Checkmate with 2 Rooks – Lawnmower / Rolling Rooks

Clear the board of opponents pieces so the King cannot hide

A screenshot of a game

Description automatically generatedChoose the target edge that we are going to drive the King towards

( This is usually the nearest edge to the King, or sometimes the least cluttered part of the board )

A screenshot of a game

Description automatically generatedUse Rook1 to trap the King in the rows between it and the target edge ( TRAP LINE NOT CHECK ). In this example this means moving either Rook to the c row, to trap the King into just 2 rows.

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Use Rook2 to check the King and force it towards the target edge

Then move alternate Rooks to sweep the King to the target edge and CHECKMATE!

A game of chess with chess pieces

Description automatically generatedAvoid the King !

If the King approaches your TRAP LINE Rook, simply move it to the other end of the row it is currently on ( to save the Rook and keep the TRAP LINE )

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A screenshot of a game

Description automatically generatedDon’t move your Rook next to the King … he will take it ! Instead move the Rook ALMOST to the other end of the TRAP LINE before you push the King to the target edge. ( to the 7th Rank so the Rooks don’t block each )

Then continue rolling the Rooks to check and push the King towards the target edge

A screenshot of a game

Description automatically generated… and towards CHECKMATE!

A screenshot of a game

Description automatically generated

CHECKMATE!