

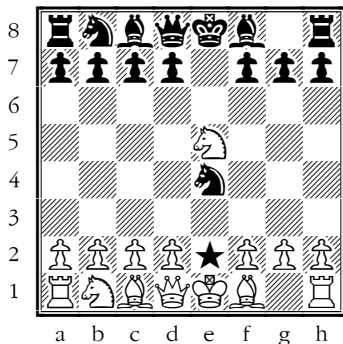
Chess Tactics: Discovered Attacks & Double Checks!

Part 1: Discovering Discovered Attacks in Chess

Concepts:

- What is a *discovered attack*?
- The most powerful kind of attack – The “**discovered check**”!
- Why the “Copy Cat” Opening never works!

Introducing the Discovered Attack/Check and Why You Should Never “Copy Cat”!

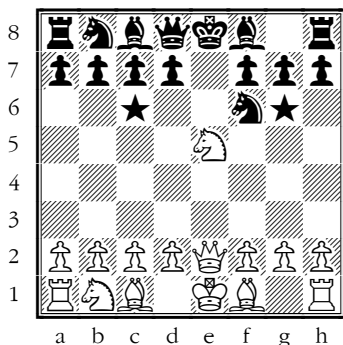


1.e4 e5 2.Nf3 Nf6 3.Nxe5
Nxe4? And 4.Qe2!

The term “*discovery*” or discovered attack is used when a piece moves from a rank, file or diagonal and **uncovers an attacking piece of the same color (teammate) along that line**. There are three types of discoveries, with the most powerful being the double check (discussed in Part 2). Discovered Check and Attack are covered here.

To get our “discovery party started”, we are reviewing a commonly played, though very bad, Opening at the amateur scholastic level: **The Copy Cat!** Black's third move needs to be 3...d6, which would be the Petroff Defense, a solid “non-copy-cat” variation. 3...Nxe4 loses. Continue...

The Copy Cat Opening Continued – The Devastating Discovered Check!

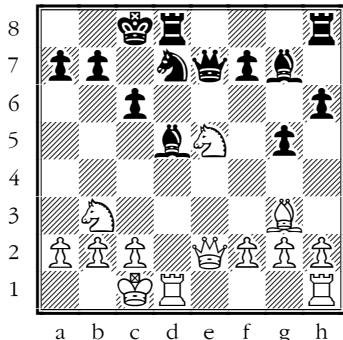


The **Knight** does the **attacking**, and the **Queen** does the **checking** in this discovery party!

After 4.Qe2 black can no longer continue to copy with 4...Qe7, as after 5.Qxe4, if black captures white's Knight – black will lose the Queen for nothing. Defending the Knight on e4 with a move like 4...d5 invites 5.d3, and black still has major issues to deal with. Most players at the beginner level will retreat the Knight from e4, walking into a trap.

White now has two **devious discovered checks** to choose from: The Knight can actually move anywhere from e5, and black must first deal with the check coming from the Queen on e2. In positions with discovered checks, a player should look for the most aggressive landing square for the piece in front of the line (file in this case). Both 5.Ng6!+, winning the Rook on h8, and 5.Nc6!+ winning the Queen are good.

The Discovered Attack: The Most Powerful Kind of Double Attack in Chess!

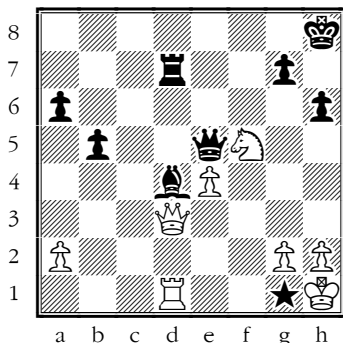


A discovered double attack... the best kind!

A discovered attack is the same as discovered check, except the enemy King is not directly involved in the attacking move. Because there is no check involved, any effective discovered attack must also be a double attack of some kind. In this case, white plays a discovery that attacks both black's undefended Queen on e7, and checkmate!

