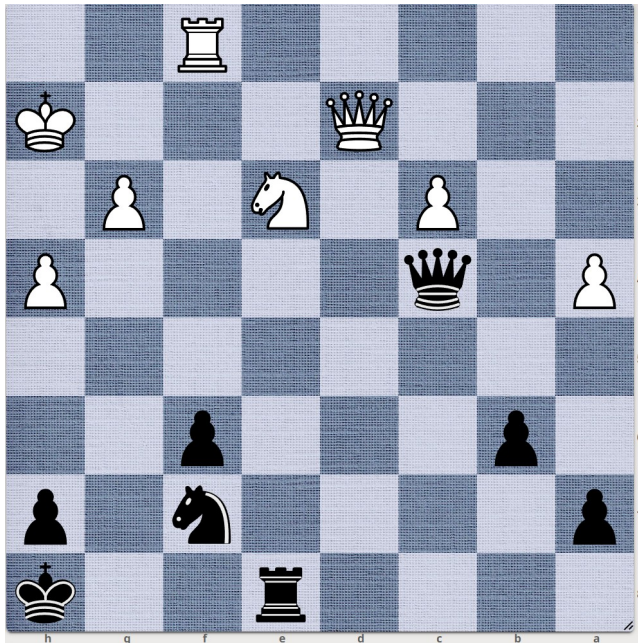




Meltham and Denby Dale Training Pack 1000-1300

Week 2: Remove the Defender

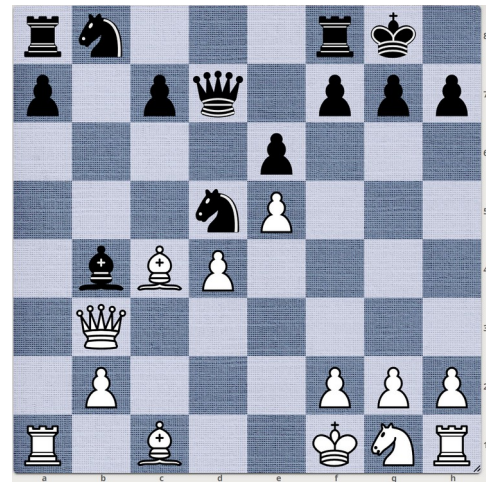


Removing the defender is a great way of winning material, even if it involves sacrificing material on the first move in order to gain material on the second or third move.

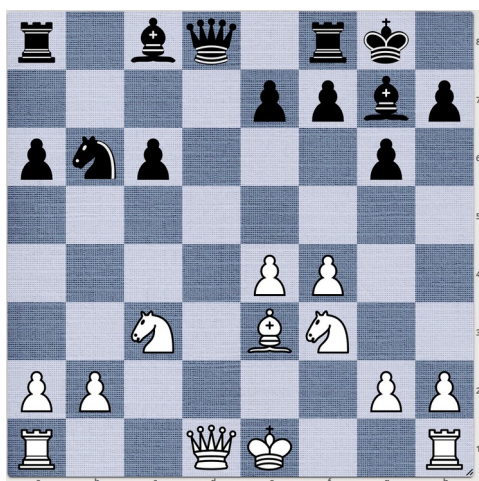
In this position it's Black to move. If we play 1...Rxe3 we sacrifice our rook for a knight, but after White recaptures with 2.Qxe3, the White rook is no longer protected by the knight, and is ours for the taking. We play 2...Qxf1 and we have won a rook and knight in exchange for a rook.

1 – White to move. Remove the defender

2 – White to move. Remove the defender



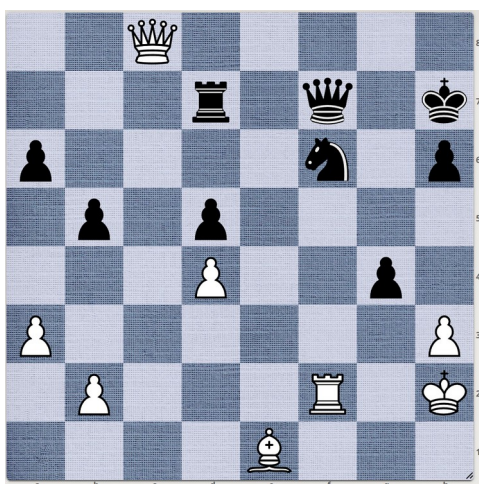
3 – White to move



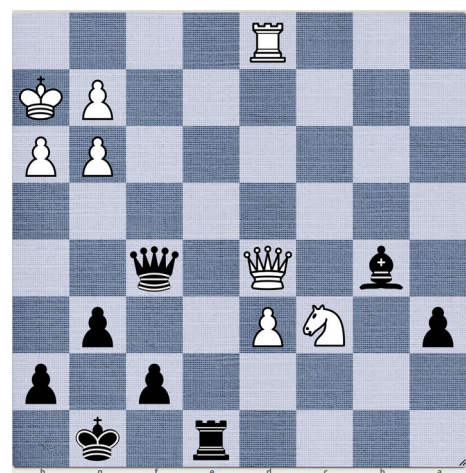
4 – White to move



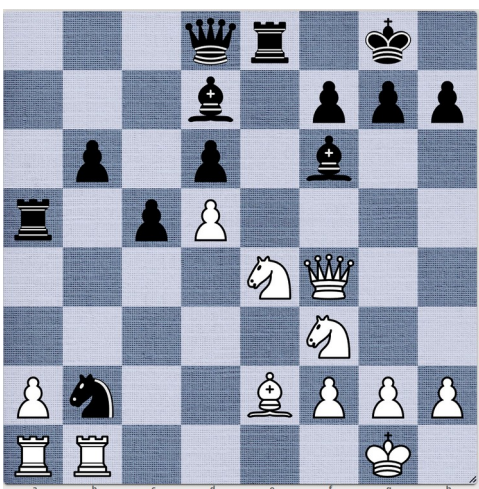
5 – White to move



6 – Black to move



7 – White to move. This is slightly trickier as the tactic involves 3 moves (whereas all the other puzzles so far have involved 2 moves)



8 – White to move. Once again, calculate the next 3 moves

