

INTERMEDIATE LEVEL

14. Discovered attack & check (Difficulty level: Normal)

Double-check is a rare but very powerful form of discovered attack. It's a position when the moving piece gives a check and unfolds a check to the enemy king by another piece too. When a double check occurs, the king must move out of the check. It is denoted by ++

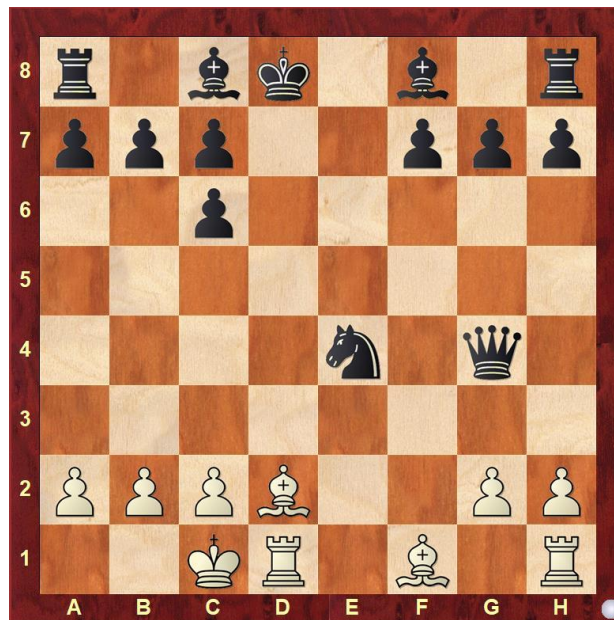


Diagram 14.1

In this diagram 14.1, the white Rook at d1, White bishop at d2 and the black king at d8 are on the same file. Therefore, white can use double check tactic for performing checkmate by playing Bg5++ forcing the black to play Ke8 and then the white can do checkmate by playing Rd8#.

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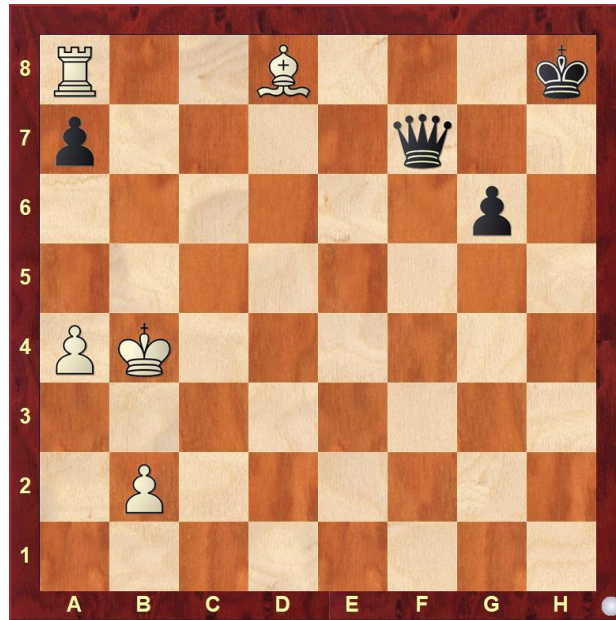


