

# Wiki Traps

[http://en.wikipedia.org/wiki/Chess\\_trap](http://en.wikipedia.org/wiki/Chess_trap)

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Matt Mahowald

Chess4.us

## (3) Morphy – Isouard [C41]

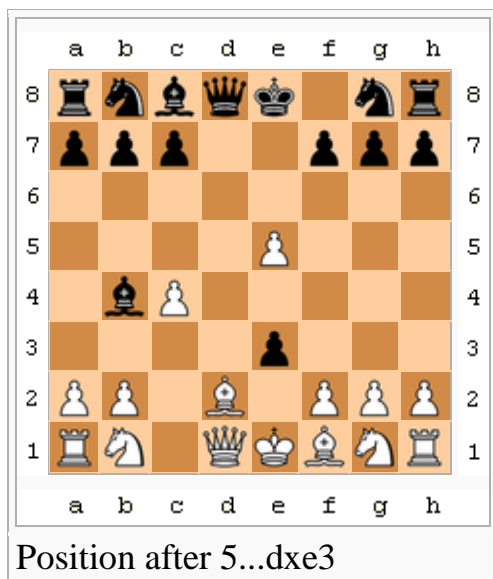
13.03.2011

*[Mahowald, Matt]*

409MB 1.e4 e5 2.Nf3 d6  
Inconsistent move 3.Bc4 Bg4 4.d4  
Nf6 5.dxe5 Black is already forced  
to do weakening moves. 5...Bxf3  
6.Qxf3 White takes towards the  
center, avoiding exchange of pieces  
6...dxe5 7.Qb3 Qe7 Neat move,  
threatens Qb4+ 8.Nc3 c6 9.Bg5 b5

Even Fritz 7 likes this move, even  
though it loses 10.Nxb5 cxb5  
11.Bxb5+ Nbd7 12.0-0-0 'Its really  
important to connect the rooks'  
12...Rd8 13.Rxd7 Rxd7 14.Rd1  
White has traded the inactive rook  
on h1 for the Knight. 14...Qe6  
15.Bxd7+ Nxd7 16.Qb8+ Nxb8  
17.Rd8# 1-0

## Lasker Trap (Required)



The **Lasker Trap** is a [chess opening trap](#) in the [Albin Countergambit](#), named after [Emanuel Lasker](#). It is unusual in that it features an [underpromotion](#) as early as the 7th move.

The Albin Countergambit begins with the [moves](#)

1. d4 d5
2. c4 e5
3. dxe5 d4

The Black [pawn](#) on d4 is stronger than it appears.

4. e3?

Careless. Usual and better is 4.Nf3.

4. ... Bb4+
5. Bd2 dxe3!

(See diagram.) Now White's best option is to accept [doubled pawns](#) with 6.fxe3.

6. Bxb4??

Blundering into the Lasker Trap. In an [1899](#) consultation game in [Moscow](#), Blumenfeld, Boyarkow, and Falk playing White against Lasker tried 6.Qa4+?, but Black wins after this move also. The game continued 6...Nc6 7.Bxb4 Qh4 8.Ne2 Qxf2+ 9.Kd1 Bg4 10.Nbc3 0-0-0+ 11.Bd6 cxd6 12.e6 fxe6 13.Kc1 Nf6 14.b4 d5 15.b5 Ne5 16.cxd5 Nxd5 17.Qc2 Nb4 18.Nd1+ Nxc2 19.Nxf2 Rd1 White resigns.

6. ... exf2+

Now 7.Kxf2 would lose the [queen](#) to 7...Qxd1, so White must play 7.Ke2.

7. Ke2 fxe2=N+!!

Underpromotion is the key to the trap. Instead 7...fxg1=Q 8.Qxd8+ Kxd8 9.Rxg1 is OK for White. Now 8.Rxg1 Bg4+ wins White's queen, so the [king](#) must move again.

8. Ke1 Qh4+

If White tries 9.g3 then the [fork](#) 9...Qe4+ wins the [rook](#) on h1.

9. Kd2 Nc6

White is hopelessly lost. After 10.Bc3 Bg4 followed by 11...0-0-0+ is crushing.

# Halosar Trap

The **Halosar Trap** is a [chess opening trap](#) in the [Blackmar-Diemer Gambit](#).

The trap begins with the [moves](#)

1. d4 d5
2. e4

This is the Blackmar-Diemer Gambit.

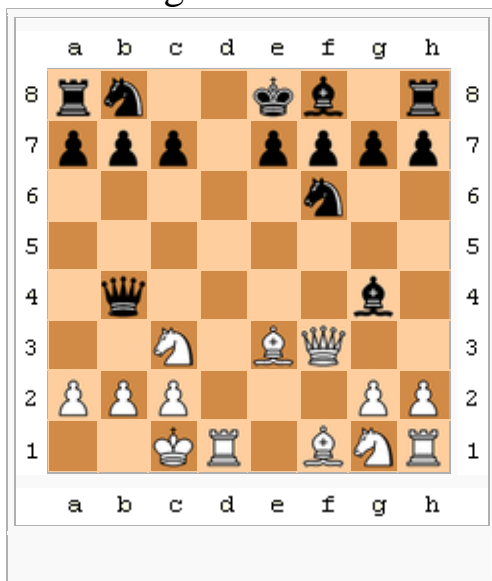
2. ... dxe4
3. Nc3 Nf6
4. f3 exf3

Now 5.Nxf3 is usual, but by capturing with the [queen](#), White lays a trap. (This is the Ryder Gambit.)

5. Qxf3 Qxd4
6. Be3 Qb4?!

Better is 6...Qg4. Black thinks that [castling](#) is prevented because of ...Bg4, but White castles anyway.

7. 0-0-0 Bg4?



Blundering into the trap.

8. Nb5!!

White threatens mate with 8.Nxc7#. The Black queen can't capture the [knight](#) because 8...Qxb5 9.Bxb5+ is [check](#).

8. ... Na6
9. Qxb7 Qe4

Black lost even more quickly in Diemer-Halosar, Baden-Baden 1934, after 9...Rc8 10.Qxa6 1-0.

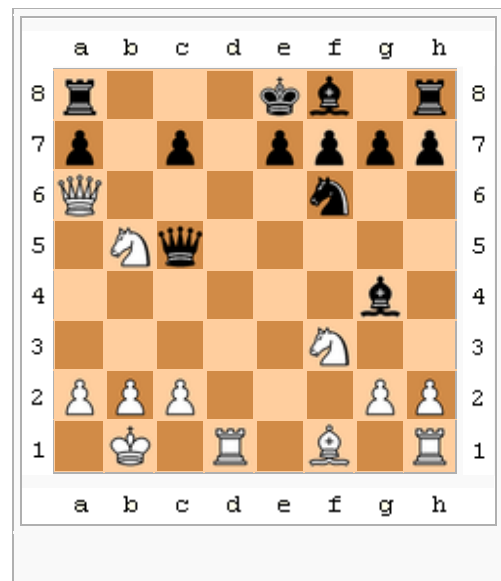
10. Qxa6

Also good for White is 10.Qxe4 Nxe4 11.Rd4.

