

Sprawdź swoją siłę taktyczną - czyli Dan Heisman (instruktor szachowy z USA) poleca (moim zdaniem bardzo ciekawy i prosty artykuł/test po angielsku). Myślę, że każdy z was bez problemu da sobie z nim radę.

Polecam najpierw przeczytać instrukcję, aby sobie zmierzyć poziom siły taktycznej - nazwanej przez Dana Heismana: **The Bain Rating Tactics Quiz*

UWAGI DO TESTU:

This is a timed test – the faster you do the set, the higher your score. You need to time the test and record the total time taken for all twelve problems.

- 1) don't record your answers during the test.
- 2) Don't take more than sixty seconds (60 sec/problem) on any problem – that's the limit!
- 3) if sixty seconds expire before you have an answer, count that problem as wrong, and proceed to the next problem.
- 4) "X to play and win" may only require winning a pawn with a good position, or it might be a mate.

The point of "Play and win" is to find a move sequence that will force a position where, if a high rated computer were playing itself, it would essentially win every game.

Once you are finished, with the amount of time taken for all twelve problems and the number of correct answers, use the following formula as a rough guide:

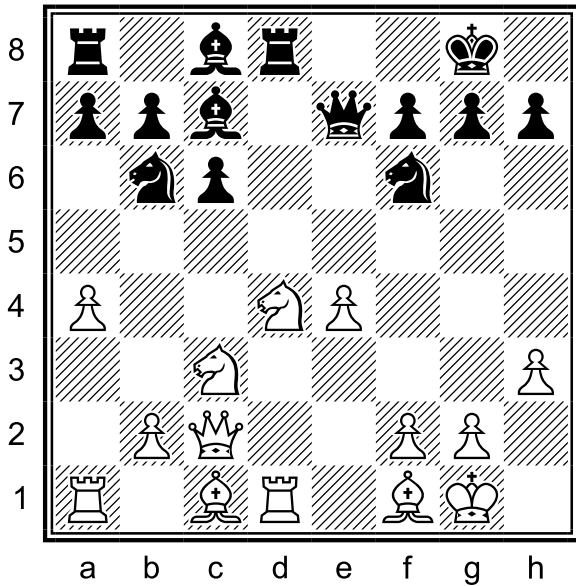
Bain Tactical Rating $\approx 600 + (150 * \text{Number of Problems Correct}) - 2 * (\text{Total Time} - 90 \text{ seconds})$

For example, if you get *eight correct in 305 seconds*:

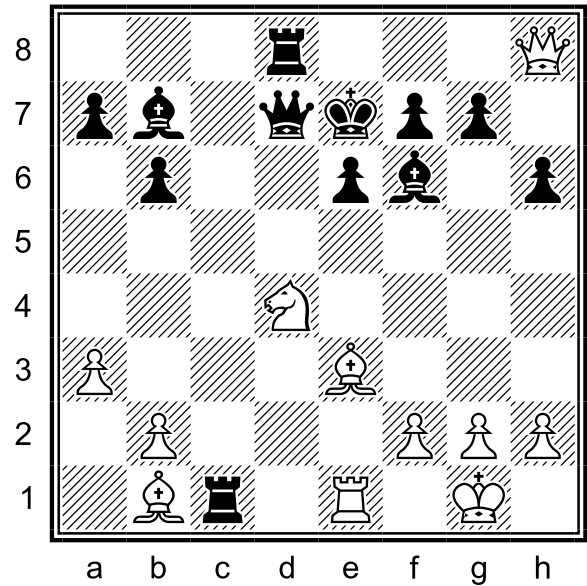
Approximate Bain Tactical Rating $\approx 600 + (150*8) - 2*(305-90) = 600 + 1200 - 430 = 1370$

Answers to Problems (tactical motif in parentheses) [ODPOWIEDZI do zadań/problemów]

