

## 4. What is Check?

Name:

School:

**Check** is when a ♔ King is attacked by an opponent's piece. If a player can not get his King out of check, he will lose the King and therefore the game. It is polite to say "Check" in a soft voice to warn your opponent of the danger to their King. The following pieces can give check to a King: ♙ Pawn, ♞ Knight, ♗ Bishop, ♖ Rook and ♑ Queen. ♔ Kings can **never** touch each other and a King can **never** check another King.

There are three ways for a ♔ King to get out of check. These are:

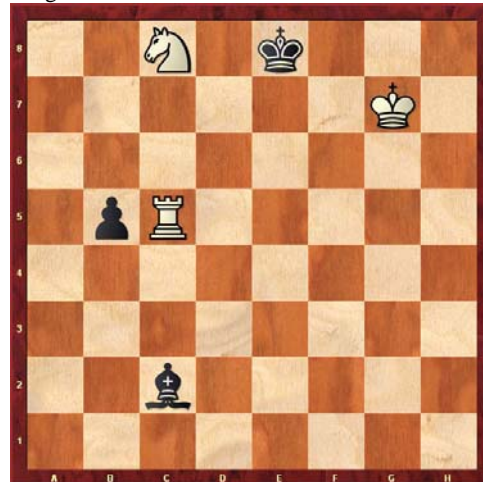
1. **Move** – The King may move away from the checked square to any other square that is not under attack by your opponent's pieces or pawns.
2. **Block** – Place a piece between the king and the checking piece to block the check. Since a Knight jumps over pieces, you can not stop a Knight check by a block.
3. **Capture** - Use one of your pieces to capture the piece giving the check.

Diagram 1 – White to Move



Show all Blacks moves if the White Bishop gives check on c6 or on g6.

Diagram 2 – White to Move



Can White give check with his Knight? His Rook? His King?

Diagram 3 – White to Move



Place a Q on all 8 moves the White Queen has to give check. Which is the Best Move?

Diagram 4 – White to Move



Show all 5 moves that White has to get out of check?

Diagram 5 – Black to Move



Place a Q on all 8 moves the Black Queen has to give check. Is Qg2+ a good move for Black?

Diagram 6 – Black to Move



Black has 2 moves to get out of check. Which is the Best Move?