



**ENGLISH CHESS FEDERATION**

**CHESS SKILLS**

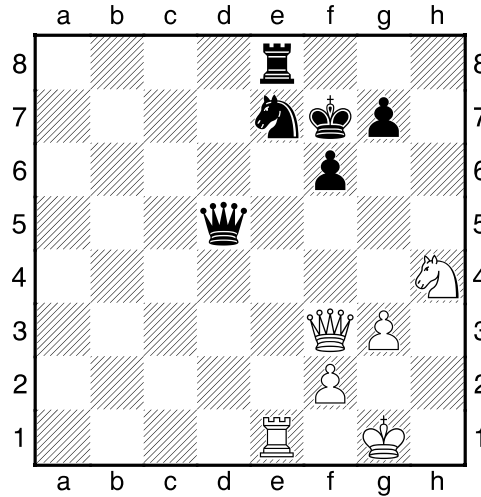
# **Removing the Guard**

Adapted from the Chess Skills leaflets,  
produced for the British Chess Federation by JE Littlewood and RA Furness.

Developed from the Tactics for Juniors sheets  
originally prepared by RG Wade, R Bott and S Morrison.

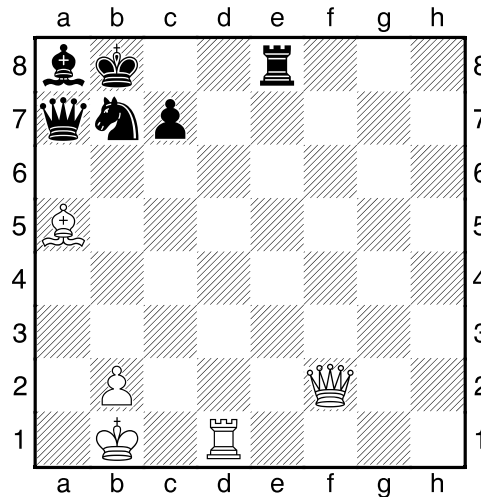
## Removing the Guard

Winning material because the piece guarding it is either overloaded, or can be deflected or captured.



The Black Knight is guarding the Queen.

Rxe7+ removes this guard and after 1... Rxe7 by Black, 2 Qxd5 wins the Black Queen



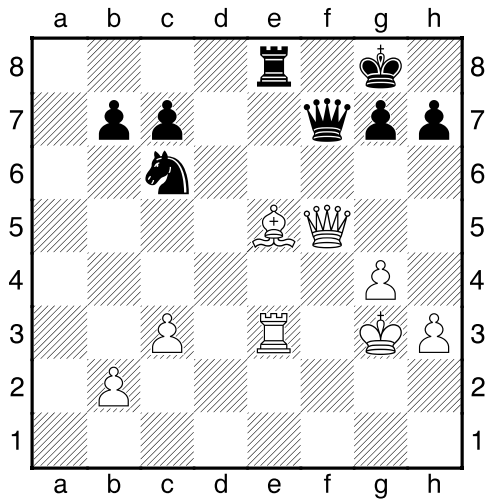
This time White removes the guard by deflecting the Black King with 1 Bxc7+.

After 1... Kxc7 2 Qxa7 White has won Queen for Bishop.

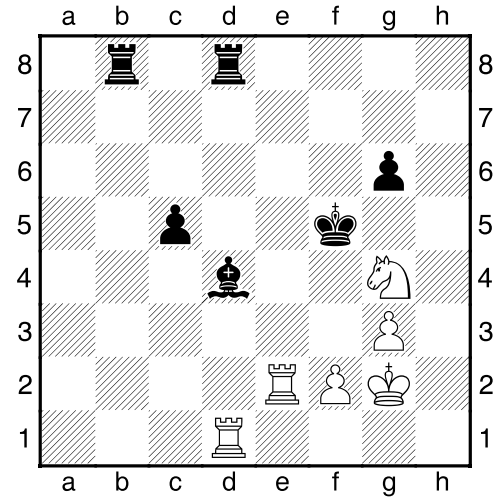
The King was overloaded, being unable to guard both a7 and c7.

## It's time to Remove the Guard

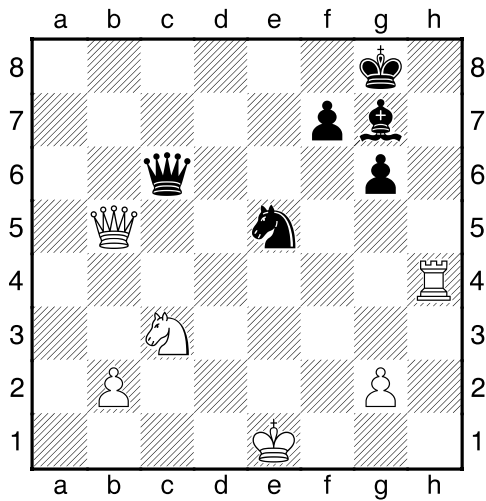
1. Black to move, removes the guard and wins a piece



