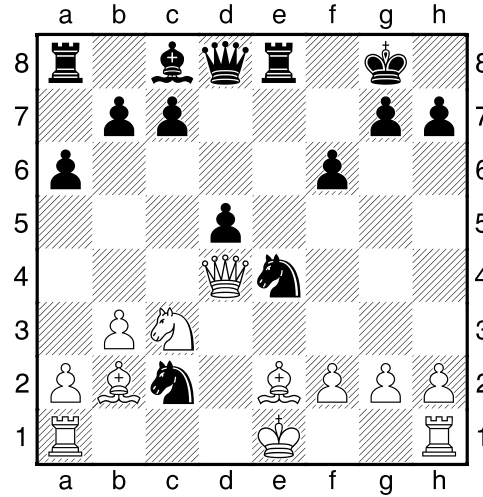
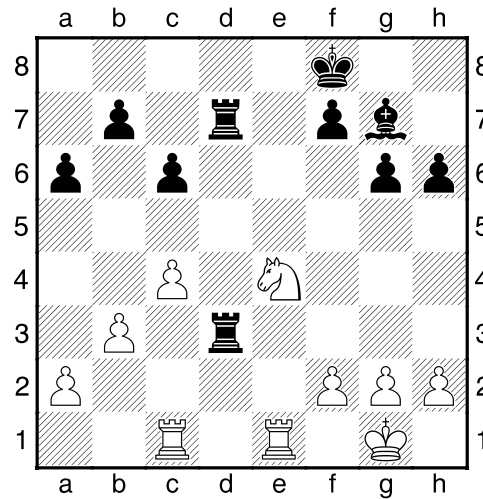


The Knight Fork

A knight fork is a knight attack on two pieces at the same time.



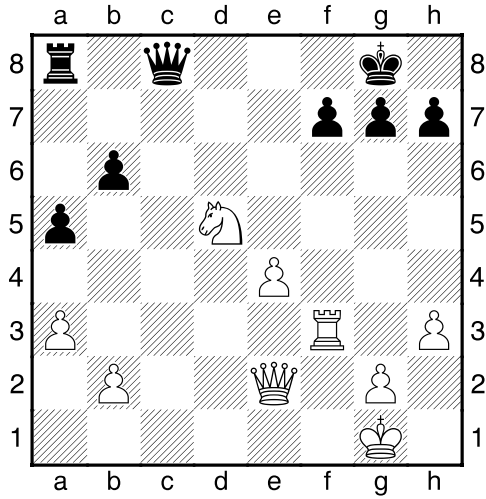
Here, the Black Knight attacks the White King, Queen and Rook – a family fork!



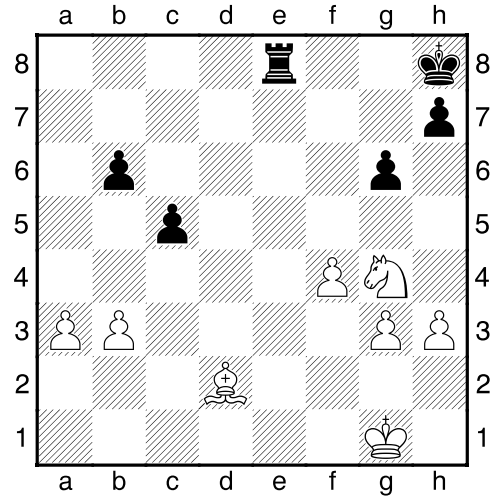
White plays Nc5 with a double attack on the two Black Rooks.

Find the Knight Fork

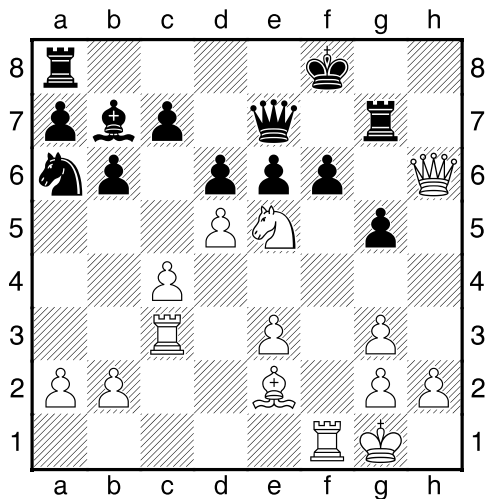
1. White to move has a Knight fork to win material



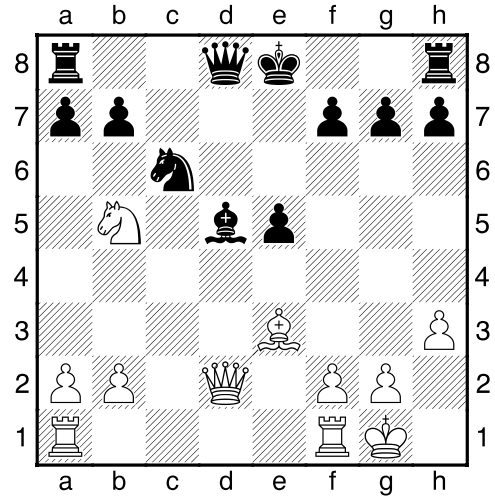
2. White forces Black to move into a Knight fork



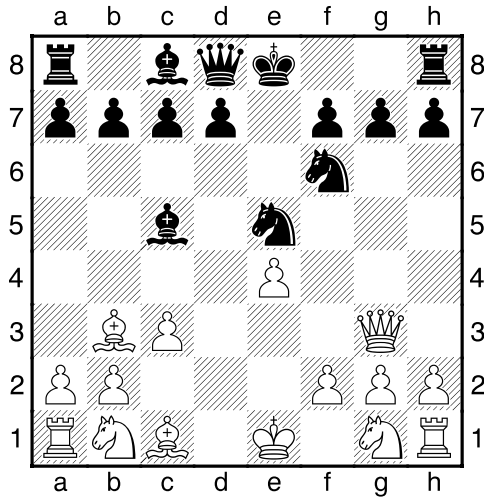
3. Again White has a knight fork to win material



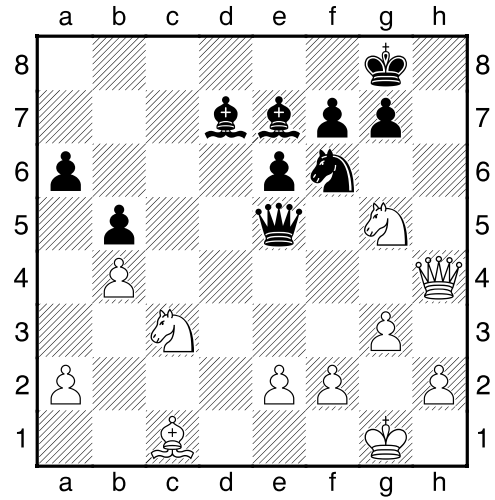
4. White's wins a piece because of a knight fork to follow



