Boost Your Chess 2
Beyond the Basics

By

Artur Yusupov
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Preface

It was a pleasure to have Artur Yusupov working as my second, both personally and professionally. It is therefore an honour for me to write the preface to the new manual Boost Your Chess.

This new book was created by expanding and improving the original online lessons from the Chess Tigers University. As an honorary member of the Chess Tigers, it has given me great pleasure to see this logical follow-up take concrete form and meet the twin challenges of being both a valuable textbook and a bedside book.

It was in 1994 that I met Artur Yusupov in the semi-finals of the Candidates’ cycle in Wijk aan Zee. I managed to come out ahead by 4.5–2.5, but I recognized that Artur harboured great potential, both in his chess knowledge and extensive match experience.

Artur’s systematic and professional approach to analysing games was the decisive factor in having him as my second in the World Championship Finals in New York 1995 and Lausanne 1998. His mastery of the methods of the Russian chess school was very helpful in the preparation for the matches, as well as during the matches themselves. It was his idea that I should play the Trompovsky in the last game in Lausanne. I was 3–2 down, but was able to level the match at 3–3 and thus force a play-off.

I am still very grateful for everything that Artur did for me.

Artur’s vast experience as a trainer convinced him that there is a considerable need for better tuition for amateurs. Matching the level to the needs of the student is perhaps not too difficult, but the masterstroke is structuring the information in such a way that makes it immediately useful for amateurs. I am naturally enthusiastic about the rich variety of material in this series, which can help beginners become top amateurs.

I wish Artur Yusupov all the best with the publication of the first book in the series Boost Your Chess. Making this work available in English means that even more people who are keen to learn can enjoy it to the full.

World Champion, Viswanathan Anand
Attacking the king

The attack on the king has the highest priority of all in chess. For a successful attack on the king, you can sacrifice almost the whole army. But attacks do not always work. Before Steinitz, many players believed that it was only the player's tactical abilities that had any part to play. Steinitz established that a successful attack can only be mounted if based on positional advantages – such as the initiative, better development, control over important central squares, etc.

But whoever has the chance to attack must do so in the most energetic manner!

In the following examples, look for the most active continuation! Bring your pieces closer to the opposing king, open up the position for your rooks and bishops, break up your opponent's castled position, create specific threats!

But you must also remain realistic: sometimes our attack on the king is 'only enough to win material'!

W. Steinitz – C. von Bardeleben
Hastings 1895

1.e4 e5 2.¥f3 ¥c6 3.¥c4 ¥c5 4.¥f6 5.d4 exd4
6.cxd4 ¥b4† 7.¥c3?!
An old gambit line. 7.¥d2 is the safer way.
7...d5?!
A better option is 7...¥xe4 8.0–0 ¥xc3, as in the game Steinitz – Schlechter in the same tournament.
8.exd5 ¥xd5 9.0–0 ¥e6

Diagram 1-1

It is risky for Black to take the pawn as White's lead in development would be too great. After 9...¥xc3 10.bxc3 ¥xc3 comes 11.¥xf7† ¥f8 12.¥b3! ¥xa1 13.¥a3† ¥e7 14.¥e1++; while if 9...¥xc3 10.bxc3 ¥xc3, then 11.¥b3 gives White a strong attack.

10.¥g5!
White brings his bishop into the game with tempo, thus increasing his lead in development.
10...¥e7?!
For his part, Black loses a tempo. However, it is very difficult to correctly evaluate the attack which ensues.
Kasparov gives the better defence: 10...\texttt{d7}  
11.\texttt{\texttt{d}xd5} \texttt{\texttt{d}xd5} 12.\texttt{\texttt{c}e1}¥ \texttt{f8}±  
11.\texttt{\texttt{d}xd5}! \texttt{\texttt{d}xd5} 12.\texttt{\texttt{d}xd5}  
12.\texttt{\texttt{e}xe7} is not so good, because after 12...\texttt{\texttt{e}xe7}  
13.\texttt{\texttt{e}e1} 0–0 14.\texttt{\texttt{e}xe7}? Black has the intermediate  
move 14...\texttt{\texttt{f}xf3}=.  
12...\texttt{\texttt{d}xd5} 13.\texttt{\texttt{e}xe7}\texttt{\texttt{e}xe7}  