1.Nxc6!! wins immediately. White unleashes a devastating discovered threat on black's Queen (white's Queen is threatening to capture it) and **also threatens to capture 2.Nxa7 checkmate.** If 1...Qxe2 2.Nxa7# and if 1...xc6 2.Qxe7, winning enough material to take the game home!

The Discovered Attack Continued: "Less Valuable" Unleashed Attacking Pieces!

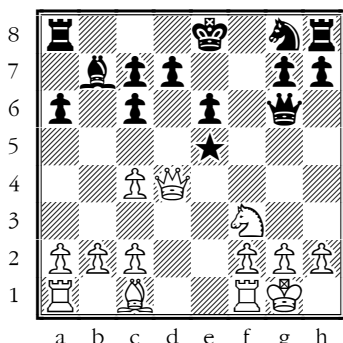


Both black's Rook and Bishop are hanging after 1...Bg1, but a discovered double attack still wins!

One of the key components that made our last discovery so effective was that the black Queen on e7 was undefended. If the Queen had defense by one of her teammates, the Queen on e2 would have only been "trading" thus making a Knight sacrifice on c6 useless. In cases when the piece under attack is defended, the key is to be attacking with a **lesser valued chessman.** Take this diagram for example:

Black wins with the discovered attack 1...Bg1!! This move threatens 2...Qxh2 checkmate and unveils an attack from the d7-Rook to the white Queen. Note the power of this attack is based on the trade of both the g1-Bishop and the d7-Rook **being better than white's Queen.** After: 2.Kxg1 Rxd3 3.Rxd3 Qa1+ and captures the a2-pawn, winning!

Defending Against Discovered Attacks and Checks – Always Be Careful!

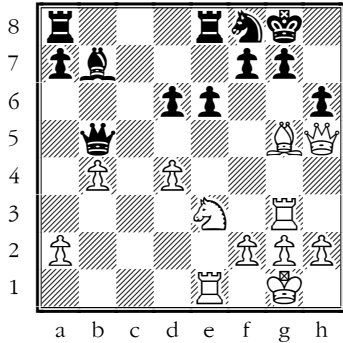


1.c5! blocks the Bishop on b7 from the game.

It is the nature of a discovery tactic to always come with some "element of surprise"; therefore it is an easy idea to overlook. In this position white has the obvious shot of 1.Ne5 – forking the Queen on g6 and the d7-pawn. It seems that this tactic should be played without any further consideration, right? Wrong! Black has a tricky defense...

1.Ne5? is met by 1...Qxg2!+ 2.Kxg2 c5+, winning back the Queen and remaining ahead by a pawn. Having a "defensive eye" for a possible shot like this from your opponent is a good idea. White would have maintained a clearly better position with the move 1.c5!, and then Ne5.

The Most Powerful Discovered Check: The Windmill Tactic!

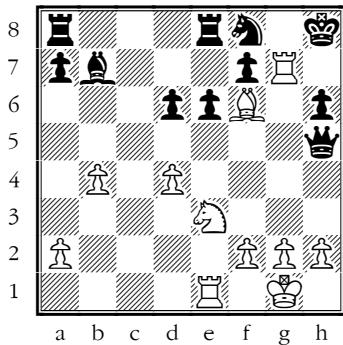


This famous game was:
1-0 Torre, C. - Lasker, E.
Moscow 1925

Another famous “broken pin” not mentioned in Lesson 10 would be from this game, played by two of the greatest players of the early 20th century. Former World Champion Emanuel Lasker has just recently played the move ...h6 to attack the “pinned” Bishop on g5. Moving the Bishop would allow the Queen on h5 to be captured free of charge.

As mentioned in Lesson 10, broken pins can potentially turn into powerful discovered attacks! Recognize this potential in your own games! Here white plays the move 25.Bf6!!, sacrificing the Queen to execute a combination based around the most crushing type of discovered check: **The Windmill!** After 25...Qxh5 26.Rxg7+ Kh8 continue...

The Windmill Check Continues... and Continues... Keeps Going... and Going!



Trapping the enemy King in a Windmill tactic guarantees at least perpetual check (Lesson 20), and also naturally creates a potential mating net.

