

CHESS TIPS FOR JUNIORS

A series of leaflets for
young chess players

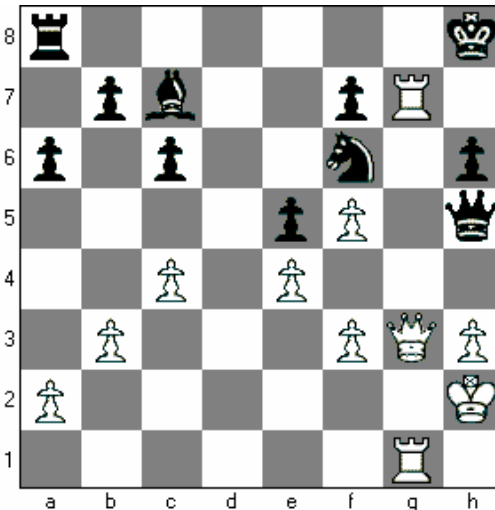
SPACE CLEARANCE

8 Space clearance

If your bedroom is so untidy that you can't get to the cupboard to open it, then you have to clear a space in order to reach it.

The same thing can happen in chess. A square or a diagonal may need to be cleared, either of your own or your opponent's pieces, so that you can play a winning move.

Consider this position:

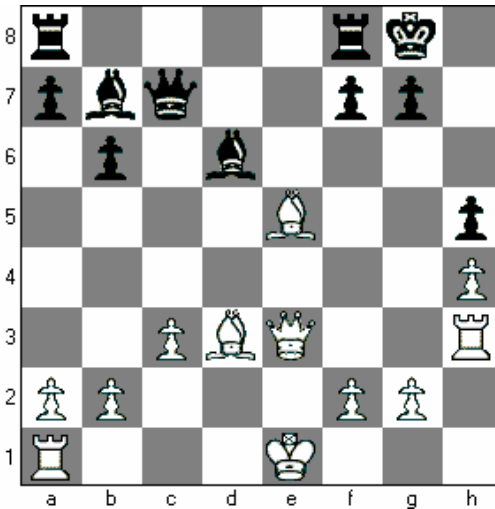


If the White rook on g7 wasn't there, White could play Qg7 checkmate.

So White played Rh7+ and if either Nxh7 or Kxh7, then Qg7++.

Try and imagine the position without the obstructing piece in the way. Look for a way of removing the obstructing piece **without loss of time**. In other words, create a threat, such as checkmate, or make a forcing move, i.e. check.

Sometimes a diagonal needs to be cleared.

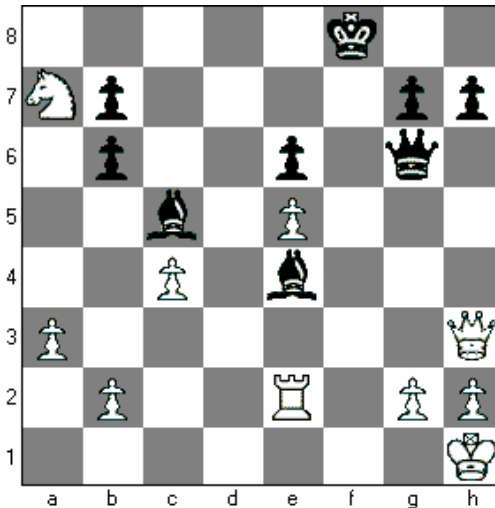


It's White to play. White has a strong attack on the king-side, but can he break through?

White plays Qh6, threatening checkmate on h7. Black has to take the queen with the g-pawn, which removes that pawn from g7.

Now White can play Rg3++!

In the following position, Black realised that his bishop on e4 was in the way, blocking the diagonal to b1 for his queen.

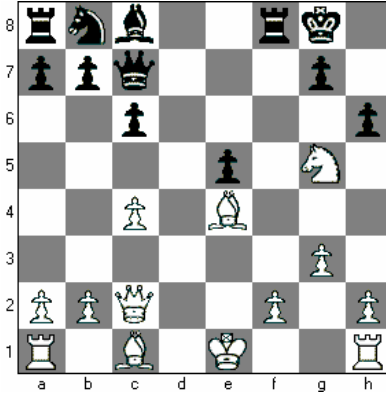


So Black played Bxg2+. If the bishop is taken by either the rook or the queen, White will be checkmated after Qb1+.

Note that simply withdrawing the bishop to c6 doesn't work, as White can play Re1. It has to be a **forcing** move (check).

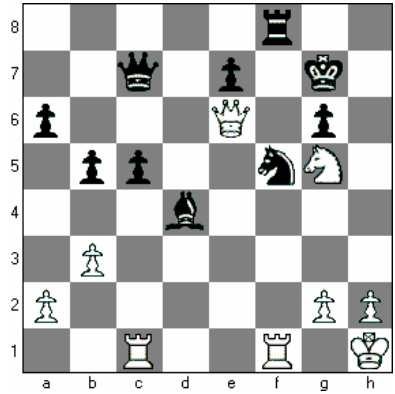
Now see if you can find how to win in the following positions (*answers below*).

1



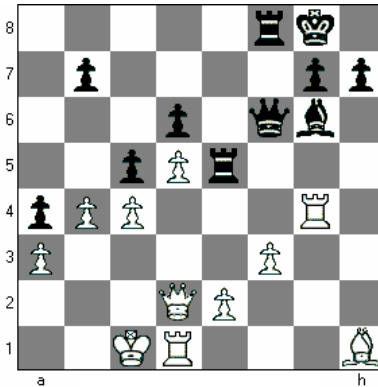
White to play

2



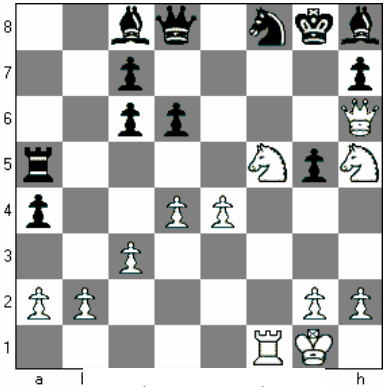
White to play

3



Black to play

4



White to play

Answers:

1. Bd5+ (followed by Qh7++)
2. Qxf5 (after Rxf5, White plays Ne6+, winning Q)
3. ... Rxe2 (after Qxe2, Black plays ... Qc3+, mating)
4. Qe6+! If B or Nxe6, Nh6 is checkmate.