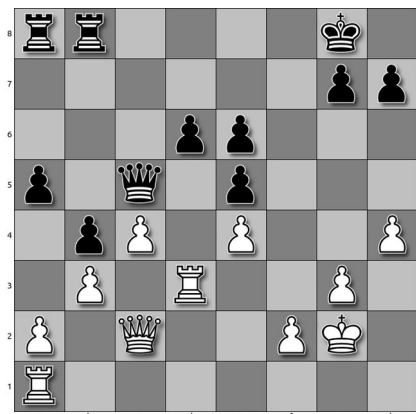


## Hindsight

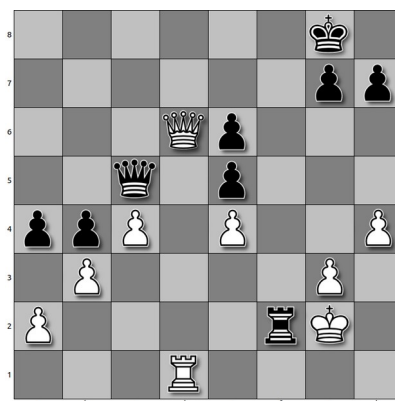
### Active Defence



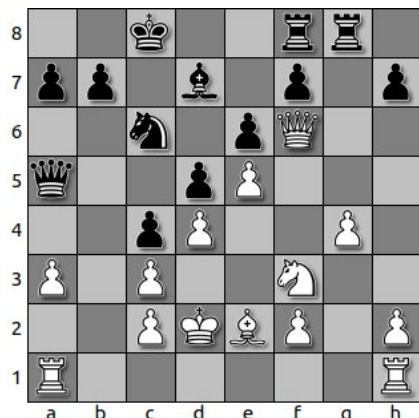
Rather than Black directly trying to defend d6 with both rooks:

1... Rf8 2. Rad1 Ra6

if White tries 3. Qd2 example:  
a4 4. Rxd6 Rxd6 5. Qxd6  
Rxf2+ **(0.0)**

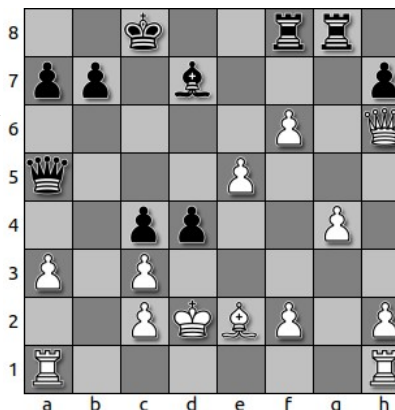


### Keeping the Lid On

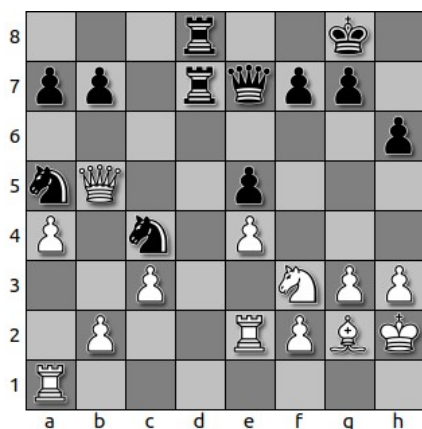


White can lock up Black's Rooks with 1. g5. Black has then a bleak game. (+2.5)

Instead 1. Qh6 allowed 1...f6  
2. exf e5 3. Nxe5 Nxe5  
4 dxe5 d4 **(-2.1)**



### Constructing a Queen Trap



White's Queen has one safe square if attacked on b5. A rook on b6 would be useful but 1...Rd6 allows White to play 2. Qb4 or Qc5 pinning the rook. What then? Unpin the Queen.

If 2 Qb4 Qc7  
If 2 Qc5 Qe6

