



THE PUZZLING SIDE OF CHESS

Jeff Coakley

TWO WHAMS ARE BETTER THAN ONE

number 44

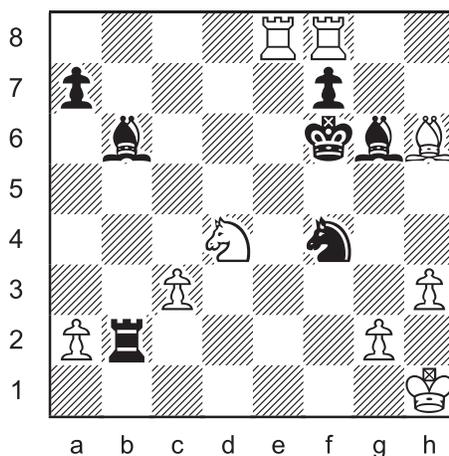
August 24, 2013

“Double whammy” is another name for a *series-mate in two*. Here are the special rules 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.

Making two consecutive moves is a major tactical advantage. But there is one minor drawback. In a normal game, it's against the rules.

Double Whammy 26

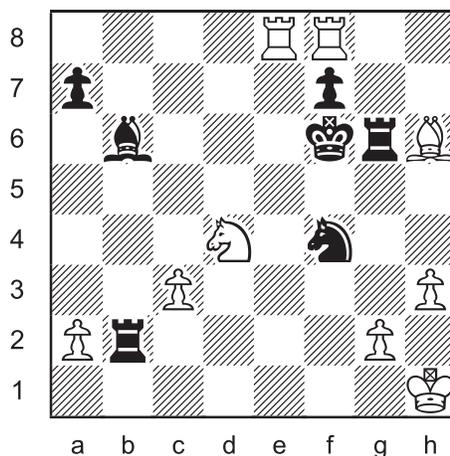


White plays two moves
in a row to mate Black.

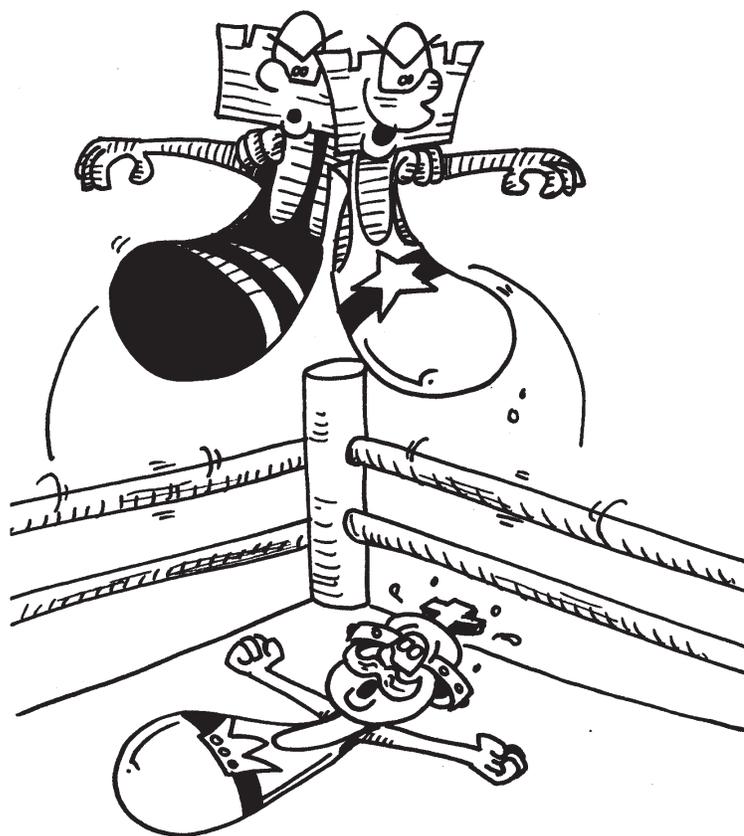
For double whammies 1-25 and more information on series-movers, see columns 2, 7, 13, 20, 28, 35 in the archives.