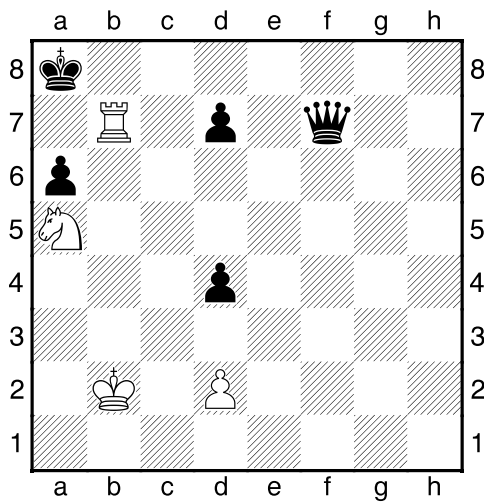
5. Black forces the White King or Queen to a fatal square for a decisive Knight fork



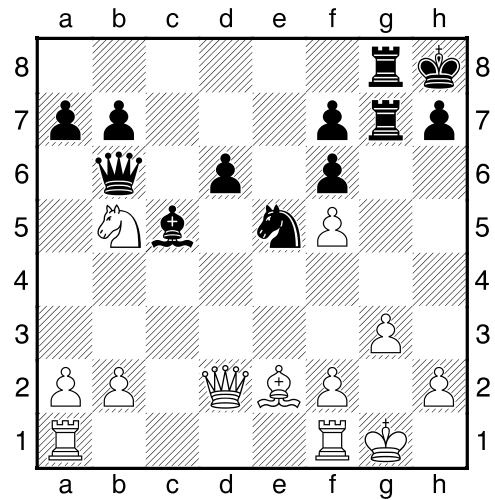
6. White to move



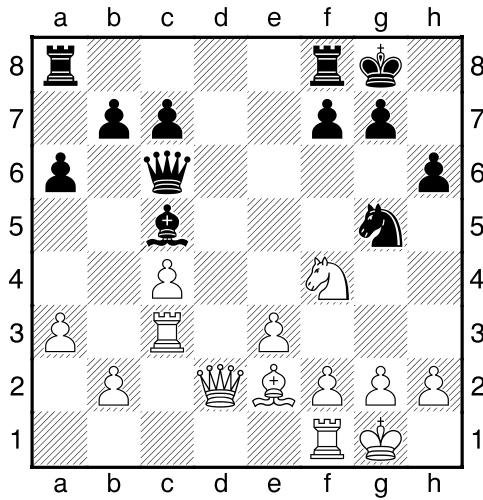
7. White moves to threaten mate, with a winning fork to follow



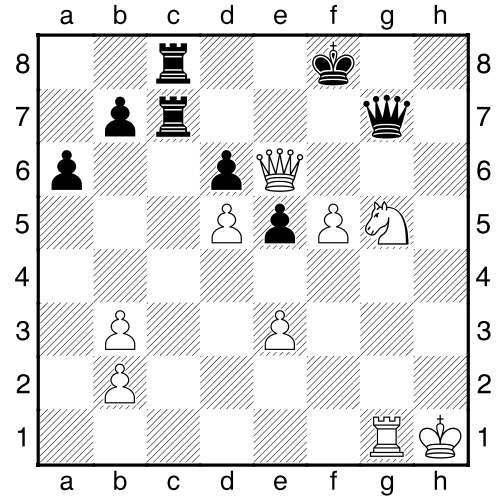
8. Black wins a piece due to a crushing Knight fork to follow



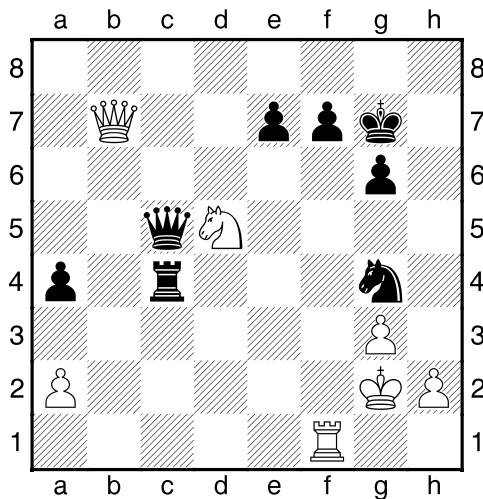
9. Find Black's next move



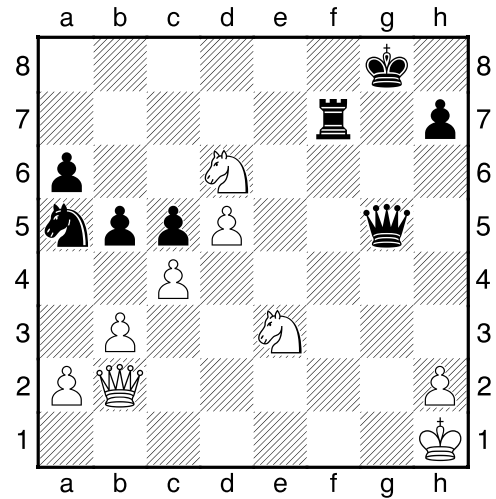
10. What should White play here



11. Black wins a piece because of a Knight fork to follow



12. What is White's best move and why

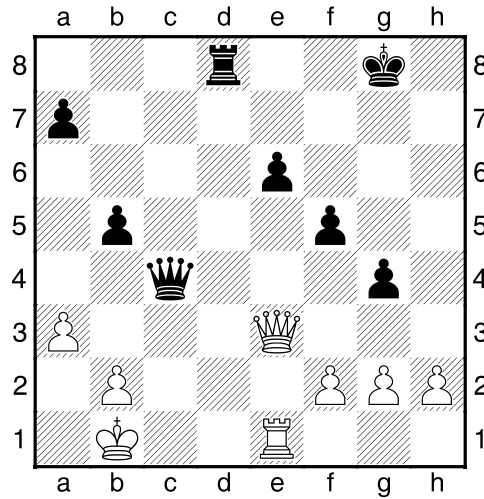


Answers

1. 1 Ne7+ forks the Black King and Queen
2. 1 Bc3+ Kg8 (if the Rook blocks the check, it is captured) 2 Nf6+ Kf8 3 Nxe8 Kxe8 and White has won the exchange, rook for knight.
3. 1 Ng6+ The Black Rook cannot capture because it is pinned against the King by the White Queen.
4. 1 Qxd5 Qxd5 2 Nc7+ forking the Black King and Queen. White then captures the Queen to emerge a Bishop to the good.
5. 1... Bxf2+. If the Bishop is not captured, it takes the White Queen on its next move. If 2 Kxf2 Nxe4+ forking the King and Queen. If 2 Qxf2 Nd3+ also forks King and Queen.
6. 1 Qh8+ Kxh8 2 Nxf7+ forking King and Queen
7. 1 Nc6 threatening both 2 Ra7 mate and Rb8 mate. If 1... dxc6 2 Rxf7. Now for the Knight fork. If after 1 Nc6 Kxb7 2 Nd8+ forking King and Queen and winning the Queen for the loss of a Rook.
8. 1... Qxb5 2 Bxb5 Nf3+ forking King and Queen. Black gains a Knight by these exchanges.
9. 1... Ne4 forking the White Queen and Rook, winning the exchange.
10. 1 Qxc8+ Rxc8 2 Ne6+ forks King and Queen
11. 1... Qxd5+. If White plays 2 Qxd5, Black forks King, Queen and Rook with 2... Ne3+
12. 1 Qh8+ because Black has to capture and then Nxf7+ forks King and Queen. White has won a Rook.

Double Attack or Fork

When one of your pieces attacks not just one but two of your opponent's pieces.



