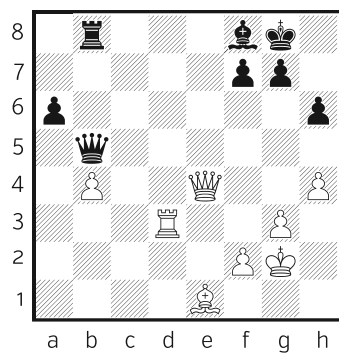
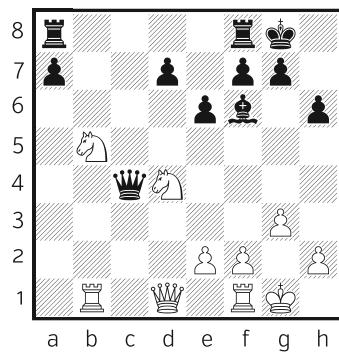
**20.****1.d5-d6**

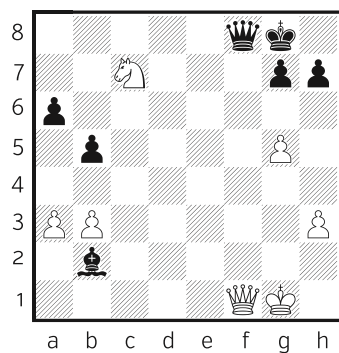
The discovered attack wins a piece.

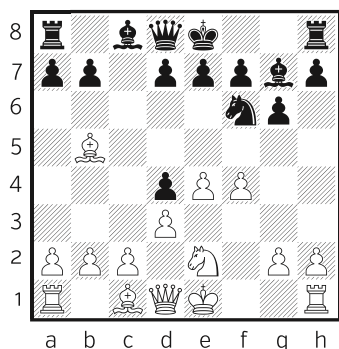
1... ♔e7×d6 2. ♕g2×b7 and White wins either a second piece or the exchange!**21.****1... ♖b8-e8**

Skewers queen and bishop.

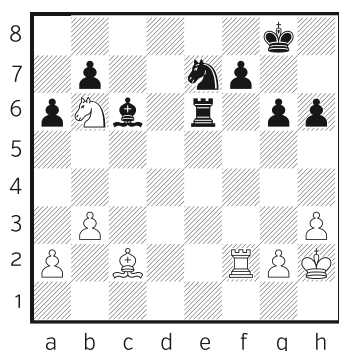
2. ♕e4-d5 ♖e8×e1**22.****1... a7-a6**

wins one of the knights, either:

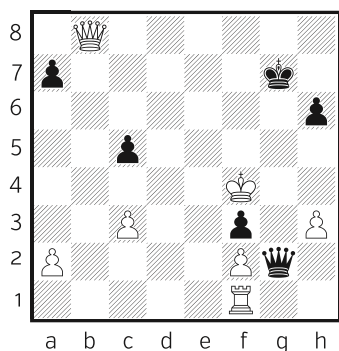
2. ♞b5-a3 ♕c4×d4 or **2. ♞d4-f3 a6×b5.****23.****1... ♕f8-c5+** Double attack.**2. ♔g1-g2 ♕c5×c7****2. ♕f1-f2?? ♖b2-d4** pins the queen!

**24.****1... ♔d8-a5+**

A queen sortie with a double attack. White should have castled on his last move instead of playing f2-f4.

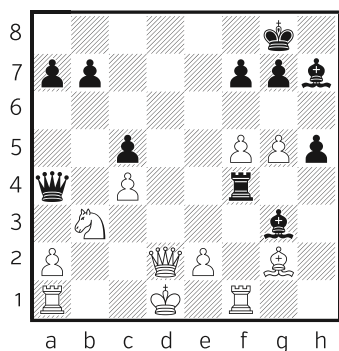
2. c2-c3 ♕a5×b5 3. ♖e2×d4**25.****1... ♗c6×g2**

Wins a pawn.

2. ♔h2×g2 ♖e6×b6**26.****1... ♔g2-h2+**

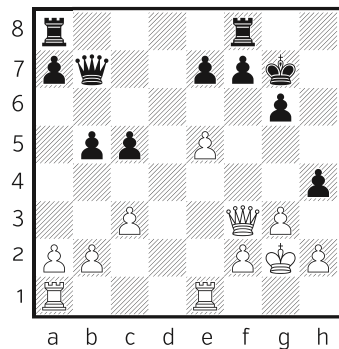
Skewers the white king to the queen.

Probably White had only expected 1... ♔g2×f1 2. ♕b8×a7+ ♔g7-f6 3. ♕a7×c5 with a winning position. Don't take anything for granted!

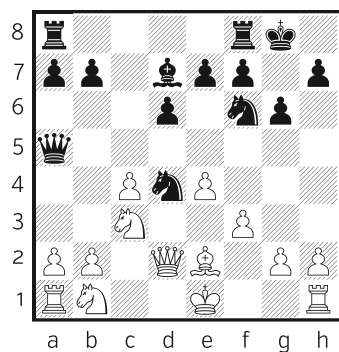
**27.****1... ♖f4-d4**

The pinned knight cannot defend against Black pinning the queen as well.

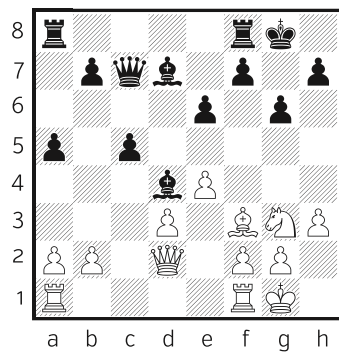
2. ♕d2×d4 c5×d4

**28.****1...h4-h3+**

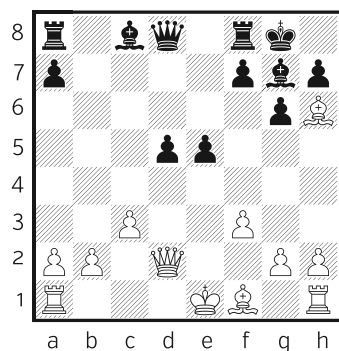
And the king can no longer protect his queen.

2. ♖g2×h3 ♕b7×f3**29.****1... ♞d4-b3** wins at least the exchange after:**2. a2×b3 ♕a5×a1.**

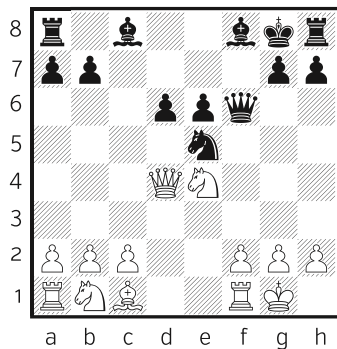
Or 2. ♕d2-d1 ♞b3×a1 3. ♞b1-d2 -- 4. ♕d1×a1.

**30.****1... ♕c7×g3**

The pinned pawn cannot take back. This is a very common mistake. White should have stepped out of the pin with ♖g1-h1.

**31.****1... ♕d8-h4+ 2. g2-g3 ♕h4×h6**

With his move ♗e3-h6 White wanted to exchange bishops but overlooked the double attack.



32.

