

7. Giving check & Getting out of check

Giving Check

When a chessman is attacking or threatening the opponent's king, then the king is said to be in a check. The idea of giving warning that – “the king is under attack” was developed by Persians to avoid the early and accidental end of the game. Later, the Persians added the additional rule that a king could not be moved into check or left in check. **As a result, the king could not be captured.**

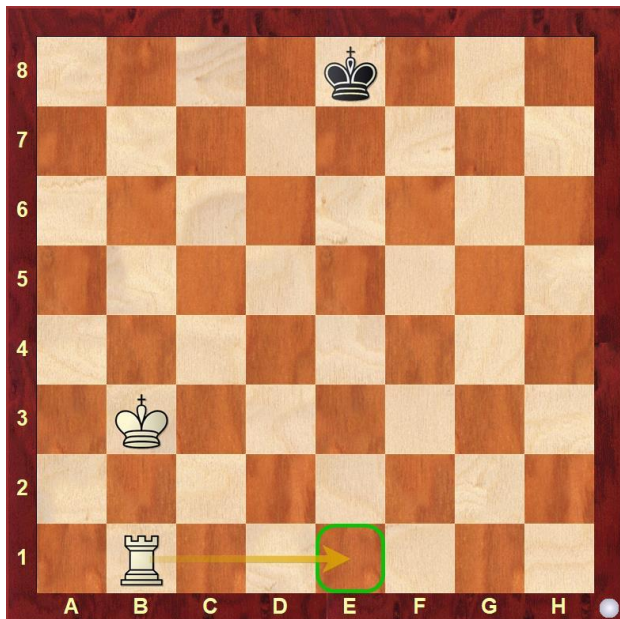


Diagram 7.1

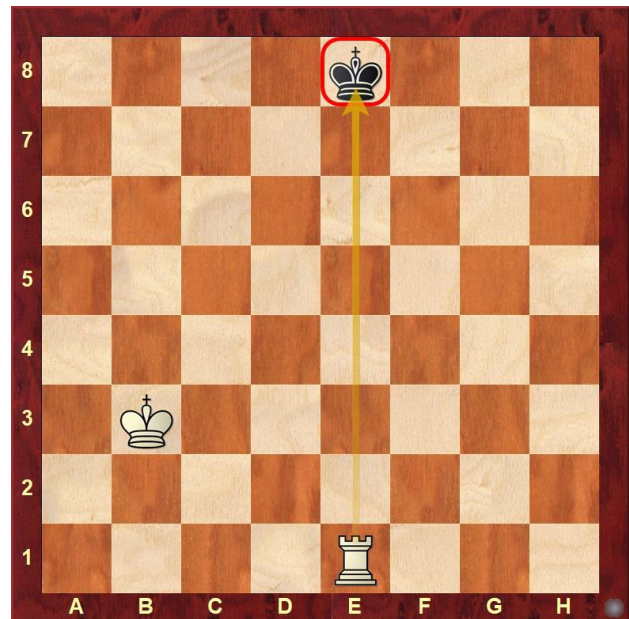


Diagram 7.2

In the diagram 7.1, we can observe that White Rook is standing on b1 and the Black King is standing on e8. In diagram 7.2 white Rook moved to e1 which is giving a check to the king on e8.