The first five puzzles are *quintuplets*. There is only a single difference from one diagram to the next. They are not too difficult, but they might be fun. If you're looking for an immediate challenge, then skip ahead to the multi-whams at the end of the column.

Double Whammy 27

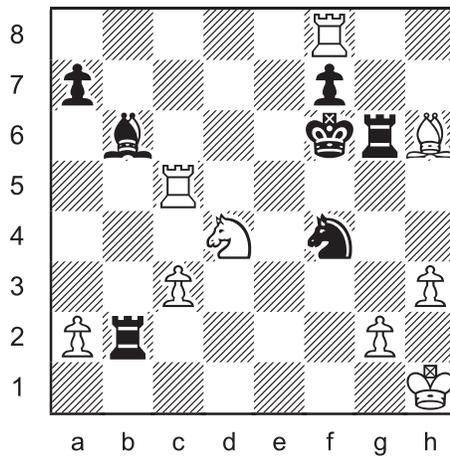


White plays two moves
in a row to mate Black.



*The battered king was about to experience
the dreaded "double rook hammer".*

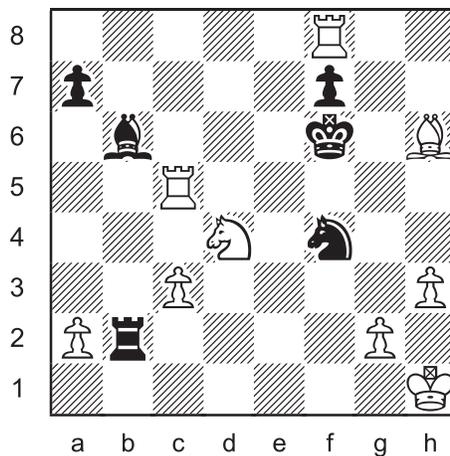
Double Whammy 28



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 29

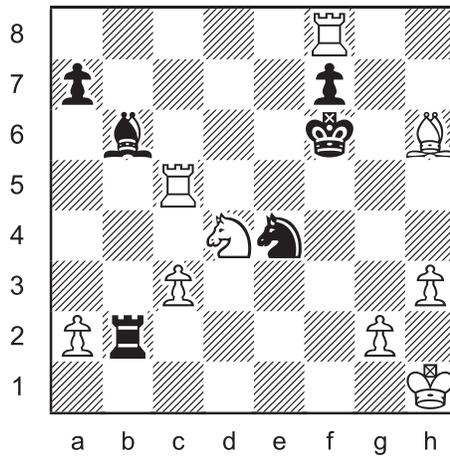


White plays two moves
in a row to mate Black.

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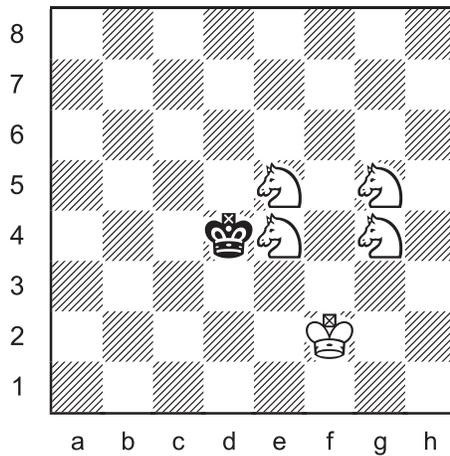
Double Whammy 30



White plays two moves
in a row to mate Black.

Six whammies are better than five. Here's one more.

