...♔xf6 28. ♕d4+ wins back the rook with interest.

Please note that when going for a decoy, you should be especially attentive to intermediate moves. If in the above diagram the white king were to stand on square d2, then after 27.♖xf6, the intermediate move 27...♗a2+ would have been an unpleasant surprise for White!

PATTERN 5 A queen sacrifice in the corner for a knight fork

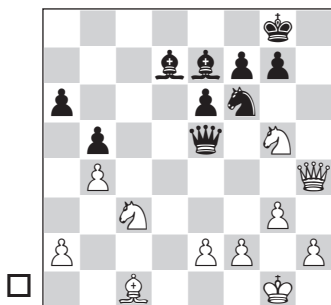
Caution is always necessary when it comes to knight forks. These may arise either at once or after one or more preparatory moves. Although there are various ways to deliver a knight fork, I have chosen to highlight one specific form in this book. Similar to the previous Pattern, we sacrifice material through luring. Our focus is on a queen sacrifice in the corner.

Let's start with two examples from a World Championship match:

Game 16

Alexander Alekhine**Max Euwe**

Rotterdam World Championship match 1937



Here, Alekhine played 26. ♕b2, but he missed a tremendous opportunity.

26. ♖h8+!

Forcing the king to the corner and removing the defender of pawn f7. After 26...♔xh8, the king and queen are within knight's forking distance and 27. ♖xf7+ wins back the queen with interest.

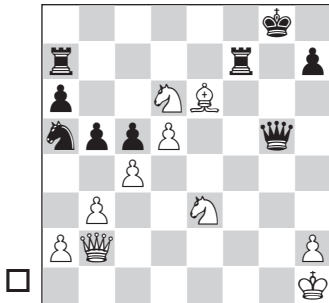
Note that the queen on h4 could also have been a rook: 26. ♖h8+ has the same effect.

In the next example, we see a World Champion executing this Pattern with a bit more preparation:

Game 17

Tigran Petrosian
Boris Spassky

Moscow World Championship match 1966

**29. Qxf7+ Rxf7 30. Wh8+!**

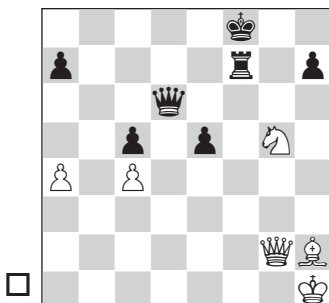
Black resigned, because after
30... Qxh8 31. Qxf7+ Qg7 32. Qxg5
White is a piece up.

Ten years earlier, Petrosian also achieved success with this trick. It required a bit more preparation, but when you know what to aim for, this is not a problem!

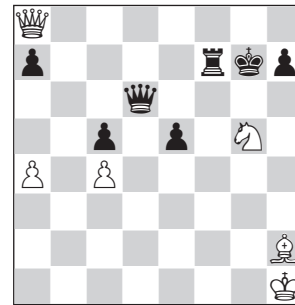
Game 18

Tigran Petrosian
Vladimir Simagin

Moscow match 1956

**44. Wa8+!**

The direct 44. Qxf7 is tempting but would be a significant mistake: 44... Qd1+, and White cannot avoid perpetual check, for example, 45. Qg1 Qf3+ 46. Qg2 Qd1+ 47. Qg1 Qh5+. After each check, the queen and bishop block the path of their own king, preventing its escape. We will encounter this type of perpetual check again in **Pattern 78**.

44... Qg7**45. Qxe5+!**

Forces the queen to square e5, where it turns out to be inconvenienced in two ways.

A point of attention here! 45. Wh8+ looks very good, but with the king on g7 instead of g8, Black is not obliged to capture the queen. After 45... Qg6, 46. Qxf7 (46. Qg8+? Rg7!), 46... Qd1+ again leads to perpetual check. A cunning defence!

45... Qxe5 46. Wh8+!

Now, yes! If Black declines to capture the queen, then 47. Qxe5 wins the black queen.

46... Qxh8 47. Qxf7+

Black resigned, because the queen has fallen victim to the knight.

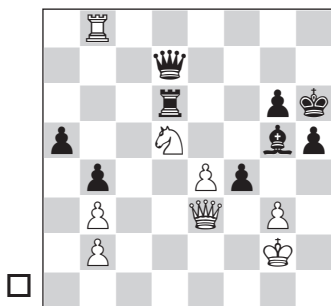
We conclude with another example by a World Champion. For a change, we now see a rook sacrifice instead of a queen sacrifice, occurring on the seventh instead of the eighth rank. The idea remains the same, but I want to make you aware that this Pattern can be executed in multiple ways:

Game 19

Judit Polgar 2670

Viswanathan Anand 2770

Wijk aan Zee 1998



56. ♖h8+!

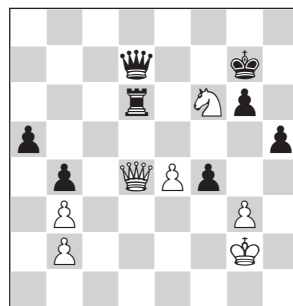
Black resigned in light of

56... ♕g7 57. ♖d4+ ♔f6 58. ♖xf6+!