10. ... Qxe3+

Worse is 10...Bxd1 11.Kxd1 Rd8+ 12.Bd2 and White is winning, for example 12...Ng4 13.Nxc7+ Kd7 14.Qxa7.

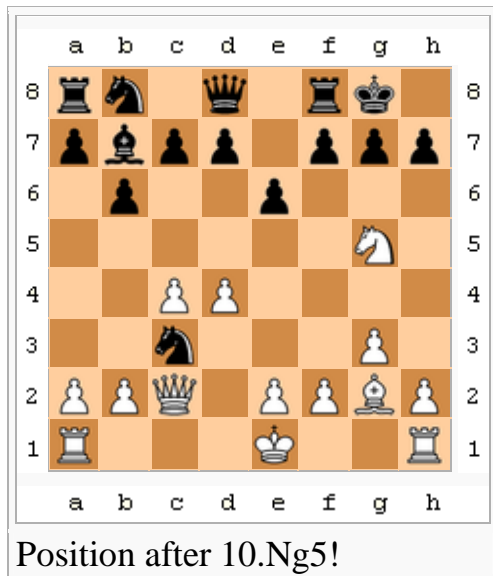
11. Kb1 Qc5
12. Nf3



The White threat of 13.Qb7 wins the black a-pawn by force. With even

material and a passed a-pawn, White will have a winning advantage.

## Monticelli Trap



The **Monticelli Trap** is a [chess opening trap](#) in the [Bogo-Indian Defence](#), that experts once claimed was irrefutable.

The trap begins with the [moves](#)

1. d4 Nf6
2. c4 e6

Black plays the Indian Defence.

3. Nf3 Bb4+

Black plays the Bogo-Indian-Defence.

4. Bd2 Bxd2+
5. Qxd2 b6
6. g3 Bb7
7. Bg2 O-O
8. Nc3 Ne4
9. Qc2 Nxc3
10. Ng5!

(See diagram.)

Black must respond to two different threats: the mate threat 11. Qxh7# and 11. Bxb7 winning a bishop and a rook.

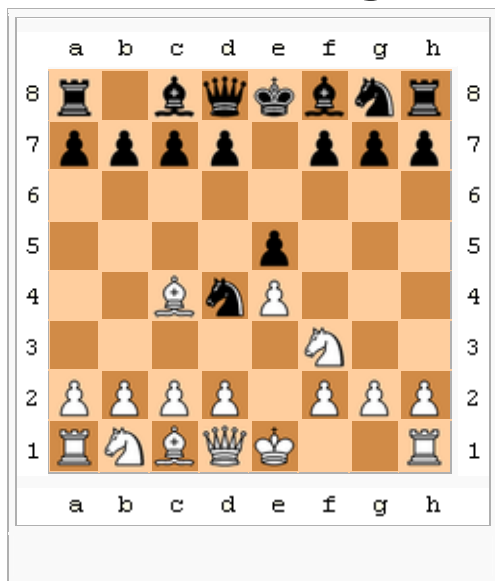
However, chess legend [José Raúl Capablanca](#) (Black) showed this trap wasn't so irrefutable when he drew in a game against fellow legend [Max Euwe](#) (White) in 1931 ([Amsterdam](#)).

[Capablanca](#) responded with

- 10.. Ne4
- 11.Bxe4 Bxe4
- 12.Qxe4 Qxg5
- 13.Qxa8 Nc6
- 14.Qb7 Nxd4
- 15.Rd1 c5
- 16.e3 Nc2+
- 17.Kd2 Qf5
- 18.Qg2 Nb4
- 19.e4 Qf6
- 20.Kc1 Nxa2+
- 21.Kb1 Nb4
- 22.Rxd7 Nc6
- 23.f4 e5
- 24.Rhd1 Nd4
- 25.Rxa7 exf4
- 26.gxf4 Qxf4
- 27.Re1 Nf3
- 28.Re2 Nd4
- 29.Re1 (1/2-1/2).

Nonetheless, this trap is still a massive blow to most opponents.

## Blackburne Shilling Gambit



The **Blackburne Shilling Gambit** is the name facetiously given to a dubious [chess opening](#), an offshoot of the [Italian Game](#), that begins (in [algebraic notation](#)) 1.e4 e5 2.Nf3 Nc6 3.Bc4 Nd4?! (see [chess punctuation](#)). It is also sometimes referred to as the **Kostić Gambit** after the [Serbian grandmaster Borislav Kostić](#), who played it in the early [20th century](#).

Black's third move is, objectively speaking, a weak, time-wasting move that leaves White with the advantage after simply 4.0-0, 4.Nxd4, or 4.c3. Its only virtue is that it sets a trap that has ensnared many players. After the natural 4.Nxe5!?, Black wins material with 4...Qg5! Now the obvious 5.Nxf7?? loses to 5...Qxg2 6.Rf1 Qxe4+ 7.Be2 Nf3# (a [smothered mate](#)). This trap is what gives the line its name. The great English [master Joseph Henry Blackburne](#) reputedly used it to win [shillings](#) from amateurs, although Bill Wall has questioned this, stating that there are no recorded games of Blackburne with the opening. According to Wall, the first

known game with this line is Muhlock-Kostić, [Cologne 1912](#), although [Steinitz](#) had mentioned it before that in his *Modern Chess Instructor*.

The opening is not a true [gambit](#), since White cannot take the pawn on e5 without losing material. However, after 4.Nxe5 Qg5 White can maintain a playable game with 5.Bxf7+! Ke7 (5...Kd8? 6.Ng4! d5 7.Ne3 dxe4 8.d3 wins) 6.0-0! Qxe5 7.Bxg8 (7.Bc4 is also possible) Rxg8 8.c3 Nc6 (8...Ne6 9.d4! Qxe4? 10.d5 Nf4?? 11.Re1 [pinning](#) Black's [queen](#) against his [king](#), wins) 9.d4, when White's two pawns, rolling pawn center, and lead in development, combined with Black's awkwardly placed king, give White strong compensation for the sacrificed [knight](#). G. Chandler-NN, Stockbridge [1983](#), concluded 9...Qa5? (9...Qf6 10.e5 Qf7 may be best) 10.d5 Ne5? 11.Qh5! Nf7? (11...d6 12.Bg5+ Kd7 13.Qxh7 also wins for White) 12.d6+! 1-0 (in light of 13.Qxa5).