In this position black is now at white's mercy! White **could move the Rook anywhere** (other than g8 or h7, which would lose the Rook) and the Bishop on f6 gives check to the King. Even more importantly, this **pattern can be repeated** until white decides otherwise. Rook moves, King takes whichever square he legally can (either g8 or h7) and the Rook goes back, and we “rinse and repeat”!

Torre had already foreseen the most accurate way to win material via this “Windmill Attack” and he proceeded with: 27.Rxf7+ Kg8 28.Rg7+ Kh8 29.Rxb7+ Kg8 30. Rg7+ Kh8 and 31.Rg5+, winning back the Queen and eventually the game after 31...Kh7 32.Rxh5 Kg6 33.Rh3 Kxf6 34.Rxh6+, winning. **Note that 31.Rxa7+ would be a mistake** after 31...Kg8 32.Rg7+ Kh8 33.Rg5+ Kh7 34.Rxh5 Kg6 35.Rh3 Kxf6 36.Rxh6+ Kg7 and black now wins back the a2-pawn with enough Rook activity to maintain drawing chances.

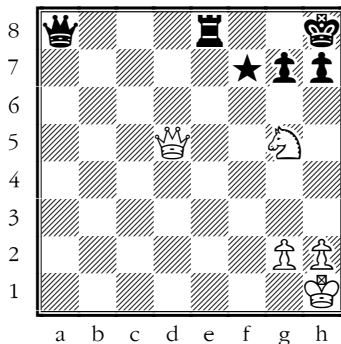
Chess Tactics: Discovered Attacks & Double Checks!

Part 2: More Discovered Attacks and Double Checks

Concepts:

- The most powerful check and the King's worst enemy: The **Double Check!**
- The “**Venus Fly Trap**” mating net!
- Using discovered check and double check in practical games!

The Complete Venus Fly Trap – A “Mating Net” Based Around “Double Check”

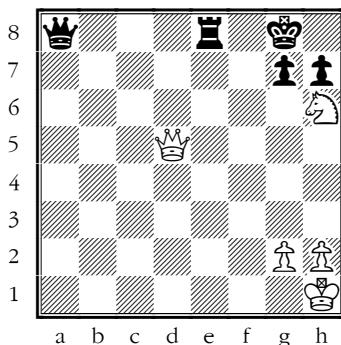


After 1...Kg8 white must play forcing moves...

In its most simple form, the “Venus Fly Trap” mating net (also referenced in Lesson 7) looks like our first diagram here; however, this “**mating pattern**” can occur in practical games in a number of different forms – so learn it well! It all starts with 1.Nf7+ by white, forcing the response 1...Kg8.

Now, white seems to be faced with a tough position: The Queen on d5 is under attack, the Knight is attacked by the King, and any “*passive move*” might allow ...Re1, delivering a back rank checkmate to the white King. What can white do? Well, as you will learn – **arguably the strongest chess move possible in a game is the double check.**

The Venus Fly Trap Continued: The Smothered Checkmate Climax!

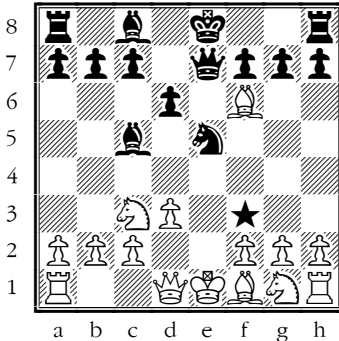


The Venus Fly Trap would not work without delivering the **devastating double check on h6!**

White plays 2.Nh6++ (two plus symbols represent double check in Algebraic Notation). Now, we see a beautiful picture: The Queen on d5 is hanging, the Knight on h6 can be taken, and if black could, he/she would not hesitate to deliver check along the first rank. **But none of those things are possible when the King is in double check!**

The only way out of a double check is for the King to move to safety. Regardless if both the pieces giving check are capturable, there is no way to take both pieces with one move. The black King must run to safety with 2...Kh8 (2...Kf8 simply allows 3.Qf7#) and now white delivers the final blow: A Queen sacrifice that forces black to “smother” his royal majesty! 3.Qg8+ Rxcg8 and 4.Nf7 is checkmate!

