

16th Lecture

COMBINATIONS III

- 4 Uncovered checks
- 4 Overload
- 4 Worksheet

Previous lecture

The previous lecture was about sacrifice and double threats.

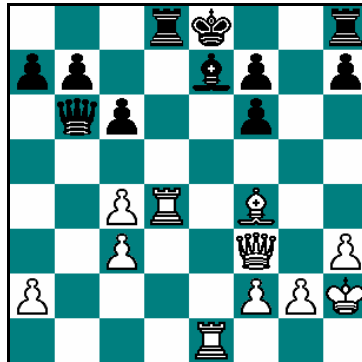
Question for the students

Ask the students what they can recall from the previous lecture. Use, for example, the following diagrams for revision.

Sacrifice

Diagram 16.1

How can white give checkmate in four moves?



Solutions

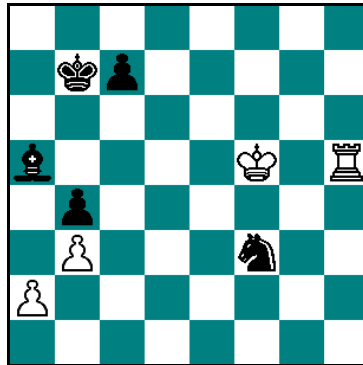
Solutions:

- | | |
|----------------|---|
| 1. Rxe7+, Kxe7 | 1. Rxe7, Kf8 |
| 2. Qe3+, Kf8 | 2. Bh6+, Kg8 (2. -, Kxe7 3. Qe3# mate!) |
| 3. Bh6+, Kg8 | 3. Rg4# mate! |
| 4. Rg4# mate! | |

Double threats

Diagram 16.2

How can white make a double threat?



Solution

1. **Kf4** threatens both Nf3 and Ba5.

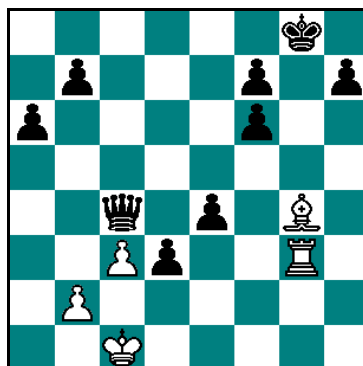
Today's lecture

Today's lecture deals with uncovered checks and overload.

**Definition of
uncovered check**

An uncovered check occurs when a piece is moved and thereby opens up for a check by one of its own pieces.

Diagram 16.3



Solution

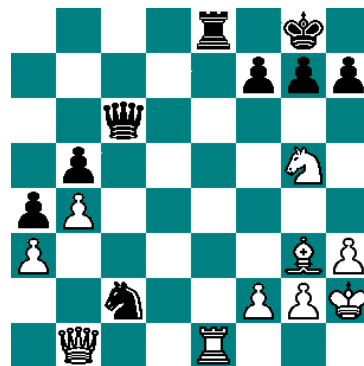
White can win with an uncovered check: 1. **Be6+!**

Overload

Overload is today's second theme. A queen can, for example, be overloaded if it's having to defend too many of its own pieces, to keep the position in tack, which in the long run isn't perishable.

Overload

Diagram 16.4



Solution:

1. **Qxc2** threatens both mate on h7 and the queen, which also will be captured, as it has to protect the Re8. 1. **Rxe8** wins an officer, but is only the next best solution.

Worksheet

Hand out “**Uncovered checks and overload**” – worksheet – lect.: **16** with problems that the students solve individually or in pairs.

Pick two students

When the exercises have been solved, two of the students will go through them on the board, where they must account for uncovered checks & overload.

Your role

If there is uncertainty or insecurity in the group, the students must discuss it and decide, together, on the right answer.

	<p>At the end of the day, you must of course have an active role, so that all the students are clear about the concepts “uncovered check” and “overload”.</p>
<p>Solution</p>	<p>Solutions to the worksheet:</p> <ol style="list-style-type: none"> 1. Ba3+ (Uncovered check and black wins the bishop on b2!) 2. Rd8+ (Overload for the black rook, where after the queen is captured!) 3. Nxc7+ (Uncovered move, winning the queen!) 4. Rxa8 (Overload for the rook on c8 and after capturing with the queen on a8, white will give check mate on the end rank!) 5. Kf6+ (Uncovered check – an easy problem!) 6. Rxa5 (Overload for Bc7, resulting in the loss of the knight on e5 after queen exchange on a5!)
<p>Upcoming activity</p>	<p>Now we play a round in the club tournament. The rules of touched and released piece apply. The players must shake hands before the game, wishing their opponent good luck, and after the game to show their opponent respect. Everyone starts at the same time, at your signal.</p>