The direct 58. ♖h7+ is a clever try, but it doesn't work: 58... ♔xh7

59. ♗xf6+, and after 59... ♔h8 not only the black queen but also the white queen is hanging. There is nothing to be gained from a discovered check.

Incidentally, 59... ♕g7 would be a massive mistake:



analysis diagram

60. ♖xd6!. Now, it is not the king (as we've seen in this Pattern), but the queen being lured to an unfavourable square to be confronted with a knight fork after 60... ♖xd6 61. ♗e8+.

58... ♖xf6 59. ♖h7+!

The familiar trick. On 59... ♔xh7, 60. ♗xf6+ leads to a fork, while after 59... ♔f8 60. ♖xd7 White remains a piece up.

PATTERN 6 A queen's attack on the central king and a loose piece

In the previous Pattern, we sacrificed our queen; in this Pattern, our goal is to use the queen to deliver a fork. We will focus on a double attack on the king in the centre and an unprotected piece. At first glance, this may appear to be a basic tactic, but many strong players, including grandmasters, have fallen victim to it frequently.

Game 20

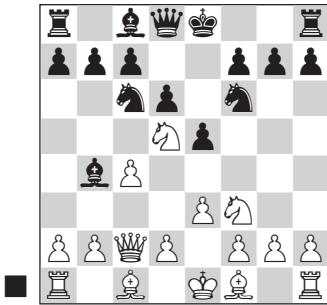
Ernesto Inarkiev

2693

Robby Kevlishvili

2451

St Petersburg World Blitz Championship 2018

**6...♞xd5? 7.cxd5 ♞e7**

After retreating the knight, the bishop becomes unprotected and the a4-e8 diagonal opens up (the game continued with 7...0-0 8.dxc6).

8.♞a4+

The queen fork results in winning a bishop.

In the next game, we see a similar scenario:

Game 21

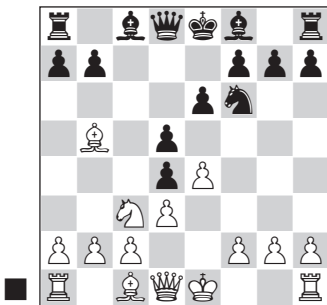
Michael van Liempt

1959

Arthur Pijpers

2338

Dieren 2013



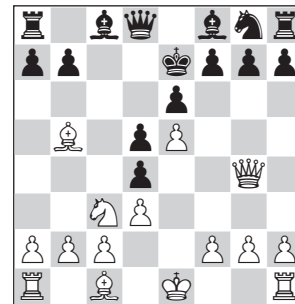
Most players would get out of the check by interposing the c8-bishop. However, Black has a very surprising move that leaves the c3-knight and the b5-bishop in a predicament:

8...♞e7!

A move you don't make every day! After 9.♞e2, the e1-a5 diagonal opens up, allowing 9...♞a5+ with a fork and White loses the b5-bishop. The game continued with

9.e5

Now, instead of the also viable 9...dxc3, 9...♞g8 was best, leaving White with a problem. After the clever 10.♞g4 (note 10.b3 f6!),



analysis diagram

Black responds with 10...a6! (10...dxc3?? 11.♞b4+ would be a horrific mistake leading to checkmate) 11.♞a4 b5!, and Black wins a piece. With the a4-e8 diagonal closed, White no longer threatens checkmate.

In the previous examples, the knight on the c-file was missing to defend the bishop. However, even if the bishop can be defended, it does not always provide a solution:

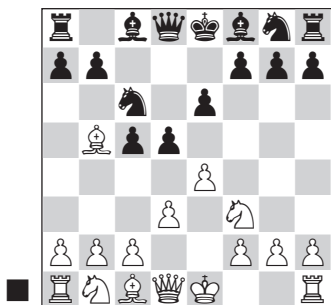
Game 22

Agata Papini Trentini

Ary Born

1227

Florianopolis 2023



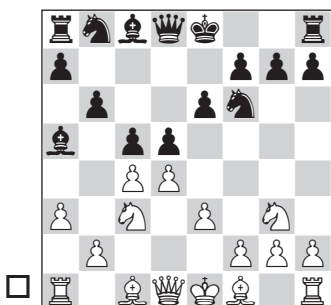
5... ♖a5+ 6. ♘c3 d4!

Attacking the pinned knight, which is now lost.

It is not always a walk in the park. In the next example, protecting the bishop with the knight is indeed sufficient:

Game 23

Analysis



Black's last move 7...d7-d5 seems to put the cat among the pigeons. How tempting is it now to lure the black bishop to b4 for a queen fork?

8.b4 cxb4 9.axb4 ♖xb4 10. ♖a4+

And done, you would think. A double attack on the king and bishop, and if interposing the knight in the previous game was already futile, it is even more so here, isn't it? After all, the knight will be unprotected on c6.

10... ♘c6!