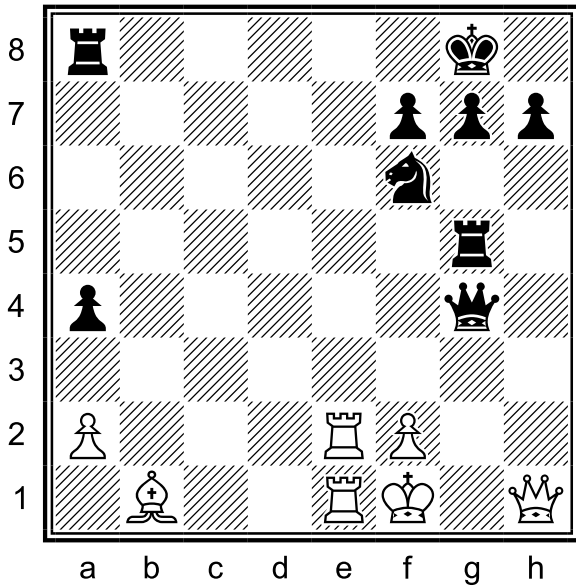
1. (Double threat) 1...Rxd4 2.Rxd4 Qe5 threatens 3...Qxd4 and 3...Qh2#, so Black wins material. For example, 3.Bf4! Qxf4 (much better than 3...Qxd4 4.Bxc7) wins two pieces for a rook. You don't need to foresee 3.Bf4 – a good defensive move – for full credit. Not immediately 1...Qe5?, when White defends with 2.Nf3 or 2.f4.
2. (Back-rank mate) 1.Qxa8+ This "simple" problem tests diagonal board vision. For more on the three types of chess "vision," read the article on that topic in my book [A Guide to Chess Improvement](#).
3. (Draw by perpetual check) 1.Qxb7+ Nxb7 2.Rxb7+ Ka8 (2...Kc8?? 3.Rhc7#) 3.Rxa7+ will draw by threefold repetition of position.
4. (Double check) 1.Nf5+ exf5 2.Bc5#.
5. (Pawn promotion) White is winning on any reasonable move, such as 1.a6. Thus, this does not qualify as just a "Play and Win" problem. Clearly easiest is Bain's answer 1.Qxd5 cxd5 2.a6 and the pawn cannot be stopped.
6. (Pin) White picks off a clean pawn and ruins Black's center with 1.Nxd5 since 1...Qxd5?? allows 2.Bc4.
7. (Discovered check) Bain's intended (and easiest) solution is 1.Qxb6 and if 1...cxb6 2.Re1+ king-any 3.Rxf1 winning a piece. A student found, verified by the computer, another winning but more complex line: 1.Qxb6 cxb6 2.Re8+ (similar is 2.Rf5+) 2...Ka7 3.Rxf8 (or 3.Bb8+ first) when White's dual threats of Bb8+ (with possible mating threats on the dark squares) and pushing the h-pawn give him a winning position. Give yourself full credit for the more difficult solution. 1.Rf5 also wins, but is a longer, convoluted forcing line, and not an "easy tactic."
8. (Stalemate) Down two pawns, Black is happy to force a draw with 1...Qxf4+ when the double attack (check and queen) forces 2.Qxf4 with stalemate.
9. (Removal of the guard) 1...Nd4 is a combination double attack and removal of the guard on h2. If White moves his queen anywhere aside from the hopeless 2.Qxe7+, then 2...Nxf3+ and 3...Qh2#. Instead, 2.Nxd4 allows the immediate 2...Qh2#. Finally, 2.hxg4 stops mate, but allows 2...Nxe2+, so the White queen is lost. This well known pattern also appears in a trap in the Morra Gambit and was featured as a basic pattern in my book [Back to Basics: Tactics](#).
10. (Double attack) 1.Bxd5 and White has Black in trouble, as 1...exd5 2.Re7+ king-any 3.Rxb7 wins a pawn and invades with the rook. If Black does not take, the e-pawn is hanging, as White has a double attack on b7 and e6; 1...Nd8?? allows 2.Bxa8. White has a good game after 1.Rc1, but that's not the tactic.
11. (Skewer) 1.Ne5+ Ke6 2.Qg8+ skewers the king and queen, allowing 3.Qxb3. This is perhaps the least "obvious" pattern among the twelve, so it may take a few extra seconds to find the forcing line that works.
12. (Discovered attack) 1...Rxd4 snares the bishop, since if 2.Qxd4 Ng4+ wins the queen.