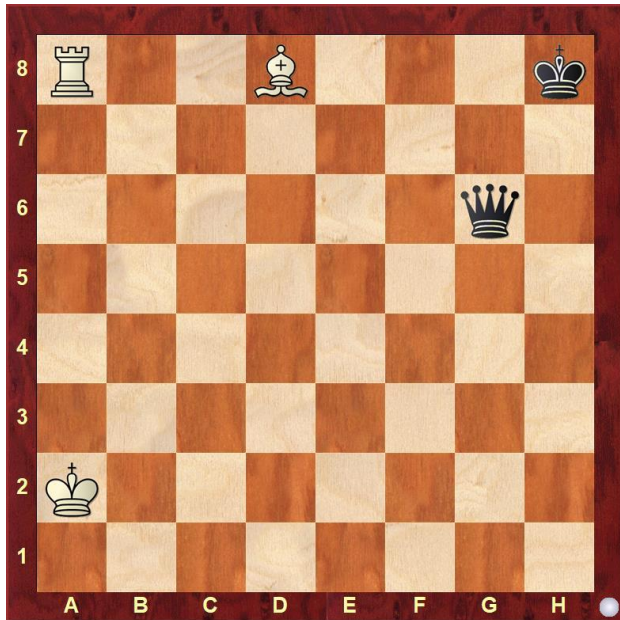
Diagram 14.2

In this diagram 14.2, the white Rook at a8, White bishop at d8 and the black king at h8 are on the same Rank. Therefore, white can use double check tactic for performing checkmate by playing Bf6++ forcing the black to play Kh7 and then the white can do checkmate by playing Rh8#

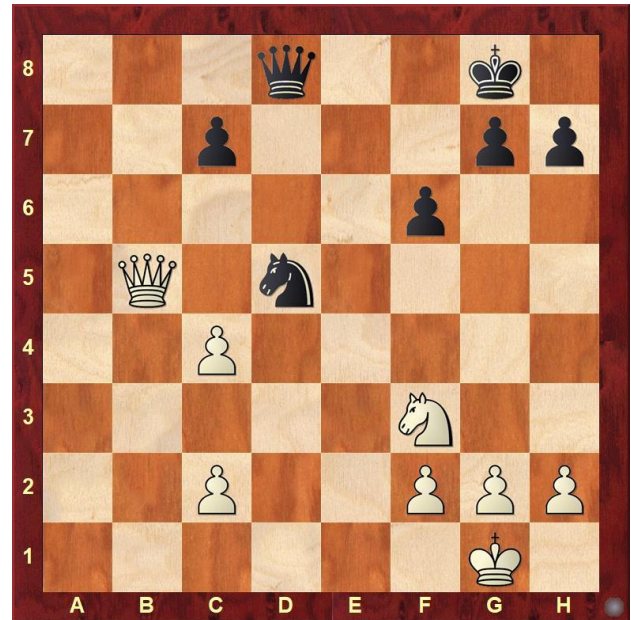
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14. Discovered attack & check (Difficulty level: Normal) - Homework

1. White to play and win using discovered attack or check



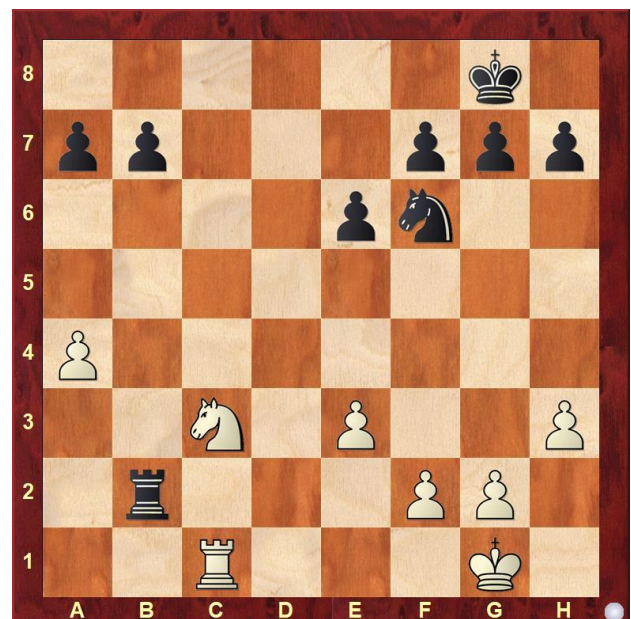
2. Black to play and win using discovered attack or check