Nonetheless! The point is that the white knight on c3 is also unprotected and after 11. ♖xc6+? ♙d7 White has a significant problem: 12. ♖b7 ♙xc3+ 13. ♙d2 ♙xa1, not only regaining the knight but also winning a rook.

White is better off protecting the knight, but after 11. ♙d2 ♙d7, Black remains a pawn up.

Another kind of defence:

Game 24

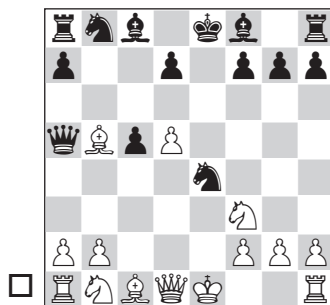
Nihal Sarin

2670

Kamel Njili

2414

Djerba rapid 2023



White took the pawn on b5 a move earlier and seems to be in trouble now as 8. ♘c3 fails to 8... ♘xc3, winning the b5-bishop. However, White has a trick up his sleeve:

8. ♘bd2!

The engine even deems 8.♘fd2 better, with the idea that after 8...♙xb5 9.♘xe4, the knight on b1, heading to c3, serves White more effectively than the knight on f3, as was the case in the game.

8...♙xb5

The second point behind White's 8th move becomes evident after 8...♘xd2: 9.♙e2+!. With an intermediate check, White protects his bishop, which was impossible in the line with 8.♘c3. Also, 9...♘e4+ with a discovered check leaves White unimpressed, as after 10.♙d2 the knight will be lost.

9.♘xe4

White remains a pawn up.

In the previous examples, we observed the forking queen ending up right next to the loose bishop. However, a queen fork can be equally effective from a long distance:

Game 25

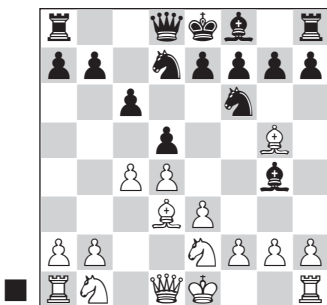
Levon Aronian

2744

Teimour Radjabov

2729

Monaco rapid 2007



White's 6.c4 was, to put it mildly, not very clever.

6...dxc4!

Black prepares for the queen fork by clearing the fifth rank with gain of tempo.

7.♙xc4

7.♙xf6 solves nothing. After 7...cxd3, both the knight on e2 and the bishop on f6 are hanging and White loses a piece.

7...♙a5+

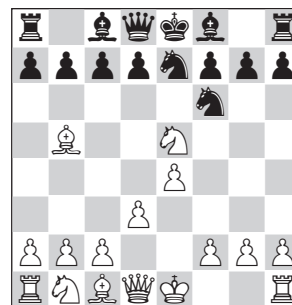
Black won a piece and, shortly afterwards, the game. As I mentioned before, it's not the weakest chess players who have fallen victim to such queen forks.

Clearing as preparation for a queen fork is encountered in various opening traps. To conclude, we will provide two examples. The first concerns the Berlin Defence of the Ruy Lopez, and the second, the Alapin Variation of the Sicilian.

Game 26

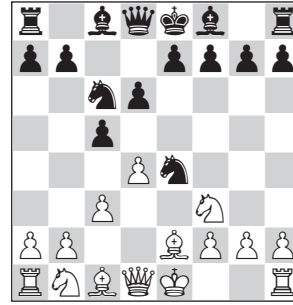
Ruy Lopez

1.e4 e5 2.♘f3 ♘c6 3.♙b5 ♘f6 4.d3
♘e7 5.♘xe5?



5...c6!—+

Clearing the a5-d8 diagonal for the queen with gain of tempo. If the bishop moves, 6...♖a5+ forks the king and the knight on e5.



Game 27

Sicilian Defence

1.e4 c5 2.♘f3 d6 3.c3 ♘f6

4.♙e2 ♘c6

4...♘xe4? 5.♖a4+, forking and winning the e4-knight.

5.d4 ♘xe4?

6.d5!

Clearing the fourth rank with gain of tempo. If the c6-knight moves, 7.♖a4+ forks king and knight.

PATTERN 7 Queenside castling with a double threat

After the pawn, bishop, knight, and queen, it is now the turn of the king and the rook to simultaneously attack two pieces by castling queenside!

Game 28

Michael Adams

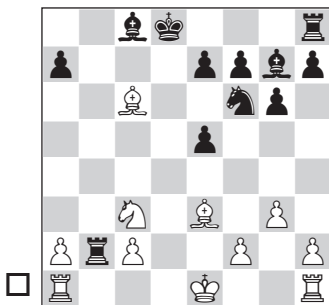
2665

Alexey Dreev

2650

Linares 1997

Getting such a unique double attack on the board is a once-in-a-lifetime occurrence, right? Well, take a look at what the former world number 4 went through sixteen years later:



Black's last move 12...♖xb2 turned out to be less than optimal.

13.0-0-0+!

White wins material thanks to the attack on the rook and king.

