



# THE PUZZLING SIDE OF CHESS

Jeff Coakley

## DOUBLE WHAMMY: ROCK'EM SOCK'EM

number 20

December 22, 2012

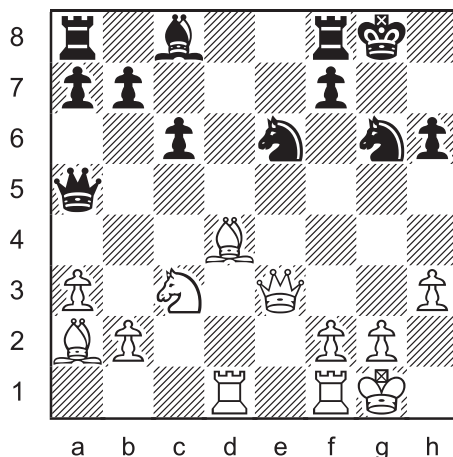
“Double whammy” is another name for a *series-mate in two*. White moves twice in a row while Black does nothing.

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.

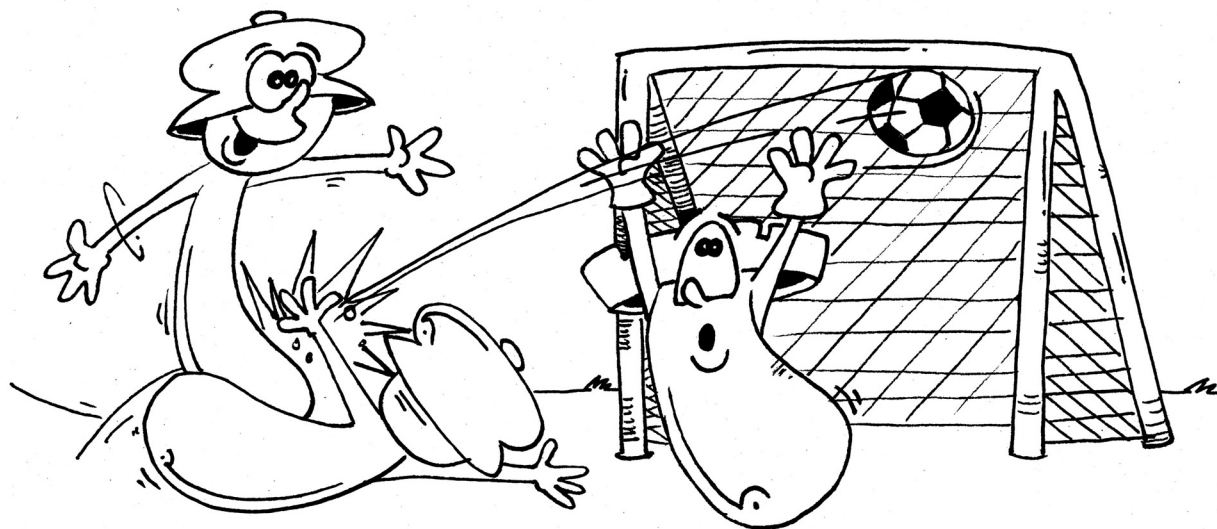
Making two consecutive moves in a normal game of chess is usually frowned upon. But in these puzzles, nobody minds.

### Double Whammy 10



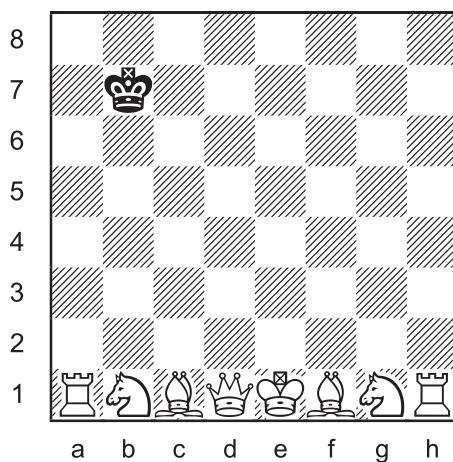
White plays two moves  
in a row to mate Black.

For double whammies 1-9 and more information on series-movers, see columns 2, 7, and 13 in the archives.



While preparing this column, I was surprised to discover the next position in my stash of double whammies. The puzzle is fairly simple, but I decided to include it anyhow because of the “eight officer” theme. (See column 18.)

