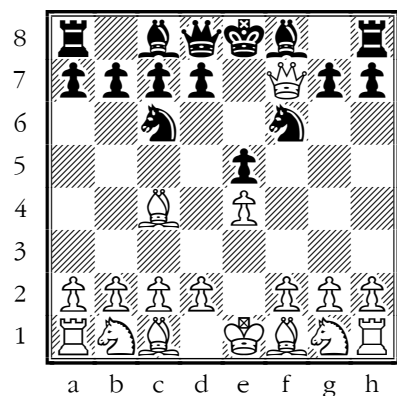
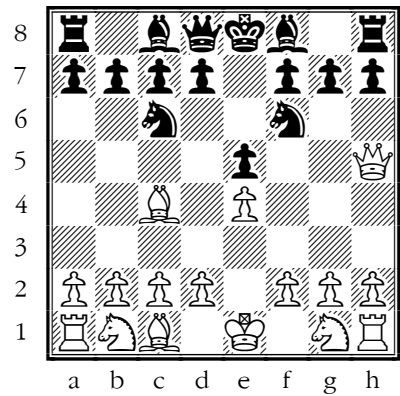
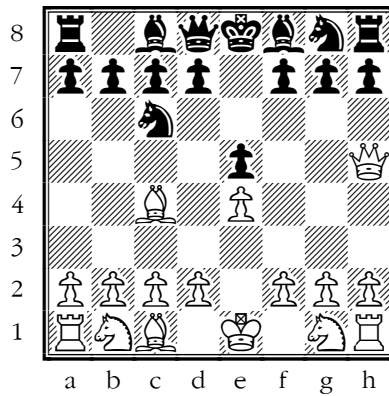
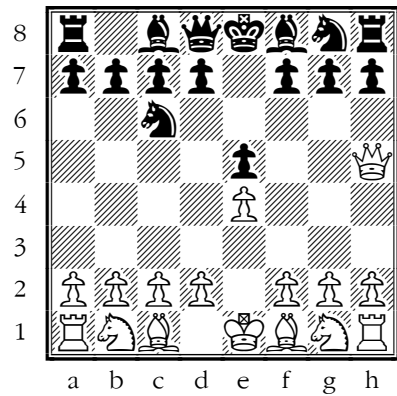
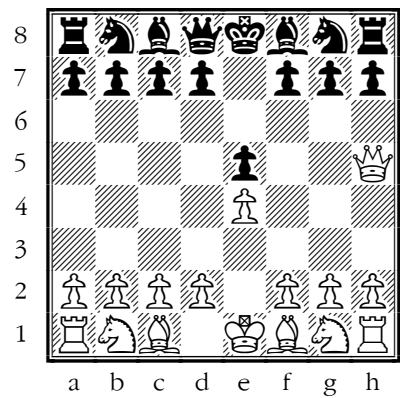
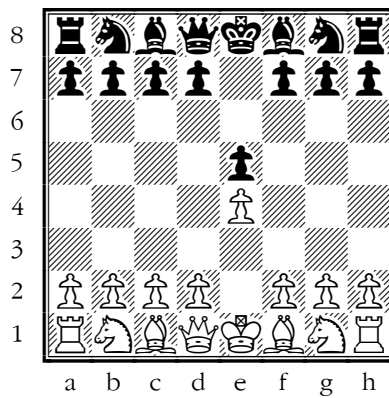
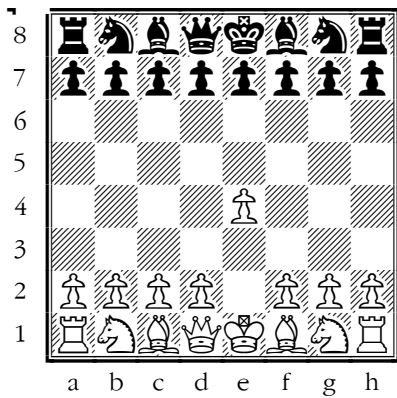


