

Problem Page 16 November 2013

Knight forks - simple to complex (part 2)

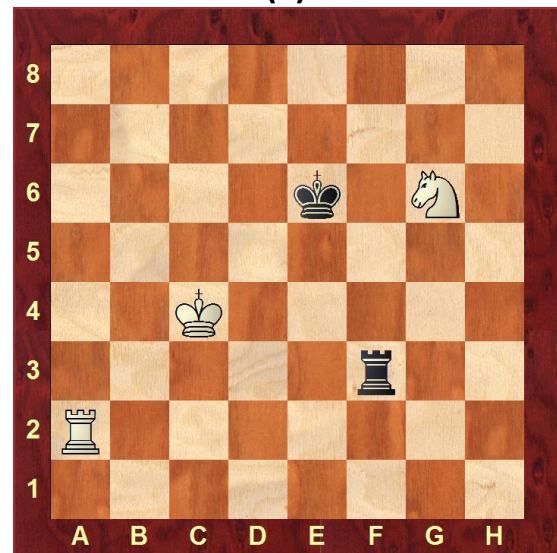
This is the second section on Knight forks. Again these exercises are based on Bruce Pandolfini's excellent series at Chess Cafe (www.chesscafe.com). Last time we saw how PINS and SKEWERS can be used to lure your opponents pieces on squares where you use your Knight to deliver a fork.

This time we will use DEFLECTION To force pieces to move to squares so the fork can be applied.

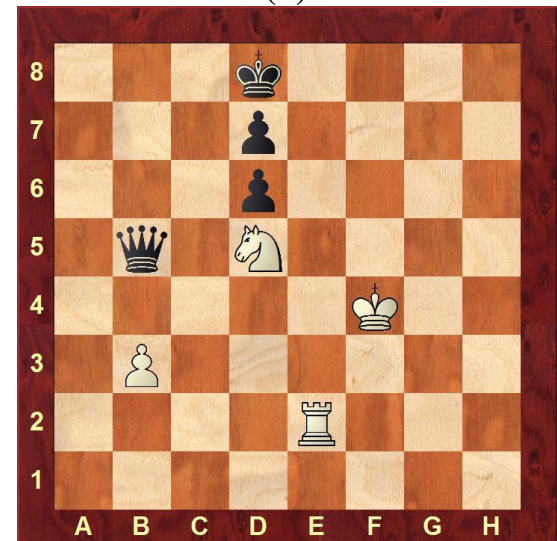
Again we will start fairly easy. Look at position (a) Can White (to play) force the Black K to move to a square that allows a fork . There are then 3 options for the Black K, can you find them and do they all then allow a fork?

Look at position (b) how can White win Black's Q and then win the game? If it were Black's move what would you play?

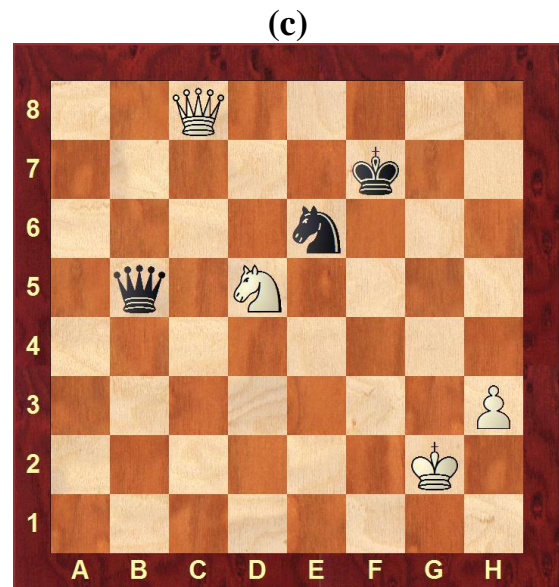
(a)



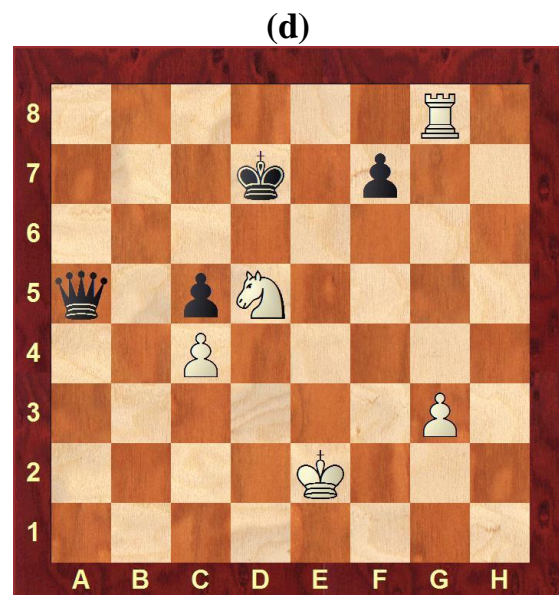
(b)



Look at position (c). Seems fairly even? No, White can win a piece! How?