\textbf{Diagram 1-2}  

14.\texttt{\texttt{c}c1}  
A typical idea to prevent the opponent castling.  
14...\texttt{\texttt{f}f6} 15.\texttt{\texttt{e}e2}  
Later Zaitsev suggested another, even better, way to pursue the attack with 15.\texttt{\texttt{a}a4}†! and now:  
a) Perhaps Black should surrender a pawn: 15...\texttt{\texttt{d}d7}  
16.\texttt{\texttt{b}b4}¥ \texttt{f7} (16...\texttt{\texttt{c}c6}? 17.\texttt{\texttt{e}xe7}†+) 17.\texttt{\texttt{b}b7}\texttt{\texttt{d}d5}±  
b) 15...\texttt{\texttt{f}f7} 16.\texttt{\texttt{e}e5}†! \texttt{f5} 17.\texttt{\texttt{e}xe5} \texttt{\texttt{d}d6} 18.\texttt{\texttt{c}c4}† \texttt{f8} 19.\texttt{\texttt{a}a1}\texttt{\texttt{c}c8} (19...\texttt{\texttt{g}g6} 20.\texttt{\texttt{f}f5}†+) 20.\texttt{\texttt{d}d5}  
\texttt{\texttt{c}c6} 21.\texttt{\texttt{b}b4}† \texttt{f7} 22.\texttt{\texttt{c}c5} \texttt{\texttt{d}d6} 23.\texttt{\texttt{c}c4}† \texttt{f8} 24.\texttt{\texttt{e}xe7}† (Geller)  
15...\texttt{\texttt{d}d7}  
15...\texttt{\texttt{d}d6}? would be bad: 16.\texttt{\texttt{b}b5}† \texttt{\texttt{c}c6} 17.\texttt{\texttt{b}b4} \texttt{\texttt{d}d6} 18.\texttt{\texttt{b}b7}†  
16.\texttt{\texttt{a}a1}  
Steinitz brings his final reserves into the game; it can be very useful to attack with all available forces!  
16.\texttt{\texttt{a}a1}†? (Zaitsev) would also be very strong.  
16...\texttt{\texttt{c}c6}?  
The immediate 16...\texttt{\texttt{f}f7}! is correct, in order to bring the knight to d5 more rapidly, e.g. 17.\texttt{\texttt{c}c4}† \texttt{d}d5 is fine for Black. The exchange sacrifice 17.\texttt{\texttt{e}xe7}†? is not dangerous: 17...\texttt{\texttt{e}xe7} 18.\texttt{\texttt{e}xe7}† \texttt{\texttt{e}xe7} 19.\texttt{\texttt{e}xe7}† \texttt{\texttt{d}d6} 20.\texttt{\texttt{g}g7} \texttt{\texttt{a}a8} 21.g3 \texttt{\texttt{e}e7}! (Kasparov)  
Steinitz developed the principle: ‘\textbf{The player with the advantage must attack!}’ White has brought all his pieces into the game. If he now hesitates, his opponent will also bring his reserves into play and the initiative will disappear. So Steinitz sacrifices a pawn, opens files and puts his opponent under pressure.  

\textbf{Diagram 1-3}  

17.d5!! \texttt{\texttt{c}cxd5}  
17...\texttt{\texttt{f}f7} is objectively better: 18.dxc6 \texttt{bxc6}± (Kasparov)  
18.\texttt{\texttt{d}d4}  
This superb square is only a staging-post for the knight, who is aiming to get even closer to the
opposing king!

18...\textit{\$f7} 19.\textit{\$e6}

The threat is now 20.\textit{\$c7}.

19...\textit{\$hc8}

19...\textit{\$ac8} is likewise met by 20.\textit{\$g4}.

Nor is 19...\textit{\$c6} any better; White wins with 20.\textit{\$c5} \textit{\$c8} 21.\textit{\$h5}† (Kasparov).

\begin{figure}[h]
\centering
\includegraphics[width=\textwidth]{Diagram1-4.png}
\caption{Diagram 1-4}
\end{figure}

20.\textit{\$g4}!

The attacking side cannot afford to waste time! The threat is mate in two moves.

20...\textit{\$g6} 21.\textit{\$g5}† \textit{\$e8}

Steinitz now ends the game with a fantastic combination.

22.\textit{\$xe7}† \textit{\$f8}!

The most stubborn reply. If 22...\textit{\$xe7}, then 23.\textit{\$xc8}† \textit{\$xc8} 24.\textit{\$xc8}† is a simple win.

After 22...\textit{\$xe7} then 23.\textit{\$e1}† wins. (23.\textit{\$b4}† is also good, but you can only win a game once! The important thing is to calculate your winning line carefully.) 23...\textit{\$d6} 24.\textit{\$b4}† \textit{\$c5} (24...\textit{\$c6} 25.\textit{\$c1}†; 24...\textit{\$c7} 25.\textit{\$e6}† \textit{\$b8} 26.\textit{\$f4}†+– Steinitz) 25.\textit{\$e6}† \textit{\$xe6} 26.\textit{\$xe6}+–

23.\textit{\$f7}†!

