

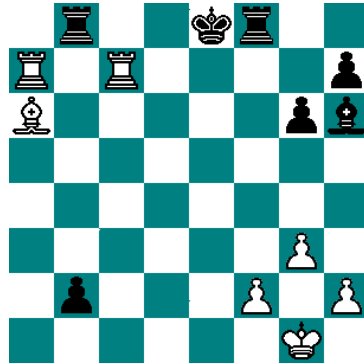
13th Lecture

MATE-THEMES II

- 4 Mate on the 7th rank
- 4 The bishop mate
- 4 The magnet mate
- 4 Workshop
- 4 Game

Previous lecture	The previous lecture included: <ul style="list-style-type: none">- Mate on the bottom- The mate on g7- The suffocation mate.
Today's lecture	By way of introduction, revise the mates from the previous lecture, followed by three new mates. Just like last time, there will be a workshop. Then we will again round up with an instructive game.
The mates in the previous lecture	Help the students to give examples of “mate on the bottom”, “mate on g7” and “suffocation mate”.
The mate on the 7th rank	The first new mate we look at is “the mate on the 7 th rank”. This mate occurs when one of the players managed to occupy the 7 th rank with his rooks.

Diagram 13.1



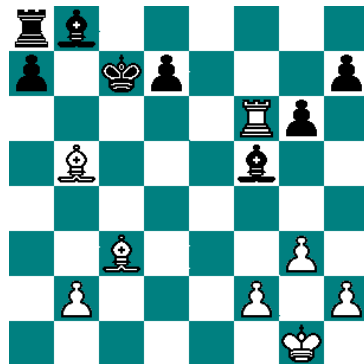
Solution

1. Re7+, Kd8 2. Rad7#

The bishop mate

The next mate is “the bishop mate”. This is an uncommon one, but on the other a classy one – and furthermore an example of how strong the bishop pair can be:

Diagram 13.2



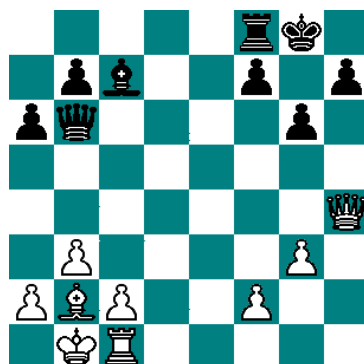
Solution

1. Ba5+, Kb7(c8) 2. Ba6#

The magnet mate

Finally, we look at “the magnet mate”, which usually comes as a big surprise to the opponent, and has a grand sacrifice:

Diagram 13.3



Solution

1. **Qxh7+** (black is smoked out to h7) 1. -, **Kxh7** 2. **Rh1+, Kg8** 3. **Rh8++**

Workshop

Hand out ‘Mate-themes II’ – worksheet – lect.: 13 for the students to solve, either individually or in pairs. Afterwards, two or more of the students will show the solutions.

Solutions

Solutions to worksheet:

1. **Qxg3+ and Bxg3#** (the bishop mate)
2. **Qxg7+ and Rxg7+ and Rxh7+ and Rag7#** (mate on the 7th rank)
3. **Qf8+ and Rh8#** (the magnet mate)
4. **Qf6+ and Qh6#** (the bishop mate)
5. **Rxg1+ and Qe1#** (mate on the bottom)

**An instructive game
by Paul Morphy**

6. Qe8+ and Rg7+ and Rxh7 and Rcg7# (mate on the 7th rank)

To round up, we look at a game that can teach us a lot.

Paul Morphy is black; an American who beat all the European masters during the 19th century, but then disappeared without a trace, where after several myths about him arose.

White: Lichtenhein

Black: Paul Morphy

Played in New York in 1852

1. e4, e5

2. Nf3, Nc6

3. d4

The Scottish opening, which after 100 years in hibernation became popular again, partially thanks to world champion Garri Kasparov.

3. -, exd4

4. Bc4

White doesn't want the pawn back, but favours quick development.

4. -, Nf6

Black also favours development to the pawn!

5. e5, d5

Morphy immediately complicates matters!

6. Bb5, Ne4

7. Nxd4

Now, white decides to take the pawn, after all.

7. -, Bd7

8. Nxc6, bxc6

9. Bd3, Bc5

In this open position, Morphy is better developed than Lichtenhein, having three active officers against only one for white – black is better!

10. Bxe4, Qh4!

Oops! Suddenly Morphy threatens mate on f2!

11. Qe2

White is forced to defend this mate.

11. -, dxe4

12. Be3

Here, Lichtenhein defies one of the healthy rules (from lecture 7):
"Make sure to castle, and avoid hassle!"

Now, Morphy is on a roll!

12. -, Bg4!

Black hits with a snakebite!

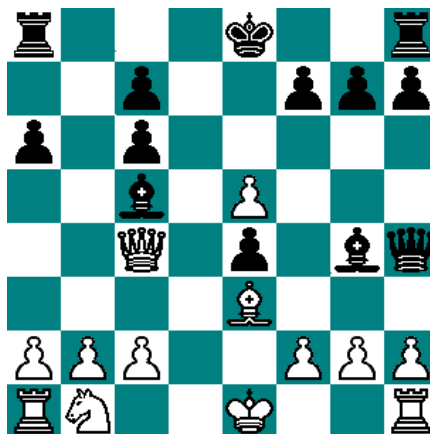
13. Qc4

White is now depending on 14. Dxc6+, if Morphy should play

13. -, Bxe3, but oh...

The position after 13 moves

Diagram 13.4



13. -, Bxe3!

Morphy has seen further than poor Lichtenhein...

14. *Qxc6* won't do, because of the following variation:

14. -, *Bd7!* 15. *Qxa8*, *Ke7* 16. *g3*

(16. *Qxh8*, *Qxf2+* 17. *Kd1*, *Bg4#*)

16. -, *Bxf2+!* 17. *Kxf2*, *e3+!* 18. *Ke1*

(18. *Kg1*, *e2!* – and black ends up with an extra queen; try it yourself)

(18. *Kxe3*, *Qg5+* 19. *Ke2*, *Rxa8*)

18. -, *Qb4+* 19. *c3*, *Qxb2* 20. *Qxh8*, *Bg4!*

And white can no longer avoid the mate, as the threat is both 21.

Qc1# and 21. *Qe2#*

14. g3, Qd8

15. fxe3

The only way to win back the officer, as 15. *Qxc6+*, *Bd7* leaves white an officer short. But Lichtenhein should probably have accepted his fate anyway...

	<p>15. -, Qd1+!</p> <p>16. Kf2, Qf3+</p> <p>17. Kg1</p> <p>To protect the rook on h1, but instead the torment is only postponed:</p> <p>17. -, Bh3!</p> <p>And Lichtenhein cannot escape mate!</p> <p>18. Qxc6+</p> <p>Although there is a 'revenge check' (a symbolic marking of the flag, before it falls...) for white!</p> <p>18. -, Kf8</p> <p>19. Qxa8+, Ke7</p> <p>And white gave up, as he could no longer avoid the mate. 0 – 1</p>
Next lecture	<p>The next lecture is the first in a series of four lessons, dealing with combinations and combination exercises.</p>
Subsequent activity	<p>Next, we play a round in the club tournament, and play with touched and released pieces. The players must give hand before the game, wishing the opponent good luck, and after the game, saying thank you for the game, and showing the opponent respect. Everyone starts at the same time, when you give the signal.</p>
Note!	<p>For the next lesson you will prepare worksheets!</p>