

Check to the king

Check to the king

Counter-moves against the check to the king:

- Moving the king

- Interposing a piece

- Capturing the attacking piece

Checkmate

Mating patterns



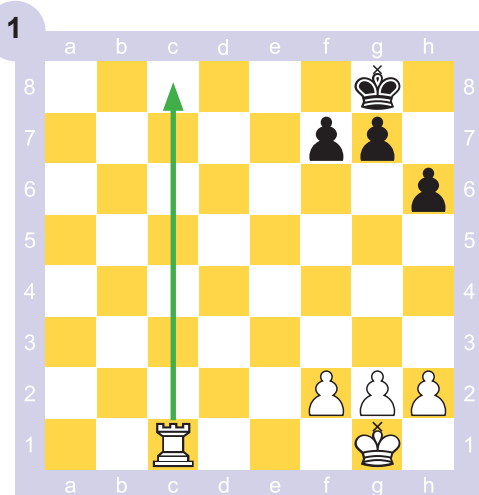


Check to the king

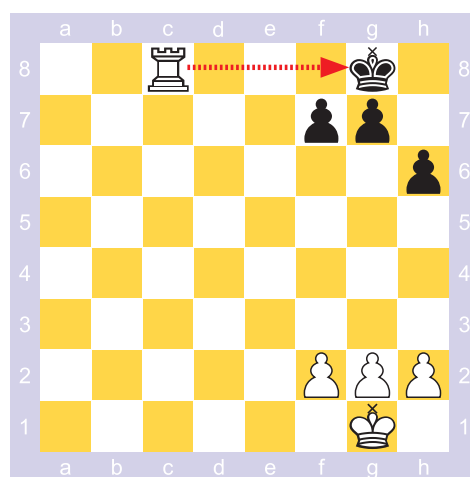
The king is checked when an opponent's piece threatens it.

After a player makes a move, his/her king can't be under check because it would be an illegal move.

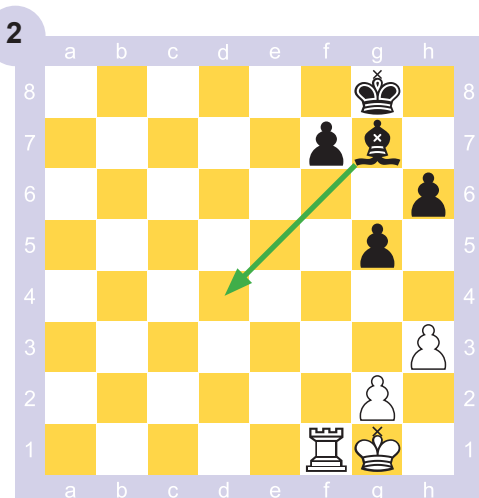
Examples



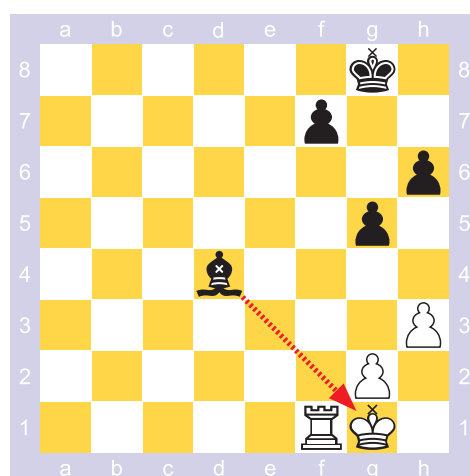
The white rook heads to row 8...



...and from square c8, it threatens the black king: it checks the king.



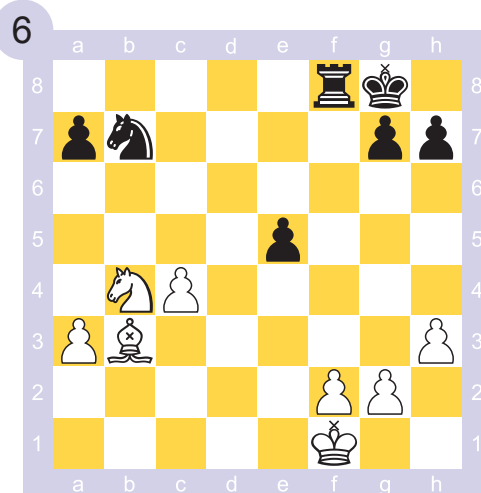
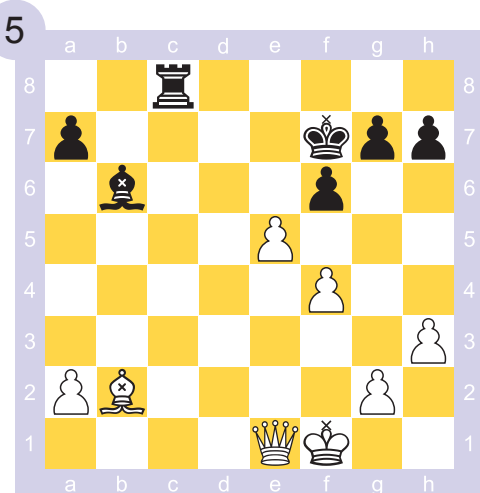
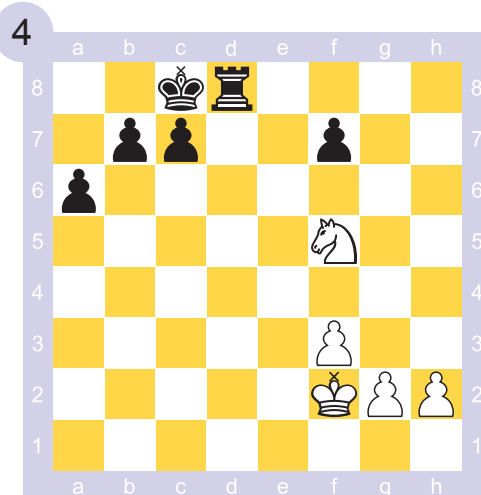
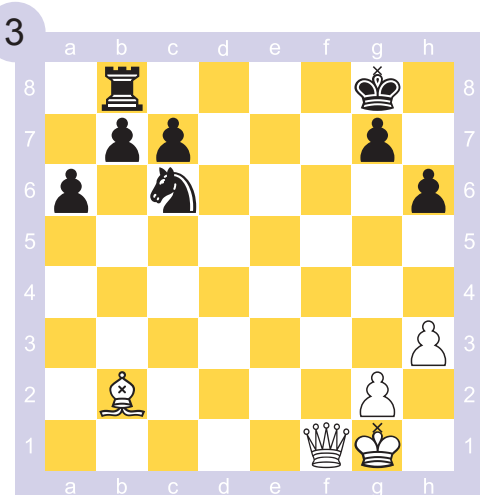
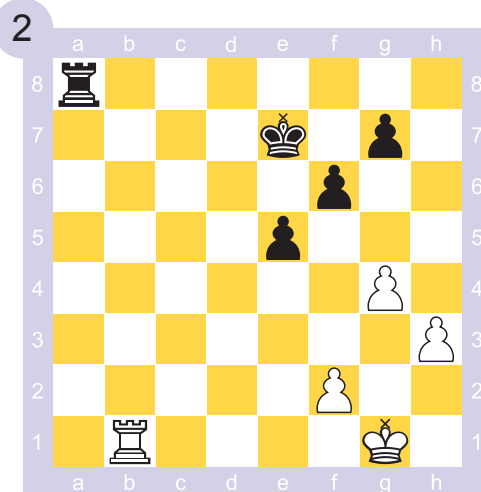
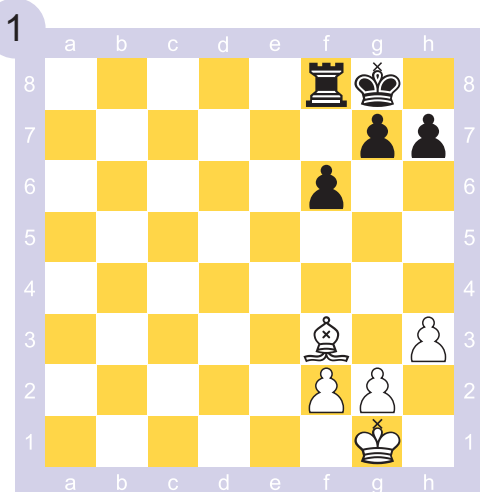
The black bishop moves to square d4...



...and from this square, it checks the king.

1

With an arrow, show the move that white must make to check the black king without losing material.





Counter-moves against the check to the king

Move

The king

Interpose

Another piece

Capture

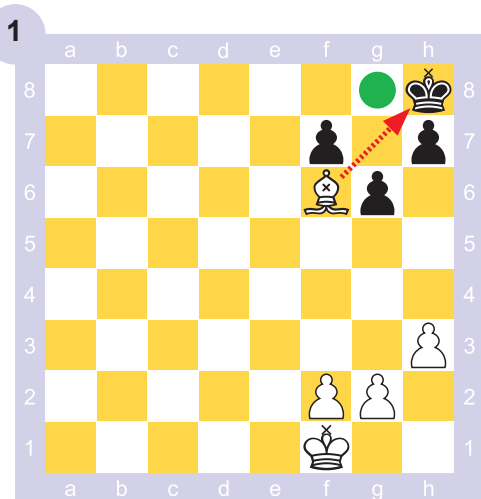
The attacking piece



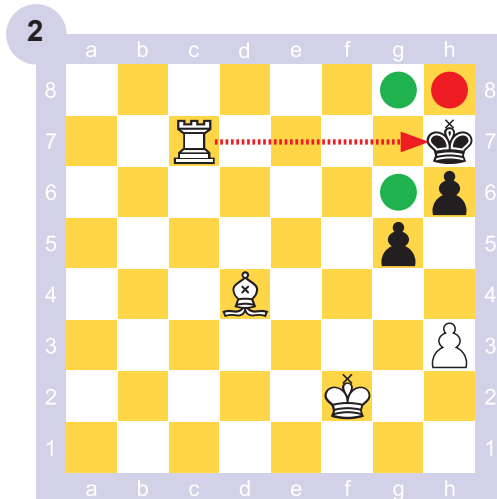
1. Moving the king

The king will move to a square that isn't being threatened by an opponent's piece.

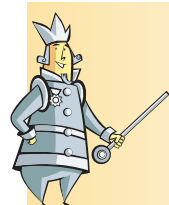
Examples



To avoid the bishop's check, the king moves to square g8.



