Trapped Rook

06 December 2023

Introduction

Trapping the opponent's rook can greatly increase our winning chances. However, noticing:

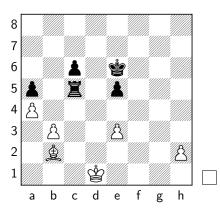
- When we may trap a rook
- When should we trap a rook
- How to take advantage of a trapped rook

may be difficult for players. This article aims to explore these points in both practical and aesthetic dimensions.

The concept in isolation

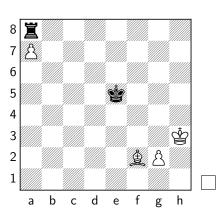
We begin with a few simple examples where the trapped rook is the focus of the position.

Example 1



1 e4! traps the rook. ★d2 and ▲a3 will follow to win the rook and the game.

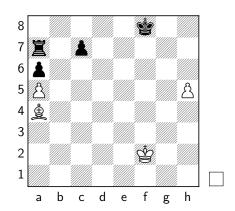
Example 2



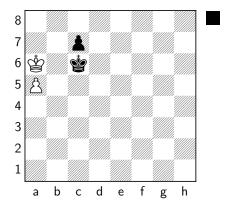
Black is threatening to go into a drawn endgame by sacrificing the rook for the g-pawn. However, White has the resource 1 \(\textit{\alpha}\)g! \(\textit{\alpha}\)f5 2 \(\textit{\alpha}\)b8, and the g-pawn will advance safely.

The next example requires calculation to determine the evaulation of the position.

Example 3



1 **&c6!** traps the rook. Black can win the pawn after 1... **ఫe7** 2 h6 **ఫf6**, but White can go after Black's rook: 3 **ఫg3 ఫg6** 4 **ఫg4 ఫ×h6** 5 **ఫf5 ఫg7** 6 **ఫe6 ఫf8** 7 **ఫd7 ఫf7** 8 **ఫc8 ఫe7** 9 **ఫb8 ఫd6** 10 **ఫ**×a7 **ఫ**×c6 11 **ఫ**×a6



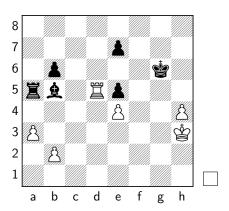
and Black is lost due to his c7-pawn.

Sacrificing in order to trap a rook

The evaluation of a sacrifice to trap the opponent's rook requires careful analysis of the resulting position.

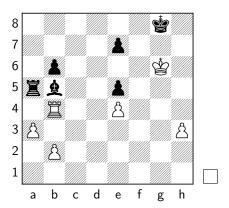
Consider the following positions e-pawn.

Example 4



White must play $1 \stackrel{\square}{=} \times b5!$ to save their position. After $1...\stackrel{\square}{=} \times b5$ 2 b4, Black's rook is trapped and the game is drawn.

Example 5



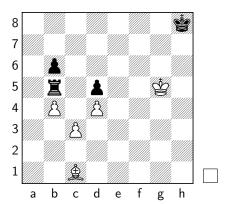
White is lost in position, as after 1 $\mathbb{Z} \times \mathbf{b5} \mathbb{Z} \times \mathbf{b5} 2 \mathbf{b4}$, Black can afford to sacrifice his rook back: 2... $\mathbb{Z} \mathbf{d5!}$. The rook is cannot be taken due to the

Taking advantage of a trapped rook

When a rook is trapped, it can be taken advantaged of by:

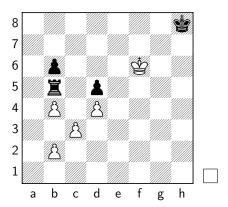
- Playing in the opposite wing (Example 6)
- Winning the rook (Example 7)

Example 6



Black's rook is trapped, however White cannot directly win it. Instead White should play in the opposite wing until the rook is forced to move: 1 堂g6 堂g8 2 急h6 堂h8 3 堂f7 堂h7 4 兔g7. The rook is lost.

Example 7



White can simply head towards Black's rook in this position.

Puzzles