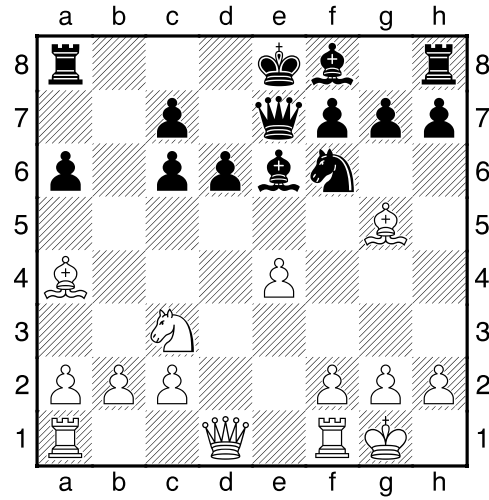
White plays his Queen to g5, with a double attack on the Black King and Rook.

After the King moves, White plays, 2. Qxd8, winning the Rook.

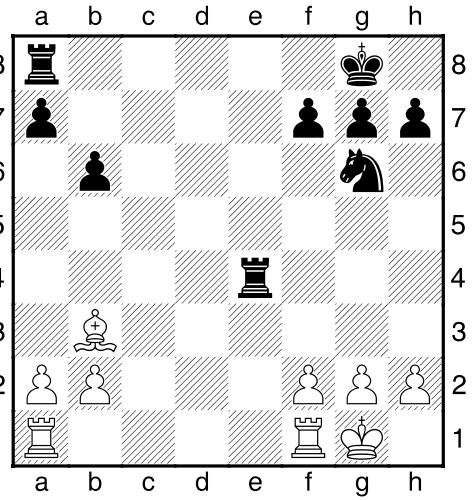
Find the Double Attack

In these positions, the player to move has an immediate double attack.

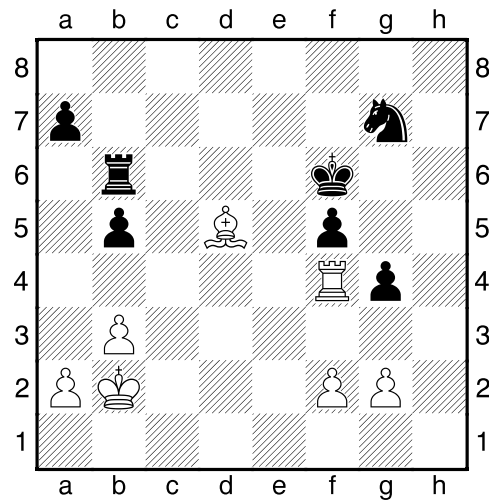
1. White to move



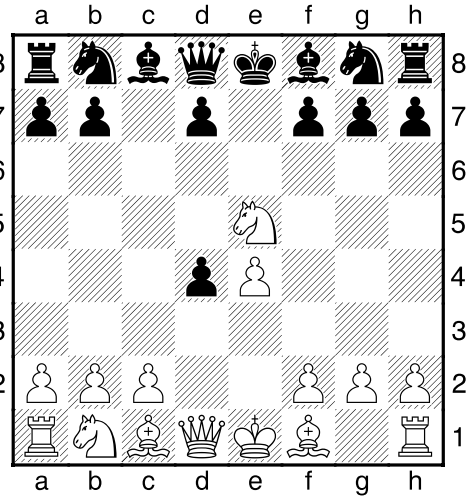
2. White to move



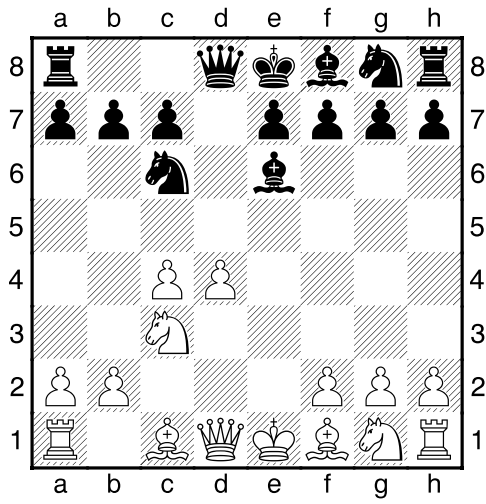
3. Black to move



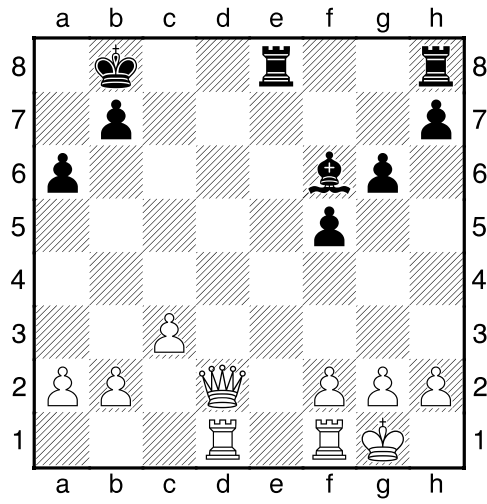
4. Black to move



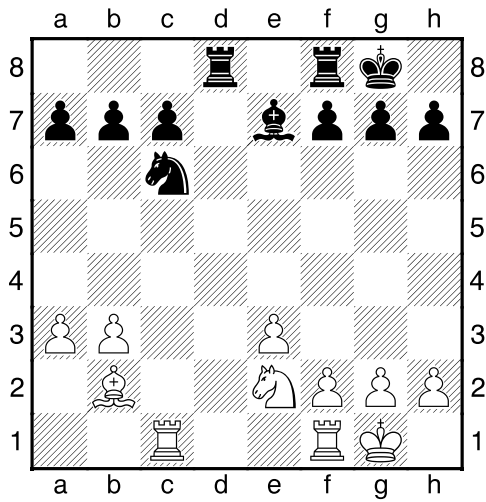
5. White to move



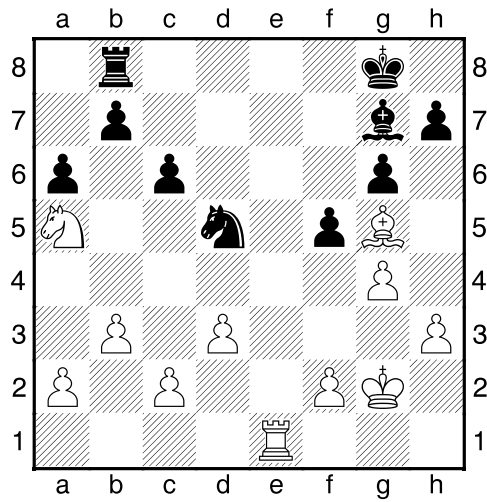
6. White to move



7. Black to move

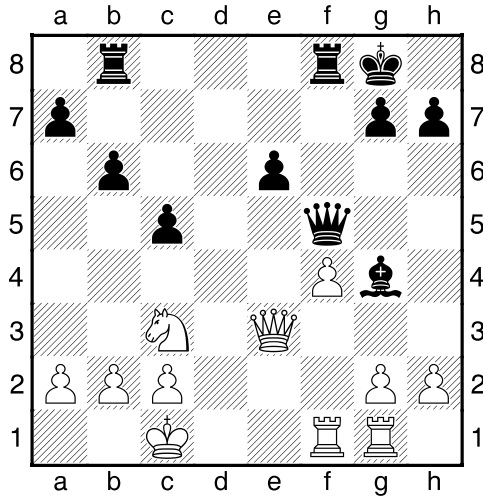


8. Black to move

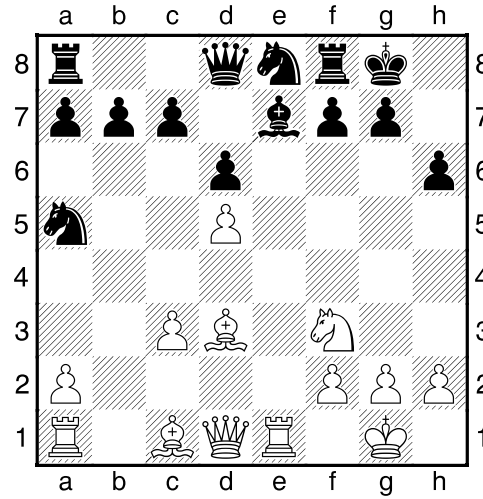


In these four positions,
the player to move has a forcing move, with a double attack to follow.