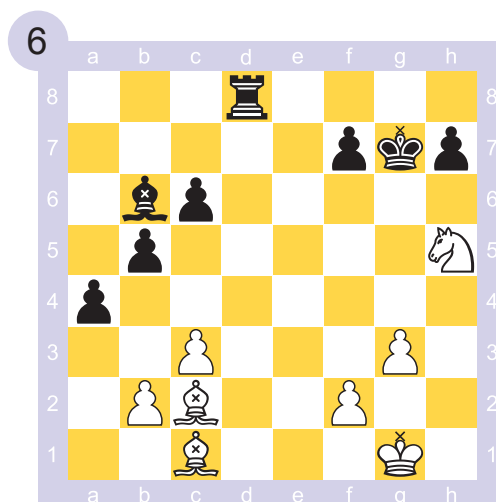
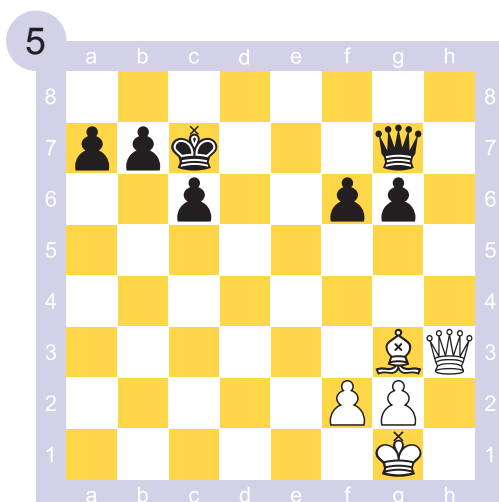
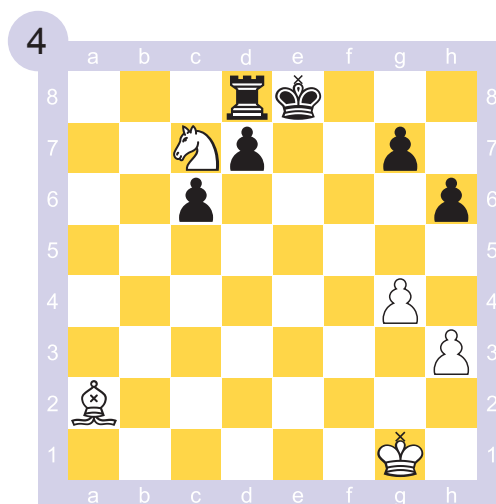
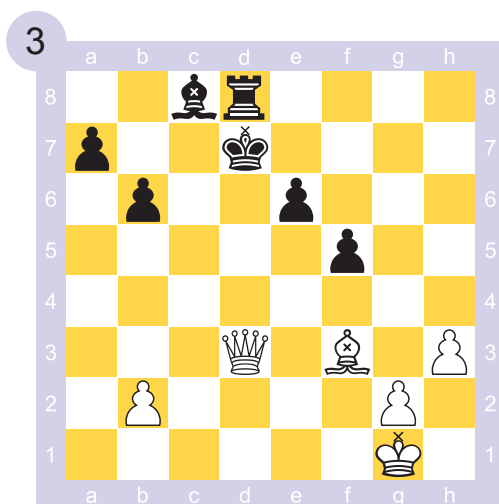
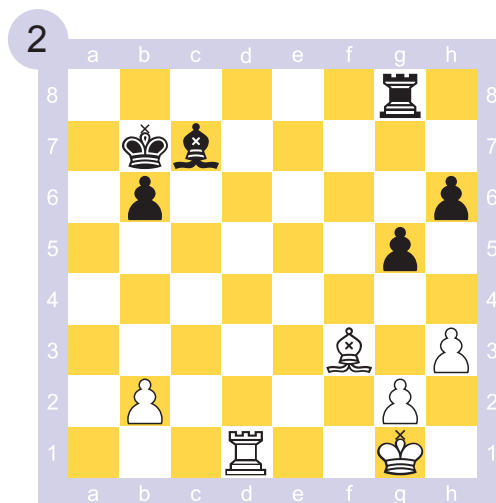
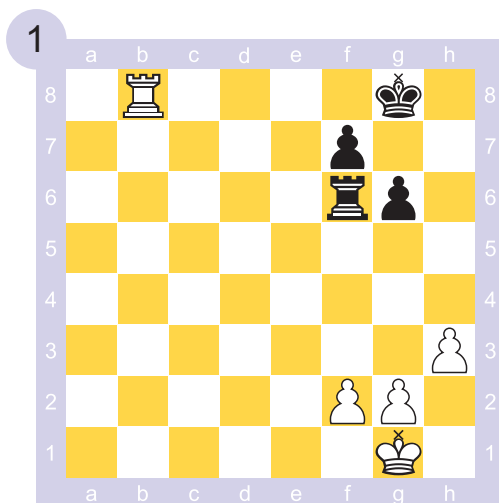
The king can't move to square h8 because it's being attacked by the bishop.



If the king is moved to a square that is being threatened by an opponent's piece, the move will be illegal and it will have to be repeated.

2

Circle all the squares where the checked king can move to.





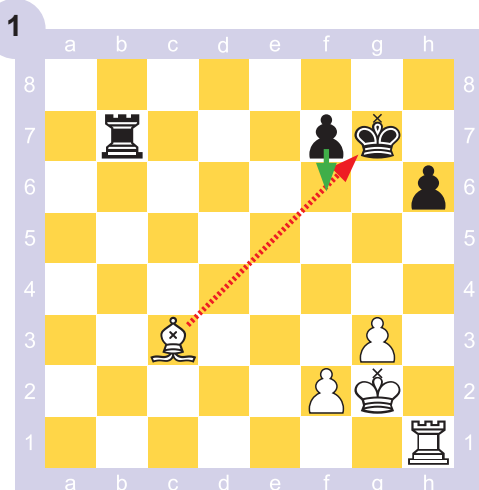
2. Interposing a piece

Sometimes, a piece can be placed between the king and the checking piece but it should be well defended.

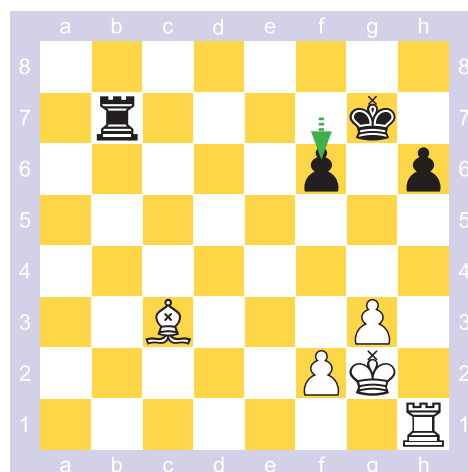
If the interposed piece has more value than the checking piece, it will be captured.

When the knight checks the king, no piece can be interposed because the knight jumps over all the pieces.

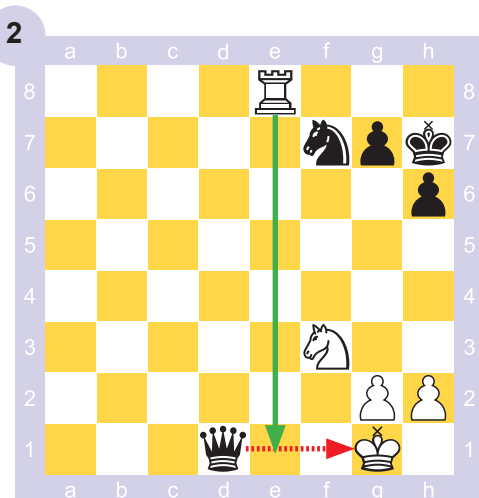
Examples



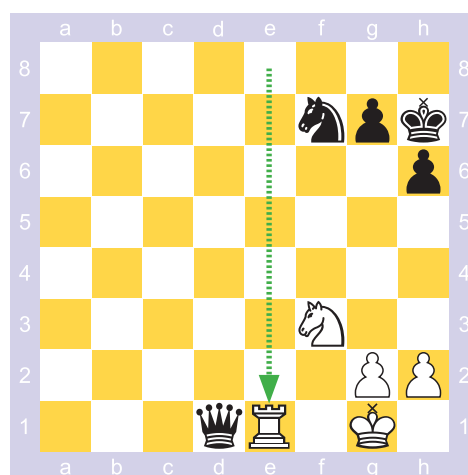
The king can be moved to a non-threatened square or the pawn can be moved forward.



The pawn has been put between the bishop and the king in the threatened diagonal.



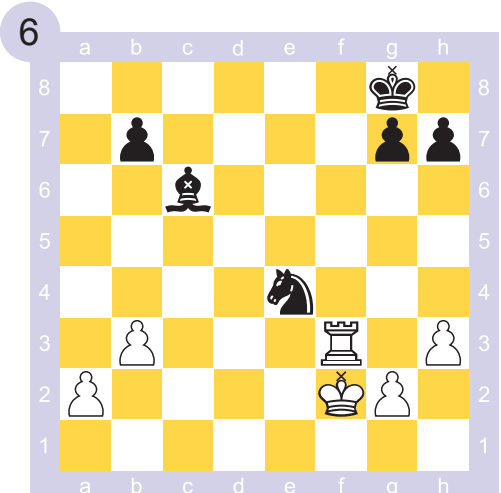
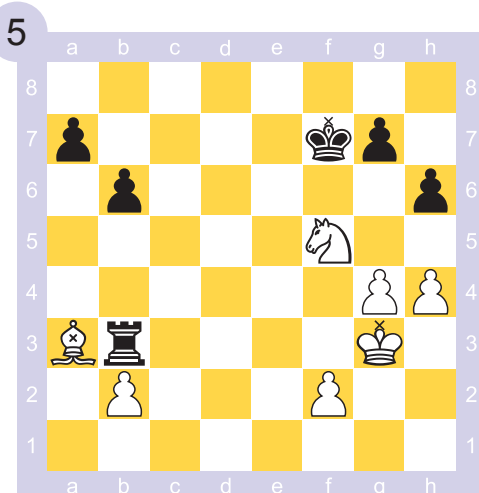
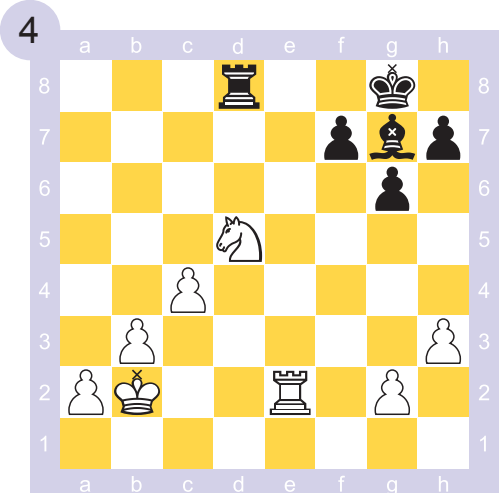
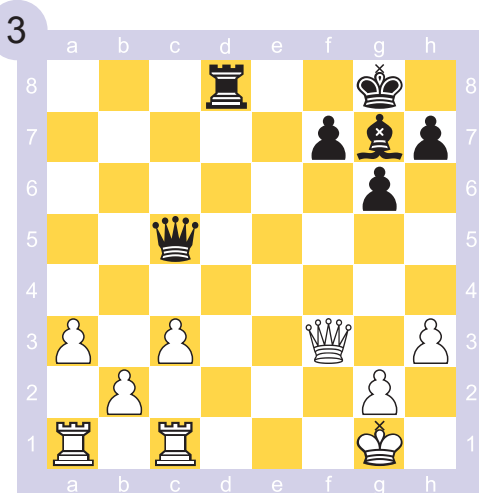
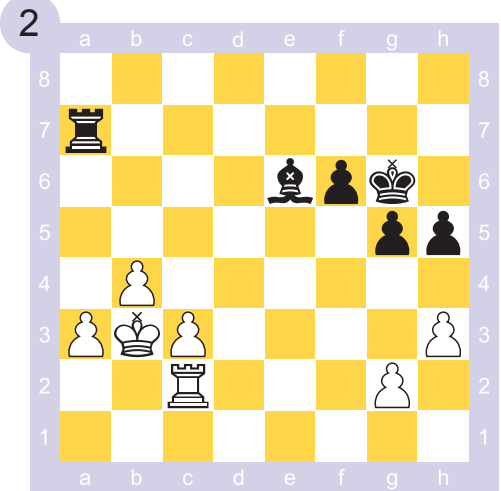
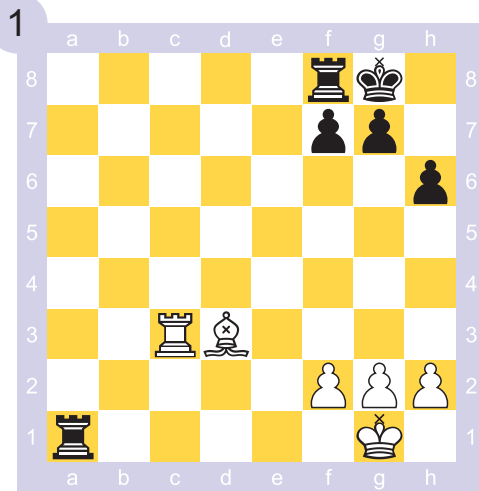
The rook is placed between the queen and the king, preventing the check.



