

Lesson 17: Discovered Attacks

Discovered Check



If the White knight on e5 magically vanished, Black would be in check from the White queen on e2. Let's try to find a good move for that knight, knowing that on their next move Black will have to escape the queen check.

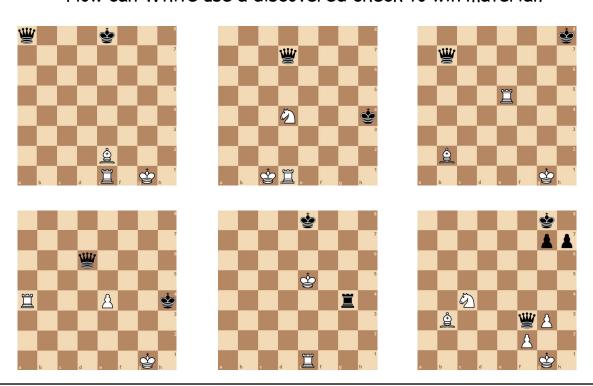
Suppose White moves the knight to g6. Here it's attacked by two pawns. However, Black cannot capture the knight. They must block the queen check first. White is then able to use the knight to capture the Black rook on h8.

Even better, suppose White moves the knight to c6. Again, Black must block the queen check. The White knight can then capture the Black queen.

When a piece moves to uncover a check from a second piece, it's called a DISCOVERED CHECK.

Puzzle Corner

How can White use a discovered check to win material?





Discovered Attack



This time White wishes his bishop on d3 would disappear. They would then be able to use their queen to capture the undefended Black queen on d4.

White moves the White bishop to b5 (check), uncovering the attack on the Black queen. Black would love to move or defend their queen but before doing so must escape the bishop check. This gives White the move they need to capture the Black queen.

When a player moves a piece to uncover an attack from a second piece, it's called a DISCOVERED ATTACK.

Double Attacks

You now know all the double attacks in chess. Can you remember them all?

fork

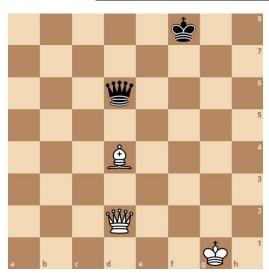
pin

skewer

discovered attack discovered check

Can you now use them all in your games?

Grandmaster Test



This puzzle has two parts:

- 1. Can you find a discovered attack for White on the Black queen?
- 2. If Black then manages to defend the queen, can you find a

skewer to complete the tactic?

Double Check!

Here White sacrificed his queen, moving it to d8 where it can be captured by the Black king. He did this so that next move he could move the bishop to g5, a discovered check. Can you see why?

Grandmaster Test—Lesson 16

Answer: White moves the knight on e4 to d6. Black cannot capture the knight as the pawn on e7 is pinned. Black cannot avoid the check nor block it. It's checkmate!