



THE PUZZLING SIDE OF CHESS

Jeff Coakley

DOUBLE WHAMMIES: THE ONE-TWO PUNCH

number 13

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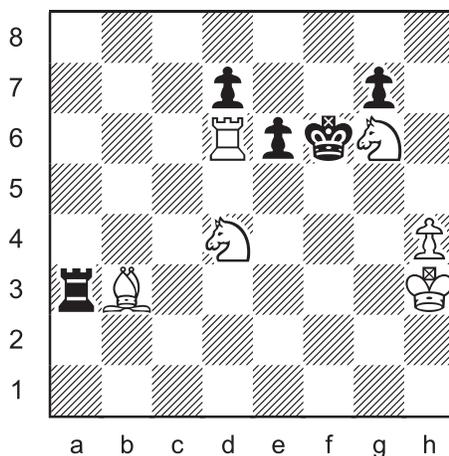
“Double whammy” is another name for a *series-mate in two*. White moves twice in a row while Black just sits there watching.

Here are the special instructions for this type of problem.

- White plays two moves in a row to mate Black.
- The first move may not be check.
- Either move may be a capture.
- Both moves may be with the same piece.
- Black does not get a turn.
- White may not place their own king in check on the first move, even if they get out of check with the second move.

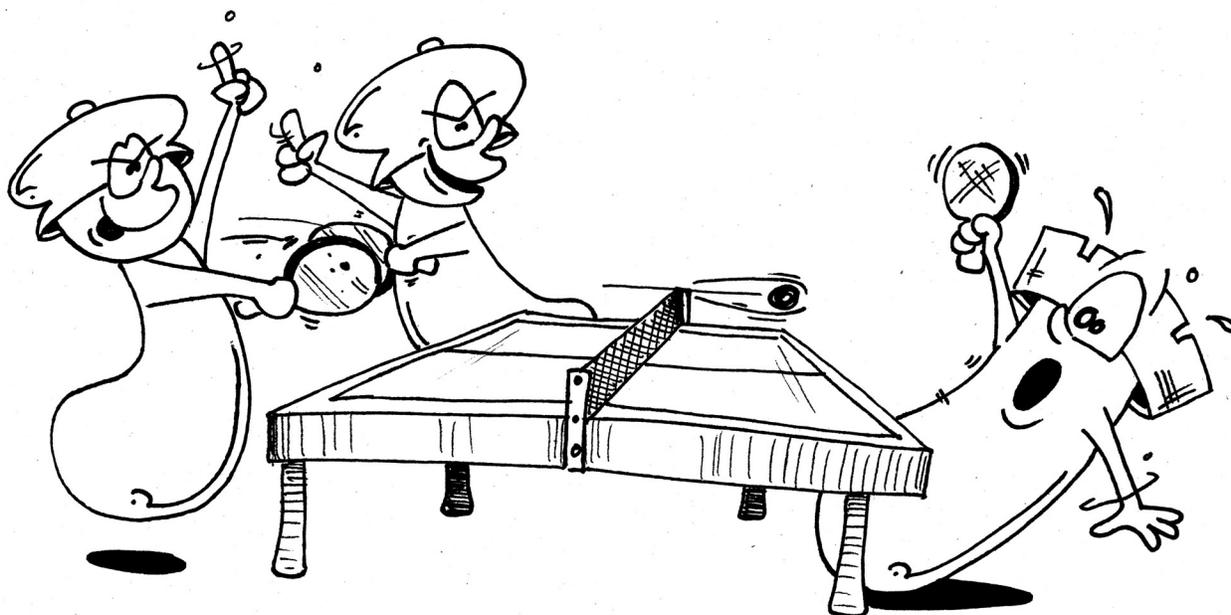
Two consecutive moves can be very effective tactically. But don't try it in your games. Apparently it's against the rules.

