BEGINNER LEVEL - 2 (Part A)

- ➢ Trapping
- ➢ Forks
- ➢ Pins
- ➢ Skewers
- ➢ Back Rank

Name:

Grade:

Trainer Name:

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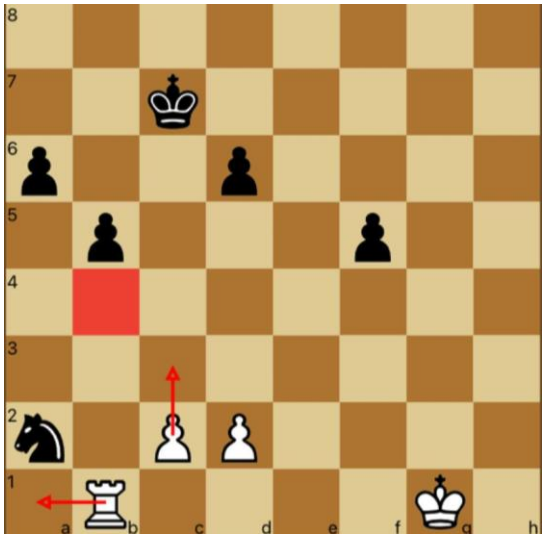
TRAPPING

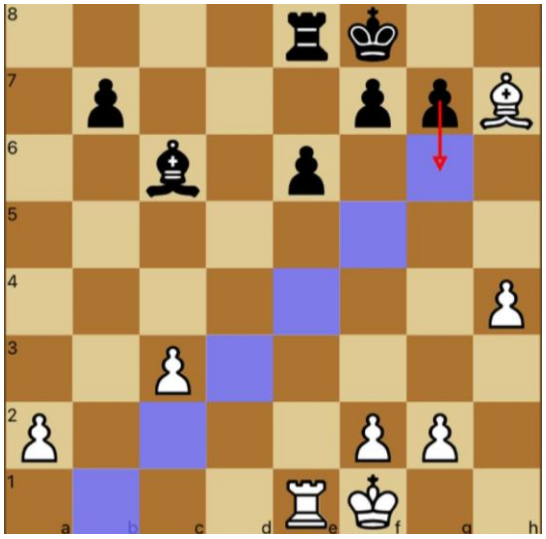
Blocking all the escaping squares of the piece and then killing it is called trapping a piece.

First, we consider any piece and look for the squares he can move to. Then we block the squares. At last we attack the piece and win it.

If the piece already has no squares to move, that is already trapped, then we just attack that piece and capture it in the next move.

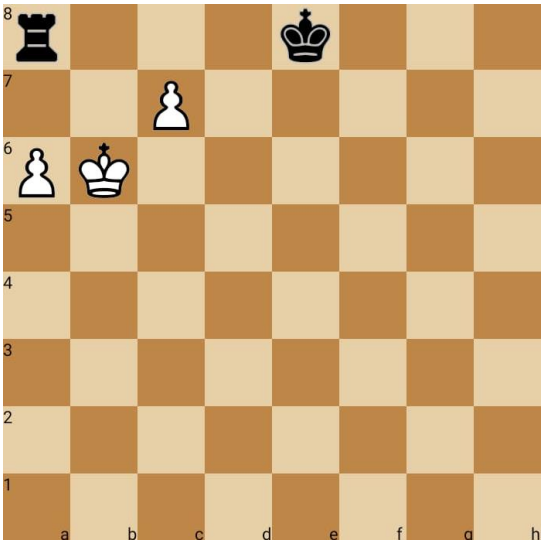


In the first position, Knight can only move b4 square, so we block the square by attacking it by moving pawn to c3. Now the knight cannot move anywhere, so no matter any move is played by black we play Ra1, attack the knight then capture it next move.



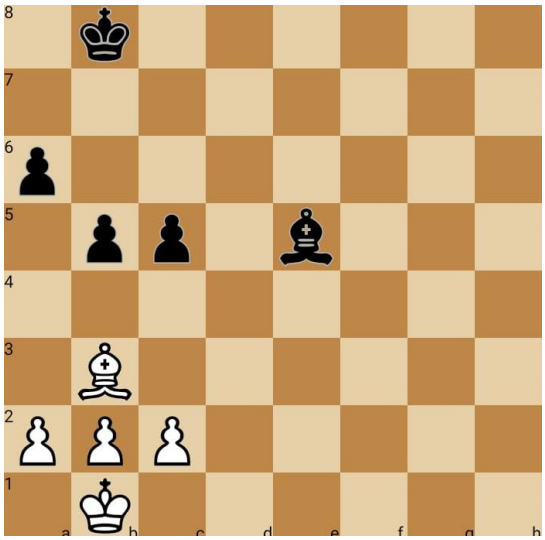
In the second position, Bishop has only one diagonal to move as highlighted, so we block that by moving pawn to g6. Now the Bishop cannot move anywhere, so we attack the Bishop by moving King to g7 square and then capture it next move.

Solve the following puzzles



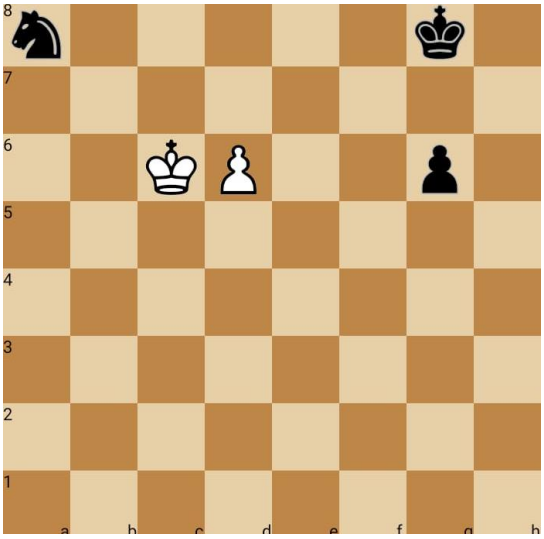
1.White to play

No.	White	Black
1		
2		
3		
4		



2. Black to play

No.	White	Black
1		
2		
3		
4		



3.White to play

No.	White	Black
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2		
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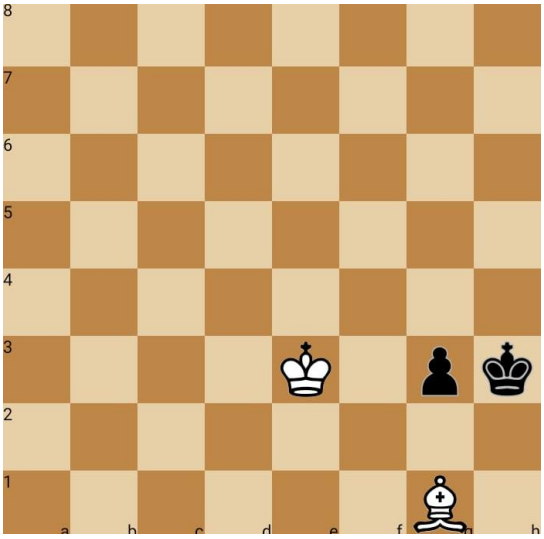
4		



4.Black to play

No.	White	Black
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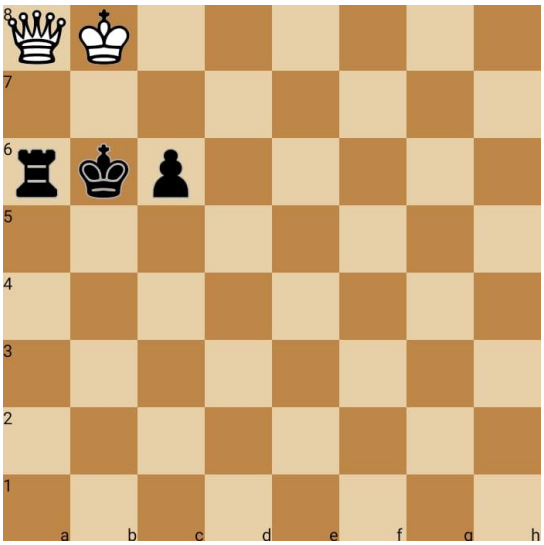
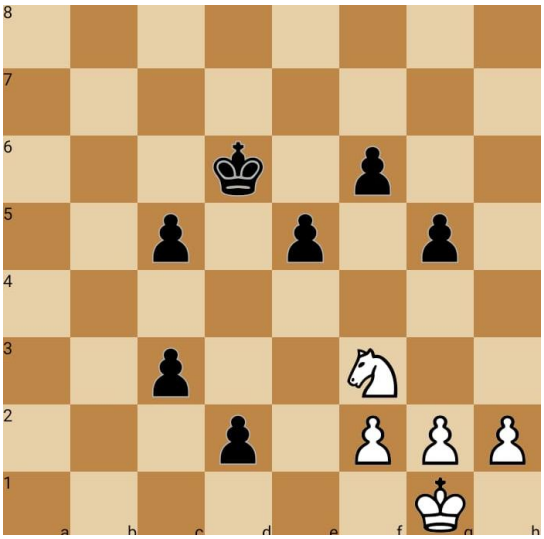
4		



5.Black to play

No.	White	Black
1		
2		
3		
4		



6.Black to play

No.	White	Black
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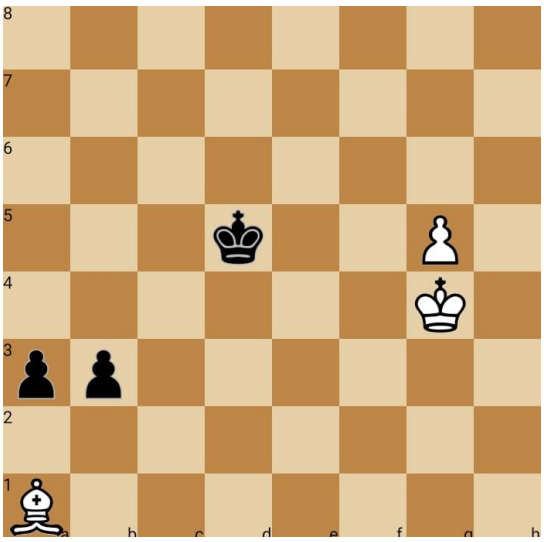
3		
4		