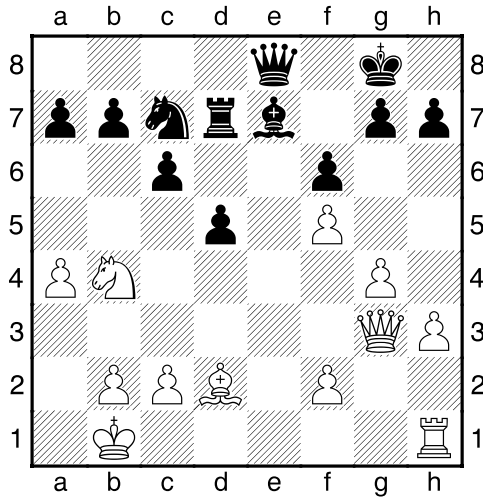
9. White to move



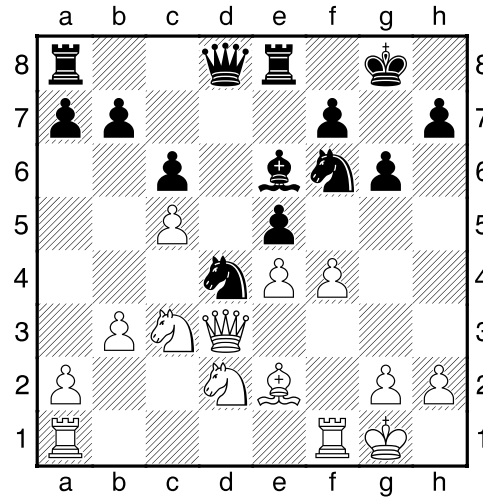
10. White to move



11. Black to move

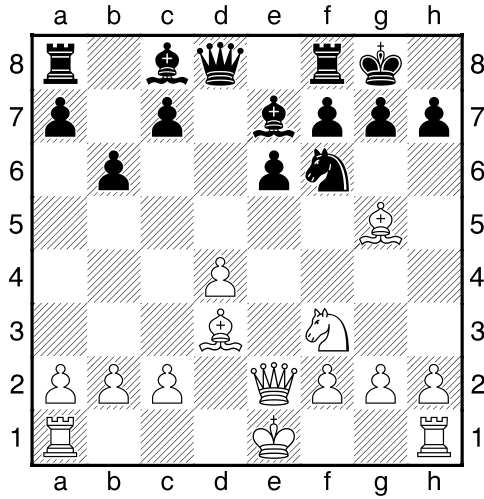


12. Black to move

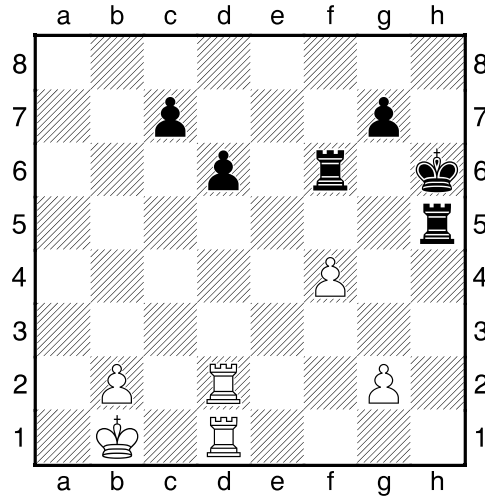


**In these four positions,
the double attack could be on the first, second or even third move!**

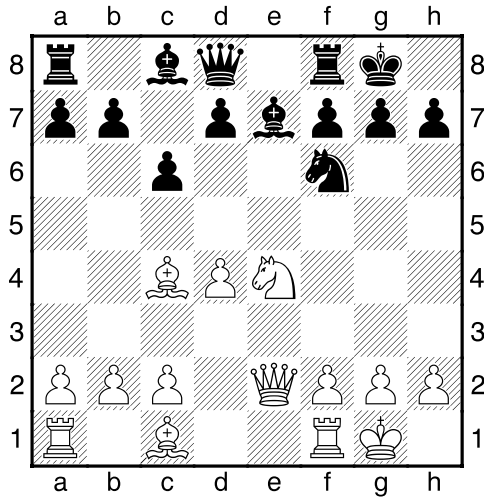
13. White to move



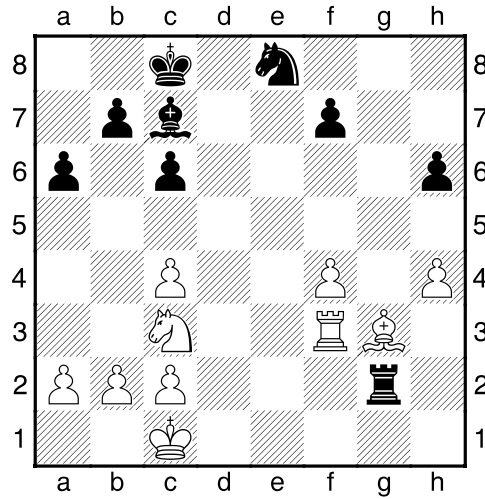
14. White to move



15. Black to move



16. Black to move

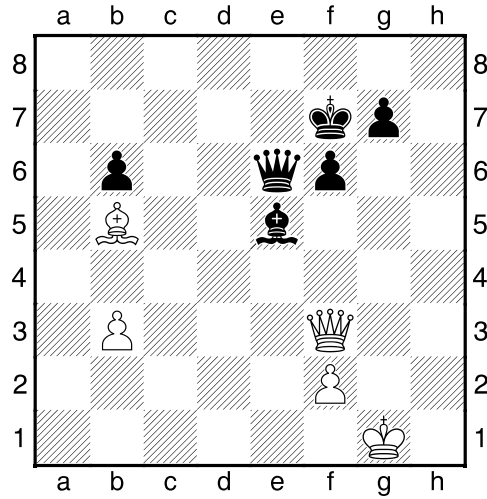


Answers

1. Bxc6+ with a double attack on the Black King and Rook.
2. Bd5 forking the two Black Rooks.
3. Ke5 with a double attack on the White Rook and Bishop.
4. Qa5+ forking the White King and the Knight on e5.
5. d5 with a double attack on the Black Knight and Bishop.
6. Qd6+ attacking the King and Bishop.
7. Rd2 attacking the White Bishop and Knight.
8. Bc3 forking the White Rook and Knight.
9. 1 h3 attacks the Black Bishop, which moves to the safety of h5. White then forks the Bishop and Queen with 2 g4.
10. 1 Qa4 attacks the Knight on a5. It has no safe square to move to, so Black protects it by b6. White then plays 2 Qe4, threatening Qh7 checkmate and Qxe7, winning a bishop.
11. 1... Bxb4 2 Bxb4 Qe4 forking the White Bishop on b4 and the Rook.