But not 23.\textit{\$xd7}?? \textit{\$xc1}†+.

23...\textit{\$g8}!

23...\textit{\$xf7} 24.\textit{\$xc8}† \textit{\$xc8} 25.\textit{\$xc8}† \textit{\$e8} 26.\textit{\$xh7}† is hopeless.

24.\textit{\$g7}† \textit{\$h8}!

Or 24...\textit{\$f8} 25.\textit{\$xh7}† \textit{\$xg7} 26.\textit{\$xd7}†+–.

25.\textit{\$xh7}†!

After this move von Bardeleben simply left the tournament hall! Steinitz demonstrated the following forced variation for the benefit of the spectators: 25...\textit{\$g8} 26.\textit{\$g7}† \textit{\$h8} 27.\textit{\$h4}† \textit{\$xg7} 28.\textit{\$h7}† \textit{\$f8} 29.\textit{\$h6}† \textit{\$e7} 30.\textit{\$g7}† \textit{\$e8} 31.\textit{\$g8}† \textit{\$e7} 32.\textit{\$f7}† \textit{\$d8} 33.\textit{\$f8}† \textit{\$e8} 34.\textit{\$f7}† \textit{\$d7} 35.\textit{\$d6}#.

\begin{figure}[h]
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\includegraphics[width=\textwidth]{Diagram1-5.png}
\caption{Diagram 1-5}
\end{figure}

\begin{figure}[h]
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\includegraphics[width=\textwidth]{Diagram1-6.png}
\caption{Diagram 1-6}
\end{figure}

\begin{table}[h]
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\begin{tabular}{|c|c|c|c|c|c|c|c|}
\hline
\textit{\textbf{J.Capablanca – N.Zubarev}} & & & & & & & \\
\textit{Moscow 1925} & & & & & & & \\
\hline
\end{tabular}
\end{table}

Capablanca finds an elegant and forcing way to win.

1.\textit{\$xe7}† \textit{\$xe7}
Attacking the king

Chapter 1

Otherwise White wins with the discovered check d5-d6.

2. \( \text{exb7} \text{xf4} \) 3. \( \text{e1} \)

An important intermediate check, which leads to the following forced line.

3... \( \text{e5} \)
3... \( \text{d6} \) loses to 4. \( \text{b6} \), as does 3... \( \text{d8} \) to 4. \( \text{a8} \).

4. \( \text{d6}! \) \( \text{e6} \)
4... \( \text{d8} \) is met by 5. \( \text{b6} --. \)

5. \( \text{b3} \) \( \text{f5} \)
5... \( \text{xd6} \) loses the queen after 6. \( \text{d1} \).

6. \( \text{d3} \) \( \text{g5} \) 7. \( \text{e3} \) \( \text{f5} \)
If 7... \( \text{h5} \), then 8. \( \text{g4} --. \)

8. \( \text{e4} \) \( \text{e6} \)
8... \( \text{g5} \) 9. \( \text{h4} \) \( \text{f5} \) 10. \( \text{g4} \)

9. \( \text{c4} \) \( \text{xd6} \)
Forced, since 9... \( \text{f5} \) runs into 10. \( \text{g4} \).

10. \( \text{d1} \) \( \text{e7} \) 11. \( \text{xd7} \) \( \text{xd7} \) 12. \( \text{xa6} \)

The attack has secured White a decisive material advantage.

1–0

Diagram 1-7

J.Capablanca – H.Steiner

Los Angeles 1933

1. \( \text{f4}! \)

The black king is already rather exposed. White opens further lines for the attack.

1... \( \text{g8} \) 2. \( \text{h5} \) \( \text{g7} \) 3. \( \text{xe5} \) \( \text{dxe5} \)

Diagram 1-8

4. \( \text{xf6}! \)

A very natural continuation of the attack. White loses no time getting on with the decisive onslaught.

4... \( \text{xf6} \) 5. \( \text{f1} \) \( \text{f5} \)
5... \( \text{g7} \) 6. \( \text{f7} \) \( \text{h8} \) 7. \( \text{xh7} \)

6. \( \text{xf5}! \)

Here Capablanca had certainly calculated all the way to the end.

6... \( \text{xf5} \) 7. \( \text{xf5} \) \( \text{e7} \) 8. \( \text{f7} \) \( \text{d6} \) 9. \( \text{f6} \) \( \text{c5} \)

10. \( \text{xb7}! \)

A difficult move, but one which contains several mating threats.

10... \( \text{b6} \)
Tactics 1

Chapter 1

Or 10...£xf6 11.£b4#.

