

# ADVANCED BEGINNER LEVEL

## 12. Destroying the defender (Difficulty level: Easy) - Homework

Destroying the defender is a position where we capture a piece that has been performing a defensive role. After capturing the piece, we can take the advantage of the positional weakness created by the absence of the defender. It is also known as undermining.

The following example will give a better explanation:

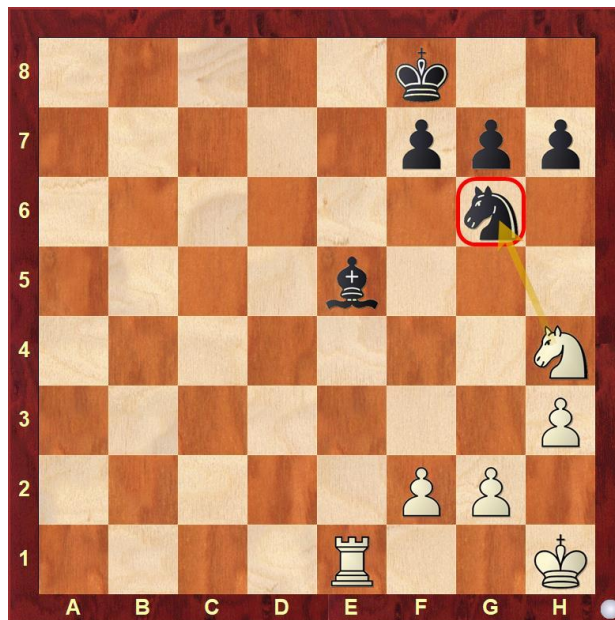
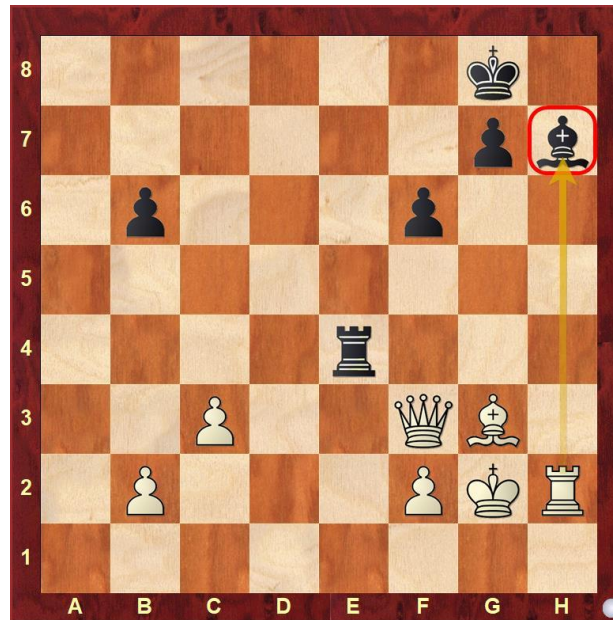


Diagram 12.1

In diagram 12.1, the white rook attacks the black bishop on e5, but the bishop is defended by the black knight on g6. Exchanging the rook for the bishop would be a bad trade but white can win a piece by removing the defender. Therefore, 1. Nxg6+ hxg6 2. Rxe5. Since the defending knight has been eliminated first the white can capture the bishop safely.

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**Diagram 12.2**

In diagram 12.2, the white Queen attacks the black rook on e4, but the rook is defended by the black bishop on h7. Exchanging the queen for the rook would be a bad trade but white can win a piece by removing the defender. Therefore, 1. Rxh7 Kxh7 2. Qxe4. Since the defending bishop has been eliminated first the white can capture the rook safely.

