

## Zaps and Traps from Alekhine's Defense Help Guide

### Diagram 1:

White to move. Since the Black Pawn captured our Pawn on e5, the White and Black Queens can be exchange. But first look to see if you can find a move that checks the King forcing a capture from our attacking piece. When the King moves there is nobody protecting the Black Queen.

### Diagram 2:

White to move. Black has tried something new. Normally the Knight would go to d5 keeping it safe. Instead the Knight was played to e4. White can push a Pawn to attack the Black Knight, leaving it with know safe square to move to.

### Diagram 3:

White to move. The White Knight is attacking the only squares the Black King could move to. So all you need to do is use one of your major pieces and check the King leaving him with nothing to do but realize he has been checkmated.

### Diagram 4:

White to move. Use a major piece to check the King on h5. After the King moves look across the rank (Side to Side) and see what free piece awaits for you.

### Diagram 5:

White to move. The Black Knight on d5 is pinned because if the Knight moves the White light squared Bishop can take at b7 and win a Rook on the next move. But if White takes the Knight with the light squared Bishop the Queen can re capture and it will be an even trade. There is something better for White than taking the Knight with the Bishop. If White could attack the Knight with something else like a Pawn, we could win the Knight for free on our next turn. Find a Pawn move that attacks the Black Knight.

### Diagram 6:

White to move. Sacrificing a Queen is only a good idea if you have checkmate. In this diagram we have checkmate in one move. Look at the Knight on e5, he has many responsibilities. First he is attacking the f7 square which might be an important square to keep looking at. Second the Knight is attacking the Kings only flight square d7. If we could only check the King we might have checkmate. Look to move a piece that is already developed to a protected square for checkmate.