Graham Burgess writes that 3...Nd4 is also known as the "Oh my god!" trap, as for full effect Black is supposed to make this exclamation, pretending to have accidentally blundered the e-pawn. Burgess condemns this behavior as unethical, and notes that the trap is unsound anyway.

[Over the board, I would be tempted to play 4.Nxe5, winning a pawn and threatening bad things on f7. But Fritz claims black is a little better after 4...Qg5.

This line has two good lessons, one specific and one general.

1. Specific - if black hasn't played Nf6, then he still has a chance to make dramatic queen moves like 4...Qg5. I once lost a game when I overlooked this.

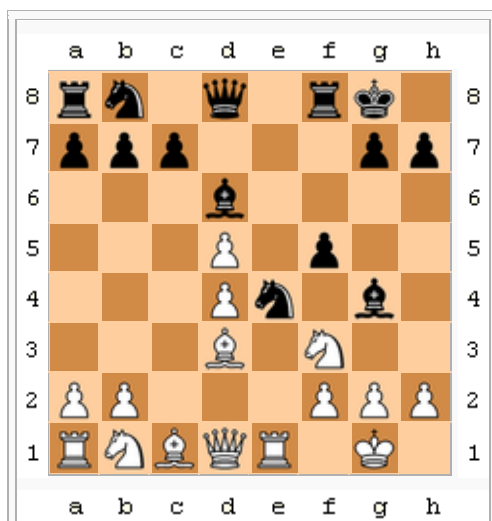
1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4 b5 5.Bb3 Bc5 6.Nxe5? (standard thematic trick, but wrong here) Qg5! 7.Nxf7? Qxg2

It appears in the exchange Ruy too - 1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Bxc6 bc (not the main line) 5.Nxe5 (not strongest, but not a blunder) 5...Qg5 recovers the pawn with a roughly equal game.

2. General - treat your opponent's unusual moves with respect. It isn't enough to know the rules of thumb like "don't move a piece twice in the opening and don't develop your queen too early". If your opponent does something like this, it is an indication they may be doing something wrong and it is time for you to calculate. It isn't a guarantee that they have blundered.

Wilson Gibbins]

## Marshall Trap



Position after 10.Re1?  
Black wins with 10...Bxh2+!

The **Marshall Trap** is a [chess opening trap](#) in [Petrov's Defence](#) named after [Frank Marshall](#).

The trap begins with the [moves](#)

1. e4 e5
2. Nf3 Nf6

Black plays Petrov's Defence.

3. Nxe5 d6
4. Nf3 Nxe4
5. d4 d5
6. Bd3 Bd6
7. 0-0 0-0
8. c4 Bg4
9. cxd5 f5
10. Re1?

(See diagram.) White should play 10.Nc3 instead.

10. ... Bxh2+!

An unexpected blow.

11. Kxh2 Nxf2

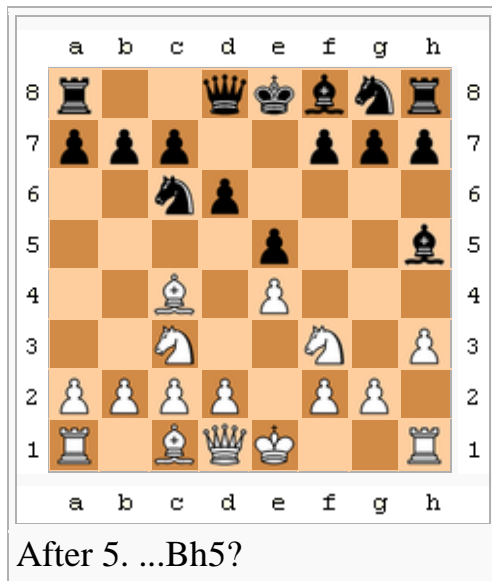
Black [forks](#) the white [queen](#) and [bishop](#), forcing the queen to move.

12. Qe2 Nxd3
13. Qxd3 Bxf3

Black threatens ...Qh4+ forking the white king and [rook](#), winning material.



## Légal Trap (Required)



The **Légal Trap** or **Blackburne Trap** is a [chess opening](#) trap. [Sire de Légal](#) (1702-1792) was a French player, while [Joseph Henry Blackburne](#) (1841–1924) was a British master, and one of the world's strongest players in the latter part of the 19th century. There are a number of ways the trap can arise, one of them being (in [algebraic notation](#)):

1. e4 e5
2. Nf3 Nc6
3. Bc4 d6

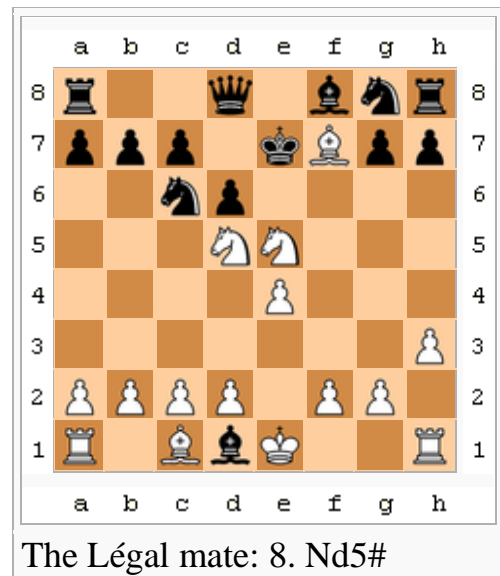
While 3...d6 is a playable answer to the [Italian Game](#), it is somewhat passive, and transposes to a form of the [Philidor Defense](#).

4. Nc3 Bg4?!

Black [pins](#) the [knight](#) in the fight over the center. Strategically this is a good move, but there is a tactical flaw.

5. h3

In this position 5.Nxe5? would be an *unsound* trap. Black could not take White's queen without succumbing to a checkmate in two moves, but 5...Nxe5 would win a knight. Instead, White "puts the question" to the [bishop](#) which must either retreat, capture the knight, or as in this game, move the bishop to an insecure square.



5. ... Bh5?

Black maintains the pin, but this is a tactical blunder which loses at least a [pawn](#). Relatively best is 5...Bxf3, surrendering the bishop pair, and giving White a comfortable lead in development, but maintaining material equality, or 5...Be6!?

6. Nxe5!

The tactical refutation. White seemingly ignores the pin, and surrenders the [queen](#). Black should now play 6...Nxe5 7.Qxh5 Nxc4 8.Qb5+ followed by 9.Qxc4, when White has won a pawn, but Black can play on. Instead, if Black takes the

queen, White will win in two more moves.