7.Black to play

No.	White	Black
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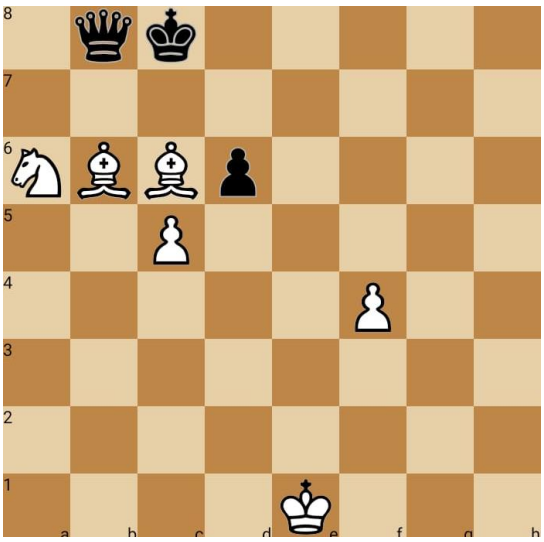
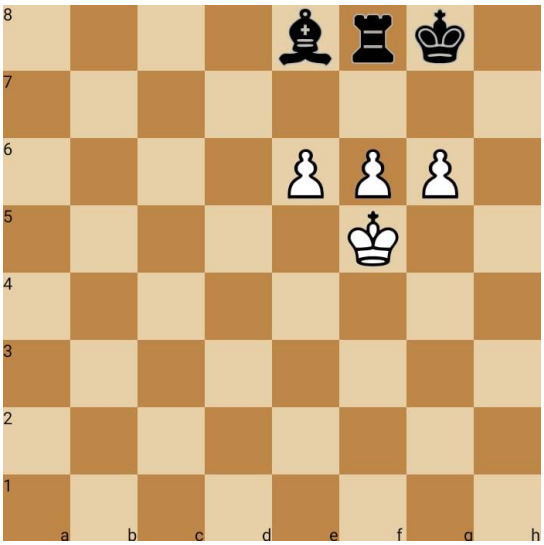
2		
3		
4		



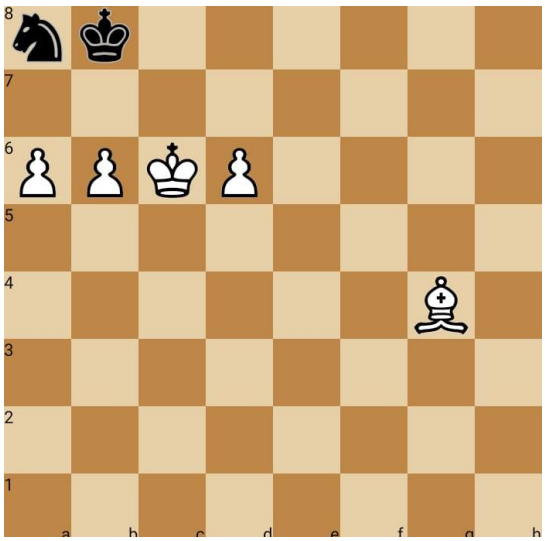
8.White to play

No.	White	Black
1		
2		
3		
4		



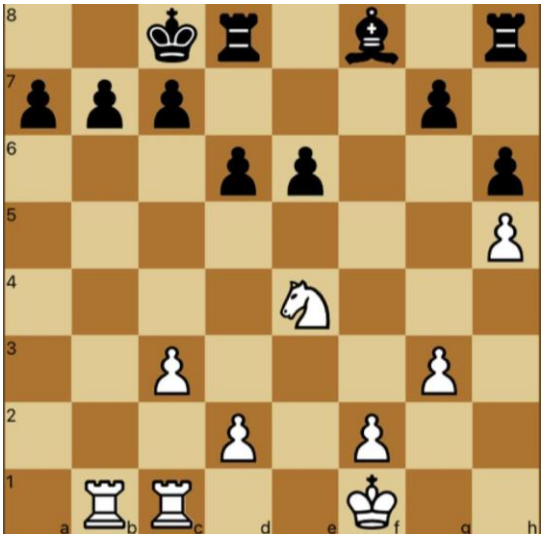
9.White to play

No.	White	Black
1		
2		
3		
4		



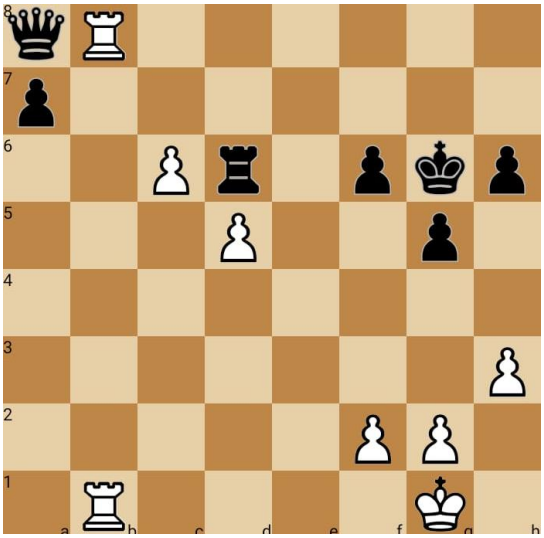
10.White to play

No.	White	Black
1		
2		
3		
4		



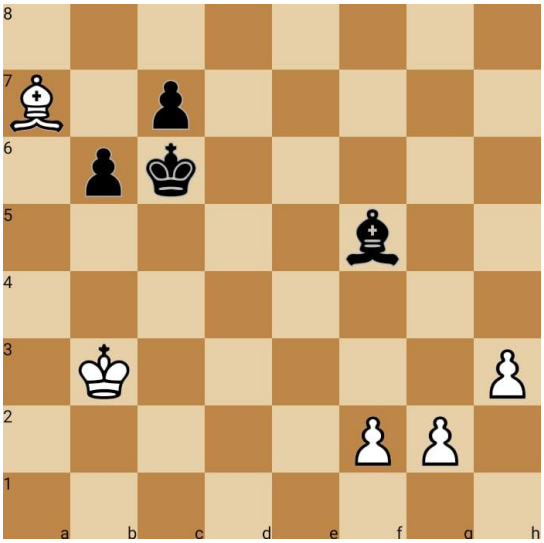
11.Black to play

No.	White	Black
1		
2		
3		
4		



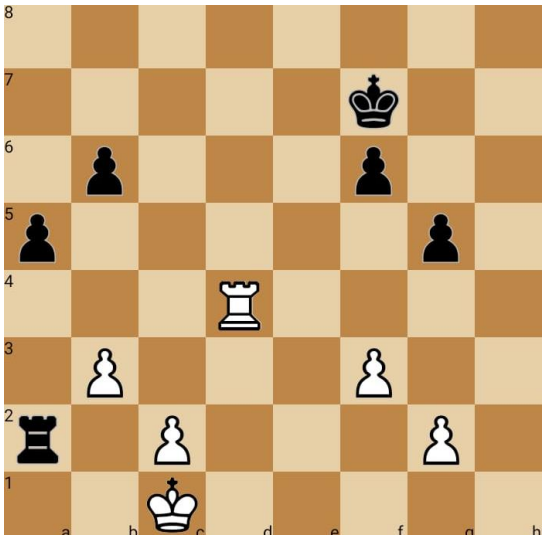
12.White to play

No.	White	Black
1		
2		
3		
4		



13.Black to play

No.	White	Black
1		
2		

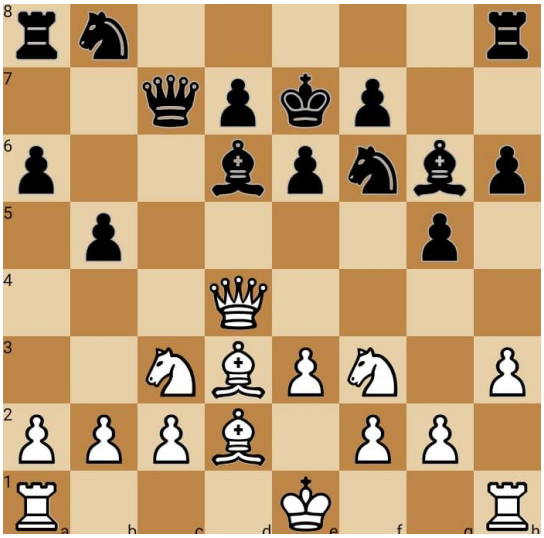


14.White to play

No.	White	Black
1		
2		

3		
4		

3		
4		



15.Black to play

No.	White	Black
1		
2		
3		
4		

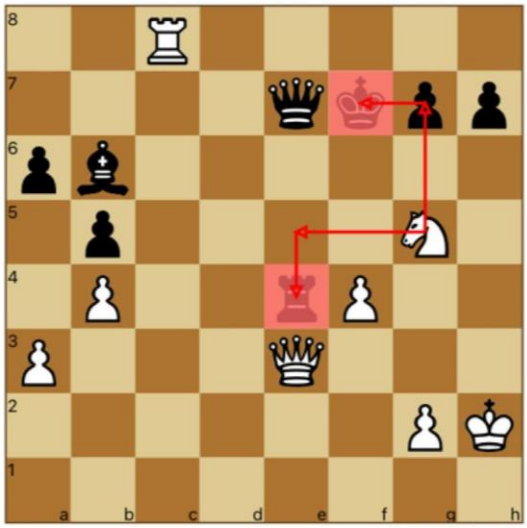
16.White to play

No.	White	Black
1		
2		
3		
4		

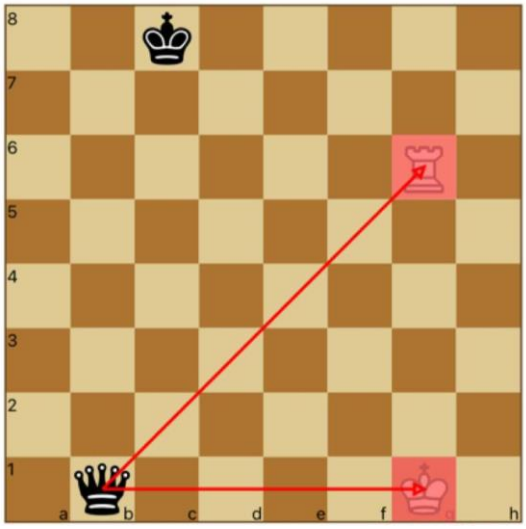
FORKS

When a piece is attacking two or more pieces its called as fork. One can fork equal valued pieces or differently valued pieces. In a fork, one usually saves more important piece and loses less valued piece. Knight forks are more occurring during the game.