Double Whammy 31



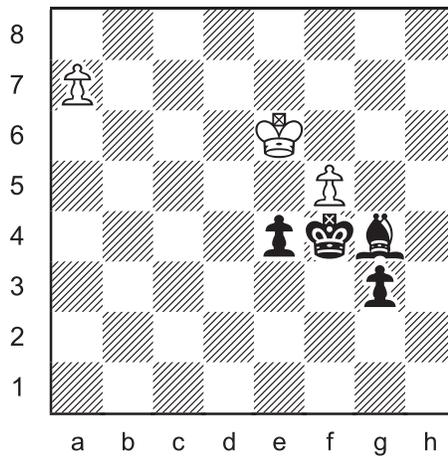
White plays two moves
in a row to mate Black.

Most series-mates are longer than two moves. This column concludes with a pair of “multi-whams”.

The first is by New York composer George P. Spiccas (1947-), a leading specialist in series-movers.

As in double whammies, only the final move may be check.

Multi-Wham 08

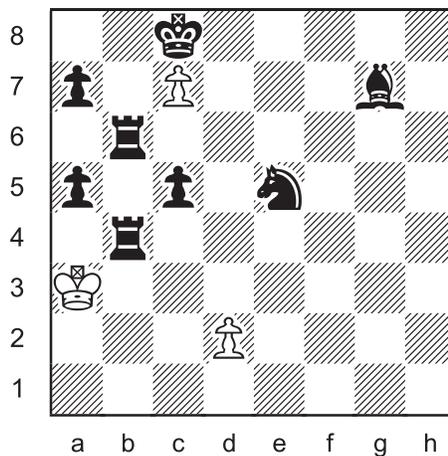


Series-mate in 7

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

The final problem is a nineteen-mover. Seeing ahead that far is never easy. But it is not as hard as it looks if you figure out what needs to be accomplished each step along the way.

Multi-Wham 09



Series-mate in 19

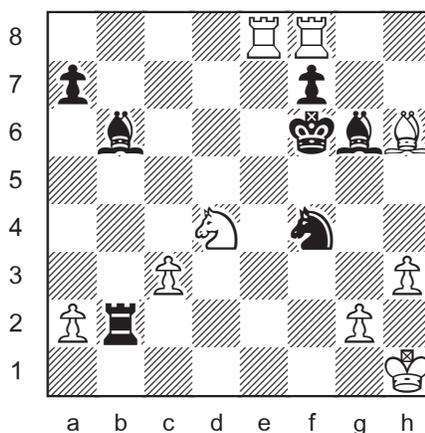
White plays nineteen moves in a row to mate Black. The first eighteen moves may not be check.

SOLUTIONS

All double whammies by J. Coakley, *ChessCafe.com* (2013).

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.

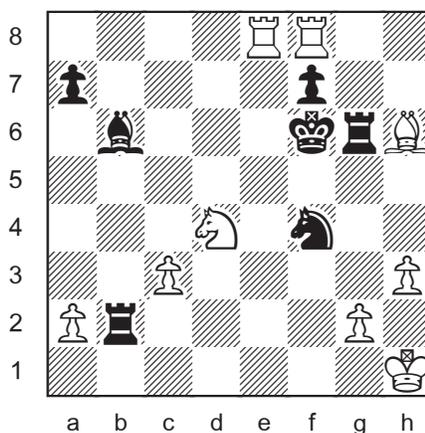
Double Whammy 26



1. g4
2. g5#

A two-move *bayonet*.

Double Whammy 27

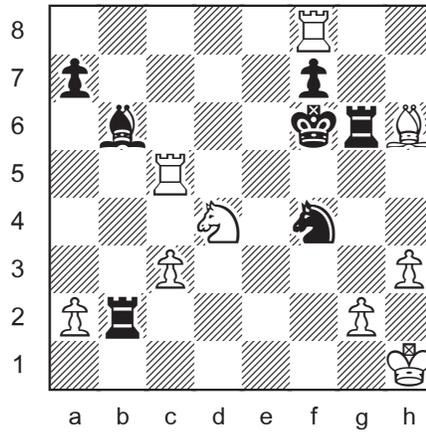


1. Re7
2. Rxf7#

Wham, bam!

