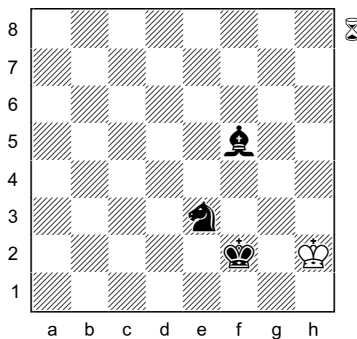


KBN versus K Exercise

Checkmating with a bishop and knight is a tricky business. It can take as many as thirty-six moves. In a tournament game, one slip can mean the game is drawn by the fifty move rule. Here is an exercise to improve your chances.

The final checkmate is shown in Diagram 1. Notice that it happens in the corner controlled by the bishop; it is not possible to force checkmate in the dark squared corner when you have a light squared bishop.

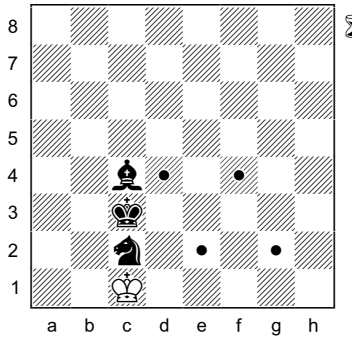


1—Mate in two

Your opponent knows about the “right” corner and will try to stay in the other corner or escape to the center.

For this exercise we will start with the knight in the “wrong” corner. Diagram 2 is fairly easy to force and should be memorized. (The bishop may be anywhere on the a2-g8 diagonal.)

The hardest part is moving the knight. Starting from Diagram 2, the knight will zigzag toward the white corner.

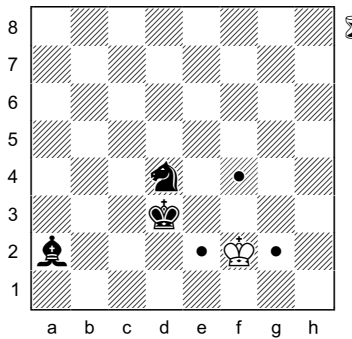


2—Memorize this position!

From Diagram 2:

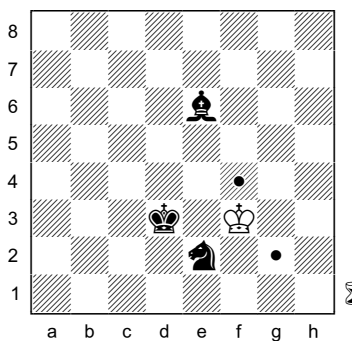
- | | |
|--------|----------|
| 1... | Ba2 |
| 2. Kd1 | Nd4 |
| 3. Ke1 | Kd3 |
| 4. Kf2 | (Diag 3) |

You have just let white off the edge but don't worry, it was deliberate! Move your knight to his next square.



3—Black can trap white!

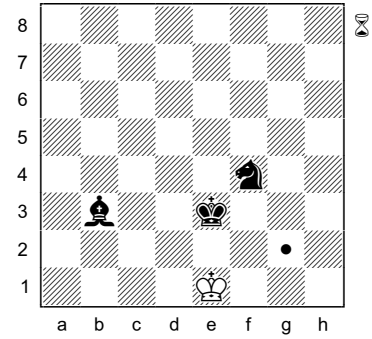
- | | |
|--------|-----|
| 4... | Ne2 |
| 5. Kf3 | Be6 |



4—White Trapped!

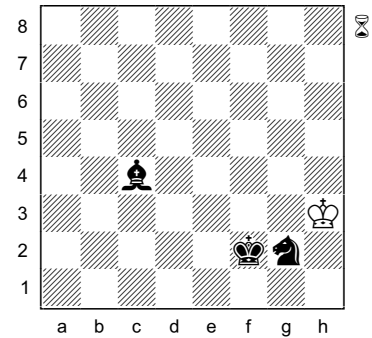
- | | |
|--------|-----|
| 6. Kg2 | Ke3 |
| 7. Kf1 | Bd5 |

- | | |
|---------|----------|
| 8. Ke1 | Bb3 |
| 9. Kf1 | Nf4 |
| 10. Ke1 | (Diag 5) |



5—Make a knight move!

- | | |
|---------|----------|
| 10... | Ng2+ |
| 11. Kf1 | Kf3 |
| 12. Kg1 | Bc4 |
| 13. Kh2 | Kf2 |
| 14. Kh3 | (Diag 6) |



6—Make bishop move!

The final steps! Trap White in the corner using your bishop then checkmate him!

- | | |
|---------|----------|
| 14... | Be6+ |
| 15. Kh2 | Ne3 |
| 16. Kh1 | Bf5 |
| 17. Kh2 | (Diag 1) |

You've got him!

- | | |
|---------|------|
| 17... | Nf1+ |
| 18. Kh1 | Be4# |

Checkmate! Well done!