

# **CHESS TIPS FOR JUNIORS**

**A series of leaflets for  
young chess players**

## **SCHOLAR'S MATE**

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### 3 Scholar's mate (or how to lose in four moves)

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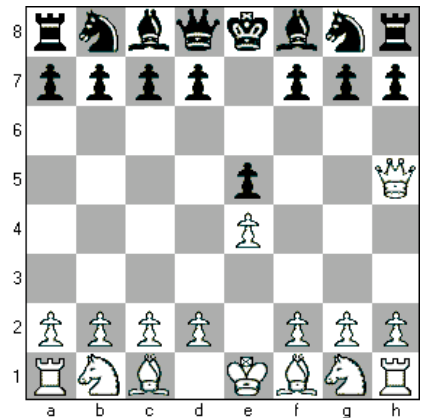
Almost everyone will have fallen for the oldest trap in the book - Scholar's Mate. This leaflet is designed to help you avoid losing in just four moves and gives you some ideas for taking revenge on your opponent.

Let's see what happens when an experienced player tries out Scholar's Mate on an unsuspecting novice:

1. e4 e5
2. Qh5

Scary stuff! That queen looks terrifying. What's Black's worst move now?

Answer: **g6** (loses to **Qxe5+**, forking and winning the rook on h8).

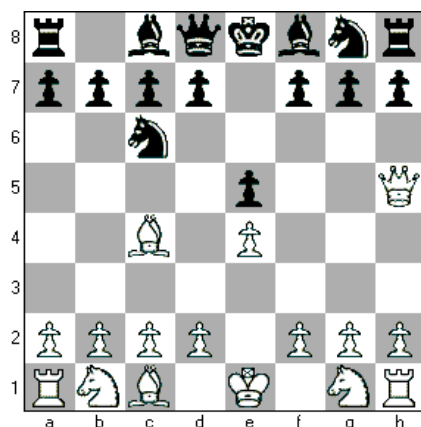


What is the queen threatening? Only the pawn on e5. So you protect it by **Nc6** (a good move - developing a piece).

Now White plays 3. **Bc4**.

The threat this time is much more serious. But can you see it?

No? You play **Nf6**, or **d6**, or **Bc5** and suddenly you find yourself **CHECKMATED!**



How? By 4. **Qxf7++**. Ouch!!

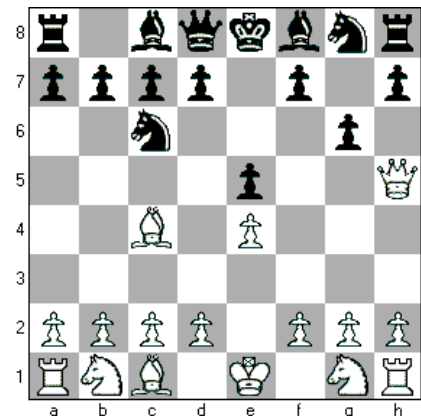
Now you need to learn how to **AVOID** Scholar's Mate.

You were OK up to your second move (**Nc6**). But when White played **3. Bc4** you had to do something about the threat at f7.

What's your best move? You must either protect the f7 square, or block one of the lines of attack.

Answer: **3... g6**.

This move stops the queen from reaching f7 and also attacks her. The White queen must move.

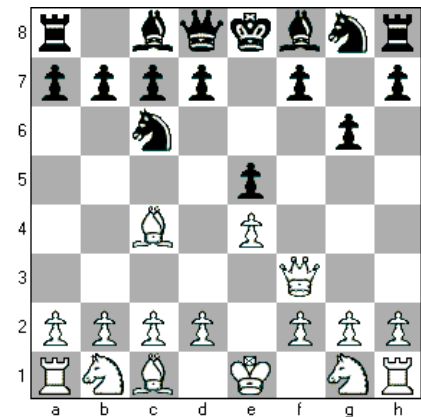


#### 4. Qf3

This creates another attack on f7.

What is the best way of preventing mate?