1... $\text{N}_{\text{e5-f3+}}$ 2. g2xf3 Q_{f6xd4}

A discovered attack is especially powerful if one of the involved pieces can give a check.

Before we continue with the tactical motifs, we are going to learn something about the rules of tournament chess and the right behavior for a chess player.

I know some of you may find it boring to read about rules, but it's really important. You can find yourself at an unnecessary disadvantage, or in the worst case lose a game, by not knowing a rule.

Please read the following pages. It's not much work and requires only a very small amount of time, but it's worth it!

CHAPTER 6. RULES & BEHAVIOR

When playing in a tournament you have to follow not only the basic rules but some additional ones as well. You may say: “I don’t participate in tournaments and maybe I never will”. Okay, but some of the tournament rules apply even in private games and it’s good to get used to them early, just in case.

The first and most important rule is “**touch-move**”.

If it’s your move and you touch a piece you have to move it.

If you touch one of your opponent’s pieces you have to capture it if it’s possible (you may be lucky in that it’s not possible and you’re off the hook. But it is bad form anyway).

As long as you hold the piece in your hand you can change the destination square.

As soon as you release the piece, the move is concluded and there’s no way back.

If you have touched several pieces you have to move the one you’ve touched first. If this would be an il-

legal move, you have to move the second... and so on.

If you are playing with a clock you have to press the button with the same hand with which you made the move. Moving with one hand and simultaneously pressing the clock with the other is against the rules.

Even many hobby players insist on touch-move and sometimes arguments will start if a player takes back a move. Some players will touch a piece, hover it over the board like an eagle looking for prey, set it back, and repeat this often during a game. That’s very annoying and absolutely not acceptable. You should get used to touch-move from the very beginning. Chess is not table tennis — you have enough time to consider and decide. If you have problems with controlling your temper or your hand, sit on your hands.

If you want to adjust a piece on the board you have to say, “**I adjust**” or “**J’adoube**” (from the French, meaning the same) **in advance** of doing so!

At the **beginning** of a tournament game (and most of the time even for a casual game) you **shake hands** with your opponent (even if you strongly dislike him it would be very bad form to refuse).

If you **resign** the game, offer a **handshake** and say: "I resign". An old fashioned way to resign is to tip over your king. You find this rarely in tournaments, but very often among hobby players. Running wordlessly away from the board or knocking over the pieces may be seen as a resignation as well. But it's simply a sign of bad manners or immature behavior — never do this!

Sometimes you may want to **offer a draw**. You can only do so if it's your move. The correct way is:

You make your move, say: "I offer a draw" and press your clock.

Now your opponent can think on his time if he wants to accept or not. You cannot take a offered draw back. And you cannot offer a draw with a condition, for example: "I offer a draw but only if you accept it right away, otherwise we play to the end!" An offer is an offer and there's no way out. The polite way to refuse would be to say something like "I want to play a bit longer". Making a move and pressing the clock is

a refusal too, but a bit of a grumpy one.

It is forbidden to disturb or distract your opponent, especially if he's just thinking. Toying around with a pen or something else, humming, drumming your fingers on the table, rocking your chair, hanging with your upper body over the board, eating or drinking noisily at the board, talking to bystanders ... the number of possible distracting techniques is nearly endless. Your opponent can call the arbiter and protest and, if the offender doesn't stop, he may be awarded the game by forfeit.

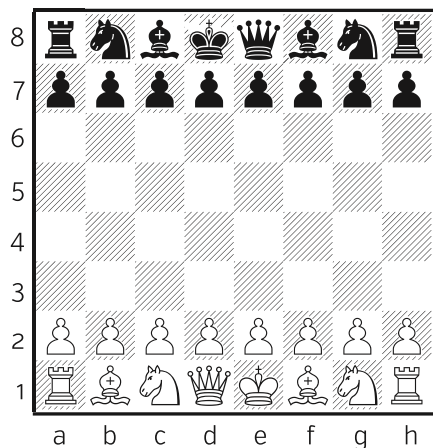
At a tournament level you don't have to say "*check*", but at a hobby level it's advisable to do so. Your opponent may miss the check and after a long think make an illegal move — a sad waste of time. By the way, if his illegal move can parry the check, touch-move applies!

The right way to castle is, to move the king first! If you move the rook first, your opponent can insist that you cannot move the king. It will probably mean an unpleasant position with the king in the middle on e1 and a rook on f1. This may not be sportsmanlike, and the rule may make not much sense, but rules are rules and you'll get in trouble if you

ignore them. Better to get used to them.

Some players execute castling with both hands, simultaneously moving king and rook. That's funny but also against the rules.

Have a look at the diagram? Do you see something unusual in the position?



The starting position is not set up correctly. Black's king and queen have swapped places, as have White's knight and bishop on the queenside. Often the players do not see this until some moves are made. What to do?

The rule says that if the mistake is discovered during the **first ten moves**, the respective pieces are set back in the right order. After ten moves, the game is started anew. But if both players agree to a correction after ten moves, it's okay and they can continue the game.

Originally, and for many decades, **three moves** was the limit, but the rule changed some years ago to ten moves. Some players or arbiters may not know that.

Remember:

Touch a pawn or piece only if you're sure you want to make the move!

Be correct and polite to your opponent and the officials! Chess should be a game of sportsmanship and has no place for ill-mannered behavior.

Before we come to the end of this little chapter let's say something about the end of the game.

Some players play on in absolutely hopeless positions until checkmate. This irrational bad behavior can be seen even in national and international youth competitions. The players may hope for a stalemate, but even among very weak players this is a rare exception. For the book *"The U10 Project"* we analyzed more than 2500 games from U8 to U12 youth tournaments for boys and girls. Not a single stalemate was found!

Some coaches like to encourage their students with a quote like "Never did a player win a game by

resigning”. Actually, if only your king is left you cannot win at all. Even if your opponent runs out of time it’s only a draw!

If a position has any potential for a stalemate, even if your opponent has vast material superiority, then you can justify playing on. If your position has no real chance of gaining a half point, however, just accept it and resign.

To play any longer is:

- Very impolite with respect to your opponent (it implies that you think he is so stupid that he might make a very primitive blunder) and stealing his time.

- A waste of your time that you could better use to analyze the game with your opponent, coach or your friends.
- Rubbing salt in the wound that every loss causes us.
- Humiliating you in front of the other players and spectators. Some will probably make sniping comments; some will remember you as a bad loser. Sometimes an angry opponent may draw out the game by mocking you with sacrifices or deliberately unnecessary awkward play.

To accept a loss is a part of life and especially a part of every kind of game or sport. **Be a good loser and know the right time to resign!**

CHAPTER 7. FIND CHECKMATE IN TWO MOVES!

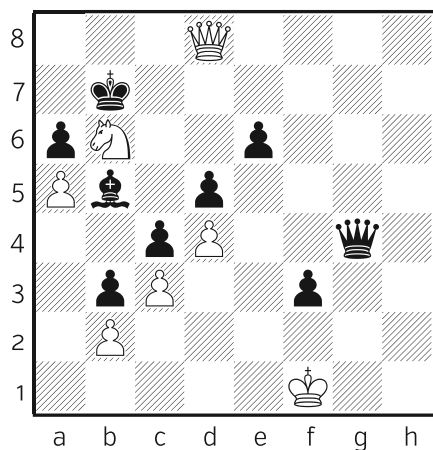
After the dry but necessary chapter about the rules you may be keen to work on some exercises. How about the next step up in finding checkmates?

