DON'T BE SELFISH!
When do good players forget to check for blunders? Typically, when they have their own good moves, it's easy to forget that their opponent
might have even better ones.
In the example, White's 45. g6 was played with a hunger for checkmate. We've all been there. But White forgot to calculate their opponent's checks, captures, and threats. After 45. ... Rxg2+! 46. Kxg2 (worse is 46. Kh3 Rxf3+) 46. ... Rxf3, Black wins back the queen with a discovered check in Couso - Vinter Schou, Kallithea, 2002.
All of this week's examples involve a player making a good-looking
move without blunder-checking. Can you punish them?



## SOLUTIONS

1) 47. ... Rxb6 White's 47. Rd6 was played without thinking about the opponent. Oops.(Rasmussen Palo, Aarhus, 2003) 2) 37. Bb3+! Of course, Black wants to recapture, but if they see Black's resource, they will throw this check in first. Instead, 37. hxg3?? was played, and White resigned after 37. ... Re1+. (Emms - Sutovsky, Harplinge, 1998) 3) 37. Bxb5! Black was already thinking about their next move.

But loose pieces drop off, and Black resigned shortly after White forced a winning pawn endgame with: 37.
... Qxb5 38. Qxd5+ Ke7 39. Ke3 Qb2
40. Qe5+. (Yakovich - Dyachkov, Maikop, 1998) 4) 47. Rh1! Black's 46. ... Rxa6 took a pawn, without thinking about mating nets. Now, he resigned, as 47. ... Nxc6 48.
Ra1+ Na5 49. Rba2 wins the piece. (Kramnik - Short, Dresden, 2008)
5) 45. ... Ra1+! White anticipated 46. Kg2 Ra2, with the threat of ...

Be5-d4, but White would have a turn to escape. But White resigned upon realizing the actual threat was: 46. Kg2 Kc4 trapping the rook. (Hasangatin - Harikrishna, Abu Dhabi, 2003) 6) 36. ... c6 In playing 36. Kg5??, White calculated 36. ... Rxf5+ and concluded the pawn endgame was winning. But Black did not have to take. Instead, White resigned, as any move that saves the rook hangs 37. ... Rxf5 mate. (Murey - Kantsler, Ramat Aviv, 2000)