Double Whammy 07

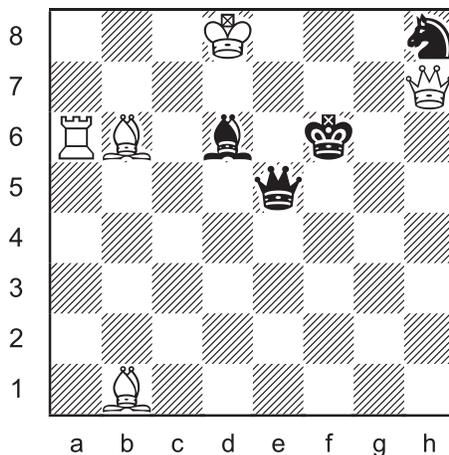


White plays two moves
in a row to mate Black

For double whammies 1-6 and more information on series-movers, see columns 2 and 7 in the archives.



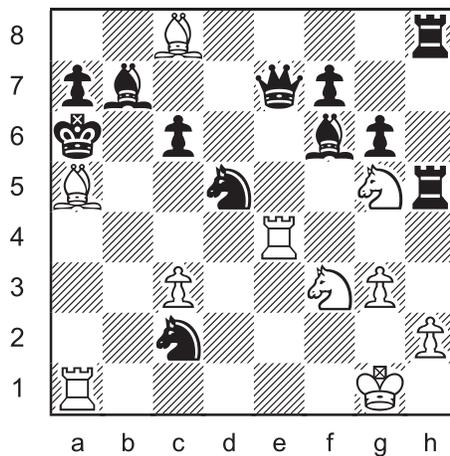
Double Whammy 08



White plays two moves
in a row to mate Black

Another way to pose this kind of puzzle is "Find a white move that threatens mate in one. Then imagine that Black skips their turn."

Double Whammy 09

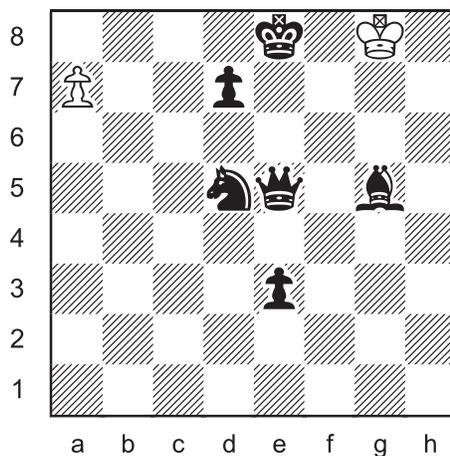


White plays two moves
in a row to mate Black

Series-mates like the double whammy have been around more than sixty years. Most of them are much longer than two moves. If you can believe it, there are even some over a hundred moves! We'll save those for another day.

To conclude this column, here's a short twenty-seven mover.

Multi-Wham 03



Series-mate in 27

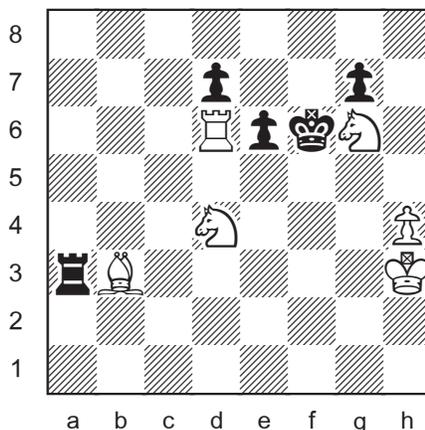
White plays twenty-seven moves in a row to mate Black. The first twenty-six moves may not be check.

SOLUTIONS

All puzzles by J. Coakley. Double whammy 02 is from *Winning Chess Puzzles For Kids Volume 2* (2010). The others are *ChessCafe.com* originals (2012).

PDF hyperlinks. You can advance to the solution of any puzzle by clicking on the underlined title above the diagram. To return to the puzzle, click on the title above the solution diagram.

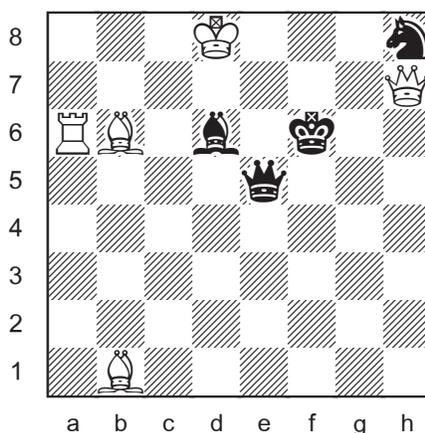
Double Whammy 07



1.Nxe6
2.Nd4#

A *switchback* whammy. The knight leaves d4, and then returns.
(1.Bxe6, 2.Bb3# is illegal because the first move puts White in check.)