Double Check is the King's Worst Enemy – **ONLY HE** Can Save Himself!

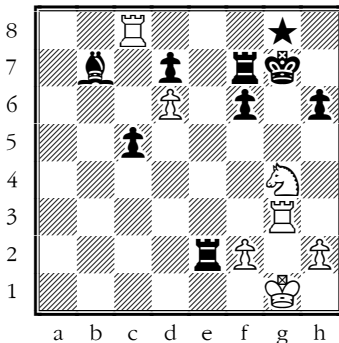


All the minor pieces
are in the game!

To provide further proof that *the double check truly is a King's worst enemy*, we move onto a practical example where the white King finds himself checkmated in the middle of the board (in the Opening no less) despite the seemingly improbable circumstances that both black's "**checking pieces**" are capturable (one in multiple ways).

Black plays the crushing blow 1...Nf3++ and checkmate! Note that 1...Nxd3++ was also double check, but doesn't measure up because the white King can escape to d2. Despite both the f3-Knight and the e7-Queen being "under enemy fire" they are both helping to deliver checkmate!

Doubled Check Mating Nets – Example 1: The Knight and Rook Discovery!

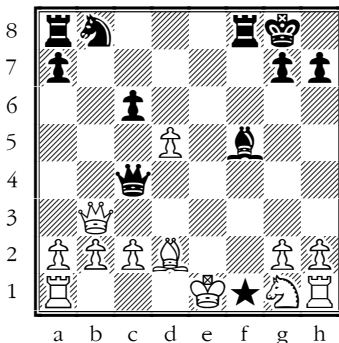


White to move and force
mate in three moves!

We finish with two well known puzzles where a discovered double check led directly to a forced checkmate. Again, we call these "**mating nets**" because once the net is thrown against the enemy King, it is only a matter of time before the net closes. White starts off with 1.Rg8+!! After:

1...Kxg8 (1...Kh7 allows 2.Nxf6+! Rxf6 3.R3g7 checkmate)
2.Nxf6++ (not 2.Nxh6++ because 2...Kh7 escapes the net and it is white who now loses) 2...Kh8 or f8 and 3.Rg8#
White sacrificed the Rook on g8 in order to force the black King onto a square that allowed the discovered double check to take place. White's "mate in 3" was totally forced!

Doubled Check Mating Nets – Example 2: The Bishop and Rook Discovery!



No piece is "un-
sacrificable" when there is
a chance for forced
checkmate in three!

Our next classic mating net displaying a decisive double check also involves "attracting" the enemy King onto the right square that allows the double check to happen. Attraction is the opposite of a deflection (Lesson 12) tactic. Whereas deflection and decoys **take a piece away** from a job it needs to do, **attraction** is designed to force a piece onto an unfavorable square. Like forcing white's King to f1!

Black plays 1...Qf1+!!, sacrificing the Queen for a forced checkmate. After 2.Kxf1 Bd3++ 3.Ke1 Rf1 is checkmate! Hopefully our examples have revealed just how strong and compelling a double check tactic can be. The final position shows the Rook and Bishop working well together in a common **mating pattern**. White could do nothing to stop it!



Chess Tactics: Discovered Attacks & Double Checks!

Instructor's Guide

Whether it be a discovered attack, discovered check, or discovered double check – discoveries are some of the most powerful moves possible in a chess game. Knowledge of these patterns is critical for understanding chess tactics, and will take a player to the next level in terms of their tactical vision and awareness.

Lesson 11 has been organized in the order we recommend a student learn these concepts. Starting with the most “basic” discovery, the discovered attack, and moving onto discovered check and eventually double check. It is easiest to teach students the concept of discovered attack first, as it is truly nothing more than a “tricky version” of a double attack, which they are already familiar with from Lesson 9.