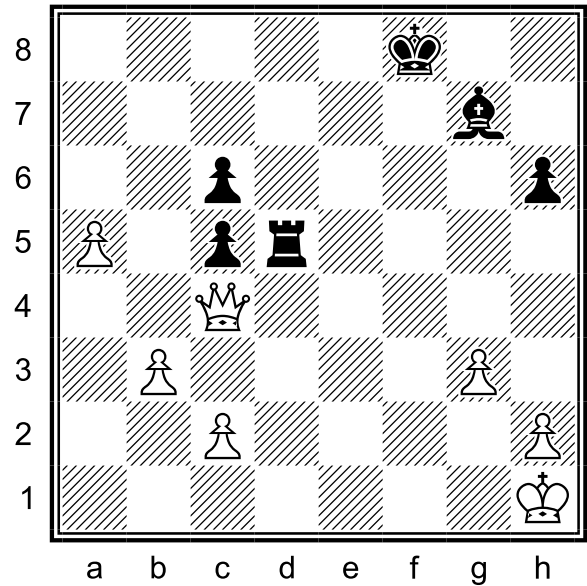
Pozycja 1: Czarne zaczynają i wygrywają



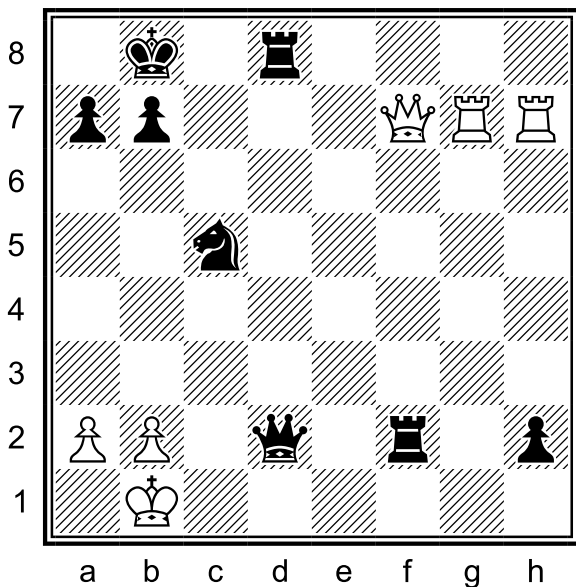
Pozycja 4: Białe zaczynają i wygrywają



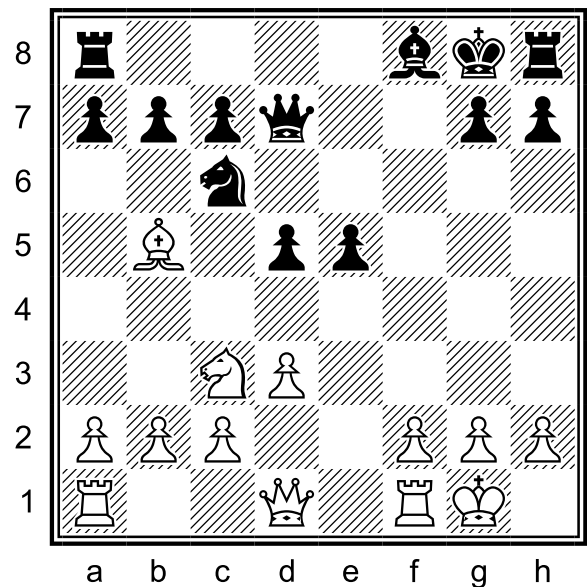
Pozycja 2: Białe zaczynają i wygrywają



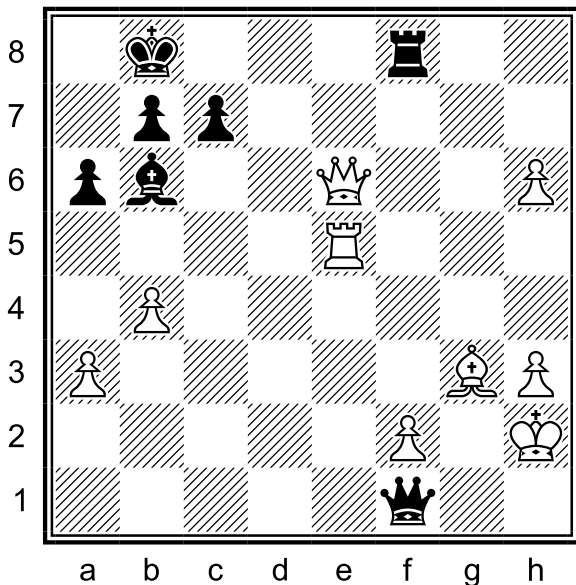
Pozycja 5: Białe zaczynają: znajdź najprostszą wygraną