12. 1... Nxe2+. If White replies 2 Nxe2, Black plays Qxd3. If White replies 2 Qxe2, Black plays Qd4+ forking the King and unprotected Knight on c3.
13. 1 Bxf6 Bxf6 (or gxf6) 2 Qe4 threatens mate on h7 and the Black rook on a8.
14. g4 attacks the Black rook. Where ever it moves, White then plays g5+, forking the King and other Rook.
15. 1... Nxe4 2 Qxe4 d5 forking the White Queen and Bishop (not 1... d5, else 2 Nxf6+ Bxf6 3 Bd3)
16. 1... Rxf3 2 Rxf3 Bxf4+ with a double attack on the White King and Rook.

The Pin

A piece is said to be pinned when it is attacked along a line from which it cannot move without exposing a second, usually more valuable piece to attack.

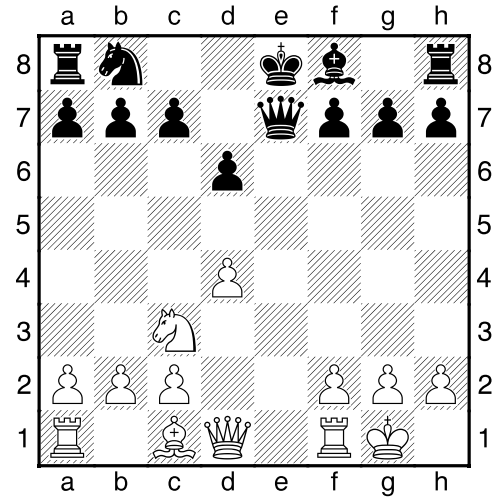


White plays Bc4. The Black Queen cannot move from the diagonal because the Black King would be in check. The Queen is lost.

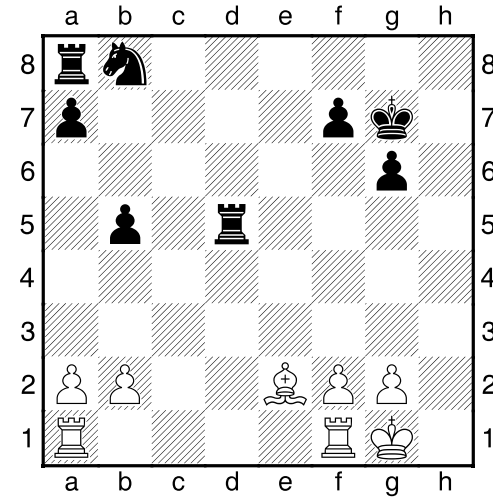
Find the Pin

Find a move to pin a piece, so it can be captured on the next move.

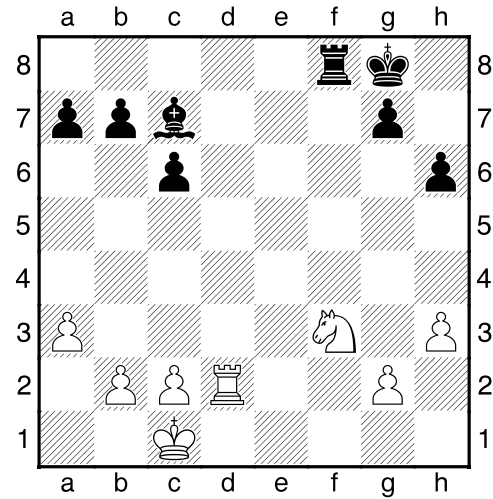
1. White to move



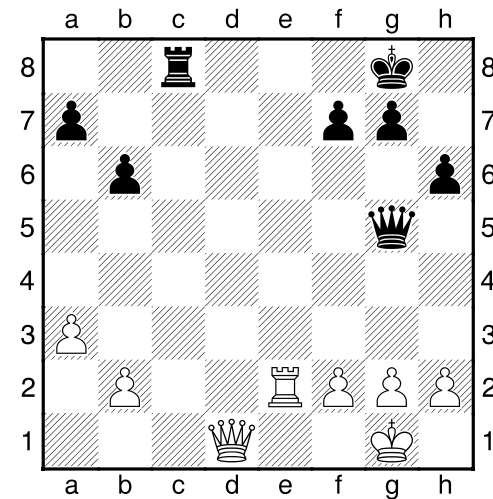
2. White to move



3. Black to move

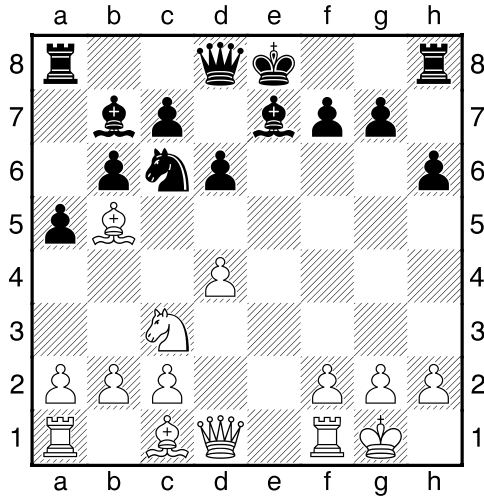


4. Black to move

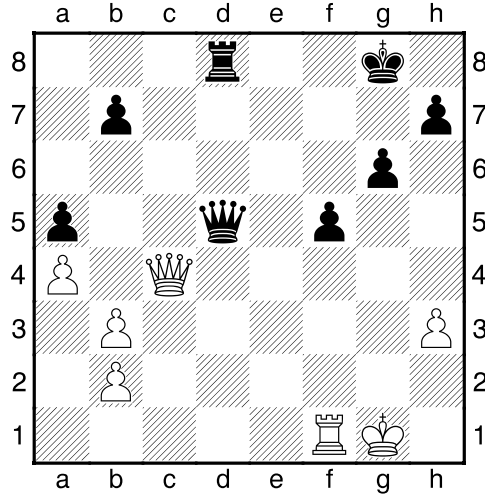


In these four positions,
the next move will either pin a piece or attack a piece which is already pinned.

