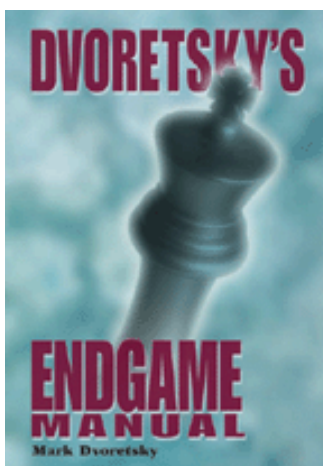




SKITTLES ROOM



Double-Check Double-Mate

by Nikolay Minev

A possibility for a simple check usually means there is a tactical opportunity. A double-check dramatically increases the tactical threats against the king, because its only defense is to flee. And if all the escape routes are blocked, well, then we have a relatively rare mating pattern, a double-check which mates on the move, the so-called *double-mate*.

The very popular example below clearly shows the mechanism of this always attractive tactical shot.

Heinrich Lohmann-Rudolf Teschner

West Germany (ch) 1950

French Defense (C10)

1.e4 e6 2.d4 d5 3.Nc3 dxe4 4.Nxe4 Nd7 5.Nf3 Ngf6 6.Nfg5 Be7 7.Nxf7? Kxf7 8.Ng5+ Kg8 9.Nxe6 Qe8?

Black wins by 9...Bb4+ 10.c3 Qe7.

10.Nxc7??

The usual reason for this fatal and typical mistake is an optical illusion. White believes that because he attacks the queen (the piece which obviously will give the classical discovered check), Black's battery is ineffective. Instead 10.Bc4 Qf7 11.Bb3 Nd5 12.Bxd5 Nf6 13.Nxc7 Nxd5 14.Nxa8 leads to an unclear position.

10...Bb4 Mate 0-1



The surprising double-mate is a useful pattern to remember.

In our next example, the victim of a similar accident is an experienced player – and it occurred in a correspondence game no less!

Yury Shaposhnikov-Smolensky

USSR ch-08 Corr. 1968/69

Center Counter (B01)

1.e4 d5 2.exd5 Nf6 3.d4 Nxd5 4.c4 Nb4 5.Qa4+ N8c6 6.a3 Na6 7.d5

Theory recommends 7.Nf3 or 7.Be3 with advantage.

7...Nc5 8.Qd1 Nb8 9.b4 Ne4 10.Qf3 Nf6 11.Bb2 a5 12.b5 e6 13.dxe6 Bxe6 14.Nc3 Bd6 15.c5 Be5 16.Rd1?

Yet another instructive demonstration that the development of only the queen's wing is a risky business. White "wins" a tempo, which helps Black to load a battery on the e-file.

16...Qe7 17.Qe2?



17...Bc4! 0-1

The thematic end is 18.Qxc4 Bxc3 double-mate! At the same time White's queen can't stay on the e-file: if 18.Qe3 Ng4 and 19.Qe4, he simply loses the queen to 19...Bxc3+; 19...f5 also wins.

The double-mate is feasible with all combinations of two pieces (except for the king), including the pawn. In practice it occurs frequently with a rook and bishop.

The following game is a classic example.

Rudolf Charousek-Wollner

Kassa, 1893

Danish Gambit (C21)

1.e4 e5 d4 exd4 3.c3 dxc3 4.Bc4 Nf6 5.Nf3 Bc5 6.Nxc3 d6 7.O-O O-O

An unusual hybrid of the Danish Gambit and Goring Gambit (without Nc6).

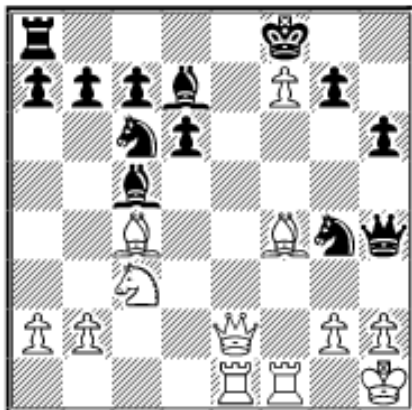
8.Ng5?! h6?