In the following fig

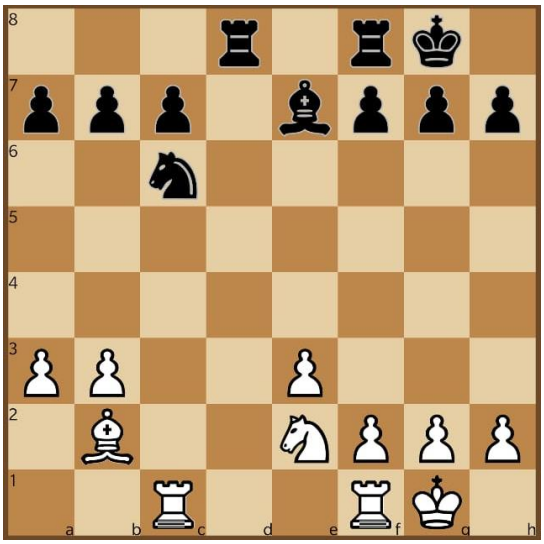


Knight is attacking king, rook and pawn. Since it is check to the king, he has to move the king hence white wins rook. This type is called knight fork.



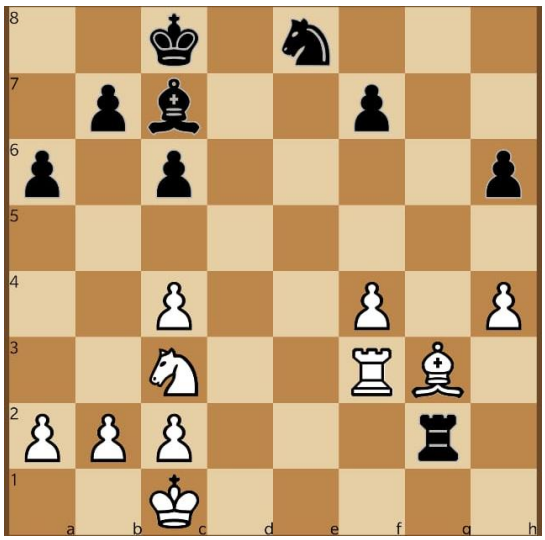
In this position Queen is attacking king and a rook, this is called double attack. **Double attack** is also a type of fork.