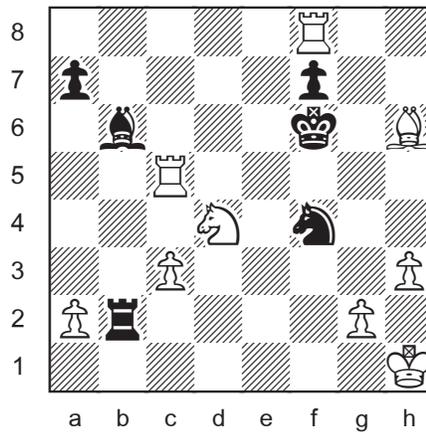
A reminder for players who are new to double whammies. The first white move may not be check. For example, 1.Rxf7+ 2.Ree7# is not a valid solution.

Double Whammy 28



1. Re8
Attacking the e7 square.
2. Rf5#

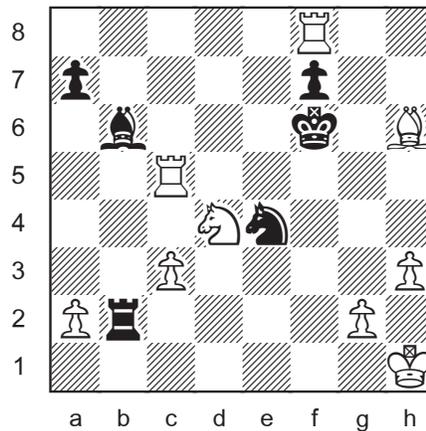
Double Whammy 29



1. Rg8
Covering g6 and g7.
2. Bg5#



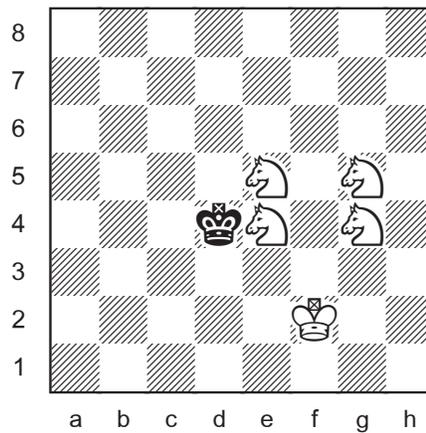
Double Whammy 30



1. Re5
2. Re6#

Exploiting the pinned pawn on f7.

Double Whammy 31



1. Ngf6

Unguarding the knight on e5, overprotecting the knight on e4, and attacking d5.

2. Ngf3#

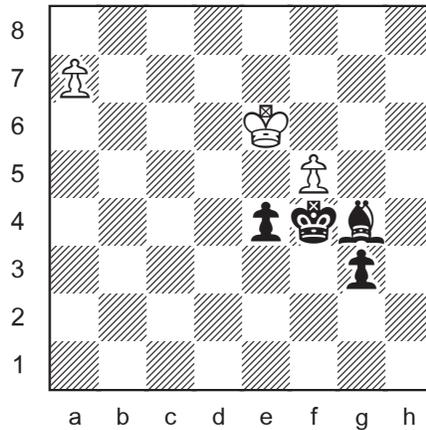
Regarding the knight on e5 and checking the king.

Is it just me, or is calculating with four knights at the same time inherently confusing?

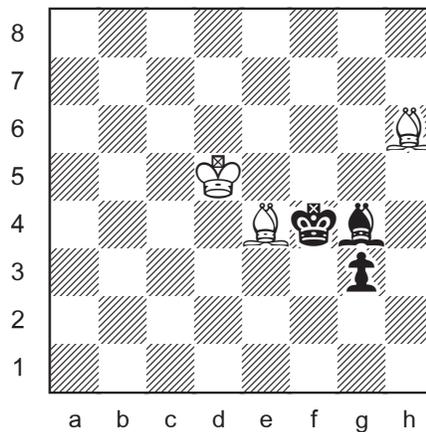
Multi-wham 08 series-mate in 7

George P. Sphicas 1994

Ideal-Mate Review 52



1. a8=B Promoting to a queen or a rook mates in eight; to a knight in ten.
2. Bxe4
3. Kd5
4. f6
5. f7
6. f8=B
7. Bh6# The power of *two bishops*.

