

More Opening Traps and Ideas

The Two Move Checkmate

1 f3 ?? e5
2 g4 ?? Qh4# 0-1

The Three Move Checkmate

1 e4 f6 ??
2 d4 g5 ??
3 Qh5# 1-0

Damiano's Defence

1 e4 e5
2 Nf3 f6?

A bad move – it does not bring out a piece or allow a bishop or queen to come out – it even opens the h5–e8 line to the king – often dangerous!

3 Nxe5! fxe5?
4 Qh5+ Ke7
5 Qxe5+ Kf7
6 Bc4+! Kg6
7 Qf5+ Kh6
8 d4+

A discovered check from the bishop on c1 – it was blocked in a move ago.

8 ... g5

White cannot take this pawn – black has 2 pieces defending it and white has only 2 pieces attacking it .. but the pawn is PINNED to the king – an ABSOLUTE PIN – it cannot move – so attack it with something else.

9 h4! Be7
10 hxg5+

Double check – from the pawn on g5 and the rook on h1 – the most forcing tactic you can play – the king MUST move if it can.

10. ... Kg7
11 Qf7# 1-0

The Trap in the Russian (Petroff) Defence – the copycat defence

1 e4 e5
2 Nf3 Nf6
3 Nxe5 Nxe4?

Too soon – better is 3 ... d6 to drive the knight back first

4 Qe2! Nf6?
5 Nc6+!!

A discovered check from the queen on e2 – it was hidden a move ago.

5 ... Be7
6 Nxd8 Kxd8

White is winning easily

But take care! don't allow yourself to fall for this trap!

7 d4 Re8
8 Qd1 ?? Bb4# 0-1

Double check – the king has to move but can't so it is mate.

Legal's Mate

1 e4 e5
2 Nf3 d6
3 Bc4 Bg4

This is a RELATIVE PIN – the knight can move but it will allow black to take the queen

4 Nc3 h6?

This pawn move wastes TIME. It does not attack anything and does not help protect the centre. Also bad here would be 4... g6 or 4... a6 or 4... b6. Much better is 4... Nf6 or 4... c6.

5 Nxe5!! Bxd1??
6 Bxf7+ Ke7
7 Nd5# 1-0