Solve the following puzzles



1.White to play

No.	White	Black
1		
2		
3		
4		



2.Black to play

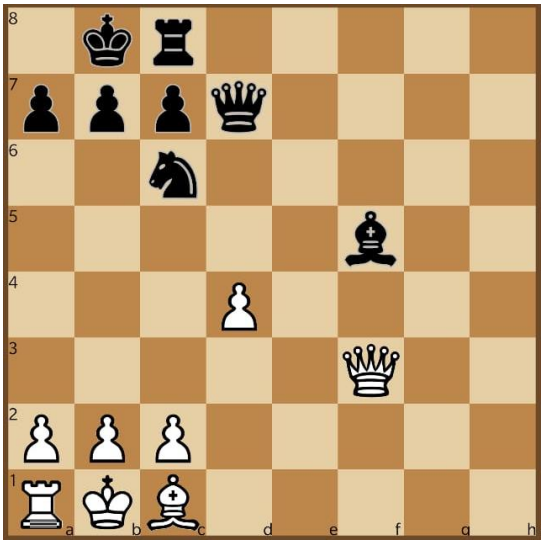
No.	White	Black
1		
2		
3		
4		

3.White to play

No.	White	Black
1		
2		
3		
4		

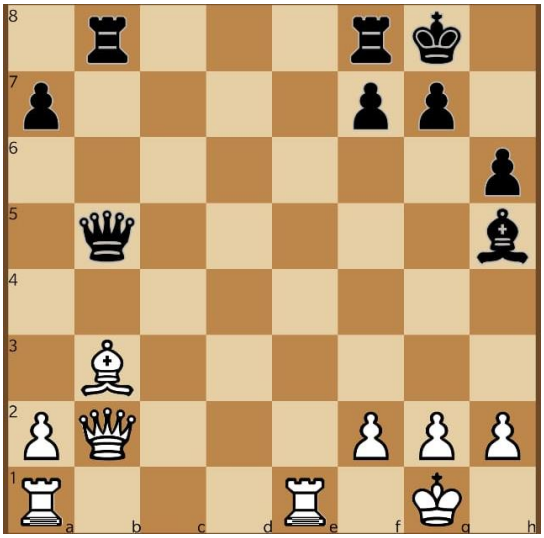
4.Blackto play

No.	White	Black
1		
2		
3		
4		



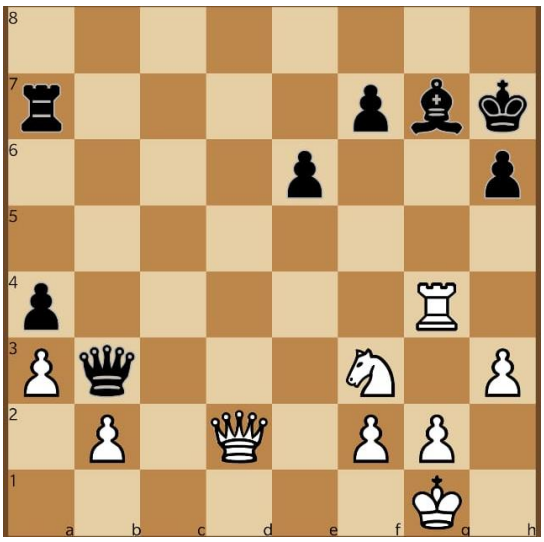
5.Black to play

No.	White	Black
1		
2		
3		
4		



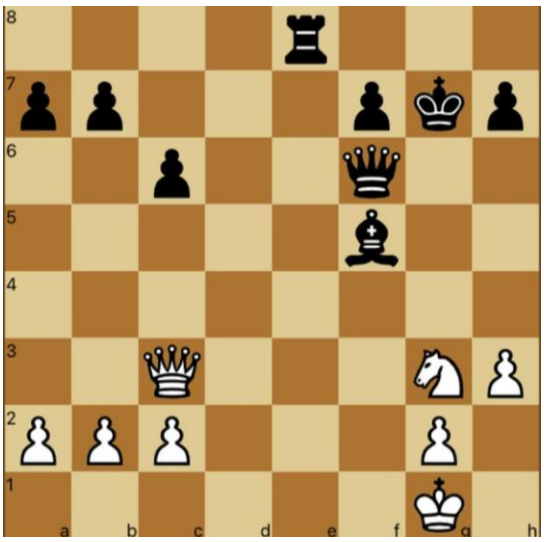
6.White to play

No.	White	Black
1		
2		
3		
4		



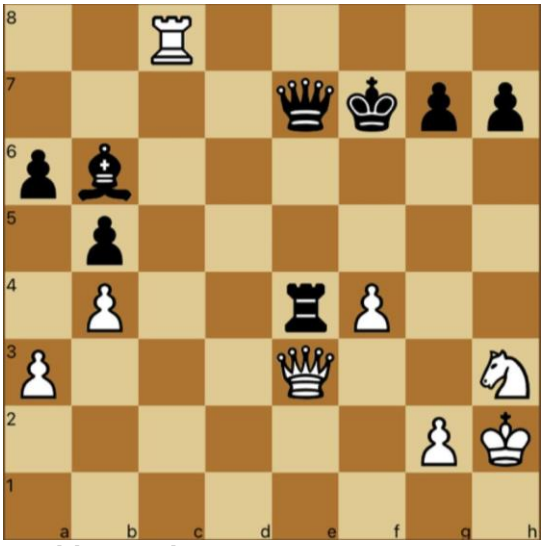
7.White to play

No.	White	Black
1		
2		
3		
4		



8.White to play

No.	White	Black
1		
2		
3		
4		

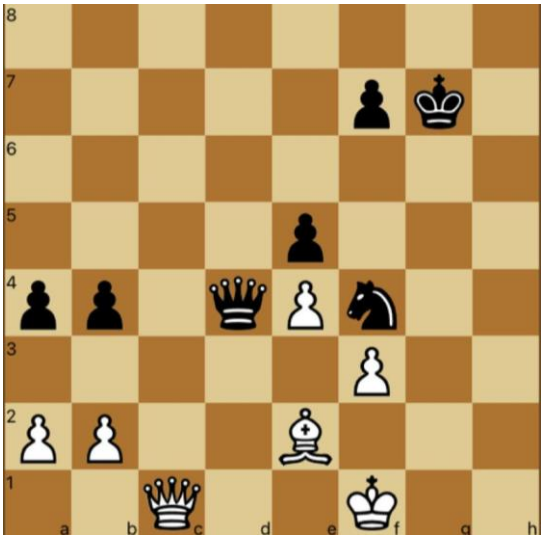


9.White to play

No.	White	Black
1		
2		
3		
4		

10.Black to play

No.	White	Black
1		
2		
3		
4		



11.Black to play

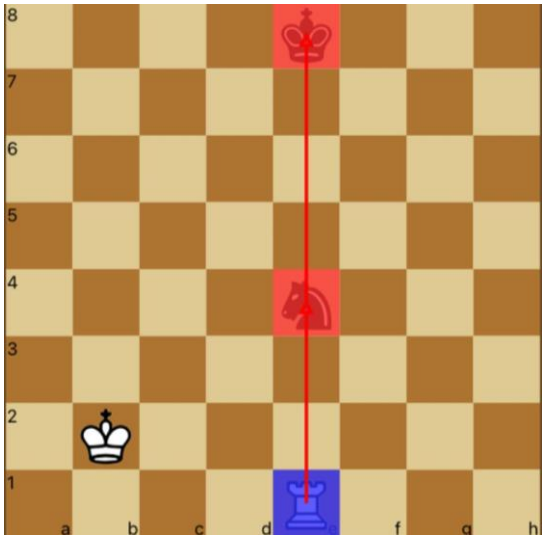
No.	White	Black
1		
2		
3		
4		

12.Black to play

No.	White	Black
1		
2		
3		
4		

PINS

When a piece cannot move because it exposes more valuable piece, this situation is called as pin.
In simple words, when a weaker piece is in front, stronger piece is behind, the weaker piece is attacked and all are in same line.



In the above figure, Rook on d1 square is attacking the Knight on d4 square. Now the knight cannot move because it will expose the Black King and it will be a check. So we call Knight is **pinned piece**. Here weaker piece is knight, stronger piece is King, so Rook is attacking the knight and we can see that all three pieces are in same line.

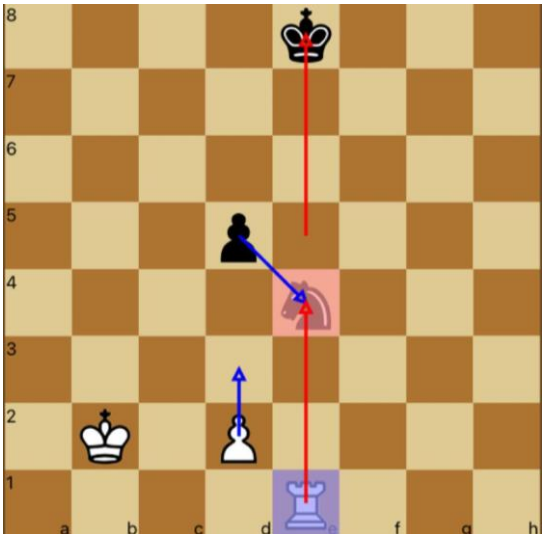
How to do a pin?

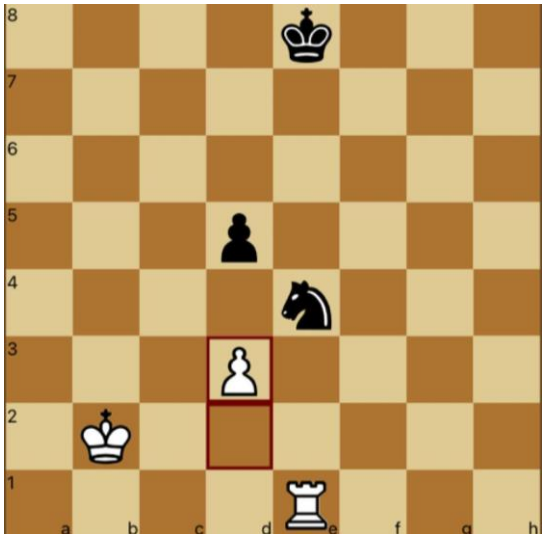
- ➢ First find the two pieces that are in same line
- ➢ attack the weaker piece along the same line.

PINNED PIECE CANNOT MOVE, IF IT DOES SO YOU WILL LOSE STRONGER PIECE.

Sometimes we see that even though piece is pinned we cannot capture because you gain and lose equal points or more points. In this case we increase the number of attackers on the pinned piece. This is called **Piling upon the pinned piece.** So when this is the case we attack the pinned piece with less valued piece.

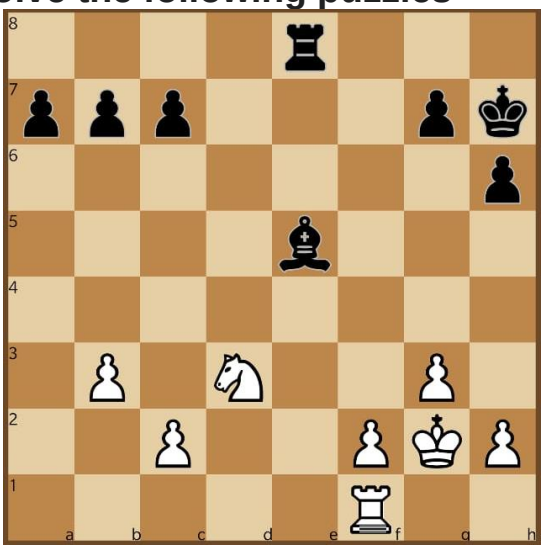
Let us see this with an example





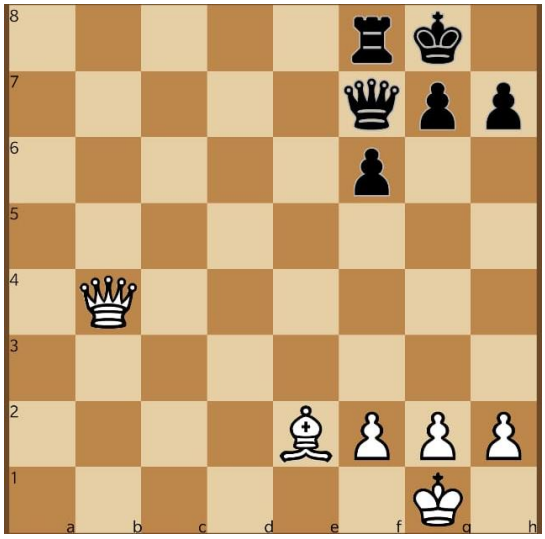
So here the rook is pinning the knight, but he cannot capture it because he loses 5 points for 3 points. So he increases the attacker on the pinned piece knight with less valued pawn in the above example, d3. So next move he can capture dxNe4.

Solve the following puzzles



1.White to play

No.	White	Black
1		
2		
3		
4		



2.White to play

No.	White	Black
1		
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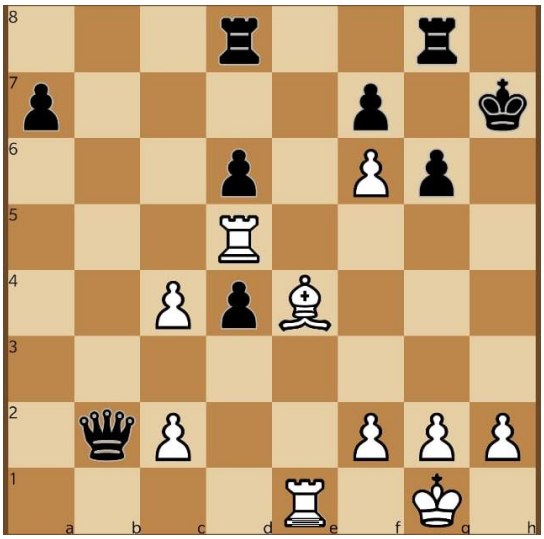
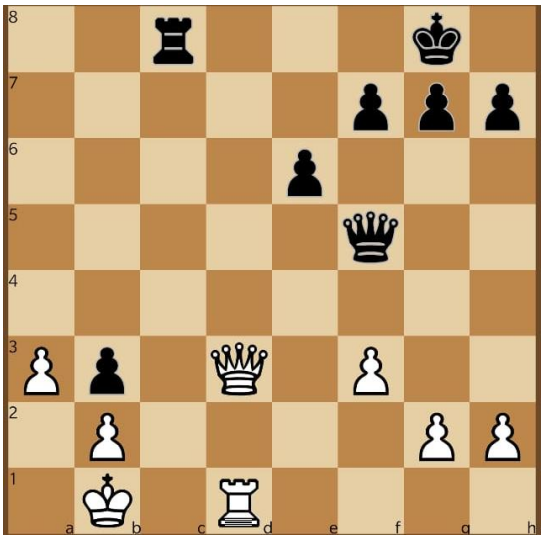