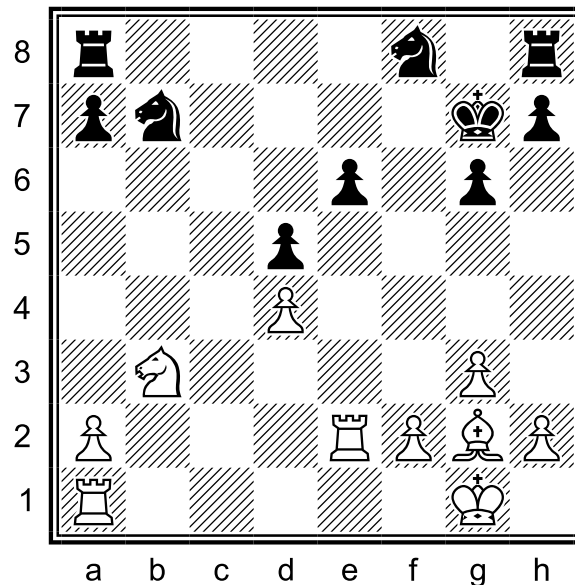
Pozycja 3: Białe zaczynają i remisują



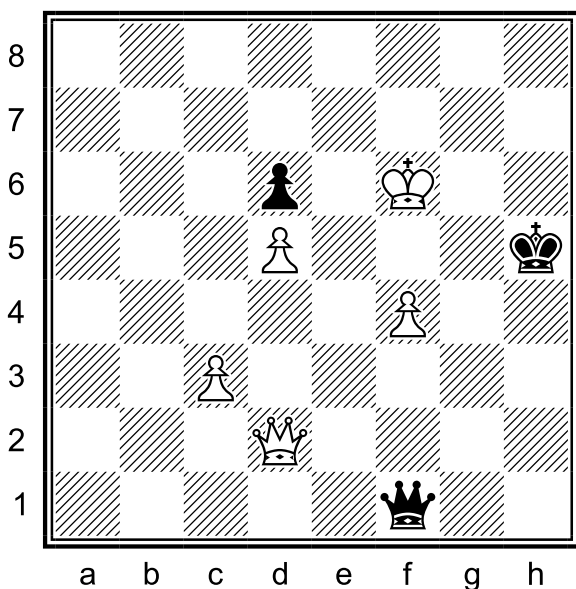
Pozycja 6: Białe zaczynają i wygrywają



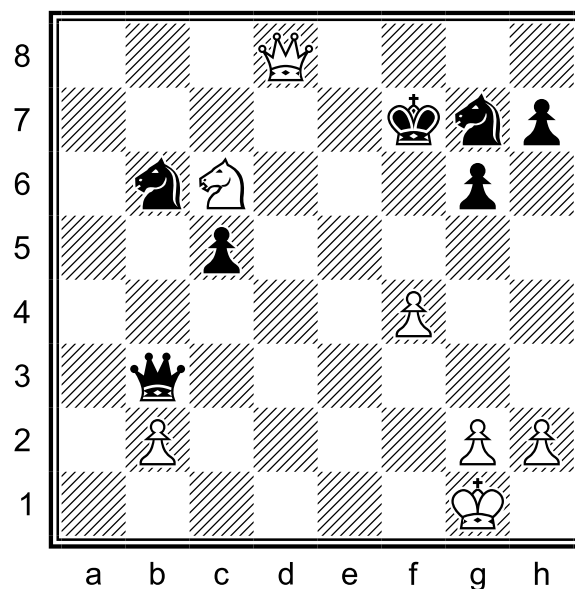
Pozycja 7: Białe zaczynają i wygrywają



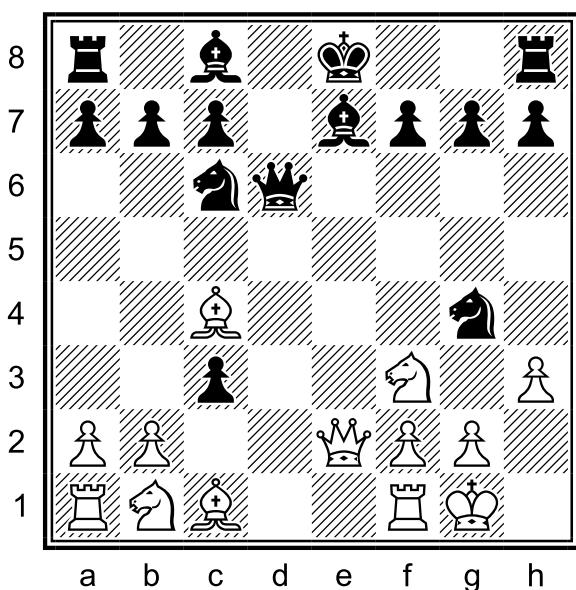
Pozycja 10: Białe zaczynają i wygrywają



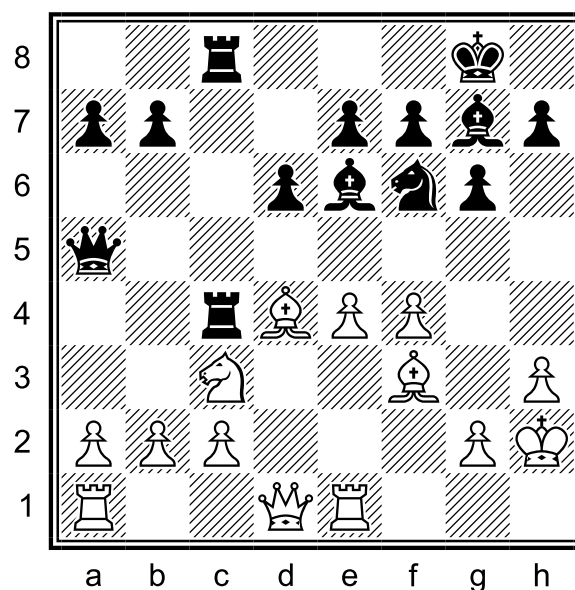
Pozycja 8: Czarne zaczynają i remisują



Pozycja 11: Białe zaczynają i wygrywają



Pozycja 9: Czarne zaczynają i wygrywają



Pozycja 12: Czarne zaczynają i wygrywają