Double Whammy 08



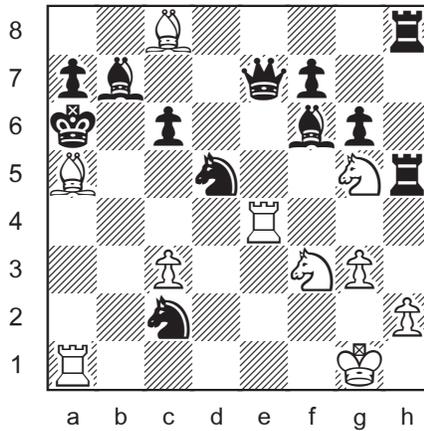
1.Bd4

One move, two pins. The black queen is pinned by the white bishop. There is also a “discovered pin” of the black bishop by the white rook.

2.Qe7#

Taking advantage of both pins.

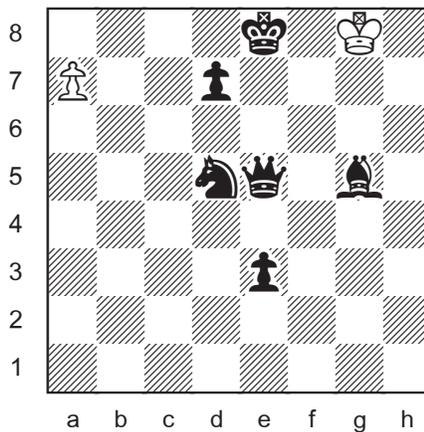
Double Whammy 09



1.Bh3
2.Bf1#

Slam, bam!
An unusual bishop retreat.

Multi-Wham 03

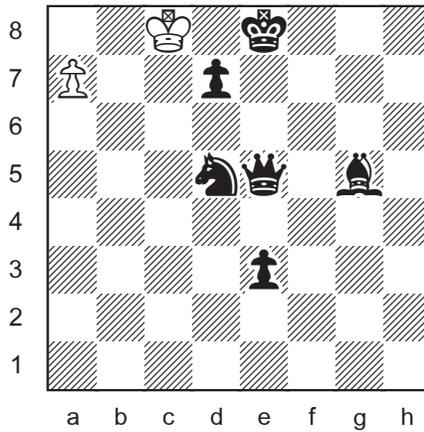


series-mate in 27

1.Kh7
2.Kg6
3.Kh5
4.Kg4
5.Kf3
6.Ke2
7.Kd3
8.Kc4
9.Kb5
10.Ka6
11.Kb7
12.Kc8

The king begins a long slow march to c8.

Shielding the black king from check.



13.a8=Q

14.Qa3

15.Kb7

16.Ka6

17.Kb5

18.Kc4

19.Kd3

20.Ke2

21.Kf3

22.Kg4

23.Kh5

24.Kg6

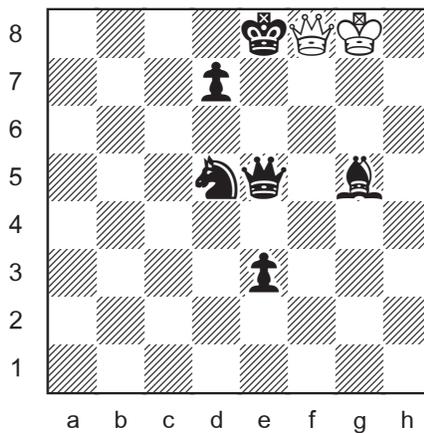
25.Kh7

26.Kg8

The new queen frees her king and envisions mate on f8. The king now retraces his steps back to g8.

27.Qf8#

The king completes the round trip and stands ready to guard his queen.



Until next time!

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