

## For Beginners!



To checkmate with 2 R (or R and Q) versus a lone K is easy once you know the ladder technique. Again the checkmate will occur at the edge of the board. Set up the following position on a chessboard and follow the moves below (if you are not sure of chess notation – [go here](#) – it is very easy to learn!).

1. Rh4+ Kc5

2. Ra5+ (note the 2 White rooks act together to push the K towards the top edge of the board)

2. .... Kb6 (Black attacks



Now try to deliver a checkmate at the right hand side of the board using R and Q. The principle is the same as for the 2 R mate shown on the left. Your first move will be to reposition the Q to set up a ladder attack. This can be done in several ways.

Below is an example of the type of checkmate you will achieve. Yours may not be exactly the same as there are many ways to win. It should not take you more than 6 moves (5 is the quickest!)

one of the White rooks)

3. Rg5 (White cleverly moves the R a long way from the K but keeps the K pinned towards the top of the board but also does not impede the other R).

3. .... Kc6

4. Rh6+ Kd7

5. Rg7+ Ke8

6. Rg8# (checkmate! – You should have the position below)



**This month's problems -  
Novice**

***Problem N9***

***Problem N10***



**N9a) White to play – how does he/she win a piece?**

**N9b) If it is Black to play what would you suggest?**



**N10a) Black has played the opening better than White and now can now win a piece – how?**

**N10b) Was there a second good alternative for Black?**

## **This month's problems - Intermediate**

***Problem 19***

***Problem 110***



19a) How should Black play and what is the result?

19b) What happens if it is White to move first? Is the result the same if the White P is on h5 rather than h3 at the start?



110) Black to play can he prevent the pawn from promoting and save the game?

## Solution to last month's problems - Novice

*Problem N7*

*Problem N8*



N7a) White to play - what is the winning move?

Answer

1. Qh8+ Nxh8
2. Rxh8#

N7b) If it were Black to move how would he/she win the game?

. Answer

1. ... Nxh4 followed by Kf8 to avoid back rank mate



N8) Black is winning easily here - but what is the quickest move to finish the game?

Answer

1. ... f1(=N)#  
promote to a N and mate!

Answer to last month's problems - Intermediate

*Problem 17*

*Problem 18*



17) Black has just played the R from c6 to c5, thinking he will win either the Q or B with the pin. White finds a stunning reply that wins within a few moves – what did White play?

**Answer**  
 1. ... Bxg7!  
 if then 1. ... Rxd5  
 2. Bf6 and mate by Rh8 can be delayed but not prevented.  
 and if instead 1. ... Kxg7  
 2. Qd4+ Re5 (mate by Rh8+ followed by Qf6# was threatened)  
 then either 3. f4 or 3. Qxe5 wins a R3.



18) How does Black win?

**Answer**  
 1. ... Kf2  
 with the unstoppable threat of Rc3#  
 to follow