



Chess Workbook: Four-Move Checkmate

THE FOUR-MOVE CHECKMATE

Can you really Checkmate your opponent in four moves? Yes! Now in actuality, most good Chess players know the Four-Move Checkmate and know how to defend against it. The purpose of this lesson is to learn how to execute the four moves, and more importantly be able to defend against it.

Learn the Four-Move Checkmate:

1. Move the Pawn that sits directly in-front of the King one or two squares forward.



2. Move the Bishop that sits directly next to the King 3 squares.



3. Move the Queen 2 squares so that it now directly faces your opponents Bishop.



4. Move the Queen vertically so that it captures the Pawn in-front of your opponents Bishop. The King is now in Checkmate!



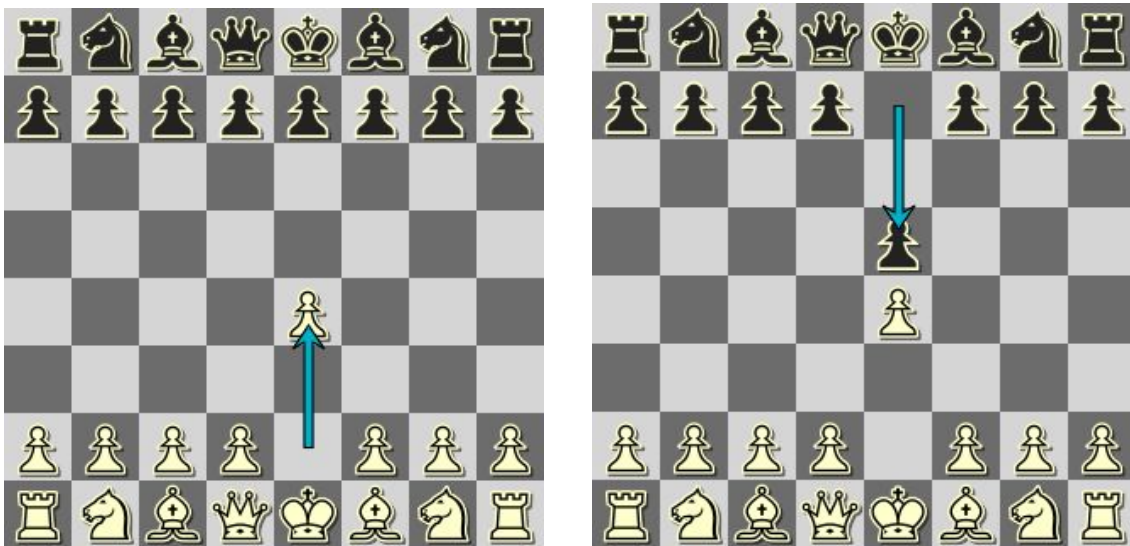
Q: How is that Checkmate?

A: Because your opponent's King's only choice of escape is to take the Queen. However, your Queen is protected by your Bishop. Therefore, there is no escape for your opponents King. Checkmate.

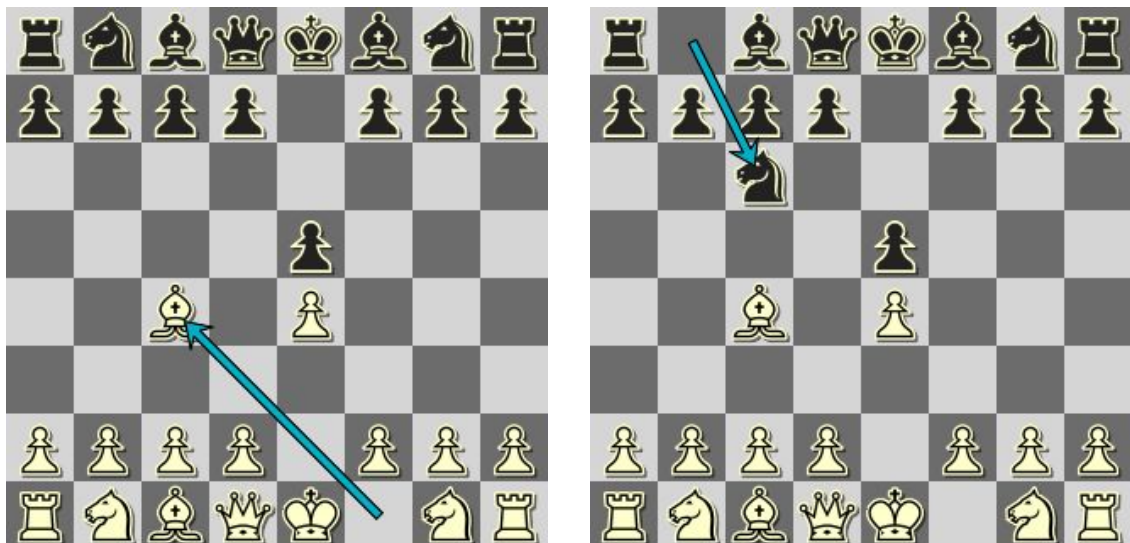
Defend Against the Four-Move Checkmate:

The Four-Move Checkmate is usually attempted by novice Chess Players. The reason for this is that most seasoned Chess players know that if they defend against the Four-Move Checkmate properly, they will have the advantage. Here are the two moves to defend against it:

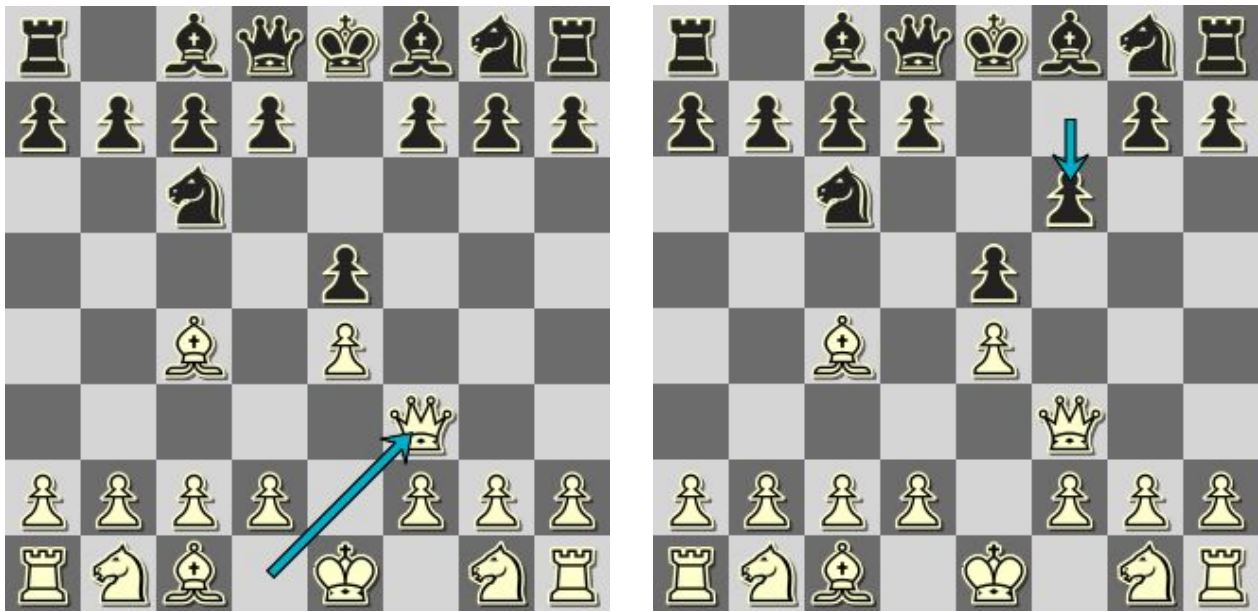
1. White moves Pawn, Black moves Pawn in-front of King to meet White's Pawn.



2. White moves Bishop, Black Moves Knight farthest from his King.



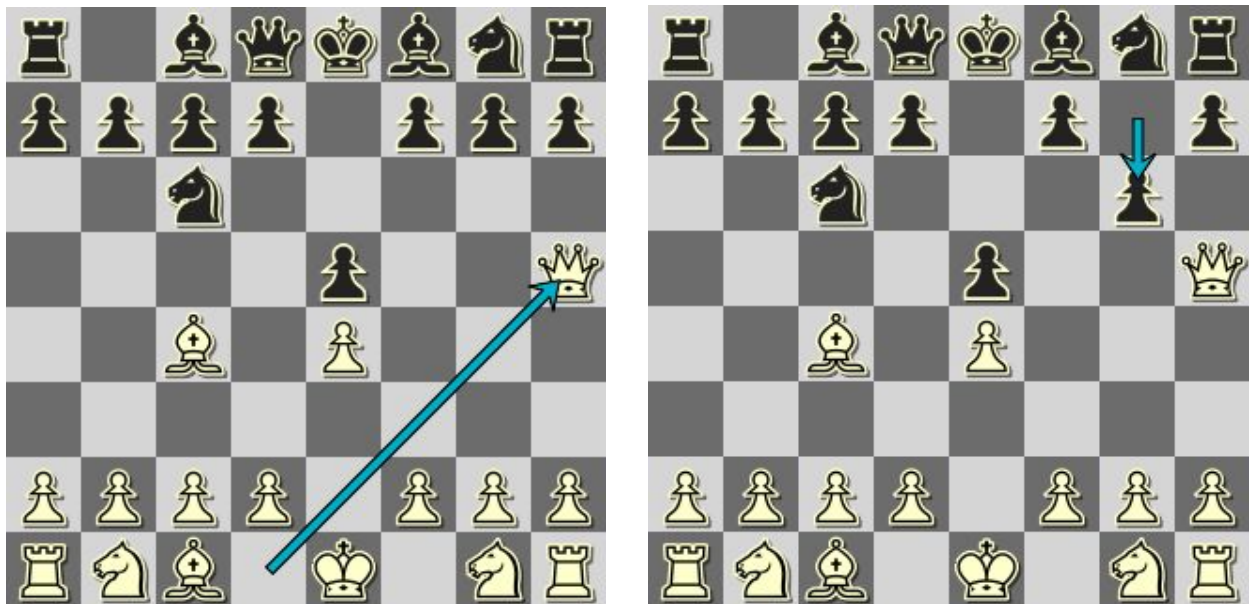
3. White moves Queen, Black moves Pawn targeted by Queen one space forward.



Black has successfully defended against the Four-Move Checkmate.

Alternative Move by White:

3a. White moves Queen further out, Black moves Pawn in front of Knight one space forward to defend against attacking Queen.



QUIZ: DO YOU KNOW THE FOUR-MOVE CHECKMATE?

PART A – Imagine you are White. Write out the Four-Move Checkmate:

Move 1.

Move 2.

Move 3.

Move 4.

PART B – Imagine you are Black. How do you defend against it? (Write the moves to defend the Part A)

Counter Move 1.

Counter Move 2.

Counter Move 3.