

# Gungahlin Junior Chess Club

## Quick Checkmates

Sometimes you can be lucky enough to checkmate your opponent right at the start of the game. But sometimes you can be unlucky, and your opponent checkmates you.

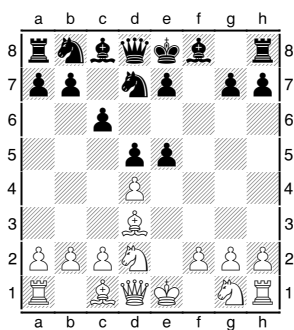
Usually this happens because you have made a mistake. Sometimes the mistake is simply not noticing what your opponent is doing. But other times the mistake is because you chose a bad move, thinking it was good.

When you lose (or win) quickly in the opening, it is because someone has done something they shouldn't have. It could be as simple as not developing your pieces, or moving pawns around the king. Below are a couple of common ways to win (or lose) in the opening.

### The Foolish F Pawn

At the start of the game the pieces that develop the quickest are the Bishops and Knights. While the Knights are short moving pieces, the Bishops can very quickly attack the enemy King. Therefore you need to block these attacks, usually with your pawns. Often moving the f pawn can be risky, as the it allows checks from the edge of the board.

**1.e4 c6 2.d4 d5 3.Nd2 Nf6 4.e5 Nfd7 5.e6 fxe6 6.Bd3 e5??**



Without the f pawn to protect the Black King, White can check from the edge of the board.

**7.Qh5+ g6 8.Bxg6+ hxc6 9.Qxg6#**

(Note: The losing move is marked with a ??)

Here are a number of other games where the missing f pawn is fatal.

**1.e4 e5 2.Nf3 d6 3.d4 Bg4 4.dxe5 Bxf3 5.Qxf3**

**dxe5 6.Bc4 f6 7.Qb3 b6?? 8.Bf7+ Kd7 9.Qe6# 1-0**

**1.e4 b6 2.d4 Bb7 3.Bd3 f5 4.exf5 Bxg2 5.Qh5+ g6 6.fxc6 Nf6 7.gxh7+ Nxh5 8.Bg6#**

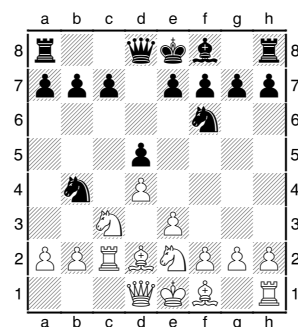
**1.f4 e5 2.fxe5 d6 3.exd6 Bxd6 4.g3 Qg5 5.Nf3?? Qxg3+ 6.hxc3 Bxg3#**

**1.d4 f5 2.Bg5 h6 3.Bf4 g5 4.Bg3 f4 5.e3 h5 6.Bd3 Rh6?? 7.Qxh5+ Rxh5 8.Bg6#**

### The Surrounded King

While having the King protected by his pieces is good, surrounding it so it has no escape can be a mistake. All it takes is one check and the King is checkmated.

**1.d4 Nf6 2.Nc3 d5 3.Bd2 Nc6 4.e3 Bf5 5.Nge2 Nb4 6.Rc1?? Bxc2 7.Rxc2**



The White King is surrounded by his own pieces, and yet none of them protect the d3 square.

**7. ...Nd3# 0-1**

**1.e4 c5 2.Nf3 Nc6 3.d4 cxd4 4.Nxd4 e5 5.Nf5 Nge7?? 6.Nd6#**

**1.e4 e5 2.Nf3 Nc6 3.Bc4 Nf6 4.d4 exd4 5.0-0 Be7 6.Nxd4 Nxe4 7.Nf5 g6 8.Qd5 Rf8?? 9.Ng7#**

**1.e4 c6 2.d4 d5 3.Nc3 dxe4 4.Nxe4 Nd7 5.Qe2 Ngf6?? 6.Nd6#**

**1.e4 c5 2.Nc3 Nc6 3.Nge2 g6 4.d3 Bg7 5.Be3 Nd4 6.g3?? Nf3#**