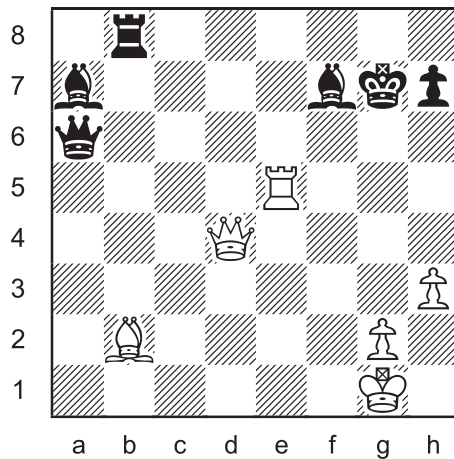
### Double Whammy 11 (Eight Officers 11)



White plays two moves  
in a row to mate Black.

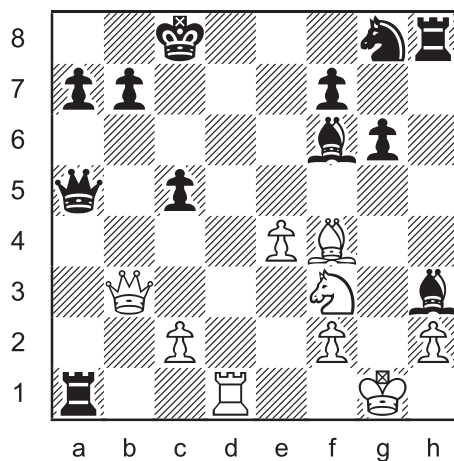
Another way to pose this kind of puzzle is “Find a white move that threatens mate in one. Then imagine that Black skips their turn.”

### Double Whammy 12



White plays two moves  
in a row to mate Black.

### Double Whammy 13



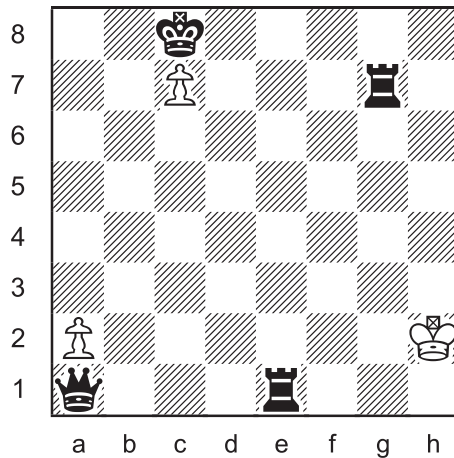
White plays two moves  
in a row to mate Black.

Most series-mates are longer than two moves. Each *Puzzling Side of Chess* column on double whammies concludes with one of these “multi-whams”.

The following sixteen-mover is by two Hungarian composers. I hope you enjoy it.

## Multi-Wham 04

György Bakcsi and László Zoltán 1996



Series-mate in 16

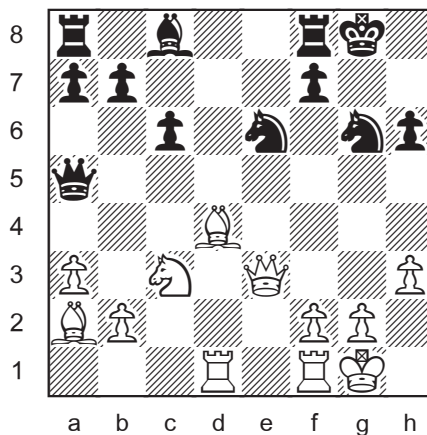
White plays sixteen moves in a row to mate Black. The first fifteen moves may not be check.

## SOLUTIONS

All double whammies by J. Coakley. Number 10 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 10

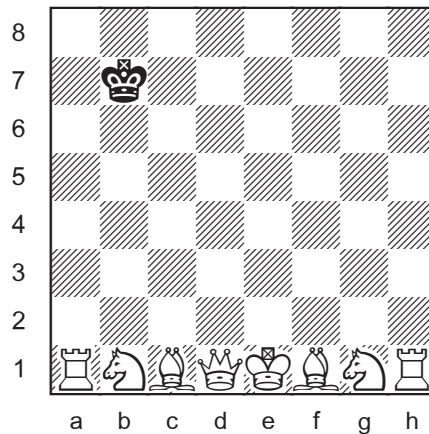


1. Qxe6
2. Qxg6#

By clearing the e6 square, the queen uncovers a pin on the black f-pawn by the bishop at a2.

