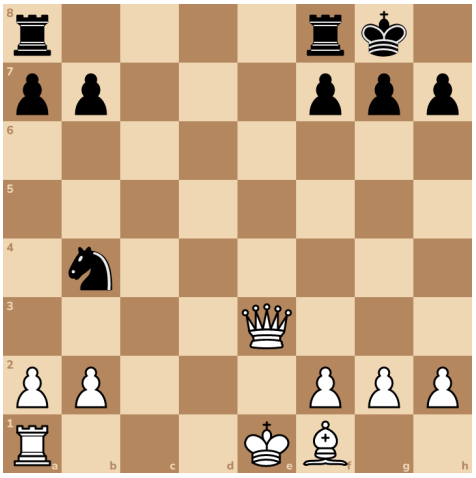
My Chess Family

See their trick coming: stop forks, pins and skewers

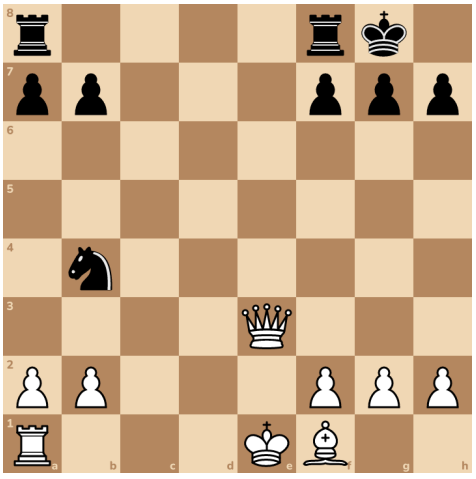
Try each question on a real board, then check the answers at the end of the sheet.

See their trick coming

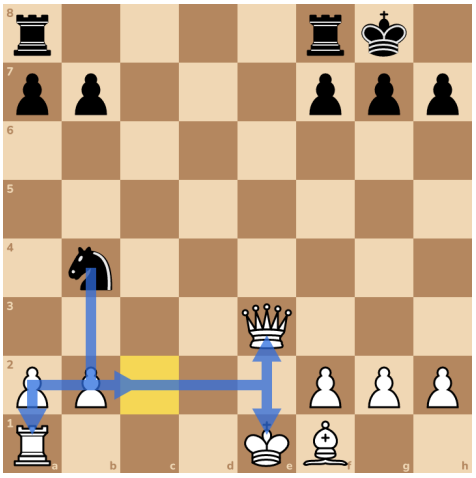
Here's a new position. Before you move, ask one question. What does the other player want to do next?



Try it 1. Point to the square the knight wants to jump to.



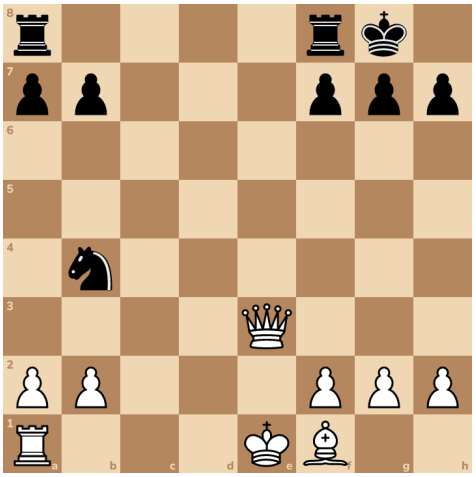
Black's knight wants to jump to c2. From there it would check your king, and attack your queen and your rook.



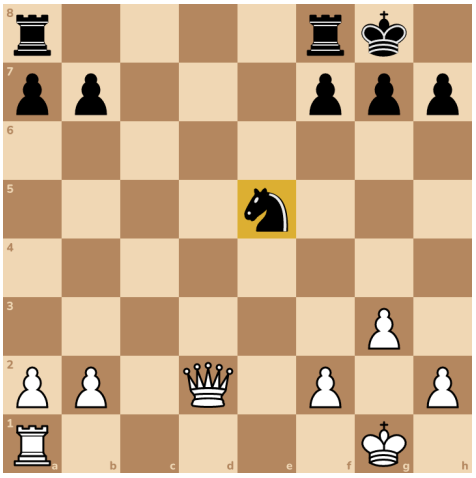
Stop it a move early! If your queen guards c2, the knight can't go there without being taken.



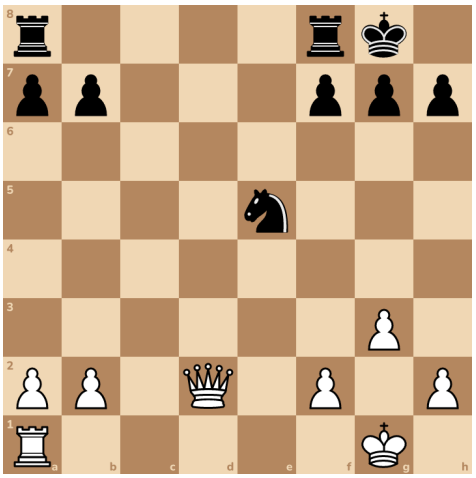
Try it 2. Guard c2 with your queen!



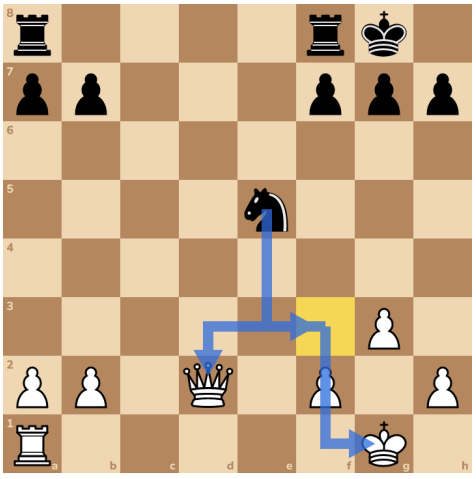
Here's a new position. What does Black want to do next? Look at his knight on e5.



Try it 3. Point to the square where Black's knight would fork your king and queen.



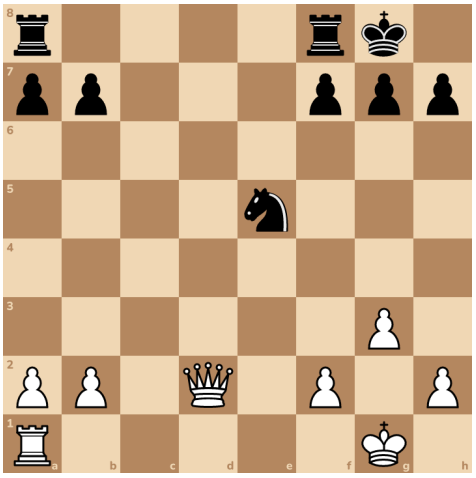
From f3, the knight would check your king and attack your queen. Your g-pawn has moved, so nothing guards f3.



There are three ways to stop it. Move the queen to a safe square, guard f3, or move the king.

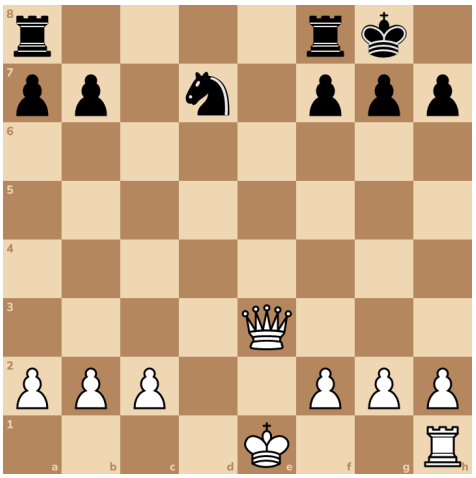
Brilliant! Every move, ask what the other player wants. Then you can stop their trick before it happens.

Try it 4. Stop the fork before it happens!