In the following positions you can deliver checkmate in 2 moves. Write down your moves and compare them to the solutions.

You can compare your answers directly after or later, after solving more exercises, it's up to you. Sometimes there's more than one solution. Try to find them all!

In diagrams with ○/● both sides can checkmate the opponent.

1. ○/●



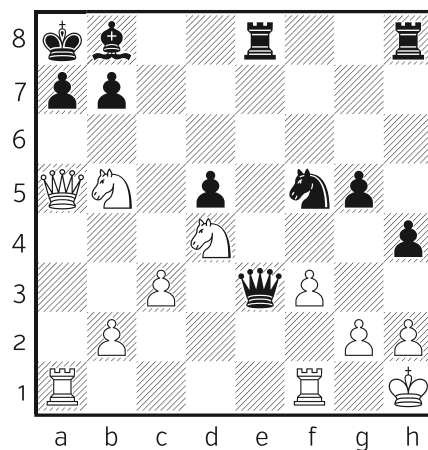
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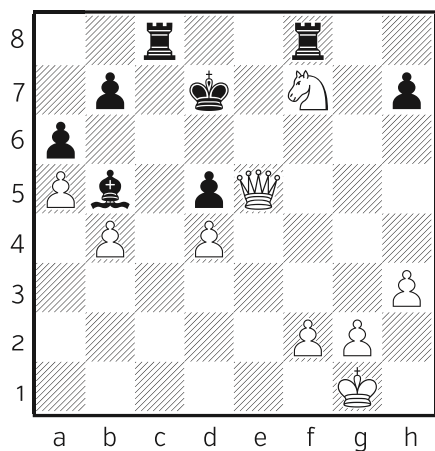
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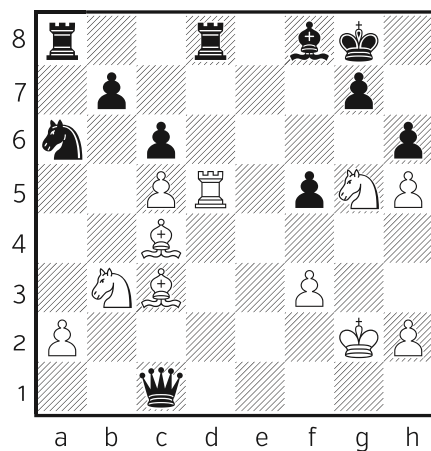
3. ○



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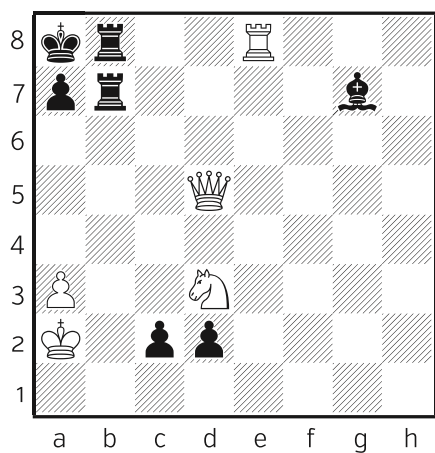
4. ○



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5. ○/●



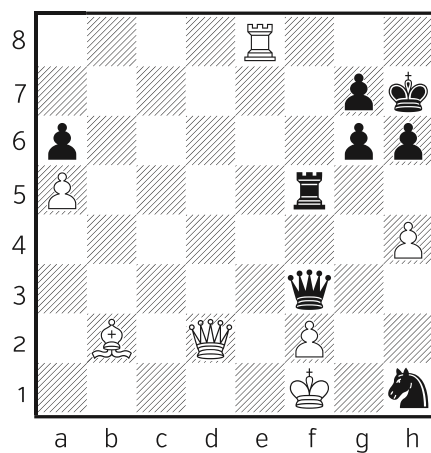
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6. ○/●



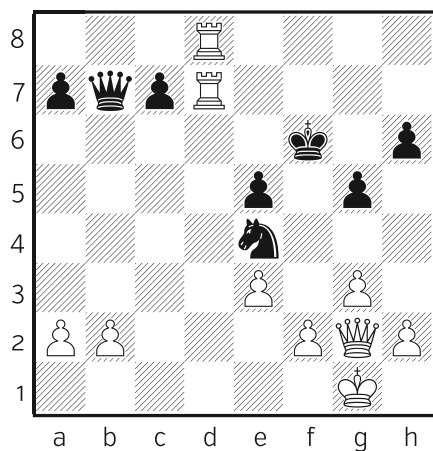
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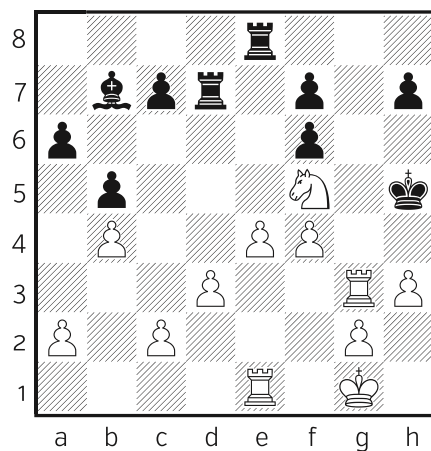
7. ○



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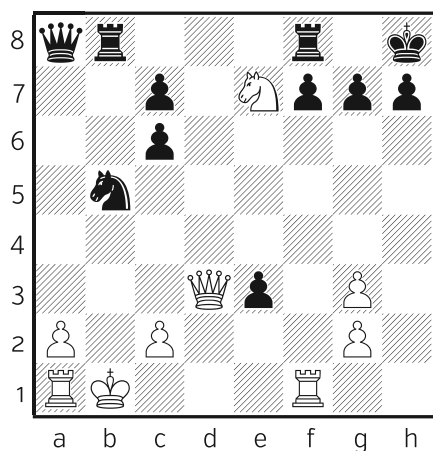
8. ○



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9. ○/●



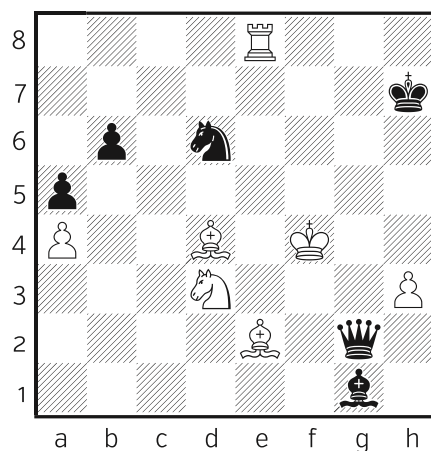
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10. ○/●



