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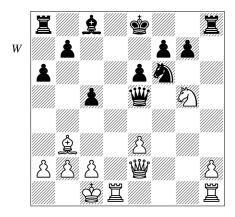
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4 The Skewer

A skewer occurs when a line-moving piece attacks an enemy unit, and moving the attacked piece would expose a second enemy piece standing behind it on the same line.

The most common and dangerous type of skewer is when the king is the front enemy piece. If the attacking piece cannot be captured and nothing can interpose, then the checked king must move and thus expose his fellow piece to capture.

The skewer resembles the pin as in both cases a piece takes advantage of two enemy pieces standing on the same line. However, the difference is the order of the pieces on the line. In the pin the rear piece is the more valuable one, while in the skewer it is the front one (or they have the same value; for example, a bishop might skewer two rooks occupying the same diagonal).



Tal – Benko Amsterdam Interzonal 1964

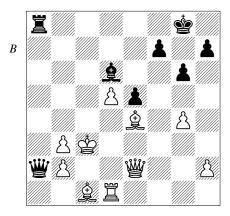
It is the last call before Black castles. Can White hinder this plan?

The reader won't find it too hard to spot the skewer:

19 **\(\beta\)**d8+! \(\dec{\phi}\)e7

The alternative is being forked: 19...\$\delta xd8 20\$\delta xf7++-.

20 罩xh8 豐xg5 21 豐d2 1-0



Honfi – Tal Sukhumi 1972

Black has invested some material to expose the white king. How can he now cash in?

While in the previous example we saw a white horizontal skewer, here we witness a black diagonal one in action. It is prepared by a bishop sacrifice:

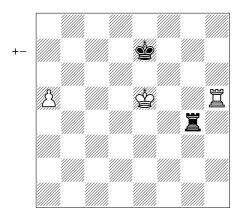
Following this decisive skewer, White's entire camp falls apart in no time.

In the diagram overleaf, can White achieve more than the likely-looking draw?

He can, by employing the most common skewer combination in chess practice.

1 a6

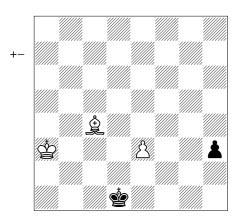
The 'logical' option leads to a dead end following 1 罩h7+? 當d8 2 a6 罩a4 3 a7 當c8 4 當d6 罩a6+ 5 當c5 罩a1 6 當b6 罩b1+, drawing.



W. Proskurowski *Szachy*, 1959

1...**□a4 2 a7! \$d7**

Black avoids one skewer: 2...\(\beta\)xa7 3 \(\beta\)h7+.
3 \(\beta\)h8! \(\beta\)xa7 4 \(\beta\)h7+ +...but falls into another one.



L. Prokeš Jak Řešit Šachove Ulohy a Studie, 1946

A skewer by promoting – or right after – is fairly common in the endgame. Can White stop Black's promotion while securing his own?

That is unlikely but there is a surprising alternative:

1 **≜d5 №e2**

1...h2 allows White time to regroup by 2 \(\begin{align*}
 \begin{

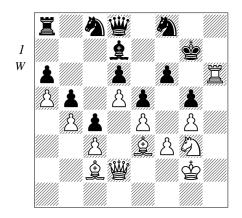
2 e4 \$\ddots e3 3 e5 \$\ddots d4 4 e6! \$\ddots xd5\$

The king has been lured to the critical diagonal...

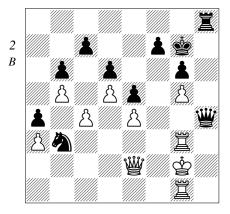
5 e7 h2 6 e8營 h1營 7 營a8+ +-

...to be hit by a lethal skewer.

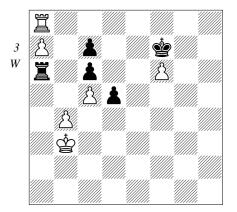
Skewer Exercises



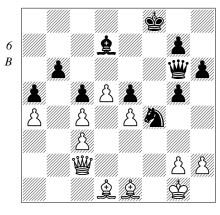
Black seems to have created a kind of stonewall. Can White break it?



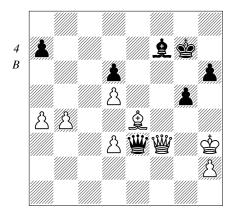
The black pieces are menacingly placed. What is the most effective way to make use of this?



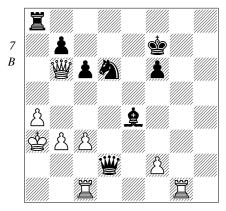
How can White make progress and achieve victory?



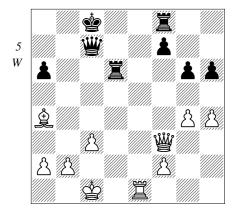
Find a way for Black to exploit the overloaded white queen.



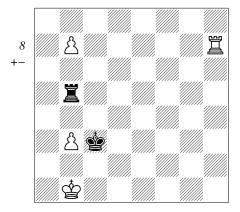
Show how Black can most wisely use his initiative.



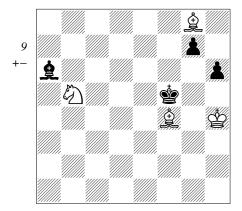
Black now smoked out the white king. How?

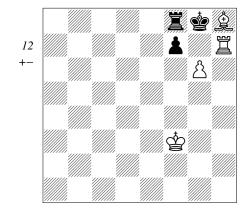


How does White act forcefully against the exposed black king?



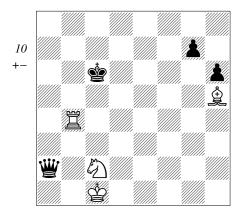
How can White create winning chances even though his pawns are barely defensible?

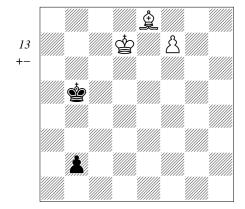




Facing a double threat, can White maintain a decisive material superiority?

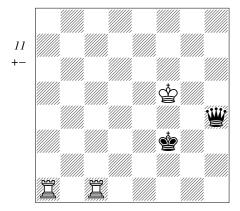
Can White win this odd-looking position?

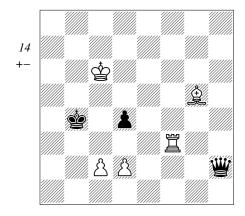




Can the white trio dominate the enemy queen?

How should White put his extra bishop to use?





Is there a way for the two rooks to defeat the royal couple?

Can White make use of his queenside superiority? Is the black king in trouble?