6. ... Bxd1??
7. Bxf7+ Ke7
8. Nd5 [mate](#)

The final position is a [pure mate](#), for each of the eight squares around the black king, there is exactly one reason the king cannot move there.

## Original game

The game Légal played against St Brie in [Paris](#) in [1750](#) ran:

1. e4 e5
2. Bc4 d6
3. Nf3 Bg4
4. Nc3 g6?

(simply 4...Nf6, among other moves, is better)

5. Nxe5! Bxd1?

(accepting the loss of a pawn with 5...dxe5 6.Qxg4 is better)

6. Bxf7+ Ke7
7. Nd5#

## Occurrence

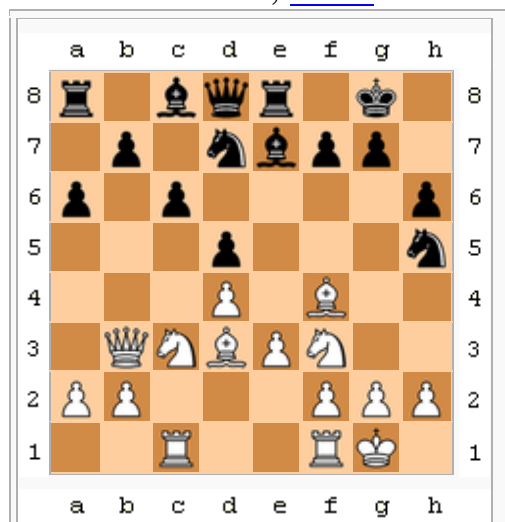
This kind of mate, where an apparently pinned knight moves anyway, allowing capture of the queen, but leading to a checkmate with both knights and a bishop, occasionally occurs at lower levels of play, though masters would not normally fall for it.

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Categories: [Chess traps](#) | [Chess checkmates](#)

## Rubinstein Trap (fun)

**Euwe – Rubinstein, 1928**



White wins a pawn with 13.Nxd5

The **Rubinstein Trap** is a [chess opening trap](#) in the [Queen's Gambit Declined](#), [Orthodox Defense](#). Black loses a pawn after the characteristic move Nxd5 due to the threat of having his [queen](#) trapped on the [back rank](#). The queen is attacked by a white [bishop](#) while being hemmed in by its own pieces.

The trap takes its name from [Akiba Rubinstein](#) who had the misfortune of falling into it twice in the games [Max Euwe–Rubinstein](#), [Bad Kissingen](#) 1928, and [Alexander Alekhine–Rubinstein](#), [San Remo](#) 1930. Rubinstein was not the first to fall victim to the trap, as the first recorded game featuring the trap is [Amos Burn–Heinrich Wolf](#), [Ostend](#) 1905.



Euwe – Rubinstein, 1928, began

1. Nf3 d5
2. c4 e6
3. d4 Nf6

Transposing into the Queen's Gambit Declined, Orthodox Defense.

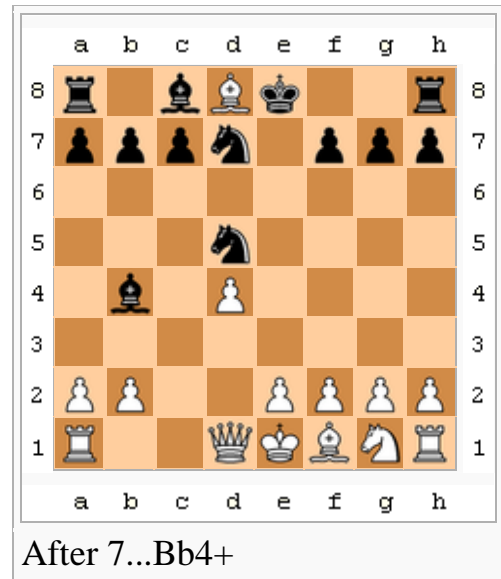
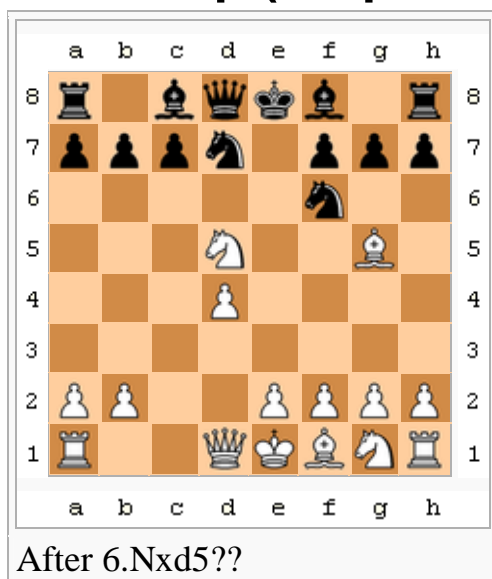
4. Bg5 Nbd7
5. e3 Be7
6. Nc3 0-0
7. Rc1 c6
8. Bd3 a6
9. cxd5 exd5
10. 0-0 Re8
11. Qb3 h6
12. Bf4 Nh5?

(See diagram.) Black falls into the trap.

13. Nxd5

Now Black will lose a pawn after 13...Nxf4 14.Nxf4 or more after 13...cxd5 14.Bc7 when the black queen is trapped on the back rank by her own pieces.

## Elephant Trap (Required)



In [chess](#), the **Elephant Trap** is a faulty attempt by White to win a [pawn](#) in a popular variation of the [Queen's Gambit Declined](#). This simple trap has snared thousands of players, generally amateurs. The earliest recorded occurrence of this trap seems to be [Karl Mayet–Daniel Harrwitz, Berlin 1848](#).

1. d4 d5
2. c4 e6
3. Nc3 Nf6
4. Bg5 Nbd7

This sequence of opening moves usually indicates that Black intends to play the [Cambridge Springs Defense](#) with 5.Nf3 c6 6.e3 Qa5, but it can also lead to the [Orthodox Defense](#) if Black plays ...Be7. (The Cambridge Springs had not yet been invented in 1848 when Mayet–Harrwitz was played.)

Black has set a trap: if White tries to win a pawn by

5. cxd5 exd5
6. Nxd5??