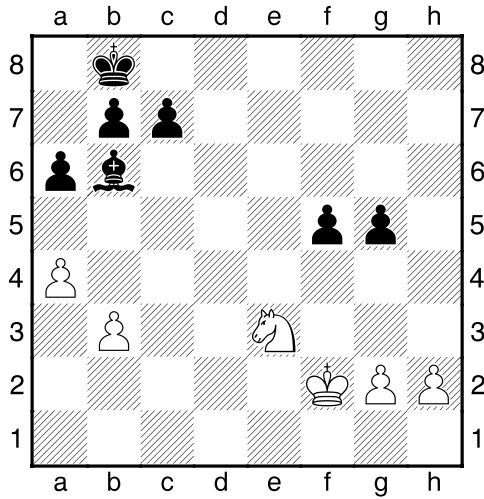
5. White to move



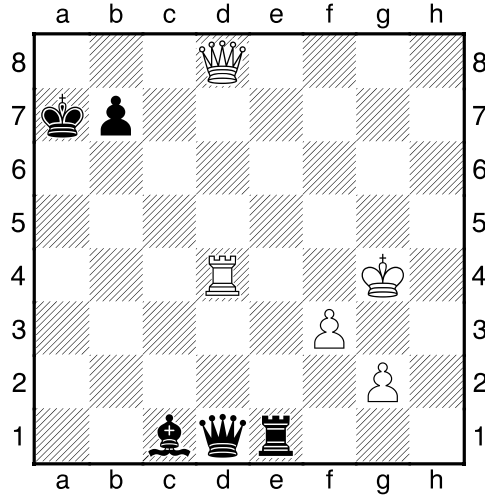
6. White to move



7. Black to move

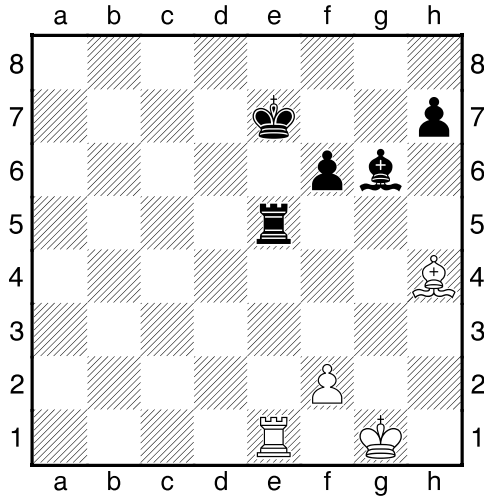


8. Black to move

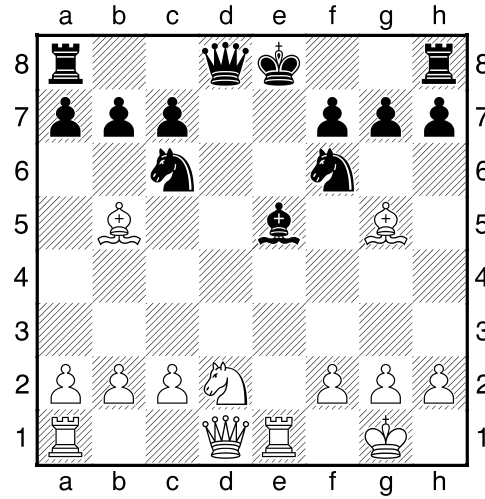


**In these four positions,
the player to move can make a capture because of a pin.**

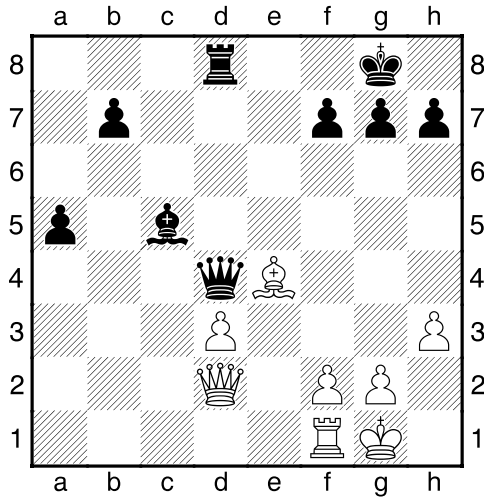
9. White to move



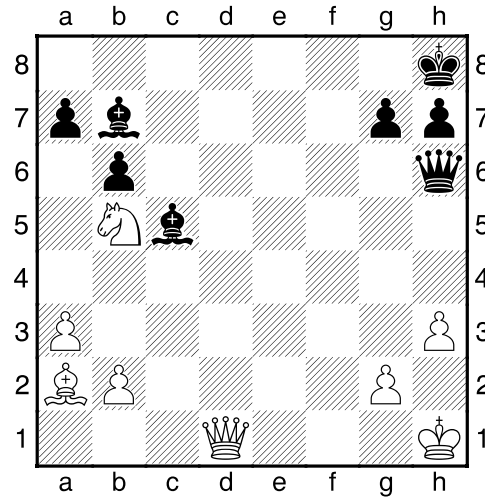
10. White to move



11. Black to move

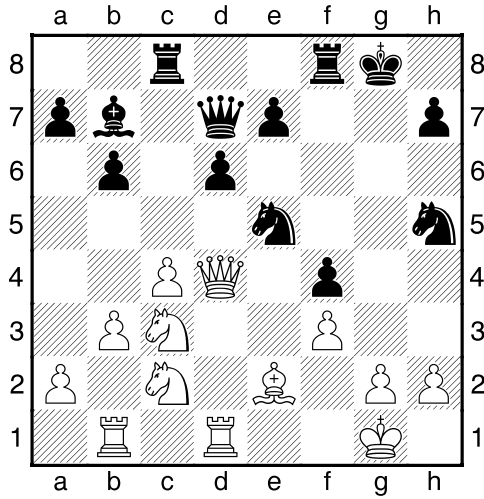


12. Black to move

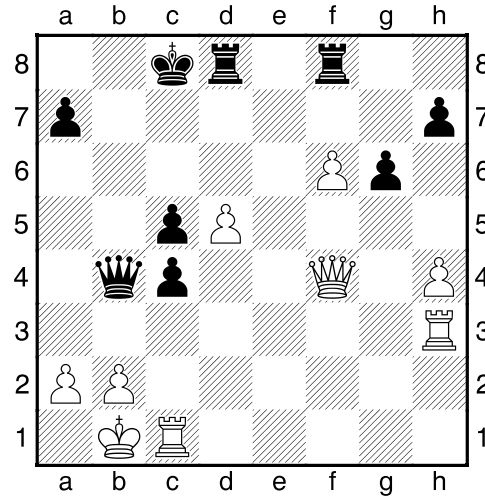


**In these four positions,
How does the player to move use the pin to gain an advantage?**

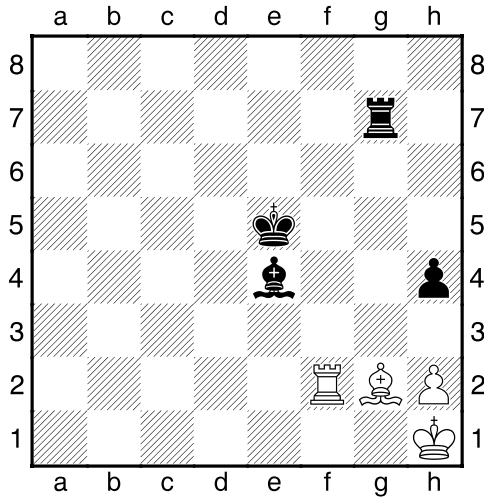
13. White to move



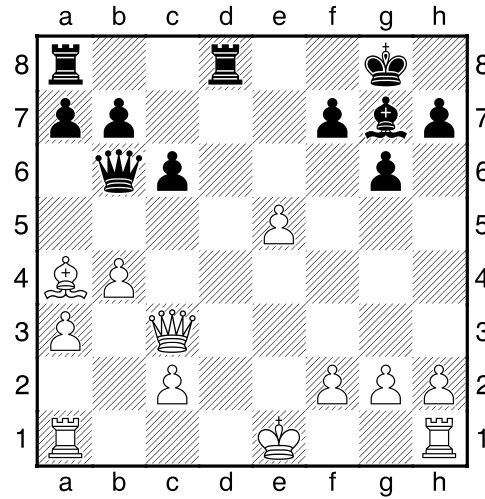
14. White to move



15. Black to move



16. Black to move

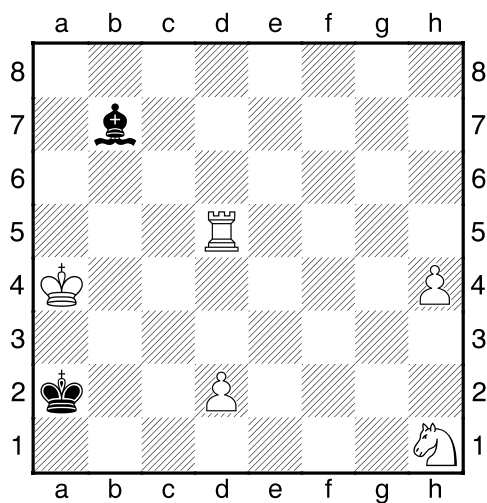


Answers

1. Re1 pins the Black Queen in front of the King. White will win the Queen for the loss of his Rook.
2. Bf3 traps the two Black Rooks on the diagonal.
3. 1... Bf4 pins the White Rook against the King. Black will win the exchange (rook for bishop).
4. Rc1 pins the Queen against the King on the back rank.
5. d5 attacking and winning the Knight on c6. the Knight cannot move because the White Bishop pins it against the King.
6. Rd1 attacking the Black Queen. Black cannot play Qxd1+ in response because it is pinned against the King by the White Queen. Black's best move is 1... Qxc4, but then 2 Rxd8+ Kf7 3 bxc4 when White has gained a Rook.
7. The Bishop pins the Knight against the King. Black attacks and wins it by playing 1... f4.