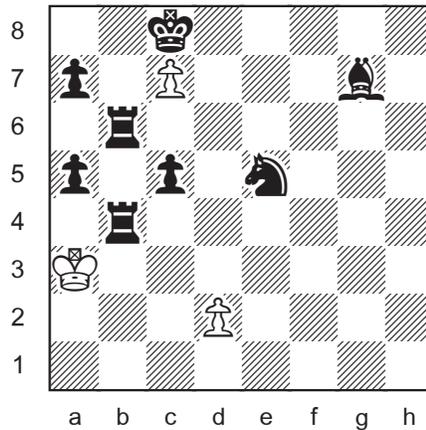


For multi-whams 1-7, see columns 2, 7, 13, 20, 28, 35.

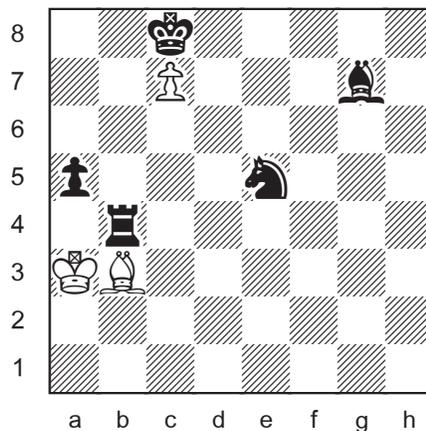
Multi-wham 09 series-mate in 19

J. Coakley 2013

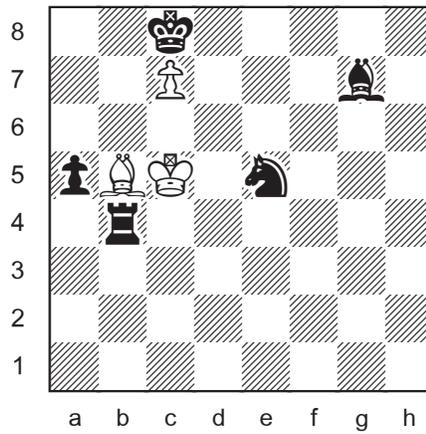
ChessCafe.com



1. d4
2. dxc5 After 2.dxe5?, there is no way to mate “series-style”.
3. cxb6
4. bxa7
5. a8=B An easy choice. A queen or a rook checks, and a knight can only leave the corner with check.
6. Bd5
7. Bb3 The bishop constructs the first of three bridges.



8. Kb2 The king begins a long circuitous journey.
9. Kc3
10. Bc4 Bridge two.
11. Kd4 The king needs to capture the pawn on a5.
12. Kc5
13. Bb5 Bridge three.



14. Kb6

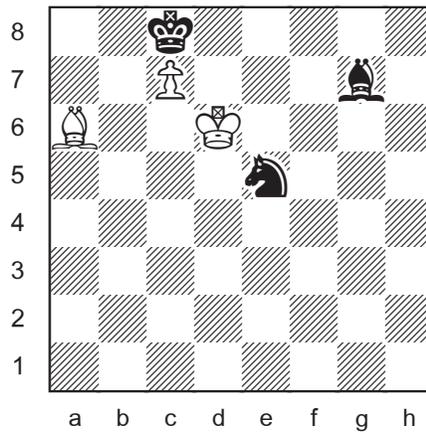
15. Kxa5

16. Kxb4 Now that the black defences are demolished, the king can advance to assist with the mate.

17. Kc5

18. Kd6

19. Ba6# A beautiful performance by the dutiful bishop.



Until next time!

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