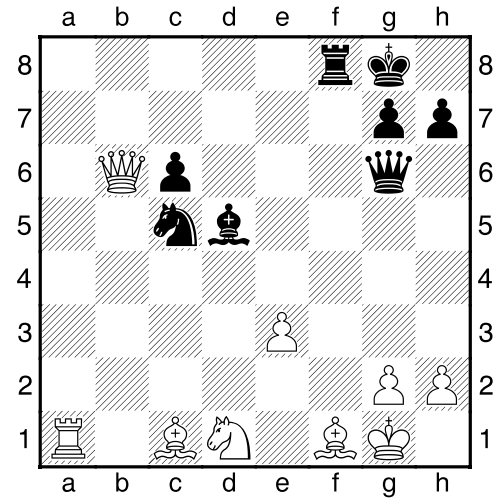
2. White to move and checkmate or win material.



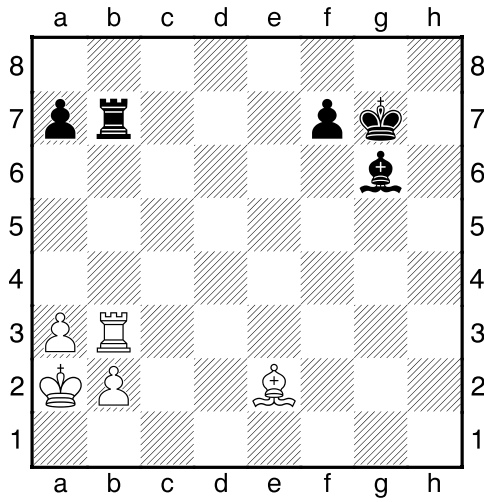
3. Black to move can win material by two successive checks.



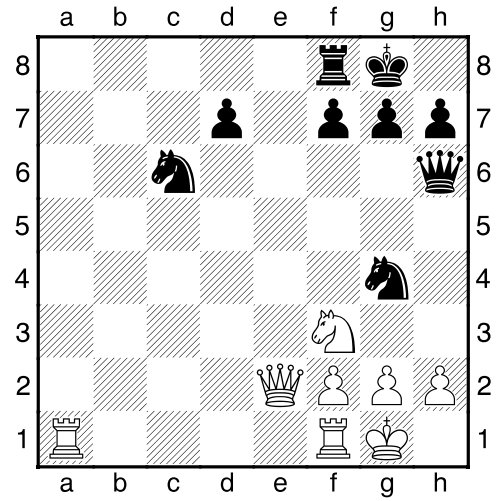
4. White's Bishop prevents mate in one. Black to move and mate in three.



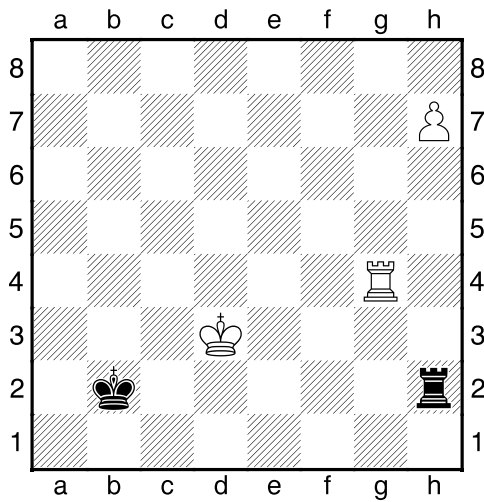
5. Black to move can win Rook for Bishop, Clue – deflection.



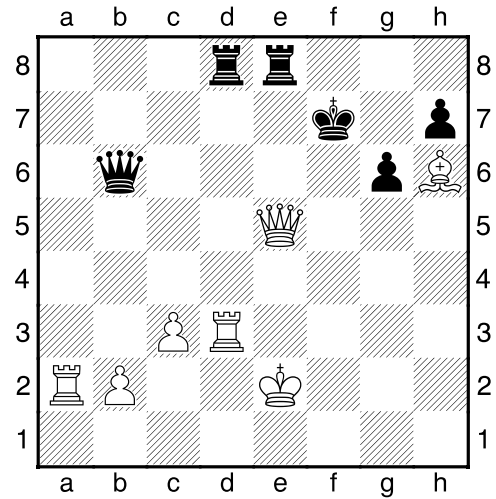
6. Black to move, could mate on h2 if the White Knight was deflected.



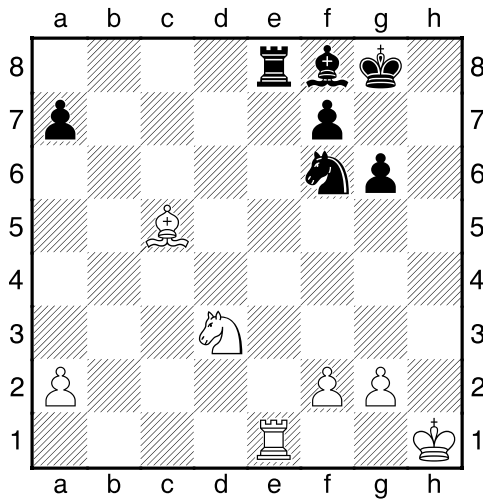
7. White to move, would like to promote his Pawn by h8=Q