8. 1... Re4+ The pawn on f3 is pinned, so cannot capture the Rook. If White plays 2 Rxe4, he loses his Queen to 2... Qxd8. If he moves the King, Black wins the Rook by 2... Rxd4.
9. Simply Rxe5+ Black cannot recapture by 1... fxe5 since the pawn is pinned against the King by the Bishop.
10. Rxe5+ The pinned Knight on c6 cannot recapture.
11. 1... Qxe4 winning the Bishop. If 2 dxe4 Black regains the Queen by 2... Rxd2 and remains a Bishop to the good.
12. 1... Qxh3 checkmate. The White Pawn on g2 is pinned.
13. Qxe5 winning the Knight. If 1... dxe5 White regains the Queen by 2 Rxd7 and remains a Knight to the good.
14. Rb3, if the Black Queen moves 2 Qb8 leads to mate: 1... Qa5 2 Qb8+ Kd7 3 Rb7+ Qc7 (if 3... Ke8 4 Re7 mate) 4 Qxc7+ Ke8 5 Qe7 mate.
If Black plays 1... cxb3 2 Qxb4. Black cannot recapture as the Pawn on c5 is pinned.
15. 1... Rxg2 2 Rxg2 h3 3 Kg1 hxg2 and Black will win the White Pawn and promote his own
16. 1... Bxe5 wins a Pawn and skewers the White Queen and Rook. If White plays 2 Qxe5 Black replies Re8 to pin the Queen.

The Skewer

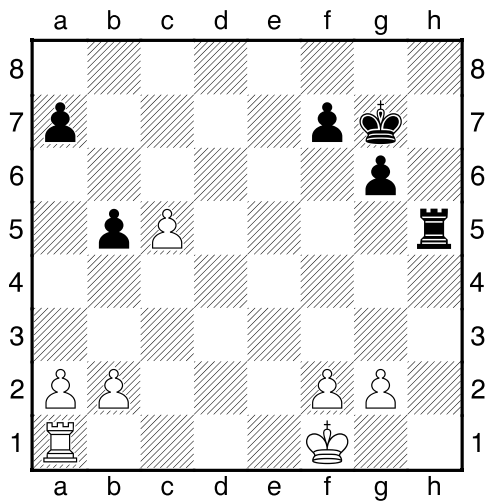
A skewer is an attack upon two pieces on the same line, where the piece nearer the attacker is compelled to move, leaving the other piece to be taken.



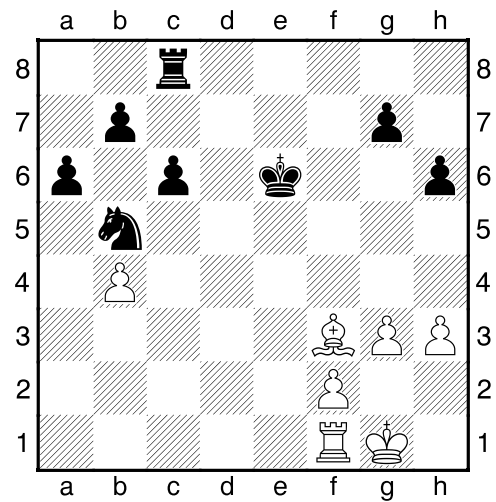
In this position,
the black Bishop is skewering the white Rook and Knight on the diagonal.
When the Rook moves, the Knight can be captured.

Find the Skewer

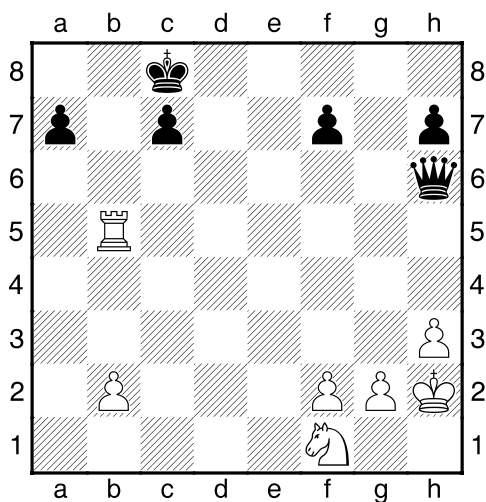
1. Black to move and win a piece using a skewer



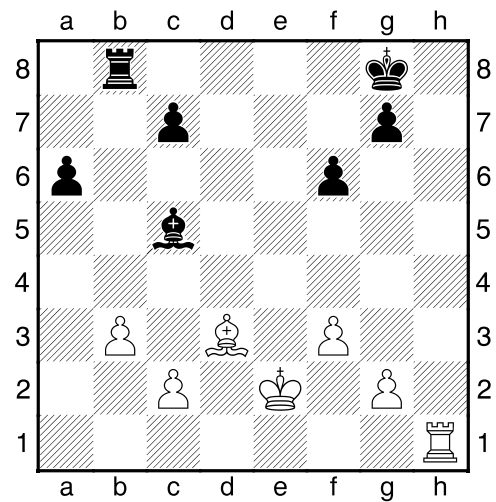
2. White to move and win a piece using a skewer



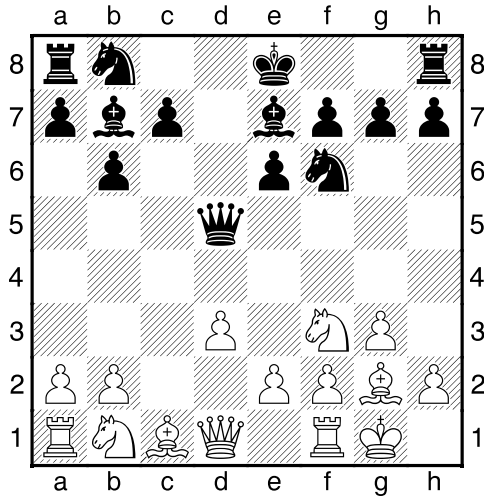
3. Black to move and win a piece using a skewer