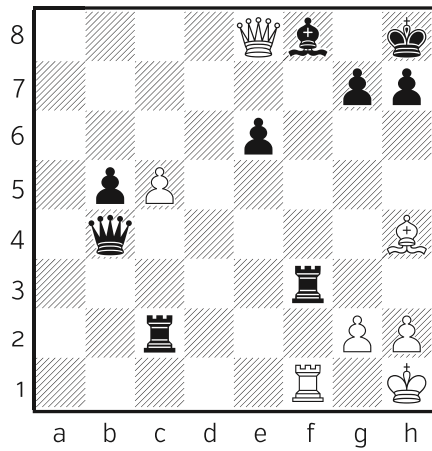
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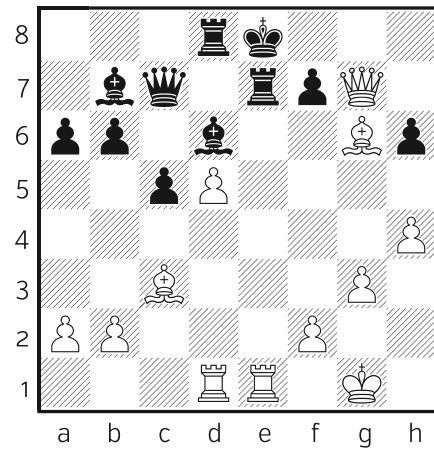
11. ○



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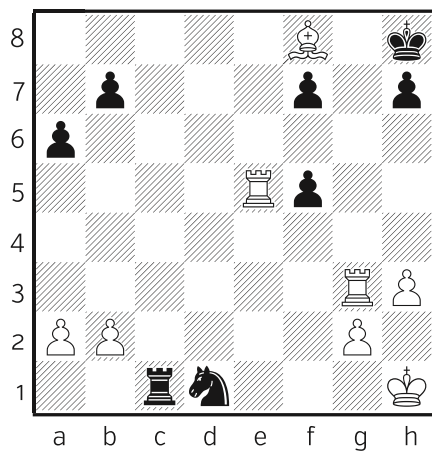
12. ○



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13. ○/●



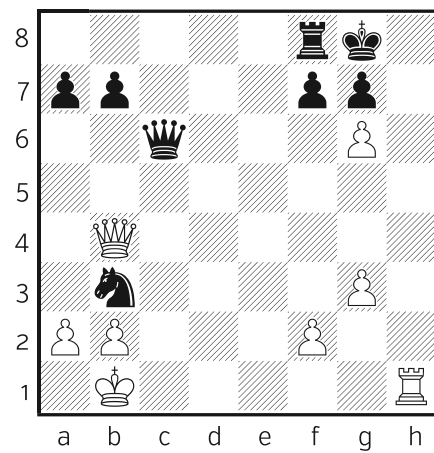
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14. ○/●



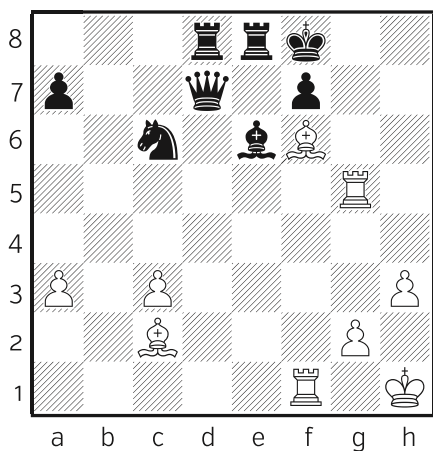
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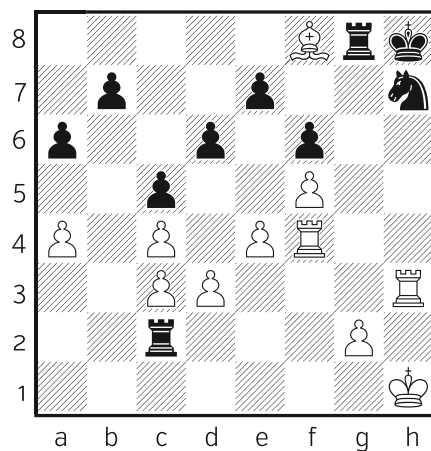
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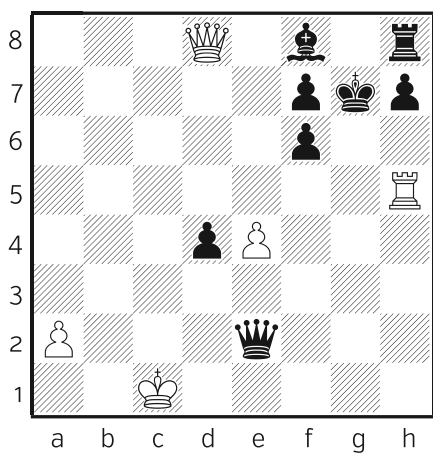
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17. ○/●



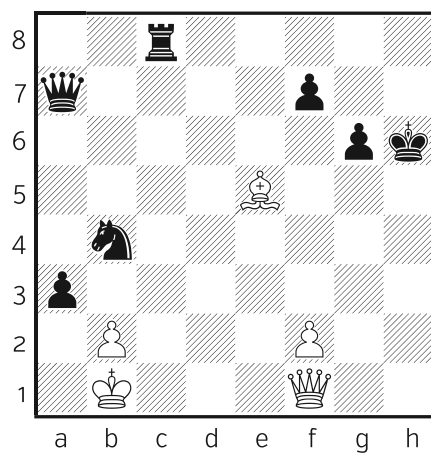
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18. ○/●



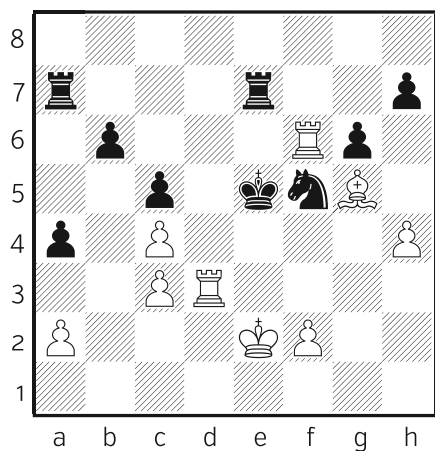
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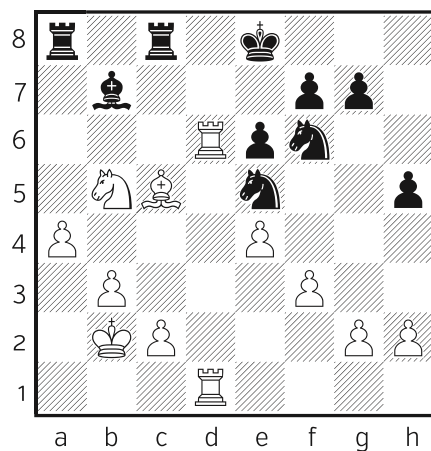
19. ○