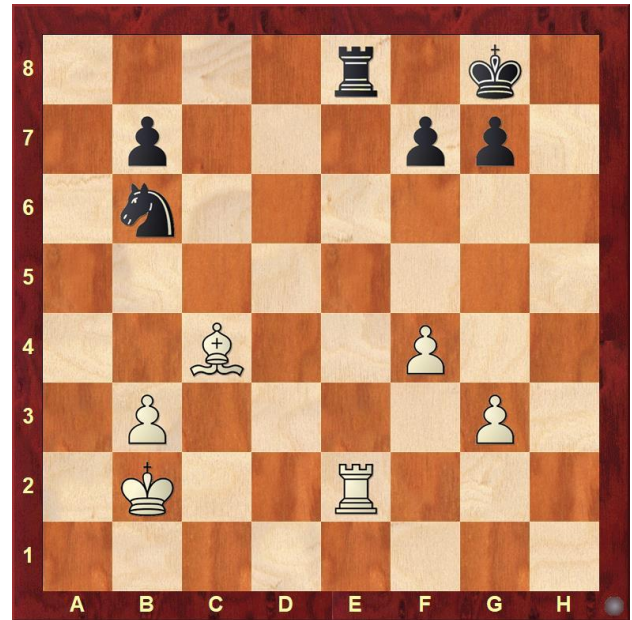
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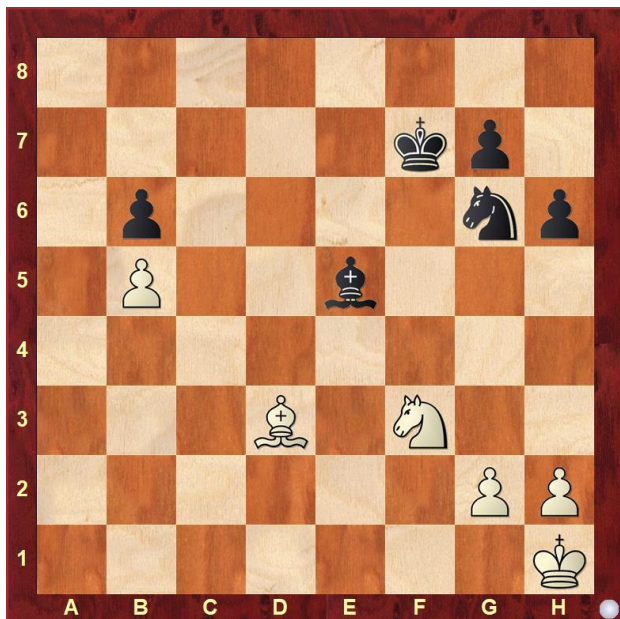
1. White to play and destroy the defender



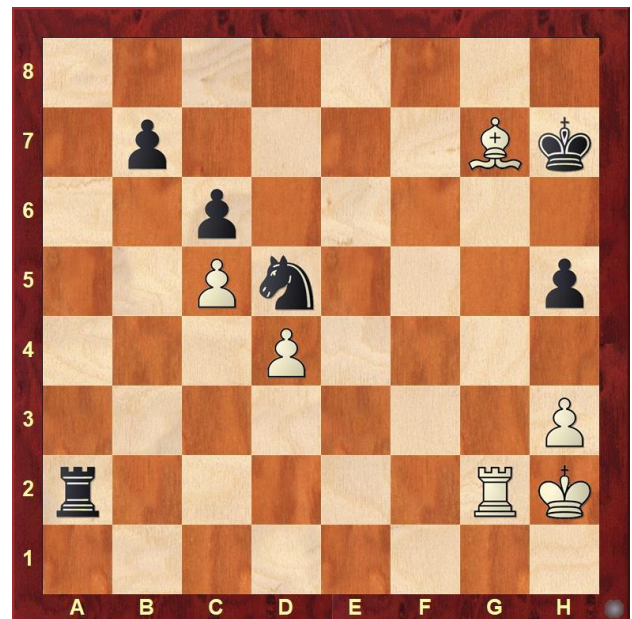
2. Black to play and destroy the defender