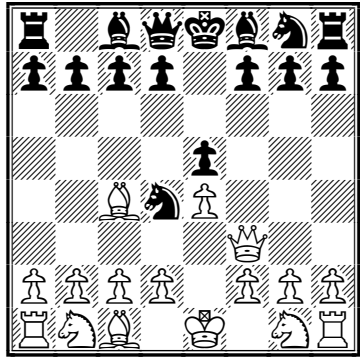
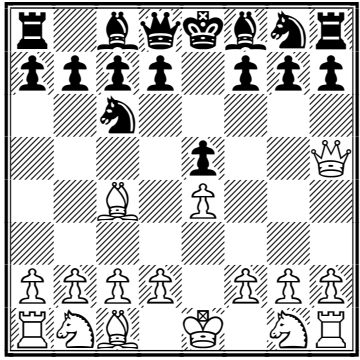
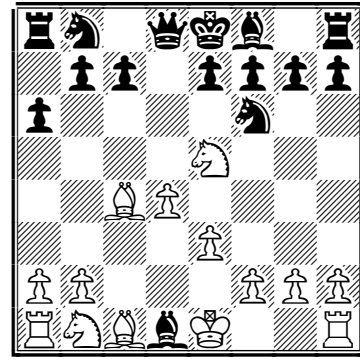
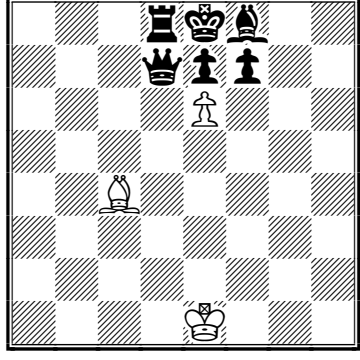
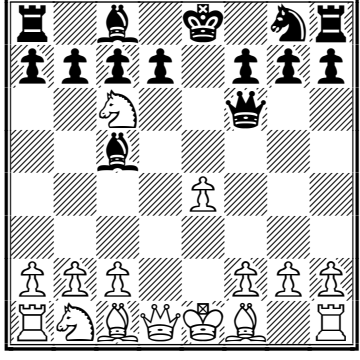
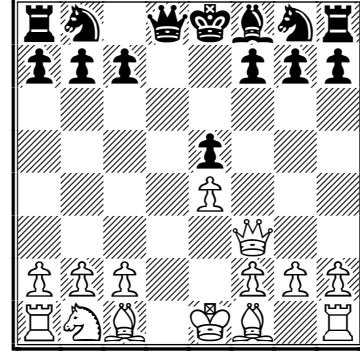
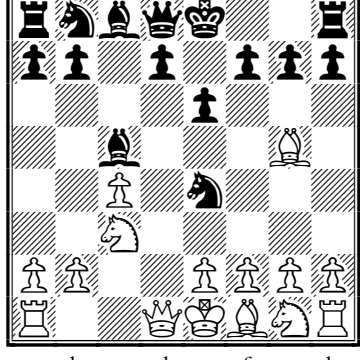
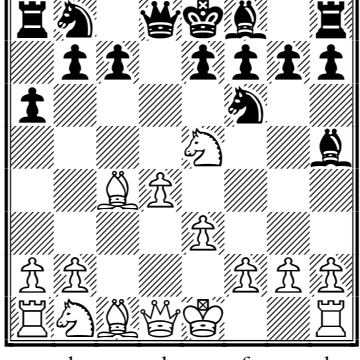
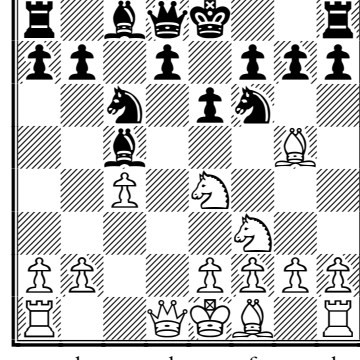
The Four Move Checkmate



Scholar's "Quick Scramble" Mate

The squares f2 for white, and f7 for black are the wimpiest squares on the chessboard. The pawns that sit on these squares are only protected once by the King. In comparison, the other two pawns which surround the King are protected four times each! Therefore, f2 and f7 make excellent invasion targets to get to the uncastled King. In the game above, white plays e4 to release his bishop and queen. Bobby Fischer called e4 the best first move in Chess. After aiming first the queen at the wimpy square, and then backing her up with the bishop, White is able to do the Quick Checkmate on black.

The Four Move exerciser

 <p>a b c d e f g h</p>	 <p>a b c d e f g h</p>	 <p>a b c d e f g h</p>
<p>#1 White mates in 1 move</p>	<p>#2 Black defends f7.</p>	<p>#3 White mates in 1 move.</p>
 <p>a b c d e f g h</p>	 <p>a b c d e f g h</p>	 <p>a b c d e f g h</p>
<p>#4. White mates in 1 move</p>	<p>#5. White defends f2.</p>	<p>#6 White threatens on f7.</p>
 <p>a b c d e f g h</p>	 <p>a b c d e f g h</p>	 <p>a b c d e f g h</p>
<p>7. White takes the ♔ or the ♞?</p>	<p>#8 White finds the key to winning f7.</p>	<p>#9 Black finds the key to winning f2.</p>