We gave a “bonus introduction” to the tactical theme of **attraction** in Part 2. Attraction is easy enough to understand just as we explained it, but because this theme is considered slightly more complicated than the fundamental motifs we have selected for this lesson, we do not go into this concept any further here. However, there will be further examples of attraction tactics in Lesson 12. As suggested in the lesson 10 Instructor's Guide, it is highly advisable for every chess coach to have a good collection of tactics puzzles on hand for their students.

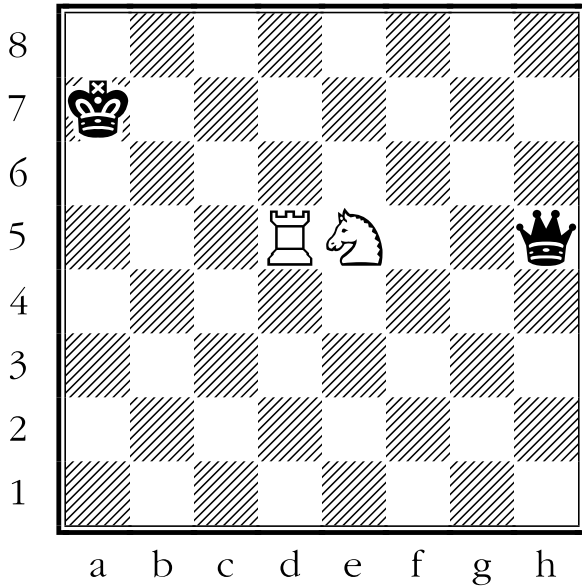
Practical Notes and Advice – Lesson 11:

- **Try to review each “discovered attack diagram” on a demo board or with a projector screen in your class, rather than expecting the students to “self review” this lesson.**
- **If possible, read ahead and challenge your student(s) – approaching each diagram as a puzzle first, only reviewing the content after an attempt at solving.**
- **You will find a number of highly entertaining Video Lessons to accompany this particular tactical theme in our video library on www.ChessKid.com**
- **Using fun “word association” with each type of discovered attack can help your students commit the ideas to memory. For example, you may notice we use terms such as “devious”, “devastating”, “dynamic” and others to talk about the different discovered attacks/checks in this lesson.**

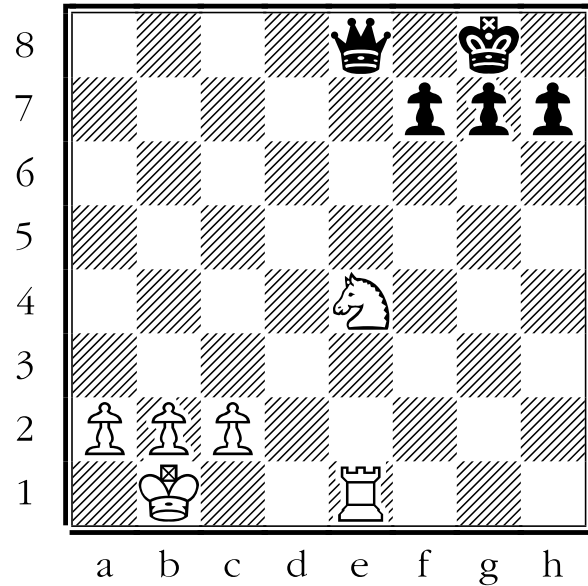
Lesson 11: Use Your Discovery!

Use your newly discovered knowledge: Find the “winning discovery” in each of the following diagrams: **Circle the piece that should move**, then **circle the square it should move to**.

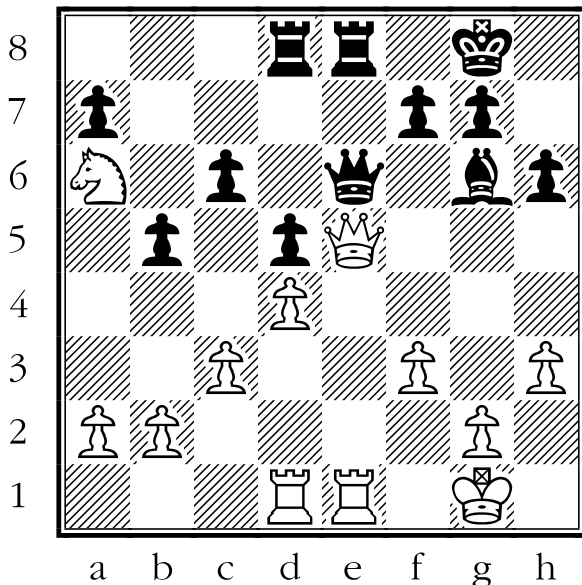
BONUS: Write the winning move in Algebraic Notation to the right of each diagram.



