

## BSAN 179 – CHESS

### Homework #2

There is a homework assignment each week in this course. The assignments reinforce the material covered in the class (and often review previous classes as well). They should not take long (perhaps an hour a week). They are due at the beginning of the following class.

Doing these assignments will help you be a better chess player. Yes, you could just give the problems to a computer chess program and have it spit out a solution – but that wouldn't help you play chess any better. Rather, invest the time to complete these problems on your own. You are allowed, and even encouraged, to work with others in the class on these assignments. (After all, interaction with others can be a good learning tool.) However, if you find that your only contribution to your study group is to write down the answers that others are providing ... well, you're not going to learn chess that way, either, and it's time to find another study group.

Homework is not graded. It is simply checked for reasonable effort. So don't worry if there are one or two problems you just can't solve. Give things a good shot, and at least write down your partial or incomplete efforts.

*Enjoy!!*

#### **Review questions:**

- 1) What "point values" are assigned to the various chess pieces, as a rough assessment of their relative value?
  
  
  
  
  
  
- 2) All else being equal, is it worth it to give up a Queen in order to capture three minor pieces (bishops and knights)? Explain.
  
  
  
  
  
  
- 3) What does it mean, to be "up the exchange" (or "down the exchange") in chess?

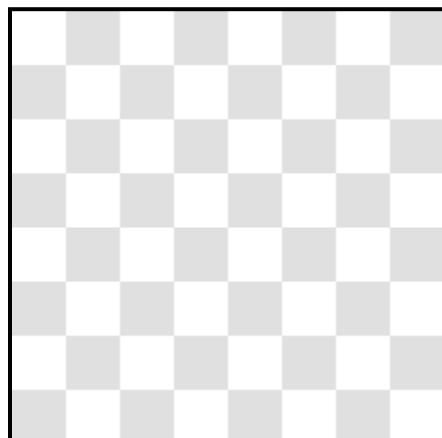
#### **Chess exercises:**

- 1) The quickest possible checkmate in chess is called the "Fool's Mate." The moves are as follows:

1. f3            e5
2. g4            Qh4 #

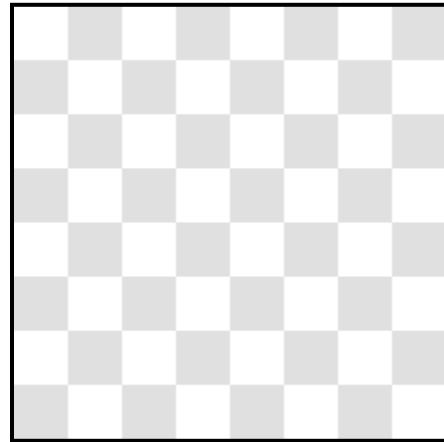
In the board at right, jot down the final position in the game. Use a "K" for the King, "Q" for Queen, "R" for Rook, "N" for kNight, "B" for Bishop, and "P" for Pawn. Use letters only for the White pieces; circle the letters for Black.

Why is this checkmate?



2) There are actually “famous” games of chess. One of these occurred in a tournament in Nuremberg, Germany, in 1895 between Jacques Mieses and Johannes Öhquist, two noted masters. The first ten moves of the game went as follows:

1. e4 d5
2. e x d5 Q x d5
3. Nc3 Qd8
4. d4 Nc6
5. Nf3 Bg4
6. d5 Ne5
7. N x e5 B x d1
8. Bb5+ c6
9. d x c6 Qc7
10. c x b7+ Kd8

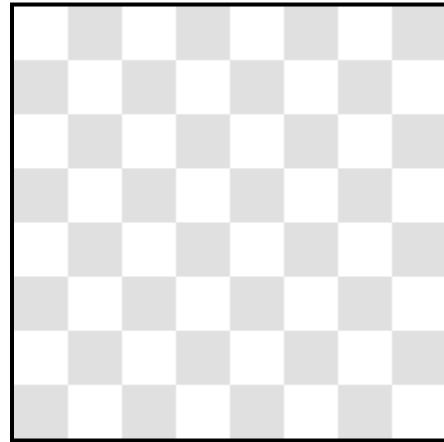


2a) Play out this game on your chessboard. In the board above, write down the position after ten moves.

2b) What is White’s best next move? (Hint: it’s checkmate.) \_\_\_\_\_

3) The shortest game on record between two serious players was “Gibaud-Lazard, Paris chess café, 1924.” White resigned after only four moves. The game:

1. d4 Nf6
2. Nd2 e5
3. d x e5 Ng4
4. h3 Ne3

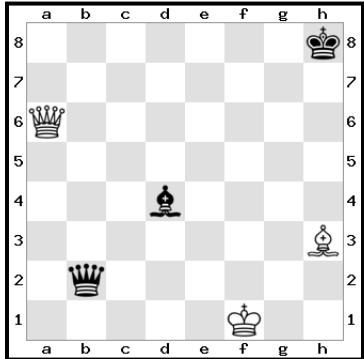


3a) Play out this game on your chessboard. In the board at right, write down the position after four moves.

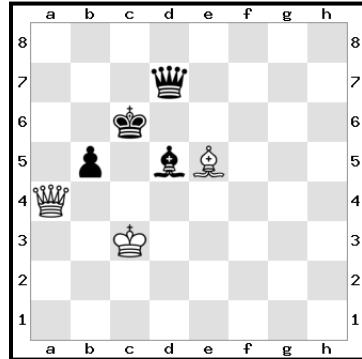
3b) Why did White resign (i.e., give up) at this point? (Hint: what happens if White doesn’t take the Knight with his pawn, f x e3? And what happens if White does take the Knight?)

4) The six positions shown below are all “forced mate in two” for White. In each of them, White has an initial move that gives check. Black has only one legal response. Then White’s second move results in checkmate. Write the move sequences (using chess notation, of course) below each diagram.

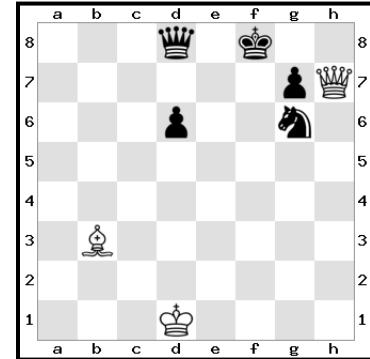
PROBLEM 4A:



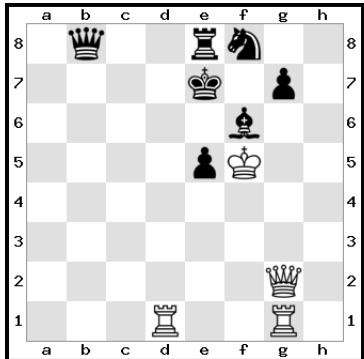
PROBLEM 4B:



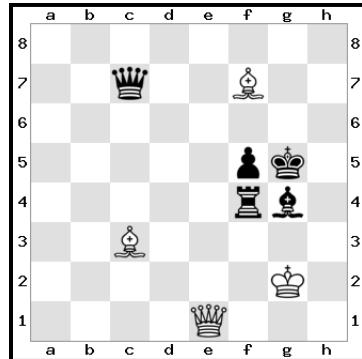
PROBLEM 4C:



PROBLEM 4D:



PROBLEM 4E:



PROBLEM 4F:

