

## 14. 2 Bishop checkmate

2 bishop checkmate is a great example of how well both light square bishop and dark square bishop work together.

Objective: The objective is to get one of the following positions in the game to deliver checkmate. (Refer diagrams 14.1 & 14.2)

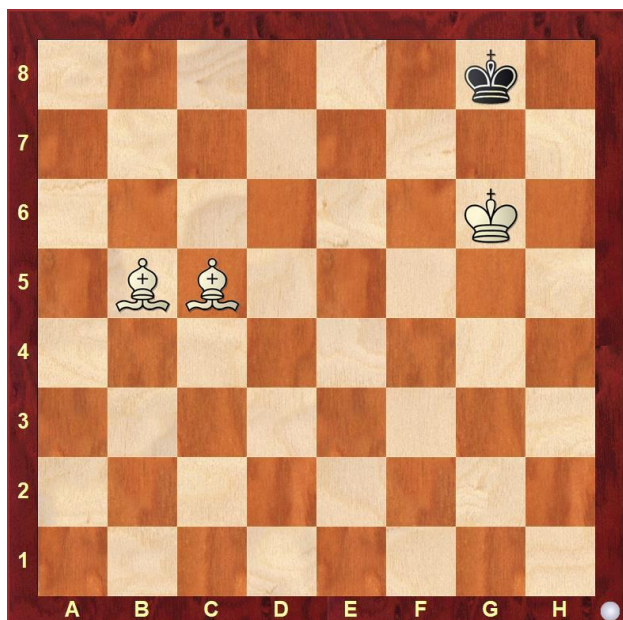


Diagram 14.1

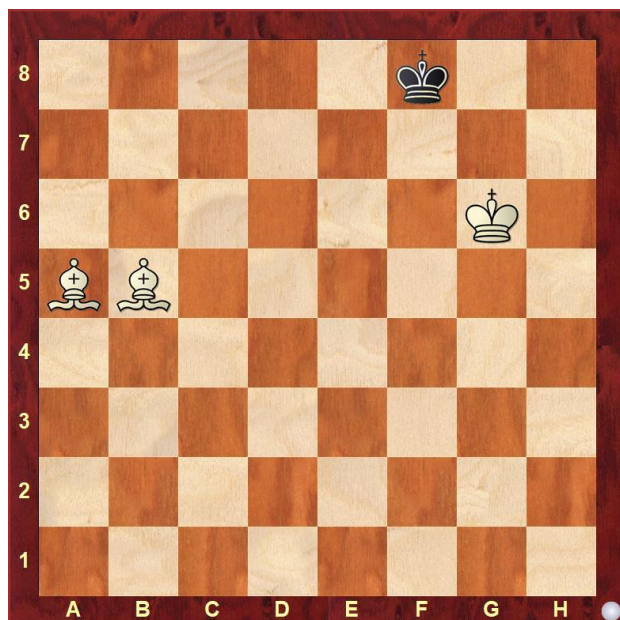


Diagram 14.2

## 14. 2 Bishop checkmate

### Plan

Step 1 - Centralize your bishop & move your king towards centre.



Diagram 14.3

Step 2 - Push black king on the last rank with the help of king and 2 bishops.