BEGINNER LEVEL

7. Giving check & Getting out of check

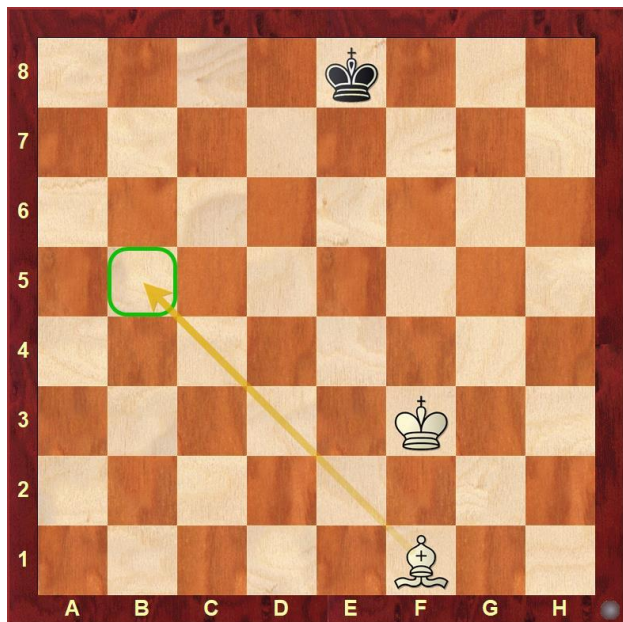


Diagram 7.3

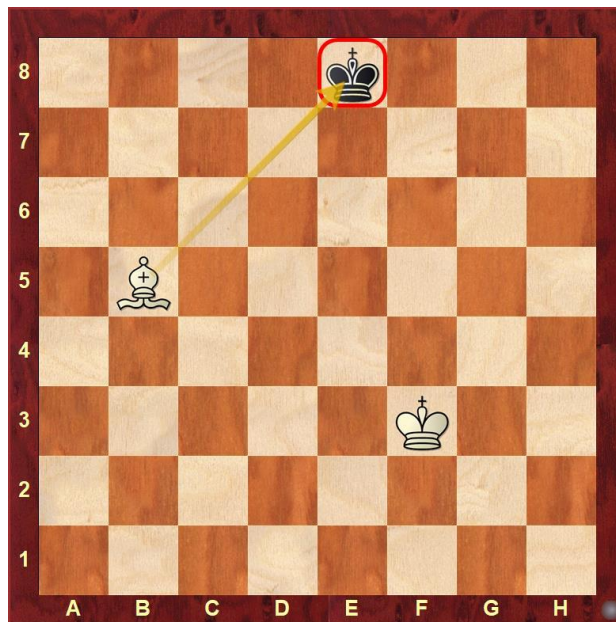


Diagram 7.4

In the diagram 7.3, we can observe that White Bishop is standing on f1 and the Black King is standing on e8. In diagram 7.4, white Bishop moved to b5 which is giving a check to the king on e8.

7. Giving check & Getting out of check

Getting Out of Check

The king can never stay in check; therefore, the player must find a way to get out of check. There are 3 ways to get the king out of a single check:

1. Capture the checking piece

It's a way, when the king or any other chessman can capture the checking or attacking chessman.

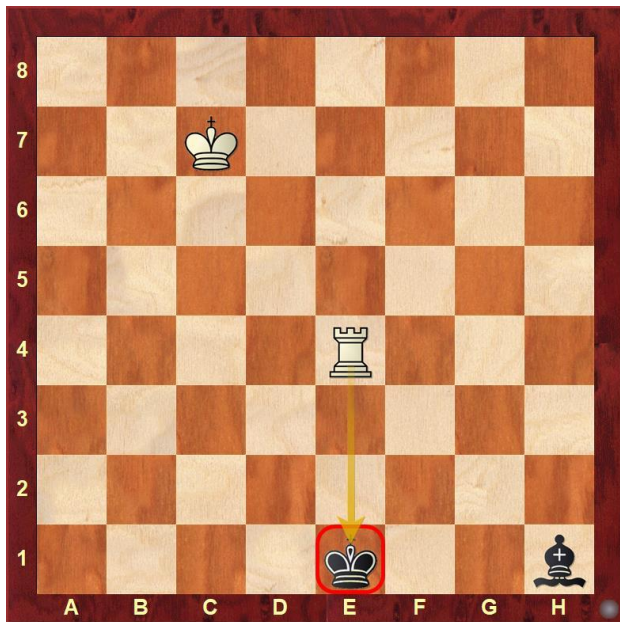


Diagram 7.5

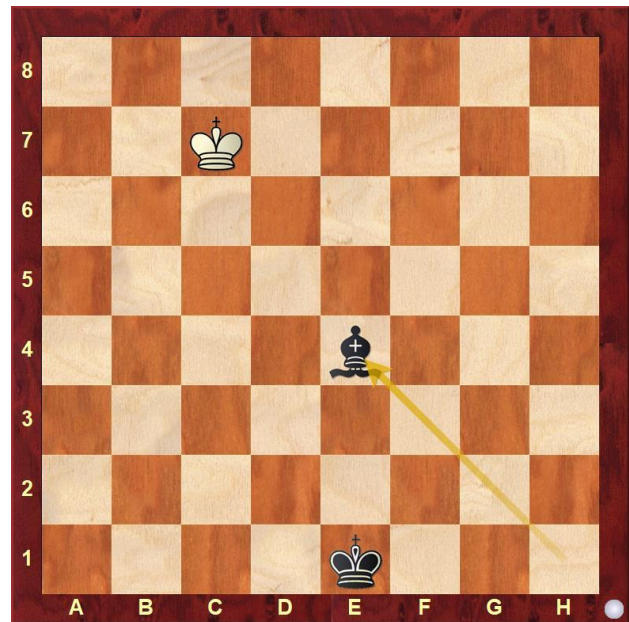


Diagram 7.6

In the diagram 7.5, we can observe that White Rook on e4 is giving a check to the Black King on e1. In diagram 7.6, Black Bishop moved to e4 and captured the Rook which was giving a check to the king on e1.