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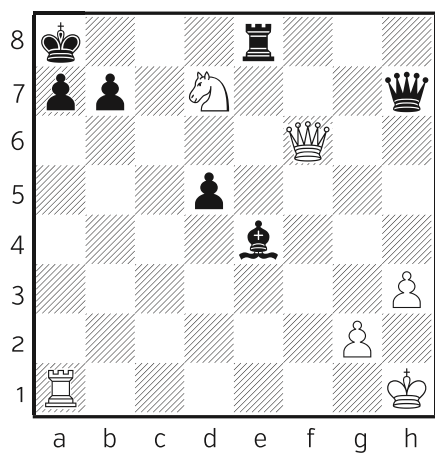
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21. ○/●



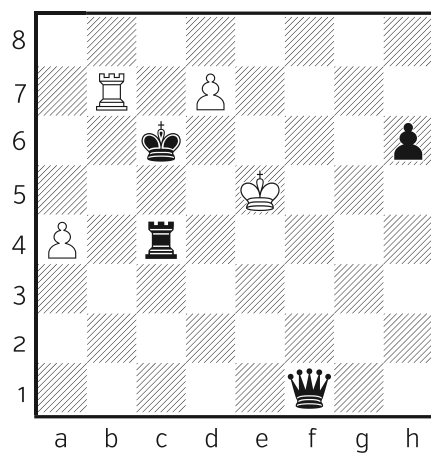
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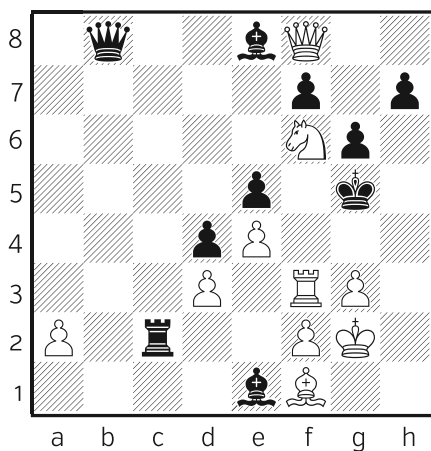
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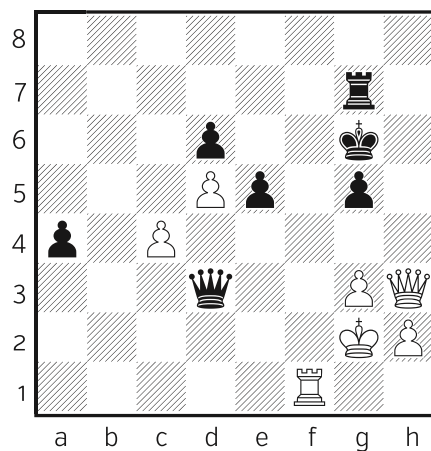
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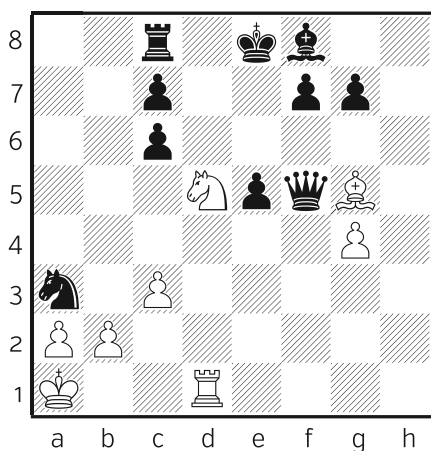
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25. ○/●



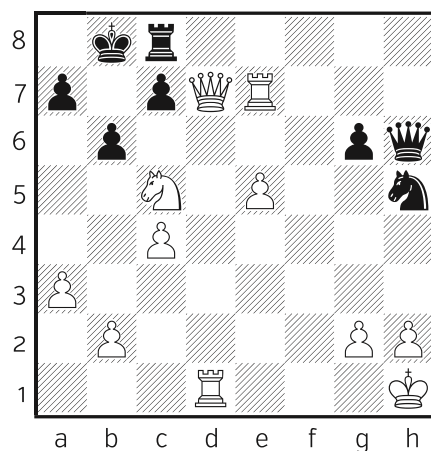
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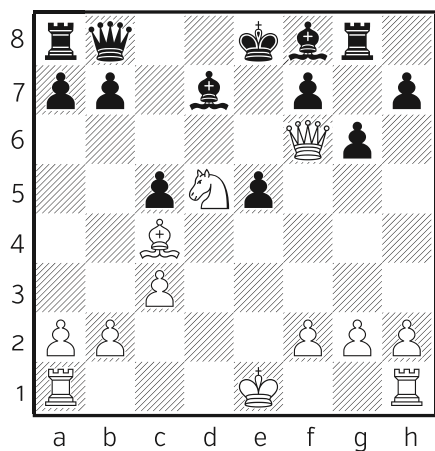
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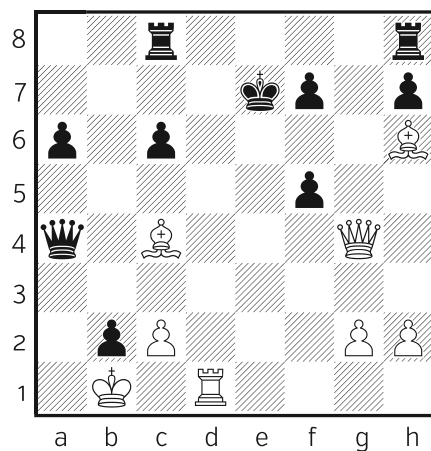
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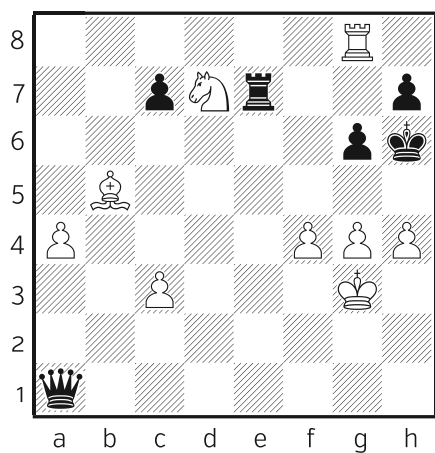
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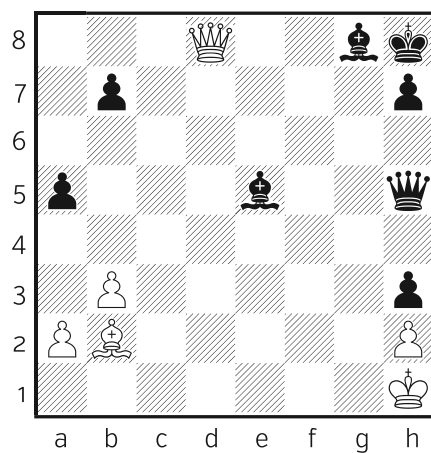
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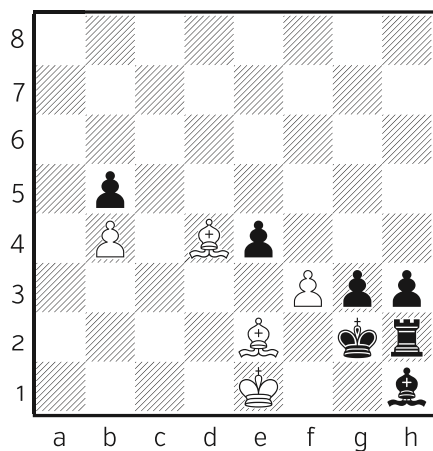
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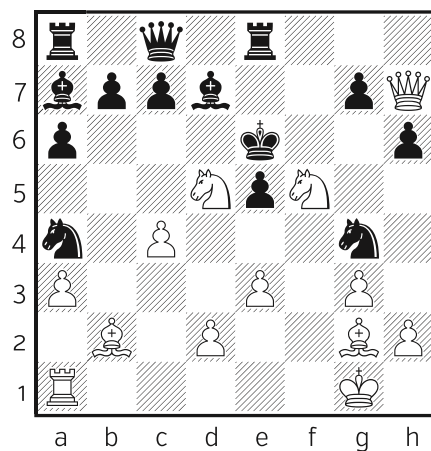
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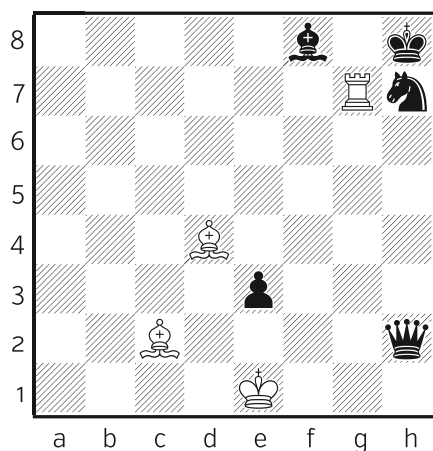
32. ○