3. White to play and destroy the defender



4. Black to play and destroy the defender

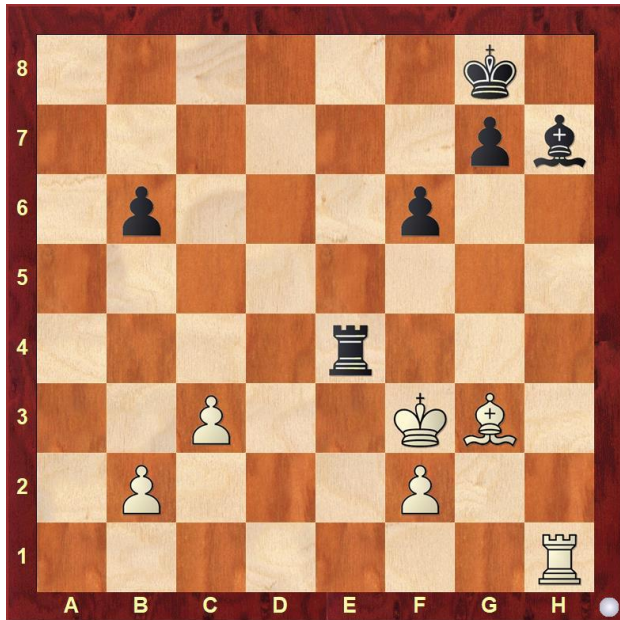




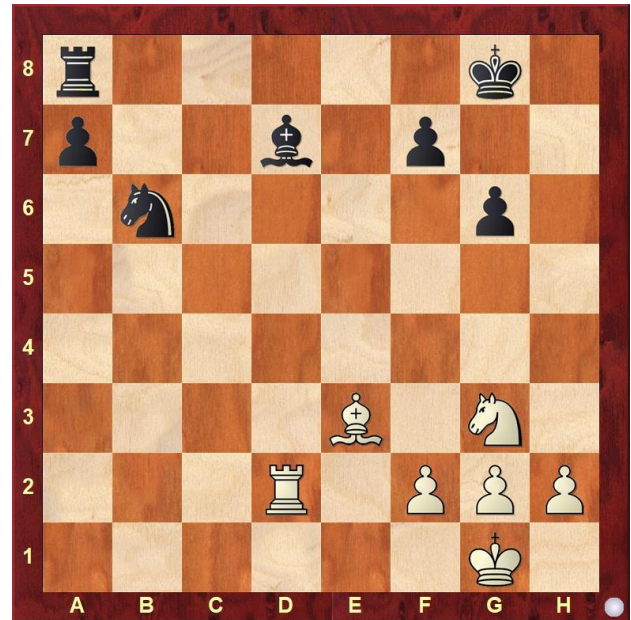
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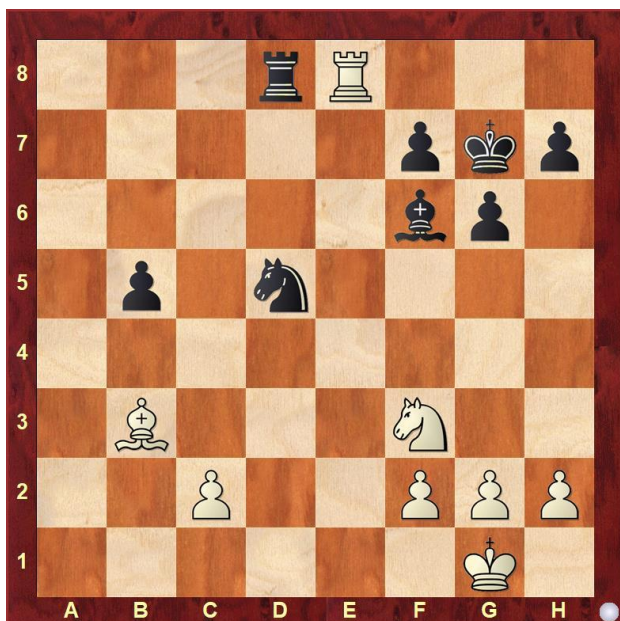
5. White to play and destroy the defender



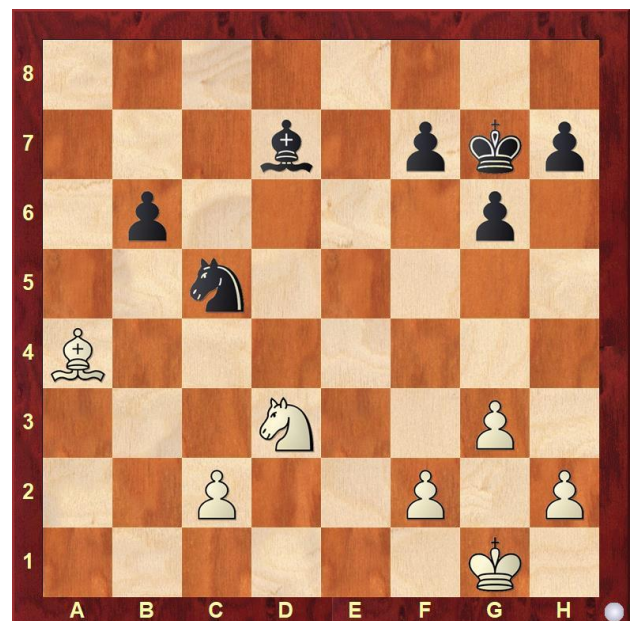
6. White to play and destroy the defender



7. White to play and destroy the defender



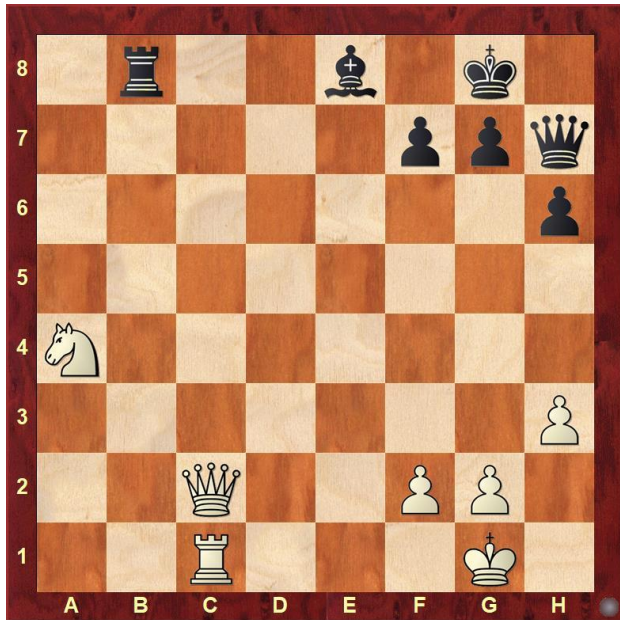
8. White to play and destroy the defender



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9. Black to play and destroy the defender



10. White to play and destroy the defender