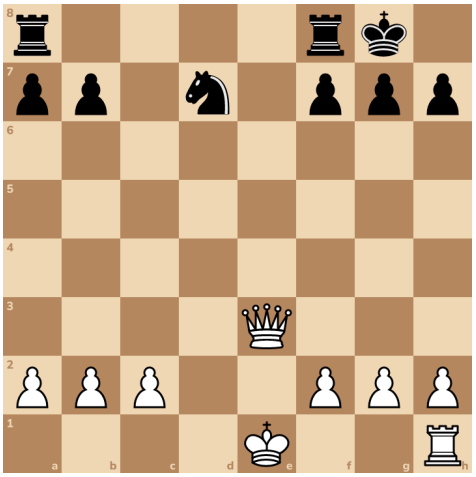


Stop the pin or skewer

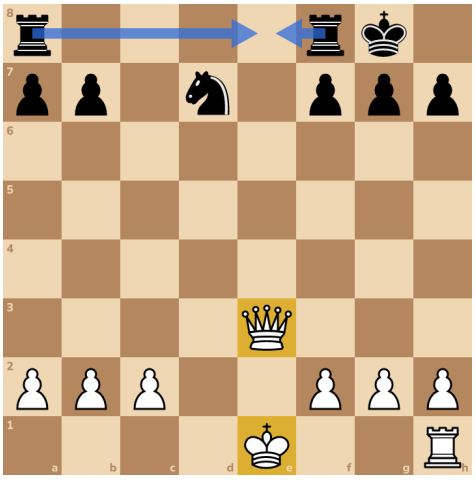
Here's a new position. Remember the question. What does the other player want to do next?



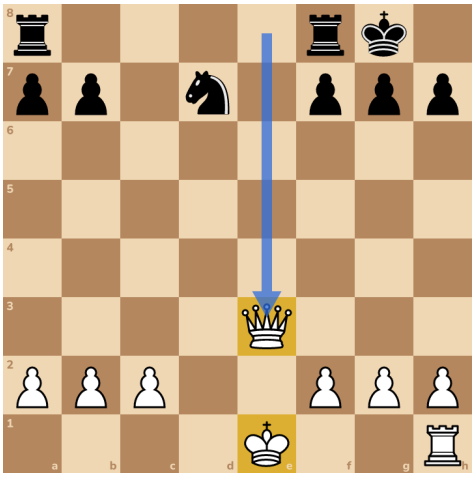
Try it 5. Point to the square where Black's rooks want to go.



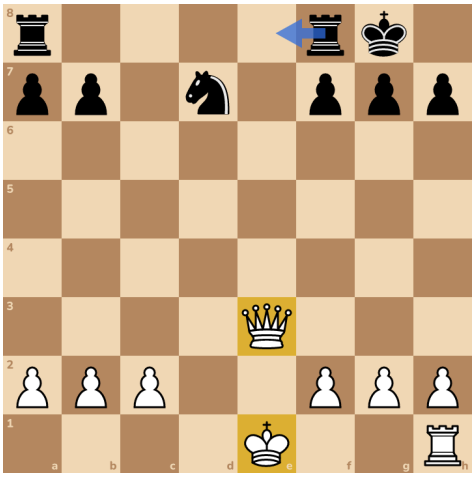
Black's rooks can slide to e8. Your queen and your king are both on the e column.



If a rook lands on e8, your queen is pinned to your king. Her best move is to take the rook, and the other rook takes her back.

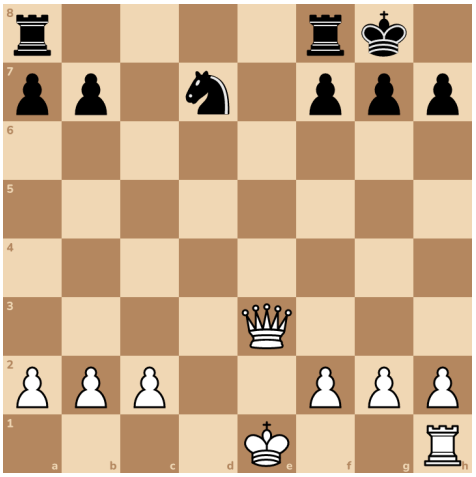


A move like h3 doesn't help. Then Re8 pins your queen, and Black wins her for a rook.



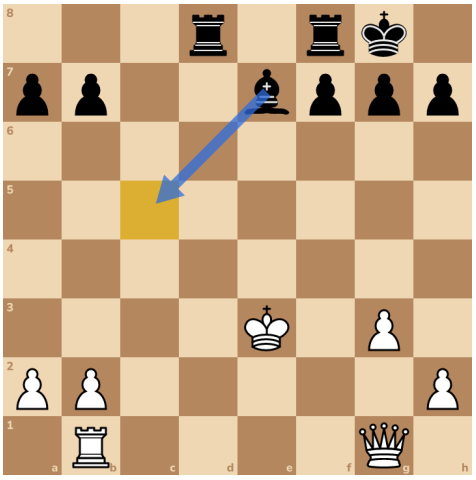
Stop it a move early! Move your king or your queen off the e column.

Try it 6. Stop the pin before it happens!

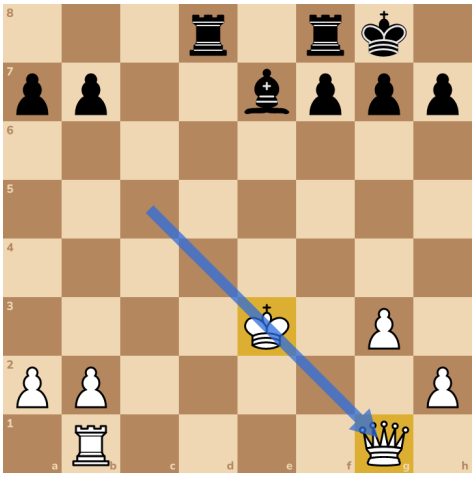


Well done! Now a rook on e8 can't pin anything.

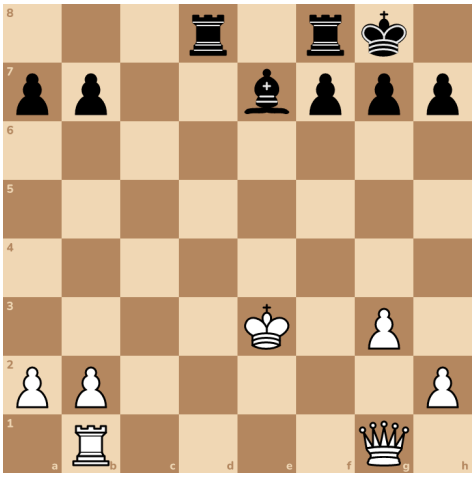
Here's a new position. Black's bishop on e7 wants to slide to c5.



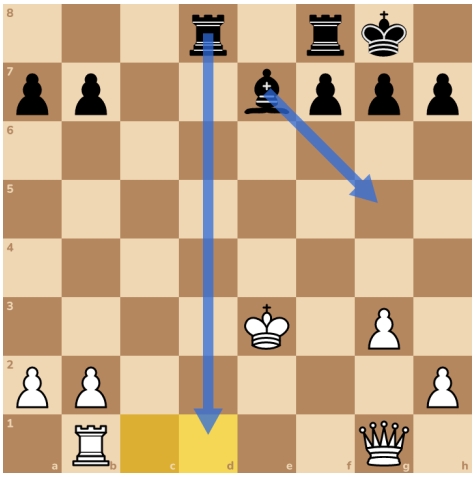
From c5, the bishop would check your king. Your queen is behind the king, on the same slanted line.



Try it 7. Point to the piece Black would win after your king moves.



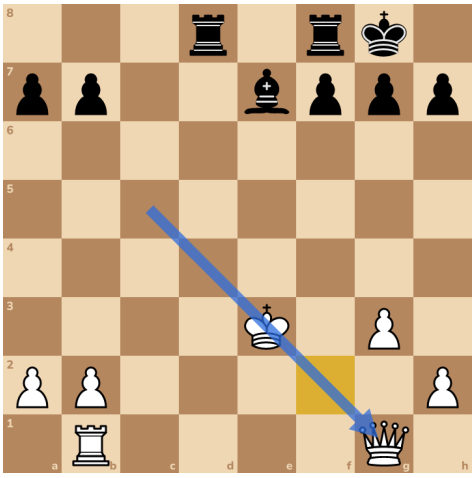
Watch where your queen lands, too. On d1, Black's rook takes her. On c1, Bg5 skewers her again.



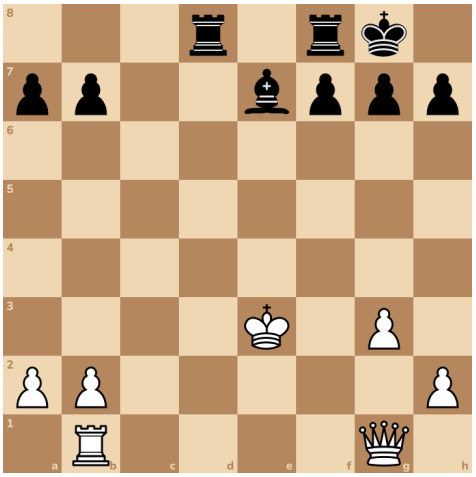
Brilliant! Pins and skewers need two pieces on one line. Break the line, or guard the square, and the trick is gone.

That's a skewer. Your king must move out of check, and then the bishop takes your queen.

Careful! Kf2 and Qf2 don't help. Your king or queen would still be on the slanted line.



Try it 8. Stop the skewer before it happens!



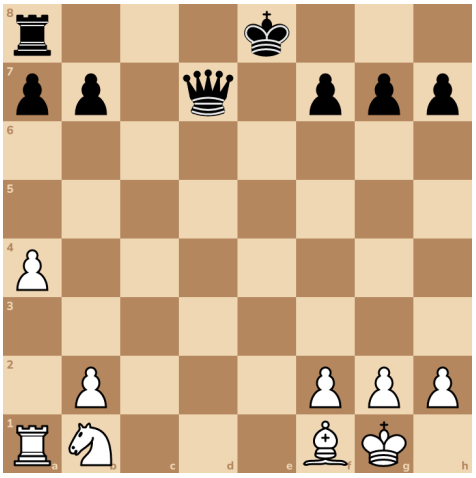
Which trick is it?

In a real game, nobody tells you which trick to look for. Look at every check, every capture and every attack.

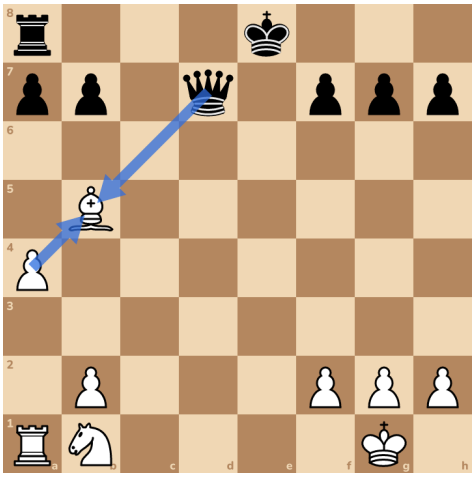
Try it 9. Here's a new position. Which trick wins Black's queen?

A: Fork **B: Pin** **C: Skewer**

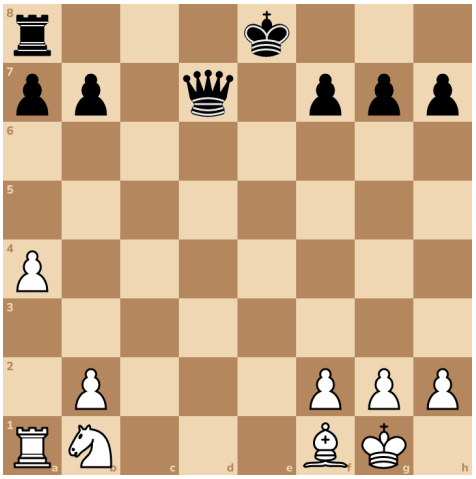
D: Discovered attack



The queen can't move off the line. If she takes your bishop, your a4 pawn takes her. A queen for a bishop!



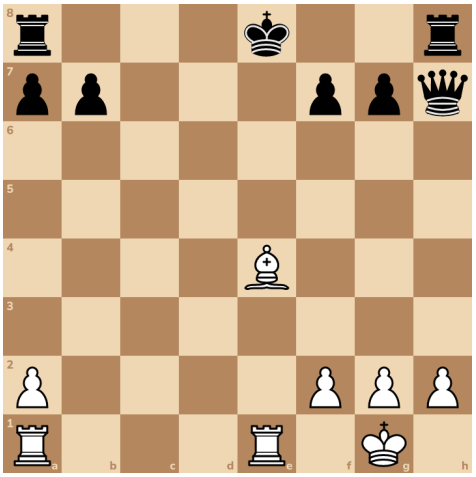
Try it 10. Yes, a pin! Now play it.



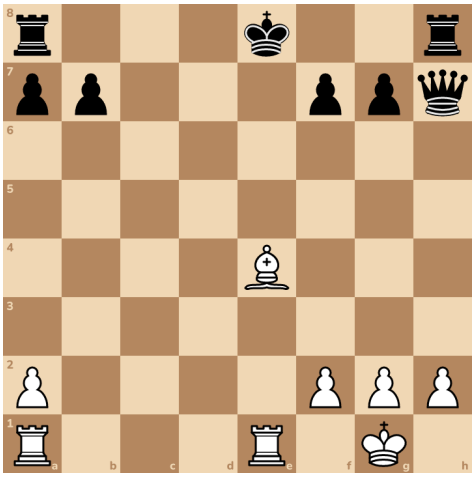
Try it 11. Here's a new position. Which trick wins Black's queen?

A: Fork **B: Pin** **C: Skewer**

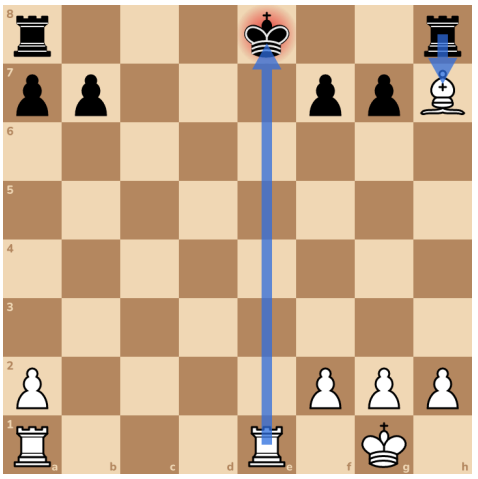
D: Discovered attack



Try it 12. Yes, a discovered attack! Now play it.



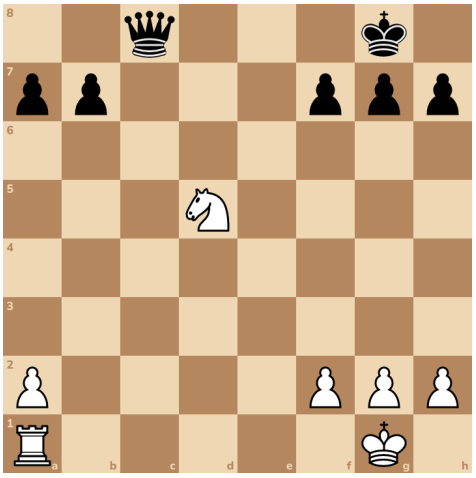
Black's rook can't take your bishop, because his king is in check. Without the check, Rxh7 would win it back.



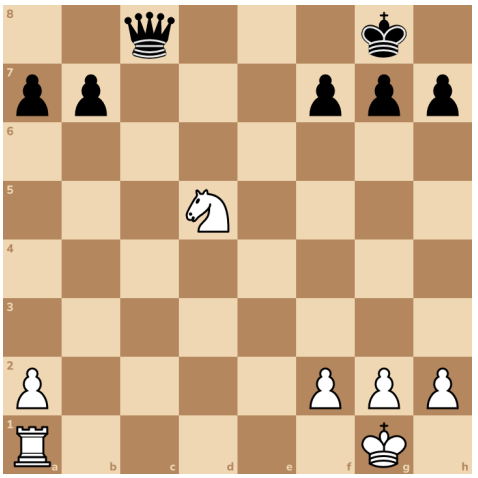
Try it 13. Here's a new position. Which trick wins Black's queen?

A: Fork **B: Pin** **C: Skewer**

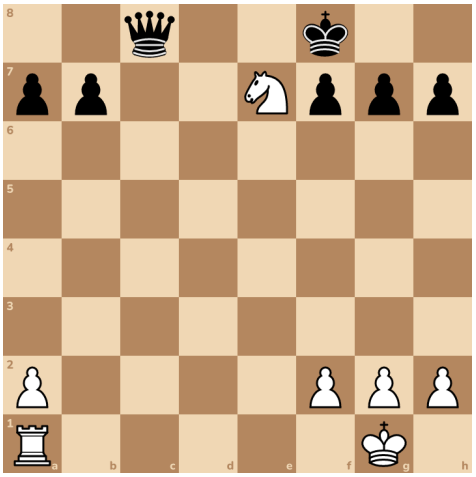
D: Discovered attack



Try it 14. Yes, a fork! Now play it.



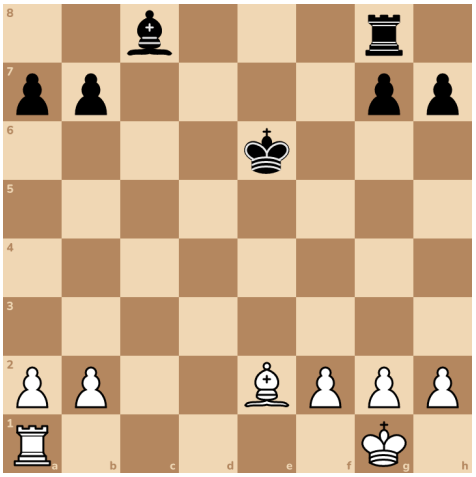
Try it 15. Take the queen!