Game 29

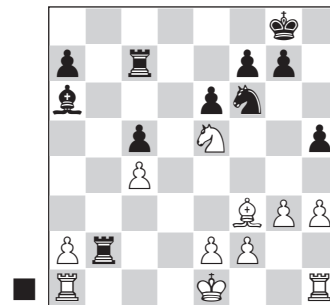
Boris Gelfand

2777

Michael Adams

2754

London k.o. rapid 2013



There's not much going on, but after Black's

24...♞d7?

he now falls victim to the trick that we saw him use himself in the previous example!

25.0-0-0!

Thanks to the knight being on d7, White has an extra target. The double attack on the knight and rook costs Black an exchange and, eventually, the game.

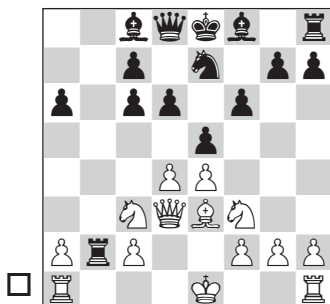
Now, let's delve a bit deeper. We have seen that with an unprotected rook on the second rank and a target on the d-file, queenside castling can sometimes produce a double attack. If only one of these conditions is met, you can try to create the second condition yourself:

Game 30

Otto Feuer

Alberic O'Kelly de Galway

Liege Belgian Championship 1934



Rook on b2, check! Queenside castling possible, check! Target on the d-file? Let's arrange that:

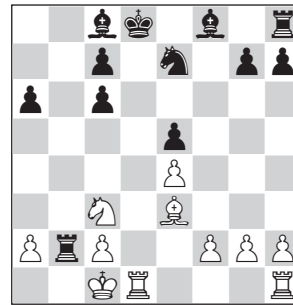
10.dxe5 fxe5 11.♞xe5! dxe5

12.♞xd8+ ♔xd8

White has lured the black king to square d8 and now it is time for:

13.0-0-0+

Black resigned.



82 years (!) after this game, the same position occurred in Mestek-Voscilla, Pula 2016. Black played on for a bit but eventually resigned on move 21.

It is fun to be able to execute this trick, but familiarity with it also helps to defend against it:

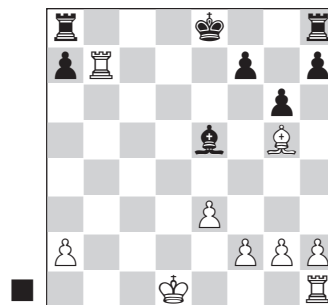
Game 31

Carsten Hejberg

Dennis Dongart

2155

Copenhagen 1996



Black wants to castle queenside, but this is against the rules.

16...f6

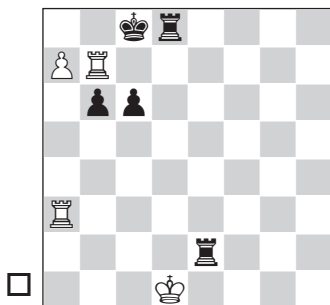
Attacking the bishop, threatening to castle queenside and winning the rook. White let it happen and resigned after 17. ♔h4? 0-0-0+. However, if you see the trick coming, you can try to defend by moving the king or the rook. As the black bishop is also vulnerable, 17. ♖b5! is the move that gets White out of trouble: after 17...fxg5 White has 18. ♖xe5+.

We conclude with another defensive method:

Game 32

Leonard Katsnelson

Study, 1979



It seems too late to defend, as 5. ♖xe2 ♖xb7 leads to a lost rook endgame. But what else?

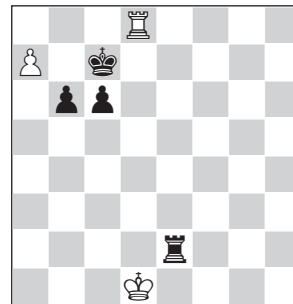
5. ♖d7!

White interposes the rook on an unprotected square. We have already encountered this unique defence in Game 12, Karjakin-Kosteniuk. The idea here is that the black rook or king is lured to an unfavourable square.

5... ♖xd7

5... ♖xd7 6. ♖xe2, and without a rook on the back rank, promotion can only be stopped by giving up the rook with 6... ♖xa7.

6. ♖d3+! ♖c7 7. ♖xd8

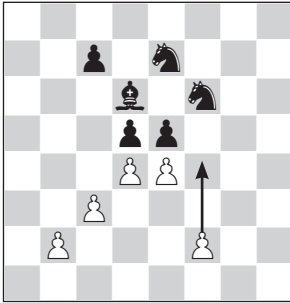


And again, promotion will cost Black a rook:

7... ♖a2 8. a8 ♖ ♖xa8 9. ♖xa8

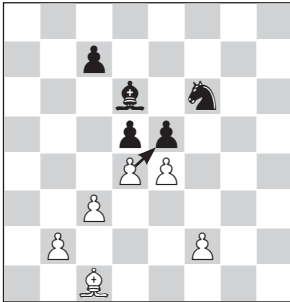
And White wins.