7. Giving check & Getting out of check

2. Blocking

It is possible, if there is at least one empty square in the line between the checking chessman and the king. Blocking a check is done by moving a piece to one such empty square. It cannot be done if the checking piece is knight. Because Knight can jump over the pieces

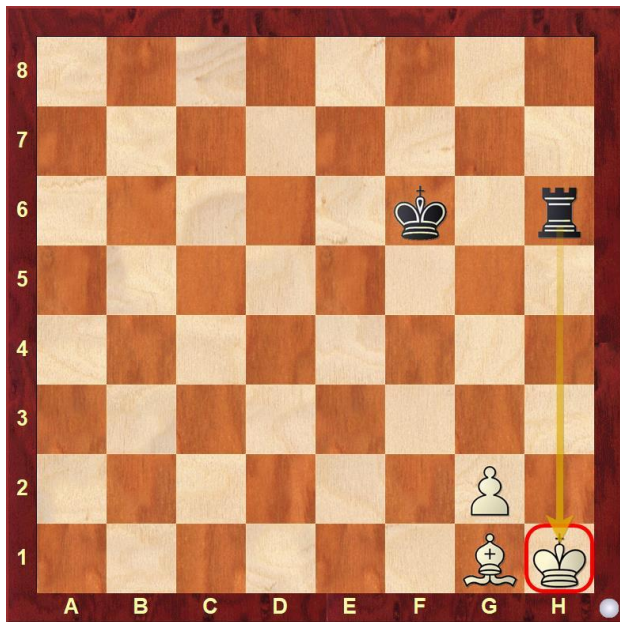


Diagram 7.7

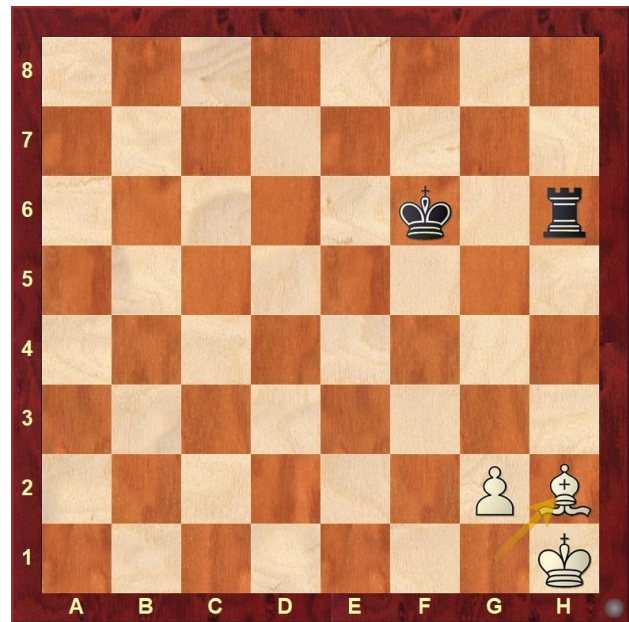


Diagram 7.8

In the diagram 7.7, we can observe that Black Rook on h6 is giving a check to the White King on h1. In diagram 7.8, White Bishop moved to h2 which in return blocked the check to the king on h1.

7. Giving check & Getting out of check

3. Moving to a safe square

The attacked king can be moved to a safe square to escape from check.