### Double Whammy 11

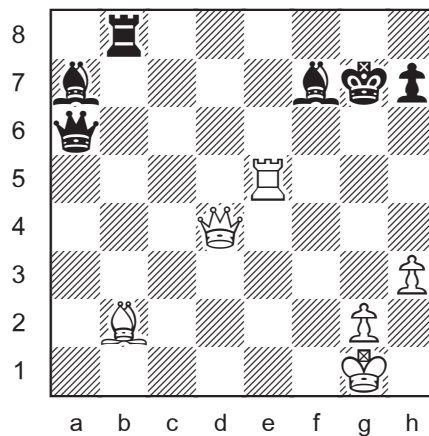
(Eight Officers 11)



1.Qd8  
2.Bg2#

A classic *crisscross mate*. The queen crisses. The bishop crosses.

### Double Whammy 12



1.Qb6

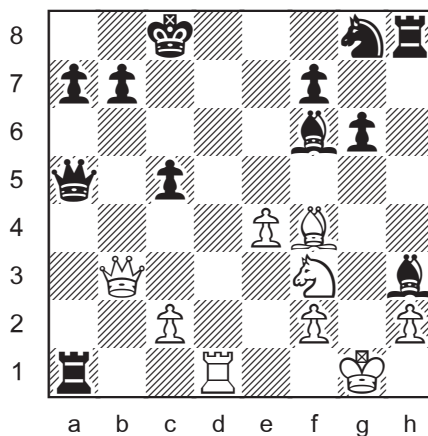
The white queen interferes with two lines of defence, obstructing the 6th rank and the b-file.

2.Re8#

Discovered check and mate.

(Did you notice that 1.Qd6 is illegal? The queen is pinned along the g1-a7 diagonal.)

## Double Whammy 13



1.Nh4

The knight clears the 3rd rank and closes the h-file.

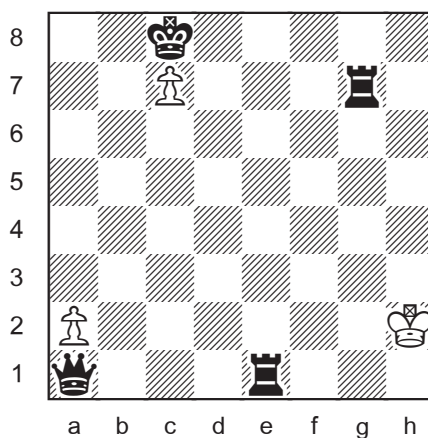
2.Qxh3#

Wham, blam, Alabam!

## Multi-Wham 04

György Bakcsi and László Zoltán 1996

*Problemkiste*



series-mate in 16

1.a4

2.a5

3.a6

4.a7

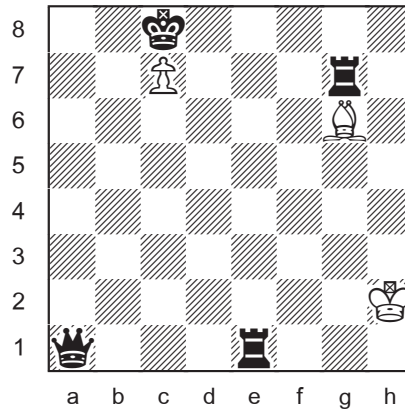
5.a8=B

6.Be4

7.Bg6

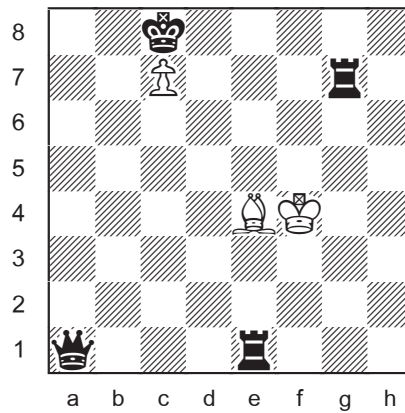
Underpromoting to a bishop is the only way to go.

The bishop “builds a bridge” so that the white king can cross the g-file.



- 8.Kg3
- 9.Kf4
- 10.Be4

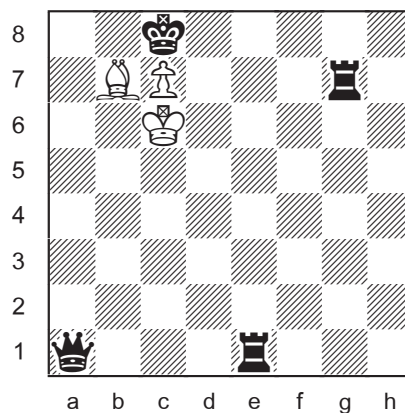
The bishop comes back to e4 and builds a second bridge over the e-file.



- 11.Kf5
- 12.Ke6
- 13.Kd6
- 14.Ba8

The industrious bishop returns to the corner before the king blocks its path to b7. An impressive *switchback*.

- 15.Kc6
- 16.Bb7#



Until next time!