The knight defends the rook from the queen's threat.

3

With arrows, show which are the pieces that white can interpose to prevent the check to their king without losing material. If it isn't possible to do so, circle the white king.



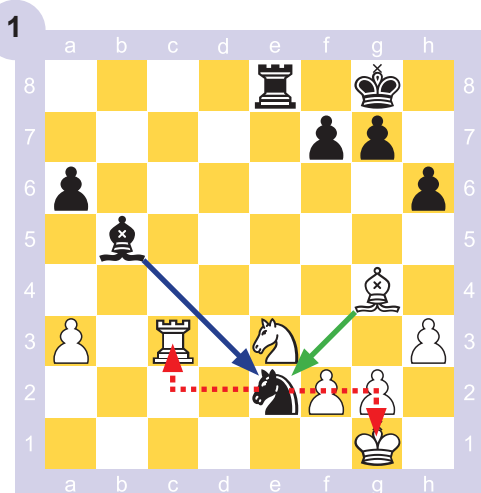


3. Capturing the attacking piece

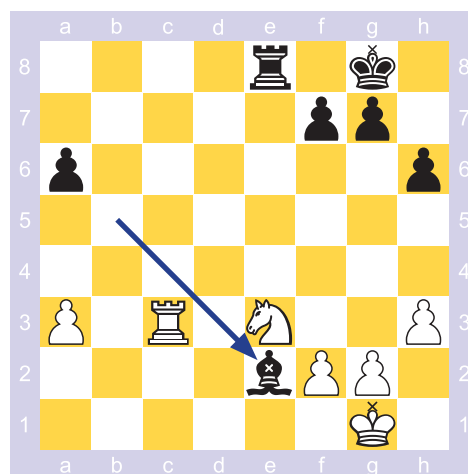
If the attacking piece is threatened at the same time by one of our pieces, it can be captured so that the check to the king can be prevented.

If the capture of the attacking piece causes losing points in relation to the opponent, an attempt to prevent the check should be made by moving the king or interposing a piece.

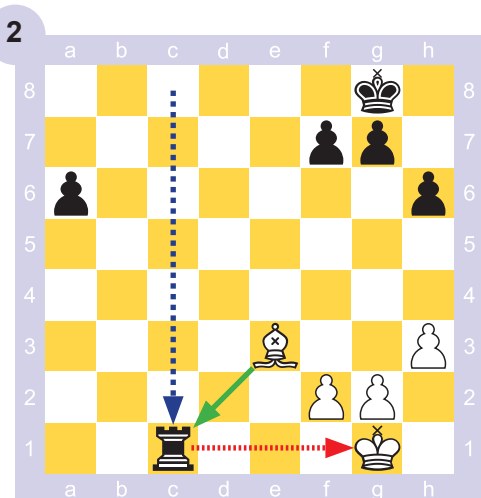
Examples



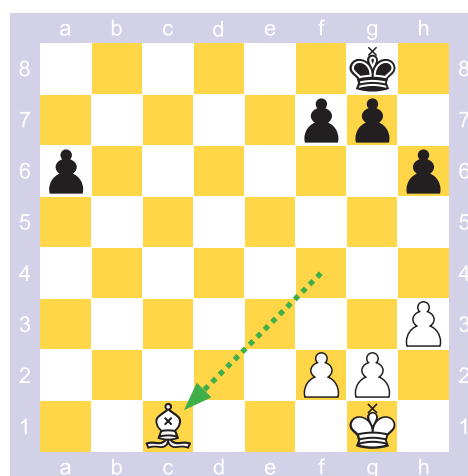
The white bishop captures the knight so that the rook isn't lost.



An exchange has occurred of the white bishop for the black knight.



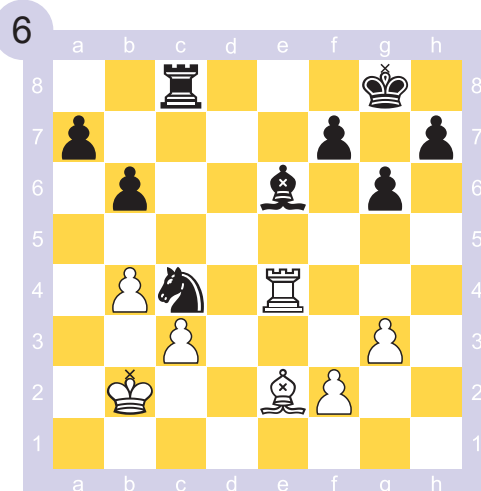
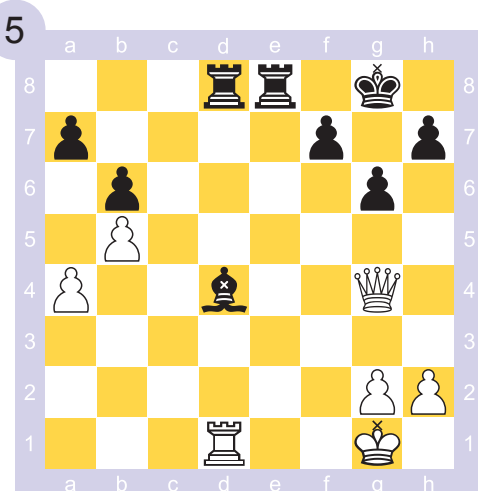
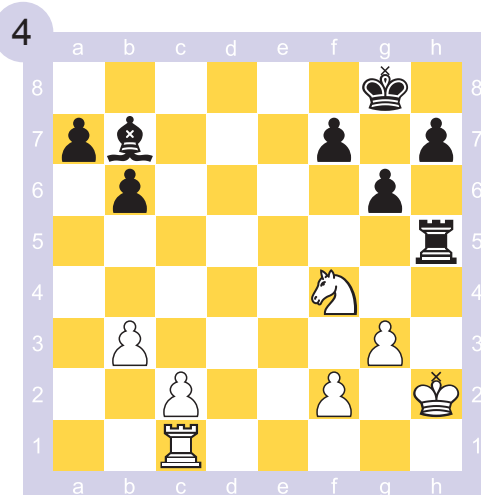
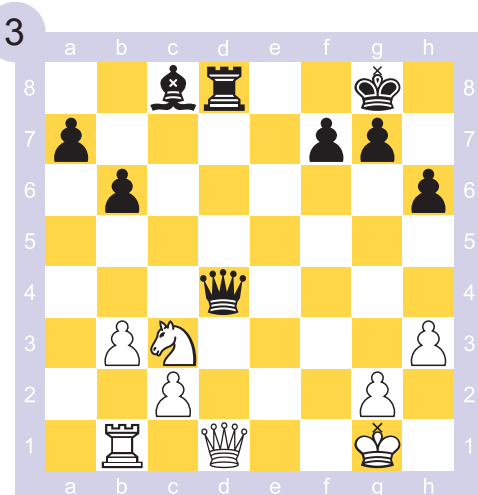
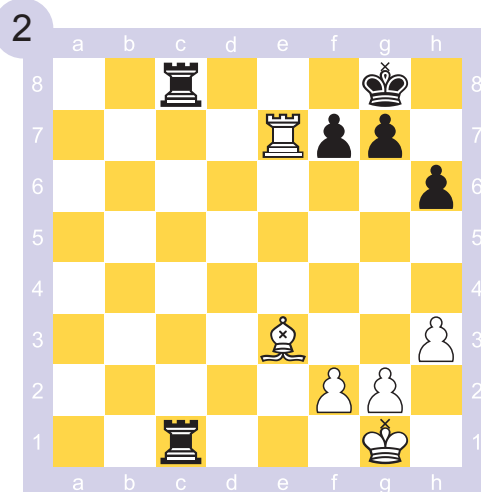
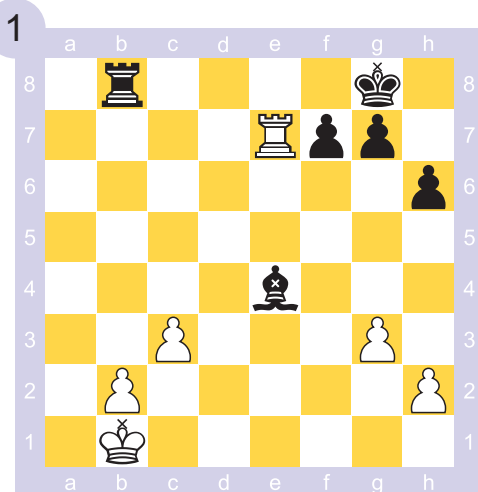
The bishop captures the rook that is checking because the rook is more valuable.



Besides, the rook was not being defended.

4

Circle the black pieces to be captured to prevent the check to the king. Use arrows to show the moves for the captures.