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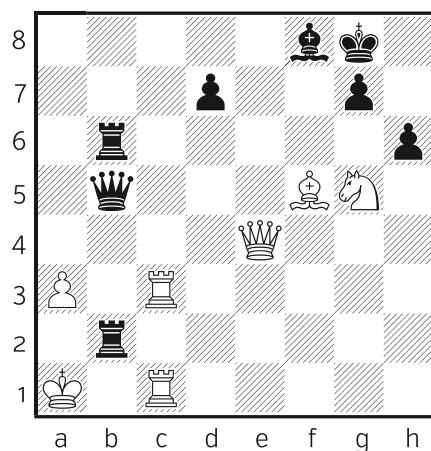
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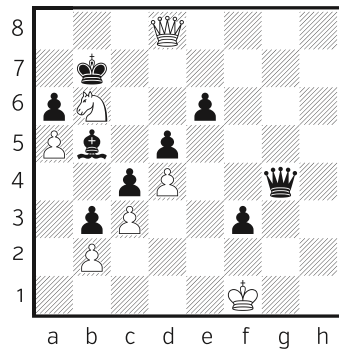
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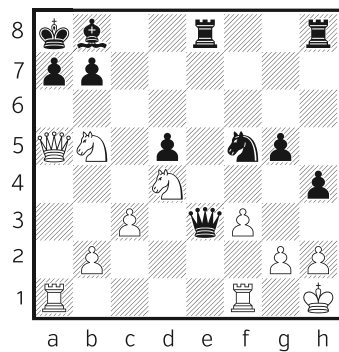
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SOLUTIONS FOR FIND CHECKMATE IN 2 MOVES!



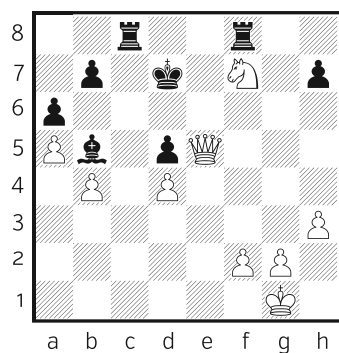
1.

- 1. ♔d8-c8+ ♚b7-a7 2. ♔c8-a8#/c7#
- 1.-- ♔g4-g2+ 2. ♚f1-e1 ♔g2-e2#



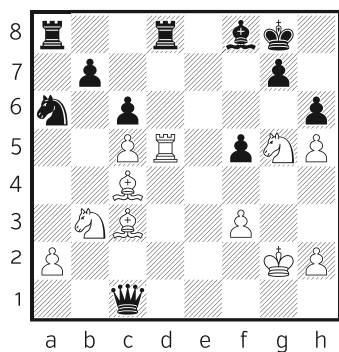
2.

- 1. ♘b5-c7+ ♙b8×c7 2. ♔a5×a7#
- 1.-- ♘f5-g3+ 2. h2×g3 h4×g3#



3.

- 1. ♔e5-d6+ ♚d7-e8 2. ♔d6-e6#

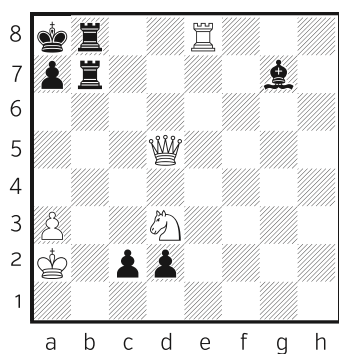


4.

1. ♖d5-d6+ Discovered check!

1... ♔g8-h8 2. ♖d6×h6#

The pinned pawn cannot take the rook.

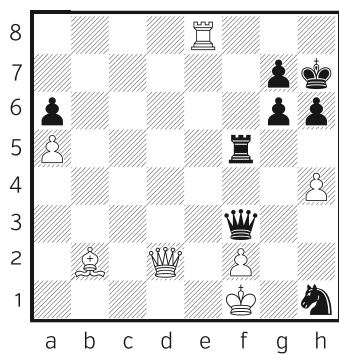


5.

○ 1. ♖e8×b8+ 1. ♔a8×b8 2. ♕d5-d8#

● 1.-- c2-c1 ♘+ 2. ♘d3×c1 d2×c1 ♘#

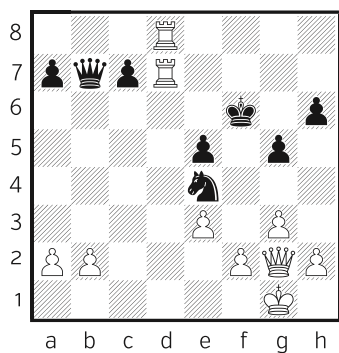
Two underpromotions are the key to mate.



6.

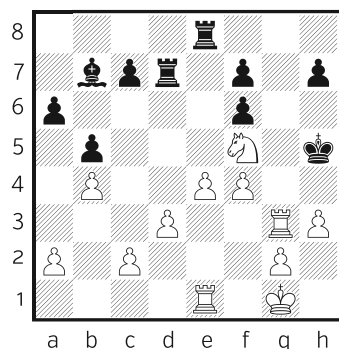
○ 1. ♕d2×h6+ ♔h7×h6 2. ♖e8-h8#

● 1.-- ♘h1-g3+ 2. ♔f1-e1/g1 ♕f3-h1#



7.

1. ♕g2-f3+ ♔f6-g/e6 2. ♕f3-f7#

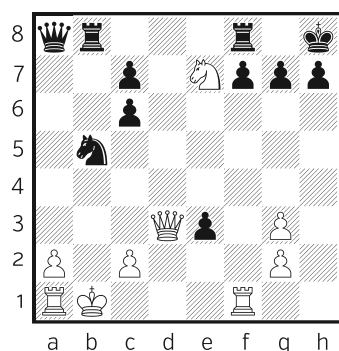


8.