11.£xc6† £xc6

11...£b5† 12.£xb6† axb6 13.£xh7+ would lead to a prospectless ending.

12.£b4#

Diagram 1-9

E.Vasiukov – M.Taimanov
USSR Ch, Kharkov 1967

The black king wants to escape to the centre. To prevent that happening, White must act immediately.

1.£xg7!

A correct sacrifice.

1...£xg7

As the following variations show, other moves are no better:

a) 1...£xg7 2.f6 £xf6 3.£xf6 £e7 4.£xh6† £e8 5.£xd6 £d7 6.£h8† £e7 7.£xe5†+-

b) 1...axb3 2.£xh6 (½£xf7†) 2...£xg7 3.f6+-

c) 1...£e7 2.£g4 £e8 3.£xh6 axb3 4.axb3 £xb3 5.£g8† £d7 6.£xa8 £xa8 7.£xb4+-

White was faced with an interesting problem at this point in the game. Which is more important here, material (£xh6† and then £xf6) or the attack (£xh6†)?

2.£xh6†?

White decides on material and wins the bishop. However, in doing so he loses a tempo for the attack.

The correct choice is 2.£xh6† £g8 3.£g4† £h8 4.£g5! £xg5 (4...£e7 5.£h4†+-) 5.f6! £h6 (5...£xf6 6.£xf6+-) 6.£h5+-.

2...£g8 3.£xf6 £e7 4.£h6 f6 5.£xb4 axb3

The position is now anything but clear, since the black rooks can become active via the open queenside. White takes an unfortunate decision and leaves the dangerous black pawn on the board.

6.a3?! £ac8 7.h3?! 7.£e1?

7...£g7 8.£h4 e4?!

Now it is Black who wants to open lines. He takes the initiative and even goes on to win the game.

9.£xe4 £e2! 10.£d3 £g3† 11.£g1 £xf1 12.£xf1 £e3 13.£b1 £ec8 14.£f4

And White resigned.
Solutions

Chapter 1

Ex. 1-1
Based on the correspondence game

Morse – Bashein

1. ∥f6†! ∥h8
   Of course 1...∥xf6 would also be hopeless.
2. ∥g5!
   (1 point)
   The threat is 3.∥h7#.
2...∥f5
   Or 2...∥f5 3.∥e8† ∥xe8 4.∥f7† ∥xf7
5.∥xe8#.
3.∥e8†!!
   Decoying.
3...∥xe8 4.∥f7† ∥xf7 5.∥xe8#
   (another 1 point for these variations)

Ex. 1-2

L.Rellstab – V.Petrovs
Kemeri 1937

1...∥xf4†! 2.∥xf4 ∥g3!
   (1 point)
2...∥h6 is just as good, since 3.∥c3 ∥g6! wins for Black.
White resigned, in view of 3.∥xd6 ∥xh3# or 3.∥xf5 ∥g2† 4.∥h1 ∥h2# or 3.∥h1 ∥xf4–+

Ex. 1-3

Tomas – Markwell
Correspondence game

1.∥xf6†!
   (1 point)
1...gx6 2.∥xf6† ∥f7
   2...∥g8 3.∥h8†–+
3.∥g6†!
   Or 3.∥h8† ∥g8† 4.∥g6†–+
3...hxg6 4.∥h8† ∥g8 5.∥h6†! ∥f7 6.∥f4#
   (another 1 point)

Ex. 1-4

J.Capablanca – A.Becker
Karlsbad 1929

1. ∥f5!
   (1 point)
White threatens ∥xf6† followed by ∥e4.
The immediate 1.∥xf6†? only leads to a draw: 1...∥xf6 2.∥xc7 ∥xe2–+
   2.∥xe4+–.
3.∥f6 also wins after 3...∥xh8 4.∥f4.
Black resigned, as 3...fxe4 is simply met by 4.∥xe4+–.
Other moves also lose, e.g. 3...∥c7 4.∥c4 ∥d8 5.∥xe6†–+ or 3...∥d7 4.∥h5 ∥f6
5.∥xh7† gxh6 6.∥g6† ∥h8 7.∥xe6 ∥xe6
8.∥xc7 ∥e7 9.∥c4+–.