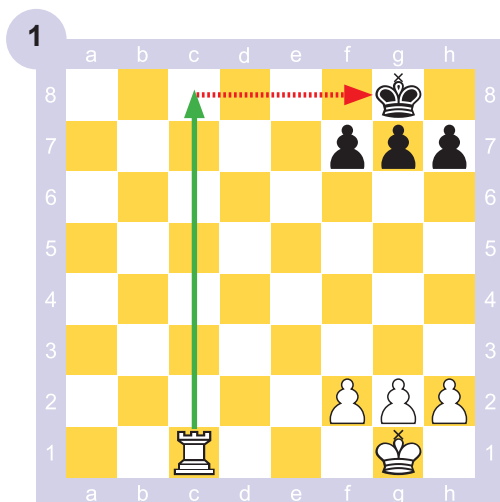


Checkmate

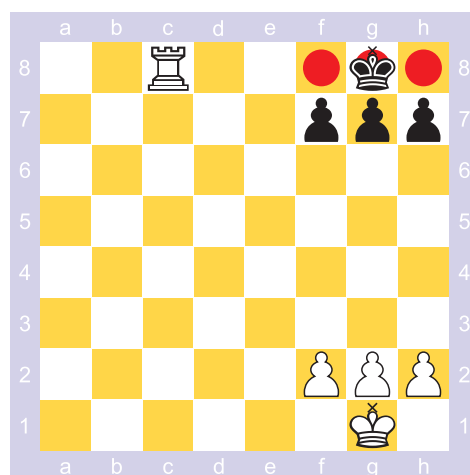
Checkmate happens when the king is threatened and in the next move, no matter which one it is, the king is still checked.

The winner is the player who checkmates.

Example

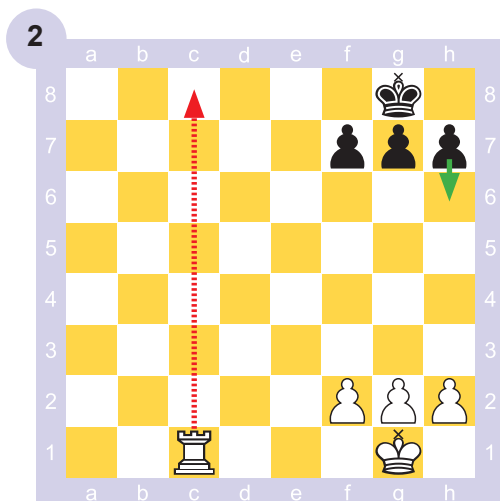


The rook moves to row 8 and checkmates the king.

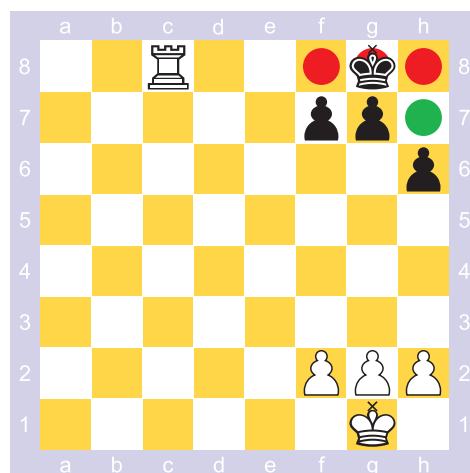


The king can't move to avoid being checked.

Example of how to prevent the checkmate



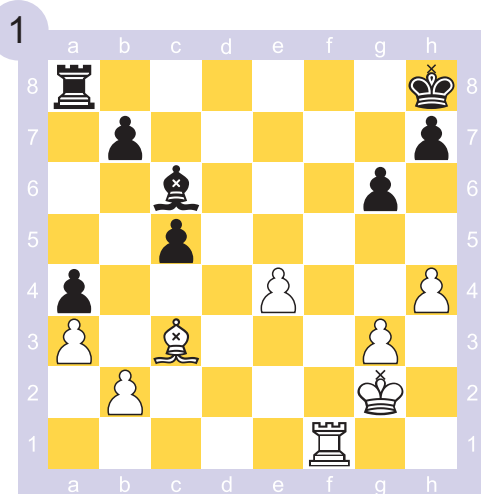
Black moves the pawn to avoid the checkmate.



The rook checks but the king can move to square h7.

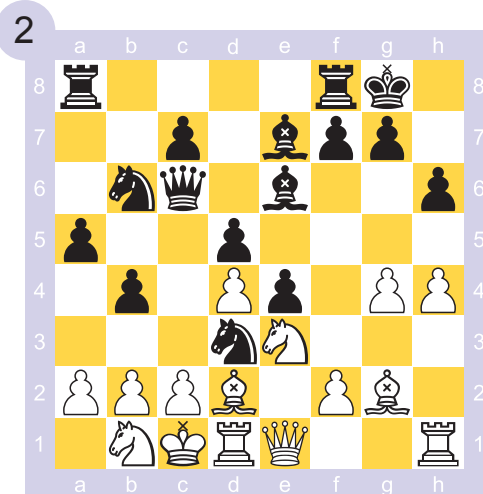
5

Point out if there is checkmate in the following positions.



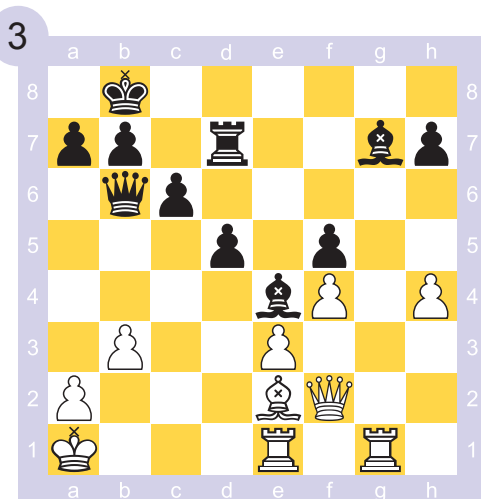
Yes

No



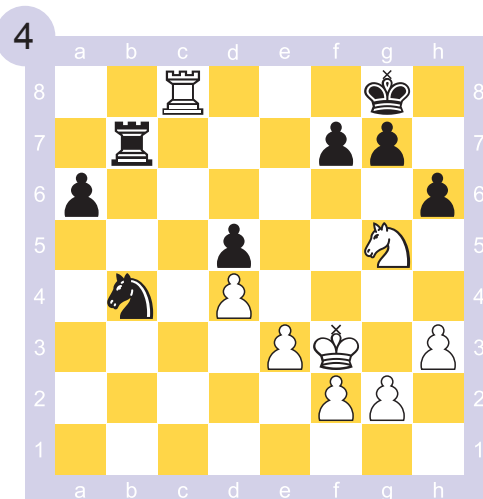
Yes

No



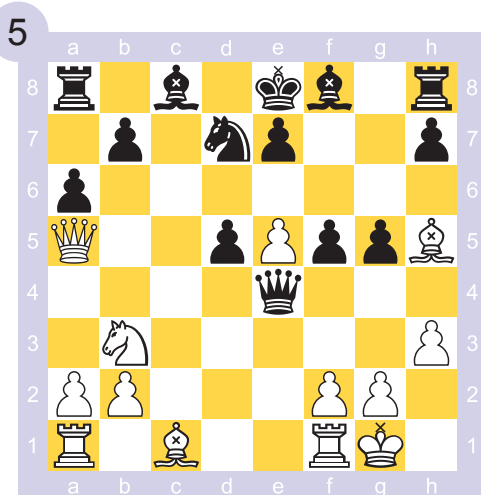
Yes

No



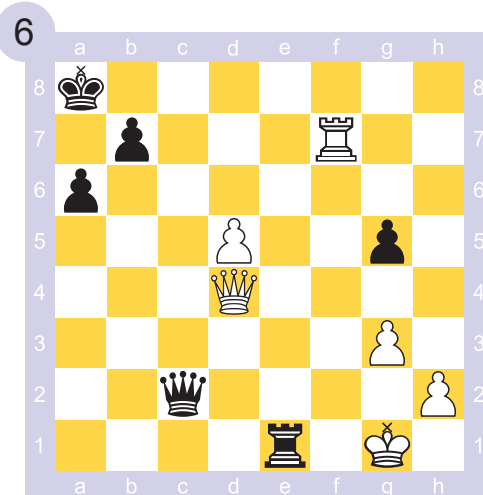
Yes

No



Yes

No

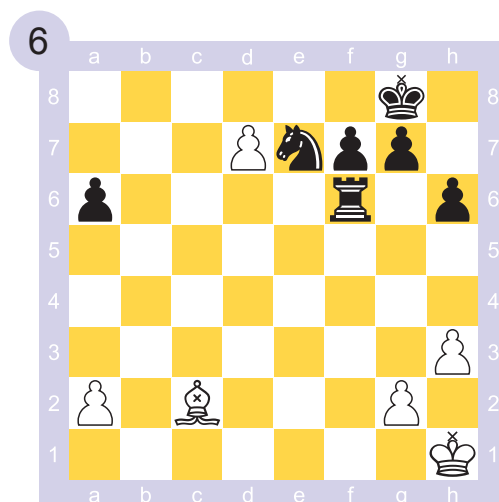
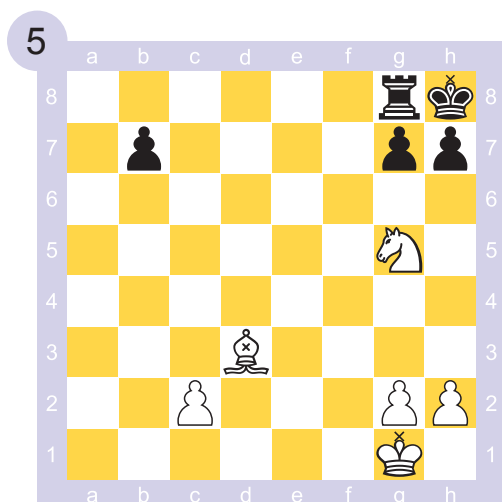
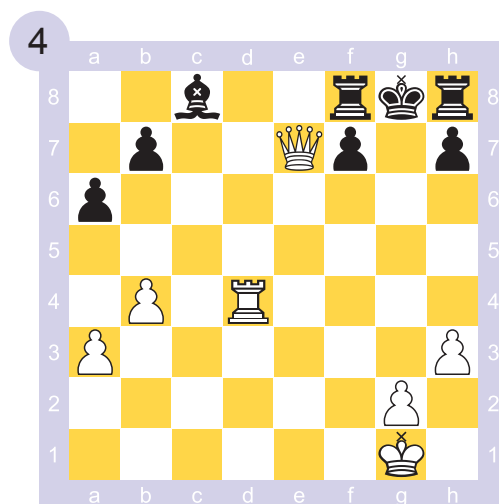
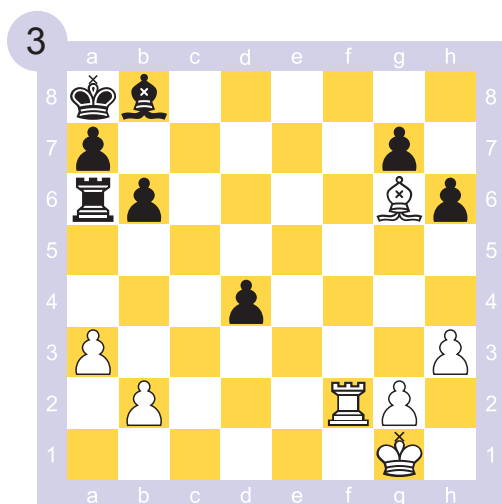
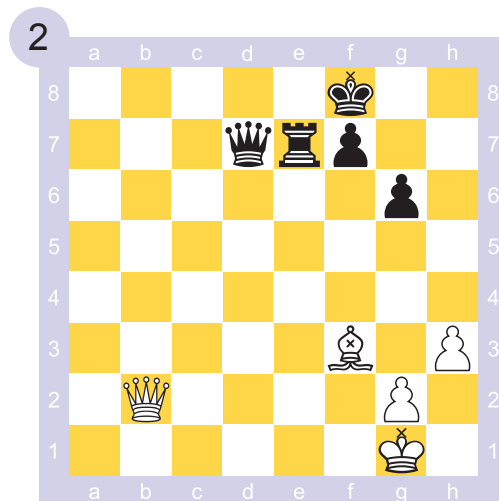
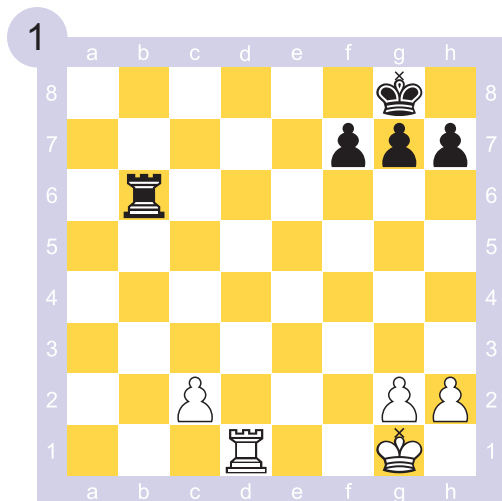


