

6. One Rook checkmate

Rook is the second most powerful piece on the board. Checkmating with one rook to the lone king is not very difficult. Rook needs to cut off opponent's king, file or rank-wise, force the opponent king to the last rank or file and checkmate with the help of king.

Objective: The objective is to get one of the following positions in the game to deliver checkmate. (Refer diagram 6.1 & 6.2)







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Plan

Step 1 - Block the next rank of the king with your Rook.



Diagram 6.3

Step 2 - Bring your king in L shape to the opponent king keeping 1 rank difference between both the kings. This will force his king to come in front of your king. (If both kings are in L shape position and if it is your move, then make a waiting move with your Rook and pass a move to the opponent)



Diagram 6.4



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Step 3 - Once his king comes in front of our king, give a check with rook from rank this will force opponent king to move back.



Diagram 6.5

Step 4 – Follow the same step till opponent king reaches last rank and then deliver Checkmate with the rook



Diagram 6.6



6. One Rook checkmate - Homework

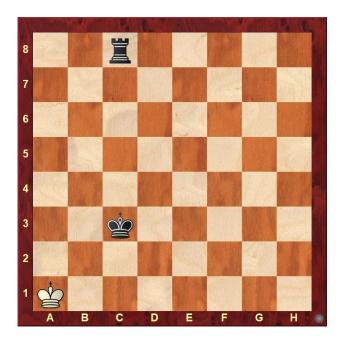
1. White to play and mate in two



2. White to play and mate in two



3. Black to play and mate in two



4. White to play and mate in two





6. One Rook checkmate - Homework

5. White to play and mate in two



6. Black to play and mate in two



7. Black to play and mate in two



8. Black to play and mate in two





6. One Rook checkmate - Homework

9. White to play and mate in two



10. White to play and mate in two