3.White to play

No.	White	Black
1		
2		
3		

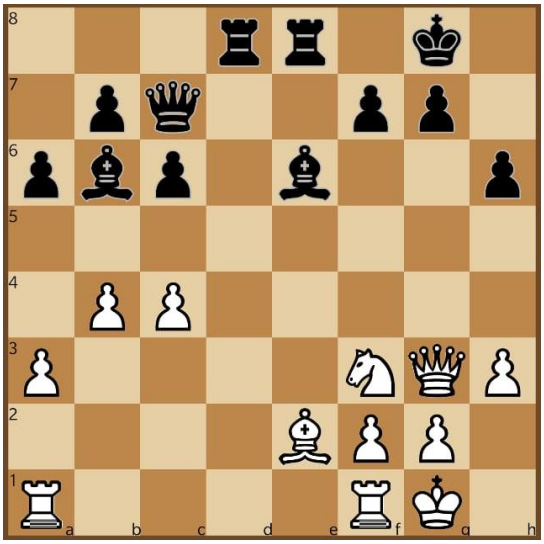


4.Black to play

No.	White	Black
1		
2		
3		

4		

4		



5.Black to play

No.	White	Black
1		
2		
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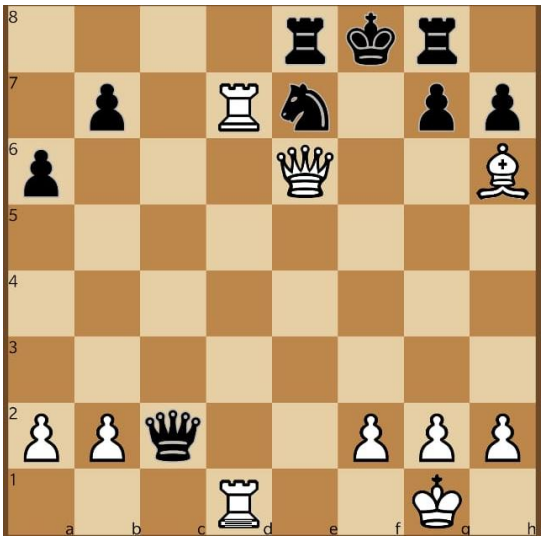
4		

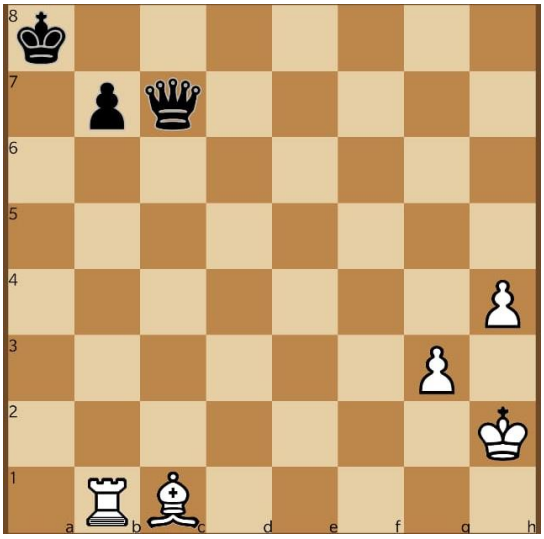


6.White to play

No.	White	Black
1		
2		
3		
4		

7.White to play

No.	White	Black
1		
2		



8.White to play

No.	White	Black
1		
2		

3		
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3		
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9.White to play

No.	White	Black
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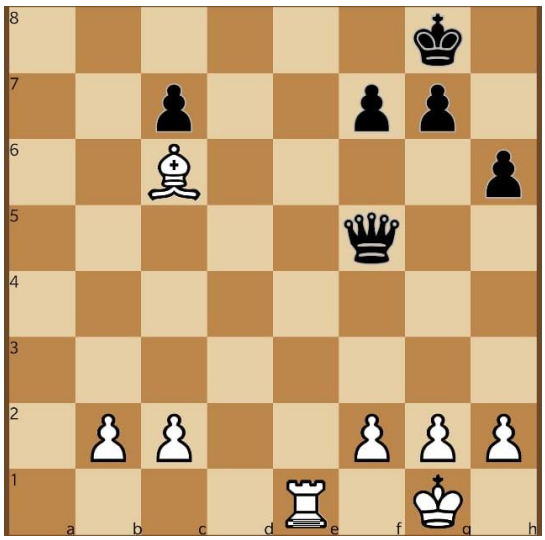
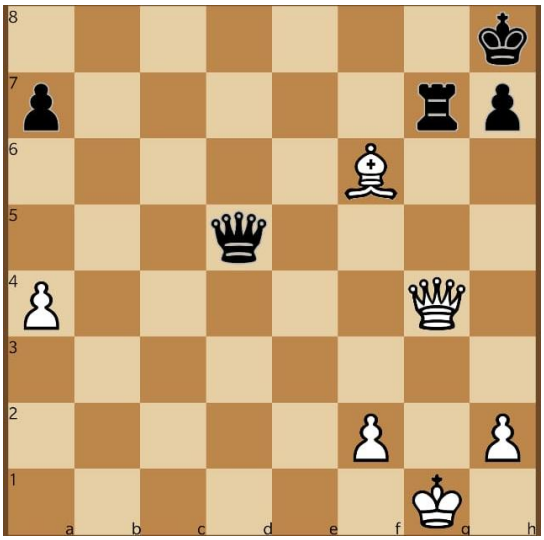