Yes

No

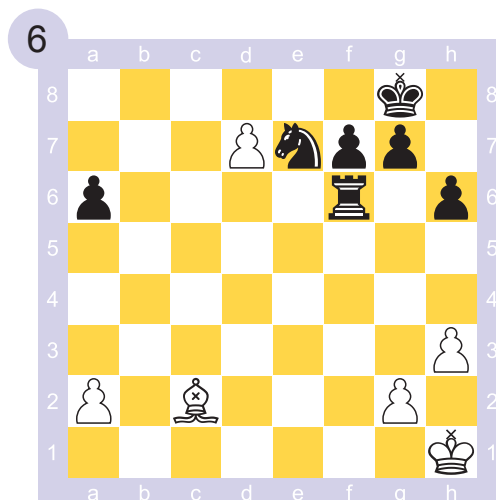
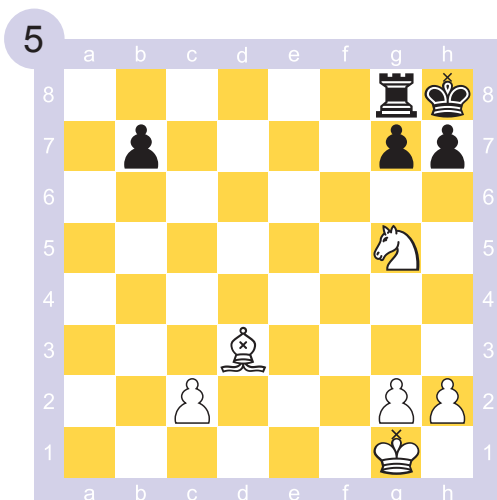
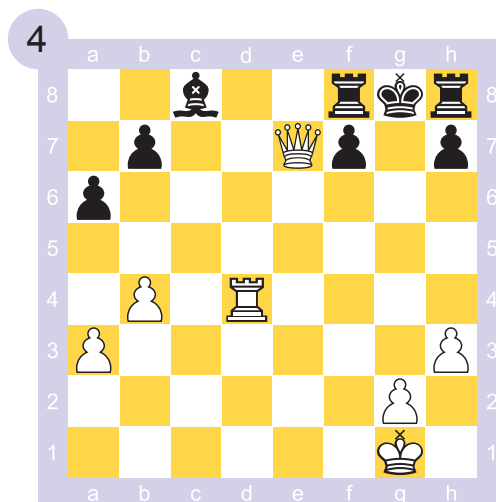
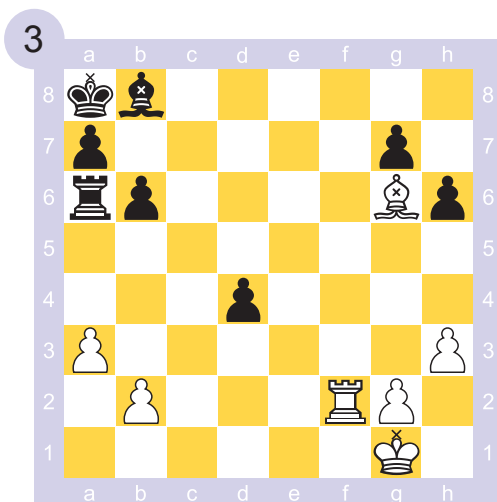
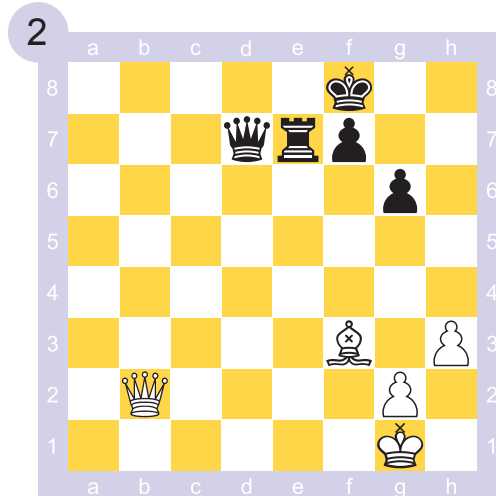
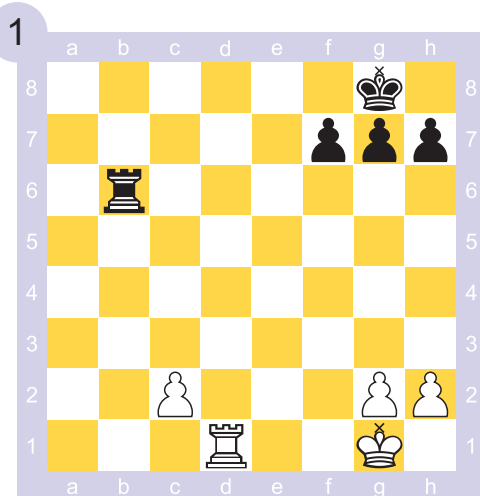
6

With an arrow, show the move that white must make to checkmate in one move.



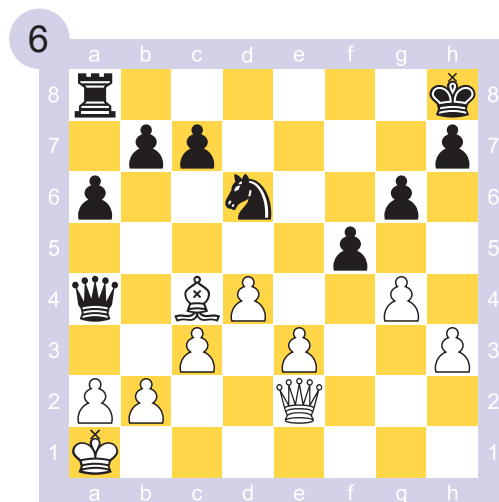
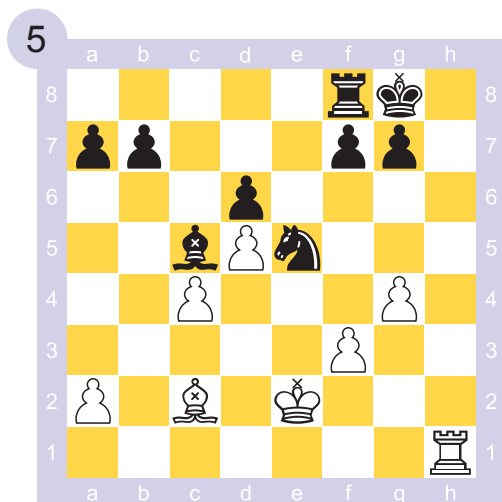
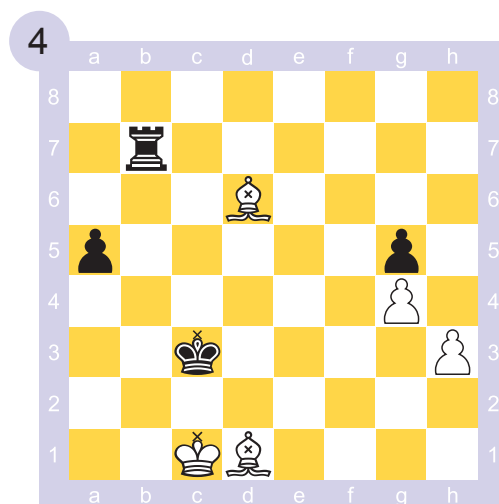
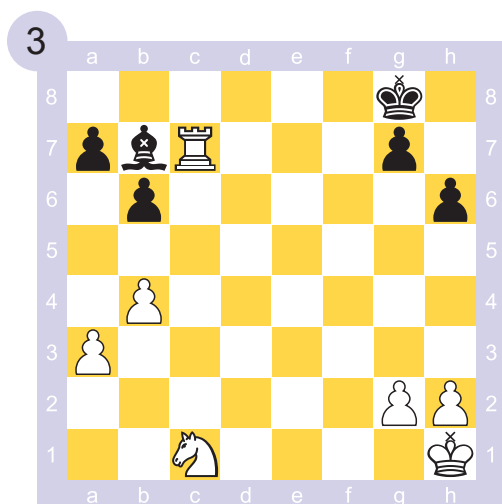
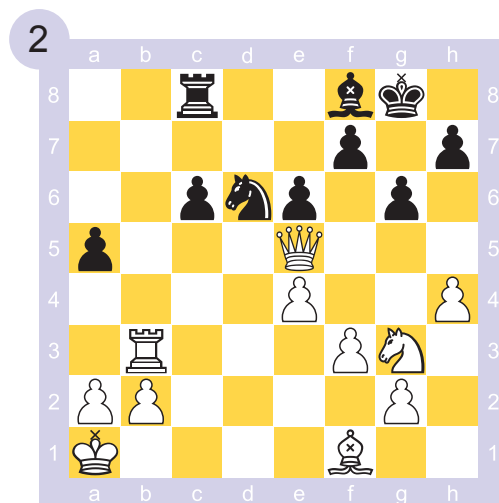
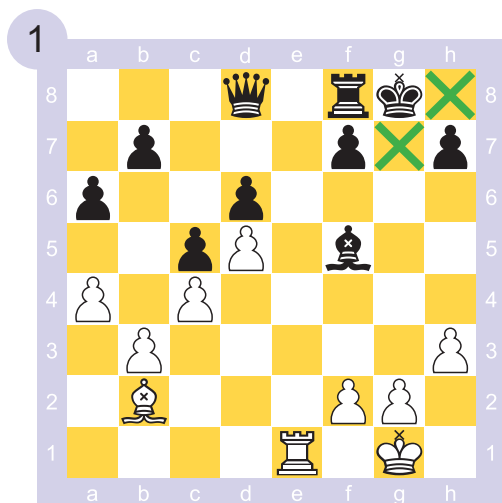
7

With an arrow, show the move that black must make to avoid the checkmate.