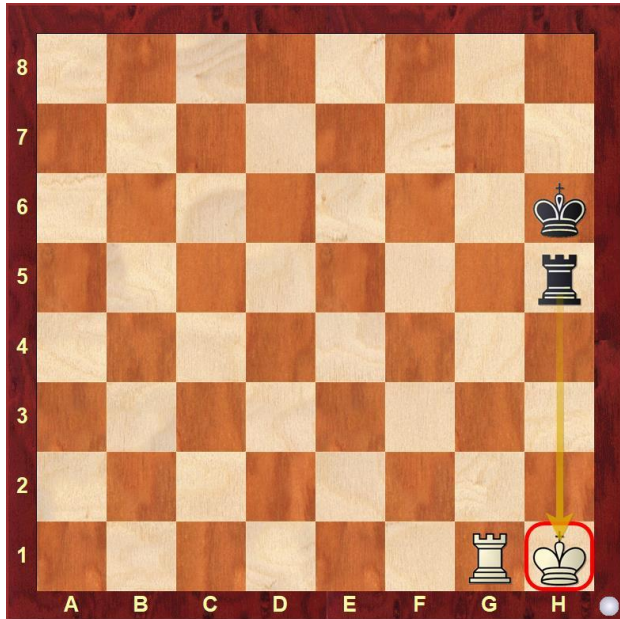


Diagram 7.9

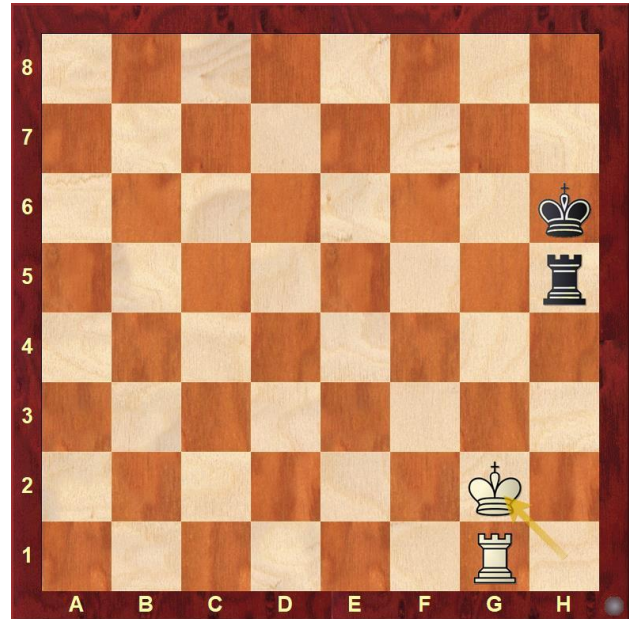


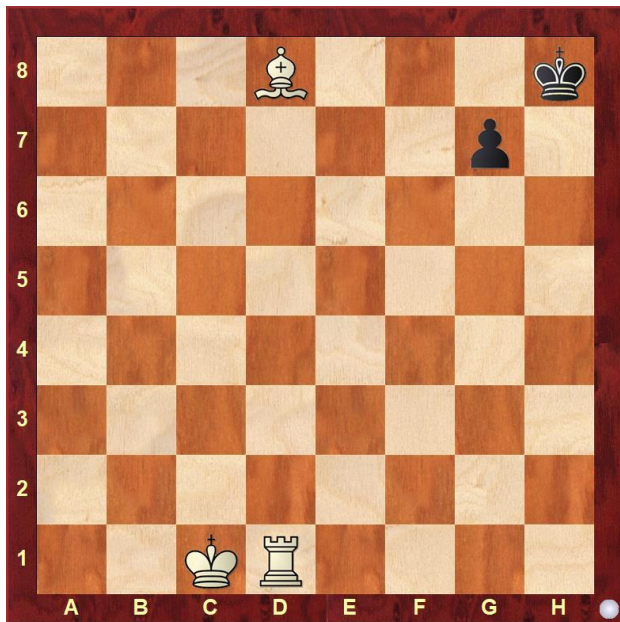
Diagram 7.10

In the diagram 7.9, we can observe that Black Rook on h5 is giving a check to the White King on h1. In diagram 7.10 White King moved to g2. Thus, by moving away from the Black Rook's check now the white king is safe.