Double attack



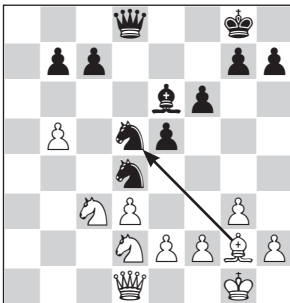
1. Increasing pawn tension for a pivotal pawn fork

White elevates the pressure on the central pawn cluster adding an additional pawn with 1.f4. By luring away the e-pawn (1...exd4 or 1...exf4), White will then advance the e-pawn to e5 with a fork. Note that after 1...♞xe4 2.fxex5 the black bishop is trapped.



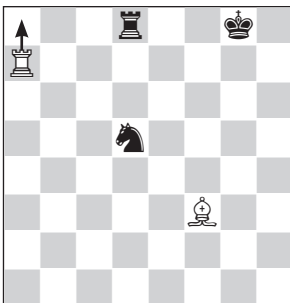
2. Releasing tension for a pivotal pawn fork

Compared to the first diagram, the black bishop now has more space and 1.f4 doesn't work anymore, as after 1...♞xe4 2.fxex5 the bishop is not trapped. Instead, the bishop is lured to e5 with 1.dxe5 ♙xe5. Now the f-pawn can support a pawn fork after 2.f4 ♙d6 3.e5, winning a piece.



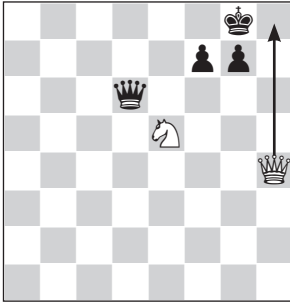
3. An anti-positional capture to fork or trap a piece

White first lures the bishop to an unfavourable square after which they win a piece: 1.♙xd5 ♙xd5 2.e3 ♞f5 3.e4 (pawn fork), or 2...♞e6 3.e4 (trapping the bishop). A single pawn does the job.



4. Sacrificing the rook for a bishop fork

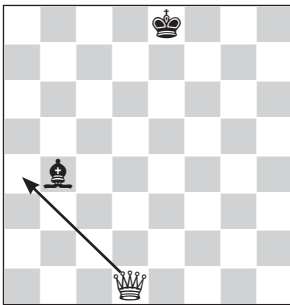
White lures the black rook to a8 with 1.♖a8 ♜xa8, then follows up with 2.♙xd5+, forking the rook and the king along two diagonals.



5. A queen sacrifice in the corner for a knight fork

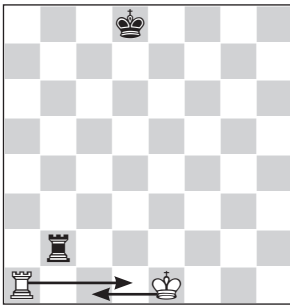
The white queen (which could also be a rook here) forces the king to the corner with 1. ♔h8+ ♕xh8, where the king and queen fall within the knight's reach: the fork 2. ♞xf7+ recovers the queen with interest.

This concept is also feasible with the white queen originating from a different square than h4 (as long as it has the h8-square in sight), and the white knight and black queen on squares other than e5 and d6 but still within the knight's forking range on f7.



6. An attack by the queen on a king in the centre and a loose piece

White launches a double attack on the central king and the bishop with 1. ♕a4+. The queen's sortie can also be effective when targeting an enemy piece that is further away and unprotected.



7. Queenside castling with a double threat

By castling queenside with 1. 0-0-0, White creates a double threat, putting the black king in check while simultaneously attacking the black rook with the king. White wins the rook.

CHAPTER 6

Trapping pieces

In this section, the spotlight is on fourteen Patterns related to trapping pieces.

Patterns 50 and 51 focus on pawn techniques that form the foundation of various methods of trapping pieces. In **Patterns 52 to 54**, the bishop is the piece that is caught, while in **Pattern 55** the knight is the victim. In **Pattern 56**, a backward move of the knight results in the trapping of an enemy bishop or knight. In **Pattern 57**, the rook is lost, while **Patterns 58 to 63** demonstrate how a queen can get into trouble.

PATTERN 50 The en passant trap

This tactic involves luring away an opponent's pawn by forcing it to capture en passant, allowing us to trap a valuable piece afterwards. We will examine three scenarios, starting with trapping the queen in the centre of the board.

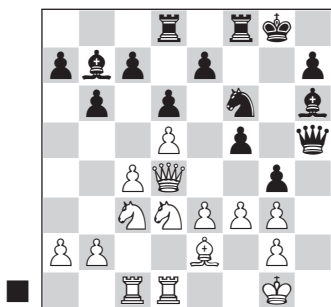
Game 224

Jule Cordes

1520

Felix Käfer

Heilbronn 2018 (adjusted)

**20...c5!**

Black forces White to capture en passant.

21.dxc6

Now that the pawn on the fifth rank is gone, Black can put a new pawn on that fifth rank without it being able to be captured en passant anymore.

21...e5!

