Foreword

Dear readers and chess friends, the book in your hands is a result of continuous labour and numerous hours dedicated to research and work with students in "Sahovska Akedamija Sampiona" — Beograd. Eventually, we decided to gather some of the material used in lectures during last year and present it in book format. Our main objective was not to teach puzzle solving as such, but instead to teach diligent evaluation of positions, chess judgment and overthe-board decision-making.

The book is aimed at motivated club players, students, all the way up to the grandmaster level. So, for your easier browsing through material all the puzzles are organised according to their relative level of difficulty (one \star indicating the simplest exercises, $\star \star \star \star$ indicating the most difficult positions), and in chronological order starting from January and ending in December of 2020. However, exercises are not divided in sections according to exact type of combination, or tactical motif. We intended puzzles to mimic a real game, as much as possible, where you need to figure out what to do in each position. Of course, if you are told exactly what to look for in any given position, then the puzzle becomes too easy and loses much of its intended instructional value. In some of the puzzles, the solution is a devastating sacrifice that leads to swift mate, while some other exercises may require the right strategic plan, and most efficient way of execution. First, you will need to establish what the main objective is: to checkmate, to gain a strategic advantage, to equalise, and so on.

On the other hand, all the puzzles are extracted from games played during 2020, and that placed several limitations to our effort. As we all know, the previous year was severely crippled by COVID-19 pandemic, so most of the traditional chess tournaments were either cancelled, or held online in shorter time controls. As a result, the games contained many unexpected mistakes and blunders, so we tried to offer you the most instructive examples, even though the correct moves were often not played in the game. (* after the names of players indicates that the example is based on game variation).

Finally, we hope you will find these exercises to be of great practical value, and highly instructive for your chess progress. Last but not least, we wish you many pleasant hours of solving and learning!

Šahovska Akedamija Šampiona GM Ivan Ivanišević, GM Miloš Perunović, GM Branko Tadić

106. E. TOMASHEVSKY 2701 – S. LOMASOV 2533

Moscow 2020



108. I. NEPOMNIACHTCHI 2774 -DING LIREN 2805

Yekaterinburg (ct) 2020



P. TOWNSEND 2217 –
 M. SOĆKO 2413

Great Britain 2020



1...?

D. ANTÓN GUIJARRO 2674 – R. ROBSON 2670

chess24.com (Internet-m/2-blitz) 2020



109. N. STUDER 2546 – S. BRUNELLO 2528

Bad Ragaz 2020



 ZENG CHONGSHENG 2567 – LU SHANGLEI 2615

Thessalomiki 2020



106. E. TOMASHEVSKY 2701 – S. LOMASOV 2533



The b7-knight is trapped, however some further caution is much required.

1... 罩d7!

[1... 曹xb7?? 2. 宣c7十一 E. Tomashevsky - S. Lomasov] 2. 公d6 買xd6!一十

D. ANTÓN GUIJARRO 2674 – R. ROBSON 2670



The black king is in a really poor position, allowing White to win the game.

1. g4!

[1. 豐e3?∓ D. Antón Guijarro - R. Robson] 宜d8 [1... 宜c6 2. g5+ 盘h5 3. 豐d5+-; 1... fxg4 2. 豐g5+ 豐xg5 3. fxg5+ 盘xg5 4. e7+-| 2. g5+ 盘h5 3. 豐e3 Black cannot prevent the opposing king's arrival on g3 which leads to unstoppable mate. 3... 豐b7 [3... d2 4. 宣d1 宣d6 5. 空g3+-] 4. e7 豆e8 5. 世xd3 豆xe7 6. 豆xe7 世xe7 7. 世f3+ 空h4 8. 世f2+ 空h5 9. 空g3 世e4 10. 世d2+- Followed by 世d1.

108. I. NEPOMNIACHTCHI 2774 – DING LIREN 2805



The black h3-pawn is extremely important in restricting the white monarch. Black secures a draw by combining threats on the 1st rank and along the a8-h1 diagonal! Furthermore, he is obliged to execute a whole series of hard-to-find moves in order to reach the equality!

1... 買xb6!!

[1... 豆c5? 2. 豐e8+ 含h7 3. 包g1 豆xb6 4. 豐xd8 豆xb2 5. 豆xb2 豆c1 6. 豐h4++l. Nepomniachtchi - Ding Liren 2. 豆xb6
豐xe2 [2... 호xb6? 3. f3 豐f5 4. 豆xb6 豆a1+
5. 包q1+- 3. 豆b8



3... **<u>Ee5!!</u>** The threat on the 1st rank forces White to return the material and accept an