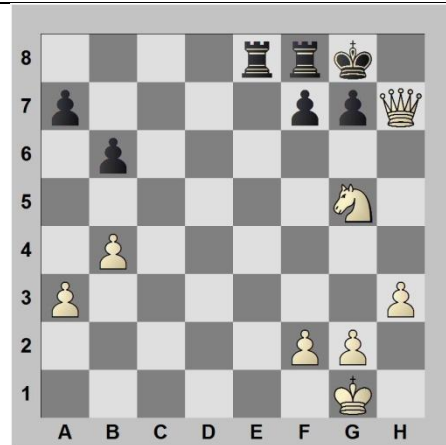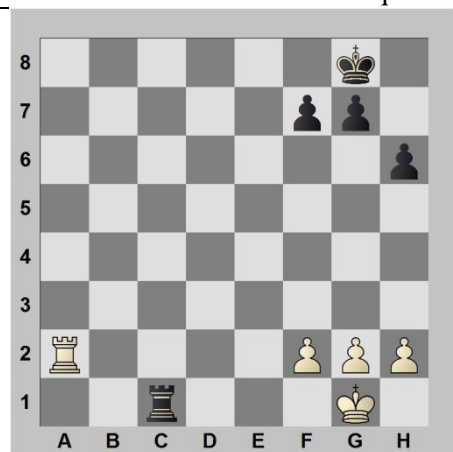The objective of chess is to **checkmate** (or "**mate**") your opponent. That immediately finishes the game. To achieve checkmate your opponents King must be in check and not able to move to another square that is not also 'checked' or attacked. Obviously the check must not be able to be blocked or the attacking piece taken. Below are some examples of checkmate positions - these often occur in junior games.
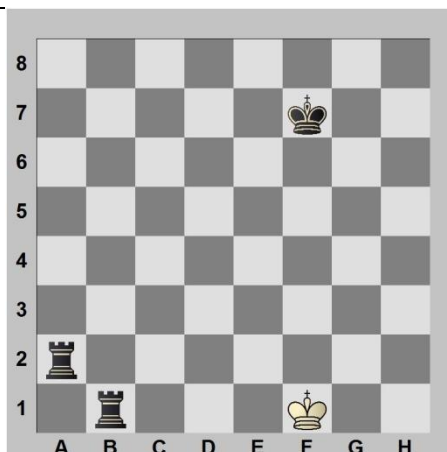
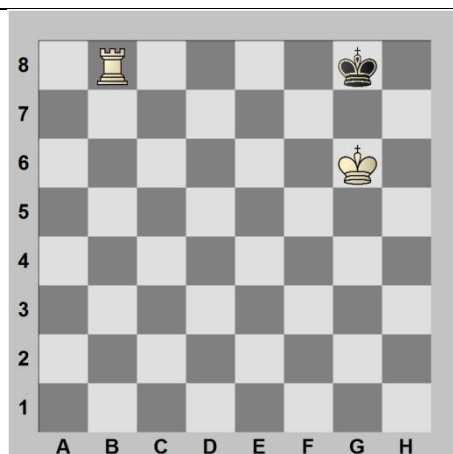White mates at the 'weak' f7 square

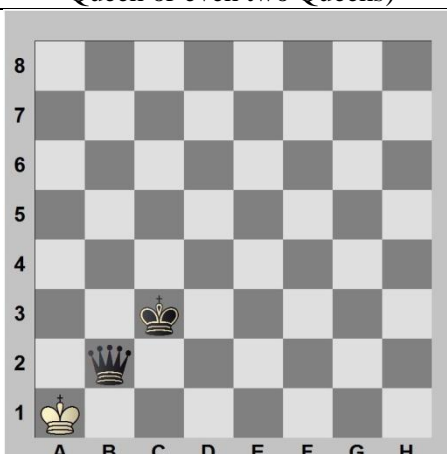White mates against the castled King

This is called a 'back rank' checkmate

How to check mate with two Rooks (or Rook and Queen or even two Queens)
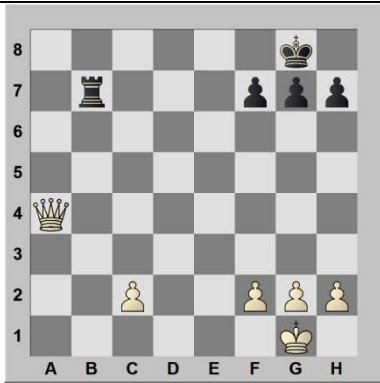
The only position to give checkmate with Rook and King (see the black King is at edge of board)
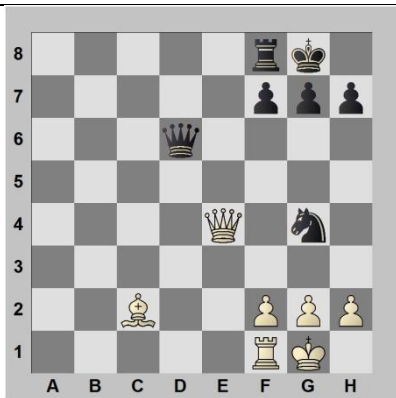
Lots of ways to checkmate with Queen and King but opponent's King must be at edge of board

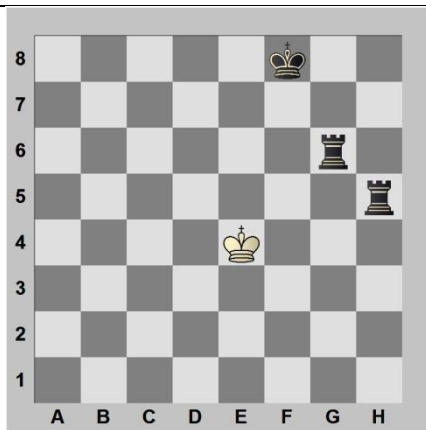Set up these positions and calculate the various checkmates.

	Problem 1 a) White to play and give checkmate b) Black to play and give checkmate
	Problem 2 a) White to play and give checkmate b) Black to play and give checkmate
	Problem 3 a) How many moves does Black need to checkmate White|?

Answers to questions

Problem 1

a) White to play and give checkmate Qe8# (if you play Qa8+ then black replies with Rb8 and you then go Qxb8# (so thisis checkmate in 2 moves and not 1.

b) Black to play and give checkmate Rb1# both are examples of back rank mates. Each could have been avoided if a pawn in front of either King had been moved to allow an 'escape' square

Problem 2

a) White to play and give checkmate Qxh7#

b) Black to play and give checkmate Qxh2#

Problem 3

a) How many moves does Black need to checkmate White? 6 with best play from both sides

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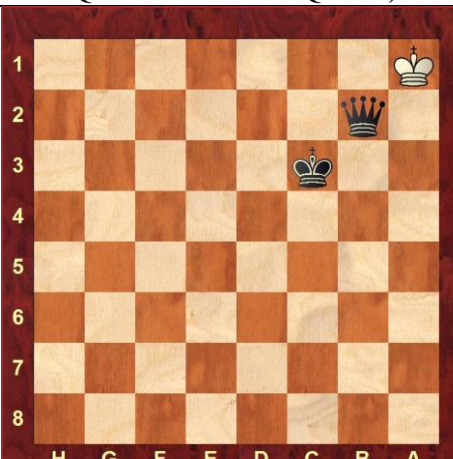
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