3. White to play and win using discovered attack or check



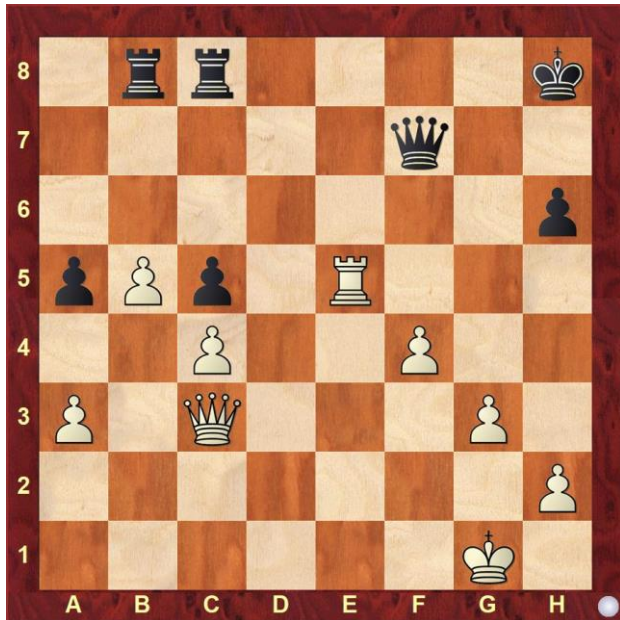
4. White to play and win using discovered attack or check



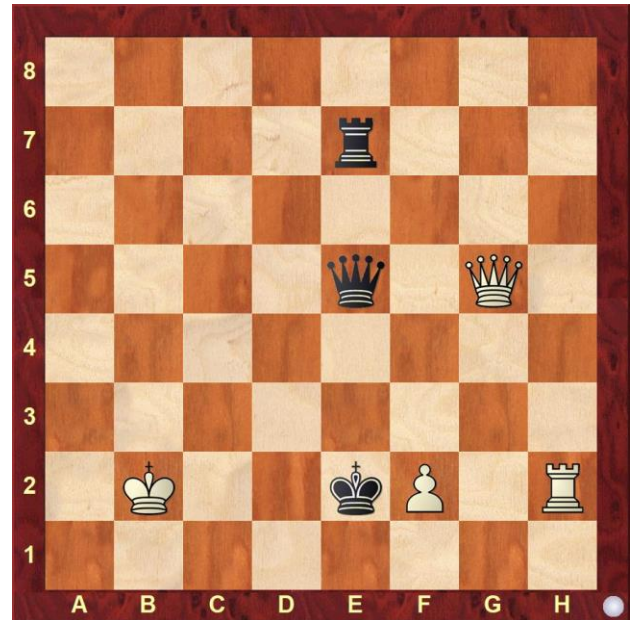
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5. White to play and win using discovered attack or check



6. White to play and win using discovered attack or check



7. White to play and win using discovered attack or check



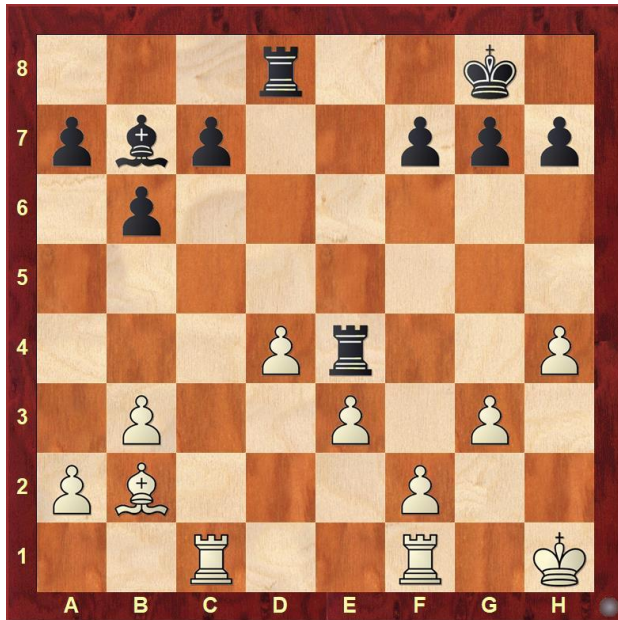
8. White to play and win using discovered attack or check



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9. Black to play and win using discovered attack or check



10. Black to play and win using discovered attack or check