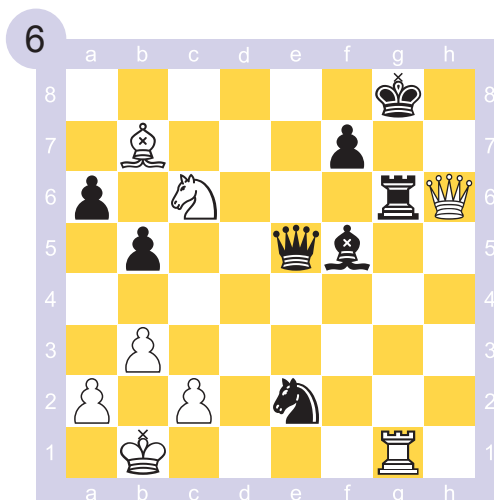
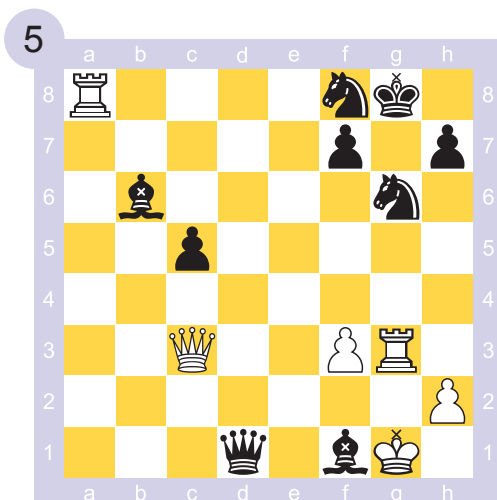
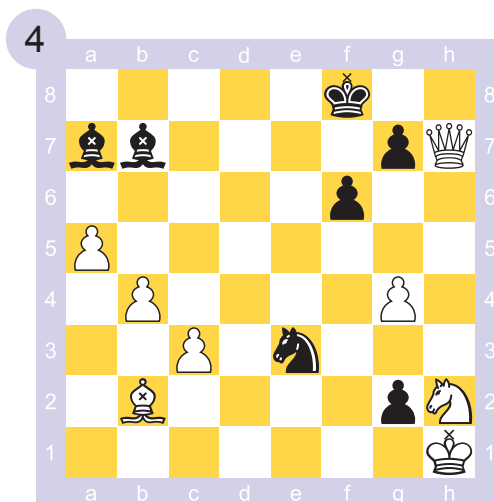
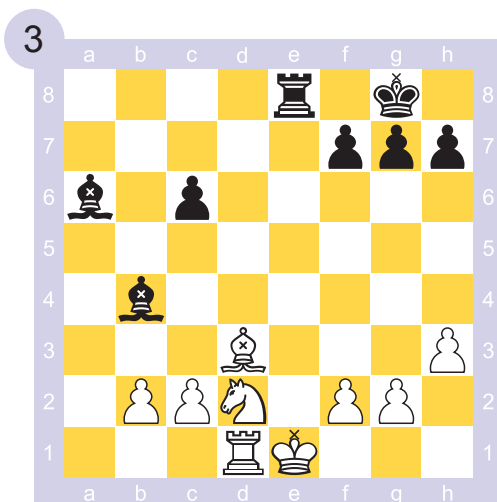
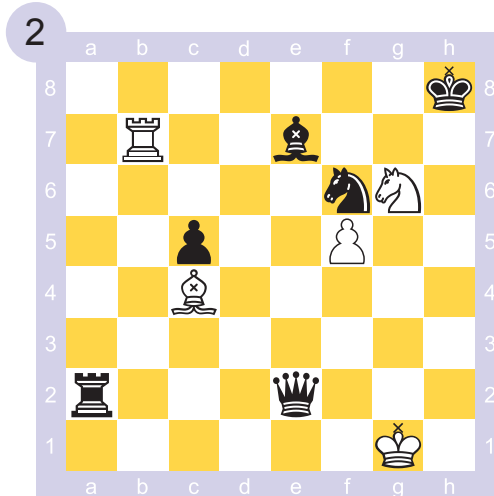
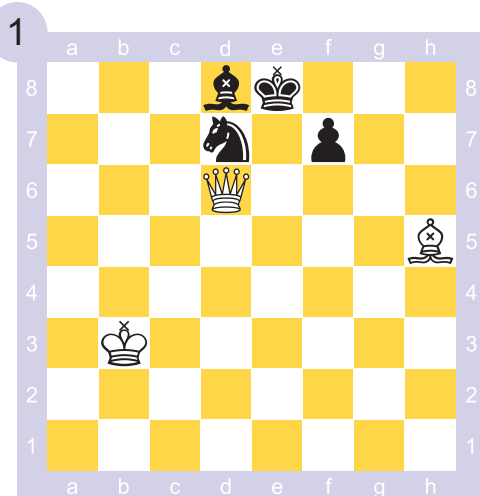
8

Mark the squares where you would place the piece indicated below each board to achieve a checkmate position.



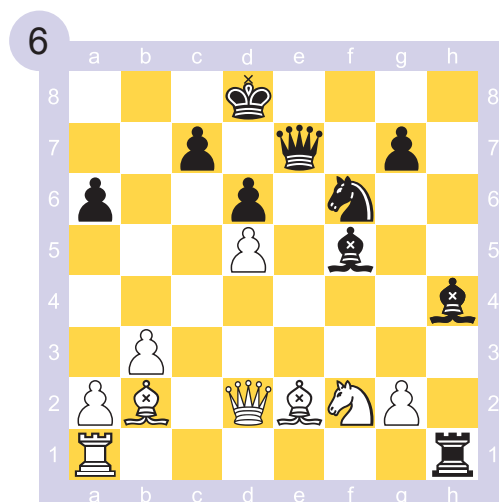
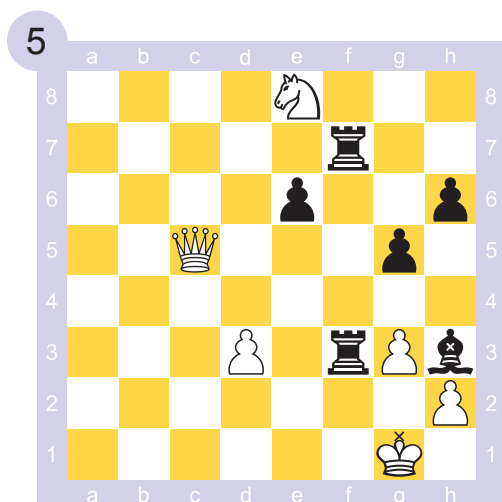
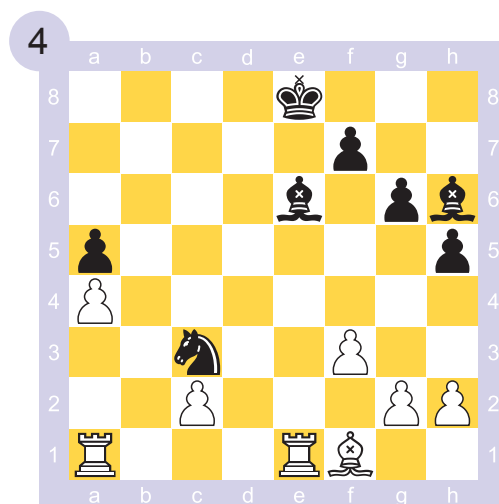
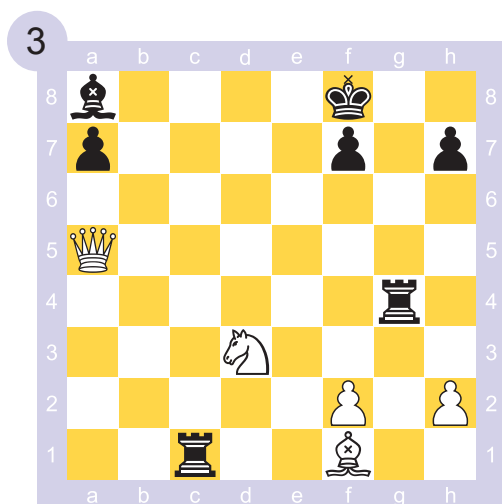
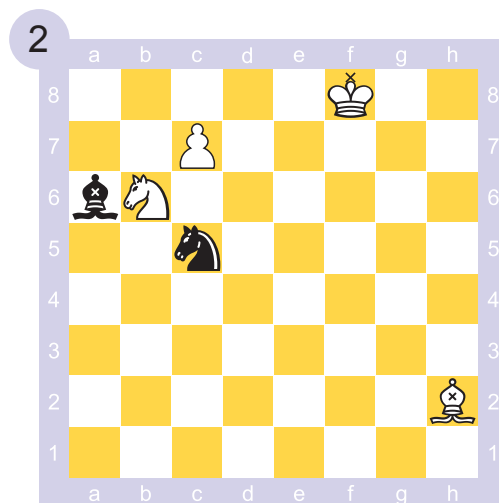
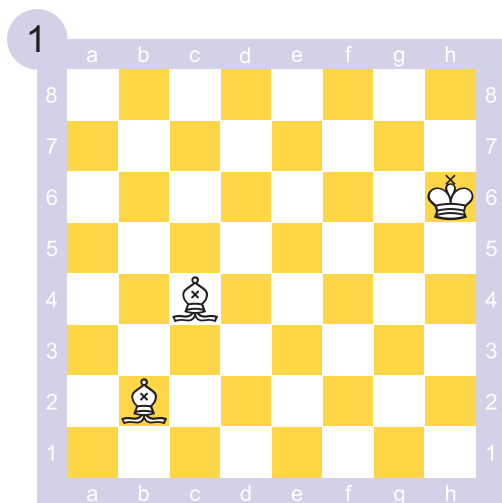
9

Circle the piece which you would retire from the board to produce a checkmate situation.



10

Mark the squares where you would place the missing king, so that a checkmate situation can be produced.



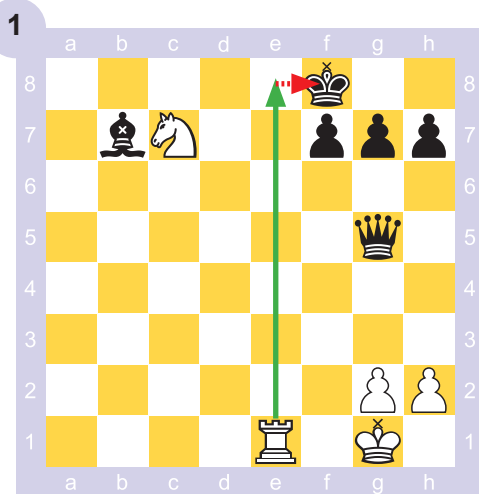


Mating patterns

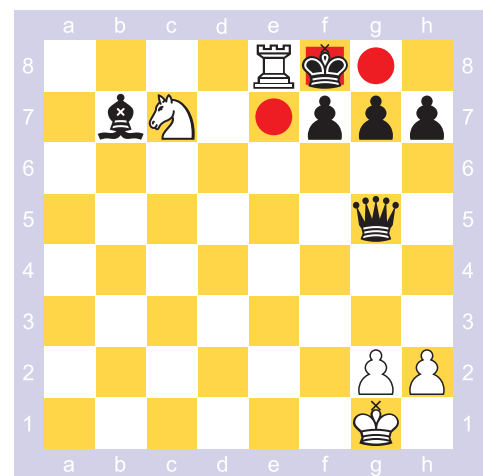
The sequence of moves which are necessary to achieve checkmate is known as “Mating combination”.