1. ♖g3-g7

The rook gives way for the pawn. That's called a "clearance".

1... ♜e8-h8 / 1... ♜h7-h6 2. ♖g2-g4#



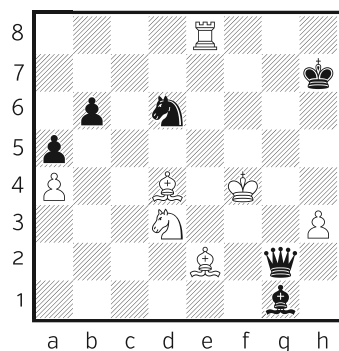
9.

○ 1. ♛d3×h7+ ♔h8×h7 2. ♜f1-h1#

This type of checkmate is called **Anastasia's mate**, after an old novel.

● 1.-- ♞b5-c3+ double check!

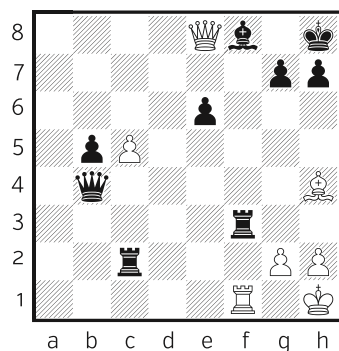
2. ♔b1-c1 ♛a8-a3#



10.

○ 1. ♜e8-h8+ ♔h7-g6 2. ♞e2-h5#

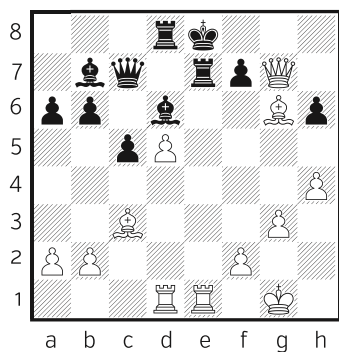
● 1.-- ♞g1-h2+ 2. ♔f4-e3 ♞d6-c4#



11.

1. ♛e8×f8+ ♜f3×f8 2. ♜f1×f8#

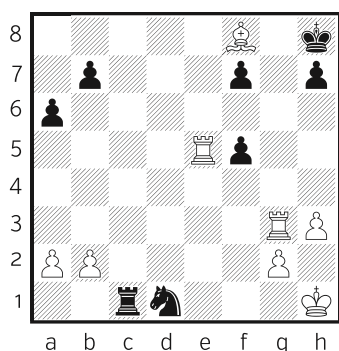
This type of mate is called an "X-ray" motif. The f1-rook controls the f8 square through the enemy rook on f3.



12.

1. ♔g7×f7+ ♕e8-d7 2. ♖g6-f5#

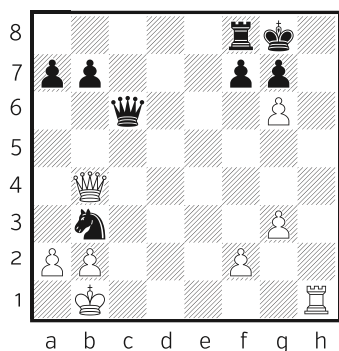
In both cases the rook cannot intervene because he is pinned against his king.



13.

○ 1. ♖f8-g7+ ♕h8-g8 2. ♖e5-e8#

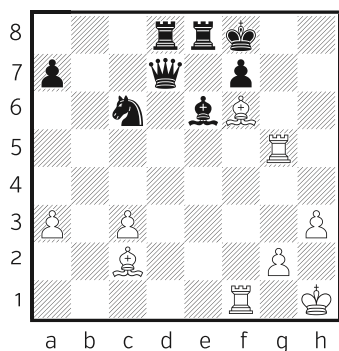
● 1.-- ♘d1-f2+ 2. ♔h1-h2 ♖c1-h1#



14.

○ 1. ♖h1-h8+ ♕g8×h8 2. ♔b4×f8#

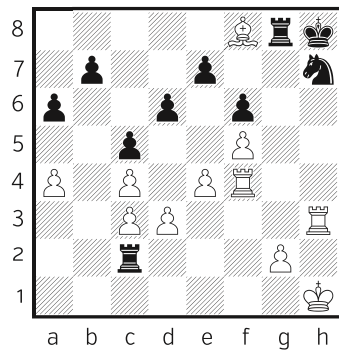
● 1.-- ♕c6×g6+ 2. ♔b4-e4 ♕g6×e4#



15.

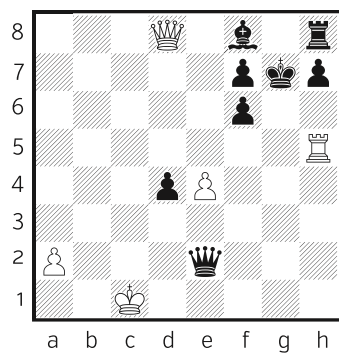
1. ♖c2-h7 ♘c6-e7 2. ♖f6-g7#

1...-- All other moves are followed by 2. ♖g5-g8#.



16.

1. ♖h3×h7+ ♔h8×h7 2. ♖f4-h4#

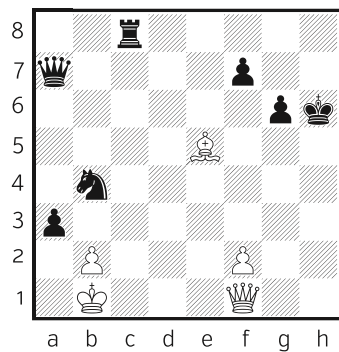


17.

○ 1. ♖h5-g5+! ♜f6×g5 2. ♕d8×g5#

Or 1... ♔g7-h6 2. ♕d8×f6#.

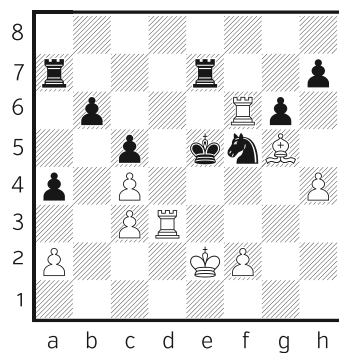
● 1.-- ♜f8-a3+ 2. ♔c1-b1 ♕e2-b2#/d1#



18.

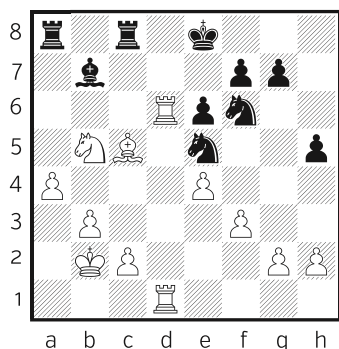
○ 1. ♕f1-h3+ ♔h6-g5 2. ♜f2-f4#

● 1.-- ♜a3-a2+ 2. ♔b1-a1 ♞b4-c2#

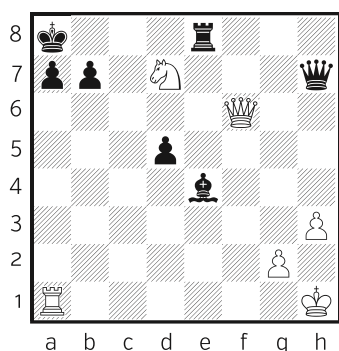


19.