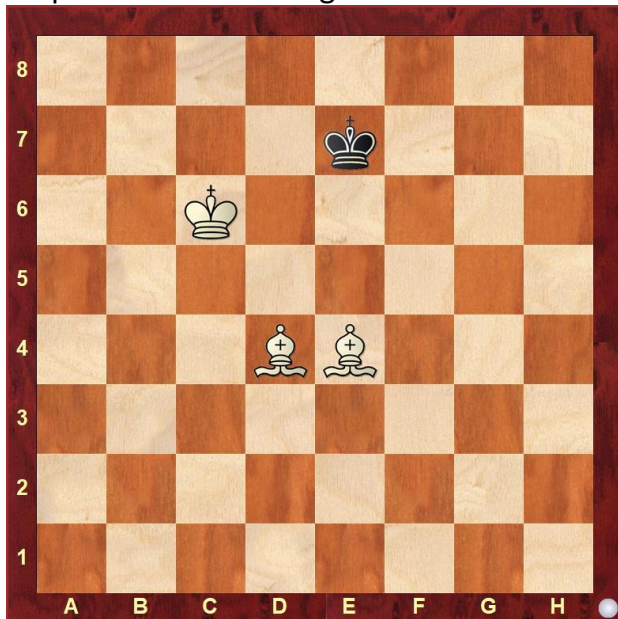


Diagram 14.4

## 14. 2 Bishop checkmate

Step 3 - Force black king to go towards corner (near white king), block running squares with the bishops.

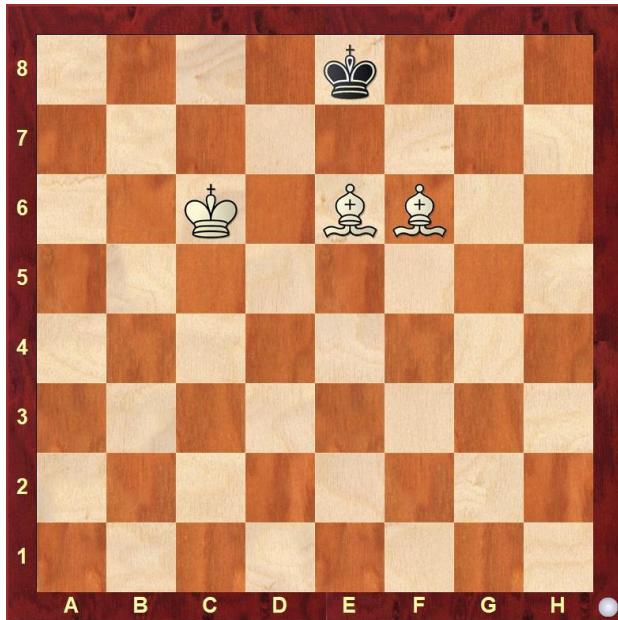


Diagram 14.5

Step 4 - Block the running square with your bishop, simultaneously give check with other bishop and deliver the checkmate.

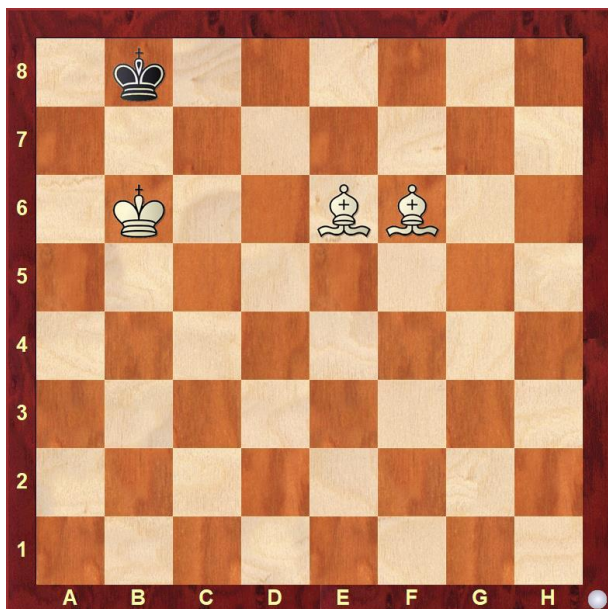


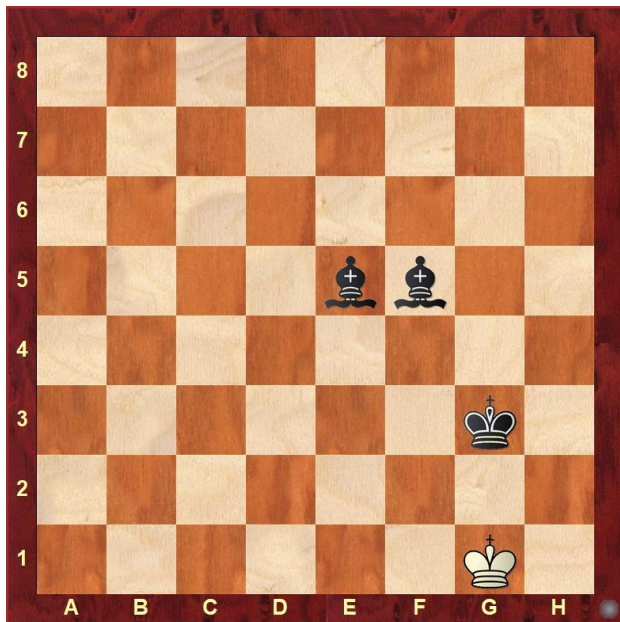
Diagram 14.6



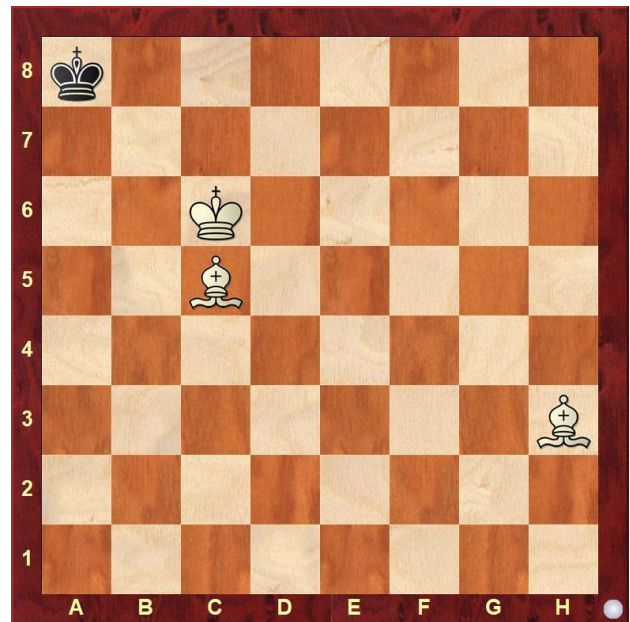
# ADVANCED PART 1 LEVEL

## 14. 2 Bishop checkmate (Homework)

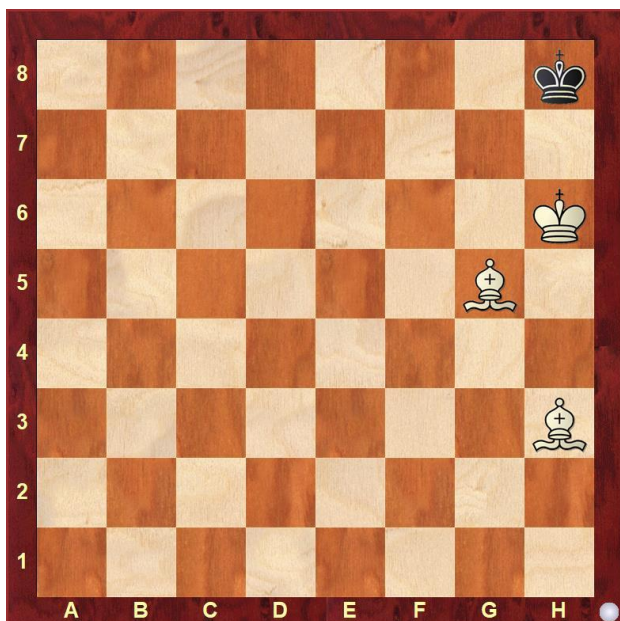
1. Black to play and mate in three moves



2. White to play and mate in three moves



3. White to play and mate in three moves



4. Black to play and mate in three moves