White must sacrifice her knight to prevent the loss of her queen:

22.♘xe5 dxe5 23.♙xe5 ♖de8—+

As the principle remains the same, reversing the moves on move 20 was also possible: 20...e5! 21.dxe6 c5. The queen still has nowhere to go. White can still resist, but ultimately Black comes out with a material advantage, for example: 22.♘f4 (22.fxg4 ♘xg4 23.♙xg4 fxg4 and the white queen still has a problem) 22...cxd4 23.♘xh5 ♙xe3+ 24.♙h2

♞xh5 25.e7 ♕xc1 26.exd8♞♞xd8
27.♞xc1 dxc3–+.

When playing the pawn move, make sure that after the enemy pawn captures, it cannot continue capturing favourably. For example, with a black queen on f7 instead of h5, starting with 20...e5 would be unwise because then the en passant capture on e6 hits the queen. Therefore, in that scenario, it is better to start with 20...c5, so after 21.dxc6, 21...e5 can be played.

The next trap takes place on the kingside:

Game 225

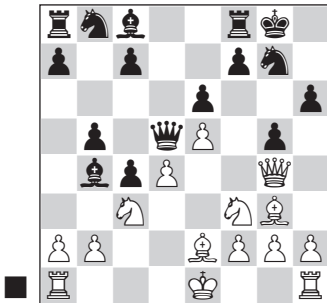
Wesley So

2770

Levon Aronian

2781

Carlsen Invitational rapid 2021



In this complicated balanced position, Aronian was tempted by the en passant trap and played:

13...f5?

Although the complications after 14.exf6?? e5 are in Black's favour, White is not obliged to capture en passant. Instead, White starts a

beautiful attack, and even though this doesn't fall within the scope of this Pattern, I will give the rest of the game without comment.

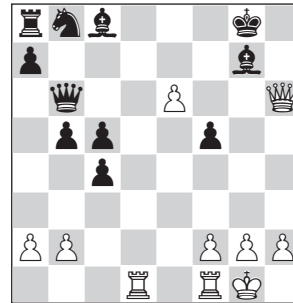
14. ♞h3!! g4 15. ♞xh6 gxf3

16. ♕xf3 ♞xd4 17.0-0! c6 18. ♞ad1

♞b6 19. ♞e4! fxe4 20. ♕xe4 ♞f5

21. ♕xf5 exf5 22.e6 ♕f8 23. ♕e5 c5

24. ♕xg7 ♕xg7



25.e7! ♕d7 26. ♞h5! ♞c6 27. ♞fe1!

♕e8 28. ♞d8 ♞a6 29. ♞e6! ♞d7

30. ♞xa8 ♞c7 31. ♞d8 ♞xe6

32. ♞xe8+ ♞f8 33. ♞xf8+

Black resigned as White will soon promote with e8♞.

Game 226

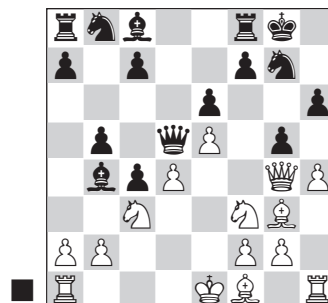
Wesley So

2770

Levon Aronian

2781

Carlsen Invitational rapid 2021 (analysis)



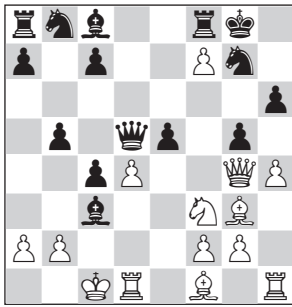
If White had played 13.h4 instead of 13.♙e2, then the trap does work in Black's favour:

13...f5! 14.exf6

14.♚h3? is ludicrous now, as after 14...g4 the pawn on h6 is not hanging.

14...e5

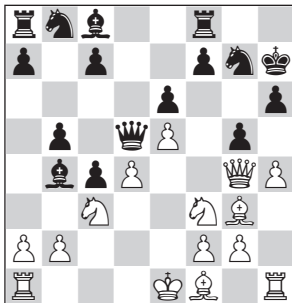
Trapping the queen. White can prevent the loss of his queen, but remains down a piece after 15.0-0-0 ♙xc3 16.f7+



adjusted diagram

16...♙xf7! (16...♙h7? 17.hxg5! ♙xg4 18.♖xh6#) 17.♗xe5+ ♔g8 18.♚e2 ♙xd4.

As for that possibility of a pawn continuing its capturing ways, this would work with a black king on h7 instead of g8:



adjusted diagram

Now, after 13...f5 14.exf6 e5, White plays 15.fxg7 and threatens to capture the rook on f8 with promotion! For example: 15...♙xg4 16.gxf8♚ ♙xf8 17.♗xd5, and White is up a piece and a rook.