Often, more than one piece participates in a mating combination.

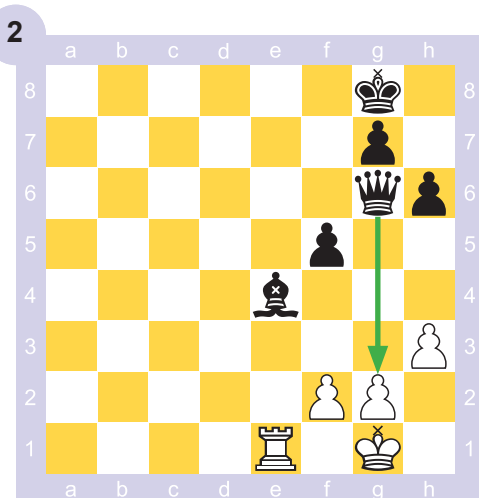
Examples



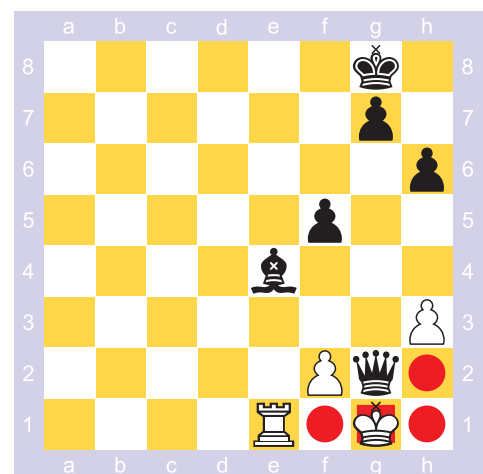
The rook, defended by its knight, checkmates.



The black king has no square to move to and it can't capture the rook.



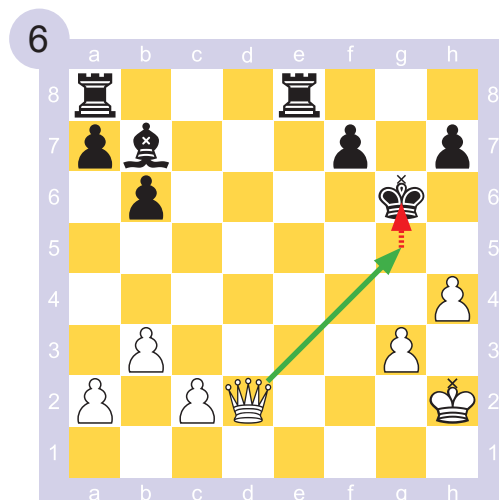
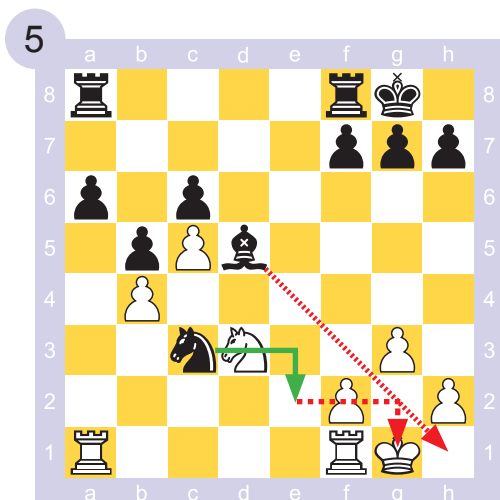
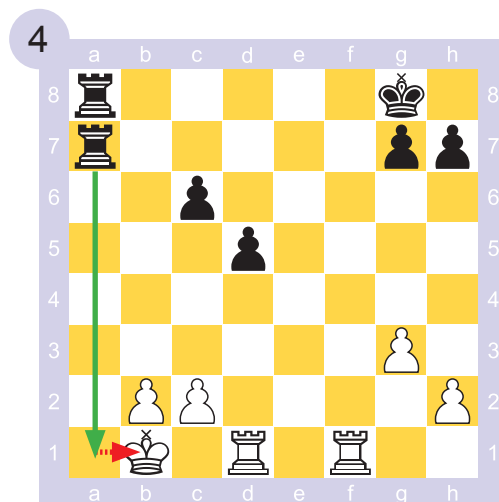
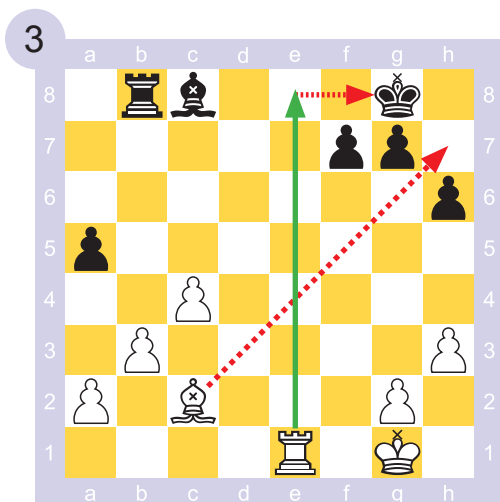
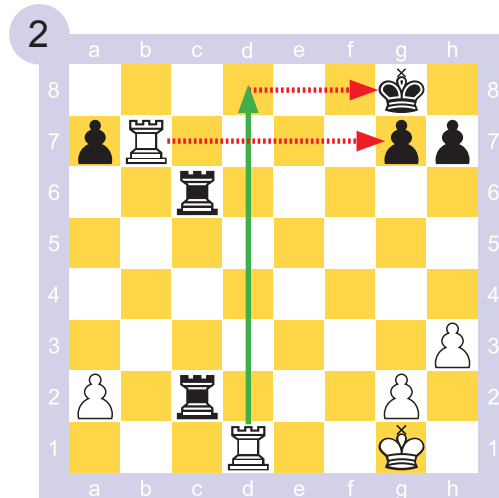
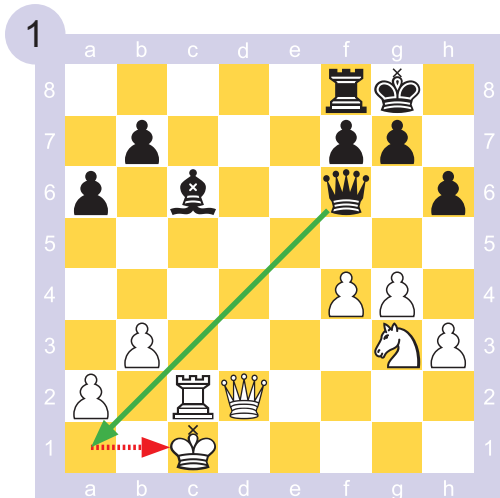
The queen captures the pawn and checkmates.



The king can't capture the queen because it's being defended by the bishop.

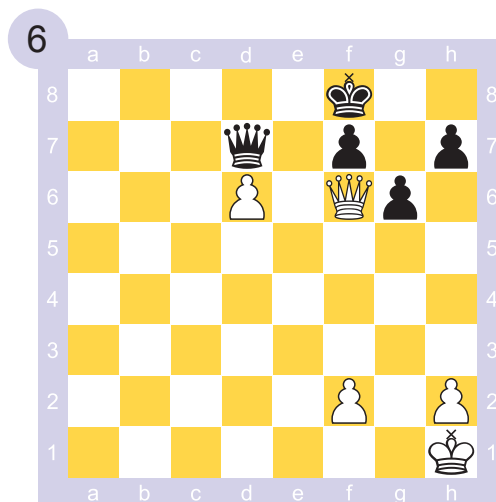
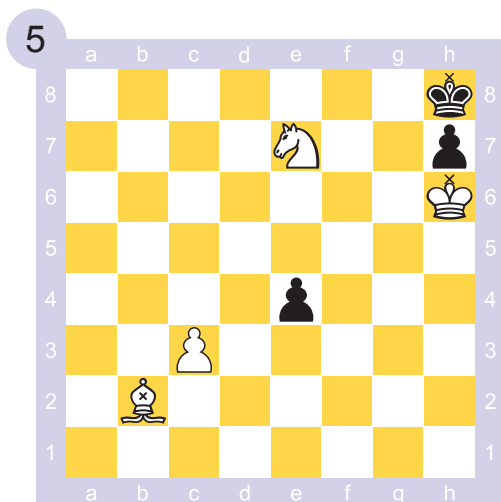
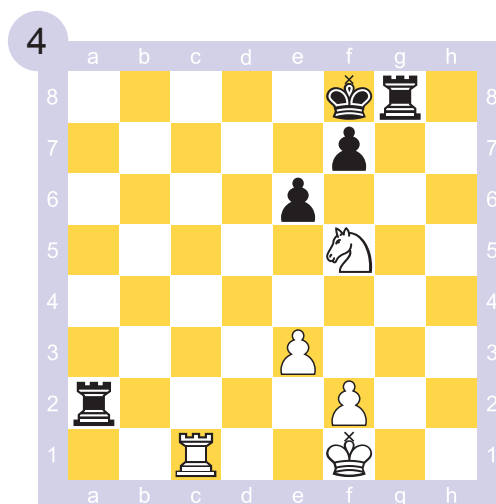
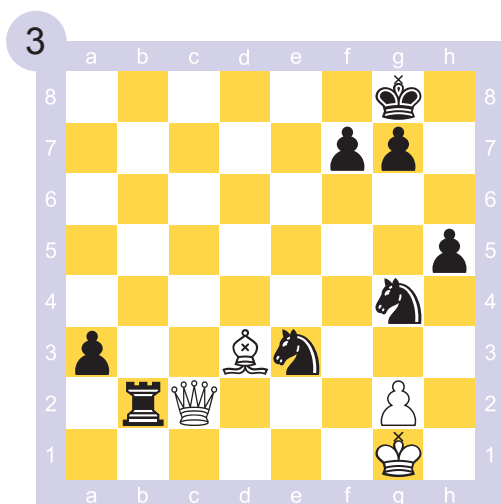
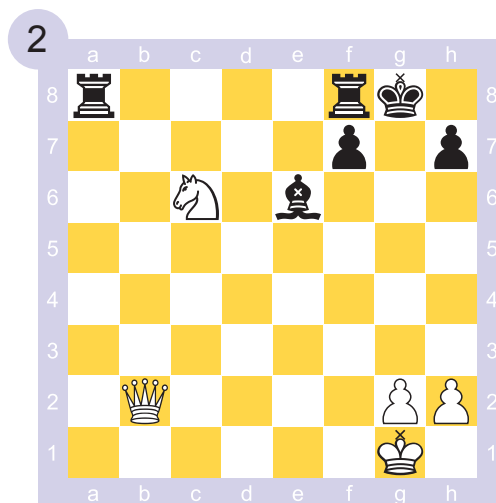
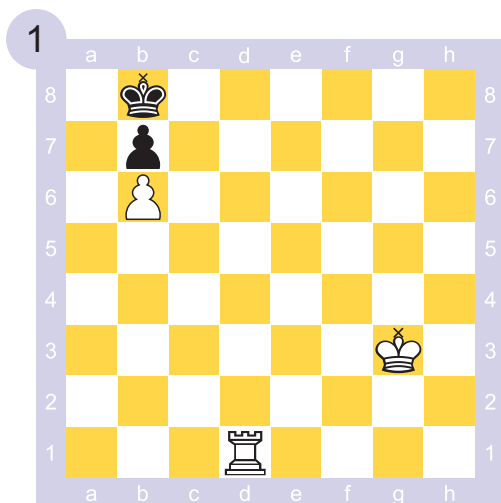