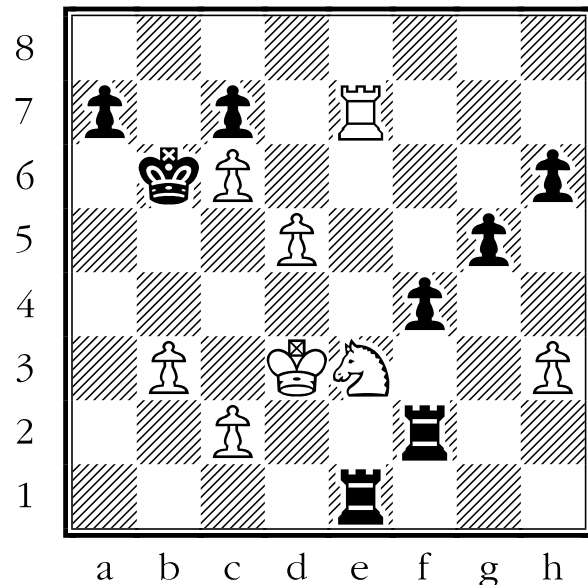
White to play:
 Can you find the best discovery?



White to play:
 Can you find the best discovery?



Black to play:
 Can you find the best discovery?

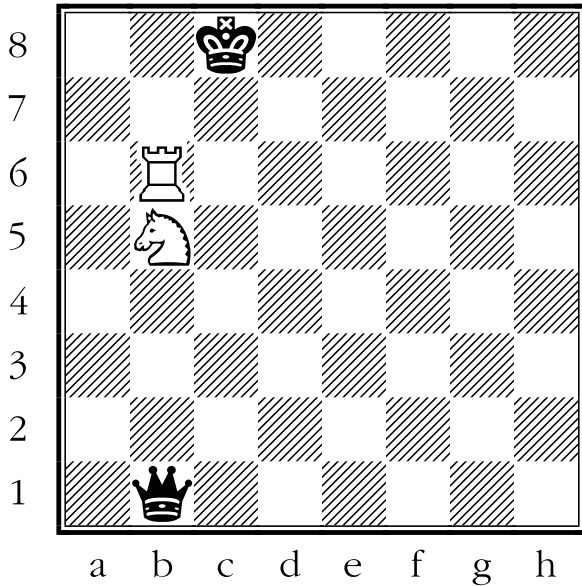


White to play:
 Can you find the best discovery?

Lesson 11: Use Your Discovery!

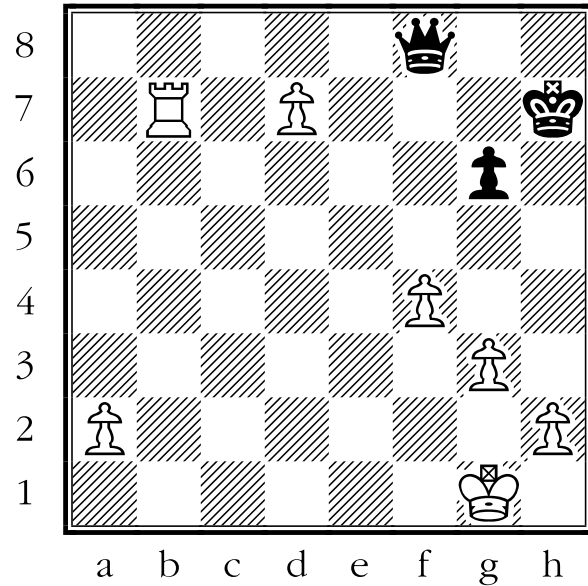
Use your newly discovered knowledge: Find the “winning discovery” in each of the following diagrams: **Circle the piece that should move, then circle the square it should move to.**

BONUS: Write the winning move in Algebraic Notation to the right of each diagram.