(See diagram at above left.) White thinks that the black [knight](#) on f6 is [pinned](#) to the [queen](#) and can't be moved. But

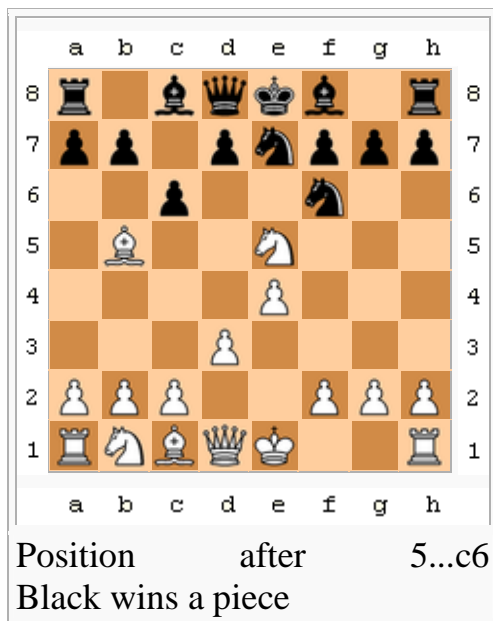
6. ... Nxd5!
7. Bxd8 Bb4+

(See diagram at above right.) Black regains the queen as White has only one legal move to get out of [check](#).

8. Qd2 Bxd2+ (Harrwitz played the equally good 8...Kxd8, intending 9...Bxd2+)
9. Kxd2 Kxd8

Black is a piece ahead.

## Mortimer Trap (fun)



The **Mortimer Trap** is a [chess opening trap](#) in the [Ruy Lopez](#) named after [James Mortimer](#). The Mortimer Trap is a true

trap in the sense that Black deliberately plays an inferior move hoping to trick White into making a mistake.

The trap begins with the [moves](#)

1. e4 e5
2. Nf3 Nc6
3. Bb5 Nf6

Black plays the Berlin Defense to the Ruy Lopez.

4. d3

This is an unusual response for White to the Berlin Defense, but it isn't a bad move.

4. ... Ne7

The Mortimer Defense. This rare move isn't objectively the best for Black, but it sets a trap. White has many acceptable replies, but the tempting capture of the black [pawn](#) on e5 is a mistake.

5. Nxe5? c6!

(See diagram.) Attacking the white [bishop](#) and threatening 6...Qa5+. If the bishop moves (6.Ba4 or 6.Bc4), Black wins a piece with the [fork](#) 6...Qa5+.

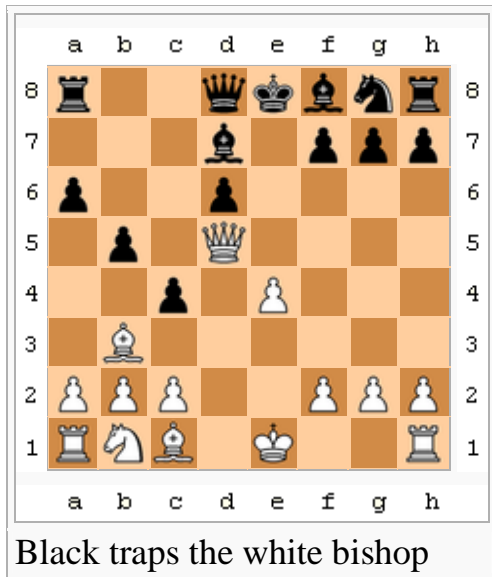
6. Nc4

White's best move, it covers a5 preventing 6...Qa5+ and threatens [smothered mate](#) with 7.Nd6#.

6. ... d6
7. Ba4 b5

Black forks the white bishop and [knight](#) winning a piece.

## Noah's Ark Trap (Required)



The **Noah's Ark Trap** is a [chess opening trap](#) in the [Ruy Lopez](#). The name is actually used to describe a family of traps in the Ruy Lopez in which a white [bishop](#) is trapped on the [b3-square](#) by black [pawns](#).

The origin of the name is uncertain. The shape of the black pawns on a6, b5, and c4 may resemble an ark, or the name may suggest that the trap is "old as [Noah's Ark](#)".

Here's an example of the trap from a tournament game:

1. e4 e5
2. Nf3 Nc6
3. Bb5 a6
4. Ba4 d6
5. d4(?)

Better moves for White are 5.c3, 5.Bxc6+, and 5.O-O.

5. ... b5
6. Bb3 Nxd4
7. Nxd4 exd4
8. Qxd4??

[Alexander Alekhine](#) recommended this move in the tournament book for [New York 1924](#) as a means for White to draw, but it is a mistake that loses material. [Endre Steiner](#) fell into this trap against [José Capablanca](#) at the [Budapest](#) tournament in 1929. White should instead play 8.Bd5 or try a [gambit](#) with 8.c3.

8. ... c5
9. Qd5 Be6
10. Qc6+ Bd7
11. Qd5 c4

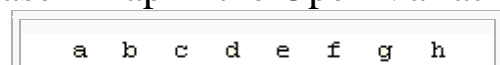
(See diagram.) Black traps White's bishop.

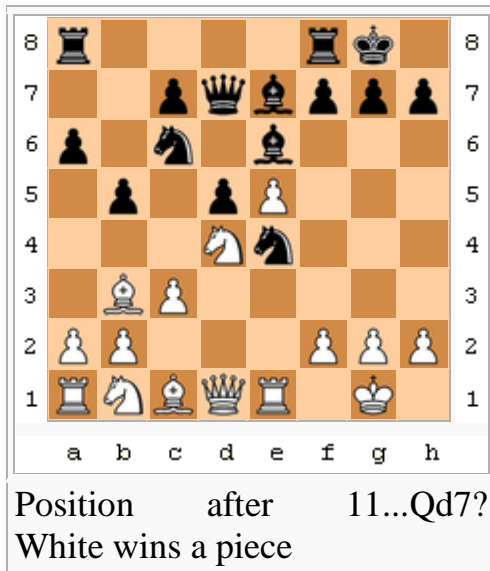
## Tarrasch Trap

**Tarrasch Trap** refers to two different [chess opening traps](#) in the [Ruy Lopez](#) that are named for [Siegbert Tarrasch](#). Unlike many variations that appear only in analysis, Tarrasch actually sprung his traps against masters in tournament games.

