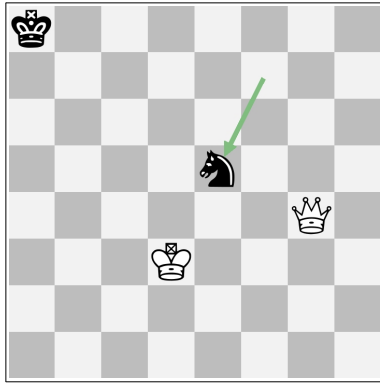


CHESS TACTICS

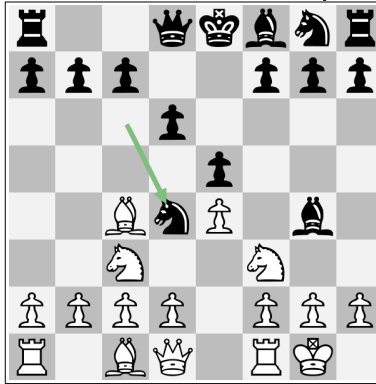
Look for these tactics in your own games!

Fork: when one piece attacks two or more pieces, winning material or other advantage.



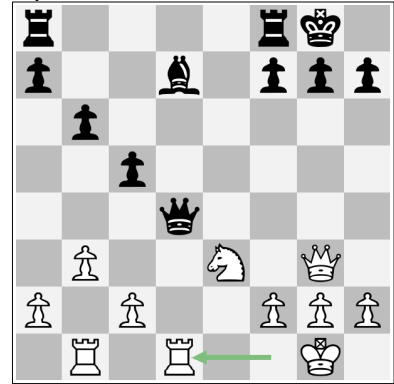
By moving as indicated, Black attacks White's king and queen. Since the king must move out of check, Black wins White's queen and draws the game (Black cannot win as a king and knight cannot checkmate a lone king).

Pin: when a piece cannot move because it would expose an attack on a more valuable piece.



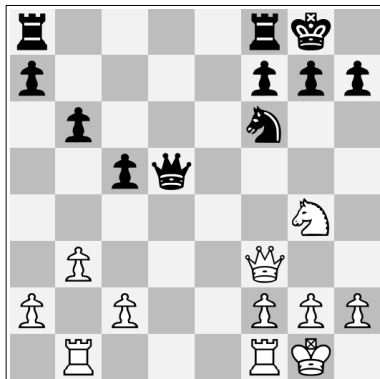
In this position Black has just played as indicated. White's knight is pinned by Black's bishop. If White plays knight-takes-knight, Black replies with bishop-takes-queen!

Skewer: when a more valuable piece is attacked and must move, the piece behind it is lost.



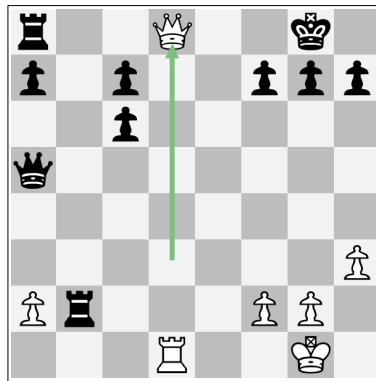
White plays as shown by the arrow. The queen and bishop are skewered. After the Black queen moves, White can play rook-takes-bishop winning a piece!

Exchange the Defender: when a defending piece is exchanged, this can lead to loss of other material.



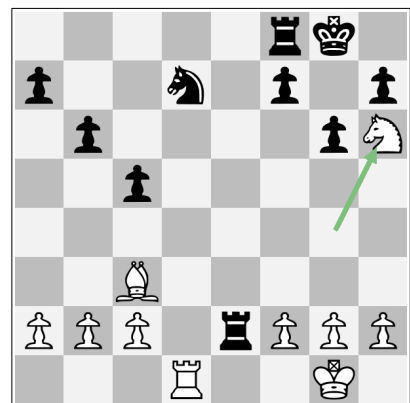
White's queen attacks Black's queen. If White simply plays queen-takes-queen Black recaptures with his knight and his game is fine. But if White *first* plays knight-takes-knight check, Black must respond to the check, and then White can capture Black's queen for free!

Back-rank Mate: when the king, hemmed in by its own pawns, cannot escape.



Black has just played rook-takes-pawn on White's second rank. White replies with queen checks. Then after rook-takes-queen, White plays rook-takes-rook mate. Black's king is trapped, and his queen and rook are helpless bystanders!

Holes in the castled position: when the pawns in front of the castled king are moved, this can result in fatal weaknesses. Here is one example:



Black has a rook for a bishop and his position looks strong. However his king is weak - White moves the knight as shown - mate! There is no escape: White's bishop covers the Black king's flight squares!