

### MIND YOUR K'S AND Q'S

This month, we look at the **Two Knights Defense** with **1. e4 e5 2. Nf3 Nc6 3. Bc4 Nf6 4. Ng5!?**. One testing line continues **4. ... d5 5. exd5 Na5!**

### 6. Bb5+ c6 7. dxc6 bxc6 8. Qf3!?!?.

These lines are very sharp, and the best way to get familiar with them is practicing tactical positions.

This week's exercises feature three variations on this week's example, followed by three games where White neglected development to devastating effect on the back rank.

In the **example**, Black should not fear the queen, and can play **9. ... cxb5! 10. Qxa8 Nc6! 11. Nc3 Bc5!** As

a **bonus**, can you see why **11. ... Be7** is not as good?



#### # 1. BLACK TO PLAY

#### # 2. WHITE TO PLAY

#### # 3. WHITE TO PLAY

#### # 4. BLACK TO PLAY

#### # 5. BLACK TO PLAY

#### # 6. BLACK TO PLAY

### SOLUTIONS

**1) 11. ... Nc6! 12. Nc3 Bb4!** Black can now castle and play ... Bc8-b7 without worry of Nc3xb5. **2) 11. Nxb5** With the queen on d6, the c8-bishop will hang before Black has time to play ... Na5-c6. Worse is **11. Qxa8!?** 0-0 12. Qf3 Bb7, as Black still has a serious attack. **11. ... Qb6 12. Nxd6+ Qxd6 13. Qxa8** when the queen will safely escape. **3) 13. Nge4!!** Is this hard? Very! But it's instructive. Note how, now, White's

queen gets out: **13. ... Nxe4** Or **13. ... 0-0 14. Nxf6+ gxf6 15. Nd5** and Black's queen has no way to save the knight (since ... Qc7-d7 allows Ne4xf6+). **14. Nd5 Qd7 15. Nb6!** The queen escapes. **4) 20. ... Nf4! 21. g3** Both captures fail: **21. Qxf4 Qd1+ 22. Re1 Qxe1** mate; **21. Rxf4 Qd1+ 22. Qe1 Qxe1** mate. **21. ... Bd6! White resigned**, as any queen move gives up control of the e-file, allowing ... Qg4-d1 with mate to follow. (Wayte - Williams, England, 1835) **5) 18. ...**

**Bb4+! 19. Kf1** More pressing is **19. Kd1 Re8 20. Qg4 Bxd3**, when Black is winning, too. **19. ... Re8!** An X-Ray of the queen and mate on e1. (Krejci - Kravtsiv, Katowice, 2010) **6) 19. ... Bxd3+** On the spot, **White resigned**, due to **20. cxd3 Qxd3+ 21. Qe2 Qxe2+ 22. Kg1 Qe1** mate. (Lubbe - Geske, Playchess.com, 2011) **Bonus** **11. ... Be7?** **12. Nxb5! Qd7 13. Nxa7! Nxa7 14. d3** when White's queen can come to f3, or, if Black's knight returns to c6, to a4! (analysis)