Black should play 8...Nc6.

9.Nxf7 Rxf7 10.e5 Ng4 11.e6 Qh4 12.exf7+ Kf8 13.Bf4 Nxf2

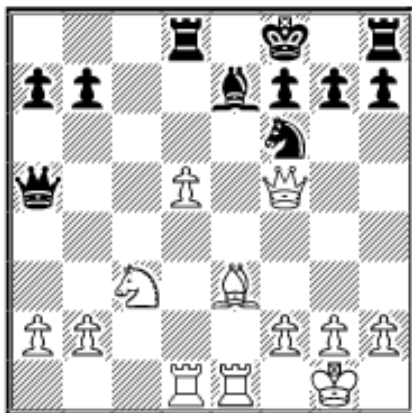
Probably 13...Bxf2+ is better, if 14.Kh1 Nxf2 15.Bxf2 (15.g3 Qh3) Bg3.

14.Qe2 Ng4+ 15.Kh1 Bd7 16.Rae1 Nc6



17.Qe8+! Rxe8 18.fxe8=Q+ Bxe8 19.Bxd6
Mate 1-0

Now the same pattern with a nice series of introductory moves. It's White to move in the next diagram.



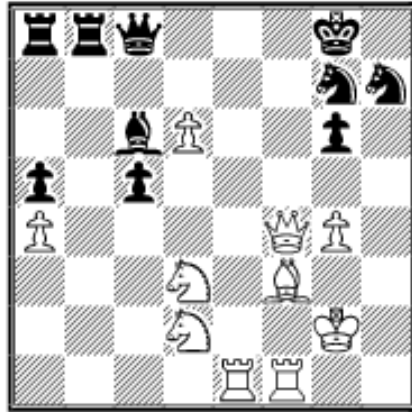
Miguel-Diani
Argentina 1967

1.d6! 1-0

The forced variation 1...Qxf5 2.dxe7+ Kxe7 ends with 3.Bc5 double-mate.

Sometimes this tactical possibility is used as a tool for a decisive penetration into an opponent's position. Again, it's White to

move in the next diagram.



Miguel Najdorf-Theodor Regezdinski
Katowice 1934

1.Qf7+! Kh8

If 1...Kxf7, then 2.Bd5 double-mate!

2.Ne5 Bxf3+ 3.Rxf3 1-0

The positions of rook and bishop can also be reversed.

Smyth-Herman Helms

New York, 1915
Dutch Defense (A85)

1.d4 f5 2.Nf3 Nf6 3.c4 e6 4.Nc3 b6 5.e3 Bb7 6.Bd3 Bd6

Helms clearly shows his intention of obtaining a kingside attack, an idea used by Lasker with the White pieces in his fascinating game against Bauer, Amsterdam 1889 (the two bishop sacrifice!).

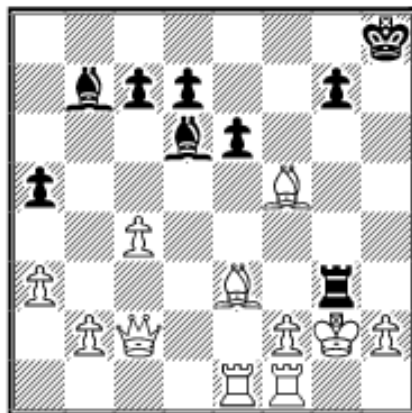
**7.a3 a5 8.O-O O-O 9.Qc2 Nc6 10.e4? fxe4 11.Nxe4 Nxe4 12.Bxe4 Nxd4!
13.Bxh7+ Kh8 14.Nxd4 Qh4 15.g3 Qxd4 16.Bd3 Rf3 17.Be3 Qe5 18.Rae1**

Perhaps 18.Rfe1 offers more defensive chances.

18...Raf8 19.Bxb6 Qh5 20.Be3 Qh3 21.Be4 R8f5! 22.Bxf5

If 22.Bxb7, then 22...Rh5 with inevitable mate.

22...Qg2+!! 23.Kxg2 Rxg3 Mate 0-1



Many years ago I was delighted with this final position, today my feelings are even stronger.