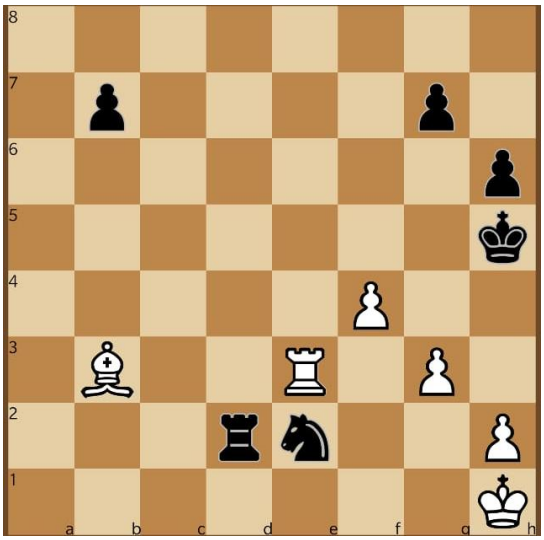
10.White to play

No.	White	Black
1		
2		
3		
4		



11.White to play

No.	White	Black
1		

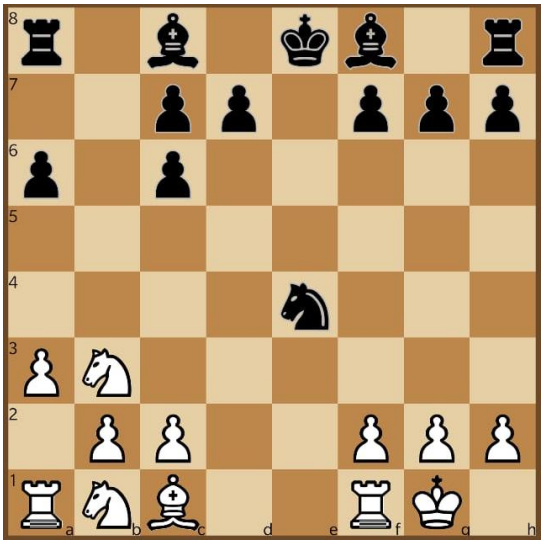


12.White to play

No.	White	Black
1		

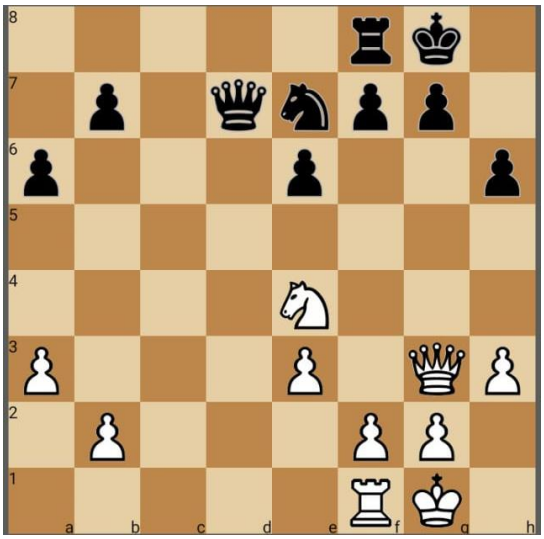
2		
3		
4		

2		
3		
4		



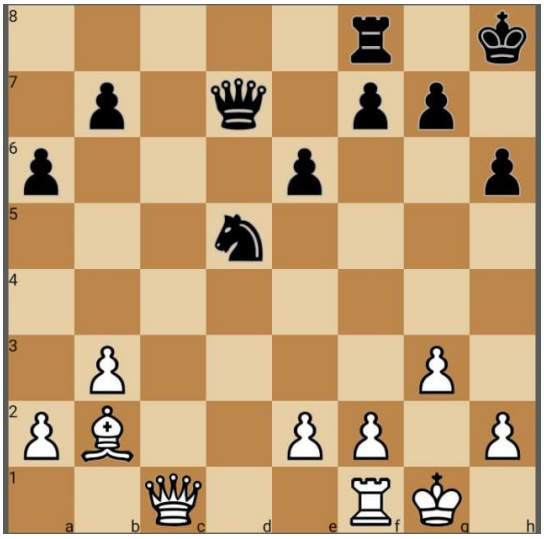
13.White to play

No.	White	Black
1		
2		
3		
4		



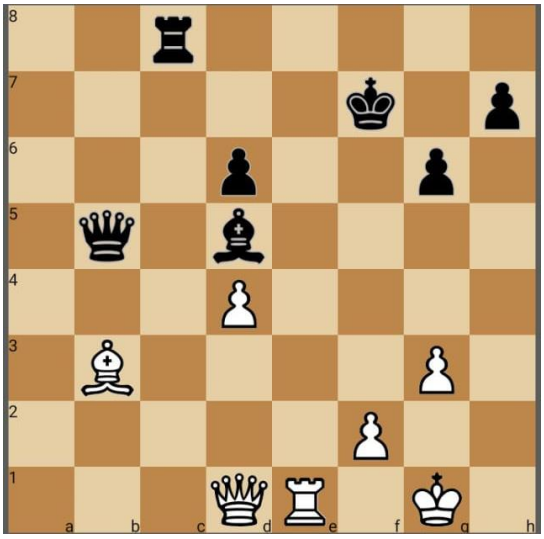
14.White to play

No.	White	Black
1		
2		
3		
4		



15.White to play

No.	White	Black



16.White to play

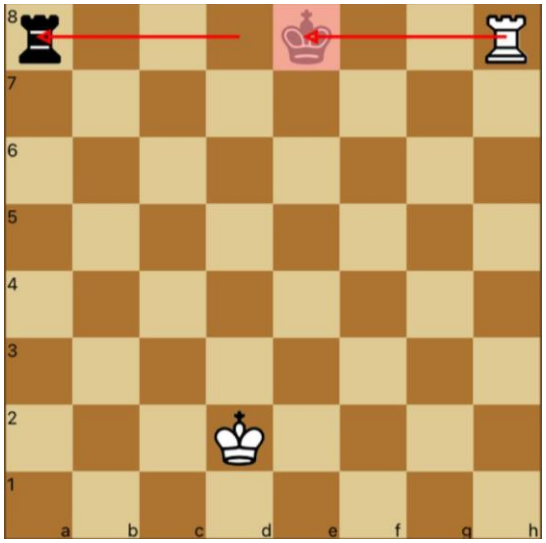
No.	White	Black

1		
2		
3		
4		

1		
2		
3		
4		

SKEWERS

Skewers is reverse pin. When a more valuable piece is moved it exposes a less valuable piece its called **skewer**.
In simple words, **Strong piece at the front, weaker piece behind, stronger piece is attacked in the same line.**

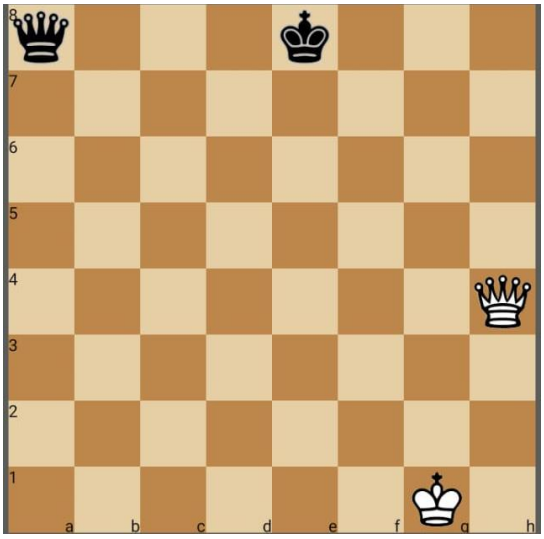


In the above figure, Rook is attacking the king on e8 square. When the king moves it can capture Rook on a8 square. We can see that Rook-King-Rook are in same line.This situation is called as **skewer.**

How to do a skewer?

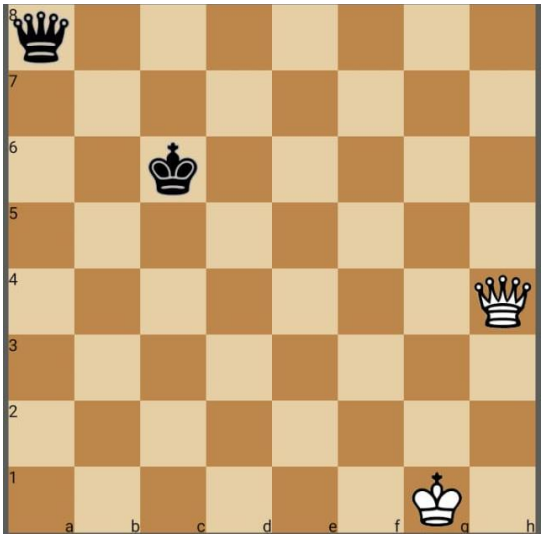
- ➢ First find the two pieces that are in same line
- ➢ attack the stronger piece along the same line.