One last example, this time targeting a rook on the queenside:

Game 227

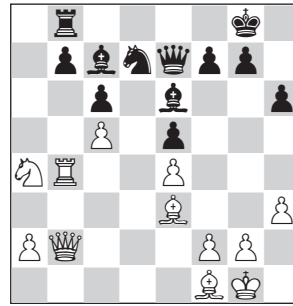
Ian Nepomniachtchi

2773

Magnus Carlsen

2865

Airthings Masters k.o. rapid 2022



29...b5! 30.cxb6

30.♗c3 ♙a5 and White's rook is trapped.

30...♙d6

And again White's rook is trapped.

The damage is manageable after

31.a3! ♙xb4 32.axb4,

but Black has turned a position where he was heavily under pressure into one where he can play for a win. The game eventually ended in a draw, but only after Black blundered in a winning position, allowing White to escape with half a point.

CHAPTER 12

Pattern combinations

We have arrived at the final chapter of the book, in which we will conclude with a few entertaining examples. It's fantastic if you can apply one of the 100 Patterns in your game, so imagine the possibilities when you start combining them! Let's explore the art of merging Patterns!

In fact, we have already seen that many Patterns can occur within a game. Consider some transitions between the Patterns, such as in Game 427, Gaprindashvili-Servaty, where the successful execution of a double rook sacrifice (**Pattern 98**) depended on the blocking of the f2/f7-pawn at a later stage (**Pattern 97**), or the moments where defences against Patterns are addressed, like in Game 154, De Vries-Hilwerda, where a counter-discovery (**Pattern 19**) was employed to counteract the trickery from **Pattern 34**. In this chapter, we will discover that Patterns can be combined in an endless number of ways.

In the first example, we will see that several Patterns are available to choose from on a single move:

Game 434

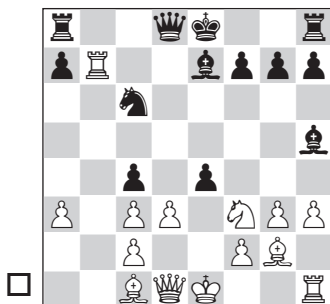
Tamas Barany

1921

Gyula Kosztolanczi

2078

Level 2019



White has several ways to defend against the attack on the pinned knight. He opts for the

most obvious one, but that loses instantly:

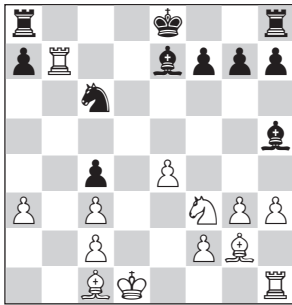
13.dxe4?

• 13.g4! is a better choice, as it effectively unpins the knight by counterattacking the pinning bishop (**Pattern 84**). In the event of 13...exf3, unlike in Game 369, Esipenko-Mamedyarov, the hanging fianchettoed bishop is not an issue here. White can calmly recapture the pawn, as both the knight on c6 and the bishop remain hanging. After 14.♙xf3 ♘e5 15.♙f5, White regains his piece and wins. In case of 13...♘g6, then White can play 14.♘d4, with a pleasant position;

• Alternatively, moving the pinned knight with a counterattack (**Pattern 38**) is also an interesting option. Both 13.♘d4 and 13.♘e5

lead to a complex position after 13...♙xd1 14.♘xc6 ♖d6 15.♗xe7+ ♕f8 16.♙xe4, which is underscored by the engine's evaluation of 0.00.

13...♖xd1+ 14.♕xd1



14...0-0-0+

The queenside castling motif from **Pattern 7** yields Black a rook.

Another situation is when different responses to a single move can lead to different Patterns:

Game 435

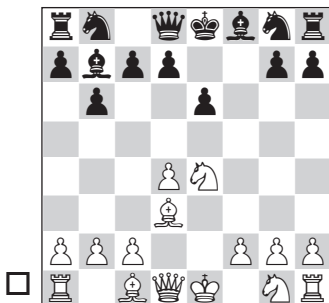
Erik van den Doel

2554

Jens Lütke

2293

Germany Bundesliga B 2014/15



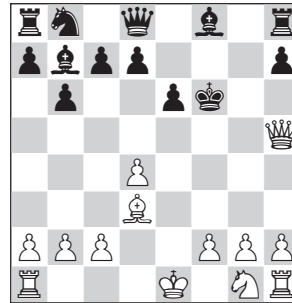
6.♗h5+!

White employs the idea from **Pattern 90**: he provokes 6...g6 to

then trap the rook via the opened a1-h8 diagonal.

6...g6

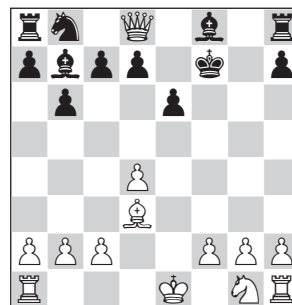
After 6...♗e7 Black has a terrible position as well, but at least it might coax White into 'winning' decisive material after 7.♙g5+ ♖f6 8.♘xf6 gxf6 9.♙xf6+ ♕xf6,



analysis diagram

and White has two absolute skewers to choose from... both running into a devastating counter-discovery we have seen before:

• 10.♗h4+?? ♕f7 11.♗xd8



analysis diagram

11...♙b4+ and Black wins; the exact sequence from Game 94, Williams-Dieu (**Pattern 19**);

• 10.♗e5+?? ♕f7 11.♗xh8 ♙b4+--+;
• This position is probably not what the grandmaster had in mind on

move 6, but to illustrate how bad Black's position already was, even now a calm developing move like 10.♘f3! gives White a crushing attack. A sample line: 10...♗c6 11.d5! exd5 12.0-0!, with the idea to add one more attacker with ♖ae1 before moving in to deliver the final blow.