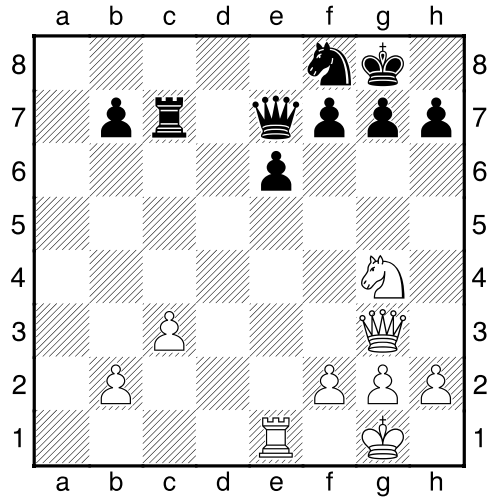
8. White to move



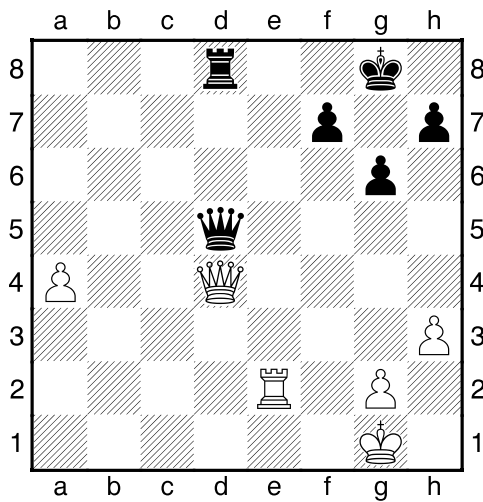
9. Black to move and win a piece. Clue – an overloaded Knight.



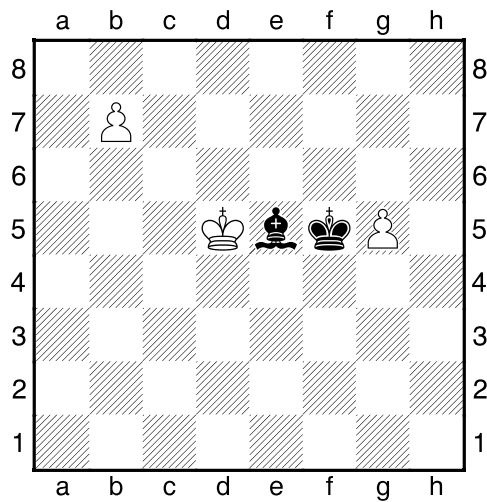
10. White to move and win material. Black's Queen is overloaded.



11. White to move and win. Black's Rook is overloaded.



12. White to move and win. Both Black pieces are overloaded.



## Answers

- 1... Qxf5 2 gxf5 Rxe5! Wins a piece, but not here 2... Nxe5? When 3 Kf4 regains the piece.
2. White wins material by 1 Rxd4 since capturing the Rook by Pawn or Rook allows 2 Re5+ Kxg4 3 f3 mate.
3. 1... Nf3+ 2 gxf3 Bxc3+ 3 bxc3 Qxb5 winning the Queen. Note that Black can avoid the loss of his Queen by 2 Kf2 but then 2... Qxb5 3 Nxb5 Nxb4 leaves him a piece down in the ending.
4. The Bishop on f1 must be eliminated, so 1... Rxf1+ 2 Kxf1 Qxg2+ 3 Ke1 Nd3 mate.
5. 1... Bb1+ 2 Kxb1 Rxb3 wins the exchange.
6. 1... Nd4 wins White's Queen, because 2 Nxd4 allows 2... Qxh2 mate and 2 Qd3 allows 2... Nxf3 Qxh2 mate.
7. Since Black's Rook is preventing the advance of the Pawn, 1 Rg2+ Rxg2 2 h8=Q leaves White with Queen against Rook.
8. White's Queen is pinned. However 1Rf3+ Kg8 2 Rf8+ not only unpins the Queen, but forces 2... Rxf8 3 Qg7 mate.
9. The Knight on d3 cannot guard both Bishop and Rook, so simply 1... Rxe1+ 2 Nxe1 Bxc5 wins a piece. This cannot be done in reverse order since after 1... Bxc5 the intermediate move 2 Rxe8+ saves the piece.
10. White exploits the fact that Black's Queen must guard the Rook by playing 1 Nf6+ Kh8 2 Ne8 when White threatens both the Rook and mate on g7. Black is forced to give up the exchange by 2... Qxe8 3 Qxc7.
11. Black's Rook cannot guard both the Queen and the back rank, so 1 Re8+ Rxe8 2 Qxd5 wins the Queen.
12. On its own, the Bishop cannot stop both the Pawns, which means that Black's King has to stop the g-pawn. However, the King is overloaded, because it also has to guard the Bishop. This gives us 1 g6 Kf6 2 g7 Kxg7 3 Kxe5 and the b-pawn promotes.