Solve the following puzzles



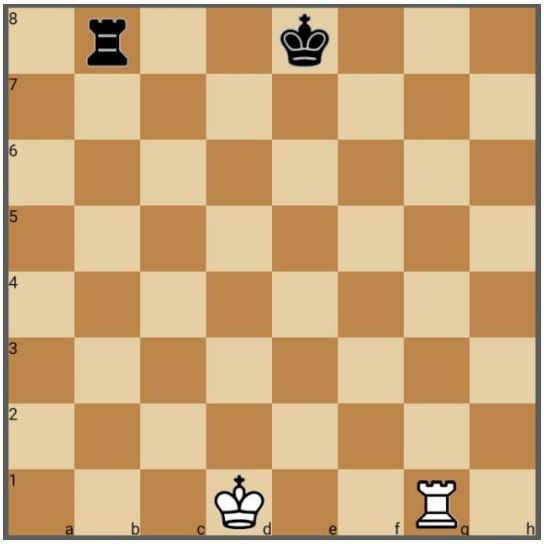
1.White to play

No.	White	Black
1		
2		
3		
4		



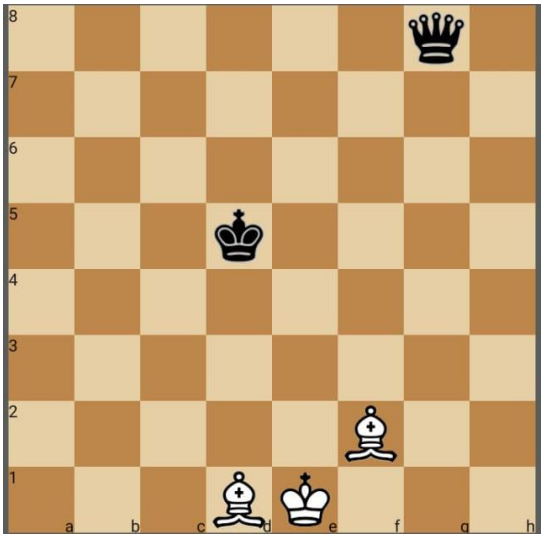
2.White to play

No.	White	Black
1		
2		
3		
4		



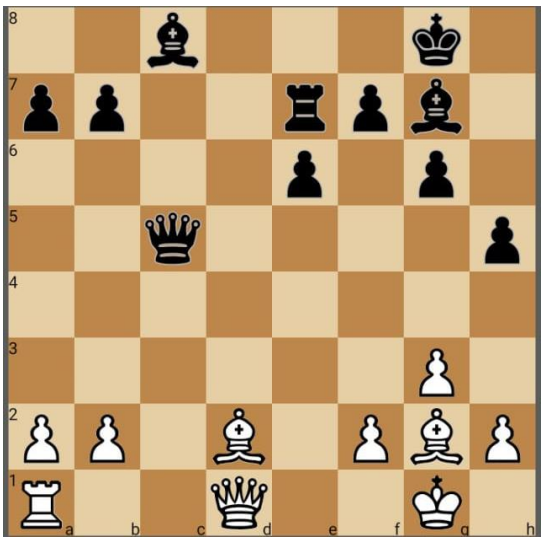
3.White to play

No.	White	Black
1		
2		
3		
4		



4.White to play

No.	White	Black
1		
2		
3		
4		

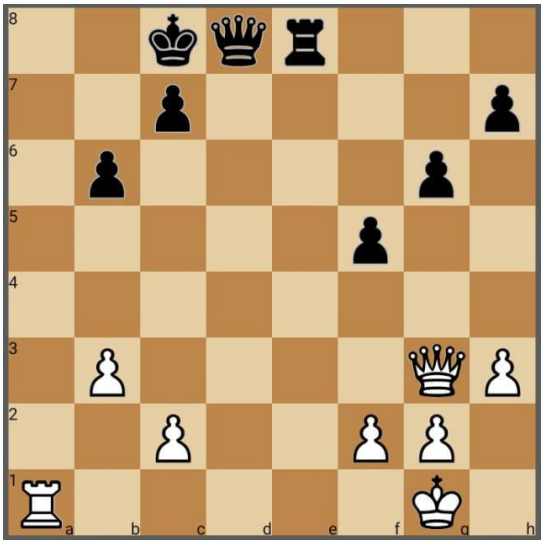


5.White to play

No.	White	Black
1		
2		
3		
4		

6.White to play

No.	White	Black
1		
2		
3		
4		



7.White to play

No.	White	Black
1		
2		
3		

8.Black to play

No.	White	Black
1		
2		
3		

4		

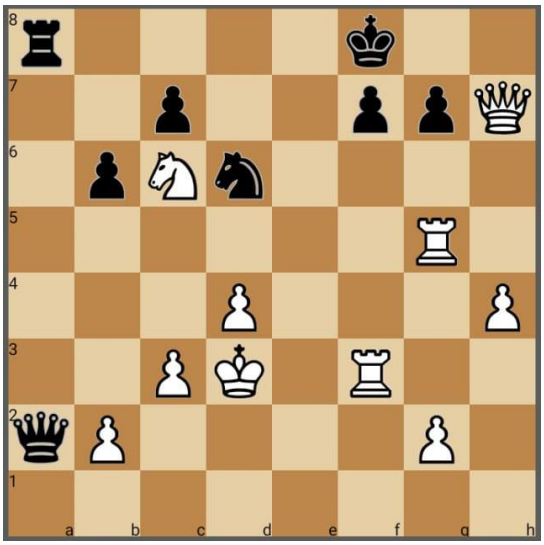
4		

9.Black to play

No.	White	Black
1		
2		
3		
4		

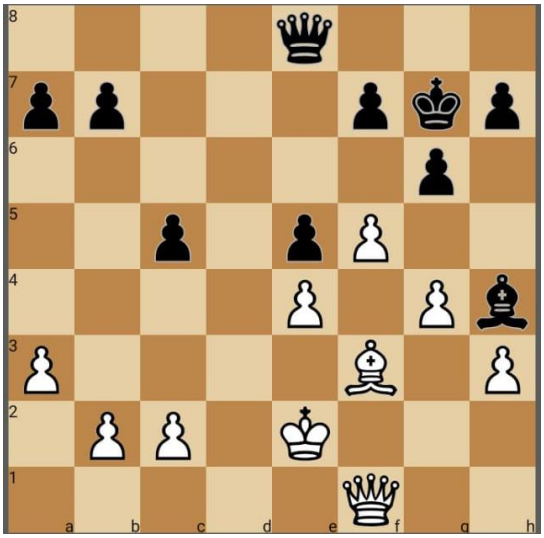
10.Black to play

No.	White	Black
1		
2		
3		
4		



11.Black to play

No.	White	Black
1		
2		

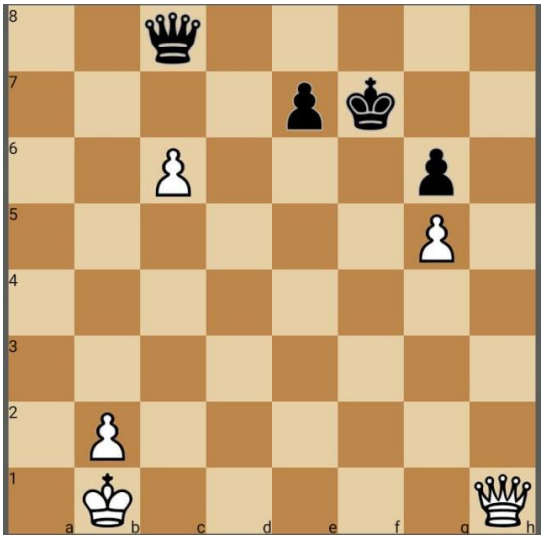


12,Black to play

No.	White	Black
1		
2		

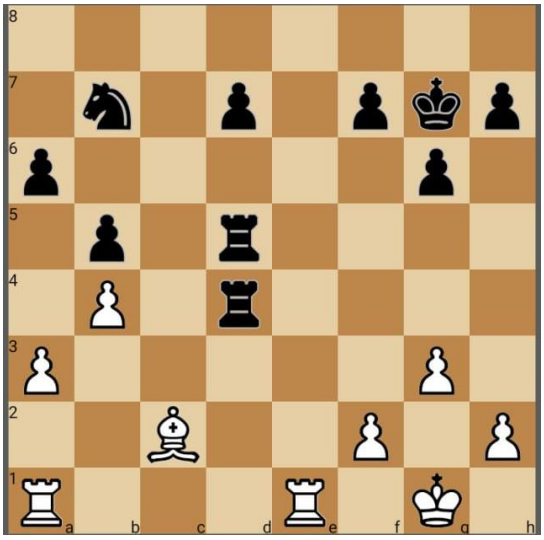
3		
4		

3		
4		



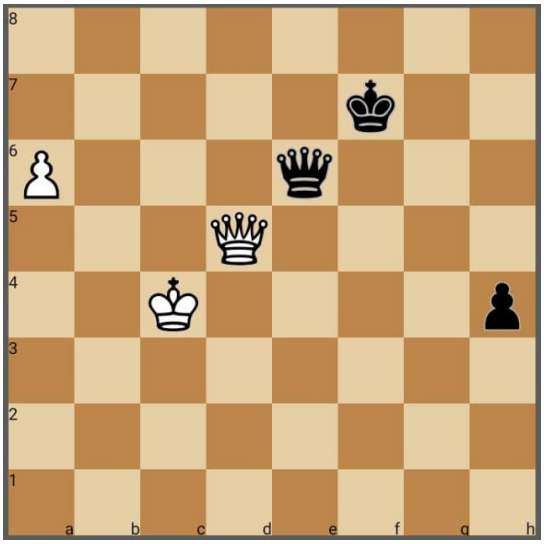
13.White to play

No.	White	Black
1		
2		
3		
4		



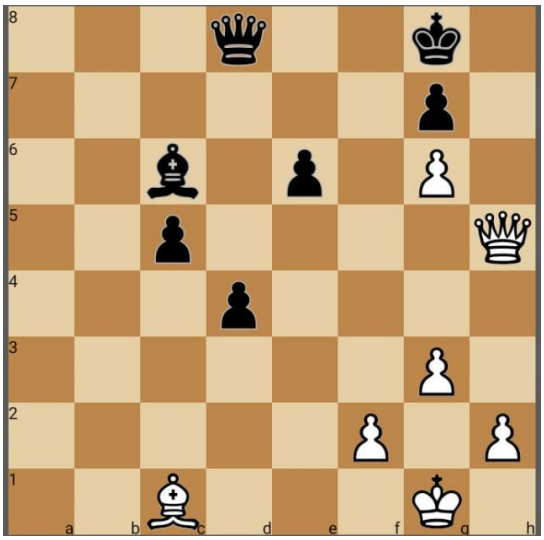
14.White to play

No.	White	Black
1		
2		
3		
4		



15.Black to play

No.	White	Black
1		



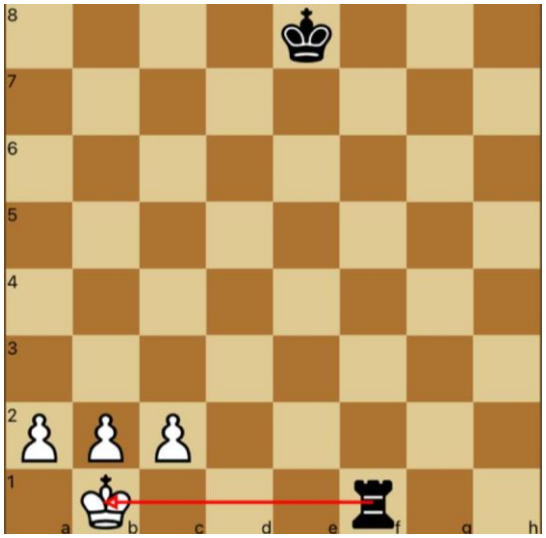
16.White to play

No.	White	Black
1		

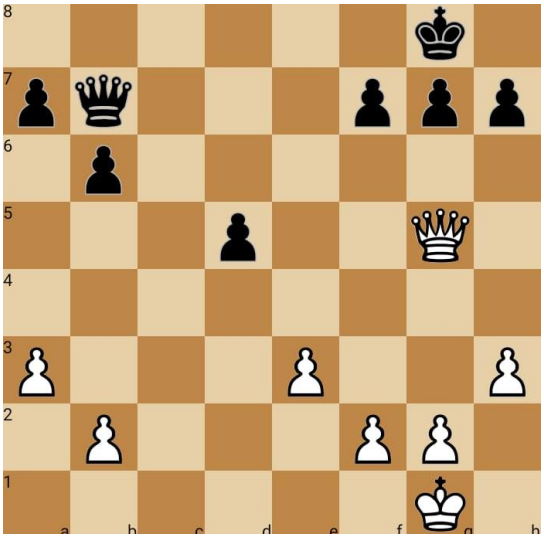
2			2		
3			3		
4			4		

BACK RANK

This is a weakness to the king at the last rank. When the king cannot move out of last rank its called **Back Rank weakness.** Back rank weakness occur once the king is castled. In such weakness the king has a threat of checkmate if he's attacked along the last rank. This is called **Back Rank Mate.**

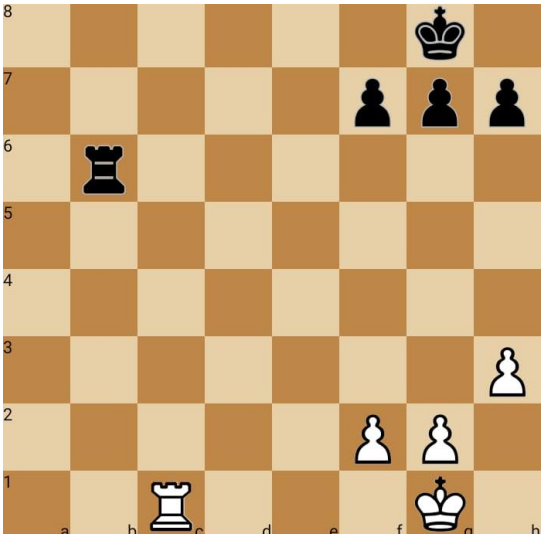


In the above figure, we can see that White king is on the last rank and is attacked by the rook on f1 along the same rank. Now applying the CDE rule we can see that white king is checkmated. This is Back Rank mate.