Now to position (d). Again this looks like Black is winning (and would be if it were his/her move) but White can win the Queen and the game - just find out how.



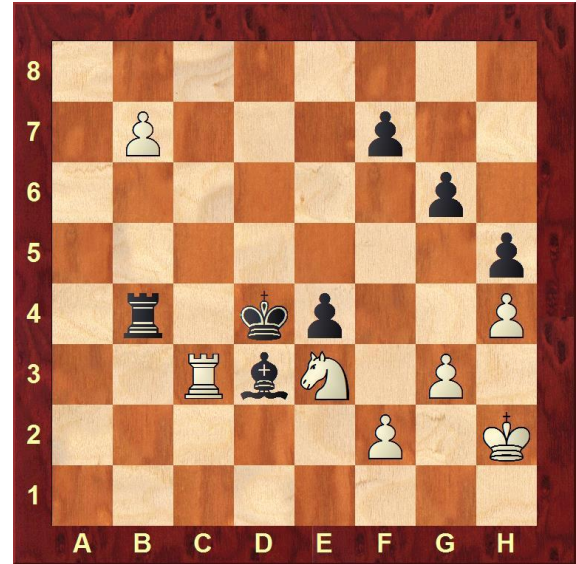
Knigh Fork Problems (answers are [HERE](#))

This month's problems - Novice
Problem N31

Problem N32



N31 (a) White to play and checkmate in 2 moves
 (b) Black to play and checkmate in 2 moves



N32 How does White play and win?
 (for a hint look at the section above on knight forks)

This month's problems - Intermediate

Problem I31



I31 Should White play 1. Rxc1 or is there a better move?

Problem I32



I32 Black to play and win a piece

Solutions to last month's problems - Novice

Problem N29

Problem N30



N29 (a) White to play and win either a piece or deliver checkmate!
(b) If it were Black's move what would you play?

Answer:

(a) White plays
 1. Qxd8 if Qxd8
 2. Nxf7#

(b) Black could try
 1..... Re8
 2. Rb8 (orRb7) still puts the pressure on



N30 (a) White to play checkmate in 2 moves!
(b) If it were Black to play what move would you make?

Answer:

(a) White plays
 1. Qh6+ Kxh6 (forced)
 2. Rh8#

(b) Black could try
 1..... g5 which prevents the sacrifice and with the chance to play Qxf2 later.

Solutions to last month's problems - Intermediate
Problem 129

Problem 130



129 White has just played 1.g3. How should Black respond?

Answer:

Black plays

- 1..... Rxc3
2. gxh4 Rd2
3. Qxd2 Bxe4+
4. Qg2 Rh3 will mate

If White tries

2. Bxb7 Rxc3
- 3 Rac1 then Nxc2 or Rh3 or Re3 all win for Black



130 (a) White to play what is the best move?

(b) If it were Black's move what would you play?

Answer:

(a) White plays

1. Qxe5 Rxe5
2. bxa3 and White has won a piece

(b) Black plays

1. Bxc3
2. Kb1 Bf6+ wins White's Q

Answers to Knight Fork Problems (return to Problems

HERE)

Problem (a)

White plays

1. Ra5+ so the black K needs to move to f5, f7 or d7 and each case the White N moves to fork the K and R. That will leave White with K and R versus K which should be an easy checkmate (prove it!). Note that this fork was started by a check that required the Black K to move.

Problem (b)

Looks like Black is winning here but White plays

1. Re8+ Kxe8 (forced)
2. Nc7+ Ke7 (best)
3. Nxb5 Ke6
4. Ke5 to block the Black pawns that can then be won by the K and N together All the White has to do is make sure that he does not lose his pawn as this will

PROBLEM (c)

The key is that if the White N were on c7 it would attack both e6 and b5. So White plays

1. Qxe6 if Kxe6
2. Nc7+ K moves
3. Nxb5

and then the White K and N together shepherd the pawn along the h file to gain a R or Q and deliver checkmate. Note that a K and N alone cannot give checkmate .

need to promote to R or Q as you cannot make with K and N alone.

Again note that a check forced the K to go to a square where the N fork would work.

If it were Black's move then simply Qxe2 wins the R and the game.

PROBLEM (d)

This one is quite tricky but you know a Knight fork is involved so look at the key squares that the N can move to that also would fork the K (i.e. give check).

1. Ra8 Qxa8 (note the Q has no escape squares)
2. Nb6+ Kc7
3. Nxa8+ Kb7 (wins the N)
4. Ke3 Kxa8 (now the Black K is a long way from protecting his pawns)
5. Ke4 Kb7
6. Kd5 Kb6 (to protect pawn)
7. Kd6 f5
8. Kd5 K moves
- 9 Kxc5 and wins