

4. Windmill

The windmill is a tactic when a player takes advantage using the combination of discovered checks and normal checks, usually performed by a rook and a bishop, often forcing the opponent's king to move back and forth between two squares. It is one of the most beautiful combinations in chess because a player can win a massive amount of material using it.

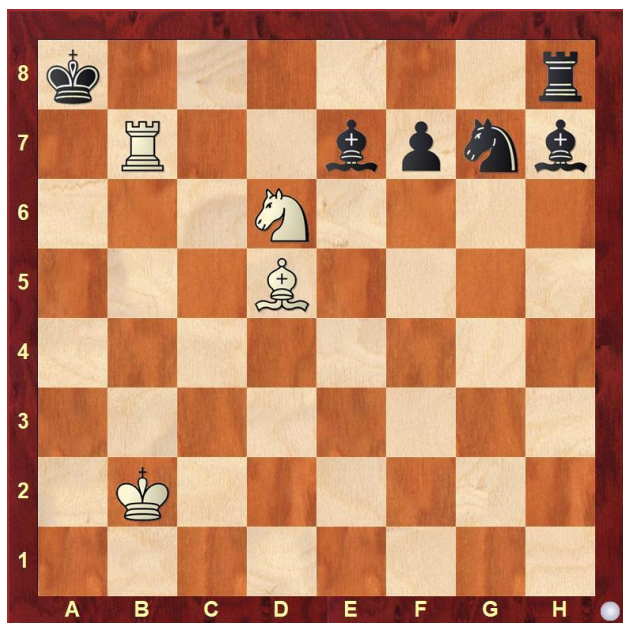


Diagram 4.1

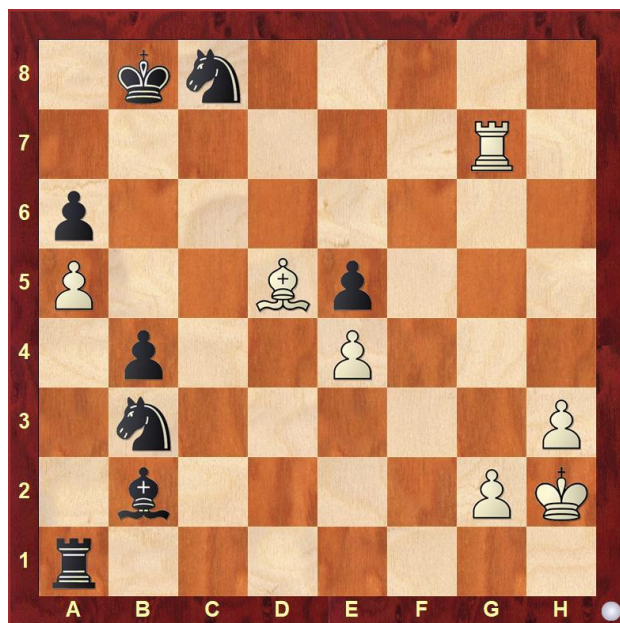


Diagram 4.2

In diagram 4.1 white plays Rxe7 forcing the black to play Kb8 (since it was a discovered check from Bishop). Therefore white can again give a check by playing Rb7+ forcing the black to play Ka8. in a similar way white can keep repeating discovered checks and checks and keep gaining pieces by playing 3.Rxf7+ Kb8 4.Rb7+ Ka8 5.Rxg7+ Kb8 6.Rb7+ Ka8 7.Rxh7+ Kb8 8. Rxh8+.