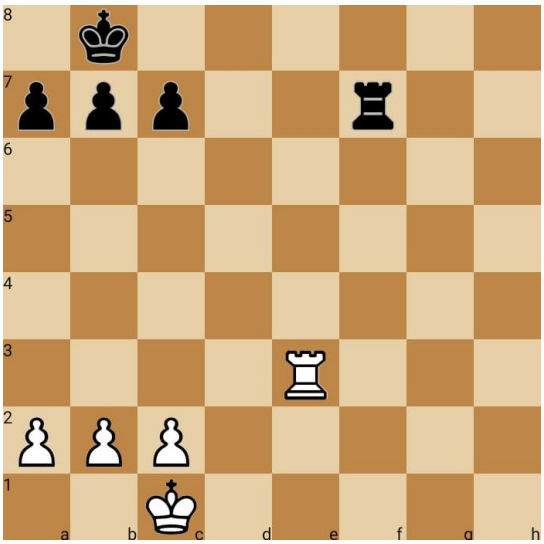
1.White to play

No.	White	Black
1		
2		
3		
4		



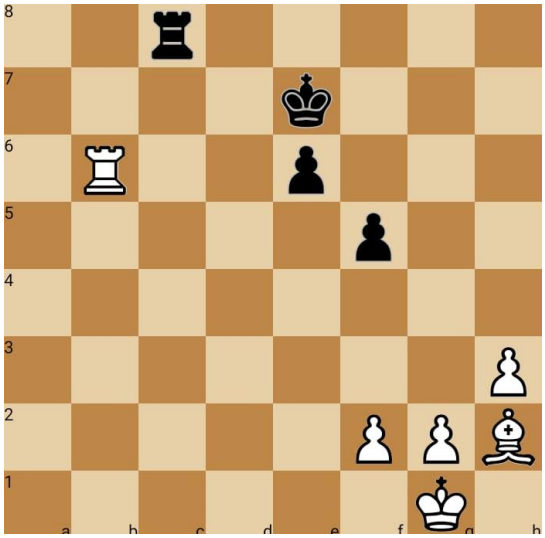
2.White to play

No.	White	Black
1		
2		
3		
4		



3.White to play

No.	White	Black

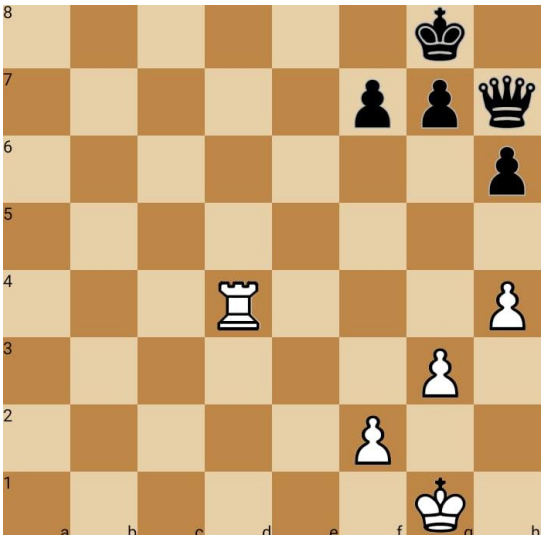


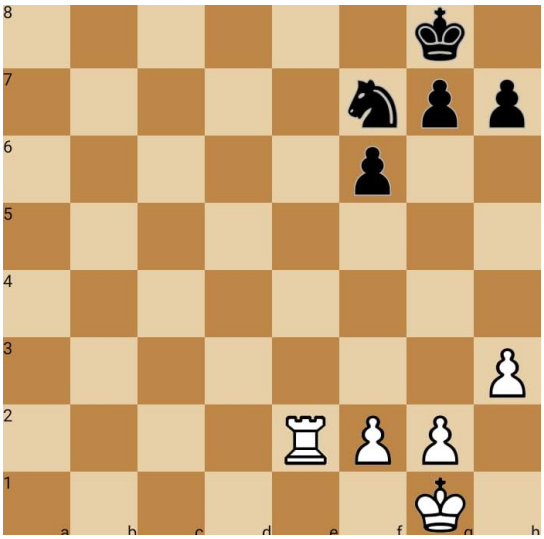
4.Black to play

No.	White	Black

1		
2		
3		
4		

1		
2		
3		
4		



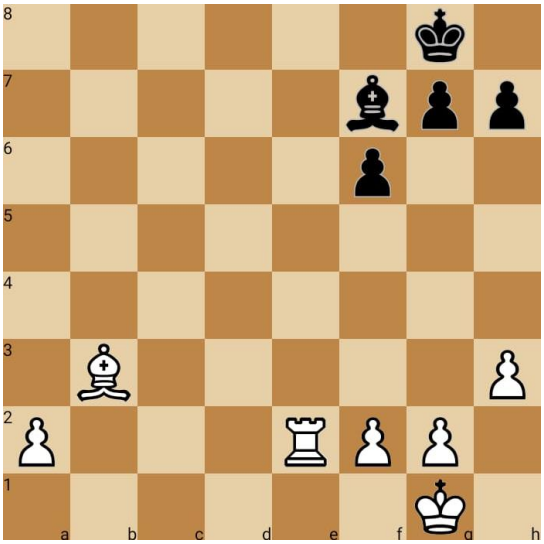


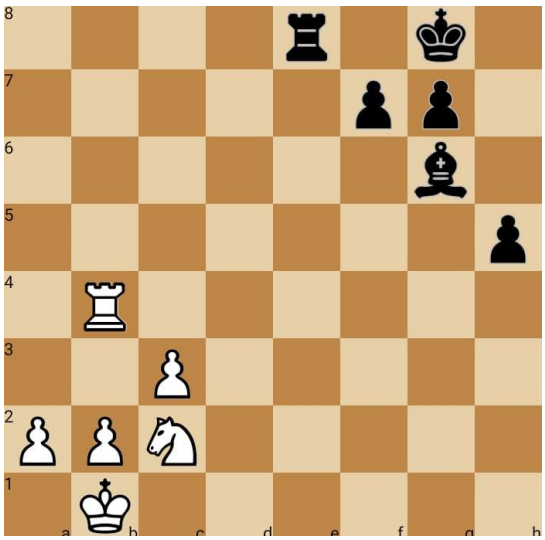
5.White to play

No.	White	Black
1		
2		
3		
4		

6.White to play

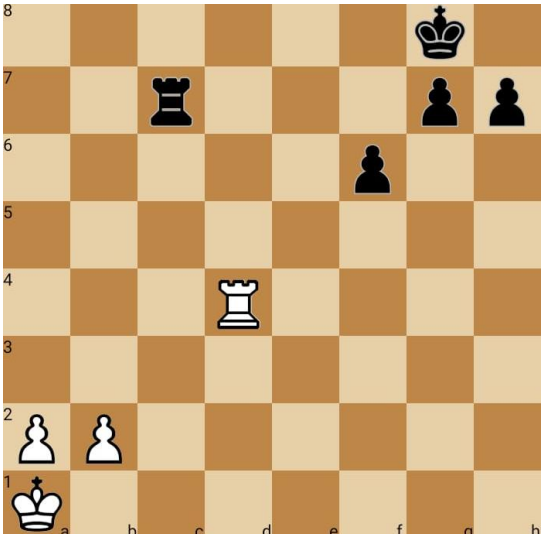
No.	White	Black
1		
2		
3		
4		





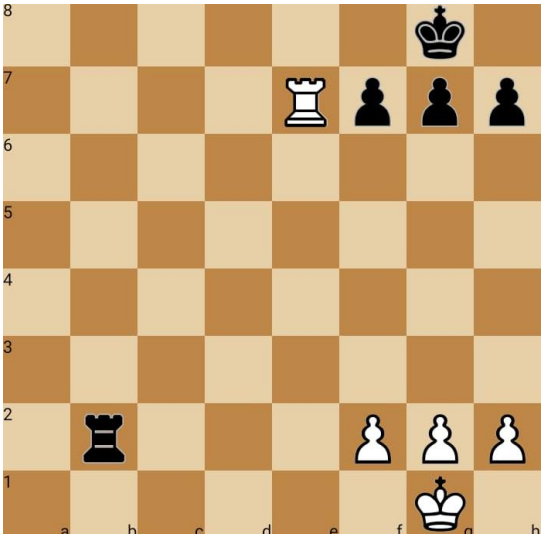
7.White to play

No.	White	Black
1		
2		
3		
4		



8.Black to play

No.	White	Black
1		
2		
3		
4		

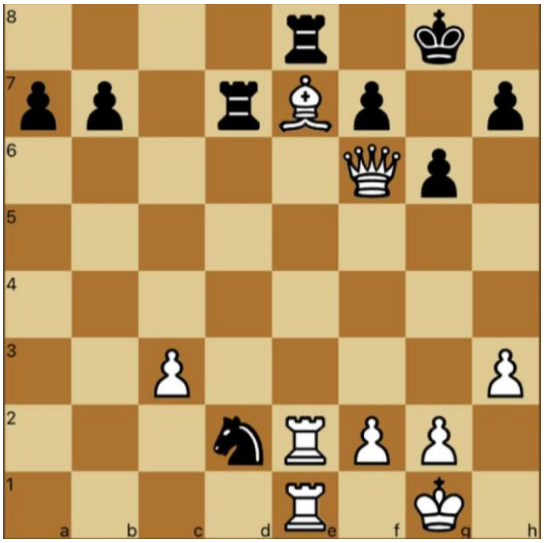


9.Black to play

No.	White	Black
1		
2		
3		
4		

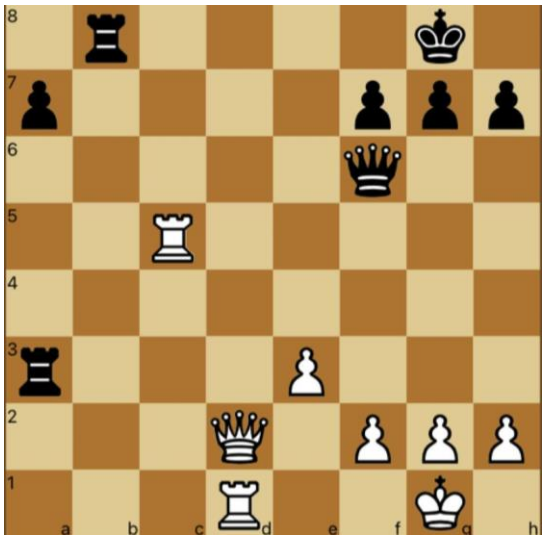
10.White to play

No.	White	Black
1		
2		
3		
4		



11.White to play

No.	White	Black
1		
2		
3		
4		



12.Black to play

No.	White	Black
1		
2		
3		
4		