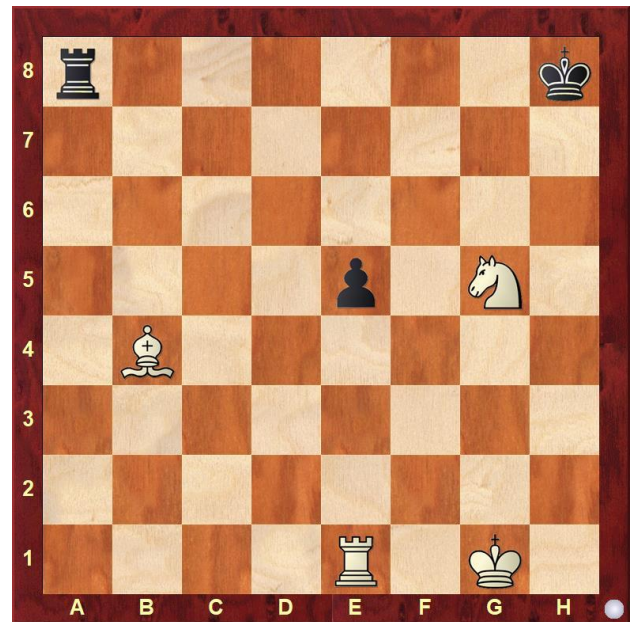
BEGINNER LEVEL

7. Giving check & Getting out of check (Homework)

1. White to play and give check to the black king.



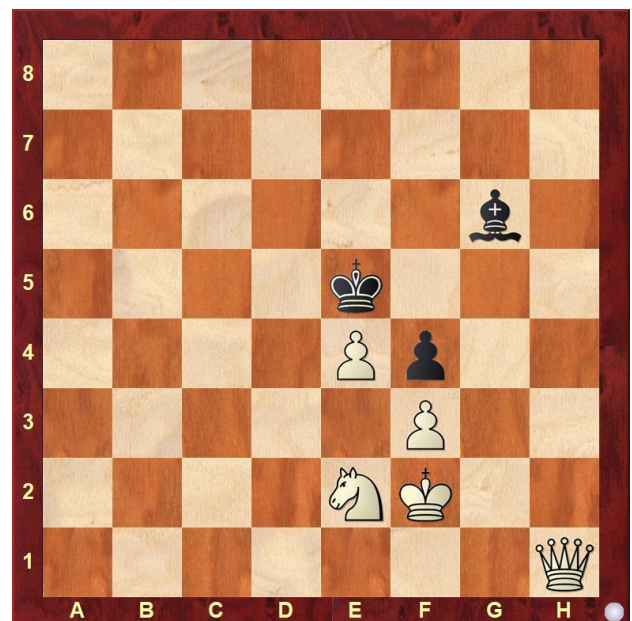
2. White to play and give check to the black king?



3. Black to play and give check to the white king?



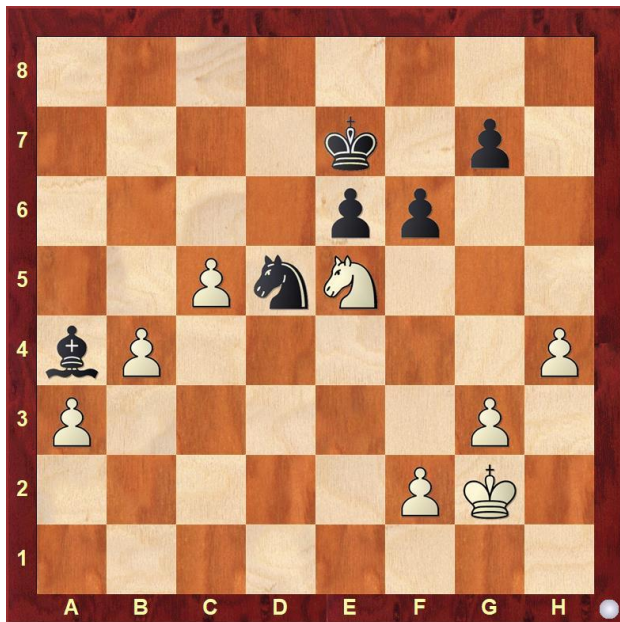
4. White to play and give check to the black King from a safe square.