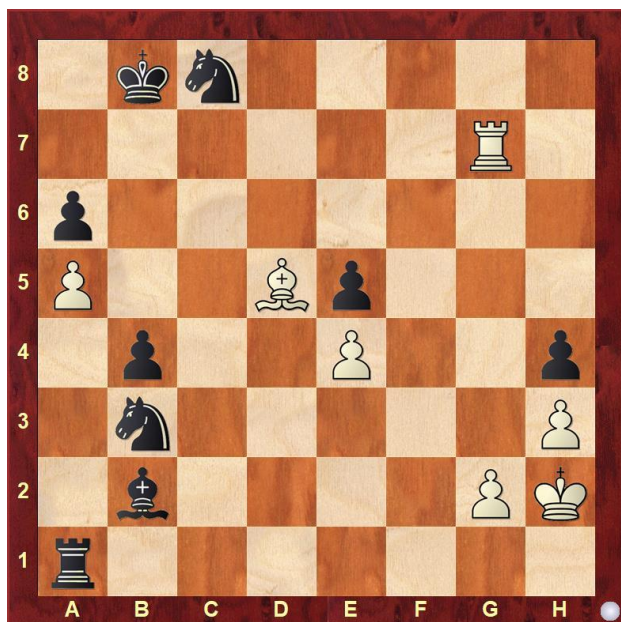
In diagram 4.2 white plays Rb7 forcing the black king to play Ka8. Therefore, white plays Rxb4 forcing the black to play Ka7 (since it was a discovered check from Bishop). white can again give a check by playing Rb7+ forcing the black to play Ka8. in a similar way white can keep repeating discovered checks and checks and keep gaining pieces by playing

4.Rxb3+ Ka7 5.Rb7+ Ka8 6.Rxb2+ Ka7 7.Rb7+ Ka8 8.Rb1+ Ka7 9. Rxa1...

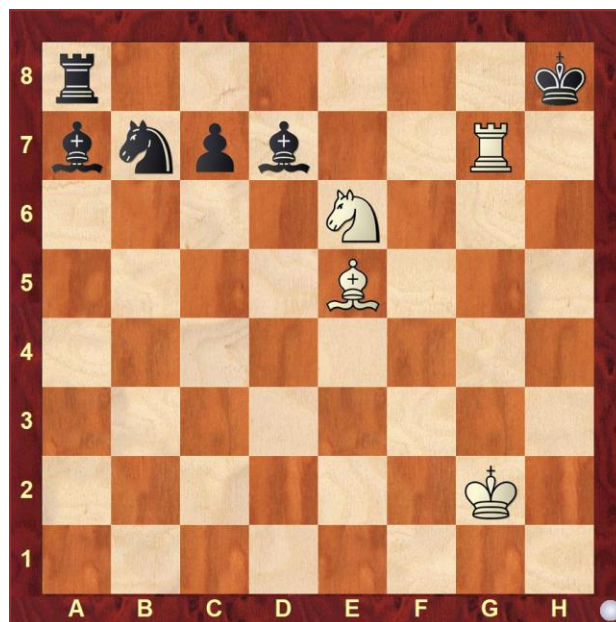
ADVANCED PART 1 LEVEL

4. Windmill (Homework)

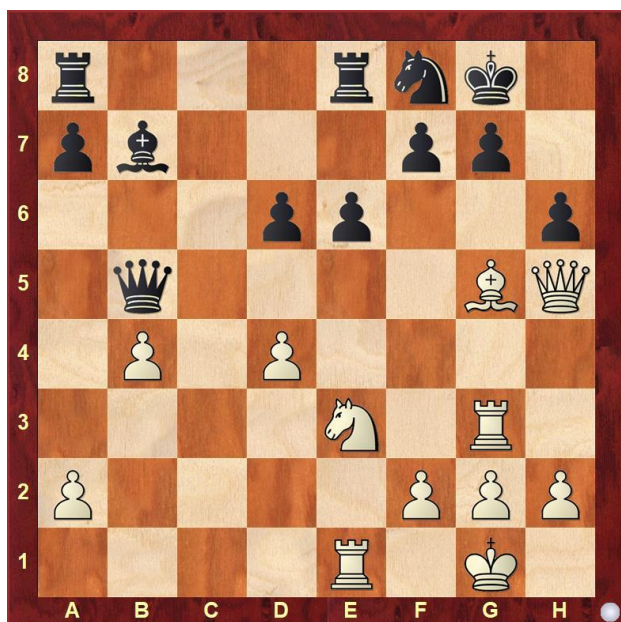
1. White to play and win



2. White to play and win



3. White to play and win



4. White to play and win