**4... Nf6**. Again you block the line of attack and at the same time develop a piece (good).

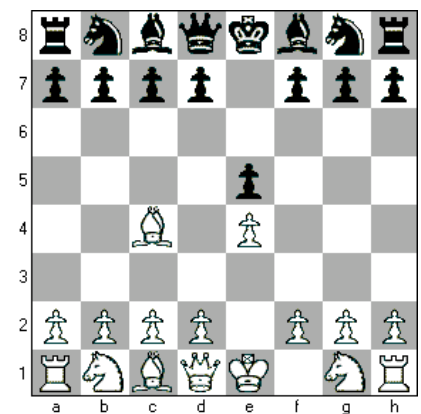


The White queen has now moved twice and will probably have to move again soon. This proves that it's **WRONG** to bring the queen out too early in the game.

Let's look at a slightly different version:

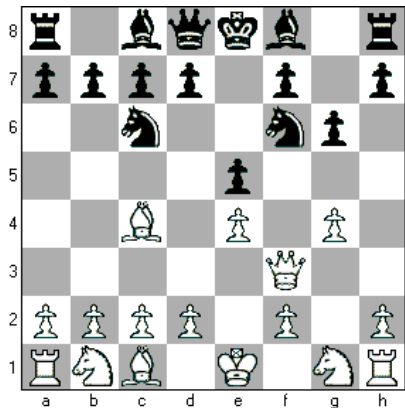
After **1. e4 e5**, White plays **2. Bc4**.

If you reply **2... Bc5** or **Nc6**, White will play **3. Qh5**. But you can avoid all this by simply playing **2... Nf6**. Now the queen is prevented from reaching h5.



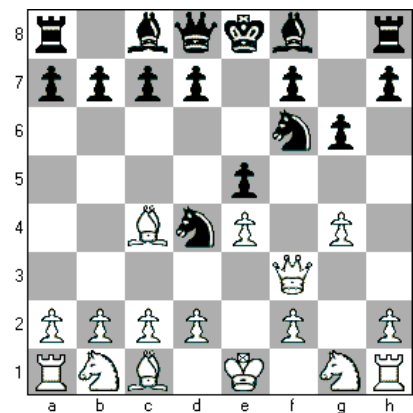
Let's go back to Black's fourth move (Nf6).

Some crafty White players have learnt that after 4... Nf6, they can play 5. g4, with the plan of pushing the pawn to g5 on the following move. This would either lose the knight or, if the knight is moved, allows checkmate on f7.

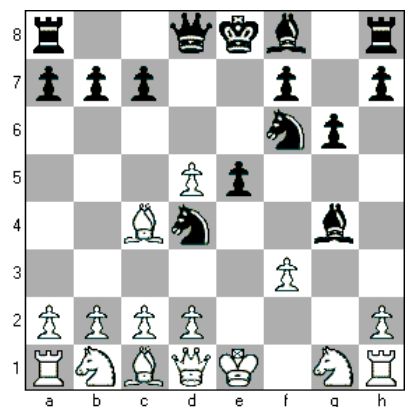


What's Black's best plan? You may be surprised, but Black has every chance of checkmating White in just six more moves! Try and follow these moves:

Black plays 5... Nd4. The queen is attacked, as well as the pawn on c2. White has to protect c2 and will probably move the queen back to d1. Note that the White queen has now had three moves and has ended up back where it started! 6. Qd1



Black now plays a surprising move: 6... d5. Although this appears at first to lose a pawn, it allows the bishop to attack the pawn on g4. So, after 7. exd5, Black plays 7... Bxg4, attacking White's queen. White is more or less forced to play 8. f3.



Now for the killer blow. Can you see a fantastic move which allows the Black queen to check the White king? It's 8... Ne4! The pawn on f3 cannot take the knight, as it's pinned by the bishop. All White can do is to take the bishop: 9. fxg4.

Black's next move is checkmate in two. You've had all the clues. Now find the move for yourself (cover up the answer below).

Answer: 9... Qh4+ 10. Kf1 Qf2 checkmate