## Tarrasch Trap in the Open Variation

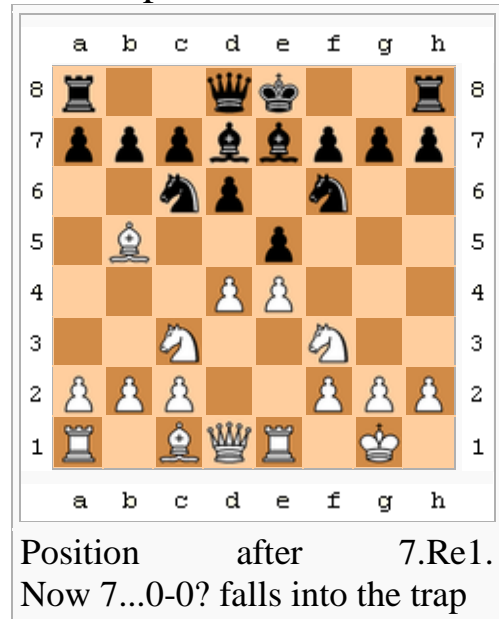
Tarrasch Trap in the Open Variation





## Tarrasch Trap in the Steinitz Variation

Tarrasch Trap in the Steinitz Variation



Two masters actually fell for this trap against Tarrasch: [Zukertort](#) at [Frankfurt](#) in [1887](#) and [Gunsberg](#) at [Manchester](#) in [1890](#).

1. e4 e5
2. Nf3 Nc6
3. Bb5 a6
4. Ba4 Nf6
5. 0-0 Nxe4

This is the Open Variation of the Ruy Lopez.

6. d4 b5
7. Bb3 d5
8. dxe5 Be6
9. c3 Be7
10. Re1 0-0
11. Nd4 Qd7?

Falling into the trap (see diagram).

12. Nxe6

Black's [pawn](#) on d5 will be [pinned](#) no matter how he recaptures. After 12...Qxe6 or 12...fxe6 White wins a piece with 13.Rxe4.

The second Tarrasch Trap occurs in the Steinitz Variation. Tarrasch published analysis of this trap in [1891](#), but 18 months later [Marco](#) fell into it in Tarrasch–Marco [Dresden 1892](#). Tarrasch spent just 5 minutes of thinking for the whole game.

1. e4 e5
2. Nf3 Nc6
3. Bb5 d6

This is the Steinitz Variation of the Ruy Lopez.

4. d4 Bd7

Black breaks the [pin](#) to meet the threat of 5.d5.

5. Nc3 Nf6
6. O-O Be7
7. Re1

Laying a subtle trap (see diagram).  
[Castling](#) seems natural for Black, but instead 7...exd4 is better.

7. ... O-O?
8. Bxc6 Bxc6
9. dxe5 dxe5
10. Qxd8 Raxd8
11. Nxe5

Black's best move here is probably 11...Bd7, although White would remain a pawn ahead.

11. ... Bxe4
12. Nxe4 Nxe4

Now 13.Rxe4?? would be a horrible blunder as Black would [checkmate](#) with 13...Rd1+ 14. Re1 Rxe1#. White blocks that possibility with his next move, making the threat real against the black [knight](#) on e4.

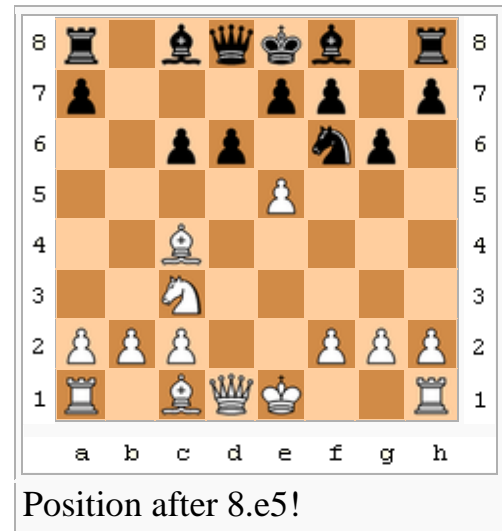
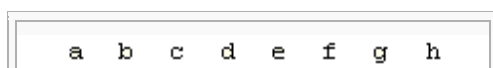
13. Nd3 f5

The black knight can't move because of the pin against the [bishop](#) on e7.

14. f3 Bc5+
15. Nxc5 Nxc5
16. Bg5 Rd5
17. Be7 Re8
18. c4

White wins at least the [exchange](#), so Marco resigned.

## Magnus Smith Trap



The **Magnus Smith Trap** is a [chess opening trap](#) in the [Sicilian Defense](#), named after three-time [Canadian chess champion Magnus Smith \(1869–1934\)](#).

The trap occurs in the Sozin Variation, beginning with the [moves](#)

1. e4 c5
2. Nf3 d6
3. d4 cxd4
4. Nxd4 Nf6
5. Nc3 Nc6
6. Bc4

This is the Sozin (or Fischer) Variation of the Sicilian Defense. A common response is 6...e6, to make White's [bishop](#) on c4 "bite on granite". By playing 6...g6?!, Black falls into the trap.

6. ... g6?!
7. Nxc6 bxc6
8. e5!

(See diagram.) Black is in a bad way. After 8...Nh5?, [Bobby Fischer](#) gives 9.Qf3! e6 (9...d5 10.Nxd5!) 10.g4 Ng7 11.Ne4 Qa5+ (11...d5 12.Nf6+ Ke7

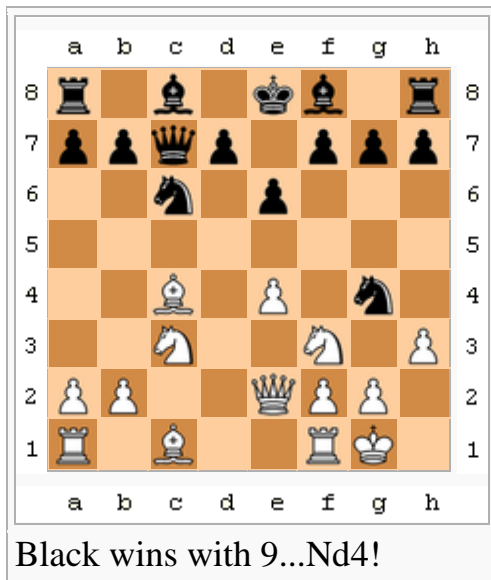
13.Qa3+) 12.Bd2 Qxe5 13.Bc3 and Black's queen is trapped. Probably best for Black is 8...Ng4 9.e6 f5, and Black eventually managed to draw in [Schlechter-Lasker, World Championship \(7\) 1910](#). The move Black actually chooses leads to instant disaster.

8. ... dxe5??

9. Bxf7+

White wins Black's [queen](#).

## Siberian Trap



The **Siberian Trap** is a [chess opening](#) trap. After a series of natural moves in the [Smith-Morra Gambit](#) of the [Sicilian Defense](#), White can lose a [queen](#). The name appears to result from Boris Shipkov of [Novosibirsk](#). The trap has occurred at least twice in tournament play: Kolenbet–Shipkov, [Khabarovsk 1987](#), and Tesinsky–Magerramov, [Budapest 1990](#).

Here are the moves (in [algebraic notation](#)):

1. e4 c5

This is the Sicilian Defense.