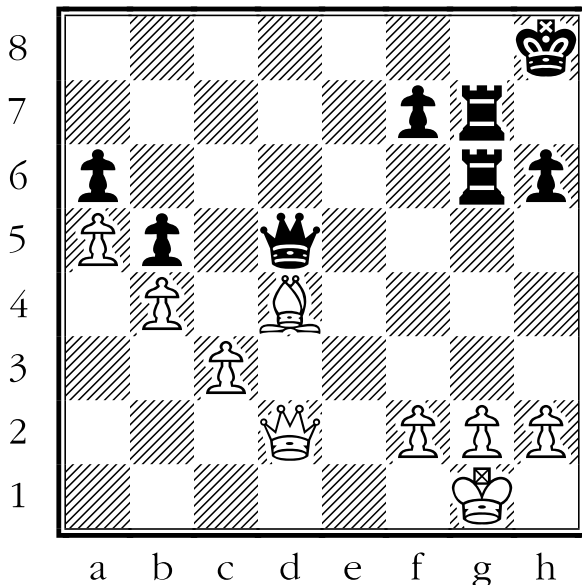
White to play:

Can you find the best discovery?



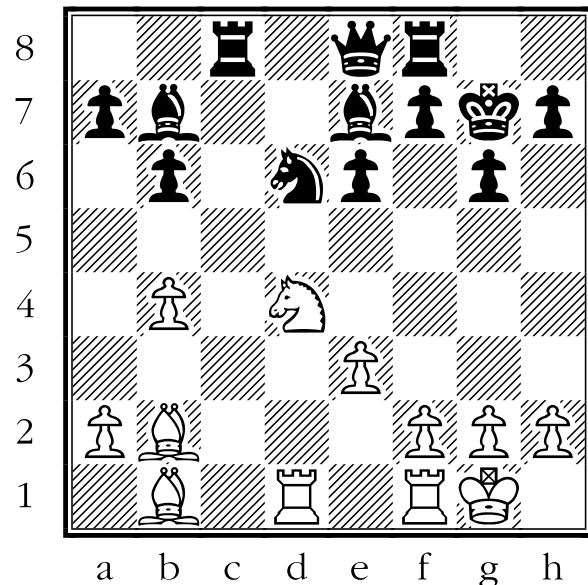
White to play:

Can you find the best discovery?



White to play:

Can you find the best discovery?



White to play:

Can you find the best discovery?



Lesson 11

Use Your Discovery!

Answer Key

Worksheet Page 1:

Diagram #1 – *1.Nc6+!* – wins the Queen on h5. Circle the Knight. Circle the c6 square.

Diagram #2 – *1...Qc8!* – wins the Knight on a6 because of the discovered attack on the black Queen by the white Rook on e8. Circle the black Queen. Circle c8 square.

Diagram #3 – *1.Nf6+!* – wins the Queen on e8. Circle the Knight. Circle the f6 square.

Diagram #4 – *1.Nc4+!* – wins the Rook on e1 because of the discovered attack by the white Rook on e7. Circle the Knight. Circle the c4 square.

Worksheet Page 2:

Diagram #1 – *1.Na7+ or 1.Nd6+* win the Queen on b1. Circle the Knight. Circle the a7 and/or d6 squares.

Diagram #2 – *1.Bxg7+!* – wins the black Queen on d5. Circle the Bishop. Circle the g7 Rook.

Diagram #3 – *1.d8=Queen+* – wins. White is promoting the pawn to a Queen and unleashing a discovered check by the Rook on b7. Circle the d7-pawn. Circle the d8 square.

Diagram #4 – *1.Nf5++!* – is forced checkmate in two moves after *1...Kg8 2.Nh6* checkmate. Circle the Knight. Circle the f5 square.