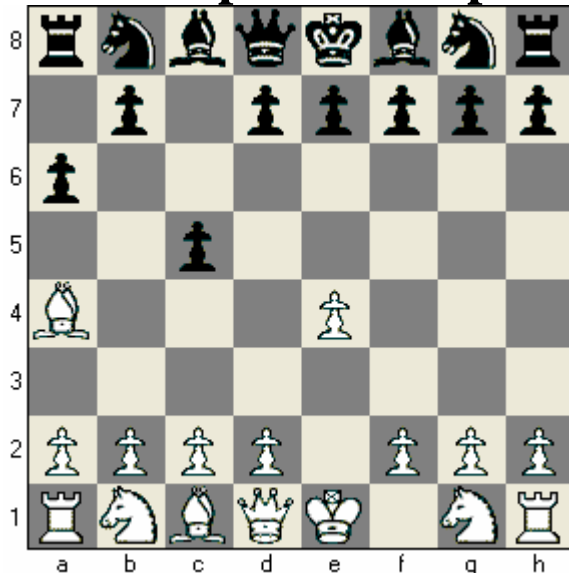
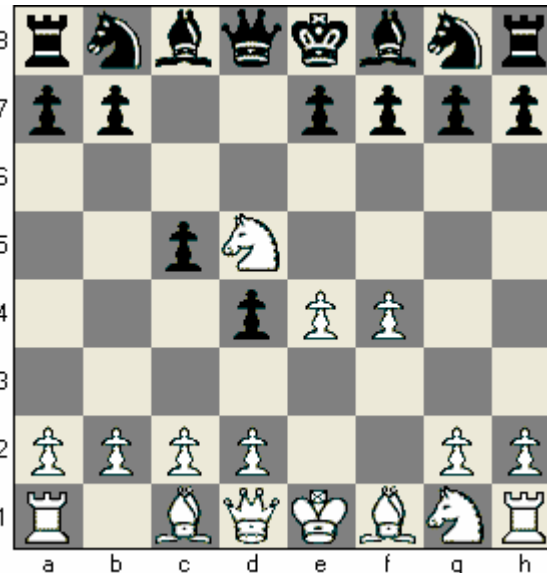


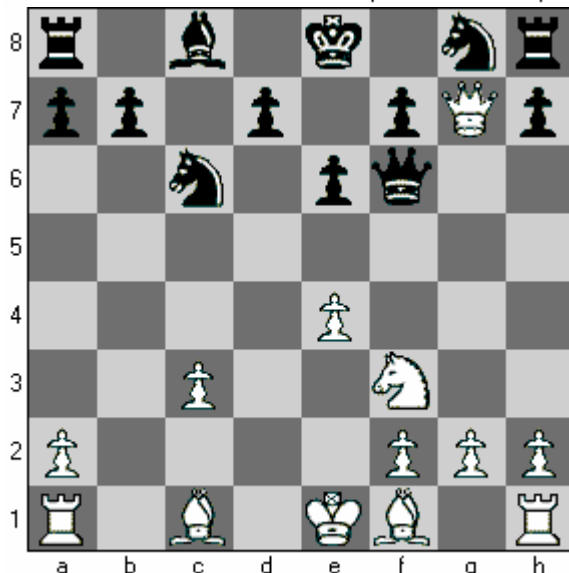
## Zaps and Traps from the Sicilian Defense



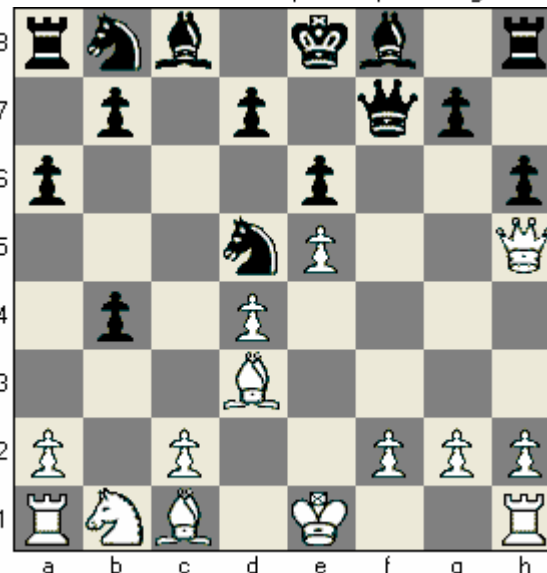
Black to move. Push Pawns to Trap the White Bishop!



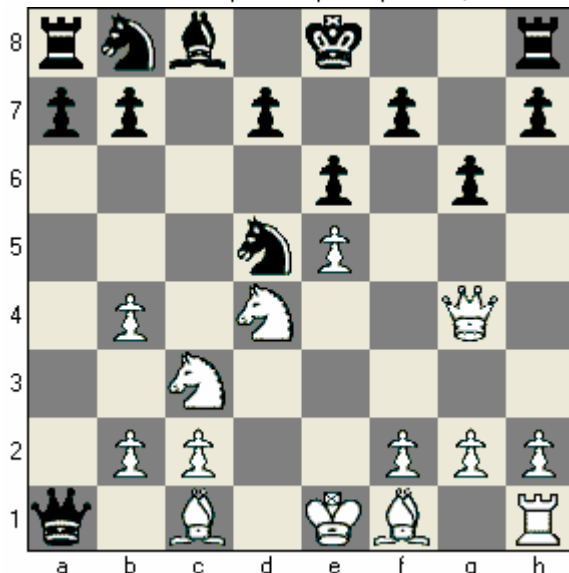
Black to move. A Pawn push Traps the Knight!



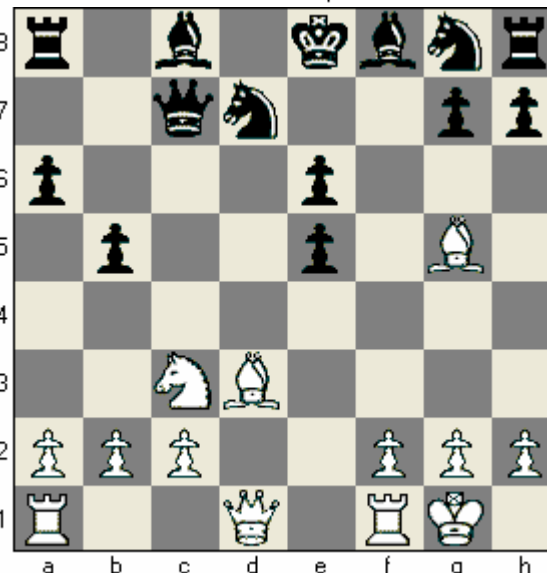
White to move. Bishop Develops to protect Queen. How



White to move. White has a perfect Pin. Where?



White to move. Knight move Traps the Queen.



White to move. Find the mate in 3. Hint: Queen Check!