If you want to better assimilate the technique of creating a double-mate with rook and bishop, consider the next instructive, typical, and nice games. I believe that you will be delighted too.

Jose Raul Capablanca-Masiutin
Kiev (Simul) 1914

Dutch Staunton (A83)

1.d4 f5 2.e4 fxe4 3.Nc3 Nf6 4.Bg5 c6 5.f3

Recent theory still considers this continuation as White's best.

5...exf3 6.Nxf3 e6?

Black should play 6...d6. Now the e5-square is fatally weakened.

7.Bd3 d5 8.O-O Nbd7 9.Ne5 Be7 10.Bxf6 Bxf6 11.Qh5+ Ke7 12.Bxh7 Nf8 13.Qf7+ Kd6 14.Nc4+! dxc4 15.Ne4+ Kd5



16.Rf5+! Kxe4 17.Re1+ Kxd4 18.c3+ Kd3 19.Rd5 Mate 1-0

Posch-Dorrer

Vienna, 1958

Four Knights (C48)

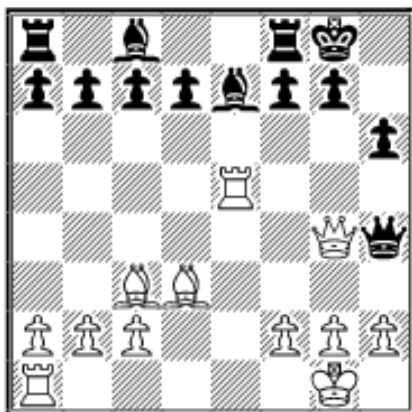
1.e4 e5 2.Nf3 Nc6 3.Nc3 Nf6 4.Bb5 Nd4 5.Nxd4 exd4 6.e5 dxc3 7.exf6 cxd2+?

Some players still accept this "gift" with hopes that they will survive and keep the pawn. In my opinion this is impossible. Black's only choice seems to be 7...Qxf6.

8.Bxd2 Qxf6 9.O-O Be7 10.Bc3 Qg5 11.Re1 O-O

If 11...Qxb5, then 12.Qg4!

12.Re5 Qf6 13.Bd3 h6 14.Qg4 Qh4



15.Qxg7+!! Kxg7 16.Rg5+ Mate 1-0

Adelhardt-Peetz

West Germany, 1976

Vienna Game (C25)

1.e4 e5 2.Nc3 Nc6 3.f4 exf4 4.Nf3 g5 5.d4 g4 6.Bc4 gxf3 7.Qxf3 d5 8.Bxd5 Nxd4

Glazkov recommends 8...Qh4+ followed by 9...Qg4.

9.Bxf7+ Kxf7 10.Qh5+ Kg7 11.O-O f3?! 12.Bf4 Nf6 13.Be5 Be7 14.Nd5 Ne2+ 15.Kh1 Rf8 16.Qg5+ Kh8 17.Rxf3 Rg8 18.Rxf6! Rg7

If 18...Rxc5 19.Rf8+ and double-mate!

19.Raf1 Be6 20.Qxc7+! Kxc7 21.Rxe6+ 1-0

Torrie-Gould

Toronto, 1946

Evans Gambit (C52)

1.e4 e5 2.Nf3 Nc6 3.Bc4 Bc5 4.b4 Bxb4 5.c3 Ba5 6.d4 d6 7.Qb3 Qd7 8.O-O Bb6 9.dxe5 Na5 10.Qb4 Nxc4 11.Qxc4 Ne7

Theory prefers 11...dxe5 12.Nxe5 Qe6.

12.exd6 Qxd6 13.Ba3 Qe6 14.Qb5+ Bd7 15.Qg5 h6 16.Qc1 O-O-O 17.Nd4 Qf6 18.e5 Qg6 19.Bxe7 Bh3 20.g3 Qe4 21.f3 Qe2 22.Rf2 Rxd4! 23.Nd2



If 23.Rxe2, then 23...Rd1 mate! Now Black could win by 23...Rxd2, but instead finishes the game with a beautiful mate.

23...Qxf2+! 24.Kxf2 Re4+ 0-1

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