2. d4 cxd4

3. c3 dxc3

White's 3.c3 introduces the Smith-Morra Gambit. Black accepts the [gambit pawn](#).

4. Nxc3 Nc6

5. Nf3 e6

6. Bc4 Qc7

7. 0-0 Nf6

8. Qe2

White prepares e4-e5. This move is playable **if** White is careful on the next move. After 8.Re1 Bc5 Black has a good game as White's f2 square is sensitive. White also doesn't achieve much after 8.h3 a6. Instead, *NCO* suggests 8.Nb5 Qb8 9.e5 Nxe5 10.Nxe5 Qxe5 11.Re1 and White has some compensation for the sacrificed pawns.

8. ... Ng4!

9. h3??

(See diagram.) This is a decisive mistake. The same fate befell White after 9.Bb3?? in Kramadzhian-Shipkov, Novosibirsk 1988. Another try that doesn't work is 9.Rd1 Bc5. *MCO-14* recommends 9.Nb5! Qb8 (threatening 10...a6 11.Nc3 Nd4!) 10.h3 h5 11.g3 Nge5 12.Nxe5 Nxe5



13.Bf4 a6 with a sharp position with roughly equal chances.

9. ... Nd4!

The Black threat of 10...Nxf3+ followed by 11...Qh2# wins White's queen, at least. If 10.Nxd4?, Qh2#.

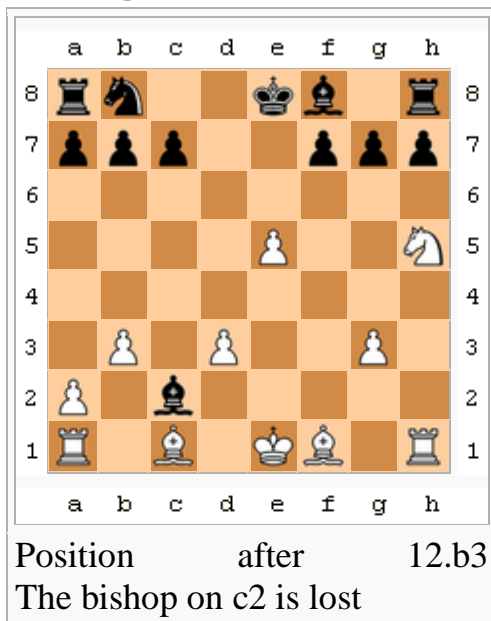
6. g3 Nxg3
7. Nf3 Qh5
8. Nxd5 Bg4
9. Nf4 Bxf3
10. Nxh5 Bxd1
11. hxg3 Bxc2?

Black tries to win a [pawn](#), but instead loses a piece.

12. b3

(See diagram.) The black [bishop](#) on c2 is trapped, and White wins a piece.

## Würzburger Trap (Required)



The **Würzburger Trap** is a [chess opening trap](#) in the [Vienna Gambit](#). It was named around 1930 for [German](#) banker Max Würzburger.

The trap begins with the [moves](#)

1. e4 e5
2. Nc3 Nf6
3. f4

White plays the Vienna Gambit. Black's next move is thought to be the best reply.

3. ... d5
4. fxe5 Nxe4
5. d3 Qh4+

## Opening Traps:

[Benoni Defense](#) 1.d4 c5 2.d5 e6 3.Nc3 exd5?! 4.Nxd5 Ne7 5.Bg5 h6 6.Bh4 Qa5+ 7.c3 Nf5?? 8.Qa4!! Qxa4 9.Nc7# 1-0

[Yermolinsky-Tate](#), Reno 2001

[Budapest Defense](#) 1.d4 Nf6 2.c4 e5 3.dxe5 Ng4 4.Bf4 Nc6 5.Nf3 Bb4+ 6.Nbd2 Qe7 7.a3 Ngxe5! 8.axb4?? Nd3#

[Budapest Defense](#) 1.d4 Nf6 2.c4 e5 3.d5?! Bc5 4.Bg5? Ne4! 5.Bxd8?? Bxf2#

[Caro-Kann Defense](#) 1.e4 c6 2.d4 d5 3.Nc3 dxe4 4.Nxe4 Nd7 5.Qe2 Ngf6?? 6.Nd6#  
[Alekhine-Four Amateurs](#), [simultaneous exhibition](#), Palma de Mallorca 1935

[Caro-Kann Defense](#) (from above) 5.Bc4 Ngf6 6.Ng5 e6 7.Qe2 Nb6 8.Bd3 h6 9.N5f3 c5 10.dxc5 Nbd7!?! 11.b4 b6 12.Nd4! bxc5?? 13.Nc6! Qc7 14.Qxe6+! (1-0 Perenyi-Eperjesi, Budapest 1974) fxe6 15.Bg6#

[Caro-Kann Defense](#) 1.e4 c6 2.Nc3 d5 3.Nf3 dxe4 4.Nxe4 Bf5?! 5.Ng3 Bg6? 6.h4 h6 7.Ne5 Bh7 8.Qh5! g6 9.Bc4! e6 10.Qe2 Nf6?? 11.Nxf7! Kxf7 12.Qxe6+ (1-0 Alekhine-Bruce, Plymouth 1938) Kg7 13.Qf7#

[Caro-Kann Defense](#) 1.e4 c6 2.d4 d5 3.Nc3 dxe4 4.Nxe4 Nf6 5.Qd3!?! e5?! 6.dxe5 Qa5+

7.Bd2 Qxe5 8.0-0-0! Nxe4?? 9.Qd8+!! Kxd8  
10. Bg5++ ([Réti-Tartakower](#), Vienna 1910)  
10...Ke8 11.Rd8# or 10...Kc7 11.Bd8#

[Dutch Defense](#) 1.d4 f5 2.Bg5 h6 3.Bh4 g5  
4.Bg3 f4? 5.e3 h5 (5...fxg3?? 6.Qh5#) 6.Bd3!?  
Rh6?? 7.Qxh5+! Rxh5 8.Bg6# Teed-Delmar,  
1896

[Dutch Defense](#) 1.d4 f5 2.h3 Nf6 3.g4 fxg4  
4.hxg4 Nxg4 5.Qd3 Nf6?? 6.Rxh7! Rxh7  
7.Qg6#

[Englund Gambit](#) 1.d4 e5?! 2.dxe5 Nc6 3.Nf3  
Qe7 4.Bf4 Qb4+ 5.Bd2 Qxb2 6.Bc3?? Bb4  
7.Qd2 Bxc3 8.Qxc3 Qc1#

