

## For Beginners!

**FORKS** Forks occur in almost every game played by juniors. A fork is when a piece attacks at least two of the enemy pieces at the same time. Sometimes more than 2 pieces are attacked. Forks can also occur with check when both the enemy King and at least one other piece is attacked. All pieces can give forks - from the mighty King down to the humble Pawn. In position (a) The white Rook forks the two black Bishops while the white Queen attacks the two black Rooks and the Knight! Most importantly the White Knight forks both the Queen and the King (delivering check). In position (b) The Black K forks (attacks) both the white Knight and Bishop, the black Bishop forks the white Knight and Rook while the black Pawn on square d5 attacks both of white's Rooks!

Now try the 2 exercises below (remember to learn how we can 'read' a game chess, it is easy!)

(Answers at bottom of page)

a)



b)



### Problem B5



B5 a) White to fork black's Bishop and Knight with a pawn

b) What white piece and to what square to fork black's Bishop and Queen?

### Problem B6



B6 a) Black to move the Bishop and fork both of white's Rooks

b) What piece (and to where?) can be moved by Black to attack both of white's Rooks and Knights?

## This month's problems - Novice (answers next month)

### Problem N15



N15 White to play - what is the winning move?

### Problem N16



N16 How does White force checkmate?

## This month's problems - Intermediate (answers next month)

### Problem I15



I15 White to play - can you see a way to either checkmate or win Black's Queen?

### Problem I16



I16 White to play and win a piece!

## Solution to last month's problems - Novice

### Problem N13



N13a) Black to play – with checkmate in 2!

### Problem N14



N14a) White to play - what is the best move?

1.... Rb1+  
White has to play 2. Ng1 when Blacks  
plays  
2.... Nc2#

N11b) If it is White to play what  
would you suggest?

Either 1.g3 or  
1. Nd2 will work for White

1. Qc1 threatens both the  
Bishop on c8 and supports the  
attack by the Bishop on the  
Knight at h6.

N14b) Black's last move was  
Nh6 what would have been a  
better move?

1... Nf6 would have better as it  
also allows Black to castle and  
defend the Bishop on c8 if  
White still plays Qc1

## Solution to last month's problems - Intermediate

### Problem I13



I13) White to play and create an  
unstoppable mate or win Black's  
Queen. Work it out!

### Problem I14



I14) A position from an internet  
game played by a NEJCA  
competitor - what was the  
continuation that led to a forced  
win? (this one is a little trickier)

The key manoeuvre is to try and checkmate Black by putting a Rook on h8. The Bishop on f6 is very strong but Black will take it next move and stop the mate attack. So the key move is

- 1.Qxd5! and after
- 1.... Qxd5
2. Rxh6 with Rh8# to follow

**N14b) If it were Black's turn what would you recommend?**

- 1.... Nxf6 (remove that pesky Bishop!)

This one is difficult

First move is

1. Ne7 (threatens 2. Qg8#)
- 1.... h5 (K needs an escape square)
2. g5 (and mate again is threatened by Qg8# so Black must sacrifice his Queen to delay the end)