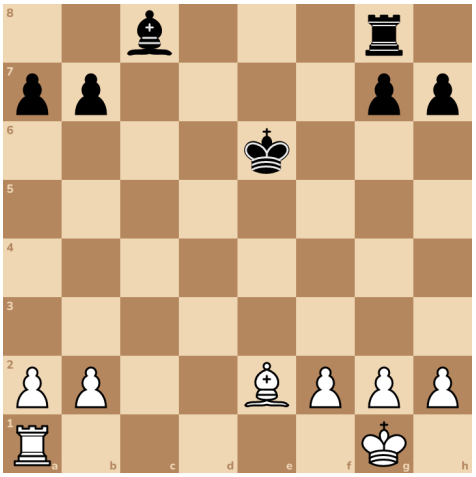
Try it 16. Here's a new position. Which trick wins Black's rook on g8?

A: Fork **B: Pin** **C: Skewer**

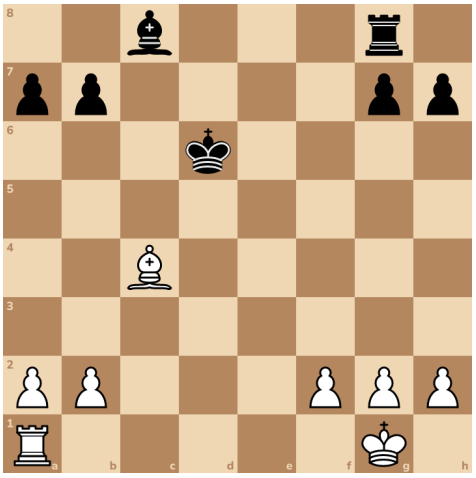
D: Discovered attack



Try it 17. Yes, a skewer! Now play it.



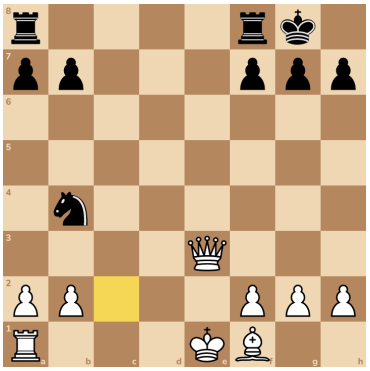
Try it 18. The king moved out of the way. Take the rook!



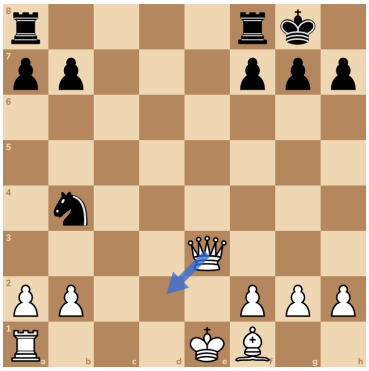
Super! Pin, discovered attack, fork, skewer. Now you can spot them without being told.