\* [From Gambit](#) 1.f4 e5 2.fxe5 d6 3.exd6 Bxd6  
4.Nf3 (4.b3?? Qh4+ 5.g3 Qxg3+ 6.hxg3 Bxg3#  
Pantelidakis-Rhine, Chicago 1974) g5 5.h3??  
Bg3# Napetschnig-Rhine, Chicago 1977

[Grünfeld Defense](#) 1.d4 Nf6 2.c4 g6 3.Nc3 d5  
4.cxd5 Nxd5 5.e4 Nxc3 6.bxc3 Bg7 7.Bc4 c5  
8.Ne2 cxd4 9.cxd4 Nc6 10.Be3 Qa5+!? 11.Bd2  
Qa3 12.Rb1 0-0 13.d5? Ne5 14.Bb4? Qf3!!  
15.gxf3?? Nxf3+ 16.Kf1 Bh3#

[Marshall Defense](#) 1.d4 d5 2.c4 Nf6?! 3.cxd5  
Nxd5 4.Nf3 Nc6? 5.e4 Nf6 6.Nc3 Bg4 7.d5  
Ne5? 8.Nxe5! Bxd1 9.Bb5+ c6 10.dxc6 Qc7??  
11.cxb7+ Kd8 (after 11...Qd7 and 11...Nd7,  
White mates, or forces mate, with 12.bxa8(Q)  
or bxa8(R)) 12.Nxf7#

[Nimzowitsch Defense](#) 1.e4 Nc6 2.d4 d5 3.exd5  
Qxd5 4.Nf3 Bg4 5.Nc3 Bxf3 6.Nxd5 Bxd1  
7.Nxc7+ Kd8 8.Nxa8 Bxc2 9.Bf4 Nxd4  
10.Nc7? e5! 11.Bxe5?? Bb4#. Also possible is  
7...Kd7 8.Nxa8 Bxc2 9.Bf4 e5 10.dxe5 Bb4+  
11.Ke2 Nge7 12.e6+ fxe6 13.Nc7?? Nd4+  
14.Ke3 Nef5# Kiss-[Barcza](#), Debrecen 1930.

[Owen's Defense](#) 1.e4 b6 2.d4 Bb7 3.Bd3 f5?!  
4.exf5! Bxg2 5.Qh5+ g6 6.fxg6! Nf6??  
7.gxh7+! Nxh5 8.Bg6# [Greco](#)-N.N., Rome  
1619

[Robatsch Defense](#) 1.e4 g6 2.Nf3 d6 3.Bc4  
Nd7?? 4.Bxf7+! Kxf7 5.Ng5+ Kf6 (otherwise  
6.Ne6 wins the queen) 6.Qf3+ Kxg5 (6...Ke5  
7.Qc3+ Kf4 8.Qg3#) 7.d4+ Kh4 8.Qh3#

[Ruy Lopez](#) 1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 4.Ba4  
Nf6 5.0-0 Nxe4 6.d4 exd4?! 7.Re1 d5 8.Nxd4  
Bd6 9.Nxc6 Bxh2+! 10.Kh1! Qh4 11.Rxe4+!

dxe4 12.Qd8+! Qxd8 13.Nxd8+ Kxd8  
14.Kxh2 f5?? 15.Bg5# [\[1\]Pandolfini](#)-NN,  
1970

[Scandinavian Defense](#) 1.e4 d5 2.exd5 Qxd5  
3.Nc3 Qa5 4.d4 c6 5.Nf3 Bg4 6.Bf4 e6 7.h3  
Bxf3 8.Qxf3 Bb4 9.Be2 Nd7 10.a3 O-O-O??  
11.axb4!! Qxa1+ 12.Kd2! Qxh1 13.Qxc6+!  
bxc6 14.Ba6# [Canal](#)-N.N., Budapest 1934  
(the "[Peruvian Immortal](#)": White sacrifices  
both rooks and his queen to finish with  
[Boden's mate](#))

[Sicilian Defense](#) 1.e4 c5 2.d4 cxd4 3.c3 d5  
4.exd5 Qxd5 5.Nf3?! Bg4 6.Qa4+ Nc6  
7.Nxd4 Bd7 8.Nb5? 0-0-0! 9.Nxa7+?? Nxa7  
10.Qxa7 Qd1+!! (0-1 Dutch-Sugden,  
London 1964) 11.Kxd1 Bg4+ 12.Kc2 Bd1#  
or 12.Ke1 Rd1# (an ending strikingly  
similar to [Réti-Tartakower](#), Vienna 1910,  
cited above)

[Sicilian Defense](#) 1.e4 c5 2.Nf3 Nf6 3.e5 Nd5  
4.Nc3 e6 5.Nxd5 exd5 6.d4 Nc6 7.dxc5  
Bxc5 8.Qxd5 Qb6 9.Bc4 Bxf2+ 10.Ke2 O-O  
11.Rf1 Bc5 12.Ng5 Nd4+ 13.Kd1 Ne6  
14.Ne4 d6 15.exd6 Bxd6?? 16.Nxd6 Rd8  
17.Bf4! Nxf4? 18.Qxf7+ Kh8 19.Qg8+! (1-0  
[Unzicker](#)-Sarapu, Siegen Olympiad 1970)  
Rxc8 20.Nf7#

[Sicilian Defense](#) 1.e4 c5 2.Nf3 d6 3.d4 cxd4  
4.Nxd4 Nf6 5.Nc3 a6 6.Bg5 e6 7.f4 b5 8.e5  
dxe5 9.fxe5 Qc7 10.Qe2 Nfd7 11.0-0-0 Bb7  
12.Qg4 Qxe5 13.Bd3 Nf6? 14.Bxf6 Qxf6?  
15.Rhe1 h5 16.Nxe6! Be7 (16...hxg4  
17.Bxb5+! Ke7 (17...axb5? 18.Nc7# or  
18.Nxg7#) 18.Nxf8+ Kxf8? 19.Re8#)  
17.Bxb5+! axb5 18.Nc7+! Kf8 19.Rd8+!  
Bxd8 20.Re8# [Tal](#)-N.N., England 1974

[Three Knights Game](#) 1.e4 e5 2.Nf3 Nc6  
3.Nc3 g6 4.d4 cxd4 5.Nd5 Bg7 6.Bg5  
Nge7? 7.Nxd4! Bxd4?? 8.Qxd4! Nxd4  
9.Nf6+ Kf8 10.Bh6#

[Vienna Game](#) 1.e4 e5 2.Nc3 Nf6 3.Bc4  
Nxe4 4.Bxf7+ (4.Nxe4 d5) Kxf7 5.Nxe4  
Nc6 6.Qf3+ Kg8?? 7.Ng5! Qxg5 8.Qd5#