Examples of checkmate in one move



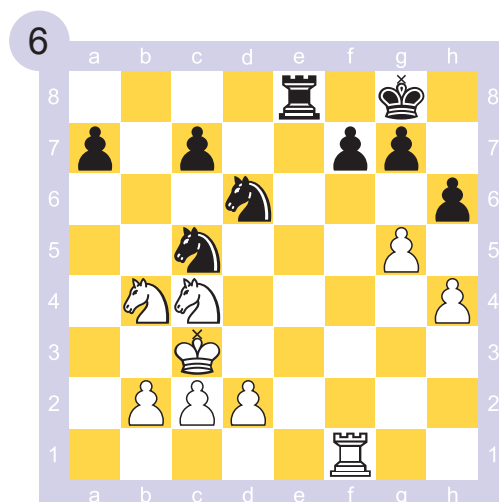
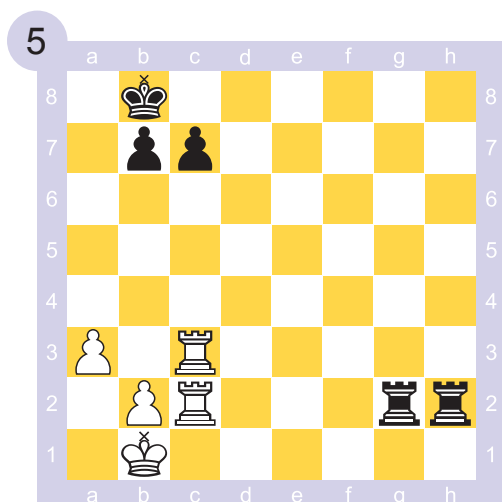
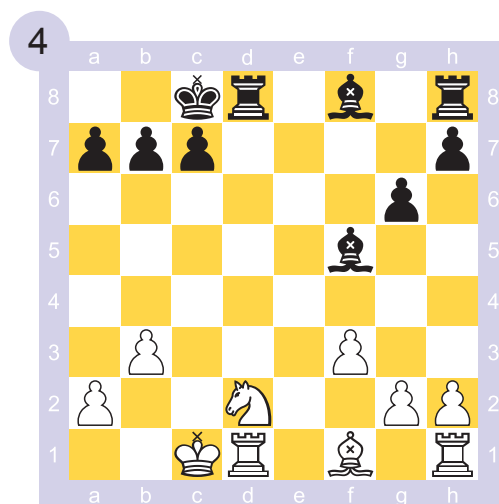
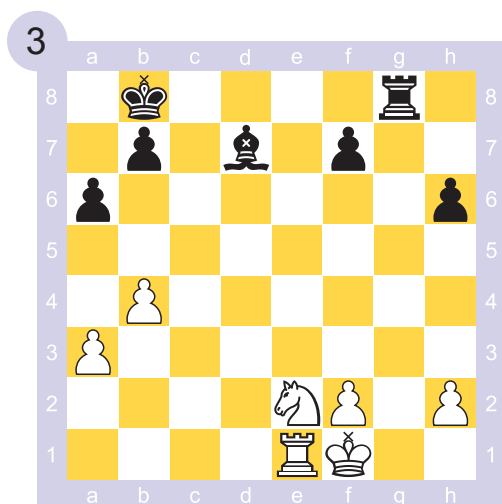
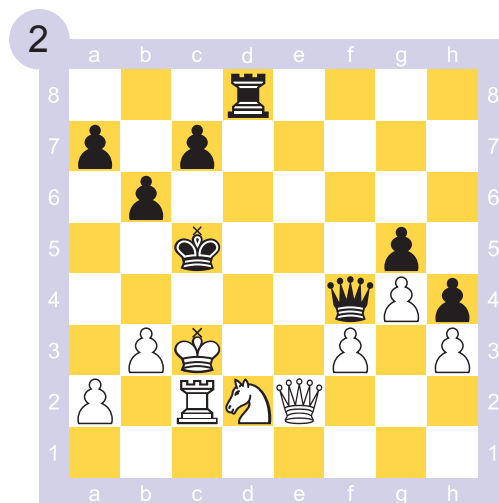
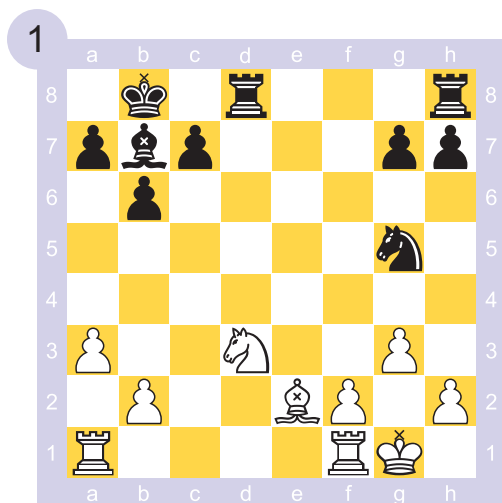
11

With an arrow, show the move that white has to make to deliver checkmate.



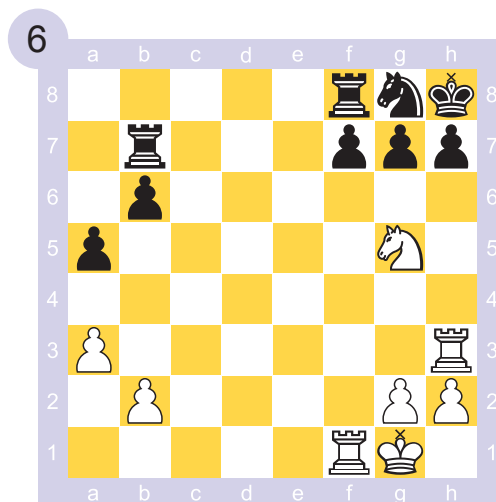
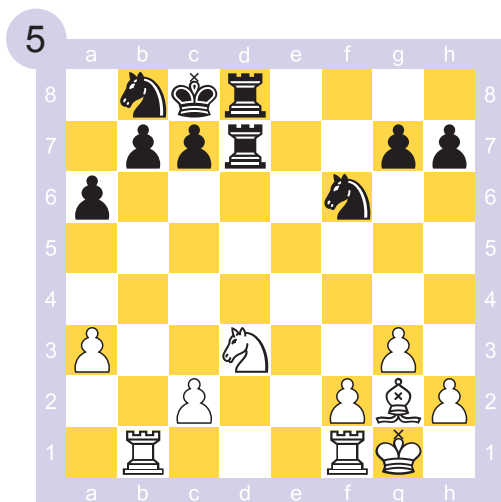
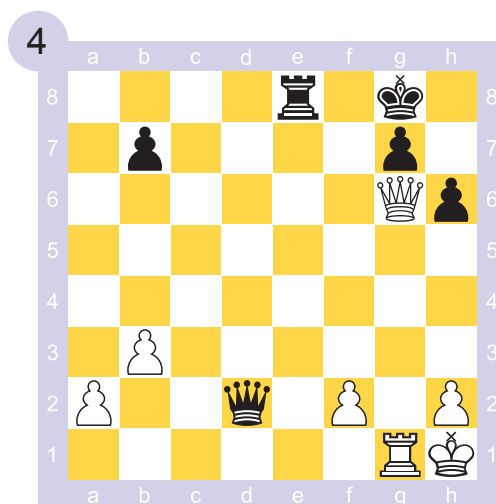
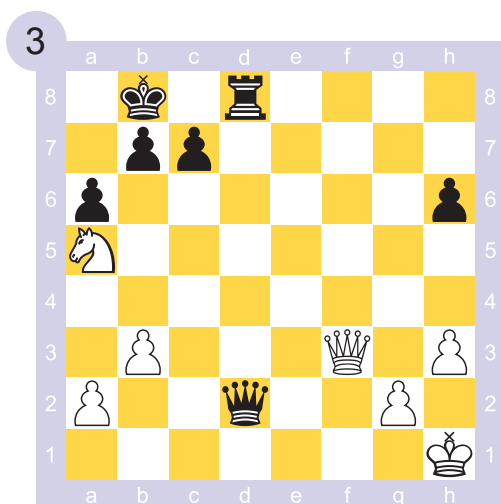
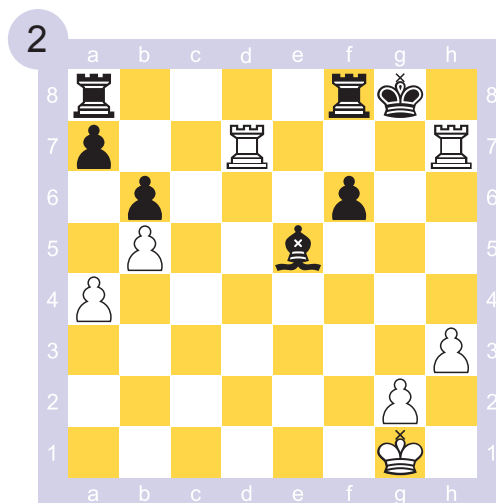
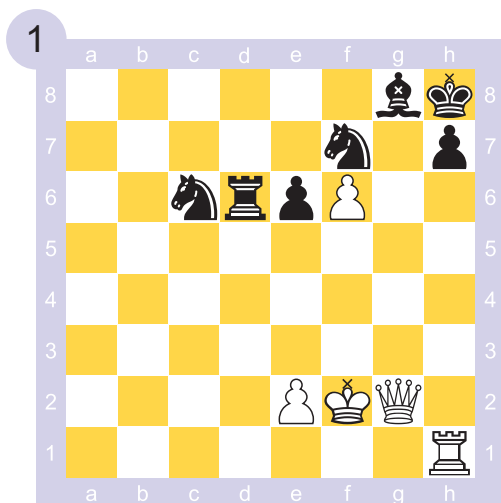
12

With an arrow, show the move that black has to make to deliver checkmate.



13

With an arrow, show the move that white has to make to deliver checkmate.



14

With an arrow, show the move that black has to make to deliver checkmate.