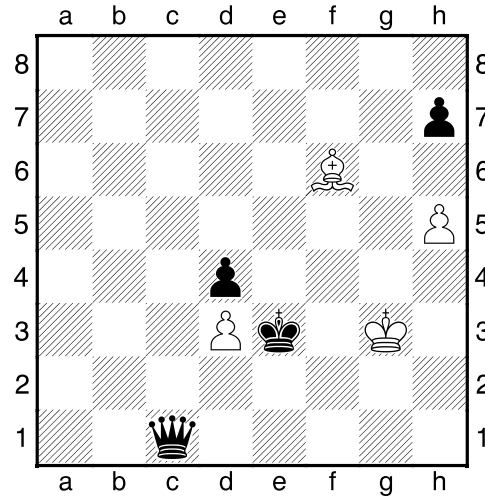
4. White's forcing move prepares a skewer on the next move



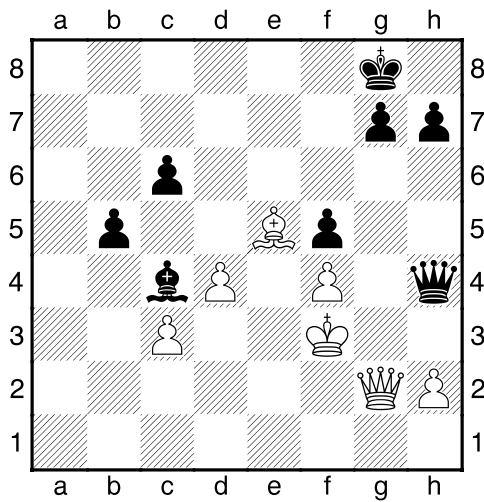
5. White's skewer wins material



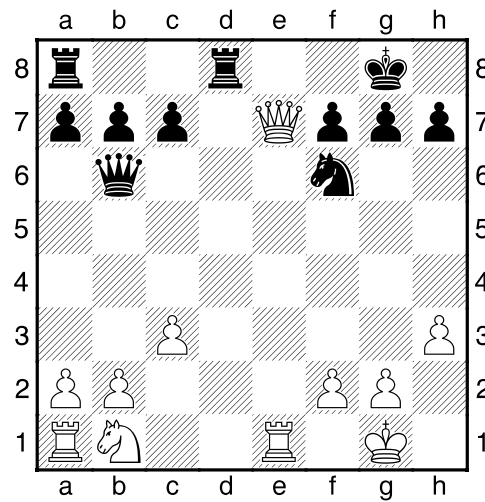
6. White to move



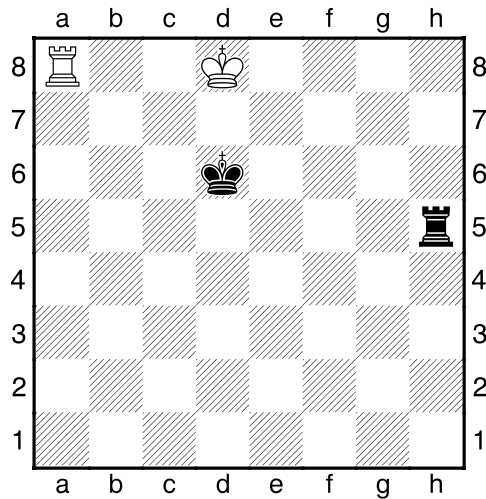
7. Black to move



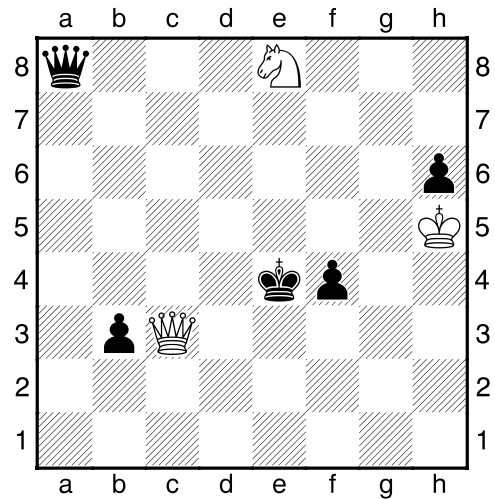
8. Black's skewer wins material



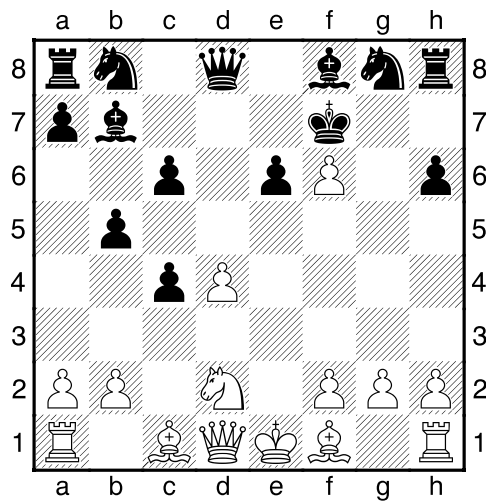
9. White to move and set up a winning skewer



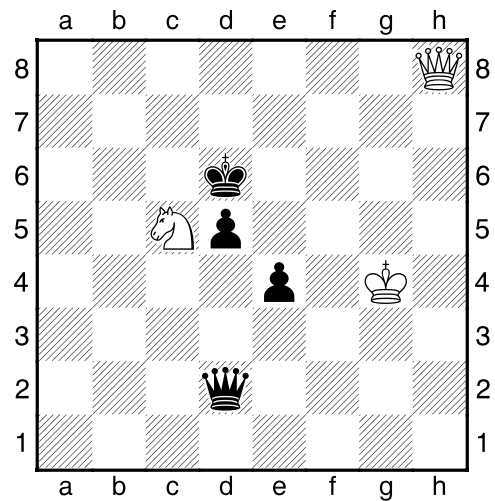
10. White forces a position which allows a winning skewer



11. White to move prepares a nasty skewer



12. White to move wins the Queen in three moves at most



Answers

1. 1... Rh1+ 2 Ke2 Rxa1
2. 1 Bg4+ King moves, 2 Rxb8
3. 1... Qa6 2 Rook moves, then Qxf1
4. 1 Bc4+ Kf8 2 Rh8+ Ke7 3 Rxb8
5. 1 Nb4 (or Ne1) Queen moves 2 Bxb7 followed by 3 Bxa8 (not Ng5, as Qxg2 mate)
6. 1 Bg5+ Kxd3 2 Bxc1
7. 1... Bd5+ 2 King moves Bxg2
8. 1... Re8 When the Queen moves to safety, Black plays Rxe1+
9. 1 Ra6+ King moves 2 Ra5+ King moves 3 Rxh5
10. 1 Nd6+ Kd5 (no other move) 2 Qf3+ Kxd6 3 Qxa8
11. 1 Qh5+ Kxf6 (no other move) 2 Qb4+ Kf7 3 Qxd8
12. 1 Nxe4+ dxe4 2 Qd8+ King moves 3 Qxd2