7.♖e5

White wins the rook in the corner.

7...♖h4 8.♗f3

8.♖xh8 wins as well, but the rook on h8 is going nowhere. White first improves his pieces.

8...♖g4 9.0-0

Black had seen enough and resigned.

Another option is to use an idea from one Pattern to enable an idea from another Pattern. This can be achieved in a single move (ideas from two Patterns are combined) or in a sequence of moves:

Game 436

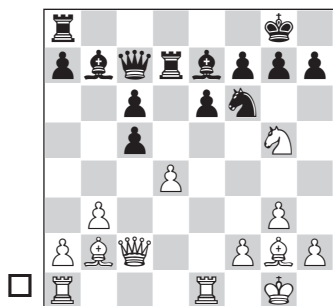
Ding Liren

2777

Santosh Gujrathi Vidit

2693

Tbilisi rapid 2017



19.d5!

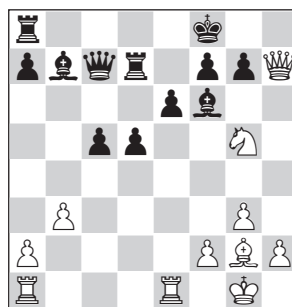
White combines the ideas of two Patterns in one move. Rather than trapping a piece, this ingenious pawn thrust (**Pattern 51**) creates a double threat. It not only opens the a1-h8 diagonal, aiming to eliminate the defender of h7 with ♗xf6 (**Pattern 48**), but it also simply threatens to play dxe6.

19...cxd5

19...g6 20.dxe6 fxe6 21.♗h3+–.

20.♗xf6 g6

Forced, but this means that Black has lost a piece. The (future) 17th World Champion won easily. In case of 20...♗xf6, White plays 21.♖xh7+ ♔f8



analysis diagram

22.♖xe6!, cutting off the black king's escape route and threatening checkmate with ♖h8#. 22...fxe6 (22...g6 23.♖xf6+–) 23.♗xe6+ ♔e7 24.♗xc7+–.

In the next example, the then soon-to-be 14th World Champion uses a queen and rook vs queen discovery for the defence, only to immediately fall for the trick from our very last Pattern (containing ideas from other Patterns):

Game 437

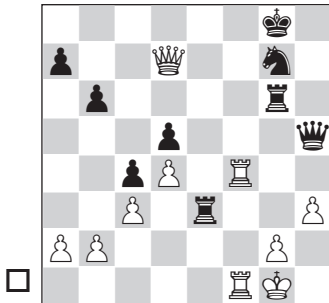
Jan van de Mortel

2382

Vladimir Kramnik

2751

Internet Chess Club blitz 1999



Black is threatening to play ... Rhx3 as well as to evacuate the king to h7, so White must act forcefully:

32. Qd8+

Attempting to lure Black's king into a pin.

32... Re8

- 32... Qh7? loses to 33. Rh4 ;
- 32... Qe8 is okay too, but after 33. Rf8+ Qh7 34. Rf7+ Qg7 35. Rg7+ Qxg7+ (35... Qxg7? 36. Rh8+ +-) 36. Rf4 , the black king is too weak to play for a win.

33. Rf8+

An X-ray attack.

33... Qh7

It is checkmate after 33... Rxf8?

34. Rxf8+ Qh7 35. Rh8\# .

34. Rxe8 Qxe8

Black uses a queen and rook vs queen discovery (with hints of **Pattern 13**) to defend the knight.

35. Rf8

With this rook move, the white queen pins the knight to the h8-square.

35. Qxe8? Rxc2+! 36. Qxg2 Qxe8 +- .

35... Rhx3?

35... Re6 was the easiest way to keep control, although Black is not better due to the weakness of his king and his pawns.



Black is threatening checkmate with a capture of the pawn on g2, which is pinned and therefore a poor defender.

36. Rh8+!

A magnet sacrifice (**Pattern 100**) with hints of **Pattern 5** (a rook sacrifice in the corner for a queen fork), **Pattern 44** (sacrificing the rook with an absolute skewer) and **Pattern 65** (deflecting the queen's protection with the rook). White pulls the black king to a tactically inferior square. Due to the absolute skewer on the queen, Black has to capture the white rook.

36... Qxh8 **37.** Qxe8+

The queen fork.

37... Qg7 **38.** Qxg6+

Removing the black queen's defender.

38... Qxg6 **39.** gxxh3

No longer pinned, the g2-pawn is now an excellent defender. White went on to win the pawn endgame.