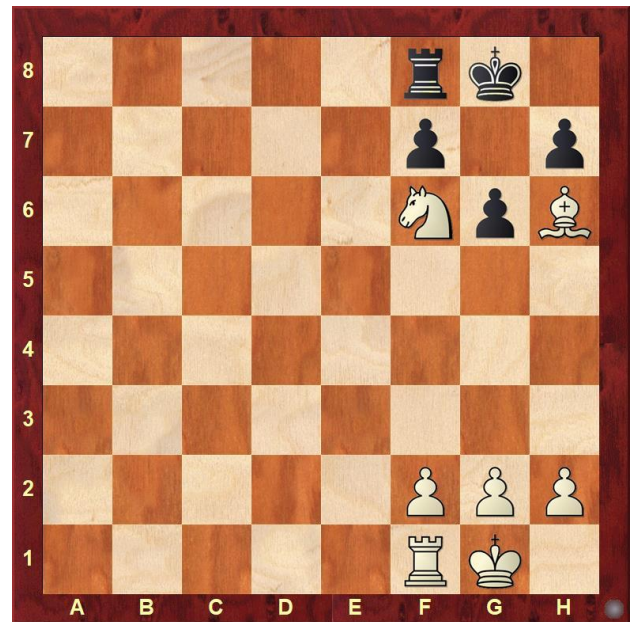
BEGINNER LEVEL

7. Giving check & Getting out of check (Homework)

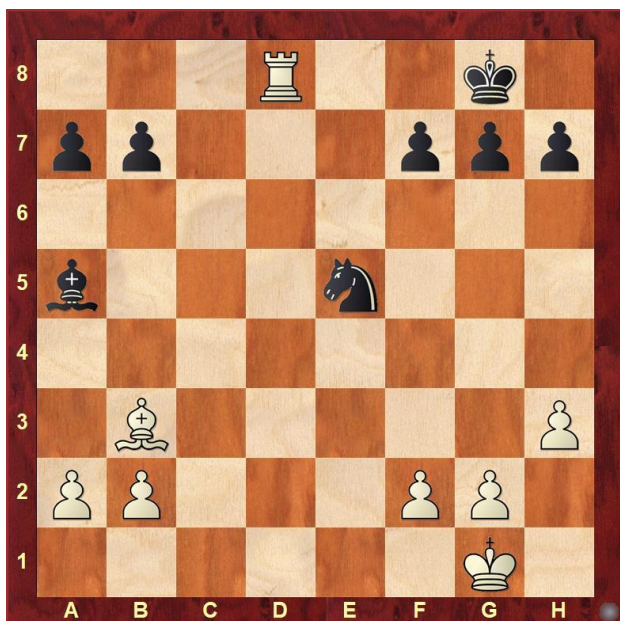
5. White to play and give check to the black king from a safe square.



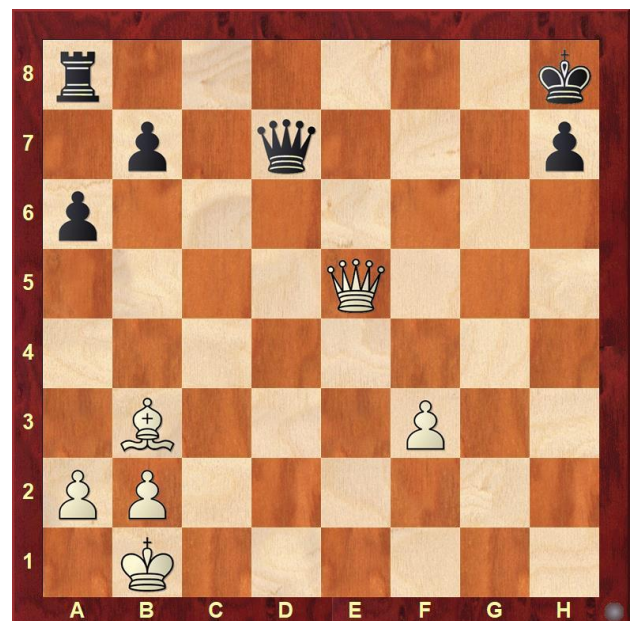
6. Black to play and get out of check.



7. Black to play and save the king.



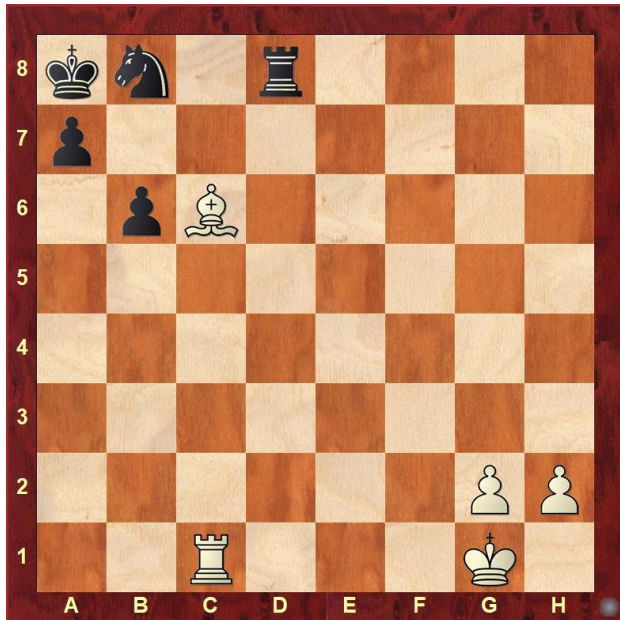
8. Black to play and get out of check.



BEGINNER LEVEL

7. Giving check & Getting out of check (Homework)

9. Black to play and save the king.



10. White to play and get out of check.