Ex. 1-5

J.Capablanca – E.Colle
Hastings 1930/1

1.∥xd7!
   (1 point)
1...∥g7?? would be bad, due to 1...∥xf3 2.g3 ∥xe2–+
1...∥xd7 2.∥xe7 ∥c7
   2...∥fc8 3.∥e5 ∥xe5 4.∥xe5 f5 5.∥xh6±
3.∥xf8 ∥xf8 4.g3±

Ex. 1-6

Kofman – S.Zhukhovitsky
Moscow 1936

1.hxg6!
   Not the only way, but the quickest route to victory.
1...∥xf7 2.∥xf7† ∥h8
   2...∥h7 3.∥e4† ∥h8 4.∥xf8† ∥xf8 5.∥g8#
3. ♘xf8†!  
1... ♘xf8 4. ♗g8† ♘h7 5. ♗e4† ♘h6 6. ♘h8† ♘g7 7. ♘h7#  
(1 point)  

Ex. 1-7  
E. Vasiukov – R. Kholmov  
Moscow 1964

1. ♘xc5!  
1... ♘xc5 2. ♘g7†  
(1 point)  

Ex. 1-8  
Mumelter – N.N.  
Vienna 1896

1. ♟a8†!  
1. ♘xd7 also wins, but is more complicated:  
1... ♘xd7 2. ♘xb7† ♘e6 3. ♘xc6† (1 consolation point)  
3... ♘f5 4. ♘d6 ♘e5 (4... ♘f6 5. c6† ♘e5 6. ♘d4† ♗e4 7. ♘d3 8. ♘b5†+)  
5. ♘d4† ♗e4 6. ♗a4+–  
1... ♘b8 2. ♘xd8†! ♘xd8  
Or 2... ♘xd8 3. ♘xb8† ♘d7 4. ♘d6† ♘c8 5. ♗a8#.  
3. ♘xb7†! ♘xb7 4. ♘a7† ♘c8 5. ♗c7#  
(another 1 point for the whole variation)  

Ex. 1-9  
A. Suetin – G. Kasparian  
USSR Ch, Moscow 1952

The game saw 1... ♗b6?? 2. ♗f6† and Black resigned, because 3. ♘d8 is coming next.  
The correct continuation would have been:  
1... ♘g5! 2. hxg5 ♘b6 3. ♘b3 c4 4. ♘xc4  
♘xc4 5. ♘xc4 b3 6. cxb3 ♘e1†–+  
(1 point)  

Ex. 1-10  
Variation from the game  
S. Bromberger – S. Löffler  
Bundesliga 2002

1... ♘e1†!!  
By this deflection, Black gains the time needed for the capture on g4.  
2. ♘xe1 ♘xg4 3. ♘h1  
3... ♘h4 4. ♘f1 ♘xf2† 5. ♘h2 ♘f4† 6. ♘g1  
♗g3†–+  
(1 point)  

Ex. 1-11  
G. Stahlberg – A. Alekhine  
Prague Olympiad 1931

1... ♗g4!  
(1 point)  
2. ♘xf4 ♘f7  
White resigned, on account of 3. ♘g3 ♘xh2  
(or 3... ♘f1† 4. ♘f1 ♘h2†–+) 4. ♘h2  
♗xf1†–+.  
(another 1 point for this variation)  

Ex. 1-12  
Trubnikov – Radchenko  
Novosibirsk 1965

1... ♗d2!  
(1 point)  
The defending white pieces are overloaded.  
This deflecting sacrifice ruins the coordination of the opposing pieces.  
Of course 1... ♗xe4† would be bad: 2. ♘xe4 ♘xe4† 3. ♘xe4 ♗xf2 4. ♘xf2 ♘xf2† 5. ♘xf2±  
2. ♘xd2  
If 2. ♘xf5 ♘xf5 3. ♘xd2, then 3... ♘xf1†  
4. ♘xf1 e4 5. ♘xe4 ♘xe4†–+.  

16
Solutions

2. $\text{ex}d2$ is simply met by $2...\text{xe}4\dagger 3.\text{xe}4 \text{xf}1\dagger\rightarrow$.

2...$\text{xe}4\dagger 3.\text{g}1$

Or $3.\text{xe}4 \text{xe}4\dagger$ (3...$\text{xf}2$ is also good: 4. $\text{xf}2 \text{xe}4\dagger 5.\text{g}1 \text{b}1\dagger\rightarrow$) 4.g1 $\text{g}2\dagger$!

5. $\text{g}xg2 \text{xf}1\#$.

(1 point for this variation)

3...$\text{xe}g3\dagger! 4.\text{hxg}3 \text{h}2\dagger! 5.\text{g}xh2 \text{h}7\dagger\rightarrow$

(another 1 point for this variation)

Scoring

Maximum number of points is 20

18 points and above $\rightarrow$ Excellent

14 points and above $\rightarrow$ Good

10 points $\rightarrow$ Pass mark

If you scored less than 10 points, we recommend that you read the chapter again and repeat the exercises which you got wrong.