Diversion/Overloading: when a piece cannot cover two or more threats at the same time.


White to move. In this position things look pretty bad for White who is threatened with mate on the move (...Qg2 or ...Qh1). However, White sees that Black's bishop is overloaded and his back rank poorly defended - the bishop can't defend both 28 and e8 against checks. White plays Qa8+! and after ...Bxa8 there follows Re8\#.

Smothered Mate: This occurs when the king is surrounded by his own pieces making escape impossible.


White turns the tables with: 1. Nf7+! Kg8 2. Nh6+! (double check!) Kh8 3. Qg8+!! Rxg8 4. Nf7\#. All of Black's pieces are helpless against the knight's deadly check. Note that if $2 . . . K f 8$, there follows 3. Qf7\#!

Discovered Attack: when one piece moves, "discovering" an attack by second piece on an enemy piece. This is especially deadly when the enemy piece is the king, when it is called a discovered check.


This position occurs after
1.e4 e5 2.Nf3 Nf6 3.Nxe5 Nxe4? 4.Qe2 Nf6? and is a basic example of discovered attack. White plays 5.Nc6+! and Black, having to attend to the check, loses his queen (...Qe7, Nxe7!).

Windmill: a series of checks and discovered checks while capturing pawns and pieces.


Black is up two pawns and a piece but his rook is undeveloped and his knight is misplaced on $f 8$.
There follows 1.Rxg7+ Kh8
2.Rxd7+ Kg8 3.Rg7+ Kh8
4.Rxc7+ Kg8 5. Rg7+ Kh8
6.Rxb7+ Kg8 7. Rg7+ Kh8
8.Rxa7+ Kg8 9. Rxa8 and White easily wins.

Double Check: when the piece uncovering a discovered check also gives check. Moving the king is the only way to respond to a double check!


White is down in material but... Bg5! mates. While ordinarily Black could capture either the checking rook or bishop, here he cannot capture both on the same move! ...Kc8 is impossible because the white knight guards c8. Since the king has no other escape, it's checkmate.

Threats against f 7 (or f2): $\mathfrak{f 7}$ is a weak square early in the game because it is protected only the by the king.


Instead of taking the knight White gambles with 1.Nxe5!?. If Black now plays 1 ...Bxd1, there follows 2.Bxf7+! Ke7 3. Nd5\#. This is Legal's mate. Black got greedy and took the queen. He should have simply played 1...dxe5.

