

The Windmill

Chess

A repeating discovered check that harvests material.

A rook and bishop combination in which a discovered check forces the king back and forth, letting the rook capture material on each return.

NEEDS

rook + bishop

KING HAS

one square

GAINS

per cycle

- Requires a bishop giving the discovered check.
- The enemy king must have only one legal square each time.
- The rook takes a piece on every cycle.
- Made famous by Torre against Lasker, 1925.
- Rare, and decisive when it occurs.
- Look for it when a rook is on the seventh with a bishop behind.

LOOK FOR IT

Torre–Lasker 1925 won a queen and three pawns through a single windmill sequence.

The pattern to look for: your rook on the seventh, their king shuffling between two squares, your bishop lined up behind.