

Discovered Check “Intermediate” Help Guide

Discovered Check: The creation of Check from one piece caused by the moving away of another piece that was masking it.

Diagram 1: White to move. In this problem a Discovered Check wins the Knight. If you move your Bishop over to capture the Knight on b5 you won't have anything to worry about because your Rook on d1 is Checking the Black King. The King has to move out of the way and you just won yourself a free Knight.

Diagram 2: White to move. This may seem like a silly move but you need to sacrifice your Queen by taking the Rook on d7. The Black King will capture your Queen but if you just use your Pawn on d4 to capture the Pawn on c5 then your Rook on d1 will have the King in check. The King must move or block it and in the mean time you can capture the Black Queen on b6.

Diagram 3: Black to move. Your goal in this problem is to escape Check without moving your King. Keep in mind our lesson is on Discovered Check, so if you just move your Rook over to block the attacking Queen then your Bishop on c6 will have the White King in Check.

Diagram 4: Black to move. This diagram asks for a Double Check that leads to Checkmate. So if you move your Bishop over and capture the Pawn on d3, the Bishop and the Rook will place the White King in Check. The King is forced to move to e1 and from here all you need to do is bring your Rook down and put the King in Check. Remember the Bishop on d3 is protecting the f1 square.

Diagram 5: White to move. In this problem a Discovered Check wins the Black Queen. So if you move your Bishop up along the diagonal to attack the Queen there is nothing that your opponent can do about it because your Rook on e1 has got the King in Check. You just won yourself a free Queen by using Discovered Checkmate.

Diagram 6: White to move. This diagram says that a Discovered Check leads to mate. Use your Bishop to put the King in Check while at the same time your Rook on d1 will have the King in Check. Just like the problem in diagram 4, the King is forced to move to e8. By moving your Rook up to d8 this Checkmates the King because he cannot capture your Rook which is being protected by your Bishop on g5.