Answers

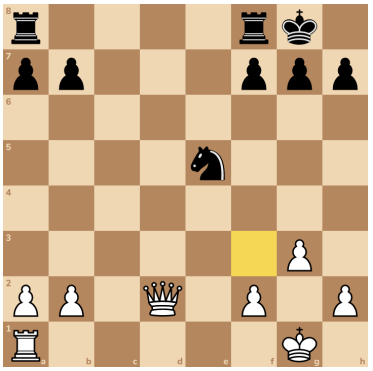
1. c2



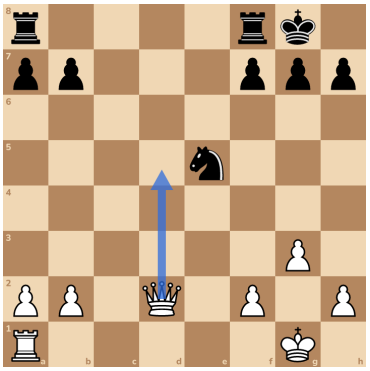
2. Qd2 or Qb3 or Qc3 or Qc5



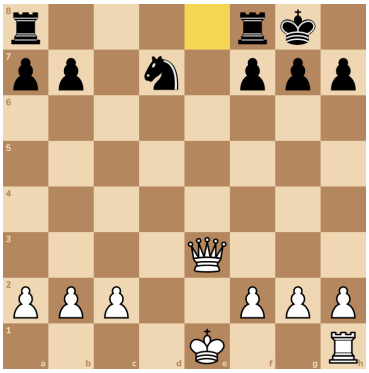
3. f3



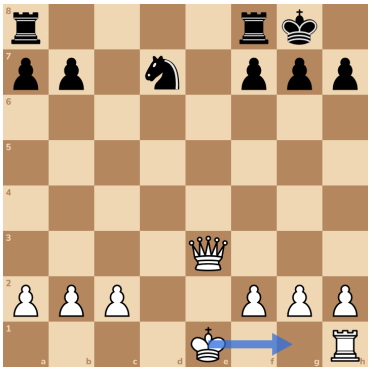
4. Qd5 or Qc3 or Qb4 or Qa5 or Qd6 or Qf4 or Qe3 or Kf1 or Qe2 or Kg2 or Qd1 or Qc2 or Qc1 or Kh1



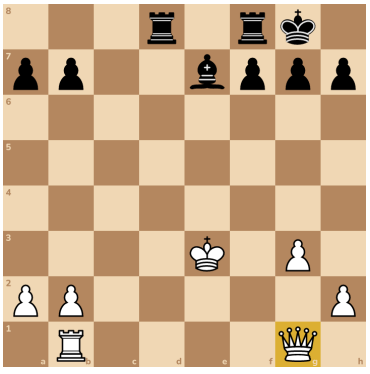
5. e8



6. O-O or Kd1 or Kd2 or Kf1 or Qd2 or Qd4 or Qd3 or Qc3 or Qb3 or Qa3 or Qc1 or Qf3 or Qf4 or Qg5 or Qg3 or Qh3



7. g1

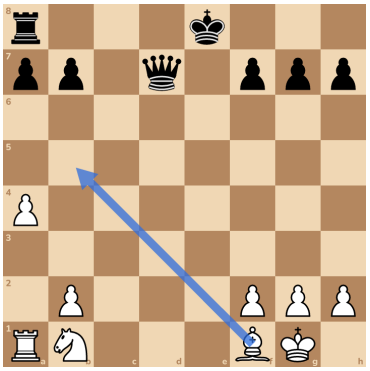


8. Kf3 or Ke2 or Kf4 or Ke4 or Qh1 or Qe1 or Qf1 or Qg2 or b4



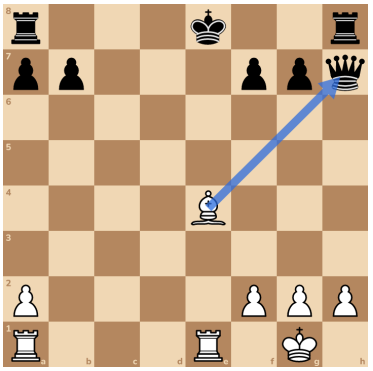
9. B: Pin

10. Bb5



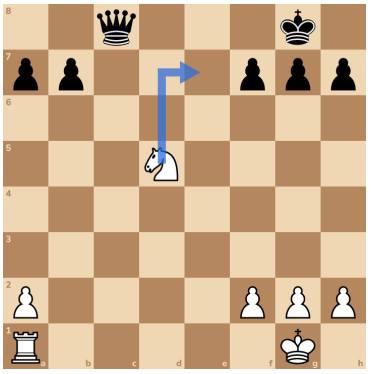
11. D: Discovered attack

12. Bxh7+

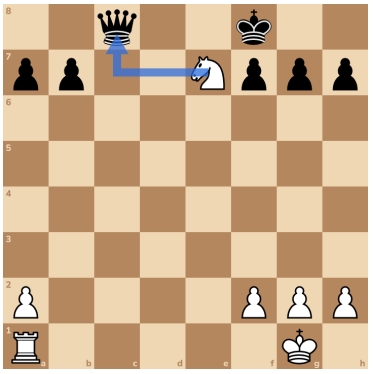


13. A: Fork

14. Ne7+

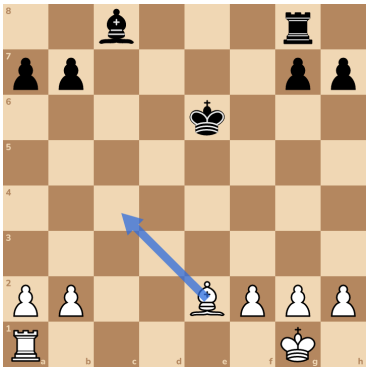


15. Nxc8



16. C: Skewer

17. Bc4+



18. Bxg8

