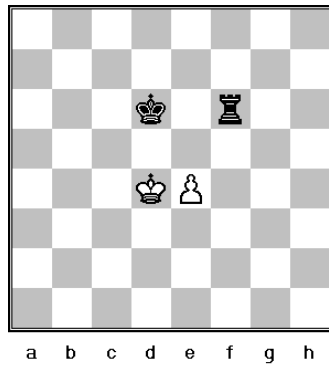


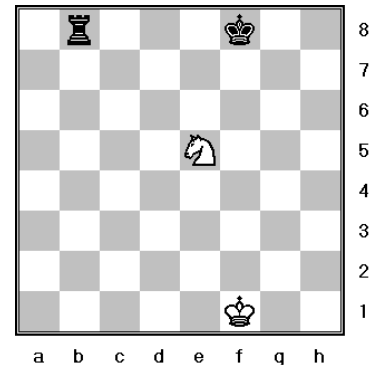
Forks

A fork is a move by one of your pieces that threatens two or more of your opponent's pieces at the same time. Your opponent cannot deal with both of the threats and has to determine which piece to drop.

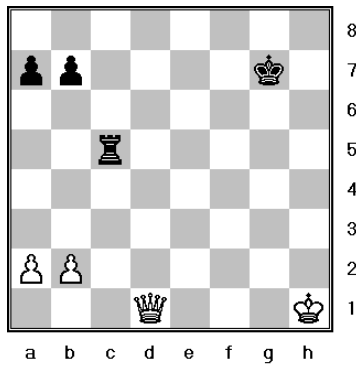
In this example when White moves their pawn to e5 it forks Black's king and rook. Black must move their king out of check and lose their rook!



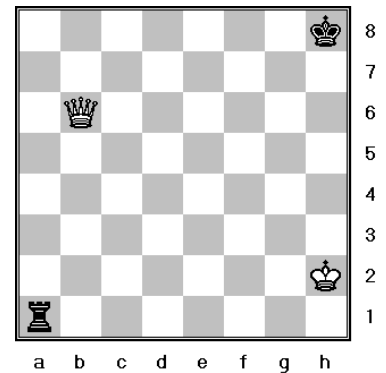
Knights are the most common piece used to create forks. Here the White can move to d7, forking the king and the rook. After Black moves their king White will capture the rook.



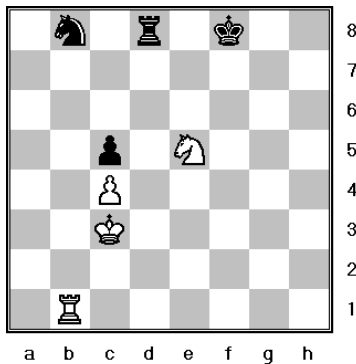
Another popular piece used for forking is the queen. When White's queen moves to g1, it forks the king and the rook. After the king moves or the rook moves to block, the queen can capture the rook.



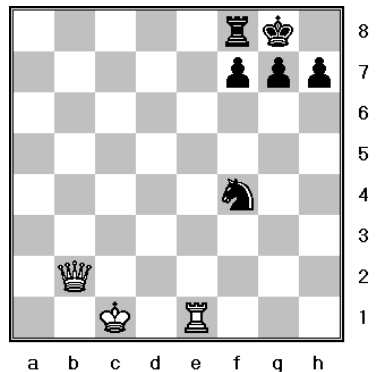
Once again, White's queen can fork Black's king and rook. Do you see it? If your answer is moving the queen to the d4 square, then you've got it right!



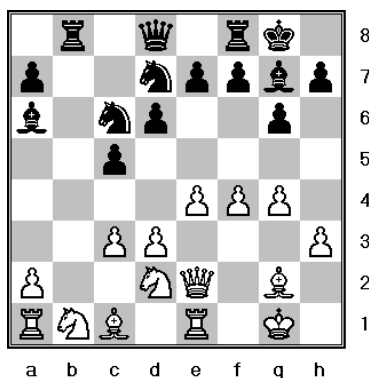
This one is tricky. After White's rook captures the knight on b8 and the Black rook captures the rook. White's knight goes to d7 to fork the king and the rook. Do you see it?



Can you find the fork? When Black's knight moves to d3 it creates what is called a family fork because it forks the three most valuable pieces!



It's Black's turn to move. Can you see the fork? Knight to d4! After cxd4, Black creates a fork or double attack with Bxd4 check! Attacking both White's king and rook.



Where can you place the White queen to fork all six of Black's pieces at the same time?

If your answer is d6, then you are correct!