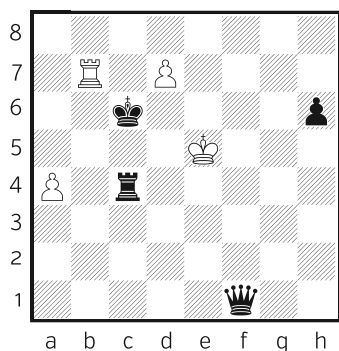
1. ♖d3-d5+ ♔e5-e4 2. ♜f2-f3#

**20.****1. ♖d6-d8+**

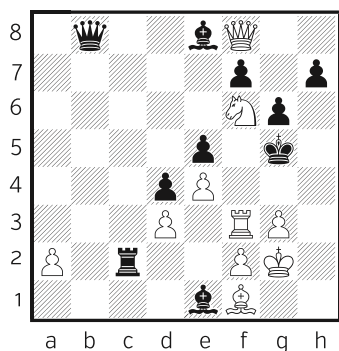
Opens the diagonal for the bishop and forces the rook away from the c-file.

1... ♜c8×d8 2. ♘b5-c7#**21.**○ **1. ♜a1×a7+ ♔a8×a7 2. ♚f6-a1#**

Again, “Anastasia’s mate”.

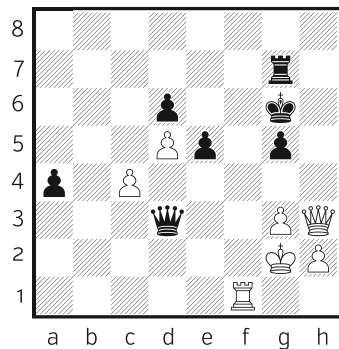
● **1.-- ♚h7×h3+ 2. ♔h1-g1 ♚h3×g2#****22.**○ **1. d7-d8 ♘+**

Only underpromotion can save the day for White!

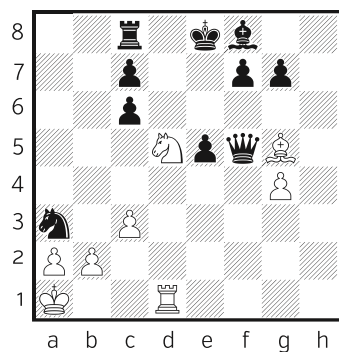
1... ♔c6-c5 2. ♜b7-b5#● **1.-- ♚f1-f4+ 2. ♔e5-e6 ♜c4-e4#****23.****1. ♜f3-f5+**

Opening the g-file for the queen.

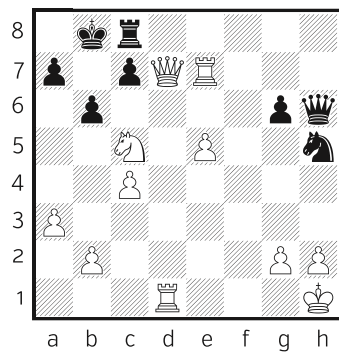
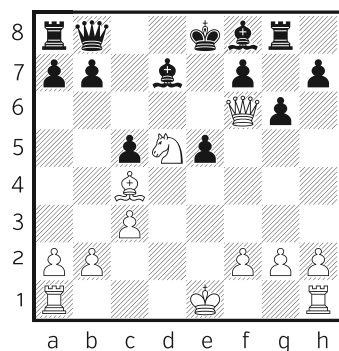
1... ♜g6×f5 2. ♚f8-g7#

**24.****1. ♖f1-f6+**

Forces the king into a position where mate can be delivered.

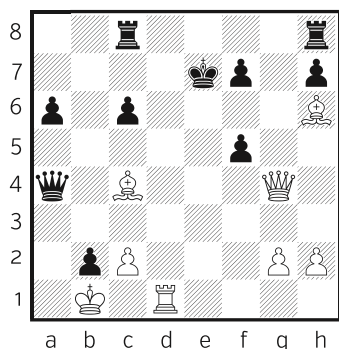
1... ♔g6×f6 2. ♕h3-e6#**25.**○ **1. ♞d5×c7+ ♜c8×c7 2. ♜d1-d8#**● **1.-- ♕f5-b1+ 2. ♜d1×b1 ♞a3-c2#**

The “smothered mate” is a classic among the mate motifs!

**26.**○ **1. ♕d7×c8+ ♔b8×c8 2. ♜e7-e8#**● **1.-- ♞h5-g3+ 2. ♔h1-g1 ♕h6-e3#****27.****1. ♞d5-c7+**

Opens the diagonal for the bishop.

1... ♕b8×c7 2. ♗c4×f7#

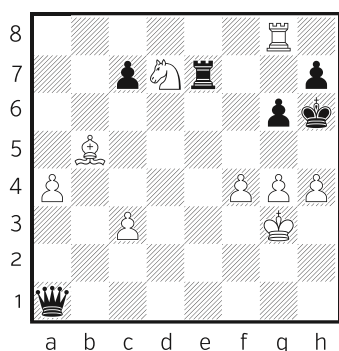


28.

1. ♔g4-e2+ ♕e7-f6 2. ♖d1-d6#;

or 1. ♔g4-h4+ ♕e7-e8 2. ♔h4-e1#;

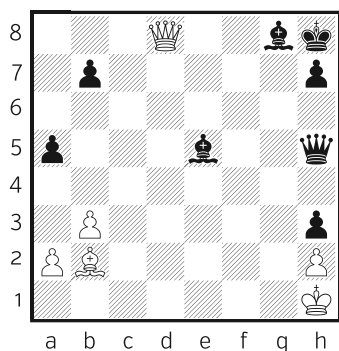
or 1. ♔g4-g5+ ♜f7-f6 / ♕e7-e8 2. ♔g5-e3#.



29.

○ 1. g4-g5+ ♕h6-h5 2. ♞d7-f6#

● 1.-- ♔a1-g1+ 2. ♕g3-f3/h3 ♖e7-e3#

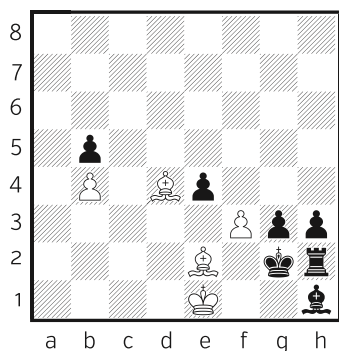


30.

○ 1. ♔d8-f6+ ♖e5×f6 2. ♖b2×f6#

The X-ray motif again, this time with a bishop instead of a rook.

● 1.-- ♔h5-f3+ 2. ♕h1-g1 ♔f3-g2#



31.

1. ♖d4-e3

Attention! If 1.f3×e4?? it is stalemate!

1...e4×f3 Zugzwang! 2. ♖e2-f1#

A mating attack does not necessarily start with a check. Sometimes a preparatory move is needed.