

7. <u>Defending against checkmate</u>

You know three ways to defend yourself against an attack in chess: Capturing, Protecting, and moving Away.

Capturing





Diagram 7.1

Diagram 7.2

In the diagram 7.1, we can observe that white is all set to do checkmate in the next move by playing e7. Later in the diagram 7.2, we can observe that the black defends the checkmate by playing Bxe6.



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Diagram 7.3

Diagram 7.4

In the diagram 7.3, we can observe that white is all set to do checkmate in the next move by playing Nf7. Later in the diagram 7.4, we can observe that the black defends the checkmate by gxh6.



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Protecting





Diagram 7.5

Diagram 7.6

In the diagram 7.5, we can observe that white is all set to do checkmate in the next move by playing Qc7. Later in the diagram 7.6, we can observe that the black defends the checkmate by playing Qd8.



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Diagram 7.7

Diagram 7.8

In the diagram 7.7, we can observe that white is all set to do checkmate in the next move by playing Rc8. Later in the diagram 7.8, we can observe that the black defends the checkmate by playing Ra8.



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Moving away





Diagram 7.9

Diagram 7.10

In diagram 7.9, we can observe that white is all set to do checkmate in the next move by playing Re8. In diagram 7.10, we can observe that the black defends the checkmate by playing Kg8.



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Diagram 7.11

Diagram 7.12

In the diagram 7.11, we can observe that white is all set to do checkmate in the next move by playing Bf7. Later in the diagram 7.12, we can observe that the black defends the checkmate by playing Kg6.



7. <u>Defending against checkmate</u> (Homework)

1. Black to play and save the checkmate



2. Black to play and save the checkmate



3. Black to play and save the checkmate



4. White to play and save the checkmate





7. <u>Defending against checkmate</u> (Homework)

5. White to play and save the checkmate



6. White to play and save the checkmate



7. Black to play and save the checkmate



8. Black to play and save the checkmate





7. <u>Defending against checkmate</u> (Homework)

9. Black to play and save the checkmate



10. White to play and save the checkmate

